



WARHAMMER®
NAGASH
BOOK II



NAGASH

The Rules

CONTENTS

INTRODUCTION	3	CHAPTER 3: NARRATIVE SCENARIOS	48
HOW TO USE THIS BOOK	4	The Battle of La Maisontaal.....	50
HISTORICAL REFIGHTS	5	Theodoric's Last Charge	52
CHAPTER 1: NEW WARHAMMER RULES.....	6	The Battle of Mordkin Lair.....	54
Darkest Depths	8	The Fall of Heldenhame.....	56
Haunted Battlegrounds	11	Death at the Nine Daemons.....	58
Haunted Forest	12	The Battle of Skull Chasm	60
Haunted Garden of Morr	13	The Battle of Valaya's Gate: Part 1.....	62
The Lore of Undeath	14	The Battle of Valaya's Gate: Part 2.....	64
CHAPTER 2: NEW ARMIES AND UNITS.....	16	The Defence of Alderfen	66
The Undead Legions	18	Death of a Traitor	68
Armies of the End Times	21	Heffengen: River of Undeath	70
Nagash, Supreme Lord of the Undead	22	Heffengen: Fire & Iron	72
Mannfred von Carstein, Mortarch of Night	26	Heffengen: Gurug'ath's Doom	73
Arkhan the Black, Mortarch of Sacrament	30	The Battle of Blight Water	74
Neferata, Mortarch of Blood	34	The Battle of the Salt Plains.....	76
Krell, Mortarch of Despair.....	38	Ambush in the Deep Desert.....	78
Vlad von Carstein, Mortarch of Shadow	40	Lord of the Vampire Coast.....	80
Morghasts	42	The Battle for Ruined Lahmia	82
Valten, Herald of Sigmar	46	The Humbling of Settra	84
Crom the Conqueror,		APPENDIX	86
Harbinger of the End Times	47		



PRODUCED BY THE GAMES WORKSHOP DESIGN STUDIO

© Copyright Games Workshop Limited 2014. Games Workshop, the Games Workshop logo, GW, Warhammer, the Warhammer logo, Warhammer Armies, Citadel, the Citadel device, The Game of Fantasy Battles, the twin-tailed comet device, Warhammer: Nagash and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer world are either ®, TM and/or © Games Workshop Ltd 2014 variably registered in the UK and other countries around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

UK

Games Workshop Ltd.,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTHERN EUROPE

Games Workshop Ltd.,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTH AMERICA

Games Workshop Inc,
6211 East Holmes Road,
Memphis,
Tennessee 38141

AUSTRALIA

Games Workshop,
23 Liverpool Street,
Ingleburn,
NSW 2565

www.games-workshop.com

INTRODUCTION

Of the necromancers of old, Nagash was the most powerful and feared. Now he has returned, and the Warhammer world will never be the same again.

This book describes the fateful events following Nagash's return to unlife, and his plans to unite all of the Undead of the Warhammer world under his supreme command. Nagash's plans are hugely ambitious in scope, resulting in bloody conflicts the length and breadth of the Old World. From Bretonnia and the Empire, to Nagash's birthplace in the Land of the Dead, vast armies have fought battles the like of which have not been seen for generations.

At Nagash's command, new magics have been unleashed upon the world, and many have used this power to

bind legions of Undead creatures to their will. The Undead fight beside the living, and during the resulting battles, new heroes have arisen, and old foes have returned.

This book contains new scenarios and rules based on the events in *Warhammer: Nagash*, as well as information that will allow you to use the new Citadel miniatures based on the campaign in your games of Warhammer. It is a vital sourcebook for anybody that is interested in the cataclysmic consequences of Nagash's return.

This book is divided into four sections:

New Warhammer Rules: These are new rules you can use in any game of Warhammer that allow you to recreate haunted landscapes and

underground battles. This section also includes the Lore of Undeath, a new spell lore that allows your Wizards to wield the fell magics unleashed by Nagash.

New Armies and Units: A new army list allows you to field combined armies of the Undead, and new rules represent the shape of armies abroad in these dark times. This section also includes descriptions of, and rules for, the new characters and units introduced in *Warhammer: Nagash*.

Narrative Scenarios: In this section are nineteen Warhammer scenarios based on the most important battles of Nagash's campaign.

Appendix: Found here is a list of the armies, characters and battlefield units featured in *Warhammer: Nagash*.



HOW TO USE THIS BOOK

This book is intended to be a companion volume to *Warhammer: Nagash*. If you haven't read the story yet then we highly recommend that you do so right away, as all of the material in this book is inspired by the dark tale you will read there.

It describes a terrifying new chapter in the history of the Warhammer world, and one that changes the very way that wars are made. The story reveals the vast scope of Nagash's plans, describes the battles that were fought as a result, introduces new characters and battlefield units, and, most terrifyingly of all, reveals how new magics are used by all sides to bind Undead creatures to their will. This book will allow you to recreate all of these things in your own games.



Our intention when writing *Warhammer: Nagash* was to tell the story of the return of the Supreme Lord of the Undead, and provide some new Warhammer scenarios based on what happened during the campaign. There are nineteen in this book, based on the most important battles described in *Warhammer: Nagash*.

We've written these scenarios to be as flexible as possible, which will allow you to use whichever models you may have available – you do not have to use the actual forces that took part unless you wish to do so. That being said, you will find that they often require the use of certain models if you have them available, to represent characters and units that played a critical role in the battle. However, if you don't have the appropriate models, you can still play the scenario using the models you do have. In addition, if you wish you can use the

scenarios using different armies if you like. Although based on battles from the history of the campaign, each scenario presents both sides with a unique set of challenges to overcome, and it is both interesting and fun to see how other armies could have coped if they had been presented with the same situation.

As we prepared the scenarios, it quickly became apparent to us that we would need to generate new rules for some of the unique things that occurred during Nagash's campaign. First and foremost of these are the rules for the new Citadel miniatures our talented miniature designers came up with based on these events. You will therefore find a selection of new characters and battlefield units on the following pages, each with a description of the way that they fight and the rules you will need to represent this when you include them in your own games. You will also find stunning photographs of the new models, painted to a superlative standard by the 'Eavy Metal team. These new models can be used in the scenarios described above, or added to your existing collection and used with the rest of your army in any other games that you play.

Several of the scenarios take place in unique environments, either underground, or upon battlefields where the terrain itself is suffused with death magic. Rather than include rules for these in the scenario special rules, we have put them in their own rules section. Some of the scenarios will require the use of these rules, and you can use them in any other games that you play when it feels appropriate (or, even better, just because it sounds like it will be fun!). For example, if you want to fight some battles in the Underway between your Dwarf army and your friend's Orcs & Goblins, then the Darkest Depths rules will allow you to do just that!

As well as new units and game rules, we have included a brand new Lore of Magic that will allow you to summon Undead creatures to fight at the side of the rest of the troops in your army. As told in the story of Nagash's return to the Warhammer world, both sides were forced to employ this drastic measure, either through desire or necessity. The new Lore of Undeath will allow you to do the same and is available to any Wizard, in any army. As with all of the things described so far, you can use the Lore of Undeath when fighting the scenarios in this book, and also in any other games of Warhammer that you play.

Last but far from least, we have included a brand new army list that you can use for combined Undead armies of Sylvanian (Vampire Counts) and Nehekharan (Tomb Kings) troops. It allows you to take units from the *Vampire Counts* and *Tomb Kings* army books together as a single force. The new army list represents the type of united Undead army that Nagash now commands, having succeeded in his plans to become Supreme Lord of the Undead, and also allows you to include the new characters and units presented in this book. Along with all of the other sections of this book, it is intended for use both with the scenarios presented herein, and in any other games of Warhammer you would like to use it for.

As you can see, this book represents much more than just a selection of scenarios and the special rules to go with them. Instead you should think of it as a toolbox, from which you can pick and choose what to use in any games of Warhammer that you play. This is highly appropriate; as a result of Nagash's return, neither the Warhammer world, or the Warhammer battles that you fight, will ever be quite the same again!

HISTORICAL REFIGHTS

Later in this book you will find scenarios that recreate the pivotal battles featured in *Warhammer: Nagash*. These scenarios provide players with new ways to play, and a wealth of new tactical options to explore and master.

USING NARRATIVE SCENARIOS

There are several ways in which you can use these scenarios. The first and most straightforward is to simply select the particular scenario(s) you are excited about and recreate them using the historical forces and battlegrounds. The Armies section of each scenario provides guidance on the forces present so that you can replay the battles using the armies and characters described in *Warhammer: Nagash*. Similarly, each scenario includes a map that depicts a battlefield inspired by the war-soaked events of the story, should you wish to recreate them on your tabletop.

The second way to use the scenarios from this book is to play them as you would a scenario from the *Warhammer* rulebook; instead of using the forces described in the scenario, select forces entirely of your own choosing. Whilst the scenarios presented in this appendix have been inspired by the events of *Warhammer: Nagash*, with a little imagination they can easily be used to describe any of the thousands of similar battles that have surely been fought during the history of the Warhammer world. As such, you can play these scenarios using any combination of forces and terrain you have in your collection.

Another way to use these scenarios is to play a campaign with a like-minded hobbyist. Whether you decide to collect a force to aid or oppose Nagash's return or use these scenarios as the basis for battles following a narrative of your own,

you can fight a campaign simply by playing through them sequentially. If you do so, each player could keep a note of their cumulative number of Wins and Losses, with the winner of the campaign being the player with the highest number of victories. Alternatively, you could play through a campaign where the winner of the final scenario, The Humbling of Settra, takes all.

If you are playing a campaign, you should not feel limited to replaying only those scenarios named in this section. Though we have presented here some of the pivotal moments of the story, the Warhammer world is plagued by Undead, and battles are raging across every conceivable landscape. You are therefore encouraged to create your own scenarios, based upon the other battles of *Warhammer: Nagash* and elsewhere, to play alongside the scenarios presented in this book.

PLAYING NARRATIVE SCENARIOS

However you use these scenarios, they only require a handful of modifications to the Fighting a Warhammer Battle rules in the *Warhammer* rulebook, which are detailed below.

THE ARMIES

In these scenarios, one player is typically pitted in the role of Attacker and one is the Defender. As with any game that pits players in different roles, we recommend replaying the scenario, but switching Attacker and Defender around to test out a different set of tactics on the battlefield.

THE BATTLEFIELD AND DEPLOYMENT

The deployment map, zones and instructions for a Nagash scenario are included with the scenario itself.

SCENARIO SPECIAL RULES

Many of the scenarios presented in this section use special rules found elsewhere in this book. The rules for Darkest Depths can be found on page 8 of this book, whilst the rules for Haunted Battlegrounds can be found on page 11. We recommend you familiarise yourself with them before playing the relevant scenarios.



WARHAMMER EXPANSIONS

The Battle of Valaya's Gate: Part 2 (page 64), is a Triumph & Treachery scenario. To play this three-player scenario, you will require a copy of *Warhammer: Triumph & Treachery*.

Designer's Note: Characters in Narrative Scenarios

Many of the narrative scenarios in this volume include particular characters appropriate to the story being retold within. However, they do not prohibit the use of other characters who are not present (or even alive!) during the battle that scenario recreates. You should decide with your opponent(s) whether you will include other special characters from your collection when playing these scenarios.



CHAPTER 1

New Warhammer Rules

DARKEST DEPTHS

Battles rage below the surface of the Warhammer world as well as upon it. These bloody fights are fought in gloom and darkness, the only light coming from flickering torches or the luminescent glow of subterranean fungus. Footing can be treacherous, with unexpected drops that can doom the unwary, while loose rocks or stalactites suddenly fall from the ceiling, crushing anyone unfortunate enough to be standing below. Last, but far from least, the underground realms are home to all manner of creatures, most of which are ferocious predators.

Commanding an army in such treacherous conditions calls for both a special set of skills and truly stoic fortitude. It is very difficult to deploy an army into a battleline in any but the very largest of caverns, and usually the battle will take place as a series of bloody skirmishes in widely scattered tunnels or caves. In such conditions it is hard to provide support for an embattled unit, and warriors will have to rely on their own strength of arm to defeat a foe, even if they are heavily overmatched. A general must do his best to be at the right place at the right time, judging through intuition and experience where the fighting will be most desperate and throwing himself into the fray at that point in order to ensure victory for his forces.



INTRODUCTION

This section introduces several new rules that will help you fight battles below the surface of the Warhammer world. These will recreate the dark and dangerous underground environs where cave-ins and pitfalls are ever-present dangers and where hungry monsters lurk in the gloom waiting to attack the unwary.

USING DARKEST DEPTHS RULES

Several of the scenarios presented in this book use one or more of the special rules presented in this section, but you can also use them in any of your other games of Warhammer, if they fit the narrative of your battle.

If you are playing a scenario from this book, it will list which of the special rules presented below apply.

SPECIAL RULES

Cave-in: Scenarios that include the Cave-in special rule will state under what circumstances a cave-in occurs.

If this happens, roll off. To determine the position of the cave-in, players take it in turns placing dice on the battlefield, starting with the winner of the roll-off. The first dice must be placed on a piece of open ground more than 1" from any model, with the number '1' facing upwards. The second dice must be placed on open ground more than 6" from the previous dice and more than 1" from any model, with the number '2' facing upwards. Carry on placing dice in this manner, increasing the upwards facing number by 1 each time, and always picking a location that is more than 6" from any dice that has already been placed and more than 1" from any model, until six dice have been placed. If it is impossible to place a dice, it is discarded and no further dice are placed.

Next, roll a D6. The dice that has the corresponding number facing upwards is the location of the cave-in. Place a large round template with the centre hole over the location of the dice marking the cave-in's location. Any model under the template is removed as a casualty, with no saves of any kind allowed. The "Look Out Sir!" rule can be used. If it is, the character must swap places with a model that is not under the template; if this is impossible, "Look Out Sir!" cannot be used. After this has been resolved, if there are no models under the marker it is left in play for the rest of the battle, and is treated as impassable terrain that blocks line of sight. You can mark the location and area of the cave-in with a suitable terrain piece or pile of rocks if you prefer.

Falling Stalactites: At the start of every game turn, D3 stalactites fall from the ceiling. Dice are used to see which units are hit by the falling debris, using the following procedure. First, roll off. Then, players take it in turns placing dice to mark potential target units, starting with the winner of the roll-off. The first dice can be placed to mark any unit, with the number '2' facing upwards. The second dice must mark a different unit, with the number '3' facing up. Carry on placing dice in this manner, increasing the upwards facing number by 1 each time, until five dice have been placed. Units may not be marked more than once. If it is impossible to place a dice, it is discarded and no further dice are placed.

Next, roll a D6 for each falling stalactite. The unit marked with the corresponding dice value facing upwards suffers D3 Wounds with no armour saves allowed, distributed in the same manner as shooting attacks. If no unit is marked with the same value as the roll, then the stalactite misses and no one is harmed – a roll of 1 will always miss.



Gloom & Darkness: The range of all attacks carried out in the Shooting phase, and all spells cast in the Magic phase, is limited to a maximum range of 24". In addition, attacks carried out in the Shooting phase apply the -1 shooting modifier for firing at long range to all shooting attacks that take place at a range of more than 6".

Low Ceilings: Stone throwers cannot fire indirectly in scenarios that use the Darkest Depths rules. In addition, any model that uses the Fly special rule to make a move must pass a Dangerous Terrain test each time it does so.

Monstrous Denizen: Roll off. The winner sets up a monster from the *Warhammer: Storm of Magic* list of Bound Monsters, for which they have a suitable model available. If you have no such model, or the *Storm of Magic* expansion is not available, then no monstrous denizen is set up. Monstrous denizens can be set up anywhere on the battlefield that is

outside of either player's deployment zone. They treat all other models as enemy models, and are counted as enemy models by both players' armies. All monstrous denizens have the Unbreakable special rule.

A monstrous denizen moves D6" in a random direction in **both** players' Compulsory Moves sub-phase. In the Close Combat phase they fight any unit they are in base contact with. If they are in base contact with more than one unit, randomly select one; they direct all of their attacks against that unit. They will never pursue. If the monstrous denizen has a ranged attack, it will use it in the Shooting phase of **both** players' turns, against the closest unit that is in range (Breath Weapons can still only be used once during the battle, however).

See *Warhammer: Storm of Magic* for the characteristics and special rules for the various monstrous denizens.

Noxious Fumes: During deployment, both players must place a Noxious Fumes Cloud on the battlefield. Roll off to see who places the first cloud. Use a small round template to represent these. They can be placed anywhere outside of either player's deployment area. Each will move 2D6" in a random direction at the start of each game turn. Any unit that starts a turn with one or more models under a Noxious Fumes Cloud suffers a number of hits equal to the number of models from the unit under the template. Hits from a Noxious Fumes Cloud are resolved at Strength 3 with no armour saves allowed.

Pitfalls: Players roll a D6 at the start of their opponent's Movement phase. On a roll of 1-3 nothing happens. On a roll of 4-6, they must select one enemy unit. Each model in that unit must take Dangerous Terrain tests if the unit moves or charges during that Movement phase.



Trolls & Cave Squigs: Roll after setting up terrain to see how many of each type of creature have their lairs on the battlefield. There will be D3 Trolls and D6 Cave Squigs, or as many such models as are available, up to the totals rolled. The players take it in turn to set up the models. Roll off to see who sets up the first model. Trolls and Cave Squigs can be set up anywhere on the battlefield that is outside of either player's deployment zone. They treat all other models as enemy models, and are treated as enemy models by both players' armies. They all have the Unbreakable special rule.

Each Troll and Cave Squig moves D6" in a random direction in **both** players' Compulsory Moves sub-phases. In the Close Combat phase, they fight any

unit they are in base contact with. If they are in base contact with more than one unit, randomly select one; they direct all of their attacks against that unit. They will never pursue. See *Warhammer: Orcs & Goblins* for their characteristics and special rules. If the army book is not available, do not set up any Troll or Cave Squig models.

Tunnel Fighters: Certain units in a scenario may be designated as having the Tunnel Fighters special rule. These units are not affected by the following Darkest Depths special rules:

- Gloom & Darkness
- Uncertain Footing
- Noxious Fumes
- Pitfalls
- Underground Maze

In addition, they may not be marked as a potential target unit for cave-ins and stalactites.



Uncertain Footing: Cavalry, Monstrous Cavalry and Chariots must take a Dangerous Terrain test whenever they make a march, charge, flee or pursue move.

Underground Maze: Certain areas of the battlefield are described as having the Underground Maze special rule. Units with one or models in such areas have the Stupidity special rule.

HAUNTED BATTLEGROUND

There are many places in the world that have been tainted by dark magic and whole battlefields that bear the scars of fell sorcery. The nature of these places is forever changed, irrevocably warped by the touch of the magic that clings to them still. The Wind of Death – known in the mortal tongue as Shyish – transforms the landscape into a dark, grim and sepulchral echo of its former existence. Dust lies thickly over such benighted places, for the Wind of Shyish blows through the past, present and future, dragging with it the dust of ages. The ground becomes saturated with the stench of death, and a gloomy dread permeates stone and wood. In such places the breeze is heavy with the disembodied souls of the slain, and the air itself resounds with screams of vengeful spirits. The dead do not rest easy in such places, and those awoken from their deathly slumbers are lent strength and vigour by the magic that lies heavy in the air.

INTRODUCTION

This section introduces new rules that will transform your battleground into one saturated with death magic and haunted by restless spirits. These will grant your necromantic wizards greater power, allowing them to raise and command the dead with ease, whilst at the same time making the Undead themselves more resilient.

You will also find in this section rules that describe the effects the Wind of Shyish has on the landscape itself, twisting forests and cemeteries into domains of the living dead.

USING HAUNTED BATTLEGROUND

Several of the scenarios presented in *Warhammer: Nagash*, use one or more of the special rules presented in this section, but you can also use them in any of your other games if you think they fit the narrative of your battle.

If you are playing a scenario from this book, the scenario itself will list which of the special rules presented below apply. If the scenario simply lists **Haunted Battlegrounds** in its special rules, then all of the following special rules apply.

SPECIAL RULES

Death on the Winds: If the scenario you are playing has the Death on the Winds special rule, the Casting Values of all spells from the following Lores are reduced by 1 (to a minimum of 3+): The Lore of Death, The Lore of Undeath, the Lore of the Vampires and the Lore of Nehekara.

Haunted Terrain: If the scenario you are playing has the Haunted Terrain scenario special rule, all forests and Gardens of Morr on the table are Haunted (pages 12-13).

Undeath Ascendant: If the scenario you are playing has the Undeath Ascendant special rule, all units with the Undead or Nehekharan Undead special rule suffer one less Wound than they normally would due to the Unstable special rule, or following the death of the army's General and/or Hierophant. This is cumulative with the effects described in the Undead Battle Standards and Animated Construct special rules.



Haunted Forest

The Wind of Shyish has blasted many great forests into dark and sepulchral places. Saturated from root to branch with dark magic, woodlands across Sylvania and beyond now resemble eerie parodies of graveyards. Twisted corpses of trees jut from the ground like giant wooden tombstones, their darkened boughs not reaching out to grasp the unwary, but instead hanging heavy with death. The dust of ages lies thick upon the soil and the sounds of the tormented dead wail and howl as the wind blows through these forests. They are places shunned by the living, for they are the haunts of disembodied spirits and the vengeful dead.

If the scenario you are playing has the Haunted Terrain special rule, all forests on the battlefield are Haunted Forests. Use the rules listed below instead of rolling on the Mysterious Forest table in the *Warhammer* rulebook as soon as a unit enters (or deploys in) the forest. A Haunted Forest otherwise follows all the normal rules for forests, as described in the *Warhammer* rulebook.

TYPE: Forest.

SPECIAL RULES

Heavy with Death: Wizards within 6" of a Haunted Forest roll 2 additional dice when Channelling power dice if they know any spells

from any of the following lores: The Lore of Death, The Lore of Undeath, the Lore of the Vampires or the Lore of Nehekara.

Shade Haunts: Units with the Ethereal special rule gain +1 Strength whilst they are at least partially within a Haunted Forest.



Haunted Garden of Morr

Morr is the god of the dead and his gardens are normally places of peaceful transition, where physical bodies are put to rest and spirits are allowed to pass into the underworld. However, too many Gardens of Morr have been rent by great outpourings of death magic, and the dead rise unbidden from their graves. They are places of magical power, for their crypts and tombstones resonate with the power of Shyish – the Wind of Death. Necromancers flock to such places, hoping to harness this power and use it to bind the revenants to their will and raise corpses from their graves.

If the scenario you are playing has the Haunted Terrain special rule, all Gardens of Morr on the battlefield are Haunted Gardens of Morr and use the special rules listed below. Unless otherwise noted, a Garden of Morr's separate elements use the normal rules for their type of terrain.

TYPE: The Garden of Morr consists of several separate terrain elements, namely a Statue of Morr (Mystical Monument), three Restless Crypts (Arcane Architecture) and several sections of Ghost Fence (Obstacles).

Ghost Fence: Ghost Fences are obstacles that grant soft cover to units behind them. A unit defending a Ghost Fence has the Fear special rule in the first round of any combat.

Statue of Morr: At the end of each Shooting phase, roll a D6 for every unit with the Undead or Nehekharan Undead special rule that is within 6" of the Statue of Morr. On a 6, that unit immediately suffers D6 Strength 4 hits. These hits count as magical.

Restless Crypts: A unit inside a Restless Crypt has the Fear special rule. In addition, Wizards within 6" of a Restless Crypt summon an additional 25 points' worth of models when they successfully cast a summoning spell from the Lore of Undeath.

SPECIAL RULES

Domain of the Dead: All units within 6" of a Haunted Garden of Morr (or any terrain element of it) that do not have the Undead or Nehekharan Undead special rule suffer a -1 penalty to their Leadership. In addition, all units with either the Undead or Nehekharan Undead special rule (friend or foe) have the Regeneration (6+) special rule whilst within 6" of a Haunted Garden of Morr.

Fresh Corpses to Eat: The following units re-roll failed Regeneration rolls whilst they are within 6" of a Haunted Garden of Morr (or any terrain element of it): Crypt Horrors, Crypt Hunters, Varghulfs, Terrorgheists and Strigoi Ghouls.

Heavy with Death: All Wizards (friend or foe) within 6" of a Haunted Garden of Morr (or any terrain element of it) roll 2 additional dice when Channelling power dice if they know any spells from any of the following lores: the Lore of Death, the Lore of Undeath, the Lore of the Vampires or the Lore of Nehekhar.



THE LORE OF UNDEATH

Due to the howling gale of death magic sweeping across the world, it is simplicity itself for one schooled in the magical arts to tap into this dangerous form of sorcery and command the dead to rise and do their bidding.

INTRODUCTION

This section of *Warhammer: Nagash* describes a new type of spell and presents a brand new Lore of Magic – the Lore of Undeath – that can be used in your games of Warhammer. Unlike other spells, which can only be used by Wizards who list that spell lore in their special rules, **any Wizard can choose to generate spells from the Lore of Undeath.**

SUMMONING SPELLS

Summoning spells are a type of spell that enable the caster to place a new unit under the owning player's command onto the battlefield. The spell will specify what type of unit is summoned, and how many points' worth of models it can have. Such units are referred to as 'summoned units'. Summoned units can be upgraded to include any options listed in their army list entries, but must adhere to their minimum unit sizes as normal.

The summoned unit must be deployed wholly within the spell's range and at least 1" away from all units, buildings and impassable terrain. A unit can be placed facing any direction, and in any legal formation. It does not need to be deployed in the caster's line of sight or forward arc. If the summoned unit includes more than five models, its front rank must be at least five models wide. Summoned units cannot be dispelled, and do not award victory points under any circumstances. Finally, if a summoned unit cannot be deployed because there is not enough room, the unit does not enter play at all, though the spell's lore attribute may still apply.



THE LORE OF UNDEATH

RAISE THE DEAD

(Lore Attribute)

Place a Raise the Dead counter (a coin will suffice) on the battlefield each time a friendly Wizard successfully casts a spell from the Lore of Undeath. Any friendly Wizard that subsequently casts a summoning spell from the Lore of Undeath can choose to expend one or more of your counters after they have successfully cast their spell. For each counter that is expended, increase the points' worth of models summoned by that spell by +10 points.

RYZE – THE GRAVE CALL (Signature Spell)

Cast on 9+

Drawing forth the dark energy coursing across the land, the caster sends tendrils of power seeping into the ground in search of long-dead bodies to answer his summons.

Ryze – the Grave Call is a **summoning** spell with a range of 12". The caster summons a single unit of Infantry worth up to 50 points, selected from the Undead Legions army list (page 20). The Wizard can instead choose to summon a single unit of Infantry worth up to 100 points, in which case the casting value is increased to 14+. Alternatively, the Wizard can choose to summon a single unit of Monstrous Infantry, worth up to 150 points. If he does so, the casting value is increased to 16+.

1. MORKHARN – BREATH OF DARKNESS Cast on 6+

The wizard draws tendrils of the Wind of Death into a dark fog that restores the undead and fills them with unholy vigour.

Morkharn – Breath of Darkness is an **augment** spell that targets one friendly unit with the Undead special rule that is within 12" of the caster. That unit immediately regains up to D3+1 Wounds' worth of models, as described in Resurrecting Fallen Warriors (page 19). In addition, unless the unit is in engaged in combat, it can also make a normal move as if it were the Remaining Moves sub-phase.

2. SULEKHM – THE HAND OF DUST Cast on 7+

Grasping hold of his foe, the wizard pours forth the decaying power of the ages, desiccating flesh, armour and bone, and reducing his victim to dust in a single heartbeat.

Sulekhim – the Hand of Dust is an **augment** spell that is cast upon the Wizard. In Close Combat, the caster can choose to exchange all of his normal attacks to make a single Hand of Dust attack against one enemy model in base contact with him (or his mount). If the To Hit roll is successful, the target model suffers a Wound with the Multiple Wounds (D6) special rule, with no armour saves allowed. If the Hand of Dust attack slays an enemy character in a challenge, you immediately gain an additional D6 Raise the Dead counters (see the Raise the Dead lore attribute).

3. KHIZAAR – THE SOUL STEALER Cast on 8+

The wizard tears the souls from his victims' bodies before breathing unlife into their sundered corpses.

Khizaar – the Soul Stealer is a **direct damage** spell with a range of 12". Roll 2D6+2. For each point the result exceeds the target's Leadership, the target suffers 1 Wound with no armour saves allowed. If this spell causes at least one unsaved Wound, you immediately gain an additional D3 Raise the Dead counters (see Raise the Dead, above).

4. RAZKHAR – THE ABYSSAL SWARM Cast on 10+

The wizard binds the bones of predatory creatures with dark magic, causing them to rise from their animal graves.

Razkhar – the Abyssal Swarm is a **summoning** spell with a range of 12". The caster summons a single unit of War Beasts or Swarms, worth up to 75 points, selected from the Undead Legions army list (page 20). The Wizard can instead choose to summon a single unit of Monstrous Beasts, worth up to 150 points, in which case the casting value is increased to 16+.

5. KANDORAK – THE HARBINGER Cast on 10+

The greatest practitioners of the dark arts can summon forth the most fearsome champions and creatures of undeath.

Kandorak – the Harbinger is a **summoning** spell with a range of 12". The caster summons a single character, worth up to 65 points, selected from the Undead Legions army list (page 20). The caster can instead choose to summon a unit consisting of a single Monster, Chariot or War Machine worth up to 200 points, in which case the casting value is increased to 24+.

6. AKAR'ARAN – THE DARK RIDERS Cast on 16+

At the wizard's command, the ground opens up to reveal a portal through which long-dead knights ride forth to do battle.

Akar'aran – the Dark Riders is a **summoning** spell with a range of 12". The caster summons a single unit of Cavalry, Monstrous Cavalry or Chariots worth up to 150 points, selected from the Undead Legions army list (page 20).





CHAPTER 2

New Armies and Units

THE UNDEAD LEGIONS

After many centuries, the Great Necromancer Nagash has returned, and now his dominion over the living dead is total and absolute. For the first time in living memory the disparate forces of the dead are united in purpose, answering Nagash's summons and fighting together under his rule. Mummified kings ride into battle beside bloodthirsty vampires, whilst skeletal legions from a bygone age form ranks besides corpses freshly risen from their graves. Nagash's undead legions are vast beyond mortal comprehension, utterly relentless and totally without mercy. The age of the living is finally drawing to an end...

INTRODUCTION

This section allows you to pick a force of Undead miniatures ready for battle, providing you with a new set of army special rules to use an Undead Legions army in your games of Warhammer. This force will combine units from both *Warhammer: Vampire Counts* and *Warhammer: Tomb Kings*, and includes powerful new units and characters found in this book – including none other than Nagash, the Great Necromancer himself.

Designer's Note: Undead and Nehekharan Undead

Throughout this section, the term 'Undead' refers to units from both Warhammer: Vampire Counts and units from Warhammer: Tomb Kings. Similarly, the term 'Undead Legions army' refers to a combined force chosen from the aforementioned army books. An Undead Legions army is considered to be a non-aligned force for the purposes of the Allied Armies rules found in the Warhammer rulebook.

If you are fielding units from Warhammer: Tomb Kings in an Undead Legions army, replace every occurrence of 'Nehekharan Undead' in rules text

with 'Undead'. If a special rule affects models with the Undead special rule, it also affects models with the Nehekharan Undead special rule, and vice-versa.

UNDEAD LEGIONS ARMY SPECIAL RULES

There are a number of common special rules that apply to several Undead units. **The Army Special Rules from Warhammer: Vampire Counts and Warhammer: Tomb Kings are not used.** Instead, units in an Undead Legions army use the Army Special Rules detailed below. Note that the rules for Resurrecting Fallen Warriors have been revised, and players should refer to the note printed below, and not those printed in either *Warhammer: Vampire Counts* or *Warhammer: Tomb Kings*.

UNDEAD

All units with the Undead special rule have the Unbreakable, Unstable and Fear special rules, as described in the *Warhammer* rulebook. In addition, when charged, units with this special rule can only elect to hold. Lastly, units with this special rule cannot make march moves unless they are within 12" of the army General. Note, however, that this range is not increased to 18" if the army General is mounted on a Large Target.

VAMPIRIC

Unlike other units with the Undead special rule, units entirely composed of models with the Vampiric special rule (excluding any mounts) can make march moves.

UNDEAD BATTLE STANDARDS

In addition to the normal rules for the army battle standard, friendly units with the Undead special rule that are within 12" of an Undead Battle Standard Bearer suffer one less Wound than they normally would as a result of the Unstable special rule.

ANIMATED CONSTRUCT

Units with the Animated Construct special rule have an armour save of 5+. In addition, these units suffer one less Wound than they normally would as a result of the Unstable special rule. This is cumulative with other similar effects, such as that granted by being within 12" of an Undead Battle Standard.

ARROWS OF ASAPH

Units with the Arrows of Asaph special rule never count bonuses or penalties To Hit when shooting, regardless of the source of the modifier.

ENTOMBED BENEATH THE SANDS

A unit with this special rule has the Ambushers special rule with the following modifications. When these units enter the battle in the Remaining Moves sub-phase, they do not move onto the board as reinforcements in the normal way. Instead, place a small marker (such as a coin) anywhere on the battlefield that is not impassable terrain or within 1" of another unit. Roll the scatter dice and artillery dice. If you rolled a Hit! on the scatter dice, the marker stays in place. If you rolled an arrow, move the marker in the direction shown a number of inches equal to the result of the artillery dice. If the marker's new position is under a unit (friend or foe), impassable terrain or a building, place it 1" away from the closest edge of the unit/terrain. Once the final position of the marker is established, place the emerging unit in a legal formation such that it touches the marker, facing any direction. If you roll a misfire, or if for any reason some of the models in the unit cannot be placed, then the unit is not placed. Instead, remove the marker, roll a D6 and consult the Mishap table below. If a unit is placed successfully, it may act normally for the remainder of the turn. Only characters that have the Entombed

Beneath the Sands special rule can be deployed within such units. If you have several units with this special rule arriving in the same turn, repeat this process, one unit at a time.

A unit with the Entombed Beneath the Sands special rule may choose to deploy normally along with the rest of the army if the owning player wishes. In this case, the owning player must clearly state this to his opponent before either player begins deploying their army.

Entombed Beneath the Sands Mishap Table

1-2 Reclaimed by the Desert:

The entire unit is destroyed and treated as casualties.

3-4 Buried Too Deep:

The unit is not placed this turn, but you will be able to try again next turn to see if it arrives, following the same process.

5-6 Shifting Sands:

The unit enters the battlefield from any point on a randomly determined board edge, moving on using the rules for reinforcements.

RESURRECTING FALLEN WARRIORS

Some magic spells and items can restore lost Wounds and even resurrect fallen warriors in an Undead unit. Wounds regained in this way follow a strict order. First, the unit champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer has been destroyed, the banner crumbles to dust), displacing the rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining Wounds resurrect rank-and-file models. In the case of multiple-Wound rank-and-file models, the first resurrected models must be fully healed before another can be resurrected, and so on. Resurrected models are added to the front rank until it reaches at least five models (or three models if the target unit is Monstrous Infantry, Monstrous Beasts, Monstrous Cavalry or Chariots) – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond its starting size.

Unless specifically stated otherwise, spells and magic items that restore lost Wounds cannot heal characters and their mounts. If a character has joined a unit, only the unit will recover lost Wounds. Furthermore, units with the Animated Construct, Vampiric, Ethereal or Large Target special rule can only ever recover a single lost Wound per successful casting of a spell/use of a magic item that restores lost Wounds.

Designer's Note: Slain Generals and Hierophants

Veteran players will notice that the rules pertaining to Generals of Undeath/The Hierophants in Warhammer: Vampire Counts and Warhammer: Tomb Kings, do not appear in these rules. This is quite deliberate. Before Nagash's resurrection, these characters (or their Lores of Magic) were necessary to maintain an army of the dead, and the magical animus binding the undead would begin to dissipate upon the destruction of the army's General or Hierophant, causing their warriors to crumble. However, under Nagash's influence, the undead no longer require the constant incantations of a lesser wizard to sustain them in the mortal world. As a result, all rules pertaining to The Generals of Undeath or The Hierophant are no longer required.



UNDEAD LEGIONS ARMY LIST

An Undead Legions army can include any of the units listed below. With the exception of those units and characters detailed later in this section (denoted by 'N' in brackets), you must use the unit profiles, points costs, equipment, options and special rules found in either *Warhammer: Vampire Counts* (denoted by 'VC') or *Warhammer: Tomb Kings* (denoted by 'TK'). Together, these army list entries should be used alongside the 'Choosing an Army' section of the *Warhammer* rulebook and the information on the next page to pick a force ready for battle.

LORDS

- Nagash (N)
- Mannfred von Carstein, Mortarch of Night (N)
- Arkhan the Black, Mortarch of Sacrament (N)
- Neferata, Mortarch of Blood (N)
- Krell, Mortarch of Despair (N)
- Vlad von Carstein, Mortarch of Shadow (N)
- Vampire Lord (VC)
- Master Necromancer (VC)
- Strigoi Ghoul King (VC)
- High Queen Khalida (TK)
- Tomb King (TK)
- Liche High Priest (TK)

HEROES

- Necromancer (VC)
- Vampire (VC)
- Wight King (VC)
- Cairn Wraith (VC)
- Tomb Banshee (VC)
- Prince Apophas (TK)
- Tomb Prince (TK)
- Tomb Herald (TK)
- Liche Priest (TK)
- Necrotect (TK)



CORE UNITS

- Zombies (VC)
- Skeleton Warriors (VC)
- Crypt Ghouls (VC)
- Dire Wolves (VC)
- Skeleton Warriors (TK)
- Skeleton Archers (TK)
- Skeleton Horsemen (TK)
- Skeleton Horse Archers (TK)
- Skeleton Chariots (TK)

SPECIAL UNITS

- Corpse Cart (VC)
- Grave Guard (VC)
- Black Knights (VC)
- Crypt Horrors (VC)
- Fell Bats (VC)
- Bat Swarms (VC)
- Spirit Host (VC)
- Hexwraiths (VC)
- Vargheists (VC)
- Tomb Guard (TK)
- Necropolis Knights (TK)
- Tomb Scorpion (TK)
- Ushabti (TK)
- Tomb Swarm (TK)
- Carrion (TK)
- Khemrian Warsphinx (TK)
- Sepulchral Stalkers (TK)
- Morghast Harbingers (N)

RARE UNITS

- Varghulf (VC)
- Blood Knights (VC)
- Cairn Wraiths (VC)
- Black Coach (VC)
- Terrorgheist (VC)
- Mortis Engine (VC)
- Necrolith Colossus (TK)
- Hierotitan (TK)
- Necrosphinx (TK)
- Screaming Skull Catapult (TK)
- Casket of Souls (TK)
- Morghast Archai (N)



ARMIES OF THE END TIMES

With Nagash restored to the world, the End Times have truly begun. The mightiest warriors of the age answer the call to battle, banding together to defend the world or drown it in blood.

CHOOSING AN ARMY

This section updates the rules for how to pick an army for games of Warhammer. Just as the Lore of Undeath is available to any Wizard, **all armies use these rules for choosing an army.**

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

Every army must have a General to lead it into battle. The General represents you – he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

An army just isn't an army unless it has plenty of warriors in its ranks.

UNIT CATEGORIES

Each army list divides the forces available into several categories. Unless specified otherwise, players are limited as to how many of their points can be spent from any particular category. There is also a limit on how many units of the same type can be chosen, as described on page 135 of the *Warhammer* rulebook, and summarised below.

LORDS

You can spend up to 50% of your points on Lords.

Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 50% of your points on Heroes.

Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units.

Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

ARMY SELECTION SUMMARY TABLE

An army must always include at least three units in addition to any Lords and Heroes.

	POINTS LIMIT	DUPLICATE CHOICES
LORDS	Up to 50%	No limit
HEROES	Up to 50%	No limit
CORE UNITS	25% or more	No limit
SPECIAL UNITS	Up to 50%	Up to 3 (6 if a Grand Army of 3,000 points or more)
RARE UNITS	Up to 25%	Up to 2 (4 if a Grand Army of 3,000 points or more)

NAGASH

Supreme Lord of the Undead

Nagash began his mortal life some four and a half thousand years ago. He was born in Khemri, most prominent of the cities of Nehekhara, the most civilised realm of mankind. As the firstborn son of King Khetep, tradition demanded that Nagash join the priesthood. The Kingship would pass to his younger brother Thutep – a fate deemed intolerable to Nagash. He felt that the inheritance of rule should be his and his alone. Nagash seethed at the indignity, but kept the growing hatred within his heart.

Throwing himself tirelessly into his studies, Nagash began a quest for magical lore that has never ceased. At that time, the death-obsessed mortuary priests of Nehekhara had unlocked many of the secrets of extended life and Nagash mastered every ritual, uncovered every secret. He was never satisfied, and soon his experiments pushed the boundaries far beyond magical embalming. Nagash sought some new insight into the arcane, and fate, in the form of dark elf captives, provided it.

Nagash extracted the secrets of dark magic by tormenting the elves. With this newfound knowledge he created an elixir from human blood that prolonged life. Atop his foundational knowledge of death and arcane immortality, Nagash now blended something new and dreadful. This was the birth of necromancy, and it gave him a new dominion – the ability to animate the dead and bind spirits to his will. With this power, Nagash grew bolder.

Nagash slew his brother, claiming the throne of Khemri. His ambition unchecked, Nagash sought to subjugate all of Nehekhara. To fuel his boundless schemes, Nagash began to build the Black Pyramid. Each of Nehekhara's great cities was

coerced into sending tribute – long lines of enforced labour – to aid in its construction. Unprecedented in the history of mankind, the Black Pyramid was a mountainous edifice, larger than any structure before or since. The cost was staggering – not just in labour and materials, but also in blood and souls. It was not only a sign of Nagash's overwhelming pride, as everyone thought; it was also designed to attract the winds of dark magic, storing them for Nagash's use.

Not since the great rule of Settra had Nehekhara been so united; however, the nation burned beneath Nagash's cruel tyranny. This, combined with Nagash's disregard for the gods, caused the lesser cities to rise up in revolt. Nagash raised undead armies for the first time, but was ultimately defeated in a series of brutal wars. He only managed to escape Khemri through trickery and the sacrifice of his most loyal follower, Arkhan the Black. All that Nagash had wrought during his fifty-year reign was razed, yet nine tomes – the sum total of all Nagash's learnings – were not destroyed, but secretly spirited out of Khemri. Before long, necromancy would surface in the city of Lahmia in new and horrible fashion.

Presumed dead, Nagash wandered long in the desert, vowing a mighty revenge. It was in this period that Nagash founded his mountain stronghold of Nagashizzar – the huge fortress built into Cripple Peak. He also consumed warpstone for the first time, changing him irrevocably. Nagash's frame grew large and his skin withered and cracked before sloughing away from his bones. His heart stopped, but driven by his dark will, Nagash became more powerful than ever. His mind was opened up to a new and deeper understanding of dark magic.

Nagash was something more than human now, and the tribes of men who lived near Cripple Peak began to worship him as a god. This greatly pleased Nagash, and he taught them the ritual of the Dark Feast. Although twisted and degenerate, their foul descendants remain avid worshippers of the Necromancer to this day.

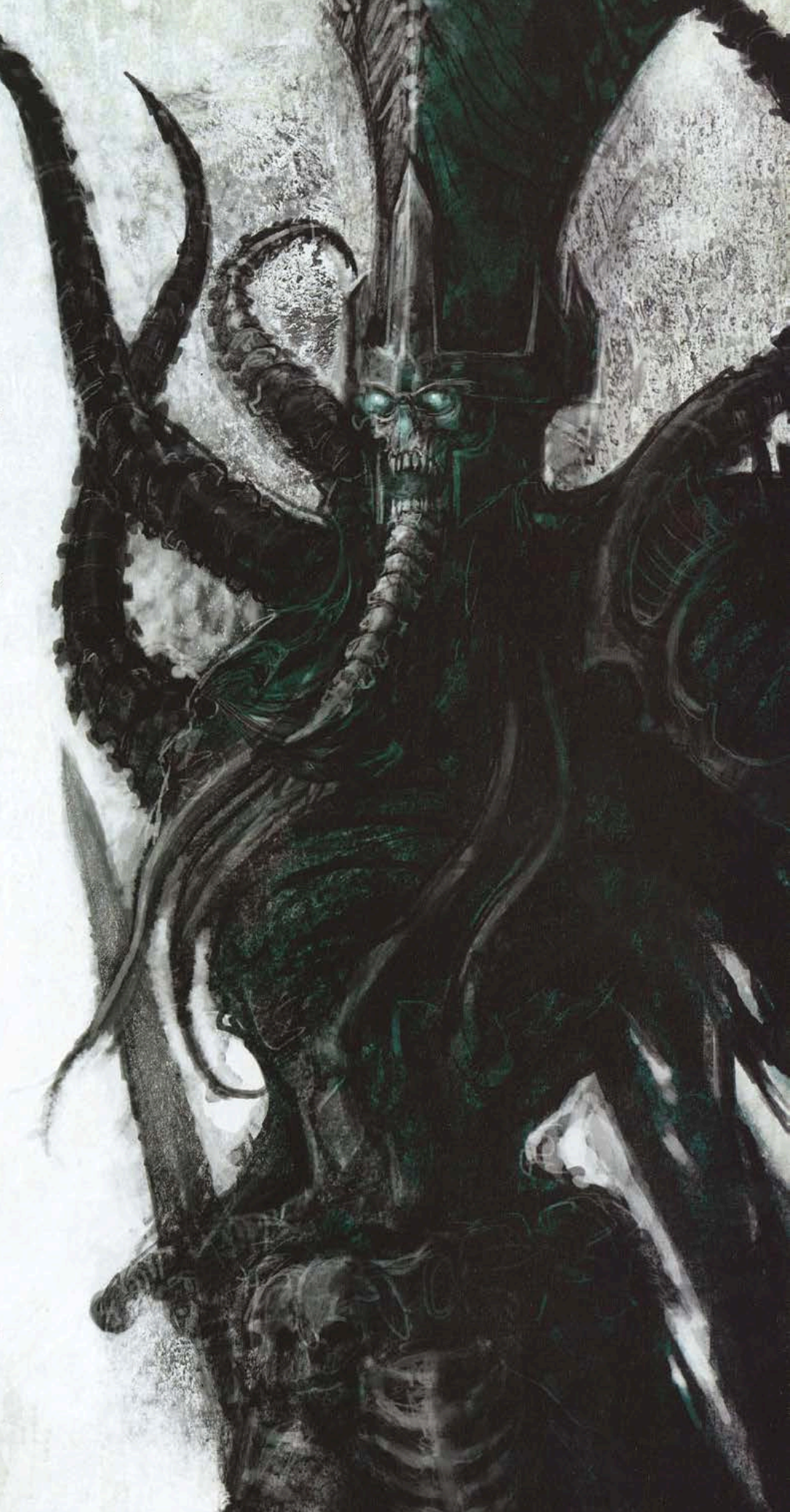
After long wars with the skaven over the control of warpstone deposits, Nagash was reunited with the first of the vampires. They became champions for Nagash's armies as he attempted to take over Nehekhara, but once again he underestimated his former countrymen. It was a long and destructive campaign, but King Alcadizaar had the upper hand. The greatest general since Settra, he broke the undead armies and the vampires fled – Nagash cursing them so that forever after they burned beneath the light of the sun. His monstrous pride wounded, Nagash concocted the most terrible of plagues and unleashed it upon Nehekhara, wasting everything – crops, cattle and people.

One by one Alcadizaar watched his friends and family die, but he himself was spared, as if some malign power willed it. And so it did, for into this barren wasteland marched the undead, upon Nagash's command. They captured the king and brought him in chains to Nagashizzar. Nagash wanted a living witness to see his Great Ritual – a spell that would re-animate every dead body in Nehekhara, enslaving them all beneath Nagash's indomitable will – a final torment for the man who dared defy him. In order to rule the nation once more, Nagash had turned Nehekhara into the Land of the Dead. The Great Ritual was successful, and one of the largest armies the world had ever seen rose up and marched to do his bidding.

Flushed with power and revelling in his revenge, Nagash let down his guard while he recovered from that awesome feat of magic. Skaven assassins freed Alcadizaar and equipped him with the Fellblade, a warpstone infused sword. Thus was Nagash hacked apart and cast into oblivion for a time, his artefacts stolen and scattered across the world.

It took many years for Nagash's form to coalesce within his Black Pyramid. Once more he attempted to take over Nehekhara, and was again defeated, cast from the lands by Settra. Heading to Nagashizzar once again, Nagash destroyed the skaven he found there, raging to discover the warpstone all but mined out. He laboured long to create his sword, Zefet-nebtar, and the armour, Morikhane. Piecing together the whereabouts of his missing crown and staff he was led north to the nascent Empire. There, Nagash fought Sigmar and his dwarf allies to a standstill, but with his powers strained to the limit, Nagash fell victim to a blow from Ghal Maraz.

For generations Nagash was little more than a whisper on the Wind of Shyish. Slowly he regained the ability to contact and manipulate his most loyal servants. Always, he steered them towards his reawakening. Nagash vowed to bide his time, not returning until his powers were regained in full, until he was ready to reign supreme. He envisioned the world filled with undead, a realm fully beneath his control. However, the portents were troubled. The Dark Gods were moving, and Nagash realised that unless he returned to thwart them, Chaos would conquer all. This time the Great Necromancer was going to claim the power of death itself. He would choke all life from the world and rule eternally in the darkness that followed.



NAGASH..... 1,000 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Nagash	6	7	7	7	7	7	6	6	10	Monster (Special Character)

Nagash can be included in an Undead Legions army. His points cost counts towards your Lords allowance.

MAGIC:

Nagash is a Level 5 Wizard. He uses spells from the Lore of Death, Lore of Light, Lore of Nehekara (see *Warhammer: Tomb Kings*), Lore of the Vampires (see *Warhammer: Vampire Counts*) and Lore of Undeath.

Designer's Note: Normally, Wizards cannot be above level 4, but Nagash is so incredibly powerful that he is an exception to this rule.

SPECIAL RULES:

Large Target, Terror, Undead.

Arch-Necromancer:

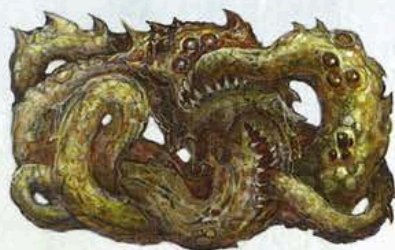
If Nagash suffers a miscast whilst casting a spell, you may re-roll the result on the Miscast table but must accept the second result if you do so, even if it is worse.

Death Magic Incarnate:

Nagash, and all friendly units with the Undead special rule within 12" of him, suffer two Wounds fewer than they normally would due to the Unstable special rule. This is in addition to any other modifiers that apply – including the Morghasts' Heralds of the Accursed One special rule.

Supreme Lord of the Undead:

When Nagash successfully casts a summoning spell from the Lore of Undeath, triple the points' worth of models that he can summon, including any additional points generated by Raise the Dead counters. In addition, Nagash treats the summoning spells from the Lore of Undeath as having triple their usual range.



In addition, dice stored in the staff may be discarded in the Close Combat phase before Nagash attacks. Each dice that is discarded confers the Heroic Killing Blow special rule to one of Nagash's attacks (including attacks he makes with the Mortis Blade). Note that you will need to roll separately for the attacks that have the Heroic Killing Blow special rule and those that do not.

Morikhane, the Black Armour:

Magic Armour. The wearer has a 4+ armour save and a 4+ ward save.

The Nine Books of Nagash:

Arcane Item. Nagash knows nine spells. The first of these is always *Ryze – the Grave Call*, from the Lore of Undeath. He generates the other eight spells from the Lore of Death, the Lore of Light, the Lore of Nehekara, the Lore of the Vampires and the Lore of Undeath in any combination. Declare how many spells he will know from each lore before spells are generated.

Zefet-nebtar, the Mortis Blade:

Magic Weapon. Close combat attacks made with this sword are resolved at +1 Strength and have the Multiple Wounds (D3) special rule.

MAGIC ITEMS:

Alakanash, the Staff of Power:

Arcane Item. This staff can be used to store up to four power dice. Remove the dice from your power pool during the Magic phase. Nagash can expend any or all of the stored dice in any of his future Magic phases, in addition to the six dice he is normally allowed to use when casting a spell, allowing him to roll up to ten dice in a single spell casting attempt. Note that stored dice may not be used in the same Magic phase in which they are stored in the staff.

DREAD ABYSSALS

The priests of ancient Nehekara taught that upon death, the spirit travelled to the Underworld – the fabled Realm of Souls. After passing through the nether kingdom's gates, the spirits of the dead were separated according to their worthiness in life. Those the gods deemed to have lived a laudable existence entered a golden paradise, while the cursed or wretched were instead cast to the dreadful lower depths, to be hunted and devoured by the Hounds of Usirian – the dread abyssals.

When Nagash reduced Nehekara to a dead realm, the souls entering the Underworld slowed first to a trickle, then stopped entirely. For centuries, the dread abyssals paced their empty realm like caged beasts, craving new souls to feast upon. Driven mad by hunger, they clawed at their bounds. At last, as Usirian's powers waned from lack of worship, powerful necromancers were able to pierce the Underworld's bounds, and lure the dread abyssals forth to serve as steeds.



MANNFRED VON CARSTEIN

Mortarch of Night

The cursed land of Sylvania has bred many evil things, but none so cunning as Mannfred von Carstein. A vampire sprung from that most infamous of lineages, Mannfred was ever a schemer and a manipulator. During the Vampire Wars, when Vlad von Carstein made his attempt to seize control of the Empire, Mannfred remained in the shadows, manipulating his peers through sorcery and deceit.

When Vlad was at last slain, Mannfred did not involve himself in the infighting that saw Konrad von Carstein rise to prominence. Instead, he journeyed far and wide, seeking to deepen his knowledge of necromantic lore. He made a pilgrimage to the ancient city of Lahmia, and wrested the secrets of the liche priests from bone-dry papyrus. In Nagashizzar, he made pacts with creatures too unspeakable to name, and beneath the tumbled ruins of Castle Drachenfels he uncovered the blighted blade Gheistvor – a sword of unholy power that transmuted the souls of the slain into raw necromantic power.

When Mannfred finally returned to Sylvania in the wake of Konrad's destruction, he was more powerful than ever. Gathering the last of his competitors to Templehof under a flag of truce, Mannfred slew them all. Mixing his rivals' ashes with cursed iron, he forged a new suit of armour that added their strength to his own, and effortlessly assumed control over the undead legions. Thereafter, he loosed a war of terror and destruction second only to that launched by Vlad a century earlier.

For more than a decade, Mannfred brought terror to the Empire, and only through the combined efforts of five states, and the dwarfs of Karaz-a-Karak, did he finally see defeat.

The histories of the Empire show that Mannfred was slain at Hel Fenn by Martin Anderssen, Elector Count of Stirland. Yet the historians lie – or at the very least were deceived by a noble who refused to become known as the man who let the Count of Sylvania escape a much-deserved fate. Thus Mannfred did not perish with his army amongst the corpse-strewn swamps, but fled to Sylvania to brood upon his failure.

In the years following Hel Fenn, Mannfred chose to work mostly behind the scenes. It was pride, or so he reasoned, that had driven him to conquer the Empire where Vlad had not, and he resolved not to repeat his mistakes. What Mannfred had failed to dominate through force of arms, he now sought to claim through guile and sorcery. Whilst the world thought him dead, Mannfred toiled in secret, building up a network of informants and spies in every major city between the Worlds Edge Mountains and the Bretonnian border.

Stirland and Averland received Mannfred's closest attention. Stirland had claimed Sylvania following Hel Fenn, but Averland had come to contest the seizure. By then, many of Mannfred's strongholds had been secretly rebuilt; any army that marched into Sylvania's forests would have been neck-deep in its own blood. Nonetheless, Mannfred sought to avoid confrontation, for he had far greater freedom to pursue his goals whilst the world thought the menace of the vampire counts ended. Thus, the competing Stirland and Averland armies marched into Sylvania unopposed by any save each other.

Relations between the two states were already heated, for both Electors were outraged that another would claim what they saw as their own lands,

and Mannfred quickly reached out through his web of spies in order to stoke the fires. The Lord of Sylvania played the strings of that web like a harp, plucking out bitter notes from which a symphony of treason and betrayal emerged. The Averlanders struck the first blow at Templehof, when Ignatio Leitdorf received word that his hated rival, Gunther Anderssen, was planning a surprise attack of his own. Reprisals soon followed, and Sylvania was again a land torn by war. This state of affairs suited Mannfred well, for not only did the conflict do much to replenish Sylvania's denuded stocks of shallow-buried dead, it also disguised many of the vampire's own deeds. Stray patrols taken for sustenance or sport were seldom missed and, on occasion, a particularly clever or bloodthirsty soldier would draw Mannfred's gaze, and thus prove himself worthy of receiving the blood kiss.

Generations passed, and the war for Sylvania ebbed and flowed. There were times of peace, most often occasioned by a greater threat on the Empire's borders, but these seldom lasted long before Mannfred's machinations set the conflict in motion anew. Nobles who pleaded for an end to the hostilities disappeared, or were otherwise murdered in such a way as to cast incontrovertible guilt upon their opponents. An arranged marriage between Holger Leitdorf and Klaudia Haupt-Anderssen, intended to fashion a lasting peace between the states, ended in horror when, unknowingly under Mannfred's hypnotic influence, the bride slit her husband's throat on their wedding night. Through it all, the peasants of Sylvania bore their unfolding woes in the same sullen silence as they had borne all others. The truth was, however, that keeping the fires of battle stoked occupied very little of

Mannfred's attention. It soon became a game, an amusement that sustained him when his researches grew too frustrating. Finally, Mannfred lost interest entirely, and threw himself wholly into the study of Nagash's lore. He strove to uncover the resting places of the Books of Nagash, the blood-inked tomes in which the sum total of Great Necromancer's knowledge lay recorded.

As the enmity between Stirland and Averland finally faded, the latter abandoning its claim on Sylvania, the former no longer possessing the forces to properly garrison its bounds, Mannfred journeyed once again to Nagashizzar, and this time uncovered secret vaults where three of the Books of Nagash lay. At every step, Mannfred felt the ghostly hand of the Great Necromancer guiding him. The vampire knew that Nagash was attempting to manipulate him, but believing in the dominance of his own will, he scorned the spirit's influence. Returning to Sylvania, he forged the apostatic enchantment that allowed his realm to sever itself from the Empire once and for all. These were but the first confident steps in a plan fashioned to make Mannfred the master of not just the Empire, but of all the human realms. In his arrogance, not once did Mannfred suspect that he was walking a path Nagash had laid out for him, one that prepared the vampire for his destiny as one of the Nine Dark Lords.

Now, Mannfred von Carstein serves at Nagash's right hand, though much of his hard-earned knowledge has been rendered worthless by the sundering of death magic from the Great Vortex. Mannfred resents his servitude, and is ever watchful for a means to free himself. He may yet find that opportunity before the End Times are done...



MANNFRED VON CARSTEIN, MORTARCH OF NIGHT 650 points

M WS BS S T W I A Ld
Mannfred 6 7 5 5 6 10 7 9 10

Troop Type
Monster (Special Character)

Mannfred von Carstein, Mortarch of Night, can be included in an Undead Legions army. His points cost counts towards your Lords allowance.

Mannfred and his Dread Abyssal mount are described with a single combined characteristics profile. The rider and the mount are treated as a single model for any and all rules purposes. Mannfred and his Dread Abyssal have a combined armour save of 6+ (this is increased to a combined armour save of 4+ due to the Armour of Templehof).

MAGIC:

Mannfred von Carstein is a Level 4 Wizard who uses spells from the Lore of Death, the Lore of the Vampires and the Lore of Undeath. He can generate all of his spells from one lore, or from several of the above lores in any combination. Declare how many spells he will know from each lore before spells are generated.

SPECIAL RULES:

Fly, Large Target, Terror, Undead, Vampiric.

Dark Cunning: At the start of each friendly Magic phase, after rolling to determine the strength of the Winds of Magic, Mannfred von Carstein's controlling player can choose to remove or add up to 3 dice from the power pool. For each dice removed, Mannfred's Attacks characteristic is increased by 1 until the start of the next friendly Magic phase. This can take his Attacks above 10 – an exception to the rule that limits characteristics profiles to a maximum of 10. For each dice that is added, Mannfred's Attacks characteristic is reduced by 1 until the start of the next friendly Magic phase. Only Mannfred can use the power dice added to the pool in this way.

Feaster of Souls: At the end of any Close Combat phase in which this model has caused an unsaved Wound, roll a D6. On a roll of 6, it regains one Wound lost earlier in the battle.

Master of the Black Arts: Mannfred von Carstein's controlling player may re-roll one of the dice when determining the strength of the Winds of Magic during his own turn.

Mortarch of Night: Mannfred treats summoning spells from the Lore of Undeath as having double their usual range.

MAGIC ITEMS:

Gheistvor, Sword of Unholy Power: Magic Weapon. For each unsaved Wound caused by the sword, Mannfred von Carstein gains an extra dice at the start of the ensuing Magic phase (this will be a power dice in his own Magic phase, and a dispel dice in the enemy's Magic phase). Mannfred cannot gain more than 5 extra dice in this manner in any one phase.

Armour of Templehof:

Magic Armour. The Armour of Templehof confers a 5+ armour save (giving him a total combined armour save of 4+). Furthermore, the wearer gains +2 Wounds (these are already included in the profile above).

ASHIGAROTH, GORGER UPON THE MEEK

According to mythology, there were hundreds – perhaps thousands – of dread abyssals, each one commanded by Usirian to hunt a specific form of sinner. That which Mannfred von Carstein rides to battle was known in Nehekharan lore as Ashigaroth, Gorgier Upon the Meek, for it feasted upon those too callow to raise a hand in their own defence.

Now reborn as a creature of chill bone in the mortal world, Ashigaroth hunts the living as readily as it ever did the dead, galloping through the skies to follow the spirit-spoor of prey. Ashigaroth is a fit steed for Mannfred, who seldom voluntarily enters battle without unshakeable confidence in his ability to carry the day.

Though some warriors judge themselves by the standards of the enemies they vanquish, Mannfred is no slave to conventions of honour or glory. Ends concern him far more than means; if the choice falls between slaughtering the meek and vanquishing the mighty, he chooses slaughter.

Of course, such choices are seldom clear cut, and Mannfred will sometimes have to conquer foes that are worthy of his talents. It matters not to Ashigaroth. Like all dread abyssals, the long years of famine have left the creature with a hunger as indiscriminate as it is unending. Thus, should they venture across Mannfred's path, the souls of the bold and the reckless join those of the weak within Ashigaroth's spectral gullet.



ARKHAN THE BLACK

Mortarch of Sacrament

Arkhan the Black has ever been Nagash's most loyal follower. He was the first, after his lord, to imbibe the Elixir of Life, and an adept student of his master's sorceries. Thus did Arkhan quickly rise to become Nagash's trusted vizier, ever at the forefront of his schemes for domination. Indeed, it was Arkhan who was the primary architect of the coup that swept Nagash into power, and he was greatly rewarded for his service. Arkhan cared not. Hitherto, his had been a petty and unremarkable life, marked by dissolution and thuggery. Nagash had granted glory and purpose, and these things bound Arkhan to his master's side tighter than riches or enchantments ever could.

When the priest kings forged their alliance and rose against Nagash, it was Arkhan who led the armies that opposed them. He was never once defeated in open combat but, so numerous were the foes arrayed against him, the outcome was never truly in doubt. Ultimately, as the Priest Kings closed in to deliver the final blow, Arkhan led a suicidal counter-attack that gave Nagash the opportunity to escape.

When Arkhan finally fell, it was not to a hero's sword, but to a single spear hurled by an unknown soldier. Legend tells that Arkhan stared in horror at the shaft protruding from his chest, knowing that it had pierced his withered heart. With his dying breath, he warned that a terrible curse would befall any who touched his corpse. Moments later, dark flames had consumed Arkhan's flesh, leaving behind only a blackened skeleton. Whilst the rest of Nagash's followers were beheaded and burnt, none dared risk desecrating Arkhan's remains, and so they covered them under a cairn of stones instead.

Nagash did not forget his most able lieutenant, and when he returned to wreak vengeance on Nehekara, Arkhan was reborn as the Liche King – the first of Nine Dark Lords – and armed with weapons forged by Nagash's own hand. Zefet-kar, the Tomb Blade, was brother to Nagash's own dread sword. Deep within its steel lay enchantments that reanimated a victim's body and bound it as a lifeless thrall. Khenash-an, the Staff of Spirits, allowed Arkhan to snuff out the souls of those who opposed him, and twist their life essence to his own purposes. Thus armed, Arkhan made fresh war upon the priest kings but, on the eve of final victory, Nagash was slain.

For countless generations after Nagash's death, Arkhan roamed far and wide across the world. He wrought slaughter on many lands, seldom for any reason save malice, for with Nagash's death he had lost all purpose. Then, after years of wandering, the Liche King at last heard his master's voice whispering through his thoughts. Exultant, Arkhan began the preparations that at last saw the Great Necromancer reborn into the world. Alas, Nagash's return was all too brief. Cast out of Nehekara by Settra's alliance of kings, the Great Necromancer and Arkhan journeyed far into the north to reclaim the Crown of Sorcery. Upon the River Reik they crossed paths with Sigmar Unberogen, and a mighty blow from the dwarf-crafted hammer, Ghal Maraz, banished Nagash to the spirit world once again.

Records do not tell how Arkhan escaped Sigmar's wrath, but escape he did. The Liche King was masterless once again, but he did not despair at Nagash's destruction as he had before. Arkhan knew that the Great Necromancer would eventually

return, and that it was his role to usher him into existence once again. Thus did Arkhan return to the Land of the Dead. About his Black Tower, he carved out the realm of Arkhanaaz so that he might be prepared for the inevitable.

Nehekara's kings were displeased to discover Nagash's foremost lieutenant in their midst once more, but the alliance that had led to the Great Necromancer's defeat had long since collapsed under the weight of collective hubris. This, Arkhan was quick to capitalise upon, offering his services as warlord and sorcerer to any ruler who could meet his price. The Liche King was seldom short of employ, for the desert kings were a fractious and treacherous lot, each seeking advantage over his rivals. Many deemed Arkhan to be that advantage, but they deceived themselves. Arkhan had little use for treasure, and none at all for the friendship of those who were so plainly his inferiors. Where he struck alliances, he did so according to a far grander plan than any could have guessed, one crafted to keep his neighbours weak whilst his own realm waxed strong.

Only Settra the Imperishable refused to tolerate Arkhan's presence, but though his armies were vast, they were hard-pressed to overcome the Liche King's potent sorceries. Had Settra admitted his weakness and gained the support of his fellow rulers, victory could have been his and Arkhanaaz wiped from the map forever. However, the Great King would never have allowed such a concession, so every battle ended in a stalemate, with Arkhan bowing his head and uttering false promises of fealty in order to satisfy Settra's towering pride and speed him home to Khemri.

In truth, matters of war and royal manipulation were but distractions from Arkhan's wider goals. In the lulls between wars, the Liche King roamed the world. At every step, he was guided by Nagash's voice, driven to set plans in motion that would hasten his master's return. He sought out artefacts bound to Nagash's existence, seizing them when it was in his power to do so, or manipulating others when the risk to himself was too great.

Arkhan granted patronage and knowledge to necromancers all across the Old World, binding the weak to his will and ensuring that the strong had more to gain from his friendship than from his enmity. Even Mannfred von Carstein danced to Arkhan's tune, though he knew it not. Even so, not all succumbed willingly to his schemes, but it mattered little. After thousands of years of existence, Arkhan had learnt patience. He knew his purpose, and was content to carry it out.

Yet though Arkhan has met with many successes, he has known trials also. Not long after he retrieved Alakanash – the fabled staff of Nagash – from the clutches of the vampire Mandregan, a Bretonnian crusade swept across Arkhanaaz. The knights laid siege to Arkhan's Black Tower, seized Alakanash as a trophy and thereafter buried it deep in one of their holiest sites. Of late, Mannfred von Carstein has become more a rival than an unwitting ally, assembling many of the artefacts that Arkhan seeks for some scheme of his own, and doubtless to Nagash's displeasure.

More worryingly, as Nagash's whispers have grown more insistent, so too have the skies blazed with portents of incipient doom. If Nagash is not reborn soon, or so Arkhan believes, there may no longer be a world for him to rule.



ARKHAN THE BLACK, MORTARCH OF SACRAMENT 650 points

	M	WS	BS	S	T	W	I	A	Ld
Arkhan	6	4	3	5	6	8	3	7	9

Troop Type
Monster (Special Character)

Arkhan the Black, Mortarch of Sacrament, can be included in an Undead Legions army. His points cost counts towards your Lords allowance.

Arkhan the Black and his Dread Abyssal mount are described with a single combined characteristics profile. The rider and the mount are treated as a single model for any and all rules purposes. Arkhan and his Dread Abyssal have a combined armour save of 6+.

MAGIC:

Arkhan the Black is a Level 4 Wizard who uses spells from the Lore of Death and the Lore of Undeath. He can generate all of his spells from one lore, or from either of the above lores in any combination. Declare how many spells he will know from each lore before spells are generated.

SPECIAL RULES:

Fly, Large Target, Terror, Undead.

Feaster of Souls: At the end of any Close Combat phase in which this model has caused an unsaved Wound, roll a D6. On a score of 6, it regains one Wound lost earlier in the battle.

First of the Mortarchs: Arkhan the Black suffers one Wound less than he normally would due to the Unstable special rule. This is in addition to any other modifiers that apply. In addition, Arkhan can make march moves as normal, even though he has the Undead special rule.

Mortarch of Sacrament: When Arkhan the Black successfully casts a summoning spell from the Lore of Undeath, double the points' worth of models that he can summon, including additional points generated by Raise the Dead counters.

MAGIC ITEMS:

Zefet-kar, the Tomb Blade: Magic Weapon. For every unsaved Wound caused by this blade to an enemy in close combat, Arkhan the Black immediately regains one Wound lost earlier in the battle. Arkhan cannot regain more than 4 lost Wounds with Zefet-kar, the Tomb Blade, in any one phase.

Khenash-an, the Staff of Spirits: Arcane Item. This staff can be used to store up to two power dice. Remove the dice from your power pool during the Magic phase. Arkhan can expend the stored dice in any of his future Magic phases, in addition to the six dice he is normally allowed to use when casting a spell, allowing him to roll up to eight dice in a single casting attempt. Note that stored dice may not be used in the same Magic phase in which they are stored in the staff.

RAZARAK, THE DOOM OF TRAITORS

The dread abyssal ridden by Arkhan the Black was known to myth as Razarak, the Doom of Traitors. Those of Arkhan's fellow Mortarchs steeped in Nehekharan lore have often wondered at the irony in their association, for there are few more loyal to their master than Arkhan is to Nagash. However, Neferata suspects Arkhan chose Razarak as his steed as an unspoken warning. The Queen of Mysteries has built an existence upon betrayal, and would doubtless form a welcome feast for a creature such as Razarak.

Razarak's razor-sharp claws have ever been guided by more precision than those of other dread abyssals. In the Nehekharan Underworld, as elsewhere, it was the nature of traitors to surround themselves with the innocent or the

misled, and a strike guided by blind hunger would likely go astray. Though Razarak now hunts as indiscriminately as Arkhan wishes, the beast stays true to the habits of its former existence.

Whilst other dread abyssals scoured the depths of the Underworld, Razarak always sought lofty perches from which to track its prey. Such behaviour was well-suited to its duties, for treachery is best judged from on high. This habit too remains with the dread abyssal in its new existence, and mirrors Arkhan's own ways, for the Liche King ever strives to take a battlefield's measure from the skies, the better to ensure that no detail escapes his unblinking gaze.



NEFERATA

Mortarch of Blood

Legends tell of a vampire queen who resides high in the Worlds Edge Mountains. The Queen of Mysteries does indeed exist, and those who know call her Neferata, which means 'she who is beautiful in death' in the ancient Nehekharan tongue.

Neferata is enchantingly beautiful. Indeed, though her memories reach back millennia to when Lahmia and Khemri were still sprawling cities of the living, she retains the appearance of a maiden of tender years. From a distance, she appears innocent, almost fragile; she is the very image of a damsel in need of a protector, a vision of divine beauty to be guarded against the perils of the world. Up close, the illusion is dispelled. Long years of cruelty have washed all trace of pity and compassion from Neferata's face, and her dark eyes are windows upon an ancient and wicked soul. Only the addled or the bewitched could mistake her for the innocent she pretends to be. Alas, any who approach so close are likely already prisoners of her fabled allure, shackled to her will by a desire stronger than chains of gromril.

Neferata's home lies atop the Silver Pinnacle – the highest peak in the Worlds Edge Mountains. Once a dwarfen fortress, it was overrun by greenskins long ago and later claimed by the Queen of Mysteries. She delighted in its isolation and the windows of clever dwarf-make that, when opened, flooded the upper chambers with starlight. Under Neferata's immaculate eye, the splendour of Lahmia has been recreated in these rooms, a splendour that is shared with but a few. None find their way into the Silver Pinnacle without Neferata's consent, for the lower levels are a honeycomb of passageways, tunnels and vaults, festooned with traps and guardians.

Those who perish in that maze join its denizens in ghastly unlife, though their tortured moans seldom carry into the upper chambers, where decorous gaiety abounds.

It is in the upper chambers that Neferata takes her ease upon a silken divan. Around her, golden masks and rare gemstones glitter in the dark, illuminated only by the starlight reflected from the silver-coated skulls set around the walls. Treasures of old, rescued from Lahmia's fall, are here also: Aken-seth, the Staff of Pain, whose enchantments add crippling agonies to any sorceries she wields; Akmet-kar, the Dagger of Jet, whose cursed edge screams with the death agonies of innocents. These are all that remain from Neferata's time as Lahmia's high priestess of death, and she suffers no other to touch them.

Surrounded by mementoes of ancient days, the vampiress sips the blood of handsome youths from golden cups, and enthralled courtiers play harps, pipes and lutes to ease the burdens of immortality. Men can seldom be found within these rooms. Though Neferata delights in corrupting mortal men of pure heart – she is especially fond of Bretonnian knights, whose chivalric codes are easily exploited – seldom do these doomed souls entertain her for long. Most sate an appetite entirely different to the one that they expected to fulfil, their bloodless bodies cast into the labyrinths below the peak. To a very few, Neferata grants the blood kiss, but even these must take care, lest their eye linger overlong on one of the court's many handmaidens.

Neferata's handmaidens hail from every realm of humankind, past and present. Potential inductees are identified by Neferata's vast web of thralls, which entangles all the

major cities of the world. The chosen maiden's journey – consented to or otherwise – is arranged in secret, and fulfilled via luxuriously appointed carriages that no border guard dares challenge. Neferata does not give her dark blessing easily, however. Beauty is required, as are cleverness and wit, but countless maidens who possess all of these qualities have been rejected, their blood harvested to provide refreshment for guests with unsophisticated palates. What Neferata cannot admit, even to herself, is that some of those she rejects are perhaps more beautiful, cleverer or wittier than the Queen of Mysteries herself.

Neferata's web of thralls is not merely a tool for expanding the sisterhood; rather it is the Queen of Mysteries' true source of power. The influence of the Silver Pinnacle stems not from armies or sorcery – although Neferata can call upon these easily enough, should she choose – but from secrets that others would sooner keep hidden. There is little that does not reach Neferata's starlit throne, for her spies are everywhere, not just in the human realms, but in Ulthuan and Naggaroth. Even the dwarf holds are not beyond her reach. Scandals, deployments, quarrels of succession, trading agreements – all of these and more find their way to Neferata's ears. Some reports are trivial, fit only for simple amusement, but others... others can be used to alter the destiny of a rival, a city or perhaps even a nation. These are the tales which seize Neferata's attention and cause her to send messengers out into the night. Even the Queen of Mysteries can no longer remember how many great leaders have been brought low by her web of intrigue, how many realms have been humbled at her whim. It is a game to her now, a means of whiling away the centuries, but in those first desperate

years following the destruction of Lahmia, it was the coin with which Neferata bought her survival. She had many enemies in those days, Nagash amongst them, and knowledge was her shield. Nowadays, she knows who will be the next Emperor before the incumbent has passed away.

Sometimes, in periods of ennui, Neferata seeks sport, and she bids her network of spies reveal her existence to a bold band of fighting men in order to tempt them to assail her stronghold. Such 'volunteers' are carefully selected, for the Queen of Mysteries has no desire to waste her time fighting commoners or glory-seekers; only driven men, such as witch hunters or knights, will do. As the army makes the long approach to the Silver Pinnacle, Neferata smiles and readies her own household to do battle – skeletons, wights and other dark things drawn to her malign presence. If feeling particularly generous, the Queen of Mysteries will even take to battle herself, slitting throats with a quicksilver grace that would shame an elf, and wielding sorceries lost to the world when the city of Lahmia fell.

Languorous though Neferata's existence has seemingly become, still she entertains dreams of reclaiming that which she lost millennia ago. She talks to her handmaidens of one day ruling all the vampires of the known world, of claiming the station that is hers by right. Yet those handmaidens who know their mistress best know that what she truly desires is to return to Lahmia, to raise the cursed city up out of ruin, restoring its palaces and temples to their finery of marble, polished sandstone and shimmering gold. It is one thing to be a queen in the darkness of the mountains, and quite another to rule in the glorious lands of the south.



NEFERATA, MORTARCH OF BLOOD. 650 points

	M	WS	BS	S	T	W	I	A	Ld
Neferata	6	8	6	5	6	8	9	8	10

Troop Type
Monster (Special Character)

Neferata, Mortarch of Blood, can be included in an Undead Legions army. Her points cost counts towards your Lords allowance.

Neferata and her Dread Abyssal mount are described with a single combined characteristics profile. The rider and the mount are treated as a single model for any and all rules purposes. Neferata and her Dread Abyssal have a combined armour save of 6+.

MAGIC:

Neferata is a Level 3 Wizard who uses spells from the Lore of Death, Lore of Shadow, Lore of the Vampires and the Lore of Undeath. She can generate all of her spells from one lore, or from several of the above lores in any combination. Declare how many spells she will know from each lore before spells are generated.

SPECIAL RULES:

Always Strikes First, Fly, Large Target, Terror, Undead, Vampiric.

Feaster of Souls: At the end of any Close Combat phase in which this model has caused an unsaved Wound, roll a D6. On a score of 6, it regains one Wound lost earlier in the battle.

Mortarch of Blood: The first time each game Neferata slays an opponent in a challenge, place a Vampire within 12". This model does not have any upgrades, but otherwise follows the rules for summoned models (page 14).

Twilight's Allure: Enemies suffer a -1 To Hit penalty when attacking Neferata, except for High Queen Khalida from *Warhammer: Tomb Kings*.

MAGIC ITEMS:

Akmet-kar, the Dagger of Jet: Magic Weapon. If Neferata inflicts at least one unsaved Wound against an opponent in a challenge, that model's Strength, Toughness and Attacks characteristic are immediately reduced by 1 point, to a minimum value of 1, for the remainder of the game. A model can only be affected by Akmet-kar, the Dagger of Jet once per game.

Aken-seth, the Staff of Pain: Arcane item. When Neferata successfully casts a magic missile, direct damage or hex spell, each target unit suffers D3 additional magical Strength 5 hits after the spell has been resolved.

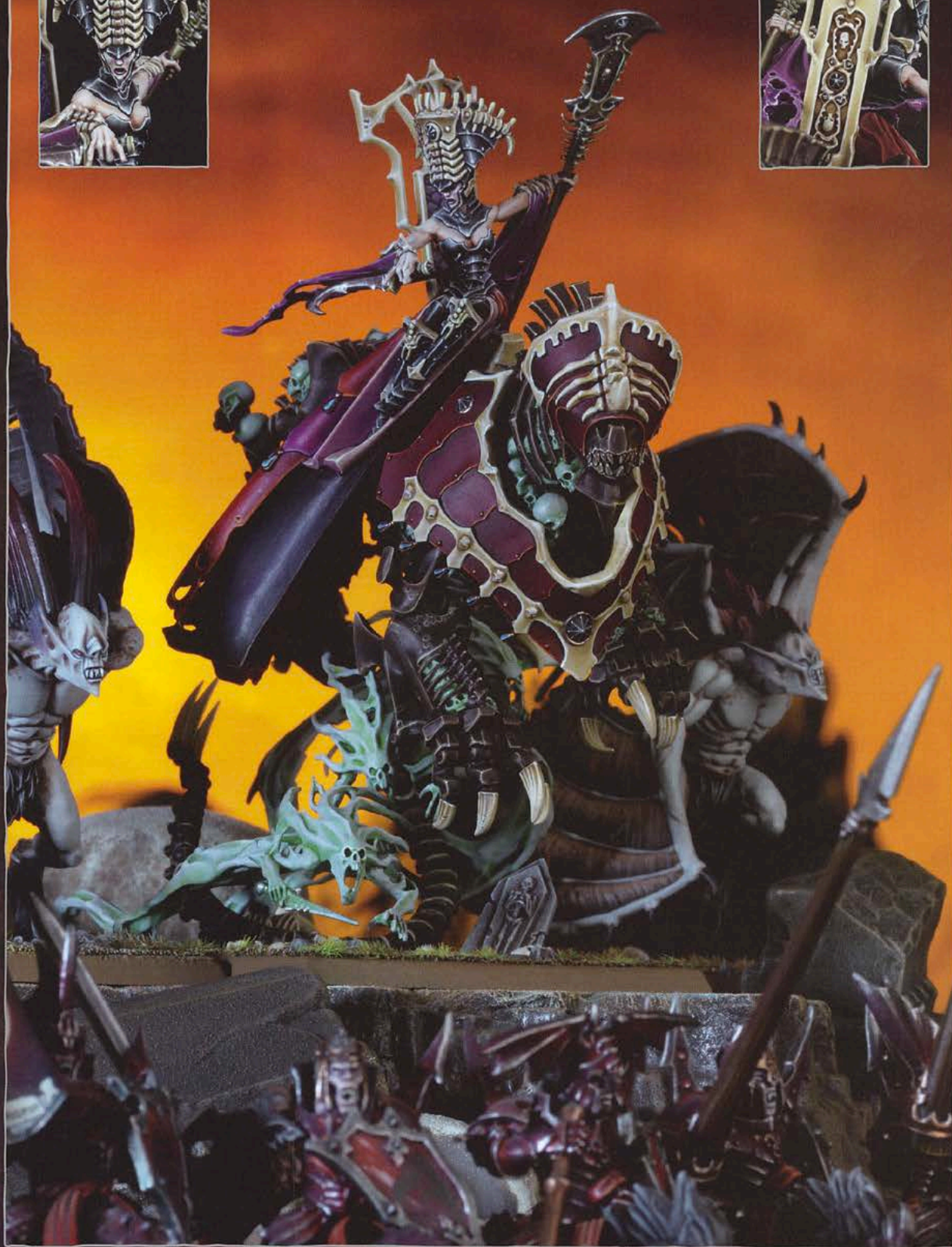
NAGADRON, THE ADEVORE

The dread abyssal that Neferata rides to war is named by Nehekharan legend as Nagadron, the Adevore. In the days before the desert realm's waning, it stalked the lower reaches of the Underworld, feasting upon the corpulent souls of gluttons. Depending on which myth is given the most credence, Nagadron was either the most patient or the most slothful of all the dread abyssals, forsaking the stalking of prey in favour of well-timed ambush.

It is a hideous doom to be eaten by a dread abyssal – for there is no torment that can compare to having one's very soul ingested. Yet even by these standards, it is a special agony to have one's soul devoured by Nagadron. Much as those it once feasted upon, Nagadron has no sense of its own appetite, and constantly attempts to consume

far more than its gullet can contain. In its haste to let no morsel go unwasted, the beast too often gluts itself, soon after vomiting up half-eaten soul scraps which it must then devour afresh. This brief respite only makes the nightmarish suffering worse, for it allows the consumption to begin anew – an agonising cycle of eternal damnation.

So voracious is Nagadron that it needs little goading to feast upon other prey, and gorges itself upon Neferata's living enemies as eagerly as ever it did the souls of the dead. When the word of command is given, it falls upon the foe with vicious enthusiasm, half-digested flesh and spirit-stuff spilling from its jaws as it attempts to cram yet another morsel into its over-packed craw.





KRELL

Mortarch of Despair

Krell was a conqueror in days long before the birth of Sigmar, the ruler of a northern tribe whose warriors had pledged themselves to Khorne's glory. The scattered tribes of the northlands fell easily before Krell's might, and Khorne's gifts rained down upon him; not just the strength and fury that the Blood God granted to all his champions, but also a great axe, seemingly carved from a single slab of obsidian. On closer inspection, the souls of its victims could be seen swirling and screaming across its mirror-smooth surface. Even a scratch from this blade was fatal, for it left shards in the victim's flesh, shards that burrowed deep in search of the victim's heart. Kaarok was this weapon's name, though it passed into legend as the Black Axe of Krell.

However, Krell was not satisfied with the domination of his own kind and, hungering for new challenges, led his followers against the dwarfs. For nigh on fifty years, Krell slaughtered his way through the holds of the Worlds Edge Mountains, until he was eventually slain by Grimbul Ironhelm during an assault on Karak Kadrin.

So many skulls did Krell lay at Khorne's feet, so much blood did he spill in his god's name, that it seemed his certain destiny to be raised to daemonhood. Yet Khorne, like his dark brothers, has ever been fickle with his favours. Perhaps the Blood God believed his champion had failed, and thus chose to abandon him; more likely, his gaze was simply elsewhere. When Krell perished there was no dark trumpet call, no chariot of brass come to bear his spirit to an eternity of battle. There was just the cold wet hillside, and the cheering of his foes.

With Krell's death, his realm soon collapsed, its territory carved up between those chieftains who

served as his lieutenants. But Krell's legend lived on. For long centuries thereafter, tales blossomed of a spectral executioner who stalked the valleys around Karak Kadrin, offering battle to any who would face him. By necessity, these stories were spread by those who had refused the challenge, for none who matched blades with the ghost lived to tell.

Centuries after Krell's defeat, Nagash came to Peak Pass. There Nagash communed with the warlord's vengeful spirit, and offered him an eternity of battle. Thus did Krell forsake Khorne, and pledge unswerving fealty to Nagash. In return, the Great Necromancer rebound Krell's spirit to his ancient bones, and laid dark enchantments upon the champion's burial armour. Moreover, believing Krell would need minions of his own, Nagash raised as wights the tribesmen buried at the champion's side. Thus was the Doomed Legion born.

Krell and his Doomed Legion fought in the forefront of Nagash's battles against Sigmar's newly-founded Empire and, at the Battle of the River Reik, it was Krell who led the assault on Sigmar's dwarfen allies. The battle raged furiously, the dwarfs stubbornly refusing to give ground against Krell's undead ranks. But then, just as it seemed the dwarf line would crumble, Sigmar struck down Nagash. In moments, Nagash's army was all but destroyed as units withered and turned to dust. Only Krell and the Doomed Legion endured the defeat, battling their way through the dwarf lines and escaping into the west.

Sigmar's forces did not pursue Krell at once. This proved a costly mistake. Marching night and day, Krell led what remained of the Doomed Legion across lands already ravaged by war.

Sigmar finally cornered and defeated Krell at the Battle of Glacier Lake. Those who recounted the battle described a contest that made the mountains tremble, a duel of titans whose victor was in doubt until the very end. It is said that as Sigmar readied his last strike, he saw deep into Krell's eyes, and realised how similar had been the paths leading them both to that desolate shore. In that moment, Sigmar saw how Krell's fate could have so easily been his, and it was that fear, more than hatred at the slaughter the wight had wrought, that empowered his final blow.

Krell would rise again, that much Sigmar knew, as the Emperor was unable to unmake the dark magics Nagash had woven through Krell's body. Thus did Sigmar order that the

wight and his followers be entombed in a prison of enchanted ice, there to witness the passing years, but ever unable to influence them.

Centuries later, Heinrich Kemmler, the self-styled Lichemaster, happened upon Krell's tomb. Kemmler was on the brink of defeat, his foes hard upon his heels. He knew not that his steps had been guided by Nagash, that the Great Necromancer sought to use him to bring about Krell's freedom; Kemmler knew only that a potential ally lay frozen in the ice, one mighty enough to revive the Lichemaster's flagging fortunes. Thus did Kemmler strike a deal with Krell, and free the Doomed Legion from their icy prison. Thereafter, Kemmler believed Krell to be in his thrall, never suspecting that it was he who was the servant.

In the years since his release, Krell has led his Doomed Legion far and wide across the Old World. He hears Nagash's ghostly voice with a clarity matched by none save Arkhan the Black, and he obeys his master without hesitation. Where Krell walks, it is Nagash's will that is done – whether Kemmler realises it or not.

Though Krell's berserker rage has ebbed away with centuries of imprisonment, immortality has only sharpened his talent for war. He has learnt well the lessons taught by both victory and defeat, and this too is all part of Nagash's plan. It is the Great Necromancer's intent that Krell be made commander of his legions, a herald of slaughter and doom in service to the god of death Nagash will one day become.

KRELL, MORTARCH OF DESPAIR 250 points

	M	WS	BS	S	T	W	I	A	Ld
Krell, Mortarch of Despair	4	5	0	4	5	4	5	4	10

Troop Type
Infantry (Special Character)

Krell, Mortarch of Despair, can be included in an Undead Legions army. His points cost counts towards your Lords allowance.

SPECIAL RULES:

Killing Blow, Terror, Undead.

Champion of Nagash: If Krell is fighting a challenge whilst in the same combat as Nagash, he has the Heroic Killing Blow special rule.

Mortarch of Despair: Whenever an enemy unit fails a Fear, Terror or Break test within 12" of Krell, he automatically regains a single Wound lost earlier in the battle.

MAGIC ITEMS:

Armour of the Barrows:

Magic armour. The Armour of the Barrows confers a 4+ armour save. If a character with a magic weapon wounds Krell in close combat and Krell passes his armour save, that magic weapon's abilities are nullified; it is treated as a normal, non-magical weapon of the same type for the remainder of the game. If no type is listed, treated it as a hand weapon.

The Black Axe of Krell:

Magic Weapon. Requires Two Hands. The Black Axe confers +2 Strength in close combat. It has the Always Strikes Last and Multiple Wounds (D3) special rules. Furthermore, any model taking an unsaved Wound from the Black Axe but not removed from play must roll a D6 at the start of each of its subsequent turns. If the result is higher than the number of Wounds it has remaining, that model suffers an additional Wound with no armour saves allowed.





VLAD VON CARSTEIN

Mortarch of Shadow

It has been many centuries, perhaps millennia, since Vlad's story began. Nowhere is there a record of his true origins, and he has shared them with no living soul, save perhaps one.

What is known of Vlad's tale began – not unfittingly – on a storm-laden night. As Count Otto von Drak lay dying, he swore he would marry his daughter Isabella to a daemon, rather than let his brother inherit. By chance or design, Vlad came to Drakenhof Castle at that hour. Posing as a nobleman, he claimed Isabella's hand, and the pair were wed before the count's deathbed. When Otto expired moments later, Vlad von Carstein inherited the land of Sylvania.

Though none in the Empire would now dare acknowledge him as such, Vlad was in many ways no worse a ruler than other nobles. He kept his nature secret at first, and what violence he employed, he did so only to create order and purpose in a land sadly lacking both. Certainly, the peasantry of Sylvania were no more ill-treated under Vlad's rule than they were in other states. Indeed, many villages prospered in a way that they had never done before. Peasants disappeared, true enough, but in the beginning they were mostly rogues and ne'er-do-wells, men and women whose demise was celebrated even by their own families. Villages were wiped out, yes, but only those that refused to adhere to Vlad's laws, or withheld tribute. Strange though it may seem, many commoners welcomed Vlad's rule, for with it came a marked reduction in banditry and disorder. Even when Sylvania's priests started to vanish, their holy possessions destroyed or buried, the peasants cared little. But then they were earthy folk, and had scant use for the blandishments and hellfire of official religion.

Vlad was cruel when cruelty was required, but merciful when it was not. That Isabella had great influence over her husband was unmistakeable. Though they had been wedded out of convenience, a genuine love soon blossomed between them. Even before Vlad bestowed the blood kiss upon her, Isabella was his comfort and support, the only being he truly trusted, and the only one who could calm his evil and destructive temper before blood was spilt. Only when Vlad expanded his get to include other Sylvania nobles did the land truly descend into darkness. The other vampires lacked the restraint of Vlad and Isabella; they were wild, seeking power wherever they could and revelling in their superiority over their chattels. Nothing save for Vlad's rage could keep them in check, and such lessons quickly faded after the teaching was done.

From the first, Vlad assumed that his dark progeny would outgrow their wildness, as he himself once had. As time passed, it became clear that they would not. Vlad's blood had been shared with others, but his nobility was his and his alone. Many of his get were selfish and despotic creatures long before they cast off their humanity, and their descent into vampirism had made them all the worse. Perhaps Vlad should have chosen his family with more care, but in Sylvania his choices were limited.

Vlad had ruled Sylvania for a little over two hundred years when he grew restless. By this time, Sylvania was now a paragon of order in a realm riven by war. The noble houses of the Empire squabbled over the succession as they had for generations and, in that division, Vlad saw an opportunity to fulfil a long-held plan. Raising an army of the undead, he marched to claim the Empire for his own.

Thus began a war that lasted for decades. Vlad often led from the front, fighting with a strength and skill that far outshone that of mortal men. He fought with Blood Drinker, a hungry blade that stole the life-force of those it slew. Indeed, rumours told that this was the only way Vlad fed any longer, disdaining the crude feasting of his fellow vampires for something martial, something honourable. As the war ground on, Vlad was reported slain many times, but on each occasion returned miraculously from the dead, granted fresh life by a ring he would bear no other to touch.

As the years rolled past, Vlad brought the Empire to its knees, for how were his foes to slay a creature that could not die, or defeat an army constantly reinforced by its fallen foes? Ultimately, Vlad was destroyed by

the treachery of his allies. Mannfred, cleverest and most ambitious of the von Carsteins, betrayed the secret of Vlad's enchanted ring to his mortal foes. Armed with that knowledge, the humans stole the trinket. Not long after, Vlad perished before the very walls of Altdorf itself, and this time he did not return. The other von Carsteins fought on – all save Isabella, who killed herself out of grief – but the forces of Sylvania were defeated. Even Mannfred, cunning though he was, could not triumph. With his defeat the wars of the vampire counts came to a close, and the name of Vlad von Carstein passed into legend.

Even now, five centuries afterward, Vlad is remembered as the most notorious of his kind. Throughout the Empire, priests and scholars whisper his name and pray that he

is truly gone. No less watchful are the surviving von Carsteins. Some seek Vlad's return, desiring a lord who can restore their line to power and glory. Others dread his coming, knowing that their own designs will be for naught should their father-in-darkness claim that which is his.

Though few yet know it, Vlad has returned. Restored by Nagash the Accursed, he now stalks the land as one of the nine Mortarchs. Vlad serves not out of loyalty, but in the hope of being reunited with Isabella, whose spirit somehow never joined his in the hereafter. Meanwhile, Vlad has reclaimed his sword, his ring and rightful realm, and intends to start anew that which he began long ago: he will bring discipline to an Empire badly in need of it, whether its people wish it or not.

VLAD VON CARSTEIN, MORTARCH OF SHADOW 500 points

	M	WS	BS	S	T	W	I	A	Ld
Vlad, Mortarch of Shadow	6	7	5	5	5	3	7	5	10

Troop Type
Infantry (Special Character)

Vlad von Carstein, Mortarch of Shadow, can be included in an Undead Legions army. His points cost counts towards your Lords allowance.

EQUIPMENT:

- Heavy armour

MAGIC:

Vlad is a Level 3 Wizard who uses spells from the Lore of Death, Lore of Shadow, Lore of the Vampires and the Lore of Undeath. He can generate all of his spells from one lore, or from several of the above lores in any combination. Declare how many spells he will use from each lore before spells are generated.

SPECIAL RULES:

Terror, Undead, Vampiric.

The Hunger: At the end of any Close Combat phase in which Vlad has caused an unsaved Wound, roll a D6. On a roll of 4+, he regains one Wound

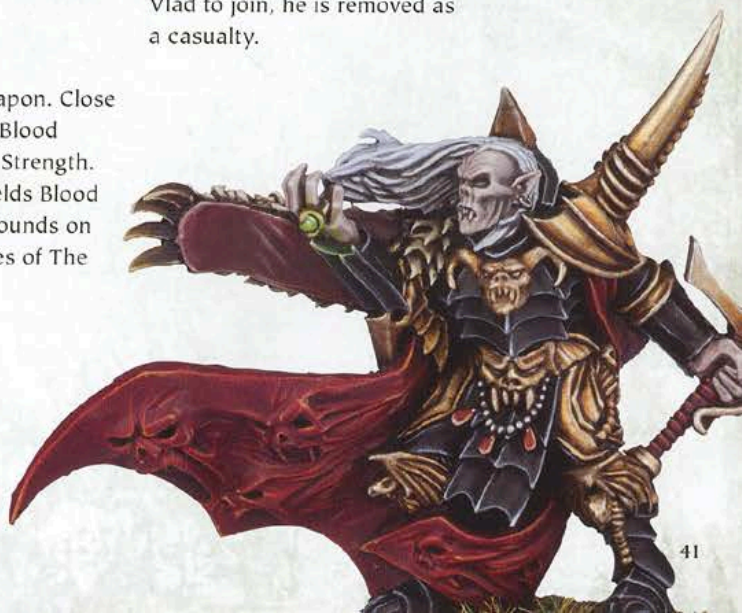
lost earlier in the battle (normally this would occur on a D6 roll of a 6, but this is improved by Blood Drinker, below).

Mortarch of Shadow: All enemy units within 12" of Vlad suffer a -1 penalty to their Leadership. In addition, all shooting and close combat attacks directed against Vlad, or his unit, suffer a -1 penalty to their To Hit rolls.

MAGIC ITEMS:

Blood Drinker: Magic Weapon. Close combat attacks made with Blood Drinker are resolved at +1 Strength. In addition, whilst Vlad wields Blood Drinker, he restores lost Wounds on a roll of 4+ for the purposes of The Hunger special rule.

The Carstein Ring: Talisman. The Carstein Ring grants Vlad a 4+ ward save. Furthermore, the first time Vlad is removed from play, roll a D6 at the end of the phase. On a roll of 2+, he is immediately returned to 'life' with a single Wound. Vlad must then be placed in the front rank of a friendly unit anywhere within 12" of the point where he fell (even one in close combat). If there is no such unit for Vlad to join, he is removed as a casualty.



MORGHASTS

Heralds of the Accursed One

The origins of the morphasts lie deep in the past, long before the time of Sigmar. Nagash, having failed to claim Nehekara through open war, had visited plague upon the kingdoms of the south, to weaken his enemies in preparation for war. Thousands perished, and all the time Nagash awaited the proper moment to renew his assault. The Great Necromancer's pride would not allow him to suffer another defeat, but nor did he want his victory over King Alcadizaar to be delivered from a distance.

Yet Nagash was not the only one who gazed down upon Nehekara's plight. Ptra, God of Light, had watched powerless as plague had ravaged the Kingdoms of the Sun. Ptra burned to loose the fires of the sun upon Nagash, to smite him out of existence with a blazing column of light. Alas, like many of the old gods, Ptra's ability to intervene directly in mortal affairs had receded as the Dark Gods of Chaos had grown in power. But he was not entirely helpless.

Ptra mustered his winged heralds, the hammurai, and sent them to destroy the Great Necromancer. Nagash's power was such, however, that even these divine warriors could not slay him. For forty days and nights, the hammurai battled Nagash atop the spires of Nagashizzar, but neither sun-forged steel nor the light prevailed. As dawn rose on the forty-first day, Nagash stood victorious amidst the ruin of Ptra's host.

As the sun flared an angry red with Ptra's impotent rage, Nagash looked upon the corpses of the hammurai and saw opportunity. When last he had marched upon Nehekara, his plans had been undone by the cowardliness of the vampires. The night-walkers had proven poor lieutenants, but now the Great

Necromancer saw the chance to create more effective servants. Drawing upon the power that was his to command, Nagash reshaped the fallen hammurai into worthy emissaries. At his command, bones twisted and bronzed skin sloughed away. Feathers that had once gleamed golden beneath the sun's rays rotted to nothing, leaving only membranous and leathery tatters behind. By the time the final incantation had been uttered, the hammurai were ossified parodies of their former selves, remade in an image abhorrent to the gods, but greatly pleasing to Nagash.

Whatever ruin Nagash had wrought upon the bodies of the hammurai, their minds he left intact. He had witless servants aplenty. What he needed were sentient vassals to lead his armies forth. He wiped away their loyalty to Ptra, replacing it with undying servitude to him alone. The remade hammurai would not fail their master as the vampires had, for they felt neither fear nor arrogance. Thus were the morphasts born.

Soon after, Nagash entered Nehekara in triumph. The morphasts came with him. They fought mostly in wingbands of anything between two and twenty, though the annals of Khemri recount how a legion of three hundred fought as bodyguard to Nagash at the Battle of Ashkaron. Wherever the morphasts fought, there were the bloodiest battles of that campaign. The morphasts had no command of sorcery, but so suffused with death magic were they that their mere presence urged the dead to rise. Even without this, the humans would have stood no chance against the morphasts, for though the creatures now served the darkness rather than the light, they still possessed the might of demigods. Their swords and glaives, fashioned long ago on

Ptra's solar forge, now blazed with the spirit energies of the slain, the souls trapped within driven to drag others to share their fate. The sick and wasted remnants of Alcadizaar's armies were swept aside, and Nagash at last had his victory.

In the wake of his triumph, Nagash began his Great Ritual to raise the Nehekharan dead as an army fit to conquer the world. Desiring that the morphasts would again serve as his heralds, he sent most south to Nehekara, ready to join the ranks of the newly-risen dead. A few he sent north, the better to hasten that conquest. That invasion never came. The skaven brought about Nagash's murder, and with the Great Necromancer's passing, the Nehekharans he had animated broke free. Following their master's final instructions, the morphasts attempted to assert their own will over the desert kings, but were overcome. In victory, the Nehekharan kings, unable to find a ritual to unmake the remains, sealed the morphasts' bones in obsidian tombs deep beneath the sands, and laid curses upon the stones so that they would not awaken.

Those morphasts that had gone north fared better, for a time. Their armies of the dead growing with each step, the morphasts brought the gift of oblivion to the scattered tribes. However, without Nagash, the magics that empowered the morphasts ebbed away, seeping into the ether as blood from a wound. One by one, they collapsed and did not rise. The greatest of their number, the archai – Nagash's elite guard who had been fused from the mightiest of Ptra's heralds – felt the waning draw nigh. They bade their minions forge ebony-wrought armour to channel the magic of the world into their accursed forms. Most of the morphasts, fixated upon

war against Nagash's enemies, did not notice their growing enfeeblement until it was too late.

Centuries passed. The morphasts were all but forgotten, the subject of legend. Prospectors and explorers stumbled upon morphast remains amidst the ruins of fortress-crypts, watched over by sightless skeletons, and worshipped by tribes of ghouls. The morphasts became curiosities, remnants that no scholar could fully explain. Over the years, many necromancers paid handsome sums or risked their wretched lives to reclaim such cadavers, only to meet with frustration with each failed attempt at resurrection. It would have provided little consolation had they known that the failure was not theirs, but due to magic fading from the world through the continuing efforts of the elves. Indeed, when Nagash returned during the time of Sigmar, even he found the magics of that era too thin to sustain a morphast's demigod spirit, and so looked to the mortal dead, such as the warlord Krell, to serve in their place.

Only now, in the hour of Nagash's third and final resurrection, when the power of the Dark Gods waxes and the skies burn with the stuff of raw magic, are the morphasts beginning to awaken. In Nehekhara, there is a hammering on the walls of long-buried tombs. Beneath the mountains, bones reknit before the astonished eyes of wretched worshippers. Skeletal wings darken the skies, and ungodly weapons shriek with joy at the prospect of stealing new souls.

Only Nagash's closest lieutenants can command them; only the mightiest heroes of the mortal race have the power to defeat them. Where they tread, the living perish and the dead awaken. The morphasts are rising, and they are the heralds of death.



MORGHAST HARBINGERS 80 points per model

	M	WS	BS	S	T	W	I	A	Ld
Morghast Harbinger	6	5	3	5	5	4	4	3	10

Troop Type
Monstrous Infantry

Morghast Harbingers can be included in a Vampire Counts army or an Undead Legions army. Their points cost counts towards your Special allowance.

UNIT SIZE: 2+

EQUIPMENT:

- Two hand weapons
- Heavy armour

SPECIAL RULES:

Hover, Killing Blow, Terror, Undead.

Heralds of the Accursed One:

Units with this special rule and all friendly units with the Undead special rule within 12" of them suffer one less Wound than they normally would due to the Unstable special rule (in addition to any other modifiers that apply).

MORGHAST ARCHAI 90 points per model

	M	WS	BS	S	T	W	I	A	Ld
Morghast Archai	6	5	3	5	5	4	4	3	10

Troop Type
Monstrous Infantry

Morghast Archai can be included in a Vampire Counts army or an Undead Legions army. Their points cost counts towards your Rare allowance.

UNIT SIZE: 2+

EQUIPMENT:

- Halberd
- Ebon-wrought armour

Ebon-wrought armour:

A model with ebon-wrought armour has a 4+ armour save.

SPECIAL RULES:

Hover, Killing Blow, Terror, Undead.

Heralds of the Accursed One:

Units with this special rule and all friendly units with the Undead special rule within 12" of them suffer one less Wound than they normally would due to the Unstable special rule (in addition to any other modifiers that apply).





VALTEN

Herald of Sigmar

Valten had an uneventful childhood, growing up as the son of Lachenbad's blacksmith and learning his father's craft as all boys did. The only truly unusual thing about the young Valten was a strange birthmark on his chest, shaped like the twin-tailed comet of Sigmar. This caused a great stir at his birth, for all knew the comet as a powerful omen, but whether for good or ill depended entirely on the whimsy of the gods.

It was on the eve of Valten's eighteenth birthday, however, that the superstitious doomsaying was proven well-founded. From the depths of the Reikwald, the beastmen came. Led by a powerful brute named Rargarth, they came in numbers not seen in living memory. Bent on pillage and plunder, the beastmen seemed

unstoppable and the few men of Lachenbad that could wield weapons had no hope of standing against them. With primal howls and brays they descended on the village, and the terrified people scattered before them, fleeing for their lives.

But Valten refused to run. Taking up two hammers from his father's forge he set about the horde like a hurricane with cries of anger and vengeance. The panicking villagers saw this, and were heartened by his incredible display of bravery. They gathered their swords, pitchforks and scythes, and ran to join the blacksmith's son. Following the boy, they cut through the warband until Valten stood before Rargarth himself, and shattered the brute's skull with one mighty hammer blow.

With their leader dead, the beastmen fled, and the exultant villagers chanted Valten's name. Though Lachenbad had been half-raided, the amazing prowess and courage of a single boy had spared it from total destruction. Stories of Valten spread like wildfire around the surrounding villages and towns and, before long, all manner of parties were showing an interest in the boy.

Then the twin-tailed comet came again, and dire portents shone amongst the northern stars. Spurred by a feeling he could not explain, Valten left Lachenbad behind and travelled north to the Kislev border. It was there that he would find the first clues to his destiny, and come to wield Ghal Maraz, the fabled Hammer of Sigmar, in the Empire's defence.

VALTEN 330 points

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	7	6	4	4	3	6	4	9

Troop Type
Infantry (Special Character)

Valten can be included in an Empire army. His points cost counts towards your Lords allowance.

EQUIPMENT:

- Two hand weapons

OPTIONS:

- May replace two hand weapons with full plate armour, barded warhorse and Ghal Maraz.....145 points

If this option is chosen, Karl Franz may not exchange his Reikland Runefang for Ghal Maraz. Rules for full plate armour and Ghal Maraz can be found in Warhammer: The Empire on pages 31 and 54 respectively.

SPECIAL RULES:

Immune to Psychology.

Awesome Presence: Valten, and all friendly units within 6" of Valten, have the Stubborn special rule.

Chosen of Sigmar: Valten has a 4+ ward save. In addition, once per game, he may harness the very power of Sigmar. Valten must declare that he is harnessing this power at the start of any Close Combat phase. If he does so, roll a D3 – Valten adds this number to his Weapon Skill, Strength, Toughness and Attacks characteristics until the end of the turn.

Iron Resolve: The first time Valten suffers a Wound that removes him as a casualty (including unsaved Wounds that killed him as a result of the Killing Blow, Heroic killing Blow or Multiple Wounds special rules), roll 2D6 before removing him as a casualty; if the total is less than or equal to 9, Valten negates the Wound; otherwise, Valten is removed as a casualty as normal.



CROM THE CONQUEROR

Harbinger of the End Times

Before Vardek Crom was out of childhood, he could wield axe and sword with a skill that far outstripped his tribe's greatest warriors. Before his thirtieth year, Crom was one of the steppes' most feared warlords. It was then that the visions started.

Night after night, Crom dreamt of the future, of a world drowning beneath a tide of Chaos. He saw a dark figure silhouetted against a red sky, a blade wreathed in golden fire raised above its head. Crom became convinced that it was a message from the gods; but who was the figure? Was it his own fate to claim the world for the gods, or did the dreams tell of another, even mightier than he? Crom spoke with sorcerers, but when they could not provide him with answers, his mood became dark and brooding.

When news reached Crom of a company of knights riding over his lands without offer of tribute, he rode to bar their path. Enraged, Crom fought and defeated many of the knights, but could not best their leader, a grim and unspeaking figure who rode upon a steed of brooding malice made flesh. This was Archaon, and though Crom knew it not, it was he who was destined to become Lord of the End Times.

At last, Crom met with defeat, for though Archaon did not draw his sword, he was still a foe beyond the warlord's match. But Crom did not perish for his temerity, as perhaps he expected. Rather, Archaon lifted the struggling warlord high off the ground, and at last drew his blade forth from its sheath.

As golden flame rippled along the blade, Crom at last realised that Archaon was the figure from his dreams, the chosen of the gods who would bring about the End Times.

Releasing Crom, Archaon spoke of his quest to become the Everchosen, and bade the warlord accompany him as one of his knights. Sensing the will of the gods at work, Crom accepted. Joining Archaon's warband, the Swords of Chaos, he left the northlands and passed into the myths of the Kul. When finally Crom returned to his homeland, he did so as Archaon's most loyal lieutenant – a true herald for the Lord of the End Times. Forging his tribe into an army of conquest, Crom struck out for the lands of Kislev, determined to prove Archaon's glory to all.

CROM THE CONQUEROR 230 points

	M	WS	BS	S	T	W	I	A	Ld
Crom the Conqueror	4	9	3	5	5	3	8	5	9

Troop Type
Infantry (Special Character)

Crom can be included in a Warriors of Chaos army. His points cost counts towards your Lords allowance.

EQUIPMENT:

- Two hand weapons
- Chaos armour
- Shield

SPECIAL RULES:

Eye of the Gods: See *Warhammer: Warriors of Chaos* page 24.

Immense Pride: Crom must always issue a challenge whenever possible, and must accept any challenge issued by the enemy. If other Chaos Warriors with the Eye of the Gods special rule are present in the same combat, then Crom must still be the one to issue/answer any challenges.

Way of the Warrior: At the start of each Close Combat phase you must declare whether Crom is using a hand weapon and shield, or two hand weapons. He is treated as being armed only with those weapons until the next time he attacks in the Close Combat phase (at which time you can choose whether he will carry on using the same weapons, or swap over as you see fit).

If Crom uses a hand weapon and shield, the shield adds +2 to his armour save rather than only +1, and his parry save is a 5+ ward save instead of a 6+ ward save. If he uses two hand weapons, he has three extra attacks rather than only one extra attack.



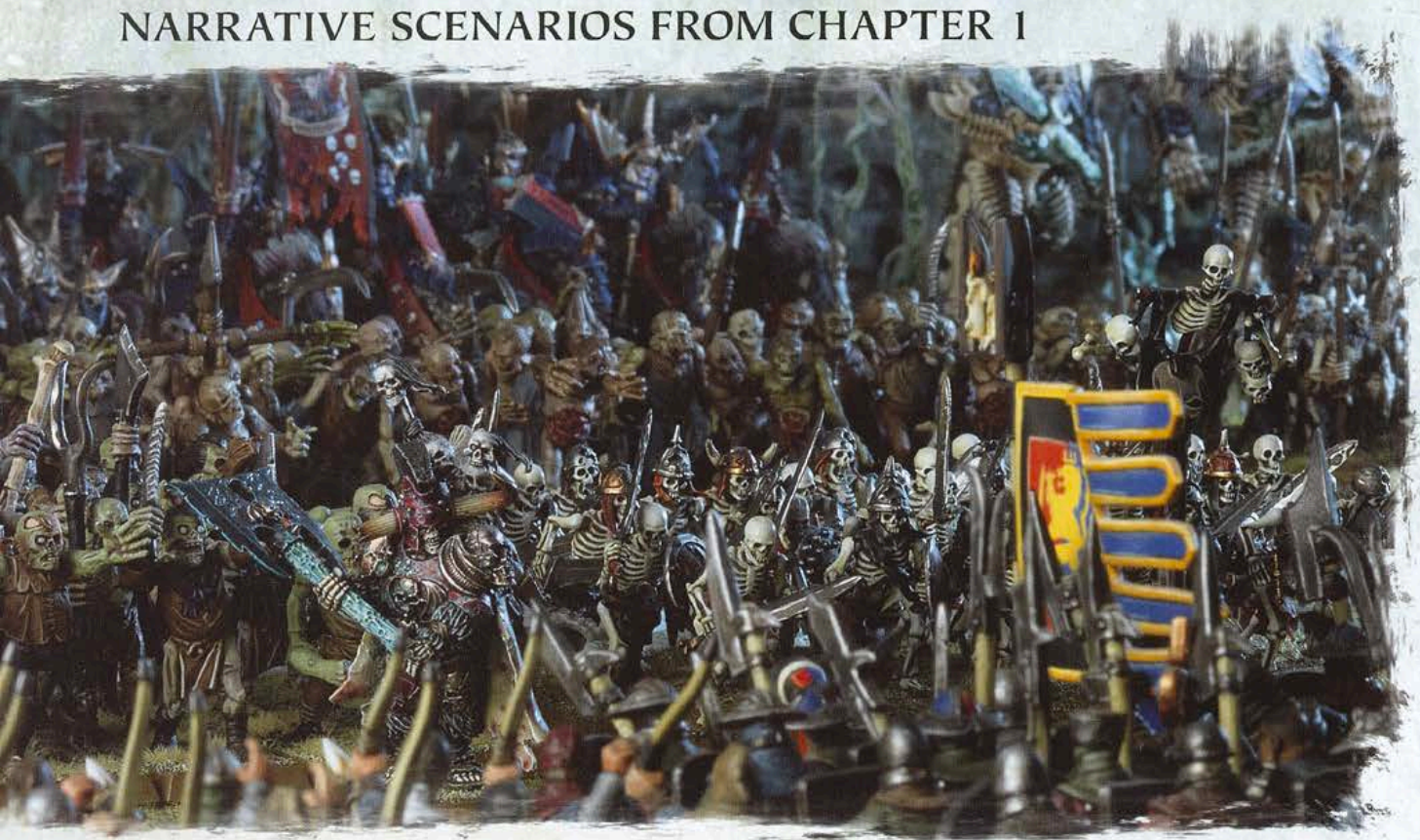




CHAPTER 3

Narrative Scenarios

NARRATIVE SCENARIOS FROM CHAPTER 1



THE BATTLE OF LA MAISONTAAL

During the 12th Battle of La Maisontaal Abbey, Arkhan ordered Krell, Lord of Undeath, to smash through the Bretonnian battle line and clear a path to the abbey, while Arkhan and Heinrich Kemmler lent magic support from afar. Theodoric of Brionne had placed the peasants under his command to defend the abbey, while he led his knights to strike at Arkhan's command position. A furious battle erupted, as Krell's legions struggled to overcome the stubborn Bretonnian men-at-arms defending the meadows to the south of the abbey.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: Vampire Counts*. The Attacker must take the following units or options if the models needed to represent them are available:

- Krell, Lord of Undeath.

The Defender must take a force chosen from *Warhammer: Bretonnia*. The Defender must take the following units or options if the models needed to represent them are available:

- All units of Peasant Bowmen must take the braziers option.
- One Prophetess of the Lady and two Damsels of the Lady (The Three Sisters of Ancelioux).

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for eight game turns, or until a victory condition ends the game immediately (see Victory Conditions).

VICTORY CONDITIONS

The Attacker wins immediately if, at the end of any Bretonnian turn, the Undead General is within 12" of the centre point of the Defender's table edge (see the deployment map opposite).

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Death on the Winds (page 11),
Undeath Ascendant (page 11).

Krell, Arkhan's Lord of Undeath: If Krell is part of the Attacker's army, he must be the General.

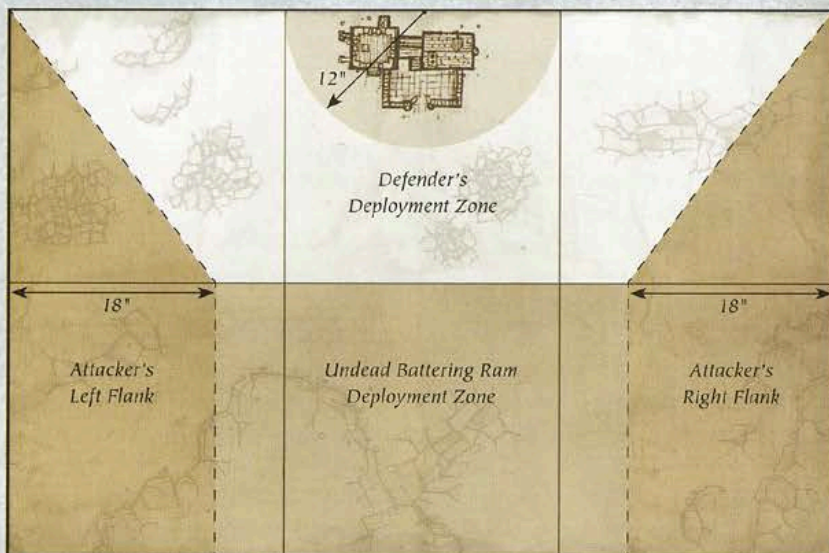
The Restless Dead: If the Fortified Manor (see the deployment map below) has been set up to represent the entrance to the abbey, then the buildings that make it up are Haunted Mansions, while the grounds surrounded by the outer walls are Charnel Pits as described on page 124 of the *Warhammer* rulebook.

The Sisters: The Three Sisters of Ancelioux have the Unbreakable special rule. As long as at least one of them is alive, all other units in the Defender's army have the Stubborn special rule.

Dark Enchantments: The players must roll off at the start of each game turn. The Attacker adds 4 to his roll. If all of the Three Sisters of Ancelioux are within 3" of each other, then the Defender adds 3 to his roll. If only two of them are within 3" of each other, then he adds 2 to his roll. If none of them are within 3" of each other, but at least one of the Sisters is on the battlefield, then he adds 1 to his roll. If none of the Sisters are on the battlefield, he adds nothing to his roll.

If the Attacker wins the roll-off, then all units in the Attacker's army gain D6 Wounds, distributed as described in *Resurrecting Fallen Warriors* (page 19).

If the Defender wins the roll-off, so long as at least one of the Three Sisters of Ancelioux is still alive, they are subjected to a magical onslaught for having the temerity to oppose the will of Arkhan and Kemmler. The Attacker places the small round template anywhere on the battlefield. Each Sister under the template suffers D3 Wounds, with no save of any kind allowed. Roll separately for each Sister to see how many Wounds the model suffers.



THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook. In addition to any other scenery, a Fortified Manor must be set up on the Bretonnian table edge if one is available, as shown on the map. The building represents the entrance and burial grounds of the abbey.

DEPLOYMENT

The Defender deploys first, anywhere in their deployment zone more than 12" from the centre point of their table edge (see the deployment map above).

The Attacker deploys second. Cavalry, Monstrous Cavalry and models with the Fly special rule must be deployed in the left and/or right flank deployment zones. All other units must be deployed in the central 'battering ram' deployment zone. None of the Attacker's units may deploy within 12" of the Defender's units.





THEODORIC'S LAST CHARGE

With Krell and his undead legions fully engaged attacking the abbey, Theodoric of Brionne unleashed the knights under his command. Swinging around both flanks of Krell's assault force, the Bretonnian cavalry fell upon the second echelon of the undead army, from where Arkhan the Black and Heinrich Kemmler were using their dark arts to control their minions.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: Bretonnia*. The Attacker must take the following units or options if the models needed to represent them are available:

- Bretonnian Lord (Theodoric).

The Defender must take a force chosen from *Warhammer: Vampire Counts*. The Defender must take the following units or options if the models needed to represent them are available:

- Heinrich Kemmler.
- Arkhan the Black, Mortarch of Sacrament. If Arkhan is taken, he does not cost any points and does not count against the percentage

points limit for Lords (but see the scenario special rules).

FIRST TURN

Roll-off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The battle lasts for five game turns, or until a victory condition ends the game immediately (see below).

VICTORY CONDITIONS

The Attacker wins immediately if the Defender's General is removed as a casualty.

The Defender wins immediately if Theodoric is removed as a casualty after he has inflicted at least one wound on the Defender's General.

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.



SCENARIO SPECIAL RULES

Death on the Winds (page 11),
Undeath Ascendant (page 11).

Lord Arkhan: If Arkhan, Mortarch of Sacrament, is part of the Undead army, he must be the General. Arkhan is concentrating on maintaining the army attacking the abbey, and is not allowed to cast any spells. Other Wizards in the Undead army may cast spells normally.

The model representing Theodoric has the Hatred (Arkhan the Black) special rule. The weapons he carries have been blessed and have the Armour Piercing special rule, in addition to any other special rules that apply to them.

Pride of Brionne: When playing this scenario, Knights Errant and Knights of the Realm units may include any number of models, and may form Lances that are up to four models wide.

Thundering Charge: Units of Knights Errant and Knights of the Realm in the Bretonnian army have the Stomp special rule as long as they conform to all of the following criteria:

- The unit has more than fifteen models.
- The unit successfully charged that turn.
- The unit is in Lance formation.

THE FATE OF LA MAISONTAAL

You can combine *The Battle of La Maisontaal* and *Theodoric's Last Charge* into a single game if you wish. This works best as a multi-player game, with different players commanding the troops in each game, but a pair of players can command all of the forces on both tables if desired. Set up both games as described. Start playing *The Battle of La Maisontaal* first, and begin *Theodoric's Last Charge* after the first game turn of the *The Battle of La Maisontaal* game is completed. From that point on, make sure that each game turn starts at the same time on each table (this means that the table that finishes a game turn first will have to wait for the other table to finish the same turn). The scenario rules described earlier apply to each of the battles, with the following additional rules:

A New Dawn: Should the Undead General in the *Theodoric's Last Charge* scenario be removed as a casualty, then from that point on the Undead player in *The Battle of La Maisontaal* does not add anything to their Dark Enchantments dice rolls.

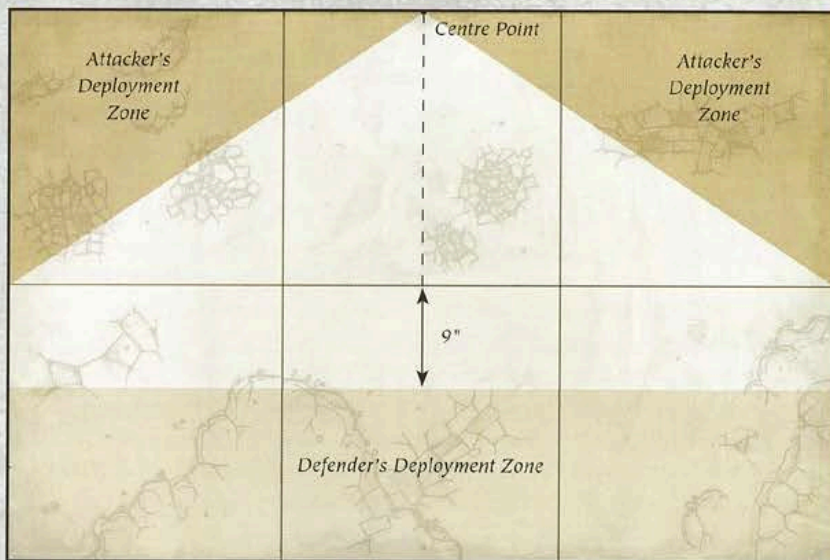
Turning the Tide: If any of the victory conditions that allow a side to win immediately are achieved in a scenario, then the battle on that table ends. Any units belonging to the victorious side may transfer to the other table, arriving as reinforcements in the following game turn.

Nagash Will Rise... or Not!:

If one side wins both of the scenarios, they achieve an *overwhelming victory*. If one side wins one scenario and the other is a draw, then the side with the single win achieves a *marginal victory*. Any other result is a draw.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.



DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turns to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. Units may be placed anywhere in their deployment zone.

The Attacker has two deployment zones. He must alternate placing units in the different areas, first placing a unit in one, then the other. When characters or war machines are deployed as a group, they too must alternate deployment, one model being placed in one area, and the next in the other.



THE BATTLE OF MORDKIN LAIR

Having battled his way through skaven-infested tunnels and caverns, Mannfred von Carstein has finally reached the fortress-lair of the skaven warlord Feskit. Within lies the prize for which he has fought so hard: the ancient Fellblade that doomed Nagash millennia ago. Swiftly breaching the fortress gate, Mannfred and his vanguard of mounted undead warriors have stormed into the castle's litter-strewn courtyard, and a wild, confused melee has taken place between the undead warriors and the clanrats and stormvermin defending the skaven warlord's lair. Bursting forth from a hidden entranceway, Feskit arrives to do battle, the Fellblade grasped firmly in one scabrous paw.



THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from the *Warhammer: Vampire Counts*. In this scenario, Black Knights are Core units, and Blood Knights are Special units. The Attacker must take the following units or options if the models needed to represent them are available:

- Count Mannfred (from *Warhammer: Vampire Counts*) on barded Nightmare. The points cost of Mannfred is included in the total points allowed for the army, but does not count against the percentage points limit that can be spent on Lords.
- Zombie Dragon (Ithragar).

The Defender must take a force chosen from *Warhammer: Skaven*. The Defender must take the following units or options if the models needed to represent them are available:

- Skaven Warlord with additional hand weapon and the Fellblade (Feskit).

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns, or until a victory condition ends the game immediately (see below).

VICTORY CONDITIONS

The Defender wins immediately if Count Mannfred is removed as a casualty whilst fighting in a challenge with Feskit.

The Attacker wins immediately if Feskit is removed as a casualty whilst fighting in a challenge with Count Mannfred.

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Death on the Winds (page 11),
Gloom & Darkness (page 9),
Uncertain Footing (page 10),
Undeath Ascendant (page 11).

Feskit: Feskit is a Skaven Warlord, armed with an additional hand weapon and the Fellblade. He may not be given any other options. The additional hand weapon and Fellblade are paired weapons and grant Feskit the Extra Attack special rule. Feskit must be the Skaven General.

Ithragar: Ithragar is a Zombie Dragon, but is not a mount and does not have a rider (if the model representing Ithragar has a rider, ignore the rider for the purposes of this scenario). He costs 245 points, and is a Rare unit. He has the Hatred (Skaven) special rule. Ithragar cannot be the Undead General, even if he has the highest Leadership characteristic in the Undead army.

Reinforcements: Reinforcements can enter play on any turn of the controlling player's choice (including

the first), using the rules in the *Warhammer* rulebook. A player may bring on a maximum of three reinforcement units in each of their turns. Skaven units enter at any point on the table edge of one of the three areas in which the Skaven player deployed his units at the start of the battle. Roll a D3 to randomly determine which of the three areas the unit must use. Undead units must enter from the table edge of the area in which Mannfred von Carstein was deployed at the start of the battle.



DEPLOYMENT

The table is divided into six equal-sized areas as shown on the deployment map above, and the players then deploy three units each. Roll off to see who goes first. The player that loses the roll-off must place a single non-character unit so that it is fully within any one area of the table.

Their opponent then places a single non-character unit in any of the remaining areas, and so on, taking turns until both players have deployed three non-character units and there is a single unit in each of the six areas. One of the units deployed by the Attacker must be the model representing Ithragar, if he is included in the army.

The Attacker then deploys his General in one of the areas containing one of his units. After he has done so, the Defender deploys Feskit in one of the areas containing one of his units. Both models must be deployed on their own, touching a table edge, and may not be deployed as part of the unit which is in the same area. All remaining units enter play as reinforcements (see the scenario special rules).

THE BATTLEFIELD

Set up terrain using the method described in the *Warhammer* rulebook. The battlefield represents the courtyard of Feskit's fortress-lair, and the table edges the walls and buildings that surround the edge of the courtyard. Players must use scenery that is appropriate for such a location when setting up the battlefield.





THE FALL OF HELDENHAME

With the main bulk of the defenders of Heldenhame occupied with the assault on the city walls, Mannfred von Carstein led a surprise attack on the castle that lay at the heart of the city. This had been his plan all along, for it was here that lay the prize that he sought, Morikhane, the armour of Nagash. The bastion was a formidable fortress even though it was only lightly held, so Mannfred decided to attack with flying undead monsters and ghostly ethereal creatures, both of which could bypass the castle's otherwise impregnable walls. Although outflanked, the startled defenders of the castle quickly rallied, and, armed with enchanted weaponry, launched a determined counter-attack to drive the undead away from the walls.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: Vampire Counts*. In this scenario, all units from the Attacker's army that have the Fly and/or Ethereal special rule are Core units. The Attacker must take the following units or options if the models needed to represent them are available:

- Count Mannfred (from *Warhammer: Vampire Counts*). The points cost of Mannfred is included in the total points allowed for the army, but does not count against the percentage points limit that can be spent on Lords.

The Defender must take a force chosen from *Warhammer: The Empire*. The Defender must take the following units or options if the models needed to represent them are available:

- Captain of the Empire on foot, armed with hand weapon and shield (Rudolph Weskar).

FIRST TURN

Roll off after deployment to see which player takes the first turn. The Attacker adds +1 to his roll.

GAME LENGTH

The battle lasts for six game turns, or until a victory condition ends the game immediately (see Victory Conditions opposite).

VICTORY CONDITIONS

The Empire player wins immediately if the General of the Undead army is removed as a casualty while fighting in a challenge with Rudolph Weskar.

The Undead player wins immediately if his General ends an Empire turn within 6" of the outer wall, and with no Empire units within 12" of him.

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Death on the Winds (page 11),

Undeath Ascendant (page 11).

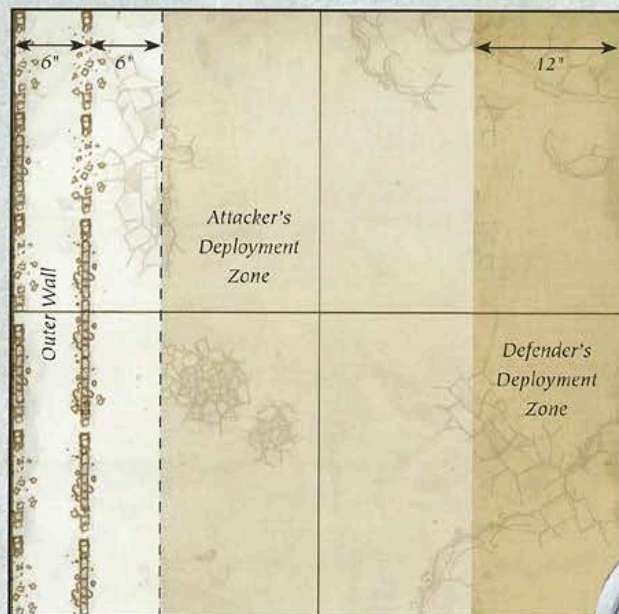
Empire Reinforcements: Empire units with the Regimental Unit or Detachment special rule may be placed to one side during deployment and enter play as reinforcements from turn 1 (see the *Warhammer* rulebook). These units move on from the edge of the outer wall – treat the edge of the wall as the edge of the table for the purposes of these reinforcements.

Enchanted Weaponry: All close combat attacks made by all Lords, Heroes and unit champions in the Empire army are treated as magical attacks. Models that are equipped with a magic weapon ignore this scenario special rule.

Lord Mannfred: If Count Mannfred is part of the Undead army, he must be the General.

Rudolph Weskar: Rudolph Weskar must be the Empire General. He is a Captain of the Empire with a hand weapon and shield, and may not be given any other options. He adds 1 to the Strength characteristic on his profile. In addition, once per game, the Defender may declare at the start of any Close Combat phase that Rudolph Weskar is drawing upon his reserves of inner strength. For the duration of that phase, he has the Heroic Killing Blow special rule.

The Outer Wall: The outer wall counts as impassable terrain for both sides, with the exception that units are allowed to move into base contact with the wall and are not forced to stop 1" away from it.



THE BATTLEFIELD

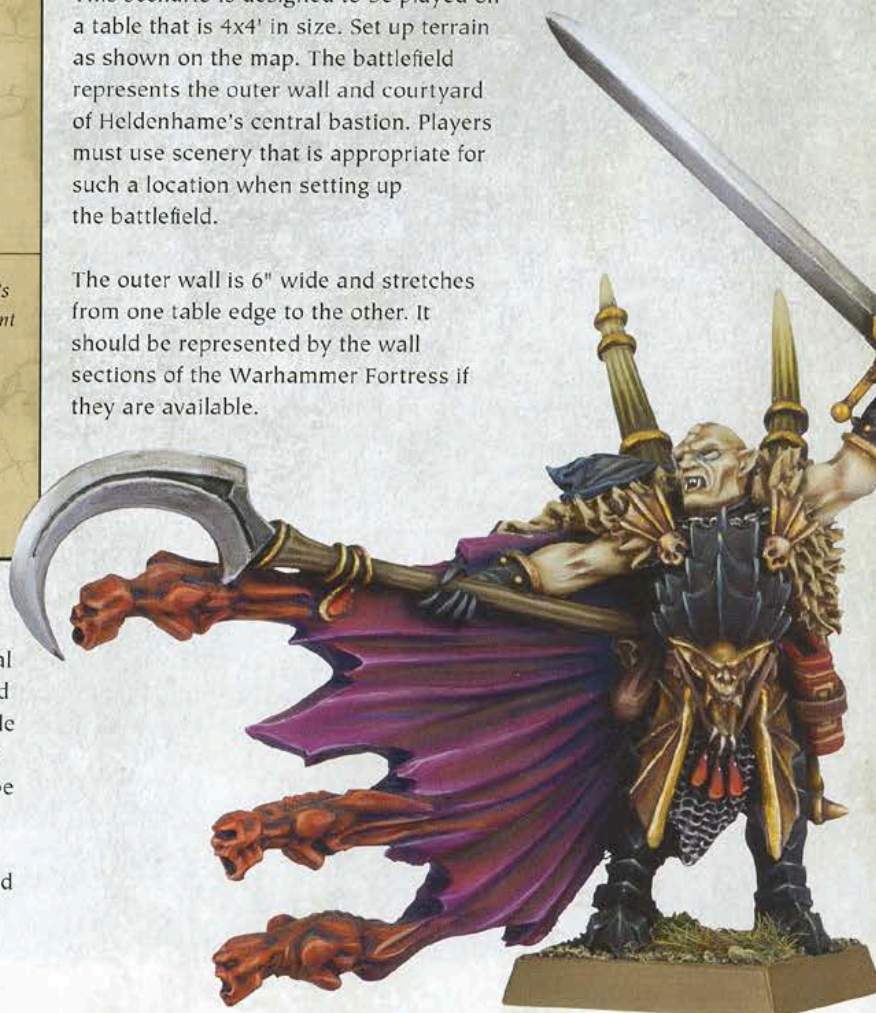
This scenario is designed to be played on a table that is 4x4' in size. Set up terrain as shown on the map. The battlefield represents the outer wall and courtyard of Heldenham's central bastion. Players must use scenery that is appropriate for such a location when setting up the battlefield.

The outer wall is 6" wide and stretches from one table edge to the other. It should be represented by the wall sections of the *Warhammer* Fortress if they are available.

DEPLOYMENT

The Defender deploys first. All units with the Regimental Unit or Detachment special rules can either be deployed in the Defender's deployment zone, or placed to one side to enter play as reinforcements from the outer wall (see the scenario special rules above). All other units must be deployed in the Defender's deployment zone.

The Attacker deploys second. All units must be deployed in Attacker's deployment zone.



NARRATIVE SCENARIO FROM CHAPTER 2



DEATH AT THE NINE DAEMONS

Eltharion the Grim and his elven warhost have arrived at the Glen of Sorrows only to find that Arkhan the Black has already begun the ritual to resurrect Nagash. The high elves must fight swiftly through a horde of undead if they are to reach the magical circle known as the Nine Daemons in time, but Mannfred von Carstein stands ready to slay any hero of Ulthuan who dares to threaten his nefarious plans.



THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: High Elves*. The Attacker must take the following units if the models are available:

- Eltharion the Grim on Stormwing (if your force includes Eltharion he must be your General).
- Archmage (Belannaer).
- Prince(ss) on Elven Steed (Eldyra).

Neither Belannaer nor Eldyra can be the Attacker's General.

The Defender must take a force chosen from *Warhammer: Vampire Counts*. The Defender must take the following unit if the model is available:

- Count Mannfred (from *Warhammer: Vampire Counts*) on barded Nightmare.

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns or until the Attacker's General is removed from play (either because he has been removed as a casualty or because he destroys the Magical Barrier as described in the Pierce the Veil scenario special rule).

VICTORY CONDITIONS

If the Magical Barrier is destroyed (see the Pierce the Veil scenario special rule), the Attacker wins immediately. If, in addition to destroying the Magical Barrier, neither Belannaer or Eldyra have been removed from play, the Attacker instead achieves a *crushing victory*.

The Defender wins immediately if the Attacker's General is removed as a casualty. If, in addition to slaying the Attacker's General, either Belannaer or Eldyra has been removed from play, the Defender instead achieves a *crushing victory*.

Any other result is a draw.

SCENARIO SPECIAL RULES

Haunted Battlegrounds (page 11).

The Magical Barrier: No model may pass over or through the Magical Barrier, including models with the Fly and/or Ethereal special rule. The Magical Barrier is considered to block all line of sight.

The Summoning Site:

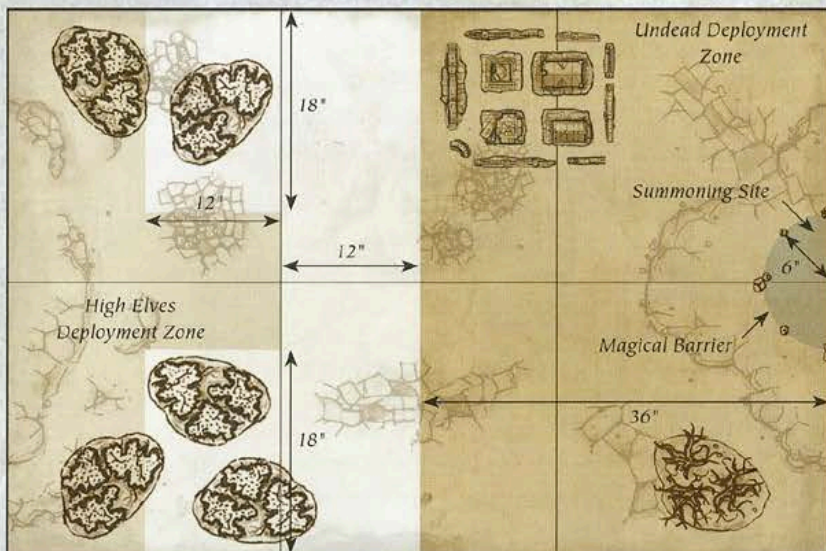
Reinforcements cannot enter the battlefield anywhere within the Summoning Site.

Pierce the Veil: Instead of attacking a unit in close combat, the Attacker's General can, if he is in base contact with the Magical Barrier, attack it. The Magical Barrier is hit automatically in combat, has a

Toughness of 6 and has 4 Wounds. The Magical Barrier can only be damaged by the Attacker's General, in close combat, and cannot be damaged by his mount (if any) or in any other way. If the Magical Barrier loses its last Wound, the Attacker's General is immediately removed from play.

Master of Magic: Belannaer and all friendly Wizards within 12" of him that have the Valour of Ages special rule, add 1 to all Dispel attempts.

Mistress of Blades: Eldyra and all characters and unit champions within 12" of her that have the Valour of Ages special rule, add 1 to all To Hit rolls in close combat.



DEPLOYMENT

The two armies should be deployed in the corresponding deployment zones as shown in the scenario map above. Players take it in turns to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. No model may deploy within the Summoning Site.

THE BATTLEFIELD

Instead of using the usual rules for placing terrain, set up the battlefield as closely as you can to the map opposite.

The Magical Barrier

In this scenario there is a section of the battlefield cordoned off by a Magical Barrier (see the scenario special rules). The Magical Barrier is represented by the edge of an imaginary semi-circle, 6" in radius, centered in the middle of the Defender's board edge, as shown on the map. We recommend you place several suitable counters (if you have them in your collection, stone statues are ideal, but coins or other markers will suffice) to help delineate the Magical Barrier during your game. The area enclosed by this semi-circle is the Summoning Site (see Deployment).

NARRATIVE SCENARIOS FROM CHAPTER 3



THE BATTLE OF SKULL CHASM

The undead host of the Vampire Queen, Neferata, has routed countless goblin tribes on its journey south through the passes of the Worlds Edge Mountains. However, desperation, combined with goblin warboss Grulsik's opportunistic cunning, has finally forced a greenskin force to be reckoned with. As Neferata seeks to break through to continue her quest, Grulsik awaits the perfect moment to launch his ambush amid the cave-strewn narrows of Skull Chasm.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described in the *Warhammer* rulebook, to an equal points value agreed before the game.

The Attacker must take a force chosen from the Undead Legions army list (page 20). The Attacker must take the following units or options if the models needed to represent them are available:

- Neferata, Mortarch of Blood (if your force includes Neferata, she must be your General).
- 1 unit of Tomb Guard (Neferata's Lahmian Guard). Instead of the Tomb Captain, the Lahmian Guard can choose to include an Ushabti Ancient to represent Mafdet. Mafdet costs 60 points and counts as a unit champion in all respects, but the Animated Construct special rule is ignored. Mafdet wears heavy armour and has a hand weapon and a great weapon. Whenever you are required to work out the mixed unit's frontage or ranks, count as if the entire footprint of the unit was filled with Tomb Guard.

In addition to the force chosen above, the Attacker must also prepare a reserve force with a points value of up to half the agreed points value for the game. This must include the following units or options if the models needed to represent them are available:

- Krell, Mortarch of Despair.

The Defender must take a force chosen from *Warhammer: Orcs &*

Goblins. The Defender must take the following units or options if the models needed to represent them are available:

- Night Goblin Warboss with great weapon (Grulsik).

In addition to the force chosen above, the Defender must also prepare an ambush force with a points value of up to half the agreed points value for the game. The ambush force must include the following units or options if the models needed to represent them are available:

- 1+ Mangler Squigs.

You will also require a Monster chosen from *Warhammer: Storm of Magic* – this must be a Chimera if the model is available.

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns or until one of the victory conditions described opposite has been achieved.

VICTORY CONDITIONS

The Attacker wins immediately if his General voluntarily moves off the Defender's table edge. The Defender wins immediately if the Attacker's General is slain.

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Haunted Battlegrounds (page 11),
Trolls & Cave Squigs (page 10).

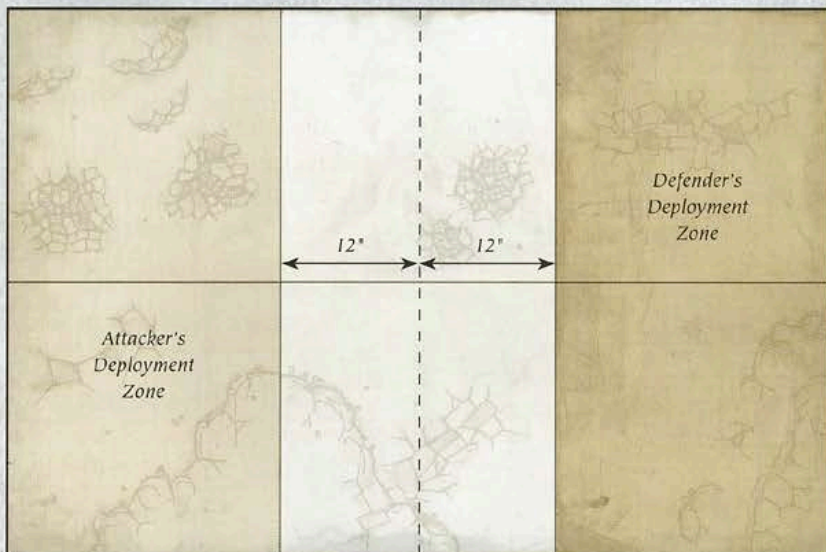
The Trap is Sprung: At the beginning of the Defender's third turn, the ambush force arrives from a randomly determined long table edge. Each unit moves onto the board from any point along that table edge, following the rules for reinforcements described in the *Warhammer* rulebook.

The Monster Awakens: Starting from game turn 3, roll a D6 at the beginning of every player turn. On the dice roll of a 1-3, nothing happens – roll again next turn. On the roll of a 4+, the monster moves onto the battlefield. Roll a scatter dice as close to the centre of the battlefield as possible. The monster moves onto the board from the point on the board edge indicated by the arrow, following the rules for reinforcements described in the *Warhammer* rulebook. Once it has arrived, do not roll again to see if the monster arrives. The monster has the Random Movement (3D6) special rule, and moves towards the nearest visible unit during each player's Compulsory Moves sub-phase. If the monster cannot reach its target, it will use its breath weapon (if it has one and it is in range). The monster treats all other units as enemy units, and is treated as an enemy unit by all other units. If the monster is engaged

in close combat with more than one enemy unit, randomly determine which unit it will direct all of its attacks against at the start of each Close Combat phase. No victory points are awarded for killing the monster.

Doomed Legion: At the beginning of the Attacker's fourth turn, the reserve force arrives from a randomly determined long table edge. Each unit moves onto the board from any point along that table edge, following the rules for reinforcements described in the *Warhammer* rulebook.

Bane of Monsters: If the reserve force includes Krell, Mortarch of Despair, he has the Heroic Killing Blow special rule for the duration of the battle.



DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent deploys in the other half.

Units may be placed anywhere in their half that is more than 12" from the centre line.

Players take it in turns to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook.

THE BATTLEFIELD

Set up the battlefield as described in the *Warhammer* rulebook or in a mutually agreeable manner.





THE BATTLE OF VALAYA'S GATE: PART 1

The arrival of Krell and his Doomed Legion has greatly strengthened Neferata's army. Together, the two Dark Lords of Nagash continue their journey south at the head of a grand host of the undead, their numbers bolstered further still by hordes of the recently slain. But on reaching her goal, Neferata finds a powerful throng of dwarfs barring her way. Can Runelord Thorek Ironbrow breach the Gate of Valaya before his kinsmen are overrun by the merciless undead?

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. Each player then selects his force as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from the Undead Legions army list (page 20). The Attacker must take the following units or options if the models needed to represent them are available:

- Neferata, Mortarch of Blood (if your force includes Neferata, she must be your General).
- Krell, Mortarch of Despair.
- 1 unit of Tomb Guard (Neferata's Lahmian Guard. See page 60 for details of the unit's composition).

The Defender must take a force chosen from *Warhammer: Dwarfs*. The Defender must take the following units or options if the models needed to represent them are available:

- Thorek Ironbrow (if your force includes Thorek Ironbrow, he must be your General).
- 1 unit of Ironbreakers (the Iron Guard).

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns or until the Defender's General is either slain or opens the Gate of Valaya.

VICTORY CONDITIONS

The Attacker wins if the Defender's General is slain before the Gate of Valaya is opened.

The Defender wins if his General opens the Gate of Valaya.

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Gloom & Darkness (page 9).

The Underway: Any table edges that are not part of the entranceway to the two northern tunnels or the Underway count as impassable terrain. Following the normal rules, fleeing units can force a way through the impassable terrain. Other units, (including reinforcements) may not enter or leave via the impassable

sections of the table edge unless they have the Ethereal special rule. This means that pursuing or overrunning units, other than ethereals and flyers, must stop 1" away from impassable sections of the table edge.

Riddle of the Runes: From the end of game turn 4, if the Defender's General is within 6" of the Gate of Valaya, he may attempt to open it, even if he is fighting in close combat. Roll a dice at the end of game turn 4. On the roll of a 6, the Defender has opened the gate. If the gate remains unopened, he may roll again at the end of game turn 5, requiring a 4+ to open the gate. If unsuccessful, he may roll again at the end of game turn 6, requiring a 2+ to open the Gate of Valaya.

Magical Dearth: With the exception of the Anvil of Doom's innate bound spells, the casting value for all spells is increased by 2.

Tunnels of Death: Any Attacking units arriving as reinforcements can do so from either of the northern tunnel sections, starting from turn 2. However, if the Defender moves a unit into base contact with a tunnel entrance, that tunnel will count as blocked until the blocking unit flees or is destroyed. No reinforcements can be moved on through a blocked tunnel.

Tunnel Fighters: Any units of Ironbreakers, Irondrakes or Miners have the Tunnel Fighters special rule (page 10).

Impenetrable Shieldwall: For the purposes of calculating combat result bonuses, the Iron Guard count as having no flanks or rear. Furthermore, they can make Parry saves against attacks made to their flanks and rear.



THE BATTLEFIELD

First of all, place the Gate of Valaya, as depicted on the map opposite. Continue setting up the battlefield as described in the *Warhammer* rulebook or in a mutually agreeable manner. It's worth keeping in mind when setting up the rest of terrain that the battle is being fought in an underground cavern at an intersection of the Dwarf Underway. The two tunnels are open, and are 6" wide. The Gate of Valaya should be 12" wide.

DEPLOYMENT

First of all, the Defender deploys his entire army anywhere within the deployment zone shown on the map above. However, the Defender's General must be deployed within 6" of the Gate of Valaya.

The Attacker then deploys his units anywhere within the two deployment zones shown on the map. Any remaining units that cannot fit within the Attacker's deployment zones must arrive later in the battle, following the rules for reinforcements as described in the *Warhammer* rulebook.



THE BATTLE OF VALAYA'S GATE: PART 2

After thousands of years of dormancy, the Gate of Valaya lies open, revealing the ancient power within. However, Thorek Ironbrow has no time to bask in the glory of his life's greatest triumph; not only does Neferata's implacable undead legion continue to press its attack, but ill fate has drawn an army of goblins towards the fray. But all is not yet lost, as the stirring sound of the Thunderhorn of Karak Azul sounds in the deep, heralding the arrival of King Kazador and a host of his hold's finest warriors.

Designer's Note – Multi-player games: *This scenario is a multi-player game involving three sides. If you have a copy of Warhammer: Triumph & Treachery, you must play this scenario using the rules from this expansion. Otherwise you will need to use the scenario special rules from the Battle Royale scenario, which can be found in the Narrative Battles section of the Warhammer rulebook.*

THE ARMIES

Agree which players will be the Undead, Orc & Goblin and Dwarf players. Each player then selects his force as described on page 21, to an equal points value agreed before the game.

The Undead player must take a force chosen from the Undead Legions army list (page 20). He must take the following units or options if the models needed to represent them are available:

- Neferata, Mortarch of Blood (if your force includes Neferata, she must be your General).
- Krell, Mortarch of Despair.
- 1 unit of Tomb Guard (Neferata's Lahmian Guard. See page 60 for details of the unit's composition).

The Orcs & Goblins player must take a force chosen from *Warhammer: Orcs & Goblins*. He must take the following units or options if the models needed to represent them are available:

- Night Goblin Warboss with great weapon (Grulsik).

The Dwarf player must take a force chosen from *Warhammer: Dwarfs*. He must take the following units or options if the models needed to represent them are available:

- Thorek Ironbrow (if your force includes Thorek Ironbrow, he must be your General).
- 1 unit of Ironbreakers (the Iron Guard).

In addition to the force chosen above, the Dwarf player must also prepare a reserve force with a points value total of up to half the agreed points value for the game. The reserve force must include the following units or options if the models needed to represent them are available:

- Dwarf Lord with the Master Rune of Smiting (King Kazador). The Dwarf player is free to equip him with any further runes or equipment.
- 1 unit of Hammerers (the Blackhammers).

FIRST TURN

To see which player takes the first turn, follow the rules described on page 16 of the *Warhammer: Triumph & Treachery* expansion.

GAME LENGTH

The battle lasts for six game turns or until the Undead General has moved off the southern table edge through the Gate of Valaya.

VICTORY CONDITIONS

The Undead player wins immediately if his General voluntarily moves off the table edge through the Gate of Valaya. Note that due to the limited height of the gateway, the Undead player's General cannot use the Fly special rule to move off the table edge.

The Dwarf player wins if, at the end of the game, his General is still alive and the Undead player's General has not moved off the table edge through the Gate of Valaya.

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.



SCENARIO SPECIAL RULES

Gloom & Darkness (page 9),

The Underway (page 63),

Magical Dearth (page 63).

Waaagh! Grulsik: At the beginning of the Orcs & Goblins player's first turn, his army arrives to join in the fighting. Each unit moves on from either of the northern tunnel sections, following the rules for reinforcements described in the *Warhammer* rulebook. If there is no space for all of the units to arrive, any remaining units stay as reinforcements, and can attempt to move on during the following turn. However, if an enemy unit moves into base contact with a tunnel entrance, that tunnel will count as blocked until the blocking unit flees or is destroyed. No reinforcements can be moved on through a blocked tunnel.

The Last March of King Kazador:

At the beginning of the Dwarf player's turn 3, his reserve force arrives from a randomly determined Underway

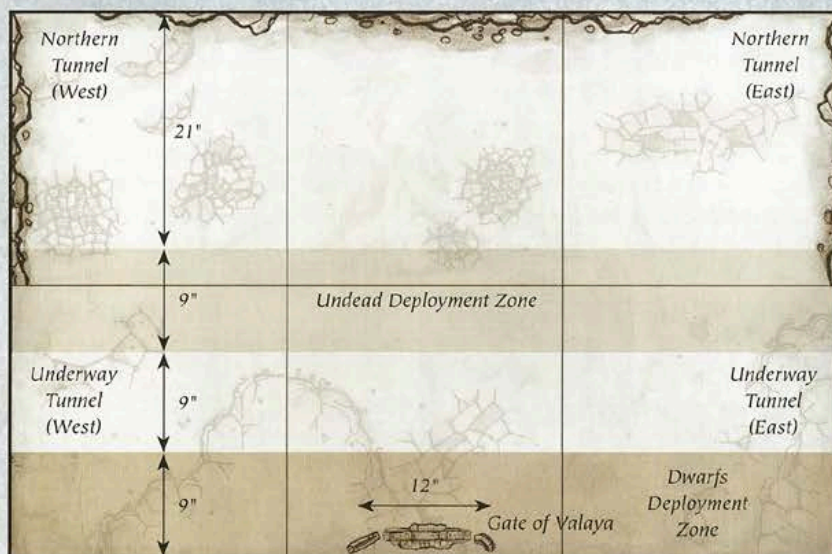
entrance (see map below). Each unit moves on to the board from any point along that Underway section, following the rules for reinforcements described in the *Warhammer* rulebook. If the reserve force includes King Kazador of Karak Azul, he will sound his trusty Thunderhorn to announce his arrival. For the duration of that game turn, all friendly models from *Warhammer: Dwarfs* have the Stubborn special rule.

The Blackhammers: As long as King Kazador remains in the unit, the Blackhammers are Unbreakable. If King Kazador leaves the unit or is slain, the Blackhammers lose this rule immediately.

The Anvil's Doom: If the Dwarf player's army includes Thorek Ironbrow, he can choose to land a mighty blow on his Anvil of Doom instead of striking any runes during the Magic phase. He can do this even if he is engaged in close combat. This

act will automatically destroy Thorek and the Anvil of Doom, meaning that the Dwarf player can no longer secure an automatic victory. However, every unit (friend and foe) within 6" of the exploding Anvil of Doom suffers 4D6 Strength 5 hits. These hits are magical attacks with the Flaming Attacks special rule, and are distributed as per shooting attacks. After these effects have been resolved, Thorek Ironbrow and his Anvil of Doom are removed from play.

Tunnel Fighters: Any units of Ironbreakers, Irondrakes or Miners have the Tunnel Fighters special rule (page 10). Furthermore, any units of Night Goblins, or units including a Night Goblin character, have the Tunnel Fighters special rule.



DEPLOYMENT

First of all, the Dwarf player deploys his entire army anywhere within the deployment zone shown on the map above. However, the Dwarf General must be deployed within 6" of the Gate of Valaya.

The Undead player then deploys his entire army anywhere within the deployment zone shown on the map above.

Any reserve forces will arrive later in the battle (see the scenario special rules).

THE BATTLEFIELD

First, place the two tunnel entrances and the Gate of Valaya, as depicted on the map opposite. Continue setting up the battlefield as described in the *Warhammer* rulebook or in a mutually agreeable manner. It's worth keeping in mind when setting up the rest of terrain that the battle is being fought in an underground cavern at an intersection of the Dwarf Underway. The two tunnels are open, and are 6" wide. The Gate of Valaya also lies open, and should be 12" wide.

NARRATIVE SCENARIOS FROM CHAPTER 4



THE DEFENCE OF ALDERFEN

The Auric Barrier has been breached and the forces of Chaos have spilled through. So far, the Chaos forces have been held at bay only due to the heroics of a young blacksmith named Valten and the noble sacrifice of Elector Count Hertwig. When the daemonic forces of Gurug'ath enter the fray all looks lost, until the beleaguered Empire forces receive unexpected reinforcements in the form of Vlad von Carstein and his undead host. Valten and Vlad must hold Gurug'ath back until the Auric Barrier can be sealed and the Greater Daemon trapped within.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: Warriors of Chaos* and/or *Warhammer: Daemons of Chaos*. The Attacker must take the following units or options if the models needed to represent them are available:

- Great Unclean One (Gurug'ath).

The Attacker is allowed to choose units freely from either or both army lists, and adds together the points for units from the two armies when working out the percentage of points spent on each category in the army.

The Defender must select **two** armies. One must be selected from *Warhammer: The Empire*, and must include the following units or options if the models needed to represent them are available:

- Valten with two hand weapons (if your force includes Valten, he must be the Empire General).
- Luthor Huss, Prophet of Sigmar.

The other army must be selected from the Undead Legions list (page 20), and must include the following units or options if the models needed to represent them are available:

- Vlad von Carstein, Mortarch of Shadow (if your force includes Vlad, he must be the Undead Legions army General).

The Defender can split the points he has as he sees fit between the two armies, so long as neither army has less than one third of the points available. The two armies treat each other as Suspicious Allies, as described in the allies rules in the *Warhammer* rulebook.

In this scenario, the points costs of Gurug'ath, Valten, Vlad von Carstein and Luthor Huss are included in the total points allowed for the players' armies, but they do not count against the percentage points limit that can be spent on Lords or Heroes.

FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The battle lasts for eight game turns, or until a victory condition ends the game immediately (see below).

VICTORY CONDITIONS

The Attacker wins immediately if the Empire General is removed as a casualty. The Defender wins

immediately if the Attacker's General is removed as a casualty. In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Haunted Battlegrounds (page 11).

The Auric Barrier Closes: At the start of the game, place two counters on the table's centre line, one 3" from one short table edge and one 3" from the other short table edge. Draw an imaginary line from each of these counters that extends directly towards the Attacker's table edge. The space between these lines and their short table edge represents the Auric Barrier (see the deployment map) and will increase in size as the game progresses. The Auric Barrier is impassable terrain.

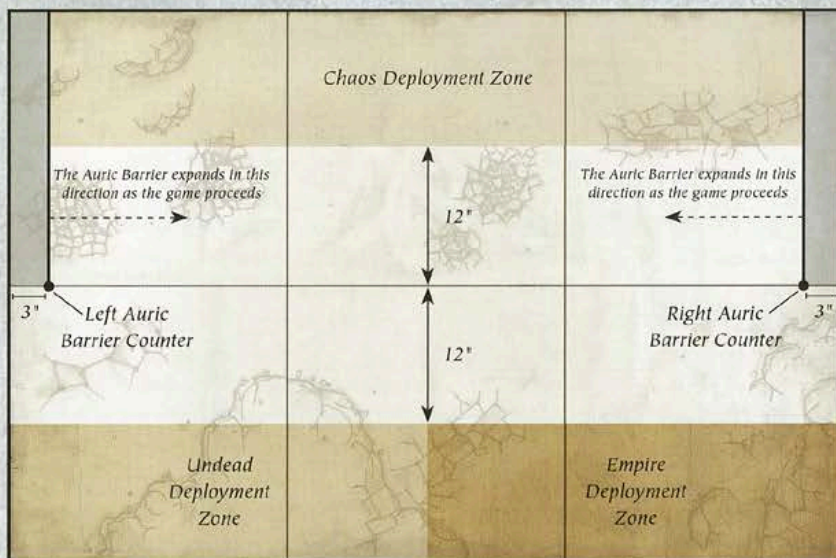
During the Magic phase, these counters move directly towards the opposite short table edge. The distance the counter moves in inches is determined by the dice rolled to determine the winds of magic; one counter is moved a number of inches equal to the highest result, the other a number of inches equal to the lowest (the player whose turn it is chooses which dice to apply to which counter). Any models that are within the area of the extended Auric Barrier are immediately removed as casualties.

Heroic Intervention: If the Empire General suffers a Wound (including any inflicted in a challenge) whilst the Hero with this special rule is within 6", roll a D6. On a 1, the Wound is resolved against the Empire General as normal. On a 2+, the Wound is resolved against the Hero with this special rule instead.

Troll Cleaver: Starting from the Defender's third turn, roll a D6 at the start of each Empire turn. On a 6, the undead Elector Count Wolfram Hertwig has delivered the Ostermark Runefang into Valten's hands. From then on, Valten counts as having the following Magic Item for the remainder of the game:

The Ostermark Runefang: *The Runefang of Ostermark, also known as Troll Cleaver, has slain countless of the monsters after which it was named.*

Magic Weapon. All hits from the Ostermark Runefang wound automatically with no armour saves allowed.



THE BATTLEFIELD

Instead of using the usual rules for placing terrain, set up the battlefield as closely as you can to the scenario map opposite.

DEPLOYMENT

Players then take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

The Defender has two deployment zones. Units from *Warhammer: The Empire* (including Valten) must be set-up wholly within the Empire deployment zone, and units from

the Undead Legions army list must be deployed wholly within the Undead deployment zone.

Once all models are deployed, but before the first turn begins, the Defender nominates one Hero from the Empire army. This Hero cannot be your General, and if your army includes Luthor Huss, he must be the nominated character. The nominated Hero has the Heroic Intervention special rule (see scenario special rules).



DEATH OF A TRAITOR

Balthasar Gelt has rushed to Castle von Raukov to prevent a shape-shifting assassin from slaying the Emperor. The wizard is mistakenly convinced that the assassin has taken the form of Valten, but none will heed his warning. In desperation, the Supreme Patriarch calls upon forbidden magic to raise an army of undead to stop Valten before he can strike; an act that brands him a traitor in the eyes of his countrymen. As battle reigns, Ludwig Schwarzhelm and the Reiksguard form a protective barrier to guard Karl Franz, but they are unaware that the true assassin is about to strike. Valten must not only survive Gelt's attack, but must also fight his way to the Emperor before it is too late.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from the Undead Legions army list (page 20). In addition, the Attacker must take the following unit from *Warhammer: The Empire* if the model needed to represent him is available:

- Balthasar Gelt (if your force includes Balthasar Gelt, he must be your General).

The Defender must take a force chosen from *Warhammer: The Empire*. The Defender must take the following units or options if the models needed to represent them are available:

- Valten with two hand weapons (if your force includes Valten, he must be your General).
- Luthor Huss, Prophet of Sigmar.
- Kurt Helborg.

In this scenario, the points costs of the Balthasar Gelt, Valten, Luthor Huss and Kurt Helborg are included in the total points allowed for the players' armies, but they do not count against the percentage points limit that can be spent on Lords or Heroes.

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns, or until the assassin strikes (see *An Assassin Closing In*, in the scenario special rules), or until a victory condition ends the game immediately (see below).

VICTORY CONDITIONS

The Attacker wins immediately if the Defender's General is removed as a casualty. The Defender wins immediately if the Attacker's General is removed as a casualty.

If, at the end of the game, the Defender's General is more than 6" from the 'Karl Franz' objective marker (see Deployment below), the Defender suffers a *crushing defeat*.

In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Death on the Winds (page 11).

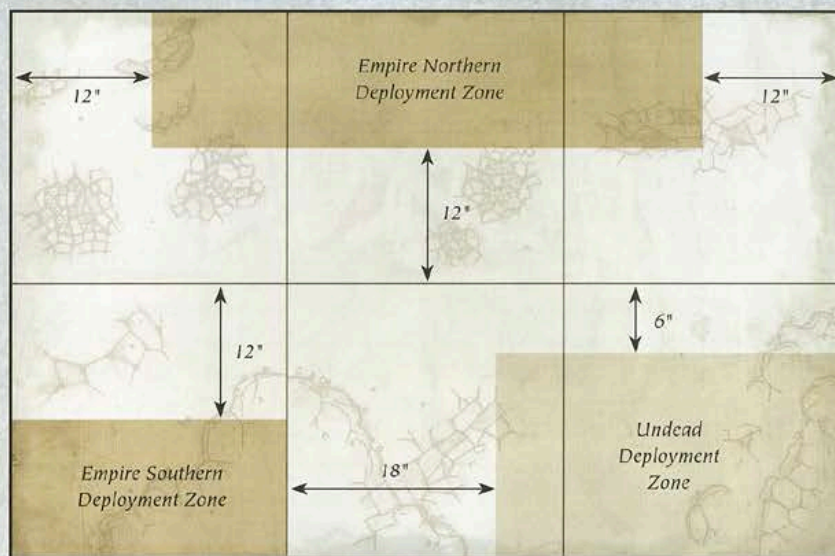
An Assassin Closing In: Roll a D6 at the end of each Empire turn and add the current turn number to the dice roll. If the result is 10 or more, the assassin is about to strike Karl Franz; play one more game turn and then end the game.

Kill the Wizard, End the Battle: The Defender's nominated character (see Deployment below) re-rolls failed To Hit rolls when fighting in a challenge against the Attacker's General.

Protect the Emperor: None of the Attacker's units may approach within 6" of the 'Karl Franz' objective marker under any circumstances. Any of the Attacker's units that would overrun, flee or pursue into this marker immediately halt and suffer 2D6 Strength 4 Hits.

The Revelations Necris: If the Attacker's General is a Wizard, he must take spells from the Lore of Undeath (page 15).

The Supreme Patriarch, a Necromancer?: In this scenario, if Balthasar Gelt is included in the Undead Legions army, he is always considered to be a Trusted Ally.



THE BATTLEFIELD

Instead of using the usual rules for placing terrain, set up the battlefield as closely as you can to the scenario map opposite.

DEPLOYMENT

Before the models are deployed, the Defender nominates one character. This character cannot be your General and if your army includes Kurt Helborg, he must be the nominated character. The nominated character has the *Kill the Wizard, End the Battle* special rule (see above).

Players then take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. Units may be placed anywhere in their deployment zone.

The Defender has two deployment zones. The Defender must place units in the different areas, first placing a unit

in one, then the other. When characters or warmachines are deployed as a group, they too must alternate deployment, one model being placed in one zone, and the next in the other. The Defender's General must be placed in the Empire Southern deployment zone, whilst his character nominated to have the '*Kill the Wizard, End the Battle*' special rule must be deployed in the Empire Northern deployment zone.

After models have deployed, but before the first turn begins, the Attacker then places a single objective marker anywhere in the Empire Northern deployment zone – this represents the Emperor Karl Franz and his bodyguard.



HEFFFENGEN: RIVER OF UNDEATH

The conflict on the eastern flank of the Battle for Heffengen was one of the most bloody and closely fought. At first, the so-called 'Army of Sigmar' appeared to have the upper hand, only for the appearance of Crom the Conqueror at the head of an army of battle-hardened warriors to turn the tide. Then, when it appeared that Crom could not be stopped, Vlad von Carstein unleashed a hidden force of the undead upon the Chaos army from their hiding place under the waters of the Revesnecht River, and the battle once again hung in the balance.



THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: Warriors of Chaos*.

The Attacker must take the following units or options if the models needed to represent them are available:

- Crom the Conqueror.

The Defender must select **two** armies. One must be selected from *Warhammer: The Empire*. The Empire army must have the following units or options if the models needed to represent them are available:

- Valten on barded Warhorse, with full plate armour and wielding Ghal Maraz.
- Luthor Huss, Prophet of Sigmar.

The other army must be selected from the Undead Legions army list (page 20). The Undead Legions army must have the following units or options if the models needed to represent them are available:

- Vlad von Carstein, Mortarch of Shadow.

The Defender may split points as he sees fit between the two armies, so long as neither army has less than one third of the points available. The two armies treat each other as Suspicious Allies, as described in the *Warhammer* rulebook.

In this scenario, the points costs of Crom, Valten, Luthor Huss and Vlad von Carstein, are included in the total points allowed for the players' armies, but they do not count against the percentage points limit that can be spent on Lords or Heroes.

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

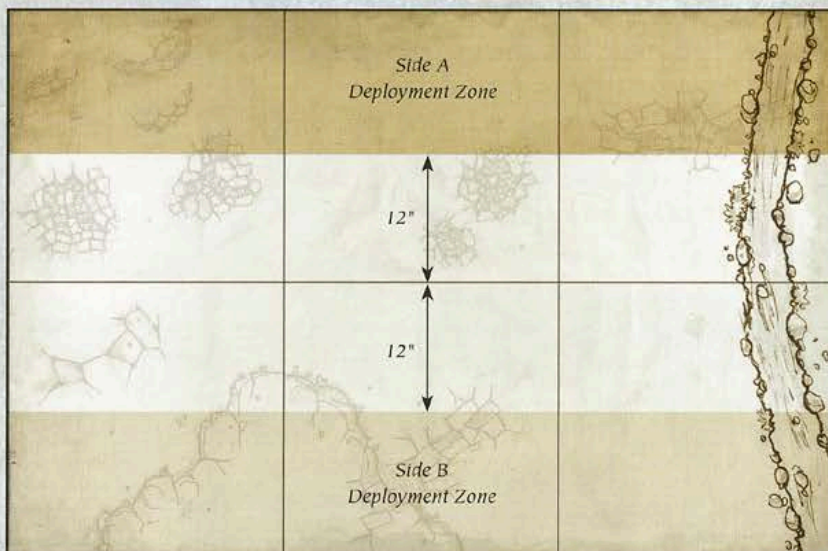
Haunted Battlegrounds (page 11).

Breathless: Models with the Undead special rule treat the river as open ground rather than impassable terrain. However, models that are standing in the river cannot attack in the Shooting phase, or cast or dispel spells in the Magic phase.

River of Undeath: The Defender may unleash the Undead Legions army at the start of any of their turns. When they do so, the army is deployed anywhere within the Revesnecht river. Units from the army are allowed to move, charge and attack normally on the turn they are deployed.

Unleashing the Undead: In addition to the victory points listed in the *Warhammer* rulebook, additional points can be scored depending on which turn the Undead Legions army was set up. To determine how many additional points are scored, look up the turn number on which the Undead Legions army was set up on, and award the additional points to the side indicated:

Turn	Bonus
1	Attacker doubles their victory points.
2	Attacker increases their victory points by 50%.
3	Attacker receives +100 victory points.
4	Defender receives +100 victory points.
5	Defender increases their victory points by 50%.
6	Defender doubles their victory points.



THE BATTLEFIELD

Set up the Revesnecht River as described below, and then set up the rest of the terrain as described in the *Warhammer* rulebook.

The Revesnecht

The eastern edge of the battlefield is dominated by the Revesnecht River, as shown on the deployment map opposite. The river must be 6" wide, and is impassable terrain. If you do not have a suitable set of terrain pieces to hand to represent the Revesnecht, you can simply mark its location with some coloured paper cut to shape.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turns to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. Units may be placed anywhere in their deployment zone.

The Defender only deploys the units in their Empire army. The units from the Undead Legions army will appear later in the battle, as described in the scenario special rules above.



HEFFENGEN: FIRE & IRON

Heffengen was a massive battle, fought across a vast, sprawling battlefield about a mile from the Empire town of the same name. On the western flank of the battle, a huge cavalry army consisting of mounted tribesmen and knights in thrall to the Gods of Chaos fought a bitter struggle against Imperial regiments of infantry and artillery from Talabheim. The Chaos army suffered grievous casualties initially, but once they got to grips with the Empire infantry, the tide quickly turned in the favour of the northmen.



THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: Warriors of Chaos*.

The Defender must take a force chosen from *Warhammer: The Empire*.

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Death on the Winds (page 11).

Hold Steady: Empire units are not allowed to declare a charge before game turn 3.

Horsemen of the Northern Wastes:

All Cavalry models in the Warriors of Chaos army have the Fear special rule.

Trust in Firepower: All Empire Infantry models can re-roll To Hit rolls of 1 with shooting attacks. In addition, all Empire Great Cannons, Mortars, Helblaster Volley Guns and Helstorm Rocket Batteries can each re-roll one misfire result on the artillery dice per Shooting phase.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

DEPLOYMENT

The Attacker deploys first, anywhere in their deployment zone more than 12" from the centre line of the table (see the deployment map, right).

The Defender deploys second, anywhere in their deployment zone more than 12" from the centre line.



HEFFENGEN: GURUG'ATH'S DOOM

In the centre of the battlefield at Heffengen, the Emperor Karl Franz and the elite of his army faced off against the Greater Daemon known as Gurug'ath and a horde of marauders and daemons. Gurug'ath was determined to avenge his defeat at the Defence of Alderfen, and led an all-out assault on the Empire battleline.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from *Warhammer: Warriors of Chaos* and/or *Warhammer: Daemons of Chaos*. The Attacker must take the following units or options if the models needed to represent them are available:

- Great Unclean One (Gurug'ath).

The Attacker is allowed to choose units freely from either or both army lists, and adds together the points for units from the two armies when working out the percentage of points spent on each category in the army.

The Defender must take a force chosen from *Warhammer: The Empire*. The Defender must take the following units or options if the models needed to represent them are available:

- Karl Franz, The Emperor, on Deathclaw, wielding the Reikland Runefang.
- Kurt Helborg, Reiksmarshal of the Empire. If the army includes Karl Franz, Kurt Helborg does not cost any points to include in the army or count towards its Lords allowance.

In this scenario, the points costs of Gurug'ath and Karl Franz are included in the total points allowed for the players' armies, but they do not count against the percentage points limit that can be spent on Lords or Heroes.

FIRST TURN

The Attacker takes the first turn.

GAME LENGTH

The battle lasts for six game turns, or until a victory condition ends the game immediately (see below).

VICTORY CONDITIONS

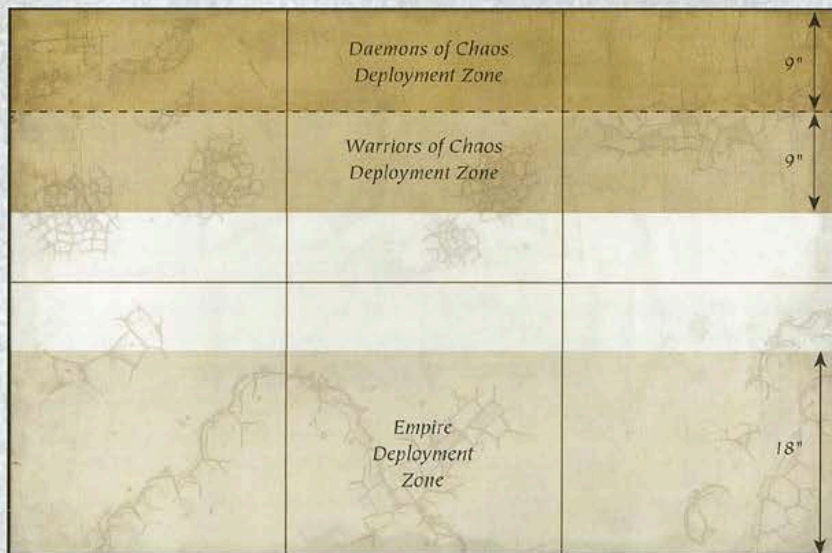
The Attacker wins immediately if Karl Franz is slain. In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Death on the Winds (page 11).

Gurug'ath's Revenge: All models with the Daemon of Nurgle special rule have the Hatred special rule if Gurug'ath is on the battlefield (including Gurug'ath).

For The Emperor: All units from *Warhammer: The Empire* (including Karl Franz) have the Stubborn special rule if Karl Franz is on the battlefield.



THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turns to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. Units may be placed anywhere in their deployment zone.

The Attacker has two deployment zones. Units from *Warhammer: Warriors of Chaos* must be set up wholly within the Warriors of Chaos deployment zone, and units from *Warhammer: Daemons of Chaos* must be deployed wholly within the Daemons of Chaos deployment zone.

NARRATIVE SCENARIOS FROM CHAPTER 5



THE BATTLE OF BLIGHT WATER

The opening battle in Nagash's invasion of Nehekharah took place on the banks of the Blight Water. Nagash's army was commanded by Krell, one of Nagash's most fearsome and intractable lieutenants. Having traversed the hellish Marshes of Madness, Krell's battleforce began the dangerous task of fording the Blight Water river. They were opposed in this by the legions of King Phar of Numas, who strove to drive Krell's army back into the river before it could attain a foothold on sacred Nehekharan ground.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.



The Attacker must take a force chosen from the Undead Legions army list (page 20). The Attacking army may not include models with the Vampiric special rule or models from *Warhammer: Tomb Kings*. The Attacker must take the following units or options if the models needed to represent them are available:

- Krell, Mortarch of Despair.

The Defender must take a force chosen from *Warhammer: Tomb Kings*.

FIRST TURN

Roll off to see which player takes the first turn.

GAME LENGTH

At the end of each game turn, starting at the end of the fourth game turn, roll a D6 and add the current game turn number to the score. If the total is 10 or more, the game ends.

VICTORY CONDITIONS

At the end of the game, if there are any non-flyer Attacker models more than 12" from the Blight Water River, then the Attacker wins. If this is not the case, the Defender wins.

Designer's Note: *This scenario represents the initial stages of the battle, before Dieter Helsenicht arrived. The Attacker must advance far enough to establish a bridgehead over the Blight Water, so that when the Doomlord appears, there will be space for him to raise overwhelming numbers of undead on the Nehekharan side of the river.*

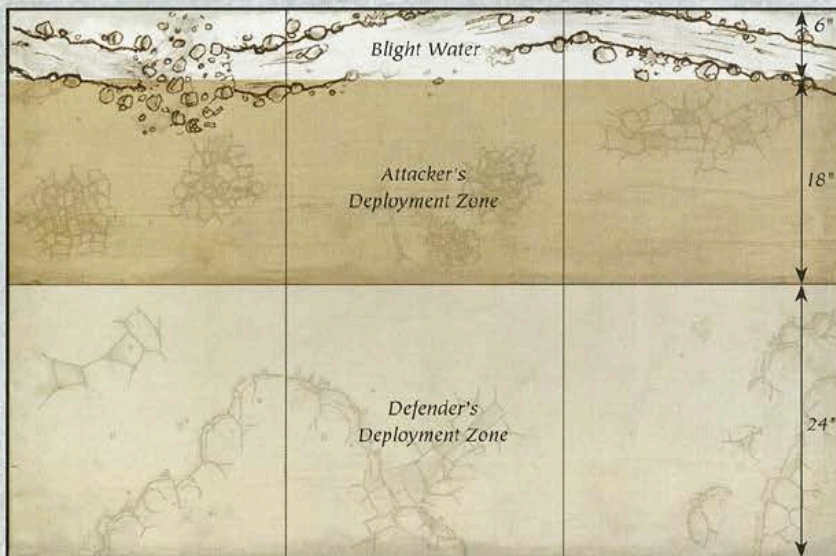
SCENARIO SPECIAL RULES

Death on the Winds (page 11),

Undeath Ascendant (page 11).

Attack Waves: The Attacker is allowed to set up one wave of units at the start of each of his turns. The units must be set up in the Blight Water River. The first attack wave may not include the Attacker's General.

Blight Water: The Blight Water is treated as open ground by all units. However, a unit that has any models in the Blight Water is not allowed to declare a charge, cannot make attacks in the Shooting phase or cast spells or dispel in the magic phase. Note that enemy units can declare a charge against a unit that is in the Blight Water.



THE BATTLEFIELD

Set up the Blight Water as described below, and then set up any remaining terrain using any of the methods described in the *Warhammer* rulebook.

The Blight Water

The Blight Water runs alongside the Attacker's table edge, extending 6" onto the table, as shown on the deployment map opposite. If you do not have a suitable set of terrain pieces to hand to represent the Blight Water, you can simply mark its location with some coloured paper cut to shape.

DEPLOYMENT

The Defender deploys first, anywhere in their deployment zone (see the deployment map above).

The Attacker deploys second. Units that have the Fly special rule must be deployed first, and can be set up anywhere in their deployment zone. Any remaining units must be split into three groups of units, called 'waves'. Each of the three waves must have at least 25% of the non-flyer units in the army (for example, one wave could have 50% of the units and the other two 25% each, or each wave could have 33% of the units). These waves of units are deployed at the start of the Attackers' turns, as described in the scenario special rules.





THE BATTLE OF THE SALT PLAINS

King Phar's plan to drive the invaders into the river had failed, but the ancient King of Numas had other plans. The Salt Plains were a vast flat expanse, dotted with flat-topped rises upon which sat broken ruins from a forgotten age. In terrain such as this, speed and manoeuvrability could be more deadly than sheer numbers or brute strength. King Phar commanded his chariots to seek out the enemy necromancers and to slay them at all costs. If Krell's sorcerers could be destroyed, then so could Krell's army.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from the Undead Legions army list (page 20). The Attacking army may not include models with the Vampiric special rule or models from *Warhammer: Tomb Kings*. The Attacker must take the following units or options if the models needed to represent them are available:

- Krell, Mortarch of Despair.
- 1+ Necromancers and/or Master Necromancers. The attacking army must include at least one Necromancer or Master Necromancer in order for this scenario to be played, as otherwise the Defender will automatically win the battle (see the scenario Victory Conditions below).

The Defender must take a force chosen from *Warhammer: Tomb Kings*.

In this scenario, the points costs of any Necromancers or Master Necromancers in the Attacker's army are included in the total points allowed for the army, but they do not count against the percentage points limit that can be spent on Lords or Heroes.

FIRST TURN

Roll off to see which player takes the first turn. The player that finished deploying his army first receives +1 to his roll.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

The Defender wins immediately if there are no enemy Necromancers or Master Necromancers on the battlefield at the start of a game turn.

If this victory condition is not achieved before the end of the battle, use victory points to determine the winner, as described in the *Warhammer* rulebook. The Defender receives +100 victory points for each Necromancer or Master Necromancer that is slain. The Attacker receives +100 victory points for each Necromancer or Master Necromancer that is on the battlefield at the end of the game.

SCENARIO SPECIAL RULES

Death on the Winds (page 11),
Undeath Ascendant (page 11).

Reinforcements: Units that were held back as reinforcements can enter play on any turn, using the rules in the *Warhammer* rulebook. They enter at any point on the table edge of one of the three areas in which the player deployed his units at the start of the battle. Roll a D3 to randomly determine which of the three areas the unit must use.

DEPLOYMENT

First, the table is divided into six equal-sized areas as shown on the deployment map above. Players then deploy units. Roll off to see who goes first. The player that loses the roll off must deploy one or two non-character units fully within one area of the table.

Their opponent then places one or two non-character units in any one of the remaining areas, and so on, taking turns until both players have deployed between three and six non-character units and there is at least one unit in each of the six areas.

Each player in turn can then place a single Lord or Hero level character with one of their units, if they wish to do so. The character placed by the Attacker must be a Necromancer or Master Necromancer. All remaining units and characters will enter play as reinforcements (see the scenario special rules).

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook. The only terrain pieces that may be used in this scenario are hills and Sinister Statues as described in the Battlefield section of the *Warhammer* rulebook.





AMBUSH IN THE DEEP DESERT

While Krell attacked head-on, Mannfred von Carstein led another army past the Cairn Hills and into Nehekhara from the west. Mannfred's army consisted of Sylvania's elite, and at first advanced completely unopposed into the lands of the tomb kings. However, when the Sylvanian army left the Salt Plains behind and entered the rolling desert, it was attacked from a most unexpected direction...

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from the Undead Legions army list (page 20). The attacking army may not include models with the Scouts or Vanguard special rule, or models from *Warhammer: Tomb Kings*. The Attacker must take the following units or options if the models needed to represent them are available:

- Mannfred von Carstein, Mortarch of Night.

The Defender must take a force chosen from *Warhammer: Tomb Kings*.

In this scenario, the points cost of Mannfred von Carstein is included in the total points allowed for the army, but it does not count against the percentage points limit that can be spent on Lords.

FIRST TURN

The Defender takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

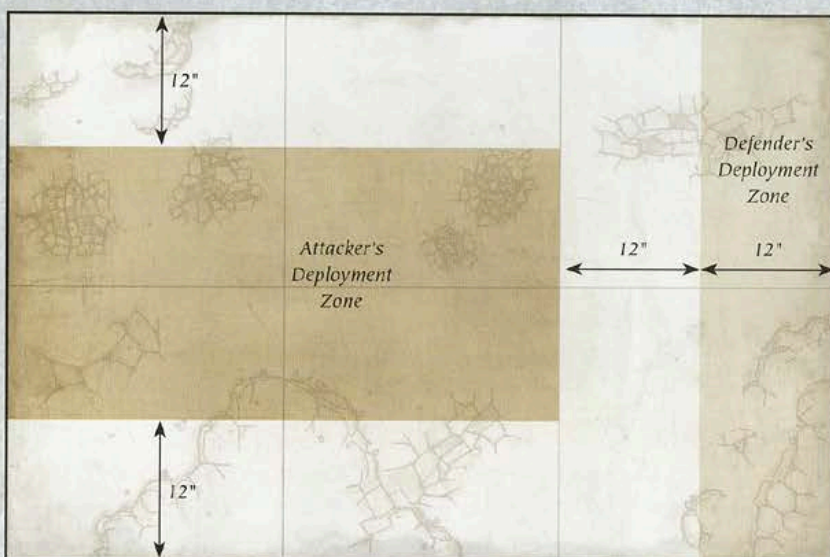
SCENARIO SPECIAL RULES

Death on the Winds (page 11),

Undeath Ascendant (page 11).

Surprise Attack: The Attacker must roll the scatter dice after deploying each unit. If the result is a hit, the unit keeps the facing chosen by the Attacker. If the result is an arrow, the unit must pivot about its centre so that its facing matches the direction shown on the scatter dice. This can result in part of the unit being outside its deployment zone. If the pivot would result in the unit ending up 'on top' of impassable terrain or within 1" of another unit, adjust its position on the tabletop by the minimum amount to allow it to fit and be facing in the direction indicated.

The Desert Comes Alive: All units in the Defender's army with the Entombed Beneath the Sands special rule automatically arrive at the start of the Defender's first turn. Roll to see where they appear as described in the Entombed Beneath the Sands special rule. Note that in this scenario the unit(s) arrive at the start of the turn, rather than in the Remaining Moves sub-phase, and are therefore allowed to declare a charge on the turn in which they arrive. Also note that these rules only apply to units that arrive on the first turn; any that the Defender decides to hold back until later, or which were 'Buried Too Deep' must arrive using the standard rules.



THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook. The only terrain pieces that may be used in this scenario are hills.

DEPLOYMENT

Roll off to see which narrow table edge is the Attacker's table edge.

Players then take it in turns to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. The Defender can deploy anywhere in his deployment zone. The Attacker must deploy more than 12" away from the Defender's deployment zone, and more than 12" away from either long table edge (see also the Surprise Attack special rule above).





LORD OF THE VAMPIRE COAST

The desert ambush and a prolonged pursuit had decimated Mannfred's army. Finally cornered, he took refuge upon a rocky hill and prepared to inflict as much damage as he could on King Behedesh's army. It was at this desperate juncture that Luthor Harkon's zombie fleet hove into view. Salvation was at hand for Mannfred, but only so long as he could hold out until it arrived.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described in the *Warhammer* rulebook, to an equal points value agreed before the game.

The Attacker must take a force chosen from the Undead Legions army list (page 20). The Attacking army may not include models from *Warhammer: Tomb Kings*. The Attacker must take the following units or options if the models needed to represent them are available:

- Mannfred von Carstein, Mortarch of Night.
- Vampire Lord on foot with the Flying Horror Vampiric Power (Luthor Harkon).

The Defender must take a force chosen from *Warhammer: Tomb Kings*.

In this scenario, the points costs of Mannfred and Luthor Harkon are included in the total points allowed for the Attacker's army, but they do not count against the percentage points limit that can be spent on Lords.

FIRST TURN

The Defender takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Death on the Winds (page 11),
Undeath Ascendant (page 11).

Luthor to the Rescue: Luthor's force can enter play on any turn starting from game turn 3, using the rules for reinforcements in the *Warhammer* rulebook. They enter at any point on a randomly determined section of the table edge (see the deployment map). Roll once at the start of game turn 3 to determine which section is used by all units in Luthor's force.

Rocky Outcrop: Units in the Defender's army may not use the Entombed Beneath the Sands rule to appear anywhere in the Attacker's deployment zone. If forced to do so, the unit suffers a mishap instead. In addition, any model in the Defender's deployment zone counts as being behind hard cover against attacks made in the Shooting phase.



THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

The Attacker's deployment zone represents the steep, rocky hill upon which Mannfred made his last stand, and should be represented by suitable hilly terrain if you have it available. The border of the deployment zone is considered to be impassable terrain, apart from the two 8" wide gaps shown on the deployment map. Mark the impassable boundaries with small rocks or pebbles, or a sprinkle of sand, while leaving the gaps clear.

DEPLOYMENT

The Attacker must split their army into two parts, one representing Mannfred's force, and the other Luthor Harkon's force. Mannfred's force must include Mannfred if he has been taken as part of the army, and may not include the model representing Luthor Harkon. In addition to Mannfred, it may have up to a third of the units in the Attacker's army. Luthor's force consists of any remaining units.

The Attacker must deploy all of the units in Mannfred's force in his deployment zone. Luthor's force will arrive later in the battle, as described in the scenario special rules.

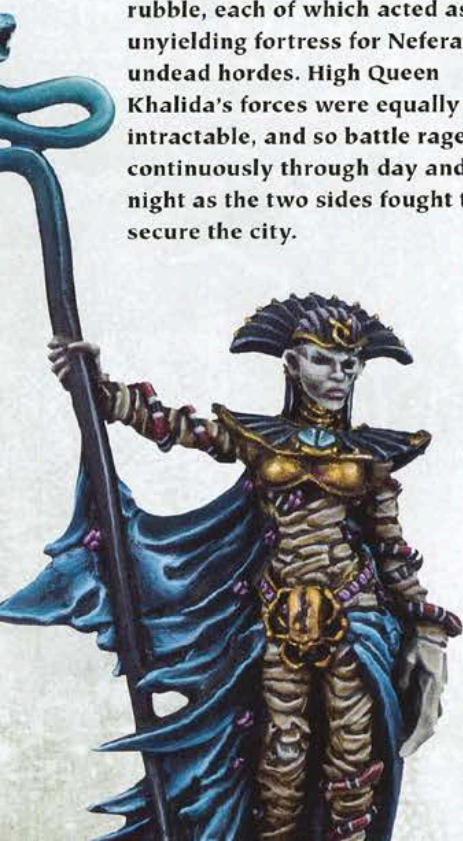
The Defender can deploy anywhere on the table that is more than 6" from the Attacker's deployment zone.





THE BATTLE FOR RUINED LAHMIA

The battle for ruined Lahmia was a prolonged affair. The buildings and palaces of the ancient city had long ago been reduced to piles of rubble, each of which acted as an unyielding fortress for Neferata's undead hordes. High Queen Khalida's forces were equally intractable, and so battle raged continuously through day and night as the two sides fought to secure the city.



THE ARMIES

Agree which player will be the Attacker and which will be the Defender. The players then select forces as described on page 21, to an equal points value agreed before the game.

The Attacker must take a force chosen from the Undead Legions army list (page 20). The Attacker's army may not include models from *Warhammer: Tomb Kings*. The Attacker must take the following units or options if the models needed to represent them are available:

- Neferata, Mortarch of Blood.

The Defender must take a force chosen from *Warhammer: Tomb Kings*. The Defender must take the following units or options if the models needed to represent them are available:

- High Queen Khalida. Khalida has the Hatred special rule against all models in the Attacker's army.

In this scenario, the points costs of Neferata and Khalida are included in the total points allowed for their armies, but they do not count against the percentage points limit that can be spent on Lords.

FIRST TURN

The player that set up second rolls a dice. On a roll of a 6, they can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

If Khalida is removed as a casualty while fighting a challenge against Neferata, then the Attacker wins immediately. If the reverse is the case, then the Defender wins immediately.

If neither of these victory conditions is achieved before the end of the battle, use victory points to determine the winner, as described in the *Warhammer* rulebook. Both sides receive +100 victory points for each area of rubble that has one or more friendly models in it, and no enemy models in it.

SCENARIO SPECIAL RULES

Haunted Battlegrounds (page 11).

Ancient Rubble: The areas of rubble set up at the start of the battle are difficult terrain. Cavalry, Monstrous Cavalry and Chariots treat areas of rubble as dangerous terrain. Models in rubble count as being behind hard cover against any attacks made in the Shooting phase.

Reserves: Reserves can enter play on any turn starting from game turn 2, using the reinforcements rules in the *Warhammer* rulebook. They can enter play at any point on the long table edge of their deployment zone. In addition, when arriving as

reserves the Attacker's Infantry units can instead deploy in areas of rubble within their deployment zone. If this option is chosen, all models in the unit must deploy wholly within one area of rubble, and there must be no enemy models deployed in the same area of rubble.

Khalida's Vengeance: If High Queen Khalida fights Neferata, Mortarch of Blood in a challenge, for the duration of the challenge Khalida gains a 3+ ward save and re-rolls failed To Hit rolls in every round of combat.



THE BATTLEFIELD

The terrain on the battlefield consists of areas of rubble, representing the ruined buildings of the city, and areas of open ground, representing streets and plazas. The deployment map shows a typical table set-up for this scenario, but it is intended as an example and a guideline, rather than a map that must be copied exactly. Do not worry if you do not have models to represent the ruined buildings. They can be represented by pieces of paper cut to the correct shape, with rocks and gravel scattered on top to represent the rubble.

DEPLOYMENT

In this scenario the table is divided into two halves from corner to corner. The players roll off and the winner chooses the two opposite corners to be used and which half of the table each player will deploy in.

Before the players deploy their armies, they must roll a dice for each separate unit, including each individual character and war machine. On a roll of 1-2 that unit must be held back as a reserve. After all units have been rolled for, those that are not reserves can be deployed in their side's deployment zone.

The player that won the roll-off must deploy their entire army first. Once the first player has deployed in this manner, his opponent does the same.





THE HUMBLING OF SETTRA

Nagash had consumed the god-like energies of Usirian, God of the Underworld, and then emerged from the Black Pyramid of Khemri to do battle with Settra the Imperishable and his Nehekharan legions. Suffused with death magic, Nagash was able to take on all of the forces under Settra's command single-handedly.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender.

The Attacker's army consists of one model: Nagash (page 22).

The Defender must take an army selected from *Warhammer: Tomb Kings*, which must include Settra the

Imperishable. The Defender's army may include any other models he has in his collection from *Warhammer: Tomb Kings*.

Note that you must have the models of Nagash and Settra in order to play this scenario.

FIRST TURN

The Attacker (Nagash) has the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

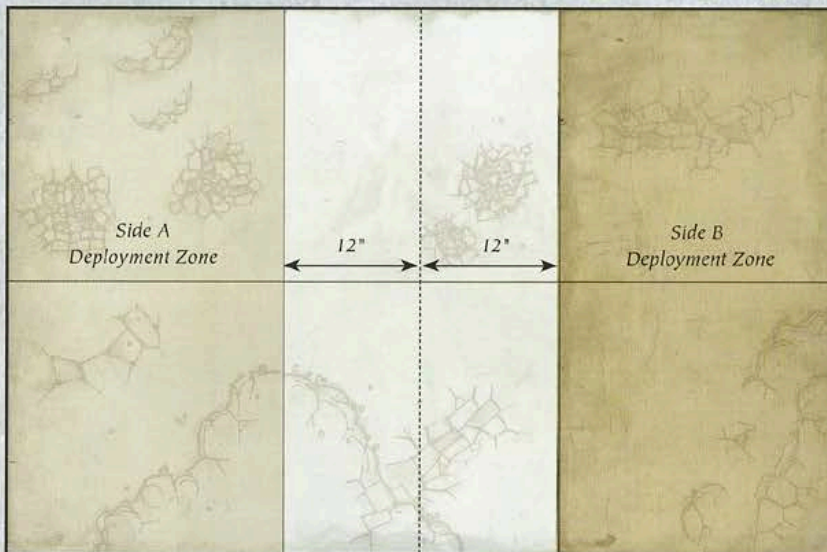
If Nagash is removed as a casualty then the Defender wins immediately. If Settra is removed as a casualty, or bound to the will of Nagash (see the scenario special rules), then the Attacker wins immediately. If neither of these things have happened by the end of the battle, then the Attacker wins.

SCENARIO SPECIAL RULES

Haunted Battlegrounds (page 11).

Bound to the Will of Nagash: The Attacker must roll a D6 for each enemy unit within 12" of Nagash at the start of any of his turns, or that declares a charge against Nagash in the Defender's turn. Roll once for a unit that includes one or more characters; the roll applies to the unit and all characters in it. On a roll of 1-3 nothing happens. On a roll of 4+ that unit immediately becomes part of the Attacker's army for the rest of the battle. Subtract one from the dice roll if the enemy unit is a character model or includes one or more character models, or is within 18" of Settra. Subtract two from the dice when rolling for Settra himself or his unit.

Usirian Cast Down: Nagash's Staff of Power starts the battle with four stored power dice. In addition, the Defender cannot use The Scarab Brooch of Usirian or The Restless Dead lore attribute in this scenario.



DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent deploys in the other half. Note that this battle is fought down the length of the table rather than across its width.

Nagash must be set up in the centre of the Attacker's deployment zone. The Defender can place his units anywhere in his own deployment zone.

THE BATTLEFIELD

The battlefield represents an area of open ground just beyond the entrance to the Black Pyramid. Set up terrain as described in the *Warhammer* rulebook. The only terrain pieces that may be used in this scenario are hills.





APPENDIX

APPENDIX

This section contains an exhaustive list of the regiments and warbands that fought in the major battles of *Warhammer: Nagash*. It's ideal for hobbyists who want to collect, paint or game with the 'historically' accurate forces. It's important to note that only the most important characters are listed separately. Each of the formations listed here would have been led by its own warlords, captains, and wizards etc., so you should feel free to incorporate these unremembered heroes into your own collection.

CHAPTER 1

THE BATTLE OF LA MAISONTAAL The Black Host

- **Arkhan, Mortarch of Sacrament**
Riding Dread Abyssal
- **Anark von Carstein**
Vampire riding Nightmare
- **Heinrich Kemmler, the Lichemaster**
- **Krell, Lord of Undeath**
- **The Drakenhof Templars**
One brotherhood of Blood Knights
- **The Silent Legion**
One host of Morghast Archai
- **The Hungry**
Three Crypt Ghouls packs
- **The Arisen**
Six hordes of Zombies, three warbands of Skeleton Warriors
- **The Wights of Stonewrath Tarn**
Three warbands of Grave Guard; two with shields, one with great weapons
- **The Riders of Stonewrath Tarn**
One regiment of Black Knights

The Muster of La Maisontaal

- **Duke Theodoric of Brionne**
Bretonnian Lord
- **Duke Jerrod of Quenelles**
Bretonnian Lord
- **Jeneva, the Blessed Maid of Monsillon**
Prophetess of the Lady
- **Alisse the Haunted**
Damsel of the Lady
- **The Enchantress Guerrite**
Damsel of the Lady
- **Aldrad's Lance**
One lance of Knights Errant
- **Gioffre's Lance**
One lance of Knights of the Realm
- **Tervoc's Lance**
One lance of Knights of the Realm

- **Fastric's Skylance**
One lance of Pegasus Knights
- **The Sons of Bagrian**
Two regiments of Men-at-Arms
- **The Brionnese Guard**
Four levies of Peasant Bowmen
- **Ennar's Outlaws**
Three levies of Peasant Bowmen
- **The RapsCALLARDS**
One regiment of Men-at-Arms
- **Taal's Hunters**
Two scouting parties of Mounted Yeomen
- **The Holy Warders of La Maisontaal**
One regiment of Battle Pilgrims
- **The Left Hand of King Gilles**
Two Trebuchet siege trains
- **The Right Hand of King Gilles**
One Trebuchet siege train

THE BATTLE OF MORDKIN LAIR The Army of Sternieste

- **Count Maunfred**
Riding Nightmare
- **The Drakenhof Templars**
Four brotherhoods of Blood Knights
- **The Doom Riders**
Three regiments of Black Knights
- **The Shadowpact**
One regiment of Black Knights
- **The Varenka Deadeyes**
One horde of Zombies
- **The Blood Pack**
One horde of Zombies
- **The Dreadwings**
One horde of Zombies
- **The Death's Heads**
One horde of Zombies
- **The Merchants of Ruin**
One horde of Zombies
- **The Dead of War**
One horde of Zombies

- **The Honourless**
One horde of Zombies
- **The Duellists of Verana**
One horde of Zombies
- **The Spectres of Corpse Wood**
One pack of Hexwraiths
- **Ithragar**
Zombie Dragon

Clan Mordkin

- **Warlord Feskit**
Skaven Warlord with the Fellblade
- **Chieftain Snikrat**
Skaven Chieftain
- **The Bonehides**
One clawband of Stormvermin
- **The Mordrat Guard**
One clawband of Clanrats
- **Splinter-teeth's Clawband**
One clawband of Clanrats
- **The Mordkin Rabbleswarm**
Ten clawbands of Skavenslaves
- **The Chiselmaws**
Two clawbands of Clanrats
- **The Shadowscampers**
One clawband of Night Runners
- **Splintfangs**
Four clawbands of Clanrats
- **The Scabwracks**
Three clawbands of Clanrats
- **The Blightox**
One clawband of Poisoned Wind Globadiers
- **The Lurkers**
Three clawbands of Clanrats
- **Bonefodder**
Eight clawbands of Skavenslaves
- **The Skullsplinters**
Three clawbands of Warplock Jezzails
- **The Warp Runners**
Four packs of Giant Rats, two packs of Rat Ogres, one Hell Pit Abomination
- **The Green Death**
Three Warp Lightning Cannons

THE FALL OF HELDENHAME The Army of the Dead

- **Arkhan, Mortarch of Sacrament**
Riding Dread Abyssal
- **The Arisen**
Twelve warbands of Skeleton Warriors
- **The Wallbreakers**
Six Screaming Skull Catapults
- **Count Mannfred**
- **Scovix of the Endless Hunger**
Strigoi Ghouls King riding Terrorgeist
- **The Debased Ones**
One pack of Vargheists
- **The Shriven**
One pack of Vargheists
- **The Soul-Cursed**
One pack of Vargheists
- **The Blight of Scuric Moor**
One flock of Bat Swarms
- **The Kurveist Bloodsuckers**
Three flocks of Fell Bats
- **The Beast of Bohzensee**
Terrorgeist

The Defenders of Heldenhame

- **Commandant Otto Kross**
General of the Empire
- **Captain Wendel Volker, Commander of the East Wall**
Captain of the Empire
- **Luminous Albrecht**
Battle Wizard of the Light College
- **Kurt Medoc**
Warrior Priest

- **The East Wall Garrison**
Three companies of Halberdiers, no detachments
One company of Spearmen, with two detachments of Spearmen
One battery of Mortars
- **Captain Hagel Deinroth, Commander of the West Wall**
Captain of the Empire
- **Janos Odkrier**
Warrior Priest
- **The West Wall Garrison**
Two companies of Halberdiers, each with two detachments of Spearmen
One company of Crossbowmen, with two detachments of Spearmen
One company of Swordsmen, with two detachments of Handgunners
- **The Nuln Blacksides**
Four batteries of Great Cannons
Two batteries of Helblaster
Volley Guns
- **Captain Ingold Rack, Commander of the South Wall**
Captain of the Empire
- **Hans von Helgart**
Battle Wizard of the Bright College
- **The South Wall Garrison**
Three companies of Swordsmen, no detachments
Two companies of Crossbowmen, no detachments
One company of Swordsmen, with two detachments of Spearmen
- **The Meridian Guard**
Two companies of Halberdiers

- **Grand Master Hans Leitdorf**
Grand Master
- **Seneschal Rudolph Weskar**
Captain of the Empire
- **The Brotherhood of Steel**
One Knightly Order with lances
- **The Brotherhood of Vengeance**
One Knightly Order with lances
- **The Brotherhood of Fortitude**
One Knightly Order with lances
- **The Brotherhood of Deliverance**
One Knightly Order with lances
- **The Brotherhood of the Comet**
One Knightly Order with lances
- **The Brotherhood of Heavenly Fire**
One Knightly Order with lances
- **The Brotherhood of Duty**
One Knightly Order with lances
- **The Talabheim VI**
Eight companies of Handgunners, each with two detachments of Handgunners
- **The Talabheim XXI 'The Lions of Taal'**
One company of Swordsmen, with one Free Company detachment
- **The Talabheim XXIX 'Taal's Teeth'**
Two companies of Spearmen, and one company of Halberdiers, no detachments
- **The Heldenhame Holdwatch**
Two companies of Greatswords
- **The Heldenhame Skywards**
Two companies of Handgunners



CHAPTER 2

DEATH AT THE NINE DAEMONS The Stormraker Host

- **Eltharion the Grim**
Riding Stormwing
- **Eldyra, Princess of Tiranoc**
Prince(ss) riding Elven Steed
- **Belannaer, Loremaster of Saphery**
Archmage
- **Atrigon, Huntsmarshal of Tiranoc**
Noble riding Tiranoc Chariot
- **Inistral, Warden of Tor Finu**
Mage
- **Sentinels of Astaril**
One muster of High Elf Archers
- **Spears of the Sapphire Court**
One muster of High Elf Spearmen
- **Spears of the Nightgleam Court**
One muster of High Elf Spearmen
- **The Bows of Skyhaven Plateau**
Three musters of High Elf Archers
- **The Knights of Dusk**
One muster of Silver Helms
- **Athel Tamarha Faithbearers**
One muster of High Elf Spearmen
- **The Hoeth Guard**
One muster of Swordmasters of Hoeth
- **The Hooves of Kurnous**
One muster of Tiranoc Chariots
- **The Spears of Kurnous**
One muster of Tiranoc Chariots

The Army of Sorrows

- **Count Mannfred**
Riding Barded Nightmare
- **Volstreck the Gaunt**
Vampire on Nightmare, carries the Drakenhof Banner
- **Elsebet the ShriII**
Tomb Banshee
- **Bloody Marika**
Tomb Banshee
- **The Drakenhof Templars**
Three brotherhoods of Blood Knights
- **The Arisen**
Nine warbands of Skeleton Warriors
- **Scovix of the Endless Hunger**
Strigoi Ghoul King riding Terrorgeist
- **The Debased Ones**
One pack of Vargheists

- **The Shriven**
One pack of Vargheists
- **The Drakenhof Seneschals**
Two warbands of Grave Guard
- **The Unquiet Souls of Morr's Heath**
One haunt of Spirit Hosts
- **The Silent Legion**
One host of Morghast Archai
- **The Blight of Scuric Moor**
One flock of Bat Swarms
- **The Kurveist Bloodsuckers**
Two flocks of Fell Bats
- **The Hounds of Hunger Wood**
Two packs of Dire Wolves
- **The Cult of Kurzen Abbey**
Three packs of Crypt Ghouls, one pack of Crypt Horrors

CHAPTER 3

THE BATTLE OF SKULL CHASM Army of the Silver Pinnacle

- **Neferata, Mortarch of Blood**
Riding Dread Abyssal
- **Imentet**
Vampire riding Coven Throne
- **Lycindia the Cruel**
Vampire riding Hellsteed
- **The Red Coven**
Coven Throne
- **Lahmian Guard**
One phalanx of Tomb Guard
- **Guard of the High Mistress**
One warband of Grave Guard
- **Chillguard**
One warband of Grave Guard
- **Legion of No Name**
Four phalanxes of Skeleton Warriors
- **The Unforgiven**
Three Tomb Banshees
- **Gravepeak Umbershields**
Three warbands of Skeleton Warriors
- **The Defenders of Tor Drek**
One haunt of Spirit Hosts
- **Green Skulls**
One warband of Skeleton Warriors
- **The Wretches**
Six Crypt Ghoul packs, three packs of Crypt Horrors
- **Death Knights**
One regiment of Black Knights

The Army of Krell

- **Krell, Mortarch of Despair**
- **Ulfrik the Blackhanded**
Wight King riding Nightmare
- **Druthor**
Strigoi Ghoul King riding Terrorgeist
- **The Doomed Legion**
One warband of Grave Guard
- **Death Riders**
One regiment of Black Knights
- **The Hanged Men**
Three hordes of Zombies
- **Dreadpack**
Four packs of Dire Wolves
- **Bloodbeasts**
Three Varghulfs
- **Graveclaws**
Four Crypt Ghoul packs, two packs of Crypt Horrors

Army of Grulsik da Great

- **Grulsik Moonclaw**
Night Goblin Warboss
- **Brak Batwing**
Night Goblin Great Shaman
- **Mabbla Crooknose**
Night Goblin Big Boss
- **Grak Mankfur**
Goblin Big Boss riding Giant Wolf
- **Stabba's Stikpokers**
One mob of Night Goblin spear
- **Da Beadyeyes**
One mob of Night Goblin arrers
- **Da Blackbows**
One mob of Night Goblin arrers
- **Mad Moonz**
One mob of Night Goblin spear
- **Brokko's Bouncers**
One mob of Night Goblin Squig Hoppers
- **Toofy Legion**
One mob of Night Goblin Squig Hoppers
- **Grak's Dogboyz**
One mob of Goblin Wolf Riders
- **Blacktailz**
One mob of Goblin Wolf Riders
- **Red 'Unz**
One Night Goblin Squig Herd
- **Krimson Killas**
One Night Goblin Squig Herd
- **Skrat's Squigs**
One Night Goblin Squig Herd
- **Gnasha 'n' Basha**
Mangler Squigs

- **Da Chaingang**
Mangler Squigs
- **Rok Eataz**
One mob of Stone Trolls
- **Bog da Big**
Giant

THE BATTLE OF VALAYA'S GATE The Grand Throng of Karak Azul

- **Thorek Ironbrow**
- **Hori Kragsson**
Thane
- **Gurdok Granitehelm**
Master Engineer
- **Brotherhood of the Anvil**
One throng of Warriors
- **The Iron Guard**
One regiment of Ironbreakers
- **Boldstone Clan**
One throng of Warriors
- **Longplaits**
One throng of Longbeards
- **Westwall Wardens**
One throng of Quarrellers
- **Thunder Battery**
Two Cannons and one Organ Gun
- **Surthor's Slayers**
One warband of Slayers

King Kazador's War-throng

- **King Kazador**
Dwarf Lord
- **Kazril**
Thane
- **Garnak Roflsson**
Master Engineer
- **The Blackhammers**
One throng of Hammerers
- **Zhufbar Underguard**
One regiment of Irondrakes
- **Sternbeard Clan**
Two throngs of Warriors
- **The Stern**
One throng of Longbeards
- **The Boulder goats**
One throng of Rangers
- **Mountain Bolt Squadron**
Four Gyrocopters

Army of the Dead

- **Neferata, Mortarch of Blood**
Riding Dread Abyssal
- **Imenetet**
Vampire riding Coven Throne
- **Lycindia the Cruel**
Vampire on Hellsteed
- **The Red Coven**
Coven Throne
- **Krell, Mortarch of Despair**
- **Ulffik the Blackhanded**
Wight King riding Nightmare
- **Lahmian Guard**
One phalanx of Tomb Guard
- **Guard of the High Mistress**
One warband of Grave Guard
- **Chillguard**
One warband of Grave Guard
- **Legion of No Name**
Four warbands of Skeleton Warriors
- **The Unforgiven**
Three Tomb Banshees
- **Gravepeak Umbershields**
Three warbands of Skeleton Warriors
- **The Defenders of Tor Drek**
One haunt of Spirit Hosts
- **Green Skulls**
One warband of Skeleton Warriors
- **The Wretches**
Four Crypt Ghouls packs, one pack of Crypt Horrors
- **Death Knights**
One regiment of Black Knights
- **Druthor**
Strigoi Ghoul King on Terrorgheist
- **The Doomed Legion**
One warband of Grave Guard
- **Death Riders**
One regiment of Black Knights
- **The Hanged Men**
Three hordes of Zombies
- **Dreadpack**
Four packs of Dire Wolves
- **Bloodbeasts**
Three Varghulfs
- **Graveclaws**
Four Crypt Ghouls packs, two packs of Crypt Horrors
- **The Dead of Skull Chasm**
One vast warband of Skeleton Warriors

Army of Grulsik da Great

- **Grulsik Moonclaw**
Night Goblin Warboss
- **Brak Batwing**
Night Goblin Great Shaman
- **Mabbla Crooknose**
Night Goblin Big Boss
- **Stabba's Stikpokers**
One mob of Night Goblin spear
- **Da Beadyeyes**
One mob of Night Goblin arrers
- **Da Blackbows**
One mob of Night Goblin arrers
- **Mad Moonz**
One mob of Night Goblin spear
- **Brokko's Bouncers**
One mob of Night Goblin Squig Hoppers
- **Toofy Legion**
One mob of Night Goblin Squig Hoppers
- **Blacktailz**
One mob of Goblin Wolf Riders
- **Red 'Unz**
One Night Goblin Squig Herd
- **Krimson Killas**
One Night Goblin Squig Herd
- **Gnasha 'n' Basha**
Mangler Squigs

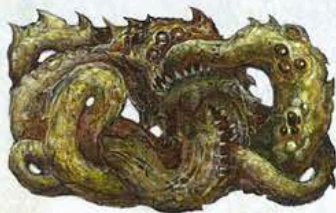


CHAPTER 4

THE DEFENCE OF ALDERFEN The Alderfen Garrison

- **Wolfram Hertwig, Elector Count of Ostermark**
General of the Empire
- **Captain Harald Dreist**
Captain of the Empire
- **Balthasar Gelt**
- **Valten**
- **Marco Fleissman**
Wizard Lord of the Bright College
- **Humbert Fleissman**
Wizard Lord of the Bright College
- **Ar-Ulric Emil Valgeir**
Arch Lector
- **The Nordland Seahawks**
Two companies of Spearmen, each with two detachments of Swordsmen
One company of Crossbowmen, with one detachment of Handgunners
- **The Wolf Brothers (Middenland)**
One company of Swordsmen
- **Weismunder Freilanders (Wissenland)**
One band of Free Company
- **The Reikland XIII**
One company of Spearmen, one detachment of Archers
One company of Handgunners, two detachments of Spearmen
One company of Halberdiers, one detachment of Crossbowmen, one detachment of Swordsmen
- **The Lion's Roar**
One Nuln grand battery, with three Great Cannons, one Mortar and two Helblaster Volley Guns
One company of Spearmen
- **The Serabitzer Guard (Talabheim)**
One regiment of Greatswords, with one detachment of Handgunners
- **Taal's Eagles (Talabheim)**
Three companies of Handgunners, each with one detachment of Halberdiers
- **The Ostermark Survivors**
One company each of Swordsmen, Halberdiers, Spearmen, Handgunners and Crossbowmen (survivors of the initial stand at Alderfen)
- **The Augerast Guard (Ostermark)**
Two companies of Swordsmen, one with a single detachment of Spearmen

- **Ulric's Teeth**
Three companies of Spearmen, no detachments
- **The Taalavost Wilders**
One company of Halberdiers, with one detachment of Archers, and one detachment of Swordsmen
One company of Halberdiers, with one detachment of Archers, and one detachment of Crossbowmen
- **Vlad von Carstein, Mortarch of Shadow**
- **Walach Harkon**
Vampire Lord riding Zombie Dragon
- **The Nameless**
Necromancer Lord
- **The Knights of Blood Keep**
Five orders of Blood Knights
- **The Risen**
A horde of Zombies



The Rotting Horde

- **Festak Krann**
Chaos Lord
- **Gurug'ath of the Endless Rot**
Great Unclean One
- **Krann's Guard**
One warband of Chaos Chosen
- **The Crowhunger Brethren**
One warband of Chaos Warriors
- **The Bane of Tzeskagrad**
One warband of Chaos Warriors
- **Tallarand's Slayers**
One warband of Chaos Knights
- **The Triad-slain**
One warband of Chaos Knights
- **Daakon Har's Blackshields**
One warband of Chaos Marauders
- **The Feastfellows**
One warband of Chaos Marauders
- **The Fly Clan**
One warband of Chaos Marauders
- **The Rot Blades of Ku'zahn**
One warband of Chaos Marauders
- **The Scalesorrowers**
One warband of Chaos Marauders
- **The Hounds of Khoros**
Three warbands of Marauder Horsemen, four packs of Chaos Hounds
- **The Hallowskrive**
One census legion of Plaguebearers

- **The Rotfallow**
One census legion of Plaguebearers
- **The Ensepsis Brotherhood**
One census legion of Plaguebearers
- **Aeson the Fallen**
Mutalith Vortex Beast
- **Dread Promises**
One pack of Chaos Spawn

DEATH OF A TRAITOR The Emperor's Bodyguard

- **The Emperor Karl Franz**
Riding Deathclaw
- **The Reiksmarshal, Kurt Helborg**
- **Ludwig Schwarzhelm**
- **Valten**
- **Luthor Huss, Prophet of Sigmar**
- **Ar-Ulric Emil Valgeir**
Arch Lector
- **The Reiksguard Inner Circle**
Three Orders of Reiksguard
- **The Luitpold Guard**
Three regiments of Halberdiers, each with two detachments of Swordsmen

The Risen Dead

- **Balthasar Gelt**
- **Minella the Bloody**
Tomb Banshee
- **Scarghast the Cruel**
Cairn Wraith
- **The Cryptkinder**
One enormous horde of Zombies
- **The Accursed Raukoni**
Three haunts of Spirit Hosts
- **The Choir of the Endless**
Two hosts of Morghast Harbingers
- **The Abyssal Ones**
One host of Morghast Archai

THE BATTLE OF HEFFENGEN The Defenders of Heffengen

- **The Emperor Karl Franz**
Riding Deathclaw
- **The Reiksmarshal, Kurt Helborg**
- **Ludwig Schwarzhelm**
- **Godfrei Talb**
General of the Empire (Ostermark)
- **Garrat Mecke**
General of the Empire, riding Griffon (Talabheim)
- **Valten**
- **Luthor Huss, Prophet of Sigmar**
- **Albrecht Morrstan**
Battle Wizard of the Amethyst College

- **Morgan Bernshof**
Warrior Priest
- **The Reiksguard Inner Circle**
Three Orders of Reiksguard
- **Knights of the Hammer**
Three Orders of Reiksguard
- **Knights of the Holy Griffon**
Three Orders of Reiksguard
- **The Lions of Vostrock (Altdorf)**
Three companies of Halberdiers
- **The Rechtsmark Guard (Altdorf)**
Two companies of Spearmen, each with one detachment of Archers
- **The Helmsgart (Altdorf)**
One company of Spearmen, with one detachment of Halberdiers, and one detachment of Swordsmen
One company of Spearmen, with one detachment of Handgunners, and one detachment of Swordsmen
One company of Spearmen, with one detachment of Crossbowmen
- **Valdor's Braggarts (Altdorf)**
One company of Pistoliers
- **The Luitpold Guard (Altdorf)**
Three regiments of Greatswords, each with two detachments of Handgunners
- **Taal's Thunder (Talabheim)**
One grand battery, with eight Great Cannons, three Mortars, six Helblaster Volley Guns and two Helstorm Rocket Batteries
One company of Spearmen
- **The Serabitzer Guard (Talabheim)**
One regiment of Greatswords, with one detachment of Handgunners
- **Taal's Eagles (Talabheim)**
Three companies of Handgunners, each with one detachment of Halberdiers
- **The Army of Sigmar**
One sprawling mob of Flagellants
- **Steil's Swords (Altdorf)**
One company of Swordsmen, with one detachment of Handgunners
- **The Bloodfist Mercenaries**
One feast of Ogres, led by the bruiser Grub Kineater
- **The Talons of Nuln (Knights Griffon)**
Two Orders of Demigryph Knights
- **The Markerwast Frontiersmen (Ostermark)**
Three companies of Archers
- **Oldo's Outrenost Guard (Ostermark)**
One company of Spearmen, with one detachment of Handgunners, and one detachment of Swordsmen

One company of Spearmen, with one detachment of Archers, and one detachment of Handgunners

- **The Heffengen City Garrison (Ostermark)**
One company of Swordsmen, with two detachments of Handgunners
One company of Spearmen, with two detachments of Handgunners
One company of Spearmen, with two detachments of Halberdiers
- **The Essenwatch (Ostermark)**
One company of Swordsmen, with two detachments of Halberdiers
- **The Bechafen Marchguard (Ostermark)**
One company of Swordsmen, with two detachments of Archers
- **Vlad von Carstein, Mortarch of Shadow**
- **Balthasar Gelt**
- **Estroth the Silent**
Wight Lord with battle standard
- **Drowned Maressa**
Tomb Banshee
- **Weeping Elsa**
Tomb Banshee
- **The Rackspire Dead**
One vast horde of Zombies
- **The Revesnecht Dead**
One vast horde of Zombies
- **The Drakenhof Legions**
Five regiments of Skeleton Warriors
- **The Drakenhof Guard**
Two regiments of Grave Guard
- **The Drakenhof Templars**
One brotherhood of Blood Knights
- **The Bringers of Sorrow**
One host of Morghast Archai
- **The Gloomhost**
One host of Morghast Harbingers
- **The Dread of Night**
One host of Morghast Harbingers

The Despoilers of Ostermark

- **Crom the Conqueror**
- **Gurug'ath of the Endless Rot**
Great Unclean One
- **Akkorak the Crow**
Chaos Lord riding Chaos Steed
- **Malik Sunderghast**
Chaos Sorcerer
- **Zrot the Underwall**
Chaos Sorcerer
- **Black Storin**
Chaos Sorcerer
- **The Sons of Nifflecht**
Three warbands of Chaos Warriors
- **The Claws of Skael**
Three warbands of Chaos Marauders

- **The Wildkin of Hraldar**
Four warbands of Marauder Horsemen
- **The Trivaast Throne**
Chaos Warshrine
- **The Rustwelts**
One warband of Chaos Chariots
One warband of Gorebeast Chariots
- **The Unclean**
One vast horde of Forsaken
- **The Stormborn Legion**
Three regiments of Dragon Ogres
- **Kruld's Rampagers**
One regiment of Skullcrushers
- **The Bloodreave (Khorne)**
One regiment of Chaos Warriors
- **Knights of Razagor (Khorne)**
Two regiments of Chaos Knights
- **The Wrathred (Khorne)**
Three regiments of Chosen
- **Krann's Guard**
One warband of Chaos Chosen
- **The Crowhunger Brethren**
One warband of Chaos Warriors
- **Tallarand's Slayors**
One warband of Chaos Knights
- **The Feastfellows**
One warband of Chaos Marauders
- **The Fly Clan**
One warband of Chaos Marauders
- **The Rot Blades of Ku'zahn**
One warband of Chaos Marauders
- **The Hounds of Khoros**
One warband of Marauder Horsemen
Two packs of Chaos Hounds
- **The Hallows thrive**
One census legion of Plaguebearers
- **The Rotfallow**
One census legion of Plaguebearers
- **The Corpse-reavers**
Three vast hordes of Marauders
- **The Champions of Skael**
One regiment of Chosen
- **The Riders of the Wastes**
Eight warbands of Marauder Horsemen
Three warbands of Chaos Knights
Two packs of Chaos Hounds
- **Outcasts of Krast**
One vast horde of Forsaken
- **Walach Harkon**
Vampire Lord riding Zombie Dragon
- **The Knights of Blood Keep**
Three orders of Blood Knights
- **Thrab and Thraggar**
Two Chaos Giants
- **The Stench**
One mob of Chaos Trolls

CHAPTER 5

THE BATTLE OF BLIGHT WATER The Great Army of Numas

- **King Phar**
Tomb King riding Skeleton Chariot
- **Prince Lamhirakh**
Tomb Prince
- **Prince Dramkhir**
Tomb Prince
- **Amonkhaf**
Liche High Priest
- **Crimson Guard**
Five phalanxes of Skeleton Warriors
- **Black Vulture Legion**
One phalanx of Skeleton Warriors
- **The Sphinx Legion of Numas**
One phalanx of Tomb Guard
- **The Falcon's Claws**
Two regiments of Skeleton Archers
- **Copper Tips**
Three regiments of Skeleton Archers
- **Royal Archers**
One regiment of Skeleton Archers
- **Bronze Gate Battery**
Two Screaming Skull Catapults
- **Riders of Asaph**
One patrol of Skeleton Horse Archers
- **Sand Riders**
One patrol of Skeleton Horse Archers
- **King Ramssus**
Tomb King on Skeleton Chariot
- **Golden Legion of Ramssus**
One regiment of Skeleton Chariots
- **The Desert Shrikes**
One regiment of Skeleton Chariots
- **Raptor Legion**
One regiment of Skeleton Chariots
- **Legion of the Desert Sun**
One regiment of Skeleton Chariots
- **The Bone Giants of Bhagar**
Five Necrolith Colossi

Krell's Army of Reconquest

- **Krell, Mortarch of Despair**
- **Ulfrik the Blackhanded**
Wight King riding Nightmare
- **The Doomed Legion**
One warband of Grave Guard
- **Death Riders**
One regiment of Black Knights
- **Black Lancers**
Two regiments of Black Knights

- **The Hanged Men**
Three hordes of Zombies
- **The Legion of Morr**
One warband of Skeleton Warriors
- **Witchfire Reapers**
One haunt of Hexwraiths
- **Lost Knights of Averland**
One haunt of Spirit Hosts
- **The Flesh-eaters**
Four Crypt Ghouls packs
- **The Hill Terrors of Pavona**
One Crypt Ghoul pack
- **Twin Terrors**
Two Terrorghelsts
- **The Living Cloud**
Three flocks of Bat Swarms
- **The Fell Brood**
Three flocks of Fell Bats
- **Dieter Helsnicht**
Necromancer Lord on Abyssal Terror
- **Volsh**
Necromancer
- **Mendelstein**
Necromancer

AMBUSH IN THE DEEP DESERT The Army of Sylvania

- **Mannfred von Carstein, Mortarch of Night**
Riding Dread Abyssal
- **Helmut von Carstein**
Vampire
- **Gorgivich Krakvald**
Vampire riding barded Nightmare
- **The Drakenhof Templars**
Three brotherhoods of Blood Knights
- **Knights of the Red Death**
Two brotherhoods of Blood Knights
- **The Knights Sepulchral**
Three regiments of Black Knights
- **Helmut's Own**
Five warbands of Grave Guard
- **The Drakenhof Guard**
Three warbands of Grave Guard
- **The Vulture Priests**
Three haunts of Spirit Hosts
- **The Silent Legion**
One host of Morghast Archai
- **The Hounds of Sylvania**
Five packs of Dire Wolves
- **The Night Terrors**
Five flocks of Bat Swarms

The Army of Zandri

- **King Behedesh II**
Tomb King
- **Hapusneb**
Liche High Priest
- **Aldrhamar**
Necrotect
- **Zandri Eternals**
Four phalanxes of Tomb Guard
- **Zandri Blackshields**
Ten phalanxes of Skeleton Warriors
- **The Hawks of the Sea**
One vast phalanx of Skeleton Warriors
- **Crocogar Legion**
Three regiments of Skeleton Archers
- **Sand Snakes**
Three regiments of Sepulchral Stalkers
- **Sable Vipers**
Two regiments of Sepulchral Stalkers
- **Lions of the Sand**
One guard of Ushabti
- **Underworld Deathwatch**
Five Tomb Scorpions
- **Favoured of Sokh**
Four Tomb Swarms
- **The Ragged Brood**
Four flocks of Carrion

Army of the Vampire Coast

- **Luthor Harkon**
Vampire Lord
- **Pirates of the Zombie Coast**
One vast horde of Zombies
- **Swarm of the Pirate King**
Four flocks of Bat Swarms
- **The Fell Brood**
Three flocks of Fell Bats

THE BATTLE FOR RUINED LAHMIA Legions of Lybaras

- **High Queen Khalida**
- **Nalharad**
Liche Priest
- **Neshotep**
Tomb Herald
- **King Hassep**
Tomb King riding Khemrian Warsphinx
- **Settuneh**
Tomb Prince riding Skeleton Chariot

- **Legions of the Asp**
Four regiments of Skeleton Archers
- **Cobra Legion**
One regiment of Skeleton Archers
- **Knights of Asaph's Temple**
One regiment of Necropolis Knights
- **Legion of Phakth**
One guard of Ushabti
- **Settuneb's Own**
One regiment of Skeleton Chariots
- **Guardians of the Alabaster Tower**
One regiment of Tomb Guard
- **The Unavenged**
Four haunts of Spirit Hosts

King Tharruk's Army of Mahrak

- **King Tharruk**
Tomb King riding Skeleton Chariot
- **Tuten**
Tomb Prince riding Skeleton Chariot
- **Hamtapek**
Tomb Prince
- **Rakphlotok**
Tomb Prince
- **Khufstah**
Liche High Priest
- **Jackal Squadrons of Mahrak**
One regiment of Skeleton Chariots
- **Bright Shields of Mahrak**
One regiment of Skeleton Warriors
- **Mahrak Longspears**
One regiment of Skeleton Horsemen
- **Mahrak Guard**
One phalanx of Tomb Guard

Army of the Silver Pinnacle

- **Neferata, Mortarch of Blood**
Riding Dread Abyssal
- **Imenetet**
Vampire riding Coven Throne
- **Lycindia the Cruel**
Vampire riding Hellsteed
- **Lahmian Guard**
One phalanx of Tomb Guard
- **Guard of the High Mistress**
One warband of Grave Guard
- **Chillguard**
One warband of Grave Guard
- **Legion of No Name**
Four warbands of Skeleton Warriors
- **The Unforgiven**
Two Tomb Banshees

- **Gravepeak Umbershields**
Three warbands of Skeleton Warriors
- **The Wretches**
Four Crypt Ghouls packs, one pack of Crypt Horrors
- **Death Knights**
One regiment of Black Knights

AT THE GATES OF KHEMRI Coalition of the Dead

- **Arkhan the Black, Mortarch of Sacrament**
Riding Dread Abyssal
- **Mannfred von Carstein, Mortarch of Night**
Riding Dread Abyssal
- **Luthor Harkon**
Vampire Lord
- **Haptmose**
Liche High Priest
- **King Omanhan III**
Tomb King
- **King Nebwaneph**
Tomb King
- **Nagashizzar Guard**
One vast warband of Grave Guard
- **Glowing Ghouls**
Five Crypt Ghouls packs, two packs of Crypt Horrors
- **Iron Brigade**
Eight warbands of Skeleton Warriors
- **The Grolbech Green Men**
One vast horde of Zombies
- **Legions of Mahrak**
Three phalanxes of Skeleton Warriors, one guard of Ushabti
- **Pirates of the Zombie Coast**
One vast horde of Zombies

The Grand Army of Settra the Imperishable

- **Settra the Imperishable**
Riding the Chariot of the Gods
- **The Herald Nekaph**
- **Khenteka, Hierophant of Khemri**
Liche High Priest
- **Almanrha**
Liche Priest
- **Prince Apophas**
- **The Royal Chariot Guard**
Ten regiments of Skeleton Chariots
- **The Winged Legion**
Five regiments of Skeleton Chariots

- **Hawk Legions of Settra**
One hundred phalanxes of Skeleton Warriors
- **Legions of the Crested Serpent**
Six regiments of Skeleton Archers
- **The Sable Spears**
One phalanx of Skeleton Warriors
- **The War Statues of Ramhotep**
Four guards of Ushabti, three Necrolith Colossi
- **The Golden Guardian of Ptrra**
Khemrian Warsphinx
- **The Golden Host of Mahrak**
Six phalanxes of Skeleton Warriors





