

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD384 January 2012



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WARHAMMER

VAMPIRE COUNTS

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MINIATURES AND RULES.



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Cover artwork by Dave Gallagher

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So it's the start of a new year and a time when many of us are looking to the future with cheery optimism and hobby resolutions aplenty for the year ahead.

Not so for the denizens of the Warhammer world, who will be busy hurrying home before night falls and the restless dead stalk the streets once again. Yes, just when you thought it was safe to go out after dark the Vampire Counts march forth once more, eager to drain the blood from the living and crush the civilised lands beneath their heel.

I know a thing or two about the armies of the Undead, that's for sure. And I don't mean because I'm a Tomb Kings player myself, but because one of my main gaming opponents – Matt Hutson – is a Vampire Counts player. The maniacal gleam in his eyes and lust for blood suits him well, it has to be said. As those of you who picked up Blood in the Badlands last month will know, my proud legions from Khemri repeatedly clashed with Matt's Direhost – not entirely successfully, it has to be said – and since he got his hands on the new Vampire Counts army book my fortunes have only gotten worse.

Luckily up till now he's only been using the new rules, and not the new models, but from my desk I can see Matt's army growing once more. My spies say he's finishing up

some Vargheists (flying vampiric monstrous infantry – eek and eek again!), and from here I can just make out the sinister silhouette of a Mortis Engine taking shape. Those things are nasty as anything, it must be said.

But don't just take my word for it – over the next few pages we'll show off all the new releases and Simon Grant takes a look at the (not so) beating heart of the army – the Vampires and the Necromancers. Andy Hall presents the story of Mannfred von Carstein's latest machination – to capture the daughter of the Phoenix King of Ulthuan – as well as a battle report to refight the dastardly War in the Border Princes.

And if that's not enough, we've got the first part of a new serialised Expansion for Warhammer – Civil War – for fighting bitter battles pitting brother against brother. I think the next time my Tomb Kings march to war it might well be against that other dastardly Undead rival of mine, Adam Troke and the legion of King Trokedor the Inflammable...

Andrew Kenrick, Editor



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THE DEAD WILL RISE

This month the Vampire Counts of Sylvania raise their armies of the restless dead to destroy the lands of the living once and for all. We take an in-depth look at the new miniatures and army book, including exclusive extracts, starting on page 20.



FEATURES

22 BORN OF BLOOD

The Vampire Counts muster their armies of the dead and march to wage war on the living. Simon Grant takes a look at some of these denizens of Sylvania.

34 THE DARK ARTS

Simon Grant examines the dark magicks of the Necromancers that plague the lands of the living with shambling hordes of the Undead.

60 TACTICA: NECRONS

Freshly awakened from his hibernation, Mat Ward shares his tactics and grand strategies for how to (re)conquer the galaxy in the name of the Necrons.

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Jervis Johnson presents a brand-new set of rules for fighting civil wars, pitching brother against brother on the battlefields of the Warhammer world.

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The dread counts of Sylvania are not the only generals to command the restless dead – when a Storm of Magic howls even mortal Wizards can summon the dead.

92 GAMES DAY

It's the start of a new year and a new season of awesomely fun Games Days! We present the complete calendar of upcoming dates, as well as the new Games Day model.

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The 'Eavy Metal team showcase some of the awesome Vampire Counts miniatures that they've painted.

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Steve Bowerman shows us how to paint the Mortis Engine, and offer tips for painting the legions of the Undead.

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The latest events and activities near you.

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Kevin Chin nominates a model for the Hall of Fame.

NEW RELEASES

WARHAMMER®

VAMPIRE COUNTS

Sylvania stirs as this month the Vampire Counts rise from their crypts, grave-beasts lurch out of dread forests or forgotten tombs, and Vampires breathe unlife into the denizens of fell castles long abandoned by the living.



NEW RELEASES

You can advance order any new releases seven days before launch. If you place an order on our website by the Sunday before release, we will guarantee that it will be delivered to your local Hobby Centre for collection on the release date.

Advance order by Sunday 8th January to guarantee your Vampire Counts orders being available to collect on Saturday 14th January.



COVEN THRONE/MORTIS ENGINE

This baroque plastic kit can be assembled to make the Coven Throne – an ostentatious but deadly palanquin of beguiling horrors. Alternatively, you can set a Mortis Engine on the foe – an infernal device that thrums with dark power.

COVEN THRONE

The Coven Throne is a large army centrepiece model and forms an extravagant mount for your Vampire or Vampire Lord. The Coven Throne is carried about the battlefield on spectral steeds and ghostly warriors, all billowing up from its base to hold the model aloft. In combat, the Coven Throne has the power to bestow a glamour on enemies in combat. Three female Vampires are splayed across the throne itself, with the youngest Handmaiden at the foot of the throne dipping her fingers lazily in a scrying pool, while the Vampire Lord herself lounges across the highest seat.



The spirit horde that carries the Coven Throne is made up of various different ghosts bound to the service of the Vampire.

The dresses of the Pallid Handmaidens and the curtains billow behind, giving the model a dynamic look, as if speeding through the night.



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The Vampire and her Handmaidens seem to be travelling in opulence but a closer look reveals a more decaying aspect to their surroundings.

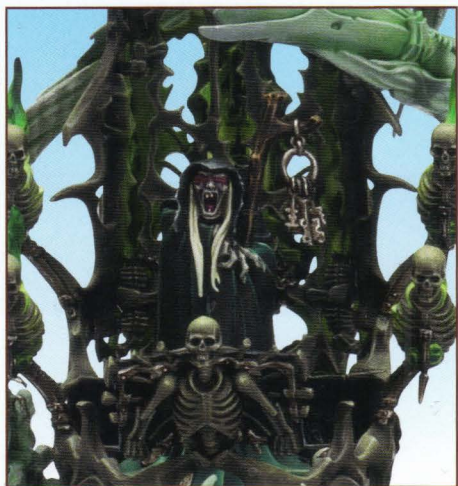
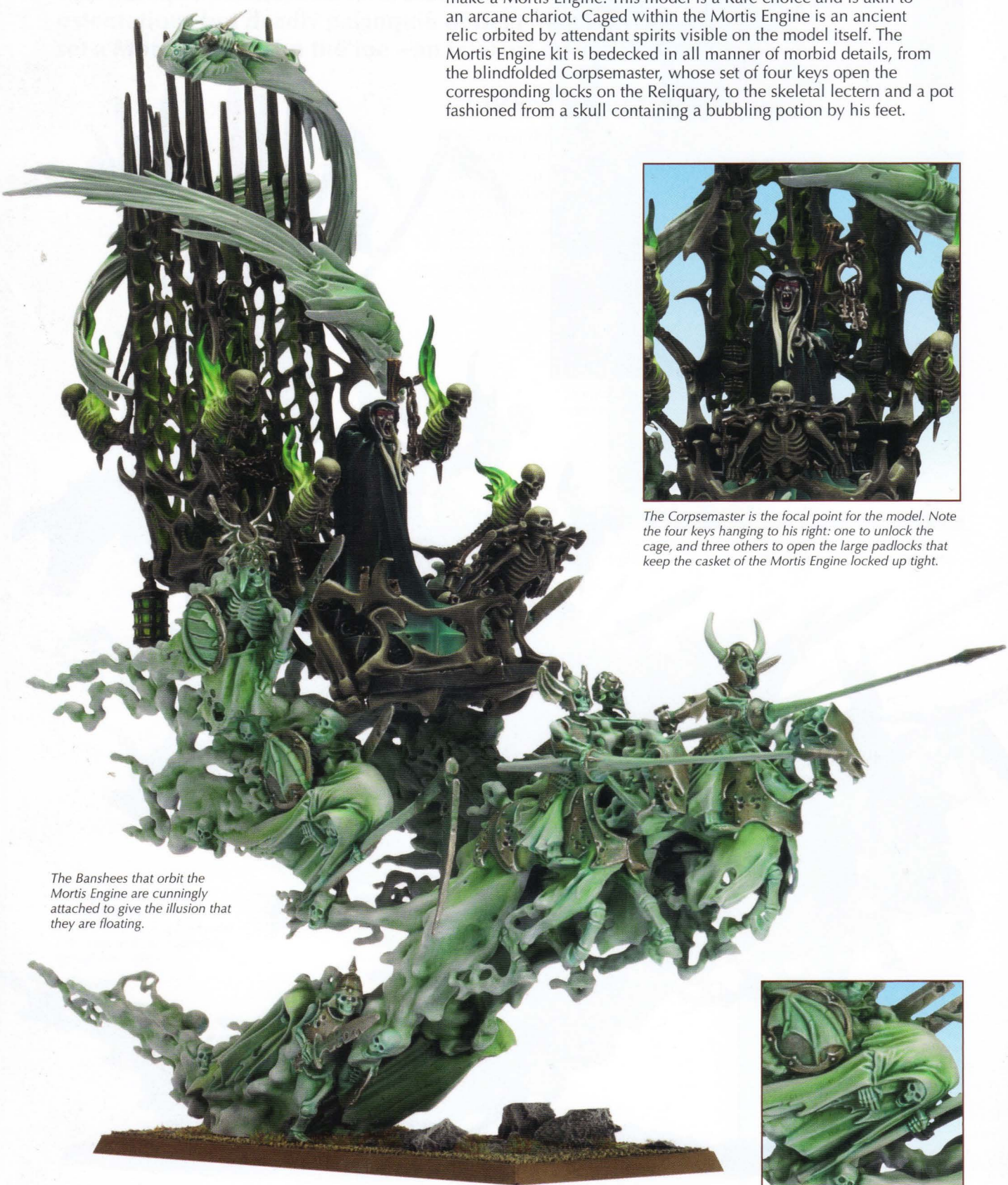


From this angle you can see even more of the spirit horde. Note how it's not just horsemen that carry the Coven Throne, but spirits and ghostly skeletal infantry as well.

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MORTIS ENGINE

The same kit that makes the Coven Throne can instead be used to make a Mortis Engine. This model is a Rare choice and is akin to an arcane chariot. Caged within the Mortis Engine is an ancient relic orbited by attendant spirits visible on the model itself. The Mortis Engine kit is bedecked in all manner of morbid details, from the blindfolded Corpsemaster, whose set of four keys open the corresponding locks on the Reliquary, to the skeletal lectern and a pot fashioned from a skull containing a bubbling potion by his feet.



The Corpsemaster is the focal point for the model. Note the four keys hanging to his right: one to unlock the cage, and three others to open the large padlocks that keep the casket of the Mortis Engine locked up tight.

The Banshees that orbit the Mortis Engine are cunningly attached to give the illusion that they are floating.



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The interior of the Mortis Engine is fully detailed with the dread casket at its centre reverberating with unholy power.



VAMPIRE COUNTS
COVEN THRONE/MORTIS ENGINE
 Product code: 99120207019
 Sculpted by Martin Footitt &
 Aly Morrison.

ON SALE JANUARY 14TH

**MULTI
 PART
 PLASTIC
 KIT**



Like the Coven Throne, the Mortis Engine is carried by an ethereal host.

FIND OUT HOW TO PAINT THE MORTIS ENGINE ON PAGE 98.

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NEW RELEASES

VARGHEISTS/CRYPT HORRORS

Vargheists are feral Vampires that exist only to hunt. The plastic kit can instead be made as Crypt Horrors, monstrous Ghouls that have drunk Vampire blood imbuing them with preternatural strength and an insatiable thirst for slaughter.

VARGHEISTS



This plastic kit creates one of two brand-new units of monstrous infantry for the Vampire Counts army – the Vargheists and the Crypt Ghouls. Once noble Vampires, Vargheists are now corrupted, winged monsters.

The models have been sculpted to look like they are leaping forwards, with wings swooping behind them. The miniatures can still be ranked up beside each other to create a cohesive unit when they charge into combat with the enemy. The kit includes three heads that can be swapped between the different bodies to create variations in look, so that you can include more of these foul creatures in your army.

Not only are the Vargheists a new addition for Undead generals, they are the only flying monstrous infantry to appear in Warhammer.

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CRYPT HORRORS

Instead of assembling them as Vargheists, the kit can make three Crypt Horrors, monstrous infantry-sized Crypt Ghouls fed on the blood of a Vampire. But these are more than just larger versions of their Ghoul brethren – bony protrusions jut out from their bodies, and backs split open to reveal mutated spines and exposed muscles. While the Vargheists have their arms swooping backwards, most of the Crypt Horrors have their arms lunging

forward. This not only creates a greater distinction between the two different types of monstrous creature but also adds to the character of the Crypt Horrors as their grasping hands reach out for the enemy.

The models can be decorated with all manner of details too, from a variety of grisly trophies decorating their spines and hanging from their necks, to crude improvised clubs made from giant thigh bones and gravestones.

**VAMPIRE COUNTS
VARGHEISTS/CRYPT HORRORS**
Product code: 99120207017
Sculpted by Giorgio Bassani & Ed Cottrell.

ON SALE JANUARY 14TH



**MULTI
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SEE THE VARGHEISTS IN ACTION IN THE BATTLE REPORT ON PAGE 50.

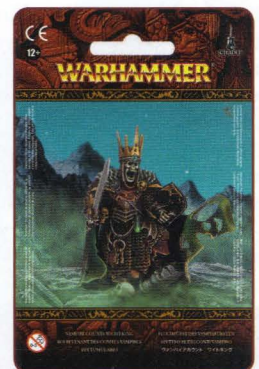
WIGHT KING



This Wight King kit has been designed to take full advantage of being produced in plastic, offering layers of detail that range from the ornate plate armour that sits atop a chainmail hauberk, to the way the tattered and flowing cloak wraps around the shield. The model even has a scenic base adorned with a gravestone and skull.

**VAMPIRE COUNTS
WIGHT KING**
Product code: 99070207004
Sculpted by Martin Footitt.

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NEW RELEASES

BLACK KNIGHTS/HEXWRAITHS

Upon spectral steeds come the ghostly cavalry of the Vampire Counts. Black Knights ride forth wielding ancient lances while Hexwraiths are wreathed in ethereal flame, preying on the souls of the living.



Hell Knight



Musician



BLACK KNIGHTS

The plastic Black Knights kit allows you to make five lance-armed Undead cavalymen with options for creating a musician, standard bearer and Hell Knight as well.

The kit has been designed so the steed halves, the barding and horse heads are all separate and interchangeable, giving you over a hundred different combinations. Two Black Knights can have their lances couched and so when they are placed in the front rank along with the command group you can give the impression that the model is charging. All the models also have options for the lances to be raised too, allowing you to assemble rear ranks.

**TURN TO PAGE 37 TO
SEE AN ARMY OF THE
BARROWS INCLUDING
BLACK KNIGHTS.**



Standard Bearer

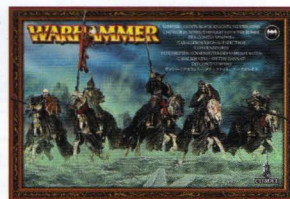


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HEXWRAITHS

The same kit allows you to assemble five Hexwraiths instead of the Black Knights, including a champion upgrade, the Hellwraith. Hexwraiths are a new Ethereal cavalry unit, the models wreathed in spirit-fire and bearing soul-harvesting scythes. The heads and bodies of the spectral steeds remain interchangeable, and there is the option for fiery reins instead. The horses are bedecked with caparison instead of the barding of the Black Knights.

MULTI
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KIT



VAMPIRE COUNTS
BLACK KNIGHTS/HEXWRAITHS

Product code: 99120207018

Sculpted by Alan Perry & Michael Perry.

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Hellwraith

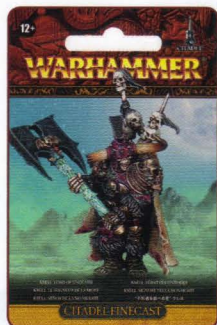


HEXWRAITHS ARE HUNTING FOR HIGH ELVES FROM PAGE 42.

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CITADEL FINECAST™

KRELL, LORD OF UNDEATH



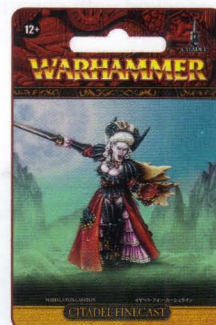
CITADEL FINECAST

KRELL, LORD OF UNDEATH
Product code: 99800207009
Sculpted by Juan Diaz

ON SALE JANUARY 14TH

Krell, Lord of Undeath was once a Chaos-worshipping warlord until he was resurrected by the infamous Lichemaster, Heinrich Kemmler. Adorned in baroque armour and wielding the Black Axe of Krell, this miniature makes a great centrepiece in your army and an ideal companion for Heinrich Kemmler, who is also out in Citadel Finecast this month.

ISABELLA VON CARSTEIN



CITADEL FINECAST

ISABELLA VON CARSTEIN
Product code: 99800207008
Sculpted by Juan Diaz

ON SALE JANUARY 14TH

The infamous matriarch of the most powerful Vampire bloodline, Isabella von Carstein has been released in Citadel Finecast as a beautiful miniature to stand beside her husband and sire, Vlad. Isabella carries the Blood Chalice of Bathori, the blood from which sloshes about, and is covered in loads of other intricate details, such as her delicate petticoat and decorative roses.

VON CARSTEIN UPGRADE PACK

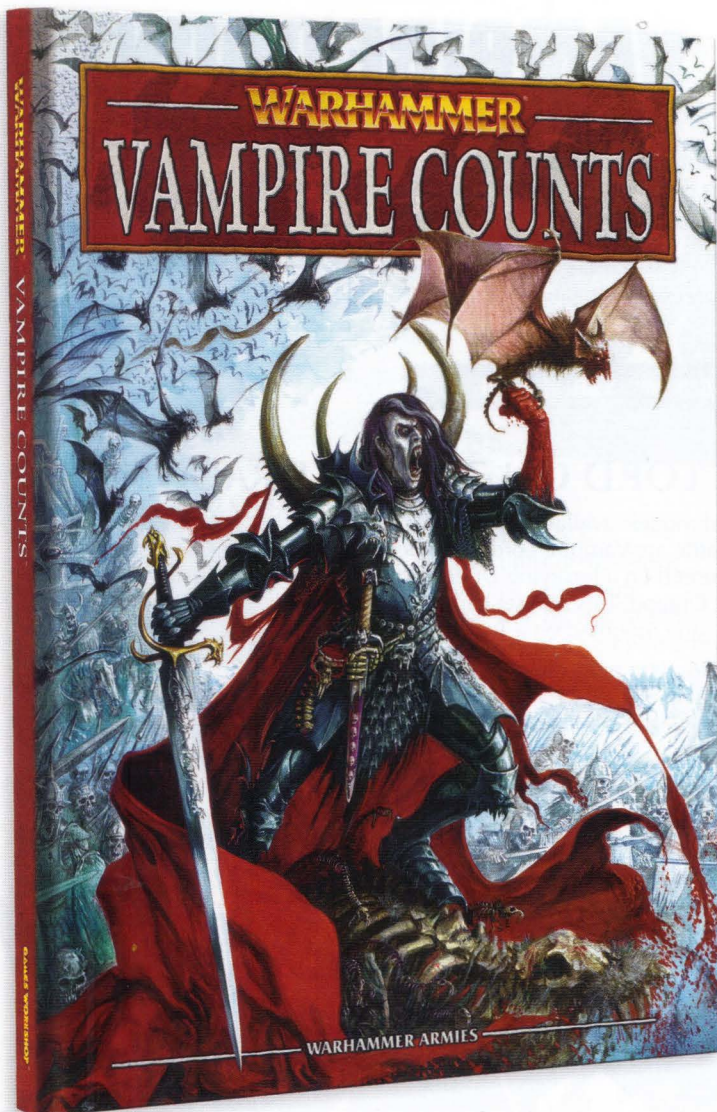


CITADEL FINECAST

VON CARSTEIN UPGRADE PACK
Product code: 99800207010
Sculpted by Gavin Newton

ON SALE JANUARY 14TH

This Bitz Pack comprises thirteen Citadel Finecast components. It includes twelve shields – two of each design – and a flowing banner, which would make a perfect magical standard for a unit in the Vampire Counts army. The shields can be easily added to a unit of plastic Grave Guard or Skeleton Warriors.



WARHAMMER VAMPIRE COUNTS

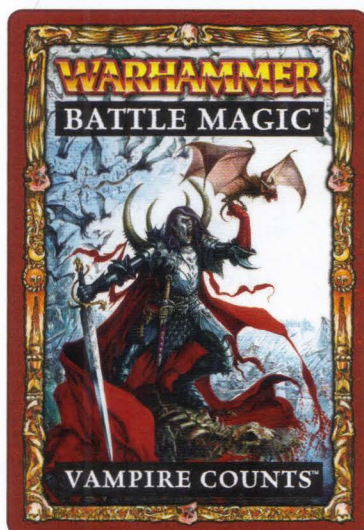
The Vampire Counts are an ancient evil. They are supremely powerful masters of the Undead, raising hordes of mindless Zombies, long-dead Skeleton Warriors and a host of deadly corpse-monsters to their iron will. With their Undead armies about them, they seek to supplant the living with an empire of living death.

Warhammer: Vampire Counts is the definitive guide to collecting a terrifying army of the Undead. The hardback book contains 96 pages packed with full-colour art, background and rules. It details the history, lands and wars of the Vampires, from their creation many millennia ago to their recent reemergence as a powerful, and feared enemy throughout the Old World and beyond. The book also contains complete rules for all of the characters, units and monsters that make up the army, a new spell lore, the army list, and a showcase of the entire range of miniatures.

WARHAMMER:
VAMPIRE COUNTS
Product code: 60030207006
Written by Phil Kelly.

ON SALE JANUARY 14TH

WARHAMMER BATTLE MAGIC: VAMPIRE COUNTS

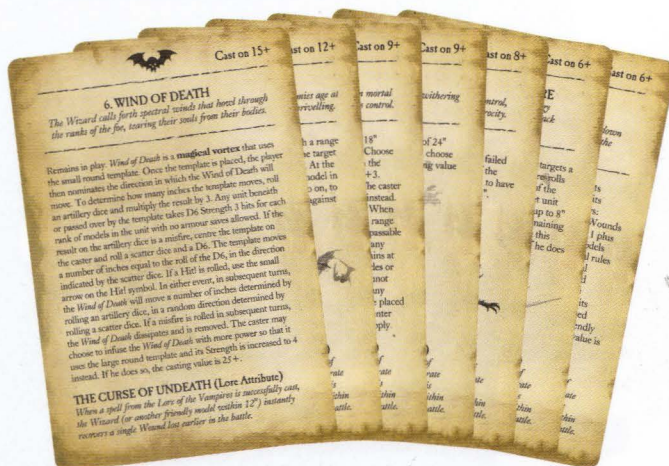


This pack contains all seven spells from the Lore of the Vampires. Each card describes a spell and details any rules and effects for ease of reference.

A Vampire Counts army is sustained by its Dark Magic, so having these cards close to hand will allow your implacable invasion to continue unabated.

WARHAMMER BATTLE
MAGIC: VAMPIRE COUNTS
Product code: 60220207002

ON SALE JANUARY 14TH



WHILE STOCKS LAST



ALSO AVAILABLE

WARHAMMER VAMPIRE COUNTS

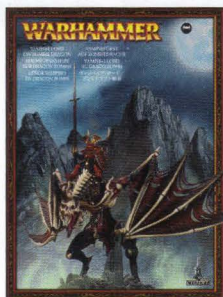
As well as all the great new releases out this month, the Games Workshop website boasts a huge range of existing Vampire Counts miniatures – many now available in Citadel Finecast for the first time. A selection of these miniatures are shown below, but there are many more besides from malevolent Vampires and brooding Necromancers to Fell Bats, Bat Swarms and Coffin Lid Shields to adorn

your regiments. In fact, every unit and character in the Vampire Counts army is available to buy from the website or the order point in Hobby Centres. So, whilst placing an advance order, why not add some of these great miniatures to your order too?



Wherever you see this symbol, that product can only be ordered from the Games Workshop website.

games-workshop.com



VAMPIRE LORD ON ZOMBIE DRAGON

The most powerful models available to lead the Vampire Counts army to battle are Vampire Lords, and never more so than when mounted on a terrifying Undead monster such as a Zombie Dragon. This box set can be instead made as a Ghoulish King mounted on a Terrorgheist.

VAMPIRE LORD ON ZOMBIE DRAGON

Product code: 99800207009
Sculpted by Martin Footitt and Mark Harrison.

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HEINRICH KEMMLER

Heinrich Kemmler is the most infamous of Necromancers, and is now available in Citadel Finecast.

CITADEL FINECAST

HEINRICH KEMMLER

Product code: 99800207024
Sculpted by Gary Morley.



**MULTI
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KIT**

SKELETONS

Large units of Skeletons standing rank upon rank, side by side are the mainstay of a Vampire army. This kit makes ten of them.



VAMPIRE COUNTS SKELETONS

Product code: 99120207008
Sculpted by Mike Anderson,
Aly Morrison and Brian Nelson.



SARTOSAN VAMPIRE

There are a number of characterful Vampires available for the army.

CITADEL FINECAST

SARTOSAN VAMPIRE

Product code: 99060207182
Sculpted by Mark Harrison.



BLOOD KNIGHTS

This box set contains five Citadel Finecast vampiric knights, some of the most powerful heavy cavalry in the Warhammer world.



CITADEL FINECAST

VAMPIRE COUNTS BLOOD KNIGHTS

Product code: 99810207006
Sculpted by Mike Anderson.

DREADFLEET

Hear ye, Scurvy Landlubbers!

Dreadfleet, the piratical game of death of the ocean waves, has almost sold out worldwide. Once gone this game will never be available again, so don't miss out on your last chance to own a unique piece of Games Workshop tabletop history.

PAINTER'S PARADISE

The box set includes ten intricately detailed warships and a handful of auxiliaries, including miniature galleons, a Dwarf Dirigible and even a Dragon in flight. From the sleek white hull of the *Seadrake* to the decaying flesh of the Undead Orb Leviathan that constitutes the *Skabrus*, there are more than enough different painting challenges offered by each warship to sate even the most experienced painters. Each sail sports elaborate, raised details that have been beautifully sculpted to represent the nature of the Captain and crew.



EASY TO LEARN, HARD TO MASTER

One of the most popular aspects of Dreadfleet is the simplicity of its gameplay. A single game is often all it takes to develop a good understanding of how to manoeuvre your warships, unleash devastating broadsides and launch decisive boarding actions. But despite the deceptively simple way the game plays, fully mastering the tactics of Dreadfleet is where the real challenge lies. But with 12 narrative scenarios to choose from, there are plenty of opportunities to achieve mastery of the oceans!



“ My best Games Workshop purchase this year.
Worth every penny! ”

Steve White, Northumberland

“ At 9.30pm we started to play
a game with all ten warships.
At 3.45am a lucky magazine
explosion finally signalled
the defeat of the Dreadfleet.
What a night! ”

Jeremy Regnerus, USA



Dreadfleet can be played with a minimum of two players, but with 10 mighty warships with which to do nautical battle, one of the best ways to play the game is with a group of your finest gaming buddies!



LAST CHANCE TO BUY THE PRODUCT OF 2011!

BLACK LIBRARY™



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 Library website is the place to go to read exclusive extracts, interviews with the authors and sneak-peeks at forthcoming releases. The website is also the only place to get limited editions of novels and an ever-growing range of digital downloads.

www.blacklibrary.com

CITY OF DEAD JEWELS by Nick Kyme.

An extract from Age of Legend – a collection of short stories, edited by Christian Dunn.

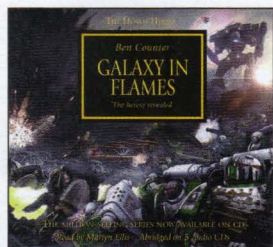
'Whatever this creature is, be it troll or wyvern or some other horror of the deep world, it will trouble the bowels of Azgal no longer once we find it,' he said, 'so declares Magnin, son of Thord. We of the Stonehaft clan have ever been protectors of the gate. Be it Azgal or Azul, south or north along the Worlds Edge, our dawi blood is thick and unpolluted.' He glanced at the hill dwarf, he who had been shamed at the king's mention of elves.

King Durik was nodding, pleased and approving of the warrior-thanes before him.

'Find it,' he hissed, appraising them all with his gimlet gaze. 'Kill it.'

Age of Legends is available from your local Games Workshop Hobby Centre. You can also download it from blacklibrary.com, where it is available as a full length eBook or as separate short stories, so you can buy the whole anthology, or just your favourite tales from the collection.

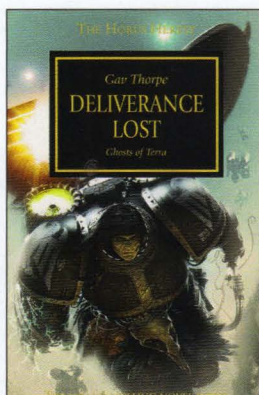
OUT THIS MONTH:



Relive the revelation of Horus' ultimate treachery in this audio book read by Martyn Ellis.

GALAXY IN FLAMES

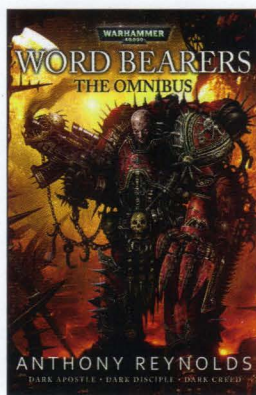
ISBN: 978-1-84970-095-5



After their near-destruction, the Raven Guard escape, but the Legion may yet face its doom.

DELIVERANCE LOST

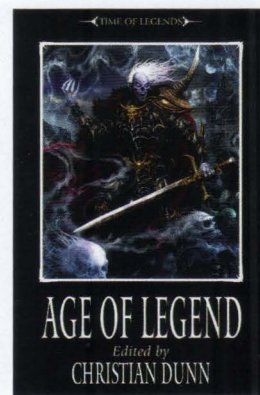
ISBN: 978-1-84970-062-7



The fanatical Word Bearers spread death and chaos across the stars in this exciting omnibus.

WORD BEARERS

ISBN: 978-1-84970-105-1



Witness pivotal events from a historic age that shaped the Warhammer world.

AGE OF LEGEND

ISBN: 978-1-84970-101-3

Hobby Center Manager Selection Centers

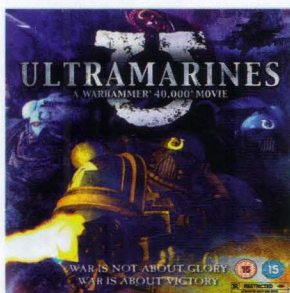
Games Workshop is hosting a series of Selection Centers across the US and Canada to expand their search of candidates interested in pursuing a potential Hobby Center Manager position. Director of Recruiting, Josh Wimberly, comments, "It's all about finding individuals that fit, and not necessarily current hobbyists." Wimberly explains that Games Workshop's unique, dynamic business requires this acute persona fit. One of the key characteristics they are looking for is an "in-depth understanding of what drives a hobby and the personal passion involved". At the Selection Centers, candidates will be meeting with Josh Wimberly and one of our Directors for Growth. The Selection Center gives qualified candidates a chance to interview onsite and further their potential employment with Games Workshop as a Hobby Center Manager.

If you would like to learn more about attending a Games Workshop Selection Center, please visit the "Careers Section" of the www.games-workshop.com website. A representative will follow up to schedule the interview at the Selection Center on the date coordinating with the candidates desired location. More information on the role, benefits and other Games Workshop career opportunities can be found in the "Careers Section" of the website as well.

"Careers Section" of www.games-workshop.com



As the logo on the cover of this issue suggests, 2012 marks a very special anniversary for Games Workshop fans everywhere, for it is the 25th anniversary of Warhammer 40,000. Yes, 25 years ago the very first edition of Warhammer 40,000 – *Rogue Trader* – was published a grim, darkness was born and the rest, as they say, is history. Next month we'll be celebrating the anniversary in force in both *White Dwarf*, on the Games Workshop website and in Hobby Centres worldwide – so join us next issue!



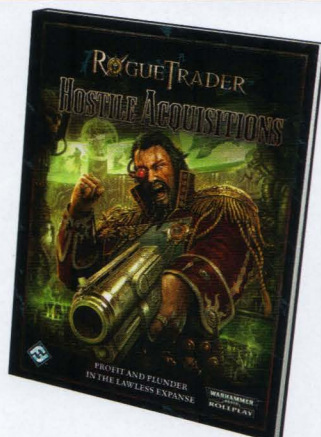
Ultramarines

Ultramarines is an awesome Warhammer 40,000 movie telling of the exploits of the Emperor's finest Space Marines in a movie for the first time.

In response to feedback from fans we are proud to announce that you can now get both the Blu-ray and the digital download of the Ultramarines movie in high definition.

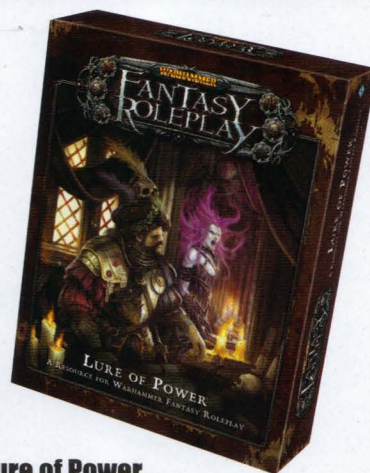
As if that wasn't enough, the original soundtrack score (featuring the Welsh national choir) and the Ultramarines DVD Special Edition Collector's Set are both available too from:

ultramarinesthemovie.com



Hostile Acquisitions

Hostile Acquisitions, a Warhammer 40,000 Roleplay supplement, is a resource for anyone interested in exploring the world of crime. Within its pages, players and GMs will find all they need to run a campaign on the far side of Imperial Law. A guide to crime for Explorers with flexible morals, *Hostile Acquisitions* also includes a catalogue of valuable treasures across the Koronus Expanse waiting to be 'liberated.' From new characters and equipment to creating nemeses and running games based on criminal enterprise, *Hostile Acquisitions* is a book for Rogue Traders who are more rogue than trader.



Lure of Power

Lure of Power, a delightfully indulgent supplement for Warhammer Fantasy Roleplay, invites characters to rub elbows with the decadent nobility of the Old World. This detailed expansion delves into the world of the elite, as well as the insidious influence of Slaanesh, the youngest and subtlest of the Ruinous Powers. Players and Games Masters alike find increased opportunities for noble and social characters as well as background material on Slaanesh. What's more, the exciting adventure that is included in the book will lead characters deep into a world filled with temptations and terror!

www.fantasyflightgames.com



WARHAMMER

THE LORDS OF UNDEATH

By the will of their immortal masters, the dead have risen from their graves and emerged from their tombs. Read on to discover all you need to know about the dreaded Vampire Counts, the restless spirits of the damned and the walking dead.



The pages of this issue are saturated with forbidden lore concerning the fell Vampire Counts:

- Turn the page to learn all about the immortal lords of Sylvania – the Vampire Counts.
- Having perused one of the Books of Nagash, Simon Grant discusses the unholy Lore of the Vampires on page 34.
- For a showcase of stunning 'Eavy Metal miniatures from the Vampire Counts range, turn to page 38.
- Andy Hall presents a brand new scenario on page 42, featuring the plans of Mannfred von Carstein himself...
- ... which is then fought in this month's battle report on page 50.

UNDEATH ASCENDANT

AN EXCLUSIVE EXTRACT FROM WARHAMMER: VAMPIRE COUNTS

The dead do not rest easy. Necromancers seek to escape their mortality by searching for forbidden lore within the antique pages of accursed books. Armies slain in the poisoned wilderness of the Chaos Wastes do not lie dead as others do, returning instead to ghastly unlife and bringing terror to their former comrades along the boundaries of Kislev. In Sylvania, filth-clad corpses claw their way from the muddy earth to attack unwary travellers. In the musty crypts of centuries-dead noblemen, tomb robbers freeze when they hear movement in the darkness. Behind it all towers the shadowy figure of Nagash, the Great Necromancer, who in ancient days rivalled the gods themselves.

THE VAMPIRE COUNTS

More folklore and legends surround the Vampires than any other creature of the night. Since time immemorial they have been seen as monstrous flesh-eaters, charismatic lords and ladies, and dread generals of the Undead. The most powerful of the walking dead, the Vampire race was created by unholy ritual and dread elixir many thousands of years ago.

Though physically strong, fast and resilient, it is not these qualities that make the Vampires such a threat. It is will and force of personality that drives the Vampires to seek great power, a driving force that most other Undead creatures lack. Imbued

with supernatural control over the dead, Vampires make natural leaders for the armies of Undead that plague the world. Though loathed and hunted, Vampires also lurk within human society, either masquerading as aristocrats, or dwelling in haunted citadels on the edges of civilisation.

All Vampires were once human, with hopes, dreams and families of their own. Even though traces of emotion still stir in their shrivelled hearts, the Blood Kiss has transformed them into monsters without exception. Their once-humble aspirations have been consumed, twisted into a desire to conquer and rule over the mortals they left behind. In truth, though, Vampires cannot forget their past lives. Their names and heraldic symbols will be emblazoned on the shields and banners of their Undead armies, for Vampires are proud creatures that revel in the terror they inflict on their prey. Whether sorcerer or warrior, a Vampire's immortal existence is fuelled by a craving for magical power and worldly domination.

This deadly ambition was writ large during the Vampire Wars. For over a century, the infamous von Carsteins of Sylvania waged war upon the Empire, leading armies of Undead the like of which had not been seen since the time of Sigmar. Three successive von Carstein Vampires arose to challenge for rulership of the Old World – Vlad, Konrad and Mannfred – each deadly threat. Under the command of the Vampire Counts, hordes of Zombies, legions of Skeletons and hosts of other fell Undead creatures besieged the Empire in a relentless campaign for control. Divided by politics and war, the Empire was almost overrun and came close to being enslaved to the will of a Vampire Emperor. It was only through the sacrifices of the armies of the Elector Counts, and the efforts of a few remarkable heroes, that the Undead were held at bay.

Though the von Carsteins were eventually defeated, persistent rumours claim to this day that the last of the Vampire Counts, Mannfred von Carstein, escaped destruction. For centuries, the tales say, he has awaited the moment when the Empire is once more weak and vulnerable. When the darkness gathers, the armies of Sylvania will go forth again, greater than ever before. While dead things stir in their graves and travellers disappear in the middle of the night, there is always the fear that one day the Vampire Counts will rise again, to sweep away the rule of the living and create an eternal empire of the Undead.



The Blood Kiss

The manner by which a Vampire turns a mortal into another Vampire is subject to much speculation. Known variously as the Blood Kiss, the Dark Awakening, Turning and the Red Ascension, this process is believed to involve the exchange of blood in some fashion. It was Queen Neferata's blood that gave rise to the first Vampires. The Blood Kiss is a highly secretive and personal affair, possibly unique to each Vampire, and the lords of undeath do not discuss it, not even with others of their kind.

The Midnight Aristocracy

The Vampires of the Old World haunt the darkness, filled with an insatiable thirst for human blood and saturated with the raw power of Dark Magic. Since the defeat of the von Carsteins, most Vampires remain hidden from the eyes of Man. However, Vampires occasionally inveigle themselves into the great cities of the Empire, moving in high society where their lordly positions allow them to conceal their true natures. Some lurk in the deep woodlands or within dark caverns, preying on travellers and peasants. A few dwell within the mist-shrouded ruins of their old castles and emerge from their cobwebbed crypts to feast intermittently on whatever they can find. Others still have become little more than debased and feral creatures, feeding on fresh corpses in graveyards and making their lairs in dusty mausoleums.

Such is the Vampires' innate dominion over death that it is impossible to ever know for certain whether they have been slain. They have a habit of returning and wreaking terrible vengeance on their would-be slayers when least expected. A Vampire can lie dormant for years, decades or even centuries, gathering his might while his minions prepare the way for his return to power. Once at his full strength, the Vampire will muster a horde of the Undead and go forth once more, fighting in pursuit of his depraved ambitions.

When a powerful Vampire stirs, the Dark Magic he exudes acts as a magical beacon to spirits and dead things for many miles around. In this manner, a Vampire draws all manner of dreadful creatures to his service. Ghouls and Crypt Horrors leave their graveyard lairs and Dire Wolves slink out from the shadowy forests. Ghosts and spectres, revenants of dead warriors and murdered men, draw strength from the Vampire and weave insubstantial forms for themselves in order to plague the warm-blooded living. Slack-jawed Zombies claw themselves out of shallow graves at the Vampire's command. Units of armoured Wights stalk forwards in a parody of disciplined soldiery, flanked by beasts of the wild that have been reshaped by the energies of necromancy into something

far more hideous. The skies above the Vampire writhe with swarms of blood-sucking bats, some of which are as large as the dreaded Zombie Dragons that bear the lords of undeath to battle. Twisted mockeries of once-noble predators flap through the cold air alongside unliving monstrosities borne upon leathery wings.

The deathly adepts known as Necromancers can also feel the rising of such a lord of darkness, and will leave their hiding places to serve at the feet of a truly undying master. They bargain their skills and servitude in exchange for more knowledge, or in the hope of earning the Blood Kiss themselves. Some bear dread artefacts to war upon palanquins of the dead, hoping to use the might of their unholy predecessors against their prey. Perhaps most deadly of all those summoned are the other Vampires that heed the dark call – some sired by the Vampire and therefore bonded to it by magic and blood, others seeking alliance or simply a chance for fresh slaughter.

The Tireless Hordes

Relentless, implacable and dreadful, the Undead are among the most dangerous opponents in the known world. Bound by the will of their Vampire, they are a fell and mighty force. They cannot be reasoned with, bribed or coerced. They know neither fear nor mercy. They need neither sleep nor warmth, drink nor wholesome sustenance. As they spread across the land, their ranks swell with the corpses, and sometimes even the spirits, of their slain foes.

Few things inspire more fear in the hearts of men than the sight of the walking dead. Their cadaverous forms are wrapped in funerary vestments, and they wield ancient, rusty weapons – they are a vision of the fate that awaits all living creatures. When confronted by that which haunts all Men's nightmares, most mortals feel an indescribable horror, as much a weapon as any blade, and only the bravest warriors will stand their ground. When the Undead march to war, all the living tremble in fear.



WARHAMMER

BORN OF BLOOD

At the lifeless heart of the Vampire Counts army lie the Lords of Undeath. Having spent many long nights studying the *Liber Mortis*, Simon Grant reveals all that he has learned of the immortal Vampires and how they threaten to bring an end to all life.

THE HUNGER

Whenever a Vampire kills one or more enemy models in close combat, a D6 is rolled. On the roll of a 6, the character recovers one Wound lost earlier in the battle.



This month sees a huge assortment of Vampire Counts goodies (or should that be baddies?) and a brand-new army book. With such reinforcements summoned to their cause, the immortal Vampires seek to slay or enslave all who would oppose their will. But what is the dark power that lends the army so much strength? The answer is, unsurprisingly, the Vampires themselves. Not only are they powerful necromancers in their own right, but the Dark Magic that infuses their Undead bodies makes each Vampire an utterly deadly opponent. The eldest and greatest of their kind, the Vampire Lords, are capable of facing down the mightiest heroes and deadliest monsters of other races and emerging victorious.

But there are more to Vampires than a statline to die for (*Groan – Ed.*). Every Vampire character has the Hunger special rule (see left), which enables them to snack on the go and recover lost Wounds in the process. Vampires are so saturated with Dark Magic that they are always able to march, ignoring the usual penalty for being Undead. Vampiric creatures such as

Varghulfs and the winged Vargheists also benefit from similar freedom of movement. The General of the army, usually a Vampire of incredible age and power, is mighty enough to pass on this ability to other Undead units within 12" of him, such is his force of will. However, this power comes at a cost – should he be slain, the Dark Magic that sustains non-Vampiric units is at risk of fading, causing them to disintegrate until another skilled practitioner of necromancy can take over.

Each and every Vampire is a spellcaster and has access to a selection of potent Vampiric Powers, but can be an expensive investment in points. Getting the most from each Vampire is therefore essential to the success of the Vampire Counts army. Over the next few pages, I will be discussing what impact the Vampires have on the army, including how they can be tailored to fill a huge variety of different roles. By varying the wargear, magic items and Vampiric Powers, not to mention the units you include in their army, you can create Vampires of all different origins, each dripping in blood and history.

THE SIREN OF THE VON CARSTEINS

Perhaps the most infamous of all the Vampire Counts is the dynasty of the von Carsteins, a name that is feared throughout the Old World for the misery and bloodshed they brought to the lands of the Empire. The heads of the dynasty, Vlad and Isabella von Carstein are powerful additions to your army. Vlad is the most powerful Vampire Lord available and one of the mightiest of his kind ever to blight the Old World, but with Isabella at his side, he becomes greater still. This is made manifest by the fact that both Vampires gain Always Strikes First when in the same unit, and Isabella's Blood Chalice of Bathori can heal Vlad during the battle. Vlad's Carstein Ring provides him with a 4+ ward save and his magic sword, Blood Drinker, enables him to restore lost Wounds even more readily than normal, as he passes his rolls for the Hunger on a 4+. By keeping Vlad alive, he will be free to crush all before him.



Lord Marius Wulfstein
Vampire Lord
(Level 1 Wizard)
with heavy
armour, the Giant
Blade, and the
Flying Horror,
Dread Knight,
and Quickblood
vampiric powers.
356 points



HUNTER FROM HELL

Phil Kelly: This Vampire Lord is purpose built for killing characters. He has the Flying Horror power, allowing him to dart out of his unit to slay his quarry. He also has the Dread Knight power, taking his Weapon Skill to a mighty 9, and Quickblood, which gives him Always Strikes First. To make sure each of his attacks counts, he wields the Giant Blade, meaning he can dish out five S8 attacks and smash straight through armour saves. There's nothing this guy can't kill. Watch out for taking on infantry along, though, as nothing crumbles a Vampire better than combat resolution!

Lady Camille of Parravon
Vampire Lord
(Level 4 Wizard)
with the Cursed
Book and the
Master of the
Black Arts and
Dark Acolyte
vampiric powers.
460 points



MISTRESS OF DARKNESS

Phil Kelly: Every Vampire Counts player needs potent magic, and this Vampire Lord really delivers. Not only is she a Level 4 Wizard, but the Master of the Black Arts allows her to re-roll one of the dice for the Winds of Magic. She also has the Dark Acolyte power, adding D3 to the total when she casts *Invocation of Nehek* and ensuring plenty of Skeletons and Zombies. Finally she has the Cursed Book, enabling her to throw out a randomly determined hex in each of her Magic phases at the cost of a couple of power dice – a great feint before the Undead start popping up like daisies!

The Bloodkin
5 Blood Knights
with musician,
standard bearer
with the Flag of
Blood Keep and
Kastellan.
360 points



THE KNIGHTS OF BLOOD KEEP

The vampiric legacy of Walach Harken, the Blood Dragons were once a noble Knightly Order of the Empire. Now they ride at the head of Undead legions, striking down any who would dare challenge their martial supremacy.

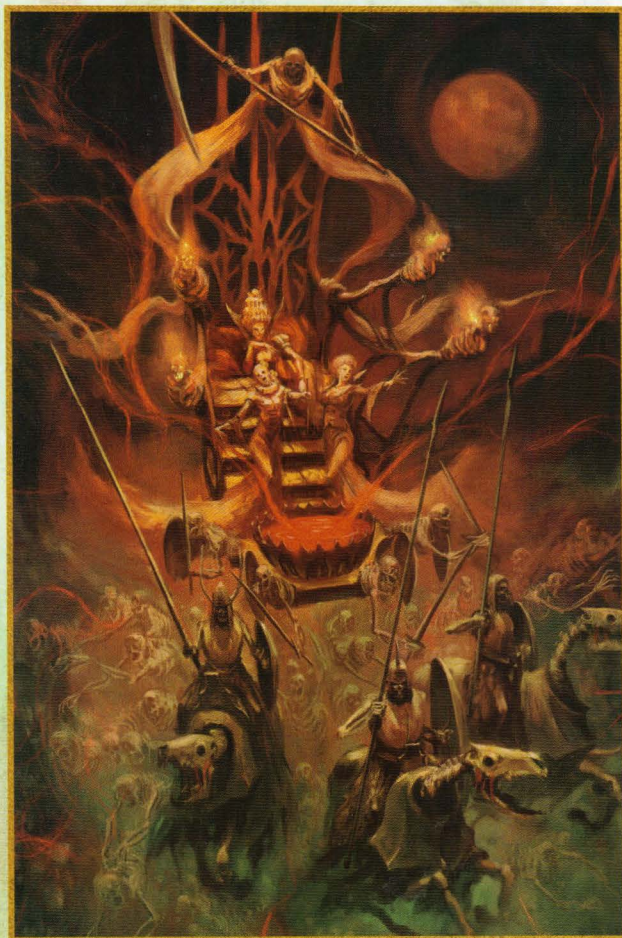
As Vampires riding Undead chargers, the Blood Knights are amongst the most powerful cavalry in the game. There are few opponents indeed that can stand up to their charge, for each frenzied Blood Knight strikes with 3 Attacks, and with their lances, Strength 7 on the charge. One unit can even be upgraded with the Flag of Blood Keep, granting them a 4+ ward save against ranged attacks.

COVEN THRONES

AN EXCLUSIVE EXTRACT FROM WARHAMMER: VAMPIRE COUNTS

Compensating for a cursed existence with grandeur and luxury is a common theme amongst the Vampire elite. A true lord or lady of undeath refuses to churn through the mud of a battlefield like a common peasant or be content with the dubious dignity of sitting astride a grave-beast. Instead, the monarchs of the night are often borne to war on gilded palanquins known as Coven Thrones. These bone-frame constructs are held aloft by the departed spirits of those who have fallen in love with their owners and got nothing in return but a violent death. Mortal men shiver in awestruck disbelief at the exotic beauty of the handmaidens lounging upon these Coven Thrones – hypnotised by a beguiling glance, a kiss upon the air, or a subtle finger beckoning them into eternal servitude.

The legend of the Vampires originates in the desert realm of Lahmia, and it is the Lahmians who are famed above all for their use of Coven Thrones. Those who hail from that land consider themselves the first amongst the aristocracy of the night, for their darkling city was the first ever to bear the curse of vampirism. All Lahmians descend from Neferata, the Queen of Mysteries, who is said to despise men with a passion. Consequently, very few Lahmians are male. Instead, the most enchantingly beautiful maidens are chosen from amongst the noble families of Bretonnia and the Empire and granted the Blood Kiss. They then gain control of the humans around them with cunning and intrigue, for Lahmians take an active interest in human affairs – no one knows how many eccentric noblewomen, widows and high-born ladies are, in truth, members of the Undead.



The Lahmians are hedonistic, self-indulgent creatures that take great pains to present themselves in splendour and majesty at all times. Thus the Coven Thrones that carry the Lahmian sisterhood are bedecked with rare artefacts and strewn with silk-embroidered cushions and other finery. Over the centuries, the Lahmians have become skilled in the arts of foretelling and prescience in order to stay one step ahead of the agents who pursue them. The Coven Thrones bear great enchanted bowls full of fresh virgin's blood, within which the Vampire's handmaidens can scry the future. What the Lahmians' final purpose is, however, none can possibly fathom.

Despite their luxury, these ostentatious palanquins are potent weapons upon the battlefield. The Vampires themselves move so swiftly as to be virtually invisible to the eye, but their true strength lies in their unity. A coven of Vampires fighting as one is as formidable a prospect as any Dragon or Daemon Lord.

	M	WS	BS	S	T	W	I	A	LD
Coven Throne	-	-	-	5	5	5	-	-	-
Pallid Handmaiden	-	5	3	5	-	-	5	2	7
Spirit Horde	8	3	0	3	-	-	1	2D6*	-

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES: **Always Strikes First** (Pallid Handmaidens only), **Large Target**, ***Random Attacks (2D6)** (Spirit Horde only), **Spectral Steeds** (see page 51), **Undead**, **Vampiric**, **Ward Save (4+)**.

Battle of Wills: Immediately before the first model in an enemy unit rolls To Hit against the Coven Throne or a character upon it (either in close combat or shooting), the opponent must roll a D6 and add it to his unit's Leadership (attacks that do not roll To Hit are exempt from this effect). Next, roll a D6 and add it to the Coven Throne's Leadership. To find the result of the Battle of Wills, subtract the enemy's total from the Coven Throne's total, and apply the result to the table below – the results last until the end of the turn.

Result	Effect
0 or less	<i>Back off, devils!:</i> No effect.
1-2	<i>Must... resist...:</i> The enemy is at -1 WS and -1BS.
3-5	<i>Bewitched:</i> The enemy must re-roll successful To Hit rolls.
6+	<i>Completely enthralled:</i> The enemy turn upon themselves. Every model in the attacking unit makes a single close combat attack, resolved against its own unit. War machines take a single Strength 3 hit for each remaining crewman against the crews' Toughness. Affected units may not otherwise shoot or attack this turn.

Serfing Pool: Bound Spell (Level 3). If cast successfully, the Coven Throne and all of its constituent parts, including its crew and any character using it as a mount, re-rolls failed To Hit or To Wound rolls (owning player's choice) for the remainder of the turn.

A DARK BEAUTY

Simon: The elegant beauty of this Vampire Lord and the opulence of her throne-palanquin belies her utter deadliness on the battlefield. No brutish Zombie Dragon or bat-like Terrorgeist for Countess Emilia von Holstadt, but a mobile coven of Vampires instead!

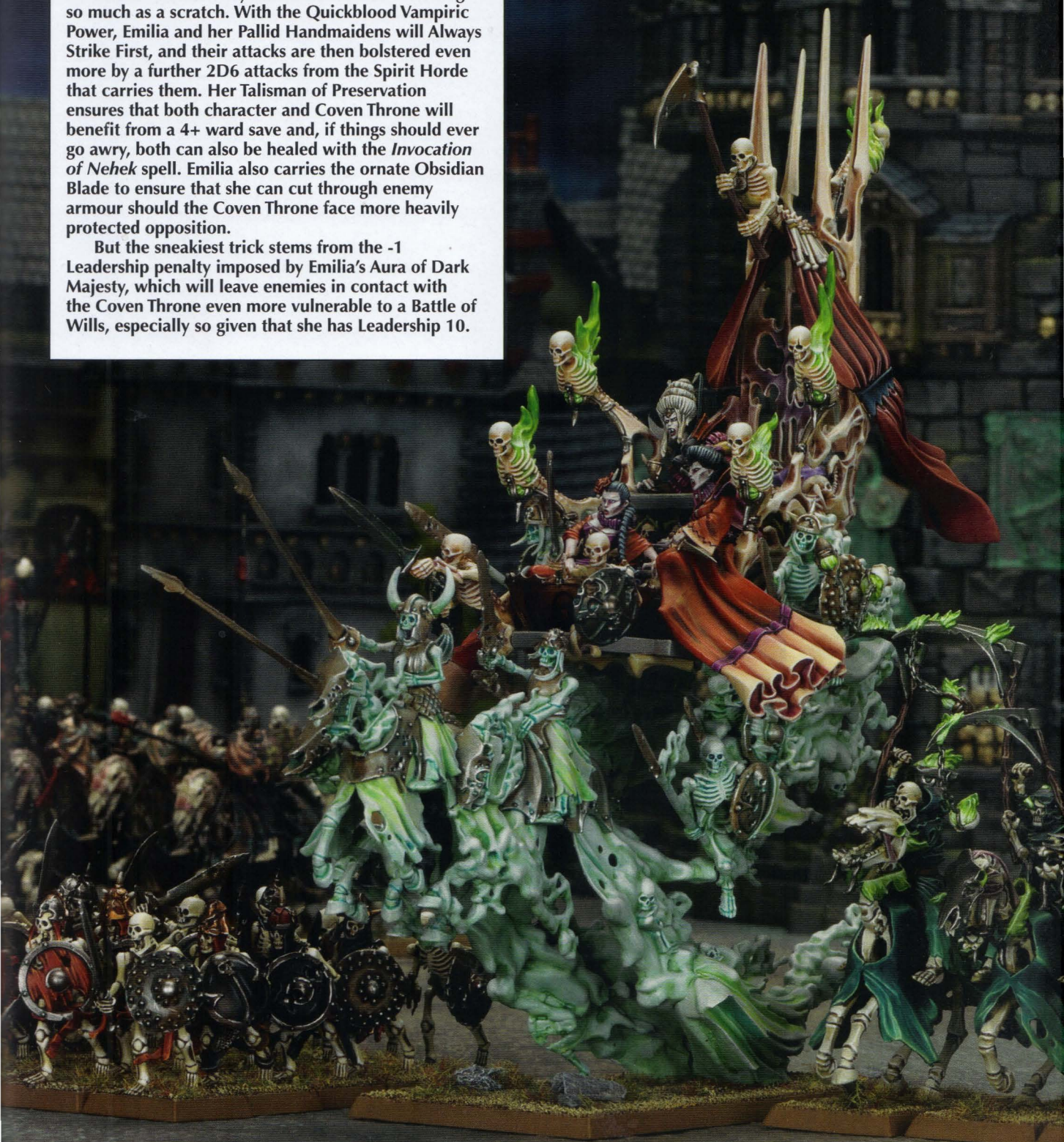
Majestic and ostentatious though the Coven Throne might seem, it forms a mount for a Vampire Lord with good reason – it can happily smash straight through the middle of an enemy battleline without receiving so much as a scratch. With the Quickblood Vampiric Power, Emilia and her Pallid Handmaidens will Always Strike First, and their attacks are then bolstered even more by a further 2D6 attacks from the Spirit Horde that carries them. Her Talisman of Preservation ensures that both character and Coven Throne will benefit from a 4+ ward save and, if things should ever go awry, both can also be healed with the *Invocation of Nehek* spell. Emilia also carries the ornate Obsidian Blade to ensure that she can cut through enemy armour should the Coven Throne face more heavily protected opposition.

But the sneakiest trick stems from the -1 Leadership penalty imposed by Emilia's Aura of Dark Majesty, which will leave enemies in contact with the Coven Throne even more vulnerable to a Battle of Wills, especially so given that she has Leadership 10.

Countess Emilia von Holstadt

Level 2 Vampire Lord with Obsidian Blade, Talisman of Preservation, Quickblood, Aura of Dark Majesty, Beguile, mounted on a Coven Throne and using the Lore of the Vampires.

650 points



SAMPLE ARMY LIST

LORDS

Countess Emilia von Holstadt
Level 2 Vampire Lord with
Obsidian Blade, Talisman of
Preservation, Quickblood,
Aura of Dark Majesty,
Beguile, mounted on a Coven
Throne and using the Lore of
the Vampires.

650 points

HEROES

Lady Elanor
Level 1 Vampire with Beguile,
using the Lore of
the Vampires.

120 points

Wilhelm the Withered

Level 2 Necromancer with
Master of the Dead, using the
Lore of the Vampires.

120 points

The Black Witch of Drakwald Moor

Tomb Banshee

95 points

The Ever-widow

Tomb Banshee

95 points

CORE

The Howling Legion

38 Skeleton Warriors with
musician, standard bearer
with Screaming Banner and
Skeleton Champion.

245 points

The Silent Ones

38 Skeleton Warriors with
musician, standard bearer
and Skeleton Champion.

220 points

The Endless

38 Skeleton Warriors with
musician, standard bearer
and Skeleton Champion.

220 points

The Flesh Eaters

40 Crypt Ghouls with
Crypt Ghast.

410 points

SPECIAL

The Blackened

10 Black Knights with
barding, lances, musician,
standard bearer and
Hell Knight.

290 points

The Riders of Damnation

5 Hexwraiths with
Hellwraith.

160 points

The Howling Mob

3 Spirit Hosts.

135 points

RARE

The Soul Barge

Mortis Engine with
Blasphemous Tome.

240 points

TOTAL:

3000 points

LAHMIA'S LEGACY



The core of this army are the three hordes of Skeleton Warriors that form a solid battleline. Skeletons are the spine of any Vampire Counts army and no army would be complete without them. With the army's ability to raise and replenish the ranks of the dead through necromantic magic, Skeletons can be relied upon to hold the line, allowing the more exotic units to go chasing ghosts across the battlefield.

To give the Skeletons a bit more impact against heavily armoured foes (which they might struggle to defeat), two of the units will be joined by a Tomb Banshee. A Banshee's Ghostly Howl can tear through any elite enemy units they may encounter on their eternal march across the battlefield and they're all but immune to retaliation because of their Ethereal nature.

The Necromancer, Wilhelm the Withered, will be placed in the third unit of Skeletons where he can further increase the size of these units using the Lore of the Vampires and his Master of the Dead ability. I'd better make sure I bring plenty of spare Skeletons! His unit will follow in the slipstream of the Mortis Engine to benefit from its Blasphemous Tome, which gives a +2 bonus to any friendly Wizards within 12" attempting to cast spells from the Lore of the Vampires. In addition to the Necromancer, Lady Elanor, will accompany this unit, gaining bonuses to her casting attempts and offering the unit some real bite in close combat. I have always loved the idea of a measly Necromancer hanging around a powerful Vampire in this manner – just like a vulture circling a corpse!



HEXWRAITHS

Terrifying apparitions that tear into the mortal realm to claim the souls of the living, Hexwraiths are as shades of wrath and vengeance.

Hexwraiths are Ethereal Fast Cavalry that inflict Strength 5 hits on their victims as they ride straight through them, and no armour is proof against their ghostly scythes.

In a supporting role to Countess Emilia von Holstadt on her Coven Throne, the Black Knights will intercept any units that foolishly attempt to impede her progress towards the heart of the enemy. The Hexwraiths, on the other hand, will speed up the opposing flank with the Mortis Engine, causing wounds on any units they pass through with their Spectral Hunters rule. They will then move on to tear through any enemy war machines – with their Strength 5 Magical, Flaming Attacks, even tough crew such as those of the Dwarfs will be no match for them.

A huge unit of Crypt Ghouls deployed as a horde will be a grave threat to even the toughest enemy units or monsters with their two Poisoned Attacks each. 40 of the cannibalistic fiends should be enough to

ensure that enough of them will reach the foe in order to feast upon their flesh in close combat!

The Spirit Hosts will hang around at the rear of my lines to ensure that enemy units cannot creep up on my central blocks of Skeletons. They also add to the character of the army as I always imagined the Lahmians would drag the spirits of discarded former lovers screaming into battle.

The Mortis Engine is a powerful option to roll up the flank of an enemy army, leaving the withered corpses of its adversaries in its wake. Its Reliquary has a range of 2D6" and causes D6 hits with a Strength equal to the current number of turns, perfect for eliminating units such as light cavalry that may be attempting to flank my legion of the dead.



THE ARMY OF WOLF CRAG

THE BLOOD LORD OF WOLF CRAG

Simon Grant: As the army General, the Blood Lord enables any Undead units within 12" of him to make march moves. Given how many fast-moving units there are in this army, it's essential that he can keep up with them to make the most of this ability. A Zombie Dragon enables him to do just that, whilst bolstering his already formidable hitting power. The Vampire's Nightshroud will force his opponents to strike last, allowing the Zombie Dragon to fight (and use its breath attack) first. The Sword of Bloodshed grants the Blood Lord +3 Attacks and, when combined with Quickblood and Red Fury, he can re-roll failed To Hit rolls and inflict up to eight additional Wounds!

The Blood Lord will be on close combat duty for much of the game, so keeping him as a Level 1 Wizard not only saves on points, but helps avoid the temptation to cast big spells and risk a fatal miscast. As the Army General, that would be most unwelcome.

BLACK KNIGHTS

Galloping to battle atop eerily silent, spectral steeds and wielding unwholesome blades of deadly enchantment, Black Knights are ancient champions of men from a time long before the birth of the Empire.

The Skeletal Steeds of the Black Knights gain the Ethereal special rule for the purposes of movement, enabling them to pass through even the densest terrain. In addition, their Wight riders strike with Killing Blow, regardless of the weapon they wield, be it lance, hand weapon or even magical blade.



The army has been designed not to rely on a single, high-Level spellcaster. The Lore of the Vampires has three fantastic spells that have very modest casting values – *Invocation of Nehek*, *Vanhel's Danse Macabre* and *Hellich Vigour* – so only one spellcaster has been upgraded to Level 2, and only for the purposes of countering enemy magic. With access to three bound spells and the possibility of channelling four extra dice each turn, the army will be able to unleash a barrage of spells, even if the Winds of Magic are becalmed. The inclusion of so many powerful, fast-moving units

will enable the army to pick off enemy Wizards in short order, so it will have little to fear from incoming magic for more than a turn or two.

The Blood Knights, Vargheists and Black Knights should be able to crush all but the largest enemy regiments on the charge. But if it looks like they might need a bit of help to get the job done, then I'm sure the Varghulf will be happy to help out. The Skeleton and Zombie regiments will move to hold up any enemy units that can cause a problem, or back up and reinforce the army's faster elements as necessary.

SAMPLE ARMY LIST

LORDS

The Blood Lord of Wolf Crag
Level 1 Vampire Lord with heavy armour, shield, Sword of Bloodshed, Nightshroud, Red Fury, Quickblood, Dread Knight, mounted on a Zombie Dragon and using the Lore of Vampires.
664 points

HEROES

The Hero of Hel Fenn (deceased)
Wight King with Battle Standard and War Banner.
145 points

Lukas Corpsemaker
Level 2 Necromancer with Staff of Damnation.
140 points

Ozan the Unhinged
Level 1 Necromancer with the Cursed Book.
100 points

Kraigus of Camrock Peak
Level 1 Necromancer with Book of Arkhan.
90 points

CORE

The Legion of Bone
40 Skeleton Warriors with musician, standard bearer and Skeleton Champion.
230 points

The Bloodless Legion
40 Skeleton Warriors with musician, standard bearer and Skeleton Champion.
230 points

The Blood Wolves
10 Dire Wolves with Doom Wolf.
90 points

The Hellhounds of Wolf Crag
10 Dire Wolves with Doom Wolf.
90 points

Faustus' Foetid Flock
40 Zombies with musician and standard bearer.
130 points

SPECIAL

Faustus' Putrid Palanquin
Corpse Cart with Balefire.
105 points

The Wolf Pack
10 Black Knights with barding, lances, musician, standard bearer with Banner of Swiftess and Hell Knight.
305 points

The Darkling Ones
3 Vargheists
138 points

The Winged Terrors
5 Fell Bats.
80 points

RARE

The Bloodbound
5 Blood Knights with musician, standard bearer and Kastellan.
285 points

The Insatiable One
Varghulf
175 points

TOTAL: 2997 points

HELCAVE UNLEASHED

THE BEAST OF HELCAVE

Tom Hutchings: In order to make a powerful close combat fighter, you could be forgiven for thinking the best place to start would be a Vampire Lord on Zombie Dragon. Well I beg to differ. A Ghoulish King has the Infinite Hatred and Regeneration (5+) special rules, giving it two distinct advantages over a Vampire Lord even before you add Vampiric Powers and magic items into the mix.

With built-in regeneration to protect him, I've spent the majority of my Ghoulish King's magic item allowance on Skabscrath. This blade will give him an impressive 7 Attacks on the turn he charges, with re-rolls To Hit making each strike count. To make matters worse, Skabscrath enables my General to unleash a Death Shriek in the same way as his Terrorgheist mount. I've taken the liberty of upgrading his Wounds value to 4 with the Curse of the Revenant Vampiric Power whilst Aura of Dark Majesty reduces his target's Leadership by 1, making each attack much deadlier!

CRYPT HORRORS

These foul creatures are Crypt Ghouls that have supped from the veins of their Vampiric master and become so infused with Dark Magic that they have mutated into enormous, feral beasts. Gorged on the flesh of their former packmates, Crypt Horrors grow and evolve into apex hunters.

MWSBS S T W I A LD

6 3 0 4 5 3 2 3 5

Troop Type:

Monstrous Infantry

Special Rules:

- Poisoned Attacks
- Regeneration (5+)
- Undead



By and large, this army consists of two factions: the slower-moving infantry and faster units of flyers and cavalry. The army's Undead nature will prevent any units without the Vampiric special rule from marching, but careful positioning of the General can help to circumnavigate this issue. My plan will be to deploy the infantry unit in a solid line in the centre, with the General and Corpse Cart behind them. The faster elements will be positioned on the flanks, and though all but the Vargheists will be unable to march so far away from the General, their quicker pace will

allow them to proceed at a similar pace to the rest of the army.

My plan then will be to advance en masse, engaging the enemy army across the width of the battlefield, using the Ghoul King to punch a hole through a vulnerable point in their battleline. The Crypt Ghouls will unleash so many Poisoned Attacks in combat that any enemy monsters will be dead in a matter of moments should they stray too close. The Vargheists and Varghulf lend the army some real speed and hitting power, so they will make an Undead beeline for anything the infantry can't handle.

SAMPLE ARMY LIST

LORDS

The Beast of Helcave

Level 1 Strigoi Ghoul King with Skabscrath, Potion of Strength, Curse of the Revenant, Aura of Dark Majesty, Summon Creatures of the Night, mounted on a Terrorghoist and using the Lore of the Vampires.

670 points

HEROES

Edrik Gravedigger

Level 2 Necromancer with Book of Arkhan, mounted on Corpse Cart with Unholy Lodestone and using the Lore of Vampires.

245 points

Dietlef the Grey

Level 2 Necromancer using the Lore of Vampires.

100 points

The Black King

Wight King with shield, Ogre Blade and Dragonhelm.

139 points

The Soulless One

Cairn Wraith

60 points

CORE

The Eaters of the Dead

25 Crypt Ghouls with Crypt Ghast.

260 points

The Gore Children

20 Crypt Ghouls with Crypt Ghast.

210 points

The Fleshless Ones

40 Skeletons with musician, standard bearer and Skeleton Champion.

230 points

The Blood Pack

10 Dire Wolves with Doom Wolf.

90 points

SPECIAL

The Flesh Fiends

6 Crypt Horrors with Crypt Haunter.

238 points

The Fallen

3 Vargheists with Varghyle.

148 points

The Blood Seekers

3 Bat Swarms.

105 points

The Blood Furies

5 Fell Bats.

80 points

RARE

The Gorebeast

Varghulf

175 points

TOTAL:

2750 points

WARHAMMER®

THE DARK ARTS

The armies of the Vampire Counts are both terrifying and powerful, but it is through the mastery of necromancy that the legions of the Undead are made terrible manifest. Here we discuss the unholy art first founded by the Great Necromancer.

NECROMANCY

Both Vampires and Necromancers can make use of the Lore of the Vampires, a form of Dark Magic that is used to animate and invigorate the Undead.



Nagash was the first and greatest Necromancer, and it is through the replication of his unholy sorcery that Vampires command the Undead to do their bidding. The Lore of the Vampires represents this baleful necromancy, and its mastery is an essential part of the Vampire Counts army. It is no coincidence that the ranks of the army will begin to crumble should their General be slain, for it is through such a master of necromancy that the Dark Magic granting the Undead legions unnatural animus flows. But with their necromantic sorcery infusing their minions with unnatural energy, even a unit of mindless Zombies can be transformed into a deadly proposition on the battlefield.

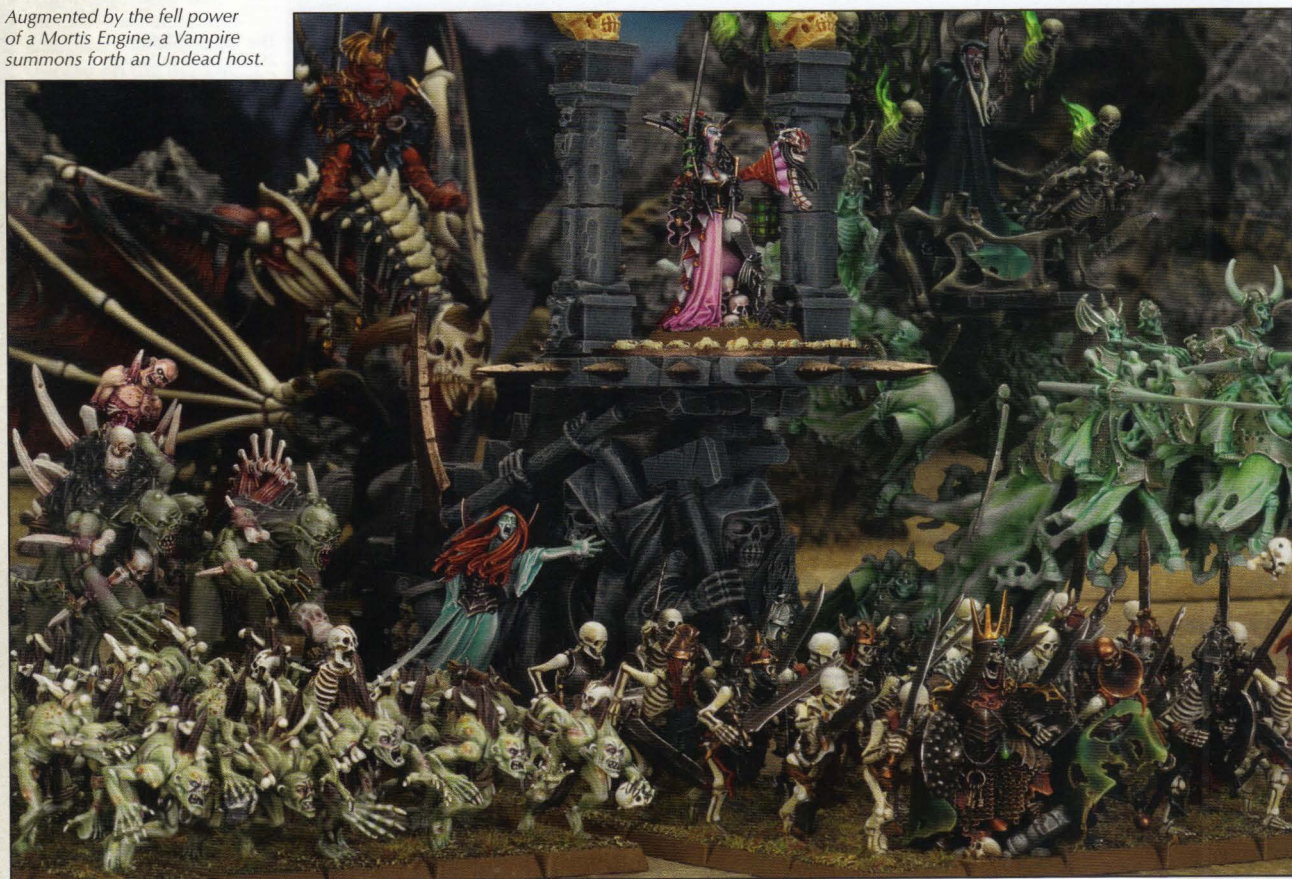
The Lore of the Vampires includes a flexible variety of spells, ranging from summoning additional units of the Undead to fight for you, to hurling forth a magical vortex that tears the souls from those unfortunate enough to be caught within its deadly radius. *Invocation of Nehek*,

the Lore's signature spell, replenishes the numbers of every friendly Undead unit within 6" by D6 plus the caster's Wizard level in Wounds. This area of effect can be further augmented to a 12" radius, or even 18"! The Lore Attribute, the Curse of Undeath, furthers this effect by enabling the Wizard or another Undead model nearby to recover a single Wound lost earlier in the battle.

If the prospect of replenishing fallen warriors doesn't already have you salivating (or drooling, if you're a Zombie), then imagine raising an additional unit of up to 15 Zombies or Skeletons in the middle of a battle with the *Raise Dead* spell.

Should you wish your Vampire to do the lion's share of the spellcasting, there are ample Vampiric Powers to further augment their magical potential. In this way, a Vampire Lord can be made a Master of the Black Arts, enabling you to re-roll one dice when determining the strength of the Winds of Magic in your Magic phase.

Augmented by the fell power of a Mortis Engine, a Vampire summons forth an Undead host.



MORTIS ENGINES

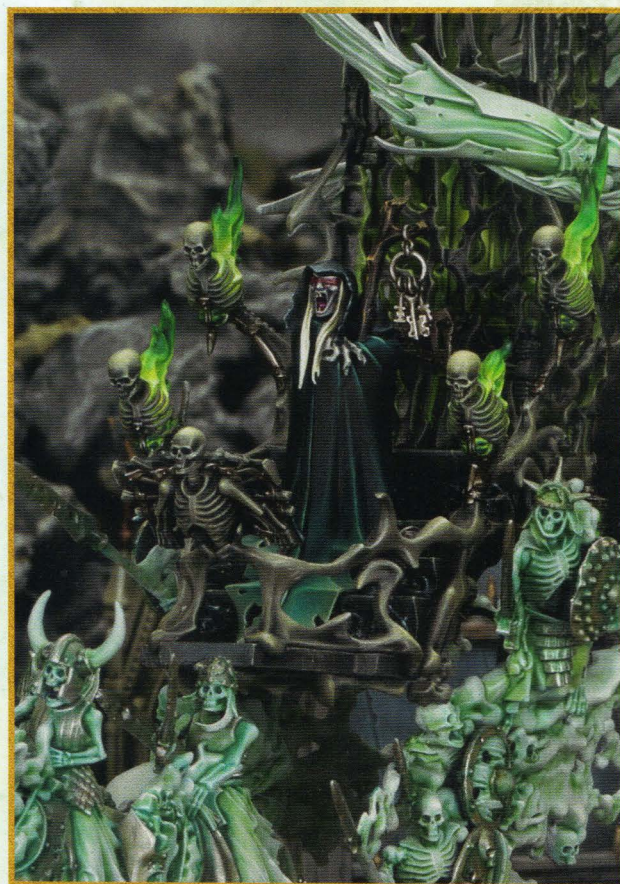
AN EXCLUSIVE EXTRACT FROM WARHAMMER: VAMPIRE COUNTS

Many Necromancers and liche-lords have risen to kingship over the Undead, becoming so saturated with evil power that their physical forms radiate magic. Some Vampires actively seek out the citadels of those lords who have gone before, hoping to take possession of their remains and to use them against the living.

No mere casket or hearse could be fit to bear the remains of one of these masters of the night. Instead, they are enshrined within a Mortis Engine, a cage of fused bone, surrounded by trappings of grandeur and borne to war by a host of spirits bound to the infernal device. Though all that remains of their evil sovereign may be a wizened skull or a gilded finger bone, these spirits are forced to protect the unhallowed remains for the rest of eternity. The evil soul that clings to the unholy relic attracts the attentions of wailing Tomb Banshees, who shriek and howl in the air above the grotesque hearse. The Mortis Engines are watched over by deathless attendants known as Corpsemasters, trusted servants of the Vampire Counts who have proven immune to the dire energies that emanate from the relics within.

When the Corpsemaster removes the locks and opens the lead-lined reliquary, the deadly artefact inside can be held aloft, stealing life energy from the enemy and energising nearby Undead. The longer a battle rages, the more energies the relic absorbs, and the more powerful it becomes. Mortis Engines can usually be found where the fighting is thickest, drifting ominously near to the battle line where their power is needed most. However, so redolent with Dark Magic are these artefacts that opening the reliquary is not without risk – its power can sometimes tear apart the engine itself! Indeed, if such a dread relic is ever shattered upon the field of battle, the subsequent release of pure evil has been known to smite everything in the vicinity, living or Undead, in a wave of destructive Dark Magic.

Some reliquaries also carry blasphemous tomes to battle, or scrolls of parchment rumoured to have been penned by Nagash himself. Oftentimes the Winds of Magic become nigh uncontrollable when such a fell tome is near. Heavy with evil magics, painstakingly illuminated with such care that their creator's souls have passed into the leaves of human skin that form its pages, these books can be a boon to the twisted practitioners of necromancy, but also the bane of reckless and unwary spellcasters.



The Reliquary: At the start of each of your turns, roll 2D6 and add the current turn number. This is the range of the reliquary's dark aura this turn in inches. All enemy units within range of the dark aura immediately take D6 hits, with a Strength equal to the current turn number, distributed as from shooting. Also, place a marker next to all friendly Undead units that were within range of the dark aura at the start of the turn. These units improve their Regeneration saves by one point until the start of their next turn, to a maximum of 4+. If they have no Regeneration save, they are treated as having the Regeneration (6+) special rule instead. Finally, if the 2D6 result was a double, then the fell energies prove too powerful; in addition to the usual effects, the Mortis Engine takes 1 Wound with no saves of any kind allowed. When the Mortis Engine suffers its last unsaved Wound, every unit within 12" plus the turn number in inches, friend or foe, must take 2D6 hits with a Strength equal to the current turn number. These hits are distributed as shooting.

	M	WS	BS	S	T	W	I	A	LD
Mortis Engine	-	-	-	5	5	5	-	-	-
Corpsemaster	-	3	0	3	-	-	2	1	5
Banshee Swarm	-	3	0	3	-	-	3	3	-
Spirit Horde	8	3	0	3	-	-	1	2D6*	-

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES: **Large Target**, ***Random Attacks (2D6)** (Spirit Horde only), **Regeneration**, **Spectral Steeds**, **Terror**, **Undead**.

Banshee Swarm: The Mortis Engine can make a Ghostly Howl attack.

UPGRADES

Blasphemous Tome: All Wizards (friend or foe) within 12" of one or more models with a Blasphemous Tome gain +2 to their casting result when casting spells from the Lore of the Vampires. If any Wizard miscasts within 12" of one or more models with a Blasphemous Tome upgrade, he must roll twice on the Miscast table. The miscasting player's opponent chooses which result applies.

MASTERS OF NECROMANCY

SPARE PARTS

Units of Zombies have the *Freshly Dead* special rule, which works in conjunction with the *Invocation of Nehek* spell, allowing the unit size to be increased beyond that of its starting number of models. A Necromancer with the *Master of the Dead* special rule applies a similar ability to a unit of Skeletons, so be sure to paint up some extra models, as you can end a battle with more models than you started with!



Powerful though they may be, there is more to a Vampire Counts army than the vampiric immortals themselves. First and foremost of their mortal servants are the Necromancers – evil, twisted sorcerers who serve a Vampire hoping to learn all they can of Dark Magic or even receive the Blood Kiss in exchange for their service. In this way, Necromancers provide the Vampire Counts army with something of a cheap alternative to Vampires as a supporting cast of Wizards. In addition, one Necromancer in the army may be upgraded to a Master of the Dead – the only way to increase the size of a Skeleton Warrior unit summoned by the *Raise Dead* spell.

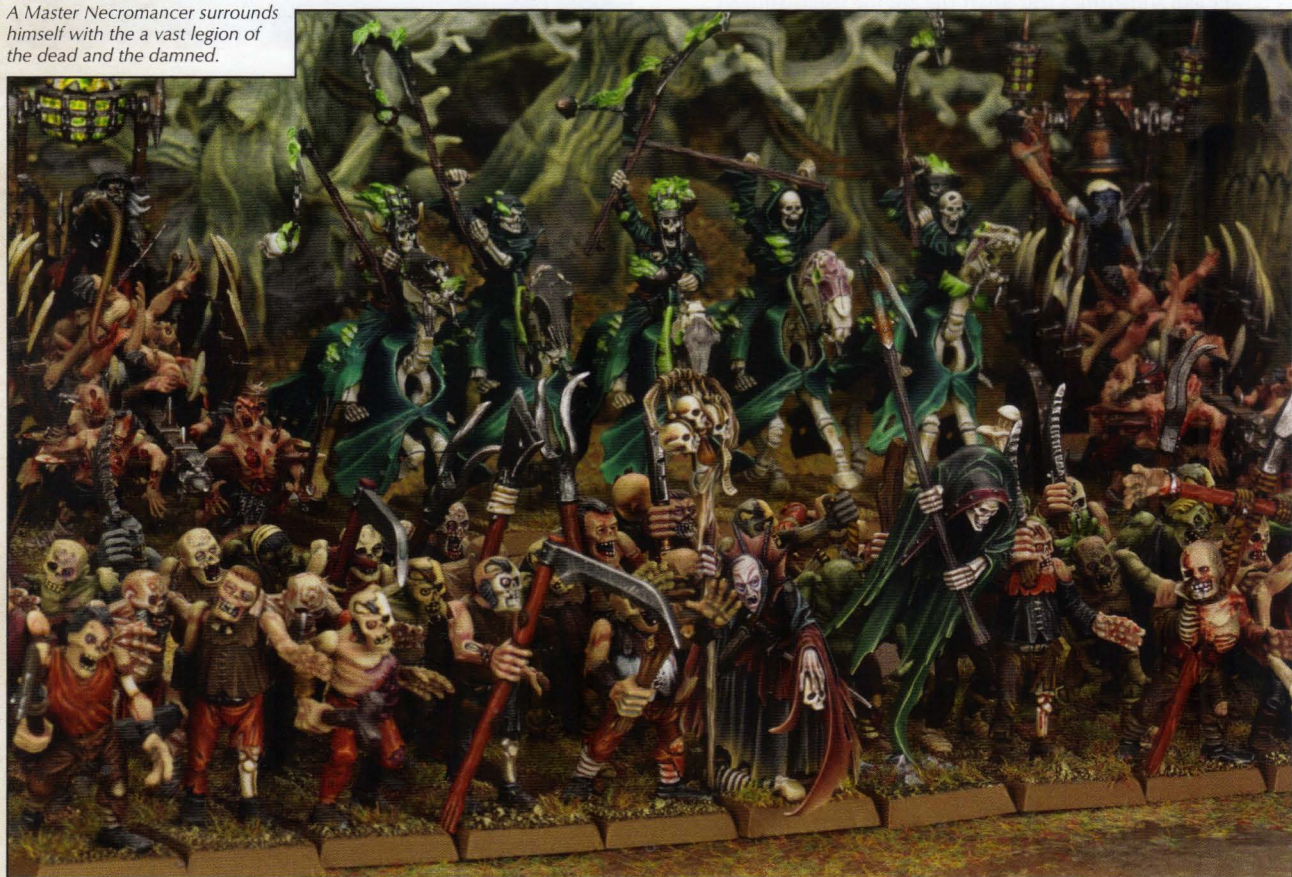
Should he survive long enough and excel in his studies, such an acolyte will continue to grow in power and may eventually become what is known as a Master Necromancer. The self-styled Lichemaster, Heinrich Kemmler, is just such an example. As Lord choices and powerful spellcasters in their own right, Master Necromancers allow players to field a high-level Wizard without having to rely on a Vampire Lord to do so. In fact, they are perfectly capable of leading an Undead army on their own, as Matt Hutson demonstrates in his army opposite.

But not every servant in thrall to a Vampire has the skill or natural aptitude for sorcery. These deathless servants, or Corpsemasters as the wretched individuals are known, ride in support of their master's army on the back of Corpse Carts or oversee a deadly Mortis Engine. Both of these Undead chariots can be further augmented to have additional, passive effects during each Magic phase, debilitating enemy spellcasting or amplifying the effectiveness of spells from the Lore of the Vampires.

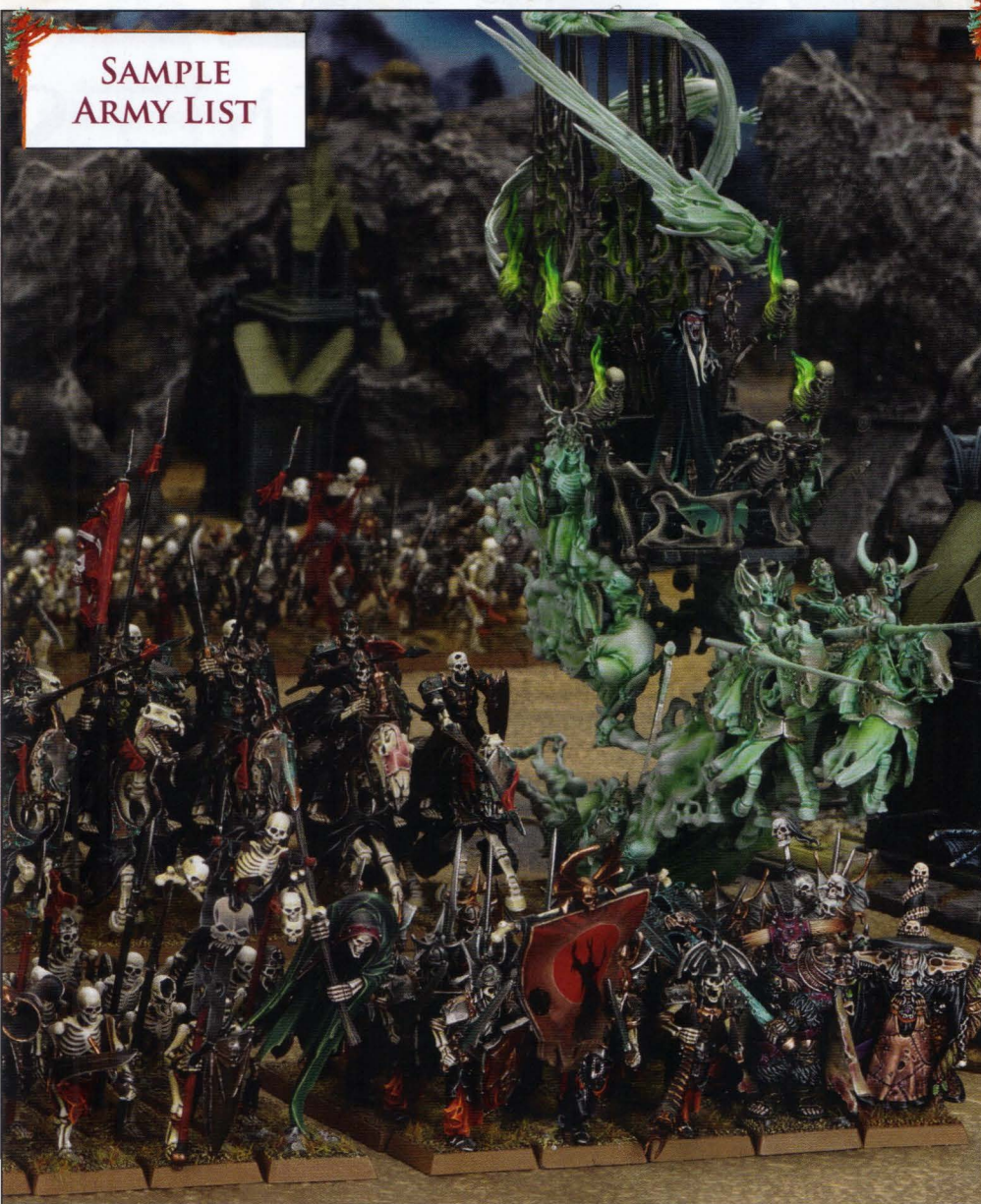
If you wish, a Necromancer may replace a Corpsemaster and ride a Corpse Cart to battle, all but guaranteeing the effectiveness of its Vigour Mortis special rule. This incredibly useful ability works each time a spell from the Lore of the Vampires targets a Corpse Cart (or if it is within the area of effect of a spell such as *Invocation of Nehek*, for example). All friendly Undead units within 6" of a Corpse Cart affected in this way will benefit from the *Always Strikes First* special rule until the start of your next Magic phase.

The undisputed masters of the army the Vampires may be, but you should never underestimate the effectiveness of a supporting Necromancer or two.

A Master Necromancer surrounds himself with the vast legion of the dead and the damned.



SAMPLE ARMY LIST



Matt Hutson: If anything epitomises a Vampire Counts army that requires little or no aid from the Vampires themselves, then it's surely one belonging to Heinrich Kemmler. His servant, Krell, provides the army with a deadly fighter, but the rest of the army is typical of the sort that he might lead. With this in mind, the army revolves around Wights, a healthy number of Skeleton Warriors and a selection of restless souls that have been drawn to the Dark Magic unleashed by Kemmler's necromancy. The Zombies, on the other hand, likely consist of unwilling 'volunteers' from a small village that the Undead horde has passed through.

The army consists of a solid infantry line that will be hard to grind down, aided by the two Cairn Wraiths. The Black Knights will advance cautiously and prepare a supporting charge when the two lines clash.

The (un)life and soul of this army are undoubtedly Krell and the Lichemaster, Heinrich Kemmler. They will lead the unit of Grave Guard who, complete with the Banner of the Barrows, should be able to crush anyone or anything they face. As the only Wizard in the army, Heinrich Kemmler will assume the responsibility for casting all of my spells. However, not only does he know all of the spells from the Lore of the Vampires, but he receives a hefty +6 bonus on all his attempts to cast spells if within 12" of the Mortis Engine! I've every confidence that he will be more than up to the job. Of course, as the sole spellcaster, he will also attract plenty of unwanted attention. However, as I can opt to make him Ethereal each turn with his Cloak of Mists and Shadows, any opponent that can reach him, get past Krell and strike him down thoroughly deserves to do so!

LORDS

Heinrich Kemmler
350 points

HEROES

Krell, Lord of Undeath
205 points

The Tainted One

Cairn Wraith
60 points

The Black Wraith

Cairn Wraith
60 points

CORE

The Glorious Dead of Maisontaal Abbey

40 Skeleton Warriors with musician, standard bearer with Banner of Eternal Flame and Skeleton Champion.
240 points

The Shambling Horde

40 Zombies with musician and standard bearer.
130 points

The Undying

21 Skeleton Warriors with musician, standard bearer and Skeleton Champion.
135 points

SPECIAL

Krell's Immortal Guard

19 Grave Guard with musician, standard bearer with Banner of the Barrows and Seneschal.
289 points

The Wight Knights

10 Black Knights with barding, lances, musician, standard bearer and Hell Knight.
290 points

RARE

The Lost Relic of Maisontaal Abbey

Mortis Engine with Blasphemous Tome.
240 points

TOTAL: 1999 points



'EAVY METAL™

VAMPIRE COUNTS

As ever, the 'Eavy Metal team have been hard at work producing a stunning display of painted miniatures with which to showcase the potential of the Vampire Counts range. We spoke to Joe Tomaszewski, who revealed how the team went about creating the painting masterpieces we've displayed over the next few pages.

Joe: The most important aspect of the Vampire Counts is that they're a dark, brooding and highly atmospheric army. We tried to capture this menacing vibe in all of the miniatures we painted for the army, from the half-rotten Zombies and clattering Skeletons, to the enormous Undead monsters and the deathless Vampires themselves. We accomplished this through tireless experimentation to find the right colour palettes we could use to bring a real sense of identity to the army. Careful selection of colours before you start a painting project is essential in his way.

First and foremost, red and black colours have always been synonymous with Vampires, but with the introduction of more ethereal and ghostly creatures, we expanded the role of the ghostly turquoise colour and pale green 'balefire' throughout the army. Many of the models displayed here are ones that we also painted to try out different shades of bone and rusted armour.

MANNFRED VON CARSTEIN

Neil Green: As one of the most powerful Vampires, it was important that Mannfred looked suitably impressive, so I painted him with plenty of gold and rich colours such as vibrant purples and warm reds.



KRELL

Joe: Krell is an unusual model in that his stylised armour displays imagery of both the Vampire Counts and Chaos. To strike the right balance, I painted him with deep red armour, with his infamous axe in black and a flayed skin cloak as a contrast.



ISABELLA VON CARSTEIN

Dave Heathfield: Vlad's vampiric wife was renowned for her cold beauty, so I painted her with a smooth, pale skin tone, avoiding harsh highlights to retain her femininity. To reinforce this look, I applied Bleached Bone as a base colour for her petticoat before glazing back with purple, helping the fabric look soft and lacey. I painted the blood in her chalice to look suitably reflective.





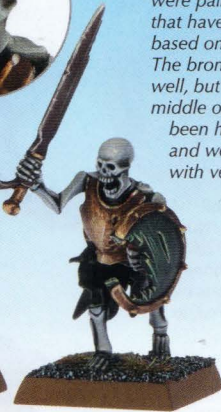
Zombie



Skeleton Warrior

SKELETON WARRIOR

Darren Latham: This model was painted with bone-coloured details to complement the bone of the Skeleton itself. To contrast with this look, I painted the metal on the shield trimmings and spear tip in a dark shade of bronze, detailed to look battered and aged. The freehand icon on the pennant was designed to look torn and ragged.



SKELETON WARRIORS

Neil: These Skeletons were painted with shields that have aged differently based on the material. The bronze has worn well, but the metal in the middle of their shields has been heavily tarnished and weathered with verdigris.



Skeleton Champion



Grave Guard Standard Bearer



Skeleton Champion



VARGHEIST

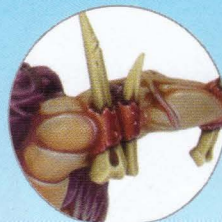
Dave: I painted this Vargheist in a more animalistic tone of brown, highlighting the basecolour with flesh tones for a more natural look.



Black Knight

CRYPT HORROR

Matt Kennedy: My aim for this Crypt Horror was for it to look as if it had only recently fed on the blood of its vampiric master. Consequently, I painted the model with a bright, vibrant skin tone, as if flushed with sustaining necromantic energy. I contrasted this shade with the purple of the tortured and ruptured flesh of its spinal sump. The bone punctures in its arms were painted an angry red, as if still fresh and raw.



BLACK KNIGHT

Joe: The Spectral Steeds of the Black Knights are something I wanted to play up on this model. I cut the steed's hooves away from the base and elevated its body by mounting it on a gravestone so it looks like its feet don't touch the ground as it moves. I painted the steed a ghostly green to reinforce that image.



DIRE WOLF

Darren: I chose to paint the fur of this Dire Wolf white to contrast with the exposed muscles of its skinless flesh. I used a subtle green glaze on the fur for an eerie look.



COVEN THRONE

Anja Wettergren: The Coven Throne is very much a model of two halves. First of all, you have the ghostly riders that bear it to battle and spectral guardians that protect it. I painted these to match the ghostly green colour that had been used throughout the rest of the army. I carefully glazed these spirits with the green I used on the braziers to help tie the shades together.

The second half encompasses the Lahmian Vampires that command the Coven Throne, complete with their opulent finery, luxurious drapes and cushions they lounge upon. These areas needed to contrast nicely with the spectral green and also reinforce the extravagant feel of the model, so I used plenty of warm reds, deep purples and subtle pinks on their clothes and fabric.



A ghostly spirit guardian.



The ostentatious silk curtains.



The bone-framed palanquin.

LAHMIANS

Anja: I painted the Lahmian Vampires in pale, bloodless flesh tones to reinforce the fact that they are still unnatural creatures of darkness, despite their seductive beauty. I gave the Pallid Handmaidens black hair, whilst the older Vampire's hair is white to further stand out and show her ageless power and nobility.



WAR IN THE BORDER PRINCES

A diabolical tale awaits as we present a fell campaign and scenario involving Vampires and their ilk. Andy Hall introduces proceedings and Phil Kelly recounts a saga that left the Border Princes scarred and Mannfred von Carstein ascendant.



IN THIS ARTICLE:

- Phil Kelly chronicles the infamous War in the Border Princes – an exclusive extract from the new Warhammer: Vampire Counts.
- We feature a new scenario based on the pivotal battle that saw the High Elves fighting for their lives in the mountain passes above the Border Princes.
- In this month's battle report we put the scenario to the test as Jervis Johnson and Simon Grant take to the gaming table.

Andy: Warhammer is set in a multi-layered world, a dense tapestry of unending conflict. Its storied history is replete with wars and battles beyond number, as legends of mighty heroes and vainglorious villains litter the background sections of Warhammer army books and in the very pages of White Dwarf.

These legends and stories serve to inspire you, acting as sparks to catch your imagination – giving you fertile ground to set games within your own narrative or, if you wish, to play battles based on the legendary encounters that have been recorded over the years.

The following saga is just such a tale, not only is it an exciting yarn of blood and betrayal but it was perfect material for turning into a new scenario and then playing. The Warhammer book

contains six pitched battle scenarios that cover a variety of instances but it also has a whole section on designing your own scenarios from simply tweaking an existing set-up to creating tailor-made battles from scratch.

After reading Phil's excellent background on the War in the Border Princes we were inspired to create a scenario that would distil the story into an exciting battle. On page 416 of Warhammer you can find invaluable advice on creating your own scenarios so this proved a good refresher. With those points in mind we created a new scenario, the results of which you can see in a few pages time. But first we must travel to the Border Princes, where Count Mannfred von Carstein is planning something terrible...

AN EXCLUSIVE EXTRACT FROM WARHAMMER: VAMPIRE COUNTS

The year 2522 saw the return of Mannfred von Carstein to the world of mortals. Mannfred, hell-bent on taking the Imperial throne for himself and ruling over the Old World, even if it took eternity to do so, had bided his time since his defeat at Hel Fenn. But the passage of time is of little consequence to one with immortality in his blood. The Vampire Count was content to gather his strength once more and wait for the moment to strike.

Mannfred had watched with great interest as the Chaos-worshipping tribes of the Kurgan invaded the Empire en masse, bringing destruction and anarchy to the Old World before eventually being repelled at great cost by an alliance of Dwarfs, Elves and Men. As the drama played out, it became clear to Mannfred that with these three great races united against them, even the famously deadly armies of the Dark Gods could be held at bay. Mannfred would not make the same mistake, for he desired the Old World for himself. He intended to drive a wedge between the elder races and, in breaking the bond of trust between the races of Elf, Dwarf and Man, weaken the Old World's military capacity to the point where it was ripe for conquest by his Undead hordes.

Over the years leading up to his re-emergence, Mannfred travelled far and wide to secure allies. His studies with the disciples of Nagash, in the ruins of Lahmia, had come to completion, and Mannfred's magical abilities had never been stronger. Yet the von Carstein's plans were ambitious indeed. In return for their secrets, Mannfred had sworn a dread pact with the corrupted wraith-wizards that yet served Nagash in the South – a pact to aid them in their own goal of summoning the Great Necromancer once more and bringing a new order to the world. The von Carsteins had secretly been working

towards this same goal for centuries, gathering the relics of Nagash's reign unto their castles. Though great progress had been made, their efforts had ultimately fallen short, for in truth, Nagash had become more like a god than a man, and his spirit was beyond even the abilities of the Vampire Counts to bring to the mortal realm. It would take the rituals of ancient Nehekhara combined with the sacrifice of a powerful and innocent soul to achieve a true resurrection. Mannfred, in his genius, saw a way to hasten the return of Nagash and seriously weaken those who would stand against him in one stroke.

Mannfred travelled northwards from the deserts of Nehekhara into the lands of fair Bretonnia – often travelling incognito, but occasionally summoning the dead from local cemeteries to fight beside him when the territorial knights of that land gathered to drive him out. Mannfred's mastery of the nefarious magical arts saw him carve a bloody path through the mountains to the east of Bretonnia until he located the Lichemaster, Heinrich Kemmler, and the Wight King, Krell, along with their army of armoured Wights. Under a full moon, surrounded by mist-shrouded barrows, the Lichemaster agreed to Mannfred's plan. The embittered Necromancer would take any chance to grind the civilisation he had left behind into dust. War would come to the forces of order once more.

A Diabolical Plan

As the twisted forests of the Old World turned from verdant green to a ragged mass of brown, red and gold, the Phoenix Delegation of Ulthuan marched from the coastlines of the Border Princes to the south of the Empire on a diplomatic mission to Karaz-a-Karak. These visits were typically fraught and tense occasions, for the Elves and the Dwarfs had once waged a bitter war against each other, and the old wounds still



festered in their hearts. In the wake of the Chaos invasions, the High Elf King, Finubar, had agreed to parley with the High King of the Dwarfs, Thorgrim Grudgebearer, and cement their alliance in the years to come. Secretly, each sought to secure their own position, and impress upon the other that they were more than powerful enough to prevail if the alliance turned sour. Locked in the wars with the evil Dark Elves, the High Elf King had been forced to remain in Ulthuan. To ensure he did not offend the Dwarf High King by sending some mere functionary, Finubar sent his astonishingly beautiful daughter, Aliathra. Dwarf Kings are easy to offend, but it was said that as well as being a mage of impressive skill, Princess Aliathra could even charm an angry Manticore's head into her lap.

The Worlds Edge Mountains are infested with greenskins, and the Phoenix Delegation had been attacked by Orc tribes several times on their journey into the high peaks that held Karaz-a-Karak. Each time, the uncanny martial mastery of the High Elf army, combined with the magic of Aliathra, had driven the greenskin tribes back without major loss. The Elven princess was sure that their precise displays of martial and magical force would not be lost on their mountain-dwelling hosts, and the Dwarfs felt no need to insult their guests by marching to their rescue. The Elven delegation entered Karaz-a-Karak in good order, and with great courtesy and skill, they successfully cemented their alliance with the Dwarfs. However, by the time they began the journey back to the coast, Mannfred's mortal agents had spread word of the Elven presence far and wide. The greenskin tribes had gathered in force, and worse still, they were not alone. Hidden in the dark valleys were two great armies of Undead with Mannfred leading one and Heinrich Kemmler the other. The forces of darkness were ready to spring their trap.

Out from the gates of Karaz-a-Karak marched a great throng of Dwarfs, flanking the Phoenix Delegation of Ulthuan with an honour guard over a thousand strong. They had passed less than ten leagues before the Orc tribes sprung their ambush, howling down the mountainsides with a great roaring war cry that shook scree from the peaks. At a gruff command from Elder Thane Orgrimm, the Dwarf honour guard locked their shield walls into place to form a bulwark of steel. Aliathra's princely consort, Yluthian, took to the skies on his noble Griffon, Everswift. As the princess' Sword Masters closed protectively around her, hundreds of Elven archers smoothly nocked arrows and sent volleys of deadly shafts straight over the heads of their stout Dwarf allies. To the amused distaste of the Elven warriors, the valley ran red with filthy Orc blood before the hour was out.

It was only when a full half of the Orc tribes had expended themselves that Mannfred made his move. The skies suddenly darkened as whirling swarms of bats thundered out from caverns and cracks in the mountainsides. From the river that ran through the valley's centre stalked a cleverly concealed army of Skeleton Warriors, their sodden armour bearing the faded heraldry of the von Carsteins.

A great phalanx of heavily-armoured Wights marched up from the valleys below, Krell at their head, tirelessly grinding through the scree to block the delegation's escape. To the rear, the remnants of the Orc tribes barred the route back to Karaz-a-Karak. Out from the clouds came a trio of gigantic, bat-like Terrorgheists, rotting jaws agape. One was swiftly intercepted by Yluthian upon Everswift, but even that lightning-fast warrior could not stop all three. The deafeningly shrill cries of the vile creatures burst the eardrums of the Elf warriors below as the beasts and their Strigoi riders plummeted downwards to feed.



Worst of all, as the Lichemaster's dolorous chanting echoed from the mountainsides, every single one of the dead Orcs that littered the slopes jerked back to life. Even the disembodied arms and hands of those cut to pieces by Elf Sword Masters and Dwarf Clansmen started to drag themselves toward the Dwarf shield walls once more.

The anarchy that followed was the antithesis of the ordered defence mounted by the allies earlier that day. As the sun began to disappear behind the mountains, the sheer number of Undead began to tell. From above came flock upon flock of giant bats; the majority were incinerated by Aliathra's searing white magic or struck by the wheeling Great Eagles that had accompanied the High Elves on their journey, but the rest plucked at the eyes and faces of the Elf archers with blood-encrusted claws. To the fore, the Undead minions of Krell had taken position and, as Krell waded into the Dwarf lines with great sweeps of his dreaded black axe, his Undead knights lowered their lances and charged. Some of the deathly cavalymen – incorporeal fiends clad in flickering green flame – charged straight through the Dwarf shield wall and onwards into the ranks of the High Elf Sword Masters. They left the cold white shells of dead Dwarf veterans behind them, their souls ripped from their bodies.

It was too much for the Dwarfs. Krell had slain Thane Orgrimm in personal combat, and under the Wight King's ensuing onslaught, the shield line began to buckle and break. Their Longbeard brethren, practically buried under shambling mounds of Undead greenskins, were in no position to reinforce them. Mannfred's skeletal horde bristled with hundreds of Elven arrows sticking from eye sockets and spines but, reinforced by their master's iron control over necromantic magic, they came on and did not stop until there was not a single arrow left in any Elven quiver. The situation looked grim indeed.

It was then that Kemmler cemented his reputation in the eyes of the von Carsteins forever. As the Lichemaster chanted, the Dwarfs that had died in the battle stumbled to their feet once more, heads hung, and fell upon the Elven delegation just as the Terrorgheists circling in the skies above dove into their ranks once more. Against the horrified Elves, the heavily armoured Dwarf corpses took a terrible toll. Runic axes rose and fell, slick with Elven blood. Mannfred's eerie laugh could be heard above the din of battle as the grotesque tableau played out, a macabre reminder of the War of the Beard between Elf and Dwarf. The Elves were left with no choice but to flee, their Great Eagles already speeding away to bring word of this new treachery to the courts of Ulthuan.

The Dragon Princes that formed Aliathra's reserve identified a weak spot in the Undead line and charged, a shower of pallid limbs and broken bones left in the wake of their explosive exit from the jaws of Mannfred's trap. Amongst them came the Elven princess upon the back of her bond-horse, Salanir the Proud. Magical power crackled around the Dragon Princes as the remains of the Elven delegation fought with the fury of Khaine in order to secure their princess' escape. Just as it seemed the Dragon Princes would thunder headlong into the ranks of Krell's Wight army on the slopes below, Aliathra gave a triumphant shout and the entire spearhead of cavalry galloped into the night air as if a bridge of mist had formed beneath them.

It was then that Mannfred himself finally struck. Plunging from the mountain peaks upon a Zombie Dragon of awesome size, von Carstein swooped down to intercept the

fleeing princess. At his mental command, both remaining Terrorgheists wheeled about to join him. As Aliathra shot like a dart of white light over the heads of Krell's army, the young Elf Prince Yluthian fought Mannfred in a desperate aerial battle to ensure her escape.

Up on the slopes of the mountains, the gloating Kemmler also had one last trick to play. Reaching out with tendrils of dark power, the Lichemaster infused the pursuing Terrorgheists with necromantic energy until they shot through the air with hellish speed. Turning in her saddle, Aliathra gestured fiercely and consumed one of the creatures in a blinding conflagration of magic, but the other plunged down towards her with a soul-searing screech that stunned the mage-princess into unconsciousness. It snatched her and her horse up in its claws, wheeling around to rejoin the fray. Bereft of Aliathra's airborne enchantments, the Dragon Princes made decidedly graceless returns to the valley below.

The high-altitude duel between Mannfred and the High Elf prince was reaching its bloody peak. For all Mannfred's vampiric speed and the sheer draconic size of his Undead mount, the High Elf and his Griffon were just too nimble, darting in with lance and talon to strike over and over again. Only the Armour of Templehof had protected Mannfred from a lance-shaft through his black heart. Then, just as Prince Yluthian aligned his predatory steed for another charge, Mannfred smiled. As the last Terrorgheist passed overhead, the corpse of Salanir the Proud fell out of the skies and bodily collided with the shocked Elf prince, knocking him from his saddle. The Griffon, momentarily distracted, was impaled through the neck on Mannfred's blade. A split second later, the Zombie Dragon snapped its great rotten skull forward like a mantrap and sunk its teeth into the noble Griffon's head with a horrible crunch. At Mannfred's command, the Griffon's thrashing body was released. Its cooling corpse tumbled toward the valley below. Kemmler had brought the falling cadaver under his control before the beast hit the stony ground, and on lifeless wings it flew back to attack its former allies in the valley.

Mannfred's part in the battle was over. He knew that between Kemmler's necromancy and Krell's brute force, the tattered remains of the allies would have no chance but to flee. The High Court of Ulthuan would soon get word that the Phoenix King's daughter had died under the protection of a Dwarf honour guard, and the old wounds would reopen, driving a blade of accusation between Elf and Dwarf forever. As his great Zombie Dragon bore him south towards Nehekhar, the unconscious princess held tightly in the claws of his Terrorgheist escort, Mannfred chuckled quietly to himself. The deed was as good as done.





THE SCENARIO

In this scenario we join the battle as the last of the Dwarfs is felled. The only way the High Elves can take any semblance of victory is by escaping the trap or warning their kin.

THE BATTLEFIELD

Set up the terrain in the usual manner. It's worth bearing in mind that the battle will be fought down the length of the table, in a narrow pass with mountains girding the long table edges.

DEPLOYMENT

Before deploying, both players roll off. The winner decides which of the narrow table ends is north. The High Elves then set up their entire force in the north deployment zone that starts 12" from the centre line to the northern table edge. Units can be placed anywhere in this area, the only stipulation is that the Great Eagles must be deployed further back, up to 6" from the northern table edge.

The Vampire Counts player must split his army into two forces before he deploys his models; one led by a Ghoul King, and a reserve force commanded by Krell, Lord of Undeath. The reserve force can be any size but must include at least one Core infantry unit (representing the dead Dwarfs) as well as Krell.

The Ghoul King's force is then set up anywhere in the southern deployment zone starting 12" from the centre line to the southern table edge. Krell's reserve force remains off the table for now.

Note that no matter which force an Undead unit belongs to, once on the battlefield the Ghoul King is the Army General for rules purposes.

FIRST TURN

The High Elf player gets the first turn.

GAME LENGTH

At the end of the sixth game turn roll a dice – on a 1-3 the game ends, on a 4+ it will continue for a seventh and final turn. Alternatively, play until a time limit agreed by both players is reached.

VICTORY CONDITIONS

Use the following to determine victory:

- If the High Elf player gets at least one of the Great Eagles to escape off the southern edge of the table before the game ends then it is a draw.
- If the High Elf player gets Aliathra, or 25% of the High Elves starting strength (in any combination) to exit the southern edge of the table before the game ends then it is a High Elf victory.
- If the two objectives listed above have both been achieved then it is a crushing High Elf victory.
- Any other result is a Vampire Counts victory (additionally, if the Vampire Counts can also slay Aliathra then it should be considered a crushing victory).

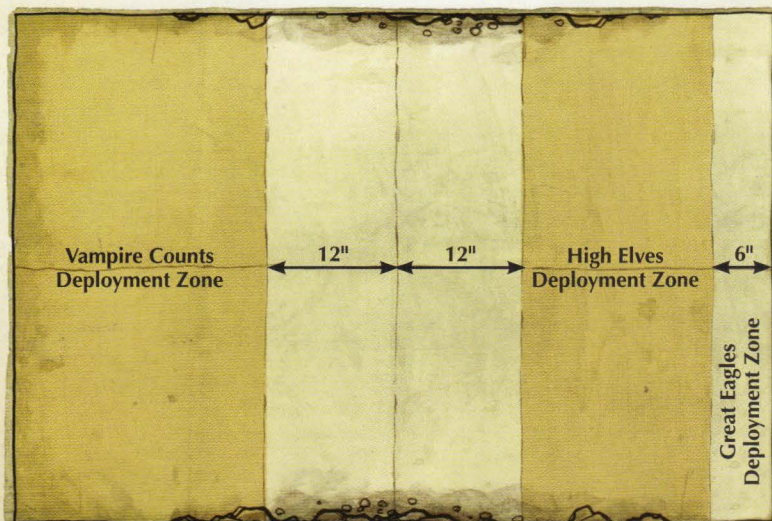
However, no matter who prevails here, beyond the mountain pass Mannfred and Kemmler lie in wait...



Heinrich Kemmler

DO I NEED A MOUNTAIN PASS?

As with the Battle for the Pass scenario, this battle is played lengthways, with the long table edges assumed to be impassable. Note that on the map we have shown the High Elves' (northern) deployment zone on the right, but this is by no means definite, as you only define north once the table has been set up.



SPECIAL SCENARIO RULES

Bottleneck

The battle is being fought in a narrow pass enclosed by high cliffs. Because of this, the long table edges count as impassable terrain. Following the normal rules, fleeing units can force a way through the impassable terrain and disappear from the table (or die trying!) Other units (including reinforcements) may not enter or leave via a long table edge unless they are Ethereal or a flyer. This means that pursuing or overrunning units, other than Ethereals and flyers, must stop 1" away from the long table edges.

The Return of Krell

The reserve force arrives on the Vampire Counts' first turn; they enter play along the northern table edge using the rules for reinforcements as described on page 27 of Warhammer.

THE ARMIES

Each player chooses at least 3000 points (although both armies can be larger if the players desire) using the army lists from the relevant Warhammer Armies book. However, to create a historically accurate army, the following units must be taken and paid for out of your points allowance.

Vampire Counts:

- *1 Strigoi Ghoul King mounted on a Terrorgheist
- Krell, Lord of Undeath
- 20+ Zombies
- 5+ Black Knights
- 5+ Hexwraiths
- 2 Terrorgheists

High Elves:

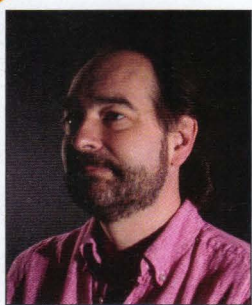
- *Level 3 Archmage on Elven Steed (to represent Aliathra)
- *Prince on Griffon, armed with a lance (to represent Prince-Consort Yluthian)
- 5+ Dragon Princes of Caledor
- 10+ Sword Masters of Hoeth
- 1+ Great Eagle (with a maximum of 1 Great Eagle per thousand points)

** This is the minimum requirement for the scenario. The players may arm these models with extra armour, additional equipment and magic items, as per the usual army list restrictions; although you may not increase the magic level.*



OVER THE PAGE WE FIGHT OUT THIS SCENARIO AS JERVIS JOHNSON'S VAMPIRE COUNTS ARMY TAKES ON SIMON GRANT'S HIGH ELVES.

COUNT MANNFRED'S THRALLS



Jervis, along with Bill King, wrote the first ever Undead Warhammer army book way back in the early 90s. If ever there was a Necromancer residing in the Studio, then it's him!

Jervis: Working as part of games development, I fight battles using all of our armies. However, when people ask me which army I collect for Warhammer, I always tell them 'Vampire Counts'. Perhaps it was watching all those old horror movies when I was young, but I just love the look of Undead armies, and have collected my own for many years now.

This being the case I've been looking forward to the release of the new Vampire Counts army book with eager anticipation. Like any other Vampire Counts player, I've been pondering which new units I will add to my army first. Being such a slow painter, I know that all of the new additions to the army will keep me busy for months and this makes deciding which thing to add first an important consideration.

This being the case I was overjoyed when Andy Hall asked me if I would take command of the Vampire Counts army in this month's battle report, as it would give me a chance to try out all of the models that had been added to the army. Even better, Phil and Andy had come up with a great background story and scenario for the battle, and one that fitted well with my own evil plan. I plumped for a strong line of Skeletons and with Krell I took a horde of Zombies (I like to think they're the recently deceased Dwarfs), some Grave Guard for extra punch and the flying Vargheists, whose speed would really help.

I would even get the chance to use not one, not two, but three Terrorgheists! It's at times like this that I know I have the best job in the world...

LADY ALIATHRA'S ROYAL ESCORT



Simon: So, I'm using my beloved High Elves in battle against the mighty Jervis Johnson, who is at the helm of a vast horde of the Undead. The victory conditions state that Jervis will win unless I can achieve any of a number of scenario objectives – the onus is on me to make that happen.

The scenario requires us to include a selection of pre-determined units, so I based my army around them accordingly. It's always best to pick these units first and then you can tailor your force with the remaining points. My top priority is to get the Phoenix King's daughter, Aliathra, off the opposite table edge. In order to give her the best chance of survival, I've equipped her with a Talisman of Preservation for a handy 4+ ward save, and the Staff of Solidity – a fantastic item that will allow her

to ignore her first miscast. Not only will this give her spellcasting something of a safety net, but will help to prevent an unpleasant magical backlash from potentially blasting both her and her loyal bodyguard of Dragon Princes to pieces!

On the topic of Dragon Princes, the key here will be to create a unit that will stop for nothing – not even a vast, unbreakable horde of the Undead. To give them the best chance of doing this, I'm giving the Drakemaster the Amulet of Light, granting them Magical Attacks to counter any Spirit Hosts or other Ethereal units. But more importantly, I'll be attaching a mounted noble with the Battle Banner, giving the unit +D6 combat resolution and hopefully the edge they need to smash through anything that Jervis can put in their way.



Simon Grant sports a beard so it's always a bit of a surprise that he's such a keen High Elf player. After all, Elves are famously smooth chinned. Then again, Simon does also have long, girly hair...

ATTACK OR DIE!

Rather than wait for the Ghoul King's foul brood to overcome them, the High Elves strike out in force, readying their lines for a devastating charge to break out of the trap and on through the mountain pass.



All too aware that Krell and a Zombie horde were but a moment away from appearing behind his lines, Simon's High Elves struck forward. They advanced down the old Dwarf road at a brisk pace, even as Mannfred's Ghoul King lieutenant prepared to block the advance.

Simon angled the majority of his power towards the eastern side of the table; his Dragon Princes and Sword Masters rounded the rocky crag, whilst the Lothorn Sea Guard marched atop it, but still kept in parallel with the High Elf Princess and her retinue of Dragon Princes. Her consort, Prince Yluthian, also flew close. Both High Elf Spearman regiments took a south-eastern path, he would need these units not only for support but to give him the option of escaping with large chunks of his force should the Princess fall.

Simon had included a maximum (for a 3000-point game) of three Great Eagles, whose job it was to fly across the table and off battlefield to alert the Phoenix King and at least gain Simon a draw. He flew two of the eagles towards the east flank, keeping them close to his main force. One Great Eagle flew west, so as not to put all his eggs in one basket (*Groan, here we go with the bird jokes – Ed!*)

In the Magic phase, he attempted to cast *Pit of Shades* but the Ghoul King's pet Necromancer swiftly dispelled this, as was *Shem's Burning Gaze*. However, Morvéal

the Seer broke his magical silence by successfully casting *Drain Magic*.

In the Shooting phase, a Sword Master was slain by the restless souls in the haunted tower. First blood to the scenery!

Jervis started the turn in a surprisingly brusque fashion; the Hexwraiths and Black Knights were sent out ahead to give the High Elves something to think about, and the two riderless Terrorgheists were dispatched to both flanks, each with a clear mission to hunt down Great Eagles. The Ghoul King remained close to the centre, flanked by the Skeletons, the Crypt Ghouls and the infernal hum of the Mortis Engine.

From the north came Krell and his hordes, a stark reminder to Simon that to survive he had to keep moving and break through the Undead lines or be quickly surrounded. An even starker reminder came as the Necromancer accompanying Krell cast *Vanhel's Danse Macabre* and the Grave Guard marched forward another 8". The Ghoul King tried to cast *Curse of Years* on the Dragon Princes but it failed to cast due to *Drain Magic* being in play.

In the Shooting phase, the Terrorgheists unleashed their deathly shrieks. Jervis was hunting Great Eagles but in both cases they were out of range. Instead he had to make do with Ellyrian Reavers in the west, slaying one of them, but in the east he targeted the consort and wounded both the Prince and the Griffon.

VANGUARD

Fast Cavalry can make a Vanguard move, in effect getting a head start on the foe. Simon took full advantage of this by sending his Ellyrian Reavers out to the west flank. And in a nifty bit of dressage, pointed them east, ready to hit any advancing enemy units in the side.



KRELL'S WRATH

Even as the High Elves galloped and marched southwards, from behind them came Krell accompanied by a horde of Zombies and his Grave Guard retainers. But these foul creatures were not the only part of

the Undead reserves; Jervis had wisely placed three Vargheists with Krell. These flying monstrous infantry are Vampiric and so can march an impressive 20" – perfect for hunting down Great Eagles.



CHARGE OF THE DRAGONS

With lances dipped, the Dragon Princes charged into the Skeletons, hoping to shatter bone and break through the Undead lines. Meanwhile, the Great Eagles flew through the crowded pass, even as they were being stalked...

As in the story, Simon's strategy had been to surround Princess Aliathra with the barded steel of the Dragon Princes. It was a sound tactic as the Princess on her own would doubtless be picked off by Banshee screams or ravenous Terrorheists, but it was not without risks. As arguably Simon's most powerful unit, the Dragon Princes would be in the heart of the battle, placing the Princess where the fighting would be thickest.

Even so, Simon commenced his second turn with a host of charges. The Dragon Princes struck the Skeleton Warriors, the Hexwraiths were charged by the Reavers and by one of the High Elf spear units. Simon's units couldn't physically harm the Hexwraiths but he was hopeful that combat resolution alone would win through. Back in the west, Yluthian charged the eastern Terrorheist along with the Lothorn Sea Guard. The might of the High Elves proved too much for the Undead creature and it was destroyed, freeing up the eastern flank, but only for a moment as in

Jervis' phase the Black Knights swept through, smashing the Sea Guard in the flank and reminding the High Elves that they do not have the monopoly on grand cavalry charges!

From the north, buoyed by another surge of *Vanhel's Danse Macabre*, Krell's legions drew ever closer to the High Elves' rear. The Sword Masters were lagging and looked the most likely of targets. Meanwhile, the Vargheists flew south, trying to close with a pair of Great Eagles.



BIG, BRUTAL AND GHOULISH

The Crypt Horrors charge from the southern woods and into the Reavers, who had managed to keep the Hexwraiths at bay with able support from the Spearmen in the previous Combat phase. However, the lightly armoured Reavers could not hope to stand against the monstrous Ghouls and so were wiped out, leaving the High Elf Spearmen to face the Hexwraiths alone.



ANNOTATIONS

- A** The Skeletons are trammelled by the Dragon Princes, but enough remain to hold the Elven knights in place for when the Ghouls King and Mortis Engine charge. The Dragon Princes take damage but Simon's armour save rolls and use of the Battle Banner keep them in the fight.
- B** The Sea Guard and Prince take down the Terrorgheist but before the Sea Guard can celebrate, they are charged in the flank by the Black Knights and run down.
- C** In the east, a Great Eagle is charged by a Terrorgheist. As if it wasn't outmatched enough, Jervis had the temerity to not even wait for the Combat phase and blew the Eagle up in a great puff of feathers with an unholy death shriek. Having dealt with its prey, the Undead monster reformed to face the rear of the Elven Spearmen.
- D** The Mortis Engine reverberates 12", its Dark Aura gifting all Undead with a +1 Regenerate save and striking the Dragon Prince with four Strength 2 hits.
- E** The Vargheists fly south, homing in on the Great Eagles and the Prince.
- F** Jervis raises some Skeletons just in front of the Great Eagles to force them to take Leadership tests to march.
- G** The Sword Masters are charged by the Crypt Ghouls. It's a close fight that leaves the both sides reeling and the combat ongoing.

THE TRAP CLOSES

As the ring of Undeath closes around the last of the High Elves, Princess Aliathra and her loyal charges make one last strike to break free of the trap and escape the clutches of the evil Ghoulish King.

Flush with victory over the Terrorgheist, the High Elf Prince spurred his Griffon, Everswift, straight at the Ghoulish King – his lance lowered, his aim straight and true. In the west the Hexwraiths continued to battle against the High Elf Spearmen, whose spears uselessly stabbed at the wraiths incorporeal forms. Despite the rank bonus, the ethereal cavalry won the combat and Simon's high break roll ensured that the High Elves ran. However, rather than pursue, the Hexwraiths turned to face the other regiment of spears – it was as if Jervis had a cunning plan.

Meanwhile back in the east, Jervis' ploy to march block the Great Eagles with the raised Skeletons was 50% successful. One Eagle could only move 10" and so instead of running the gauntlet south, in a surprising move, the eagle flew north, behind the Vargheists to prevent them from marching. The other Great Eagle did pass its Leadership test and so sped down the

eastern flank, and was only one more 20" move away from giving Simon at least a draw. Jervis looked on with resignation, there were no more reserves to stop the Eagle and so he was unsure how to stop it from escaping.

The Black Knights were targeted, in the High Elf Magic phase, first by *Shem's Burning Gaze* before *Banishment* saw the Undead Knights purged from the battlefield.

In combat, the Sword Masters quickly dispatched the remaining Crypt Ghouls and then turned to face Krell who was rapidly bearing down on them. The main focus, though, was inevitably in the combat involving the Dragon Princes, Ghoulish King, High Elf Prince and the Mortis Engine. Simon wisely focused his attacks on the remaining Skeletons to reap an impressive tally. Even though the Ghoulish King was part of the combat, he was otherwise engaged fending off the Prince. As it was, Yluthian wounded the Vampire, but the Ghoulish King



Krell, Lord of Undeath

WIGHT ATTACK

As the Sword Masters slew the last of the Crypt Ghouls, they reformed in time to face the Grave Guard charge led by Krell. In a challenge the Lord of Undeath proved too powerful for even the preternaturally fast warriors of Hoeth as their Bladelord was cut down with an overkill

of two. The Sword Masters struck at the Wights, but the Grave Guard were fresh and the High Elves ravaged by Crypt Ghouls in the previous phase. The Sword Masters were wiped out, allowing Krell to overrun into Yluthian, who felt the bite of the Black Axe as well.



struck back, swiping away the Griffon and leaving the wounded Prince on foot. The unleashed spirits of the Mortis Engine struck out against the Dragon Princes and took down two Knights. The Battle Banner helped to redress the combat resolution but the Dragon Princes had lost. Simon was in trouble, but a low Leadership roll kept the Dragon Princes in the fight. Not so the Prince, who fled away from the Vampire, no doubt in a lather at the loss of his beloved Griffon.

The Undead were in a strong position, although the Great Eagle speeding away would give Simon a draw. Jervis' plan was to take it down with *Gaze of Nagash* but the Necromancer had to get into range.

The Terrorgheist in the west chased down the fleeing High Elf Spears, the Hexwraiths, rather than charging the remaining Spearmen unit, galloped through the foe on ethereal steeds and automatically caused four Strength 5 hits, without any of the bother of combat. The Crypt Horrors reformed and readied to charge the same unit.

The Winds of Magic blew low but enough for *Gaze of Nagash* to be cast, however, Simon wasn't going to let his giant bird of prey die needlessly, so dispelled the magic missile. It looked like the Great Eagle was now free to fly away... or was it?

In combat, the Dragon Princes had dealt with all the Skeletons and so could now focus on the Mortis Engine, although the Ghoul King was a concern as it no longer had a High Elf Prince harrying him. The Dragon Princes struck the Mortis Engine and wounded it thrice but the Vampire made its mark felling three of the knights and leaving Simon's star unit close to extinction. But the Battle Banner once more proved its worth, Simon rolled a 6 and this, combined with the bonuses from the Battle Standard and standard, meant the High Elves had not only won the combat, but had won with enough combat resolution to rid themselves of the Ghoul King (who had been weakened by Yluthian's attacks earlier) and the Mortis Engine – which exploded spectacularly!

As the Mortis Engine lost its final wound, a ghastly eruption of screaming spectres covered the eastern flank of the battlefield. All units within range took damage and Simon's fleeing Great Eagle was caught in the blast and instantly slain! The Dragon Princes took hits but Simon managed to luck out on his armour saves again. The Prince on foot also managed to survive the ethereal blast, only to be caught by Krell a few moments later. The battle could not last much longer, but a victor had yet to be found...



Master Necromancer

FLYING HAVOC!

Free from the throes of combat, the Dragon Princes galloped southwards, but could not march as they failed the Leadership test. This gave Jervis the chance he needed to dash High Elf hopes once and for all. The Vargheists charged into the rear of the remaining Dragon Princes. After weathering the High Elf attack, and losing one of their number, Jervis wisely focussed as many attacks on Aliathra as he could, wounding her four times. It was make or break for Simon, but thanks to the Talisman of Protection, she survived on a single wound – but it was enough.

In the following phase, the Vargheists were destroyed. The Dragon Princes were at last free to ride on and escape to victory. It had been close, but the High Elves had pulled off a sneaky win.



MANNFRED AWAITS

Jervis: Curses, curses, curses! No, not because I let the High Elves slip through my grasp, but because I still don't know which new units to add to my own Vampire Counts army first – simply put, I really want them all!

Seriously, though, that was a great game. The scenario was a fascinating challenge, and very different to any of the Pitched Battles in the Warhammer rulebook. The fact that you are sandwiching the enemy, and on top of that you're having to chase down three highly manoeuvrable units was challenging and stretched what little tactical acumen I possess to breaking point. With hindsight, the Zombies should have stayed with the Ghoul King and stayed deep in the southern half as a reserve, should the High Elves break through my main lines (which they did!)

It looked spectacular too. Although the High Elves won, the game could easily have gone either way – when my Vargheists managed to catch up with Aliathra and inflicted 4 wounds I was sure I had the game in the bag, only for Simon to make 2 out of 4 of his ward saves. Oh well, c'est le guerre, as they say.

More importantly, from my point of view, I got to give the new units in the

Vampire Counts army a thorough work-out, and none came out lacking. I'm very impressed with the Terrorgheist's Death Shriek attack, which I have a feeling will make it a monster killer of some renown. The Crypt Horrors are an extremely useful combat unit that pack a real punch. The Vargheists' ability to fly at full speed even when they aren't within 12" of the Army General gives me a unit that can swoop into the heart of the enemy army and reliably kill off units behind the front line, a few more of these would have been very useful, so much so, they're definitely my 'models of the match'.

However, there's more to talk about. The Hexwraiths for instance, are amongst the best fast cavalry in any army, and are perfectly capable of inflicting serious damage if they get onto the flanks of an enemy battle line. They're aided in this role, by the fact that they are ethereal. And last but not least, the Mortis Engine will provide fantastic support for my main battle line. Krell, well he's just awesome, and a beautiful miniature to boot, as are the new Black Knights. Oh well, I guess I'll just have to get all of them, and then roll a dice to decide which to make and paint first. If only I was a faster painter...

BRUTE FORCE

As already noted my best performing troops were the Vargheists. Flying monstrous infantry were always going to be effective, and this is doubly so in a Vampire Counts army where they can march – a rarity with the Undead – and so move 20". They're very tasty (pun intended!) in combat too with 3 Attacks and Frenzy.

If I'm honest I should have taken another unit of these instead of so many Zombies.



DRAGON-KIND

The regiment that kept me in the game were my Dragon Princes with the Battle Banner. They were fast and sturdy, thanks to their high armour saves and multiple attacks. There's no doubt the Battle Banner and its +D6 combat resolution also helped keep them in the game and help me spirit the princess away to victory.



THAT WAS TOO CLOSE!

Simon: Well that was a bit too close for comfort! If I hadn't passed at least two of Aliathra's ward saves to fend off the brutal attacks of the Vargheists, that would've been game over then and there. That was an incredibly enjoyable game to play, and really tense up until the last minute when my Dragon Princes finally escaped with the wounded princess in tow. I still had one Great Eagle left at this point, but it would've taken some incredible luck to get it off the table with so much of my army slain and with a Terrorgheist still on the prowl.

Even though I began the game on the offensive, my units were soon assailed on all sides by the Death Shrieks of the Terrorgheist, the baleful effects of the Mortis Engine, even the scenery itself in the case of the Haunted Tower! As if that wasn't enough on my plate already, I had the unstoppable Krell, his Grave Guard, Zombies and a unit of Vargheists closing in on the rear of my lines. If I hadn't been able to debilitate Jervis' magic somewhat with *Drain Magic*, I'm fairly certain that he would've overwhelmed me with freshly raised units, *Vanhel's Danse Macabre* and the crippling effects of *Curse of Years*.

Having touched on the Terrorgheist and Mortis Engine earlier, I feel I must reiterate quite how horrible they are. With a single Death Shriek, Jervis' Terrorgheist wounded my Prince and reduced his Griffon to a single wound, despite his Leadership of 10! The Mortis Engine was able to inflict plenty of damage to my fragile High Elves, but even when I finally managed to destroy the cursed thing, it caused even more carnage to my army, including the Great Eagle I was about to escape with! In fact, if I hadn't been so fortunate when it came to passing my Dragon Princes' armour saves throughout the game, the exploding Mortis Engine would've almost certainly finished them off, along with my chances of victory. But I guess Jervis still has the last laugh, safe in the knowledge that Aliathra will soon fall prey to the malevolent Count Mannfred.

Of course, what we could do next is continue the story. I'm already considering getting Andy to write the next scenario in the narrative, maybe a battle fought in the air, while the remnants of the High Elves continue their struggle on the battlefield below. Warhammer is always about the next fight!



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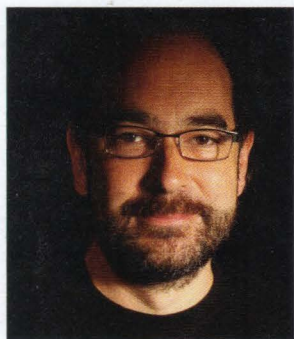
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STANDARD BEARER



In this month's column Jervis reveals the secrets to winning games. Knowing Jervis' battle report pedigree – take it with a pinch of salt, is all we're saying.

People usually assume I'm pretty good at playing the games or using the armies I've designed (well, they are unless they've read any of the battle reports I've taken part in!). This can make people nervous to play a game against me, fearing that I will crush them utterly and make them feel foolish. This is completely understandable: after all, surely the games designer knows better than anyone how to get the most from a game or army list, and is able to fully exploit all of the hidden depths and nuances of what is, after all, their own design?

The sad truth is that, in my own experience at least, games designers are just about the worst players of the games or army lists they have designed. What's more, people that I know who were really strong players suddenly lose their winning ways if they make the transition from player to designer. The best example I can think of this phenomena is my old friend Alessio, who went from being the winner of an Italian Grand Tournament to someone who considers himself lucky to be able to finish in the top half of a friendly local doubles tournament. There are exceptions, of course: Phil Kelly stands out as someone who can both design a game and win it. But, people like Phil are the exception, and the vast majority of games designers I've met can't win their own games for toffee.

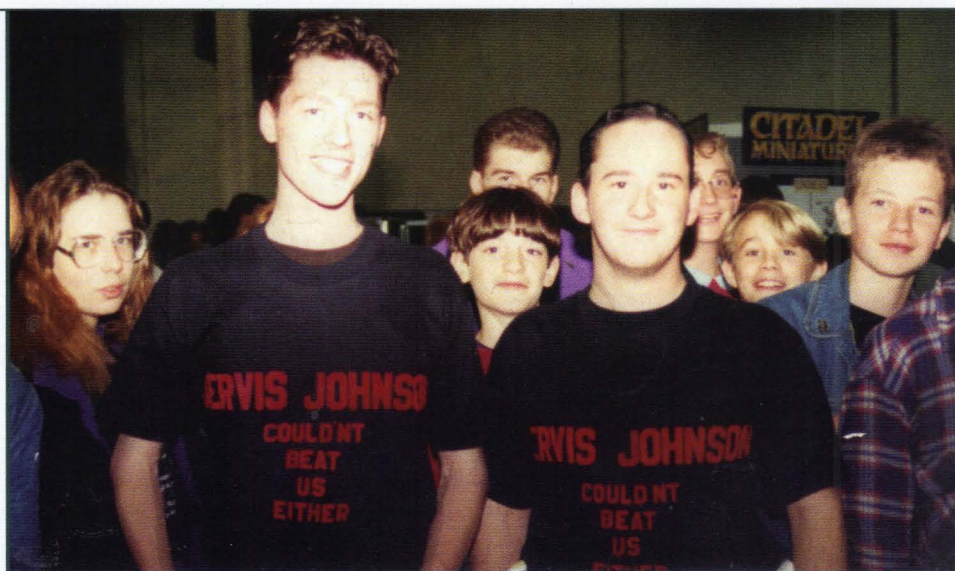
It seems pretty clear to me that this inability to win games consistently must have *something* to do with the job of being a games designer. The question is what? Why does this happen? Personally, I feel that there are a couple of major reasons. First and probably foremost, I think it's because the designer has a mental vision of what he wants the rules to achieve. By this I mean that the starting point for writing a

rule is thinking about something that you want to happen in the game, rather than thinking of the mechanics that will cause it to happen in the game. For example, a designer might think: 'A power fist is a really powerful weapon that can tear apart a tank' and only then would decide 'a power fist doubles the strength of the model using it.' The rules are simply the mechanics you use to make these things happen in an appropriate manner in the game – they are not an end in themselves.

However, precisely because the designer knows what he wants the rules to achieve, they can end up subconsciously playing their game or using their army list in this way, even if the game mechanics allow for other – often more efficient – ways of using them. Players other than the designer, unburdened by these preconceptions, are much better at spotting clever and innovative ways of using the game rules, often in a way that the games designer themselves had never thought of. This leaves the designer at something of a disadvantage when they play their own games or use their own army lists; in effect they handicap themselves and play the game only in the way that they envisioned it would work, while players are free to take advantage of *all* the different strategies that the game or army list offers them.

The second disadvantage a designer labours under is the approach they take to playing a game. As a designer, when I play a game I'm usually thinking something along the lines of 'do the rules work' rather than 'how can I use the rules to win'. This attitude is a vital part of the development process – when all is said and done, a game designer's job must be to create a challenging and playable game, rather than to bump up their own win/loss ratio.

Even as long ago as Games Day 1989, people were lining up to prove that they could beat Jervis in a game of his own making – as this photograph shows! Yet those of you who have been following Jervis' gaming career in the pages of *White Dwarf* will know better. From the days of the very first battle reports and Jervis' long-standing rivalry with fellow games developer Andy Chambers, fans the world over have known of Jervis' infamously bad luck and poor record!



However, it can be very hard to turn this mental approach off after you've finished the design process. So, for example, when I'm playing a game with an Ogre Kingdoms army, I invariably end up wondering if a rule could have been slightly better written, or worrying whether the points cost of a magic item should be 5 points more or less, and so on. This is very distracting, and inevitably means that I end up spending more time thinking about the design of the game rules than how to win the game. Most players are supremely unconcerned about such things and simply concentrate on doing the best they can to either to win the game, or on having an enjoyable time playing one of their favourite games.

What this all boils down to is that game

from trying to win, they are thinking more about the design of the game and the effect of the game mechanics as they are being used. How the game works is more important to them than winning! It can lead to some dangers too: namely constant tinkering and blind spots about how the rules can be exploited. Most designers can't help but tinker with their designs, and are always keen to work on a new edition if they get a chance. As I like to say, a game is never finished: it's only between editions!

And there are clearly dangers associated with the fact that a designer may be blind to some of the ways that the rules or army lists they have written can be used or exploited.

Fortunately there are two tools most game designers have that help deal with

“I inevitably spend more time thinking about the design of the game than how to win the game.”

designers tend to lose their edge because they view the game's rules rather differently to the way that a player might. Most players view the game's rules as something that cannot be changed and must be followed. A games designer, on the other hand, looks on rules as something that are malleable and changeable, rather than fixed and inviolate, and more importantly, he knows what their intent is. What this means is that if there is a way of using the rules to gain an advantage, a games designer's instinct is not to do things if he knows that he didn't really intend for the rules to be used in that way, but rather to want to fix the rules so they work in the right way. I cannot bring myself to do some things that most players consider part and parcel of the game, even though they don't unbalance or spoil the game, because I know that it wasn't my intention for the game to work that way. By the same token I will often use tactics and strategies that are sub-optimal, because when I designed the game they were part of the 'mental picture' I had for the game. For example, when I play Blood Bowl I love to throw and pass the ball down the field, and do it quite often, while most good coaches will only do this when they have to. These players have discovered better tactics, which were hidden away in the mechanics I created and which are rather different than my own mental image of how a 'real-life' game of Blood Bowl would unfold.

This then is why designers are usually a bit rubbish at winning their own games. Their heads are in a rather different place

these issues. The first is *deadlines*. This simply means that I have to get things finished by a certain date (like this article, which has to be handed in tomorrow!), and this forces me to focus and say 'enough is enough – any further changes will have to wait until the next edition.' Secondly, games designers are blessed with a special group of individuals commonly known as *playtesters*. These saintly souls are willing to play the half-baked games we're working on and offer us feedback. At the Design Studio I'm lucky enough to be able to draw on the talents of my fellow designers, as well as the other 40 or 50 gaming enthusiasts that work here too. Even more important is the small group of external playtesters, all hardened veterans with hundreds of games under their belts (and in some cases a clutch of tournament trophies on their shelves), who help test our designs. Which is not to say that things don't slip through – but, boy, you should see the things we catch! Sadly, the one thing that neither can help me to do is win.

So, if you ever get the chance to play a game with me, go easy. I just wrote the rules, you shouldn't expect that I know how to win with them too! And with that plea, I shall leave you for another month. As ever, please feel free to write to me with any thoughts or comments you have on this month's Standard Bearer. It can't usually reply to the letters I receive, but I do read them all, and take the things you tell me seriously.

Write to Jervis at:

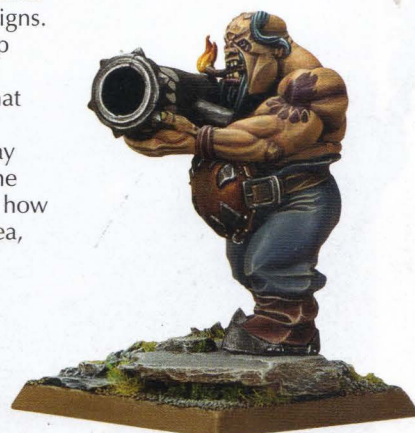
Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom



Space Marine with power fist



Blood Bowl Skaven Thrower



Ogre Leadbelcher

TACTICA: NECRONS

The stasis fields are dimming, the tombs loosing their inhabitants upon an galaxy. Mat Ward (who displays a certain mechanical tyranny from time to time, it has to be said) has a few thoughts on how to guarantee Necron domination...



Imotekh the Stormlord, Phaeron of the Sautekh Dynasty, seeks to restore the Necron empire.

No preamble this month – there's a lot to say about conquering the galaxy in the name of the Necrons, so let's get going shall we? To start with, let's have a look at the strengths of the Necron army as a whole:

- **Hard to Kill.** Thanks to their above-average Toughness and armour saves, as well as the regenerative effects of the Reanimation Protocols, Necrons can take a real pasting and still fight back – in a way that few other armies can.
- **Wonder Weapons.** Necrons have a fantastic range of weapons, and pretty much all of them are better than the equivalents found in other armies. This, combined with Necrons being hard to kill, means that they excel at mid-to-long range firefights.
- **Combo-tastic.** With all the options available to Necron Overlords, Crypteks and C'tan Shards, even small tweaks to

your army can unlock new combos that'll take your opponent by storm.

That's a strong foundation to build upon – your foolish enemies will fall like wheat under the scythe of the reaperman, yes? Well, before you get too overconfident, it's best to keep in mind the things that the Necrons don't do so well:

- **Ponderous.** Many of your key support units don't have transport options to carry them into the thick of the fray, meaning you'll have to think much more about your deployment than, say, a Space Marine or Tau army might, and definitely a lot more than a Dark Eldar army would.
- **Slow to React.** Necrons all have low Initiative, which can make a huge difference once assaults are launched. As a Necron player, you'll be looking at keeping your units out of assault, or at least making sure the odds are stacked in your favour when you go in.

THE FIRST PHALANXES

Next let's take a look at your Troops units. These are where your game will often be won or lost – if you can't take and hold objectives, your dynasty won't last long.

Necron Warriors are your rank and file. Whilst they're not the brightest sparks in the Necron army, they're very durable and can put out fearsome amounts of firepower – especially against vehicles. Stake out a squad of Necron Warriors on each objective, and your opponent's going to have a devil of a time shifting them.

If you want to give your Warriors more manoeuvrability and survivability, it's worth investing in a Ghost Ark. The Ghost Ark is pretty tough for a transport, with a 13/13/11 armour value (until it takes a penetrating hit – that's the joy of quantum shielding). Two banks of gauss flayers give it between ten and twenty gauss flayer shots a turn. Even better, its Repair Barge rule means that you can replace casualties in a nearby unit.

For taking enemy-held objectives, you'll need Immortals. Not only are they more durable, Immortals also carry bigger guns. All this taken together makes the Immortal considerably more pricey than a Warrior, but the combination of boosted offensive and defensive capabilities is well worth it.

There are two main tactics for Immortals. The first is to take 5-model squads and use them as fire support teams

for your Necron Warriors – gauss blasters for anti-vehicle fire, tesla for everything else. The second is to max your Immortals out to full strength, adding in an Overlord or Cryptek for extra punch, and marching them straight for an enemy-held objective. I favour tesla carbines for this strategy, as they guarantee a horrific torrent of fire as soon as you're in range, but gauss blasters can be a better choice if you're going up against an army clad in anything less than power armour. Of course, even Immortals can't survive this kind of strike without support, so let's have a look at how you're going to back them up.

SPECIALIST WARRIORS

Deathmarks are your ranged assassination units. Whilst their guns might lack a little punch, their Hunters from Hyperspace rule allows them to wound a chosen target on a 2+. I always bring them on when enemy reserves turn up (hooray for Ethereal Interception). It can be tempting to bring Deathmarks in really close to their target to get the most from their Rapid Fire armament. However, Deathmarks are decidedly mediocre close combat troops, so don't put them anywhere that's going to invite an assault. Of course, if you can be fairly certain of wiping out a target in a single turn (Imperial Guard Command Squads, for example) it might be worth it.



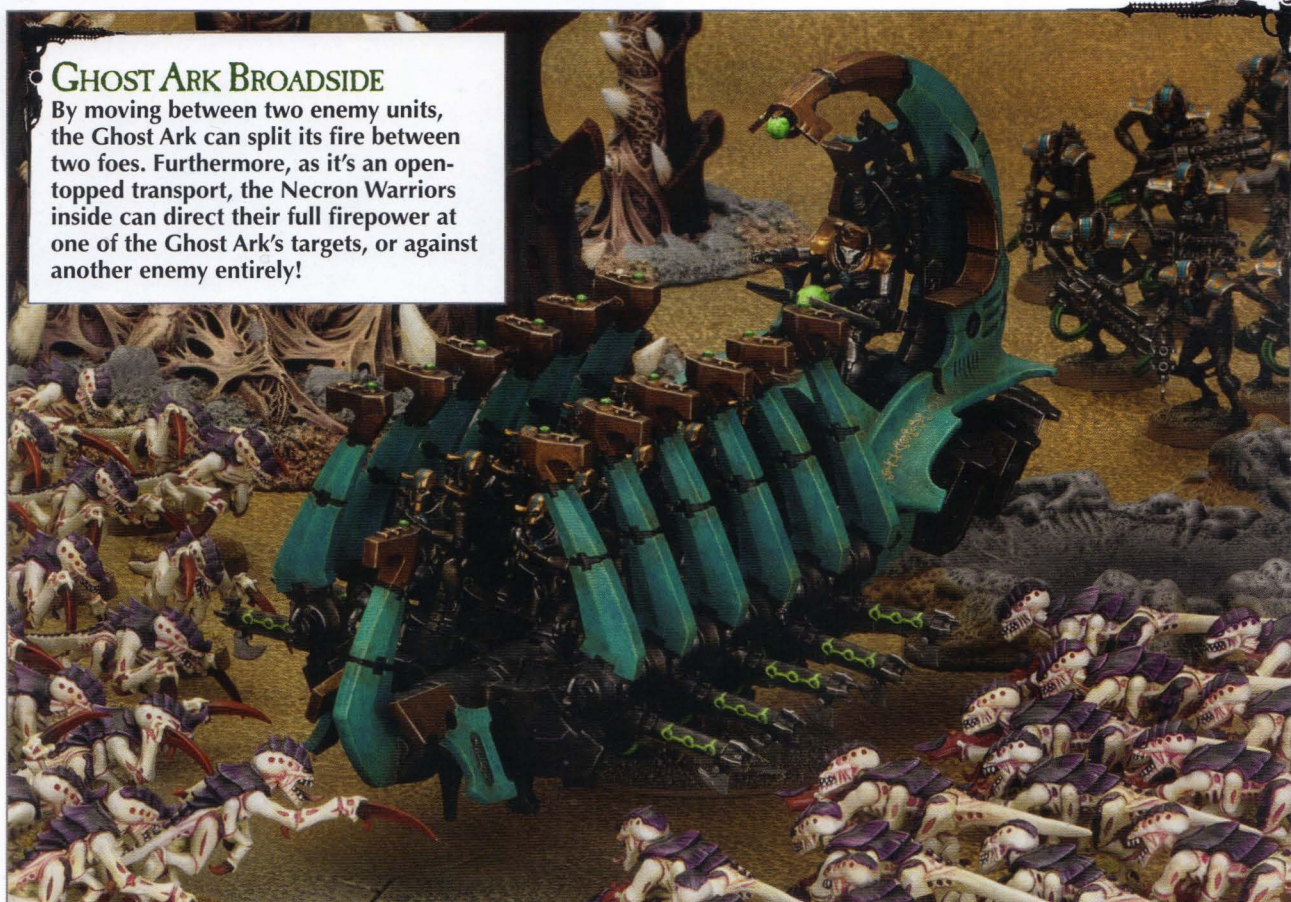
Necron Warriors are the rank and file of the army, and make for a deadly ranged unit.



More durable and better armed than Necron Warriors, Immortals are great at capturing objectives.

GHOST ARK BROADSIDE

By moving between two enemy units, the Ghost Ark can split its fire between two foes. Furthermore, as it's an open-topped transport, the Necron Warriors inside can direct their full firepower at one of the Ghost Ark's targets, or against another enemy entirely!



ENTROPIC STRIKE

Necron technology can disintegrate even hardened armour plates. Any model that suffers one or more unsaved wounds from a weapon or model with this special rule immediately loses its armour save for the remainder of the battle (effectively altering its armour save to '-'). For each hit a vehicle suffers from a weapon or model with this special rule, roll a D6. For each result of 4+, it immediately loses 1 point of Armour Value from all facings. If a vehicle is reduced to Armour Value 0 on any facing, it is immediately wrecked.



Flayed Ones are the closest thing the Necrons have to a baseline assault unit, and they're your chief terror tactic unit. Whilst they don't have any special weaponry, each does have 3 Attacks! This alone tends to ensure that the threat of Flayed Ones often preys on your opponent's mind even more efficiently than the Flayed Ones prey on his squads – just go for the throat and watch as your foe panics. Just remember to pick your Flayed Ones' target carefully – ideally something crucial to your enemy, such as a Farseer. That way, even if your opponent reacts in a calm and careful fashion, your Flayed Ones will either a) strike a vicious blow, or b) draw so much firepower that your army essentially goes unmolested for a turn – unfortunate for the Flayed Ones, but they were always expendable.

If you want an assault unit that's both hardier and hittier, then it's time to recruit some Lychguard. Strength 5, Toughness 5 and 2 Attacks are pretty impressive all by themselves, but it doesn't stop there. Depending on how your Lychguard are equipped, they can be either an unstoppable hammer or an impervious anvil. For the former, equip them with warscythes – Strength 7 is better than Strength 5, after all. For the latter, go for phase swords and dispersion shields – a 4+

invulnerable save will allow your Lychguard to go toe-to-toe with the best melee troops in the game! Better still, dispersion shields have a chance of deflecting incoming fire onto enemy units. This is, in its way, even better than the invulnerable save. Space Marine Devastators tend to stop firing their lascannons at Lychguard if there's even a chance they'll hit their own Terminators!

Of course, even the best melee unit is worthless if it can't reach its target, so you might want to consider some Triarch Praetorians. Whilst these ancient lawkeepers are not quite as all-conquering as Lychguard they do have a couple of advantages. First up, they're jump infantry, and can cover ground much more swiftly. Furthermore, they also pack a pretty mean zap with either a Strength 5 AP 2 Rod of Covenant, or a Strength 6 AP 5 particle caster. They're also Fearless, meaning that they're nowhere near as vulnerable to a Sweeping Advance.

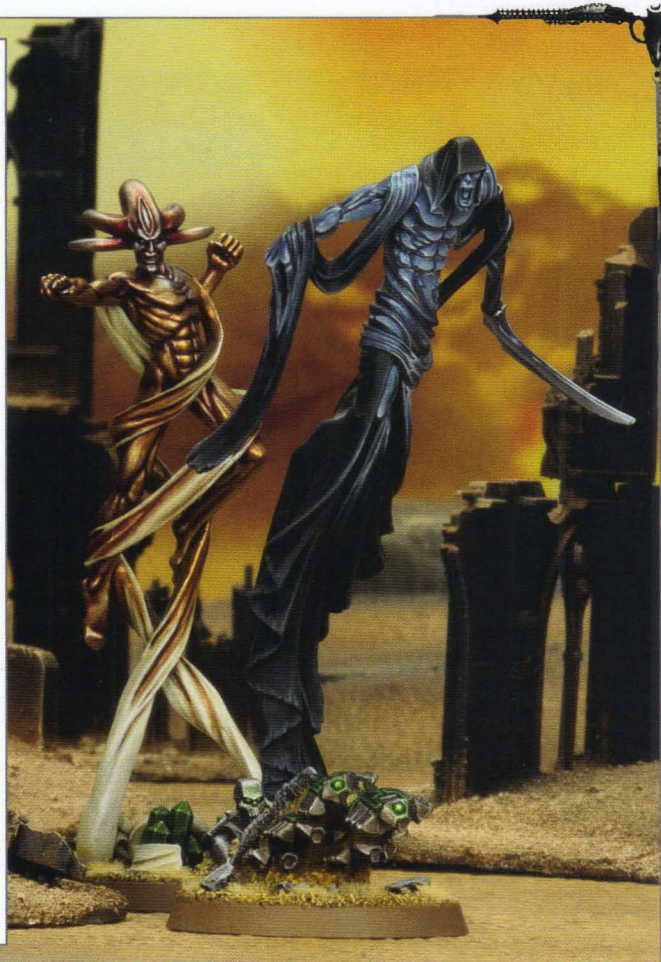
'That's all very well,' I hear your imaginary voices echoing through the vast and empty regions of my mind, 'but what if I want something with even more bite?' Well, fear not – the C'tan Shard is the answer to your prayers. As you might expect of a star-god sliver, the C'tan Shard has an intimidating profile – he'll fight any

CRAFTING YOUR C'TAN

You should always feel free to mix and match C'tan powers as you see fit – the Shards are creatures of godlike ability, and can pretty much do whatever they want. However, if you want to pick powers fitting for specific C'tan, I'd recommend the following:

- Mephet'ran, the Deceiver
Grand Illusion, Swarm of Spirit Dust
- Aza'gorod, the Nightbringer
Gaze of Death, Transdimensional Thunderbolt
- Iash'uddra, the Endless Swarm
Swarm of Spirit Dust, Writhing Worldscape
- Og'driada, the Arisen
Pyreshards, Sentient Singularity
- Tsara'noga, the Outsider
Transdimensional Thunderbolt, Time's Arrow
- Yggra'nya, the Shaper
Moulder of Worlds, Writhing Worldscape
- Nyadra'zatha, the Burning One
Lord of Fire, Pyreshards
- Mag'ladroth, the Void Dragon
Entropic Touch, Sentient Singularity
- Llandu'gor the Flayer
N/A – He's been completely destroyed!

As you can see, there are plenty of other combinations, and a potentially limitless number of C'tan Shards loose in the galaxy. This is a great opportunity to let your imagination run wild and hone your conversion skills!



Lychguard, Triarch Praetorians and Flayed Ones all make for deadly close combatants.



Greater Daemon to a standstill, that's for sure. This is then further augmented by two C'tan powers of your choice. These range from Transdimensional Thunderbolt (a Strength 9 AP 2 tank-busting shooting attack) and Pyreshards (8 shots at Strength 4) to Time's Arrow (a foe in base contact must pass an Initiative test or die) and the vehicle-dissolving Entropic Touch. There are plenty of more esoteric powers to choose from as well. Want to make all difficult terrain into dangerous terrain as far as the enemy is concerned? In which case, you clearly want Writhing Worldscape, the signature ability of Ygg'ra'nya the Shaper. Want to redeploy your troops before the game begins? Then you need Mephet'ran the Deceiver's Grand Illusion. These powers, plus the C'tan Shard's meaty profile, mean an outlay of over 200 points, but you'll seldom have trouble getting your investment back in a tally of slain enemies.

Whew. We've had a bit of a run on close combat troops, haven't we? Happily, we can now redress the balance with Destroyers. These psychotic war engines are a fantastic way of adding extra firepower to your Necron army without resorting to vehicles. Destroyers excel at slaughtering heavy infantry, thanks to their AP 3 guns, whilst Heavy Destroyers are more suited for crippling vehicles. Destroyers are actually quite flexible because, unlike other Necron units, you can mix and match weapons. A phalanx containing one Heavy Destroyer

and four Destroyers comes in at a little over 200 points, and is a serious threat to pretty much anything on the tabletop. Just remember to keep your Destroyers out of assault – every turn they can't shoot is a turn they're not helping crush the enemy!

Canoptek Scarabs are often dismissed as being too small and weak to bother with, but I'm here to tell you that it ain't true. Trust me, there's no better way to guarantee a Land Raider's destruction than to set a bunch of Scarabs on it, and it's all thanks to Entropic Strike. On the charge, a Canoptek Scarab base has 5 Attacks. That's five chances to permanently strip Armour Value away, just from one base! Get four or five Scarab bases into combat with a Land Raider and you've pretty good odds on disintegrating it in a round of combat.

ANCIENT ARMOUR

Next up, it's time to take a look at the wide array of Necron vehicles.

Let's start with the Monolith. In gaming circles, this tank's had a fearsome reputation for over a decade now, and deservedly so. The Monolith might be slow but its sheer firepower and utility more than make up for it. Let's talk firepower first. Four gauss flux arcs and a particle whip give the Monolith roughly the same damage output as a Leman Russ – although it'll have to get to within 24" to fire.

As for utility, every Monolith has an Eternity Gate. You can use this as extra

MINDSHACKLE SCARABS

At the start of the Assault phase, after assault moves have been made, but before any blows are struck, randomly select an enemy model in base contact with the bearer of the mindshackle scarabs. That model must immediately take a Leadership test on 3D6. If the test is passed, the mindshackle scarabs have no effect. If the test is failed, the victim strikes out at his allies. Instead of attacking normally, he inflicts D3 hits on his own unit when it is his turn to attack. These hits are resolved at the victim's Strength, and benefit from any abilities and penalties from his close combat weapons (the controller of the mindshackle scarabs chooses which, if there is a choice). If he is still alive, the victim returns to normal once all blows in that round of combat have been struck.

GAUSS VS. TESLA

On some units, and across the Necron army as a whole, you'll need to decide whether you want to take gauss weapons or tesla weapons. Now, as usual, there's no right or wrong answer, but there are a few things you'll want to think about.

Gauss weapons are great for dealing with enemies with low-to-moderate armour saves. Furthermore, thanks to their ability to glance vehicles on a roll of a 6, can make the crews of Vypers and Leman Russ alike tremble behind their vehicle's armour. Gauss weapons are therefore great choices if you don't plan on picking up much anti-tank weaponry elsewhere.

Tesla weapons, on the other hand, have no AP and aren't Rapid Fire. How do they make up for this? Well, every time a tesla weapon scores a 6 to hit, another two additional hits are scored as the lightning bounces around the target unit. Tesla weapons are therefore fantastic anti-horde guns. Don't discount their usefulness against thickly armoured foes like Space Marines – sometimes rolling lots of dice is the best way to get through power armour!



TESSERACT LABYRINTH

One use only. The bearer can use the labyrinth in lieu of making close combat attacks that round. Choose a character or monstrous creature in base contact with the bearer. The victim must immediately roll equal to or under its remaining Wounds on a D6 or be trapped within the labyrinth and removed as a casualty with no saves allowed.



firepower, by opening up a Portal of Exile that'll suck nearby enemies to their doom. However, you'll normally find it more useful to open up a Dimensional Corridor instead – this allows you to teleport a friendly unengaged unit to the Monolith's location. This is a great way to get a 20-strong Necron unit onto an objective without tromping across the battlefield. In fact, one of the most effective strategies a Necron army can employ is to Deep Strike a Monolith onto a vital objective. As it's now in the heart of the enemy army, the short range of the Monolith doesn't matter, and it can start bringing reinforcements directly onto the objective from the following turn.

If you don't need the Monolith's extra abilities, or simply don't want to pay its fairly steep points cost, don't worry – there are other ways of getting serious firepower into your army. The most effective (and therefore most expensive) option is the Doomsday Ark. It's not as out-and-out tough as the Monolith, but its firepower is, if anything, more effective. The Ark's two banks of Gauss Flayers give it the firepower of ten Warriors – and those are its secondary weapons! The Doomsday Ark's main armament is a doomsday cannon, and it really does live up to its name. Don't believe me? If the Doomsday Ark doesn't

move, it can fire up to 72" away with a Strength 9 AP 1 Large Blast. Alas, the doomsday cannon isn't nearly so effective if the Ark moves but with its massive range you shouldn't have to move much anyway.

Last, but definitely not least is the Annihilation Barge. Weighing in at half the cost of the Doomsday Ark, this skimmer is over-gunned for something of its size. In addition to its underslung tesla or gauss cannon it packs a massive twin-linked tesla destructor. With Strength 7, this gun's an excellent choice for splashing light vehicles and infantry. Always fire this into the middle of the enemy lines, as there's a chance the lightning will arc to nearby units. It's difficult to convey just how vicious this can be, but trust me; when a tesla weapon is twin-linked and can bounce to other targets, the hits really stack up.

ADDING A BIT OF CLASS

Well, that's pretty much your minions covered off. Now it's time to talk about the nobility, the Lords and Crypteks that really make your army come alive.

Lords and Overlords are the thinkers, schemers and strategists. However, once they're in the heart of battle, their role is much more straightforward – they're muscle. A single Lord or Overlord joined

to a Necron Warrior unit can make a huge difference to its survivability (take a resurrection orb), and to its assault capability (2 or 3 close combat attacks with a warscythe). Despite Overlords not being in the top-tier of melee characters, a proper wargear load-out can get your opponent worried that they might just nobble even Marneus Calgar or Abaddon. Don't believe me? Take a look at the tesseract labyrinth and mindshackle scarab rules...

If you're wanting to rush an objective, it's worth upgrading your Overlord to a Phaeron, so that he and his unit are Relentless. Not only does this allow you to keep shooting as they advance, but it also means they can rapid fire and charge in – this is one of the few times that you want your Warriors to launch an assault.

However, for the truly flamboyant Overlord, there's only one way to travel into battle: the Catacomb Command Barge! This Fast Skimmer transforms your Overlord into a swift-moving wrecking machine, zooming about the battlefield and lopping heads with carefully-judged swings of his warscythe. If you're not relying on your Overlord to shore up your units, or can spare the points for a second Overlord, the Catacomb Command Barge is a must.

As you might expect from a manipulative bunch of techno-wizards, Crypteks are both a bit more subtle and a bit more complicated than Overlords. A

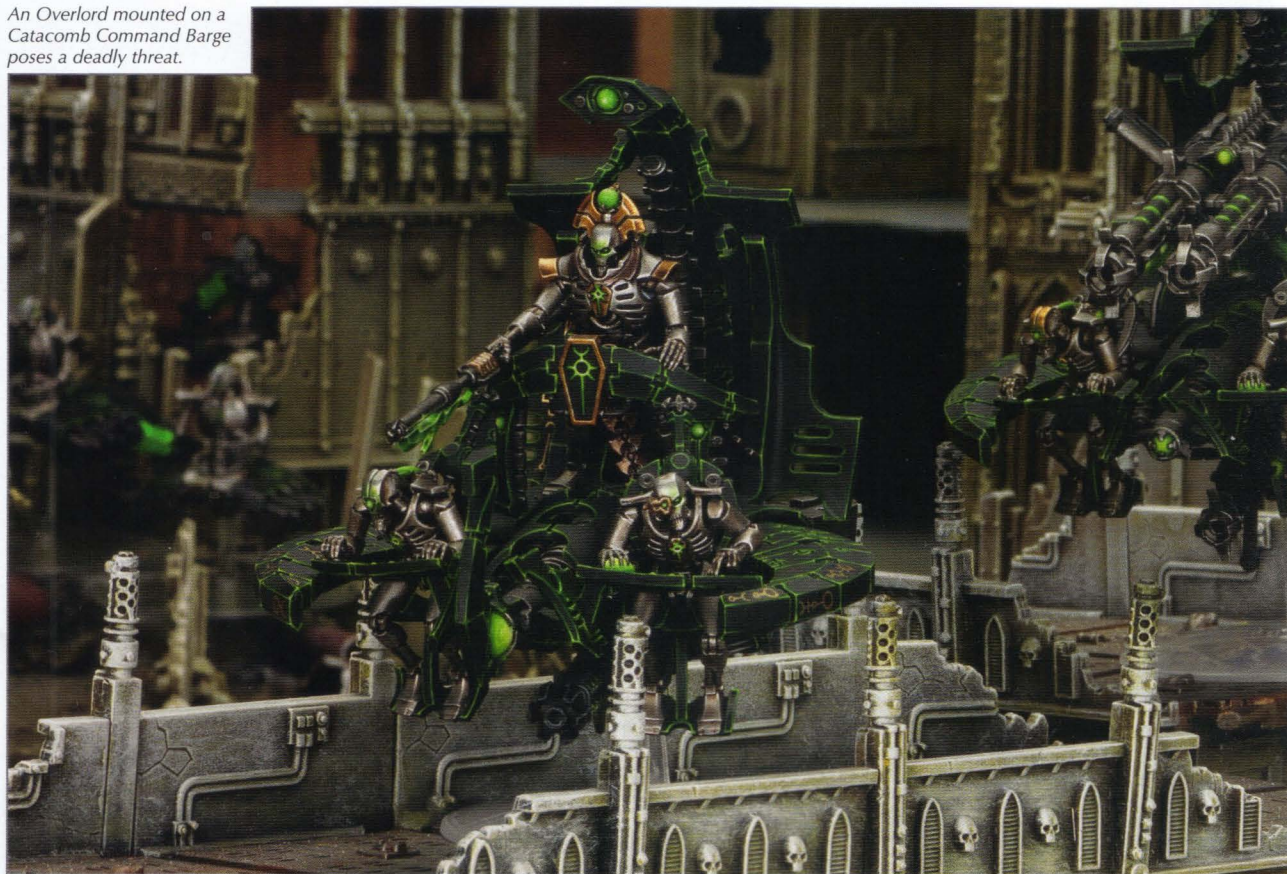
basic Cryptek is fairly powerful – having the odd Staff of Light around never hurts (well, never hurts anyone we'll miss). But you should always be looking to upgrade him to one of the specific disciplines, so that he can unlock some of the frankly gorgeous wargear therein. Now, I could probably fill a whole article about the tactics concerning Crypteks (that's not me volunteering, oh high-and-mighty, slave-driving White Dwarf editor – well, perhaps it is, we'll see) so I'll settle for some broad-but-useful advice.

First up, if you're attaching your Cryptek to a unit, rather than keeping him in the Royal Court, make sure that his staff's ability works well with the unit's armament. For example, an Ethermancer's Voltaic Staff (which is great against vehicles) is far better in a unit with Gauss Weapons (also pretty darn good against vehicles) than in a unit of Immortals with tesla carbines – you don't want to waste the Immortals shots while the Cryptek blasts away at that Battlewagon. Another thing to think about is how your Cryptek's secondary wargear interacts with your unit's (or your army's) battlefield role. Lightning fields are a great defence against enemy assaults, but if your Cryptek's unit is unlikely to get assaulted, then those points should probably be spent elsewhere. As with the C'tan powers, there are loads of combinations to try, and the best thing to do is get a few games in, and see what works best for your playstyle.



Crypteks can be equipped with all manner of powerful wargear, fulfilling a variety of tactical uses.

An Overlord mounted on a Catacomb Command Barge poses a deadly threat.



SAMPLE ARMY LIST

HQ

Nomarch Charnakh

Necron Overlord with warscythe, mindshackle scarabs and resurrection orb.

145 points

Charnakh's Court

2 Harbingers of Destruction, one with Gaze of Flame.

80 points

TROOPS

Phalanx 7yH34

10 Necron Warriors

130 points

Phalanx 88Ig4

10 Necron Warriors

130 points

Phalanx I-67nX3

5 Necron Immortals with tesla carbines.

85 points

Phalanx I-Y55v2

5 Necron Immortals with gauss blasters.

85 points

ELITES

Charnakh's Guard

5 Lychguard with warscythes.

200 points

Wielders of the Lore

5 Triarch Praetorians with voidblades and particle casters.

200 points

The Blooded

5 Flayed Ones

65 points

HEAVY SUPPORT

The Abyss

Necron Monolith

200 points

The Destructor

Doomsday Ark

175 points

TOTAL: 1495 points

CHARNAKH'S INVADERS

This army is a good mix of elites and basic units. While the elites cripple or destroy the enemy advance, the scoring units can lay claim to the objectives.

These two war engines are crucial – much of the army's anti-tank capability relies on gauss fire, so a couple of high-Strength blasts are a very welcome addition.

Faster than the rest of the army, the Triarch Praetorians will attempt to overwhelm enemy firebase units, or use their fearlessness to tie up oncoming assaults.

The Flayed One unit is ready to Infiltrate for an early assault, or be kept in Outflank reserve for a sneaky ambush.

These four units are a dependable core that can reliably capture objectives. They've a good amount of firepower between them, but most of the killing will be done by other units.

With the rest of the army otherwise lacking in anti-armour firepower, these two Crypteks are vital. Each will be leading (or hiding in) a unit of Necron Warriors.

Charnakh's deliberately been kept relatively cheap, so I can spend points elsewhere. His mindshackle scarabs will prove a nasty surprise for someone, however.

These Lychguard (along with the Overlord) will lead the assault on the enemy lines.

KRAGGOG'S MARCH

This army boasts more firepower than Troops – to win the game, I'll need to eliminate enemy scoring units very quickly.

Another objective-holding unit, but one that can advance a little quicker than the massive Phalanx 0134aX9. If I'm playing defensively, I'll probably keep Phalanx 67m435 embarked on the Ghost Ark, freeing up the repair ability to keep the larger Phalanx fighting.

These war machines will provide fire support for the two Necron Warrior phalanxes as they advance.

Another solid phalanx of Necron Warriors gives me numerical superiority over most armies, and plenty of firepower to boot!

This unit of Deathmarks will be used to ambush powerful units out of reach of my army – artillery, snipers and other brittle but powerful units.

Kraggog's my main 'crisis-management' unit – he'll go wherever the battle looks to be swinging in my opponent's favour. His wargear allows him to tackle most foes, tanks included.

This is the force Ogorekh leads to battle – his resurrection orb makes this a very durable unit, perfect for holding objectives.

As my army's a fairly elite infantry-based force, I want another Overlord to lead it. Ogorekh's a bit of a monster, with plenty of close combat punch and a solid 2+ save from his sempiternal weave.

SAMPLE ARMY LIST

HQ

Primoz Kraggog, Ruler of the Nine Worlds

Necron Overlord with Warscythe and Tachyon Arrow, mounted in Catacomb Command Barge.

210 points

Vargard Ogorekh

Necron Overlord with warscythe, sempiternal weave and resurrection orb.

145 points

TROOPS

Phalanx 0213eZ8

19 Necron Warriors

247 points

Phalanx 0134aX9

20 Necron Warriors

260 points

Phalanx 67m435

10 Necron Warriors mounted in a Ghost Ark.

245 points

ELITES

The Silent

5 Deathmarks

95 points

HEAVY SUPPORT

Storm Engine

Annihilation Barge

90 points

The Implacable

Necron Monolith

200 points

TOTAL: 1492 points



WARHAMMER
40,000

NECRONS

In his tactica, Mat Ward explained how to get the most out of a Necron army. On these pages we show you some of the key units he recommends.

NECRON CATACOMB COMMAND BARGE/ANNIHILATION BARGE

A Necron Overlord is a powerful character to lead your Necrons to victory, and when mounted on a Catacomb Command Barge he becomes a fast-moving killing machine. This kit can be made as either a Catacomb Command Barge or an Annihilation Barge.

99120110013



MULTI
PART
PLASTIC
KIT



NECRON WARRIORS

Necron Warriors are great for staking out objectives, as they're both durable and can dish out loads of firepower with their gauss flayers – especially good against vehicles. This box includes 12 Necrons and 3 bases of Canoptek Scarabs.

99120110017

MULTI
PART
PLASTIC
KIT

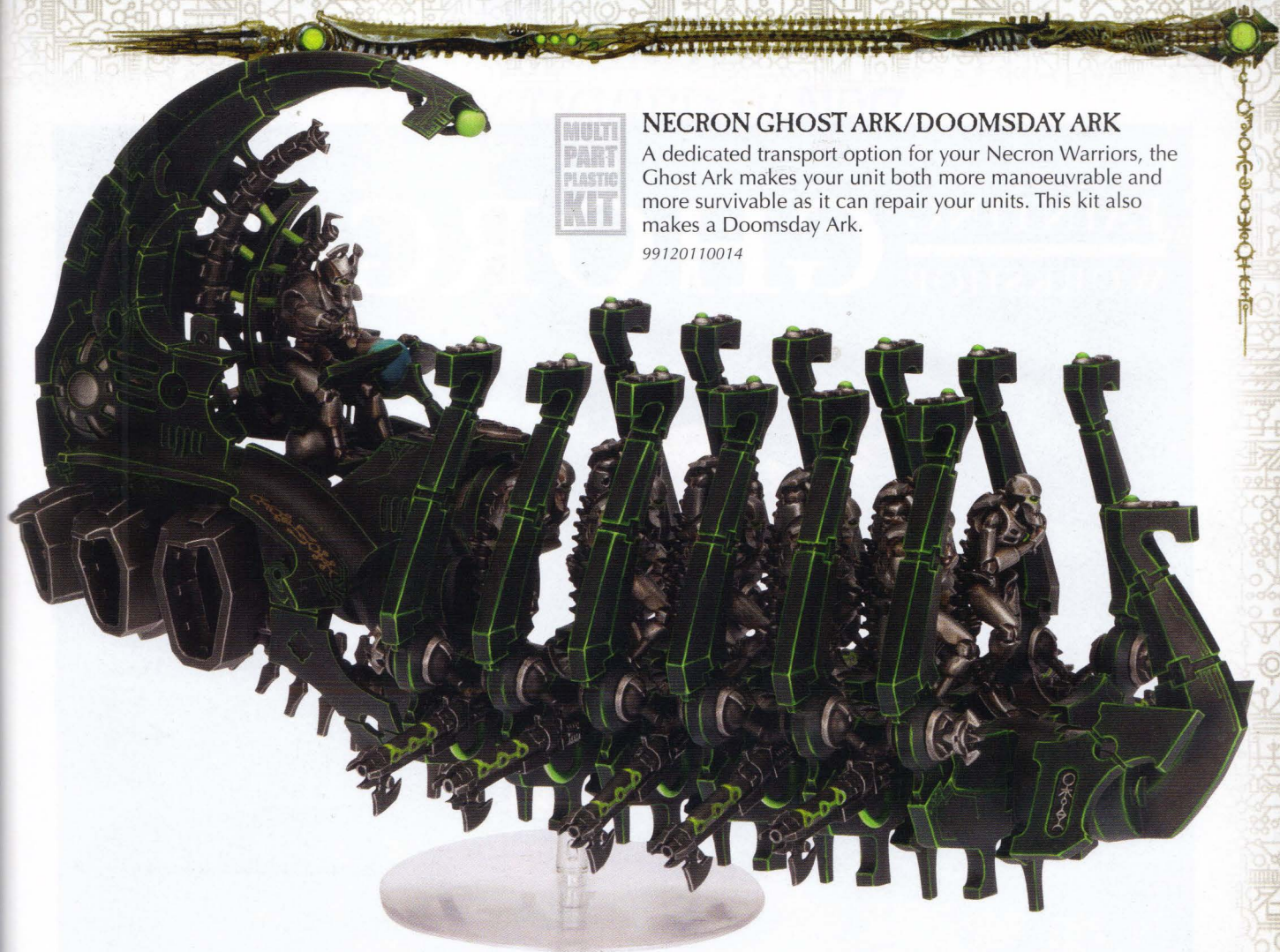
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MULTI
PART
PLASTIC
KIT

NECRON GHOST ARK/DOOMSDAY ARK

A dedicated transport option for your Necron Warriors, the Ghost Ark makes your unit both more manoeuvrable and more survivable as it can repair your units. This kit also makes a Doomsday Ark.

99120110014

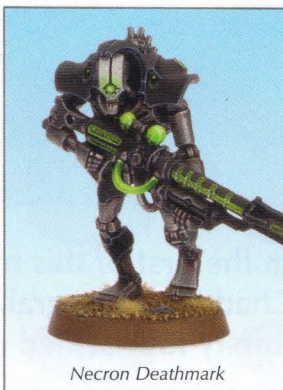


NECRON IMMORTALS/DEATHMARKS

Armed with bigger guns and heavier armour, Necron Immortals can be used to seize enemy-held objectives or to support your Necron Warriors. This kit can make 5 Deathmarks instead, which are great assassins.

99120110011

MULTI
PART
PLASTIC
KIT



Necron Deathmark



Immortal with gauss blaster



FOR THE FULL RANGE VISIT:

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PAINTING WORKSHOP

GHORGON



Your expert hobby guide for this project is none other than the always-jovial Chad Mierzwa. As a Beastmen player himself, Chad certainly knows his way around the herdstones. In fact after he finished work on this Ghorgon, he immediately started painting his own.

In the first of this month's informative Painting Workshops, Chad Mierzwa grabs a Ghorgon/Cygor kit and makes a blood-thirsty four-armed monster. Let's see how he does it.

A plastic kit of a large monster is normally all the inspiration I need to undercoat it and break out the brush set for a few licks of paint. However, inspiration often strikes me from other places too, whether reading a creature's bestiary entry or its Scroll of Binding, the monster's background and rules spurring me into action.

Ghorgons are monsters from the deepest woods and relentless gluttons to boot, feasting on the flesh of their prey. Based on that description I could feel justified coating the creature's claws and maw in blood, enriched with a liberal wash of Baal Red for a glossy shine. I was still thinking about it up until the moment

White Dwarf prised the model from my hands to show you how to paint the flesh textures and other details before the lid was taken off the Blood Red.

I already used red on the model as a spot colour, painting it on the few cloth areas where it acts as a complementary tone with the warm browns and flesh tones.

As with any large project, I find that planning how to paint the model always helps. I built the body, arms and legs as the main assembly, but kept the accoutrements – such as the dangling skeleton and the loin cloth – off the main model until they were painted. I find that it makes this a bit easier to do. Once built, all sub-assemblies were undercoated Chaos Black.

The Tools

I used the Plastic Clippers for removing the components from the frame. Any mould lines were removed with the mould scraper – it's rounded point proved particularly useful on the organic shapes such as bunched muscle groups. The Hobby Knife was also handy for cutting off extraneous plastic struts that the clippers could not quite reach.



The Paints and Brushes

Getting the correct paintbrush for the right job is important as it increases accuracy, aids paint coverage and cuts down on annoying mistakes. For this project, Chad mainly used the basecoat brush, the standard brush, the detail brush and the small drybrush.



GLUE



Using the correct glue is always an important consideration. Chad used Plastic Glue to build the main sub-assemblies. But once the parts were painted he switched to Super Glue for the final construction, as this meant any paint lingering in the joints would not adversely effect the bond.

To follow this Painting Workshop you'll need these paints. The complete range of Citadel paints, brushes and tools can be found in all of our Hobby Centres, as well as on the website:



Flesh Tones

The Ghorgon model is covered in large areas of flesh, so it's a good idea to start out by painting this first – this means that you can spray the whole model with the Spray Gun to basecoat the flesh, before applying washes and highlights. Once the flesh is painted, you can start painting the details such as the fur, which I'll cover next.



First, basecoat the flesh areas of the Ghorgon with Tallarn Flesh.



A 1:1 wash mix of Scorched Brown and Badab Black is applied directly into the recesses.



Next, apply a layer of Tallarn Flesh back over the raised muscles areas to help create definition.



Apply an initial highlight using a 1:1 mix of Elf Flesh and Tallarn Flesh, concentrating on the raised areas.



Continue to highlight the skin, this time with pure Elf Flesh.



Finally, use a 1:1 mix of Elf Flesh and Bleached Bone to line highlight only the most prominent parts of the musculature.

Fur

I've made sure to match both the skin and the fur to the colour of the Beastmen in the rest of the Studio army, as this is a quick and easy way of tying a big monster in with the other models surrounding it.



Begin by basecoating the fur with a generous coat of Scorched Brown.



Once dry, wash the fur with a coat of Devlan Mud.



Take a 1:1 mix of Snakebite Leather and Bestial Brown, and then lightly drybrush over the fur.



Now, give the fur a further drybrush of Snakebite Leather.



To darken the fur use a thinned wash of Badab Black.



There are plenty of fur areas on the model, so you may wish to apply heavier or lighter drybrush layers depending on the coarseness of the hair.

The Horns

Us Beastmen players are never short of a few horns to paint. The Ghorgon's horns make for good practice, as they're much larger than a Beastman's and so are easier to paint. Once you've got the hang of it, the technique can be 'shrunk down' and used elsewhere in the army.



Basecoat the horn with Khemri Brown. Paint the metal bands with a solid coat of Boltgun Metal.



Now apply some washes: wash the horns Gryphon Sepia, whilst the bands are given a wash of Devlan Mud.



Feather on a 1:1 mix of Khemri Brown and Bleached Bone, followed by a feathered layer of Bleached Bone. Highlight the metal with Chainmail.



Near the top of the horn, feather on a thin highlight of Astronomican Grey.



Finally, dab on a small point of Skull White on the tip of the horn, to finish the highlighting.



The hoof has been painted using the same technique, although the feathering is much finer.

The Snout



Not all areas of flesh need an equal amount of highlighting. For the creature's bovine nose I've given the beast a ruddy look by simply foregoing some of the later layers and highlights, thereby leaving it much darker.

The same kind of effect can be achieved using washes to 'knock back' lighter areas or parts of a model that have been over-highlighted – a common mistake. In these cases simply use a suitable wash to dampen the highlight.

In the case of the Ghorgon's snout, you could also apply a Ogryn Flesh as a wash instead, once the highlighting is finished.

The Bell

I used two metal techniques on this model. The coppery technique described below has been used on the bell. The second method, for the cast iron look, is described in the steps on the left.



Basecoat the bell with Tin Bitz. Paint the twine with Charadon Granite.



Now give the bell a heavy drybrush of Dwarf Bronze, avoiding the twine.



For the verdigris, apply a heavy coat using a 1:1 mix of Hawk Turquoise and Dark Angels Green. The twine was washed with Badab Black.



Highlight the cracks of the bell with Chainmail, then all you need do is layer the twine with Adeptus Battlegrey.

Skulls and Loincloth

The steps below focus on the multitude of skulls. However, there is also the cloth that the skulls hang off but they can be briefly explained now: first paint the cloth with Mechrite Red. Then wash it with Devlan Mud. Once dry, I layered the cloth with a 1:1 mix of Mechrite Red and Blood Red. Finally, I carefully highlighted the edge of the cloth with a 1:1 mix of Bleached Bone and Blazing Orange. I did this at the same time as painting the skulls. You could instead paint the exposed cloth first. This method was also used on the cloth strapped around the Ghorgon's ankles.



Start by basecoating the skulls with Graveyard Earth. Teeth were painted with the horns technique as explained on the previous page.



A liberal coat of Devlan Mud was then washed over the entire area. Let the wash pool in alcoves and depressed areas, such as the eye sockets.



Create a mid-tone by reapplying Graveyard Earth onto the raised areas and jutting points of the skulls.



Layer Dhenab Stone onto the more prominent areas to add depth and distinction to the skulls.



Finally, highlight with Skull White, applying it on only the highest points.

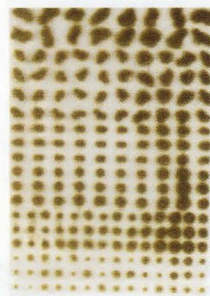
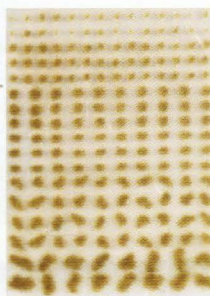


The skeleton dangling from the Ghorgon's belt and the one entangled in its hairy mane were painted using the same method.

Basing

Monsters such as the Ghorgon come on large bases, and so form a large surface area. They need to look interesting, but if they are too busy then you'll detract from the main event.

I super glued some of the slate fragments from the Warhammer Basing Kit on first and then covered it with sand (using P.V.A. Glue). Once dry, I basecoated the base with Calthan Brown, and then built up a drybrush layer of Bubonic Brown, followed by a lighter drybrush of Bleached Bone. I then washed the base with Devlan Mud. Tufts of Static Grass (both Mordheim Turf and Middenland Tufts) were then randomly glued on the base to finish it off.



Slate from the Warhammer Basing Kit was placed to give the base a bit of raised texture.



Mixing the two types of Grass Tufts and placing them in clumps on the base gives it a natural look.



Finishing Touches

With the majority of the kit painted all I then had to do is stick on all the sub-assemblies (as mentioned earlier, I use Super Glue at this stage) and paint those finishing touches, such as the eyes and tongue. This model has lots of gruesome dangling parts like the skeleton and the bell, and they should be attached at this point as well.



The eyes are painted by applying Tausept Ochre into either side of the socket, leaving a gap to form the pupil.



The metal blades were painted using the same iron technique as described earlier.



The leather straps were basecoated with Charadon Granite, and then highlighted with Graveyard Earth followed by a 1:1 mix of Graveyard Earth and Fortress Grey.



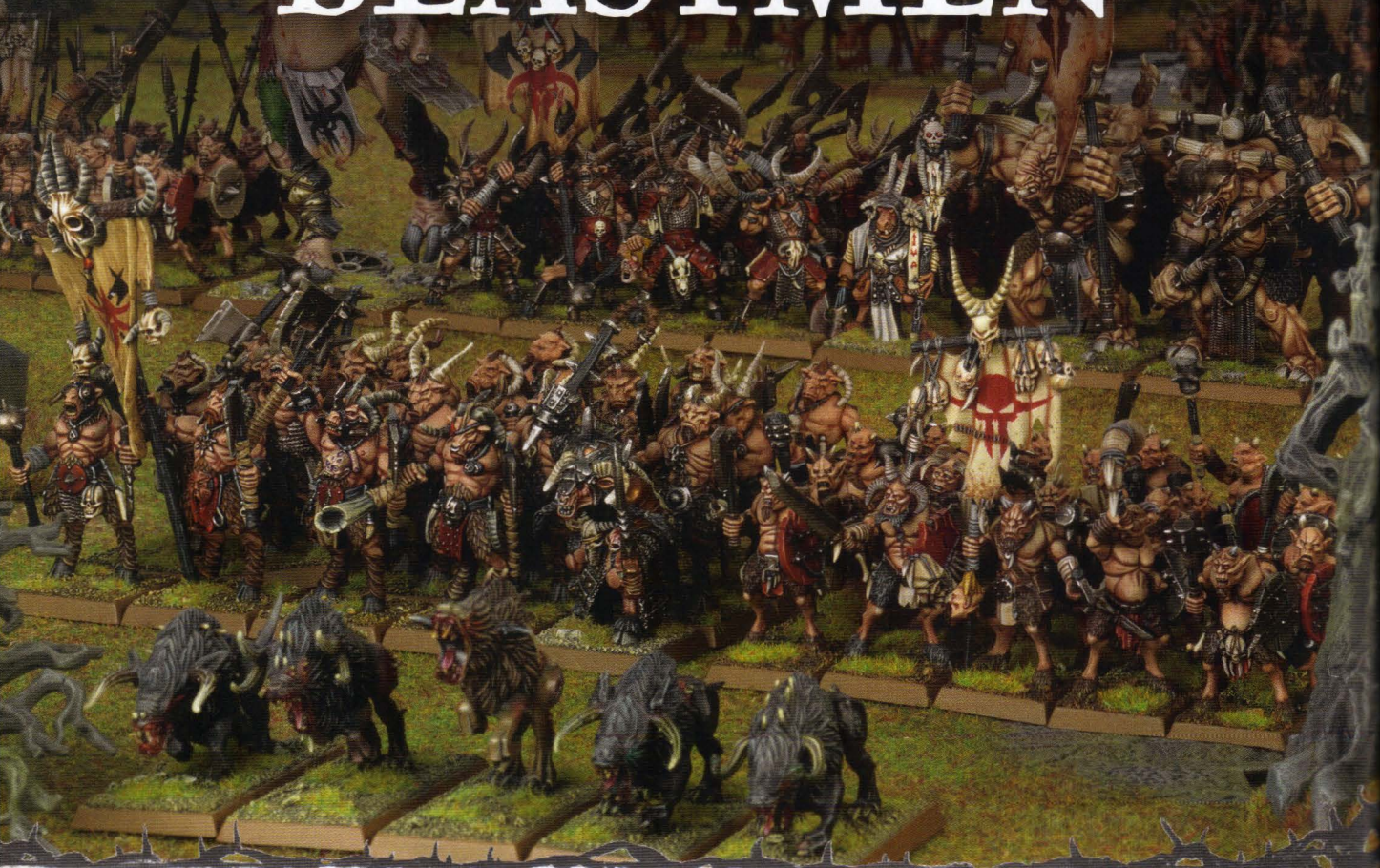
Chad placed the bell dangling from the rear of the creature's belt, but it can also be placed around the Gorgon's neck.



The tongue was painted Liche Purple, and then washed with Badab Black.



WARHAMMER BEASTMEN



If Chad has inspired you to paint your own Ghorgon, or to use it as the centrepiece in a Beastmen army, then here's a selection of the plastic kits you'll need to get started. You can find the entire range of Beastmen miniatures on our website.



Minotaurs

This box set contains 3 multi-part plastic Minotaurs.

99120216004



Bestigor Herd

This box set contains 10 multi-part plastic Bestigor.

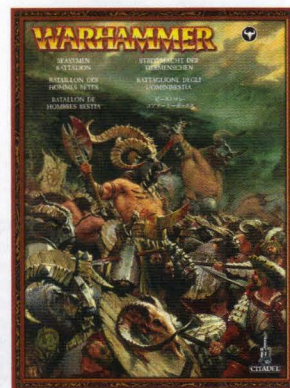
99120216003



Ghorgon/Cygor

This box set contains 1 multi-part plastic Ghorgon or Cygor.

99120216006



Battalion

This box set contains 10 Bestigor, 10 Ungor and 20 Gor.

99120216005



Gor Herd

This box set contains 10 multi-part plastic Gor.

99120216001



Ungor Herd

This box set contains 10 multi-part plastic Ungor.

99120216002

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The background of the cover is a dark, atmospheric illustration. In the center, a large, pale-skinned figure with long white hair and a horned helmet stands prominently, wearing ornate armor. To the left, a figure in a purple robe is visible. To the right, a figure in a green robe stands near a large, dark, winged figure. The scene is set in a dark, cavernous environment with stone arches and statues in the background. The overall tone is dark and dramatic, with a focus on the central figure and the surrounding characters.

WARHAMMER CIVIL WAR

WARHAMMER EXPANSION

CIVIL WAR

PART ONE OF A

WARHAMMER EXPANSION

With so many races vying for dominance, the Warhammer world is beset by war on all continents. But it would be a mistake to think that warriors only fight those of a different race, as we shall see, history is littered with examples of internecine war.



OFFICIAL RULES

This official Expansion has been brought to you by Jervis Johnson, who, as a history buff, knows a great deal about civil wars whether it's the Wars of the Roses, the Thirty Years Wars or the Sundering. Yes, when you've been a games designer for as long as Jervis has, real world and Warhammer history tend to get a bit muddled!

Civil wars are the most brutal and bloody of all types of combat. No battle is ever quite as vicious as that fought between former friends and allies. Love and hate, they say, are but two sides of the same coin. Brother turns against brother, and former comrades in arms come to blows. Injuries and slights incurred over the years are remembered, and bloody revenge is taken for each and every one.

Civil War is an official Expansion for Warhammer that provides extra rules that can be used in a game where both sides are chosen from the same army list. Such battles are far from uncommon in the Warhammer world, and no race is immune from descending into brutal internecine conflict. Perhaps two powerful warlords come to believe that the only way their rivalry can be resolved is on the field of battle, or a simmering feud that has festered between competing factions finally

explodes into open warfare. The history of the Warhammer world is littered with tales of terrible civil conflicts that are only finally resolved in the white heat of battle.

Warhammer: Civil War allows you to fight such battles. It has been designed so that no advance preparation for the game is needed. The only requirement is that both players chose their army from the same army list, and that both players agree to use the following rules. In practise this means that whenever you play a game, you can choose to use the Civil War rules if both you and your opponent have chosen forces from the same army list.

The Civil War rules themselves are very straight-forward to use. You pick a Pitched Battle scenario to play as you would do normally, but before setting up the scenery or deploying for the battle you roll once on the Civil War Battle table (over the page), and then once on the Civil War Army table



FIGHTING A WARHAMMER CIVIL WAR BATTLE

If you and your opponent are using an army selected from the same army list, then you may agree to fight a Civil War Battle instead of a Pitched Battle. If you do so, follow the normal procedure for fighting a Pitched Battle, with the additional steps described below.

Civil War Sequence of Play:

1. Roll on the Pitched Battle table in the Warhammer rulebook, or agree which Pitched Battle to fight.
2. Roll once on the Civil War Battle table.
3. Roll once on the Civil War Army table corresponding to the armies being used.
4. Fight the Pitched Battle scenario with the addition of the special rules rolled on the Civil War tables.

Designer's Note: The Civil War rules can be used with any Pitched battle scenario, but will work most smoothly with the Battleline, Dawn Attack, and Battle For the Pass scenarios. You may wish to limit yourself to one of these three scenarios, at least for the first couple of Civil War battles that you fight. If you decide to do so, we recommend rolling a D3 to pick the scenario, with a roll of 1 being Battleline, a roll of 2 being Dawn Attack, and a roll of 3 being Battle for the Pass.



FACTIONS

The rival factions that comprise each race will fight alongside one another to repel a common enemy, but in times of civil war, their infighting can be intense. Should Nuln go to war against Middenheim, for example, you might expect to see a whole artillery school ranged against an army of warriors of the White Wolf. When the Skaven Great Clans vie for power, the mutant menagerie of Clan Moulder might be crazy enough to take on the warp-laboratories of Clan Skryre. The ghoulish armies of the Strigoi may rise up against their hated von Carstein oppressors, whilst tribes of Night Goblins may turn on Black Orc warbands and so on. We could fill the rest of the magazine with potential clashes like this, but half the fun is in making your own up and adapting them to your own army.

The armies fielded by such factions tend to include a greater proportion of specialists, and we wanted to give you rules to reflect that.

To represent war between rival organisations or tribes, when fighting a Civil War, you and your opponent can agree to use the Factions rules.

THE RULES

When fighting a war between factions, each player chooses his force as usual, to an equal points value agreed before the game. Once he has done so, each player can then spend an extra 25% of that value again on any units available in his army book. Units taken from this additional allowance do not count towards the usual restrictions for choosing duplicate choices in an army. Furthermore they do not count when calculating the percentages that govern how many points you spend on Lords, Heroes, Core, Special and Rare. There is one restriction, however – although these points may be spent on characters and options, they may not be spent on magic items.

To use the example above, an Empire player who has a 2000 point army representing the city of Nuln may decide to take an extra three Helblaster Volley Guns, a Great Cannon and a Battle Wizard to accompany them, just because he wants a little extra in the way of pyrotechnics (495 points in total; just under his 500 point limit). The Battle Wizard could take any of the options available to him (within the points limit) but no magic items.

for the army you are using. So if you were fighting a Civil War between two Empire armies, you'd roll once on the Civil War Battle table, and once on the Empire Civil War army table. A different army table will be provided for each Warhammer army, which ensures that the rules that apply in your battle will accurately reflect the character of the army you are using. After all, a civil war fought between two Orc Warlords is going to be different to one fought between Empire generals.

The results you roll on the tables will require you to include one or more special rules in your battle, in addition to any special rules that normally apply. These preparations complete, you are ready to carry on and fight your battle. We think you will find that the Civil War rules will make for a really unique and interesting battle, and a challenging one too, unlike any you have fought before.



Civil War Battles Table

After rolling to see which type of Pitched Battle you will fight, roll 2D6 and refer to the Civil War Battle table on the right. The table will tell you which special rules apply to the Pitched Battle, in addition to the rules that normally apply.

Civil War Army Tables

After rolling on the Battle Table, roll 2D6 and refer to the Civil War Army table for the armies being used. For example, if you were fighting a Civil War between two Beastmen armies, you would roll 2D6 and refer to the Beastmen Civil War table. The table will tell you which special rules apply to the Pitched Battle, in addition to the rules that normally apply.

We have included the Beastmen, Lizardmen, Ogre Kingdoms and Vampire Counts Army tables in this issue, and over the next three months we'll cover the rest of the races so keep your eyes peeled.

Fight The Battle

Having rolled on the Civil War tables, set up the battlefield, deploy the armies, and fight the battle as you would normally, except that any special rules rolled on the Civil War tables will apply to the battle you fight. Note that some rolls provide additional ways you can win the battle, which will apply in addition to the normal victory conditions.

Designer's Note: *With so many randomly selected special rules in play, it is not beyond the realm of possibility that you may find that the results you roll on the Civil War tables could contradict each other. In the unlikely event this happens, The Most Important Rule applies, and you should roll randomly to decide which special rule has precedent for the duration of that battle.*

CIVIL WAR BATTLE TABLE

- 2 **Annihilation:** The only way this dispute will be resolved is by the complete destruction of the other side. All units in both armies are Unbreakable. Ignore the normal rules for Game Length and Victory Conditions for the Pitched Battle you are fighting. Instead the game lasts until one side is completely destroyed. The surviving side wins the battle.
- 3 **Lust For Battle:** The troops in the two armies are desperate to get to grips with each other. All units in both armies have the Vanguard special rule.
- 4 **Pent-Up Fury:** The two sides are seething with pent-up aggression. All units in both armies have the Devastating Charge special rule.
- 5 **Undeserving:** Each side considers the other unworthy to carry the battle standards under which they march. The victory points for Seized Standards is increased to 100 points for each slain standard bearer, and 500 points for the enemy Battle Standard Bearer.
- 6 **We Will Not Yield:** Neither side is willing to back away from this fight. All units in both armies are Stubborn.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Hated Rivals:** The two generals despise each other. Each Army General Hates the General of the opposing army, and will win the battle immediately if the opposing general is slain. Should the two Army Generals both be slain at exactly the same time, then the battle is a draw.
- 9 **Bloody Feud:** The two sides have been feuding for years. All units in both armies Hate all units in the other army.
- 10 **Unreasoning Spite:** Both sides are so blinded by hate that they have lost all reason. All units in both armies are subject to Frenzy.
- 11 **We Shall Not Yield:** Both of the rival armies believe completely in the justness of their cause. All units in both armies are Immune to Psychology.
- 12 **Guerrilla War:** The two sides have been ravaging each other's lands in a vicious guerrilla war. Up to three units in each army may count as having the Ambushers special rule, if their commander wishes them to do so.

UNCIVIL WARS OF THE WARHAMMER WORLD

(All dates in Imperial reckoning)

-2749 to -2723

The Sundering

Civil war erupts across Ulthuan as Malekith attempts to seize the Phoenix Throne by force. Malekith's defeat leads to the self-imposed exile of the Dark Elves in the cold wastes of Naggaroth.

-623

Betrayal in King's Glade

Coeddil the Treeman attacks King's Glade in Athel Loren, slaying many Wild Riders. Only the Wood Elf queen, Ariel's intervention prevents a great tragedy from unfolding by defeating Coeddil. She cages the creature within a circle of waystones where its malign influence cannot infect other tree-kin.

-455

Regicide in Khemri

King Qu'a of Zandri and King Rapesh of Numas form an alliance and attempt to overthrow Settra. The King of Khemri is only saved from an assassin's blade by the intervention of his bodyguard. Roused to immortal anger, Settra's legions strike back against the alliance, immersing the Tomb Kings in a bloodless civil war for seven days and seven nights. It is Settra who prevails and orders the pyramids of the rebel kings raised to the ground, and their unliving bodies set ablaze.

658

The Lost Claim

Thori Gundrikson discovers gromril in the caves west of Blackwater. A year later, Bragal Smithshelm turns up at the Blackwater Caves accompanied by a throng claiming the gromril seam, as his mine is closer. Axes are drawn and a battle is fought, but never recorded in the annals. Tellingly, only Thori's claim has ever been recorded. However, to this day the ancestors of Smithshelm and Gundrikson refuse to fight in the same army.

1547 to 2304

The Time of Three Emperors

One of the most infamous eras of civil war was the 750 year period where the Elector Counts warred amongst themselves leaving the Empire vulnerable to myriad enemies within and without. It was not until the emergence of Magnus the Pious that the Empire would be united once again.



c1705

Crusher Zogoth Crushed

The greenskins are almost permanently warring amongst themselves, only breaking off to fight an external foe. But even for the Orcs, Gorbak Ironclaw's battle against Crusher Zogoth was a particularly vicious affair. Gorbak won the day by personally slaying Crusher Zogoth and uniting the Ironclaw and Broken Tooth tribes at the fortress of Iron Rock.

1814

Madness at Mousillon

Duke Merovech of Mousillon holds a great victory banquet following the obliteration of the Skaven carriers of the Red Pox the year before. However, at the banquet his insanity becomes publicly known, and the blood of the king is spilt in his halls. Mousillon is disgraced, and Lyonesse leads a force against them. In the ensuing war Duke Merovech is slain and Mousillon loses much of its land and wealth to Lyonesse. For Mousillon it is the start of a dread era that will affect the city for decades to come.

2100

Lord Xhilipepa's Dispute

Skink Priests attending to the mummified remains of Lord Xhilipepa dispute the meaning of the flight patterns of mosquitoes circling his skeletal head. The disagreement escalates and opposing factions clash over the possession of his remains.

2308

The Nordlander Affair

Following the Empire's victory against the Bretonnians at the Battle of Parravon, a battalion of Nordlanders are mistakenly attacked by a relief army of over-eager Stirlanders who have heard tales of brightly clothed foreigners with funny accents invading their lands.

2518

Master and Apprentice

The Vampire Melkhior's former apprentice, Zacharias, attempts to steal the Book of Nagash but is thwarted. Thirteen years later Zacharias returns at the head of an Undead horde, and mounted on a Zombie Dragon he has raised himself. A battle between the forces of master and apprentice ensues with Zacharias the victor. Melkhior is defeated and Zacharias takes possession of the accursed Book of Nagash.

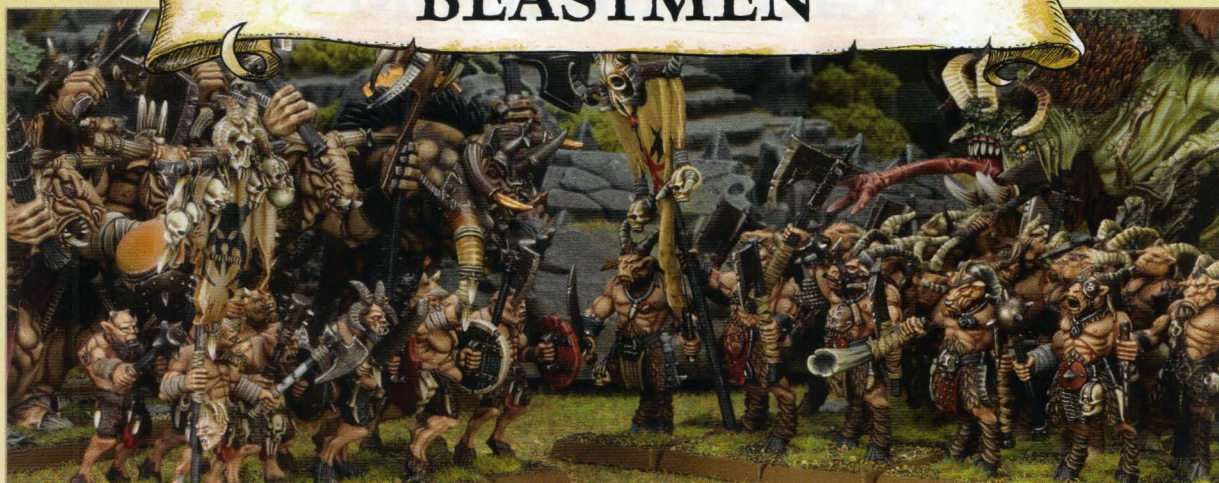
VAMPIRE COUNTS



Roll once on this table if you are fighting a Civil War between two Vampire Counts armies.

- 2 **Night of Ghosts:** The fabled Geisnacht falls but once every seven years, but when it does the spirits of the dead rise up across the realm to do battle amongst their own. Roll a D6 for each of your characters and units. On the roll of a 6 that character/unit has the Ethereal special rule. If an Ethereal unit rolls a 6, however, it loses the Ethereal rule as its members coalesce into solid ectoplasm!
- 3 **Grasping Graves:** The concentration of Dark Magic causes those buried in shallow graves to reach up and grab at those above, pulling them into the graves in which they belong. At the end of each Magic phase, the player whose turn it is may nominate an enemy unit. Every model in the unit must pass a Strength test or be slain, with no saves of any kind allowed. Once a unit has been nominated it cannot be nominated again for the duration of the battle.
- 4 **Lords of Bone:** The skeletons of those raised from these lands are fossilised or otherwise petrified, their stone bones all the harder for it. Units of Skeleton Warriors, Black Knights, Grave Guard and Wight Kings in both armies have +1 Toughness.
- 5 **Necrarch Relic Hunters:** The ancient brotherhood of the Necrarchs has sent out agents to recover the treasures of their rivals. All Wizards have an additional Magic level, to a maximum of 4. If a character defeats another character in a challenge, he may roll a D6 for each of his defeated foe's magic items. On the roll of a 4+ he takes that magic item and may use it in the rest of the battle (assuming the item has not already been 'used up' or is otherwise available to that character).
- 6 **The Grand Hunt of Strigos:** The troglodyte Strigoi clan is out in force, desperate to claw its way back into ascendancy. Crypt Ghouls and Crypt Horrors have the Hatred special rule.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **The Iron Fist of the von Carsteins:** The von Carstein family exerts its fell powers upon those who would dare challenge their rule. All von Carsteins, Vargheists, Fell Bats, Bat Swarms and Black Coaches have +1 Strength.
- 9 **Lahmia Ascendant:** Throughout Sylvania the royal sisterhood of the Lahmians reveals itself, striking at the heart of their rival Vampire's armies. All female Vampires in your armies gain the Quickblood and Beguile powers. Furthermore, Pallid Handmaidens have +1 Strength.
- 10 **Sons of Abhorash:** The Blood Dragons rise up in force, their honour demanding that they slay the lesser bloodlines. Each player may field up to five Blood Knights in addition to his usual army, provided he has the models available. These must form a separate unit. Furthermore, roll a D6 for any male Vampires in your army. On a 4+ they belong to the Ordo Draconis and gain the Dread Knight and Master Strike powers.
- 11 **Animus Morti:** The air crackles with Necromantic power, hastening the dead to battle. All Undead units may march, regardless of their proximity to the general. Furthermore, all Wizards have the *Vanhel's Danse Macabre* spell as standard – if they roll *Vanhel's Danse Macabre* when generating their spells, it counts as a duplicate.
- 12 **Night of Dark Wings:** The stormclouds themselves are heavy with Dark Magic, and those Undead creatures able to drink of their bounty become stronger. All flying units have +1S and +1I (this includes the riders of flying mounts).

BEASTMEN



Roll once on this table if you are fighting a Civil War between two Beastmen armies.

- 2 **Primal Stampede:** The forest shudders as tribes rush to battle. Any unit with the Beastman Ambush rule that is removed from play is treated as being 'in Ambush' and may re-enter play on a subsequent turn.
- 3 **Hidden Pathways:** The Beastmen are warring in a clearing to which there are many hidden pathways. The player with the fewest units on the table at the beginning of each turn adds +3 to the result when making Beastman Ambush rolls.
- 4 **The Bray-feast:** The forest echoes to the deafening bleats and chants of Bray-Shamans, their cries taken up by the Beastmen ranks until the trees shake at the cacophony. Units may not benefit from the Leadership of their army's characters. Furthermore, all Wizards will Miscast on any roll of a double, not only a double 6.
- 5 **Bacchanalia:** The Beastmen have been celebrating throughout the night, though come dawn the celebrations have turned nasty. All units must roll on the Centigor Drunken table at the beginning of the game.
- 6 **Orgy of Violence:** The Beastmen's ritualistic leadership challenges have spilled over into full-scale war, all semblance of order lost as the savage ranks tear each other apart with tooth and claw. All Beastmen units have the Skirmish special rule. The effects of all weapons and armour, magical or otherwise, are ignored for the duration of the battle. The Beastmen will just have to rely on their statlines instead!
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Bloodgorge!** The Beastmen have been driven into a frenzy of cannibalistic bloodlust. All Beastmen units have the Bloodgreed special rule (see the Minotaurs entry on page 43 of Warhammer Armies: Beastmen).
- 9 **The Prophecy:** The Bray-Shamans have long seen this day coming, and have brought the most potent weapons the Herdstone can provide. Each player receives an additional 150 points to spend on magic items. He may distribute these as he sees fit throughout his Lords and Heroes, ignoring the usual restrictions regarding how many points each character may spend on magic items. Write the magic items you have chosen on your army roster, then declare them to your opponent. If both players have chosen the same item, roll off – the winner of the roll off gets that magic item, whilst his opponent's points are wasted.
- 10 **The Cycle of Death:** The foetid decay of the forest has infected the warherds. Each unit must roll on Slugtongue's 'Curse of the Famine-Fiend' table. Any unit affected by the Crippling Weakness or Starvation, Body and Soul result must roll D3+3 after resolving the usual effects. The unit has a Regeneration save equal to the result. For example, if the D3 roll is 2, the unit's Regeneration save is 5+. Note this does not combine with any Regeneration save they may already have.
- 11 **Morrslieb Looms Large!** The Chaos moon looms large in the sky, leering down to shower grim favours on its servants. At the beginning of the game, roll a D3. For the entire duration of the turn that corresponds to that number, all Bray-Shamans and Great Bray-Shamans gain Loremaster (Lore of the Wild), and all Beastman units have Frenzy. Note that this turn number is also used for Moonclaw's Unholy Zenith rule.
- 12 **Monstrous Menagerie:** If he has one available, each player may take a single monster in addition to his army. This monster does not count against his points limit. Furthermore, all monsters have the Beastman Ambush rule. Any monster that is removed from play is treated as being 'in Ambush' and may re-enter play on a subsequent turn.

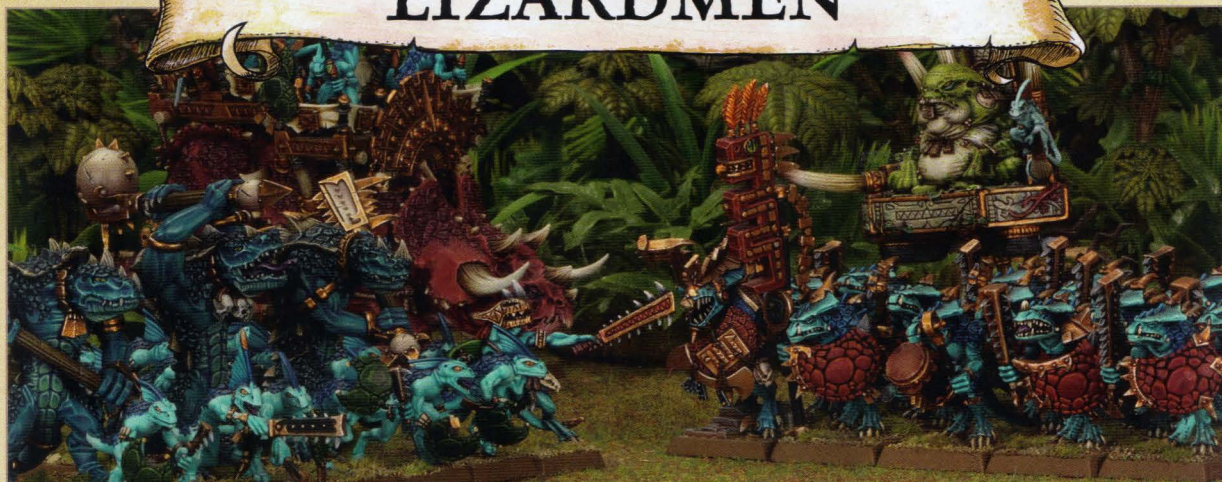
OGRE KINGDOMS



Roll once on this table in if you are fighting a Civil War between two OGRE Kingdoms armies.

- 2 **Who Rules the Challenge Stone?** Place a challenge stone at the centre of the battlefield and scatter it 2D6". All units within 12" of the stone have Stubborn and Extra Attack. In addition if only one side has a non-fleeing unit within 6" of the challenge stone at the end of the game, then they win regardless of victory conditions. If both or neither side have a non-fleeing unit within 6" of the stone, then the normal victory conditions apply.
- 3 **Beasts of the Mountains:** The two sides are battling to prove that they have subdued the most powerful beasts. All Sabretusks, Yhetees, Mournfangs, Gorgers, Rhinox, Giants, Stonehorns and Thundertusks have +1 Wound and +1 Attack. In addition, both sides score double the normal number of victory points for any of these units in the opposing army that are destroyed or have fled the table.
- 4 **The Ancient Giant Lands:** The battle is in the cloud-enshrouded realm that was once home to the Sky-titans. Roll a D6 at the start of each turn. On a 1, cloud descends and the distance a model can see is reduced to 12" for the turn. Charges, shooting attacks and spells may not be made on out of sight units. On a roll of 6 one unit in the opposing army is struck by lightning or hit by falling boulders; roll-off to see which player selects the unit to be attacked. It suffers D6 Strength 5 hits. On a roll of 2-5 nothing untoward happens.
- 5 **Big Names:** This battle is being fought between two Ogres with illustrious big names. Each player is allowed to pick a big name for their General. The big name is free and may be taken even if the General already has a big name. If one General slays their opposing General in a challenge, then the surviving General receives bonus victory points equal to 10 times the cost of the big name the opposing General had taken.
- 6 **Might Makes Right:** Keep track of the number of unsaved wounds each army inflicts. At the start of each turn, compare the totals. The army with the higher total receives +1 combat resolution for the turn.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **The Mountains of Mourn:** The battle is fought amidst the rubble-strewn slopes of the Mountains of Mourn. When setting up the terrain for the battle, set up D3 hills in addition to other terrain. All hills are Scree Slopes.
- 9 **Emissaries of the Great Maw:** The shamans in both tribes are rivals. Slaughtermasters and Butchers in both armies Hate each other, and they also Hate any model in a unit joined by a Slaughtermaster or Butcher. Both sides score double victory points for Slaughtermasters and Butchers that are destroyed or have fled.
- 10 **Wanderers Far & Wide:** Ogres take great pride in having travelled farther afield than any of their rivals. All units of Ogres, Ironguts, Leadbelchers and Mournfang Cavalry are allowed to pick one of the skills from the Maneaters 'Been There, Done That' special rule. No two units may have the same rule unless all of the special rules have been picked (after which all restrictions are lifted). Maneaters pick two of the rules as normal.
- 11 **Gnoblar Country:** Gnoblar units in both armies Hate each other. In addition, both sides score double victory points for Gnoblar units in the opposing army that are destroyed or have fled the table.
- 12 **The Great Maw:** Ogres can never escape the lure of the Great Maw. Randomly select one table edge before deployment. The Maw lies just off this table edge. All models that start a turn within 6" of this table edge will be attacked by the Great Maw. Make an Initiative test for each model in range. If the test is passed the model suffers a Strength 3 hit. If it is failed the model suffers a S7 hit with the Multiple Wounds (D6) special rule. In addition, all units in both armies (apart from Gnoblars) have the Unbreakable and Frenzy special rules.

LIZARDMEN



Roll once on this table in if you are fighting a Civil War between two Lizardmen armies.

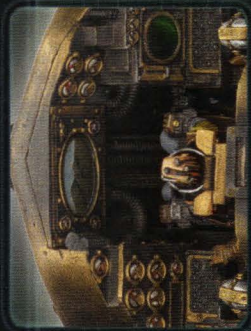
- 2 **Feather War:** In order to resolve a dispute, the two armies are fighting a ritual battle using blunted weapons and non-lethal spells. The weapons are lighter and easier to use, so all attacks have +1 to hit (with the exception that 1s always miss), but they are less likely to cause harm so all attacks are -1 to wound (with the exception that 6s always wound). In addition, only Augment and Hex spells may be cast.
- 3 **Beasts of the Jungle:** The two sides are battling to prove that they have bred the most powerful jungle beasts. All Stegadons, Terradons, Razordons, Salamanders and Carnosaurs have +1 Wound and +1 Attack. Both sides score double victory points for any of these units in the enemy army that are destroyed or have fled the table.
- 4 **Carnivorous Jungle:** The battle is fought in scattered clearings in the Lustrian jungles. When setting up the terrain for the battle, set up D3+3 pieces of forest terrain in addition to the other terrain you normally deploy. These additional pieces are jungle terrain, which counts as Venom Thickets (do not roll on the Mysterious Forests table). In addition, all Skinks (of any type) have the Jungle Strider special rule.
- 5 **Escalating Battle:** The battle is fought close to the barrios of a Lizardman city. Units of Saurus Warriors, Skinks (including any Kroxigor in the unit) and Skink Skirmishers that are destroyed or flee the table return at full strength as reinforcements in their next turn. They may enter play anywhere on their own table edge.
- 6 **Mastery of Magic:** The battle is being fought between two Slann Mage-Priests, battling to prove who is supreme. Each Mage-Priest may be given one additional Discipline of the Ancients, at no additional cost. This can result in a Mage-Priest having 5 disciplines. Re-roll this result if either side does not have a Mage-Priest.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for millennia. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Spawning Pools:** The battle is being fought for control of an ancient spawning pool. Place a piece of terrain representing the pool at the centre of the battlefield and then scatter it 2D6". Any Lizardman unit within 6" of the pool has the Regeneration special rule. In addition, the side with a non-fleeing unit that is closest to the pool at the end of the battle receives 250 bonus victory points.
- 9 **Deep In Thought:** The battle begins prematurely, while Mage-Priests are still meditating. Mage-Priests may not attack, or cast or dispel spells, for a number of game turns equal to the number of disciplines they have.
- 10 **Sacred Duty:** The battle is being fought between rival factions from the same temple. As the Temple Guard are sworn to protect the Mage-Priests from their temple, they cannot attack a Mage-Priest or any unit it's joined.
- 11 **Temple Politics:** The battle has come about as a result of febrile political infighting between rival groups of Skink Priests and their followers. Skink characters and units in both armies Hate each other. In addition, both sides score double the normal number of victory points for Skink units in the opposing army that are destroyed or have fled the table.
- 12 **Treasures of the Old Ones:** The two sides are fighting a ritual battle to determine if they are worthy of protecting an ancient relic. Each side must pick one of the magic items from the Lizardmen army book. Roll off to see who picks their relic first. The relic must be a magic item that is not being used by either army. It costs no points, but must be given to a character to carry and following the normal rules and restrictions for magic items. If the character carrying their army's relic is slain, then the relic is lost and the army immediately loses the battle. In the unlikely event that both relics are lost at the same time, then the battle is a draw.

Forge World

Counted mightiest amongst the military power of the Imperium of Man are the god-machines of the Legio Titanicus. Towering above the battlefield, a Reaver Titan carries enough firepower to lay waste to an entire army. Commanded by a Princeps and a crew of Moderati, mind-linked to the ancient war-spirit of their mighty engine, the Reaver Titan *Praetorian* of the Legio Astorum is holo-viewed here during its deployment to the renegade planet Vrak during the twenty-year campaign to end the heresy of the Apostate Cardinal Xaphan.

This immense resin kit, designed by Will Hayes, features full interior details designed by Simon Egan. Weapons are sold separately, as are the Titan Crew shown for scale, all available from:

www.forgeworld.co.uk



Cockpit screen detail



Princeps Drauca, commanding, flanked by Moderati Atellus and Varnias.



Apocalypse missile launcher



Servitor Jacobus 229-X, slaved to the auto-loader systems of the Apocalypse missile launcher.



Laser blaster

Gatling blaster



Magos Zakkarias tends to the reactor-spirit of the Praetorian and the weapon-servitors linked to each arm weapon.

Princes Rand Drauca and Moderati Atellus and Varmias of the Praetorian.

SIGNED IN BLOOD

Monsters & Magic

When preparing to play Storm of Magic, you are allowed to spend an additional 25% of your points limit on Monsters & Magic. These points encompass the summoning of monsters in the form of Scrolls of Binding, Mythic Artefacts empowered by the magical storm, and Sorcerous Pacts that can be made with Undead or Daemons overlords. There are, however, certain limitations on how these points can be spent. For example, you may only strike but a single Sorcerous Pact, so you must choose wisely. You can find out more in the Storm of Magic book.

Here we present an updated Sorcerous Pact, allowing you to use the power unleashed in Storm of Magic to summon aid from the deadly new units in Warhammer: Vampire Counts.

Sorcerous Pacts enable players to add an extra element to their Storm of Magic games in the form of allied units from either the Vampire Counts, Tomb Kings or the Daemons of Chaos. But an alliance with a Pact is always a fragile one, and can deteriorate as the battle unfolds. It is even possible for your supposed 'allies' to abandon you entirely should their loyalty diminish far enough in this manner.

The arrival of Warhammer: Vampire Counts this month has not only introduced a plethora of fantastic new models, but has also established a number of brand-new units for everyone to employ as part of a Sorcerous Pact. With this in mind, we have produced an updated Vampire Counts Sorcerous Pact for use in your Storm of Magic games, giving you free reign to include all their shiny new miniatures!

Not only can the aid of a powerful Vampire or Necromancer and their Undead hordes provide you with some significant advantages in a Storm of Magic game, but there are also plenty of thematic reasons for making such a pact. We will be discussing both of these ideas along with some sample army lists over the next few pages.

As with the other Sorcerous Pacts, a Vampire Counts Pact must include a character and a Core unit. If you are on a budget, a standard Vampire is a more-than-adequate choice to lead them, as they may still select some powerful Vampiric Powers to give them the edge. But if you want to put the fear of Nagash into your opponent, then why not go all-out and choose a Vampire Lord or Strigoi Ghoul King on a monstrous mount, a Coven Throne, or even Vlad von Carstein himself? Decisions, decisions...



Amid the glittering host of High Elves marches the silent, macabre host of a Lahmian Vampire.

PACT WITH THE DREADED VAMPIRE COUNTS OF SYLVANIA

Should a wizard wish to command an Undead horde without himself dabbling in forbidden (and distasteful) necromancy, he can do little better than to bind a Vampire to his service. The Vampire, after all, is a practiced student of the arcane arts in his own right and is more than capable of sustaining a host of the living dead. However, the wizard must be confident in this single binding. Countless are the sorcerers who have unwittingly begun a life of Undead thralldom by failing to bind a Vampire quite so well as they thought.

This pact contains the following units from *Warhammer: Vampire Counts*:

- 1 Vampire Lord, Vampire, Strigoi Ghoul King or Master Necromancer.
- 0-1 Necromancer, Wight King, Cairn Wraith or Tomb Banshee.
- 0-1 Special Character
- 1+ Core units
- 0-1 Special unit per Core unit
- 0-1 Rare unit per Core unit





A UNION OF BEASTS

LORDS

Malagor, The Dark Omen
350 points

Gorax Bloodmaw
Doombull with great weapon,
heavy armour, Gnarled Hide and
Rune of the True Beast. 292 points

HEROES

Braythor Gorehide
Level 2 Bray-Shaman with Chalice
of Dark Rain. 150 points

Festor Gout-hoof
Level 2 Bray-Shaman with
Scroll of Leeching. 160 points

CORE

The Children of Ghorros
10 Centigors with musician,
standard bearer and
Ghorros Warhoof. 426 points

Brakar's Kin
20 Gors with additional hand
weapons, musician, standard
bearer and Foe-render. 185 points

Gutroar's Herd
20 Gors with shields, musician,
standard bearer and Foe-render. 185 points

Gnawtooth's Runts
20 Ungors with spears, musician,
standard bearer
and Halfhorn. 135 points

No-horn Trokk's Kin
20 Ungors with musician,
standard bearer and Halfhorn. 115 points

The Rumlbers
3 Tuskgor Chariots. 240 points

The Hell Hounds
10 Chaos Warhounds. 60 points

SPECIAL

Hateroar's Bloodbreed
6 Minotaurs with additional hand
weapons, musician, standard
bearer and Bloodkine. 404 points

Drakk's Fellkin
20 Bestigors with musician,
standard bearer with Manbane
Standard and Gouge-horn. 305 points

RARE

Wizardbane
Cygors 275 points

The Dreadbeast
Jabberslythe 275 points

Greatmaw
Ghorgon 275 points

The Chosen of the Gods
3 Chaos Spawn 165 points

TOTAL: 3997 points

MONSTERS & MAGIC

Pact with the Dreaded
Vampire Counts of Sylvania

Vashrak the Fallen
Strigoi Ghoull King with Aura
of Dark Majesty, Dark Acolyte
and the Other Trickster's Shard,
mounted on a Terrorgeist. 550 points

The Crypt Dwellers
20 Crypt Ghouls with
Crypt Ghast. 210 points

The Night Hunters
6 Crypt Horrors with
Crypt Hunter. 238 points

OVERALL TOTAL: 998 points



Feral savagery meets bestial ferocity in this union of Beastmen and the Ghoullkin of a Strigoi Vampire. Malagor, the Dark Omen, has pitted wills with a Ghoull King, counting on the fact that they can find common cause to unite long enough to defeat their enemies before one side betrays the other.

The addition of the Crypt Ghouls and Horrors will bolster the Beastmen battleline enough to free up a unit of Gors and Ungors to arrive later in the game via the Beastmen Ambush special rule. Vashrak the Fallen will join forces with the Jabberslythe, where the combination of the Ghoull King's Aura of Dark Majesty (causing a -1 Leadership penalty to enemies within 6"), his mount's Death Shriek and the Jabberslythe's Aura of Madness will be utterly devastating. Most monsters have a Leadership value that is average at best,

so they will be particularly susceptible to this brutal combined attack. As a Wizard, Vashrak will also be able to occupy an enemy-held Arcane Fulcrum. Between his mount's Death Shriek, their combined combat ability and the enemy being forced to re-roll successful ward saves from the Other Trickster's Shard, the Ghoull King and his Terrorgeist are real game-winners.

A Beastmen army has access to four monsters even before Scrolls of Binding, so the inclusion of such a large Sorcerous Pact has little impact. Ghorgons and Cygors are particularly effective in Storm of Magic games – there is little in the game that a Ghorgon cannot crush with impunity, and the Cygor's Soul-eater special rule can cause havoc in the enemy Magic phase. Add a Jabberslythe into the mix and your opponent will certainly have their hands full trying to deal with them.

THE HAMMER AND THE ANVIL



By selecting a Master Necromancer as part of a Sorcerous Pact, this Chaos army will benefit not only from a powerful Wizard, but also replenishable fodder in the shape of Zombies. There may not be many to start off with, but their Newly Dead special rule will enable Korvin the Ancient to summon countless more as the game progresses. The Warriors of Chaos are the epitome of an elite army, and are invariably few, but the Vampire Counts can provide them with the numbers that they lack. In the case of this army, the Master Necromancer will create a 'tar pit' of Zombies in front of his Arcane Fulcrum.

With such a high-level Wizard to assist the army, there is less need to rely on a Chaos Sorcerer Lord, freeing up the option of a brutally aggressive combat specialist instead – enter Asgar the Executioner. He will be more than a match for any

enemy monster or character, and will become deadlier still each time he emerges victorious from such an encounter after receiving a boon from the Eye of the Gods. He rides forth with the Chaos Knights and together they'll hit harder than a death stare from Khorne himself!

The Necromancer's arcane wizardry is further strengthened not only by two capable Chaos Sorcerers, but also by a Mortis Engine. The effects of the Reliquary are increasingly devastating as the game continues, but its Blasphemous Tome upgrade also has two incredibly useful attributes. Firstly, the Mortis Engine can provide Korvin the Ancient with a total of +5 to his casting attempts when combined with his Wizard level. But secondly, any Wizard that miscasts within 12" of it will be utterly doomed, so it can cause your opponent all manner of problems.

LORDS

Lord Asgar the Executioner
Chaos Lord with Mark of Khorne, Axe of Khorne, Chaos Runeshield, Favour of the Gods and Stream of Corruption, mounted on a Juggernaut of Khorne.
395 points

HEROES

Solviris Flamebound
Level 2 Chaos Sorcerer with Mark of Tzeentch, Blood of Tzeentch and Conjoined Homunculus, mounted on a Disc of Tzeentch.
210 points

Rotheart the Repugnant
Level 2 Chaos Sorcerer with Mark of Nurgle, Obsidian Trinket and Channelling Staff.
170 points

CORE

Warriors of the Blood
15 Chaos Warriors with additional hand weapon, Mark of Khorne, musician, standard bearer and Champion.
300 points

The Crow Brethren
15 Chaos Warriors with hand weapons, shields, Mark of Tzeentch, musician, standard bearer and Champion.
290 points

The Dreadhounds
10 Chaos Warhounds.
60 points

SPECIAL

The Relentless
5 Chaos Knights with Mark of Khorne, lances, musician, standard bearer with Banner of Eternal Flame and Knight Champion.
315 points

RARE

The Cannon of Khorne
Hellcannon
205 points

The Amalgam
Chaos Spawn
55 points

TOTAL: 2000 points

MONSTERS & MAGIC
Pact with the Dreaded Vampire Counts of Sylvania
Korvin the Ancient
Level 3 Master Necromancer.
165 points

The Dead of Erengard
23 Zombies with musician and standard bearer.
94 points

The Legacy of Helsnicht
Mortis Engine with Blasphemous Tome.
220 points

OVERALL TOTAL: 499 points

GAMESDAY & GOLDEN DEMON 2012



Golden Demon

Famed across the world as the ultimate painting competition, Games Day plays host to this fiercely contested annual event.



Games Day is that time of year when hobbyists from across the country – and often further afield – come together to celebrate every aspect of the Games Workshop hobby. Each and every person has their own reason for attending, whether they want to meet the Citadel designers or get an autograph from their favourite Black Library author. Maybe they fancy their chances at entering the Golden Demon painting competition, or perhaps they even won their local Hobby Centre's Armies on Parade or just want to see the national finalists at Games Day. And that's to name but a few reasons!

There are simply hundreds of activities to take part in, from the infamous Scrap Demon conversion competition to dozens of participation games that reenact famous battles inspired by the game background and Black Library novels. These showcase battles can range from epic confrontations between scores of Ork Stompas and Baneblades to the journey of a giant Dwarf dirigible as it fights its way across the skies of Ulthuan, attacked on all sides by flights of Eagles and Dragon riders of Caledor!

The Forge World stands are always burgeoning with brand-new products and pre-releases, and their design team are on-hand to talk about how they created them. If you've always wanted to see the mighty Reaver Titan or Eldar Phantom Titan in the flesh, then make sure you pay them a visit.

There are always plenty of guests at Games Day, be they Black Library authors or members of the Design Studio, all willing to have a chat, sign a book or pass on some friendly advice. If you're lucky, you may even get to meet such Studio luminaries as Jervis Johnson, Jes Goodwin, Dave Andrews or John Blanche!

The Armies on Parade and Golden Demon painting competitions take pride of place each year at Games Day. Featuring some of the most original conversions and outstanding examples of painted miniatures, these competitions are simply not to be missed. Even those that attend Games Day without entering these events will appreciate the skill and craftsmanship that goes into each and every entry. But for those intending to do so this year, now's the time to start planning your entry!

CITADEL FINECAST™



The Captain's face bears the same scars, bionic eye and service studs as he does in John Blanche's original artwork, shown below.



The power fist bears the mark of the Imperial Laurel, a badge of honour granted only to those who have proven their courage in battle.



Games Day 2012 Miniature

Every Games Day features an exclusive miniature that is only available at that year's event. 2012's Games Day miniature is the first in Citadel Finecast and is a heroic Blood Angels Captain designed by Juan Diaz. The model is based on the Captain from the 2nd edition Warhammer 40,000 cover by John Blanche. To the left, you can see the model painted to look exactly like the artwork by 'Eavy Metal's Kornel Kozak.

Juan: I first started playing when the 2nd edition Warhammer 40,000 game was released. The box art has always appealed to me, and even now its image reminds me of victories past. When we first had the idea of celebrating 25 years of Warhammer 40,000 with a commemorative Games Day miniature, it didn't take us long to decide which – John's Blood Angel's Captain was so iconic and represented such an important cornerstone in the history of the game. It was the perfect candidate.

Kornel: Matching the paintwork of a character from a piece of 2D art on a 3D model doesn't always work, but such was the quality of both the artwork and the miniature that it was surprisingly easy to achieve. Juan managed to capture the Captain's dynamic pose to perfection, making it a joy to paint despite being a challenging colour scheme to match. I painted the black flames on the power fist and legs, even the reflections glinting off his armour, as faithfully as possible to try and fully capture John's original vision.

ARMIES ON PARADE™

Having started worldwide last year, Armies on Parade is back, and will be more hotly contested than ever before! The winner of every Hobby Centre's Parade Day will be on display at the national final at Games Day, competing for the top prize, ensuring that the each army will be of the very highest quality. The Armies on Parade final will certainly be a spectacle worth seeing.

Contact your local Hobby Centre for the full details about when they will be holding their Parade Day and how you can qualify for the final at Games Day.



The Armies on Parade final at Games Day features the best of the best – the winners of every Hobby Centre's Parade Day. As you can see here, competition is fierce!

2012 Games Day Calendar

Each year, Games Days take place in countries all across the world. No matter which Games Day you choose to attend, you will be able to take part in Golden Demon, Armies on Parade and the myriad other activities that take place, as they all play host to the same events.

Each Games Day is packed with special guests from the Design Studio, vast stocks of Forge World products that you can pick up on the day, and maybe even your favourite Black Library author! To make sure that you don't miss out, we've included the 2012 Games Day calendar below:

Spain	Sunday 1st July
North America	Saturday 28th July
Germany	Sunday 12th August
Australia	Sunday 9th September
UK	Sunday 23rd September
Italy	Sunday 14th October
France	Sunday 28th October

For more up-to-date Games Day information and to find out which guests to expect and how to enter Golden Demon and Armies on Parade, remember to check the Games Workshop website:

games-workshop.com

ARMIES ON PARADE™

Armies on Parade is a chance for hobbyists the world over to collect and paint an army, display it on a 2'x 2' board and proudly show it off at their local Hobby Centre's Parade Day. Everyone in the store will be able to vote on their favourite entrant, and the winner will go on to represent their Hobby Centre at Games Day where the ultimate champion will be crowned. You can see even more at our website:

games-workshop.com



DAN HARDEN'S HARADRIM

Dan Harden writes the What's New Today blog over on the Games Workshop website. He entered his Army on Parade into the Warhammer World-store's Parade Day last year.

Dan: When I started my Armies on Parade project for Games Day 2011, I was immediately drawn to the rich background of The Lord of the Rings. I've always had a bit of a soft spot for the Fallen Realms, so a combined force of Khandish Horsemen and Harad Raiders led by the Betrayer and Suladân the Serpent Lord was the ideal choice for me. It also gave me the opportunity to paint a colourful force that would really stand out on the battlefield

When I planned out the board, I knew that I wanted to use the Osgiliath Ruins set – the architecture is perfect for a display. I started to plan out how my army would look marching through a ruined Harad city, where the buildings had slowly fallen into disrepair and been claimed by the desert sands. It did take a bit of chopping and cutting to get the buildings to fit around the hill, but I think that the end result nicely frames the army without being overwhelming. Now I've just got to start work on this year's display!



The Mûmak is the biggest model I have ever painted, but easily one of the most fun, too. It certainly helps to add real impact to the look of the army. Overall it took around three weeks to paint it, during which time it dominated my painting table and intimidated all the other models nearby!



CITADEL

BATTLEFIELD TERRAIN

The battlefields of the Warhammer world and the 41st Millennium are deadly realms, full of deleterious terrain such as poisonous forests, magical ruins, bolter-riddled monuments and impregnable bastions.

The Citadel scenery range is full of evocative and detailed plastic kits designed to capture the unique feel of our gaming worlds – perfect for building exciting battlefields to fight over, as well as forming the basis for your Armies on Parade entry.

ARCANE RUINS

This 55-piece set includes six columns, six ruined columns, an obelisk and scenic base.

WITCHFATE TOR

This box set contains one modular four storey tower with internal details and optional floor positions. It's big enough to house a unit!

FORTIFIED MANOR HOUSE

A large 134-piece kit that includes a chapel, a watchtower, a set of walls and an accessory frame.

TEMPLE OF SKULLS

In this box set you get one complete Temple of Skulls, a hill adorned with no less than six monstrous skulls!

WARHAMMER CHAPEL

The Warhammer Chapel is a 38-piece set that includes various Empire icons and accessories.

DREADSTONE BLIGHT

The ruined tower kit is an intricately detailed scenery piece with modular floor sections.

HONoured IMPERIUM

The Honoured Imperium set contains a 6" statue, a broken aquila and a section of ruined building.

SHRINE OF THE AQUILA

This impressive 10" high terrain piece can be assembled in several different ways.

Visit your local Games Workshop Hobby Centre to find all the battlefield terrain featured here. To order anything from the range, go to the Games Workshop website or check out the in-store order point.

games-workshop.com

IMPERIAL BASTION

The Imperial Bastion contains 85 components, including an Icarus-pattern lascannon.

MOONSCAPE

The Moonscape set comprises five different plastic crater designs to scatter across your battlefield.

AEGIS DEFENCE LINE

This kit consists of four double blast shields and four single sections, providing 28" of defence line.

SKYSHIELD LANDING PAD

This large kit is 12" wide and can have its external blast shields in a raised or lowered position.

IMPERIAL STRONGPOINT

This impressive, all plastic, set includes two Imperial Bastion kits and three Aegis Defence Lines.

Realm of Battle Gameboards

The Citadel Realm of Battle Gameboard is a modular gaming surface that uses six 2' by 2' highly detailed plastic tiles that can be set up in a variety of configurations. The two flat tiles are also available separately – perfect for your Army on Parade.

CITADEL REALM OF BATTLE GAMEBOARD

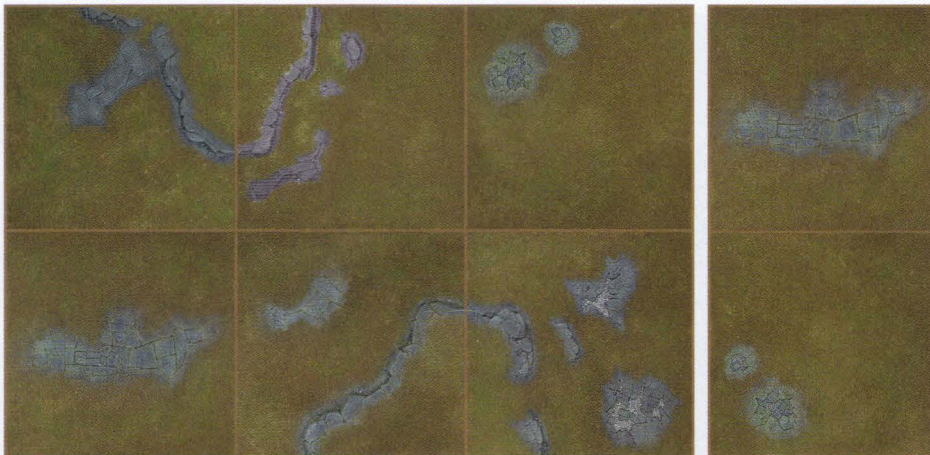
This set contains six individual 2' by 2' gameboard tiles, 32 plastic connectors, and a nylon zip-up bag with shoulder strap.

CITADEL REALM OF BATTLE GAMEBOARD EXTENSION

The extension set contains two flat 2' by 2' gameboard tiles, allowing you to increase your Realm of Battle to a mighty 8' by 4' in size.

SCENERY PAINTING PACK

Containing 400ml of brown paint, 200 grams of Scorched Grass, 25 grams of Static Grass, 118ml of PVA glue and a 2" scenery brush.



PAINTING WORKSHOP

MORTIS ENGINE

The Mortis Engine is a stunning centrepiece model, but can prove to be an intimidating modelling project to complete. But fear not, for Steve Bowerman is on hand to aid you in the task of building and painting a Mortis Engine of your own.

A Mortis Engine is an incredible piece of miniatures design, but is also a serious proposition when it comes to getting it ready to join your Undead legions. We tasked the Hobby Team's Steve Bowerman with breaking down this process into bite-sized chunks, showing how to paint each stage so that you can get the most from this majestic miniature.

One of the other aspects of the Mortis Engine is that its constituents parts have similarities to models found in the rest of the army – the swarm of Banshees, flickering green balefire and copious amounts of bone, for example. By learning the techniques that Steve demonstrates throughout this Painting Workshop, you can apply the same methods to painting almost everything else in your army! Read on to find out all about it. Over to Steve...



SUB-ASSEMBLIES



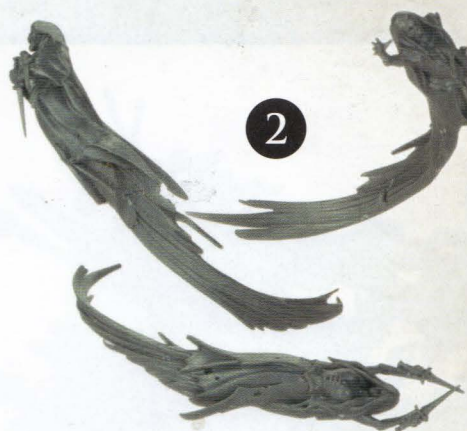
Steve: The first point to consider with such a large kit is whether or not you are better off gluing the entire model together before painting it, or building a number of sub-assemblies

and painting each of these separately. The Mortis Engine has been beautifully designed, with lots of negative space throughout the model. In order to make these areas easier to paint (or, in some cases, possible to paint at all), I recommend building the seven sub-assemblies (shown on the right) at this early stage.

Over the next few pages, I'll be explaining how to paint each of these sub-assemblies, and also how the simple techniques he used to paint them can be replicated on other models in the Vampire Counts army. By doing so, you can really help to unify the overall look of your army.

KEY

1. Spectral steeds and spirit horde
2. Banshees
3. The Mortis Engine
4. Lectern
5. Mortis Engine cage
6. The Reliquary
7. The Corpsemaster



SPECTRAL STEEDS AND SPIRIT HORDE



1 First of all, apply a basecoat of Astronomican Grey, before washing with a watered-down mix of 1:1 Hawk Turquoise and Asurmen Blue.



2 When the wash has dried, drybrush with Astronomican Grey.



3 Using a 1:1 mix of Astronomican Grey and Skull White, drybrush this area again, followed by another drybrush of pure Skull White.



4 Wash the recesses with a watered-down 1:1 mix of Hawk Turquoise, Asurmen Blue, then wash Thraka Green into a few depressions when the previous wash has dried.



5 Edge highlight the raised areas with Skull White.



6 Basecoat the weapons and armour with Chainmail.



7 Wash the weapons and armour with Asurmen Blue, then apply a few spots of Gryphon Sepia.



8 Edge highlight the metal areas with Mithril Silver for an unearthly glint.

BANSHEES



ROBES AND HAIR



To begin with, basecoat the Banshee with Astronomican Grey.



Wash the whole area with watered-down Shadow Grey.



Layer with Space Wolves Grey. When dry, layer with a 1:1 mix of Space Wolves Grey and Skull White.



Edge highlight with Skull White, then wash a few of the recesses with some watered-down Hawk Turquoise.

BANSHEE SKIN



Basecoat the skin with a 1:1 mix of Dark Flesh and Fortress Grey, then carefully basecoat the armour with Chaos Black.



Wash with Devlan Mud when to shade the flesh.



Layer with the same 1:1 mix of Dark Flesh and Fortress Grey.



Layer with a thin coat of Fortress Grey, then edge highlight with Skull White.



Basecoat the Banshee's teeth with Khemri Brown, then layer with Bleached Bone. Basecoat the eyes with Dark Angels Green before highlighting with Snot Green.



Paint the armour using the same method as for Stages 6-8 opposite, but without the Gryphon Sepia.

TOMB BANSHEES

The Banshees that circle the Mortis Engine are, in practise, no different to the Tomb Banshees that you can include in your Vampires Counts army (which is why the Mortis Engine can make a Ghostly Howl attack). You can use the same painting techniques displayed on this page for any Tomb Banshees in your army, or any other such ghostly models.



THE MORTIS ENGINE

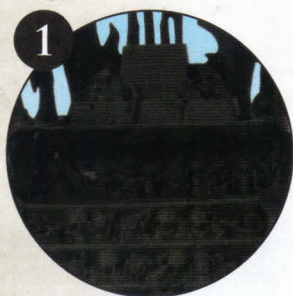
Whilst gluing the components of this sub-assembly together, I decided that I'd leave the front and left sides of the bone cage as a separate, L-shaped corner piece. This allowed me greater access to every angle of the bone cage for the purposes of painting it. After finishing this stage, I then glued the missing corner into place along with the remaining components to complete the sub-assembly (as shown on the right).

I'll just add that the frame of the Mortis Engine could feasibly consist of a number of different materials. I chose to paint this frame as if it had been sculpted from bone, but there's no reason why it couldn't be made of dark metal, crystal, or even magic-nulling obsidian (no doubt in a vain attempt to keep the malevolent power bound within the Mortis Engine's tome or artefact in check).

If you're feeling really brave or are suitably confident in your painting skills, you could even try object source lighting, emanating from the balefire or the arcane artefact. The Mortis Engine painted by 'Eavy Metal's Mark Holmes features just such a technique (see page 6).



STONEMWORK



To start off, basecoat the stone steps with Charadon Granite.



Now apply a thick drybrush of Khemri Brown.



Wash the whole area with Devlan Mud to shade it.



When dry, apply another drybrush of Khemri Brown, but a bit lighter this time round.



Apply a light drybrush with Dheneb Stone, then apply an edge highlight with Dheneb Stone to help add further definition.



Stipple the area sparingly with Gretchin Green to provide the area with a mouldy look.

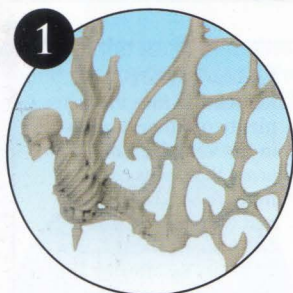


Wash a few of the flagstones with either Ogryn Flesh or Thraka Green to help weather and age them.

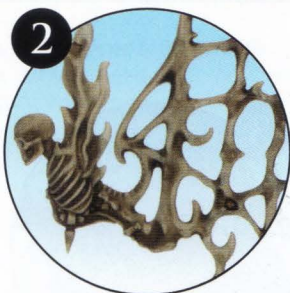


Similar techniques can be used on gravestones or other similar components throughout the army.

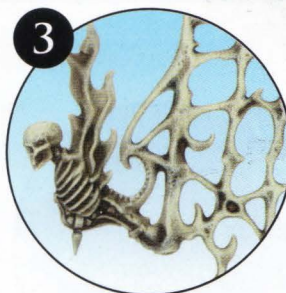
SKELETONS AND BONE FRAMING



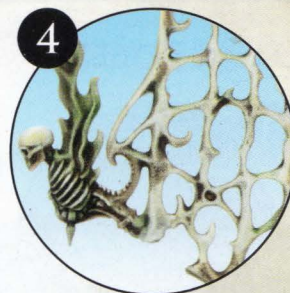
To begin with, basecoat the bone sections with Dheneb Stone.



Wash the whole area with a 1:1 mix of Devlan Mud and water.



Drybrush with Bleached Bone, then apply a drybrush with a 1:1 mix of Bleached Bone and Skull White.



Wash the recesses with Devlan Mud, then sparingly apply Thraka Green to some of these areas. Edge highlight with Skull White to finish.

THE ARTEFACT



Basecoat the locks and casket with Boltgun Metal, then basecoat the candle wax with Khemri Brown.



Wash the metal with Badab Black, then wash the wax with Gryphon Sepia.



Apply a wash of Devlan Mud to the metal. Layer Desert Yellow onto the surrounding areas of wax.



Edge highlight the metal with Mithril Silver. Layer the wax with a 1:1 mix of Desert Yellow and Bleached Bone, then pure Bleached Bone.

BALEFIRE



Firstly, basecoat the flames and in between the skeletal brazier's ribs with Snot Green.



Wash these areas with Thraka Green.

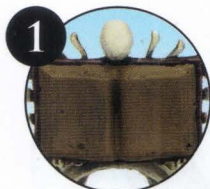


Layer with Snot Green, then highlight with a 1:1 mix of Snot Green and Scorpion Green.

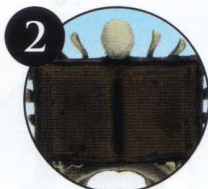


Highlight with Scorpion Green before carefully edge highlighting with a 1:1:1 mix of Scorpion Green, Skull White and Sunburst Yellow.

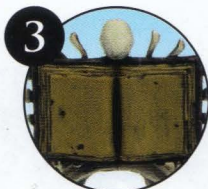
TOME OF THE DAMNED



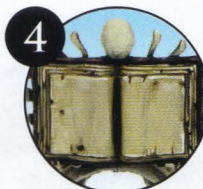
Basecoat the pages with Khemri Brown.



Wash the pages with Devlan Mud to shade them and provide some depth.



Layer with Desert Yellow when dry for a parched look.



Using a 1:1 mix of Desert Yellow and Bleached Bone, layer the pages, then edge highlight with Skull White when dry.

BONES AND SKELETONS

As with painting the Banshees on the Mortis Engine, the same techniques used to paint the bone framing above can be used throughout the Vampire Counts army. From the hordes of Skeleton Warriors and Wights of the Grave Guard to the fanged skull of the Cairn Wraith or even the dread countenance of Krell himself, the methods used to paint the bone will work perfectly on many other models in your army.

For the sake of speed, I suggest that you paint the bone stages first on any Skeleton Warriors – you will soon be painting over the surrounding areas, so you needn't be overly neat!



THE CORPSEMASTER

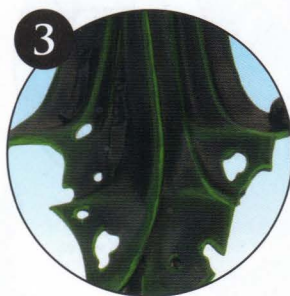
DANK ROBES



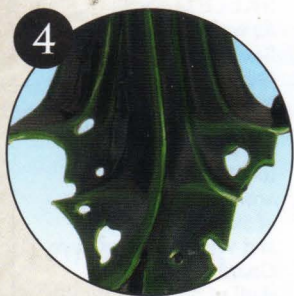
Heavily drybrush the cloak with Dark Angels Green to start with.



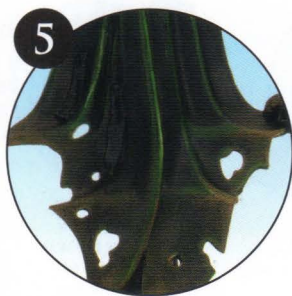
Layer the edges of the cloak with a 1:1 mix of Dark Angels Green and Rotting Flesh.



Repeat Stage 2, but this time with a 1:3 mix of Dark Angels Green and Rotting Flesh.



Edge highlight the raised areas of the cloak with Rotting Flesh.



Drybrush the bottom of the cloak with Graveyard Earth for a dirtier overall look.



For the hood, repeat Stages 1-5 for painting the robes, but substituting Scorched Brown in place of Dark Angels Green.

GRAVE ROBIN

Remember that there are plenty of other models in the Vampire Counts army that wear robes that are similarly rank and mouldy, such as Necromancers or Cairn Wraiths. By altering the main colour, you can paint any robes this way.



DYING FLESH



Basecoat the flesh with Dheneb Stone.



Wash this area with Ogryn Flesh to shade.



Apply a second wash, but this time with Leviathan Purple.



Layer the flesh with Kommando Khaki, then carefully pick out the blindfold with Chaos Black.



First layer the flesh with Bleached Bone, then edge highlight with Skull White.



Edge highlight the blindfold with Codex Grey, the tongue with Leviathan Purple and teeth, Bleached Bone.

MATTED HAIR



Basecoat the hair with Khemri Brown.



Wash the hair with Badab Black, then Devlan Mud when dry.



Edge highlight the hair with Codex Grey.

THE DREAD STAFF



Basecoat the staff with Scorched Brown.



Wash with Devlan Mud. When dry, layer with Bestial Brown.



Highlight with a 1:1 mix of Bestial Brown and Bleached Bone.

THE FINISHED MORTIS ENGINE

With all the sub-assemblies now fully painted, it's time to build the finished Mortis Engine. All you need to do now is base the model to match the rest of your army.



The balefire effect can also be used on Corpse Carts or Hexwraiths to name but a few other units.



I used the same effect for the balefire on this lantern for an eerie light effect.



The Corpsemaster's potion was also painted using a similar method, but using successive blends instead.



I picked out some details on the ancient tome with a Fine Detail Brush for a more authentic look.



LIMITED EDITION MERCHANDISE*



* Actual items may differ from those pictured.

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GAMES WORKSHOP

THE AUGURY

A Directory of everything you need to get involved in the Games Workshop hobby community! A Directory of everything you need to get involved in the Games Workshop hobby

The Events Diary 109-117

- **Events Calendar**

Find out what's happening when and where in the Games Workshop hobby community with this list of unmissable dates of tournaments, campaigns and more.

Store Information 117-118

- **Games Workshop Hobby Centres**

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

- **Store Finder**

Find the newest of the Independent Retailers listed here. All the Games Workshop stockists are listed online, so wherever you are, you can always search for a Games Workshop and Citadel Miniatures retailer.



First to the Fight



New stores are opening all across North America! Be the First to the Fight - check the website and Facebook for locations and dates. These "First to the Fight" special events will take place during the opening Saturday starting at noon along with exclusive patches and buttons for the first few people through the door! Event details are online.

- Space Marine Painting Competition
- Conversion Contest
- Scenario Challenge



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EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.



Upcoming Events

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing, or price of events not organized by Games Workshop.

Events diary abbreviation guide

WH	Warhammer
40K	Warhammer 40,000
WOTR	War of The Ring
LOTR	The Lord of The Rings
BB	Blood Bowl
WM	Warmaster
MORD	Mordheim
NEC	Necromunda
Epic	Epic Armageddon
GW	Games Workshop
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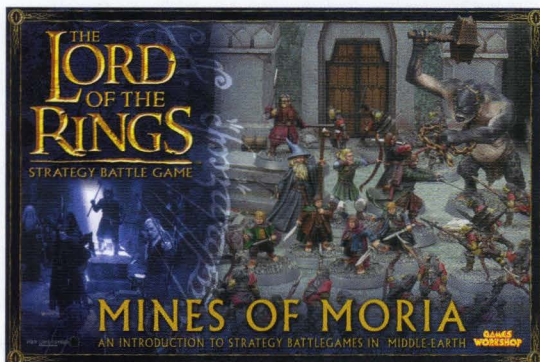
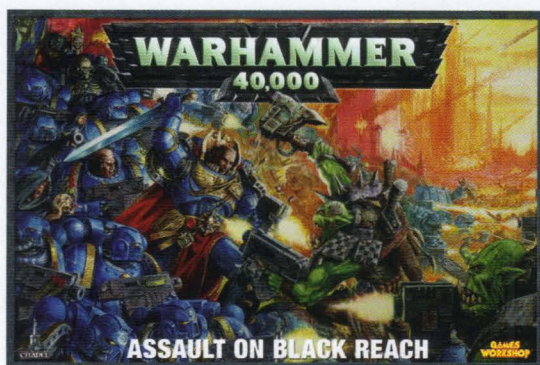
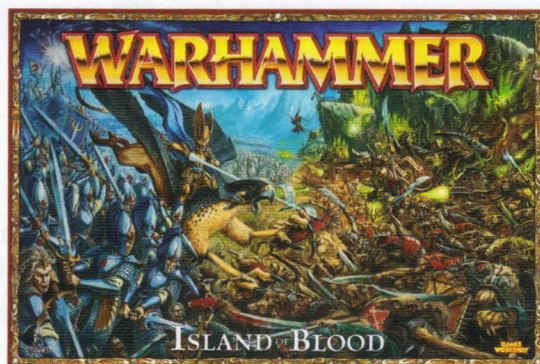
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January 2012

Weekends in January - NJ

WARHAMMER: THE GREAT CARVING

Date: Weekends in January
Venue: Gamers Grotto, 309 Hackensack St., Carlstadt NJ
Details: The world is being carved and many races have come forward to claim what territories they believe to be theirs. Some races have taken

territories with little resistance, while most have started to fight back. Each section on the map is marked with a color code. White is 1000 pts, yellow is 2000, and red is 3000. Anyone can play and any army is welcome.
Contact: 201-340-4298, gamersgrotto@gmail.com, www.gamers-grotto.com

Friday Nights - CA

YOUNG GENERAL

Date: Friday Nights
Venue: End Game, 921 Washington St, Oakland, CA
Details: Friday nights aren't just a good time for grownups to unwind - they're a great time for kids too! A full-time EndGame staff member is on hand to teach the game, run some fun team games, and help kids learn the principles of good sportsmanship.

The cost for this event is \$5, which comes back to every participant in store credit. Credit is carried over from week to week so kids can save up for the models they want. Parents should drop their kids off at 6:00 and pick them up no later than 8:45.
Contact: Anthony, (510) 465-3637, anthony@endgameoakland.com, www.endgameoakland.com

Ending in January - NY

ESCALATION LEAGUE WARHAMMER 40K

Date: Ending in January
Venue: Prof. Bond's Emporium, 37 Prospect Street, Amsterdam, NY 12010
Details: Stop by and join in on our 40K Escalation League which

ends this month with a Mega Tournament on week 11. See store for detail regarding special rules and current point values for your army.
Contact: Alex Barker, 518-627-4174, prof.bonds.emporium@hotmail.com

Sundays - FL

WAR OF THE RING ESCALATION LEAGUE

Date: Every Sunday starting in January 2012
Venue: Birds of Paradise Games, Inc 1425 Main St STE E, Dunedin FL 34698
Details: Want to try something new or do you just love those

little Hobbits? We are starting an escalation league for people starting new armies - no prior knowledge is expected or required. Check our website for full details.
Contact: Kathleen - 727-286-6233, www.birdsofparadisegames.com, info@birdsofparadisegames.com

Sundays - NJ

DA STUNTY LEAGUE (SEASON 4)

Date: Every Sunday
Venue: Gamers Grotto, 309 Hackensack St., Carlstadt NJ
Details: It is that time again sports fans to cheer on your favorite Blood Bowl team as they sacrifice their bodies in order to hold the stunts up for themselves! The league continues this month and runs for another 7 weeks. Bring your favorite team and see if you can beat your

opponents into submission! We use the living rulebook for Blood Bowl that can be downloaded from the GW website. Trophies will be awarded at the end of every season! Call or stop by the store to register your team. Players can jump into the league midseason, so there is no reason to not join us today. Remember it is only a foul if you get caught and can't bribe the ref!
Contact: 201-340-4298, gamersgrotto@gmail.com, www.gamers-grotto.com

Thursdays - NJ

SPACE HULK: NEW DEPTHS OF HELL

Date: Every Thursday in Jan
Venue: Gamers Grotto, 309 Hackensack St., Carlstadt NJ
Details: One of the most famous games since 40k, now with a twist. Rule sets for all armies and new scenarios and surprises.
Contact: 201-340-4298, gamersgrotto@gmail.com, www.gamers-grotto.com

Fridays - NJ

SPIKE'S KILL TEAMS

Date: Every Friday in January
Venue: Gamers Grotto, 309 Hackensack St., Carlstadt NJ
Details: Join our man, Spike, as he sets up the most back breaking, mind bending, and all out vicious scenarios. All levels of player are welcome! Contact us for more details.
Contact: 201-340-4298, gamersgrotto@gmail.com, www.gamers-grotto.com

Starts January 2012 - CA

GAMEOLOGY WARHAMMER 40,000 ESCALATION

Date: Starts January 2012
Venue: Gameology, 9742 Central Ave, Montclair, CA

Host: \$10 entrance fee. Escalates from 500 points to 2,500 over a 3 month period. Games every other week.
Contact: 909-626-6926

January 1st - VA

RISE OF ATLANTIS 40K RTT

Date: January 1st
Venue: Atlantis Games & Comics, 145 E Little Creek Rd, Norfolk, VA 23505
Details: 2000 Points. \$15 Entry Fee. Store opens at 10am. Registration ends at 11am. Painted armies not required although painting is still scored. Visit our website for more details.
Contact: Bryan Haven, 1-757-502-8954, bryan@atlantis-comics.com, www.atlantis-comics.com

January 5th - FL

40K MAP CAMPAIGN

Date: January 5th at 6pm
Venue: Birds of Paradise Games, Inc 1425 Main St STE E, Dunedin FL 34698
Details: Join us for a 4 week campaign to see who can claim the most land and resources with their 2500pt army. Check our website for full details.
Contact: Kathleen - 727-286-6233, www.birdsofparadisegames.com, info@birdsofparadisegames.com

Tuesdays - WA

BATTLE DEN PAINTING DENIZENS

Date: Every Tuesday from 3:00 - 9:00pm
Venue: Battle Den Games and Hobbies, 501 E Fairhaven Ave, Burlington WA 98233
Details: Please join us every week

for our painting clinic. Each week we focus on a different hobby skill or painting technique. Great if you are painting your very first model or want to try out a new skill. Call or stop by the store for more info or to sign up to become a battle den painting denizen!
Contact: SCOTT 360-391-1964

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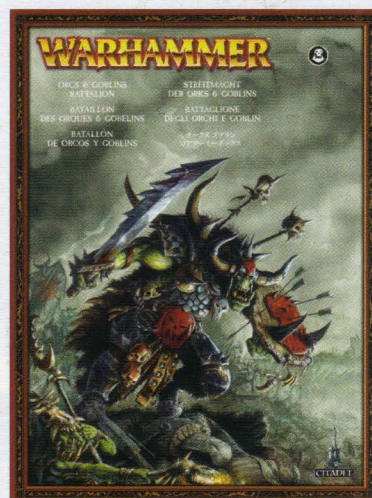
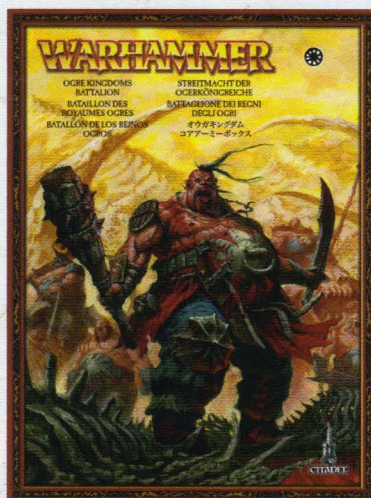
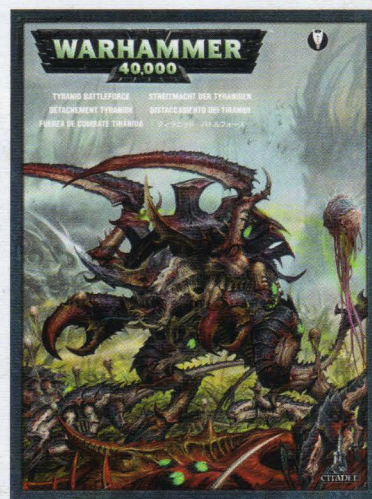
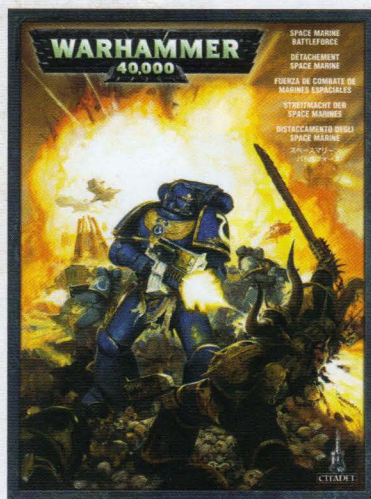
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2. Only persons aged 14 years or over are eligible and you must be a resident of the United States.

3. Games Workshop staff may give away products to persons it deems to have appropriately satisfied the requirements of this promotion in its absolute discretion.
4. An individual may only take advantage of this promotion once. Therefore, any individual may only receive one product in connection with this promotion.
5. No employees of the Games Workshop group of companies or members of their family may take advantage of this promotion.

January 7th - AB

THE RAID ON SANGELHEIM

Date: Saturday, January 7th and 21st and continuing into February

Venue: Monster Hobbies, 127 3rd Ave SW, High River, Alberta, Canada

Details: News of an invasion reaches the peaceful village of Sangelheim. The Forces of Destruction are rapidly approaching to loot the village and burn it to the ground! Their next destination is the farmland that lies to the south. If they can

destroy the crops, Sangelheim will not last the winter! Realizing they are no match for the Forces of Destruction, a messenger has been sent to Talabheim to seek reinforcements. Will they arrive in time to stop this threat, or will it be too late? Choose your side and bring your 1000 point army to the battlefield to wage war in our Warhammer Fantasy Battle campaigns. A new scenario each time you visit!

Contact: 403-652-5019, www.monster-hobbies.com

January 7th - WA

40K NEW RECRUIT TOURNAMENT

Date: January 7th

Venue: Battle Den Games and Hobbies, 501 E Fairhaven Ave, Burlington WA 98233

Details: Have you been wanting to step into the world of the Warhammer 40,000 tournament scene but are not so sure you are ready to take on the veteran players? Have you not played in a 40k tournament before? If

you answered "yes" to either of these questions than this event is for you. We play low point cost tournaments with no entry fee so that you can hone your skills as a Warhammer 40,000 commander. Points cost for the tournament are based on how many points players have available to them. Please contact the store or stop by for more information and points costs for the event. Space is limited so sign up today!

Contact: SCOTT 360-391-1964

January 8th - CO

BB TOURNAMENT, 40K OPEN PLAY

Date: January 8th

Venue: Gamers Guild, 4550 Broadway Street, Boulder, CO 80304

Details: Call for details

Contact: Sam Hindman 303-997-6496 gg@gamersguildboulder.com

January 13th - WI

40K TOURNEY

Date: January 13th

Venue: Planet Chaos, 1117 Whitewater Ave, Fort Atkinson, WI 53538

Details: Warhammer 40,000 2000 point standard WYISWYG, 10:30am sign-in paint competition

Contact: 920-563-2664

Details: planetchaoswi@yahoo.com

January 14th - MI

MONSTER BASH 2012

Date: Saturday January 14th

Venue: J&L Miniatures, 127 North Clinton Ave., Saint Johns, MI 48879

Details: Warhammer Fantasy army of 2,500 pts. No special characters allowed. You must bring at least one monster which can include those listed in the Storm of Magic book. Competitors will take part in 3 games of 4 to 6 turns per game. Prizes will be awarded. Hope to see you there!

Contact: Tim, 989-224-8935

January 14th - NC

PAINTING WORKSHOP

Date: January 14th

Venue: The Hobbit Hobby Shop, 6111-A Yagkin Road, Fayetteville, NC 28303

Details: We will hold painting clinics for 40K and Fantasy to help you get your armies ready for our next Tournament events. Bring in your army and we will show you how to get them table ready.

Contact: Rick Palmer 910-864-3155 hobbitobbyshop@nc.rr.com

January 14th - FL

40K DOUBLES TOURNAMENT

Date: January 14th

Venue: Mega Gaming and Comics, 4000 W Newberry Rd, Suite K, Gainesville, FL 32607

Details: 40K Team Tournament consisting of three rounds of Swiss. Teams consist of two players, each bringing 1,000 points of a separate

Force Organization Chart. Your teammate's army is not considered "friendly" for rules purposes. 16 teams (32 players) allowed.

Contact: Mega Gaming and Comics, 352-505-3933, Mega@megagaming.com, <http://megagc.com>, <https://sites.google.com/site/gvilletournamentrankings/events-calendar>

January 14th - FL

THE FIGHT FOR EPISTOLON GAMMA

Date: January 14th

Venue: Mega Gaming and Comics, 4000 W Newberry Rd, Suite K, Gainesville, FL

Details: 1,500 point 40K tournament consisting of four rounds of Swiss. Prizes for the winners are based on the number of games won and various tie breakers. 16 players allowed. All models must have optional wargear represented (WYSIWYG).

January 14th - TN

SCI FI CITY WH TOURNAMENT

Date: January 14th

Venue: Sci Fi City, 3001 Knoxville Center Drive, Knoxville, TN 37924

Details: Please join us for a 3 round 2000 point Warhammer Fantasy tournament. Space is limited and there is a \$10 entry fee. Please contact the store for more details.

Contact: 865-523-4700

January 14th - WI

JANUARY 14TH ROUGE TRADER TOURNAMENT

Date: January 14th

Venue: Studio One Twenty Three, 123 E. Main Street, Weyauwega, WI 54983

Details: Bring a 1850 point 40k army for a 3 round event starting

at 11am store opens at 10:30am. Entrance is \$15 and includes lunch. Prizes will be awarded at the end for Best overall, Best Painted, and Best General.

Contact: www.studio123.us Casey Killeen (920) 407-1983, CaseyKilleen@studio123.us

January 14th - CA

DOUBLE-HEADER TOURNAMENT

Date: January 14th

Venue: Game Empire, 2302 East Colorado Blvd, Pasadena, CA, 91107

Details: 2000 point 40k side 2500 point Fantasy side 3 rounds, \$10 entry, 9:30am

Contact: Travis 626-304-9333 www.gameempirepasadena.com

Jan 15th - CO

40K ROGUE TRADER, BB LEAGUE PLAY

Date: January 15th

Venue: Gamers Guild, 4550 Broadway Street, Boulder, CO 80304

Details: Call for details

Contact: Sam Hindman, 303-997-6496, gg@gamersguildboulder.com, www.gamersguildboulder.com

January 21st - AR

40K ANNUAL APOCALYPSE ACTION

Date: January 21st

Venue: Conway Gaming Center, 2625 Donaghey Ave., Conway, AR 72032

Details: There will be one long table set up. Each player will

bring 3000 points of Apoc Armies. We will put two teams together to go at it until we get tired!

Contact: John Booher, 501-513-6936, john@conwaygaming.com, www.conwaygaming.com

January 21st - FL

SKUL-N-BONZ "ROLL DEM BONZ" 40K

Date: January 21st

Venue: Skul-N-Bonz, 6209 Ridge Rd, Port Richey, FL 34668

Details: If you think you are the best 40k player, then please join us for our "Roll Dem Bonz" 40k

tournament! We play at 1850 points for 3 rounds! There is a \$10 entry fee and spots are limited. Prizes will be awarded! Stop by or contact the store today to get more information or to sign up in advance!

Contact: 727-494-7668, www.skulnbonz.com

January 21st - WA

FIRST BLOOD FOR 2012 40K TOURNAMENT

Date: January 21st

Venue: Battle Den Games and Hobbies, 501 E Fairhaven Ave, Burlington WA 98233

Details: Come in and prove that your 40k army has what it takes

to take down the big boyz! We play at 2500 points for 3 rounds. There is a \$10 entry fee and prizes will be awarded. We have a full café for you to enjoy while you play. Call or stop by the store for more details and to sign up. Space is limited so stop by today!

Contact: SCOTT 360-391-1964

January 21st - TN

SCI FI CITY 40K TOURNAMENT

Date: January 21st

Venue: Sci Fi City, 3001 Knoxville Center Drive, Knoxville TN 37924

Details: Please join us for a 3 round (Random Mission) 1500 point 40k tournament! Standard force organization will be used. Space is limited and there is a \$10 entry fee. Please call for more details.

Contact: 865-523-4700

Jan 22nd - CO

BB TOURNAMENT, 40K OPEN PLAY

Date: January 22nd

Venue: Gamers Guild, 4550 Broadway Street, Boulder, CO 80304

Details: Call for details

Contact: Sam Hindman, 303-997-6496, gg@gamersguildboulder.com, www.gamersguildboulder.com

January 28th - ON

HELLMOUTH 4

Date: January 28th

Venue: Don Cherries Bar & Grill, 72 James St. Parry Sound, ON

Host: Crafts N' Things Hobbies & Games

Details: 1500pt 40K Doubles Tournament 3000 pts per team! Shared Force Organization,

Anyone can team up bonus points will be offered. 3 rounds of play. 3 hrs per round. Full details on website of Facebook group Parry Sound Warhammer Club.

Contact: Tammy & James Federico, 705-746-6107 craftsthings@cogeco.ca www.craftsthings.net

January 29th - CA

40K ROUGE TRADER TOURNAMENT

Date: January 29th

Venue: Paper Hero's Comics, 26771 Bouquet Canyon Rd., Saugus CA 91350

Details: Please join us for our 40K tournament at 1500pts. Doors open at 10am, first round starts at 11am. Tournament buy in is \$10 cash or \$15 in Games

Workshop product. Prizes are awarded for best overall performance, best painted, and sportsmanship. WARNING: tournaments are sponsored by "Life After the Cover Save" so all players and matches are subject to ridicule.

Contact: (661)513-9700, staff@paperheroscomics.com, www.paperheroscomic.com, www.lifeafterthecoversave.com

January 28th - FL

COASTAL ASSAULT

Date: Saturday January 28th

Venue: Emerald Coast Conference Center, 1250 Miracle Strip Pkwy SE, Ft Walton Beach, FL 32548

Host: TBS Comics FT Walton Beach

Details: Bring your 1850 point 40K army for 4 rounds of awesome 40K gaming.

Contact: 850-244-5441 tbscomics.com

January 29th - VA

SIEGE OF ATLANTIS FANTASY RTT

Date: January 29th

Venue: Atlantis Games & Comics, 145 E Little Creek Rd, Norfolk, VA 23505

Details: 2000 Points. \$15 entry fee. Store opens at 10am. Registration ends at 11am. Painted armies not required although painting is still scored. Visit our website for more details.

Contact: 757-502-8954, bryan@atlantis-comics.com, www.atlantis-comics.com

January 28th - WA

WARHAMMER BASIC TRAINING TOURNAMENT

Date: January 28th

Venue: Battle Den Games and Hobbies, 501 E Fairhaven Ave, Burlington WA 98233

Details: Have you been wanting to step into the world of the Warhammer fantasy tournament scene but are not so sure you are ready to take on the veteran players? Have you not played in a Warhammer tournament before? If you answered "yes" to either of

these questions than this event is for you. We play low point cost tournaments with no entry fee so that you can hone your skills as a Warhammer general. Points cost for the tournament are based on how many points players have available to them. Please contact the store or stop by for more information and points costs for the event. Space is limited so sign up today!

Contact: SCOTT 360-391-1964

February 2012

Continuing in February

GAMEOLOGY WARHAMMER 40,000 ESCALATION

Date: Continuing in February

Venue: Gameology, 9742 Central

Ave, Montclair, CA

Host: \$10 entrance fee. Escalates from 500 points to 2,500 over a 3 month period. Games every other week.

Contact: 909-626-6926

Friday Nights - CA

YOUNG GENERAL

Date: Friday Nights

Venue: End Game, 921 Washington St, Oakland, CA

Details: Friday nights aren't just a good time for grownups to unwind - they're a great time for kids too! A full-time EndGame staff member is on hand to teach the game, run some fun team games, and help kids learn the principles of good sportsmanship.

The cost for this event is \$5, which comes back to every participant in store credit. Credit is carried over from week to week so kids can save up for the models they want. Parents should drop their kids off at 6:00 and pick them up no later than 8:45.

Contact: Anthony, (510) 465-3637, anthony@endgameoakland.com, www.endgameoakland.com

February 2012 continued

February 4th - AB

THE REVENGE OF SANGELHEIM

Date: Saturday, February 4th and 18th and continuing into March

Venue: Monster Hobbies, 127 3rd Ave SW, High River, Alberta, Canada

Details: After a daring rescue at Woodgrave Farm, one of the farmers reveals that he had scouted the area near Sangelheim and discovered the enemy's hidden campgrounds. This is the breakthrough that The Forces of Order were waiting for! The Forces of Destruction are rapidly losing moral and the kidnapping

of their general would no doubt end their campaign. After lengthy planning, The Forces of Order decide to launch an ambitious night attack to capture the enemy general from his tent. If they are successful, they can route the enemy in the morning and prevent them from returning home. If they fail, the enemy will have the upper hand! Choose your side and bring your 1000 point army to the battlefield to wage war in our Warhammer Fantasy Battle campaigns. A new scenario each time you visit!

Contact: 403-652-5019, www.monster-hobbies.com

February 18th - FL

BATTLE ROYALE

Date: February 18th

Venue: Mega Gaming and Comics, 4000 W Newberry Rd, Suite K, Gainesville, FL 32607

Details: 40K Team Tournament consisting of three rounds

of Swiss. Teams consist of two players, each bringing 1,250 points of a separate Force Organization Chart. Your teammate's army is not considered "friendly" for rules purposes. 16 teams (32 players) allowed.

February 18th - FL

SPEARHEAD TOURNAMENT

Date: February 18th

Venue: Mega Gaming and Comics, 4000 W Newberry Rd, Suite K, Gainesville, FL 32607

Details: Bring a 2,000 point 40K army using all rules from the Spearhead Expansion. Strongpoint, Gargantuan and Super-Heavy Spearheads may not be taken. Prizes for

the winners are based on the number of games won and various tie breakers. 16 players allowed. All models must have optional wargear represented (WYSIWYG).

Contact: 352-505-3933, Mega@megagaming.com, <http://megagc.com>, <https://sites.google.com/site/gvilletournamentrankings/events-calendar>

February 5th - CO

BB TOURNAMENT, 40K OPEN PLAY

Date: February 5th

Venue: Gamers Guild, 4550 Broadway Street, Boulder, CO 80304

Details: Call for details

Contact: Sam Hindman, 303-997-6496, gg@gamersguildboulder.com, www.gamersguildboulder.com

Feb 11th - TN

SCI FI CITY WH TOURNAMENT

Date: February 11th

Venue: Sci Fi City, 3001 Knoxville Center Drive, Knoxville TN 37924

Details: Please join us for a 3 round 1750 point Warhammer Fantasy tournament! Space is limited and there is a \$10 entry fee. Please contact the store for more details.

Contact: 865-523-4700

Feb 19th - CO

BB TOURNAMENT, 40K OPEN PLAY

Date: February 19th

Venue: Gamers Guild, 4550 Broadway Street, Boulder, CO 80304

Details: Call for details

Contact: Sam Hindman, 303-997-6496, gg@gamersguildboulder.com, www.gamersguildboulder.com

Feb 26th - CO

40K ROGUE TRADER, BB LEAGUE PLAY

Date: February 26th

Venue: Gamers Guild, 4550 Broadway Street, Boulder, CO 80304

Details: Call for details

Contact: Sam Hindman, 303-997-6496, gg@gamersguildboulder.com, www.gamersguildboulder.com

Feb 12th - CO

40K ROGUE TRADER, BB LEAGUE PLAY

Date: February 12th

Venue: Gamers Guild, 4550 Broadway Street, Boulder, CO 80304

Details: Call for details

Contact: Sam Hindman, 303-997-6496, gg@gamersguildboulder.com, www.gamersguildboulder.com

Feb 18th - TN

SCI FI CITY 40K TOURNAMENT

Date: February 18th

Venue: Sci Fi City, 3001 Knoxville Center Drive, Knoxville TN 37924

Details: Please join us for a 3 round (Random Mission) 2000 point 40k tournament! Standard force organization will be used. Space is limited and there is a \$10 entry fee. Please call for more details.

Contact: 865-523-4700

February 25th

40K SMOKIN' TOKENS 1500 PTS.

Date: February 25th

Venue: Conway Gaming Center, 2625 Donaghey Ave., Conway, AR 72032

Details: Entry \$10 & each player will have the chance to get more

tokens at \$1 a piece. The tokens will have special abilities which will allow you to do different things in game - either modifying rolls or adding special abilities.

Contact: John Booher, 501-513-6936, john@conwaygaming.com, <http://www.conwaygaming.com>

February 18th - WI

FEBRUARY 18TH TEAM TOURNAMENT

Date: February 18th

Venue: Studio One Twenty Three, 123 E. Main St. Weyauwega, WI

Details: Each member of a 2 player team brings a 1000 point army following Adepticon Team

Tournament rules starting at 11am store opens at 10:30am. Entrance is \$20 and includes lunch. Prizes will be awarded at the end for Best overall, Best Painted, and Best General.

Contact: www.studio123.us Casey Killeen (920) 407-1983, CaseyKilleen@studio123.us

February 26th - VA

RISE OF ATLANTIS 40K RTT

Date: February 26th

Venue: Atlantis Games & Comics, 145 E Little Creek Rd, Norfolk, VA 23505

Details: 2000 Points. \$15 Entry Fee. Store opens at 10am.

Registration ends at 11am. Painted armies not required although painting is still scored. Visit our website for more details.

Contact: Bryan Haven, 757-502-8954, bryan@atlantis-comics.com, www.atlantis-comics.com



INDEPENDENT RETAILER EVENTS

VISIONS OF WOE

This is a scenery painting competition, which allows hobbyists to flex their imaginations. Buy, build, and paint a Warhammer Fantasy terrain piece of your choice (the more skulls the better!) in a one week period. The piece should be appropriately spooky and Undead themed.

The winner will have their entry used as a display in the store cabinet as a shining (or in this case creepy) beacon of their skills. (Call your store for dates.)

PRESIDENT EVIL!

Create your own Vampire Counts hero to use with your army in the "Dead Good" games! Cut, chop, glue, and covert a general to lead the forces of the undead (see rules to the right for undead forces). Feel free to make it as unique as you like or theme it according to one of your existing armies, and if you decide to name him, the 'punnier' the better!

AID FROM AN UNEXPECTED QUARTER

With the 'Time of Chaos' upon the Old Worlde, the dead are restless. The cacophony of battle and fury of the bloodletting are causing the deceased to stir. Any game of Warhammer Fantasy played during the 'Dead Good' event benefit from the following features:

Any 1000 point game – you may take 25% of your Army points (250 points) from any legal unit(s) selection(s) in the Vampire Counts Army book.

Any 2000 point game – you may take 25% of your Army points (500 points) from any legal unit(s) selection(s) in the Vampire Counts Army book.

Any 3000 point game – you may take 25% of your Army points (750 points) from any legal unit(s) selection(s) in the Vampire Counts Army book.

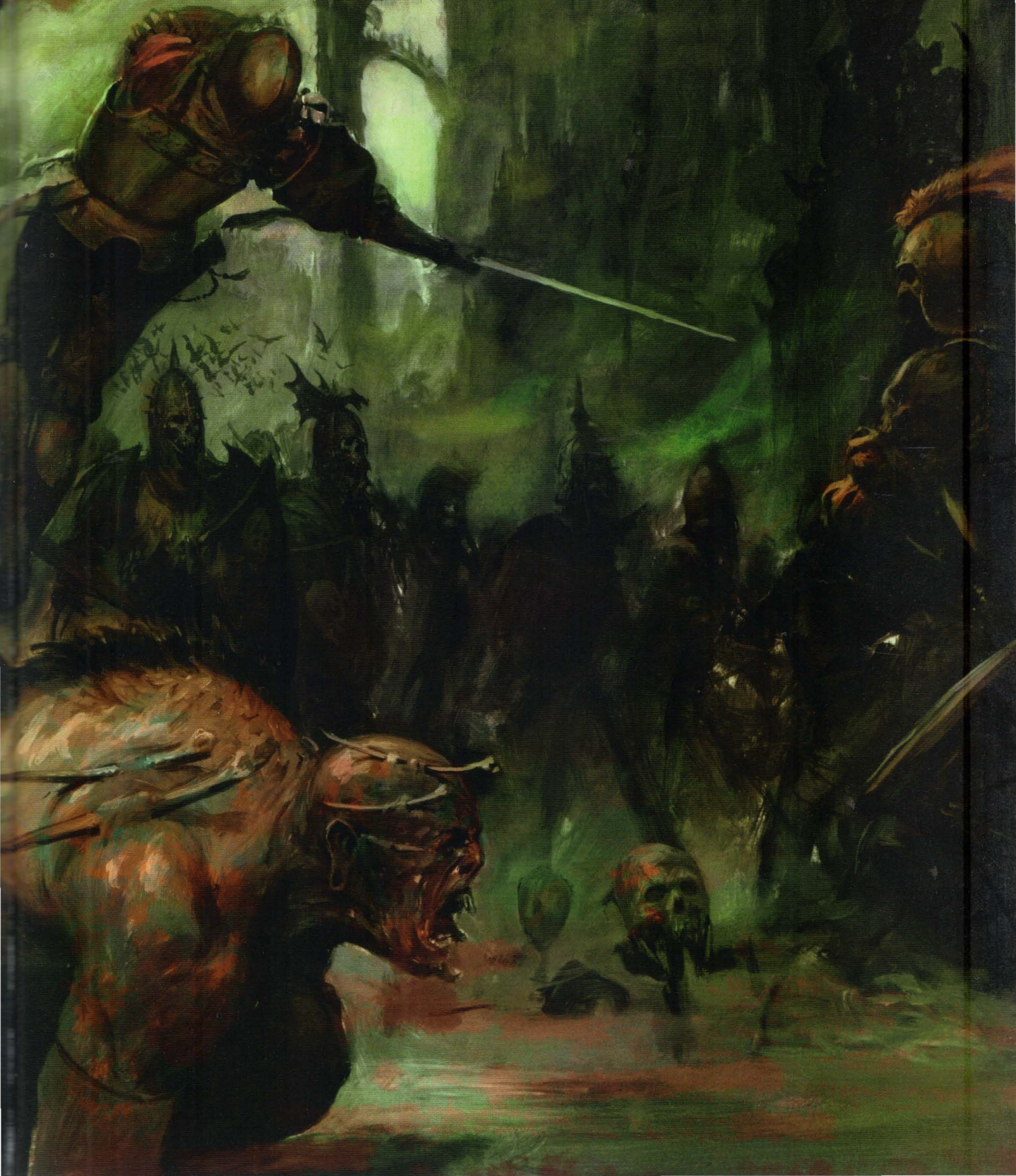
This is bound to cause some fun circumstances in the games but have fun and roll with it!

CONTACT YOUR LOCAL INDEPENDENT RETAIL STORE FOR DETAILS!

www.games-workshop.com

WARHAMMER

DEAD GOOD



STORE FINDER



GAMES WORKSHOP HOBBY CENTERS

Every day, at any Games Workshop Hobby Center, you have the opportunity to come in and get your Hobby on for FREE!

FREE Hobby Classes

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FREE Beginner Games

**FREE Paint Lessons
and Miniature**

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TERMINATOR CHAPLAIN

NOMINATED BY KEVIN CHIN

Kevin: It took my a long time to make my final decision. I first had to choose between my beloved Dwarfs and Space Marines, and between Juan Diaz's Terminator Chaplain and his Chaplain with jump pack!

Ultimately, however, it had to be the Terminator Chaplain as it has such presence, whether it's viewed on the tabletop or even in a display cabinet. The model's wide, indomitable stance and awesome skull helmet exude a real sense of menace. He looks arguably less noble and heroic than many other Space Marine characters, but that is very much the point in my mind – the Chaplains are there to put the fear of the Emperor in the foes of Mankind, nothing more. As a long-term collector of the Imperial Fists, a Chapter renowned for the fiery zeal displayed by their Space Marines, let alone their Chaplains, I knew I needed this model for my army the moment I saw it!

The belt-fed storm bolter and concave shape of his crozius arcanum are wonderful touches that complement the overall dynamic of the model. Finally, the scrolls of sanctity and purity seals that adorn the model really exemplify the Chaplain's role.



Kevin Chin is not only a fantastic artist, but has been an avid fan of Games Workshop for many years. Renowned for the enormous number of armies he has painted, Kevin certainly knows plenty about what makes a great miniature.



Any enemy of the Emperor would wither beneath such a gaze!



The shoulder pad bears a winged skeleton, adding to the Gothic feel.



Parchments bearing litanies of faith embellish the Chaplain's armour.

DESIGNER'S RESPONSE

Juan Diaz: When I was told one of my figures was to be included in the Citadel Hall of Fame, I was expecting it to be something like Inquisitor Coteaz, or one of my female sculpts such as Lelith Hesperax. To my surprise, Kevin has chosen the first Terminator I sculpted! It was a difficult task to update Jes' classic Terminator Chaplain because, even now, that figure is one of my all-time favourites.



Astorath the Grim



Chaplain with jump pack



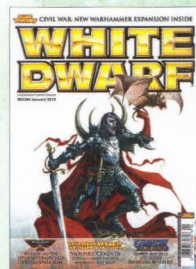
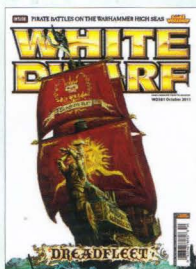
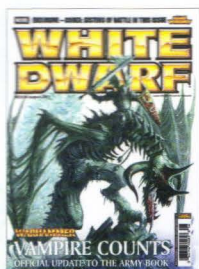
Lemartes, Guardian of the Lost

A showcase of some of Juan's other models.

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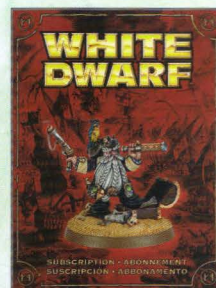


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