WARHAMMER[®] BATTLESCROLL



THE RESTLESS DEAD

INTRODUCTION

BATTLESCROLLS

Battlescrolls allow you to add unique battlefield formations to your games of Warhammer. Each Battlescroll lists the units that make up the formation, and the special rules that apply to them in order to represent the fighting qualities that they possess. The following rules describe how you can use Battlescrolls in your games of Warhammer.

BATTLESCROLL FORMATIONS

When you choose an army, you can take one or more Battlescroll formations as part of your army. The Battlescroll will tell you what units you need to take in order to field the formation, and what, if any, extra options or restrictions apply to the units that make it up. The army list entries for each unit in the formation (the units' profiles, points values, unit size, options, special rules, battlefield role etc.) can be found in the army book for the unit in question.

FORMATION SPECIAL RULES

Each formation includes one or more special rules associated with the units that make up that formation. The special rules for a formation only apply to the units that make it up (even if there are other units of the same type in your army).

ALLIED FORMATIONS

Formations do not have to be chosen from the same army book as the rest of your army. If you decide to do this, then formations made up of units from different army books follow the rules for Allied Armies on pages 136-139 of the *Warhammer* rulebook.

FORMATION POINTS VALUES

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the formation. Occasionally a formation will require that you pay extra points in order to use it. In this case, the cost of the formation is the total cost of the units plus any extra points the Battlescroll specifies you have to pay.

The points value of the units in the formation count against the total points allowed for your army, but are not included when working out the percentage of points spent on different categories of unit. For example, a formation with 500 points worth of models would count as 500 points towards the total number of points allowed for your army, but would not count towards the number of points spent on lords, heroes, core units, special units or rare units in your army.

If you wish, you can field an army made up exclusively of formations chosen from Battlescrolls. If you choose to do this, then you do not have to spend 25% of the points for your army on core units, and you do not have to select a model as the General if the formations that you use do not include any character models.



BACKGROUND

THE NIGHTGUARD

The Madman of Mousillion, Pitre Fonce, was a reclusive noble of that Bretonnian city. He secretly studied the dark arts of Necromancy. In his growing madness, the twisted Necromancer began to use his fell powers to terrorise that region. He raised an army of the Restless Dead to wreak his foul will upon those that dared disagree with him. The Black Duke – a fearsome Wight King raised from the Grimnoire Barrows, led the Necromancer's assault force. The Undead troops themselves were raised from the burial chambers of his own fortress, but in his lust for power and revenge, the Necromancer cared not that he raised the remains of his ancestors to commit his foul acts. Under cover of darkness the Undead would march over cobblestoned streets to reach their destination. Peasants pulled shutters tight while the dead walked by – a phenomenon they called the coming of the Nightguard. Guided to their target by the Necromancer's evil will, the Undead armies would attack only their named targets, or any who dared get in their way. They stormed the tower of the Marquis Rocher and killed its lord, putting his head upon a spike of his own iron gates. So fell a dozen of the local nobility. Although many suspected the long-lived and eccentric Pitre, none were so bold as to openly accuse him – for they feared they would be the next to hear the march of the Nightguard...



THE RESTLESS DEAD

In the Warhammer world the dead do not rest easy. They emerge from their barrows or from out of the violated Gardens of Morr. Pushing their way out of rotten planked coffins, or digging themselves out of mounded earth, they rise once again; for they are commanded to obey by forces they cannot resist.

Necromantic words are whispered, chanted from ancient tomes, or recited from undying memory. These eldritch phrases reach into the Winds of Magic to forge spells that send tendrils of black energies into the world. Passing through burial mound and crypt alike, these phantasmal forces seek out the dead, re-animating them from their sleep of ages, binding them to eternal service. So do the skeletons of long dead warriors rise again, their bony hands reaching out to grip rusty hilts once more. Weapons pitted and corroded by age are raised for battle, still sharp enough for their gruesome work. With a clanking of armour and a rattling of bones, the skeletal regiment marches at the command of their summoner, puppets to his dark will.

Some spirits are too evil ever to drift from their bodies. They do not need to be re-animated, merely directed. These wights are fell-handed warriors of a bygone age, their decomposed bodies held together by unnatural magic. They wear ancient battle gear of bronze and iron, dusty with years and twisted by the dark magics with which they are imbued. These dread sentries are the Grave Guard – drawn from their tomb to act as guardians over some black stronghold of a Vampire Lord or Necromancer of great power. The Grave Guard carry weapons inlaid with evil runes, enchanted blades to aid them in cutting down even the toughest of foes.

When the swirls of Dark Magic drift over the graves of ancient knights they raise the armoured ideal of mankind's warriors. Clad head to toe in plated iron mail, these Black Knights are summoned forth to ride again. Upon spectral steeds these unearthly knights can ride across waters or straight through walls. Those pierced by the pitiless lance tips of the Black Knights do not recover.

And a King shall lead them...

Shimmering with baleful energy, an unnatural gleam emitting from his black eye sockets, the Wight King stands tall. Ancient and powerful, once a King of the savage tribes of men from some forgotten era, the Wight King has been awoken again to rule over a new army.

Summoned by Vampire or Necromancer Lords, such forces are the iron heart of the undead hordes. In battle, the thunderous charge of the armoured riders finally breaks the spirit of those who stand against the grave guard and the skeletal cohorts, and the Restless Dead wreak havoc amongst the living realms whenever their master feels aggrieved. Pacing alone in their storm-wracked castles, or hatching twisted plots from their high towers, Vampires

and Necromancers are creatures of tremendous egos and warped psyches. On a mere whim they will send out a host of cadavers upon a death mission, for they are callous with their troops, and will eagerly dispense them to silence a rival or to avenge some real or perceived slight. These hosts are powerful enough to march out and retrieve a much-needed arcane tome, or to launch a terror raid – an invasion meant simply to strike fear into the hearts of some mortal enemy.

Once set on their task, the Restless Dead will march by day or night. They are relentless – they do not need food, they do not need sleep. Onwards they will plod, steady and rhythmic in their marching until they reach their destination or fall in the attempt.

CARSTEIN'S REVENGE

Gustav Krecher was impressed by the visiting aristocrat with the foreign accent. He was of noble stock and as knowledgeable of ancient tomes as any trader Krecher had ever encountered. Yet something about the stranger's incessant and arrogant tone began to wear thin, and there was something that troubled him besides. The flash of anger that crossed the stranger's eyes when Krecher told him that certain books of his collection were not for viewing was alarming – almost inhuman in its rage. The stranger whirled around and left the extravagant feast, walking out into the night. Krecher felt a moment of fear, despite the reassuring knowledge that a high wall encircled his keep, and his guard – one hundred men strong – was vigilant.

Mannfred von Carstein was not a man to be thwarted. In fact, he was no longer a man at all, but a Vampire Lord of great power. In his wrath at the foolish noble of Altdorf, Mannfred channeled his mind, summoning forth his minion. With a plodding ring of ironclad feet, the Wight King came.

What is your will, my master?

The Wight's thoughts entered Mannfred's mind without sound, a voice as chill as the tombs.

'Assemble your warriors. You will be storming the keep of Gustav Krecher. Slay everyone that breathes. Then, search his library and retrieve a single tome, a book for which I have long sought,' commanded Mannfred out loud.

The Wight King's eyeless sockets flickered with unnatural light as Mannfred described the volume he sought, and the ancient creature nodded once in obedience.

As you will master, so shall it be done.

Advancing within an unnatural shroud of fog, Mannfred von Carstein's assault force was upon the gate guards before they could bar the way. Blaring horns summoned the guards and soon the clash of steel on steel rang through the courtyard. Krecher's men were battleproven soldiers, but they were not prepared for the skeletons that came out of the fog. Unnerved by the walking dead, the men fought in a panic, and so wavered and were cut down.

Only in the courtyard's centre did the men stand their ground. There, rallied by their

captain, they made a shield wall and beat back their skeletal assailants. Another horn rang out in the fog, followed by the sound of many galloping hooves. The men peered out from beneath interlocking shields. The entrance gate was too narrow to permit more than two horses to ride side-by-side, so the sounds of a cavalry unit charging were perplexing. Then, to the soldiers' rising horror, black-armoured knights rode through the walls, coming hard at their unprotected flank. The lowered lances clove through the men and the Black Knights rode them down. In a last effort to halt the slaughter, the Captain of the guard tried to rally his men once more, but the Wight King ensured that it would not happen. Relentlessly that fell Lord swung his sword, first splintering the captain's shield, then his skull.

The Undead did not stop until every living soul was hunted down and slain. Far away, Mannfred von Carstein once again heard his indomitable servant's voice within his head.

Your will is done, my Master. The book you sought was not there.

Despite himself, Mannfred smiled. He had not truly thought that Krecher could have had one of the fabled tomes scribed by Nagash. But by raising the Vampire's ire, the Imperial noble had ensured his fate.

RULES



ARMY AND BATTLEFIELD ROLE

The Restless Dead is a formation that is considered to be part of an army chosen from *Warhammer: Vampire Counts*.

Formation

- 1 Wight King
- 1-2 units of Black Knights

- 1-2 units of Grave Guard
- 1-4 units of Skeleton Warriors

OPTIONS AND FORMATION RESTRICTIONS

Each unit of Skeleton Warriors must include at least twenty models.

FORMATION SPECIAL RULES

Death Mission: After both armies have deployed, the player in command of this formation must pick one unit in the enemy army, or a terrain piece that is at least partially in the enemy deployment area. All units from this formation that are within 12" of the nominated unit or terrain piece suffer one less Wound than they normally would due to the Unstable special rule, or following the death of the army's General.

Master of Undeath: The Wight King, and all units in this formation within 12" of the Wight King, can March, even if they are not within 12" of the army General. This special rule can no longer be used if the Wight King is removed as a casualty.



Troop Type: Infantry (Character).

Equipment: Hand weapon, heavy armour.

Special Rules: Killing Blow, Undead.

Options:

May be armed with one of the following:

- Additional hand weapon 2 points
- Great weapon 5 points
- Lance (mounted only) 5 points
- May take a shield 4 points
- May be mounted on a Skeletal Steed 12 points
- May have barding 8 points
- May take magic items up to a total of 50 points

May carry the battle standard - *25 points*



Black Knights - 21 points per model

Black Knight



Hell Knight

M	WS	BS	S	Τ	W	Ι	Α	Ld
4	3	0	4	4	1	3	2	6

М	WS	BS	S	Т	W	Ι	Α	Ld
8	2	0	3	3	1	2	1	3

Unit size: 5+

Equipment: Hand weapon, heavy armour, shield.

Special Rules: Killing Blow, Spectral Steeds, Undead.

Options:

May upgrade one Black Knight to a Hell Knight - *10 points* May upgrade one Black Knight to a musician - *10 points* May upgrade one Black Knight to a standard bearer - *10 points* - May take a magic standard worth up to *50 points* The entire unit may take barding - *3 points per model* The entire unit may take lances - *2 points per model*





Grave Guard - 11 points per model

Grave Guard

I	M	WS	BS	S	Т	W	Ι	Α	Ld
	4	3	0	4	4	1	3	1	6

Seneschal

М	WS	BS	S	Τ	W	Ι	Α	Ld
4	3	0	4	4	1	3	2	6

Unit size: 10+

Equipment: Hand weapon, Heavy armour, Shield.

Special Rules: Killing Blow, Undead.

Options:

May upgrade one Grave Guard to a Seneschal - 10 points

May upgrade one Grave Guard to a musician - 10 points

May upgrade one Grave Guard to a standard bearer - 10 points

- May take a magic standard worth up to 50 points

The entire unit may replace their shields with great weapons - 1 point per model





Skeleton Warriors - 5 points per model

Skeleton Warrior



Skeleton Champion

М	WS	BS	S	Т	W	Ι	A	Ld
4	2	2	3	3	1	2	2	6

Unit size: 10+

Equipment: Hand weapon, light armour, shield.

Special Rules: Undead.

Options:

May upgrade one Skeleton to a Skeleton Champion - 10 points

May upgrade one Skeleton to a musician - 10 points

May upgrade one Skeleton to a standard bearer - 10 points

One Skeleton Warriors unit with a standard bearer may take a magic standard worth up to 25 points

The entire unit may be equipped with spears - free





GLOSSARY

GLOSSARY

Always Strikes Last:

A model with this special rule (or who is attacking with a weapon that grants this special rule) always strikes last in close combat, regardless of initiative.

If the model with this rule is fighting an enemy with the same ability, the Attacks are made simultaneously. If a model has both this rule and Always Strikes First, the two cancel out and neither applies, so use the model's initiative.

Barding: If a mount has barding (i.e. armour of its own), the rider's armour save is increased by two points, rather than one.

Barding and Movement

A cavalry model with barding has its Move characteristic reduced by 1". So, for example, a knight riding a horse can normally move 8", but if the horse is wearing barding, he will only move 7".

Battle Standard Bearer: One Vampire or Wight King in the army may carry the Battle Standard for 25 points. He may carry a magic standard (with no points limit), but if he carries a magic standard, he may not choose any other magic items – though a Vampire may still choose Vampiric Powers

Vampire Counts Battle Standards: In addition to the normal rules for the army battle standard, units of Undead within 12" of their battle standard suffer one less Wound than they normally would due to the Unstable special rule, or following the death of the army's General.

Example: A unit of Zombies suffers 6 Wounds because of a lost combat. Because they are within 12" of the Battle Standard Bearer, five models are removed instead of six.

Ethereal: Ethereal creatures treat all terrain as open terrain for the purposes of movement. They may not finish their movement inside impassable terrain – though they can pass through obstructions of this kind, they cannot linger. They are also never slowed by any special rule, spell or item that would otherwise reduce their movement or stop them from moving completely.

The close combat attacks of Ethereal creatures are magical. Conversely, Ethereal creatures can only be wounded by spells, magical attacks and magic weapons or effects. This is not to say that Ethereal creatures cannot be beaten in close combat by mundane troops, because combat results are not wholly dependent upon casualties.

Ethereal creatures block line of sight normally and cannot see through anything that would block the line of sight of normal units. Characters that are not themselves Ethereal are not permitted to join units that are (even if they become temporarily Ethereal for some reason).

Fear: At the start of each Close Combat round, a unit that is in base contact with one or more enemy models that cause Fear must take a Leadership test, before any blows are struck.

If the test is passed, all is well – the unit has mastered its fear, at least for now. If the test is

failed, the unit's fear goes uncontrolled and the warriors cower defensively from the horror before them – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that round of close combat.

Models that cause Fear are themselves immune to Fear, and are not affected by any of this rule's effects (even if their unit fails its test, for example). This includes characters riding Fear causing mounts, who count as causing Fear themselves.

Fight in Extra Ranks: If a unit has this special rule then supporting attacks can be made by an extra rank than normal on a turn in which the unit did not charge. Accordingly, a unit with this special rule can normally make supporting attacks with two ranks. Remember that supporting attacks cannot be made to the side or rear, but only to the front.

A horde with this rule will make supporting attacks with three ranks!

Flaming Attacks: Enemies with Flaming Attacks cause Fear in war beasts, cavalry and chariots. Flaming Attacks also have special properties against creatures that have the Flammable and Regeneration special rules, as explained later on.

Every model with Flaming Attacks rerolls failed to Wound rolls when shooting at or assaulting a building.

Unless otherwise stated, a model with this special rule has both Flaming shooting and close combat attacks (though any spells cast by the model are unaffected, as are any attacks made by magic weapons they might be wielding).

Great Weapons:

Range	Strength	Special Rules
Combat	+2	Requires Two Hands, Always Strikes Last

Hand weapon: We assume that all models are armed with a hand weapon. Swords, axes, clubs and maces are all hand weapons, as are more esoteric weapons, such as punch daggers, brass knuckles and fighting claws. We even use this rule to cover natural weapons, such as claws, teeth and horns. We assume that all troops and characters have turned up to the battle with at least one suitable fighting hand weapon each, although many troops are also equipped with one or more other, more specialised weapons. As the main rules assume that every warrior has a hand weapon, we don't need to discuss further special rules – a model with a hand weapon fights precisely according to the rules laid out in earlier sections. However, there are many other types of weaponry available to the warriors of Warhammer.

Heavy armour: Heavy armour bestows a 5+ armour save.

Killing Blow: If a model with the Killing Blow special rule rolls a 6 to wound in close combat, he automatically slays his opponent – regardless of the number of wounds on the victim's profile. Armour saves and regeneration saves cannot be taken against a Killing Blow. A ward save can be attempted – if passed, the ward save prevents all damage from the Killing Blow. Killing Blow is only effective against infantry, cavalry and war beasts – all other creatures are considered either too large to be felled by a single blow (monsters, monstrous

infantry/cavalry/beasts, chariots and so on) or too numerous for a well-placed strike to slay them all (Swarms). Note that if a Killing Blow attack wounds automatically, then the Killing Blow special rule does not come into play. Unless otherwise specified, Killing Blow applies only to close combat attacks.

Heroic Killing Blow: Heroic Killing Blow is a skill possessed by truly mighty warriors. It functions exactly like a normal Killing Blow, except it works on any creature, regardless of size and troop type, except for swarms. A model with Heroic Killing Blow can take the head off a Dragon with a single swing – its scaly hide matters naught!

Lance:

Ra	ange S	Strength	Special Rules
Co	mbat	+2	*.

*A lance is only used in a turn in which the wielder charged into combat. In subsequent turns (or if the wielder did not charge) the model uses its hand weapon.

Light Armour: Light armour provides a 6+ armour save.

Magic Items: These items can be taken in addition to the magic items listed in the *Warhammer* rulebook.

Nightshroud - 40 points: Ensorcelled in pitch darkness in the heart of Castle Drachenfels, the Nightshroud owes more to the otherworld than to reality. Originally fashioned from the death-raiments of King Pharatohep, the Nightshroud has since been soaked in the blood of sorcerers and witches. The aura of gloom that clings to it is so strong it can physically manifest, lashing out with shadowy tendrils that grapple with all those who would strike the wearer.

Magic Armour (Necromancers can wear the Nightshroud). The Nightshroud adds +1 to the bearer's armour save. Furthermore, enemy models in base contact with the wearer lose all Strength bonuses conferred from normal and magical weapons, and have the Always Strikes Last special rule.

Rod of Flaming Death - 40 points: The eye sockets of the skull atop this ages-old rod glow bright with magical fire, and its jaws clatter and gnash constantly. It contains a spell of fiery destruction that takes the shape of a shrieking skull. When the skull detonates upon its targets, thick tendrils of greenblack flame swirl around them, turning everything they touch to ash.

Enchanted Item. Bound Spell (Power Level 3). If cast successfully, this item casts a **magic missile** with a range of 18" that inflicts D6 Strength 4 hits with the Flaming Attacks special rule. Any unit taking one or more unsaved Wounds from this spell must immediately take a Panic test. Furthermore, if the target unit moves for any reason during its next turn, every model in the unit suffers an immediate Strength 4 hit with the Flaming Attacks special rule, after which the spell's effects end. If the unit does not move the spell ends at the start of the caster's next Magic phase.

Magic Standards: These standards can be taken in addition to the Magic Standards listed in

the Warhammer rulebook.

Banner of the Barrows - 50 points: Woven from the wind and the cold, the chill of this banner touches the hearts of those who stand before it, sapping their will and ability to fight. Worse still, the banner exude a palpable aura of dread that manifests as screaming death's heads, filling the living with unnameable fear. Many of the ancient warriors that go to war beneath the Banner of the Barrows fought under it when they were still creatures of flesh and blood, though they are now forever bound to its shimmering presence.

Magic Standard. All Grave Guard, Black Knights and Wight Kings in the same unit as the Banner of the Barrows receive +1 To Hit in close combat. This bonus also applies to Krell, Lord of Undeath should he be in the same unit. Note that the bonus is not conferred to any mounts they may have.

The Screaming Banner - 25 points: Even the bravest warriors tremble at the thought of fighting against a unit carrying this terrifying banner. The squalling wails emanating from the folds of this tattered standard recall the horrors of war and the laments of the wounded and dying. All who hear it swear later that their fallen comrades cried out to them, screaming in pain and begging for their soul's release from torment.

Magic Standard. Enemy units taking a Fear test whilst in combat with the unit carrying this banner must roll one extra dice for the test and discard the one with the lowest result.

Musician: The musician special rules are described on page 93 of the *Warhammer* rulebook.

Requires Two Hands:

If a weapon requires two hands to use, it is not possible for a model to use a shield or an additional hand weapon alongside it in close combat (although a shield can still be used against wounds caused by magic or shooting).

Shield: A model's armour save is boosted still further if it carries a shield. Shields are highly effective in battle, as they can be used to fend off both shooting and close combat attacks. If a model carries a shield, the score it needs to save is reduced by 1 (though this can't take the save to beyond 1+). If a model has no armour apart from a shield, it gains a 6+ armour save.

Example: A Black Orc in heavy armour has an armour save of 5+. If the Black Orc also carries a shield, his armour save increases to 4+. The table below shows the most common combinations, and their associated armour saving throws. Note that there are other armour saving throw modifiers to encounter in Warhammer – notably for riding a cavalry mount of some kind, as discussed on page 82 of the Warhammer rulebook.

Armour worn - Saving Throw

None - None

Light armour - 6+

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Shield - 6+
Light armour and shield - 5+
Heavy armour - 5+
Heavy armour and shield - 4+
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If a warrior is fighting with a hand weapon and a shield, then he has a 6+ ward save, representing his chance to parry the blow – even the mightiest axe strike can be turned aside at the last moment if the timing is right. This parry save only works against attacks made in close combat. It cannot be used against attacks made against the warrior's flank or rear (he doesn't have enough freedom of movement to turn around quickly enough), nor can it beused against Impact Hits or hits from Stomp attacks (there's no parrying something that big). As a final caveat, the parry save cannot be claimed by Frenzied warriors – they're far too bonkers to think overmuch about their own personal safety – nor can it be used by mounted models.

Spears:

Range	Strength	Special Rules	
Combat	As User	Fight in Extra Ranks	
Combat	115 0501		

* Does not apply in a turn in which the model charged.

Spectral Steeds: A model mounted upon (or pulled by) a model with this special rule gains the Ethereal special rule for the purposes of movement only. They do not suffer the movement penalty for being barded. Whilst a unit with this special rule is joined by a character without the Spectral Steeds or Ethereal special rules, then it loses this special rule.

Standard Bearer: The standard bearer special rules are described on page 94 of the *Warhammer* rulebook.

Unbreakable: A unit composed entirely of Unbreakable models is Immune to Psychology and passes Break tests automatically, no matter the odds! Characters that are not themselves Unbreakable are not permitted to join units that are (even if a character was to become temporarily Unbreakable for some reason, because of a spell or suchlike).

Undead: All units with the Undead special rule are Unbreakable, Unstable and cause Fear, as described in the Warhammer rulebook. In addition, units with the Undead special rule cannot make march moves unless they are within 12" of the army General (or have the Vampiric special rule), in which case they can march as usual. Lastly, when a unit with the Undead special rule is charged, it can only elect to hold.

Unstable: Unstable units that lose a combat suffer one extra Wound for every point by which they lose the combat, with no saves of any kind permitted against these wounds.

If an Unstable unit also contains Unstable characters, or is an Unstable character riding an Unstable monster, the controlling player first allocates wounds to the unit/monster, then divides any remaining wounds (if any) as equally as possible amongst the characters.

Characters that are not themselves Unstable are not permitted to join units that are (even if

they become temporarily unstable for some reason).

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Published in 2013 by Games Workshop Ltd., Willow Road, Nottingham, NG7 2WS, UK

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

ISBN 978-1-78253-431-0

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Games Workshop Ltd - 04.12.13