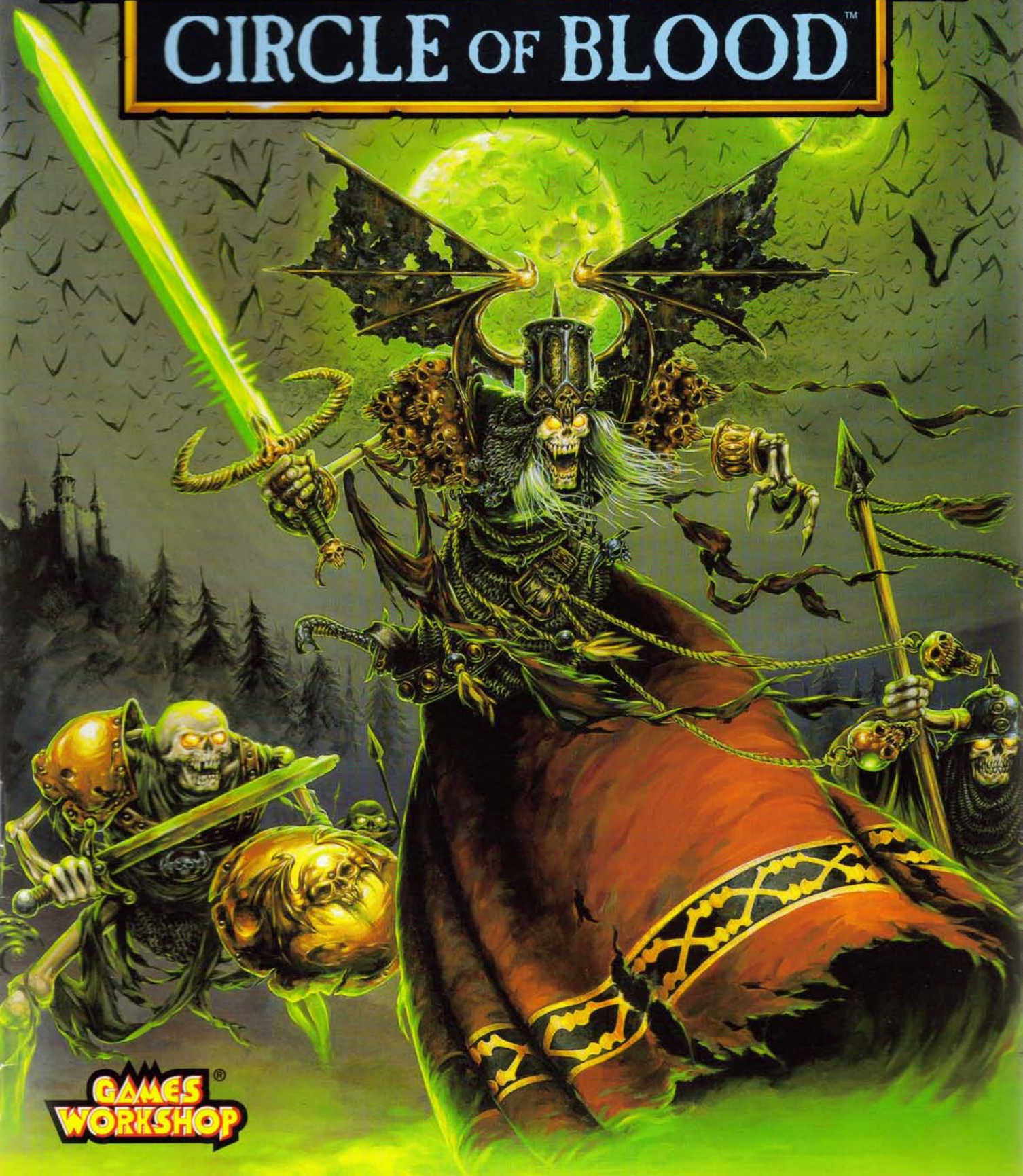


WARHAMMER

CIRCLE OF BLOOD™



**GAMES
WORKSHOP®**

WARHAMMER

CIRCLE OF BLOOD™

By JAKE THORNTON & TUOMAS PIRINEN



Cover Art by Mark Gibbons

Art by John Blanche, Wayne England, Des Hanley,
Toby Hynes, Mark Gibbons, Paul Smith, John Wigley.

PRODUCED BY GAMES WORKSHOP

Games Workshop and the Games Workshop logo, Citadel and the Citadel castle, Slottabase and Warhammer are all registered trademarks of Games Workshop Ltd. Bretonnia, Knight Errant, Knights of the Blazing Sun, Knights of the Realm, Knights of the White Wolf, Knights Panther, Nagash, Naggaroth, Phoenix Guard, Questing Knight, Reiksguard, Shadow Warrior, Silver Helms, Sword Masters of Hoeth, the Old World and White Lion are trademarks of Games Workshop Ltd.

'Scatter' dice are UK registered design no. 2017484

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire.
The exclusive copyright on the artwork and the images it depicts is the property of Games Workshop Ltd.

© Copyright Games Workshop Ltd, 1997. All rights reserved.

UK
GAMES WORKSHOP LTD.
CHEWTON ST, HILLTOP,
EASTWOOD
NOTTINGHAM NG16 3HY,

US
GAMES WORKSHOP INC.
6721 BAYMEADOW DRIVE,
GLEN BURNIE,
MARYLAND, 21060 - 6401,

**GAMES
WORKSHOP**

AUSTRALIA
GAMES WORKSHOP,
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565,

CANADA
GAMES WORKSHOP,
1645 BONHILL RD,
UNITS 9-11, MISSISSAUGA,
TORONTO L5T 1R3,

CONTENTS

WARHAMMER CAMPAIGN	2
UNDEAD AND BRETONNIANS	2
CHOOSING FORCES	2

ROSTER SHEETS	3
SPECIAL CHARACTERS	3



THE CIRCLE OF BLOOD

BALLAD OF THE RED DUKE	6
CAMPAIGN MAP	7

SCENARIO I

NIGHT BATTLE AT MERCAL	9
DEATH STALKS THE NIGHT	9
THE CHAPEL SEREINE	9
FIGHTING THE BATTLE	9
THE BATTLEFIELD	10
SCENARIO MAP	10

SCENARIO II

DEFENCE OF THE TOWER	11
REVENGE OF THE RED DUKE	11
FIGHTING THE BATTLE	11
THE BATTLEFIELD	11
SCENARIO MAP	12

SCENARIO III

RACE FOR THE BRIDGE	13
THE RETURN OF THE YOUNG HEIR	13
BRIDGE OVER THE RIVER MORCEAUX	13
FIGHTING THE BATTLE	13
THE BATTLEFIELD	14
SCENARIO MAP	14

SCENARIO IV

THE BATTLE OF CEREN FIELD	15
THE DARKNESS FALLS	15
SCENARIO MAP	15
THE HOLY GROUND	16
FIGHTING THE BATTLE	16
THE BATTLEFIELD	16

APPENDIX I:

NIGHT BATTLE AT MERCAL	18
<i>Mercal's Faithful</i>	18
<i>Renar's Undead Raiders</i>	19

DEFENCE OF THE TOWER	19
<i>Defenders of the Tower</i>	20
<i>The Undead of the Banshee</i>	20

RACE FOR THE BRIDGE	21
<i>The Young Knights</i>	21
<i>Retinue of the Dark Knight</i>	22

THE BATTLE OF CEREN FIELD	22
<i>The War Host of Duke Gilon</i>	23
<i>The Restless Dead of Aquitaine</i>	24

APPENDIX II

USING OTHER ARMIES	25
THE EMPIRE	25
HIGH ELVES	27

APPENDIX III

SETTING UP THE BATTLEFIELD	30
THE BATTLEFIELD	30
TERRAIN FEATURES	31
GENERATING TERRAIN	31
TERRAIN GENERATOR CHART	31

CARD BUILDING ASSEMBLY INSTRUCTIONS	32
---	----



WARHAMMER CAMPAIGN

Circle of Blood is one in a growing series of Warhammer Campaign packs. Each campaign contains a series of battles between two rival forces, culminating in a final decisive battle to decide the winner.

UNDEAD AND BRETONNIANS

Circle of Blood and other campaign packs in this series are designed for players who already have suitable armies. The games are created so that players who have typical 3,000 point armies should be able to field appropriate troops without needing to purchase vast numbers of new models. On the other hand, players who wish to boost their armies by adding a few more units or characters especially for the campaign can take the opportunity of doing so.



This campaign pack describes the tragic ballad of the Red Duke, once a noble knight of Bretonnia, until he was struck down with the terrible curse of Vampirism whilst fighting in the Crusades. He was defeated in an ancient battle, and thought to be dead. But now the Red Duke has returned, and he has summoned his Undead servants for one final clash that will determine the fate of the realm of Aquitaine once and for all.

The Red Duke dreams of building a Kingdom of Blood, a realm of Undeath ruled by himself as an immortal Vampire King. First, though he has to defeat the knights of Bretonnia. The inhabitants of Aquitaine, unaware of this dire threat, are assaulted by the merciless Undead enemy. Only a valiant defence can save them.

CHOOSING FORCES

You do not need specific units to fight the campaign. Instead you are able to choose forces of an appropriate points value for each battle.

There are some extra restrictions that apply to the choices from your Warhammer Armies list, and in some cases you will be allowed more units of a certain type than you normally would.

We have allowed a degree of choice so that players can fight the scenarios with the armies that they already have, as well as allowing players to use a bit of cunning to outwit their enemy. The choices permitted though are still consistent with the descriptions of the battles.

To choose your army refer to the relevant Battle Scroll for the battle and your Warhammer Armies book. The Battle Scrolls describe which troops you may choose, whilst the Warhammer Armies books describe their

equipment, options and points values. The Battle Scrolls indicate where magic items are allowed and usually place a separate limit on the maximum points values of magic items that are permitted.



Note that magic items can only be included as described on the Battle Scroll. This includes magic standards for standard bearers as well as magic items for characters.

We have included a separate list of forces that fought these battles. Those listed are the actual forces used by Tuomas Pirinen, Jake Thornton, Ian Pickstock and Gavin Thorpe.

Eventually each game was fought several times and different forces were chosen on each occasion, gradually improving the selection as we got to grips with the objectives of the battle. See Appendix I *Ballad of the Red Duke* for our example armies.



ROSTER SHEETS

A pad of roster sheets are included. As you choose your army for each battle, write down the details on the roster sheet so that you can refer to it during the game. You'll find this is more convenient than constantly looking up the details in the Armies books.

SPECIAL CHARACTERS

This campaign features a number of special characters for the Undead and Bretonnian armies. You'll find details and rules for these on the Battle Scrolls included in this pack.

These characters can be represented by any suitable models from the Citadel Miniatures range – whether you wish to purchase and paint new characters to play the campaign, or simply use an existing model that fits the description is entirely up to you.

The characters described in the Circle of Blood are compatible with both Undead and Bretonnian armies, and can be used as special characters in other games.

Special characters should only be used with prior agreement by the players. Of course, any characters you choose to purchase or paint for use in the battles described in this book can also be fielded as basic heroes or wizards that do not form part of the Circle of Blood campaign.

In the fair land of Bretonnia, to the north of the dukedom of Brionne, on the banks of the river Morceaux, lies the dukedom of Aquitaine. It is a beautiful land, dotted with vineyards and fields, rolling pastures and valleys. Aquitaine has no large walled towns or great ports. The folk of the dukedom are rural people, content to tend their fields and vineyards, protected by the castles of their noble lords. They neither need nor require the comforts of city life.

Before the Crusades, Aquitaine was a much larger dukedom, but immediately after this great religious struggle, war visited Aquitaine. Since the dukedom lost many of its inhabitants and the population was simply not large enough to farm all the land available, some of its holdings were distributed between the neighbouring dukedoms. The legend of those times is told elsewhere in this tome.

While the fields in Aquitaine yield a plentiful harvest, it is the fine wine of this land, renown throughout Bretonnia, that makes the dukedom famous. Noble ladies of Couronne and Bordeaux believe that the fine wines of Aquitaine are a powerful aphrodisiac, and thus they are very much in demand. The traders from the ports of L'Anguille and Brionne are always prepared to buy all the wine that Aquitaine can produce. The revenue from the wine makes Aquitaine very prosperous and the people of the land celebrate its harvest each year.

While it may lack cities and ports, there are several holy places and scattered Grail Chapels in Aquitaine, and the knights of Aquitaine are famous for their prowess in arms. Their castles often include high towers with beacons at the top, so during times of strife the knights can be assembled quickly. They are always eager for battle and it is a testimony to their exceptional valour that the knight chosen to carry the Battle Standard of Bretonnia has come more often from Aquitaine than from any other dukedom.

Knights of Aquitaine scorn excessive finery and comforts as decadent and foppish. Even during times of peace, they often make long hunting forays and sleep outside, in full armour, using their shields as pillows. The tournaments held in Aquitaine are hard-fought affairs, with no quarter given or asked, and

most often the victorious champions are knights of the dukedom. It is also a source of considerable pride to the dukedom that no war in Bretonnia has ever been fought without at least a single knight of Aquitaine taking part.

Many Grail Knights inhabit Aquitaine, for several of the sites where Gilles le Breton fought lie within its boundaries. The Tower of Wizardry, a holy place dedicated to the Lady of the Lake, stands near a blessed lake on the edge of Aquitaine, and Questing Knights often come to seek the aid of the Keeper in their search for the Holy Grail. The Keeper has always been a Grail Damsel, well versed in the ways of magic. Her advice is much sought after, and she ranks as one of the councillors of the Duke of Aquitaine.

Legends claim that in the old days, an entire regiment of knights of Aquitaine rode to war riding Pegasi. Though this is probably a mere fable, there is a tradition that the ruling duke will ride to battle atop a mighty Pegasus. As Pegasi will only accept the most pure hearted and noble of knights, the dukes of Aquitaine must be exceptional men indeed. The winged horse is also part of the traditional livery of Aquitaine, as the dukes claim to have royal blood in their veins.

The ruling house of Aquitaine has a long and honourable history. Their forefathers followed Gilles le Breton during the founding of the kingdom, and the Chanson d'Aquitaine tells that the first Duke of Aquitaine married Damsel Annabel le Bon, a blood relative of Gilles le Breton. The dukes of Aquitaine have distinguished themselves in the service of the King, and their banners have been seen flying above countless battlefields.

The ruler of Aquitaine during the events described in the Circle of Blood was Duke Gilon. He was a great statesman and a mighty warrior, who had achieved the Grail Quest early in his youth. His son, Sir Richemont, was known for his martial prowess and valour, but also for his rashness and impetuosity. Duke Gilon would have liked to have left the dukedom to his son years ago and retired to guard one of the Grail Chapels. However he felt that until his son had learned patience and grown in wisdom, he could not give up his position.

In the distant lands of the Great River, many centuries ago, Nagash, Supreme Lord of the Undead, created the Elixir of Life. This dark and evil potion granted its drinker immortality and rare mystical powers. But it was not without risks for it corrupted both the spirit and the body, and made the recipient crave for the blood of living things. Whomever drank the elixir would shun daylight ever after, and their skin become as pale and smooth as porcelain, and their eyes would burn with red balefires. In time, men would call these creatures Vampires. Mercifully, the secret of Nagash's elixir is now lost. However, seekers of its power still hunt for the formula in the tombs and crypts of the Land of Dead.



The cost of joining the ranks of the Undead is great, but the temptation of gaining the powers of the Vampire for some is worth the risk. Vampires are much stronger than any living man, capable of crushing the back of a bear with their bare hands, or cleaving a fully-armoured man in two with one blow. They have a natural ability to see and sense the dark winds of magic and harness them to their will. Spirits and the animated dead are theirs to command. Beasts naturally attuned to darkness are slaves to their merest whim, and packs of bats and wolves follow them where ever they go.

The unholy ritual that Vampires use to create more of their kind is called the Blood Kiss. Instead of draining their victim, the Vampire passes a portion of its own cursed blood to them, using its hypnotic powers to make its victim forget its ordeal. The doomed man or woman will then fall ill, grow weak, and eventually die of what will look like natural causes. Even if they were pure-hearted and good in life, the tainted blood of the Vampire will drive them deep into depravity and evil. The effect of the dark magic that is now attracted to the victim will corrupt any vestiges of their former life, and their hunger for human blood will erase any pity they feel.

It is said that the potency of each new generation is lesser than the original, so that the most powerful Vampires are always the oldest. Vampires can grant the Blood Kiss for only one mortal in all their existence. Since they seek companions for their long, lonely years, they select their victims carefully, choosing only the most powerful, intelligent and beautiful amongst the living. This is a tragedy, for the soul of the victim will be forever lost to darkness.

The fair land of Bretonnia may not be as tainted with the curse of Undeath as many other areas of the Old World, but even the land of chivalry is not entirely safe from this evil. The cursed city of Mousillon in the west has always been tainted by the presence of the walking dead and the coastline towns and cities of Bretonnia are forever under the threat of raids by the Undead fleets of Settra.

Bretonnians have many customs to protect the deceased from rising from the grave. One such custom dictates how the deceased is buried. The corpse is first beheaded and then blessed by a Grail Damsel who sprinkles water from a sacred lake over it. Then the mouth of the deceased is filled with cloves of garlic and the grave that the corpse is lowered into is sealed with spells of binding. Even then these measures may not be enough to prevent a determined Necromancer.



Vampires in Bretonnia are very rare, but extremely dangerous. As they invariably belong to the noble classes, they can command considerable temporal power in addition to their own unnatural abilities. If they were powerful liege lords in their former lives, the vows of their knights and retainers in life will bind them beyond death, and if not freed from them, they are destined to serve their foul Undead lords for all eternity. Thus Bretonnian Vampires are served by a vast host of slaves, and the armies they raise are extremely deadly, serving their lord as faithfully in death as they did in life.



THE CIRCLE OF BLOOD

BALLAD OF THE RED DUKE

The tale of the Red Duke is an ancient story, well known throughout the lands of Bretonnia. It is told in several different ways, in differing detail, and in some the Red Duke is not the heartless villain that he is painted in others. But still it is a sad and tragic tale.

Although the events described here are shrouded by the mists of time and distorted by legends, an attentive scholar can still reconstruct the real story, sorting the facts from the flowery language of the traditional chansons and ballads of the Bretonnian minstrels. What follows is this truth...

A LONG TIME AGO...

In the time of the Crusades, during the rule of Louis the Righteous, the fifteenth king of Bretonnia, that the heathen Arabians, led by the thrice-accursed Sultan Jaffar, conquered Estalia and threatened the freedom of the rest of the world.

...IN A LAND FAR AWAY

Filled with righteous anger, the knights of Bretonnia gathered to oust the invaders. Amongst these knights was the Duke of Aquitaine: a handsome and powerful man, widely known as the most courageous knight in the land. When the noblest sons of Bretonnia raised their swords against the infidel, he was first amongst them, ever ready to protect the honour of Bretonnia.

During the war that eventually freed the kingdom of Estalia and saw the corrupt reign of Jaffar end, he won great fame. A multitude of songs were composed about his victorious battles against the warriors of the Sultan. That was until disaster struck.

During the siege of Lashiek, soon after the walls had been breached, the Duke of Aquitaine disappeared and was thought lost. For days rumours buzzed through the crusaders' camp about his fate until at last he was found, grievously wounded and delirious, but alive. The Duke's loyal retainers cared for him, and even when he fell into a deep coma they would not abandon him. Instead, they made their way back to Bretonnia and their homes, across burning deserts and through Orc and Skaven ambushes. All the time they bore their ailing lord with them on a shaded litter.

THE LORD RETURNS

Eventually they reached their homeland, and there they laid their master down to die. A gloom fell over the castle as the fallen Duke finally succumbed to his fever. His knights mourned for him and vowed to serve him loyally beyond death, words that would be their downfall in the troubled times to come. They buried him beneath his castle as was the custom in those far off times, and sung chants for his soul far into the night.

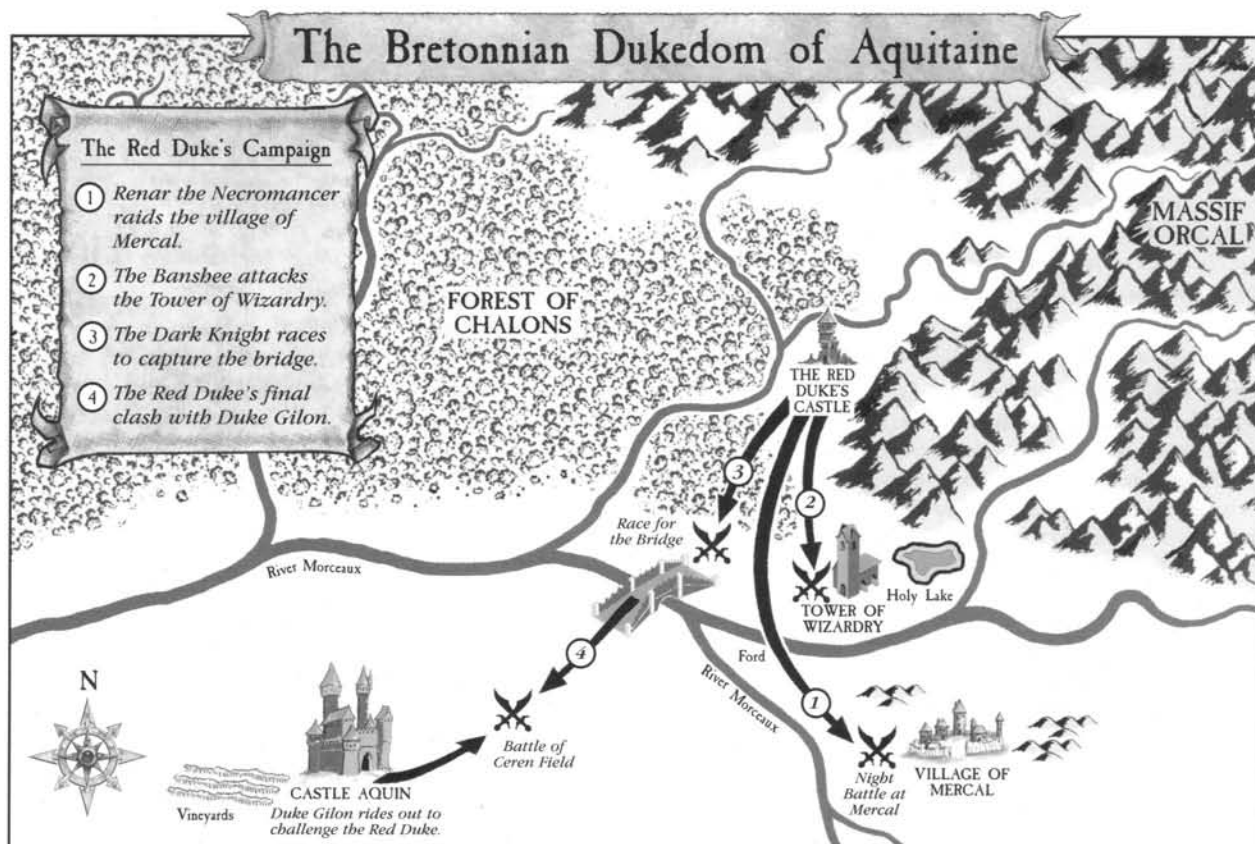
THE RESTLESS DEAD

Three days he rested in his tomb, and then, in the midst of a dark, stormy night, he rose. No longer the Duke of Aquitaine, champion of the king. Instead he had become a foul Vampire, tainted by his unknown ordeal. How this had happened no-one knew, but they had other, more immediate worries. In a few terrible hours he slew all the inhabitants of the castle and then raised them from their untimely death with his newly-acquired power. Soon he had a teeming army of Undead, and so began his evil reign of terror.

In a short time the commoners came to shun his very name and began to call him the Red Duke, after the blood that soaked his clothes and deeds. Thousands of refugees fled northwards to seek the aid and protection of the king. When he heard of the events in Aquitaine, he gathered a powerful army and rode against his former vassal.

The Red Duke, wary of the power of the king, sought the aid of the Keeper of the Tower of Wizardry. The tower was an ancient, ruined building left by the High Elves of old, built in a place of great power. Its Keeper, Isabeau, was widely recognised as the most powerful magician in Aquitaine. The Red Duke offered her an alliance: together they would challenge the king and divide the Kingdom of Bretonnia.





Isabeau refused. She saw the Red Duke as he was, an inhuman monster from the realm of the Undead, and she fled to join the King's retinue.

The cataclysmic battle was fought on the fields of Ceren. Little is remembered from that conflict when the terrible Undead, still clad in the livery of Aquitaine, fought the nobility of Bretonnia. Suffice to say that no Undead creature could stand against the King, and the Grail Knights did not fear the spirits of the departed. The Keeper of the Tower, with all her power and wisdom, countered the death spells that the Red Duke had summoned in his rage. Finally the two former friends clashed, the king and his champion. The battle raged for an hour, but the Lady of the Lake was with the Bretonnian king and together they were victorious. The Red Duke's body was pierced by the king's lance, causing a death-blow that sealed the fate of his unspeakable army. His followers were scattered, his castle razed to the ground, and salt ploughed into the scattered ruins.

VANQUISHED

Isabeau advised the king to burn the remains of the Vampire, but he could not bear to see the body of his former champion desecrated. In death the Red Duke seemed his old self again. His features were noble and peaceful once more, and he seemed purged of his curse. The king ordered a great tomb to be built for his former friend and had it sealed with the mark of the Grail to honour the fallen. Then he ordered the real name of the Red Duke to be stricken from all records so that the terrible shame would be forgotten, and the relatives of the Red Duke could live without constantly being reminded of the evil that once carried their name.

AN UNQUIET GRAVE

But the Red Duke was not dead. His body may have been pierced by the lance of the king, and his will shattered by the power of the Keeper of the Tower, but he had made plans for just such an instance. He had seen to it that part of his essence had been sealed in a crimson jewel, formed from the blood of innocents and pure evil magic. The years he took to regenerate his shattered body were long, but finally he rose once more and prepared to cast aside the stone doors of his tomb. This time though it was the Red Duke who was outfoxed. The Grail symbols, and magic sigils of the Keeper held the massive stone doors shut and sealed the Red Duke inside.

For countless years he raged inside the tomb that had become his prison, but to no avail: each time he attempted to open the doors of the tomb with his ferocious strength, the holy carvings and the warding sigils burned into his hands. He cast countless spells to release himself, and used all his cunning to summon unholy creatures from beyond the walls of death to aid him but nothing could move the seal that had been placed on the doors. The wards that bound him were far too powerful.

DELIVERANCE

Though the red jewel preserved the Duke's unnatural life, his hunger for the blood of the living grew until it drove him into a deep pit of madness from which there was no return. He could only scream his rage to the deaf stone walls and swear his revenge.

So it remained for centuries, and people gradually forgot the evil legend of the Red Duke, until one day...

For the first time in a thousand years he could breathe fresh air. He threw his head back and laughed. It was a cold, terrible laughter that promised death to all who heard it.

First, he had to restore his rightful domains. Secondly, the Keeper of the Tower of Wizardry had to pay for her disobedience. It didn't matter to the Red Duke that the Keeper Isabeau who had defied him was long dead. Her descendant would suffice for his revenge. Then he...

"Halt" came a thin, reedy voice. "You will do my bidding. I, Renar, master of the dark arts command you in the name of Nagash himself, um... Supreme Lord of, er..." The voice trailed off as the grim gaze of the Red Duke turned to look upon the robed figure in front of him. Then the Red Duke began to laugh once more, a laugh that was anything but mirthful.



So this puny specimen was the agent of his freedom. Pathetic. He almost felt like killing him for being so feeble, but no, he might be useful. The mortal seemed transfixed, "Master of the dark arts indeed!" He should be torn limb from limb for his presumption. Or perhaps he should be given the honour of providing the Red Duke's first sustenance. Blood. The thought was very tempting. But no, that would be rash. Instead he spoke, his unearthly voice filling the dusty tomb. "No, mortal, you will do my bidding."

For weeks the Red Duke prowled the night, preying on any who crossed his path, regaining his strength with their lifeblood. Guided by the awe-struck Renar, he fell upon those foolish enough to walk the night and soon the local villagers were too terrified to leave their hovels.

But as the Red Duke hunted, his unblinking eyes missed nothing. These were his lands; this was his domain, and the people were but a means to quench his thirst. He remembered the times of glory when he had almost overthrown the King of Bretonnia. Those days would return and so would his Kingdom of Blood, where he, and he alone would rule as an immortal god-king, served by Undead knights whose loyalty was eternal. In time all those who defied him would call him their master. But now he needed to quench the thirst of a thousand years.

More weeks passed, until eventually the Red Duke felt his old strength return. His vengeance could wait no more. He returned to the shattered ruin where his castle had once stood and there, among the tumbled walls, at the darkest hour of the winter solstice, he cast the Great Spell of Doom.

Across the dividing years, through the layers of rotting earth, the dead heard his powerful words. He called out, reminding his knights of the oaths of service they had pledged to him when the world was young.

One by one they came to stand by his side. The bones of his retainers cast aside their tombstones, grasped the weapons that had been buried with them, and shambled to join his gathering armies.

Night after night, the dead of Aquitaine marched towards the shattered castle, until at last a host of Undead, thousands strong, stood ready to obey their master. Now he was prepared. He could not allow Duke Gilon, that foul usurper of his domain, any more time. He must strike without warning and without a chance of the mortals gathering their forces.

The Duke would attack in three places at once and catch his foe scattered and unaware. The fastest of his troops he would send to raze the Tower of Wizardry, exacting his vengeance by slaying the Keeper. His vanguard would ride ahead of the rest of his army, destroying all the villages and securing a bridge over the river Morceaux. He himself would ride with the main force of his troops to destroy any armies that the Bretonnians were foolish enough to raise against him.

This time he would show no mercy.



DEATH STALKS THE NIGHT

Through the night they came. Silent, relentless, never tiring. With Renar the Necromancer at their fore, the Undead force had left the Red Duke's castle at dusk, marching over dank marsh and through tangled forests to fall on the village of Mercal in the dead of night. But why Mercal? The Keeper of the Tower was not there, neither was there a route over the river Morceaux. What value did this poor village hold?



A thousand years before, after the Red Duke's defeat, it was not only he that had been sealed inside an ornate prison. As the Red Duke died and his armies began to disintegrate around him, a small group of his most trusted and fanatical retainers had fought their way clear of the disaster. Hiding in the swamps and abandoned woodland where the commoners feared to go, they fought a running battle for days, until finally they were hunted down and slain, one by one.

Like the Red Duke, these once noble sons of Bretonnia were not burned. Instead they were entombed and a Grail Chapel raised next to them so that a holy knight could watch over their spirits for eternity. This chapel lay at the heart of the little village of Mercal.

After the Necromancer Renar had freed him from his prison, the Red Duke had called his followers to arms, but these most loyal of his captains had not arrived. He was not pleased. Had they forgotten their vows? Into the darkness he sent his foul messengers, swarms of bats and tides of black, creeping fiends. Soon he discovered the fate of his favourites and it was as merciless as his own: they were entombed in Mercal. It was the faith of the holy knight that held the Duke's servants to that place, aware of their master's call, but unable to break free of their mausoleum. That man must die!

THE CHAPEL SEREINE

In the little village of Mercal all was quiet. The common folk that lived there had retired to their beds after a long day's toil in their master's fields. All was at peace.

Then, without warning the bells of the Grail Chapel began to ring. Not the measured pulse of the call to the faithful, but a frenzied clamour of alarm. The men ran to see what the matter was, only to be met by the knightly guardian of that place telling all of alarm and disaster. He had been granted a vision by the Lady of the Lake and had seen an army of the most terrible things imaginable.

The Undead were coming.

"Make ready", the Holy Knight cried, "Prepare yourselves. The fate of more than our homes lies in our hands tonight." Such was the respect in which the Holy Knight was held that none thought to question his prophesy. If he said that evil was approaching, then they believed him.

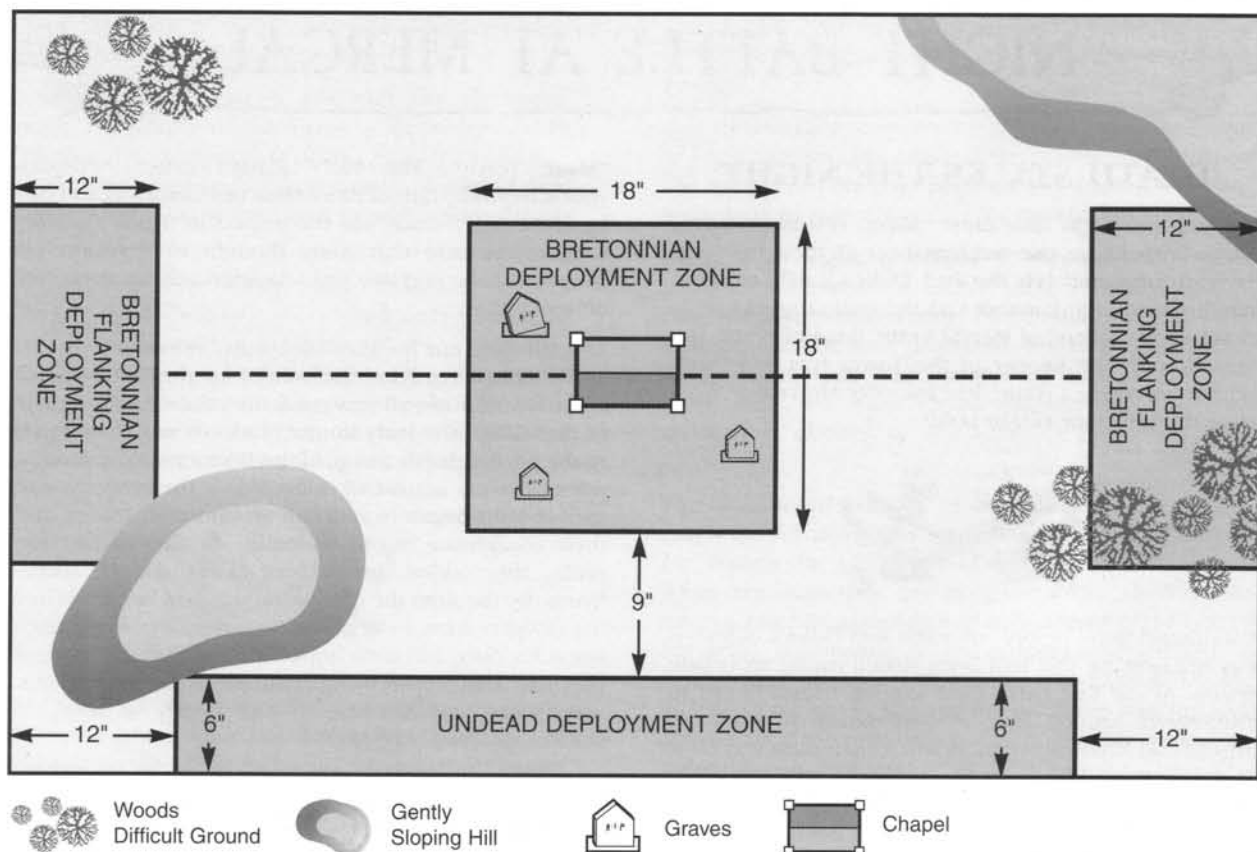
The villagers ran for their weapons, hiding their wives and children, readying themselves for the battle ahead. For a few minutes all was confusion, then, in the centre of the village, the Holy Knight began to sing. It was one of the ancient battle songs of the Bretonnians, a rousing tale of bravery against all odds. Slowly the bowmen and men-at-arms began to form up around their leader, and their confidence began to build. As they joined the ranks, they added their voices to the defiant battle-hymn. By the time the end of the tale had been reached the villagers were all in place. Each man was ready, each knew his duty, and each hoped silently that the runners they had sent would bring reinforcements in time. But wait, what was that sound? The clatter of arms, of shields, the rattle of bones...

FIGHTING THE BATTLE

Night Battle at Mercal is the first in a series of clashes between the Undead of the Red Duke and Duke Gilon's Bretonnian forces that will eventually climax in a huge final battle. Each of these encounters will influence that battle in some important way. The outcome of this battle decides whether the Undead are allowed to field multiple Heroes in the final battle. If they lose here then they are limited to a single Wight Lord.



NIGHT BATTLE AT MERCAL - SCENARIO I



THE BATTLEFIELD

The battlefield is centred around the village of Mercal, which in turn has at its heart, the Chapel Sereine and its graveyard. It is this ancient and holy place that is the focus of the Undead assault. Set up the battlefield as shown on the map. Alternatively, agree on a variation of the battlefield to suit the scenery that you have available.

THE ARMIES

Each player should refer to the Battle Scroll for his army when choosing forces for this battle. The Battle Scroll also describes any special rules that apply, as well as the victory conditions needed to win the battle, the gains victory will bring and useful tactical hints.

DEPLOYING FOR BATTLE

The Bretonnian force is defending its home and is therefore deployed first. The Bretonnians are deployed in an 18" square around the tombs in the centre of the table. The Bretonnian reinforcements deploy in one or other of the end deployment zones as per the Flankers rules on page 28 of the Warhammer Battle Book.

The Undead deploy second, setting up no more than 12" into the table, and no closer than 12" to the edges.

THE BATTLE

WHO HAS THE FIRST TURN?

The Undead army is launching a surprise night attack and so naturally goes first.

HOW LONG DOES THE BATTLE LAST?

Night Battle at Mercal is a raid to summon the loyal retainers of the Red Duke from their resting places. Unlike a normal battle that ends at sunset, this battle begins at midnight and lasts until sunrise. To represent this, the game lasts for five turns, each turn representing an hour in the original battle. Each player will complete five turns unless the battle ends earlier in a 'sudden death' victory.

As soon as dawn comes, the Undead will break off from the battle and return to the darkness of the forest. The Holy Knight's men must try to keep the Undead away from the tombs until sunrise in order to win.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITIONS

If Renar manages to cast any *Raise the Dead* spells on the graveyard, thus raising the Undead Heroes, then the Undead will win automatically. The Red Duke's most loyal knights will ride into battle beside him once more.

If Renar is killed, then his mission is obviously a failure and the Bretonnians win.

VICTORY POINTS

If the battle continues until dawn, decide who has won by counting up victory points as described on page 40 of the Warhammer Battle Book. If both sides have the same number of victory points this is counted as a Bretonnian victory because they are fighting against such odds.

DEFENCE OF THE TOWER

REVENGE OF THE RED DUKE

Countless years had passed, but the Red Duke had not forgotten the part that the Keeper of the Tower had played in his defeat. He decided to attack the Tower of Wizardry and Aquitaine simultaneously. Knowing the sorcerous power at the disposal of the Keeper, he sent one of his most powerful servants to confront her. This was the Banshee, a wailing spirit whose mere howl could kill mortals. The Red Duke ordered her to raze the Tower of Wizardry to the ground and pollute the holy lake that it was built to guard. He also sent the fastest of his servants with her, so that they could strike quickly and unexpectedly, and then speed on to join his main force as he assaulted the borders of Aquitaine. The Undead forces included swift chariots and cavalry, as well as giant Carrion birds.

But the Keeper was not without powers of her own. Using these sorcerous powers she watched the pale lake, and saw a writhing image of dark enemies riding against her. She considered fleeing to the relative safety of Castle Aquin, but in the end she could not abandon the holy place entrusted to her care. She sent her handmaidens to warn Duke Gilon of Aquitaine of the impending doom, advised the commoners to flee with their families, and prepared to sell her own life dearly.

Instead of abandoning their homes, the commoners of the surrounding areas hastened to her side, in respect for the help that she had given them as Keeper of the Tower. The word of a lady in plight spread and many Knights Errant from the surrounding countryside rode to her aid. The Lady of the Lake had not abandoned her faithful servant either. Questing Knights and the scattered Grail Knights gathered by the holy lake, driven by omens and dreams sent by the Lady of the Lake.

When the Banshee arrived, both Lake Tranquil and the Tower of Wizardry were heavily defended. The opposing forces were evenly matched, but the Banshee dared not disobey her master. She prepared to lead her forces into the field surrounding the tower. There they would wait until prayers were being said to the Lady of the Lake. The Banshee knew that at that time her enemies would be at their most vulnerable.

FIGHTING THE BATTLE

Defence of the Tower is the second in a series of clashes between the Red Duke's Undead army and the Bretonnians of Aquitaine that will eventually climax in a huge final battle. Each encounter will influence that battle in some important way. The outcome of this battle decides whether the Undead manage to destroy the Tower of Wizardry and its guardian.

THE BATTLEFIELD

The most important features on the battlefield are the Tower of Wizardry and the Blessed Lake. The surrounding area is woodland typical to this part of Aquitaine.

THE TOWER OF WIZARDRY

The Tower, built by Elves long ago, is on the crossing point of ancient ley lines. It acts as a potent source of raw magic. If Lady Iselda is within 6" of the tower she receives one extra magic card at the beginning of each magic phase, whether it is her turn or her opponent's.

THE BLESSED LAKE

Lake Tranquil is a holy place under the protection of the Lady of the Lake. If Lady Iselda is within 6" of the lake, she, and any unit led directly by her, will be immune to all psychology tests.

SETTING UP THE BATTLEFIELD

Set up the battlefield as shown on the map on page 12. Alternatively, you can generate your own version of the battlefield using the Terrain Generator in Appendix III, or agree on a variation of it to suit the scenery that you have available.

Place the Tower in the bottom left corner of the battlefield and the Blessed Lake 24" away as shown.



THE ARMIES

Each player should refer to the Battle Scroll for his army in order to choose his forces for the battle. The Battle Scroll also describes any special rules that apply, as well as the victory conditions needed to win the battle, the gains victory will bring and any useful tactical hints for that particular army.

DEPLOYING FOR BATTLE

The Bretonnian army is deployed first. For several days the Bretonnians have been gathering around the Tower of Wizardry and Lake Tranquil to give prayers to the Lady of the Lake. This has enabled the Carrion flying over the landscape to spy on their positions, and gives the Undead player the advantage of being able to react to their deployment.

THE BATTLE

WHO HAS THE FIRST TURN?

The first turn of the game goes to the Undead player. Invigorated by the *Wail of the Banshee*, the Undead strike force thundered across the field faster than the Bretonnian army had expected.

HOW LONG DOES THE BATTLE LAST?

The battle lasted from morning until noon. The game therefore lasts for five turns in total, each game turn representing about an hour in the original battle.

Each player will complete five turns, unless the battle ends earlier in a 'sudden death' victory.

As the sun reaches its zenith, the power of the Undead will weaken, and the Bretonnians will gain new heart and drive them off. The Bretonnians must attempt to defend the Keeper until noon in order to win.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITIONS

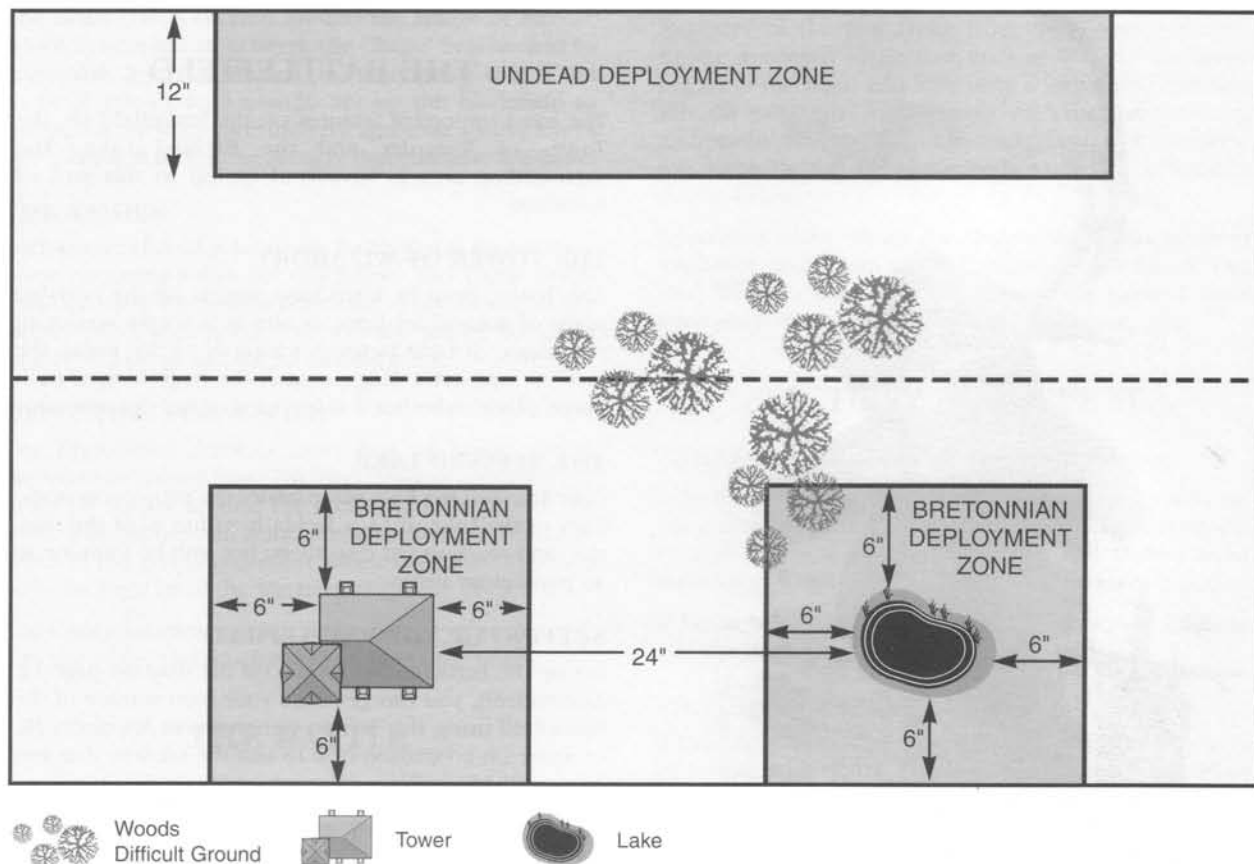
If Lady Iselda is slain or routed from the battlefield before the battle ends, then it is an outright victory for the Undead.



VICTORY POINTS

The battle continues for five full turns. Determine who has won by counting up the victory points as described in the Warhammer Battle book. In addition to normal victory points, players can earn more for possession of the Tower or the Lake. To claim these victory points, a player must have an unbroken unit within 6" of either the Tower or the Lake, and have no enemy units within 6". If these conditions are met, the player holding either of the terrain features gains three victory points for each one. In the event of a draw count this battle as a Bretonnian victory as the Undead have failed to capture and hold the Tower.

DEFENCE OF THE TOWER – SCENARIO II



RACE FOR THE BRIDGE

THE RETURN OF THE YOUNG HEIR

As the number of tattered refugees from the ravaged border villages increased to a steady stream, Duke Gilon of Aquitaine raised his battle standard over Castle Aquin. His heralds rode out to gather the knights of the Dukedom, and warn his neighbours of the impending danger. Little help could be expected from outside his fiefdom, for severe weather made roads and passes useless for moving large forces. Most of the knights were in the east anyway, fighting in the King's war against the Orcs. The men of Aquitaine would have to face this terror alone.

While Duke Gilon was gathering his forces, his son Richemont unexpectedly returned from his pilgrimage to the Grail Chapel in Couronne. He had visited the Great Chapel of the Lady of the Lake and the tombs of the heroes of Bretonnia. While he had been fasting and praying, he had fallen asleep in the Great Chapel. In a dream he saw a vision of his home being assailed by a terrible Undead host, and had immediately ridden back to his father's castle.

Sir Richemont claimed that he had found a way to thwart the Undead advance. According to the dream, no vampire could cross running water without a bridge. Since there was only one that crossed the river Morceaux for miles, the destruction of this bridge would force the Undead to take a long detour and give the Bretonnians much needed time to gather their forces. The sappers of Castle Aquin could easily demolish the bridge, and Sir Richemont offered to lead a force of knights that would ride ahead to secure it. He asked for

volunteers to accompany him as he rode to defend the bridge. The council of knights was divided. Some supported young Sir Richemont, believing that his vision was sent by the Lady of the Lake, while others dismissed his plan as foolhardy and dangerous.

In the end, many of the younger knights followed him, for Sir Richemont was charismatic and popular amongst his fellow Questing Knights. But practically all the Knights of the Realm and most of the other soldiery elected to stay, for they had vowed to remain in the castle and guard the fortress of their liege lord.

Early in the morning, Richemont led his small force towards the bridge while the sappers of the castle followed in their carts as quickly as they could. But their enemies were approaching fast.

BRIDGE OVER THE RIVER MORCEAUX

Meanwhile, the Dark Knight, the most terrible of the Red Duke's captains and the herald and champion of the Kingdom of Blood, led the vanguard of the Undead army through the countryside, razing villages, burning crops and slaughtering any living thing, man or beast, that was unfortunate enough to cross his path. The bodies were left lying unburied, so that his master could perform his Necromantic rites over them and swell his army with more walking dead.

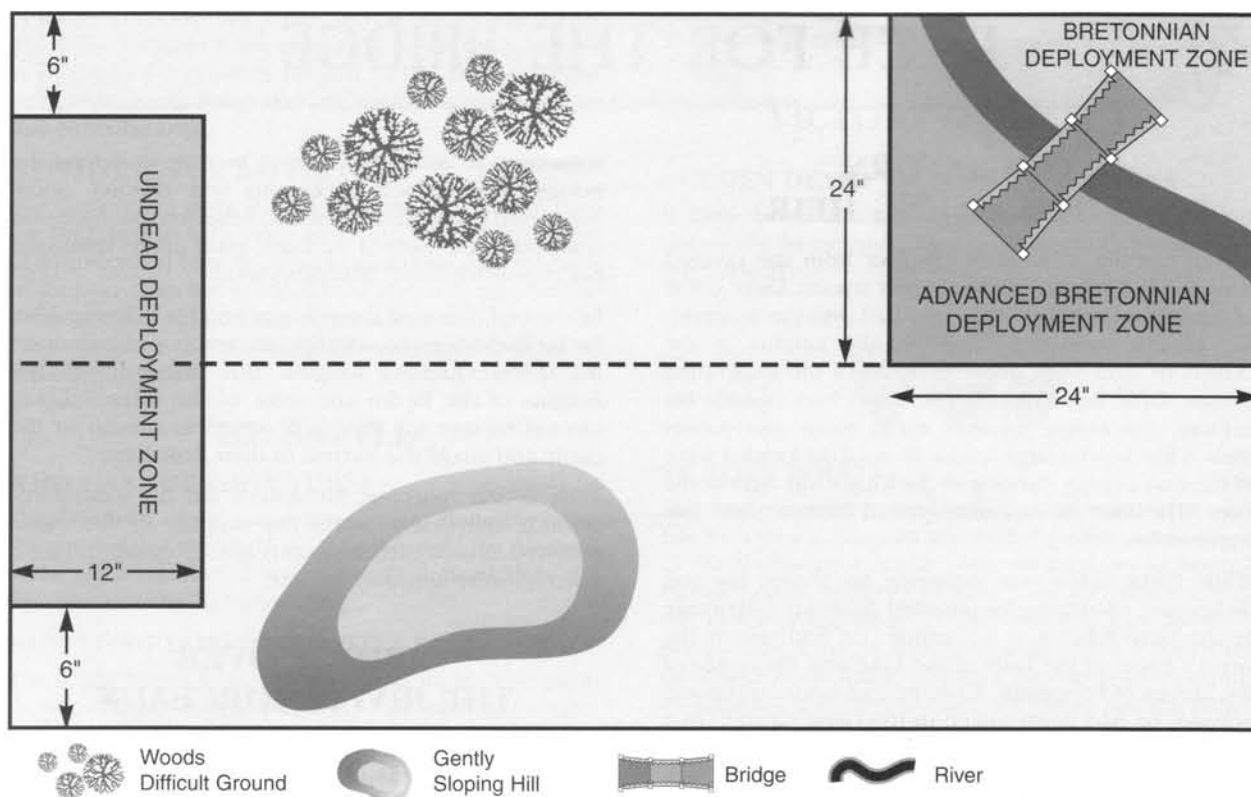
His carrion were sent to scout ahead of the army, and the evil spirits riding them told of the fast approaching force of Bretonnian knights that were on their way to the bridge. The Dark Knight, consumed with anger and pride, immediately led his force towards the bridge, determined to crush the Bretonnians and secure the bridge for his dark master. He sent his Carrion to carry the news to the Red Duke, and arrived at the bridge just as Sir Richemont was crossing it. Without waiting to form a proper battle line he charged, determined to crush the pitifully small force of knights that opposed him.

FIGHTING THE BATTLE

The *Race for the Bridge* is the third violent clash between the knights of Aquitaine and the Undead forces of the Kingdom of Blood, as the realm of the Red Duke is sometimes known. Like the other encounters, this battle will influence the characters and troops available for the final battle. The outcome of this struggle decides whether the knights of Bretonnia can demolish the bridge and gain time for their ruler to gather more forces, or whether the Undead capture the bridge intact, allowing their dark master to march against Castle Aquin without delay. If the Undead are victorious then the Bretonnian army will be smaller than the Undead army in the final battle.



RACE FOR THE BRIDGE - SCENARIO III



THE BATTLEFIELD

The most important feature on the battlefield is the ancient stone bridge over the river Morceaux. The surrounding area is typical plains scenery, with forests and rolling hills.

SETTING UP THE BATTLEFIELD

Set up the battlefield as shown on the map above. You could generate your own version using the Terrain Generator in Appendix III, or agree with your opponent on a variation to suit the scenery you have available. The only fixed feature of the battlefield is the river Morceaux and the bridge over it. Place the river and the bridge in the top right corner of the battlefield as shown above.

If you are generating your own scenery, the bridge and river must always be included. Leave plenty of clear area on both sides of the bridge to represent the road that the bridge was built for, and to give the Bretonnians enough room to deploy.

DEPLOYING FOR THE BATTLE

Sir Richemont led his force towards the bridge in a fast march, but even so he only just arrived in time. If he had hesitated on the way, everything might have been lost. As it was his forces were still crossing the bridge when the Undead host arrived, and the battle began before the Bretonnians were fully deployed.

When the battlefield is set up, the Bretonnian player nominates which of his regiments are attempting a fast march. He then rolls a dice for each one and consults the chart on his Battle Scroll.

After finding out which regiments are deployed in the advance deployment zone and which are not, he then

begins to set up his troops. The Bretonnians are deployed first, followed by the Undead force afterwards.

THE BATTLE

WHO HAS THE FIRST TURN?

The first turn of the battle goes to the Undead player. The Dark Knight seized upon the opportunity to charge whilst the Bretonnians were still crossing the bridge.

HOW LONG DOES THE BATTLE LAST?

Race for the Bridge lasted from midday to late afternoon. The game therefore lasts for four turns, each representing about an hour of daylight in the original battle.

VICTORY OR DEFEAT

POSSESSION OF THE BRIDGE

After four turns determine who has won the battle. If there are no unbroken Bretonnian regiments on the battlefield except in the normal Bretonnian deployment zone, the Undead have free access to the bridge and can prevent the sappers from destroying it. If there are any unbroken Undead regiments in the Bretonnian deployment zone on the far side of the bridge, then the Undead can intercept and destroy the sappers. The Undead are victorious if either condition applies.

If neither victory condition applies then the Bretonnians are victorious. The sappers will undermine the bridge and the last of the knights retreat over it before the stones are cast into the raging torrent.

THE BATTLE OF CEREN FIELD

THE DARKNESS FALLS

The border villages of Aquitaine lay empty, razed by the foe. The fields were untended and winter would destroy the crops. Carrion birds flapped across the skies, the spirits of those departed were seen to walk across the fields, and the remains of the newly dead lurched to their feet to bear weapons against their sons and brothers. Each passing day swelled the foul ranks of the Red Duke. Each passing day brought victory nearer to the claws of the Undead.

The lanterns and torches of Castle Aquin burned late into the night as Duke Gilon and his advisors held council. The captains of the knights argued about which course of action to take next. No help could be expected from the King or the neighbouring dukedoms, for most knights were fighting an Errantry War against the Orcs, or defending the border. No-one had expected a war here in the heart of Bretonnia. Aquitaine stood alone against an ancient evil.

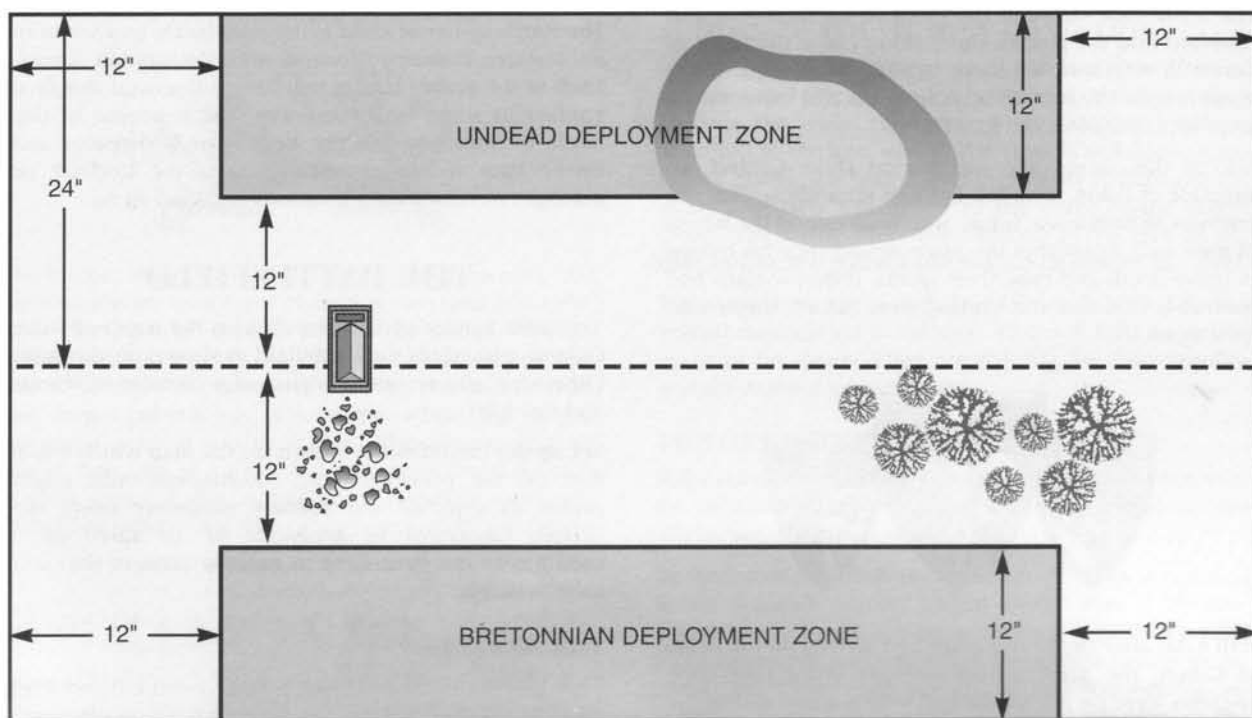
The council was divided. Some, led by young Sir Roget, wished to ride out and challenge the Red Duke to single combat. Others, grizzled veterans all, suggested that they fortify Castle Aquin further and hold out until reinforcements could be sent for. In the end Duke Gilon himself dismissed both ideas.

"We can not expect this ancient evil thing to honour the rules of chivalry," he declared. "And there are not enough supplies here in the castle to sustain a prolonged siege, while our enemies need neither rest or food. They do not rebel against their master or grow bored. The vigilance of their sentries does not wane. We would be holed up in here like rats. And we must also think about the people of Aquitaine who have no shelter from the merciless enemy." The old duke sighed heavily. "No, our only option is to ride out to challenge our enemy where they stand, and pray to the Lady of the Lake that she will bring victory to our weapons. Who is with me? I will ask no man to accompany me against their will."

One by one the barons and knights of Aquitaine drew their swords and laid them on the table. All of them swore to follow Duke Gilon to the death. Moved by the loyalty of his men, Duke Gilon spoke. "I am proud of you all." Then he called for his squires. "Now bring me my broadsword and saddle my Pegasus! The Duke of Aquitaine goes to war!"

Within days, the war host of Aquitaine had assembled, ready to march forth to confront the Undead. Rank upon rank of knights clad in glittering armour and decorated with the magnificent heraldry of Aquitaine

THE BATTLE OF CEREN FIELD – SCENARIO IV



Woods
Difficult Ground



Gently
Sloping Hill



Rocks
Difficult Ground



Tomb



stood ready to defend their land. Stalwart men-at-arms and nimble bowmen formed massed units, ready to challenge the Undead legions of the Red Duke. Squires fanned out into skirmishing units, ready to scout the land ahead of them. Duke Gilon, atop Fulminer, his loyal Pegasus, received the ovation of his forces. The legends say that Aquitaine had never gathered a greater or more courageous army than the one that rode out against the Undead of the Red Duke.

THE HOLY GROUND

The army rode through the gates of Castle Aquin and vanished into the gloom. Duke Gilon chose the fields of Ceren in which to do battle against his enemy. Here, according to the minstrels, King Louis had once won a great victory against the Red Duke.

Also at this sacred site was buried Duke Galand, an ancestor of Gilon, who fell fighting valiantly against the enemies of Bretonnia. Gilon, who understood the hearts of men well, knew that the place would spur his troops to brave deeds and raise their spirits. If Bretonnians had been able to defeat the Undead here before, they could do it again.



Half a day after the Bretonnians had arrived on the fields of Ceren, the army scouts brought word that their enemies were on the march and would arrive within the hour. Suddenly, a great shadow fell over the host of Duke Gilon. The descending darkness heralded the arrival of their enemies.

The rays of the sun were hidden by an enormous flight of great Blood Bats, summoned by the Vampire Lord. By the beat of human-skinned drums legion after legion of yellow-boned Skeletons marched into the field. Zombies shambled after them, their rotting brains obsessed with but one thought: slaying all living things. Deadly war machines made out of human bones and evil sorcery were wheeled into place. Skeleton Horsemen galloped forward as a grim reminder to the knights that they too were mortal. And in the midst of the host, the ivory-white face of the Vampire Lord showed no emotion, his eyes burning with balefires that promised eternal damnation for any who dared challenge him.

The Red Duke, blessed with senses keener than any living thing, scanned the battlefield. His gaze penetrated all shadows and caught the glitter of the armour of Duke Gilon. He raised his golden sword in a mockery of the traditional knight's challenge. There could never be peace between these two mighty men, one a fallen knight, the other a shining example of the high ideals of the code of chivalry.

The battlefield was littered with the bones of the heroes of old, the warriors who once fought against Orcs and Goblins in these fields and built the Kingdom of Bretonnia with their blood and sacrifice. This was a holy place for the Bretonnians. But the Red Duke smiled, his eyes cold as midwinter, for the winds of Dark Magic whirled across the fields concentrating around the remains of the fallen warriors. The Necromantic spells of the Red Duke would be easy to cast today.

Under the dark wings of the bats, the two forces prepared to do battle, and the gods gazed down to witness the struggle for the destiny of Aquitaine.

FIGHTING THE BATTLE

The Battle of Ceren Field is the final battle in a series of encounters between Undead and Bretonnian forces. Each of the earlier battles will have influenced this final conflict in some important way. The outcome of this battle decides whether the Red Duke is defeated and driven back to the nether realms of the Undead, or manages to rebuild the Kingdom of Blood again.

THE BATTLEFIELD

The main feature of the battlefield is the tomb of Duke Galand, placed on the battlefield as shown on the map. Otherwise, the scenery consists of a mixture of woods and low hills.

Set up the battlefield as shown on the map which you'll find on the previous page. Alternatively, you might prefer to generate the scenery randomly using the Terrain Generator in *Appendix III*, or agree on a variation of the battlefield to suit the scenery that you have available.

THE ARMIES

Each player should refer to the Battle Scroll for his own army in order to choose his forces for the battle. Each Battle Scroll also describes any special rules that apply, as well as victory conditions and some pertinent tactical hints for the battle to come.

THE TOMB

The tomb of Sir Galand is a blessed and holy place. As long as the tomb stands, it disrupts the flow of Dark Magic and foils Necromantic spells. To represent this, any Necromantic or Dark Magic spell cast in this battle will not work on a D6 roll of 4+. Note that this is not a *Dispel*, and the dice is rolled *after* any attempts to dispel the spell are made (and failed). The tomb has a Toughness of 7 and 3 Wounds, and may be attacked in hand-to-hand combat or by shooting. If the tomb is destroyed, any Bretonnian Knights that are within 6" of the tomb at that moment will *bate* all Undead for the duration of the rest of the battle, as the Undead have desecrated one of the most holiest of places in Bretonnia.

DEPLOYING FOR BATTLE

Gilon's army should be deployed no further than 12" from the Bretonnian player's side of the table.

The Undead army should be deployed no further than 12" from the Undead player's side. Neither side may deploy troops within 12" of the side edges.

While the Undead army marches onto the battlefield, the Bretonnians fan out into battle-formation. Duke Gilon, a veteran of a dozen campaigns, seeks to deploy his forces to give him the greatest possible advantage. But the Red Duke has lost nothing of his tactical cunning, and so the two generals strive to outmanoeuvre each other.

To represent this, each side should take turns at deploying a single unit, one after the other, starting with the Undead player, until every unit is on the field. Champions are deployed as part of their units. Independent characters are all deployed at once, and count as a single unit for deployment purposes. War machines are all deployed at once if they belong to a unit, otherwise each counts as a separate unit.



Once one army has been completely deployed, the opposing army continues to deploy one unit at a time, and when it is his turn to deploy, the player who has already completed his deployment can move any one unit 4" towards the enemy. In this way, the smaller army can begin advancing into battle while the larger opposing army is still deploying. The advancing army moves one unit at a time, but can move the same unit several times if the opportunity presents itself. No advancing units may be moved within 8" of enemy troops.

THE BATTLE

WHO HAS THE FIRST TURN?

The Bretonnian army has the first turn, to represent the careful preparations and plans that Duke Gilon and his captains have made.



HOW LONG DOES THE BATTLE LAST?

The Battle of Ceren Field lasted from mid-day to dusk. To represent this, the game lasts for six game turns, each game turn representing about an hour in the original battle. Each player will therefore complete six turns unless the battle ends earlier in a sudden death victory for the Bretonnians.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITION

It is the will of the Vampire Lord that binds the Undead together and gives them focus. If the Red Duke is slain or flees the table, the power of the Undead will be scattered to the four winds. The Ghouls will flee to their hiding places, the Skeletons will crumble to dust and the swarms of Bats will fly off to the caves of the Massif Orcal. The battle therefore finishes at the end of any turn in which the Red Duke is slain or deserts the field.

The same does not apply if Duke Gilon is killed. He has several determined henchmen who will fight on in the event of his death. They are fighting for their families and the honour of Bretonnia.

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up victory points as described in the *Warhammer Battle* book.

In the event of a draw on victory points, this is counted as an Undead victory. Unless Gilon wins a decisive victory in the battle, the Bretonnians will have to retreat to Castle Aquin and withstand a hopeless winter siege. Before the winter ends, no one will be left to oppose the Undead. Instead, they will have joined the army of the Red Duke as mindless slaves of his dark will. It is possible that even if the King of Bretonnia eventually defeats the Vampire Lord, Aquitaine will never recover.

BALLAD OF THE RED DUKE

The armies that took part in the actual Circle of Blood campaign are described, albeit in a cursory fashion, in the many chansons and ballads of Bretonnian minstrels and bards. The following accounts are based on the Ballad of the Red Duke by Jaques Thorand, a notoriously unreliable poet, and the historical comments are from the writings of Allan Anneau of Couronne who made an extensive study of these events.

NIGHT BATTLE AT MERCAL

THE TIDE OF BATTLE

The Holy Knight had gathered the men of his village into large units, a sensible plan since the fear that their foes inspired could easily break smaller groups. As soon as the ghastly shapes of the Undead could be seen amongst the mist, the Bowmen began to unleash deadly waves of arrows. Many Ghouls and Skeletons went down in the hail of arrows, but the rest pushed on and soon were upon the defenders.

The young men of the village who aspired to knighthood, together with their Mounted Squires, tried their best to ride to the defence of Mercal before it was completely encircled by the Undead. However, the Skeleton Horsemen were quicker. Invigorated by Necromantic magic they struck the flank of the Knights Errant, scattering and riding them down. The Squires, seeing the destruction of the Knights, turned tail and fled.

The main regiment of Skeletons, led by Renar and a Wight Champion, attacked the Men-at-arms led by the Holy Knight. The battle raged for almost an hour, but the Undead were victorious, the Men-at-arms being cut to pieces. But the Holy Knight stood his ground, chanting the chanson of Giles le Breton and fighting on bravely even though the Skeleton Warriors surrounded him. He hewed left and right, cutting down many of the Undead warriors, Renar himself barely avoiding this fate when he tried to attack the holy man. For a moment it seemed that through sheer courage the Holy Knight could turn the battle single-handed and save the village.

At this crucial moment the Wight Champion lifted his double-handed sword, and struck the Holy Knight from behind. The wound was a mortal one, and the Holy Knight fell. Now it was a simple matter for the Necromancer to cast the required spell to awaken the Knights slumbering in their crypts. The former Knights rose from their slumber, and as darkness fell, they hunted down the peasants as they themselves had been hunted before.

In vengeance for their insolence and stubbornness, Renar ordered the entire village burned and all the inhabitants to be put to the sword. Only one small boy survived, hiding amongst the bodies, and when it was safe he fled westwards to tell the sad tale to Duke Gilon.

Historian's Comment

The Bretonnians stood very little chance of winning this battle, but they courageously fought against their fearsome enemies. The Bowmen showed their effectiveness and strength of their defensive formation.

Renar took a foolish risk by attacking the holy man. With a little luck, the Holy Knight might have vanquished the Necromancer and secured a victory for the Bretonnians. As it was, the Undead, using the dark of night and fear of the superstitious commoners, easily crushed all resistance.

Meanwhile, the Ghouls and skeletal cavalry did a sterling job of chasing off the Squires and the mounted reinforcements.

The Bretonnians would perhaps have made a better showing if they had not marched out of the village, and stayed near the cemetery instead. This would have forced the Undead to waste time getting into battle rather than being able to charge in almost straight away.

THE ARMIES

The opposing armies that fought in the *Night Battle at Mercal* are described here.

MERCAL'S FAITHFUL

The Holy Knight 140 points

The Holy Knight is armed with the *Righteous Fury*, his magical hammer. He is accompanying the Men-at-arms.

Unit of 31 Men-at-arms 347 points

The Men-at-arms are armed with light armour, shields and spears. The regiment includes a Champion who wields the *Blade of Leaping Copper*, standard bearer and a musician.

12 Bowmen 96 points

Armed with hand weapons and longbows.

6 Knights Errant 192 points

The Knights Errant are armed with lances and shields and wear heavy armour. They ride barded Bretonnian warhorses. The unit includes a standard and a musician.

10 Squires 80 points

Skirmishers. Armed with hand weapons and longbows.

10 Mounted Squires. 140 points

The Squires are each armed with a spear and a shield and ride horses.

Total Points Value: 995 points

**RENAR'S UNDEAD RAIDERS**

Note that Undead Champions are armed and equipped in the same way as their units.

Renar the Necromancer 188 points

Renar is armed with a hand weapon and carries the *Cursed Book*.

12 Skeleton Horsemen 392 points

The Horsemen are each armed with a lance, a shield and ride Skeleton Steeds. The regiment includes a Wraith Champion and a standard bearer.

5 Skeleton Horsemen 212 points

The Horsemen are armed with a lance, a shield, wear light armour and ride Skeleton Steeds. The regiment includes a Wight Champion and a standard bearer.

11 Skeleton Warriors 185 points

The Skeleton Warriors are armed with spears, shields and wear light armour. The regiment includes a Wight Champion, standard and musician.

10 Ghosts. 350 points**20 Ghouls 160 points**

The Ghouls are armed with clubs.

Total Points Value: 1,487 points

DEFENCE OF THE TOWER

THE TIDE OF BATTLE

Her heart full of compassion, Lady Iselda could not abandon the commoners who had gathered to defend their Lady. She decided to stay near her tower, leading one of the Bowmen regiments.

As the chilling howl of the Banshee announced the arrival of their enemies, the Grail Knights and the Questing Knights who had gathered around the Blessed Lake rushed to the aid of Iselda. The swift Undead Chariots and the mounted Wights galloped to intercept them.

Driven by the Banshee's evil sorcery, the Undead host strived to drive a wedge between the Knights and the Commoners. The Skeleton Horsemen charged the Men-at-arms and the Mounted Wights galloped to intercept the Knights that had gathered around the lake.

The Wights proved to be no match for the Knights, but their intervention allowed the Undead to position a great flight of bloodthirsty Bats between the Knights and the Commoners.

The Banshee and Carrion assaulted the Bowmen led by Iselda, and soon the Commoners were being whittled down by the Banshee and the beaks of the Carrion. In righteous anger the Knights scattered the Bat Swarms, but as they spurred their mounts and prepared to rush to the aid of Iselda, they were attacked by the Undead Chariots.

Seeing all of her protectors die, Iselda turned and fled towards the Knights who struggled with the Undead Chariots. But her enemies were hot on her heels.

Triumphant, the Banshee rode the wild wind of Dark Magic, and there was no escape for the Keeper of the Tower. She was caught and cut down by the Howling Ghost's sword. Ballads tell that fleur de lys grow at the site where she fell.



THE ARMIES

The opposing armies that fought for the Tower of Wizardry are described here.

DEFENDERS OF THE TOWER

Iselda 245 points

Iselda has a hand weapon, the *Amber Amulet* and a *Dispel Magic Scroll*. She is on foot.

12 Bowmen 96 points

Armed with hand weapons and longbows.

12 Bowmen 96 points

Armed with hand weapons and longbows.

20 Men-at-Arms 198 points

The Men-at-arms each have spears, shields and light armour. The unit includes a standard and a musician.

6 Grail Knights 313 points

The Grail Knights are armed with swords, lances, shields and wear heavy armour. They ride barded Bretonnian warhorses. The regiment includes a Champion, standard bearer with the *Standard of Shielding*, and a musician.

Historian's Comment

The Undead attacked decisively, driving a wedge between the two Bretonnian forces. This enabled them to gang up on the Bretonnian units one at a time, and hunt Iselda down.

The Knights fought valiantly and took only very light casualties, but since they could not link up with Iselda's forces, they were helpless to intervene as the Banshee and the Carrion slaughtered Iselda.

Perhaps Iselda should have gathered a stronger regiment around her, and stayed nearer the tower for the entire duration of the battle. Her bold move towards the Undead was her undoing.

The Banshee was wise to send only troops that would not flee against the Knights. This meant that the Knights found it hard to break through the Undead lines and were still struggling with the Undead Chariots and Skeletons as the rest of the army surrounded the Tower of Wizardry.



6 Questing Knights 283 points

The Questing Knights are armed with lances, swords, heavy armour and shields. They ride barded Bretonnian warhorses. The regiment includes a Champion, standard bearer with the *War Banner* and a musician.

8 Knights Errant 272 points

The Knights Errant are armed with swords, lances, shields and heavy armour. They ride barded Bretonnian warhorses. The regiment includes a Champion, standard bearer and a musician.

Total Points Value: 1,503 points

THE UNDEAD OF THE BANSHEE

Note that Undead Champions are armed and equipped in the same way as their units.

The Banshee 155 points

The Banshee is armed with a sword.

12 Skeleton Horsemen 496 points

The Horsemen are armed with lances and shields and wear light armour. The regiment includes a Wraith armed with a *Blade of Leaping Copper*, a musician and a standard bearer carrying the *Doomrider Banner*.

6 Mounted Wights 307 points

The Wights are armed with spears and wear light armour. They ride Skeleton Steeds. The regiment includes a Wight Champion with the *Heart of Woe*, and a standard bearer.

6 Carrion 270 points

2 Undead Chariots 152 points

The Chariots are equipped with scythed wheels.

2 Bat Swarms 100 points

Total Points Value: 1,480 points

RACE FOR THE BRIDGE

THE TIDE OF BATTLE

Young Sir Richemont rode in the vanguard of his army and was well ahead of the rest of his force who were still re-forming from a marching order to cross the bridge. At this crucial moment the skies darkened as the wings of countless Bats blocked out the rays of the sun. The Dark Knight, at the head of his Undead Knights, rode onto the battlefield, ordering his troops to push for the bridge, while he himself rushed ahead to intercept and destroy the Knights who were already on his side of the river.

Long is the bard's tale of the battle, but it falls into two main *mêlées*. The Undead Chariot, Mounted Wights, and Skeletons armed with rusted spears made a concentrated attack against the Questing Knights, and for a moment it seemed that the holy warriors would succumb beneath the onslaught of Undead. But the Questing Knights, filled with a holy purpose survived the avalanche of bone and steel. Striking left and right they destroyed their attackers, and though the battle raged for several hours of frantic fighting, in the end they vanquished all who opposed them. As this bloody battle was fought, young Sir Richemont galloped to challenge the Dark Knight to personal combat. They were evenly matched, but the valour of Sir Richemont prevailed and he vanquished his foe. The day ended in Bretonnian victory and the bridge was destroyed by the sappers.

Now there was no easy access to the lands of Aquitaine for the Red Duke. When he arrived at the site of the bridge the following day, he found only a raging current and could sense the wrath of the Lady of the Lake that flowed within it. His most loyal henchman was no more, and his Undead knights were banished back to the realm of the dead. As his black heart filled with cold fury, the Red Duke swore to have his revenge and ordered his army to march east where he could cross the river over a smaller bridge. But this cost him valuable time. Now the knights of Aquitaine would be able to muster their full strength against him.



Historian's Comment

The young Knights accompanying Sir Richemont were determined not to be frightened by the teeming Undead. This meant that their superior equipment, disciplined training and great battle prowess were impossible for their foe to overcome. When even the charge of the Dark Knight failed to scatter the valiant Bretonnians, the battle was lost. The Bretonnian heavy cavalry proved its superiority over the Undead troops.

The outcome of this battle meant that Duke Gilon had enough time to gather all of his forces and prepare his plans for the forthcoming battle in peace. Now the Red Duke would have to face the full might of the knights of Aquitaine.

THE ARMIES

THE YOUNG KNIGHTS

Sir Richemont 150 points

Sir Richemont is armed with a sword, lance, shield and is wearing the *Armour of Protection*. He is riding a barded Bretonnian warhorse.

10 Questing Knights 476 points

The Questing Knights are armed with lances and swords as well as wearing heavy armour and shields. They ride barded Bretonnian warhorses. The unit includes a Champion with the *Enchanted Shield*, a musician and a standard bearer who carries the *Banner of Might*.

11 Knights of the Realm 463 points

The Knights are armed with lances and swords as well as wearing heavy armour and shields. They ride barded Bretonnian warhorses. The regiment includes a Champion, a musician and a standard bearer who carries the *Standard of Shielding*.

6 Knights Errant 192 points

The Knights Errant are armed with lances and swords as well as wearing heavy armour and shields. They ride barded Bretonnian warhorses. The unit includes a standard bearer and a musician.

6 Knights Errant 218 points

The Knights Errant are armed with lances and swords as well as wearing heavy armour and shields. They ride barded Bretonnian warhorses. The regiment includes a Champion with a *Strength Potion*, a standard bearer and a musician.

Total Points Value: 1,499 points

RETINUE OF THE DARK KNIGHT

Note that Undead Champions are armed and equipped in the same way as their units.

Dark Knight 175 points

The Dark Knight is armed with the *Ghost Blade*, heavy armour and a shield, and rides a barded Skeleton Steed.

Necromancer 118 points

The Necromancer wields the *Wand of Jet*.

12 Skeleton Horsemen 393 points

The Horsemen are armed with lances, shields and ride Skeleton Steeds. The regiment includes a Wraith Champion and a standard bearer who carries the *Doomrider Banner*.

4 Wraiths 300 points

The Wraiths are armed with double-handed weapons.

5 Mounted Wights 286 points

The Wights are armed with spears, shields, wear light armour and ride Skeleton Steeds. The regiment includes a Wraith Champion and a standard bearer.

11 Skeleton Warriors 210 points

The Skeleton Warriors are armed with spears, shields and light armour. The regiment includes a Wight Champion with the *Black Gem of Gnar*, a standard and a musician.

20 Ghouls 160 points

The Ghouls are armed with clubs.

4 Bat Swarms 200 points

1 Undead Chariot 76 points

The Undead Chariot has scythed wheels.

1 Screaming Skull Catapult 74 points

Total Points Value: 1,992 points



THE BATTLE OF CEREN FIELD

THE TIDE OF BATTLE

The Bretonnians arrived early in the morning and Duke Gilon, fearing that the Undead would encircle them and attack the villages they were defending, sent scouts to investigate the movements of his enemies. The Squires entrusted with this mission returned quickly and brought word of the approaching Undead. They warned of the great flights of Bats that flew as a vanguard for the Undead army and that the Red Duke himself rode at the head of his forces, and had nailed the body of the Holy Knight to his Battle Standard. When the old Duke heard this a cold fury filled him, and he swore that he would not leave the battlefield before Aquitaine was free of this monster. He did not have long to wait for his chance.

As the mists cleared, the Bretonnians took advantage of the slow deployment of the Undead and surged forward. This was a holy field to the Bretonnians, and they were not prepared to give an inch of ground to the foul armies of the Undead.

The Red Duke rode into battle full of confidence, his army numerically superior and better prepared for battle. The wielders of Necromantic power in his army outnumbered the magicians of the Bretonnian force three to one. He was certain that this time the Undead would be victorious and he would have his revenge.

Duke Gilon used his smaller and more manoeuvrable army to his advantage and while the Undead warriors sought out their places in the battle line, his Knights galloped forward, ready to charge the Undead as soon as possible. His son led the Questing Knights on the right flank, while Duke Gilon advanced with his loyal Knights of the Realm.

The Red Duke raised his hands and with an immense effort he cast a spell despite the best efforts of the Bretonnian wizard to thwart him. The Skeleton Horsemen crashed with the Questing Knights, but their charge lacked the strength to punch through the wall of steel and bravery gathered against them. The Questing Knights struck back with a vengeance and soon the field was littered with crushed Skeleton Steeds and riders.

The Red Duke rode to the tomb of Sir Galand, and with one sweep of his enchanted blade he scattered the stone plaque where the symbol of the Grail was engraved. Now that the tomb no longer blocked the flow of Dark Magic, he felt new power surge through his veins. To test his powers he called upon the winds of Necromantic magic, and unleashed a searing spell of doom that killed almost half of the Knights of the Realm.

The Screaming Skull Catapults kept a continuous bombardment going, almost completely destroying the Knights Errant, and slaying several Squires. Things looked bad for the Bretonnians!

But the Knights fought back courageously, advancing on both flanks and smashing into the Mummies and Zombies. Once again the Knights showed just how powerful their charge was, and easily scattered the walking dead.



Wights are particularly powerful creatures of the Undead. They are said to be the raised spirits of evil champions and black-hearted knights. Certainly, even in death their battlegear has a macabre splendour as the battered and decayed remnants of a myriad of ancient cultures adorn their long since rotted corpses. Many an Undead host will be bolstered by the presence of a regiment or two of these restless warriors and it is common to find them leading hordes of weaker shades such as skeletons and zombies.

The Squires and Bowmen concentrated their fire on the rumbling Undead Chariots, and their efforts paid off. The last of the chariots was destroyed by Bretonnian archery mere yards before it reached the line of Bowmen. Once this threat was eliminated, the Bowmen could divide their fire between the Screaming Skull Catapults and Undead regiments.

At this crucial moment Duke Gilon himself soared down from the skies and challenged the Red Duke to single combat. Smiling coldly, the Lord of the Undead accepted, and what followed was a struggle of epic proportions. The Red Duke was wounded by the enchanted blade of the Bretonnian noble, but in response his own golden sword descended in a glittering arc. The speed and power of the blow was staggering, penetrating the armour of old Duke Gilon. The Vampire's sword ripped through his body and the wound was a mortal one. The Knights of the Realm rushed to aid their lord but it was too late. A wave of panic ran through the Bretonnian army, but only a regiment of Squires left the battlefield.

Relishing his victory, the Red Duke howled in triumph and turned to find new foes to slay. But as his eyes scanned the battlefield, he realised his army was withering away. The Men-at-arms, redoubling their efforts, had crushed the massed ranks of Skeletons. Everywhere his army was being crushed by the Bretonnians who were taking revenge for their lost loved ones and the horrors the duchy had suffered because of the Red Duke.

As the last rays of the sun fell on the battlefield, he turned and fled into the night, screaming his hatred and vengeance, the Questing Knights hotly in pursuit.

THE ARMIES

The opposing armies for this all-out final battle were as follows.

THE WAR HOST OF DUKE GILON

Gilon, Duc de Aquitaine 299 points

The General of the Bretonnian forces is armed with a *Giant Blade*, and has heavy armour and a shield. He is riding Fulminer, his Pegasus.

Sir Richemont 150 points

Sir Richemont is armed with a sword, shield and the *Armour of Protection*. He rides a barded Bretonnian warhorse.

Court Wizard 171 points

The wizard is a Wizard Champion who uses Battle Magic and is armed with a sword. He rides a Bretonnian warhorse and carries two *Dispel Magic* scrolls.

Battle Standard Bearer 206 points

The Battle Standard Bearer is armed with a sword and shield, wears heavy armour and rides a barded Bretonnian warhorse. He is carrying the *Banner of Arcane Warding*. As he is a Grail Knight, he has the *Grail Virtue*.

20 Knights of the Realm 839 points

The Knights are each armed with swords, lances, heavy armour and shields, and are riding barded Bretonnian warhorses. The regiment includes a Champion, a musician and a standard bearer who carries the *Banner of Might*.

10 Knight's Errant 320 points

The Knights are each armed with a sword, lance, heavy armour and a shield, and are riding barded Bretonnian warhorses. The unit includes a standard bearer and a musician.

10 Questing Knights 447 points

The Knights are each armed with a sword, lance, heavy armour and a shield, and are riding barded Bretonnian warhorses. The regiment includes a Champion, a musician and a standard bearer who carries a *Standard of Shielding*.

10 Squires 80 points

The Squires are skirmishers. Each is armed with a hand weapon and longbow.

10 Mounted Squires. 140 points

The Squires are skirmishers. They are each armed with a spear and shield and ride horses.

Unit of 20 Men-at-arms 223 points

The Men-at-arms are each armed with spears, shields and light armour. The regiment includes a Champion, a standard and a musician.

Unit of 16 Bowmen 128 points

The Bowmen are armed with longbows.

**Total Points Value of
Duke Gilon's army: 3,003 points**

THE RESTLESS DEAD OF AQUITAINE

Note that Undead Champions are armed and equipped in the same way as their units.

Red Duke. 460 points

The Red Duke wields the *Blade of Leaping Gold*. He is riding a barded Skeleton Steed and uses Necromantic spells.

The Banshee 155 points

The Banshee is armed with a sword.

12 Skeleton Horsemen. 393 points

The Horsemen are each armed with a lance, shield and ride Skeleton Steeds. The regiment includes a Wraith Champion and a standard bearer who carries the *Doomrider Banner*.

13 Skeleton Warriors 209 points

The Skeleton Warriors are armed with spears, shields and light armour. The regiment includes a Wight Champion, a standard and a musician.

8 Mounted Wights 450 points

The Mounted Wights are each armed with spears, shields and are wearing light armour. They ride Skeleton Steeds into battle. The unit includes a Wraith Champion, standard bearer and musician.

20 Ghouls 160 points

The Ghouls are armed with clubs.

30 Zombies 150 points

The Zombies are armed with double-handed weapons.

4 Wraiths 300 points

The Wraiths are armed with double-handed weapons.

6 Carrion. 270 points**3 Undead Chariots. 228 points**

Equipped with scythed wheels.

3 Screaming Skull Catapults 222 points

**Total Points Value of
Red Duke's army: 2,997 points**

Historian's Comment

As could be expected, the Bretonnians prepared for a massed charge to drive away the invaders from the sacred field. This was their only chance to stop the Undead and to save the dukedom. The elite of Bretonnian chivalry had gathered here, including the mysterious Questing Knights who served no worldly master, only the Lady of the Lake.

The Undead enjoyed numerous advantages with their war machines and Necromancers, but in battle the Skeletons and Zombies could not match the Knights.

The Red Duke himself proved just how awesome and terrible an enemy a Vampire Lord could be. He destroyed the Bretonnian Hero's tomb, and defeated a unit of Knights single-handedly.

It was decisive that the Men-at-arms found the nerve to fight against the Skeletons, for once they clashed head on, the Undead crumbled relatively easily. The Bowmen distinguished themselves as well, cutting down a great number of Undead.

In the end, the battle was a Bretonnian victory, but it was a hollow one. Their beloved Duke was dead and the corpses of his brave Knights were scattered around the battlefield. Less than half of the Bretonnian army survived to tell the tale, and many of them were wounded. Sir Richemont assumed the title of the Duke of Aquitaine, and vowed to rule wisely, following his father's wishes.

As for the Red Duke, he was hunted by the Questing Knights for months, but was never found. His dark legend still haunts the nightmares of the Bretonnians of Aquitaine. He had cheated death once, and who could tell if he could do it again? But at least for now the circle of blood was complete.

USING OTHER ARMIES

The Circle of Blood campaign is based on the ballads of various minstrels and troubadour of Bretonnia, such as Jaques le Thorand and Alland of Aquitaine. Although the war of the Red Duke was fought against Bretonnians, who can tell where the power of the Undead will threaten the world next! It is therefore interesting to try out the same campaign scenarios using different enemies for the Undead. What follows are a few suggestions on how to do this.

ADAPTING THE CAMPAIGN

It is easy to adapt this campaign for another army instead of the Bretonnians. This is because it is mainly the Undead player who has much to gain in the final battle as a result of the outcome of earlier conflicts. The enemy tries to gain their own edge in the last battle by denying him such advantages. Therefore all that needs to change in the scenario is the choice of army to fight the forces of Undead. Another race may replace the Bretonnians, but their motives and strategy in the campaign remains roughly the same. Battle tactics, however will be new and different because you will be using a different army.

If you want to try another army as opponents for the Undead, be prepared to apply generous amounts of imagination and common sense to adapt the various victory conditions and special rules for each scenario. It will all be straightforward enough, but some modifications may need to be made.

What follows are suggested scenario lists for different opponents for the Undead in this campaign. Feel free to adapt these lists as you wish – provided your opponent agrees, of course!

CAMPAIGN SPECIAL CHARACTERS

In the campaign, the Bretonnian player is provided with special characters to lead each of his armies. If you are using a different army in place of the Bretonnians, you will of course have to invent your own campaign characters and give them names. These lists will give you some idea of the sort of character to use. Characters who survive earlier battles can, of course, be chosen again to fight in the final battle.

THE EMPIRE

Vampires originate from the Southlands, but the most famous Lords of the Dead are from Sylvania, the cursed electoral state of the Empire. This campaign can be easily played between the Empire and Undead. Just treat the Red Duke (or Red Count) as a Vampire Lord of Sylvania, attacking a neighbouring state like Ostermark, Talabecland or Stirland.

SCENARIO I

The setup remains essentially the same. The Red Count has sent a Necromantic apprentice to reclaim the bodies of his henchmen so they can fight at his side once again. The Empire army, led by a hero of Sigmar, strives to stop him, while reinforcements sent by the Elector Count race to the rescue.

The Empire army consists of 1,000 points of troops. The Empire player may choose from the following list. As in the actual campaign the reinforcements may not account for more than 400 points.

CHARACTERS

1 Empire Hero

The Hero leads the Empire army and so counts as the army's General, even though he is not a Lord. You may choose a Hero from the Empire army list, armed and equipped as permitted by that list. The Hero is on foot, and may carry a magic item worth up to 75 points.

Champions

You may choose one Champion for each regiment in your army, armed and equipped as the rest of the unit. He may have a magic item, up to a value of 25 points.



REGIMENTS

0-1 unit of Swordsmen

Any number of Archers

Any number of Halberdiers

REINFORCEMENTS

0-1 Pistoliers

0-1 Winged Lancers

This unit may have a magical standard, up to a value of 25 points.



SCENARIO II

The plot of this scenario differs slightly from the original, in that a force of Empire troops is guarding the holy temple of Sigmar, the patron God of the Empire. The Red Count is determined to destroy the holy place, thus breaking the spiritual faith of the humans.

The Empire army consists of 1,500 points, chosen from the Empire army list in *Warhammer Armies – The Empire*. Choice is limited to those troop types listed here. Wherever the scenario calls for an exception to the list, this will be indicated below. Note that you must divide your force between mounted and unmounted troops exactly like in the original battle.

CHARACTERS

1 Empire Master Wizard

The Master Wizard leads the Empire army and counts as its General. You may choose a Master Wizard from the Empire army list, armed and equipped as permitted by that list. He uses Battle Magic and has a single magic item worth up to 75 points. He is on foot.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each may have a magic item, worth up to 25 points.

REGIMENTS

0-1 unit of Knights Panther

The regiment may carry a magic standard, worth up to 50 points.

0-1 unit of Knights of the Blazing Sun

The regiment may carry a magic standard, worth up to 50 points.

0-1 unit of Pistoliers

Any number of units of Halberdiers

Any number of units of Spearmen

Any number of units of Swordsmen

Any number of units of Archers

SCENARIO III

The Empire troops race to protect a border river of Sylvania against the Undead, spurred by the omen received by a young noble after fasting and praying for guidance in the Cathedral of Sigmar.

The Empire army consists of 1,500 points, chosen from the list in *Warhammer Armies – The Empire*. Choice is limited to those troop types listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

1 Empire Hero

The Hero leads the Empire army as its General even though he is not a Lord character. You may choose a Hero from the Empire army list, armed and equipped as permitted by the list. He is either on foot or riding a warhorse, and can have a magic item, worth up to 75 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a single magic item, up to a value of 25 points.

REGIMENTS

0-1 Reiksguard Knights

The unit of Reiksguard Knights may have a magic standard, up to a value of 50 points.

0-1 Knights of the White Wolf

The regiment may carry a magic standard, worth up to 50 points.

0-1 Unit of Pistoliers



THE FINAL SCENARIO

As in the original, this is a fight to death. The Undead threaten to overthrow one of the provinces of the Empire, and the Elector Count rides with his army to defend his land.

The Empire army consists of 3,000 points, commanded by Count Gunther. The army can be larger than this if both players agree to play to a higher points value, any points bonus or penalty resulting from a victory or defeat in a previous battle will still apply.

The Empire army is chosen from *Warhammer Armies – The Empire*. The choice is limited to the troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

Gunther

Gunther is an Empire Lord. He leads his army as a General and may be on foot, ride a warhorse or a monster. Gunther may have a single magic item, worth up to 100 points.

Heroes

You may choose any number of Heroes from the Empire army list, armed and equipped as permitted by the list. A Hero may be on foot or ride a warhorse, and may have a magic item, up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

0-1 Battle Standard Bearer

The Battle Standard Bearer may be armed and equipped as any of the troop types in this list. He may be on foot or ride a warhorse. The Battle Standard may be a magic standard, worth up to 100 points.

0-1 Empire Wizard

You may choose one wizard, up to magic level 3. The wizard may be on foot or ride a warhorse or a monster. He uses Battle Magic and may have a magic item, up to a value of 100 points.

REGIMENTS

0-1 unit of Reiksguard Knights

This unit may have a magic standard, up to a value of 75 points.

0-1 unit of Knights of the Blazing Sun

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Knights Panther

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Knights of the White Wolf

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Pistoliers

0-1 unit of Reiksguard

0-1 unit of Ogres

0-1 Unit of Halflings

0-6 War machines

Any number of units of Halberdiers

Any number of units of Crossbowmen

Any number of units of Archers

Any number of units of Spearmen

Any number of units of Greatswords



HIGH ELVES

Though the blessed island of Ulthuan is safe from the evil forces of the Undead, High Elves have numerous colonies around the Warhammer World. Imagine that one of the colonies in the New World comes under attack by a Vampire Lord, and suddenly the High Elf garrison is fighting a desperate battle with no hope of reinforcements from Ulthuan reaching them in time.

SCENARIO I

A High Elf hamlet stands on the borders of the colony. Here a saintly old High Elf, Pardian, guards several standing stones that protect the souls of dead High Elf Heroes. The Vampire Lord covets their power and sends his servants to retrieve them. Pardian sends a message to the High Elf Lord of the colony and tries to hold out until his troops arrive.

The High Elf army consists of 1,000 points of troops. The High Elf player may choose from the following list. As in the actual campaign the reinforcements may not account for more than 400 points.

CHARACTERS

1 High Elf Hero

The Hero leads the army and so counts as the army's General, even though he is not a Lord character. You may choose a Hero from the High Elf army list, armed and equipped as permitted by the list. He is on foot and may have a magic item, up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Lothorn Sea Guard

This unit may have a magic standard, up to a value of 25 points.

0-1 unit of Shadow Warriors

Any number of High Elf Spearmen

Any number of High Elf Archers

REINFORCEMENTS

0-1 unit of Ellyrian Reavers

0-1 unit of Silver Helms

This unit may have a magic standard, up to a value of 25 points.

SCENARIO II

High Elf Mages are often reclusive and eccentric, living apart from the rest of High Elf society. The most powerful mage of the High Elf colony, Isedrian, lives in an ancient tower near a magical lake. The Vampire Lord decides to strike against him, thus denying the High Elves his support in the coming battle. The High Elf Mage, however, detects the approach of the Undead and calls his kinsmen and household to arms.

The High Elf army consists of 1,500 points chosen from the list in *Warhammer Armies – High Elves*. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below. Note that you must divide your force between mounted and unmounted troops exactly as in the original battle.

CHARACTERS

1 Master Mage

You may choose a Master Mage from the army list, armed and equipped as permitted by the list. He may have a magic item, worth up to 100 points. The Master Mage is on foot.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Silver Helms

One unit may have a magic standard, up to a value of 50 points.

0-1 unit of Dragon Princes

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Phoenix Guard

This unit may have a magic standard, up to a value of 50 points.



0-1 unit of Lothorn Sea Guard

Any number of units of High Elf Spearmen

Any number of units of High Elf Archers

SCENARIO III

An important border river of the High Elf settlement offers natural protection against the enemy. The High Elves ride out to destroy the only bridge, but the Undead are marching to capture the bridge as well.

The High Elf army consists of 1,500 points chosen from *Warhammer Armies – High Elves*. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

1 High Elf Hero

The High Elf Hero leads the army, and is counted as the army's General, even though he is not actually a Lord character. You may choose a Hero from the army list armed and equipped as permitted by that list. He may have a magic item worth up to 50 points. The Hero rides an Elven Steed.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Dragon Princes

This unit may have a magic standard, up to a value of 50 points.

Any number of units of Silver Helms

One unit may have a magic standard, up to a value of 50 points.

Any number of units of Ellyrian Reavers



THE FINAL SCENARIO

The Vampire Lord launches an all-out attack against the High Elves, who must stand and fight for their lives. Luckily, the battlefield stands near an ancient temple of Asuryan, and this will disrupt the flow of Necromantic magic. The High Elves gather every single warrior they can and try to destroy the Vampire.

The High Elf army consists of 3,000 points. The army can be larger than this if both players agree to play to a higher points value, any adjustment to the number of points resulting from victory or defeat in a previous battle will still apply.

The High Elf army is chosen from the High Elf army list in *Warhammer Armies – High Elves*. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

Githarond Brightstar

Githarond leads the army as its General. He is chosen from the army list, armed and equipped as permitted by the list. He may have a magic item, up to a value of 100 points. He may be on foot, ride an Elven Steed or a monster.

Any number of Heroes

You may choose any number of Heroes from the army list, armed and equipped as permitted by the list. A Hero may have a magic item worth up to 50 points. The Heroes may be on foot or ride Elven Steeds.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

0-1 level two High Elf Mage

The Mage may have a magic item worth up to 50 points. He may be on foot or ride an Elven Steed.

REGIMENTS

0-1 unit of Dragon Princes

This unit may have a magic standard, up to a value of 75 points.

0-1 unit of Phoenix Guard

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Sword Masters of Hoeth

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of White Lions of Chrace

This unit may have a magic standard, up to a value of 50 points.

0-3 Tiranoc Chariots

0-1 unit of Lothorn Sea Guard

0-3 Repeater Bolt Throwers

Any number of units of Silver Helms

One unit may have a magic standard, up to a value of 50 points.

Any number of units of High Elf Spearmen

Any number of units of Ellyrian Reavers

Any number of units of High Elf Archers



SETTING UP THE BATTLEFIELD

There are four battles in the Circle of Blood campaign. The campaign maps included with the scenarios indicate how to set up the battlefield for each of these. The various Bretonnian tombs and buildings are the central features of these battles and card models representing them are included in this campaign pack (assembly instructions may be found overleaf).

For the rest of the battlefield's terrain, you will need to rely on that collection of terrain pieces that you will have, no doubt, been diligently modelling.

THE BATTLEFIELD

The battlefield on which you will play the game needs to be laid out on a large, level area. A dining room table or a board laid on top of a bed and covered with a green cloth will usually do the job. For simple convenience, we will refer to the playing area, whatever it is made out of, as the table.

The best and most practical size of table is about 4 feet by 6 feet. This is about the size of a typical dining room table or single bed, and fits reasonably well into an average small room with enough space to sit around it. All the battles described here were fought on tables of this size. For convenience, everything is described as if for a 6' x 4' table. You will be easily able to adapt these guidelines to suit any other practical size of table, whether larger or smaller.

BATTLEFIELD ZONES

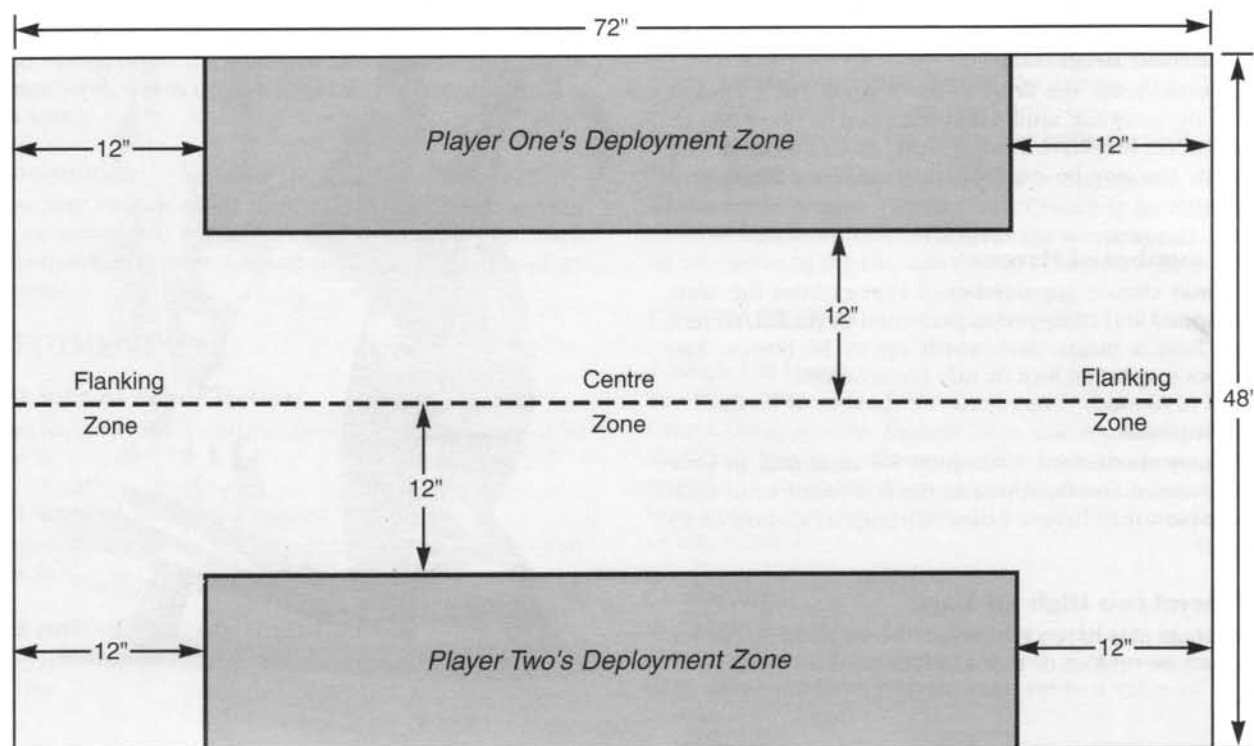
Campaign games often differ from the normal game layout, so it is important to define various zones of the table. These are useful for laying out scenery and deploying the troops in a variety of ways to fit different scenarios.

Whatever the size of your playing area, you will need to determine each player's table edge and each player's half of the table. To do this, first use an imaginary line to divide the table across the middle. When setting up the table for a battle, all such lines can be marked with rows of dice, for example. The line joins the two short edges of the table. Each player's table edge is therefore one of the longer edges of the table.

Each player deploys his army within his half of the table, inside his deployment zone. The deployment zone is usually twelve inches from the imaginary line that divides the table in half, but this may vary according to the scenario. Usually, the opposing armies deploy no closer than a bowshot apart (24"). The zone may vary depending on the width of the table.

The deployment zone does not run right up to the sides, but stops 12" from each of the shorter edges. This creates space for troops to move out onto the flanks from the initial deployment zone.

The area from each table edge to the edge of the deployment zones can be described as the flanking zone. The area enclosed by the player's deployment flanking zones will be the middle of the table.



THE BATTLEFIELD MAPS

Each battle in the campaign comes with a map showing the layout of the battlefield. It is entirely up to you and your opponent how closely you follow these maps. If you do not have any of the terrain pieces marked on the map, now is a good time to start making them. Alternatively, you could both agree to change the layout of the map in any way you like to fit what scenery you do have. The maps are there to suggest the kind of scenery on the battlefield; use them as the basis for your own battlefields. Some terrain features are positioned so as to create tactical problems and opportunities, so if you vary the map, you will be creating different problems and opportunities each time.

TERRAIN FEATURES

Any item of model scenery is referred to as a terrain feature. This can be a hill, hut, river or wood, for example. There are endless different possibilities for model scenery, but any particular item will belong to one of several broad categories: hills, woods, obstacles, difficult ground, buildings, and so on. Some items of terrain are really impressive if they are very big, such as a gently sloping hill. Other items would be useless if they were too big or too small, because they would either restrict movement too much or prevent you from placing models on them. As a rule of thumb, the handiest size for a terrain feature is not larger than a dinner plate in area. If you do want to use a larger item, count it as a double terrain feature, worth two smaller features, when laying out the battlefield using the Terrain Generator.

GENERATING TERRAIN

The battlefields in this campaign can be set up using a modified version of the Terrain Generator system in the Warhammer rulebook as an alternative to the maps provided. The chart on this page is designed to create the idyllic landscape in which the campaign takes place. Don't worry if you generate items of terrain you don't have; in such cases just re-roll until you get a result you can use. Alternatively, such results provide a great excuse to go ahead and model some new types of terrain to add to your collection!

Begin with both players sitting on opposite sides of the table. Each player rolls a D6 and the highest scoring player goes first. To generate a piece of scenery, roll 2D6 and consult the chart on this page. The player places the terrain piece somewhere in his own half of the table, then the other player rolls and places the next relevant piece. Whenever it is his turn to place a piece of scenery, a player may choose to stop placing terrain and declare that he is satisfied with the battlefield as it is. The other player then has the option of generating and placing one more piece if he wishes. The layout of the battlefield is then complete.

Note that some scenarios require a fixed terrain feature, such as a road or village, which must be placed before any other terrain is randomly generated. These will be noted in the relevant scenarios.

TERRAIN GENERATOR CHART

Adapted for the Circle of Blood Campaign.
Roll 2D6 to determine each item.

2 STREAM OR RIVER

The stream or river must enter and leave at a table edge. It may have a single crossing place, such as a bridge (rare in this region, and then likely to be guarded by a watchtower), or a ford if you wish.

3 BURIAL MOUND

This can be the burial mound of a Bretonnian Knight, or some other long forgotten hero of the distant past. It can be represented by a heap of boulders, including a carved monolith. It is impossible to move over.

4-5 WOOD

The woods in this region grow tall and the forests are particularly dense and overgrown.

6 DIFFICULT GROUND

Choose an area of difficult terrain such as boulder-strewn ground, bog or marsh, or an area of loose rocks.

7 GENTLY SLOPING HILL

A gently sloping hill on which troops can gain an advantage for shooting and fighting.

8 STEEP HILL

A steep hill is difficult to move over. It may have cliffs on one or more sides that are impossible to move over.

9 RUINS

A single building representing a ruined temple or fort. It has no doubt been the scene of much vicious fighting between the various races that have sought to take possession of these lands.

10-11 VILLAGE

Up to three or four buildings arranged close together, representing the cottages of human woodsmen or peasants. The buildings can be joined together by stone walls, ditches or fences. Defensive enclosures around settlements are very useful in this dangerous region.

A fortified village ruled by one of the Knights of the Realm is likely to have a watch-tower or be clustered around a solidly-built keep for protection.

12 VERY DIFFICULT GROUND

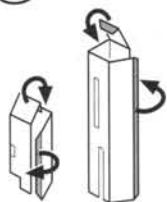
Terrain that is very difficult to cross, such as an area of huge boulders, sheer cliffs or a steep-sided ravine.

To assemble these structures you will need a sharp modelling knife and a tube of white PVA glue. In all cases the toned areas indicate where to apply the glue.

THE BRIDGE

All component parts for the Bridge are numbered ①

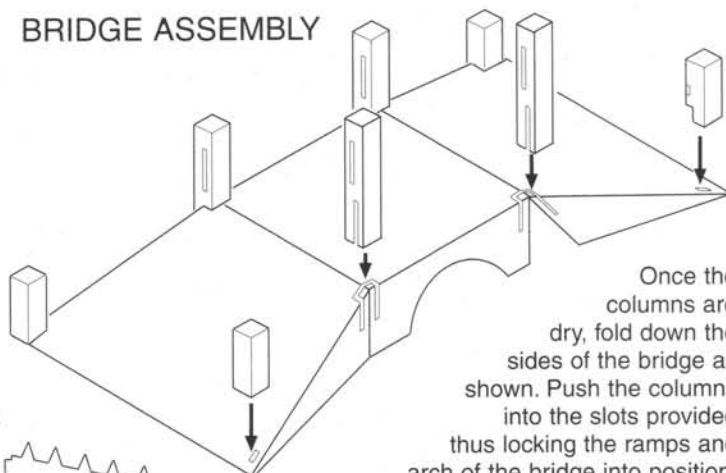
A BRIDGE COLUMNS



Bend the column sides and top round and glue into position as shown. Repeat this process for the remaining three larger columns and

the four smaller ones. Put them to one side and leave them to dry.

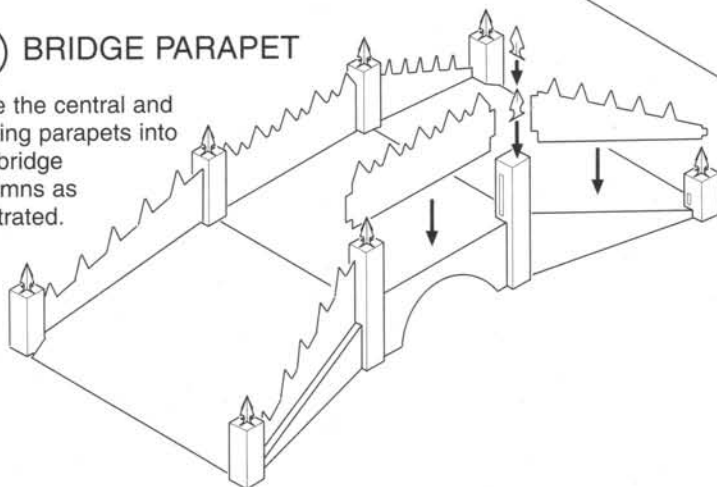
B BRIDGE ASSEMBLY



Once the columns are dry, fold down the sides of the bridge as shown. Push the columns into the slots provided thus locking the ramps and arch of the bridge into position.

C BRIDGE PARAPET

Glue the central and sloping parapets into the bridge columns as illustrated.



DECORATIVE SPIKES

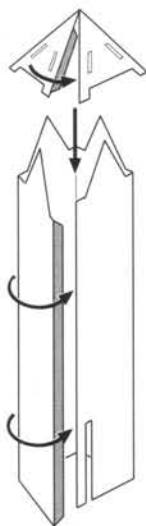
Carefully slot together two sections of the decorative spikes as shown. Repeat this process until you have eight spikes, enough to decorate each column top. Glue these onto the top of the bridge columns as shown in C.



THE TOWER OF WIZARDRY

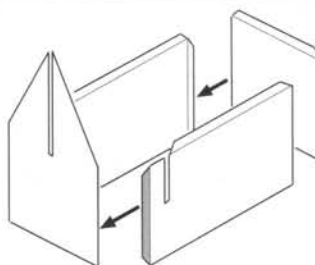
All component parts for the Tower are numbered ②

A TOWER SECTION



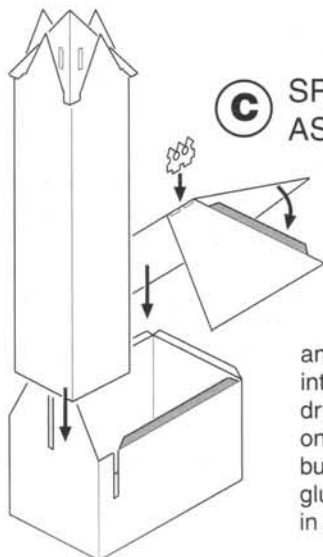
Fold the tower walls round and glue the side tab into position. Fold the roof section round and glue tab into place. When dry glue the roof onto the tower.

B WALL ASSEMBLY



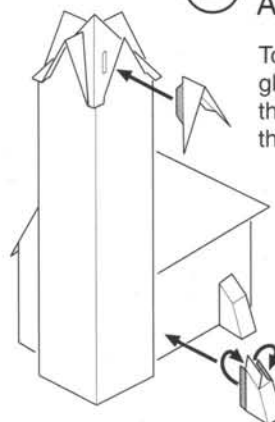
Glue the side walls to the gable section of the main building as shown. When dry glue the remaining end wall to the side sections.

C SPIRE AND ROOF ASSEMBLY



Locate the tower into the slots provided in main building. Bend round the roof and glue the tab into position. When dry, glue the roof onto the main building. Finally glue the roof spikes in slots provided.

D BUTTRESSES AND GABLE ENDS

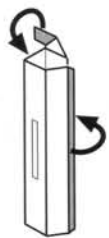


To complete the tower, glue the roof gables into the slots provided. Fold the buttresses round as shown and carefully glue the top section as shown. Bend the long tabs inward and glue to the side walls of the main building. Repeat this process for the remaining buttresses.

THE MAUSOLEUM

All component parts for the Mausoleum are numbered 3

A MAUSOLEUM COLUMNS

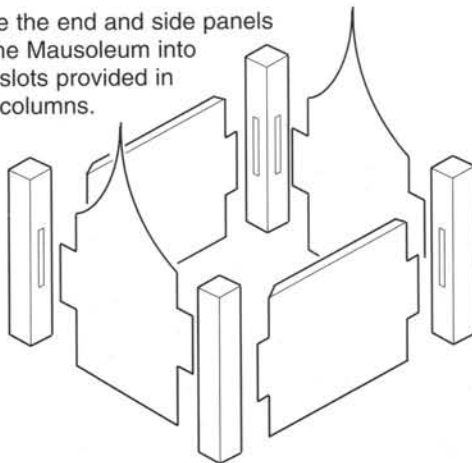


Bend the column sides and top round and glue into position as shown. Repeat this process for

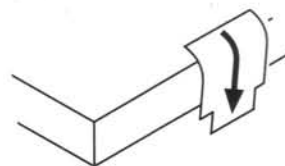
the remaining columns. Once complete set them aside to dry.

B WALL ASSEMBLY

Glue the end and side panels of the Mausoleum into the slots provided in the columns.



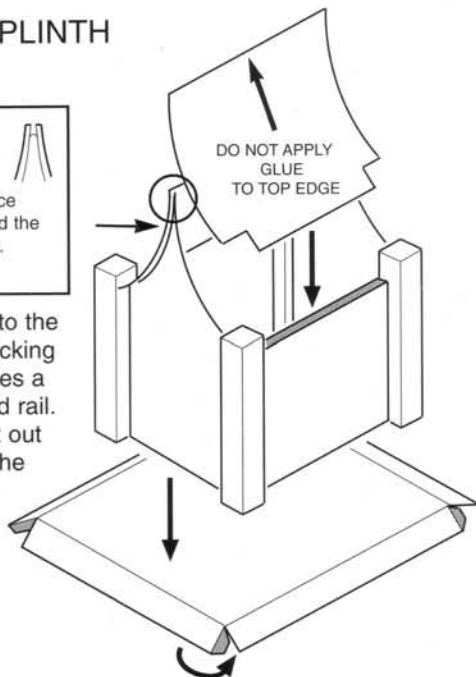
C ROOF SHAPING



Before assembling your Mausoleum roof take the individual roof sections and gently curl them over a table edge or similar square corner. Do this carefully to give a good curve to the card. Ensure that the side with the number on is uppermost.

D ROOF AND PLINTH ASSEMBLY

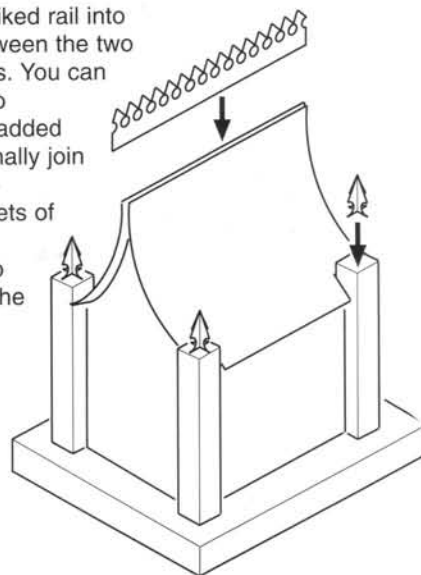
NOTE: When the roof is glued into position correctly there should be approximately 4mm clearance between the roof section and the top of the Mausoleum gable. See diagram.



Carefully glue the roof to the Mausoleum, without sticking the top edge. This leaves a small gap for the spiked rail. Check also that the cut out corners are flush with the columns. Glue the plinth together using the tabs provided. Finally, when dry glue the completed Mausoleum to the centre of the plinth.

E MAUSOLEUM ASSEMBLY

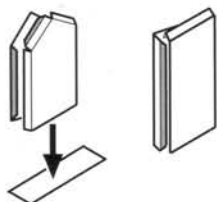
Slide the spiked rail into the gap between the two roof sections. You can glue this into position for added strength. Finally join together the remaining sets of spikes and glue them to the tops of the columns.



GRAVESTONES AND HERO'S TOMB

Gravestones are numbered 4 Hero's Tomb 4.1

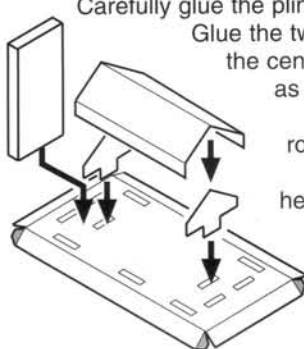
A GRAVESTONE ASSEMBLY



Fold round the sides and tops of the graves and glue into position. Repeat this process for the remaining two gravestones and

the larger rectangular gravestone 4.1. The three smaller gravestones can be glued to the small rectangular piece of card for extra stability.

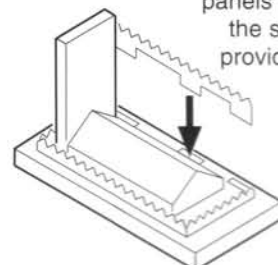
B HERO'S TOMB ASSEMBLY



Carefully glue the plinth sides together. Glue the two tomb ends into the central locating holes as shown. When dry bend the tomb lid round and glue into position. Glue the headstone (4.1) you previously made into position directly behind the end of the tomb.

C HERO'S TOMB

Finally when all the glued sections are dry, glue the decorative side and end panels into the slots provided.





SCENARIO I - NIGHT BATTLE AT MERCAL
Undead Player's Battle Scroll

UNDEAD RAIDERS

The Undead force consists of 1,500 points, chosen from the army list in *Warhammer Armies - Undead*. The choice of troops is limited to those listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this is indicated in the list below.

CHARACTERS

Renar the Necromancer

The night raid on Mercal is led by the Necromancer who is responsible for the release of the Red Duke - Renar. He counts as the army's General.



Champion

You may choose one Champion for each unit in the army, armed and equipped as detailed in *Warhammer Armies - Undead*. Any Champion may have a single magic item worth up to 25 points.

REGIMENTS

0-3 units of Skeleton Horsemen

Your army may include up to three regiments of Skeleton Horsemen. One unit may have a magic standard up to a value of 25 points.

Zombies

Your army may include any number of Zombies.

Skeleton Warriors

Your army may include any number of Skeleton Warriors.

Ghouls

Your army may include any number of Ghouls.

Ghosts

Your army may include any number of Ghosts.

VICTORY GAINS

If Renar wins the battle, he can raise the Heroes that served the Red Duke. The Undead lords will cast aside their tombstones and ride off to join the army of the Red Duke. Thus in the last battle the Undead can use an unlimited number of Undead Heroes. Otherwise they are limited to using only a single extra Hero.

TACTICAL HINTS

Raise the Dead!

Always take at least one *Raise the Dead* spell as without it you can't possibly win!

Stand by your Leader!

You can't win this battle if Renar is killed, so don't take foolish risks! The Holy Knight is especially dangerous. Don't get near his hammer unless you are reasonably sure that he'll die before he gets to use it!

The Holy Knight stands between you and Victory!

That pious fool, the Holy Knight, is the only thing that stands between you and total victory. Show him no mercy - you must concentrate your efforts to slay him!

Use your Superiority!

For once even your rank-and-file is of equal or even superior quality to that of the enemy. Combined with the psychological effects of your troops, you should easily be able to take on and beat any regiment of Commonsers.



RENAR THE NECROMANCER

General of the Undead Raiders 188 points

Renar is a bitter and spiteful man. He is the former court magician of Duke Gilon. After the Duke found out that Renar had dabbled in the Necromantic arts, he was stripped of his title and banished. Full of vengeance and bile, he sought out the tomb of the Red Duke in the hope of bending the ancient Undead to his will. Instead he unleashed the worst foe that Aquitaine has ever faced. Now he serves the Red Duke and is carrying out a mission for his master.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Renar	4	5	5	4	3	2	4	3	9

EQUIPMENT: Hand weapon. Renar is on foot.

SAVE: None.

MAGIC ITEMS

CURSED BOOK

Renar carries the legendary *Cursed Book*. This book is the reason why Renar fell from grace and began his study of the dark art of Necromancy. The book radiates

an aura of pure evil and dread. Any living creatures within 6" of the bearer suffer a -1 to their to hit and shooting rolls.

SPELLS

Renar is a Necromancer Champion and therefore has two spells. Renar uses Necromantic Magic.



UNDEAD OF THE BANSHEE

The Undead force consists of 1,500 points chosen from the army list in *Warhammer Armies - Undead*. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is indicated below.

CHARACTERS

The Banshee

The Banshee leads her own retinue and so counts as the army's General. Note that if she is killed the Undead army does not disintegrate as it normally would. The real General of the Undead forces is the Red Duke, and he is not involved in this battle.

Champion

You may choose one Champion for each unit in the retinue, armed and equipped as detailed in *Warhammer Armies - Undead*. Any Champion may have a single magic item worth up to 25 points.

REGIMENTS

0-1 Unit of Mounted Wights

Contrary to the normal Undead army list, the Wights may carry a magic standard worth up to 50 points.

Skeleton Horsemen

Your army may include any number of Skeleton Horsemen. One regiment may carry a magic standard worth up to 75 points.

Carrion

Your army may include any number of Carrion.

Ghouls

Your army may include any number of Ghouls.

0-3 Skeleton Chariots

You may include up to three chariots in your army. One may have a magic standard up to 50 points.

MONSTERS

Bat Swarms

The Red Duke has summoned countless bats, and their great numbers now block out the rays of the sun. Your army may include any number of Bat Swarms, at a reduced cost of 50 points each.

VICTORY GAINS

If the Undead win the battle, the Tower is razed to the ground and the forces of southern Aquitaine will be destroyed. This will deny the Bretonnians the use of any regiments of Grail Knights in the final battle. It will also prevent Lady Iselda and her powerful magic coming to the aid of the Bretonnian army when she is most needed.



TACTICAL HINTS

Attack Iselda!

This is your mission. Concentrate your efforts on her. Your army consists of Carrion, Chariots and Skeleton cavalry, the fastest of the Undead troops. Hunt the wizard down mercilessly. The Banshee, with her ability to fly, can be a major asset to your success in this mission.

THE BANSHEE

General of the Undead Raiders. . . 155 points

The Banshee is a powerful Wraith, an evil creature that has plagued the lands of Bretonnia for untold centuries. Her mere presence strikes terror into the hearts of all mortals who dare to face her and her wailing cry brings only death and despair to those who hear it. When the Red Duke rose for the first time, the winds of dark magic lured the Banshee into the service of the Vampire Lord.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Banshee	6	4	0	4	4	3	4	2	8

EQUIPMENT: The Banshee uses a sword in hand-to-hand combat.

SAVE: None.

SPECIAL RULES

WRAITH

The Banshee is a Wraith so all the special rules for Wraiths apply to her. See *Warhammer Armies - Undead* for details.

GHOSTLY HOWL

The terrifying howl of the Banshee draws power from the darkest magic, and has a dire effect on mortals. You can choose to use the *Ghostly Howl* at the beginning of any Undead magic phase. Roll a D6 and consult the table on this scroll to see what effect it has. The effect is a spell and may be dispelled normally.

FLY

The Banshee hovers above the ground, carried by the dark winds of Necromantic magic. She may *fly* as described in the *Warhammer Rulebook*; however, she may not *fly high*.

CASTS MAGIC

The Banshee has the unique ability to cast spells. She does this in the same way as a level one Necromancer as detailed in *Warhammer Magic*. She uses Necromantic Magic.

Drive a Wedge Between Your Opponents!

The Bretonnians are divided in half at the beginning of the battle, and there is a large gap between the two contingents. Try to stop them from linking their forces up, and concentrate your efforts on the half where Iselda is hiding.

Be Flexible!

In this battle your forces are surprisingly manoeuvrable and fast, and the Banshee's magic and terrifying howl can aid them considerably. Try not to be too obvious with your troops, and be prepared to change your plans especially if Iselda has one or more transportation spells.

WAIL OF THE BANSHEE

Roll a D6 and consult the following chart.

1. The wailing disrupts the winds of magic, ending the current magic phase immediately.
2. One enemy regiment within 12", chosen by the Undead player, must make a Leadership test. If they fail, then they are frozen to the spot and can do nothing at all during their next turn.
3. The piercing shriek causes D6 S4 hits on one enemy regiment within 12". The Undead player may choose the regiment.
There is no armour save.
4. The howl of the Banshee invigorates the Undead and has the same effect as the Vanbel's Danse Macabre. Choose one regiment within 12".
5. Any living creature within 3D6 inches must make a Panic test as if charged by a fear-causing monster.
6. The Banshee's terrifying wail causes living creatures to age and crumble into dust within moments. Pick one Bretonnian regiment within 12", and roll a D6 for each model. On a roll of 5+ the model suffers 1 wound.
There is no armour save.



RETINUE OF THE DARK KNIGHT

The Undead force consists of 2,000 points from the army list in *Warhammer Armies – Undead*. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is clearly indicated below.

CHARACTERS

Lord Falk, the Dark Knight

The Dark Knight leads the Undead Army and counts as the army's General. The Dark Knight is the captain of the Undead Knights of the Red Duke.

0-1 level 1 Necromancer

You may choose one first level Necromancer. He is an evil wizard, a cultist of Nagash who the Dark Knight discovered in one of the many villages he attacked. He may carry a magic item worth up to 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as detailed in *Warhammer Armies – Undead*. Each Champion may have a magic item worth up to 25 points.



REGIMENTS

0-1 Unit of Mounted Wights

You may include a unit of Mounted Wights in your army. These are the Shield brothers of the Dark Knight, who served him in life and now serve him once again in death.

0-1 Unit of Wraiths

You may include a unit of Wraiths in your army. These foul shades are even more ancient than the rest of the followers of the Dark Knight, but as they are ever thirsty for the blood of the living they too have answered his clarion call to arms.



Skeleton Horsemen

Your army may include any number of Skeleton Horsemen. These men were once Knights in Lord Falk's retinue and now follow him again, faithful beyond the grave. One regiment of Skeleton Horsemen may carry a magic standard worth up to 50 points.

Zombies

Your army may include any number of Zombies.

Skeleton Warriors

Your army may include any number of Skeleton Warriors. One unit may have a magic standard worth up to 25 points.

Ghouls

Your army may include any number of Ghouls.

0-1 Chariot

Your army may include one Undead Chariot.

0-1 Screaming Skull Catapult

Your army may include one Screaming Skull Catapult.

MONSTERS

Bat Swarms

The Red Duke has summoned countless bats, and their great numbers now block out the rays of the sun. Your army may include any number of Bat Swarms, at a reduced cost of 50 points each.

TACTICAL HINTS

Plan Carefully!

No matter how many casualties you inflict, you will not win unless you fulfil your mission objectives. Concentrate on either destroying the Bretonnians completely, or strike on over the bridge.

Attack Immediately!

You have no time to waste. The Bretonnian sappers are already demolishing the bridge, and your master's campaign will suffer greatly if you fail here. Risk everything if need be. Casualties are irrelevant, your army will not suffer in the final battle even if you lose practically all of your troops in this skirmish. There is just enough time to stop the Bretonnians. Do not waste it by doing unnecessary manoeuvring!

The Dark Knight fights again!

Your General is your best chance of causing significant casualties to the Bretonnians. With his *Ghost Blade* and his great battle skills, he can make the difference in any fight.

Guess the Enemy's Tactics!

As the Bretonnians deploy their troops, it is reasonably easy to read their intentions. If the Bretonnians march over the bridge, they will try to fight it out with you. If they hang back, they will try to defend the bridge. Once you know their plan, you can thwart it.

VICTORY GAINS

If the Undead are victorious, then the army of the Red Duke can march over the bridge and attack the hinterland of Aquitaine without delay. This means that Duke Gilon will not have enough time to gather all his forces and the Bretonnians will only have 2,500 points of troops in the final battle instead of 3,000 points.



THE DARK KNIGHT

General of the Undead Vanguard 175 points

Lord Falk of Castle Reces was once a powerful Knight in the service of the Bretonnian King Louis, until one day in a fit of jealousy he murdered a priestess of the Lady of the Lake. His retainers burned his castle to the ground, but his armour survived, horribly blackened and animated by his ferocious will. Now the Dark Knight is the captain and herald of the Undead Host in the service of the Red Duke, cursed to fight an eternal battle in the ranks of the dead.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Dark Knight	4	6	0	4	5	3	4	3	9
Steed	8	2	0	3	3	1	2	1	5

EQUIPMENT: Hand weapon, Skeleton Steed, shield, heavy armour.

SAVE: 2+

MAGIC ITEM

GHOST BLADE

The *Ghost Blade* carried by the Dark Knight is an ancient and deadly weapon. In combat, each hit scored by the Dark Knight will cause D3 wounds instead of 1. Also, blows struck by this sword ignore normal armour. Magical armour saves as normal.

SPECIAL RULES

LORD OF THE DEAD

The Dark Knight is the Captain of the Undead host of the Red Duke. His mere presence invigorates the Undead warriors. To represent this, he and any unit he is with are allowed to make march moves and declare charge reactions.

THE UNHOLY KNIGHT

The Dark Knight is much more powerful than most of the Wights that plague the world. He feeds on the essence of the living, and to represent this, each time the Dark Knight causes a wound he is allowed to make one extra attack.



UNHOLY PRIDE

The Dark Knight is as arrogant and self-confident in death as he was in life. This overwhelming sense of pride plus the fact that he is the champion of the Red Duke means that he will always readily accept any challenge issued to him.

WIGHT LORD

The Dark Knight is a Wight and all the special rules for Wights apply. See *Warhammer Armies - Undead* for further details and full rules.

THE RESTLESS DEAD OF AQUITAINE

The army of the Red Duke is 3,000 points strong. It can be larger than this if both players agree to a higher points value, but any points bonus or penalty resulting from victory or defeat in previous battles will still apply.

The army is chosen from the Undead army list in *Warhammer Armies - Undead*. The choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Red Duke

The Red Duke, Vampire Lord of Aquitaine, leads the Undead army as its General.

Renar the Necromancer

You may include Renar in your army, but only if he survived the *Night Battle at Mercal*, and if the Undead were victorious in that battle.

The Banshee

You may include the Banshee in your army, but only if she survived the *Defence of the Tower*, and if the Undead were victorious in that battle.

Other Heroes

You may include more Heroes chosen from the Undead army list if you won the first scenario. Otherwise you are limited to a single Wight Lord. Each Hero may have a magic item worth up to 50 points. Heroes may either be on foot or ride Skeletal Steeds.



Lord Falk, the Dark Knight

You may include the Dark Knight in your army, but only if he survived the *Race for the Bridge*, and if the Undead were victorious in that battle.

Battle Standard Bearer

The Red Duke's army may include a Battle Standard Bearer bearing the ancestral battle standard of his family. The banner may be a magical standard up to a value of 100 points. The Battle Standard bearer may be on foot or ride a Skeletal Steed.

Champions

You may choose one Champion for each regiment in your army, armed and equipped as detailed in *Warhammer Armies - Undead*. Each Champion may carry a single magic item worth up to 25 points.

REGIMENTS

Note that units may only have magic standards where indicated.

0-1 Unit of Mounted Wights

You may include a unit of Mounted Wights in your army. They may carry a magic standard worth up to 50 points. This is an exception to the *Warhammer Armies - Undead* book.

0-1 Unit of Wights

You may include a unit of Wights in your army. They may carry a magic standard worth up to 50 points.

0-1 Unit of Wraiths

You may include a unit of Wraiths in your army.

0-1 Unit of Mummies

You may include a unit of Mummies in your army.

0-3 Screaming Skull Catapults

As war machines are rare in Bretonnia, the Red Duke has only limited access to these engines of destruction.

0-3 Skeleton Chariots

These are the Red Duke's best hope of smashing the formations of Knights. One Chariot may have a magic standard up to 50 points.

You may include any number of the following troops.

Skeleton Horsemen

One unit may carry a magic standard up to 50 points.

Skeleton Warriors

One regiment may carry a magic standard up to 50 points.

Ghouls

Zombies

Carrion

Bat Swarms

Your army may include any number of Bat Swarms, at a reduced cost of 50 points each.

VICTORY GAINS

If the Red Duke wins this battle, the power of the Knights is shattered, and he can prey upon the peasants of the dukedom. Before the winter ends and any reinforcements can be sent, he will command an immense army of Undead, ready to challenge the King of Bretonnia and avenge his earlier defeat.

SPECIAL RULES

ANCIENT BATTLEFIELD

The battlefield is littered with the fallen warriors of ancient battles. All Raise the Dead spells will get +1 to their rolls for determining how many Skeletons or Zombies are raised to fight against the unfortunate Bretonnians.

RED DUKE

General of the Undead Army 460 points

Once the most loyal and dedicated of the Knights of Bretonnia, he succumbed to the curse of vampirism during the Crusades of Araby. Now he leads a terrible army of Undead in a bid to subjugate all Aquitaine and bring back the Kingdom of Blood.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Red Duke	6	8	6	7	6	4	9	4	10
Skeleton Steed	8	2	0	3	3	1	2	1	5

EQUIPMENT: Sword, heavy armour and barded Skeleton Steed.

SAVE: 3+

MAGIC ITEM

BLADE OF LEAPING GOLD

The Red Duke took this sword from an Emir of Araby he defeated in single combat. It carries a powerful enchantment giving three additional Attacks in hand-to-hand combat. See *Warhammer Magic* for details.

SPECIAL RULES

VAMPIRE

The Red Duke is a Vampire Lord, and all the special rules for Vampires apply. See *Warhammer Armies – Undead* for details.

TACTICAL HINTS

Ancient Wisdom!

The Red Duke is a great tactician as well as an immensely experienced warrior and Necromancer. He is easily the most powerful model on the battlefield. Use him wisely.



Destroy the Tomb!

The tomb disrupts your magical superiority. Once it has been destroyed you can bring your powerful Necromantic magic into play. Destroy it either with the Screaming Skull Catapults or direct assault by the Red Duke and/or his Undead Heroes.

Crush the Knights!

The core of the Bretonnian army will be a large number of Knights. Concentrate on destroying them, and the Commonsers will be relatively easy to deal with. Your most efficient methods to destroy them are the Screaming Skull Catapults, the Undead Chariots, attacks by the Red Duke and, if you won the first battle, the attacks of well-equipped Undead Heroes.

THE ARMOUR OF BLOOD

The Red Duke wears the Armour of Blood, a suit of armour with mystic properties. It confers a basic save of 5+, just like heavy armour and does not inhibit the Red Duke's ability to cast spells.



SCENARIO 1 - NIGHT BATTLE AT MERCAL
Bretonnian Player's Battle Scroll

MERCAL'S FAITHFUL

The Bretonnian force consists of 1,000 points chosen from the army list in *Warhammer Armies - Bretonnia*. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below. The reinforcements may not account for more than 400 points.

CHARACTERS

The Holy Knight

The Bretonnians are led by the Holy Knight himself, who counts as the army's General.

Champions

You may choose one Champion for each regiment in your army, armed and equipped as the rest of the unit. Each Champion may have a single magic item up to a value of 25 points.

REGIMENTS

0-1 Squires

Your army may include up to one unit of Squires, but only if you take a unit of Knights Errant.

Bowmen

Your army may include any number of Bowmen.

Men-at-Arms

Your army may include any number of Men-at-arms.

REINFORCEMENTS

0-1 Mounted Squires

Your army may include one unit of Mounted Squires, but only if you take a regiment of Knights Errant.

0-1 Knights Errant

Your army may include one regiment of Knights Errant. They may, if you wish, carry the *Errantry Banner*.

VICTORY GAINS

The Bretonnians will be hard pressed to win this desperate battle, but they might if the Holy Knight can hold out for long enough.

If they are victorious, the Undead will be denied the heroes that were the scourge of the area when they rode with the Red Duke in their former lives. This would be a great boon to the armies of Duke Gilon when the final battle is fought to decide the fate of the realm.

SPECIAL RULE NIGHT ASSAULT

Because the Undead have chosen to attack in the depths of night, the Bretonnians have some difficulty in seeing their foes to kill them. This makes it much more frightening for the Commoners who are not at all happy about having their worst nightmares come true.

At the beginning of the game, and at the start of each Bretonnian turn, roll 4D6. This is the distance that you can see in inches. The Bretonnian troops may not shoot, cast spells, declare charges or anything else (luckily, including taking *terror* tests) at anything that lies beyond this distance.

Unfortunately for the Bretonnians, this restriction does not apply to the Undead, with the exception of Renar the Necromancer, who is still mortal. The rest of the Undead troops can sense the living without actually having to see them.



TACTICAL HINTS

Be Afraid!

It is difficult to halt the advance of the Undead as their fearsome legions march implacably towards your outnumbered defenders. However, it is possible, and with a little luck they can be thwarted completely. Don't forget that you'll automatically flee if you lose a combat against any regiment that causes *fear* and outnumbers you. Think carefully about unit sizes when you choose your army.

Watch your Flanks!

You begin the game all but surrounded, so you will have to keep a constant lookout for the enemy outflanking you. This makes it more useful to have a larger number of units, but smaller units will be less effective. More things to think about when you are selecting your force.

Choose your targets!

At first glance the night rules might seem to work against Bowmen, but in fact they are unlikely to miss many

opportunities to shoot as the ranges are so close. The resilience of large Undead regiments to small numbers of casualties is far more problematical.

Generals are All!

In this battle, your General is vital. It is the Holy Knight's unstoppable faith that holds the defenders together, and stops Mercal from being overrun in a matter of moments as were so many less fortunate Bretonnian villages.

At the same time, the Holy Knight is your best weapon against the Undead, with his aura of protection around him. Because of this it is difficult to decide when to commit him to battle, and when to keep him at the back. This difficult balancing act is the key to the Bretonnian defence.

Kill the Necromancer!

The Undead win by raising the Wight Lords from their tombs, so if you can kill the Necromancer they will automatically lose! If you get the chance, then go for it!

THE HOLY KNIGHT

General of the defenders of Mercal . . . 140 points

The Holy Knight is the last of his order, established a thousand years ago by the Keeper of the Tower of Wizardry. He has abandoned his name and all his worldly possessions, save for his weapons and armour. Revered by the villagers of Mercal, he lives alone, devoting his time to prayer and tending to the chapel Sereine. It is his duty to watch over the graves of the Knights who once served the Red Duke. There he sings the chansons of the Lady of the Lake so that they may rest peacefully and undisturbed.

Now the time of his trial has arrived, for the Red Duke has returned. The Holy Knight must fight against the Duke's vile servants to protect the sleep of the dead so that they will not become instruments of evil once again.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Holy Knight	4	5	5	4	4	2	5	3	9

EQUIPMENT: Hand weapon, heavy armour, shield. The Holy Knight is on foot.

SAVE: 4+

MAGIC ITEM

RIGHTEOUS FURY

The Holy Knight uses a magical hammer named *Righteous Fury*, which is charged with celestial power. Any Undead model struck with this will be wounded automatically. Against living opponents, *Righteous Fury* has no special effects but functions exactly like a normal hand weapon.

KNIGHTLY VIRTUES

The Holy Knight is a Grail Knight and thus has the *Grail Virtue* as well as the *Virtue of Utter Serenity*.

VIRTUE OF UTTER SERENITY

Only a Knight of the Holy Order may have this Virtue, and since the Holy Knight is the last of them, this Virtue is unique to him. As long as the Holy Knight is alive, no Necromantic spells may be cast against him or any target within 6". Note that this will prevent the Undead casting a *Raise the Dead* spell on the tombs of the dead Knights so long as the Holy Knight is within 6" of any of them.



SCENARIO II - DEFENCE OF THE TOWER
Bretonnian Player's Battle Scroll

DEFENDERS OF THE TOWER

The Bretonnian army consists of 1,500 points chosen from the army list in *Warhammer Armies - Bretonnia*. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is indicated below. Note that you must include a minimum of 500 points each of Knights and Commoners in your army.

CHARACTERS

Lady Iselda

Lady Iselda leads the Bretonnian army into battle as its General. Iselda is, in fact, a Master Wizard of Aquitaine, defending the holy places entrusted to her. Her points cost is included in the cost of the contingent she is with.

Champions

You may choose one Champion for each unit in your army. Any Champion may have a single magic item worth up to 25 points.

REGIMENTS

Note that you must spend at least 500 points on Knights and at least 500 points on Commoners. Your army may not consist only of Knights or only of Commoners.



0-1 Unit of Grail Knights

This regiment may, if you wish, carry a magic standard worth up to 75 points.

0-1 Unit of Questing Knights

This regiment may, if you wish, carry a magic standard worth up to 25 points.

0-1 Unit of Knights Errant

Your army may include a single unit of Knights Errant.

Men-at-Arms

Your army may include any number of Men-at-arms.

Bowmen

Your army may include any number of Bowmen.

Squires

Your army may include any number of Squires.

VICTORY GAINS

If the Bretonnians win the battle, then the Grail Knights defending the tower will be able to ride to the aid of Duke Gilon in his hour of need.

TACTICAL HINTS

Protect Iselda!

Be ready to sacrifice whatever is needed to protect Iselda. If you lose this battle, the Undead will enjoy a vast magical superiority in the final conflict. Place Iselda either in a strong contingent of Knights and defend the lake, or gather a powerful throng of Men-at-arms around the Tower of Wizardry. Never leave her out in the open alone!

Link your forces!

The Undead will probably try to divide your forces and thus overpower the contingents one at a time. A good option is to have Iselda guard the Tower with Commoners and race to their aid with the Knights.

Get the balance right!

Your army must include a number of both Commoners and Knights. It is tempting to concentrate the maximum number of points on Knights, but this will mean that the Commoners are pretty much doomed if they are attacked by the Undead. It is better if both of the contingents can hold their own in battle.



ISELDA KEEPER OF THE TOWER

General of the Bretonnian Defenders . . . 245 points

Lady Iselda is a magician of considerable power. As the only child of the Baron Arrange, she was sent to Altdorf as a child to study magic. When she returned, she decided not to marry but to devote her life to magic and assisting the inhabitants of Aquitaine. She is the most powerful mage in Aquitaine, and she ranks as one of the advisors of Duke Gilon in his council.

PROFILE M WS BS S T W I A LD

Iselda 4 3 3 4 4 3 5 2 7

EQUIPMENT: Hand weapon, Iselda is on foot.

SAVE: None.

MAGIC ITEMS

AMBER AMULET

This talisman of protection is charged with the power of the Lady of the Lake. At the start of the Bretonnian player's turn, Iselda recovers 1 wound she has suffered. If Iselda is slain outright the *Amber Amulet* is powerless to save her.

DISPEL MAGIC SCROLL

This scroll contains a powerful anti-magic formula. It may be used to dispel an enemy spell as it is being cast. It will not dispel a spell cast with *Total Power*. One use only.



SPECIAL RULES

FAVOUR OF THE LADY

Before the battle Lady Iselda may bestow her favour on one character by giving her veil to the fortunate Knight. This Knight will be able to re-roll any failed armour saves once.

MAGIC SPELLS

As a Master Wizard, Iselda may have three spells. She may use Battle Magic as detailed in the Warhammer Magic supplement.



SCENARIO III - RACE FOR THE BRIDGE

Bretonnian Player's Battle Scroll

YOUNG KNIGHTS

The Bretonnian army consists of 1,500 points chosen from the army list in *Warhammer Armies - Bretonnia*. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is indicated below.

CHARACTERS

Sir Richemont

Sir Richemont leads the Bretonnian army and counts as the army's General.

Sir Richemont is the son of Duke Gilon and the charismatic leader of the younger knights of Aquitaine.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Any of the Champions may, if you wish, carry a magic item worth up to 25 points.

REGIMENTS

0-1 Unit of Knights of the Realm

Your army may include a single unit of Knights of the Realm. This regiment may have a magic standard worth up to 25 points.

0-1 Unit of Questing Knights

Your army may include one unit of Questing Knights. These are the comrades-in-arms of Sir Richemont. They believe that by defying the Vampire they serve the cause of the Lady of the Lake. This unit may have a magic standard worth up to 50 points.

Knights Errant

Your army may include any number of Knights Errant. These are young men of Aquitaine, rash and headstrong, ready to meet any challenge to earn their place in the ranks of the Knights of the Realm.

VICTORY GAINS

If the Bretonnians win the battle, then they will be able to bring sappers and stonemasons to destroy the bridge over the river Morceaux. This will force the Red Duke to travel many miles to find another place to cross the river. This in turn, will allow Duke Gilon to gather more forces to his war banner. If this happens then the Bretonnians will have a full 3,000 points in the final battle instead of just 2,500 points.

TACTICAL HINTS

Stand by your leader!

Sir Richemont is able to execute a devastating charge, and any regiment accompanying him will benefit from this. He is the natural leader for your strongest unit and is irreplaceable to the Bretonnian cause. Gather a powerful force around him.

Attack! Attack!

Once you've chosen which units you'll send over the bridge, feel confident to attack the Undead. Your regiments are of far superior quality, and heavy cavalry is at its most effective when charging. The Lance formation has no flanks, so you can charge into the middle of the foe without fear of losing rank bonus.

Hold the Bridge!

The fastest Undead units will probably try to take the bridge. If you leave a reserve unit to guard it, they can repulse any Undead attacks. However, this will weaken your attack, and you may decide instead to throw all your forces into the fray.



SPECIAL RULE

FORCED MARCH

The Bretonnians may try to beat the Undead and arrive earlier by executing a *forced march*. This is risky, as even the strongest warhorses can only take so much punishment.

You can freely choose how many regiments are trying to make a forced march. Once you have decided, roll a D6 for each one.

1. Disaster! The regiment's horses are exhausted, so it misses the first turn of battle. Also, one member of the regiment (not a character) is lost due to over-exertion. Remove one model from the regiment. The rest arrive on turn two in the Bretonnian deployment zone.

2. Exhausted. The horses are exhausted, and the regiment arrives on turn two in the Bretonnian deployment zone.

3-5. Forced March. The forced march is a success so the regiment may begin in the advanced deployment zone.

6. Lightning march. The Bretonnians execute a brilliant forced march and arrive well before the Undead. The regiment can be deployed in the advanced deployment zone. Also, the regiment is allowed to make an extra march move before battle begins. However they may not approach within 8" of any enemy regiment.

SIR RICHEMONT

General of the

Young Knights. 150 points

Sir Richemont is the son of Duke Gilon. He decided to ride against the Undead host, hoping to destroy the bridge over the river Morceaux to win more time for his father to gather his forces.

Sir Richemont is young, brave, some would say reckless, and a mighty knight, undefeated in tournament. His devotion to the Lady of the Lake is as deep as his belief that Bretonnia is a sacred land that must be protected at any cost.

Duke Gilon is concerned about his son, for he knows that a ruler must have other qualities apart from bravery and devotion. He hopes that time will nurture Sir Richemont's wisdom and that one day he will be a wise ruler of Aquitaine.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Sir Richemont	4	5	5	4	4	2	5	3	8
Bretonnian									
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: Sword, lance, heavy armour, shield. He rides an armoured Bretonnian Warhorse.

SAVE: 2+

KNIGHTLY VIRTUES: Sir Richemont is a Questing Knight and so has the *Questing Virtue* as well as the *Virtue of the Joust*.

MAGIC ITEM

ARMOUR OF PROTECTION

Sir Richemont wears the traditional armour of the heirs of Aquitaine, the *Armour of Protection*. This armour confers a 4+ special save that is not modified by the strength of the attack.

SPECIAL RULES

VIVE BRETONNIA!

Sir Richemont is determined to win glory in the battlefield and will not be put off by a bunch of walking bones. Once per game, at the beginning of the Bretonnian player's turn, you may declare that Sir Richemont is yelling his battlecry and will charge against his enemy. Sir Richemont, and any regiment with him, can make a triple move to engage the enemy, instead of the normal double move for charging. In addition, they are immune to *fear* and *terror* for the rest of the turn.



SCENARIO IV - THE BATTLE OF CEREN FIELD
Bretonnian Player's Battle Scroll

THE WAR HOST OF DUKE GILON

The Bretonnian army consists of 2,500 points, or 3,000 points if you won the previous battle. The army can be larger if both players agree to a higher points value, any points bonus or penalty resulting from victory or defeat in a previous battle will still apply. The army is chosen from the Bretonnian army list in *Warhammer Armies - Bretonnia*. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Duke Gilon

Duke Gilon, the ruler of all Aquitaine leads the Bretonnian army as its General.

The Holy Knight

You may include the Holy Knight in your army, but only if he survived the *Night Battle at Mercal*, and the Bretonnians were victorious in that battle. The Holy Knight is on foot.

Lady Iselda

You may include Lady Iselda in your army, but only if she survived the *Defence of the Tower*, and the Bretonnians were victorious in that battle.

Sir Richemont

You may include Sir Richemont in your army, but only if he survived the *Race for the Bridge* and the Bretonnians were victorious in that battle.

0-1 Level 2 Wizard

Your army may include a level 2 Wizard. He is the court wizard of Duke Gilon and uses Battle Magic. As a level 2 wizard he may have two magic items and these are worth up to 50 points each. He may either be on foot or ride a Bretonnian warhorse.

Champion

You may choose one Champion for each regiment in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item worth up to 25 points.

Other Heroes

You may include other Heroes chosen from the Bretonnian army list. Each Hero must ride a Bretonnian warhorse and may have a magic item worth up to 50 points.

0-1 Battle Standard Bearer of Aquitaine

The army may include a Battle Standard Bearer riding a Bretonnian warhorse and bearing the battle standard of House Gilon. The standard may be a magic banner worth up to 100 points.

REGIMENTS

0-1 Unit of Grail Knights

If you won the second battle your army may include a unit of Grail Knights. They may carry a magic standard worth up to 75 points.

0-1 Unit of Questing Knights

If the unit is included it may carry a magic standard worth up to 50 points.

Knights of the Realm

You may include any number of Knights of the Realm. One unit may carry a magic standard of up to 50 points.

Knights Errant

Your army may include any number of Knights Errant.

Mounted Squires

Your army may include any number of Mounted Squires.

Squires

Your army may include any number of Squires.

Bowmen

Your army may include any number of Bowmen.

Men-at-Arms

Your army may include any number of Men-at-arms.



VICTORY GAINS

If the Bretonnians win the battle, the power of the Undead will be broken. The Red Duke will either be killed, or have fled the battle, to be hunted down by the Grail Knights. Aquitaine will flourish once again and the King, when he returns from the Errantry wars, will reward the bravery of the Knights of Aquitaine with new domains and relics from his treasury.

TACTICAL HINTS

Kill the Vampire!

The Red Duke is an awesome opponent in battle, but he is the only thing that stands between you and the salvation of your dukedom. If you concentrate enough men and magic against the Vampire, you should be able to destroy him.

Charge!

Take the initiative. Once again your warriors are of superior quality. The more time you waste, the more time the Undead have to destroy the tomb and start using their devastating Necromantic magic. Speed is essential, as is the deployment of your forces.

Rally round the Tomb!

If you have troops to spare, gather some Knights around the tomb. It attracts the Undead like a candle attracts moths. With a little planning you can turn the area around the tomb into a killing ground.



GILON

DUKE OF AQUITAINE, BRETONNIAN GENERAL... 299 points

Duke Gilon is the ageing Duke of Aquitaine. He is a great leader of men and an able warrior. In a desperate bid to save his dukedom, he has led his men to fight against the Undead horde. This is a great gamble, for if the Bretonnians don't win here, there will be no one left to defy the Undead in all of Aquitaine. The responsibility weighs heavily on his shoulders and he knows that he can show no fear or anxiety in front of his men.

PROFILE M WS BS S T W I A LD

Gilon	4	6	6	4(7)	4	3	6	4	9
Pegasus	8	3	0	4	4	3	4	2	5

EQUIPMENT: Sword, heavy armour, shield, and Fulminer, his Pegasus.

SAVE: 4+

KNIGHTLY VIRTUES

Duke Gilon is a Grail Knight and therefore has the *Grail Virtue*. He also has the *Virtue of Devotion*.

MAGIC ITEM

GIANT BLADE

Duke Gilon has brought his most potent artefact to this battle, an ancient heirloom of his house that bestows its wielder with the strength of a giant. Duke Gilon gains +3 to his Strength when using this enchanted broadsword.

SPECIAL RULES

COMMANDER

Gilon is a veteran of a dozen campaigns, and knows precisely how to command his men under pressure. He is also ageing and grey-bearded, so his men will feel ashamed if they flee while he is still fighting. To represent this, any fleeing unit within 12" of Duke Gilon at the beginning of the Bretonnian player's turn will rally automatically.

