

WARHAMMER[®]

KISLEV



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The icy realm of Kislev breeds tough and hardy people, not only because of the harsh climate, but also due to the constant depredations by raiders from the Chaos Wastes. Gav Thorpe gives the full rules for including these tough troops as allies in your armies.

Kislevite Allied Contingents

New rules and background

The Land of the Kislevites

Kislev lies to the north-east of the Empire, and is the most northerly 'civilised' nation. It is bordered by the Empire to the south and west, the Sea of Claws to the west, the Troll Country to the north and the Worlds Edge Mountains to the north-east and east.

The northern border of the country is ill-defined, but many draw it at the River Lynsk, which flows westward from the Worlds Edge Mountains to the Sea of Claws, while its border with the Empire has been established at the River Urskoy (named after the god Ursun), a tributary of the Talabec. The north of Kislev is barely distinguishable from the Troll Country and the tundra beyond, more wooded to the east in the foothills of the mountains. Some Kislev tribes travel further north than the Lynsk, into the

Troll Country, and eastwards along the High Pass. It is a cold, infertile land, and most of the Kislevites who live here have a nomadic existence, moving constantly from one grazing ground to the next, much like the marauder tribes of the Shadowlands.

Further south, Kislev becomes more hospitable, though still chill for the entire year. More farmsteads can flourish in these lands, though quarried stone is in short supply and so buildings tend to be of uncut rocks or wooden construction, giving them a rustic appearance which people of the Empire would consider backward and uncivilised. This is not so true of the mighty palaces and temples of the cities, with their distinctive gold, onion-shaped domes and towers.

There are three such cities in Kislev: Praag, Erengard and a capital that is also called Kislev. Each city has its own distinct history and personality, and so though they are all peopled by Kislevites, they have a character of their own.

Kislev

The capital of the nation and seat of the Tzars and Tzarinas who rule the land, Kislev is the largest and most developed of the three cities. Situated close to the Urskoy, it is virtually on the border with the Empire, and many Imperial customs and aesthetic values have influenced Kislev life, literature and architecture. Founded as the capital by the Khans and Khan-queens of the Gospodar people in Year 1 (IC1524), it has been besieged several times in its history, though has never fallen to an enemy.

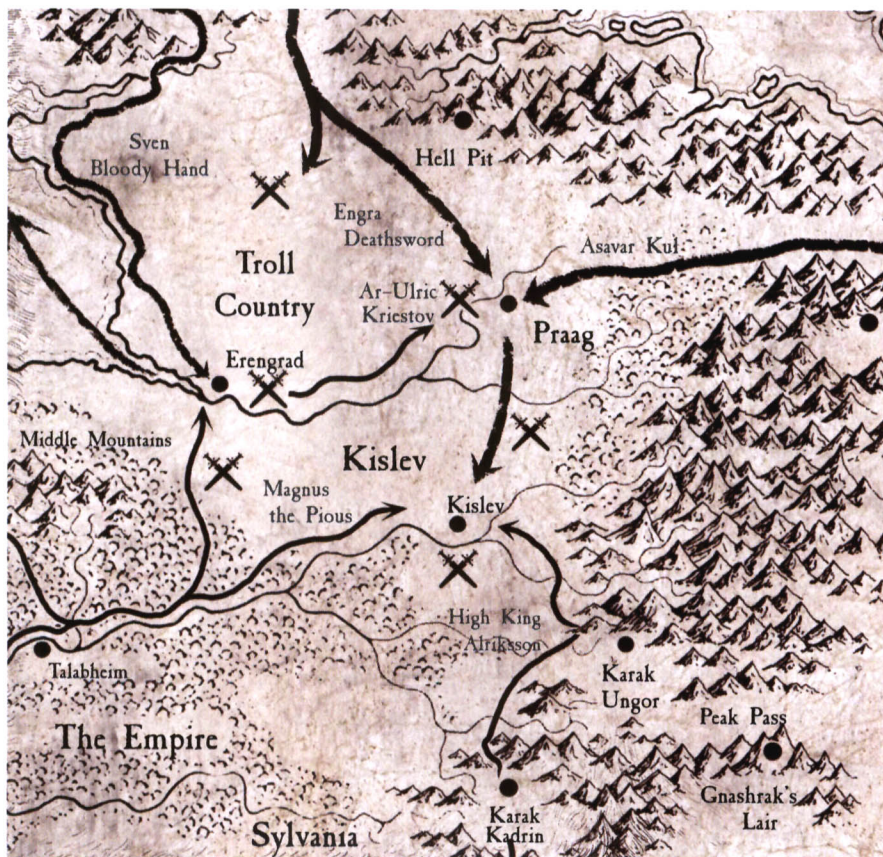
At the centre of Kislev lies the Bokha Palaces, the hereditary seat of power rebuilt during the reign of Tzar Boris Bokha after the original Palace Gospodarin was all but destroyed during the Great War against Chaos in 778 (IC2302).

Erengard

Originally the Ungol capital, when it was merely a walled town known as Norvard, and later overrun by the Gospodars, Erengard is Kislev's main trading city and its largest port. Situated on the coast of the Sea of Claws, vessels from across the Old World, New World and even Norsca come here with goods, slaves, gems and precious metals. Kislev does not have a standing navy as such, but the waters of the Sea of Claws are dangerous, despite the patrols of the Imperial Navy, and all merchantmen are armed in some fashion, many to the standards of other nations' warships, and can be pressed into service by the Tzarina when needed.

Praag

Also known as the Cursed City, Praag is the most northerly of Kislev's largest settlements and has been overrun by the northern tribes several times. During the Great War against Chaos, the walls and buildings themselves became so corrupted with Chaos energy that they sprouted tentacles and eyes. Wailing screams echoed from roof



The Incursions of Chaos and the routes taken by allied forces.



A Kislev cavalry patrol sets out from their base.

tops and the ground beneath the city shifted and writhed. After their victory at the siege of Kislev, the Kislevites razed Praag to the ground and rebuilt it, though it is still rumoured that a dark taint remains there. The people of Praag are regarded as shifty and nervous by

most outsiders, as well as paranoid and potentially in league with the Dark Powers of the North. Praag also acts as a rallying point for the scattered horse tribes in times of war, and has a considerable Ungol population. This has led to Praag attempting to cede from the

power of the Tzars on three occasions; twice the city was starved into submission by trade embargoes from the south, and on the third occasion, the city was reclaimed by military force and is now ruled by a Gospodar governor responsible only to the Tzarina herself.

KISLEV CALENDAR

Kislev in fact uses three dating systems: the Imperial calendar, the Gospodar calendar and the Ungol calendar. The Ungol calendar is now only used for the northern tribes, and works on the principle of a four-year cycle called an Urtza, dating from the time that the great Bear God, Ursun, first awoke from hibernation. This date roughly equates to 500 years before Sigmar. Dates are also known to vary from tribe to tribe, so that while one tribe may say that the great chieftain Eskadar fought the battle of Lynsk in 452 (IC 1310 = $(1310+500)/4$), another might say it is in 453 (IC 1312). For these reasons, it is only of interest to scholars for its eccentricity more than its functional use.

More widespread is the use of the Gospodar calendar, which dates from IC1524, the founding of the city of Kislev. Since the Great War against Chaos, the Imperial calendar has been

growing ever more in its usage, and now it is common for dates to be given in both the Gospodar calendar and the Imperial calendar.

THE ENDLESS WAR

Kislev breeds hardy people, not only because of the harsh climate and generally infertile lands, but also due to the constant depredations by raiders from the Chaos Wastes. These are usually constant, small-scale affairs as individual warbands and tribes head south in search of glory and plunder. Known by the Kislevites as Kyazak, these raiding parties are an ever-present threat to settlements and caravans north of the Lynsk, and some even venture as far south as to cross the Lynsk itself.

The incursions are short-lived, lasting perhaps only for a season at a time, and either end when winter draws in, or they are driven back by the armies of the Kislevites.

These armies are drawn from the scattered stanitsas and towns of the Kislev oblast, which each provide a standing force of warriors, much like a militia. Ungol horse archers patrol the most northern reaches of the country, while settlements with a great Gospodar heritage pool their resources to create squadrons (or rotas as they are known) of the famed Winged Lancers. This tradition is continued by the cities, and the Tzarina can command a large number of Winged Lancers drawn from the richest families and their household troops.

Occasionally, a particularly powerful chieftain or warlord will rise in Norsca, or amongst the tribes of the Kurgan people. They weld together a rough confederation of several tribes and launch attacks into Kislev. At these times, the various rotas of Kislev are drawn together into larger army groups called pulks. These pulks are invariably under the command of a noble of Gospodar heritage and are the closest Kislev has to a standing army. Sometimes,

IMPORTANT EVENTS IN THE HISTORY OF KISLEV

Year (Gospodar calendar)	Event
c.-1600	The lands north of the Urskoy are peopled by the Ropsmenn and Ungols. Except for border raids and the odd skirmish, peace exists between them and the Teutogens who border their territory.
-1524	The Empire is founded under the warrior-king Sigmar. He scatters the ancient Norsii people from the shores of the Sea of Claws, and they flee northwards. The Ungols drive them further north into what is now Norsca. Sigmar aids the Ungols fighting Orcs of the Worlds Edge Mountains, and peace exists between the Empire and Ungols after they fight together at the Battle of Blackfire Pass.
c.-45	Over several years, increasing expansion by the tribes of the Chaos Wastes forces the Gospodar tribes to move westwards.
c.-30	Khan-queen Miska leads the Gospodar tribe over the High Pass, driving back the Ungol people.
-27	The settlement of Praag is overrun by the Gospodars and the Ungols are forced westwards.
-25	The army of Ungol Warlord Hethis Chaq defeats a Ropsmenn host led by King Weiran on the cliffs overlooking the Sea of Claws. The Ropsmenn are scattered and the Ungols take their lands.
1	Under the rule of Khan-queen Shoika, work begins on the building of the great Gospodar Capital, Kislev. She takes the title Tzarina, to indicate her new reign over the lands north of the Urskoy.
3	Norvard, greatest settlement of the Ungol, is captured by the Gospodars and renamed Erengard. This effectively completes their conquest of the lands north of the Urskoy.
778	Great War against Chaos. Praag is besieged and destroyed, Kislev is besieged and eventually relieved by a combined force of Men, Elves and Dwarfs.
968	Tzar Vladimir Bokha dies fighting Goblins east of Kislev. His son, Boris, inherits a nation that has done little to recover from the Great War against Chaos.
969	Tzar Boris Bokha defeats a large army of Beastmen outside Praag, earning himself the title Radii Bokha (Bokha the Red).
973	Radii Bokha returns from the wilds with the war-bear Urskin, and becomes the first High Priest of Ursun in over four hundred years, taking the title Boris Ursus.
993	Tzar Boris dies fighting in the Troll Country. Tzarina Katarin is crowned.
997	The time known as the 'Spring Driving'. The hordes of the Chaos Warlord Archaon rampage south, crossing the Lynsk. Numerous combined armies of the Tzarina and the Empire are defeated.



Tzar Boris leads an attack.

a single pulk is enough to see off the threat, but other times two, three or more pulks may combine their forces to counter an ambitious marauder warlord.

During the Great War against Chaos, when the half-daemonic warlord Asavar Kul drove his armies into Kislev accompanied by legions of daemonic creatures and bestial warbands, every pulk in the land was gathered to oppose the threat, and yet the Kislevites were sorely pressed to hold the tide. It is a testament to their stubbornness and pride that they held as long as they did, allowing an alliance of Men, Dwarfs and Elves, led by Magnus the Pious, to break the siege of the capital and drive back the immense horde.

Every year, the Kyazak grow more daring, their attacks driving deeper and deeper across the Lynsk, until the settlements outlying Erengard and Kislev have come under threat. Yet the Kislevites, and their ancestors, have spilt blood every year to take and protect their lands, and whilst one Kislevite draws breath, there will be one who will defend against the northern hordes.

ALLIES OF KISLEV

Although Kislevites would like the world to think otherwise, their nation does not stand alone against the perils of Chaos. Although they must endure the constant raids and attacks of the northern marauders, in times of need when the followers of Chaos have gathered in great numbers, the Kislevites have received aid from others. Most commonly forces from the Empire, and in particular Ostland, the Ostermark and Talabecland, march north to assist against these larger incursions.

However, during the Great War against Chaos, when the hordes of the north stretched like a sea across the taiga, the Elves and Dwarf came to the aid of the Men. In return, it has been known for Kislevites to aid the Dwarfs, sometimes to clear the mountain passes, and in particular the High Pass, of foes such as Skaven, Greenskins and Marauders. Both respect the stubbornness they see in each other,

though Kislevites cannot understand how Dwarfs can spend so much time underground, while a Dwarf generally thinks that all that open sky drives the Kislevites a little bit insane.

Though the great forests of the Empire give way to the increasingly desolate oblast of Kislev, the country is not without small woods and forests, some of which are rumoured to be the homes of isolated Wood Elf communities. The Wood Elves distrust all other races, even their own kin of Ulthuan, but when ancient foes rear their heads, they have been known to make common cause with others. There are very few incidents of this in Kislev history, but they are there – battles against Beastmen when unexpected Wood Elf allies have attacked the Chaotic creatures from their hiding places, and occasions when a Kislev patrol has been drawn to the sounds of fighting to find a small Wood Elf community embattled by Orcs or Marauders.

KISLEV RELIGION

The Kislevites are descended from Human tribes that travelled from the Kurgan tribes of the north and east. In particular, the Kurgan influence is still strong in the north and the horse tribes share many traditions and customs with the likes of the Dolgans, Khazags and other marauder tribes. The ancient traditions of these peoples are more keenly followed amongst the nomads, who see their southern cousins as weakened by the civilising influence of the Empire. In this respect, worship of the various ancient Kislev gods varies across the nation, being more prominent in the north, while other gods have been incorporated into the Kislevite religion in southern lands. In addition, the Gospodars brought with them the Cult of the Bear God Ursun, which has been strongly established as the dominant religion of Kislev.

As most of the Kislevite ancestry originated from the eastern steppes and the harsh northlands, their gods represent very important forces in their lives. Various nature and household

spirits are worshipped all across the Old World, but this is particularly strong in Kislev. These magical creatures are servants and messengers of the gods in this world, and should be treated as such.

PEOPLE

Kislev is almost two nations in one. On the one hand, there are the more civilised peoples of the south and the cities, where the lands are relatively fertile. In the north, particularly north of the Lynsk, there are the nomad tribes.

At the time of Sigmar, the harsh lands north-east of the Urskoy were populated by the Ungol tribes, who also dominated the smaller tribes of the Ropsmenn who lived in what is now Troll Country. Sharing many traits with the Kurgan steppe nomads to the east, the Ungols were scattered peoples consisting of nomadic horse-riding tribesmen. Sigmar's influence did not stretch this far north and so they remained independent from the confederation of tribes founded by him.

Circa 1500 Imperial calendar, there was a large westward migration from the eastern steppes, and of particular importance was the arrival of the powerful and wealthy Gospodars. Torn with strife, the Empire was in no position to contest these lands, and the superior arms and tactics of the Gospodars drove the Ungols to the west and north, who in turn absorbed the Ropsmenn completely. Over the following century, the power of the Gospodars grew, and the city of Kislev was founded.

The settlement of Praag grew in size as the Gospodars used the Lynsk to launch incursions into Ungol territory, eventually forcing the Ungol to accept Gospodar rule (who were now beginning to be called Kislevites after their capital city). By this time, the former Ungol city of Erengard had grown into a busy port ruled by the Kislevites, and from here the Kislevites were able to sail the Sea of Claws, trading and fighting with the Norse, and on occasion the Empire, as well as keeping the Ungols in check.

MAJOR GODS OF KISLEV

URSUN

Description: Ursun is the Father of Bears, which the ancient Gospodar held as sacred creatures. He is, unsurprisingly, most usually depicted as a massive cave bear, with a crown, teeth and claws of glistening gold. It is said that Ursun can take Human form, and will appear as a burly, bearded man with an age-worn face, thick hairy arms and a great mop of hair, and wearing nothing but a loincloth.

Symbol: Depictions of a bear or a bear's face are most common, although worshippers of Ursun might well also wear a medallion of gold, shaped like a bear's claw. Devout followers of Ursun wear bearskin cloaks, or wear a bear's paw as a talisman. Amongst the northern tribes, it is not uncommon for Ursun cultists to wear a bear's skull over their helmets, or fixed to the front of their shields.

Temples: Ursun has no temples as such, but rough cairns and standing stones in the depths of forests have been raised over the centuries to honour him. Sometimes a cave once inhabited by a particularly large or fearsome bear will be turned into a shrine to Ursun, filled with rough lamps and offerings of fish and berries. In the cities, wooded areas are allowed to grow wild in certain parks and within the grounds of large buildings, and these are treated as areas sacred to Ursun.

It is not uncommon for someone wishing to entreat aid from Ursun to nail a fish or hunk of meat to their door to attract his spirit.

Friends and enemies: There is much friction between the followers of Ulric and Ursun. This is more a matter of pride than genuine animosity, as worshippers of Ursun and Ulric have much in common, but contests of strength-at-arms and other physical rivalry is commonplace. There is much goodwill between the cult of Ursun and that of Taal, and they share a common border at the Talabec. Ursun worshippers think it a bit daft to worship all animals in equal measure, since bears are obviously the lords of the wild, while Taal cultists think it a bit strange to revere one animal over any other. However, on the whole they share many similar rituals and beliefs. Generally, followers of Ursun are unconcerned with other religions, and many of the southern gods are seen by them as a bit soft and unworthy of praise.

Holy Days: There are only two true holy days of Ursun: the spring equinox, when cultists gather to rouse Ursun from his winter sleep with loud rituals, setting huge bonfires, roasting deer, drinking alcohol and generally making as much racket as possible; and the autumn equinox when the first harvest is offered up to Ursun so that he might gorge himself and prepare for his winter's rest.

Strictures: *Never hunt a bear in the winter – let him sleep.*

Bears must always be killed by hand or arrow – no dogs or traps.

Only wear the skin, claw or skull of a bear you have killed yourself.

Eat fish at least once per week, but never eat fish and other meat on the same day.

Never perform your ablutions indoors.

DAZH

Description: Dazh is the god of fire and the sun. It was Dazh who took the secret of flame from the sun and gave it to the ancient warrior chiefs of the tribesmen. Without Dazh's fire, the long winters would be fatal, and tributes and prayers are regularly offered up to him. In more civilised lands, he rules over the hearths of homes, and is also the patron of guests and the needy. Thus, hospitality to those who call engenders safety for a household, while a poor host or hostess may find that their fire will not start, or that their roof springs an unexpected leak.

Dazh is portrayed as a bandsome youth, with long flowing hair and wreathed in fire. He is beautiful to behold and none can look at him directly without being blinded by his divine appearance. He is said to live in a golden palace in the east where he rests every night after travelling the world during the day. In his palace, he is accompanied by warrior-consorts called the Arari, who can often be seen dancing and fighting for his amusement in the northern skies.

This state of affairs has existed for over 750 years, and Gospodar and Ungol society has merged over the centuries, to a greater or lesser extent, into the nation of Kislev. The ruling elite, from whom the Tzars and Tzarinas hail, are of Gospodar heritage. The influence of the Gospodar language and beliefs is more evident in the south, particularly in the cities of Kislev and Erengrad, while further north the land becomes more barren and the horse tribes still hold sway. In fact, Praag itself has been reclaimed in a large part by the old Ungol nobility, and in many ways is a separate power in the north.

TEMPERAMENT

Kislevites are known as dour, taciturn people, and this is not surprising considering the harsh lands they inhabit. They are as unforgiving as the northern climate, with a grim, even morbid sense of humour. Frequently the bulwark against the tribes of Chaos, they relish in part the debt owed to them by the people of the Empire to the south who they protect. However, this does not stop a Kislevite bitterly complaining about this state of affairs at any opportunity.

The Kislevites are closer to the people of the Empire than many of them would admit, and view them with a kind of patronising humour that one might reserve for a bright but slightly eccentric child. In point of fact, most Kislevites think that their neighbours have gone soft from easy living in fertile lands, and would benefit from year or two in the north, or 'living in the wind' as the Kislevites like to describe it, in reference to the fierce north winds that often herald a Chaos incursion.



Symbol: The symbol of a sun, or a flame, are most commonly used as talismans by followers of Dazb. Gold is a sacred metal to the cult, and higher ranking priests will wear increasingly more gold decoration and jewellery.

Temples: The temples of Dazb are large, open arenas so that worshippers may pay homage to their god under the sky in which he lives. The richest of these temples are dominated by a large gilded statue of their god, and all contain many burning braziers and firepits which wreath the heavens in scented smoke and can never be allowed to go out.

Friends and enemies: The cult of Dazb is on genial terms with other main religions of the Old World, although there is some distrust between them and worshippers of Ulric (as god of winter).

Holy Days: Every day is holy day to Dazb. Worshippers must give brief thanks every morning when Dazb arises from his bed of coals, and wish him well when he returns to sleep every evening. The summer solstice is the most holy day of the year for the cult of Dazb, it being the day when their god walks amongst his followers for the longest time. Amongst the most barbaric of the northern tribes, the ancient tradition of offering up a sacrifice to Dazb on a pyre, whilst chanting praise to the sun god, is still practiced on the solstice. In the more cultured lands of the south, this has been replaced by the burning of an ox or horse upon a fire of parchments on which the worshippers' prayers are written.

Strictures: Always offer hospitality, even to strangers and enemies.

Never let a fire go out during the night.

Never set a fire on a dirty hearth.

Offer prayers to Dazb on the first morning that the winter snows cover the ground.

TOR

Description: Tor is the god of thunder and lightning, and is worshipped as a warrior god. He is portrayed as a muscled, square-jawed warrior. He wields a massive axe with a haft of oak, and uses it to cleave the sky to create the thunderbolts for which he is famed. A warrior god, Tor is the most active of the Kislevite gods, and quite frequently his name is used as a curse on others. For example, the phrase 'Ty Tor!' means 'By Tor!' and is an exclamation of surprise. On the other hand, 'Do Tor!' means 'Tor's Bolt!' and is an entreaty for the god to unleash his anger upon the enemy.

Symbol: Tor is usually represented by the symbol of a thunderbolt, or an axe with a thunderbolt for a haft. Silver is considered the favoured metal of Tor, and it is usual for a famed warrior to have threads of silver woven into his moustache or beard as a sign of thanks to the storm god.

Temples: Tor's temples are built atop hills and there are many in the Worlds Edge Mountains near to the Peak Pass and High Pass. They are imposing

structures of large stone blocks with heavy roofs of wooden logs.

Friends and Enemies: Tor has an indifferent approach to the other gods, and his followers have no particular allies, though they tend to get on well with worshippers of Ulric.

Holy Days: No formal holy days. However, during a mighty storm, adherents to the Torian faith will gather outside and give praise to their god. Warriors pray to Tor before and after battle.

Strictures: There is only one known stricture for the cult of Tor, and it is a sensible one – never stand under a tree in a thunderstorm.

OTHER WORSHIP

In the most southern regions, other gods are worshipped in small numbers by some Kislevites. Most notable of these are Taal (after all, Kislev borders one side of the Talabec, his sacred river) and Ulric. Even more than other Old Worlders, the Kislevites pay tribute to all manner of nature and household spirits who help them in their daily lives, or set them tests to prove themselves. Little offerings and rituals are followed in a near-unthinking fashion to appease the various needs of these sometimes mischievous, but usually benevolent, creatures.

KISLEV BESTIARY

The nation of Kislev is ruled over by the Tzars and Tzarinas. Currently the Tzarina Katarin, known also as the Ice Queen, rules. Her father was Tzar Boris Bokha, a fierce warrior and devout follower of the Bear God and known by many as Boris Ursus or Radii Bokha (Red-Bokha).

The most famed military units of Kislev are the Winged Lancer cavalry, formed from the sons of the old Gospodar nobility. Amongst them are the Gryphon Legion, an elite regiment consisting of the wealthiest knights, and often found fighting in the Empire. These are supported by archers and axemen on foot, and mounted horse archers from the nomad tribes.

KISLEV BOYAR

Mid-ranking officers from the Kislevite army are called Boyars. As representatives of the Tzarina, their presence can bolster the discipline of Kislevite troops around them, and they act as liaison to friendly generals when Kislev and her allies fight together.

SPECIAL RULES

Stubborn: Boyars are resolute officers, forged over long years of hardship and war. A Boyar is *stubborn* as is any unit the Boyar leads (see Warhammer rulebook, page. 85).

KOSSARS

The Kossars were an Ungol tribe who worked as mercenaries against the other Ungols at the time of the Gospodar invasion. They had adopted a very unique style of fighting with bow and axe, which they then went on to teach the Gospodar warriors. Nowadays,

Kossar regiments are a combined force of Ungol and Gospodar soldiers, trained and kept by the Tzarina as a standing Kislevite force. They are well drilled, able to both attack at range with their bows, and meet the enemy at close quarters with their great axes.

SPECIAL RULES

Steady in the Ranks: Kossars have fought for centuries with their distinctive combination of axe and bow. Their entire purpose is to wear the enemy down and then receive the charge with their heavy axes. They are trained to swiftly change weapons without undue haste. Kossars may stand & shoot as a charge reaction even if the enemy are within half their normal charge distance. In addition, if the enemy are outside half of their normal charge distance, the Kossars do not suffer the normal -1 penalty on their To Hit rolls (see Warhammer rulebook, page 61).

WINGED LANCERS

The mainstay of the Kislev cavalry are the Winged Lancers, who can trace their lineage back to the original Gospodar knights who rode from the east. They are so named for the large feathered wings they wear on their backs, which emit a shrill screaming noise when they charge.

SPECIAL RULES

Glorious Charge: Winged Lancers at the gallop are an awesome sight, their bright armour shining, their colourful uniforms blazing, accompanied by the fearsome shrieking emitted by their back banners. Any unit charged by a unit of Winged Lancers with a Unit Strength of 5 or more must take a Panic test, as if it had been charged in the flank whilst engaged to the front. (see Warhammer rulebook, page 80).

GRYPHON LEGION

The most famed regiment of Winged Lancers are the Gryphon Legion. Born to the highest ranking nobles, these knights travel far and wide and operate as mercenaries when not called to battle by the Tzarina herself. The regiment was founded in 286 (IC1810) as the bodyguard of Tzar Gospodar IV. They became semi-independent after an expedition into the Worlds Edge Mountains in 293 (IC1817) that encountered a great many beasts of Chaos. Their commander at the time, Vladic Dostov, slew a Griffon single-handedly and kept its body as a prize. From then on, they took the name Gryphon Legion and have always worn wings made from Griffon feathers upon their backs.

The Gryphon Legion spends most of its time fighting for wealthier nobles in the Empire, but is sworn to respond to the call if the Tzar or Tzarina commands. This is unusual, however, as most threats can be dealt with by the regular Winged Lancers and Horse Archers.

SPECIAL RULES

Glorious Charge: The Gryphon Legion follow the same rules for *Glorious Charge* as the Winged Lancers.

Mercenaries: If an Empire army does not take a Kislev allies contingent, it may instead take a single unit of the Gryphon Legion as a Rare unit. In this case, the unit is not counted as an allies unit and is treated as part of the army just like any Empire unit.



Kossars led by a Boyar



Ungol Horse Archers

UNGOL HORSE ARCHERS

These mounted warriors are auxiliaries drafted in from the savage northern tribes of Kislev. They are fierce warriors, but lack the discipline of the regular army. Trained to loose arrows from the saddle from an early age, they are the

best Human fast cavalry in the Old World. They delight in running rings around their opponents, peppering them with arrows and dodging away before the enemy can retaliate. They wear little or no armour and carry swords, yet make up in numbers what they lack in terms of equipment.

SPECIAL RULES

Fast Cavalry: Ungols are some of the most adept horsemen in the Old World, and follow the rules for Fast Cavalry (see Warhammer rulebook, page 117).



Gryphon Legion

USING AN ALLIES CONTINGENT

Though you may use an Allies Contingent list to field a full army of several thousand points, the list is by its nature limited in comparison to a full army list. The Allies Contingent list is designed to be used in concert with a main army.

To use an Allies Contingent, choose your main army as normal. In addition, you may spend some of your points on units from the Allies Contingent list. The number of allied characters and units you may include is dependant on the size of the whole army, as detailed on the following chart. Note that this is the size of the whole force, not simply the points spent on the main army. For example, if you spent 2,000 points on your main army and 1,000 points on an Allies Contingent, this is treated as a 3,000 points army.

As with a main army, there is a minimum number of Core units your Allies Contingent must contain. In addition, it must also include at least one character to be the Contingent Commander. This must be the character with the highest Leadership, just like the Army General. At least half of the total points of the whole force must be spent on main army characters and units. For instance, in a 3,000 points force, at least 1,500 points must be spent on the main army.

The types of armies that may include an Allies Contingent depends upon the Contingent itself. These are divided into two types: friendly and unfriendly. If taken with a friendly main army, then no special rules apply. If taken with an unfriendly army, the allies and the main army are uneasy with each other's presence. Though they may have a common cause, neither side is too

happy about it! Overall, it's better for everyone concerned that they don't get too close to each other. This means that any main army units within 6" of an Allies unit suffers a -1 modifier to its Ld, after all other modifiers have been applied. The same is true for Allies units within 6" of main army units.

ALLIES CONTINGENT SPECIAL RULES

The following special rules apply to the Allies Contingent.

- Allies Contingent units may only be joined by Allies Contingent characters. Allies Contingent characters may only join Allies Contingent units.
- Allies Contingent units do not benefit from the main army's General's Leadership even if within 12". They also do not gain Break test re-rolls from the main army's Battle Banner.
- Allies units may use the Contingent Commander's Leadership if within 12", and may re-roll a failed Break test if within 12" of a Contingent Standard.
- For all other purposes (Panic tests, combat results, etc) Allies units and characters are considered part of the same side as the main army.

KISLEV ALLIES

Friendly Allies: Empire, High Elves, Bretonnians, Dwarfs, Dogs of War.

Unfriendly Allies: Wood Elves.

Army Size	Allied Characters**	Allied Core*	Allied Special	Allied Rare
1,000 or less	–	–	–	–
Up to 2,000	1-2	1-3	0-2	–
Up to 3,000	1-3	2-4	0-3	0-1
Up to 4,000	2-4	3-5	0-4	0-2
Up to 5,000	3-5	4-6	0-5	0-3

*Add +1 to the minimum and maximum numbers for each extra 1,000 points.

**If the army is 3,000 points or more, one allied character may be a Lord for each 1,000 points or part over 3,000 points. Eg, 3,000-3,999 points, one character may be a Lord, 4,000-4,999 points, you may have two Lords, etc.

KISLEV ALLIED CONTINGENT ARMY LIST

Your Allies Contingent must contain at least one Boyar to be the Contingent Commander.

The total number of characters you can field in your army can be found above.

* CONTINGENT STANDARD

If your Allies Contingent contains more than one Boyar, one Boyar may carry the Contingent Standard for +25 pts, and may not be the Contingent Commander.

The Boyar carrying the Contingent Standard cannot choose any extra weapons, nor can he use a shield.

If a Boyar is carrying the Contingent Standard, he can have any magic banner worth up to 50 points, but if he carries a magic banner he cannot carry any other magic item.

HEROES

KISLEV BOYAR*POINTS/MODEL: 90

	M	WS	BS	S	T	W	I	A	Ld
Boyar	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Hand weapon

Options:

- May choose either a lance (if mounted, +4 pts), a great weapon (+4 pts), or additional hand weapon (+4 pts).
- May choose either a bow (+6 pts), or a pistol (+7 pts), or a handgun (+10 pts).
- May wear either light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a warhorse (+10 pts), which may be given barding (+4 pts).
- May choose magic items from the Common magic items lists, with a maximum total value of 50 pts.

Special Rules: *Stubborn.*

CORE UNITS

WINGED LANCERSPOINTS/MODEL: 24

	M	WS	BS	S	T	W	I	A	Ld
Winged Lancer	4	4	3	3	3	1	3	1	8
Rotamaster	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour, shield.

Mount: Warhorse.

- Options:**
- Upgrade one Lancer to a Musician for +8 pts
 - Upgrade one Lancer to a Standard Bearer for +16 pts
 - Upgrade one Lancer to a Rotamaster for +16 pts

Special Rules: *Glorious Charge.*

UNGOL HORSE ARCHERSPOINTS/MODEL: 17

	M	WS	BS	S	T	W	I	A	Ld
Horse Archer	4	3	4	3	3	1	3	1	7
Champion	4	3	4	3	3	1	3	2	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, bow.

Mount: Warhorse.

- Options:**
- Upgrade one Horse Archer to a Musician for +7 pts
 - Upgrade one Horse Archer to a Standard Bearer for +14 pts
 - Upgrade one Horse Archer to a Champion for +14 pts

Special Rules: *Fast Cavalry.*

KISLEV KOSSARSPOINTS/MODEL: 9

	M	WS	BS	S	T	W	I	A	Ld
Kossar	4	3	3	3	3	1	3	1	7
Champion	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Equipment: Hand weapon, bow, great axe.

- Options:**
- Upgrade one Kossar to a Musician for +5 pts
 - Upgrade one Kossar to a Standard Bearer for +10 pts
 - Upgrade one Kossar to a Champion for +10 pts

Special Rules: *Steady in the Ranks.*

SPECIAL UNITS

0-1 GRYPHON LEGIONPOINTS/MODEL: 26

	M	WS	BS	S	T	W	I	A	Ld
Lancer	4	4	3	4	3	1	4	1	8
Champion	4	4	3	4	3	1	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour & shield.

Mount: Warhorse.

- Options:**
- Upgrade one Lancer to a Musician for +8 pts
 - Upgrade one Lancer to a Standard Bearer for +16 pts
 - A Standard Bearer may be given a magic standard worth up to 50 pts.
 - Upgrade one Lancer to a Champion for +16 pts. The Champion may exchange his lance for a pistol for free.

Special Rules: *Glorious Charge, Mercenaries.*

There is a minimum number of Core units that must be fielded, and this varies with the size of the army.

UNIT ENTRIES

Each unit is represented by an entry in the Allied Contingent army list. The unit's name is given and any limitations that apply are explained.

Profiles: The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum size for each unit. In some cases, units may also have a maximum size.

Equipment: Each entry lists the standard weapons and armour for that unit. The value of these items is included in the points cost.

Options: Additional or optional weapons and armour are listed here, together with unit upgrades such as Champions, Standard Bearers and Musicians with their extra cost.

Special Rules: Many troops have special rules which are described in the bestiary and are listed in this section.



Kossars

Special units are extremely specialised troops that appear on the battlefield less often than Core units.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.

The land of Kislev is ruled by Tzars and Tzarinas, and Tzarina Katarin is the current Ice Queen of Kislev, having succeeded to the throne on the death of her father the Tzar Boris Bokha, The Red Tzar. Graham McNeill provides full rules for including these two powerful characters as leaders of a Kislev detachment.

The Ice Queen & Tzar Boris

Kislevite Special Characters

Tzarina Katarin, Ice Queen of Kislev

From the icy fastness of her capital city of Kislev, the Ice Queen Katarin rules her land with an aloof majesty. The daughter of the fiery and charismatic Tzar Boris, she ascended to the throne in 2517, following her father's death in battle whilst leading an army north of the Lynsk into the Troll Country. She is the latest in a long line of Tzarinas descended from the ancient Khan-queens of the Gospodars, the powerful tribal group that migrated west centuries ago, and became the dominant peoples of what was to grow into the nation of Kislev.

A great wizard in her own right, her power is said to come from the land of

Kislev itself, its icy soul and bleak tundra giving her command of the elements and mastery of that form of wizardry known as Ice Magic. Indeed, some whisper that she is in fact the living reincarnation of the very first Khan-queen, Miska, so complete is her grasp of this dangerous branch of magic. Upon her ascension to the throne of Kislev, it is said that the Bokha Palaces have grown a new wing, half a mile long, made entirely from glittering ice. This wondrous creation would be beyond all but the most powerful Ice Mages, and it is here that Katarin remains for most of the time, granting audiences in an immense chamber of magically woven

hoarfrost. Some believe that she simply prefers the chill of these frozen corridors, while others say that it is a display of her power to overawe would-be enemies and foreign ambassadors.

Where Tzar Bokha was a man who preferred to lead from the front and was renowned for his courage and leadership, the Tzarina, in keeping with her icy powers, is aloof and remote, preferring to work through agents and generals. Only under the direst circumstances does the Tzarina join her armies (known in Kislev as pulks), but when she does it is often upon a mighty steed whose flanks shimmer with glittering ice crystals and whose breath

The Ice Queen lends her support to the Kossar battle line.



is the winter wind, or riding an armoured sled, drawn by a team of identical beasts. On those rare occasions when she leads her army in battle, the devotion lavished upon her is beyond that which might be expected of such a remote and cool ruler. Her power over the elements is clear proof that the blood of the Khan-queens flows in her veins. The Ungols of the north fear and respect her as one of the ancient warrior witches from their oldest myths.

A time is coming that will see the Tzarina on many a battlefield before the year is out. Marauding tribes of Kurgans and Kyazak push south in ever-increasing numbers, united behind the banners of their Zars and Hetzars. The sheer scale and ferocity of these raids has prompted the despatch of a number of contingents from the Empire to aid Kislev – artillery from Nuln, mercenary companies from Tilea, Wissenland Pike, arquebusiers from Averland, Nordland halberdiers, knightly orders and all manner of troops from all across the lands.

The writings of Anspracht of Nuln names this time as the 'Spring Driving', an innocuous term that encompasses a time of unrelenting horror and bloodshed. Masses of northern

marauders are sweeping down into Kislev, butchering everything in their path. Many battles have already been fought and the Kurgans have razed several towns and stanitsas: Choika, Zhedevka and others that appear on no

maps. The pulks have scattered into the oblast, though many Boyars are rallying their forces to fight once more, but as more and more marauders drive south, it is certain that the days of blood are not yet over.

Tzarina Katarin, the Ice Queen

The Tzarina Katarin can be taken as commander for any allied Kislevite Allied Contingent. Tzarina Katarin counts as a single Lord choice and she must be fielded exactly as described here. She must be the Allied Contingent's commander and may not purchase any additional equipment or magic items. If you field the Tzarina Katarin, you may not field Tzar Boris.

	M	WS	BS	S	T	W	I	A	Ld
Tzarina Katarin	4	4	3	3	3	3	3	1	10
Warhorse	8	3	0	3	3	3	1	1	5

Cost: 495 points

Weapons & Equipment: Tzarina Katarin carries the sword of the ancient Khan-queens, Fearfrost, and wears the Crystal Cloak. She is mounted on a warhorse.

SPECIAL RULES

Ice Magic: Katarin is a Level 4 Wizard and may only use Ice Magic (see p.32).

Beloved of Kislev: The people of Kislev are utterly devoted to the Tzarina and would gladly lay down their lives for her. Any Kislevite unit joined by the Tzarina becomes *stubborn*, and all Kislevite units within 12" of the Tzarina may re-roll failed Psychology tests.

Protectors of the Khan-queen: If the Tzarina Katarin is taken as the leader of your Allied Contingent, then the 0-1 restriction on Gryphon Legion units is waived.

Fearfrost: Forged by the ancient Khan-queen Miska of the Gospodars, this blade has passed from Tzarina to Tzarina through the ages. Only a Tzarina can wield the blade, and were a man to lift the blade, he would find himself frozen to death within a heartbeat. The blade is infused with Ice Magic and the intense cold can kill with a single scratch.

Fearfrost grants the Tzarina the Killing Blow special skill. Models wounded, but not killed outright, by Fearfrost receive no saving throw, but may take Ward saves as normal.

The Crystal Cloak: A swirling mist of dancing ice crystals surrounds the Tzarina, warding off the most serious of injuries and confounding her foes' attempts to strike her.

The Crystal Cloak grants the Tzarina a 4+ Ward save. In addition, all attacks directed against the Tzarina in close combat suffer a -1 to both the To Hit and To Wound dice.



Tzarina Katarin, the Ice Queen



Boris Ursus, the Red Tzar

Tzar Boris Bokha was a fierce warrior and devout follower of the Bear God, Ursun. He was known by many as Boris Ursus or Radii Bokha (Red-Bokha – a reference to the oceans of enemy blood he spilled in battle). Rising to the throne in 968 (2492 in the Imperial calendar) after his father, Tzar Vladimir Bokha, died fighting Goblins east of Kislev, Boris inherited a nation that had done little to recover from the devastation caused during the Great War against Chaos of 2302. In a move resented by the old guard of the Kislev court, Radii Bokha nearly emptied the treasuries hiring mercenaries to re-train

the Kislev army, rebuilding bridges, roads and towns, and importing black powder and engineers from the Empire.

Though it almost bankrupted his family (and several other noble families into the bargain), Tzar Boris' reign will be forever remembered for his driving spirit and eagerness to reclaim the lands that had become infested with Goblins, Trolls, Beastmen and other vile creatures. He was also instrumental in a revival of the Ursun Bear Cult, which had slowly been overtaken by the worship of Ulric, Taal and other foreign gods. To do so, he undertook the trial of

initiation that all priests of Ursun must overcome, and went into the forests to tame a bear. He was not seen or heard of for eighteen days, and many feared he had met a gruesome fate in the depths of the icy forests. Preparations began for the coronation of his infant daughter Katarin (who was only four years old at the time), when the search parties came across his unconscious form on the nineteenth day. His still body was guarded by a bear of gigantic proportions that would not allow anyone near. The Tzar was surrounded by the corpses of over two dozen wolves, and the snow was red with their



Tzar Boris leads Kislev cavalry against the invading Kurgan!

blood. Nothing the searchers could do would entice the bear away from their ruler or convince it that they meant no harm. Finally, after another day had passed, Boris awoke and the bear allowed the searchers to approach and tend to his wounds.

The tale Boris related upon his return to Kislev has since passed into folklore, though few doubt the truth of it. Four days before being found by the searchers and after much wandering, he came across the mightiest bear he had ever seen, with teeth and claws like sword blades. Taking this as a sign from Ursun, he had confronted the beast, and it had charged him, the ground shaking with the fury of its charge and a bloodcurdling roar echoing through the forest. With his bare hands, he fended off the creature's attacks, but could not overpower it. The struggle lasted a full day before a wolf pack, drawn by the scent of their combined blood, attacked. The wolves immediately went for the bear, but Boris sprang to its aid, crushing their skulls with his fists and tearing them from its back. Boris was badly wounded however, and fell beneath the attacks of the wolves. As the beasts closed in for the kill, it was the bear's turn to protect his erstwhile enemy from the common foe. It stood over the supine Tzar, tearing the wolves apart with its claws and savaging them with its powerful jaws. Boris had slipped into unconsciousness, yet each time he had drifted awake, the bear had been there, protecting him from the wolves. The bear returned to Kislev with the Tzar, and from then on, whenever Boris took to the field of battle, it was atop the back of Urskin (as the beast came to be known, meaning bear-brother), both a symbol of Ursun's power and affection for Boris, and also as an implacable enemy in battle.

Tzar Boris met his end in battle in 2517 whilst leading a pulk north of the Lynsk into the Troll Country. At an unnamed river crossing, the Tzar charged deep into the Kurgan army of Hetzar Feydaj, but soon found himself surrounded and cut off from the rest of his army. He and Urskin fought with all the might and fury of the Bear God himself, but even Red Boris could not triumph against such odds. Urskin was able to fight his way clear of the Kurgans and carry the Tzar back to the rest of the army, but it was already too late; the Tzar had taken a score of wounds, each enough to be mortal. Only when the battle was won, did the Tzar slide from the back of Urskin and die. His faithful mount roared in mourning for a full night before setting off into the bleak northlands and legend has it that to this day Urskin continues to hunt down the creatures of Chaos that slew his master.

Boris Ursus, the Red Tzar

Boris Ursus can be taken as commander for any allied Kislevite Allied Contingent. Tzar Boris counts as a single Lord choice and he must be fielded exactly as described here. He must be the Allied Contingent's commander and may not purchase any additional equipment or magic items. If you field Tzar Boris, then you may not field the Tzarina Katarin.

	M	WS	BS	S	T	W	I	A	Ld
Boris Bokha	4	5	4	5	4	3	3	4	10
Urskin	6	4	0	6	5	3	4	4	7

Cost: Boris Ursus, the Red Tzar – 285 points, Urskin the Bear – 90 points.

Weapons & Equipment: Boris carries the Shard Blade and is protected by the Armour of Ursun and a shield. He is mounted on Urskin.

SPECIAL RULES

Kin of the Bear God: If Boris Bokha is taken as the leader of your Allied Contingent, then any units of Kossars present in the army may be designated Kin of the Bear God at a cost of +30 points per unit. Models with the mark of the Bear God gain +1 Attack in the turn they charge.

Armour of Ursun: *Forged on the Spring Equinox, one of the holiest days of the cult of Ursun, the powdered bones of a score of the mightiest bears were mixed with the steel of the armour before it was quenched in the finest mead. This suit of armour is imbued with the power and might of Ursun himself and those who wear it feel his power coursing through their veins.*

The Armour of Ursun counts as full plate (4+ Armour save). In addition, for each hit caused by his enemies in close combat, the Tzar may make an additional attack back after his enemies' attacks have been resolved (and assuming he's still alive!). He may make these bonus attacks even if he has already attacked that phase.

Shard Blade: *Boris carries a mighty pole-arm with a blade crafted from ice heun from the glaciers of Norsca, and magically bound by the ice wizards of Kislev to remain forever frozen. When Boris strikes a foe, shards of ice water enter their veins and freeze their blood.*

When using the Shard Blade, Boris adds +2 to his Strength. In addition, any models who suffer a wound (after saving throws, etc) must take an immediate Toughness test. If this test is failed, they suffer an additional wound, with no Armour or Ward save possible. Remember, a roll of a 6 is always a failure, no matter the Toughness of the opponent.

URSKIN THE BEAR

Winter Coat: Urskin is swathed in thick layers of winter fat and muscle, that protect him from the worst excesses of Kislev's harsh weather and the blows of his enemies. As a result he counts as having a 5+ Armour save.

Thunder of Ursun: Urskin the bear causes fear.

Fury of Ursun: The ferocity of Urskin is such that should a unit fighting him break, he *must* always pursue it regardless of the wishes of his rider.



Boris Ursus, the Red Tzar

All of the Kislev and Mordheim models included below are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.games-workshop.com/storefront

The Forces of Kislev

Models and components for your Kislevite army



Tzar Boris of Kislev on Bear £18
This blister pack contains Tzar Boris of Kislev on Bear.



Kislev Gryphon Legion Boxed Set £25
This boxed set contains five Kislev Gryphon Legion Lancers, including a Command Troop.



Kislev Ice Queen £7
This blister pack contains one Ice Queen of Kislev.



Kislev Winged Lancers Boxed Set £20
This boxed set contains 5 Kislev Winged Lancers, including a Command Troop.



Kislev Kossars Command £7
This blister pack contains one Kossar Champion, Standard Bearer and Musician.



Kislev Boyar £6
This blister pack contains one Kislev Boyar.



Kislev Horse Archer £5
This blister pack contains one Kislev Horse Archer.

Models shown at 65% unless otherwise stated.

MORDHEIM

You can also use the Kislev range of Mordheim miniatures within your Kislev army. Shown below are a selection of Kislevites and Middenheimers.



Kislev Henchmen



Kislev Captain



Middenheimer Champion 2

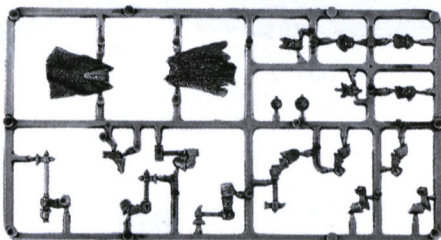


Middenheimer Champion 1



Middenheimer Captain 2

The Hairy Head sprue and Valmir Von Raukov are from the Warhammer Empire range.



Hairy Head Sprue

Sprue shown at 35% of actual size.

£3



Valmir Von Raukov
Elector Count of Ostland

£7

This blister pack contains one Valmir Von Raukov model.

Kislev and Empire Armies

Available from your local Games Workshop store, independent stockists or via direct order.

Description	Price	The following are only available from the in-store order point, on the website at:
Empire Armies Book	£10	
Empire Battalion	£50	www.games-workshop.com/storefront or direct by phoning 0115 91 40000.

Boxed Sets		Description	Price
Empire Soldiers	£15	Kislev Gryphon Legion Boxed Set	£25
Empire Knightly Orders	£15	Kislev Horse Archers Boxed Set	£20
Empire Hero on Griffon	£18	Kislev Winged Lancers Boxed Set	£20
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Empire Detachment	£12		
Empire Cannon or Mortar	£10		
Empire Helblaster Volley Gun	£12		

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Warrior Priests of Ulric	£8		

MORDHEIM

The following are only available from the in-store order point, direct on 0115 91 40000 or on the website at: www.games-workshop.com/storefront where you can follow the links through to the Mordheim section of the Specialist Games pages for further details of the Mordheim miniatures.

Description	Description
Boxed Sets	Kislev Youngbloods
Kislevites Boxed Set	Kislev Bear and Handler
Blister Packs	Middenheimer Captain
Kislev Captain or Champion	Middenheimer Champion
Kislev Henchmen	Middenheimer Youngbloods

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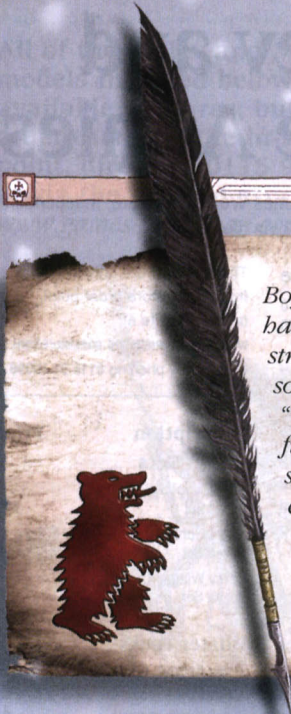
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- Call us on 0115 9140000.
- Post an order to the address shown below.
- Visit our on-line store at: www.games-workshop.co.uk/storefront

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Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS
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Purge the Steppes

SCENARIO



Boyar Evgeniy crawled on his belly up the rock to the vantage point the Ungol horse archer had shown him. Evgeniy strained to see through the snow and wind to assess the enemy's strength. A sizeable force of marauders and armoured warriors had gathered, along with some larger creatures that might be Trolls – or worse. "By Ursun's beard," Evgeniy muttered, "What is that?" Squinting even more, he could just make out a column of stone that rose five times the height of a man above the steppe. The surface of the column seemed to shift slightly. As the veteran Boyar stared even harder, the wind died down momentarily, and he could just make out pastel tentacles that emerged directly from the rock and undulated in the cold air. Evgeniy lifted his gold bear claw medallion to his mouth and kissed it. "Ursun, give me the strength," he said. Sliding down the icy rock, the Boyar addressed his second officer. "Rotamaster Rodion, this enemy is more than we can handle at present. Ride like the wind to Erengard and summon aid."



PURGE THE STEPPES

OVERVIEW

A small force of Kislevite cavalry assigned to patrol the steppes around Erengard has discovered the camp of a Chaos raiding force. Not only does this army threaten the security of the city, but the very presence of the marauding force is warping the snowy landscape. A *Monolith* has appeared in response to the Chaos force's pleas to their dark gods. The patrol has summoned aid in the form of a pulk from Erengard as well as an allied force, and these armies now march to attack the Chaos force and drive it from the steppes.

ARMIES

Both armies are chosen to an agreed points value. The Attacking army must be an Empire, High Elf, Bretonnian, Dwarf, Dogs of War, or Wood Elf army with a Kislevite Allies Contingent that comprises 50% of the army's points total. The Defending force can be any type of Chaos army: Mortal, Daemon, or Beasts.

THE BATTLEFIELD

The battle takes place on the snowy plains of the Kislevite steppes outside of Erengard. The tabletop is mostly devoid of terrain aside from a few rocky outcroppings, scrub trees, low hills, and a hut or two, representing the makeshift Chaos camp.

DEPLOYMENT

1. The Chaos player first deploys the *Monolith* in his Deployment Zone.
2. The Attacking player then deploys one main army unit in its Deployment Zone.
3. The Chaos and Attacking players then take it in turns to deploy Chaos units and main army units in their respective Deployment Zones. Standard deployment rules apply (e.g., war machines are deployed at the same time; Champions are deployed with their units; all other characters are deployed after all other units; *Scouts* and other units with special deployment rules are deployed per those rules).
4. When all Chaos and main army Attacking units have been deployed, the entire Kislevite Allies Contingent, which represents a speedy flanking force, is deployed in its Deployment Zone.

WHO GOES FIRST?

As the Attacking army is launching a surprise attack on the Chaos camp, the Attacker takes the 1st turn.

LENGTH OF GAME

The game lasts 6 turns.

SPECIAL RULES

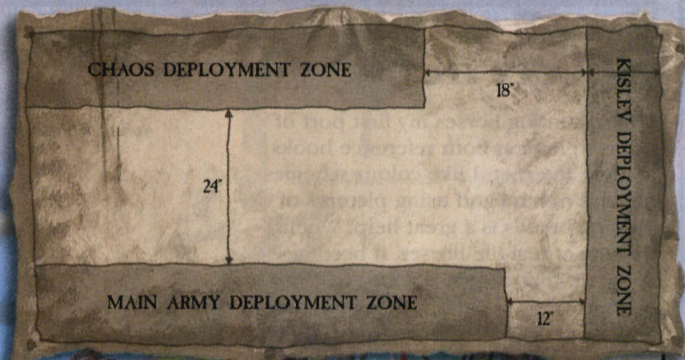
The *Raging Winter Weather* and *Monoliths* rules are in effect for this battle (see *The General's Compendium*, pp. 100 and 106). Note that if a Wood Elf force is allied with the Kislevites, the army will suffer from the rules for unfriendly armies.

VICTORY CONDITIONS

Use the Victory Points rules on p. 198 of the Warhammer rulebook to determine who has won with the following changes. No Victory Points are awarded for controlling board quarters. If the *Monolith* is still standing at the end of the game, the Chaos player may add 300 Victory Points to his total. If the *Monolith* has been destroyed, the Attacker may add 300 Victory Points to his total.

USING ALTERNATE FORCES

With slight modification, this scenario can be played with any armies. Use troops from two different armies to represent the main army and the Allies Contingent. The *Monolith* could easily be changed to an Idol of Gork for a greenskin force, a ziggurat for Lizardmen, an ancient forge for Dwarfs, or what have you. You can use the *Raging Winter Weather* rules if you like or select a special rule from the Hostile Terrain chapter of *The General's Compendium* that is appropriate for your setting. For instance *Sandstorm!* could replace *Raging Winter Weather* if your battle takes place in the deserts of Khemri.



Artwork from Dan Abnett's novel *'Riders of the Dead'*, courtesy of the Black Library.

The armed forces of Kislev rely heavily on units of cavalry. The techniques used to paint Kislev horses are basically the same as those used to paint any other horses. Here Tammy Hays explains how she goes about painting Kislev horses.

Riders of the Steppes

A guide to painting horses



Kislev forces are very mobile due to their affinity with horses.

Reference

When painting horses my first port of call is to look at both reference books and the internet. I like colour schemes that are natural and using pictures of existing breeds is a great help. When looking at real-life horses, it becomes apparent that certain colour combinations are rare, like a black horse with a light-brown mane. I try to use combinations of colour that have a basis in real life simply because it makes the models look realistic. I also try to keep the amount of different coloured horses in a unit to a minimum, to give it a more regimented feel.

Books and the internet are an invaluable resource when researching colours and patterns for horses. Putting the effort in at this stage will result in more realistic painted models, as shown by these Kislev Winged Lancers.





There are several factors to keep in mind when choosing the colour scheme for your horses. Firstly, you want to pick a colour to paint your horse that contrasts with the rider. If they are the same in tone, the rider will disappear into the horse and you would not be able to tell the horse from the rider.

This Kislevite horse stands out nicely from his mount.

Secondly, using earthy tones will give a more pleasing end result. Instead of using bright colours like Skull White to mix your highlights from the basecoat colour, mix colours like Bleached Bone, Kommando Khaki and Desert Yellow into it. These dull down the colour slightly. Painting the belly of the horse slightly lighter than the rest of the coat is another good way of adding a touch of realism.

This horse shows how using muted colours creates a pleasant and naturalistic tone.



Finally, creating contrast between the coat and mane adds to your horse's character. Although single coloured horses are quite common, I prefer to paint the mane in a different colour to the coat. When painting a dark coat I will paint the manes in a lighter colour and vice-versa.

The horse of the Ice Queen is a perfect example of highly contrasting mane and coat.

Through carefully researching the colour and patterns of horses, and then transferring the findings on to the horse miniatures, a highly realistic effect can be gained. The cavalry miniatures on the right show how the finished models look when they are placed within a unit. The earthy tones of the horses contrast with the bright colours of the riders to create an interesting and dynamic feel to the riders of the steppes.



Markings

Painting markings on horses really does make them come alive. You can mix and match the markings as you see fit; below I've listed a few of the more common ones and a description for each one.

Head Markings

Head markings vary from small stars on the forehead to dagger-shaped stripes and blazes. All of these are white, and can be seen on most types of horses. Sometimes light-coloured horses will have a muzzle that is flesh or cream coloured. This looks particularly good on brown horses, but can really be used on horses of any colour. Examples of some of the markings can be seen below:



A simple star on the forehead



A prominent stripe down the length of the nose



A full white muzzle



A flesh coloured muzzle

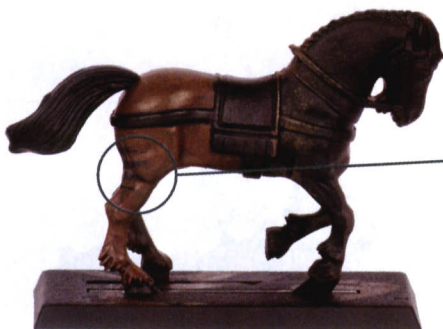
Limb Markings

Generally limb markings on horses consist of socks, which are either white or black, covering the lower parts of the legs. They can be of any length but do not usually go very far beyond the first leg joint. The black and white can also be combined, with the white part on the bottom and the black on top. These markings can stop abruptly, or be blended into the coat.

One thing to remember is that the colour of the hooves will change depending on the colour of the limb. Although brown horses can have either black or white hooves, certain combinations do not exist in nature. White limbs never have black hooves and black limbs never have white hooves for example. Cream-coloured hooves, however, can be seen on any breed.



The sock was painted onto the leg with Chaos Black, and then the fringe of hair around the hoof was highlighted with Codex Grey.



Zebra markings were added to the hind legs of this horse.

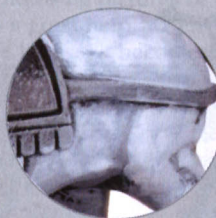
Body Markings

The most common body marking are dapples. These appear mostly on white horses, although they are also seen on brown and grey ones.

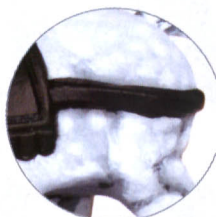
These horses were painted by Michael and Alan Perry, and are a good example of Skewbald and Piebald patterns. These markings give the horses a very exotic look and add to the character of the whole miniature.



1 Overbrush the body of the horse with Codex Grey over a black undercoat.



2 Paint small spots of Fortress Grey onto the areas you want to be dappled, then layer Fortress Grey onto the more sharply defined muscle areas.



3 Layer highlights of Skull White onto the spots and follow this by layering Skull White onto the sharpest muscle areas.

Warpaint

Kislevite horsemen paint their horses in bright colours to frighten and intimidate their enemies. The most common colour they use is a dark red, a colour that is associated with aggression and bloodshed. It is a great detail to add to your cavalry unit leaders and elite units like the Gryphon Legion. To paint these markings you can use Red Gore, highlighted with Blood Red.



This model shows a Winged Lancer riding a horse with a combination of red and white warpaint.

Painting a Horse

The following is a very effective way to produce good results when painting horses. Using techniques like washes and drybrushing, it's fairly simple to paint your horses to a respectable gaming standard. The eyes of horses are usually dark and the whites do not show. Painting a small dot of Skull White in the corners of the eyes is all you need to do.



1 Paint the coat Scorched Brown.



2 Drybrush the coat with Dark Flesh.



3 Give the coat a lighter drybrush of Vermin Brown.



4 Apply a watered-down wash of Brown Ink to the coat. When the ink has dried, paint the manes, harness and other details using Chaos Black.



5 Drybrush the manes and tail with Codex Grey. Highlight the reins and straps with Codex Grey and paint the metal parts with Chainmail.



6 The next step is to apply Red Gore to the underbelly and legs of the horse.



7 Finally drybrush the Red Gore areas with Blood Red to create the highlights.



Realism is the key...

When you are painting horses, realism is the most important thing to keep in mind. Blazes, socks and other markings add to the character of your horses, and, when used randomly in a unit, can make it look very impressive.

By using the points illustrated above it becomes fairly easy to paint horses that look very convincing and full of character. Adding the extra detail of warpaint creates a very dynamic effect, as can be seen on this Gryphon Legion. So get researching and enjoy painting!

With the release of the new Kislev range, the temptation to play some games of Warhammer on a snowy gaming board is too much to resist. Tammy Haye suggests some ideas for creating winter scenery boards.

Making snow terrain is something a lot of people shy away from because they think it's not only impractical, but few Warhammer armies would fit in with a cold, snowy environment.

This could not be further from the truth since, barring a few exceptions like Tomb Kings and Lizardmen, most Warhammer races come from regions where winter has quite an impact on the landscape.

TEMPORARY SNOW TERRAIN

Most people only have storage space for one gaming board, so making a winter table is not high on their list of priorities, however, that shouldn't stop you. There are a few simple ways to turn your existing board into a temporary winter landscape.

If you have your own gaming board you can easily turn it into a snow table by using snow scatter. This is available from

Creating a Winter Wilderness

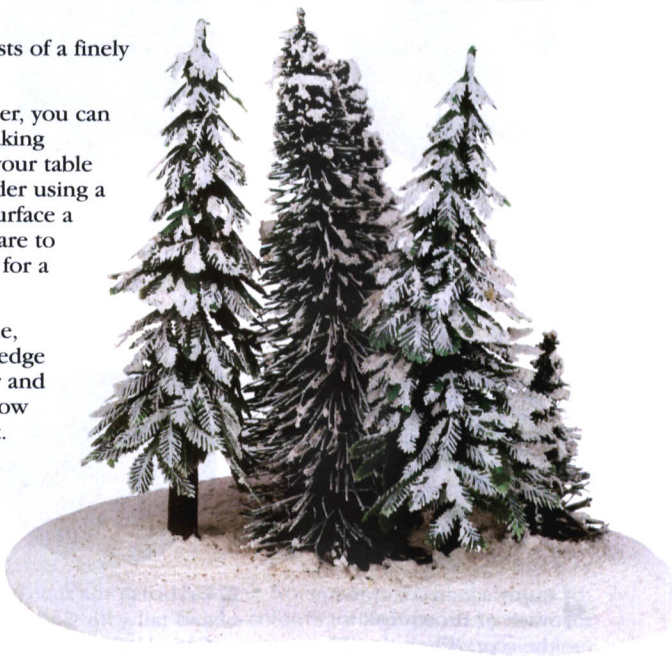
How to make snow terrain

most model shops and consists of a finely ground white powder.

If you cannot find snow scatter, you can use an alternative, such as baking powder. After you've set up your table with terrain, scatter the powder using a large sieve. Give the whole surface a dusting of the snow, taking care to scatter it in irregular patches for a more natural looking result.

After you've played your game, simply turn the board on its edge onto a folded out newspaper and tap the back, allowing the snow to fall off so you can re-use it.

Scattering snow onto already made trees means that you don't have to start your snow scenery from scratch, but can modify what you already have and simply shake the scatter loose when you want to revert back.



Using a large brush you can brush the snow scatter away to create paths in the snow.

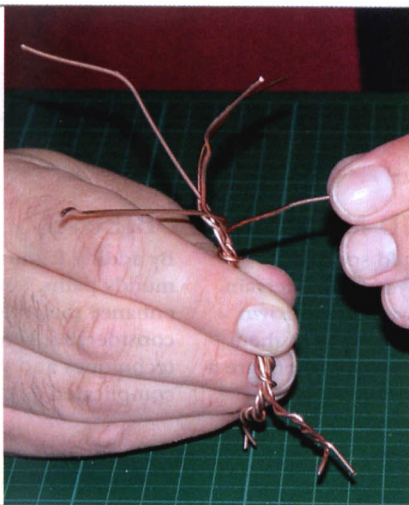


This is one of our boards covered in snow scatter.

Part One – Building your own snow-covered tree

Trees are an integral part of most Warhammer scenery boards, serving a two-fold purpose as both an interesting visual feature to break up a flat board, as well as being an important strategic factor in your tactics. Here we show you how to make a leafless snow-covered tree for that extra touch of realism on your Kislev scenery board.

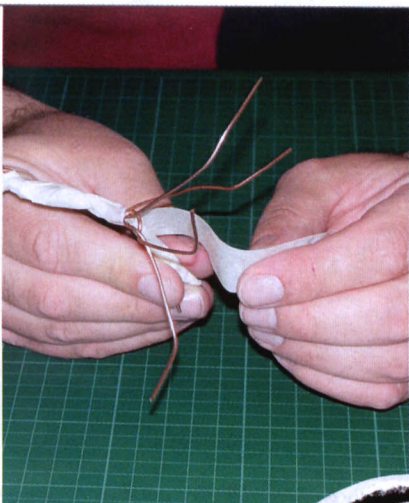
1 The first thing that you need to do is to twist the wire into the rough shape of a tree. Do this by splaying out the branches at what will become the top of the tree, and then twisting the wire into two roots at the other end.



4 Glue flock to the base with PVA. When this has dried, apply PVA onto the branches and base where you want the snow to be and sprinkle the snow scatter on top of that. You may have to repeat this if the scatter doesn't cover in one go.



2 Cover the tree with masking tape. After this is done, glue some short ends of wire into the taped up branches with superglue to represent offshoots. Apply the masking tape to these as well. After you've done this, glue the tree to a base of thick card.



3 The next stage is to paint both the tree and the card base with textured paint, which will give a more natural and realistic look. Once this has dried, undercoat the entire tree with Chaos Black spray.



Tools

- Modelling knife
- Masking tape
- PVA glue
- Clippers
- Paintbrush

Materials

- 5mm foam board (or card)
- Brass wire (or garden wire)
- Snow scatter
- Textured paint
- Flock
- Chaos Black paint



Part Two – Permanent Snow Terrain



SCENERY

Should you decide to construct a permanent snowy gaming board, painting white textured paint over an existing table is a fairly easy option and gives a very hardwearing result, like the one shown below from Warhammer World.

When making scenery with a snow theme the snow and ice should be added to the pieces in a natural way. When it's snowing it will only adhere to the top parts of the surfaces it hits, never on the underside. Also, if there's a strong wind blowing it will adhere to the side the wind comes from. This is most apparent in trees, where one side of the bark will have more snow cover than the other sides.

HILLS

For a much more sturdy hill you can cover the hills in the shops with white textured paint, not unlike the previous examples of gaming boards. Glazier-type hills can be made by sticking pieces of polystyrene to a base of thin MDF and applying textured paint. Pale blues and white create the effect of a frozen ice waste. This technique can also be used on a full gaming board to create a frozen waste.

BUILDINGS AND MAN-MADE OBJECTS

There's no need to build specific buildings or walls for your snow terrain. You can use the ones you already own and follow these techniques to fit them into a snow theme. As shown, there are a lot of options available to you when creating a winter landscape.

By adding features like winter trees and muddy paths, your gaming board will enhance the atmosphere of your games considerably. Have a go with these techniques and you'll find out it's not as complicated as it looks.



After applying PVA glue, snow scatter has been sprinkled on top of this hedge and wall.



Note how the snow actually gathers on top of the door hinges. The big thick clumps of snow were built up by gluing several layers of snow scatter on the model. It's very important to wait for each layer to dry before adding the new one.

Thawing

This detail shows that patches of the underlying green flock still show through the textured paint, simulating a slow thaw.



DAVE ANDREWS' MODULAR TERRAIN

Dave Andrews has made a modular table in a similar way. He has added bushes to the basic table before painting on the texture paint. Note how the snow next to the dirt path is heaped up on either side.

Details

Dave has added small details to his table like this pile of snowed-under logs made from painted balsa wood dowling.

Dirt Track

This muddy track on the same table was made by painting the textured paint brown and drybrushing it in lighter tones. Some more textured paint was then applied on top of that to create trails of snowy slush on the sides and the middle of the path.

Trees

By applying the same white textured paint that was used for the table surface, the terrain makers from Warhammer World have turned bases with shop-bought trees into ones covered in snow. They simply painted the white texture paint onto the trees in an irregular fashion using a large brush. A similar effect can be achieved by spraying Purity Seal onto the top of a tree and dipping it in snow scatter or baking powder. The Purity Seal will act as an adhesive for the light snow particles to stick to. For extra protection the tree can then be sprayed with another coat of Purity Seal.

Through following techniques such as those described, stunning gaming boards can be created. This will add another dimension to your Warhammer games, creating a realistic terrain for your Kislevites to fight upon, in their wars for the Emperor.

Prolific army painter Dave Taylor is constantly creating new armies. His latest project, a Kislevite force, is a fantastic example of choosing a visual theme and using it to paint the entire army.

▼ Throughout the army, Dave has made great use of the interchangeable nature of the plastic regiment kits.

'EAVY METAL SHOWCASE



▲ Fiery Kislev Warrior Priests are inspirational leaders. The Bishop miniature is converted from an old Warhammer 40,000 Preacher.



► *Winged Lancers are a vital part of the Kislev army. Note the use of the castle-battlement pattern on all the cavalry shields.*

▼ *Keeping with the army theme, Dave's General is mounted on the age-old symbol of Kislev, the Giant Bear.*



Riding atop the monstrous Urskin the Bear comes Boris Ursus, the Red Tzar of Kislev. 'Eavy Metal's Seb Perbet takes us through the stages of how this great miniature was painted.

'EAVY METAL MASTERCLASS

**Boris Ursus,
the Red Tzar**



Designed by David Thomas.

PREPARATION

The model was undercoated with Chaos Black spray. The Bear was then repainted with Skull White.

FUR OF THE BEAR

A basecoat of Bleached Bone was applied to the Bear's fur. Bestial Brown paint was then heavily watered down and applied to the recesses on the model.



Once the brown wash had dried thoroughly, the fur was drybrushed with Skull White paint.



At this stage the claws, mouth and other details on the Bear were undercoated, by hand, with Chaos Black paint.

WOLF TAILS

The wolf tails were given a basecoat of Scorched Brown. Increasing amounts of Bleached Bone were added to the Scorched Brown to drybrush the tails, with the amount of Bleached Bone increasing towards the ends of the tails.



THE MOUTH OF THE BEAR

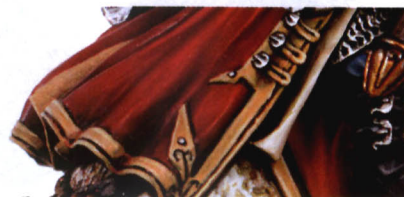
Scab Red was used as a basecoat for the tongue, with Bleached Bone being added to the Scab Red for successive highlights until the mix reached a point where there were equal amounts of both colours. The tongue was given a glaze of Black and Brown inks. The teeth were given a basecoat of Scorched Brown,



followed by layers of Bestial Brown and Bronzed Flesh. Flesh Wash was then applied to the teeth. Bleached Bone and then Skull White were added as final highlights.

THE RED CLOTH, HAT AND WING FRAMES OF BORIS

The saddle cloth, cloak, hat, upper sleeves and wing frames were given a basecoat of Scab Red paint. A layer of Red Gore was then applied, followed by a highlight of Red Gore mixed with an equal amount of Blazing Orange. The red areas were then given a final highlight of Blazing Orange.



WOLF PELT CLOAK

Boris' wolf pelt cloak was given a basecoat of Scorched Brown. The wolf fur was then drybrushed with Graveyard Earth, with Bleached Bone mixed in towards the ends of the fur.



YELLOW CLOAK AND SADDLE AND HAT TRIMS

A basecoat of Bestial Brown was applied to the trims, followed by a layer of Vomit Brown. The trims were then highlighted with a mix of equal parts Vomit Brown and Bleached Bone. Final highlights of Bleached Bone were then added to complete the trims.



WEAPON HAFT AND SADDLE

Scorched Brown was applied as a basecoat to the weapon haft and saddle. Increasing amounts of Bleached Bone were added to the Scorched Brown to highlight the wood, up to four parts of Bleached Bone to one part Scorched Brown.



BLUE CLOTH

The cloth on Boris' sleeves and trousers was given a basecoat of Regal Blue paint, followed by a layer of a mix of Regal Blue, Codex Grey, and Ice Blue. Fortress Grey was then added to the mix to highlight the cloth.



WEAPON BLADE AND BODY ARMOUR

The weapon blade and armour were both given a basecoat of Boltgun Metal, and Black Ink was then applied to the recesses in both. A layer of Chainmail was then applied to the metal, followed by a final highlight of Mithril Silver.



BLACK BOOTS, CLOAK LINING AND BEAR LIPS, NOSE AND CLAWS

Chaos Black was applied as a basecoat. A mix of seven parts of Chaos Black to three parts Codex Grey was applied as on as the first highlight. The amount of Codex Grey in the mix was gradually increased in successive highlights until the final highlight of pure Codex Grey.



THE SADDLE STRAP

The saddle strap was given a basecoat of Scorched Brown, followed by a layer of Dark Flesh. Small amounts of



Bleached Bone were added to the Dark Flesh for successive highlights until Bleached Bone had reached 70% of the mix.

BLACK FUR AND WINGS

The same colouring was applied to the feathers and fur as the boots and claws, except that the layers were drybrushed on instead of painted normally.



The wing tips were given a basecoat of Fortress Grey and then drybrushed with Skull White.

WHITE CLOTH AND SKULLS

A basecoat of Scorched Brown was applied to the cloth and skulls around the Bear's neck. Layers of Bestial Brown and Bronzed Flesh were then applied, followed by a glaze of Flesh Wash in the recesses. The cloth was completed with a layer of Bleached Bone, followed by a highlight of Skull White.



BORIS' HANDS AND FACE

All of Boris' flesh was given a basecoat of Bestial Brown paint, followed by a layer of Bestial Brown mixed with an equal amount of Dwarf Flesh. The skin was then given another layer of Dwarf Flesh followed by a mix of Dwarf Flesh and an equal amount of Elf Flesh. The face was finished off with a glaze of Red Gore around the cheeks.



The moustache was painted in the same way as the black fur, but given a stronger colouring of Codex Grey.

Chaos Black followed by Skull White was painted onto the eyes, leaving black around the edges. The eyes were then finished off with a dot of Chaos Black in the centre of each.

GOLD

The gold ornaments and shield were given a basecoat of Tin Bitz, followed by layers of Brazen Brass and Shining Gold. Flesh Wash was then applied to the recesses. The gold was then painted with a layer of Shining Gold mixed with Mithril Silver and finally highlighted with Mithril Silver on its own.



GEMS

Scab Red was used as a basecoat for all of the gems. Increasing amounts of Skull White were added to the red in subsequent highlights, concentrating towards the lower end of the gems. A dot of Skull White in their top corner finished them off.



Being an Empire player and enemy of Chaos himself, Steve Cumiskey took full advantage of the new Kislev releases to get hold of some new recruits. For the core of his army that means Kossars...

Painting Kislevite Troops

A quick way to paint Kossars



The model is painted over a black undercoat, with sand glued to the base prior to the model being sprayed.

I decided to avoid the colours chosen by the 'Eavy Metal team as the red and blue colour scheme doesn't fit with my Empire uniform (the purple and yellow of Ostermark), so I decided to go with grey trousers and a pale green jacket. While it's good to have the allied force stand out from the rest of the army, I still wanted it to look like part of the same group. That meant basing the Kossars the same way as the Empire troops and using the same painting technique – layering.



1 Start by giving the model's skin a basecoat of Bestial Brown, followed by a layer of Dwarf Flesh. The highlighting of the skin is left until near the end, to make repairing any mistakes easier.



2 Cover the furred areas of the model thoroughly in a basecoat of Bestial Brown mixed with an equal amount of Bleached Bone.



3 Finish the fur by drybrushing it with Bleached Bone and then with a mix of Bleached Bone with an equal amount of Skull White.



4 Give the leather belts and boots, along with the hair, bow and axe shaft, a basecoat of Scorched Brown.



5 Highlight the Scorched Brown with Bestial Brown.



6 Give the trousers a basecoat of Regal Blue, followed by a layer of Shadow Grey. Leave the areas under the shadow of the cloak blue.



7 Highlight the trousers with Codex Grey.



A unit of Kossars takes its position in the battle line.



8 Paint a basecoat of Snot Green onto the jacket, followed by a layer of Goblin Green.



9 To finish off the jacket, add highlights of Goblin Green mixed with an equal amount of Bleached Bone.



10 The hat and quiver are painted in the same red colour. Start with a basecoat of Scab Red, followed by a layer of Red Gore.



11 Finish off the hat and quiver with a highlight of Blood Red.



12 Apply a basecoat of Tin Bitz to the metal parts of the model, followed by a layer of Boltgun Metal.



13 Finish off the painting by highlighting the metal with Mithril Silver, and the skin with Elf Flesh.

The Base



Given that the Kossars hail from the frozen north of the Old World, they might be expected to have snow effect bases. As they're intended to be an allied detachment for my Empire, I decided to give them the same

darkened earth effect as the rest of the army. The bases were painted in successive layers of Scorched Brown, Bestial Brown and Bleached Bone, and finally finished off by gluing on some patches of static grass.

With the basic unit of 10 Kossars complete (I intend to have a unit of 20 eventually), I can finally set up my Empire army and see how they look together. At first sight, the pale green of the Kossars makes them stand apart from the rest of the army, but the identical bases and the common, layered painting style helps to hold the force together.

With the Kossars ready for action, it's time to take a break from infantry and turn my attention to my first unit of Winged Lancers.

THE LORE OF ICE

The Magic of the Frost Mages

The Lore of Ice is the magic of the dour frost mages of Kislev, whose blood runs cold in their veins and who can transmute the winds of magic into lethal ice storms with a single gesture.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Shardstorm	6+
2	Freezing Blast	8+
3	Form of the Frostfiend	8+
4	Invocation of the Ice Storm	9+
5	Midwinter's Kiss	10+
6	Glacial Barrier	12+

SHARDSTORM

Cast on 6+

The caster stretches out her hands and unleashes a torrent of diamond-hard icicles at her foes. *Shardstorm* is a *magic missile* with a range of 24". If successfully cast, it hits its target and causes 2D6 Strength 3 hits. A wizard can automatically swap one spell for *Shardstorm* if you wish.

FREEZING BLAST

Cast on 8+

This spell can be cast on a water-based terrain feature such as a river, swamp, marsh or lake; that terrain feature is permanently frozen and treated as open ground from now on. All models in the terrain feature when the spell is cast take a Strength 2 hit with no Armour save.

Alternatively, this spell can be cast on a single unengaged enemy unit within line of sight. The target unit moves as if in difficult terrain in its next Movement phase.

FORM OF THE FROSTFIEND

Cast on 8+

Remains in Play

The caster metamorphoses into a shrieking, taloned creature of Kislev legend, carried across the battlefield in a whirlwind of purest cold. The caster may fly whilst this spell is in play. In addition, the caster has Strength 5 and Attacks 4. The effects of all equipment, including magic items, steeds and weapons, are ignored for the duration of this spell, as they are transmogrified along with the caster. The *Form of the Frostfiend* continues to work until it is dispelled, or until the Wizard chooses to end it (which she can do at any time), attempts to cast another spell or is slain.

INVOCATION OF THE ICE STORM

Cast on 9+

Chanting words of power, the Wizard summons a harsh blizzard that engulfs enemy marksmen and war machines. The caster nominates a point on the battlefield. Roll an Artillery dice and double the result – this is the distance in inches (measured from the nominated point) that the

Ice Storm affects. If a Misfire is rolled, it affects the entire battlefield. All units caught in the *Ice Storm* must pass a Leadership test at -2 when they wish to shoot. If this is failed they are unable to fire. The freezing effects of the *Ice Storm* last for one full turn and cannot be dispelled in the opponent's next Magic phase.

MIDWINTER'S KISS

Cast on 10+

The caster breathes a great torrent of purest cold into the ranks of the enemy. Those caught in the blast turn to brittle statues of ice within seconds. Place the Flame template with the pointed end touching the caster. Any model fully under the template is automatically affected and any model partially under the template is affected on the roll of a 4+. Each model affected suffers a strength 5 hit with no Armour save.

This spell cannot be cast against a unit in close combat.

GLACIAL BARRIER

Cast on 12+

Remains in Play

The Wizard spreads her hands wide, causing the air itself to freeze into a wall of ice. This spell may be cast on any point within line of sight. Place a 5" by 1" strip of paper on the battlefield, all of which must be completely within 24" of the caster, to represent the *Glacial Barrier*. This is treated as impassable terrain and blocks line of sight. The *Glacial Barrier* can be charged or targeted as if it were an Unbreakable enemy model, and is automatically hit in close combat. It is automatically destroyed if it is hit by any attack of Strength 5 or greater (or by any flaming attack). All other attacks have no effect. Any unit that destroys the barrier in combat may not overrun.

The *Glacial Barrier* continues to exist until it is dispelled, destroyed as above, or until the Wizard chooses to end it (which she can do at any time), attempts to cast another spell or is slain.



Artwork from Dan Abnett's novel *Riders of the Dead*, courtesy of the Black Library.

WARHAMMER KISLEV

North from the lands of the Empire lies a land of dark pine forests and snow-clad wilderness – the land of the Kislev, ruled by mighty Tzars and Tzarinas. The icy realm of Kislev breeds tough and hardy people, not only because of the harsh climate, but also due to the constant depredations by raiders from the Chaos Wastes.

Warhammer Armies: Kislev is a compendium of White Dwarf articles for using Kislev allied contingents within an Empire army. This booklet describes the troops of Kislev, its history, its gods and its heroes.

Inside you will find:

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New rules for using Kislevites, plus full background detail including the lands and people of Kislev, their history and their wars.

THE ICE QUEEN AND TZAR BORIS

Rules for your army to include both the mighty Boris Ursus, the red Tzar, upon his fearsome mount Urskin, and Tzarina Katarin, the Ice Queen of Kislev, wielder of the Ice Magic.



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