

**INSIDE: EXCLUSIVE – CODEX: SISTERS OF BATTLE IN THIS ISSUE** **GAMES WORKSHOP**

# WHITE DWARF

WD380 August 2011

GAMES WORKSHOP'S MONTHLY MAGAZINE

**WARHAMMER**

# VAMPIRE COUNTS

OFFICIAL UPDATE TO THE ARMY BOOK

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Cover artwork by Dave Gallagher

**WHITE DWARF 380 AUGUST 2011**

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**Last month I spent my editorial getting very excited about Storm of Magic, explaining how it had got the Studio all abuzz playing games with huge monsters and devastating magic.**

Well, the Storm of Magic continues to howl about the Studio and beyond this month, as our gaming area resounds to the sounds of even more cataclysmic battles. Hopefully by the time you read this many of you all will be getting stuck in to Storm of Magic too, as the Scourge of the Storm campaign kicks off in earnest in Hobby Centres and gaming clubs the world over. If you want to help determine the winning army of this summer of storms, make sure you get involved – and remember, games fought in Hobby Centres count for double!

Just as the Storm of Magic continues to hold sway over gamers the world over, so too does it continue to weave its arcane enchantments here in the White Dwarf

bunker... err, Arcane Fulcrum. This month sees the launch of a swathe of new releases for Warhammer that are ripe for including in a Storm of Magic game as part of a Sorcerous Pact, including a brand-new monster for the Vampire Counts, the hideous Terrorgheist, as well as a Battalion and Herald of Tzeentch for the Daemons of Chaos. And it's just this theme that Simon Grant explores in his Unholy Alliance article, discussing some cunning combinations and tactics that you can employ with a Sorcerous Pact. Andy Hall also finds himself in dire enough straits in the battle report when fighting Mark Latham's Vampire Counts, as his Empire army strikes an infernal bargain with a force of Daemons.

This issue is also chock-full of new rules, including rules for the aforementioned Terrorgheist. So carried away with writing rules for Vampire Counts did Phil Kelly get that he also came up with some new rules to try out for the Cairn Wraith and Tomb Banshee. Finally, we have the exclusive first part of the new Codex: Sisters of Battle. We really do spoil you!

**Andrew Kenrick, Editor**

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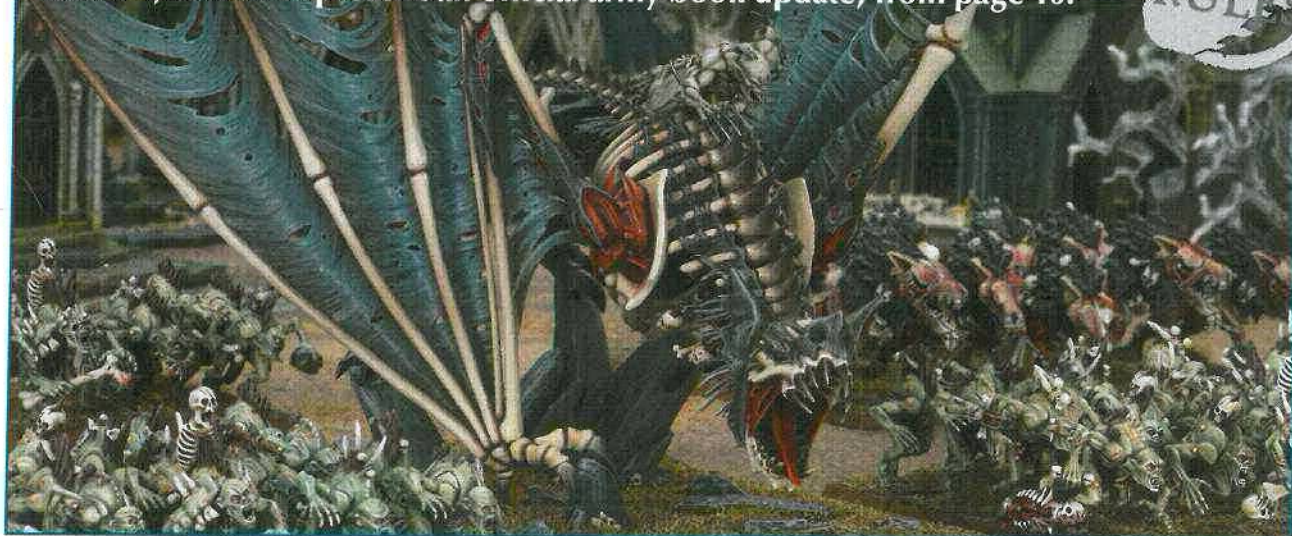
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# VAMPIRE COUNTS

The Storm of Magic continues to howl across the Warhammer world this month as the Vampire Counts rise from the grave. We take a look at the releases, as well as present an official army book update, from page 16.



## FEATURES

### 16 THE DEAD AND THE DAMNED

We present an official update to the Vampire Counts army book, including new rules for the Terrorgheist, the Tomb Banshee and the Cairn Wraith.

### 26 DEATH'S OWN GARDEN

Andy Hall sets out to explore the Garden of Morr, the latest awesome Warhammer scenery piece from the desk of Dave Andrews.

### 36 TACTICA: CAVALRY

Simon Grant saddles up and offers up advice to the knights and horsemen of Middle-earth in this cavalry tactica for The Lord of the Rings Strategy Battle Game.

### 42 SORCEROUS PACTS

When a storm of magic blows strong, wizards can form unholy bargains with the dead and the damned. In this article Simon Grant discusses how to use Sorcerous Pacts.

### 52 AN INFERNAL ALLIANCE

Desperate times call for desperate measures in this battle report, as Andy Hall is forced to strike a deal with a Daemon to fight Mark Latham's Undead horde.

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The 'Eavy Metal team showcase just some of the awe-inspiring work they did for Storm of Magic, painting a huge array of staggeringly good monsters.

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Duncan Rhodes shows us how to get your monsters ready for battle, taking us through every stage of assembling and painting a Dark Elf Black Dragon.

## CODX: SISTERS OF BATTLE



### 90 CODIX: SISTERS OF BATTLE PART 1

Exclusive to the pages of White Dwarf this month, we represent the first part of the new Codex: Sisters of Battle. This first part includes the background to the army.



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The latest releases from the Citadel forges.

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Trish Carden discusses her favourite miniature.

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NEW RELEASES

**WARHAMMER**

# VAMPIRE COUNTS

By deafening roar and mind-numbing scream are the Zombie Dragon and Terrorgheist unleashed this month. Floating in their wake come the ghostly Cairn Wraith and wailing Tomb Banshee. The Vampire Counts are upon you!





## VAMPIRE LORD ON ZOMBIE DRAGON

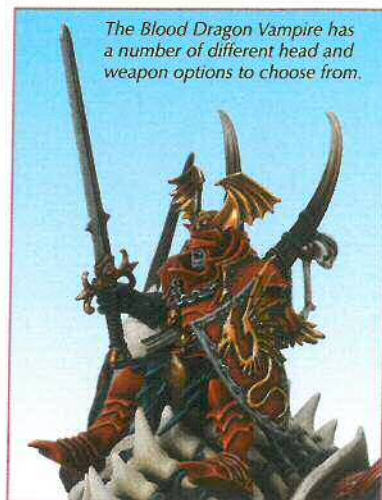
The multi-part plastic Zombie Dragon kit is released for the Vampire Counts this month, making a formidable mount for a Vampire Lord. The kit can also be made as the brand-new Terrorgheist, rules for which are included in this very issue.

Monstrous mounts reserved for only the mightiest Vampire Lords, Zombie Dragons and Terrorgheists are Undead creatures of terrible power. This intricately detailed plastic kit allows you to field one of these dread beasts, with the option of being ridden by a foul Ghoul King or martial Blood Dragon. The kit features an innovative design, granting each monster a wildly different dynamic, with the Zombie Dragon rearing high and the Terrorgheist crouching low, ready to strike.

### VAMPIRE LORD ON ZOMBIE DRAGON



*This Zombie Dragon's head has been adorned with the kit's optional curved horns.*



*The Blood Dragon Vampire has a number of different head and weapon options to choose from.*

MULTI  
PART  
PLASTIC  
KIT



*A Vampire Lord can raise a mighty Dragon from the dead to act as his mount in battle.*

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# GHOUL KING ON TERRORGHEIST



*Terrorgheists can channel the mournful screams of the eternally damned into a mind-rending Death Shriek.*



*A Ghoulin King is a Vampire Lord with the Ghoulin Vampiric Power, a potent sire of the Strigoi bloodline.*

**VAMPIRE LORD  
ON ZOMBIE DRAGON**  
Product code: 99120207016  
Sculpted by Alex Hedström  
and Martin Footitt.  
€45.50, 350dkr, 440skr/nkr, 175zł

£36

**ON SALE AUGUST 6TH**



*The hideous Terrorgheist can be ridden to battle by a bestial Ghoulin King or fielded on its own.*

**TURN TO PAGE 22 TO READ THE RULES FOR THE NEW TERRORGHEIST.**

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Two new Hero choices are made available to a Vampire Counts army later in this issue – the Cairn Wraith and Tomb Banshee. Both are unleashed this month upon the unsuspecting denizens of the Warhammer world as new plastic kits.

## CAIRN WRAITH



VAMPIRE COUNTS  
CAIRN WRAITH £8  
Product code: 99070207002  
Sculpted by Brian Nelson  
€10.50, 80dkr, 100skr/nkr, 40zl

ON SALE AUGUST 6TH

As a plastic miniature, the Cairn Wraith's light weight allowed sculptor Brian Nelson to mount the floating spirit on a single hanging strip of its incorporeal cloak, further reinforcing its ethereal nature. The Cairn Wraith wields a vast scythe and comes with a choice of three skull heads.

## TOMB BANSHEE



VAMPIRE COUNTS  
TOMB BANSHEE £8  
Product code: 99070207003  
Sculpted by Brian Nelson  
€10.50, 80dkr, 100skr/nkr, 40zl

ON SALE AUGUST 6TH

Named for the ghostly, mournful wails that they unleash on their terror-stricken victims, the plastic Tomb Banshee is posed as if she is uttering just such a deathly howl. The model also comes with a scenic base adorned with the skull of a previous victim.



READ PHIL KELLY'S OFFICIAL CAIRN WRAITH AND TOMB BANSHEE RULES ON PAGE 24.

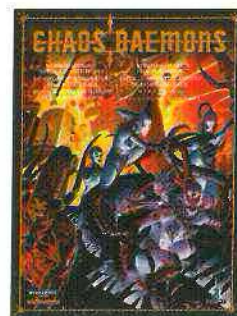
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# DAEMONS OF CHAOS

The Daemons of Chaos return in force this month, with a multi-part plastic Battalion/Battleforce that is the perfect way to start collecting your host of immortal warriors for either Warhammer 40,000 or Warhammer.

## CHAOS DAEMONS BATTALION/BATTLEFORCE

Armies of dreaded Chaos Daemons can be fielded in both Warhammer and Warhammer 40,000, tearing through reality to slay their foes. The Chaos Daemons Battalion/Battleforce is the ideal way to start a new army for either system, or to bolster an existing army with several key units. The Battleforce/Battalion box set contains 20 Bloodletters, 10 Daemonettes, 10 Pink Horrors and 5 Seekers of Slaanesh and contains enough bases to outfit your daemonic host to fight in either game system. The Bloodletters of Khorne, Daemonettes of Slaanesh and Horrors of Tzeentch feature as Troops choices in Warhammer 40,000 or Core choices for Warhammer, forming a strong foundation for any army. The Seekers of Slaanesh are Fast Attack or Special choices respectively, adding a graceful but deadly element to your Chaos Daemons army.



MULTI  
PART  
PLASTIC  
KIT

CHAOS DAEMONS  
BATTALION/BATTLEFORCE £65  
Product code: 99129915003  
£85, 640dkr, 800skrinkr, 320d

ON SALE AUGUST 20TH



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## GARDEN OF MORR

Morr is the God of the Dead and in the Empire graveyards are known as Gardens of Morr, filled with mausoleums and crypts. The innovative design of the plastic Garden of Morr kit allows it to be assembled in a number of different ways.



*The gateway section cleverly blends the architecture of the Empire with the morbid imagery of Morr in extraordinary detail.*



This month the extensive range of Warhammer scenery kits expands once again with the release of the Garden of Morr, a plastic graveyard with a distinctive Old World look and feel. Dave Andrews, the Studio's resident architect, has produced this stunning, plastic scenery kit displaying all the Gothic and fantastical imagery for which the buildings of the Empire are renowned. Skulls adorn every wall and alcove, and even the main gate features a stylised skull cast into the ironwork. The kit is incredibly flexible, as the Garden of Morr can be positioned together as a single scenery piece, or split up into its constituent components and placed separately around the battlefield. The mausoleums can even be left off their bases, revealing open graves beneath. Featuring a gated fence, three mausoleum buildings, and a statue to Morr himself, this scenery kit is atmospheric and lends a touch of the sinister to any gameboard.

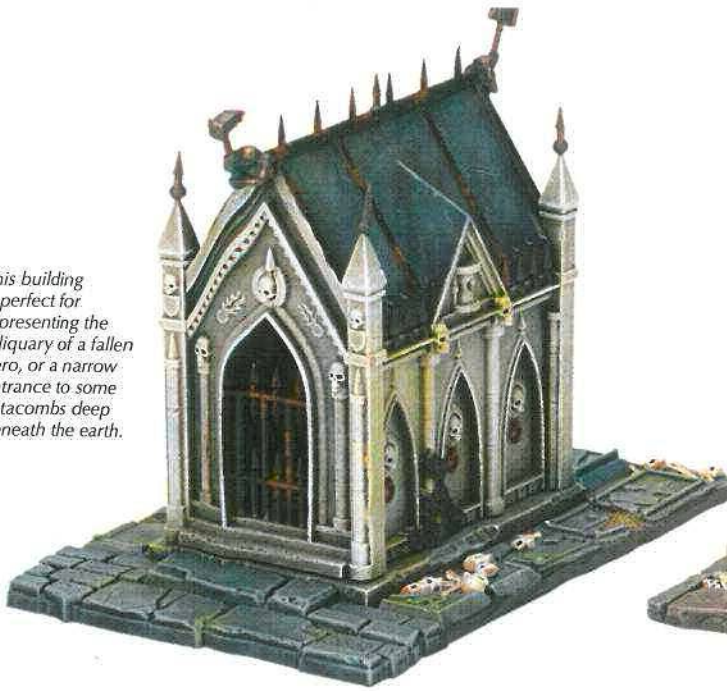
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## GARDEN OF MORR £25.50

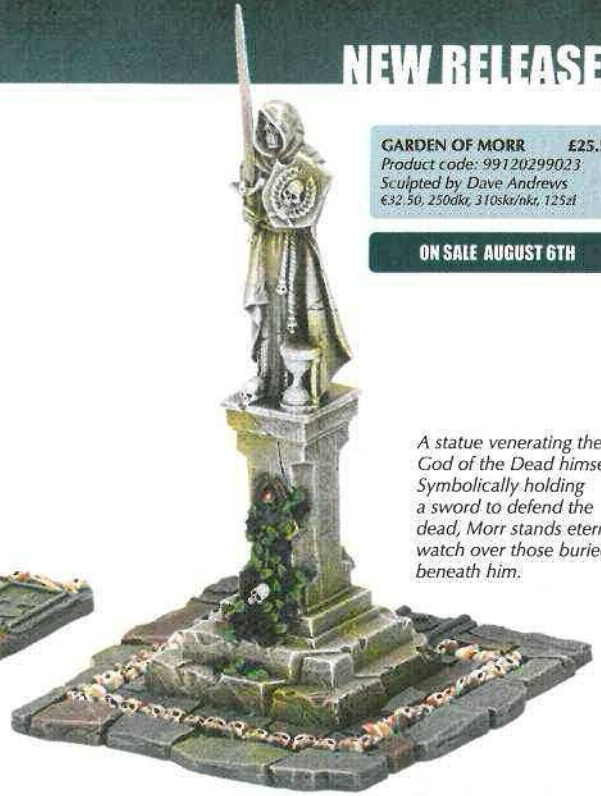
Product code: 99120299023  
Sculpted by Dave Andrews  
632.50, 250dkt, 310ska/nkr, 125zt

ON SALE AUGUST 6TH

*This building is perfect for representing the reliquary of a fallen hero, or a narrow entrance to some catacombs deep beneath the earth.*



*A statue venerating the God of the Dead himself. Symbolically holding a sword to defend the dead, Morr stands eternal watch over those buried beneath him.*



TO LEARN MORE ABOUT THE GARDEN OF MORR, TURN TO PAGE 26.

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The burgeoning range of Citadel Finecast miniatures continues to grow each month, with a steady flow of new releases launching. Make sure you regularly go into your local Hobby Centre and check the website to find out more.

### HERALD OF TZEENTCH

Released in Citadel Finecast, the new Herald of Tzeentch is an HQ choice in Warhammer 40,000 or a Hero option in Warhammer. Armed with a tome of spells and a large staff dedicated to the Changer of Ways, the Herald rides atop a floating Disc of Tzeentch.



#### CITADEL FINECAST

**CHAOS DAEMON  
HERALD OF TZEENTCH  
ON DISC OF TZEENTCH** £22.50  
Product code: 99819915006  
Sculpted by Giorgio Bassani  
€30, 235dkr, 290skr/nkr, 120zl

ON SALE AUGUST 20TH



### VLAD VON CARSTEIN



The dread lord of the Undead and sire of the Von Carstein bloodline, Vlad Von Carstein, is launched in Citadel Finecast this month to lead your Vampire Counts to battle. The model's grand visage oozes authority and unholy power, the infamous Carstein ring is prominently displayed. The crisp detail of his ornate armour and the captured souls swirling about his cloak are all clearly visible.



#### CITADEL FINECAST

**VLAD VON CARSTEIN** £10.50  
Product code: 99800207003  
Sculpted by Mark Harrison  
€15, 120dkr, 140skr/nkr, 50zl

ON SALE AUGUST 6TH

### KONRAD VON CARSTEIN



Renowned even amongst others of his kind as a bloodthirsty killer, this rendition of Konrad Von Carstein really emphasises his deadly skill with paired blades in hand. Released in Citadel Finecast this month, the fine detail of Konrad's layered armour and cloak of bats stands out.



#### CITADEL FINECAST

**KONRAD VON CARSTEIN** £10.50  
Product code: 99800207007  
Sculpted by Mark Harrison  
€15, 120dkr, 140skr/nkr, 50zl

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# BLASTED STANDARDS



Worshippers of Tzeentch can now show where their loyalties lie with these new Citadel Finecast banner tops. Models from the Chaos Warriors, Daemons and Chaos Space Marines can all be dedicated to the Changer of Ways with these banners.



## CITADEL FINECAST

**BLASTED STANDARDS** £12  
Product code: 99809915007  
Sculpted by Michael Fores  
€15.50, 120dkt, 150skr/nkr, 60zl

ON SALE AUGUST 20TH

# USING THE STANDARDS



Both the Banners of Rage and Blasted Standards are incredibly easy to use – simply use the Citadel Finecast banner tops from these sets instead of the plastic icons. The banner tops are designed to fit snugly atop the banner pole, so just apply a dab of Super Glue to affix it in place. There's a huge array of miniatures that you can use these banners alongside, from Chaos Space Marines and Pink Horrors to Chaos Marauders and Chaos Warriors, and more besides.

# BANNERS OF RAGE 1



# BANNERS OF RAGE 2



## CITADEL FINECAST

**BANNERS OF RAGE 1** £12  
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Khorne's warmongering followers proudly display their dedication to the Blood God whenever they march to battle. Liberally covered with skulls and chains, these Citadel Finecast banner tops make great supplements for any daemoniac host, Warriors of Chaos or Chaos Space Marine squads that wish to flaunt their allegiance to the mighty God of Battle.

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# DARK ELDAR

## CITADEL FINECAST™

The Courts of the Archon receive their first retainers this month, but these two aliens are far from your standard attendants! Released in Citadel Finecast come two alien servants of the Dark Eldar, the Ur-Ghul, and the Medusae.

### DARK ELDAR UR-GHUL



**DARK ELDAR UR-GHUL** £9.50  
Product code: 99800112010  
Sculpted by Jes Goodwin  
€12.50, 100dkr, 115skr/inkr, 50zl

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### DARK ELDAR MEDUSAE



**DARK ELDAR MEDUSAE** £9.50  
Product code: 99800112011  
Sculpted by Juan Diaz  
€12.50, 100dkr, 115skr/inkr, 50zl

**ON SALE AUGUST 20TH**

Many are fooled by this troglodytic creature's blindness, but once an Ur-Ghul has caught a scent, none can escape its pursuit. Jes Goodwin's Citadel Finecast miniature perfectly captures an Ur-Ghul in a sniffing, aggressive stance, tracking its chosen quarry. This model represents one of the alien entourage that forms the Court of the Archon.

Highly empathic parasites, the Medusae are bound to visored slave-creatures through which they unleash their paralysing Eyeburst attack. This Citadel Finecast miniature features the Medusae's delectable brain fruits – it is in thrall to a symbiotic parasite, both physically and mentally.



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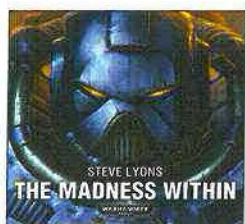
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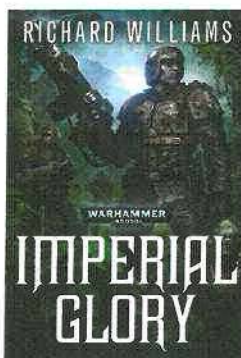
A squad of Crimson Fists must slay a Daemon of Chaos before it kills them one-by-one in this tense audio drama.

**THE MADNESS WITHIN** £10  
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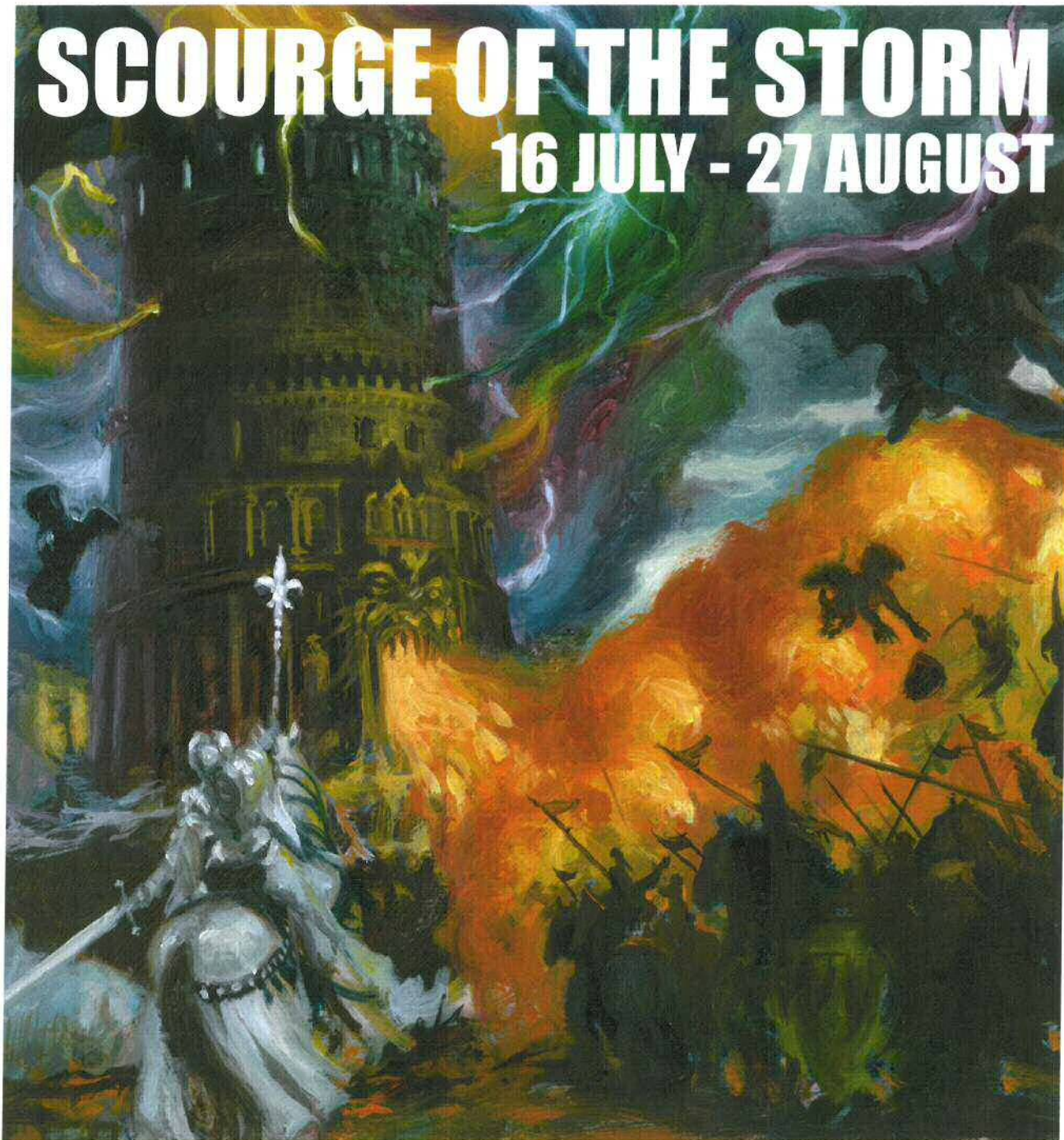


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# SCOURGE OF THE STORM

## 16 JULY - 27 AUGUST



**A**s Morrslieb waxes strong in the skies above the Warhammer world and the eight winds howl from the Realm of Chaos, an almighty storm of magic begins to gather strength. A tempest of such unholy might, it cannot hope to be tamed, nevertheless there are many factions who would seek to harness the storm's power for their own ends. If you would see your side victorious, then gather your armies, muster your wizards and intone the rituals of binding and prepare to battle the very elements as well as the enemy.

Throughout July and August, you can take part in the global Scourge of the Storm mega-campaign. Getting involved couldn't be easier – all you need to do is play a game of Storm of Magic and then register your result on the Games Workshop website to make your victories count towards the final results! And if you play a game in a Hobby Centre, it counts for extra.

Make sure you check out the What's New Today blog on our website on 31st August when we'll be announcing which faction has won the global campaign.

# REGISTER ONLINE NOW!

# WARHAMMER

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All of the information found at the Shrine of Knowledge is 100% official, like this month's Power Scroll amendment for Warhammer (see below). And if you think we've missed something, why not let us know by emailing:

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### POWER SCROLL

35 points

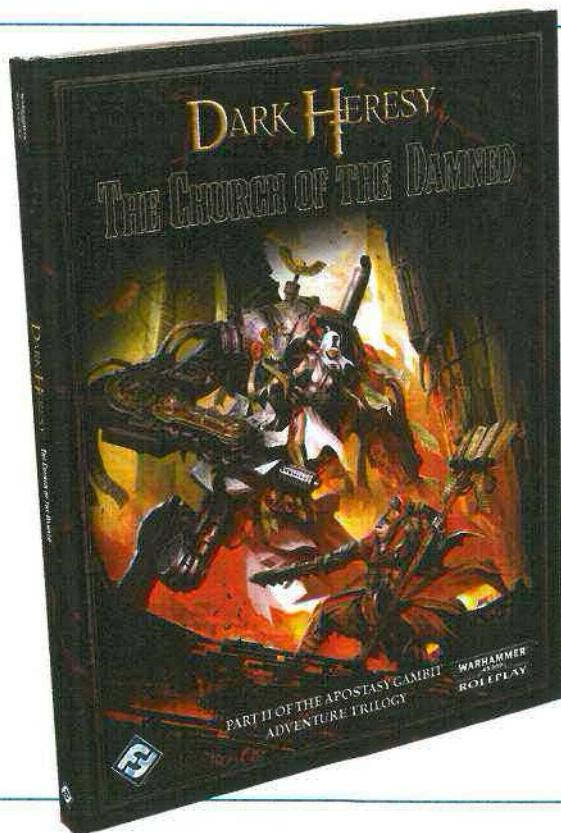
Arcane Item. One use only. A Power Scroll can be used when the Wizard makes a casting attempt. During that casting attempt, the casting value of the spell is halved. You cannot choose to boost a spell when using the Power Scroll.

### Space Marine Collectors Edition



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The Church of the Damned is the second part of the Apostasy Gambit, a Dark Heresy campaign that takes a cell of Acolytes from investigating the tragic history of a warped cathedral to crusading against a conspiracy festering at the heart of one of the Imperium's most vaunted organisations.

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**WARHAMMER**

# THE DEAD AND THE DAMNED

The Vampire Counts are abroad, reinforced this month with rules and background for a brand-new monster and two hero options. Simon Grant summons the spirits of Phil Kelly and Citadel Designers Alex Hedström and Brian Nelson to learn more.



As the Storm of Magic rages, this month sees Vampire Counts players being spoiled rotten (*Groan!* – Ed) with a selection of wonderful new additions to the range. Not only do they get treated to a fantastic multi-part plastic Zombie Dragon kit, courtesy of Alex Hedström, but they also have the option of getting their cold, dead hands on a brand-new monster – the Terrorgheist. As if that wasn't enough, Brian Nelson has produced stunning renditions of both the Tomb Banshee and the Cairn Wraith, for which Phil Kelly has written some new rules to include them as optional Hero choices. Over the next few pages, we'll be chatting to Phil, who has also produced a set of rules for the Terrorgheist, and to Alex and Brian about the making of the exciting new kits.

An Undead Dragon is a disturbing concept, but one that has been an integral part of the Vampire Counts army for many years. 'A Zombie Dragon is a combination of two of the coolest concepts in literary history,' says Phil, 'so it's little surprise that they've long been a popular part of the Warhammer background. Zombies have always had a certain strange charm to them, and Dragons are arguably the staple monster archetype, so it's wonderful to see this blend made manifest as a new plastic kit.' In Warhammer, Dragons have a noble, mighty aspect to them, standing proudly over the surrounding army. In a Vampire Counts army, much like the Undead soldiers that make up the rest of the army, these majestic beasts have been brought low, overcome by rot and decay. But they still dominate the battlefield as they plough into the enemy battlelines, the flesh of the foe sloughing from its bones as they unleash their pestilent breath.

The Zombie Dragon is a great release to run alongside the Storm of Magic expansion, because these occasions see vast reservoirs of magical energy surge across the world, causing all kinds of horrible monsters to emerge from their lairs and the dead to rise and walk the land. The Zombie Dragon kit represents both of those side effects, so this was the perfect time to introduce it. And, because any army can bind the Lords of Sylvania to their force with a Sorcerous Pact, it's not just Vampire Counts players who will be fielding these new monsters.

With the new kit's designer to hand, we asked Alex exactly what influenced his macabre creation. 'The design of the Zombie Dragon was inspired by the iconic John Blanche artwork (which you can see on the right). I love working from John's artwork, as his pictures always provide such strong imagery, but still give you plenty of room for creativity. I wanted the finished model to be as see-through and three-dimensional as possible, with exposed ribs and missing organs really emphasising the

Undead feel. If you look closely, you can even see the rotting contents of its exposed stomach!' If you turn the page, you can take a look at the components that Alex talks about on the frame diagram, great little attentions to detail that are sure to prove popular amongst painters.

'The other aspect I like is how the Zombie Dragon is rearing up so majestically,' adds Phil. 'You can tell that, in life, it was a creature of great power and splendour. Now, even in death, it still displays the echo of that splendour, but it's far nastier, more gothic and ultimately more Warhammer as a result.'

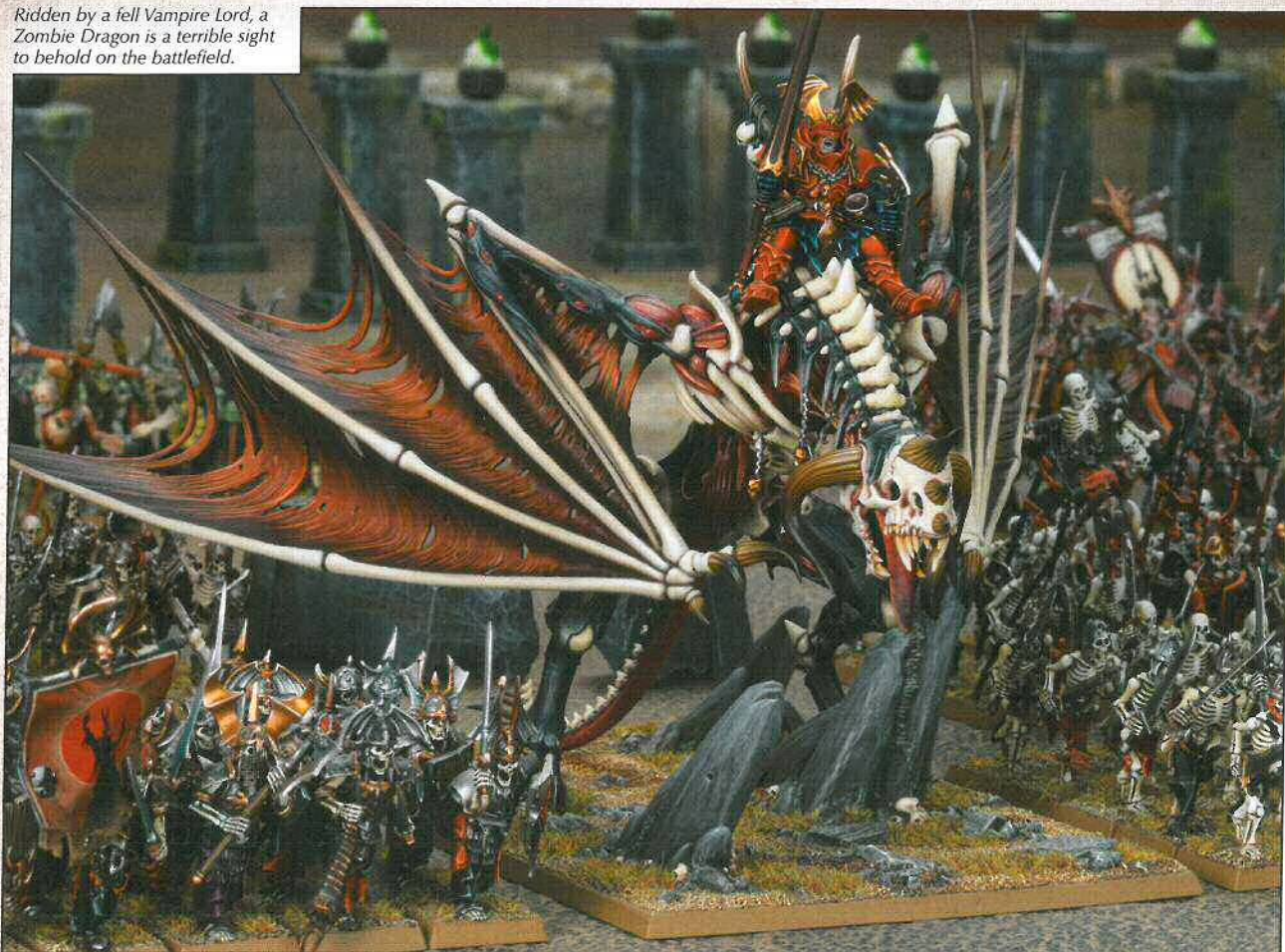
At the heart of the Vampire Counts army are the Vampires themselves, and there can be no better mount for such nobles than a Zombie Dragon. 'It is ultimately the Vampire that commands the army, so he needed to be the focal point,' says Alex.

## Vampire Counts

Warhammer Armies: Vampire Counts is the definitive guide to starting an army of the Undead lords of Sylvania.



Ridden by a fell Vampire Lord, a Zombie Dragon is a terrible sight to behold on the battlefield.



## Blood Dragons

Fearsome warriors in life even before receiving the blood kiss, Blood Dragon Vampires are paragons of martial prowess and terrible foes in battle. These warrior-Vampires aspire to equal the feats of mighty Abhorash, the first and greatest of their kind, who slew a fearsome Dragon and drank its lifeblood, thus conquering his thirst for all time.



But the Vampires of the Warhammer world are very distinctive, ferocious killers clad for war, not courtly intrigue or skulking in the shadows. 'To this effect, the rider is a warrior-Vampire in full battle aspect; he has a real presence to him, looking every bit as deadly as his mount,' agrees Phil. And as befits such a deadly warrior, the kit includes a choice of heads and weapons with which to bedeck him.

The Zombie Dragon certainly makes for an imposing centrepiece to a Vampire Counts army. However, the kit not only caters for two monsters, but two different poses as well. 'Whereas the Zombie Dragon stands rearing up, the Terrorgheist is the complete opposite,' says Alex. 'It is lunging forward with a very dynamic, ferocious look.'

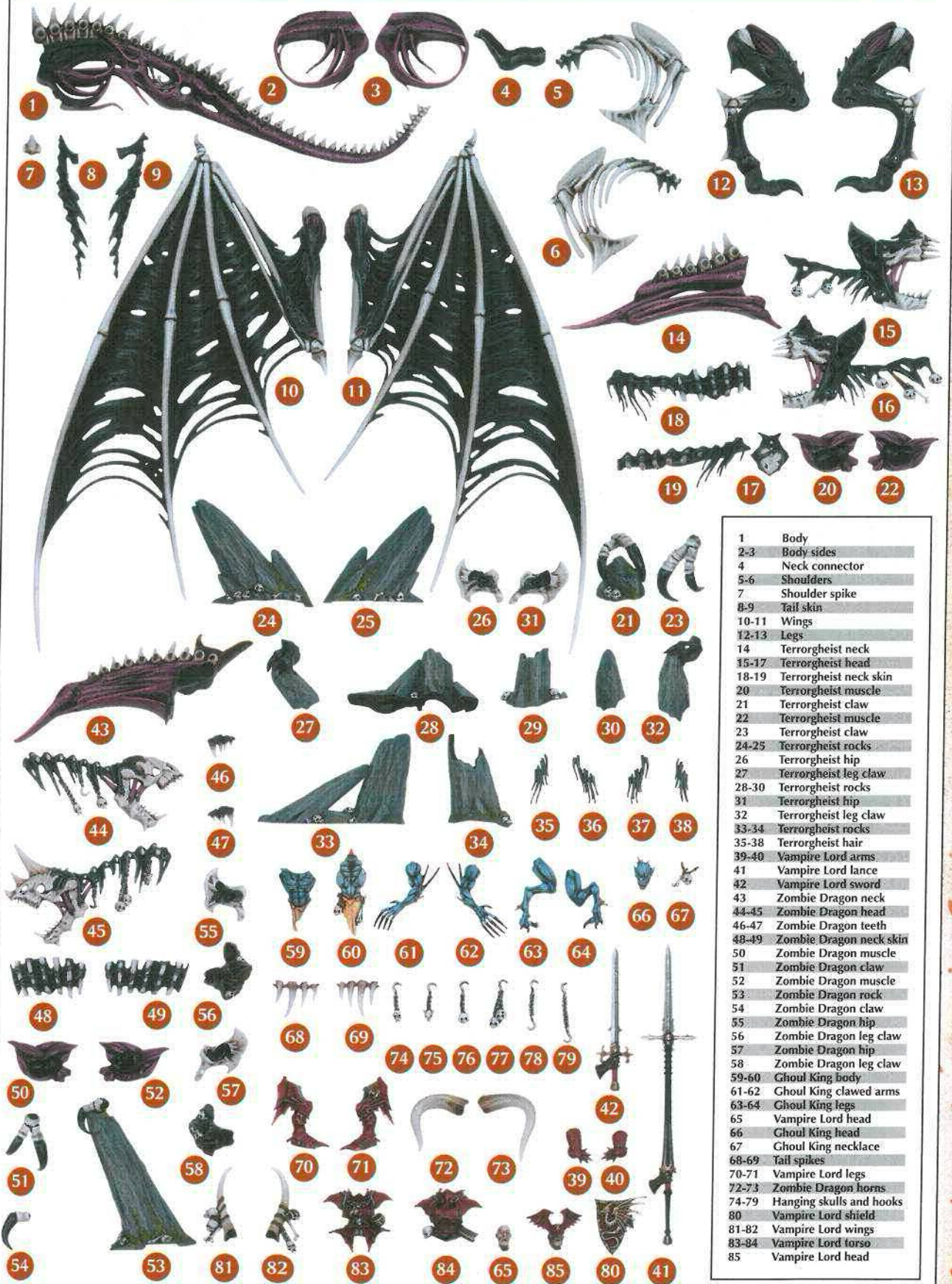
The Terrorgheist itself is a completely new addition to the Vampire Counts army, an exciting prospect that is sure to become the scourge of battlefields the Warhammer world over. 'The iconography of the Vampire Counts incorporates a lot of bats and bat wings on their armour and banners, and the idea of the Terrorgheist really embodies this,' says Phil. 'When designing the rules for this horrific monster we also wanted to play on the screeching that is associated with bats, but in a more

fantastical manner – it doesn't just shriek, but channels the screams of the damned, like a choir of tormented souls! It echoes the ghostly howl of the Banshees, but in a suitably more powerful manner.'

Unlike the Zombie Dragon, which is ridden by a noble Vampire Lord, the Terrorgheist is a mount for a wretched Ghoul King, a Vampire of the Strigoi bloodline. 'The Ghoul King is closely tied in to the background of the Terrorgheist,' says Phil. 'Being cave dwellers, they have much in common. Should a Ghoul King come upon the littered bones of a Terrorgheist in some dark, long-forgotten cave, he will raise it from the dead and feed it his own blood until it becomes saturated with dark magic and even more powerful than it was before. As such, a Terrorgheist is not a Zombie in the same way as a Zombie Dragon, but is characterised by its predatory nature and the vampiric energy on which it has fed. A Terrorgheist is not just a moving corpse or resurrected animal, but a really strange Warhammer monster that is so imbued with Dark Magic that it has itself become a magical creature.'

'I wanted the Ghoul King to share some similarities with the Crypt Ghouls, but still share elements of the proud, noble Vampire it once was,' explains Alex,

ZOMBIE DRAGON



- 1 Body
- 2-3 Body sides
- 4 Neck connector
- 5-6 Shoulders
- 7 Shoulder spike
- 8-9 Tail skin
- 10-11 Wings
- 12-13 Legs
- 14 Terrorgheist neck
- 15-17 Terrorgheist head
- 18-19 Terrorgheist neck skin
- 20 Terrorgheist muscle
- 21 Terrorgheist claw
- 22 Terrorgheist muscle
- 23 Terrorgheist claw
- 24-25 Terrorgheist rocks
- 26 Terrorgheist hip
- 27 Terrorgheist leg claw
- 28-30 Terrorgheist rocks
- 31 Terrorgheist hip
- 32 Terrorgheist leg claw
- 33-34 Terrorgheist rocks
- 35-38 Terrorgheist hair
- 39-40 Vampire Lord arms
- 41 Vampire Lord lance
- 42 Vampire Lord sword
- 43 Zombie Dragon neck
- 44-45 Zombie Dragon head
- 46-47 Zombie Dragon teeth
- 48-49 Zombie Dragon neck skin
- 50 Zombie Dragon muscle
- 51 Zombie Dragon claw
- 52 Zombie Dragon muscle
- 53-54 Zombie Dragon rock
- 55-56 Zombie Dragon claw
- 57-58 Zombie Dragon hip
- 59-60 Zombie Dragon leg claw
- 61-62 Zombie Dragon leg claw
- 63-64 Ghoul King body
- 65-66 Ghoul King clawed arms
- 67-68 Ghoul King legs
- 69 Vampire Lord head
- 70-71 Ghoul King head
- 72-73 Ghoul King necklace
- 74-75 Tail spikes
- 76-77 Vampire Lord legs
- 78-79 Vampire Lord horns
- 80-81 Hanging skulls and hooks
- 82 Vampire Lord shield
- 83-84 Vampire Lord wings
- 85 Vampire Lord torso
- 86 Vampire Lord head

A powerful Vampire Lord presides over his legion of Skeletons, Ghouls and restless spirits.



## Necromancers

Those men whose madness and dark desires have led them to study Necromancy will often learn this dread art by seeking out a willing Vampire and becoming his apprentice (if not his meal). Once in the thrall of a Vampire, few can ever leave their service; Vampires are notoriously domineering, and will use their servants to help control their army.



who also designed the Strigoi rider. 'It looks agile, ferocious and feral, but still vaguely maintains a form that is more man than beast. I like the idea that when the Terrorgheist lands, the Ghouls would bound from its back to rend and tear before leaping back on and taking off once more.'

It's not just the Terrorgheist that is included in the official army book update this month either, as Phil has also written some new rules for the Tomb Banshee and Cairn Wraiths to include them in your army as Hero choices. 'They are the most powerful Undead creatures short of the Vampires themselves, and we wanted to properly portray this in the game. Such a creature is more than capable of killing hundreds of common people or wiping out an entire village, so each one is a force to be reckoned with. They shouldn't be relegated to anonymous status. I like the idea of each Wraith or Banshee being given a name and history. For example, "This is Esmeralda of Nuln, infamous for killing nine husbands in two years." They are ghosts who have been cursed to roam the lands for eternity.'

Cairn Wraiths are normally a Rare choice, forming a ghostly unit that can include a Tomb Banshee as an optional upgrade. So how do Phil's new rules fit in?

'Looking at the new models, we felt a strong urge to write some "old skool" rules – the idea of having a particularly powerful

Cairn Wraith or Tomb Banshee leading a horde of shambling Undead was just too cool to resist. So, the rules we've been playing with in the Studio are included in this very issue. Feel free to use these, or the unit rules from the army book, or mix and match to your heart's content!'

With the recent releases of multi-part plastic characters sculpted by Brian Nelson, including the Necromancer and this month's Tomb Banshee and Cairn Wraith, we tracked down the elusive Citadel designer to speak to him about them. 'The idea came up as a challenge to explore what we could do in plastic. The aim was to create some innovative plastic character kits and as our initial projects were all spellcasters or innately magical creatures, the Storm of Magic release was an ideal opportunity to introduce them. Making characters in this way was quite liberating as we had a lot of freedom to design each model with delicate and expansive poses, and consequently they were a lot of fun to work on. Each model has its own moulded base, and this adds to the overall look of the character in the same way as the equipment they carry.'

Turn the page to find the official update to the Vampire Counts army book, including the rules for including the Terrorgheist in your army, as well as for using the Tomb Banshee and Cairn Wraith as Hero choices.

## THE GHOUL KING'S RAVENOUS HORDE

On this page we show a sample army list and some tactics you can use with it



**L**ed by Ashktar, a Vampire Lord on Terrorgheist, the army above certainly has a powerful overseer at its helm. The death of its General will often be the undoing of a Vampire Counts army, but Ashktar is able to supply powerful magical support without needing to risk himself in combat. His Terrorgheist mount can further augment this role with its Death Shriek attack, but this terrifying ability can also be used in combat should Ashktar need to aid his minions in a more physical manner.

The army contains an impressive number of infantry units, of which the Zombies and even the Ghouls can be increased in size before the battle begins in earnest (a result of Ashktar's Summon Ghouls Vampiric Power). There are few armies that can match the sheer weight of

numbers that Ashktar commands, and any of these infantry units can be magically replenished as the battle progresses. The Cairn Wraiths and Tomb Banshee are capable of inflicting casualties at a steady rate, often without fear of reprisals unless faced with an enemy wielding a magic weapon, and their presence will strengthen any unit they join.

The Grave Guard provide the army with an elite regiment that can confidently engage the best unit the enemy has to offer. A Varghulf is the bane of small units, who will stand no chance against such a vicious killer, but it can also strengthen the charge of another unit, providing a healthy combat resolution score. The Dire Wolves can happily perform a similar role, but are great for dealing with enemy war machines too.

### LORDS

**Ashktar, the Beast of Wailing Cave**  
Level 3 Vampire Lord with Ghoulin, Infinite Hatred and Summon Ghouls, equipped with Talisman of Preservation, mounted on a Terrorgheist with Rancid Maw.

605 points

### HEROES

**Lothak Kingsbane**  
Wight King Battle Standard Bearer with the Royal Standard of Strigos.

135 points

**Hanzel the Grave Robber**  
Necromancer with Sceptre de Noiro and two extra Necromancy spells.

110 points

**The Shadow Hermit**  
Necromancer with Ironcure Icon, Black Periapt and two extra Necromancy spells.

105 points

**The Black Widow of Lahmia**  
Tomb Banshee

95 points

**Alshizzar the Cursed**  
Cairn Wraith

60 points

**The Nameless One**  
Cairn Wraith

60 points

### CORE

**The Moaning Horde**  
40 Zombies with musician and standard bearer.

172 points

**The Swords of Bogenhof (deceased)**  
25 Skeleton Warriors with Skeleton Champion, musician and standard bearer.

220 points

**The Risen**  
20 Skeleton Warriors with Skeleton Champion, musician and standard bearer.

180 points

**The Rusted Spears**  
20 Skeleton Warriors with spears, Skeleton Champion, musician and standard bearer.

200 points

**The Tomb Reavers**  
25 Crypt Ghouls with Crypt Ghast.

208 points

**The Howling Kin**  
20 Crypt Ghouls with Crypt Ghast.

168 points

**Wolves of the Blood Moon**  
10 Dire Wolves with Doom Wolf.

90 points

**The Balefire Beacon**  
Corpse Cart with Balefire.

100 points

### SPECIAL

**Kingsbane's Legion of Doom**  
20 Grave Guard with Seneschal, musician and standard bearer with Banner of the Barrows.

315 points

### RARE

**The Fallen One**  
Varghulf

175 points

**TOTAL:** 2998 points

# TERRORGHEIST

## The Strigoï

The scions of fallen Strigos, these pallid, hateful creatures are known as Ghouls Kings to the men of the Empire, and with good reason. Degenerate Vampires both feared and hated by mortal and even others of their kin, Ghouls Kings preside over macabre courts of Ghouls and other eaters of the dead.



In the hidden reaches of Sylvania, titanic bats the size of Dragons soar out from their caves to hunt horses, caravans and pegasi under the sickly skies. It is the ambush tactic of the creature that gives it its truly terrifying reputation. A Terrorgheist's vision is poor, so the swooping monstrosity ensures that its prey is rendered motionless by emitting a piercing shriek so loud and unexpected it can stun even a Bretonnian warhorse into paralysis. At that precise moment, the Terrorgheist will dive down, gather up rider and mount in its talons and return to its grim lair to glut itself on the warm blood of its prey.

The lairs of the largest Terrorgheists are strewn with enough corpses to make a Necromancer rub his clammy hands in glee. Few have the nerve to stray inside, though, just in case the Terrorgheist returns from its hunt to find a meal has sought it out, rather than the other way round. Being drained of blood by a Terrorgheist's stinking snout is no one's idea of a good death.

It is the mortal remains of these troglodytic beasts that the Ghouls Kings of the caverns bind to their service. The binding process comes easily to these reclusive Vampires, for Ghouls Kings and Terrorgheists have much in common. As Dark Magic swirls around the monstrous

cave-creature, a bond of blood is formed between master and beast. Much like any other creature that drinks from a Ghouls King's veins, Terrorgheists have necromantic power running in their blood that can heal even the most severe of wounds.

In death, a Terrorgheist becomes a nightmare made real. Guided by its master's will, the monstrosity creaks through the clouds above the battlefield on blotch-skinned pinions, its rotten flesh and organs open to the night air. Clotted hanks of fur cling in patches to its skeletal neck, and its skull swings from side to side as it tracks its prey on the plains below.

However, it is the hunting scream of an unliving Terrorgheist that is the most fearsome aspect of all. In undeath, the Terrorgheist's shriek is transformed from a simple but shockingly loud noise into a barrage of eldritch power. Some say the Terrorgheist's shriek is nothing less than the screams of the damned, channelled directly from the Realm of Chaos. It matters little to the Terrorgheist's prey. So devastating is its sonic attack that it can cause a man's brain to liquify in an instant. With a single soul-rending shriek, a Terrorgheist can cripple an enemy unit moments before it slams, claws first, into the reeling survivors to tear them asunder with terrible fury.



A Ghouls King leads his bestial army of flesh-eaters to battle from the back of a mighty Terrorgheist.

OFFICIAL  
RULES**TERRORGHEIST****225 points**

Profile	M	WS	BS	S	T	W	I	A	Ld
Terrorgheist	6	3	0	5	6	6	3	4	4

The Terrorgheist is a Rare choice in a Vampire Counts army. Alternatively, it can be taken as a mount for a Ghoul King. A Ghoul King is a Vampire Lord with the Ghoulin Vampiric Power.

**Special Rules:**

- Death Shriek
- Fly
- Large target
- Regenerate (6+)
- Terror
- Undead

**Death Shriek:**

A Death Shriek is a special attack that can be used against a single unit in the Shooting phase, even if the Terrorgheist has marched, charged, or is engaged in close combat. This attack has a range of 8" and needs line of sight to its target. If the Terrorgheist is engaged in combat, its Death Shriek may target a unit in base contact.

To resolve a Death Shriek, roll 2D6 and add the number of Wounds the Terrorgheist has left. For example, if a Terrorgheist had taken two wounds earlier in the game, its Death Shriek would equal a total score of 2D6+4. For each point by which this score exceeds the target unit's Leadership, the target unit suffers 1 wound with no armour saves allowed. A Death Shriek is a magical attack and wounds suffered from it are distributed as if from shooting.

**Unit Type:** Monster**Options:**

The Terrorgheist may take any of the following upgrades:

Infested.....	10 points
Rancid maw .....	15 points

**Upgrades**

**Infested:** Legend has it that, when a Terrorgheist is slain, it explodes into a multitude of bats that feast on those nearby. When a Terrorgheist with this upgrade is removed as a casualty, all units that were in base contact take 3D6 Strength 2 hits.

**Rancid Maw:** The Terrorgheist's fangs are often encrusted with the remains of prey the monster can no longer digest. Attacks made by a Terrorgheist with this upgrade have the Poisoned Attacks special rule. Note, this does not include the Terrorgheist's Thunderstomp.

# TOMB BANSHEE

## TOMB BANSHEE

95 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Banshee	6	3	0	3	3	2	3	1	5

The inhuman sounds that accompany the advance of the Undead armies often prove a weapon in their own right. The low moaning of the Zombies, the chittering of swarming bats, the cackling laughter of Necromancers raising the battlefield dead to fight once more – all these unsettle and disturb the foe. But it is the howl of the Tomb Banshee that is the most dreaded weapon of all, for it spears the souls of those who hear it like a lance through the heart.

Many sorceresses, enchantresses and witches have plagued the lands over the centuries. The most bitter, restless spirits of these evil-hearted women became the unquiet horrors men call Tomb Banshees. They fear crossing the void to face whatever punishment awaits them for their evil deeds, and so it is an easy matter for a Vampire to bind them to his service.

Tomb Banshees constantly howl in remembrance of the forbidden pleasures of the life that was once theirs, and in bitterness for the peace of the grave that they cannot attain. Their grief-stricken wails can be lethal to mortals and strike terror into the hearts of all who hear them. Those who do not have a will of iron can die of sheer fright upon hearing the mournful screams of the Tomb Banshees. Blood trickles from their ears and fills up the whites of their eyes as the mind-wrenching shriek takes its supernatural toll. Fully armoured knights collapse lifeless from their saddles and whole ranks of infantry fall lifelessly before the Banshee.

A Tomb Banshee's visage is sunken and skull-like, framed by lank hair that writhes like a nest of serpents. She is swathed in flimsy shrouds and grave-robbs that swirl with a life of their own, or drift and cling to the wearer's slender frame as if she was carried forwards by underwater currents. Each Tomb Banshee is surrounded by flickering ghost lights; all that remains of the men she murdered whilst alive. These glowing will o' the wisps are forced by some strange alchemy of the soul to crackle and swirl around their tormentor, disembodied ghostly heads etched with a permanent expression of fear.

It is not unheard of for one of the most powerful Undead lords to bind several Banshees to their service. At the Siege of Ironstone Fortress, the canny Vampire Lord Vyktrous Von Krieger found that his infantry were being pounded to dust by artillery fire faster than he could raise them up. Even his elite troops could not breach the heavily barred stone gate at the front of the castle. Sending in the spirits of the three witch-women who had led him down the path of Necromancy in the first place, Von Krieger pushed once more towards the gates. The stout ironstone doors of the fortress were proof against physical foes but they could not keep out the deadly shrieks of the Tomb Banshees.

With the three Banshees howling through arrow slits and murder holes, the gate's defenders turned white and died of shock to a man. It was a simple matter for Von Krieger to raise the dead guards with a necromantic spell, forcing them to unbar the gates to the doomed castle – their first act in an eternity of servitude.

*These are official rules that can be used alongside the rules in Warhammer Armies: Vampire Counts. If you have any comments or thoughts on these rules, then write to us at the usual address (see page 73).*

*Tomb Banshees are Hero choices in a Vampire Counts army, and 0-1 can be included in a Pact with the Dreaded Vampire Counts of Sylvania.*

**Unit Type:** Infantry (Character)

### Special Rules:

- Ethereal
- Ghostly Howl
- Terror
- Undead

### Ghostly Howl

A Ghostly Howl is a special attack that can be used against a single enemy unit in the Shooting phase, even if the Tomb Banshee has marched or charged, or is engaged in close combat. This attack has a range of 8" and needs line of sight to its target. If the Tomb Banshee is engaged in combat, her Ghostly Howl can only target an enemy unit in base contact.

To resolve a Ghostly Howl, roll 2D6+2. For each point by which the result exceeds the target unit's Leadership, the target unit suffers 1 Wound with no armour saves allowed. A Ghostly Howl is a magical attack and wounds suffered from it are distributed as if from shooting.



## CAIRN WRAITH

## CAIRN WRAITH

60 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Cairn Wraith	6	3	0	3	3	2	2	3	5

Cairn Wraiths are hooded, spectral creatures that dwell in the realms of nightmare. They are amongst the most dreaded of all Undead. Lacking physical form altogether, they cannot be put down by axe, sword or hammer blow. Even the strongest faith cannot banish such creatures easily. Worse still, the freezing touch of a Cairn Wraith drains the essence of mortal men. A Cairn Wraith is also capable of reaching into the body of an adversary and closing its freezing claws around the victim's vital organs.

Before the founding of the Colleges of Magic, men knew little about the magical arts. For most, the only magic that could be harnessed was sorcery – the use of magic in its rawest and most dangerous form. Many did not realise the inherent hazards of what they were doing. Slowly, the sorcery corrupted them. These sorcerers became steeped in Dark Magic, and they learned to extend the span of their lives by decades, even centuries.

Most of these seekers of immortality managed only to preserve their spirits, not their bodies. Decay took their mortal forms, rotting it away even as they sought desperately to sustain it. With no corporeal form to speak of, these sorcerers became wandering spirits, clad only in the raiment of death. As their grip on the world of mortals weakened, these vagrant souls were drawn to places of grief, where they lingered, feeding on the sorrow of mourners. Not truly alive but unable to die, they became caught between this world and the next as miserable spirits who hunger for the warmth and flesh of mortals. Bound in the mortal realm to tombs and barrows, swathed in robes of inky darkness, these spirits became Cairn Wraiths.

So unnatural are Cairn Wraiths that their very presence fills the air with horror. Most folks that have actually set eyes upon them become crazed with fear long before they are killed. Though each Wraith is possessed of a glimmering will, there are ancient rituals that can call forth these unquiet spirits and bind them into an army. Only when the ritual is intoned backwards, syllable by syllable, are the Cairn Wraiths released back to the place of their death.

Vampire Counts purposefully bind Cairn Wraiths to their service, using them as shock troops against the living. Accompanied by units of deathless warriors, these sinister creatures glide across the battlefield, tattered robes rippling in etheric winds as arrows, bullets and bolts pass harmlessly through them. Unhindered by cannonball or flame, the Wraiths close in on their prey, seeking out and cutting down the enemy without so much as a whisper.

Because they are impervious to physical weaponry, only the raw energies of magic or a well-placed blow from an enchanted weapon can slay a Cairn Wraith. The crippling fear that arises from having a nigh-unkillable spectre scythe down those too slow to escape is a weapon in its own right, especially when those brave enough to resist find their return blows ineffective against the spirit. It is well that such creatures are so rare, for these silent assassins are quite capable of slaughtering their way through an entire garrison over the course of a single moonless night.

*These are official rules that can be used alongside the rules in Warhammer Armies: Vampire Counts. If you have any comments or thoughts on these rules, then write to us at the usual address (see page 73).*

*Cairn Wraiths are Hero choices in a Vampire Counts army, and 0-1 can be included in a Pact with the Dreaded Vampire Counts of Sylvania.*

**Unit Type:** Infantry (Character)

**Special Rules:**

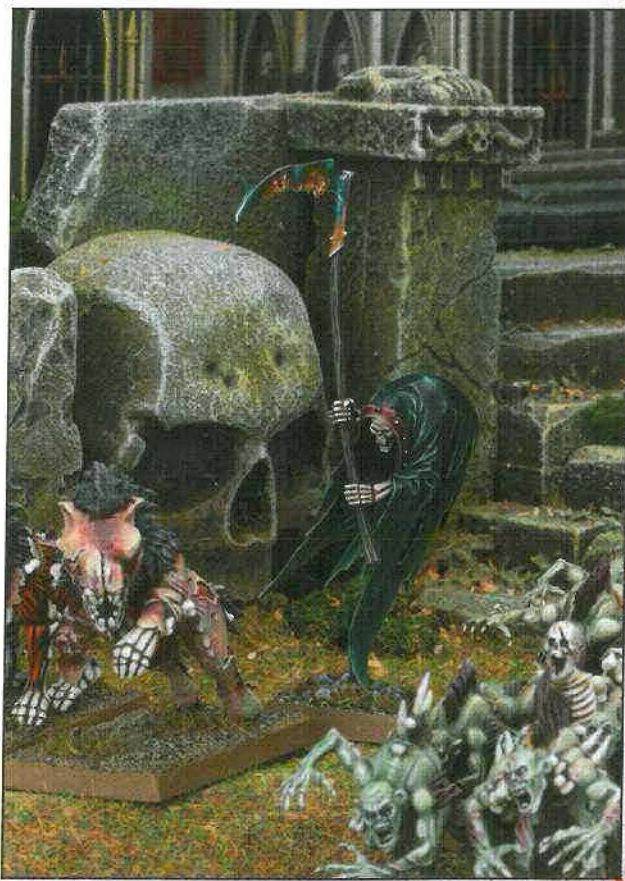
- Ethereal
- Terror
- Undead
- Chill Grasp

**Equipment:**

- Great Weapon

**Chill Grasp**

A Wraith can substitute all of its Attacks in close combat to make a single Chill Grasp attack. The Wraith makes a single attack; if this attack hits then it will automatically wound. No armour saves are allowed against a Chill Grasp attack.



# WARHAMMER®

## DEATH'S OWN GARDEN

In this article, White Dwarf's Andy Hall braves the night to take a close look at the Garden of Morr plastic kit, the atmospheric new graveyard that is the latest addition to the Warhammer scenery range from the skilled hands of Dave Andrews.

Death is not always a permanent state in the Warhammer world. Those denizens who worry what will become of their remains once they have shuffled off their mortal coil will turn to the priests of Morr, the scythe-wielding guardians of the dead. The priests are the sacred keepers and protectors of Morr's blessed ground. For to be interned in a Garden of Morr is to be laid to rest on sanctified lands, surrounded by a high fence to keep out grave robbers and Necromancers.

Priests of a junior rank are charged with patrolling the garden should a fence not be enough to deter particularly resolute body snatchers. And the priests themselves will often be laid to rest in a hallowed alcove within the boundary of the garden so they may continue to serve their master even in death.

Practically every settlement in the Old World will have some shrine or graveyard dedicated to Morr, the size of which correlates to the urban sprawl it serves. Small villages will be lucky to have a waist-high fence to border their graves yet the graveyards in Nuln and Altdorf are vast labyrinths, where it is said only Morr's servants know a safe route from one side to the other.

For this reason, the Gardens of Morr are a common sight across the breadth of the Old World. Battles have been fought over them, often involving Vampires and Necromancers after more raw material, but oftimes they just happen to be in the way when invading armies ravage across the land. Regiments forced to traverse or even fight in a Garden of Morr are understandably wary, in case the God of the Dead takes offence at the trespass.



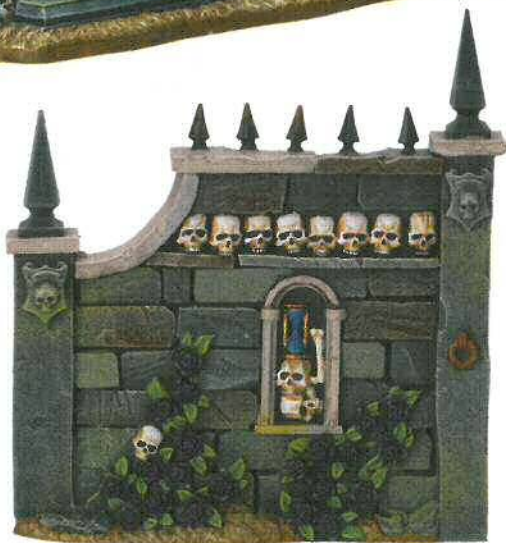
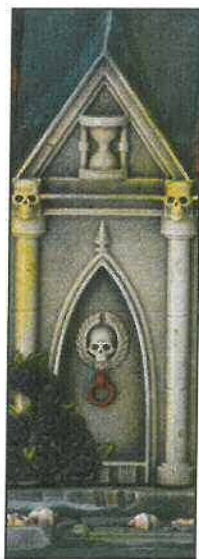
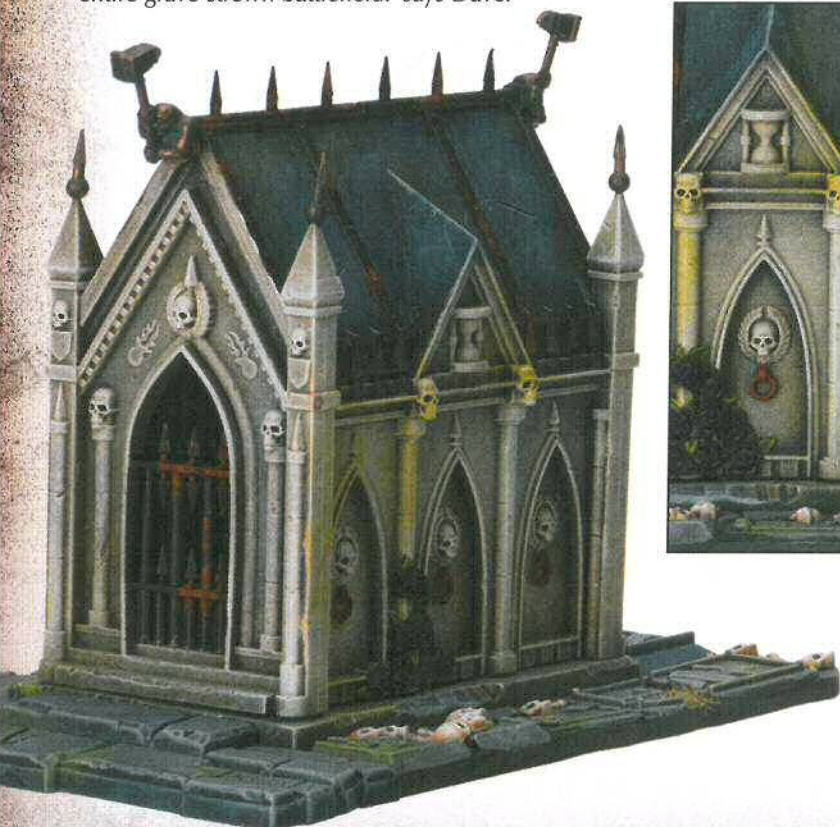


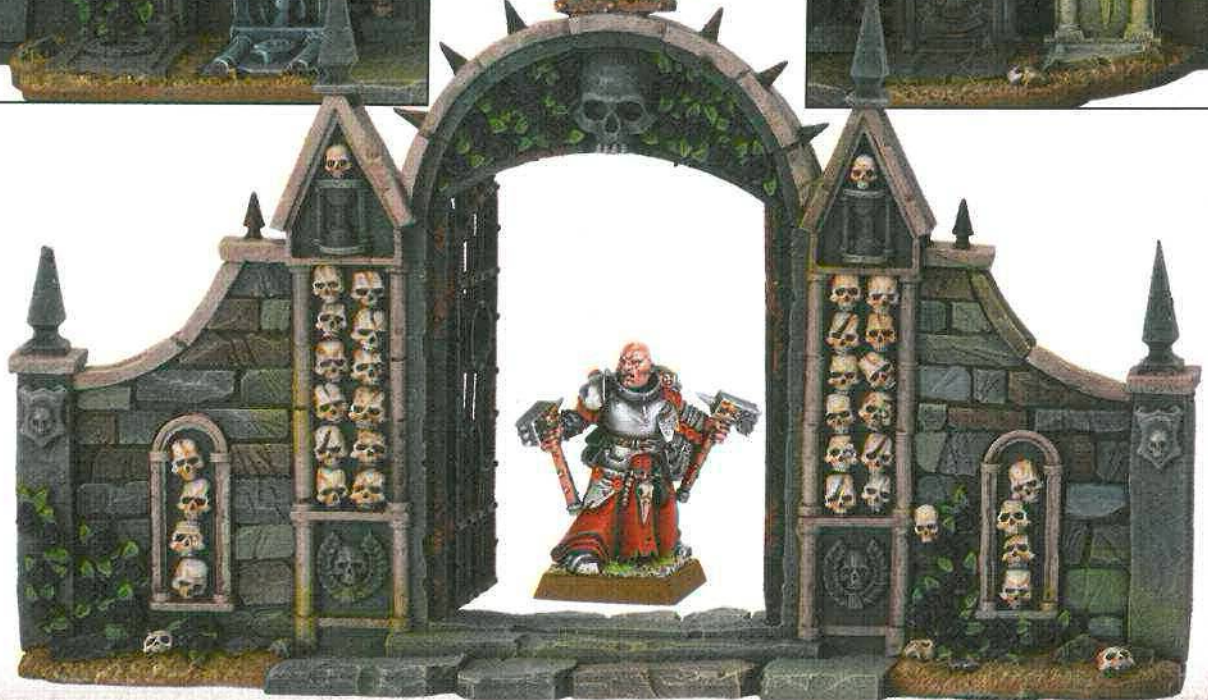
# THE MAUSALEA

While we look at the crypts and mausoleums that make up the new Garden of Morr scenery kit, Dave Andrews shares his thoughts on the design of the kit.

Dave Andrews is the arcane architect at the forefront of our plastic Citadel scenery range and the designer of the Garden of Morr kit. The element that makes Dave's Citadel terrain so successful is its functionality. 'I always design scenery with gaming in mind. With the Garden of Morr I designed it so the parts could be made as one prominent thing or as a collection of scatter terrain. This way you get the best of both worlds. And even when placed as a single Garden of Morr the constituent parts are simple to remove, allowing units to be placed amidst the scenery,' explains Dave.

The monuments, the statue and the walls can be kept separate and placed around your battlefield. Alternatively, the way the elements tessellate increases your options tenfold. You could potentially combine two or more Gardens of Morr together to create a sprawling forest of the dead. 'There's no reason why you have to cover every tomb with a mausoleum either, so this adds to the variety. You could have a low-lying graveyard or a mixture of the grand and the humble to make your larger Gardens of Morr distinctive. I look forward to seeing an entire grave-strewn battlefield,' says Dave.





# PLAYING IN THE GARDEN

**D**ue to the myriad ways that you can deploy a Garden of Morr on the battlefield, there are almost as many different rules that you can use with it. The Warhammer rulebook provides plenty of options and guidance on how to classify your terrain and so we have provided a few such examples opposite.

We thought that the scenery, when placed as a fully enclosed Garden of Morr, was ripe to be termed as mysterious terrain. With this in mind, we've written a suggested table below – this is just one possible example so feel free to come up with your own chart.

A good route to go down – as shown below – is to use existing terrain effects and rules from the Warhammer rulebook. A little creative license easily justifies why such an effect will be appropriate for a Garden of Morr. Alternatively, you could create your own off-the-wall rules – maybe a mob of Crypt Ghouls lurk between the tombs and graves; a Necromancer might have cursed those buried in the garden to rise up every Geheimnisnacht; or perhaps casting Death Magic within the boundaries of the Garden will provide certain bonuses. Don't forget to clear the wackier concepts and rules with your opponent first!

## MYSTERIOUS TERRAIN



The Garden of Morr is mysterious terrain, roll a D6 on the following table when the first unit moves or deploys within 6" of the Garden of Morr:

### D6 Roll

- |   |   |
|---|---|
| 1 | The dead here are quite dead. For once. No further effects apply.   |
| 2 | Whilst the dead have no inclination to rise, they are more than happy for the living to join them. The Garden of Morr is treated as Marshland (see Warhammer page 121), to represent hands grasping out of the ground and pulling their victims under the earth.        |
| 3 | The graves here are far too shallow and the mausoleums no longer sealed. The Garden of Morr counts as a Charnel Pit for this game (see Warhammer page 124).   |
| 4 | The spirits of the dead haunt the garden. Use the Garden of Morr as a Haunted Mansion (see Warhammer page 130). Additionally, the boundary walls are treated as Ghost Fences (see Warhammer page 123).  |
| 5 | The revenants that inhabit this Garden of Morr wish vengeance on the enemy. The first unit that enters the Garden of Morr in this battle causes Terror for the rest of the game. No further effects apply.  |
| 6 | The gravestones resonate with magical energy. Treat the Garden of Morr as an Arcane Ruin (see Warhammer page 124). Note that if you are playing the Storm of Magic scenario a further roll on the Arcane Ruins mysterious table is needed (see Storm of Magic page 75). |



When using elements from the Garden of Morr individually, the Warhammer rulebook provides loads of suitable options. There is nothing stopping you simply using a mausoleum as a small building or the walls as merely obstacles. However, there are plenty more flavourful choices available. For instance, the statue piece could be a Sinister Statue (after all, it is depicting Morr himself!), see Warhammer page 125. While the fences would make ideal Ghost Fences, the wall with the priestly bones set in the alcove makes for a perfect Blessed Bulwark, see Warhammer page 123. As a further example, the mausoleums have the potential to be all manner of Arcane Architecture, but I think a Grail Chapel or an Acropolis of Heroes fit best – see Warhammer page 130.

These suggestions highlight the flexibility of Warhammer terrain and will hopefully inspire you to use your own Garden of Morr. Mind where you tread!

GRAIL CHAPEL



SINISTER STATUE



GHOST FENCE



# AT THE WALLS OF MOUSILLON

## BATTLE SCENES

A SNAPSHOT OF A BATTLE IN PROGRESS

### Annotations

- 1** The Silver Knights of Quenelles charge the Putrid, but rather than sweeping the enemy aside, they quickly find themselves in a battle to the death.
- 2** The Endless Path steadily scythe down the mass of Men-at-arms, but these same peasants would rise to fight anew when the pact was invoked a few moments later.
- 3** Amid the bloody combat a mystic duel was fought between Prophetess and Sorcerer.

The city of Mousillon has ever been a cursed and forbidding place. Outside its crumbling walls the sprawling and macabre graveyards are likened to towns in their own right, inhabited by Necromancers, Crypt Ghouls and other fell creatures. When the Chaos Lord Mawhrin Skell landed his forces in Bretonnia with conquest in mind, it was to the damned city of Mousillon he was inexplicably drawn.

The Bretonnians were not ignorant of the Chaos Lord's arrival. A Bretonnian ship, *le Cygne Noir*, had spotted the invading fleet approaching and raced to Quenelles with the dire news. The Duke of Quenelles acted swiftly, calling Knights to his cause and rousing Peasant levies. By the time the Chaos forces had navigated the swampish mire that surrounded Mousillon and set about tearing down the walls of the decrepit city, the Bretonnians had assembled a mighty host determined to repulse the invaders from their lands.

And so just outside the walls of Mousillon, across the grave-strewn landscape, amidst the crypts and mausoleums, battle was joined even as a storm of magic shattered the sky.

Mawhrin took to his new foe with relish for he was proud and haughty, determined to find his martial equal on the field of battle. Knights of the Realm clashed with those of Chaos, and Peasants were mercilessly sent to hinder the iron-clad warriors of Chaos. As men died on both sides, Ghouls scuttled out from the shadow of their tombs to claim the bodies of the fallen and swiftly steal them away to be consumed in their lairs.

Just as the tide had turned to Chaos, the Gates of Mousillon opened and dread knights clad in red armour charged forth. The dead arose from their crypts to set upon the invading army. The Undead nobles of Mousillon had donned their armour and honoured the magical pact unveiled by the Prophetess as she stood upon an Arcane Fulcrum. The price for victory, and the aid of the Undead, was such that it would haunt the nobility of Quenelles for generations to come.





# A Bloody Challenge

The Bloody Baron, Moriva Darkstalker was feared throughout Bretonnia, for he had long preyed on the neighbouring duchies. No mortal man could match swords with him and survive, but Mawrhin Skell had passed beyond such trivial states as life and death after he embraced Tzeentch. So it was that these two mighty warriors locked gazes across the battlefield, spurring their nightmarish steeds forwards. As Manticore grappled Zombie Dragon, so too did Moriva lock blades with Skell. Up into the clouds the two beasts spiralled, blows ringing across the sky like thunder in the clouds, but when battle was at an end only the Vampire returned to Mousillon. Of Skell no trace was seen for a century...



# THE DEAD SHALL RISE

## IN-STORE THIS MONTH

Roused by the swirling eldritch energies of the Storm of Magic, the Vampire Counts once again rise from their crypts, spreading their malign influence throughout Hobby Centres around the world. This month, the dead walk again!

### The Monstrous Undead

This month's brand new releases will make horrific additions to the burgeoning ranks of your hordes of the Undead. Speak to the staff at your local Hobby Centre about how you can include the terrifying Zombie Dragon and titanic Terrorgheist in your Vampire Counts army.

### Raising an Army

If you have ever been tempted by the promise of life-immortal, but have yet to sign a pact with the masters of the Undead, this month's releases provide the perfect opportunity to raise your own army of skeletal warriors. With a vast range of plastic kits to choose from and the exquisite new Citadel Finecast miniatures released this month, get down to your local Hobby Centre and find out how you can begin a new Vampire Counts army today.

### An Army of Vampire Slayers

If the thought of the dead walking again sends a chill down your spine, take heart for there are many races of the Warhammer world who would like nothing more than to banish the restless dead back to their graves for good. Have a chat with your local staff about how you can defeat the legions of the Vampire Counts, and perhaps even start a brand new army of your own.

### Tending The Garden of Death

The Garden of Morr is the latest atmospheric Warhammer scenery kit and, whether you collect Vampire Counts or not, it will make a stunning centrepiece for your battlefield. Visit your local Hobby Centre to find out how to assemble and paint this magnificent scenery piece, and even theme it for your own army.

**CONTACT YOUR LOCAL STORE FOR DETAILS!**

**[www.games-workshop.com](http://www.games-workshop.com)**





# CAVALRY



## Wise Counsel

This tactica is the first in a series of articles due to feature over the coming months, courtesy of White Dwarf's resident hero of Middle-earth, Simon Grant. This series aims to cover a variety of different model types in The Lord of the Rings Strategy Battle Game, providing hints, tips and suggestions for using them on the battlefield. But for players that can't field these model types in their army, or simply choose not to, don't worry: each tactica will include some advice on how to counter these models as well.

**T**hroughout the War of the Ring, and indeed most of the conflicts in Middle-earth's long history, the use of cavalry was to prove crucial in many of the battles that took place. One could certainly argue that the battles of Helm's Deep and the Pelennor Fields were won by the timely intervention of massed cavalry charges. But how does cavalry's proven effectiveness in battle translate to the tabletop? Read on and I shall endeavour to show you.

## On your High Horse

Let's take a look at the physical aspects of a cavalry model first. A mounted model comes on a large base to compensate for its increased size. This is a mixed blessing, as you can easily engage multiple opponents if you wish to maximise the effectiveness of your charge, but conversely this means that your enemy can likely bring greater numbers to bear against you. As a result, enemies that can be readily supported by models equipped with spears or pikes

should be avoided where possible to avoid potentially facing four attacks or more. The other advantage of your cavalry model is its increased height, granting the rider a superior line of sight; especially useful for models equipped with bows.

But cavalry models obviously bring far more to the game than a mere increase in size. First of all, a cavalry model will have a superior movement rate to represent the speed of the mount – 10"/24cm in the majority of cases. This grants your rider a movement advantage of 4"/10cm over most infantry models, allowing you to close on the enemy and prepare to charge next turn without the risk of losing this advantage if your opponent wins the subsequent priority roll. Remember that your charging cavalry model not only receives a bonus attack if it charges an infantry model, but should it win the ensuing combat, will knock the enemy to the floor, doubling your rolls to wound them. This advantage cannot be overstated, as it enables cavalry models to



## FOLLOW THE LEADER

In order to get the most out of your cavalry models, it is essential to lead them with mounted Heroes – they are the ultimate force multipliers. Not only do their steeds hugely improve their own damage potential, but their Might points provide you with the tactical flexibility that is so fundamental to getting the most from your cavalry models.

Canny use of Heroic actions, specifically Heroic Moves, helps your cavalry to react according to your strategy. If you lose priority, your Hero can keep your cavalry on the charge, or call on them to pull back to a safe distance and regroup as required.

The difficult decision lies in quality versus value. A powerful mounted hero such as Aragorn, Boromir and Gothmog can lend enormous hitting power to a large cavalry charge, but cheaper Heroes (preferably with 3 Might points), are better value for smaller cavalry contingents. Examples here are Erkenbrand and Sharku.

engage and defeat many times their own number of enemy infantry.

These points considered, it becomes very apparent that cavalry are highly suited to engaging enemy archers. These troops are often deployed away from the main battleline in a bid to keep them out of combat and with good lines of sight. The speed of your cavalry will enable them to close rapidly with enemy bowmen, and with a modest Defence value at best, archers can seldom put up a fight against a determined cavalry charge. Not only will this effectively remove the threat of enemy archery, but their annihilation can go a long way towards breaking the enemy army, making it much easier to deal with their frontline troops. Canny opponents may see this coming, but if they are forced to break off some models from their main battleline in order to defend their archers, then it will invariably work to your advantage. Remember that your cavalry will always have a significant movement advantage over enemy infantry, so you can seamlessly change the target and direction of your attack at any point – it will often be a turn or two before they can react. Isolate and destroy where possible with cavalry, and you won't go far wrong.

## Concerning Size and Strength

The first decision to make when including cavalry in your army is whether to include a small contingent of mounted models to achieve a specific goal, or to go the whole hog and take a full cavalry army. Both

choices have their merits, but let's take a look at what effect this will have on the battlefield. A cavalry contingent should ideally consist of 5-10 models, supported by a cheap, mounted Hero to call heroic actions and keep them in the fight with the Stand Fast! rule should the battle go ill. With this approach, it is essential to choose your targets carefully. A cavalry contingent won't have the manpower to break the enemy lines alone. They are best suited to picking on isolated enemies, such as archers, or using their speed to outflank the enemy before engaging them at the same time as your more numerous infantry line in a classic hammer & anvil movement.

A full cavalry army, on the other hand, is a terrifying weapon to wield on the battlefield. The speed and manoeuvrability of the army allows you to engage the enemy at an exact time and place of your choosing. This army can hit incredibly hard, and with judicious use of Might points, can maintain its momentum and shatter any enemy battleline, so be sure to include enough Heroes to call those Heroic Moves!

When selecting which cavalry models to include, it is essential to consider what equipment to arm them with. This will play a large part in defining the battlefield role to which they are best suited. By and large, mounted models fit into one of two categories – light and heavy cavalry – of which their equipment is often the defining feature. Both of these cavalry types have their own strengths and weaknesses, and as a result, suit very different playing styles.

## The White Rider(s)

As powerful spellcasters, mounted Heroes such as Gandalf or Saruman the White can augment and support your attack in ways that other Heroes simply cannot equal.

Spells such as *Cast Blinding Light* can protect your cavalry as they advance, whilst *Sorcerous Blast* can knock down a whole swathe of enemies in preparation for your charge. Try using *Compel* to draw an enemy Hero away from safety, then ride him down.



## The Horse Lords

It is of little surprise that the Riders of Rohan are perhaps the best and most flexible cavalry in the game. Equipped with a bow and shield as standard, they also have the option of carrying throwing spears to hurl at the enemy as they charge. Their Expert Rider special rule also allows them to re-roll their jump tests for traversing obstacles. All this for only 13 points!



# LIGHT CAVALRY

Unlike their big brothers, the heavy cavalry, such lightly armoured riders can't expect to crash through the enemy lines and rout them in a series of glorious charges. For them to attempt to do so would be tantamount to suicide – their initial charge may even rack up a healthy tally of kills, but light cavalry simply don't have the survivability or possess the ruthless killing power to maintain the same momentum in subsequent turns. With both rider and mount rarely boasting a Defence

aims to protect them from any significant reprisals in the following turn. There is no getting round the fact that this is a daring tactic that requires serious discipline, but the more you try it, the more natural this technique will become.

This method is very suited to light cavalry that can pack a bit more punch in combat, so models with lances or throwing spears are well equipped for this role. To make the most of your attack, you should try to time your charge on a turn when

“Ride now! Ride now! Ride to ruin and the world's ending!”

– King Théoden, the Return of the King

value greater than 4, and often only with average Fight values, using light cavalry to its fullest potential requires a more subtle approach. Thankfully, there are two highly effective tactics to which light cavalry are very well suited: hit and run, and harass.

## Hit and Run

This method takes advantage of every mounted model's ability to cause additional damage when they charge infantry, but also

your opponent has priority, which should be straightforward to achieve with a 4" movement advantage. As your enemy will have already moved that turn, they can no longer bring support to any models you charge, so avoid engaging enemies that are already backed up with spears or pikes unless absolutely necessary. The turn after your charge has hit home, you will have the advantage to win priority, as your opponent had it last turn. But it is essential to have a

## THE KISS OF THE SERPENT

The hit and run method is particularly suited to the Haradrim Raiders, or indeed the Serpent Guard, as their lances enable them to hit particularly hard, even against enemy cavalry. This helps to maximise the damage output of their initial charge before they make good their escape to a safe distance – they can punch above their weight, but can't afford to wage a war of attrition.

1. Charge the front line of enemy infantry after they have finished moving.
2. Use your numbers to increase the chance of killing your targets.
3. If you lose the ensuing priority, use a Heroic Move to escape to safety.



## KNIGHTS OF THE FIRSTBORN

Galadhrim Knights have a fearsome reputation. Not only is their Fight value superior to even the most elite enemy infantry, but their steeds are so graceful and swift that they have an increased Movement value of 12"/28cm. Their Woodland Creature special rule applies even when

mounted, so they can hurtle between any trees at full speed. It is this freedom of movement, combined with their ability to move 6"/14cm and shoot (hitting on a 3+, no less!), that makes Galadhrim Knights the ultimate cavalry for harassing the enemy.



mounted Hero either leading or supporting your charge, as they will be required to call a Heroic Move should you still lose the roll-off for priority. This Hero can then lead your surviving cavalry to safety, out of reach of the enemy. This helps to minimise any damage to your fragile cavalry models from combats that aren't in your favour. Don't be tempted to use your priority or Heroic Move to force another charge unless the enemy numbers are so few that you can realistically finish them one more assault. Be sensible – if the enemy counter-attacks in any strength, you risk heavy casualties.

### Harass

If however, you wish to confound and frustrate your foe, then use your light cavalry to harass them. This tactic relies heavily on archery, so be sure to equip as many of your mounted models as possible with bows to maximise their effectiveness, even if it means taking no archers on foot. The advantage here is that a mounted Hero in support is largely unnecessary (OK I admit, Legolas on horseback would be sensational in this role!). You will be aiming to stay as far away from the enemy as your bow range allows, so needn't worry about calling Heroic Moves. The key here is to utilise the fact that your mounted archers can move 5"/12cm and still loose their arrows, making them all but impossible for enemy infantry to pin down and engage in

combat. The obvious threat to this method comes from enemy bowfire, but you can use your speed and any cover offered by terrain to avoid their lines of sight, forcing them to volley fire. If you have a cavalry army, send your combat models off to threaten or destroy them, leaving your harassing cavalry free to roam.

With a heavy bias towards shooting, models such as Rohan Outriders or the Haradrim Raiders are particularly effective at this role due to their Shoot values (and their Poisoned Arrows). But as the game progresses, don't be afraid to take a different tact – you should be looking to divide and conquer at all times. If the opportunity arises and your opponent's force becomes scattered as a result of your actions, don't be afraid to take advantage of an opportune charge by sending your harassers into a combat they can easily win. Remember that your opponent will need to spread his net wide if he's going to stand a chance at engaging your mounted archers in combat, so there may be ample opportunity for the hunted to become the hunter – even mounted archers can happily ride down infantry! Be careful though, as this can easily turn into a trap if you're not wary. Only engage in a fight you are confident of winning and from which your opponent can't then catch you next turn.

Well, that's the light cavalry covered. Now it's time to roll out the heavies...

### Wolves of Isengard

Warg Riders are excellent cavalry options and surprisingly cheap for models that strike at Strength 4. They are of limited skill with a bow, but the addition of a throwing spear or shield can really tip the odds in their favour in combat. Perhaps a Warg Rider's greatest asset is the chance of the mount's predatory instincts to kick in should its Orc rider be slain, meaning it will stay in the fight.



## First Knights

Perhaps the ultimate say in heavy cavalry are the mighty Sons of Eorl. These heroic warriors are an order of elite Royal Knights that can trace their origins back to the founding of Rohan and its first king, Eorl the Young. With 2 Attacks at a Fight and Strength value of 4, each Son of Eorl fights like a Captain of Men. Their pureblood steeds even provide them with a Move value of 12"/28cm, but at 22 points each, they come at a price.



# HEAVY CAVALRY

There are few more impressive sights on the battlefield than the charge of a host of heavy cavalry, their gleaming armour resplendent in the sunlight and banners fluttering in the wind. But heavy cavalry aren't just a blunt sledgehammer to throw at the enemy lines and hope for the best. As we all know from Faramir's doomed attempt to retake Osgiliath, a glorious charge counts for naught if your army is killed in the process!

Admittedly, heavy cavalry are far from subtle, but there are a few tactics to get the most from your heavy-hitters: the arrowhead and shield-breaker. But before I go into specifics, there are a few points worth mentioning first. Mounted Heroes are an indispensable part of heavy cavalry tactics. Both methods require your charging models to maintain momentum. If they lose this vital advantage, it's difficult to recover from the inertia – impetus is the key. To keep your cavalry on the front foot (or should that be hoof?), you will need Might points to call Heroic Moves, and that means Heroes. Secondly, don't blindly charge into your opponent's main battleline if a few turns of manoeuvring will allow you to outflank them and engage any

supporting models directly. Remember that an Uruk-hai Warrior with pike will be killed on the roll of a 4+ from any of 4 attacks if beaten in combat by a charging cavalry model equipped with a lance.

## The Arrowhead

As shown in the picture below, this aggressive tactic works well with a small, highly elite contingent of heavy cavalry, with a mounted Hero forming the 'tip' of the arrowhead. As with any cavalry attack, take care to ensure that you are out of range of their infantry, preferably charging on a turn in which your opponent has priority (unless charging first will allow you to get in amongst some spearmen or pikemen). The Hero should engage two enemies, or a vulnerable enemy Hero if the opportunity presents itself, with the flanking models charging either side to protect his flanks (you can't afford to lose him!). The banner takes up a position in the rear, where he can provide re-rolls to as many models as possible. Depending on the quality of your Hero and that of his targets, consider calling a Heroic Combat to really tear into the enemy and enable your arrowhead to break the enemy battleline wide open.

## DARK KNIGHTS

The Morgul Knights of the Black Númenóreans are particularly effective shock cavalry, as their Terror special rule can really hamper any attempts by the enemy to counter-attack. This debilitating effect can be further augmented by the presence of a Ringwraith, whose Harbinger of Evil special rule will exacerbate the situation, making it even harder for enemies to react to their charge. The Dark Marshal works particularly well, as his ability to Rule through Fear makes him count as a banner to warriors nearby – an arrowhead tip and supporting banner in one!

On the right, you can see an example of a contingent of Morgul Knights attacking in an arrowhead formation, with the dreaded Dark Marshal leading the charge.



## The Shield-breaker

If you don't just want to break apart an enemy formation but run it over instead, then the shield-breaker tactic is for you. This works particularly well with a cavalry army, as you will need the numbers to envelop and overrun the enemy battleline, whilst maintaining some reserves to replace the inevitable casualties. This is daring, do-or-die stuff, so spare no expense with your army selection. If you have access to mounted Heroes with powerful augmentative abilities, such as Prince Imrahil in the example below, then be sure not to leave home without them. This approach is noisy and unsubtle, relying on the quality of the heavy cavalry to smash apart any obstacle, weather any reprisal attacks, and keep the momentum going. Remember though, that if you can hit your foe with a pincer movement or envelop their flanks, take the opportunity without hesitation. Consider using cheap Heroes behind the main line to call Heroic Moves, allowing your front line brawlers to spend their Might points on killing as many enemies as possible and fighting Heroic Combats. Whatever happens, don't let up the attack. The sooner the enemy army is broken, the more likely you are to be victorious.

Until next month, I'll leave you with the words of King Théoden at the Battle of the Pelennor Fields, 'Sound the charge!'



## BRING THEM DOWN!

There are a few sneaky tricks that work well against cavalry. The best method is to utilise any terrain by hiding within it, denying enemy cavalry their speed advantage and charging bonuses. If you have any mounted models of your own, remember that by counter-attacking their charging cavalry, you will rob them of their charging bonus. If all else fails, remember to use the shielding special rule, as if you survive, you may be able to get the jump on them next turn.



## DOL AMROTH FOR GONDOR!

The charge of the majestic Knights of Dol Amroth is both a glorious sight and a portent of death to the foes of Gondor. Once the Swan Knights commit to battle, there are few indeed that can stand up to their fury. Replete with heavy armour, shields, barded steeds and with

lances for additional killing power, the Knights of Dol Amroth can confidently engage the most stoic shieldwall and shatter it beneath their charge. When led by Prince Imrahil, they fight all the harder and count as being in range of a banner within 12"/28cm of their noble lord.

# SORCEROUS PACTS

Striking a Sorcerous Pact with the ruinous powers or the baleful lords of the dead can lend you the strength to defeat almost any foe, but at what cost? Simon Grant discusses the potential benefits and inherent risks of such a Faustian bargain.



The Daemons of Chaos can make for powerful allies, but will always look to turn on a careless mage.

For a Wizard to bind a monster to his will during a Storm of Magic is one thing, but to strike a Pact and call upon an entire army of magical creatures to aid him is another prospect entirely. As literary history frequently reminds us, this sort of desperate bargain rarely ends well for the main protagonist. But as far as a Storm of Magic game is concerned, if such a nefarious alliance lasts until the end of the game, then whatever fate awaits the protagonist matters little!

So what is a Pact? Where a Scroll of Binding allows you to use Kadon's binding magic to command powerful monsters in battle, a Pact enables you to field an entire host of magical creatures in support of your main army. The fact that the Daemons of Chaos, Tomb Kings and Vampire Counts are all magical beings is the key here – a Wizard may be able to use the *Seven Secret Sigils of Summoning* to conjure a handful of unwitting Orcs or Dwarfs to fight for him, but not even the greatest mage could hope to magically enslave a whole army of them. Every Daemon or Undead creature is, by contrast, entirely magical,

or exists only by virtue of the dark sorcery that animates them. It is this fundamental part of their being that allows a Wizard to summon them with a Pact. In this way, even powerful, sentient creatures such as Vampires or Greater Daemons can be called upon for aid – it's really quite a terrifying notion.

A Sorcerous Pact is essentially a unique Scroll of Binding and is therefore taken from your army's Monsters & Magic points allocation. However, you may only ever take a single Pact, so choose carefully, though you may still select other Scrolls of Binding to complement your Pact if you wish. Each Pact informs you which units you can include, though you need at least one Core unit and a character to lead them. These units begin the game as Trusted Allies, but with a Fragile Alliance, meaning that you cannot always rely on them – it is even possible for your supposed allies to abandon you entirely during the game!

Here at the White Dwarf bunker, the team has been busy creating armies featuring Pacts. Read on for some sneaky tricks and cunning ideas for you to try.



# THE BLOODY HANDED



**Simon Grant:** This army is a prime example of how a Pact can be used to create an alliance, temporary though it may be, between even the most bitter of enemies. The situation is obviously so dire that Teclis has been forced to call upon forbidden lore and summon aid in the form of the dread Daemons of the Blood God.

Selecting some highly aggressive units, particularly non-spellcasters, as part of a Pact is a sneaky way to avoid the worst side-effects of being a Fragile Alliance. In the case of this army, Rendslaughter and the Skull Reapers will be thrown at the enemy army to inflict as much carnage as possible (it's what they would want, after all!), and are entirely expendable. The Bloodthirster is highly suited to striking down a character riding a monster (and their mount, for that matter), whilst the unit of Bloodletters engage elite units.

An obvious feature of this army is its relative lack of spellcasters for a Storm of

Magic game. The selection process revolved very much around quality over quantity: a Mage that can choose his spells; a powerful Archmage and no less than Teclis himself, one of the game's foremost Wizards.

Teclis uses High Magic to help achieve or maintain Dominance by using that lore's Cataclysm spells, *Coruscation of Finreir* and *Deadlock*. He can also counter any Mythic Artefacts with *Vaul's Unmaking*. As a Level 4 Wizard with Leadership 10, he should be able to win any *Magical Duel* he fights.

Celfindor Swifthan is custom-built to clear enemy-held Arcane Fulcrums. His magic sword grants him a +1 bonus to both his Strength and Attacks, and his target must re-roll any successful ward saves too!

Finally, the White Lions and Phoenix Guard are two of the best units in the game to defend Arcane Fulcrums, especially when led by their respective captains. Teclis and the Archmage will both be guarded by one of these powerful units.

## LORDS

**High Loremaster Teclis**  
Using the Lore of High Magic.

475 points

**Loremaster Forvéal of Hoeth**  
Level 4 Archmage with Jewel of the Dusk, using the Lore of Life.

275 points

## HEROES

**Caradryan**

175 points

**Korhil**

140 points

**Lothar the Seer**

Level 2 Mage with the Seerstaff of Saphery, using the Lore of Metal.

165 points

**Celfindor Swifthan**

Noble with Sword of Anti-heroes, the Other Trickster's Shard, Charmed Shield, heavy armour and longbow, mounted on a Great Eagle.

194 points

## CORE

**The Silver Spears**

28 Spearmen with Sentinel, musician and standard bearer with the Gleaming Pennant.

282 points

**The Wardens of Griffon Gate**

28 Spearmen with Sentinel, musician and standard bearer.

277 points

**The Archers of the Golden Sun**

20 Archers with Hawkeye, musician and standard bearer.

245 points

## SPECIAL

**Caradryan's Brotherhood of the Flame**

19 Phoenix Guard with Keeper of the Flame, musician and standard bearer with Banner of Eternal Flame.

325 points

**Korhil's Lion Guard**

19 White Lions of Chrace with Guardian, musician and standard bearer with the Lion Standard.

340 points

## RARE

**The Arrow of Kurnus**

Repeater Bolt Thrower

100 points

**TOTAL: 2993 points**

## MONSTERS & MAGIC

**Pact with the Unholy Daemons of the Chaos Gods**

**Rendslaughter**

Bloodthirster of Khorne with Axe of Khorne, Immortal Fury, Spellbreaker and Armour of Khorne.

540 points

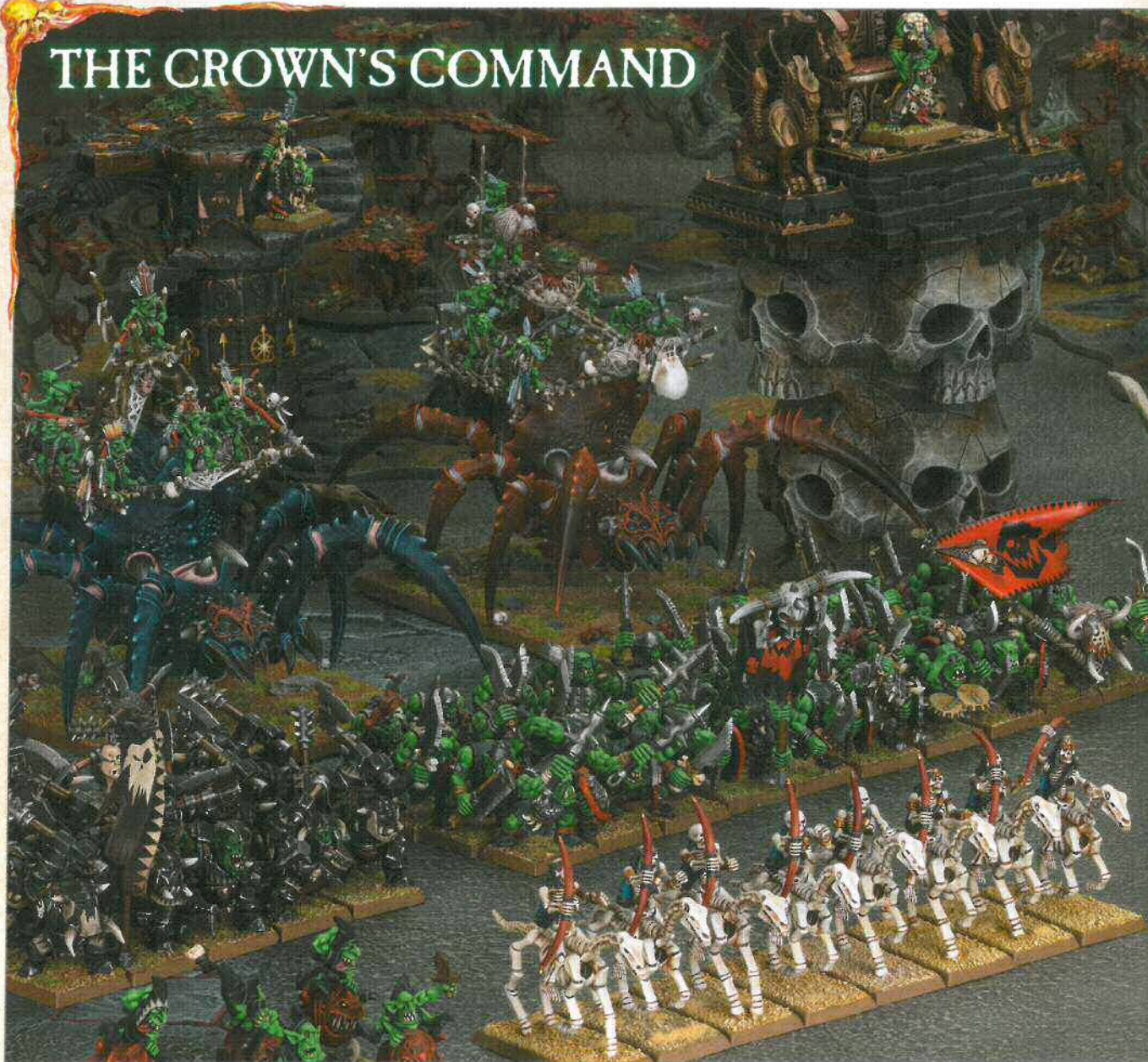
**The Skull Reapers**

15 Bloodletters of Khorne with musician, Bloodreaper and standard bearer.

210 points

**TOTAL: 750 points**

# THE CROWN'S COMMAND



Tomb Kings can be bound with a single spell, but woe betide any who would seek to cross them.

**Andrew Kenrick:** An Orc & Goblin army led by Azhag the Slaughterer that features a small force of Tomb Kings? It looks to me like his mysterious crown has affected the Orc Warlord a bit more than he'd like to admit – he seems to have accidentally summoned forth a small legion of ancient Nehekhara to do Nagash's, er... I mean *his* bidding. Oh well, I'm sure he can put his 'allies' to good use, though I fear he may find that the Tomb Kings want the crown back after the battle! That's another game in itself just waiting to happen, but let's get down to some tactics for this army.

A quick glance over the army list reveals no less than five Wizards that can claim Arcane Fulcrums: Azhag himself, three Shamans and an allied Liche Priest. My Storm of Magic games so far (including last month's battle report) have shown

me that Level 1 Wizards can be a bit vulnerable to a *Magical Duel*, (especially Goblins because of their low Leadership), so I prefer to keep the little guys as spares for later on in the battle should any Arcane Fulcrums become unoccupied. In this way, the mere 100 point investment for the two Goblin Shamans could well end up winning me the game.

As both a powerful fighter and a Wizard, Azhag is a superb option for claiming an enemy-held fulcrum. Azhag's Inspiring Presence and Get on Wiv It! special rules are crucial advantages that any Orc & Goblin army should take full advantage of, so I prefer to keep Azhag in the centre of my battleline during the first turn, keeping pace with his ladz. Turn 2 will usually see me calling a Waaagh! as I charge Azhag towards the most central



enemy fulcrum. In this way, the centre of my battleline can get properly stuck in, whilst still benefiting from Azhag's Leadership and Animosity test re-rolls within an 18" range for him being mounted on a monster. In addition, Azhag alone can muster five Strength 6 attacks that re-roll failed To Hit rolls on the turn he charges, and with a further three Attacks from Skullmuncha, this should see him claim the Arcane Fulcrum from almost any foe.

Although I wanted to include a Pact with the Tomb Kings, I also sought to include some powerful monsters that could hunt enemy Wizards or counter their bound monsters. I therefore made room for three Arachnarok Spiders, but ensured that I still had enough points left from my Monsters & Magic allowance to afford a fire-breathing Chimera as well. This beast can reach the

enemy rapidly and dish out a terrifying amount of attacks, unleashing its Flaming Breath as necessary to finish the job if its target proves too stubborn to die from fighting alone.

And so to my Pact. Hashep and his legion of Skeleton Warriors will deploy on one flank, away from the rest of my army to keep them a safe distance apart should the Fragile Alliance rapidly deteriorate. This solid, reliable unit will form up in front of an Arcane Fulcrum held by their Liche Priest, flanked by the Skeleton Chariots to deter an enemy charge or counter-attack as necessary. The Skeleton Horse Archers, with their Arrows of Asaph, are particularly effective at sniping enemy Wizards on fulcrums or any skirmishers. I'm certainly confident that this flank will hold, even if the greenskins cut and run!

## LORDS

**Azhag the Slaughterer** 550 points  
**Kreepit da Many-Eyed**  
 Level 3 Goblin Great Shaman on Arachnarok Spider. 435 points

## HEROES

**Buglutz da Mad**  
 Level 2 Orc Shaman with Ironcurse Icon. 105 points  
**Fungusbrew**  
 Level 1 Night Goblin Shaman with a Channelling Staff. 65 points  
**Squiglet**  
 Level 1 Night Goblin Shaman. 50 points  
**Rokk 'Ead**  
 Orc Battle Standard Bearer with Mork's War Banner. 180 points

## CORE

**Rokk 'Ead's Ladz**  
 40 Orc Boyz with hand weapons, shields, Orc Boss, musician and standard bearer. 315 points  
**Bagrut's Boyz**  
 20 Orc Boyz with spears, shields, Orc Boss, musician and standard bearer. 195 points  
**Da Thunder Hunters**  
 30 Savage Orc Big 'Uns with extra hand weapon, Big Stabbas, Savage Orc Boss, musician and standard bearer. 385 points  
**Skeletnik and 'is Ladz**  
 30 Night Goblins with spears, Night Goblin Boss, musician, standard bearer and 3 Fanatics. 195 points  
**Da Skulkers**  
 30 Night Goblins with short bows, Night Goblin Boss, musician, standard bearer and 3 Fanatics. 195 points

## SPECIAL

**Da Toofkickers**  
 20 Black Orcs with Black Orc Boss, musician and standard bearer. 275 points  
**Da Stone Tuskers**  
 10 Savage Orc Boar Boyz with additional hand weapons, Savage Orc Boar Boy Boss, musician and standard bearer. 235 points  
**Lugnut's Lugga**  
 Goblin Spear Chukka 35 points  
**Scabnits' Spear Shoota**  
 Goblin Spear Chukka 35 points  
**Da Teef Squigs**  
 5 Night Goblin Squig Hoppers. 60 points

## RARE

**Da Bat-winged Loonies**  
 Doom Diver Catapult 80 points  
**Da Creeper**  
 Arachnarok Spider. 290 points  
**Da Krawler**  
 Arachnarok Spider with Flinger. 320 points

**TOTAL:** 4000 points

## MONSTERS & MAGIC

**Pact with the Tomb Kings of Eternal Nehekara**  
**Prince Hashep III**  
 Tomb Prince with great weapon and Dragonbane Gem. 109 points  
**Ra-Patra**  
 Level 2 Liche Priest with the Cloak of the Dunes. 155 points  
**Hashep's Legion**  
 40 Skeleton Warriors with hand weapons, shields, light armour, Master of Arms, musician and standard bearer. 230 points  
**The Bronze-shod Raiders**  
 3 Skeleton Chariots. 165 points  
**The Riders of the Desert Wind**  
 8 Skeleton Horse Archers. 112 points  
**Scroll of Binding**  
 Chimera with Flaming Breath and Rending Fangs. 225 points  
**TOTAL:** 996 points

# CHAOS UNBOUND

## LORDS

**Lord Mawhrin Skell, the Emberblade**  
Chaos Lord with Mark of Tzeentch, Helm of Many Eyes, Ogre Blade, Talisman of Endurance and Charmed Shield, mounted on a Manticore.  
520 points

## Ifrit Skybound

Level 4 Chaos Sorcerer Lord with Mark of Tzeentch, Power Familiar and Talisman of Preservation, mounted on a Disc of Tzeentch.  
380 points

## HEROES

### Ithris Soulbane

Level 2 Chaos Sorcerer with Infernal Puppet, using the Lore of Fire.  
155 points

### Jinn Warpweaver

Level 2 Chaos Sorcerer with Mark of Tzeentch and Conjoined Homunculus, using the Lore of Tzeentch.  
160 points

### Rankor the Foul

Level 2 Chaos Sorcerer with Mark of Nurgle and Dispel Scroll, using the Lore of Nurgle.  
165 points

## CORE

### The Everwardens

15 Chaos Warriors with shields, Mark of Tzeentch, Champion, musician and standard bearer.  
290 points

### The Endless Path

18 Chaos Warriors with shields, Champion, musician and standard bearer.  
318 points

### The Putrid

14 Chaos Warriors with additional hand weapons, Mark of Nurgle, Champion, musician and standard bearer.  
284 points

### The Fated

30 Chaos Marauders with flails, Marauder Champion, musician and standard bearer.  
170 points

## SPECIAL

### The Changethirsters

5 Chaos Knights with Mark of Tzeentch, Knight Champion, musician and standard bearer with Blasted Standard.  
310 points

### The Flamebound

15 Chaos Chosen with great weapons, Mark of Tzeentch, Chosen Champion with Favour of the Gods, musician and standard bearer with Scarecrow Banner.  
380 points

## RARE

### The Caged One

Hellcannon  
205 points

### Khorgull the Great

Dragon Ogre Shaggoth with great weapon.  
285 points

### Brokis the Depraved

Chaos Giant with Mark of Slaanesh.  
265 points

### The Cursed Kin

2 Chaos Spawn.  
110 points

## TOTAL:

3997 points

## MONSTERS AND MAGIC

**Pact with the Unholy Daemons of the Chaos Gods**

### Ch'a'kagle the Spineless

Herald of Tzeentch with Master of Sorcery mounted on a Disc of Tzeentch, using the Lore of Shadow.  
160 points

### The Boundless

10 Pink Horrors of Tzeentch with musician, standard bearer with the Icon of Sorcery and the Changeling.  
213 points

### The Wrathful

20 Bloodletters of Khorne with Bloodreaper, musician and standard bearer with Icon of Endless War.  
295 points

### The Joyous

10 Daemones of Slaanesh with musician, Alluress and standard bearer.  
150 points

### The Decadent

5 Seekers of Slaanesh with musician, Alluress and standard bearer with Siren Standard.  
175 points

## TOTAL:

993 points



**Tom Hutchings:** I've always loved the idea of a combined force of Chaos Warriors and Daemons of Chaos marching to war as one in service to their infernal masters. Fortunately, Storm of Magic allows me to do just that!

In order to give your army the best chance of winning a Storm of Magic game, you have to provide it with the strength to deal with powerful enemy monsters and weather the magical onslaught of their Wizards. This army has been chosen accordingly, and each unit has its own very specific role to play.

Units of Chaos Warriors are exceptional at defending fulcrums, and each unit will be assigned one to defend. With their high Toughness, fantastic save, and ability to dish out a world of pain (often before the enemy can strike), even enemy monsters will think twice before charging them.

On a similar note, Brokis the Depraved's Mark of Slaanesh will enable him to strike first. A Giant's attacks can be particularly

effective against large monsters – Chomp, Yell and Bawl, and Thump with Club are particularly effective attacks in this way.

The army includes three Wizards on foot to hold Arcane Fulcrums, whilst my most powerful spellcasters, the Chaos Sorcerer Lord and allied Herald, can act as a mobile reserve, mounted as they are on Discs of Tzeentch. The Herald's mastery of the Lore of Shadows can confound the enemy, moving units or scenery about with the lore's Cataclysm spells, or even swap places with the Sorcerer Lord by using his lore attribute if needs dictate.

The Horrors of Tzeentch contain a nasty surprise in the form of the Changeling, so any monsters that stray too near them will be doomed.

The Chaos Chosen and Bloodletters are my trump cards for dealing with elite units, and will happily crush any units defending enemy-held Arcane Fulcrums. After slaughtering their way through, their unit champions can then kill off the Wizard too!

# THE DEAD SHALL RISE



**Andy Hall:** The illustrious King Rham'tep marches forth at the head of his undying skeletal legions. This time, however, he has teamed up with the fiendish Vampire Count, Viktoria von Drak to unleash his vengeance upon the living. It's probably for the best if nobody tells Queen Khalida though...

So why the need for some Vampire Counts allies? The key here is that the Vampire Counts have access to a number of spells that either create or enormously replenish units. The Tomb Kings army features a lot of powerful, more esoteric units, and Im Phakt's Restless Dead lore attribute will help to keep their numbers topped up. But by introducing Heinrich and a unit of Zombies, I can use his *Raise Dead* spell in conjunction with the *Sceptre de Noirot* to turn this modest unit into an impregnable road block to defend my Wizards. If Countess Viktoria rolls *Summon Undead Horde*, then Heinrich can ensure that any new unit of Zombies that Viktoria creates can become similarly innumerable.

The creation of these enormous units will allow the Tomb Kings to get on with the job of taking apart the enemy army. The army consists of a selection of units that can either hunt monsters or pick off enemy spellcasters with relative ease. The Skeleton Archers are exemplary at inflicting a steady toll of wounds on enemy Wizards defending Arcane Fulcrums with their Arrows of Asaph. In addition, the Sepulchral Stalkers and Prince Apophas can burst from the sand, and are well suited to supporting the threat of the Asp Guard.

Enemy monsters are vulnerable to a number of immediate threats, namely the Heroic Killing Blows of Rham'tep's Destroyer of Eternities and the Necrosphinx. The sheer number of Impact Hits that the Skeleton Chariots unleash in the charge can also bring down all but the largest beast.

The three Liche Priests will all select the Lore of Light's signature spell, *Shem's Burning Gaze*, as flaming direct damage spells are deadly against Arcane Fulcrums.

## LORDS

**King Rham'tep the Illustrious**  
Tomb King with Destroyer of Eternities, Dragonhelm and Ironcurse Icon.

265 points

## HEROES

**Hierophant Im Phakt**  
Level 4 Liche High Priest with Channelling Staff, using the Lore of Nehekharu.

225 points

## HEROES

**Prince Apophas**

130 points

## ACOLYTE

**Acolyte Anuk Im**  
Level 1 Liche Priest, using the Lore of Light.

70 points

## ACOLYTE

**Acolyte Pho'kepp**  
Level 1 Liche Priest, using the Lore of Light.

70 points

## ACOLYTE

**Acolyte Ip Man'tep**  
Level 1 Liche Priest, using the Lore of Light.

70 points

## CORE

**The Golden Scythes of Ptra**  
6 Skeleton Chariots with Master of Chariots, musician and standard bearer.

360 points

## THE ASP GUARD

30 Skeleton Archers

180 points

## SPECIAL

**Usirian's Soul Hunters**

3 Sepulchral Stalkers

165 points

## RHAM'TEP'S IMMORTAL GUARD

19 Tomb Guard with Tomb Captain, musician and standard bearer.

239 points

## RARE

**The Harvester of Souls**

Necrosphinx

225 points

## TOTAL:

1999 points

## MONSTERS & MAGIC

**Pact with the Dreaded**  
Vampire Counts of Sylvania

**Countess Viktoria von Drak**  
Level 4 Vampire Lord with Master of the Black Arts and Dark Acolyte, using the Lore of the Vampires.

335 points

## HEINRICH VON GRÜBER

Necromancer with *Raise Dead* and *Sceptre de Noirot*.

80 points

## THE SHAMBLING HORDE

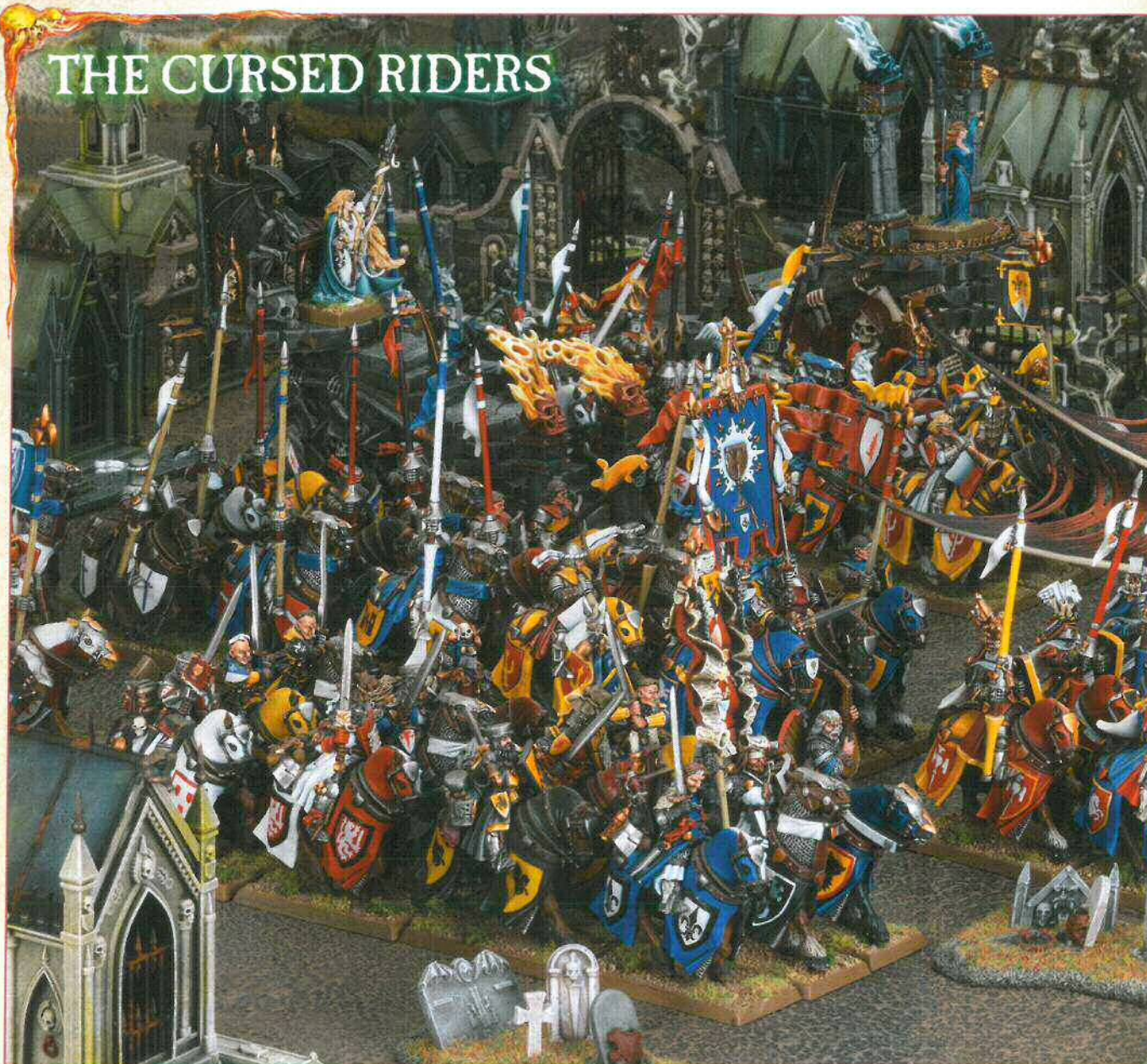
20 Zombies with musician.

84 points

## TOTAL:

499 points

# THE CURSED RIDERS



*A Vampire is not hastily bound, for they are ancient creatures with all of eternity to plot their revenge.*

**Matt Hutson:** This army is based upon the noble Duke of Quenelles, Tancred II, who has gathered all available knights to him in a bid to save Bretonnia from those that would abuse the power on offer during a storm of magic. It seems that the last thing he expected was to receive reinforcement from the cursed city of Mousillon, emissaries of the infamous Red Duke, no doubt. Though their goals may appear to be the same for the moment, I wonder what the cost of the Red Duke's aid will be?

Having decided upon the theme of the army, I set about deciding what should be included in such a combined force of arms. The answer was quite simple – as many Knights as possible! In the end, I managed to include every single mounted knight from the Studio's collection, for both the Bretonnian and Vampire Counts armies.

But there were other reasons beside the theme of the army for including so many knights – they're amazing in Storm of Magic games! By forfeiting the first turn to ensure the Blessing of the Lady, I would be able to counter-attack any move that my opponent made, whilst receiving additional protection against all the high-Strength attacks that are abundant in Storm of Magic games. On the attack, the knights are fast and can be utterly devastating. Defensive hordes are particularly vulnerable to Bretonnian Knights, as the narrow frontage of their Lance formation will enable two, perhaps even three units to charge a single enemy regiment formed up in such a way, ultimately riding it down like grass. Even if the enemy unit survives, they won't be Steadfast as the knights will have enough ranks themselves to negate this pesky



advantage that is ever the bane of a glorious cavalry charge.

Duke Tancred's Virtue of Heroism is also great for hunting enemy monsters, and the Grail Vow will ensure that his charge never falters, even against the scariest beast. When backed up by his full regiment of Knights, lances levelled, any monster that he engages will be in a lot of trouble. The Duke's Falcon-horn of Fredemund is perfect for hampering the movement of flying monsters, and with luck, will help to keep his chosen quarry in place, ready to be charged the following turn.

The army's only significant weakness is its limited number of spellcasters, though two of these are still Level 4 Wizards. It will probably be worth using the *Seven Secret Sigils of Summoning* to call forth another Wizard if the opportunity arises, as I would

be using my Vampire Lord to take enemy-held Arcane Fulcrums rather than hold my own. The adage for this army is very much 'attack is the best form of defence', hence the limited number of defensive units.

And so to the 'allies' from Mousillon. The Blood Knights and Vampire Lord on Zombie Dragon are both extremely potent units, both of them able to dish out an enormous amount of punishment to monsters, Wizards or any other units besides. Carrying the Banner of Eternal Flame makes the Blood Knights the bane of any regenerating monsters, be they a unit of Trolls or a deadly Hydra. They will be reserved solely for hunting monsters, leaving my Bretonnians free to engage and destroy the enemy army. The Vampire Lord can support any of these attacks, but will primarily be hunting the enemy's Wizards.

## LORDS

### Duke Tancred II of Quenelles

Bretonnian Lord with Grail Vow, Virtue of Heroism, lance, shield, Falcon-horn of Fredemund, riding a barded Bretonnian Warhorse.

253 points

### Lady Emmanuelle the Fair

Level 4 Prophetess of the Lady with Scroll of Shielding.

240 points

### The White Maiden of Paravon

Level 4 Prophetess of the Lady with Book of Ashur.

295 points

## HEROES

### Hrodbert the Bold

Paladin Army Battle Standard Bearer with Grail Vow, Virtue of Duty and the Banner of the Lady, riding a barded Bretonnian Warhorse.

225 points

### Lady Estelle of Artois

Level 2 Damsel of the Lady with Dragonbane Gem and Dispel Scroll.

135 points

## CORE

### The Cavaliers of Carcassonne

15 Knights Errant with Cavalier, musician and standard bearer with the Errantry Banner.

341 points

### The Silver Knights of Quenelles

15 Knights of the Realm with Gallant, musician and standard bearer.

384 points

### The Knights of the Unicorn

15 Knights of the Realm with Gallant, musician and standard bearer.

384 points

### The Yeomanry

20 Men-at-arms with musician, standard bearer and Yeoman Warden.

127 points

### The Deer Hunters

20 Peasant Bowmen with braziers, musician, standard bearer and Villein.

145 points

## SPECIAL

### The Seekers of the Grail

12 Questing Knights with Paragon, musician and standard bearer with the Valorous Standard.

413 points

### The Wings of Leoncoeur

6 Pegasus Knights with Gallant, musician and standard bearer.

360 points

## RARE

### The Champions of Couronne

12 Grail Knights with musician and standard bearer.

486 points

### 'Lucky Clementine'

Field Trebuchet with Yeoman Craftsmen.

100 points

### The Breach-maker

Field Trebuchet with Yeoman Craftsmen.

100 points

## TOTAL:

3988 points

## MONSTERS & MAGIC

Pact with the Dreaded Vampire Counts of Sylvania

### Moriva Darkstalker

Level 2 Vampire Lord with Dread Knight, Infinite Hatred, Walach's Bloody Hauberk, riding a Zombie Dragon.

575 points

### The Eaters of the Dead

10 Crypt Ghouls with Crypt Ghast.

88 points

### The Butchers of Blood Keep

5 Blood Knights including Kastellan, Musician and Standard Bearer with Banner of Eternal Flame.

335 points

## TOTAL:

998 points

# WARHAMMER DAEMONS OF CHAOS



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**T**earing through the veil of reality from the realm of magic come the Chaos Daemons, the fell servants of the Dark Gods. Treacherous creatures born of the magic that sustains them, these pitiless creatures are utterly ruthless in the execution of the will of their dread masters.

On these pages you can see a selection of miniatures from the Chaos Daemons range – go online to see the complete range, including models that are exclusively available to order.

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**Chaos Daemons Battalion**  
99129915003

£65, €85, 640dkr, 800skr/nkr, 320zt  
Bloodletters march forth beneath baleful banners of ruin, as the gibbering Horrors of Tzeentch unleash fiery blasts of magical energy. The seductive Daemonettes advance as their mounted sisters dart towards their hapless victims upon graceful steeds. This box set is a great way to add to an existing army or start a new force.



**Bloodcrushers of Khorne**  
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This box set contains 3 Bloodcrushers, bronze behemoths that are the ultimate heavy cavalry.



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Bloodletters are the relentless foot soldiers of Khorne. This set contains 10 Bloodletters.



**Daemon Prince**  
99129915004

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A mortal champion that has ascended to daemonhood, a Daemon Prince is power incarnate.



**Daemonettes of Slaanesh**  
99129915002

£18, €22.75, 175dkr, 220skr/nkr, 87.50zt  
The Daemonettes of Slaanesh mercilessly butcher their foes. This box contains 10 Daemonettes.



**Seekers of Slaanesh**  
99129915005

£15.50, €19.50, 150dkr, 190skr/nkr, 75zt  
Seekers are Daemonettes mounted upon lithe Steeds of Slaanesh. This box contains 5 Seekers.



**Pink Horrors of Tzeentch**  
99129915006

£18, €22.75, 175dkr, 220skr/nkr, 87.50zt  
Horrors of Tzeentch assail their foes with searing magical flame. This box contains 10 Pink Horrors.

# WARHAMMER

## BATTLE REPORT

# AN INFERNAL ALLIANCE

In our second Storm of Magic battle report, Andy Hall's Empire army forms an unholy pact with the forces of Chaos to stave off the dastardly Vampire Counts. But will this prove to be an alliance too far? Andy introduces proceedings.



**Andy:** After last month's rousing Storm of Magic battle report between fellow Dwarfers Andrew Kenrick and Matt Hutson it was my turn to step up and play a suitably awe-inspiring game. For this we enlisted ex-White Dwarf editor, Mark Latham, to reprise his role of Vampiric Overlord and I, having dabbled with the forces of Sigmar in the past, was tasked with the defence of the Empire. I was under no doubt that Mark would take the fantastic new Vampire Lord on Zombie Dragon (or maybe even the Terrorgheist) and why wouldn't you in such a large game?

Which led me to wonder exactly how to counter such a threat. This battle was going to be a Storm of Magic game, which opened up the rather fascinating prospect of forming a pact with infernal allies. After all, desperate times call for desperate measures. And with an eldritch gale blowing through the land and an ascendant Vampire only too keen to take full advantage, there was no doubt that the citizens of the Empire were once more in peril.

Having decided to throw my lot in with the Forces of Destruction and summon a

dread alliance to my aid, I needed to make my choice of fiend. Storm of Magic has three Pact scrolls that are used in a similar way to a Scroll of Binding (if you haven't already done so, you can read more on how Pacts work from page 40). Each scroll gives you access to one of three armies, one of which are the Vampire Counts, the very creatures I'd be facing. At first I thought about the delicious irony of Mark having to face a Zombie Dragon or Terrorgheist himself, but this was overridden by the appeal of fielding Daemons side-by-side with state troops and Knightly Orders – had such a bizarre amalgamation of forces ever appeared in the pages of White Dwarf? I didn't think so, and in a gaming sense the benefits of the Daemons' raw power was obvious, but it also lent itself to a fascinating narrative. How did the Empire find themselves in such dire need that they were willing to summon the very creatures of Chaos to their aid? At the time of writing this I wasn't sure, but I knew it would be a lot of fun finding out. And no doubt you, dear reader, will be sticking around to see how it all turns out as well...

## Battle Stats

**Scenario:**  
Storm of Magic

**Battle size:**  
3000 points a side plus  
750 points Magic &  
Monsters allowance.

**Armies:**  
Vampire Counts  
vs. the Empire

**Players:**  
Mark Latham  
and Andy Hall



The army of the Empire was mustering in the grey waste close to the boundary of Sylvania. Graves and mausoleums scattered the landscape, a visible reminder that this was no place for the living. Regiments proudly dressed in their state colours arrived throughout the day, bolstering the Empire force. But as to the enemy, there was no sign.

Valst Lishen, a wizard of the Light Order, approached the command tent accompanied by his companion, Draygan Fievelgrim, a Bright Wizard of some repute whose pointed beard of flame-red hair and piercing gaze did nothing but reinforce his stature. Valst himself was garbed in white, and attracted wary looks from the common soldiery who were always mistrustful of magick and wizards. As they reached the command tent Valst looked up to the sky and noted that, other than being overcast, the air was still with not even the slightest hint of a breeze.

Inside the tent, the golden form of Balthasar Gelt was deep in counsel with Graf Ziegfreid. Both were studying a map upon a large

wooden table that dominated the interior. Balthasar looked up as the wizards entered.

'My brothers,' said Gelt in greeting.

'Supreme Patriarch,' replied Valst. The Bright Wizard kept silent but gave a terse nod, his agitation obvious, but if Gelt noticed he seemed to ignore it.

'I'm glad you could join us. The enemy is on the move, chasing the tempest even as it rushes to this location.'

'I see no evidence that a storm approaches.'

'Nevertheless, it will be here in less than a day, closely followed by the Undead. We must stop them. Our Celestial brethren have foreseen it, and the consequences of inaction are too terrible to contemplate,' said Gelt.

'You mean to go through with it then?' spoke Draygan for the first time.

'The preparatory spells have already been intoned,' answered the Gold Wizard.

'We cannot condone this. We spend our lives combating the forces of darkness yet you mean to summon them here. It is lunacy!' said Valst.

'Lunacy? An ill-fated choice of words, considering it is the Dark Moon that holds sway over the arcane storms that scour our lands and draws every fell creature in their wake. Our need is great, and mortal blows cannot stem the tide. Even now the Vampire rides to war upon an Undead beast that will petrify the hearts of every man out there,' stated Gelt, gesturing beyond the opening of the tent. 'No, brothers, no, it is the only way. We must fight fire with fire.'

'But you are using an inferno to smother a candle flame,' said Draygan, his aura visibly smouldered as his anger began to rise.

A suitable analogy from you, Bright Wizard. Still, the act of binding will be performed and you will both play your parts. I do not seek your acquiescence. It is my command as Supreme Patriarch and you shall do as I bid...



# THE RISEN HOST OF VON KRÜGER



Once of White Dwarf, Mark now wields his red pen against the lowly games developers, swiftly bringing them to heel should they write rules for bouncing Dwarfs or Khornate Wizards.

**Mark:** It's been a long time since I was last involved in a White Dwarf battle report, and of course these days I'm on the 'other side of the fence' (i.e. over in Games Development), but it was still an exciting prospect to be invited back to the White Dwarf bunker to test my mettle in battle. Vampire Counts are one of my all-time favourite armies to boot, so it was a double boon for me!

Before I go into my army selection, I'm going to get my excuses in early – I haven't played with Vampire Counts in the current edition of Warhammer. Yes, I know, shocking isn't it? This realisation hit me as I was sitting down with pen and paper to choose the army, and realised I wasn't as confident as I used to be – I've played Vampire Counts for well over fifteen years, but since moving to Games Dev. I've pretty

much focused entirely on Orcs & Goblins, which partly means the tactical brain required for Vampire Counts Magic phases has slipped somewhat. However, not to be deterred, I grabbed my copy of Storm of Magic and a Warhammer rulebook and began to rekindle my love affair with the servants of darkness...

So, the one thing I'm obliged to take in my army is first on the list – a whacking great Zombie Dragon with a Vampire Lord on top of it. In a 3000-point game this isn't exactly a bind, in fact it could be just the death-dealing combat monster to take the fight to Andy's Empire army. Next I set about choosing some large infantry blocks for the army, as well as some spellcasting capability for the inevitable Storm of Magic duels and fulcrum-snatching antics. Beyond these somewhat obligatory choices, I



decided to take some juicy units that the large size of the game allowed. So, a unit of Blood Knights and two Varghulfs were top of the bill. I had a tip-off from my spies in the White Dwarf camp that Andy would be trying out the pact rules – and I half expected him to be taking Vampire Counts against me – so I decided to use the Monsters & Magic allowance to field some, well, monsters and magic!

My first choice was a Dark Emissary, upgraded to a Level 3 Wizard, who would allow me to wield some extra killy spells from a lore other than the Lore of Vampires. After that, it was simply a case of picking which big beasties I wanted to take to put the wind up the Empire. In the end I plumped for a Chimera and Cockatrice, with the express aim of taking out any gunline elements of Andy's army early on.

The Chimera is fast enough to zoom across the battlefield and start stomping about units of Handgunners and war machines in no time, whilst the Cockatrice's Petrifying Gaze can put paid to anything nasty.

The rest of the plan was a simple one – march implacably forwards with my Undead legions (doing Zombie impressions whenever possible to unnerve Andy along the way), bolster the line with my Necromancers, and grab fulcrums with the Dark Emissary. The Vampire on Zombie Dragon is going to be tricky to use, especially if Andy has a lot of cannons. I think my best bet will be to try to keep him safe for a couple of turns and then, if the opportunity presents itself, charge forwards and attempt to break Andy's battleline. A tough task, but if anyone can do it, it's a Vampire Lord!

## LORDS

**Luthor Von Krüger**  
Level 4 Vampire Lord with Dark Acolyte, Avatar of Death (hand weapon & shield), Lord of the Dead, Wristbands of Black Gold, Skull Staff and riding a Zombie Dragon.

690 points

## HEROES

**Lorkus Craven**  
Necromancer with two extra spells and Staff of Damnation.

125 points

**Von Harken**  
Necromancer with two extra spells and Dispel Scroll.

110 points

**Kriegstadt, the Revenant**  
Wight with army battle standard with Icon of Vengeance.

125 points

**Volstoff the Lost**  
Cairn Wraith

60 points

## CORE

**3rd Company Talabheim Halberdiers (Deceased)**  
30 Zombies with musician and standard bearer.

132 points

**The Stirland Boars (Deceased)**  
20 Zombies with musician and standard bearer.

92 points

**The Bone Swords**  
33 Skeleton Warriors with musician, standard bearer and Skeleton Champion.

284 points

**The Bloodied Claw**  
20 Crypt Ghouls with Crypt Ghastr.

168 points

**The Howling**  
10 Dire Wolves with Doom Wolf.

90 points

**The Balefire Beacon**  
Corpse Cart with Balefire.

100 points

## SPECIAL

**The Black Wights**  
20 Grave Guard with musician, standard bearer and Seneschal.

270 points

## RARE

**The Darkling Knights**  
5 Blood Knights with musician, standard bearer with Flag of Blood Keep and Kastellan.

400 points

**The Hungry One**  
Varghulf

175 points

**Carnal Tooth**  
Varghulf

175 points

**TOTAL:** 2996 points

## MONSTER & MAGIC

**The Cowled One**  
Dark Emissary.

245 points

**Cockatrice**

175 points

**Chimera**

175 points

**Windcatcher Prism**  
(Carried by Kriegstadt)

150 point

**TOTAL:** 745 points

# BALTHASAR'S UNHOLY ALLIANCE



Andy was last seen in the pages of *White Dwarf* actually winning a game with his beloved Skaven back in January. Can he repeat the feat for the Empire and be two for two on victories?

**Andy:** As I stated earlier, the chance to command a force that contains both Daemons and the Empire is an intriguing prospect and hopefully they will complement each other. The Empire will be numerous and fight from a position of the many outweighing the few, able supported by magic and a good supply of black powder and crossbow bolts, with the odd cannonball thrown in for good measure. The Daemons will be used in a far-less subtle fashion, as it's the disciples of Khorne I'll be summoning – but we'll get to them in a bit.

First and foremost this was a Storm of Magic game and so I needed Wizards, not only to cast Cataclysm spells but to win the game. For without magic users you can't take Arcane Fulcrums, and if you can't claim these you simply can't win. With that

intractable logic firmly enshrined in my mind I looked to what the Empire could muster. The Colleges of Magic are located in the capital of the Empire so I had a great deal of options but I was immediately drawn to Balthasar Gelt. The Supreme Patriarch is an insanely powerful Wizard who knows all the spells from the Lore of Metal (that's an incredible 14 spells when you take the Cantrips and Cataclysm spells into account). What's more, with the Staff of Volans adding +2 to his casting, should the Lore of Metal become ascendant then Gelt will get a massive +11 to cast! That's better than Teclis...

I supplemented Gelt's magical prowess with two Level 2 Battle Wizards: a Fire Wizard for some offensive blasting and a Light Wizard, always useful against the Undead. These guys would start the



battle on my Arcane Fulcrums, leaving the Supreme Patriarch free to fly around the table and go on the offensive.

I then bought a General to lead the soldiery; he was mounted on a Griffon, given the Sword of Fate and tasked to seek out the Vampire Lord (the Sword of Fate would allow me to wound a nominated enemy character on 2+ and cause D3 wounds with no armour saves!). I then bulked out my army with a horde of Swordsmen accompanied by two detachments – Crossbowmen and Free Company. They'd also include the Battle Standard Bearer and a Warrior Priest to give the regiment Hatred. This formation would guard one of my Arcane Fulcrums, whilst a unit of Greatswords would protect the other. They were further bolstered by my extensive gunline.

Right, onto the Daemonic Pact. My first pick was a Herald of Tzeentch who would not only provide me with a fourth Wizard but the Master of Sorcery Daemonic Gift, which gave me access to all six Lore of Life spells. In theory, I could now take advantage of whichever Wind of Magic was ascendant in at least half of my Magic phases. The rest of my pact was then made up of Bloodcrushers and Bloodletters for some serious punch.

The plan was deceptively simple. With magical supremacy from the start, the Empire elements would defend my Arcane Fulcrums, while Balthazar Gelt and the Daemons go on the offensive and wrest the Undead fulcrums away from Mark. Monsters would be dealt with via cannonballs, shot and blasty spells. There, that plan's foolproof...

<b>LORDS</b>	
<b>Balthazar Gelt</b>	400 points
<b>Graf Ziegfried</b> General of the Empire with Armour of Meteoric Iron, Sword of fate and Griffon.	345 points
<b>HEROES</b>	
<b>Valst Lishen</b> Level 2 Battle Wizard with Lore of Light.	100 points
<b>Draygan Fievelgrim</b> Level 2 Battle Wizard with Sigil of Sigmar and Lore of Fire.	115 points
<b>Thadus Colt</b> Warrior Priest with heavy armour, great weapon and the Obsidian Amulet.	128 points
<b>Percivel Leitdorf</b> Captain of the Empire with full plate armour, Battle Standard with with Standard of Arcane Warding.	113 points
<b>CORE</b>	
<b>The Averheim Flasharts</b> 40 Swordsmen with musician, standard bearer and Duellist.	265 points
<b>Free Company Detachment</b> 20 Fighters.	100 points
<b>Crossbowmen Detachment</b> 10 Crossbowmen.	80 points
<b>Sherztville Flintloques</b> 10 Handgunners with marksman with long rifle.	105 points
<b>Wartzille Gunners</b> 10 Handgunners with marksman with long rifle.	105 points
<b>Knights of the Blazing Sun</b> 10 Knights with musician, standard bearer and Preceptor.	270 points
<b>The Red Blades</b> 20 Halberdiers with musician, standard bearer and Sergeant.	120 points
<b>SPECIAL</b>	
<b>The Stirland Greats</b> 25 Greatswords with musician, standard and Count's Champion.	280 points
<b>Big Beth</b> Greatcannon.	100 points
<b>The Twins</b> 2 Mortars.	150 points
<b>Brekkar's Academy Shooters</b> 5 Pistoliers with musician and Outrider with repeater pistol.	114 points
<b>RARE</b>	
<b>Old Reliable (Mk IV)</b> Helblaster Volley Gun.	110 points
<b>TOTAL:</b>	<b>3000 points</b>
<b>DAEMONIC PACT</b>	
<b>Lifegiver</b> Herald of Tzeentch with Master of Sorcery and Disc of Tzeentch.	160 points
<b>Scions of Slaughter</b> 25 Bloodletters with musician, standard bearer and Bloodreaper.	330 points
<b>The Hooves of Khorne</b> 3 Bloodcrushers with musician, standard bearer and Bloodreaper.	260 points
<b>TOTAL:</b>	<b>750 points</b>

# THE ARMIES GATHER

## DEPLOYMENT

## Annotations

- A** A roll is made on the mysterious chart for the Garden of Morr. The result is an Arcane Ruin that is also a Thaumic Lodestone.
- B** Graf Ziegfreid starts the battle close to the Dreadfire Portal, separating the Greatswords from the Bloodletters.
- C** Luthor Von Krüger sits upon his Zombie Dragon in the far north, braving the Great Cannon, *Big Beth*.
- D** The Balewind Vortex is protected by a horde of 30 Zombies, and flanked by a Chimera and Cockatrice.
- E** The Darkling Knights are in the far west, almost opposite the Knights of the Blazing Sun.
- F** The Dire Wolves and the Varghulf hold the eastern flank.

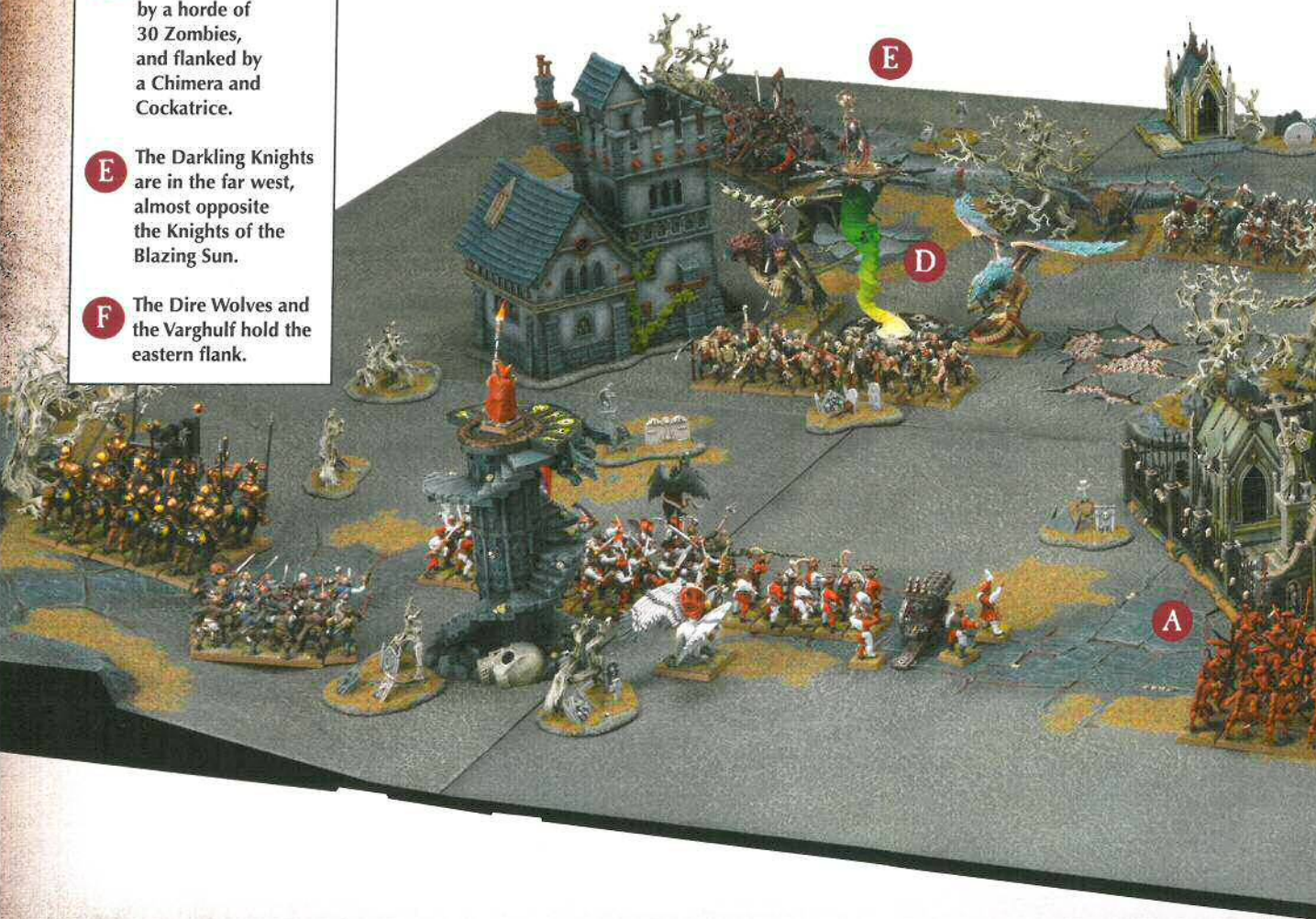
**B**efore deployment, both players discussed the scenery to decide what it counted as in the game. They decided to count the Garden of Morr as a single piece of terrain, rolling on the mysterious table (from page 30 of this very issue) if anything moved to within 6". The various scattered pieces from the Garden of Morr kit were counted as Acropolises of Heroes, Sinister Statues or Blessed Bulwarks, as appropriate. The woods counted as Mysterious Forests, whilst the fortified chapel was a Sigmarite Shrine although this too was mysterious so could prove to be dedicated to any god.

Mark won the roll-off and so claimed the high ground and began to place his forces first. The Dark Emissary claimed the Magewrath Throne, with Lorkus Craven skulking in its shadow. To the west, the other Necromancer, Von Harken, took possession of the Balewind Vortex. The Vampire Lord remained behind the Undead lines in the far north of the table, where he could fly in and support his minions

when needed most. The Dire Wolves and the Hungry One were deployed on the east flank facing the Empire force.

From the south, the Empire made ready for the Vampire Counts' assault by deploying their larger units in front of their Arcane Fulcrums. The Swordsmen horde, the Averheim Flasharts, was placed in front of the Eternity Stair, which was occupied by the Bright Wizard. The Greatswords and the Red Blades, the Halberdier regiment, were positioned close to the base of the Dreadfire Portal that was taken by the Light Wizard. On both the far flanks the Empire artillery and Handgunners were placed on high ground, to give them good coverage of the battlefield.

Finally, the forward elements of the Empire army moved onto the board. Brekkar's Academy Shooters, a Pistolier regiment full of keen young nobles, eager to prove their worth, made a Vanguard move to advance towards the Dire Wolves in the east.





## THE PACT IS SUMMONED

The Daemons were then deployed mostly on the eastern side of the table, with the Bloodletters close to the Garden of Morr. Graf Ziegfreid's Griffon squawked uneasily and ruffled its wings at being so close to the

servants of Chaos, and was hissed at in return. Lifegiver, the Herald of Tzeentch, also deployed close to the Garden of Morr keen to take full advantage of the Thaumic Lodestone hidden within its bounds.



# THE CATAclysm BEGINS TURN 1



The Bright Wizard, Draygan Fievelgrim, stands defiantly on the steps of the Eternity Stair.

## Vanguard Attack

The Pistoliers took full advantage of going first by pouring fire into the advancing Dire Wolves and killed four in a deadly fusillade. This was followed by a direct hit from the Mortar, and a volley from the Handgunners that slew three more.



The Empire began the battle with a charge: the Knights of the Blazing Sun sped across the battlefield and into the Zombies in front of Balewind Vortex. The alliance with the pact remained 'trusted' so the Bloodcrushers did as they were bid and attempted to charge the Zombies but fell short. Other than a slight reordering of battlelines, the only other notable move was the Bloodletters entering the Garden of Morr.

The Magic phase began with the Celestial Lore ascendant. Andy started by casting the *Enchanted Blades of Aiban* upon the Handgunners in the west (giving them +1 to hit), Mark let this through, wishing to conserve his dispel pool.

Andy's next spell was *Time Amok* and Mark could then see a cunning plan being put into place. If cast, the spell allowed Andy to repeat a phase, and no doubt two Shooting phases with the Empire artillery and highly accurate Handgunners would prove quite devastating. Luckily for the Undead, Andy failed to cast. He then turned to Lifegiver, his Herald of Tzeentch, who cast *Flesh to Stone* on the Knights of the Blazing Sun, which was dispelled by the Vampire Lord. It was then the Bright Wizard's turn... (See the box out opposite).

The Shooting phase closely followed with the Sherztville Flintloques firing at the

Balewind Vortex, wounding Von Harken once. The Crossbowmen and the Helblaster targeted the Cockatrice and wounded it twice. In combat, the Knights did well, slaying nine Zombies and causing a further nine to crumble, but the remnants of the unit survived.

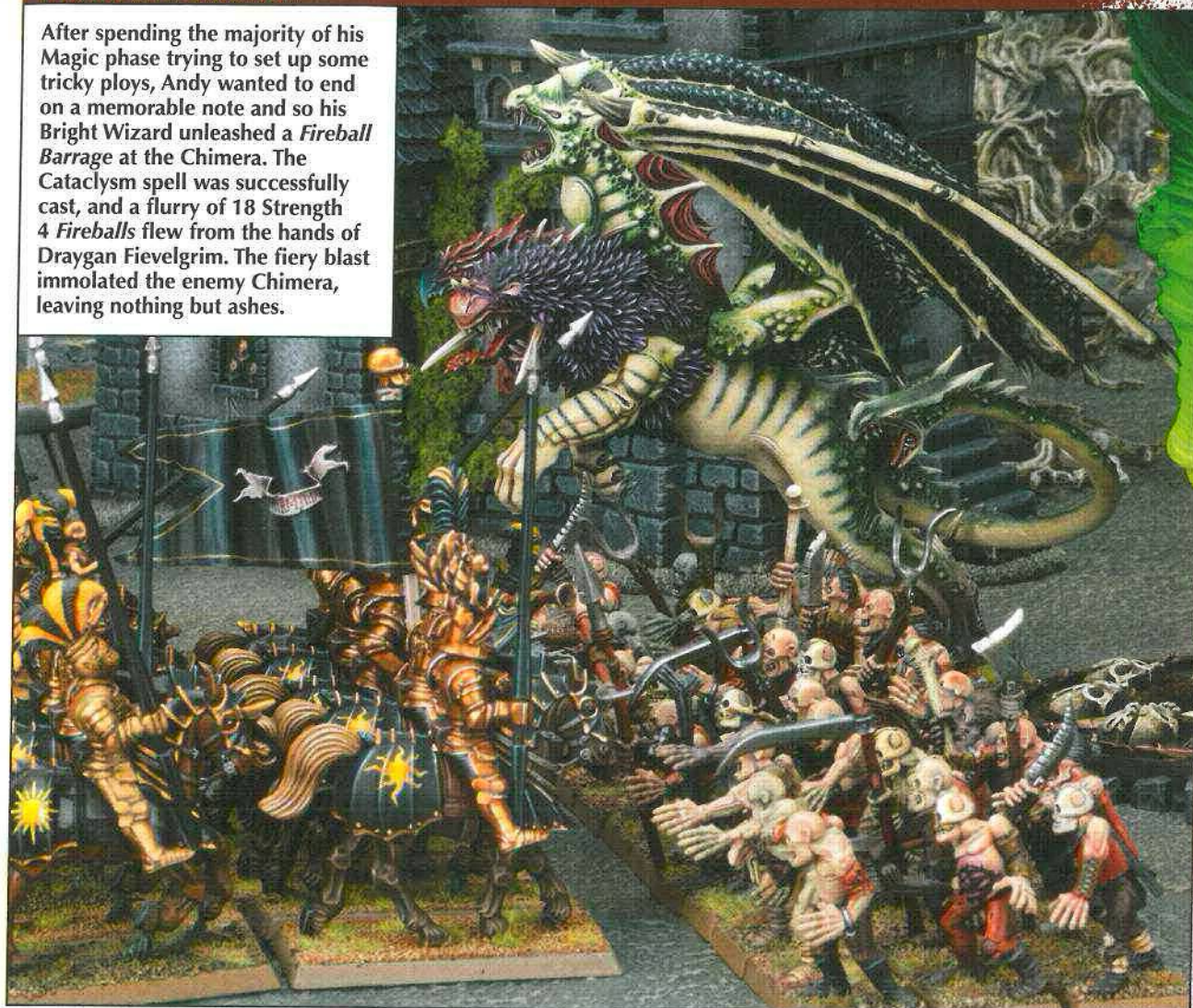
The Undead turn started with a charge by the Cockatrice at the Crossbowmen. Far from being rattled, the Empire state troopers calmly took aim and caused a further three wounds, killing the winged terror even as it flew across the battlefield!

The Varghulf in the east charged the Pistoliers who shot first, wounding the beast twice. But before we could resolve that combat, there was the small matter of magic. The Dark Emissary tried to engage Valst Lishen, the Light Wizard, in a *Magical Duel* but it was dispelled. *Invocation of Nehek* was cast, raising a further nine Zombies to fight the Knights and *Summon Undead Horde* was cast with irresistible force. The Dire Wolves, Zombies and even the wounded Necromancer were all bolstered, but the Vampire Lord suffered a wound from a calamitous detonation.

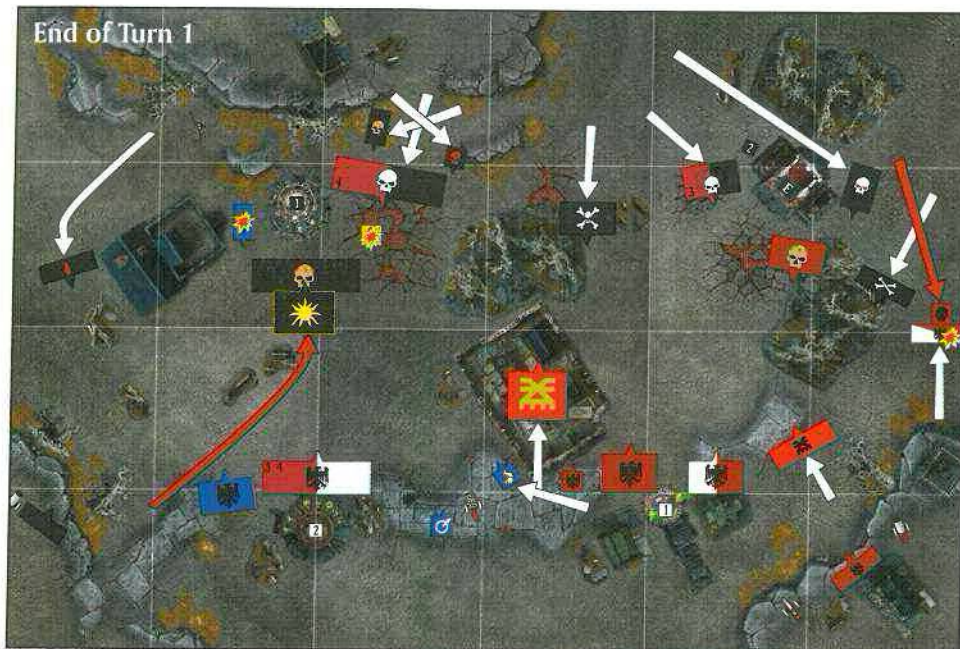
In combat, the Varghulf made short work of the Pistoliers and chased the survivors down. The Knightly Order continued to wade through the refreshed unit of Zombies.

## FIREBALL BARRAGE

After spending the majority of his Magic phase trying to set up some tricky ploys, Andy wanted to end on a memorable note and so his Bright Wizard unleashed a *Fireball Barrage* at the Chimera. The Cataclysm spell was successfully cast, and a flurry of 18 Strength 4 Fireballs flew from the hands of Draygan Fievelgrim. The fiery blast immolated the enemy Chimera, leaving nothing but ashes.



### End of Turn 1



### Fragile Alliances

Units from a Sorcerous Pact fight alongside your own forces in the same way as allies. They always start the game as Trusted Allies, even though normal convention might dictate otherwise – such as the binding power of magic and ritual. However, the alliance is fragile so each turn a dice is rolled – on a 1, 2 or 3 the alliance gets one step worse. If the alliance ever deteriorates beyond Desperate, all of the models from the Sorcerous Pact are removed as the pact comes to a sudden end.

# THE BLOODY STAMPEDE TURN 2

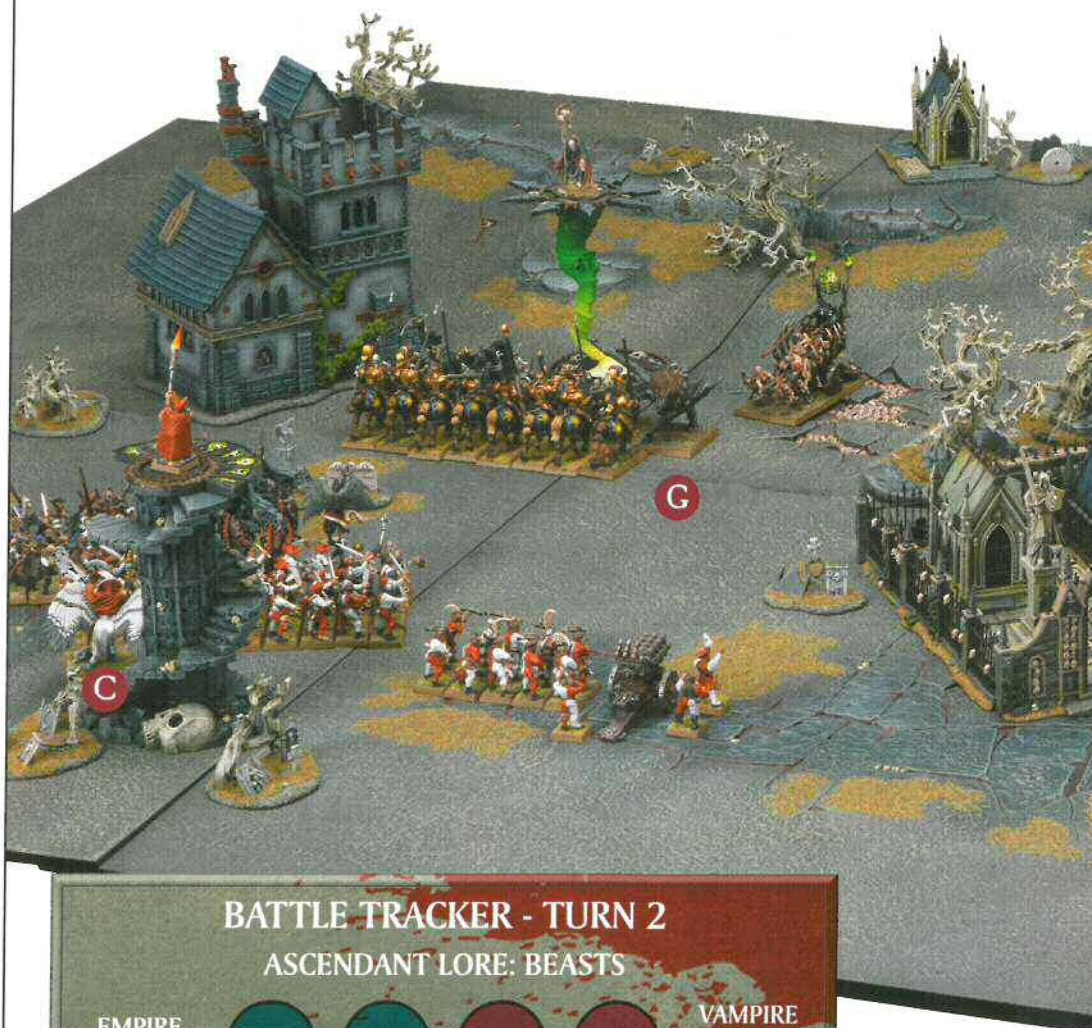
## Annotations

- A** The Herald swoops into the Garden of Morr for cover and to tap into the power of the Thaumic Lodestone hidden amongst the arcane tombs.
- B** In the Empire Magic phase the Lore of Light is ascendant. Andy tries to take full advantage, first by casting *Banishment* on the encroaching Varghulf. This is dispelled, but *Shem's Burning Gaze* is cast, causing two wounds.
- C** Balthasar Gelt casts *Searing Doom* on the Blood Dragons but Mark wisely uses his Dispel Scroll to stop it, as the spell could have easily wiped out the armoured warriors.
- D** Graf Ziegfreid and the Bloodletters charge through the forest and into the Crypt Ghouls. Six of the Daemons are slain charging through the Wildwood.
- E** The Bloodletters get to grips with the Crypt Ghouls in combat, wiping the Undead out but losing six of their number.
- F** The Hungry One charges and destroys the Mortar.
- G** The Varghulf attacks the Knights of the Blazing Sun, ripping through the Empire Knights before running down the last few survivors.

The Daemons – having still proven to be ‘trusted’ – made their mark on the battle as the Bloodletters charged out of the Garden of Morr and into the Crypt Ghouls. The Daemons of Khorne were joined in the charge by Graf Ziegfreid mounted on his Griffon. In the east, the Bloodcrushers stampeded across the ground and into the flanks of the Dire Wolves, decimating them and overrunning into the Zombies. To the west the Knights of the Blazing Sun slew the last of the Zombies and then reformed to face the oncoming Skeleton horde.

In the Vampire Counts’ turn, the Varghulf, rampant from the destruction of the Pistoliers, charged the Mortar. The Blood Knights charged into the Swordsmen, whose detachment of Free Company immediately counter charged into the Vampires’ flank. Meanwhile, the Zombie

Dragon flapped its tattered wings and took flight. It made an impressive 21" charge across the battlefield and slammed into the front of the unit of Halberdiers. Mark advanced his stalwart unit of Grave Guard, hoping to move them into position to launch a supporting charge in the Magic phase. This manoeuvre was foiled by Andy's dispel dice, leaving the Vampire Lord to deal with the Empire soldiers on his own. Andy immediately issued a challenge with his unit champion, knowing it would mean the noble sacrifice of the Sergeant but hopefully still carrying the day on numbers. It didn't help that Mark could only manage one wound and one point of overkill on the Sergeant. The Empire regiment won by two, forcing the Dragon to take a wound (reduced from two as the Battle Standard Bearer was close by, in the immovable unit of Grave Guard).



## BATTLE TRACKER - TURN 2

### ASCENDANT LORE: BEASTS

EMPIRE  
FULCRUMS



VAMPIRE  
COUNTS  
FULCRUMS

# MIGHT VS. MANY

The humble Swordsman is certainly no match for a Blood Knight. However, when fighting as part of a 40-strong regiment and with Militia charging in the side, not to mention the Warrior Priest, suddenly things are a little more... even. In fact, the Blood Knights could not do enough damage and the Empire state troopers were on form. The Swordsmen, Battle Standard Bearer and Militia combined to kill all but one Blood Knight, who crumbled away due to combat resolution.



End of Movement phase  
Vampire Counts Turn 2.

# VAMPIRES ASCENDANT

TURN 3

## Lore of Light



The Lore of Light is anathema to creatures of magic such as Daemons and the various forces of the Undead, dealing an additional D6 of damage whenever cast on such supernatural foes. It was hardly surprising that Andy had selected it to form his magical arsenal.

The Averheim Flasharts, fresh from their victory against the Blood Knights, charged the Skeletons, seeking vengeance for the loss of the Empire Knights. The Griffon took to the air and swooped into the rear of the Zombie Dragon. The lone Necromancer may have been a choicer target, but Graf Ziegfreid was armed with the Sword of Fate; it was his destiny to confront the Vampire. To aid the Halberdiers further, the Stirland Greats hit the Zombie Dragon in the flank.

The Scions of Slaughter charged into the flank of the Grave Guard. Meanwhile Gelt goaded his Pegasus onwards, around the west flank to challenge Von Harken.

Fire was the ascendant Lore in the Magic phase, which suited Fievelgrim. He first attempted another *Fireball Barrage* on the Varghulf in the west. 6D6 Flaming Attacks would put pay to it, but despite +5 to cast and rolling five power dice, Andy could only roll 17 – three short of the total needed. Mark breathed a sigh of relief. The Bright Wizard could cast no more so Gelt tried to cast *Meteoric Ironclad* on the Bloodletters but he failed. The Supreme Patriarch was now out of the phase too. Lifegiver attempted a *Magical Duel* on the Dark Emissary but this was easily

dispelled. Finally the Light Wizard tried to cast *Shem's Burning Gaze* on the Varghulf munching his way through the artillery, but Mark dispelled this as well, his Vampire dominating proceedings. That was one turn that would be left out of the college annals.

To add insult to injury, Andy's first Mortar misfired, and then the Great Cannon's shot fell short of the Dark Emissary. The Handgunners all missed Von Harken. Had Sigmar abandoned his men in their hour of need? Not quite, as the Crossbowmen wounded the Varghulf closest to them twice.

A previously confident Andy now approached the Close Combat phase with some trepidation and his attitude was justified, as things didn't improve. The Bloodletters hit the Grave Guard an unimpressive four times and then rolled four 1s to wound. The Grave Guard still lost the combat but due to the battle standard they did not lose any models.

All was not lost; the Bloodcrushers did manage to clear out the rest of the Zombies, leaving them free to directly threaten the Dark Emissary. Across the battlefield, the Swordsmen fought the Skeletons. The Warrior Priest was forced to fight the Cairn Wraith in a challenge, but with no magical weapon, he had to take the wounds and

As Luthor Von Krüger chews through the Halberdiers, Graf Zeigfreid launches his charge.





## The Butchers

Both Varghulfs had excelled throughout the battle and this turn was no different. As the Hungry One butchered Andy's gunline in the east, the Carnal Tooth had slaughtered its way to the Eternity Stair where it consumed the Bright Wizard!



hope the weight of numbers would win the day. As it was the Skeletons were soundly defeated and nine crumbled to dust.

Meanwhile, the Empire General bravely challenged the Vampire Lord. Luthor Von Krüger struck first and wounded the Ziegfreid once. The Graf's Sword of Fate hit out but only wounded once. Andy cursed his bad rolling yet again. The Griffon focused its attacks on the Vampire but failed to wound. In return it was ravaged by the Zombie Dragon's Pestilent Breath. The Undead monster then raised its claws and knocked the Graf from his mount, killing him outright! The Empire had still won, but Von Krüger howled his defiance.

This only left the Varghulf to rampage through the Handgunners and then onto the Great Cannon, whose crew must have known their doom was upon them.

In the Vampire Counts' turn the Corpse Cart joined the fight with the Swordsmen and the Varghulf charging the Bright Wizard. Mark summoned a unit of Zombies next to the Herald of Tzeentch and the Light Wizard was wounded and knocked off his perch by a *Magical Duel*. However, Mark had only equalled Andy's roll so could only knock him off, not take the fulcrum.

In combat the Vampire Lord finished off the Griffon, but both Undead rider and mount were left on one wound each due to instability after losing the combat – those Greatswords in the flank were not helping matters! The Grave Guard were triumphant against the Bloodletters, leaving only two Daemons remaining. To the west, the Skeletons fared badly against the Swordsmen, who destroyed the Corpse Cart and all the Skeletons, leaving the Cairn Wraith to face the horde alone, even as it killed the Warrior Priest.

The Bloodletters prepare to take on the Grave Guard, but did not count on Andy's appalling dice rolling.



## BATTLE TRACKER - TURN 3

### ASCENDANT LORE: BEASTS

EMPIRE  
FULCRUMS



VAMPIRE  
COUNTS  
FULCRUMS

# THE EMPIRE RESURGENT

TURN 4

## Annotation

**A** The surviving Bloodletters make their mark by slaying the Battle Standard Bearer with Killing Blow. Despite holding the Wight King's skull high for all to see, they are wiped out for their trouble, allowing the Grave Guard to charge the Bloodcrushers in the next phase.

**B** Lorkus Craven attempts a *Magical Duel* but miscasts. Although the spell is cast he is then slain by the miscast before he can press his advantage.

**C** The Dark Emissary also attempts a *Magical Duel*, which is cast on an impressive 22 but is dispelled with a lucky double-6.

**D** It takes Mark three attempts to cast *Raise Dead* due to Andy's constant dispel rolls, but when Mark does get the spell off, he raises seven Zombies in front of the Greatswords to redirect them away from the Grave Guard's flank.

**E** The Carnal Tooth, having got a taste for mageblood after eating the Bright Wizard then set about the freshly arrived Herald of Tzeentch, dining on him as well. If Andy wanted to keep the Eternity Stair he would need to kill the Varghulf!

The Empire had taken a serious blow, losing their General and both of their Arcane Fulcrums in the previous turn.

The Pact between Daemons and Men was strained as the alliance became suspicious. Even so, the Daemons remained eager for slaughter. The Bloodcrushers charged into the Magewrath Throne, keen to get to grips with the Dark Emissary. Across to the west, Balthasar Gelt charged the Balewind Vortex, meaning to slay the Necromancer. The other Arcane Fulcrums were immediately retaken as well.

In the Magic phase Andy manipulated the magical flux to the Lore of Light. Valst Lishen, now back atop his fulcrum, immediately cast *Shem's Burning Gaze* on the closest Varghulf. It was cast on 21 and Mark could only look on as one of his prize vampiric creatures was burnt to a crisp. *Banishment* was then cast at the Necromancer that tried to steal the fulcrum previously but Mark managed to dispel this.

In the Combat phase the Vampire Lord set about the Halberdiers in earnest for the first time. The Vampire Lord and his Zombie Dragon slaughtered Halberdiers in droves, all the while the Cloud of Flies made it hard for the state troopers to hit back, the Halberdiers all missing. The Greatswords failed their Fear test so also needed 6s to hit (WS1 in conjunction with the Cloud of Flies) but still inflicted the wound needed to topple Luthor from his mount. Nevertheless, the Halberdiers lost the combat and ran.

In their turn, the Vampire army began to crumble as their General had been slain. The Grave Guard, having despatched the last of the Bloodletters, charged into the flank of the Bloodcrushers. The Bloodcrushers relished the challenge and immediately struck out, smashing three wights apart. The Grave Guard fought back, but could not pierce the daemonic aura. The combat ended with the Bloodcrushers turning to face their attackers.



## BATTLE TRACKER - TURN 4

ASCENDANT LORE: LIGHT

EMPIRE  
FULCRUMS



VAMPIRE  
COUNTS  
FULCRUMS

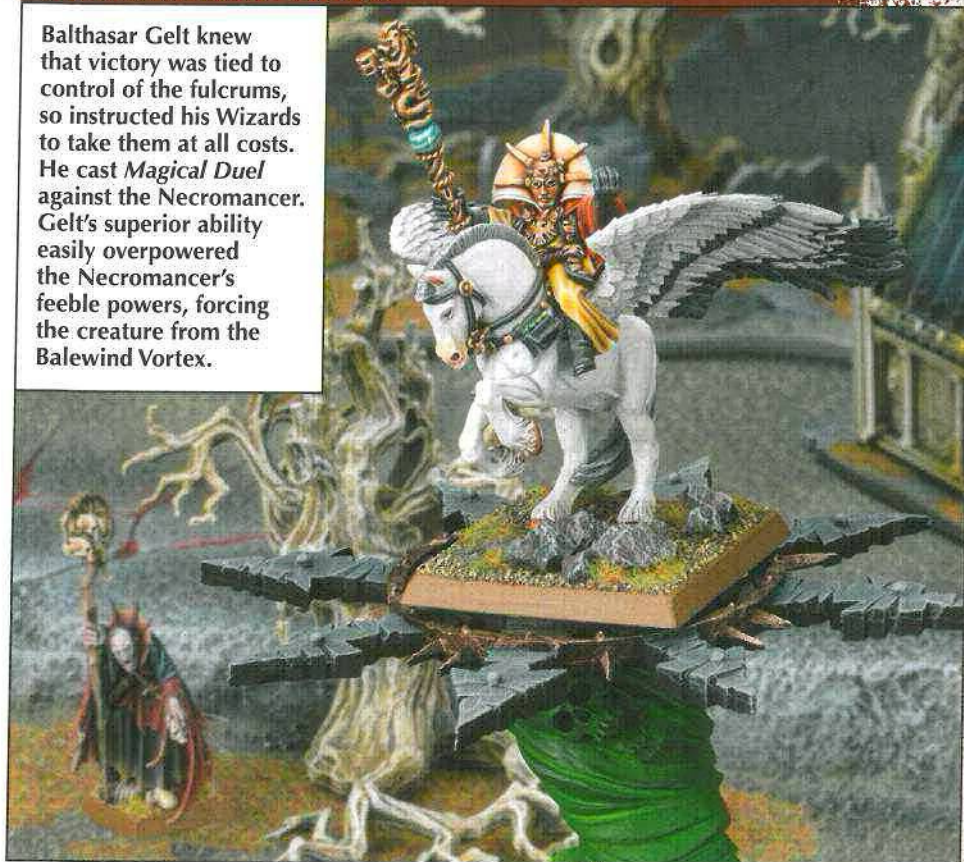


## Instability

With the Vampire Lord dead, Mark's army had to immediately take a Leadership test and then a further test at the start of their fourth turn to see how many models he lost as the army began to dissipate. The Zombie Dragon was killed in this way, as was the lone Wraith and five of the Zombies. At the start of the Vampire Counts' 4th turn Lorkus Craven was wounded and the remaining Zombies were scattered to the winds.

## THE MASTER OF METAL

Balthasar Gelt knew that victory was tied to control of the fulcrums, so instructed his Wizards to take them at all costs. He cast *Magical Duel* against the Necromancer. Gelt's superior ability easily overpowered the Necromancer's feeble powers, forcing the creature from the Balewind Vortex.



End of Movement phase  
Empire Turn 4.



# CHASING THE STORM

TURN 5 & 6

## Flying Fulcrums

Once the Arcane Fulcrums are placed on the tabletop there is no guarantee that that is where they will stay throughout the course of a battle. There are a few spells that can move scenery about the table (notably from the Lore of Shadow) and as Arcane Fulcrums are important in Storm of Magic they will often be the targets of such eldritch trickery. More likely though, as happened in this turn, a roll on the Arcane Fulcrum Miscast table can have them moving about the battlefield as if on castors!



As the entire left flank of the Empire army turned to face the lone Varghulf, the Greatswords charged the recently risen Zombies, many of whom had been former comrades slain mere moments ago. The wild magic proved strong this turn and the Lore of Light was ascendant once more. Lishen tried to cast *Shem's Burning Gaze* on the Dark Emissary, casting it with irresistible force. The Dark Emissary shrugged off the assault, its evil maleficence over-powered the intensity of the magical attack. However, the resulting miscast sent the Light Wizard and the Arcane Fulcrum he was occupying flying back towards the table's edge. Lishen was

With magic over it was time for the remains of the Empire's gunline to open fire. The assembled Empire soldiery levelled their weapons at the remaining Varghulf, desperate to slay it once and for all. The Helblaster fired first and the Varghulf disappeared in a pall of smoke but when that dissipated the creature was still there, albeit on its last wound. The Crossbowmen were next; they had proven their accuracy throughout the battle and this turn was no different as they finally put an end to the bestial Vampire.

In combat the Greatswords made short work of the Zombies, but the ploy successfully kept the Empire elite from the

**“The Greatswords charged the recently risen Zombies, many of whom were former comrades slain moments ago.”**

also wounded by the miscast, but his ward save kept him alive, and active in this Magic phase. This time the Light Wizard cast *Time Amok*, hoping for a second Shooting phase, but he managed to score his second miscast in a row and Mark still dispelled it (as it was a Cataclysm spell it could not be cast with irresistible force). The Light Wizard survived the miscast roll again – that 3+ ward save was working wonders for the hapless Wizard as the magical forces overwhelmed him – but this time he swapped fulcrums with Balthasar Gelt, finding himself in the north!

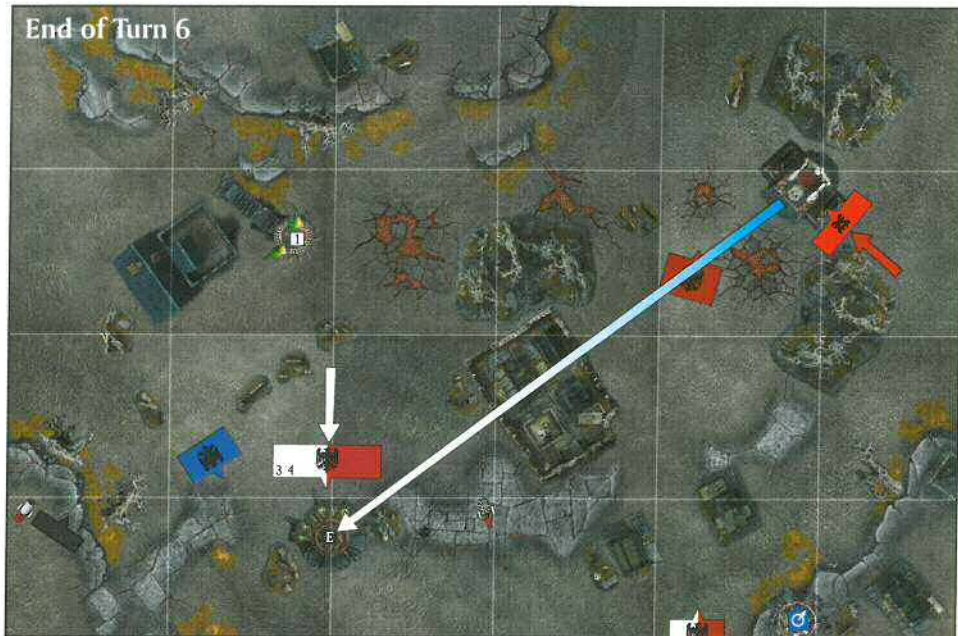
Grave Guard's flank for a whole turn. All they could do was turn to face the wights and be ready to charge in the final phase. The Grave Guard proved they could stand up Bloodcrushers and slew one. The two remaining Bloodcrushers lost the combat but stubbornly refused to be cast back to the Realm of Chaos.

At the start of his fifth turn, Mark's options were fast running out, as were his troops. But with the Dark Emissary still alive Andy could not take anything for granted. Four Grave Guard toppled to the crumbling effect but Mark remained

## Dead and Unburied

It takes an awful lot to put down a Vampire Counts army – more so, in fact, than the eternal warriors of Nehekhara. So long as they have Wizards in play, then spells such as *Summon Undead Horde*, *Invocation of Nehek* and *Raise Dead* can not only continue to replenish wounded units but even summon fresh reinforcements from the grave. Once all Mark's Necromancers were dead, however, there was little that could be done but bury the bones...

## End of Turn 6



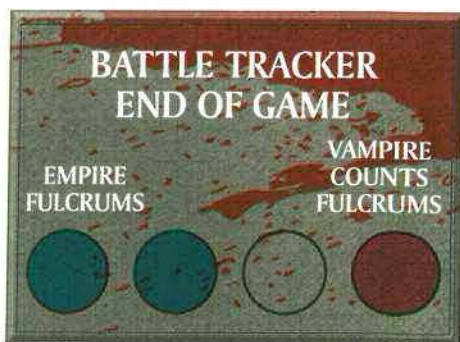
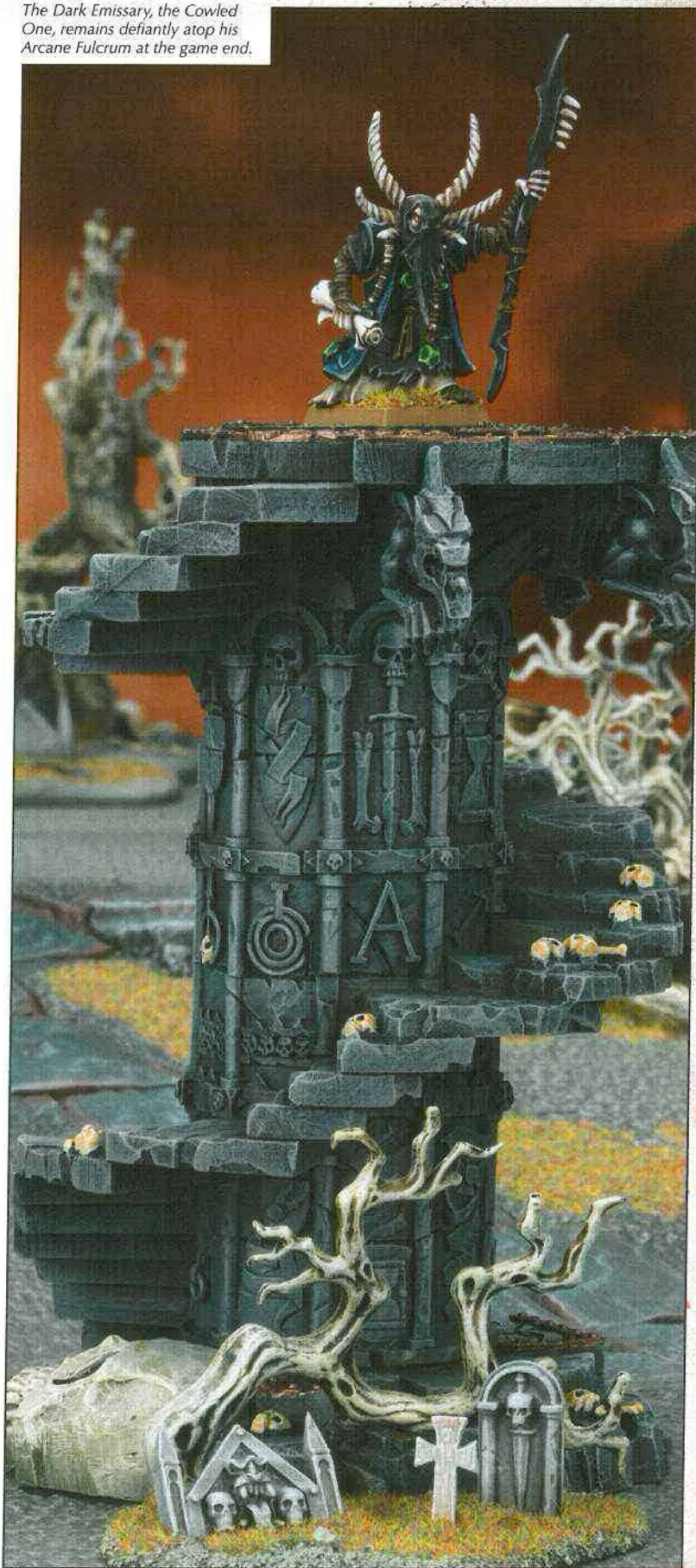
resolute. In the Magic phase, he rolled 12 (and channelled a further dice) but Andy could only muster 8 for his dispel pool. Mark started by casting the *Choking Foe* on the Greatswords. Andy reminded himself that victory lay in claiming the fulcrums and so, reluctantly, left the proud Empire soldiers to their fate. It turned out to be the right choice as they passed their Leadership test and so suffered no ill effects, for this turn at least. *Invocation of Nehek* was then cast but this was dispelled closely followed by a *Magical Duel* against the constantly-attacked Light Wizard, this was successfully cast but Andy won the roll-off.

In combat the Bloodcrushers destroyed the remaining Grave Guard. Now without any visible enemies Gelt would have to banish them soon, or else they'd be looking for blood from their former allies.

The final Empire turn was all about consolidating the Arcane Fulcrums, but as long as the Dark Emissary and Necromancer remained alive the Vampire Counts could easily still win, especially with a Level 1 Light Wizard clinging to life on a single wound. Lishen targeted the Necromancer who was but a few inches away. He tried *Shem's Burning Gaze* but Mark dispelled this outright. His final play was the Cataclysm spell *Enlightenment*. It was risky because it was 20 to cast and the last thing Andy needed was another miscast, but he needed at least one of Mark's two magic users dead (or to stay dead). The spell was successfully cast and Mark could not raise enough power to dispel it. The Necromancer took nine wounds as he was enveloped in burning light, more than enough to kill him and prevent Mark getting anything but a draw.

In Mark's final turn the Dark Emissary made one last attempt at snatching a draw. He cast *Transagar's Teleportation* to move across to the Eternity Stair and then caught the Light Wizard in a *Magical Duel* now that he was in range. Andy could not dispel it, but despite the Dark Emissary having a higher Leadership and magic level, the Light Wizard rebuffed the attack and so kept his place. The Dark Emissary held one Arcane Fulcrum but the Empire had two. Balthasar's gamble had paid off: victory belonged to the Empire, but at what price?

The Dark Emissary, the Cowled One, remains defiantly atop his Arcane Fulcrum at the game end.



# VICTORY FOR SIGMAR

## Light in the Darkness

Valst Lishen, the Light Wizard has my enduring gratitude. Not only did he survive two miscasts to keep my last two magic users in the game but his timely use of spells to scour the Undead from the battlefield no doubt won me the battle.



**Andy:** Well, as the squalls of mystical energy dissipate, it is the Empire that stands firm in the face of destruction, and who'd have thought it?! Certainly not me by the end of Turn 3. I had been knocked off both of my Arcane Fulcrums and the Vampire Lord with his pet Zombie Dragon were busy munching their way through my infantry units. However, games of Warhammer, and especially Storm of Magic, can be fickle. Once my honourable Greatswords had dealt the last blow to

to slay the Vampire Lord – three attacks, wounding on 2+ with Multiple Wounds D3 – but could only knock a single wound off during the key fight. Balthasar Gelt and his coven of Wizards on the other hand were stellar, despite a dismal Magic phase in Turn 3 they stayed the course and kept me in the game by staying alive, save the Bright Wizard. Lishen, the Light Wizard, went through a phase of constantly miscasting, but somehow managed to survive all the ill effects, so earned my respect.

**“I can’t help but think that Gelt will have some explaining to do once he returns to Altdorf. Still a victory is a victory.”**

Luthor Von Krüger, the momentum was with the Empire. Even then, Mark could have robbed me of victory, with a crafty ploy in the final Magic phase that should have come off and resulted in a draw. Just goes to show that enemy Wizards need to be killed at every opportunity, as your hold over the Arcane Fulcrums is never truly safe while opposing magic users still live.

I think my own forces performed admirably, with the noticeable exception of the General, who was tooled up specifically

And what of my infernal alliance? It worked out well. The Bloodcrushers rampaged through everything they encountered, although the Bloodletters struggled a bit more, but that was due to some unlucky rolling when I charged through the Wildwood. Still, their impact on the battle was palpable and helped win me the game, although I can’t help but think that Balthasar Gelt will have some explaining to do once he returns to Altdorf. Still, a victory is a victory!

## MOST DEVASTATING SPELL OF THE BATTLE

There are plenty of spells to choose from when it comes to devastating spells. *Enlightenment* came close as it truly baked the Necromancer by causing nine wounds when I only needed to do just the one. Mark’s use of spells were more to do with raising troops and summoning craftily placed Zombie regiments, although a few cunning uses of a *Magical Duel* could have won the game for him, if I hadn’t been constantly dispelling them. In the end through, the award has to go to the Bright Wizard for his *Fireball Barrage* that turned a healthy Chimera into little more than a smouldering carcass.



# LAMENTATIONS

**Mark:** After a rather rocky ride throughout the first half of the game, somehow it ended up being anyone's game thanks to some clever tactical wrangling in the final Magic phases that almost allowed me to pull off a draw at the last moment. But let's be honest: my mistakes early on were enough to lose me any game! I can almost predict the slew of letters that will be heading my way from Vampire Counts players cursing my tactical ineptitude.

So I'll get those mistakes out of the way first shall I? The way I see it, it boiled down to two fatal errors on my part. The first was the tragic waste of the Blood Knights against a horde of Empire Swordsmen. I was incredibly overconfident, and they deserved everything they got. If I'd held back for one more turn I could have joined the big combat in the centre, and that would have been much better for the overall battle plan. As it was, I got spooked by Andy's shockingly accurate missile fire and decided that any charge was better than no charge at all – how very wrong I was! The second error was, inevitably, the Vampire Lord's charge. If only I'd hung on for one more turn and supported him with another unit – had I played my cards right I could have used the Varghulf on my left flank to support the Vampire and then it would almost have certainly gone my way. But, I relied on scoring the maximum

possible wounds in the challenge against the Count's Champion, and when that didn't happen it was an inevitable slow grind that was unlikely to end in my favour. In fairness to the Vampire Lord though, it took Andy far longer than we both expected to defeat him, because once the Zombie Dragon was able to fight as well, Von Krüger started to really rack up the kills. The only other thing that went badly for me – although this was really more good luck on Andy's part – was the loss of both the Chimera and Cockatrice early on. With most of my Monsters & Magic allowance taken out, it was a real struggle against Andy's numerical advantage.

In terms of making these mistakes, I'm putting it down to two very important factors. First of all, I'm getting on a bit, and I forgot several rules that would have saved me some pride. Secondly, the staff kitchen was out of normal tea bags, and I was forced to drink decaffeinated tea, which is clearly not the drink of champions. In the second half of the game, when I was really up against it, I played much better – my theory is borne out, because I insisted on a coffee break and went to Bugman's Bar for an extra large coffee. Hey presto! – brain working once more, but it was not to be. Too little too late and all that. However, like every good horror villain, Luthor Von Krüger will rise again.

## Darkness Defiant

Although the Vampire Lord performed amazingly well against the Empire throng, it's actually his lieutenant, the Wight King and his unit of Grave Guard who deserve acclaim. The Icon of Vengeance paid off, as it meant that the unit survived the General's demise. Andy's tactical nous in killing the Battle Standard Bearer as soon as possible was the thing that stopped them from rampaging through the rest of the army. Wights are certainly nothing to be sniffed at!



'See, brother, see, we have won the day. A victory we could not have achieved without aid from the Dark Powers,' said Gelt as he approached Valst Lishen who sat recovering on a scorched and blackened rock where a Varghulf had once been a few hours before.

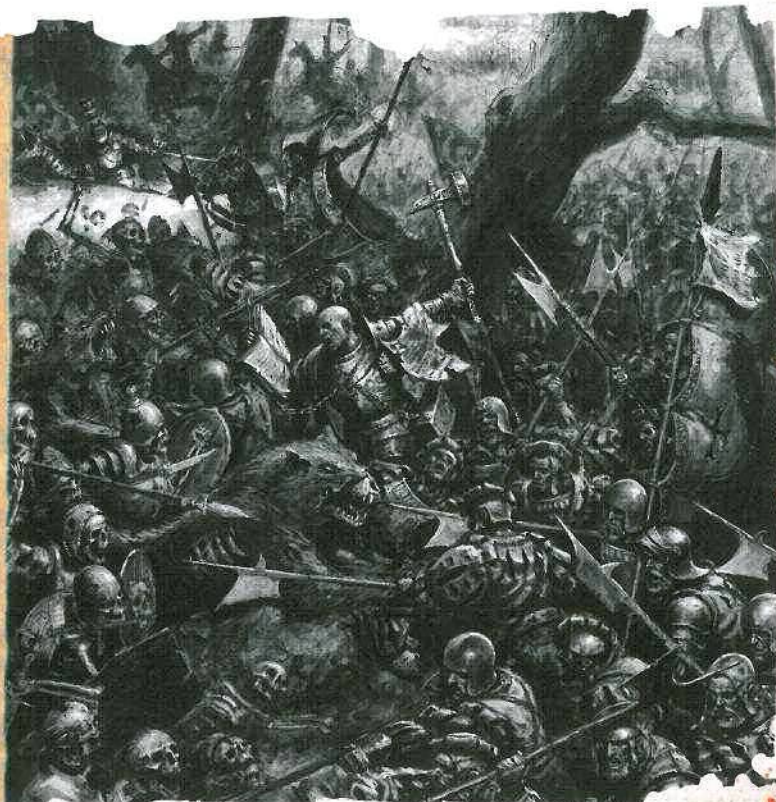
'You fool!' spat the Light Wizard. 'I see no victory here – I see only death. And just because you handle a serpent unscathed once, it does not mean the creature will not try to bite again.'

'Hmm... another analogy, you and your former colleague, are quite fond of them. But you cannot deny that we are victorious, the Vampire is dead – his ashes scattered to the winds.'

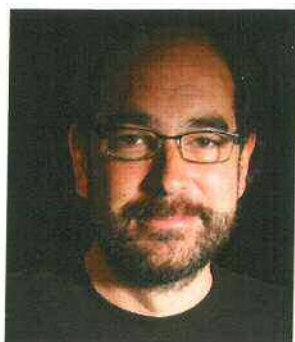
The Light Wizard looked away, he was exhausted and had seen quite enough of the Supreme Patriarch for this decade – lifetime even. He briefly turned back to Gelt.

'I will be making a full report to my Magister upon return to Altdorf. People will know what has gone on here today.'

The Gold Wizard remained still as if thinking over what had been said. 'Fine,' he replied. 'All I ask is that we travel back together. There is safety in numbers as the journey is long and the way through the forest may well be dangerous.'



# STANDARD BEARER



Having successfully murdered his darlings, Jervis discusses another mantra with which he intends to take the world by storm.



Each of our game systems is different, reflecting the background and feel of the setting.

A couple of months ago I wrote about my 'hobby mantras' – short phrases and sayings that I've picked up over the years and which I've found useful. This month I thought I'd talk about another one of my mantras, which is (he says, assuming a suitably deep and booming voice): 'avoid disassociated game mechanics'.

I know, I know, it sounds frighteningly technical, and to an extent it is. However, I think it goes right to the heart of an important principle about the way that we design our games, which is that the rules should be inspired by the models we make and the background we've written, rather than the other way around. This concept pretty much underpins all of our game rules, and for this reason I think it's worth exploring in a bit more depth in this month's Standard Bearer.

The first hobby mantra I discussed was the phrase 'murder your darlings', a term that has been around for over a hundred years. The concept of disassociated game mechanics is much more recent, at least as far as I know. I came across the term in a rather roundabout sort of way, which necessitates a short digression about my gaming habits. I doubt it will come as a surprise to any of you, but I play all sorts of games: I play Bridge every Tuesday with my in-laws, a group of us meet up most weeks to play board games and roleplaying games (it will come as no surprise that the Warhammer and 40K inspired games produced by Fantasy Flight Games are a particular favourite of the group), and I'm a member of another group that goes to the local LAN arena once a month to play first-person shooters. In short, I love games, and, as my wife constantly reminds me, I spend far too much time thinking about and playing them. This passion for all things games-related means that I tend to get drawn, moth-like, to Internet forums and blogs about games. And it was here, in a discussion on roleplaying game design theory, that I first heard about the concept of disassociated game mechanics.

So, what does the term mean? In a nutshell, it refers to game rules where the *game mechanic* is thought of first, rather than the mechanic being based on the background for the game. This is probably best explained by way of a couple of different examples:

Let's say that I'm designing a game, and I decide that I want all units to have a special ability they can use once per game. I then go on to create a list of special abilities that I think will provide players with a range of interesting tactical challenges. Finally I come up with a list of units, and I assign each of them one of the abilities. This process creates disassociated game mechanics, as the rules I've invented

are not associated with the units that receive them until after all of the rules have been written.

The alternative is to create the background for the game first, and then write rules that are based on that background, and will recreate it in the games you play. So I might decide that one of the armies in my game will be a race of tough, argumentative green-skinned warriors called the Orcs, that charge into combat with a mighty Waaagh! I then devise rules that will make the Orcs tough and argumentative, and allow them to charge into combat with a mighty Waaagh! This process creates *associated* game mechanics, because the rules are associated with the units that receive them.

Now, although there is an element of chicken and the egg about this concept, it does have important implications for the way that games are designed. This is because the two methods are good at doing two very different things. Disassociated mechanics are great for creating challenging yet rather abstract games. Because the rules are separated from the background, the designer can concentrate purely on the game mechanics, creating a clinically precise game system. Chess and Bridge are two examples of games that use disassociated mechanics to superb effect.

“There is an element of chicken and egg about this concept.”

Associated mechanics, on the other hand, are great for creating games where players become immersed in the story that is unfolding before them as they play. Because the rules are based on the background story for the game, the designer can't help but create a game that emulates the background it is based upon. I may be biased, but I think that Warhammer, Warhammer 40,000 and The Lord of the Rings Strategy Battle Game are great examples of games that use associated game mechanics, and which therefore really bring the background for the three games to life.

Written down like this you may be thinking 'Well that's just obvious! Why does Jervis need a mantra to remind himself not to use disassociated game mechanics? Well, like so many things, something that is obvious once it has been explained to you can be a whole lot less so when it hasn't. This is exacerbated by the fact that we game designers tend to be easily distracted by a beautiful, elegant game mechanic;

I know it may seem strange, but I get a little shiver of excitement when we read a cleverly designed game rule (*There's no 'seem' about it Johnson; it is strange!* – Ed). In the past this combination of ignorance and passion has led me to design rules that, while they worked extremely well mechanically, were just a bit too abstract and 'dry'. Fortunately we have playtesters and editors, and they have made sure that these tendencies on my part are held in check. However, it wasn't until I came across the discussions on disassociated game mechanics in roleplaying games that the scales were lifted from my eyes, and everything suddenly clicked into place. Now I can look at a rule I've written, and say to myself 'avoid disassociated game mechanics', and that little mantra helps keep me on the straight and narrow without any help from anyone else!

However, once I started using my new mantra, I quickly realised something else; the discussions on the roleplaying forums were based on writing rules associated with the *written* game background. At Games Workshop we are blessed with another, even more important, source of inspiration, which is the Citadel miniatures that the rules are written for. Although the miniatures are used as gaming pieces, they are actually designed as small sculptures based on the backgrounds for our games. Because of this it's vital that the rules we write are based on the miniatures used in the game, and that they don't become 'disassociated' from them.

All in all, then, my new mantra means that I am now extremely diligent about making sure that I only use associated game mechanics, and that all the rules I invent flow naturally from the game background we've invented, and the miniatures the rules are written for. Just as importantly, if I get stuck, and playtesting shows that a rule doesn't work or a unit is too strong or too weak, I go back to the models and the

written background for inspiration, rather than coming up with a disassociated game mechanic to 'fix' the problem.

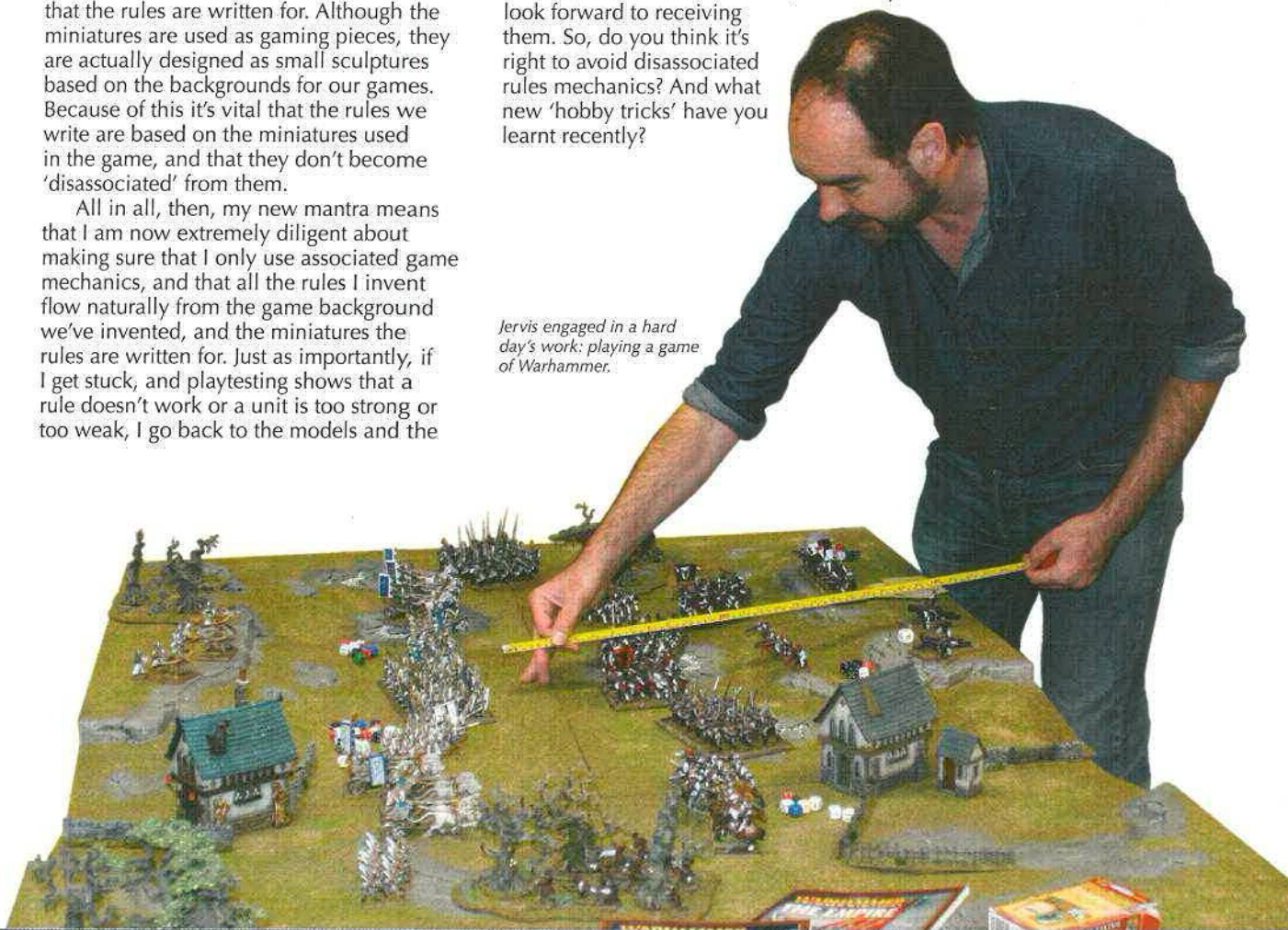
All of which is great for me, and quite interesting too I think... well it is as long as you are interested in the design philosophy that underpins our games... hmmm, that's probably not terribly many people is it? Fortunately, I think there's something else that can be learnt from this mantra, and that's that it shows that, contrary to popular belief, an old dog *can* learn a few new tricks. Let's face it, if a hoary old veteran game designer like me can pick up new tricks and ideas every now and then, then there's got to be hope for old dogs everywhere! The secret is to always keep your eyes open for new ideas, keep an open mind, and not to worry about appropriating good ideas for your own use whenever you come across them. Trust me, if you do this, all aspects of your hobby will benefit, be they painting, playing games or writing rules!

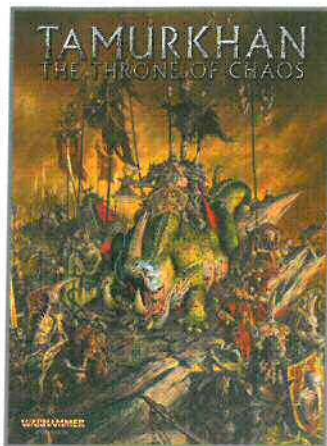
And on that bombshell I shall leave you. As ever, please feel free to write to me with your feedback about this month's Standard Bearer. I can't always reply to the letters I receive, but I do read them all, and always look forward to receiving them. So, do you think it's right to avoid disassociated rules mechanics? And what new 'hobby tricks' have you learnt recently?

Write to Jervis at:

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*Jervis engaged in a hard day's work: playing a game of Warhammer.*





# WARHAMMER® FORGE™

The Warhammer Forge range contains a selection of towering resin monsters, from the huge Bonebreaker Giant to vile Exalted Daemons. Many of these can be included in games of Storm of Magic using Scrolls of Binding. The first Warhammer Forge book, Tamurkhan: the Throne of Chaos, available to buy now, also includes rules for even more fantastical creations, such as the Marienburg Landship. Check out the Warhammer Forge website for the complete range of monsters.

**[forgeworld.co.uk/warhammer](http://forgeworld.co.uk/warhammer)**





# 'EAVY METAL™ MONSTERS

Storm of Magic introduced a plethora of new monsters to the Warhammer world and the 'Eavy Metal team pulled out all the stops to paint a stunning selection of these miniatures. We look at just some of them in detail over the next few pages.

**D**uring a Storm of Magic, the skies echo to the sound of ancient and mythical beasts. Some of these creatures are as old as the world itself, whilst others are not so much born as actually spawned by the Chaos energies unleashed upon the land.

The talented painters of the 'Eavy Metal team used this fundamental concept as a basis for their colour schemes

when painting the magnificent creatures displayed in this showcase. The use of bright, vibrant colours really helped to exaggerate the fantastical, otherworldly nature of these monsters. Many of them feature realistic skin patterns and mottling, but natural colours associated with real animals were avoided wherever possible – these are creatures from the Warhammer world, after all, not ancient mythology!



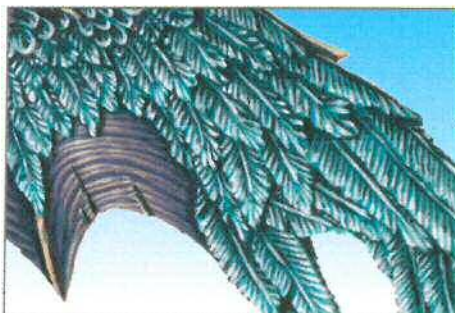
The head is most often the focal point of a model, so extra care was taken and the brightest colours used to achieve the desired effect on the Cockatrice. Dave used some reference material of a parakeet's blue under-plumage as inspiration.

## —Cockatrice

Of all the myriad creatures spawned in the Chaos Wastes, the Cockatrice is perhaps the strangest of all. Dave Heathfield painted it using wildly varied and vivid colours to represent the its esoteric nature. With no limitations dictating how far he could go, Dave had a blank canvas to work with. He therefore tried to be as extreme as possible with his choice of palette, but used colour theory to ensure that each shade would still complement the others once the model was finished. The overall result really helps to emphasise the Cockatrice's utterly bizarre and outlandish appearance.



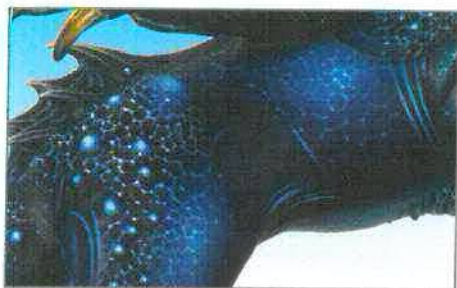
The tight, stretched skin around the Cockatrice's ribs was painted to look bruised and sore to represent its warped and unnatural nature.



The feathers on the wings were painted in a matching spot colour to offset the Cockatrice's bluish fur, bringing some consistency to the wildly varied palette.



The black and yellow claws contrast perfectly with the effect used on the feathers and fur.



*These incredible textures were added to represent the unnatural energies that sustain the Chimera, further adding to its seemingly impossible anatomy.*



*Each head introduced a different colour to the model, but was carefully blended in with the main colour to avoid it looking disjointed.*



*The striped pattern on this Chimera's skin was applied using pictures of tiger stripes for inspiration, but with suitably radical colours in place of realistic shades.*



*The Chimera's central head was painted in the same colour as its body to lend some uniformity to the model as a whole.*

## Chimera

An amalgam of a multitude of mythical beasts, a Chimera is a true creation of Chaos. Both of the 'Eavy Metal Chimeras were painted to be as fantastical as possible, both painters being given free rein to be as creative and artistic as they wanted to be.

Joe Tomaszewski painted the model shown above, using rich purples and deep blues to help it really stand out amongst the coterie of Chaos monsters. He added a lighter spot colour to the horns and claws as an effective contrast to the darker shades used on the rest of the model.

Conversely, Kornel Kozak's Chimera (shown below left), was painted in a vibrant mint-green to completely diversify itself from Joe's model. They made sure that each model demonstrated the random nature of Chaos in this way, as no two Chimeras would ever look the same.

## Giant

Far from uncommon in the Warhammer world at the best of times, a Storm of Magic will often see a handful of Giants take to the battlefield, fighting on one side, or even both. With this in mind, the 'Eavy Metal team took the opportunity to paint some brand-new additions to the burgeoning Studio monster collection.

The Giant to the right was painted by Neil Green in a colour scheme that admirably demonstrates the fact that Giants are indeed monsters, and therefore do not need to be limited to a human skin palette. Neil painted the scraps of clothing and improvised armour to represent the Giant's penchant for scavenging.

Neil Langdown painted a lighter-skinned Giant, which you can see an inset from below right. Dave Heathfield painted on the spectacular tattoo.



The light fabric of this looted Beastman banner contrasts nicely with the Giant's dark skin tones.



The Empire soldier that once bore this shield was obviously proud to display his allegiance to the Emperor of the realm. Alas.



The unhealthy, mottled veins painted on the Giant's sizable stomach help to show the corruption taking root in its body. This Giant probably hails from the Chaos Wastes and is starting to show signs of mutation.



Details such as tattoos and other such markings can work well to break up large areas of skin. Dave Heathfield's stylised Dragon design is a perfect example of this theory having been put in practise.



A close-up of the mottled blending reveals how intricate the paintwork is.



Mark Holmes lavishly embellished the cloak's large surface area with a stylised eight-pointed star design.



Anja Wettergren's model uses a deep red palette, offset by a brilliant golden mane.



The turquoise tail softens the bright colours of the Manticore's body and fur.

## Manticore

A ferocious beast of the northern mountains, a Manticore is another dread monster born of the swirling energies of the Chaos Wastes.

Darren Latham's Manticore shown above is a superb example of how such a creature, despite sharing similar traits with leonine animals, can be painted in a more exotic manner to display its extraordinary origins. The pale coloration of the Manticore's body is cleverly blended with the dark, contrasting colour of its paws and wings using the mottled pattern. Darren used the fiery red mane and fur as a spot colour to balance the palette, but also as a nod to the colour scheme of a classic Manticore of many years past.



# CITADEL® HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.

## VAMPIRE COUNTS CORPSE CART

NOMINATED BY TRISH CARDEN



*Trish Carden is Citadel's queen of creatures and has been extremely prolific of late, with the new monsters for Storm of Magic. We thought it was only right she nominate the next model for the Hall of Fame.*



*The Zombies are not harnessed in the traditional sense, having been speared directly onto the yoke.*



*The driver of the Corpse Cart crouches amidst the corpses as though driving a macabre chariot.*



**Trish:** I'm bit of a horror aficionado. I love scary movies and that feeds both into my work, designing creatures for the Citadel range, and in what I like. With the horror influence so prominent in my mind, I have chosen the Vampire Counts Corpse Cart for the Hall of Fame.

It's such an evocative model of unfettered nastiness that, to me, it brings in all the senses. It looks like an evil, terrifying thing – a mound of writhing bodies drawn by Zombies. I imagine that the smell of it would be appalling; the rotting wood and those decaying bodies would make the thing reek. With regard to taste, there are some smells that stink so badly they leave a horrible tang on your tongue and I've no doubt the Corpse Cart would create such an odour. Then there is the sound it would

make – the dolorous tolling of that bell, the moans from the horrifying cargo, the squelching noise the staved Zombies that drag the cart would make as they lolled to and fro in their relentless advance. I can even picture the ominous sound of the wheels turning along a cobbled road of an Empire street and echoing off the houses. I don't want to even describe how I imagine the Corpse Cart would feel – it'd be slimy and the carriage itself would crumble in your hands as it's so damp from the fluids of the dead...

I admit that's a rather colourful way of describing a model, but the very fact that the miniature evokes such a feeling when I look at it – that it transcends merely sight alone – makes it more than worthy to be placed in the Citadel Hall of Fame.

# NECROMANCER SHOWCASE



*This Necromancer proffers a talismanic skull up, perhaps engaged in a dark ritual.*



*The cloak and beard of this Necromancer appear to be blown by the Winds of Magic.*



*Brian Nelson's latest Necromancer is a cowled figure adorned with all manner of morbid talismans.*



*The Corpse Cart can also be used as the fell mount for a Necromancer, allowing the dread spellcaster a mobile pulpit for his dark arts. This driver whips his Undead charges forwards, rather than luring them onwards.*



*The Balefire flickers in the brazier behind the driver, burning skulls just visible amidst the flames.*



*The Necromancer has a real sense of motion, his hair and robes all blowing in the same direction.*



*The macabre contents of the cart provide a Necromancer with plenty of bodies.*



*The Zombies strain at their yokes, pulling the Corpse Cart ever onwards into battle.*

## DESIGNER'S RESPONSE

**Colin Grayson:** This really was a collaborative effort between Brian Nelson and myself. While Brian took on the 'passengers', driver and the Zombie 'steeds' I worked on the chassis. It was a unique project in that Brian was physically sculpting his parts, while I was working in a digital form so we had to ensure that the two elements worked seamlessly together, so there was a lot of measuring involved. After all, the cart had to be the right size and all those limbs needed to fit between the wooden sides for the model to work.

Before we began, Brian worked on some concepts. His design works really well, very much keeping with the macabre theme. It's no coincidence that the base of the cart is shaped like a coffin or that the sides curve upwards like a rib cage. We wanted the Corpse Cart to look like it was sagging and swollen as if damp from the bodies on board whose liquefied remains were rotting it even further.



# BLACK DRAGON



### PAINTING MONSTERS

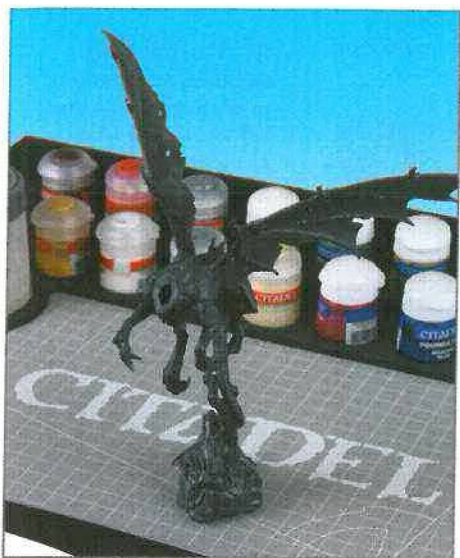
Although throughout this article we use the Dark Elf Black Dragon as an example, the techniques are just as applicable for painting other large monsters. The dark colour scheme would work rather well for the new Zombie Dragon, for example.

**W**ith the launch last month of several new plastic monster kits for Warhammer, not to mention this month's Terrorgheist and Vampire Counts, we decided it was a good opportunity to show you how to paint such large monsters. We opted for the Black Dragon, turning to the Hobby Team's relentless painters. Duncan Rhodes stepped forward, paintbrush in hand to reveal his tips and tricks. A long-time fan of all things Dark Elves, we knew that Duncan would pull out all the stops on this beautiful miniature. So it was that he disappeared into his lair armed with his trusty Mega Paint Set and got to work.

**Duncan:** I often find large models to be quite intimidating to paint at first, especially when it sits before you, undercoated and ready to go. The important thing to remember is to take your time. Such an imposing monster will invariably be the centrepiece of your army, so you should paint it accordingly, lavishing it with great care when building and painting it.

The first thing to do before you set about building the model is to consider how you're going to paint it, as you may not want to build it in its entirety. Certain components may be easier to paint separately, then affixed later when the model is finished, so try to plan ahead.

# 1 ASSEMBLING THE DRAGON BODY AND WINGS



Duncan really enjoys building large monsters, and the Black Dragon was no exception. Duncan always recommends taking the time to look through the instructions first to ensure that there are no surprises during the building process – even experienced hobbyists may spot something they weren't expecting. This is especially important when building any multi-part kits that have movable parts, as some stages may require you to avoid gluing components in place.

Having clipped the components from the frame with a set of Plastic Cutters, set about cleaning up any visible mould lines using a Hobby Knife, as it is important to ensure your model has a nice, clean finish before undercoating it. Duncan's final piece of advice for this stage is to start building the model from the bottom upwards for the sake of stability.

## PREPARATION

When about to start a large modelling project, it's a good idea to take a moment to prepare your workspace so that you are more organised for the task at hand, with all the tools you'll need within easy reach.

## CITADEL PAINT STATION

This portable workspace is a great way of organising a project, allowing you to keep all the tools, paints and components you need in one place.



## CITADEL PAINTS

Before you begin, plan out your colour scheme and gather your chosen paints together so you don't have to keep interrupting your flow.



## CITADEL BRUSHES

For a large project such as this, you'll need a Large Brush for painting large flat areas, as well as smaller brushes for painting the details.



First of all, glue the two rocky base halves together with Plastic Glue.



Now stick the tree stump onto the rocky base section.



Complete the end of the Dragon's tail by gluing it to the base section.



Glue the left and right sides of the Dragon's body together.



The Dragon's left forearm should now be glued to the body's appropriate shoulder joint.



Repeat this process with the right arm, gluing it to the body's opposite shoulder joint.



Affix the central tail component to the Dragon's main body.



Taking time to allow the joint to dry properly, glue the Dragon's body to its tail section on the rocky base.



When this stage has dried, glue both wings in place, using the slot behind each forearm.

## 2 ASSEMBLING THE DRAGON HEAD AND RIDERS

At this point, Duncan had to make the decision as to which of the two Dragon heads and which rider he would use. He opted for the roaring Dragon head, reasoning that it would look more aggressive, and used the Dreadlord to represent himself on the battlefield.



1 Glue the two halves of the neck together. You can add any of the optional armour plates at this stage too.



2 Choose the head you wish to use, then glue the two halves together with the tongue attached.



3 Decide which Dreadlord torso you wish to use from the selection, then glue the front and back halves together.



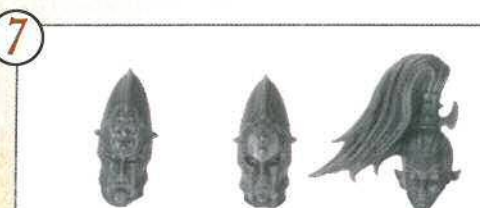
4 Assemble the Dreadlord's legs by gluing the left and right sides together.



5 Glue the shield arm to the shield of your choice.



6 Choose a weapon arm, then glue it and the shield arm to the Dreadlord's torso.



### Optional Heads:

The Black Dragon frame also includes many alternate heads that Duncan didn't use. These spare heads can be used to add further options for your unit champions in the rest of your Dark Elf army, so keep them to hand.

### SORCERESS

For those that prefer to use magic to do the talking, Duncan has created this handy guide for building the Supreme Sorceress, who can also ride a Black Dragon to battle.



1 Glue both legs together, then affix the Sorceress torso of your choice.



2 Decide which of the two wands you wish to use, then glue it to the arm.



3 Make your selection of Sorceress head and glue it to the body's neck.



4 As with the Dreadlord, ensure you make a 'dry fit' first before painting.

### 3 ASSEMBLING THE SADDLE AND ARMOUR



**Throne:** Having glued the four components of the throne together, Duncan chose not to affix it to the Black Dragon's back at this stage, keeping it separate to make it easier to paint. However, though he didn't actually glue it in place, he made a 'dry-fit' with some adhesive putty to ensure that he had built it correctly and that it would fit snugly in place when he finished painting it.



**Armour:** There are a selection of armour plates that can be added on to the Dragon's arms legs and head. Duncan chose to use these optional components, intending to paint them gold as a contrasting colour to the hide.

## 4 APPLYING THE BASECOAT

### THE DREADLORD

Firstly, paint the armour and sword with Chainmail. Basecoat the tunic and panelling of the shield with Liche Purple. Pick out the face with Tallarn Flesh. Apply a blend of Shining Gold and Scorched Brown in a 1:1 mix to the ornate details on the armour and shield, and also to the horns and sword guard.



### THE DRAGON

Start by basecoating the Dragon's belly, scales, musculature and face with Adeptus Battlegrey. When this stage has dried, wash these areas with Badab Black to help blend the shading.

Basecoat the wing membranes with Charadon Granite, then wash them with Badab Black when dry.

Paint the Dragon's armour with a 1:1 mix of Shining Gold and Scorched Brown.

Use Dheneb Stone to basecoat the horns, teeth and spines, but to distinguish them from bone, paint the claws with a 1:1 mix of Regal Blue and Chaos Black.

Apply a basecoat of Hormagaunt purple to the Dragon's tongue and gums.

For the throne sub-assembly, basecoat the panelling and banner with Liche Purple. Paint the throne's raised details with a 1:1 mix of Scorched Brown and Shining Gold. Basecoat the saddle with Khemri Brown and the metal with Chainmail. Paint the skull with Dheneb Stone.



Above: The saddle and banner pole.



Above: The saddle and banner pole.

### THE DREADLORD

Wash the armour and sword with Badab Black. Apply the same wash to the shield panelling and tunic. Use a wash of Ogryn Flesh to shade the skin, but when this stage has dried, apply a Devlan Mud to wash to the inside of the mouth to provide darker shading in this deeper recess.



### THE DRAGON

This stage begins with a couple of quick washes: Badab Black on the tongue and gums, and Devlan Mud on the horns, spines and teeth. When this stage has dried, layer Hormagaunt Purple back onto the tongue and gums, and Dheneb Stone onto the horns, spine and teeth.

Apply a coat of Codex Grey (watered-down to ensure it blends more freely) onto the Dragon's belly, scales, musculature and face. Next, paint Charadon Granite onto the wing membranes.

Apply Shining Gold onto the Dragon's armour. Highlight its claws with Regal Blue.

On the throne, wash the Chainmail and Liche Purple areas with Badab Black. Wash the saddle seat and skull with Devlan Mud. Paint the banner haft with Chaos Black if you need to tidy up any mistakes.

You'll notice that the throne shares the same colours as the Dreadlord. This matching palette lends the model a greater overall consistency.

**THE DREADLORD**

Layer the details with Shining Gold, then wash with Devlan Mud before highlighting with a 1:1 mix of Shining Gold and Mithril Silver. Highlight the metal with Chainmail, then edge highlight with Mithril Silver. Highlight the skin with Elf Flesh, then thinned Skull White. Highlight the purple with a 1:1 mix of Liche Purple and Warlock Purple.

**THE DRAGON**

To finish the Dragon's main body, highlight its belly, scales, musculature and face with Fortress Grey. Apply a final highlight of Kommando Khaki.

Highlight the wing membranes with a 1:1 mix of Charadon Granite and Kommando Khaki, but when this has dried, repeat this stage, but with a 1:4 mix, then pure Kommando Khaki.

Use Dheneb Stone and Skull White in a 1:1 mix to highlight the horns, spines and teeth. Highlight the tongue and gums with a 1:1 mix of Hormagaunt Purple and Kommando Khaki, then a final highlight of Kommando Khaki.

Wash the armour with Devlan Mud, then highlight with a 1:1 mix of Shining Gold and Mithril Silver. Edge highlight the claws first with Shadow Grey, followed by Space Wolves Grey.

To finish painting the throne, follow the stages as described above for the Dreadlord, but highlight the skull with Dheneb Stone.



Above: The saddle and banner pole.

## 7 FINAL ASSEMBLY AND DETAILS



### THE SADDLE AND RIDER

Once you have finished painting each sub-assembly, glue the saddle to the Dragon's back. If you want the choice of using either rider, use adhesive putty instead of glue.

### THE BASE

Texture the base by gluing Modelling Sand to the base with PVA Glue. On large models, you can break up the large surface area by adding extra details to the base, such as skulls or slate found in the Citadel Warhammer Basing Kit.

Basecoat the rocks with a 1:1 mix of Codex Grey and Graveyard Earth, and the tree stump with Khemri Brown. Wash both with a 1:1 mix of Devlan Mud and Badab Black. Layer Graveyard Earth onto the wood, and a 1:1 mix of Fortress Grey and Graveyard Earth on the rocks. Highlight the tree with Kommando Khaki and apply a drybrush of Fortress Grey to the rocks. Finally, wash the rocks with Thraka Green, followed by Devlan Mud.

Paint the sand Chaos Black. Drybrush with Bubonic Brown when dry, followed by Bleached Bone. Paint the base's edge with Graveyard Earth before adding clumps of Static Grass with PVA Glue.

Your Black Dragon is now ready to take to the skies!

OFFICIAL  
RULES

WARHAMMER  
40,000

# Sisters of Battle

The Sisters of Battle are warriors who forge their unshakeable faith in the Emperor into a potent weapon of war. In this issue, we present the first part of the official Codex, detailing the units and abilities of the Sisters of Battle.



## Chapter Approved

This official Codex for the Sisters of Battle, written by Robin Cruddace and Mat Ward, will be presented in two parts, and stands as a replacement for the published Codex: Witch Hunters. You will only need these two issues of White Dwarf, the Warhammer 40,000 rulebook and a collection of Sisters of Battle models to field an army.



The Sisters of Battle, also known as the Adepta Sororitas, are an elite Sisterhood of warriors raised from infancy to adore the Emperor of Mankind. Their fanatical devotion and unwavering purity is a bulwark against corruption, heresy and alien attack, and once battle has been joined they will stop at nothing until their enemies are utterly crushed. Not even death can stay the wrath of the Adepta Sororitas, for the blood of martyrs only strengthens their resolve, spurring them to greater acts of heroism.

The Adeptus Ministorum – or Ecclesiarchy as it is generally known – is a monolithic organisation founded on the worship of the Emperor and the preaching of the Imperial Creed. The Sisters of Battle are the army of the Ecclesiarchy. Clad in ceramite power armour and trained to the peak of human ability, they stand amongst Mankind's most dedicated and disciplined warriors. Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting with faith and steel.

When not actively prosecuting the Ecclesiarchy's wars, Battle Sisters divide their time between training and worship. Indeed, to the Adepta Sororitas, the disciplines are inseparable, for whilst combat drills and studies of tactics can hone the body and the mind, only prayer can bolster the spirit, and all three are required to defeat the Imperium's foes. The combination of combat doctrine and prayer is most evident on the battlefield where Battle Sisters loudly proclaim their faith in hymn and verse as they march to war, calling upon the Emperor to aid them in the fight against their enemies. The fervid, unquestioning nature of this faith is a potent weapon, manifesting as divine inspiration that drives the Adepta Sororitas to unprecedented feats of prowess. Sisters of Battle gripped with holy fervour banish fears from their minds, shrug off wounds and summon great strength to smite their foes. Those who witness such miracles are left in no doubt that the Emperor indeed walks with these pious warriors.



## Origins of the Adepta Sororitas

The Adepta Sororitas were founded during the turbulent times known as the Age of Apostasy. During the 36th Millennium, the power of the Ecclesiarchy was absolute. Its authority was virtually unchallenged, though the Administratum had fought for centuries against this dominance. Much of the Imperium was gripped by pre-apocalyptic gloom as internal revolt, alien invaders and Chaos renegades took advantage of the turmoil. As world after world succumbed, entire populations turned to flagellation cults and horrifying acts of self-sacrifice in desperate attempts to rekindle the Emperor's light. Onto this doom-laden stage stepped the insane 361st High Lord of the Administratum, Goge Vandire. He was a brutal tyrant who took control of the Ecclesiarchy in a military coup and assumed the dual roles of Ecclesiarch and High Lord of the Administratum, driving the Imperium into its bitterest period of civil war since the Horus Heresy – the Reign of Blood.

Early in his rule, Vandire discovered an all-female order, the Daughters of the Emperor, on the backwater world of San Leor. Vandire saw this community as a deadly army, if only he could bend it to his will. Through deception he convinced the Daughters that he was a pious man chosen by the Emperor to lead the Imperium. So it was that the Daughters of the Emperor became Vandire's personal bodyguards.

Countless millions burned in the fires of the Reign of Blood. It was during this time that a sect known as the Confederation of Light emerged and denounced Vandire. Led by the preacher Sebastian Thor, the Confederation of Light spread its message to a brutalised people only too ready to throw off the yoke of oppression. A supreme orator, Sebastian Thor swayed whole worlds to his cause and turned the tide. As Thor's crusade smashed aside the Ecclesiarch's armies, the Space Marines and the Adeptus Mechanicus, both of whom had remained on the defensive, were able to join forces with Thor and close on Terra.



## Missionaries

Missionaries are part of the Missionarius Galaxia, accompanying crusades as they push back the frontiers. Battle Sisters accompany Missionaries, protecting them as they enforce their doctrine at the barrel of a gun.



*Dominion with flamer*

The Ecclesiarchal Palace came under attack, but for months Vandire's army withstood every assault. The madness only ended when the commander of the Adeptus Custodes – the praetorian guard of the Emperor himself – sought out Alicia Dominica, the leader of Vandire's bodyguard, and her trusted companions. The Custodes took them before the Golden Throne, and though no histories tell of what transpired, it was evident that some great truth was passed to Dominica and her fellow warriors. When they emerged

tens of thousands of Sisters. In time, the Orders Militant grew into larger and more powerful organisations and Sebastian Thor's successor, Ecclesiarch Alexis XXII, decreed that the two Convents each be divided into two Orders Militant. The Convent Prioris was split to become the Order of the Ebon Chalice, whose founder was Dominica, and the Order of the Argent Shroud, led by Silvana. The Convent Sanctorum was divided into the Order of the Fiery Heart, led by Katherine, and the Order of the Valorous Heart, led by Lucia. Though

**“The strength of the Emperor is Humanity, and the strength of Humanity is the Emperor. If one turns from the other we shall become the lost and the damned.”**

*The Sermons of Sebastian Thor, Vol. XXVII, Ch. LXII*

from the throne room they marched with barely controlled fury to Vandire's chamber. There, they found him in the midst of an insane tirade and, pausing only to condemn him for his crimes against the Emperor, Dominica cut the head from the traitor's shoulders. The Reign of Blood was over.

### **The Reformation of the Ecclesiarchy**

In the wake of Vandire's downfall, Sebastian Thor was declared Ecclesiarch and the Imperium began to rebuild. One of the first acts of the new High Lords of Terra was to pass the Decree Passive, which forbade the Adeptus Ministorum from controlling any 'men under arms'. Never again would the Ecclesiarchy threaten the rule of the Administratum. Due to its all-female membership, the Daughters of the Emperor did not technically break this ban and were incorporated into the ranks of the Adeptus Ministorum. Renamed the Orders Militant of the Adepta Sororitas, they became true defenders of the faith and a reminder of the power of the Ecclesiarchy.

During the first years of the Sisterhood's existence, Alicia Dominica led wars against the alien invaders that had exploited the Imperium's weakness. Silvana, Mina, Lucia, Katherine and Arabella – those Sisters who had joined her before the Golden Throne – accompanied Dominica. Under their leadership, the Adepta Sororitas were filled with a righteousness of purpose that none had witnessed since the days of the Great Crusade. Countless enemies fell as the armies of the Adepta Sororitas brought the divine judgement of the Ecclesiarch to the darkest corners of the galaxy, and to this day the Sisters of Battle have stood as faithful and loyal defenders of the Ecclesiarchy, and the Imperium.

### **The Founding of the Orders Militant**

The Adepta Sororitas were split between the Convent Prioris on Holy Terra and the Convent Sanctorum on Ophelia VII. Both Convents were massive fortresses housing

all could trace their origins back to the teachings of the Daughters of the Emperor, small variances began to manifest as the outlook and persona of the founders asserted itself. The Order of the Fiery Heart, for example, started to reflect the vengeful nature of Katherine, while the Sisters of the Argent Shroud became renowned for their heroic acts of self-sacrifice, echoing the selfless nature of Silvana.

By late M36, the Sisters of Battle had become synonymous with the power of the Ecclesiarchy, enforcing its dogma and prosecuting its wars across the galaxy. The Orders Militant spread, establishing subsidiary convents on key worlds across the Imperium. Dominica, Katherine, Silvana and Lucia, all of whom had been declared Living Saints in their own lifetimes, performed legendary acts and led their Orders in countless victories. But such legends seldom end well, and first Dominica, then Silvana and Lucia were martyred by Chaos worshippers and aliens. When Katherine was murdered by the Witch-cult of Mnestheus, her Order was renamed the Order of Our Martyred Lady, so deeply did her sisters mourn her loss.

In mid M38, Ecclesiarch Deacis VI created two more Orders Militant based at the Convents Sanctorum and Prioris. Both were formed from groups of Sisters who venerated the remaining two companions of Dominica – Mina and Arabella – and although these long-dead martyrs never led their Orders in battle, each was founded in one of their names; the Order of the Bloody Rose in honour of Mina, and the Order of the Sacred Rose after Arabella.

During this time numerous other Orders Militant – the Orders Minoris – were founded across the Imperium with their own traditions, doctrines, livery and titles. The Orders Minoris vary in size, and though some only number as few as a hundred or so Battle Sisters, each is an elite military force dedicated to destroying the Ecclesiarchy's enemies.

### **Ophelia VII**

Oldest of the Cardinal Worlds, Ophelia VII is second in sanctity only to Holy Terra itself. Site of the Synod Ministra, its surface is covered in mile-high cathedrals and gothic bell towers linked by avenues lined with statues of the Imperium's thousands of saints. Deep beneath the gilded architecture, the dungeons of Ophelia VII plunge deep into the bowels of the world. Here, heretics are made to repent their sins in a variety of soul-cleansing ways such as Arco-flagellation, Death-masking, Soul-scouring and internment into the machineries of a Penitent Engine.



# Wars of Faith

The following list of events give a few brief details of the campaigns, wars and actions of the Adepta Sororitas during the latter part of the 41st Millennium. This is only a small fraction of the countless battles fought during this bloody era.

799.M41

## The San Leor Massacre

A Red Corsairs strike force invades San Leor, the original home world of the Daughters of the Emperor. The Chaos Space Marines are unprepared for the fury of the Adepta Sororitas reprisal, as they come under assault from nine separate Orders Militant and are utterly annihilated by the combined counter-attack.

835.M41

## The War for Piety

The Shrine World of Piety rematerialises after being swallowed by a Warp storm two centuries earlier. The planet is, however, almost unrecognisable, having transformed into a hideous Daemon World. Canoness Sariah of the Order of the Sacred Rose immediately leads a force of Battle Sisters to the planet to retrieve artefacts from the Reliquary of Hope, one of the few sites to have withstood the corruption. As the rest of her forces establish a perimeter around the reliquary, Sariah leads several squads into the labyrinthine corridors beneath. For three days Canoness Sariah and her Sisters battle through monster-infested passageways; bolters cut down scores of blood-hungry Daemon-hounds and flammers burn swathes of bloated plague-beasts. Only Sariah and two Celestians survive to rejoin the Battle Sisters on the surface, having recovered the left thighbone of Saint Dolan and three pages from the Lexicon of Falsehoods from a stasis vault. The surviving Battle Sisters withdraw to orbit with their prizes just as a fleet of Grey Knight vessels arrive and lay waste to the planet with cyclonic torpedoes.

858.M41

## The Defence of Dimmamar

Dimmamar, birth world of Sebastian Thor, comes under attack from the Eldar of Ulthwé Craftworld without any warning or reason. Seraphim Superior Amelda of the Order of the Bloody Rose retaliates, leading her squad of Seraphim in a daring attack to slay the enemy commander – Farseer Kauerith. The Seraphim's pistols blast a bloody path through a score of black-clad Eldar before the Sisters are engulfed in a hurricane of psychic lightning. Though many of her companions fall, Amelda refuses to yield and defiantly advances through the eldritch storm, slaying the Eldar Farseer with a single bolt round to the head.

*“Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver it to them.”*

*Canoness Josmane,  
Order of the  
Sacred Rose*



897.M41

## The Slaughter at Sanctuary 101

The fortress-sanctuary 101, and all Sisters of Battle within, is destroyed by the Necrons.

980.M41

## The Promethean War

The Order of the Ebon Chalice reinforces Space Marines of the Salamanders Chapter who are engaged in a brutal urban war against the dread Black Legion on the world of Heletine. The enemy is put to the torch as dozens of Immolators and Land Raider Redeemers burn a path through the war-torn cities. Despite the strength of their forces, the advance is halted when Lord Gralastyx – the Daemon Prince leading the Chaos forces – unleashes a legion of possessed Chaos Space Marines. As the frenzied Chaos horde rips through the Imperium's ranks, Battle Sisters and Space Marines fight back to back, their bolters and flammers blazing away as every warrior endeavours to sell their life dearly. However, the allied forces are saved when Saint Celestine appears, falling upon the Chaos horde like an avenging angel. The Living Saint carves a path through the horde towards Lord Gralastyx, before plunging her blade through his heart. With the death of Gralastyx, the Chaos horde is destroyed, but of Celestine there is no sign, for she vanished as mysteriously as she appeared.

991.M41

## The Martyrdom of Praxedes.

Canoness Praxedes of the Order of Our Martyred Lady reinforces the Imperial Guard on the cardinal world of Okassiss, soon after the start of the Second Tyrannic War. As the Tyranids of Hive Fleet Kraken assault the Ecclesiarchal Cathedral, the combined fire of Retributor Squads and Exorcist tanks obliterates the first wave, but the second manages to breach the fortress-walls. As Tyranids pour through, Praxedes confronts a Hive Tyrant. During the fighting the Canoness is dealt a mortal wound, but even as her blood ebbs away, she summons the strength to land a final blow, caving in the beast's skull with a thunderous strike from her power mace. With the Tyrant's destruction, the swarm loses all direction. The Sisters waste no time in pressing the assault, determined to avenge the death of their beloved leader. The remaining aliens are swept aside, buying the time to evacuate the Ecclesiarchy's priests.

# Army Special Rules

The Sisters of Battle can draw upon the wellspring of their faith to guide their actions. Absolute belief in the Imperial Creed allows the Sisters of Battle to perform the seemingly impossible. Yet miracles are not to be relied upon. At the heart of the Imperial Creed is the belief that the divine Emperor relies on his followers to create their own salvation, but also that if the situation is sufficiently bleak, he will intervene to deliver his true servants.

## Faith Points

At the start of each of your Movement phases you generate D6 Faith Points. This is how many Faith Points you have available for the turn; the more available, the more Acts of Faith you will be able to attempt. Any Faith Points that are unused at the end of your turn are lost.

## Acts of Faith

An Act of Faith can be attempted immediately before a Sisters of Battle unit acts during a phase; e.g. immediately before the unit moves in the Movement phase, shoots (or runs) in the Shooting phase, or strikes blows in the Assault phase.

To attempt an Act of Faith, select the unit and reduce your Faith Point total by 1, then roll a D6 and add the following:

- +1 if the unit is led by at least one of the following: Sister Superior, Retributor Superior, Dominion Superior, Seraphim Superior, Celestian Superior or Mistress of Repentance.
- +1 if the unit has been joined by at least one of the following independent characters: Canoness, Ecclesiarchal Confessor, Saint Celestine, Uriah Jacobus or Arch-Confessor Kyrinov.
- +1 if the unit has taken at least 1 casualty.

Note that all modifiers are cumulative.

If the total is less than 5, then the Act of Faith fails. The Faith Point is lost and nothing happens.

If the total is equal to or greater than 5, the Act of Faith is successful. The unit immediately gains a bonus and/or special rules until the end of the phase. The nature of the bonus depends upon the unit that is using the Act of Faith, as detailed later.

*For example, if a unit of Celestians makes a successful Act of Faith during the Assault phase, their Hand of the Emperor Act of Faith grants them +1 Strength and Fearless until the end of the Assault phase.*

## Independent Characters and Acts of Faith

Independent characters that have the Acts of Faith rule benefit from any bonuses received by the unit they are with when an Act of Faith is used. Similarly, units that have the Acts of Faith rule benefit from any bonuses received by an independent character that has joined the unit when an Act of Faith is used.

If both a unit and an independent character have an Act of Faith that takes effect in the same phase, you must attempt each Act of Faith separately. For example, if a Canoness joins a unit of Celestians then you would require two Faith Points (and two Acts of Faith) to use both the Passion and the Hand of the Emperor Acts of Faith in the Assault phase.

## Shield of Faith

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them from mortal injury that the Adepta Sororitas can shrug off the most severe of wounds.

Models with the Shield of Faith special rule have a 6+ invulnerable save.



Retributor with heavy bolter

**“No army is big enough to conquer the galaxy, but faith alone can overturn the universe.”**

*Ecclesiarch Deacis IX*



# Canoness

	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	5	5	3	3	3	4	3	10	3+

A Canoness is the overall commander of one of the Orders Militant, a shining example of purity and dedication of purpose. Each is a veteran warrior of many hundreds of battles who has risen to her position through a combination of strong leadership, shrewd tactical genius and sheer overarching faith in the Emperor. When the Ecclesiarchy sounds the call to arms, a Canoness boldly leads her warriors into the fray, refusing to take one step backwards whilst her enemies still draw breath. Under their command, the Sisters of Battle have crushed the foes of the Imperium across the galaxy.

Though she is ostensibly answerable to the Prioress of her Convent, a Canoness' superior knowledge of battle inevitably holds sway concerning military matters. A Canoness is also responsible for the spiritual well-being of the warriors under her command and she is the principle guardian of her Battle Sisters' souls. A Canoness' non-military duties include leading the Order in its prayer services,

performing rites of initiation and overseeing the running of the Order. As a result, a Canoness inspires intense devotion in her Battle Sisters, leading them from the fore whilst reciting the great hymns of the Adeptus Ministorum.

**UNIT TYPE:** Infantry (character)

**SPECIAL RULES:** Acts of Faith, Independent Character, Stubborn, Shield of Faith.

**The Passion:** A Canoness leads her Sisters through the chaos of melee, striking at their foes with a speed and hatred born out of holy fervour.

This Act of Faith is used in the Assault phase. If successful, the Canoness and her unit receive +1 Initiative and the Preferred Enemy special rule until the end of the Assault phase.

**WARGEAR:** Power armour, boltgun, bolt pistol, frag grenades, krak grenades.



Canoness



Celestian with Simulacrum Imperialis

## Sororitas Command Squads

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Sister Dialogus	3	4	3	3	1	3	1	9	3+
Sister Hospitaller	3	4	3	3	1	3	1	9	3+

A Sororitas Command Squad is formed from the ranks of the elite Celestians, for only the most dedicated and distinguished Sisters of Battle are granted the privilege of forming their leader's bodyguard. Having earned their scars and proved their merit on scores of battlefields, the Celestians of a Sororitas Command Squad are often given the honour of carrying the sacred standard of the Order into battle, or of safeguarding a revered relic – perhaps the bones of a long-dead saint or an icon believed to have been touched by the Emperor himself – during the course of a campaign.

A Sororitas Command Squad may also be accompanied by Sisters from other, non-militant Orders, who act as advisors and specialists to the Canoness. These Sisters are commonly from the Orders Dialogous – skilled orators whose amplified voices can embolden the spirits of nearby troops – and the Orders Hospitaller. With her surgeon's tools, the medical ministrations from a Sister Hospitaller can staunch the

bleeding from wounds and purge many lethal poisons from a warrior's bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries.

**UNIT TYPE:** Infantry

**SPECIAL RULES:** Acts of Faith, Shield of Faith.

**Endless Crusade:** Limbs do not tire when the spirit of the Emperor moves them, but find fresh strength in their righteous work.

This Act of Faith is used in the Movement phase. If successful the unit gains the Relentless and Move Through Cover special rules until the end of the turn.

**WARGEAR:** Power armour, boltgun (Celestians only), bolt pistol, frag grenades, krak grenades, surgeon's tools (Sister Hospitaller only), loud hailer (Sister Dialogus only).



Sister Dialogus



Sister Hospitaller



Ecclesiarchy Preacher



Arco-flagellant



Crusader



Death Cult Assassin

## Ecclesiarchy Priests

	WS	BS	S	T	W	I	A	Ld	Sv
Ecclesiarchy Confessor	5	5	3	3	3	4	3	10	5+
Ecclesiarchy Preacher	3	3	3	3	1	4	2	7	5+

Ecclesiarchy priests often accompany the Orders Militant into battle and it has even been known for them to lead Wars of Faith. There are many different titles within the Ecclesiarchy, but their role on the battlefield is the same: to harness the faith of the troops to smite the Emperor's foes.

Confessors are extremely powerful and influential leaders within the Ecclesiarchy, and wherever they tread, a bodyguard is rarely far away. Some prefer fiery speeches and rabble-rousing to incite a population into religious fanaticism, while others are more subtle, manipulating civic leaders to form coalitions against the foe.

Confessors are also charged with the training of more junior Ecclesiarchy priests, of which Preachers are the most common rank. Under a Confessors' tutelage, Preachers learn the skill of steeling the faith of warriors in the heart of battle, and their litanies can be heard clearly over the roar of guns and chainblades.

Battle Sisters provide Ecclesiarchy priests with military support, and in doing so they present a very obvious reminder of the Ministorum's true power. Their duties include escorting priests through hostile war zones, assassinating rebel leaders, enforcing tithe requirements within their diocese or launching surgical strikes to recover long-lost relics and artefacts.

**UNIT TYPE:** Infantry (character)

**SPECIAL RULES:** Acts of Faith, Independent Character, Shield of Faith.

**Righteous Rage:** On a player turn in which a model with this special rule assaults, he and all members of the unit he has joined re-roll failed rolls to hit.

**WARGEAR:** Flak armour, laspistol, chainsword, frag grenades, krak grenades, rosarius.

## Ecclesiarchy Battle Conclaves

	WS	BS	S	T	W	I	A	Ld	Sv
Arco-flagellant	5	3	4	3	1	3	4	8	-
Crusader	4	3	3	3	1	3	1	8	5+
Death Cult Assassin	5	3	4	3	1	6	2	8	5+

Ecclesiarchy priests often gather a band of bodyguards to assist them in the execution of their duties (and heretics). Known as Battle Conclaves, these groups are necessarily small; anything larger would breach the prohibition of 'men under arms' as laid down in the Decree Passive. Even so, the Inquisition covertly monitors Battle Conclaves to safeguard the spirit of the Decree Passive, if not its letter.

Crusaders are recruited from the honour guard of the Cardinals Crimson, an ancient and mysterious order famed for its unflinching devotion to the Emperor. Crusaders dedicate their lives to martial perfection, making them ideal bodyguards.

Arco-flagellation is a punishment carried out on those found guilty of crimes against the Ecclesiarchy. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with weaponry. Pacifier helms project soothing hymnals until a trigger word is spoken. Once activated, an Arco-flagellant turns into a berserk killing machine.

Death Cult Assassins are amongst a Battle Conclave's most outlandish agents. Though many Death Cults are Chaos-spawned, others are fanatically dedicated to the Imperial Creed and offer up those they slay to the Emperor. Death Cult Assassins have perfected the art of blades, which when combined with their deep-rooted devotion to the Emperor, makes them lethal and loyal followers.

**UNIT TYPE:** Infantry

**SPECIAL RULES:** Feel No Pain (Arco-flagellants only).

**Uncanny Reflexes (Death Cult Assassins only):** A Death Cult Assassin has a 5+ invulnerable save.

**WARGEAR:** A Crusader has flak armour, a power weapon and a storm shield. An Arco-Flagellant has arco-flails (close combat weapon). A Death Cult Assassin has flak armour and two power weapons.

# Sisters Repentia

	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+

Confession and prayer are as much a part of a Battle Sister's existence as bolter drills and military discipline. Those who fall short of the Sisterhood's rigorous codes are subject to many punishments, but in the more serious of cases they may be exiled from their Order. These warriors, known as Sisters Repentia, band together into groups that seek redemption in the fires of battle. They are led to war by a Mistress of Repentance, who judges each exiled Sister's deeds and occasionally, at battle's end, may declare her sins atoned for. Those rare few who return to the fold are held in awe.

Those who seek forgiveness occupy a state of grace that many aspire to, yet few attain. Indeed, some Sisters willingly exile themselves, finding fault in the smallest transgression in order to join the Repentia. The fervour of the Repentia inevitably means that they martyr themselves fighting against hopeless odds, finding in death the absolution denied to them in life.

**UNIT TYPE:** Infantry

**SPECIAL RULES:** Act of Faith, Fearless, Feel No Pain, Fleet, Rage, Shield of Faith.

**Spirit of the Martyr:** *The Sisters Repentia summon the strength to land one final blow.*

This Act of Faith is used in the Assault phase. If successful, do not remove any models in the unit if they are killed before they have attacked. Instead, place them on their side. After all other models involved in the assault have made their attacks, any mortally injured model placed on its side gets to make a single attack. After these attacks have been made, any models on their side are removed as casualties.

**WARGEAR:** A Sister Repentia has an eviscerator; a Mistress of Penitence has power armour, two neural whips, frag grenades, krak grenades.



Sister Repentia



Mistress of Repentance

# Penitent Engines

	WS	BS	S	I	A	Front	Armour Side	Rear
Penitent Engine	4	2	5(10)	3	D6+1	11	11	10

Penitent Engines rampage through the enemy's battlelines, leaving death and carnage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thunder forwards.

To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that other punishments are deemed too lenient. Many of the unfortunates sentenced to pilot a Penitent Engine were once members of the Ecclesiarchy; Priests fallen from grace or Battle Sisters who have, through failure of duty or faith, caused the deaths of their fellows. A multitude of wires and chemical injectors are implanted into the pilots' spines, and when they are not ripping through the ranks of their enemies, lances of pain and images of guilt shoot directly into their brains, reminding them of their sins. Driven by their pilot's frantic need for forgiveness, Penitent Engines charge towards the foe heedless of danger, knowing that only in death, theirs or the enemy's, can forgiveness finally be earned.

Penitent Engines often charge into battle beside the ranks of the Orders Militant. The Sisters of Battle consider it their sacred

duty to witness these great machines in the fires of combat, observing the actions of their fallen brothers and sisters as they atone for past sins.

**UNIT TYPE:** Vehicle (Walker, Open-topped)

**SPECIAL RULES:** Rage, Shield of Faith.

**Unstoppable Rampage:** Penitent Engines ignore any crew shaken and crew stunned results on the Vehicle Damage tables.

**Battle Frenzy:** For every unsaved Wound a Penitent Engine inflicts in close combat, the Penitent Engine immediately makes an additional attack. These extra attacks do not generate further additional attacks in the same way.

**WARGEAR:** Two Dreadnought close combat weapons (with built in heavy flamers). Note that the bonus for being equipped with two close combat weapons is already included in the Penitent Engine's profile.



Penitent Engine

# Battle Sisters



Sister Superior with chainsword



Battle Sister

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sisters	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	2	9	3+

The vast majority of the Orders Militant is made up of Battle Sisters. Every Battle Sister is an orphan raised from birth by the Schola Progenium to believe in the righteousness of their cause. They are the most physically adept and martial members of the Adepta Sororitas, and they form the mainstay of the Ecclesiarchy's fighting forces. Battle Sisters are well disciplined and highly devoted to the Emperor. They are trained in the use of arms and armour from an early age, and when combined with their unquenchable faith, they are a force to be reckoned with.

Each squad of Battle Sisters is led by a Sister Superior. These warriors are ranked beneath the Canoness of the Orders Militant and each is directly responsible for the conduct and training of her squad. When an Adepta Sororitas joins one of the Orders Militant, she will be adopted by a Sister Superior, and as she learns the ways of battle it will be this mentor who looks after her physical and spiritual training. The most experienced Sister Superiors assist the Canoness in the running of the Order.

**UNIT TYPE:** Infantry

**SPECIAL RULES:** Act of Faith, Shield of Faith.

**WARGEAR:** Power armour, boltgun, bolt pistol, frag grenades, krak grenades.

**Light of the Emperor:** Armed with their faith in the Emperor, Battle Sisters are driven to great feats of prowess.

This Act of Faith can be used in the Movement phase, the Shooting phase or the Assault phase. If used in the Movement phase when the Battle Sisters squad are falling back, the unit immediately regroups, despite any normal restrictions. If used in the Shooting or Assault phase, the unit re-rolls any failed To Hit rolls of a 1 until the end of that phase. Note that the same squad can use Light of the Emperor in two or more phases if you choose, but a separate Faith Point and Act of Faith test are required in each phase.

# Celestian Squads

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Celestian Superior	4	4	3	3	1	3	2	9	3+



Celestian



Celestian Superior with plasma pistol

Celestians are the finest and noblest warriors of their Order, inspirational figures whose refusal to yield, even in the direst of situations, is legendary. Their presence does much to bolster the fighting spirit of nearby troops, and as such the Orders allow these distinguished veterans to bear devotional markings. The Sigil Sororitas is a commonly depicted symbol, worn either as a tattoo or as a badge adorning the front of helmets; an honour reserved for those Sisters who have performed with exceptional courage.

Only Battle Sisters who prove themselves to be exceptionally proficient in the arts of war may be deemed worthy of induction into the ranks of the Celestians. These elite warriors are deployed together where their superior experience can turn the tide of battle. Amongst their number are those who once served as Dominions and Retributors, meaning that Celestian Squads are supported with the weapons and wargear necessary to face a wide variety of threats. However, Celestians believe that such weapons are as nothing compared

to the power of their faith. Celestians are fervent adherents to the Imperial Creed, shining examples of righteousness that many Battle Sisters aspire to emulate. Celestians harness this ardour in battle, and it lends them the strength to split the skulls of alien savages in a single blow and smite hideous Daemons back into the Warp.

**UNIT TYPE:** Infantry

**SPECIAL RULES:** Acts of Faith, Shield of Faith.

**Hand of the Emperor:** Celestians call upon the Emperor to grant them the courage and the strength to strike down their foes.

This Act of Faith is used in the Assault phase. If successful, the unit gains +1 Strength and the Fearless special rule until the end of the phase.

**WARGEAR:** Power armour, boltgun, bolt pistol, frag grenades, krak grenades.

## Dominion Squads

	WS	BS	S	T	W	I	A	Ld	Sv
Dominion	3	4	3	3	1	3	1	8	3+
Dominion Superior	3	4	3	3	1	3	2	9	3+

Battle Sisters who utilise specialised weaponry are known as Dominions. They are amongst their Order's most aggressive warriors, driven by the need to destroy the Emperor's foes. Though their training has tempered their impetuosity, Dominions still yearn to fight at the fore. As such the Orders Militant maintain several units who are almost solely comprised of such warriors. Dominion Squads are the Sisters of Battle's shock troops and they are tasked with leading the vanguard of the assault, breaking through enemy frontlines, destroying fortifications and blunting any counter-attacks. The importance of such missions is commensurate with the dangers involved, and so Dominions typically ride to battle inside Rhino or Immolators, protected from the worst of incoming fire. These tanks rumble to a halt mere yards from their target and within seconds a fully armed Dominion Squad is storming their objective, annihilating the enemy with a deadly combination of bolter rounds, melta beams and searing flames.

Dominions do not hold objectives; their task is simply to clear them as quickly as possible and to lay down covering fire whilst other squads move into position. The moment these locations have been secured by their fellow Battle Sisters the Dominions embark within their transports once more, eager to engage their next target.

**UNIT TYPE:** Infantry

**SPECIAL RULES:** Acts of Faith, Scouts, Shield of Faith.

**Holy Fusillade:** *Praying to the Emperor to focus his wrath through their weapons, the Dominions unleash a storm of firepower.*

This Act of Faith is used in the Shooting phase. If successful, the unit's weapons count as being twin-linked until the end of the phase.

**WARGEAR:** Power armour, bolter, bolt pistol, frag grenades, krak grenades.



Dominion with storm bolter



Dominion with melta gun

## Seraphim Squads

	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	2	9	3+

Amongst the Orders Militant there are those Battle Sisters whose faith burns so brightly that it appears as if the Emperor himself guides their actions. These angelic warriors are known as Seraphim, and they are exclusively trained to use jump packs as well as the coordination, dexterity and control needed to fire two pistols at once. The Seraphim strike like avenging angels, descending into battle upon wings of fire, their twin bolt pistols spitting death. In melee, Seraphim deflect the strikes of their foes with fluid grace before landing a killing blow of their own, typically with a point-blank headshot from a bolt pistol.

Seraphim Superiors are highly respected warriors amongst the Order and their advice is heeded by the Canoness in councils of war. As befits veterans of such standing, Seraphim Superiors wield some of their Order's most vaunted weapons, from golden-bladed power swords inscribed with litanies of faith to sacred pistols once wielded by Living Saints, irreplaceable artefacts and revered heirlooms all.

**UNIT TYPE:** Jump Infantry

**SPECIAL RULES:** Acts of Faith, Hit and Run, Shield of Faith.

**The Emperor's Deliverance:** *As the Seraphim recite rites of destruction, every shot becomes a mortal blow.*

This Act of Faith is used in the Shooting phase. If successful, the unit's Shooting attacks re-roll any failed To Wound rolls until the end of the phase.

**Seraphim Pistols:** Any model in a Seraphim squad that is armed with two pistols can fire both in the Shooting phase. If they do so, they can fire no other weapon that turn.

**Angelic Visage:** Seraphim re-roll failed Acts of Faith rolls and failed invulnerable saves granted by the Shield of Faith special rule.

**WARGEAR:** Power armour, two bolt pistols, frag grenades, krak grenades, jump pack.



Seraphim Superior with power sword



Seraphim with two hand flamers

# Retributor Squads

	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	2	9	3+



Retributor with Heavy flamer



Retributor with Heavy bolter

Retributors are armed with the Order's heaviest weaponry. Believing that the Emperor himself guides their aim, these Sisters annihilate the Ecclesiarchy's foes with overwhelming firepower. Retributors are commonly armed with heavy bolters to provide long-ranged support, cutting down hordes of infantry with a staggering rate of fire. However, in the close confines of urban warfare, Retributors prefer to rely upon heavy flamers, unleashing infernos to burn their foes from cover and reduce them to charred corpses. Finally, completing the holy trinity of bolter, flamer, and melta, Retributors are also adept at wielding deadly multi-meltas, which can reduce the mightiest of tanks into molten slag.

Retributors are the most logical and level-headed of all Sororitas, a trait that serves them well on the battlefield as they prioritise and despatch their targets with calm efficiency. Although it is usual to attach individual Retributors to Battle

Sisters squads, many Sororitas Commanders maintain a core of dedicated heavy weapon squads. By concentrating the Order's biggest guns in this manner, the Retributor Superior is more readily able to direct their combined firepower to where it will cause the most damage to the enemy.

**UNIT TYPE:** Infantry

**SPECIAL RULES:** Acts of Faith, Shield of Faith.

**Divine Guidance:** *Guided by the will of the Emperor, the Retributors' shots shatter their enemies' armour with contemptuous ease.*

This Act of Faith is used in the Shooting phase. If successful, the unit's weapons gain Rending until the end of the phase.

**WARGEAR:** Power Armour, boltgun, bolt pistol, frag grenades, krak grenades.

# Exorcists

	BS	Front	Armour Side	Rear
Exorcist	4	13	11	10

An Exorcist is part of the Sororitas' unique weapons of war, a vehicle that unleashes volleys of explosive, armour-piercing judgement upon the foes of the Imperium. They are, however, unpredictable

machines that are only vaguely understood by the Tech Priests who must continuously service them. Many Exorcists have been in service

since the Age of Apostasy, further adding to their erratic nature. The Exorcist missiles fired by these revered vehicles are capable of splitting open enemy battle tanks or destroying entire squads of heavy infantry in one punishing salvo, provided, of course, the Exorcist's temperamental machine-spirit does not malfunction.

Most vehicles in the Sisters of Battle's armoury serve multiple purposes, for in addition to being weapons of war, they are mobile shrines adorned with devotional icons and carvings. The Exorcist is perhaps the most ornate example of this. Each is an individual work of art whose battlefield role of providing devastating long-range fire support is secondary to its significance as a potent, divine symbol of the power and glory of the Ecclesiarchy.

**UNIT TYPE:** Vehicle (Tank)

**SPECIAL RULES:** Shield of Faith.

**WARGEAR:** Exorcist missile launcher, smoke launchers.



# Rhinos

	BS	Front	Armour Side	Rear
Rhino	4	11	11	10

The Rhino is the most common transport vehicle at the Sisters of Battle's disposal, a famously robust vehicle that is widely used by the Imperium. All of an Order's vehicles are bedecked with holy symbols and relics as well as insignia denoting squad and Order markings. Door hatches are often emblazoned with the Sigil Sororitas, the icon of the Sisters of Battle.

**UNIT TYPE:** Vehicle (Tank)

**TRANSPORT:** A Rhino has a transport capacity of ten models. It cannot transport models in Terminator armour.

**Fire Points:** Two models may fire out of the Rhino's top hatch.

**Access Points:** Rhinos have one access point on each side and one at the rear.

**SPECIAL RULES:** Shield of Faith

**Repair:** If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt to repair the vehicle instead of the shooting the vehicle's weaponry. Roll a D6 in the Shooting phase – on a 6 the vehicle is no longer immobilised.

**WARGEAR:** Storm bolter, smoke launchers.



# Immolators

	BS	Front	Armour Side	Rear
Immolator	4	11	11	10

The Immolator is a design exclusive to the Adeptus Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly, short-ranged heavy flamers to cleanse the battlefield. The sight of such a tank rumbling into sight has disrupted more than one enemy battleline as warriors try in vain to evade an Immolator's inferno.

Sisters of Battle favour bolters, flamers and meltas to eradicate their enemies – the so-called 'holy-trinity' of weapons. As a result, some Immolators are armed with a pair of multi-meltas instead of heavy flamers, whilst others mount heavy bolters loaded with deadly incendiary rounds.

Immolators are tactically versatile vehicles and the tank of choice for many commanders, for in addition to their prodigious armaments, they can carry squads of Battle Sisters, supporting their passengers with heavy weapons fire.

**UNIT TYPE:** Vehicle (Tank)

**TRANSPORT:** An Immolator has a transport capacity of six models. It cannot transport models in Terminator armour.

**Fire Points:** None.

**Access Points:** Immolators have one access point on each side and one at the rear.

**SPECIAL RULES:** Shield of Faith.

**WARGEAR:** Twin-linked heavy flamer, smoke launchers.





Arch-Confessor Kyrinov

“A single man with faith can triumph over a legion of the faithless. Untold billions of the faithful can never be opposed.”

The Sermons of Sebastian Thor, Vol. XI, Ch. IV

## Arch-Confessor Kyrinov

	WS	BS	S	T	W	I	A	Ld	Sv
Arch-Confessor Kyrinov	5	5	3	3	3	4	3	10	5+

Arch-Confessor Kyrinov has been the scourge of blasphemers and heretics across a hundred worlds. Kyrinov is known for unflinching adherence to Ecclesiarchal doctrine and his fiery speeches can whip entire populaces into manic fervour. However, Kyrinov's patience and shrewd mind often serve him better than any amount of sermonising. It is claimed that the Arch-Confessor could wait until the stars grew cold if it meant that an enemy of the Ecclesiarchy would fall from grace. Kyrinov's wild gestures and melodramatic acts of faith hide a very cold and logical approach to defeating his foes. The Arch-Confessor is a prime manipulator of people, a dangerous foe who is almost impossible to out-think or placate.

For all his rabble-rousing, Kyrinov knows that actions speak louder than words, and he can be seen fearlessly fighting across the battlefields of the Imperium. Every step of the way the forces of the Sisters of Battle follow, and the Arch-Confessor's booming sermons are accompanied with the harsh bark of bolter

fire. Such is the power of Kyrinov's zealous oratory that in his presence the Orders Militant redouble their efforts, calling upon a righteous anger to destroy their enemies.

**UNIT TYPE:** Infantry (character).

**SPECIAL RULES:** Acts of Faith, Fearless, Independent Character, Righteous Rage (see page 96), Shield of Faith.

**Heightened Fervour:** Arch-Confessor Kyrinov counts as having both a laud hailer and a simulacrum imperialis.

**WARGEAR:** Flak armour, bolt pistol, frag grenades, krak grenades, rosarius.

**Mace of Valaan:** The Mace of Valaan is a power weapon. In addition, any model that suffers an unsaved Wound from the Mace of Valaan is reduced to Initiative 1 until the end of the following player turn.

**Icon of Chiros:** All friendly units within 6" of Kyrinov have the Fearless special rule.

## Uriah Jacobus, Protector of the Faith

	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	5	5	3	3	3	4	3	10	5+

There are many types of Missionary, from the young, fervent hopefuls stepping out to spread the word of the Imperium for the first time, to the ancient, toughened members of the Missionarus Galaxia. Uriah Jacobus is of the latter breed, a survivor of countless battles. Jacobus is famed for his hardy endurance, no-nonsense practicality and quiet but solid, faith. As stubborn as a mule (and some say as mad), his talent for bringing lost worlds back into the fold of Imperium rule is unsurpassed. Some believe that the Emperor himself guides Jacobus, whilst others, most notably the Sisters of Battle who support him war zones, simply think he has a knack for finding trouble.

When the bullets start flying, Uriah Jacobus can be found at the forefront of battle, muttering to himself as he blows another cursed enemy to oblivion with the Redeemer, his trusty shotgun. Jacobus carries with him the banner of sanctity, a holy symbol said to have been blessed by Sebastian Thor, and all who see the old man fighting in the thick of battle are inspired to great feats of courage and bravery.

**UNIT TYPE:** Infantry (character).

**SPECIAL RULES:** Acts of Faith, Righteous Rage (see page 96), Stubborn, Independent Characters, Shield of Faith.

**Protector of the Faith:** Whilst Uriah Jacobus is alive, you can re-roll the dice to determine the number of Faith Points you have each turn.

**WARGEAR:** Flak armour, bolt pistol, chainsword, frag grenades, krak grenades, rosarius.

**The Redeemer:** Uriah Jacobus carries the Redeemer, a massive shotgun that has the following profile:

Range	Strength	AP	Type
24"	4	4	Assault 2

**The Banner of Sanctity:** This banner is one of the holiest relics possessed by the Ecclesiarchy. Models in Jacobus' unit have +1 Attack and have the Feel No Pain rule.



Uriah Jacobus, Protector of the Faith

# Saint Celestine

	WS	BS	S	T	W	I	A	Ld	Sv
Saint Celestine	7	7	3	3	3	7	5	10	2+

Very little is known of Celestine's life before she was declared a Living Saint, but following her apotheosis during the Palatine Crusade she became a warrior imbued with divine power who appears in times of great need. Saint Celestine has fought at the vanguard of numerous Wars of Faith, and hundreds of thousands of heretics have met a bloody end at the hands of her armies. It is said that she has fallen in combat several times, having been dealt a mortal blow by one of the Imperium's many enemies. However, each time she has miraculously returned to life for Celestine will die only when the Emperor himself claims her, and not a moment before.

**UNIT TYPE:** Jump Infantry (character).

**SPECIAL RULE:** Acts of Faith, Independent Character, Fearless, Shield of Faith.

**Miraculous Intervention:** Every time Celestine is removed as a casualty, place a counter to mark the spot where she 'died'. Roll a D6 at the start of each of

your subsequent turns. If the result is a 4+, place her within 1" of the counter with D3 wounds restored. If Celestine would be placed within 1" of another model, move her by the minimum possible distance so that she is no longer within 1". Celestine can act normally in a turn in which she 'resurrects'. Celestine does not award kill points to the enemy if she is alive on the battlefield at the end of the game.

**WARGEAR:** Frag grenades, krak grenades, jump pack.

**Armour of Saint Katherine:** The Armour of Saint Katherine confers the wearer a 2+ armour save and a 4+ invulnerable save.

**The Ardent Blade:** This is a power weapon that always wounds enemies on a 4+ (unless a lower roll would be required). In addition, it can fire in the Shooting phase with the following profile:

Range	Strength	AP	Type
Template	5	4	Assault 1

“The blood of martyrs is the seed of the Imperium.”



Saint Celestine

## Coming Next Month: Sisters of Battle Army List

Next month we present part 2 of the Codex, including everything needed to field the army. We also pitch the Adepta Sororitas against Hive Fleet Leviathan in a battle report.



# WARHAMMER WORLD


## UPCOMING EVENTS

Spend your weekends at Warhammer World, fighting great battles, seeing wonderful-looking armies and making new friends.



**WARHAMMER**  
**WORLD**

**APOCALYPSE -  
TITANICUS: LIBERATION  
OF ORESTES**



**Tickets Released  
3rd August**


**Apocalypse – Titanicus:  
Liberation of Orestes**  
5th November

Take part in this epic all-day battle – the defence of Orestes featuring the Forge World Studio Titans! Join the massed ranks of either the Imperium of Man or the Traitor legions, as the battle that will decide the fate of the sector is fought!

**£25 per player**

**WARHAMMER**  
**WORLD**

**THRONE OF SKULLS  
WAR OF THE RING**



**Tickets Released  
3rd August**

**Throne of Skulls:  
War of The Ring**  
12th–13th November

Bring your fully painted 1500 point War of The Ring army and play in five games over the weekend, and take part in organised evening entertainment on the Saturday night (including the infamous War of The Ring Quiz...).

**£56 per player**

**WARHAMMER**  
**WORLD**

**WARHAMMER DOUBLES  
WEEKEND NOVEMBER 2011**



**Tickets Released  
17th August**

**Warhammer Doubles**  
19th–20th November

Take part in five games with a partner, each using a 1000 point Warhammer army. There will be organised entertainment activities on Saturday evening including a Warhammer themed quiz and Bugman's Brawl! Each player will also receive a deck of ten secret mission cards.

**£87 per team**

**WARHAMMER**  
**WORLD**

**THE FINAL CRUSADE  
OF VRAN HYCHAX  
PLANETARY EMPIRES CAMPAIGN WEEKEND**



**Tickets Released  
17th August**

**Planetary Empires: The Final  
Crusade of Vran Hychax**  
26th–27th November

In this Campaign Weekend, fight in teams of four players, using armies of varying sizes. Play five games, either singles or team battles, in order to claim victory, fighting for control of the Pleuric system and to gain honour and awards for your team!

**£56 per player**

**Full details for all these events, including event packs and tickets, can be found at [www.games-workshop.com](http://www.games-workshop.com)**

GAMES WORKSHOP

# THE AUGURY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

## Events & Community 106-109

### ● UK Games Day 2011

This month Rik Turner heads to the Design Studio, there to speak to Andrew Kenrick about what the writers and sculptors, artists and 'Eavy Metal painters will be getting up to at this year's Games Day.

### ● Events Calendar

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

### ● Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

## Store Information 110-117

### ● Games Workshop Hobby Centres

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

### ● Store Finder

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

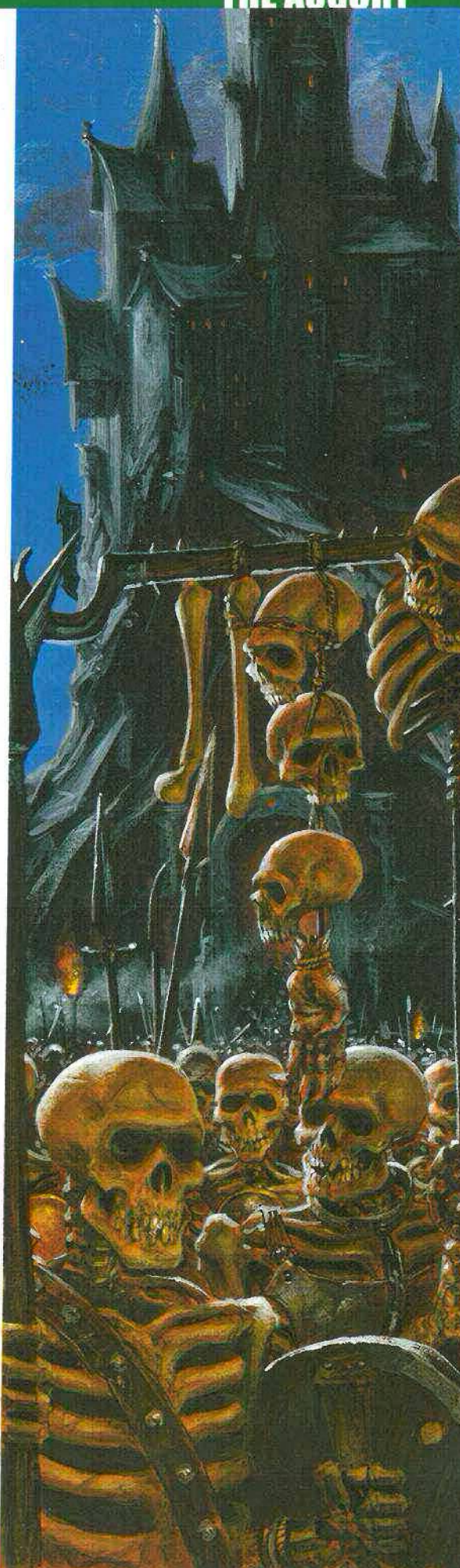
## Available to Order 118-119

### ● Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

### ● Available to Order

This issue's battle report saw an epic conflict between the forces of the Empire and the Vampire Counts. Amidst the cataclysmic spells scorching the battlefield a host of classic Citadel miniatures were present, meting out death and destruction. A few of the notable models from the battle are shown here, but these are just a small selection of the Empire and Vampire Counts models that are available to order. Head to the Games Workshop website to see the full range of Citadel miniatures in all their glory.



# GAMES DAY & GOLDEN DEMON 2011



Continuing in his quest to uncover the very latest news about this year's Games Day, Rik Turner braves the sacred vaults and catacombs of the Design Studio.

Usually when I attempt to gain entry into the Design Studio I am faced down by door sentries and combat servitors. On this occasion, however, a strategic Scroll of Binding was all I needed to calm the ferocious Chimera, slip inside, and meet up with none other than White Dwarf Editor, Andrew Kenrick. And it didn't take very long for him to spill the beans about what he and the rest of the Design Studio will be getting up to.

**Andrew:** 'We've got so much planned this year, it's hard to know where to begin,' Andrew smiles. 'This year is all about Warhammer, Storm of Magic and the brand-new Vampire Counts. We've also got something a bit special planned, too!'

'This month we released the terrifying new Vampire Counts and visitors to this year's Games Day will be able to chat to their favourite designers, 'Eavy Metal painters and writers about using the new miniatures in their armies, how to achieve a suitably gruesome colour scheme, and find out where the inspiration behind something like the awe-inspiring new Terrorgheist comes from. We'll also be hosting a number

of displays that chart how the cataclysmic events known as storms of magic come into being, complete with all the great art from the Expansion.

'If you've not been able to get to Warhammer World and the Citadel Miniatures Hall in Nottingham, you'll also be able to get a good look at our menagerie of fantastical creatures released last month, including the dreaded Chimera, the fearsome Chaos Lord on Manticore and the truly enormous Dark Elf Black Dragon. All of these and more will be on display for your delight and delectation.'

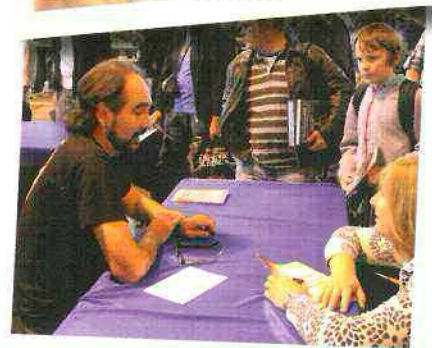
Curious about Andrew's earlier comment of something else 'a bit special', I asked what that might be.

'As in previous years, visitors to the show will be able to wander around freely, talk to the 'Eavy Metal painters, miniatures designers and games developers, engage them in conversation and talk at length about all aspects of the hobby. However, this year, rather than being a series of separate areas for each department, you will be able to follow the entire design process for three of our major releases, from their genesis to point of sale.



The brand new range of Citadel Finecast miniatures will be on display, and available to buy from the Games Day shop.

# The Design Studio at Games Day



'For the first time ever, at this year's Games Day you will be able to follow the path that Storm of Magic and the new Vampire Counts releases took, from initial concept sketches and greens, through rules design and illustration, to packaging, advertising and appearance in the pages of White Dwarf. If you've ever wanted to talk to the miniatures designers about how they sculpted the new miniatures or to the artists about their latest pieces of art, then they'll all be on hand to talk to you. If you've ever wondered how many edits and rewrites a rulebook, army book, Codex or Expansion goes through before being signed off and going to print, just wander along to talk to the games developers section of the production process.'

You mentioned three major releases?

'Well,' Andrew grins. 'If you've seen the inside back cover of this very issue of White Dwarf, you'll know that this September we'll be revisiting the Ogre Kingdoms. We have some amazing new miniatures planned for the Ogres (*If you can call anything in the Ogre Kingdoms range a 'miniature' – Ed*), and a fantastic new army book penned by Jeremy Vetock and Jervis Johnson. I don't want to give too much away as we'll be going into more depth in next month's White Dwarf, but it's packed full to bursting with glorious new artwork, fabulous Citadel miniatures and, of course, fiendish rules.'

This year the Games Day sales area will be crammed full with new miniatures together with a selection of our most popular models. If you're quick, you might be lucky enough to get your hands on some of the limited number of brand-new plastic kits and Citadel Finecast Ogre Kingdoms miniatures.

## Citadel Finecast

Speaking of new miniatures, you can't help but notice that we recently made one of the most radical changes to the way we manufacture Citadel miniatures. Eager to know more, I asked Andrew what the plans for Citadel Finecast miniatures at Games Day might be.

'Well, they'll certainly form a big part of all our displays. We'll have plenty of Citadel Finecast miniatures on hand for people to look at, and you'll be able to ask the experts everything you want to know about it. So you can ask Aly Morrison about what it means for designing miniatures, or Joe Tomaszewski about how great it is to paint, or get some tips about assembling them from Chris Peach.'

It all sounds amazing! Tickets to this year's Games Day are still available, and selling fast! Be sure to check the Games Workshop, Black Library and Forge World websites for all the very latest news.

**Clockwise:** Trish Carden will be showcasing her latest monstrous additions to the Warhammer range; Joe Tomaszewski and Anja Wettergren will be joining the rest of the 'Eavy Metal team and showing you how you can improve your painting skills; Colin Grayson, together with Trish Carden and the Citadel Design team will be explaining how Citadel miniatures are created and sharing a few tips, tricks and techniques that you can use in your own hobby projects; Chad Mierzwa and the Hobby team will be showing you how you can bring your gaming tables to life with fantastic scenery and inspiring modelling projects; Jervis Johnson will of course be on hand sharing his pearls of wisdom and talking about everything that is great about the hobby.

**GAMES DAY TICKET** £30  
Product code: 60139999136  
€39, 300dkr, 380skr/nkr, 150zł

**GAMES DAY PARENT TICKET** £6\*  
Product code: 60139999103  
€7, 80\*, 60dkr\*, 75skr/nkr\*, 30zł\*

\* When purchased together with at least one regular Custom Day Ticket

**OUT NOW**

# EVENTS DIARY

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

## August 2011

August 6th

WARHAMMER  
WARGAMES & WORKSHOP

### FORGE WORLD MODEL MASTERCLASS: WALKERS

Date: 6th August, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

**Details:** Receive hands on tuition in painting techniques from Forge World's Mark Bedford and Phil Stutcinskis. You will be given both an Ork Killa Kan and Eldar War Walker assembled and ready to practice your new techniques on throughout the day, as well as all of the tools and materials required, including Weathering Powders. With their years of experience and in-depth knowledge of the materials you will be using, this is a fantastic chance to learn from the experts.

A full lunch, as well as tea and coffee throughout the day, will be provided and access to all of Warhammer World's facilities.

**Tickets:** £112, available by calling 01159140000 and from [www.games-workshop.com](http://www.games-workshop.com)

**Contact:** Warhammer World Events Team at [whworldevents@games-workshop.co.uk](mailto:whworldevents@games-workshop.co.uk)

August 13th

WARHAMMER  
WARGAMES & WORKSHOP

### REALM OF BATTLE WORKSHOP

Date: 13th August, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

**Details:** Come and spend the day with one of our experts constructing your own Citadel Realm of Battle Gameboard. Over the course of the day you'll get all the materials and advice to paint and take away your very own gaming table, to fight a thousand thrilling battles on in the comfort of your own home.

**Tickets:** £204, available by calling 01159140000 and from [www.games-workshop.com](http://www.games-workshop.com)

**Contact:** Warhammer World Events Team at [whworldevents@games-workshop.co.uk](mailto:whworldevents@games-workshop.co.uk)

August 15th

WARHAMMER  
WARGAMES & WORKSHOP

### SCENERY HOBBY CAMP

Date: 15th–19th August, 2011

Venue: Warhammer World, Nottingham, England

**Age Limit:** The minimum age for this event is 12. Due to the nature of the materials and tools you will be using under 16s must have a responsible adult on site (they do not need to purchase a ticket; they must simply be present when required).

**Details:** Spend a whole five days at Warhammer World making, painting and using scenery built with expert tuition from the Warhammer World scenery team. Select your game system from Warhammer 40,000, Warhammer and War of The Ring and leave with enough scenery to fill a Realm of Battle board!

**Tickets:** £204, available by calling 01159140000 and from [www.games-workshop.com](http://www.games-workshop.com)

**Contact:** Warhammer World Events Team at [whworldevents@games-workshop.co.uk](mailto:whworldevents@games-workshop.co.uk)



WARHAMMER®

## STORM OF MAGIC EXHIBITION

July 4th–August 28th  
Warhammer World

See the Design Studio materials and more with your own eyes. Dramatic events captured in the original art from the book, and miniatures imbued with arcane powers.

[www.games-workshop.com](http://www.games-workshop.com)

# September 2011

## September 3rd



### COMMAND CENTRE WORKSHOP

**Date:** 3rd September, 2011

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 16+

**Details:** Spend the whole day with our Warhammer World Scenery Team Experts, where they will teach you how to build an awe-inspiring Warhammer 40,000 centerpiece to take home for your gaming table. Over the course of the day you will build up your command centre using all the materials provided as the experts show you all the skills and techniques needed to build and complete your command centre.

Your ticket includes entry for one person into the Command Centre Workshop where you'll get a Shrine of the Aquila boxed set and three Basilica Administratum boxed sets to build from. You also get lunch in the legendary Bugman's Bar and access to all of Warhammer World's available facilities including the Gaming Arena and Exhibition Hall.

**Tickets:** £122.50 per person, available from Customer Services and on 01159140000 and from [www.games-workshop.com](http://www.games-workshop.com)

**Contact:** 0115 900 4994 or email the Warhammer World Events Team at: [whworldevents@games-workshop.co.uk](mailto:whworldevents@games-workshop.co.uk)

## September 10th



### WARHAMMER 40,000 DOUBLES WEEKEND

**Date:** 10th–11th September, 2011

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 12+

**Details:** Come along with your gaming partner and spend the weekend at Warhammer World playing some great games, meeting new opponents and swapping your best war-stories.

You will need two fully painted and based 875 point armies. The Doubles Rules Pack and Event Guide are available to download from [www.games-workshop.com](http://www.games-workshop.com) under the Warhammer World section.

You will take part in five games over the weekend with early registration and open gaming on Friday evening. Lunch on Saturday and Sunday and evening meal on Saturday are included in the ticket price. There will be organised entertainment activities on Saturday evening including a quiz!

**Tickets:** £87 per two player team, available from Customer Services on 01159140000 and from [www.games-workshop.com](http://www.games-workshop.com)

**Contact:** 0115 900 4994 or email the Warhammer World Events Team at: [whworldevents@games-workshop.co.uk](mailto:whworldevents@games-workshop.co.uk)

# GAMESDAY & GOLDEN DEMON 2011

25TH SEPTEMBER 2011, BIRMINGHAM NEC LG ARENA

## October 2011

### October 1st



#### PAINTING WORKSHOP: SPACE MARINES

**Date:** Saturday 1st October, 2011

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 12+

**Details:** If you're looking to learn the techniques you need to paint Space Marines quickly and effectively, who better to teach you than Chris Peach and Duncan Rhodes from the Design Studio's Hobby Team!

Spend a fantastic day with them painting a Space Marine Assault Squad in the Chapter colours of your choice, and learn how to paint your miniatures to a high standard in no time at all.

**Tickets:** £102, available by calling 01159140000 and from [www.games-workshop.com](http://www.games-workshop.com)

**Contact:** Warhammer World Events Team at [whworldevents@games-workshop.co.uk](mailto:whworldevents@games-workshop.co.uk)

**Website:** [www.games-workshop.com](http://www.games-workshop.com)

### October 8th



#### AUTUMN THRONE OF SKULLS

**Date:** Warhammer 8th–9th Oct

Warhammer 40,000 15th–16th Oct

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 16+

**Details:** Spend a weekend fighting great battles, seeing wonderful-looking armies, making new friends, and swapping war stories at this year's Autumn Throne of Skulls event.

Here's your chance to spend two days playing your favourite game and testing your skill against a wide range of opponents. Could you walk away as the winner with one of the coveted Throne of Skulls trophies?

**Tickets:** £56, available by calling 01159140000 and from [www.games-workshop.com](http://www.games-workshop.com)

**Contact:** Warhammer World Events Team at [whworldevents@games-workshop.co.uk](mailto:whworldevents@games-workshop.co.uk)

**Website:** [www.games-workshop.com](http://www.games-workshop.com)

### October 15th

#### TURKU FANATIC 2011

**Date:** 15th–16th October, 2011

**Venue:** T-Talo, Vanha Hämeentie 29, Turku, Finland

**Age Limit:** No limit

**Details:** The Gaming Club Ordo Aboensis is proud to present the Turku Fanatic 2011 Warhammer and Warhammer 40,000 tournaments – the biggest annual Warhammer tournament in Finland!

**Tickets:** Tickets cost €25 for the weekend, available from 1st August. Order by e-mail from [teemaro@gmail.com](mailto:teemaro@gmail.com).

**Contact:** [teemaro@gmail.com](mailto:teemaro@gmail.com)

**Website:** [www.ordoaboenis.net](http://www.ordoaboenis.net)

# STORE FINDER



## OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details online with our Store Finder:

[www.games-workshop.com](http://www.games-workshop.com)

**Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists.**

## Full range of products

All our Hobby Centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

## In-store order point

All our Hobby Centres also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to further customise and add character to your armies.

What's more, if you have your order sent to your local Hobby Centre, we'll send it POST FREE!

## Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew.

## Free gaming & tactics advice

All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

## Free Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along.

# STORE LISTING

## August 2011

### AVON

**GW BRISTOL:**  
336 Wine Street,  
BS1 2BQ Tel: 0117 925 1533  
**GW BRISTOL (CRIBBS CAUSEWAY):**  
Unit 129, The Mall,  
BS34 5UP Tel: 0117 959 2520  
**BRISTOL, Area 1:**  
BS7 8BA Tel: 01179 244655  
**BRISTOL, Cut and Thrust Wargaming:**  
BS2 0EJ Tel: 01173 020 023  
**CRIBBS CAUSEWAY, HobbyCraft:**  
BS34 5TS Tel: 0845 051 6524

### BEDFORDSHIRE

**GW BEDFORD:**  
10 Greyfriars,  
MK40 1HP Tel: 0123 427 3663  
**BARTON LE CLAY, Redcoat Soldiers:**  
MK45 4RF Tel: 07846 375763  
**BEDFORD, Close Encounters:**  
MK40 1PW Tel: 01455 511111  
**DUNSTABLE, Parallel Worlds:**  
LU4 0NP Tel: 01582 668 200  
**HARPENDEN, Lorna's:**  
AL5 1JH Tel: 01582 769 204  
**LIGHTON BUZZARD, Selections Hardware:**  
LU7 1EA Tel: 01525 373357

### BERKSHIRE

**GW MAIDENHEAD:**  
1 Kingsway Chambers, King Street,  
SL6 1EE Tel: 0162 863 1747  
**GW NEWBURY:**  
114 Bartholomew Street,  
RG20 2DT Tel: 0163 540 348  
**GW READING:**  
29 Oxford Road,  
RG1 7QA Tel: 0118 959 6693  
**GW WINDSOR:**  
Unit 3, 6 George V Place,  
SL4 1QP Tel: 01753 861087  
**HENLEY ON THAMES, Henley Model Miniatures:**  
RG9 1AG Tel: 01491 372684  
**READING, HobbyCraft:**  
RG1 3HS Tel: 0945 051 6532  
**WINDSOR, WJ Daniels:**  
SL4 1DP Tel: 01753 862106

### BIRMINGHAM AREA

**GW BIRMINGHAM:**  
36 Priory Queensway,  
B4 7JA Tel: 0121 233 4840  
**GW DUDLEY:**  
Unit 26, Merry Hill Centre,  
DY5 1XP Tel: 0138 448 1818  
**GW SOLIHULL:**  
690 Warwick Road,  
B91 3DX Tel: 0121 705 7997  
**GW SUTTON COLDFIELD:**  
672 10Q Tel: 0121 354 3174  
**GW WALSALL:**  
Unit 20, Old Square Shopping Centre,  
WS9 1QG Tel: 0191 257 8207  
**GW WOLVERHAMPTON:**  
9 King Street,  
WV1 1ST Tel: 0191 231 0466  
**BIRMINGHAM, Console Games:**  
B3 2SL Tel: 0121 477 0022  
**DUDLEY, The Arcade Toy Shop:**  
DY1 1PF Tel: 0121 477 0022  
**KIDDERMINSTER, TJ Models:**  
DY10 2DP Tel: 01562 747002

### BUCKINGHAMSHIRE

**GW AYLESBURY:**  
6 Market Street,  
HP20 2PW Tel: 01296 429 703  
**GW HIGH WYCOMBE:**  
No 55 Eden Walk, Gallery, Eden,  
HP11 2HF Tel: 0149 453 1494  
**GW MILTON KEYNES:**  
Unit 2, 502 Silbury Boulevard,  
MK9 2AD Tel: 01908 869 0477  
**AYLESBURY, Bear Necessities:**  
HP20 2PW Tel: 01296 421098  
**CHESHAM, Harvey Johns:**  
HP5 1EP Tel: 01494 782161  
**GERRARDS CROSS, Howard Marshall:**  
SL9 8ES Tel: 01753 882932  
**HAZELMERE, Childs Toys:**  
HP13 7AA Tel: 01494 211 425  
**MILTON KEYNES, HobbyCraft:**  
MK13 8PU Tel: 0845 051 6544  
**MILTON KEYNES, Jays Crafts:**  
MK8 6AD Tel: 01908 565578

### CAMBRIDGESHIRE

**GW CAMBRIDGE:**  
54 Regent Street,  
CB2 1UD Tel: 01223 331 3359  
**GW PETERBOROUGH:**  
3 Westwood Street,  
PE1 1DH Tel: 01733 890 052  
**CAMBRIDGE, Cambridge Toy Shop:**  
CB1 1PA Tel: 01223 309 010  
**ELY, City Cycle Centre:**  
CB7 4FB Tel: 01353 663131  
**ENNESBURY, Gamers:**  
PE19 2TA Tel: 01460 217 443  
**HUNTINGDON, Sports & Fashions:**  
PE29 6WB Tel: 01480 454541  
**PETERBOROUGH, The Rift:**  
PE1 1B1 Tel: 01733 341007  
**ST IVES, Apple Tree Gifts:**  
PE27 5BN Tel: 01469 354413  
**WISBECH, Prams & Toys:**  
PE13 1BA Tel: 01945 584142

### CHANNEL ISLANDS

**JERSEY, ST. HELIER, The Little Shop:**  
JE2 3NT Tel: 01534 601923  
**GUERNSEY, ST. PETERS PORT, Carousel:**  
GY1 1LB Tel: 01481 721721

### CHESHIRE

**GW CHESTER:**  
112 Foregate Street,  
CH1 1HB Tel: 0124 431 1967  
**GW CREWE:**  
8 Market Street,  
CW1 2EG Tel: 01270 216903  
**GW MACCLESFIELD:**  
31 Church Street,  
SK11 6LB Tel: 0162 561 9020  
**GW STOCKPORT:**  
32 Mersey Square,  
SK1 1RA Tel: 0161 474 1443  
**GW WARRINGTON:**  
Unit 20, Bank Street, Time Square,  
WA1 2AP Tel: 0192 365 1994  
**ALTRINCHAM, The Gaming Crypt:**  
WA14 2DE Tel: 0161 9299919  
**BRIDGEMERE, HobbyCraft:**  
CS3 7QB Tel: 0845 051 6537  
**CHESTER, HobbyCraft:**  
Unit 20, Bank Street, Time Square,  
CH1 1HB Tel: 0162 561 9020  
**CONGLETON, Colours and Crafts:**  
CW12 1EE Tel: 01260 272711  
**HEAVERLY, Marauder Games:**  
SK2 6PT Tel: 0161 4274949  
**NORTHWICH, Level 1:**  
CW9 5AP Tel: 01606 45053  
**NORTHWICH, The Model Shop:**  
CW9 5EA Tel: 01606 477466  
**STOCKPORT, HobbyCraft:**  
SK1 2HH Tel: 0845 051 6530  
**WARRINGTON, HobbyCraft:**  
WA2 8TP Tel: 0845 051 6541  
**WIDNES, Widnes Model and Craft Centre:**  
WA9 6AZ Tel: 01574 228843

### CLEVELAND

**GW MIDDLESBROUGH:**  
Unit 33, 39 Dundas Street,  
TS1 1HR Tel: 0164 225 4091  
**GUISBOROUGH, Stokels Toy Centre:**  
TS14 0PP Tel: 01207 632 355  
**NORMANBY, PC Tech:**  
TS10 3DL Tel: 01642 461010  
**REDCAR, PC Tech:**  
TS6 0LT Tel: 01642 481089  
**STOKTON ON TEES, Hobbies R Uzz:**  
TS18 1PL Tel: 01642 535187

### CORNWALL

**GW TRURO:**  
Unit 1, Bridge House, New Bridge Street,  
TR1 2AA Tel: 0187 232 0047  
**BODMIN, Bricknells:**  
PL11 2L Tel: 01208 277088  
**CALLINGTON, GMS @ Simphee's:**  
PL17 7AN Tel: 01579 383900  
**CAMBORNE, Exit Games and Hobbies:**  
TR14 1AY Tel: 01209 610224  
**FALMOUTH, Kernow ToyMaster:**  
TR11 3JD Tel: 01236 312 571  
**HAYLE, Biewells of Toys:**  
TR27 480 Tel: 01736 753 812  
**HELSTON, Exit:**  
TR13 8PS Tel: 01236 565117  
**LAUNCESTON, Gamezone Models:**  
PL15 9DY Tel: 01566 773407  
**LISKEARD, Trago Mills:**  
PL14 6RY Tel: 01309 348577  
**PENZANCE, Newlyn Post Office:**  
TR18 5HL Tel: 01736 364592  
**REDRUTH, Barb's Lil Toys:**  
TR15 2AU Tel: 01209 213827  
**ST AUSTELL, Mad for Miniatures:**  
PL26 0QB Tel: 01726 722579  
**ST IVES, Dragon's Hoard:**  
TR26 2DS Tel: 01736 796418  
**WADEBRIDGE, Bricknells:**  
TR27 7DD Tel: 01208 813 274

### COUNTY DURHAM

**GW DURHAM:**  
64 North Road,  
DH1 4SQ Tel: 0191 374 1062  
**GW DARLINGTON:**  
78 Skinnergate,  
DL3 7LX Tel: 0132 538 2463  
**BISHOP AUCKLAND, Windsock Models:**  
DL14 7TF Tel: 01328 469 766  
**CHESTER LE STREET, Chips:**  
DH3 3RH Tel: 01642 227348  
**CONSETT, Chips:**  
DH8 5LA Tel: 01642 227340  
**DARLINGTON, Lamb's:**  
DL3 9QB Tel: 01328 46642  
**SEAHAM, Games of War:**  
SD8 6AA Tel: 01915 817 118  
**STOCKTON ON TEES, HobbyCraft:**  
TS17 2BW Tel: 0845 051 6539

### CUMBRIA

**GW CARLISLE:**  
Unit 2, Earle Lane,  
CA1 1DP Tel: 01272 859 8216  
**GW KENDAL:**  
Units 4 & 5, Blackhall Yard,  
LA9 4LU Tel: 01539 722211  
**BARROW-IN-FURNESS, Heattis:**  
LA14 1JB Tel: 01229 620 435  
**BOWNESS-ON-WINDERMERE, Ernest Aldison & Sons:**  
LA23 3AP Tel: 01539 441 647  
**COCKERMOUTH, The Toy Shop:**  
CA13 9LU Tel: 01900 625853

**KENDAL, Aireys of Kendal:**  
LA9 4RA Tel: 01539 720 781  
**PENRITH, Harpers Cycles:**  
CA11 7PG Tel: 01768 864 475  
**WORKINGTON, ToyTown:**  
CA14 1NQ Tel: 01900 873 322

### DERBYSHIRE

**GW CHESTERFIELD:**  
21 Knivesmithgate,  
S40 1RL Tel: 01246 271118  
**GW DERBY:**  
42 Sadler Gate,  
DE1 3NR Tel: 0133 237 1657  
**ASHBOURNE, Lumbark Toy Shop:**  
DE5 1CG Tel: 01335 345115  
**BUXTON, Knowles Toys and Models:**  
S40 1UN Tel: 01298 24203  
**CHESTERFIELD, Chesterfield Department Store:**  
S40 1UN Tel: 01246 220 210  
**DERBY, Tokyo Otaku:**  
DE1 2DB Tel: 01232 311353  
**GLOSSOP, Wain Services:**  
SK13 7AB Tel: 01457 853 548  
**ILKESHTON, Midland Co-op:**  
DE7 3SG Tel: 01159 327 777  
**MATLOCK, Shaves:**  
DE4 3AQ Tel: 01629 582 482  
**RIPLEY, Chimera Leisure:**  
DE8 3BU Tel: 01773 747649  
**STANLEY COMMON, Oakfield Farm:**  
DE7 6FP Tel: 07969 534912  
**SWADLINCOTE, Extreme Games:**  
DE11 8LU Tel: 01283 558338

### DEVON

**GW BARNSTAPLE:**  
8 Queens House, Queen Street,  
EX32 4HH Tel: 01271 059115  
**GW EXETER:**  
374 Sidwell Street,  
EX4 6NN Tel: 01392 245 0305  
**GW PLYMOUTH:**  
84 Cannival Street,  
PL1 1LR Tel: 0175 225 4121  
**GW TORQUAY:**  
12 Market Street,  
TQ1 3AQ Tel: 01800 170 1076  
**BRIXHAM, Mainly Miniatures:**  
TQ5 8EJ Tel: 01893 882 555  
**CULLUMPTON, Nanna's Toy Chest:**  
EX15 1LB Tel: 01884 030317  
**DARTMOUTH, WC Pillar & Co:**  
TS2 9AN Tel: 01803 830 139  
**EXMOUTH, Collett's Model Trains:**  
EX8 1RL Tel: 07805 968378  
**EXMOUTH, Gamezone Models:**  
EX8 2SH Tel: 01395 267 733  
**HONITON, Pressplay:**  
EX4 1PC Tel: 01424 546612  
**KINGSBRIDGE, The Trading Post:**  
TQ7 1PG Tel: 01548 052 923  
**NEWTON ABBOT, Trago Mills:**  
TQ12 6JD Tel: 01626 821111  
**OKHAMPTON, Kinderbox:**  
EX20 1AW Tel: 01537 619358  
**PAIGNTON, Paignton Model Shop:**  
TQ4 5EY Tel: 01303 555862  
**PLYMOUTH, Antics Model Shop:**  
PL1 1DU Tel: 01752 221 851  
**PLYMPTON, Nimrod Models:**  
PL7 2AL Tel: 01752 511999  
**TAVERSTOCK, Kaleidoscope:**  
PL15 9HE Tel: 01825 615 236  
**TAVERSTOCK, Games and Computers:**  
PL15 8DD Tel: 01822 615 280  
**TEIGNMOUTH, Jackmans Toybox:**  
TQ14 8EA Tel: 01626 778 260  
**TEIGNMOUTH, M Cubed:**  
TQ14 8PE Tel: 01626 778 260  
**TIVERTON, Banbury's:**  
EX16 6QD Tel: 01484 252627  
**TORRINGTON, Toyzone:**  
EX38 8HQ Tel: 01805 524 750  
**TOINES, Finishing Touches:**  
TQ9 8RW Tel: 01608 762244

### DORSET

**GW BOURNEMOUTH:**  
B42 5KT Tel: 01202 319 292  
**GW POOLE:**  
Unit 12, Tonnage Centre,  
BH15 1ER Tel: 0120 260 5634  
**BLANDFORD, Inspirations:**  
DT11 7PX Tel: 01258 404999  
**BOURNEMOUTH, HobbyCraft:**  
B122 8DJ Tel: 0845 051 6520  
**BRIDPORT, Frosts ToyMaster:**  
DT5 9QJ Tel: 01508 422 295  
**CHRISTCHURCH, Simple Miniature Games:**  
B423 1BT Tel: 01202 409721  
**DORCHESTER, Dorchester Toys:**  
DT1 1BY Tel: 01305 261 152  
**SHERBOURNE, The Corner House:**  
DT9 2LJ Tel: 01598 775251  
**SHERBOURNE, The Toy Barn:**  
DT9 4JX Tel: 01495 815 040  
**SWANAGE, Leonard's:**  
BH19 1BT Tel: 01929 426096  
**WYEMOUTH, Howley's ToyMaster:**  
DT4 8RQ Tel: 01598 775251  
**WIMBORNE MINSTER, Riverside Toys:**  
BH21 1LN Tel: 01202 861754

### ESSEX

**GW CHELMSFORD:**  
Unit 4C, The Medway Centre,  
CM2 6FD Tel: 0124 549 0448  
**GW COLCHESTER:**  
2 Shurl Wyre Street,  
CO1 1LN Tel: 0120 675 2229  
**GW SOUTHEND:**  
12 Southchurch Road,  
SS1 2NE Tel: 0170 246 1251  
**GW THURROCK:**  
Unit 415R, Level 3, Lakeside Shopping Centre,  
RM20 2ZJ Tel: 0170 886 7133  
**HARLOW, Marquee Models:**  
CM20 1XS Tel: 01279 423 354  
**BASILDON, HobbyCraft:**  
SS14 1WP Tel: 0845 051 6536  
**BILLERICAY, Toys N Tuck:**  
CM12 9YB Tel: 01277 550444  
**BRAINTREE, Kidzone Toys:**  
CM7 3YA Tel: 01376 354 793  
**BRENTWOOD, B&M Cycles:**  
CM14 4RG Tel: 01277 214 342  
**CHELMSFORD, HobbyCraft:**  
CM2 6SE Tel: 0845 051 6522  
**CLACTON ON SEA, Clacton Art & Craft Centre:**  
CO15 1JA Tel: 01255 436 346  
**COLCHESTER, 4TK Gaming:**  
CO4 3EG Tel: 01206 735409  
**HARLOW, 3 Darths Comics:**  
CM20 1XR Tel: 01279 419777  
**HARLOW, HobbyCraft:**  
CM20 2ZJ Tel: 0845 051 6550  
**SOUTHEAST ON SEA, Wayland Games:**  
SS2 5SJ Tel: 01702 668750  
**HORNCHURCH, Tole Haven:**  
RM12 4TN Tel: 01706 475051  
**MALDON, Colin Bliss Models:**  
CM9 5AB Tel: 01421 851 327  
**RAYLEIGH, Toys N Tuck:**  
SS6 7EW Tel: 01260 775 501  
**SAFFRON WALDEN, Game On:**  
CB10 1AX Tel: 01799 506 022  
**WESTCLIFFE ON SEA, Argosy Toys:**  
SS0 9LJ Tel: 01702 346 806

## STOREFINDER KEY

### GAMES WORKSHOP HOBBY CENTRE

(\*) These Hobby Centres are closed on Mondays and Tuesdays.

**PREMIUM STORE**  
stocks most of the product range.\*

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Indicates new arrivals

\*To be sure they have what you want in stock, we recommend calling the store first.

### HERTFORDSHIRE

**GW HEMEL HEMPSTEAD:**  
16 Bridge Street,  
HP1 1ET Tel: 0144 224 9752  
**GW ST ALBANS:**  
18 Herting Close,  
AL3 4EB Tel: 0172 706 1199  
**GW STEVENAGE:**  
5 Queenway,  
SG1 1DA Tel: 01438 355044  
**BERKHAMSTEAD, Hamlin's:**  
HP24 2AR Tel: 01442 864 642  
**CHESHUNT, Creative Thinkings:**  
SG8 9NN Tel: 01952 822333  
**HITCHIN, Mainly Models:**  
SG5 1DR Tel: 01462 422 204  
**LEITCHWORTH, Rowells Toy Emporium:**  
SG6 3DN Tel: 01462 680 717  
**STEVENAGE, HobbyCraft:**  
SG1 1XN Tel: 0845 051 6553  
**STEVENAGE, KS Models:**  
SG3 3AW Tel: 01438 746 616  
**WELWYN GARDEN CITY, Fun House Toy Store:**  
AL8 6HA Tel: 01707 291 319  
**WATFORD, HobbyCraft:**  
WD17 2SF Tel: 0845 051 6538

### ISLE OF MAN

**DOUGLAS, ToyMaster:**  
IM1 2AU Tel: 01624 622 154

### ISLE OF WIGHT

**NEWPORT, Cheap Thrills:**  
PO30 1HP Tel: 01980 300 570  
**NEWPORT, Toy & Models:**  
PO30 1BQ Tel: 01983 328 258  
**RYDE, The Sports & Model Shop:**  
PO33 2DT Tel: 01983 862 434

### KENT

**GW BLUEWATER:**  
Unit 052B, Upper Thames Walk, Bluewater,  
DA9 9SQ Tel: 0124 242 7800  
**GW CANTERBURY:**  
Unit 5, Iron Bar Lane,  
CT1 2JH Tel: 0122 745 2880  
**GW MAIDSTONE:**  
7a Pudding Lane,  
ME14 1PA Tel: 0162 267 7435  
**GW TUNBRIDGE WELLS:**  
3a Grosvenor Road,  
TN11 2AP Tel: 0189 252 5783  
**BROADSTAIRS, Time & Space:**  
CT10 1LP Tel: 01843 856 1056

### ASHFORD, Kid's Stuff:

**ASHFORD, XPRess Games:**  
TN24 6JN Tel: 01233 621210  
**BEXLEY HEATH, Kiri Krazy:**  
CT16 2JL Tel: 0208 296 7177  
**CHATHAM, Maynes:**  
ME4 6RP Tel: 01634 400 031  
**CRAYFORD, HobbyCraft:**  
DA3 4LD Tel: 0845 051 6535  
**DEAL, John Roper:**  
CT16 2JL Tel: 01304 3561404  
**DOVER, Turners Models:**  
CT17 0ST Tel: 01304 203 711  
**ASHFORD, XPRess Games:**  
CT16 2JL Tel: 01233 621210  
**FOLKESTONE, Penkraft:**  
CT16 4DP Tel: 01793 279 922  
**GRAVESEND, Steve's Collectables and Toys:**  
DA12 2BQ Tel: 01474 564 465  
**GRAVESEND, The Stamp Centre:**  
DA11 0AY Tel: 01474 534 166  
**HERNE BAY, Spearing's:**  
CT15 5BB Tel: 01727 374 049  
**HYTHE, Apple Tree:**  
CT21 2JU Tel: 01303 262 602  
**MAIDSTONE, HobbyCraft:**  
ME16 9SN Tel: 0845 051 6539  
**MAIDSTONE, Model World:**  
ME14 5JH Tel: 01622 715055  
**ORPINGTON, Chips:**  
BEA 0B Tel: 01642 227 148  
**ROCHESTER, Rochester Games:**  
ME1 1JH Tel: 01922 2210818

### SEVENOAKS, JH Lorimer:

**SEVENOAKS, Manklow's:**  
TN13 1JH Tel: 01732 452 840  
**SITTINGBOURNE, F1 Hobbies:**  
ME10 4TR Tel: 01625 260262  
**SITTINGBOURNE, Nickel Books:**  
ME10 4DP Tel: 01795 429 546  
**THANET, HobbyCraft:**  
CT16 2JL Tel: 01793 279 922  
**TUNBRIDGE WELLS, HobbyCraft:**  
TN2 3UR Tel: 0845 051 6538

### LANCASHIRE

**GW BLACKPOOL:**  
6 Ribbles Street,  
FY1 1UD Tel: 0125 375 2056  
**GW BOLTON:**  
Unit 14 (1st floor), Crimpton Place,  
BL1 1DS Tel: 0120 436 2131  
**GW BURY:**  
16 Crimpton Street,  
BL5 6AD Tel: 0161 797 6540  
**GW PRESTON:**  
15 Miller Arcade,  
PR1 2YR Tel: 0177 262 1855  
**GW WIGAN:**  
12 Crimpton Street,  
BL18 1JH Tel: 01942 429121  
**ASHTON UNDER LYNE, Roundabout Toys:**  
DA6 6AJ Tel: 01613 432 344  
**BLACKBURN, Batcave:**  
BB1 1LE Tel: 01254 667 408



# GAMES WORKSHOP<sup>®</sup>

## PREMIUM STORES

Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent retailer.

- Premium Stores are independent retailers who offer a wide range of Games Workshop products and are able to look after all new and established hobbyists.
- Should you find a specific miniature or boxed set is not available in the store, these stockists also offer a Mail Order service giving you access to the entire Games Workshop range.
- Their knowledgeable staff are on hand to offer help and advice on you army, from planning your next purchase to plotting killer tactics for your games. Please feel free to ask any hobby questions.
- In these stores you can expect painting lessons and other hobby activities such as conversion clinics – call your local Premium Store for details.
- Premium Stores also have a number of dedicated gaming tables in their stores which are used to run introductory games, hold in-store tournaments, bespoke mega battles or general open-play gaming where anyone can bring their armies along for a game.



Check out the list below to find your local stockist!



The following stores have been designated Premium Stockists, and we plan to open more in the future, so keep a look out in White Dwarf for stockists near you.

### BELGIUM

**HASSELT, Oberonn:**  
Kempische Steenweg 27, 3500  
Tel: 011 35 13 58

**MECHELEN, De Spelfanaat:**  
Voornmarkt 12, 2000  
Tel: 015 34 59 07

### DENMARK

**AALBORG, Dragons Lair:**  
Alborge 63, 9000  
Tel: +45 98 12 16 18

**ÅRHUS C, Dragons Lair:**  
Skt. Knuds Torv 3, 8000  
Tel: +45 86 16 44 01

**KØBENHAVN K, Faraos Cigarer:**  
Skindergade 27, 1150  
Tel: +45 33 67 20 09

**LYNGBY, Faraos Cigarer:**  
Jernbaneplassen 63, Kongens Lyngby 2000  
Tel: +45 32 10 25 23

**ODENSE C, Dragons Lair:**  
Caféandreplassen 9, 5000  
Tel: +45 63 71 12 19

**ROSKILDE, Fantastic Roskilde:**  
Gårnegade 4, 4000  
Tel: +45 46 36 35 48

### FINLAND

**ESPOO, Espoonlahden Puolenkuun Pelit:**  
Lukkaritie 114 S, 02320  
Tel: 09 6800300

**ESPOO, Tapiolan Pelikauppa:**  
Kauppamiehentie 1, 02100  
Tel: 09 - 412 9341

**HELSINKI, Fantasiapelit Helsinki:**  
Viikinkaatu 4 B, 00100  
Tel: (09) 650 893

**HELSINKI, Stadin Pelikauppa:**  
Vuorikatu 14 A, 00100  
Tel: 09 6960100

**JOENSUU, Fantasiapelit Joensuu:**  
Sivänseläntie 8, 00100  
Tel: (013) 264 314

**JYVÄSKYLÄ, Fantasiapelit Jyväskylä:**  
Kauppakatu 4, 40100  
Tel: (014) 216 629

**KOUVOLA, Kouvola Puolenkuun Pelit:**  
Kouvolaentie 14 (ent. Valtakatu), 04000  
Tel: (03) 222 52 00

**LAHTI, Lahden Puolenkuun Pelit:**  
Rautatiekatu 16, 15100  
Tel: 03-7515151

**LAPPEENRANTA, Fantasiapelit Lappeenranta:**  
Brähenkatu 3, 53000  
Tel: (05) 541 1375

**OULU, Fantasiapelit Oulu:**  
Rautatiekatu 10, 90100  
Tel: (08) 374 906

**PORVOO, Porvoon Peli:**  
Mannerheiminkatu 10, 06100  
Tel: 019-33 48377

**TAMPERE, Fantasiapelit Tampere:**  
Keskinkeskikatu 5, 33210  
Tel: (03) 222 52 00

**TURKU, Fantasiapelit Turku:**  
Hämeentiekatu 8, 20100  
Tel: (02) 232 84 13

### GIBRALTAR

**GIBRALTAR, K&M Hobby Centre:**  
Unit F218, First Floor Icc, 999  
Tel: +350 200 700 37

### ICELAND

**REYKJAVIK, Nexus:**  
Hverfisgata 103, PO BOX 5065, 125  
Tel: +354 5529011

### IRELAND

**CORK, Other Realms:**  
Paul Street Shopping Centre  
Tel: 00353 21 4212 224

**DUBLIN, Gamers World:**  
1 Jervis Street  
Tel: 00353 079 299 392

### THE NETHERLANDS

**ARNHEM, Spellwartier:**  
Steenstraat 4, 6828 CJ  
Tel: 026 370 2028

**DEN BOSCH, De Dobbelseen:**  
Hinthammerstraat 90, 5211 MS  
Tel: 073 614 3530

**ENSCHDE, Pipelines:**  
Pijpenstraat 34, 7511 GM  
Tel: 053 430 5727

**HAARLEM, Spellenhuis:**  
Kruis Wey 66, 2011 LE  
Tel: 023 531 3188

**LEEUWARDEN, Spellekijn:**  
Voornstraat 84, 9711 JT  
Tel: 059 213 1112

**LEIDEN, Vliegershoph:**  
Turftmarkt 2, 2321 CD  
Tel: 071 513 2703

**MAASTRICHT, Vlieg-er-uit:**  
Brusselstraat 70, 6211 MP  
Tel: 043 325 1653

**MIDDELBURG, De Burcht:**  
Plein 1940 nr5, 4331 LG  
Tel: 011 045 0648

**NIJMEGEN, Moenen en Mariken:**  
Van Wolderenstraat 70, 6511 MP  
Tel: 024 323 6119

**TILBURG, De Dobbelseen:**  
Langestraat 176, 5038 SH  
Tel: 013 544 3700

**UTRECHT, Subcultures:**  
Oude Gracht 194, 3511 NR  
Tel: 030 231 1122

**ZWOLLE, Games-n-Us:**  
Dier-voortstraat, 8011 XV  
Tel: 030 421 6385

### POLAND

**BIELSKO-BIALA, Gnom:**  
Luryle Szymka, ul. Szymka 15, 43-300 Bielko-Biala  
Tel: 0948 33 821 34 32

**KATOWICE, Bard Centrum Gier:**  
Kierulski 6, 40-049 Katowice  
Tel: 0048 22 257 18 17

**KRAKÓW, Bard Centrum Gier:**  
Baltogga 20, 31-135 Kraków  
Tel: 0048 12 632 07 35

**POZNAN, Bard Centrum Gier:**  
Sw. Marchin 41, Poznan  
Tel: 0048 61 853 82 77

**WARSAWA, Faber & Faber:**  
ul. Polowka 11 02-515 Warszawa  
Tel: 0048 22 649 12 65

**WROCLAW, Bard Centrum Gier:**  
Szwedka 31, 50-139 Wrocław  
Tel: 0048 71 341 74 72

### SWEDEN

**KARLSTAD, Spel & Fantasi:**  
Kungsgatan 6, 652 24 Karlstad  
Tel: 054-15 10 70

**LUND, Playoteket Center:**  
Clemenstorg 6, 222 21 Lund  
Tel: 046-12 78 10

**MALMÖ, Playoteket Center:**  
Djäcknegatan 2, 211 35 Malmö  
Tel: 040-12 04 10

**ÖREBRO, Batalj:**  
Storgatan 11, 703 61 Örebro  
Tel: 019-18 46 00

**STOCKHOLM, Science Fiction Bokhandeln:**  
Västerlånggatan 48, 111 27 Stockholm  
Tel: 08-21 50 52

**UMEA, Fantasia:**  
Storgatan 44, 901 26 Umeå  
Tel: 090-77 05 60

**UPPSALA, Fantasia:**  
Östra Ågatan 9, 753 22 Uppsala  
Tel: 018-10 01 50

**UPPSALA, Prisfyndet:**  
Kungsgatan 39, 753 21 Uppsala  
Tel: 018-10 66 07

### UNITED KINGDOM

**ALDERSHOT, The Game Shop:**  
6 Wellington Street, Hampshire, GU11 1DZ  
Tel: 01252 311443

**BROADSTAIRS, Time and Space:**  
82 High Street, Kent, CT10 1LP  
Tel: 01843 866006

**HARLOW, Marquee Models:**  
Unit 79b, The Harvey Centre, Essex, CM20 1XS  
Tel: 01279 423334

**LEICESTER, Tabletop Tyrant:**  
608 Bedford Street South, Leicester, LE1 3JR  
Tel: 0116 2533954

**SHEFFIELD, Wargames Emporium:**  
Workshop 4, Orchard Square, Sheffield, S1 2FB  
Tel: 0114 2754826

**WELLINGTON, Questing Knights Games:**  
The Parade, Tefford, T1 1PS  
Tel: 01952 4177 47

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**BLACKBURN, Mercers Toys:**  
B82 2BL Tel: 01254 681401  
**BLACKPOOL, iCollectables:**  
Y14 1SW Tel: 01323 403839  
**BOLTON, HobbyCraft:**  
B11 2SL Tel: 02045 051 6531  
**BOLTON, Portcullis Wargames Emporium:**  
B11 4AD Tel: 07528 722165  
**BURNLEY, Compendium:**  
BB12 2BG Tel: 07528 457 060  
**CHORLEY, Hampsons Toys & Nursery World:**  
PR2 2SQ Tel: 01257 263045  
**CLITHEROE, Cogwills of Clitheroe Ltd:**  
B87 2DA Tel: 01200 423 507  
**COLNE, West End Model Centre:**  
BB8 0BT Tel: 01262 467711  
**LANCASTER, Gotham City Gaming:**  
LA1 1JL Tel: 01524 636111  
**LEIGH, Storktown Ltd:**  
WN7 1AW Tel: 01942 621 116  
**ORMSKIRK, Taylors:**  
L19 2AA Tel: 01695 973516  
**PRESTON, HobbyCraft:**  
PR1 6AF Tel: 01773 051 6529  
**RAMSBOTTOM, Bridge Street News:**  
B10 9AD Tel: 01706 822 336  
**THORNTON, Toys 2 Save:**  
FY5 4JZ Tel: 01253 855 905

## LEICESTERSHIRE

**GW LEICESTER:**  
Unit 2, 16/20 Silver Street,  
LE1 5ET Tel: 0116 253 0510  
\* **GW LOUGHBOROUGH:**  
22 Biggin Street,  
LE11 1UA Tel: 01509 923 8107  
\* **LEICESTER, Table Top Tyrant:**  
LE1 3JR Tel: 01162 333 354  
**ASHBY-DE-LA-ZOUCH, Steve's Models:**  
LE15 1HP Tel: 01530 416 827  
**LOUGHBOROUGH, Wargames Inc:**  
LE15 1HP Tel: 01509 275803  
**LUTHERWORTH, Ace Connections:**  
LE17 4EJ Tel: 01452 558035  
**MELTON MOWBRAY, Cobwebs:**  
LE13 1XA Tel: 01664 300700

## LINCOLNSHIRE AREA

\* **GW BOSTON:**  
45 Widen Bargate,  
PE21 6SH Tel: 01205 356596  
\* **GW GRIMSBY:**  
9 West St Mary's Gate,  
DN11 1LB Tel: 0147 434 7757  
\* **GW LINCOLN:**  
Unit 50A, Saltgates, (outside of Watercress Lane),  
LN2 3AP Tel: 01522 54 0027  
**BOSTON, Models and Computers:**  
PE21 8QN Tel: 01205 365 102  
**GRANTHAM, Access Models:**  
NG11 6JH Tel: 01476 592 001  
**LOUTH, Castles:**  
LN11 9ET Tel: 01507 602 149  
**MABLETHORPE, Belas Toymaster:**  
LN12 4AD Tel: 01507 473 328  
**SCUNTHORPE, Shermans Model Shop:**  
DN15 6LD Tel: 01774 842 439  
**SKEGNESS, The Model Shop:**  
PE23 3NY Tel: 01754 761 429  
**SKEGNESS, Warlords of the Coast:**  
PE23 3RY Tel: 01754 763806  
**SPALDING, Mason's Models:**  
PE11 1DQ Tel: 01775 722 456  
**STAMFORD, Stamford Models and Hobbies:**  
PE9 2AZ Tel: 01769 767934

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**YORK, The Craft Workshop:**  
YO24 6UA Tel: 01751 417926  
**YORK, Travelling Man:**  
YO1 7LF Tel: 01132 436461

## NORTHERN IRELAND

**GW BELFAST:**  
20A Castle Court,  
(towards the back of the centre)  
BT1 1DD Tel: 028 9233684  
**BALLYMENA, Camerons:**  
BT43 6BB Tel: 028 25648821  
**BANBRIDGE, Roger's Toymaster:**  
BT32 3TL Tel: 018 20622225  
**BANGOR, Replay Games:**  
BT20 5BD Tel: 028 91452310  
**BELFAST, Arts and Hobby Belfast:**  
BT1 4LS Tel: 028 9053 2540  
**BELFAST, The Basement:**  
BT4 1AL Tel: 028 9046 0484  
**BELFAST, Serenity Games:**  
BT7 1JK Tel: 028 9024 9578  
**CARRICKFERGUS, The Basement:**  
BT38 7AQ Tel: 028 9336 3678  
**COLERAINE, Netmedia:**  
BT52 1LN Tel: 07813 905966  
**COUNTY ARMAGH, Creative Destruction:**  
BT68 1TF Tel: 01837 524241  
**ENNISKILLEN, Modellers Corner:**  
BT74 7BV Tel: 028 66322367  
**LARNE, The Basement:**  
BT40 3LG Tel: 07901 647510

## SCOTLAND

**GW ABERDEEN:**  
Unit 1, 12-14 Upper Kirkgate,  
AB10 1BA Tel: 0122 464 9779  
\* **GW Ayr:**  
Unit 2, Lorne Arcade, 115 High Street,  
KA2 1BB Tel: 01292 285 650  
**GW DUNDEE:**  
110 Commercial Street,  
DD1 2JL Tel: 0130 220 2382  
**GW EDINBURGH:**  
136 High Street,  
EH1 1QS Tel: 0131 220 6540  
\* **GW FALKIRK:**  
12 Cow Wynd,  
FK1 1PL Tel: 01752 462 4553  
**GW GLASGOW:**  
81 Union Street,  
G1 3TA Tel: 0141 221 1673  
\* **GW LIVINGSTON:**  
26 Almondvale Centre,  
EH34 4NB Tel: 01506 447326  
\* **GW STIRLING:**  
45 Ramton Street,  
FK8 1HF Tel: 01766 450009  
**ABERDEEN, Games:**  
AB11 9DS Tel: 01224 876580  
**ABERDEEN, HobbyCraft:**  
AB11 5PP Tel: 0845 051 6507  
**ABERFELDY, Crossfire Hobby:**  
Tel: 01827 829 519  
**ARGYL, Alba:**  
PA34 4AR Tel: 01831 563645  
**AYR, Toy Town:**  
KA7 1LL Tel: 01222 282945  
**BANCHORY, Toy and Gift Shop:**  
AB31 5TD Tel: 01330 825 586  
**BRECHIN, Gardiners:**  
DD9 6EZ Tel: 01356 622 263  
**DUNFARMLY, Sports and Model Shop:**  
DV15 9BY Tel: 01569 962 346  
**DUMFRIES, Toytown:**  
DG1 1BW Tel: 01307 264884  
**DUNFERMLINE, Abbey Models:**  
KY12 7NH Tel: 01830 731 116  
**DUNFERMLINE, Walker's Opticians:**  
KY11 5NYS Tel: 01312 921 508  
**EAST AYRSHIRE, Annick Art:**  
KA7 5BY Tel: 01560 494400  
**EDINBURGH, HobbyCraft:**  
EH15 3RD Tel: 0845 051 6561  
**EDINBURGH, Marionville Models:**  
EH12 8XJ Tel: 0131 777 010  
**EDINBURGH, Toys Galore (Mid Lothian):**  
EH4 1DR Tel: 013133 28199  
**EDINBURGH, Toys Galore (West Lothian):**  
EH10 4QP Tel: 0131 447 1006  
**ELGIN, Junner's Toymaster:****FIFE, The Nappy Pin:**  
KY15 4BU Tel: 01334 653160

**FORT WILLIAM, The Granite House:**  
PH53 6AD Tel: 01347 703 651  
**GLASGOW, A1 Comics:**  
G1 5RI Tel: 0141 5529785  
**GLASGOW, HobbyCraft:**  
G2 4AA Tel: 0845 051 6555  
**GREENOCK, Arts, Crafts & Hobbies:**  
PA15 1DE Tel: 01475 785 204  
**HAMILTON, Ink Spot:**  
ML3 6RU Tel: 01698 201311  
**HELENSBURGH, Acorn Art:**  
G84 8AW Tel: 0141 667 2132  
**INVERNESS, Heroes For Sale:**  
IV1 3OR Tel: 01463 711717  
**INVERNESS, Inverness Modelshop:**  
IV1 1PJ Tel: 01463 712448  
**INVERNESS, Junners Toymaster:**  
IV1 1QA Tel: 01463 233 234  
**INVERURIE, Models Unlimited:**  
AB11 3XQ Tel: 01467 672 277  
**KIRKCALDY, The Hope Chest:**  
KY1 1ED Tel: 01592 240 116  
**KIRKCALDY, Kingdom of Adventure:**  
KY1 1XF Tel: 01592 328121  
**KIRKCUDBRIGHT, Solway Books:**  
DG4 4HZ Tel: 01555 330635  
**KIRKWAAL, Cycle Orkney:**  
KW15 1AQ Tel: 01856 875777  
**LARGS, Bus Stop Toy Shop Ltd:**  
KA30 8HR Tel: 01475 608992  
**LIVINGSTON, Worlds at War:**  
EH54 5ED Tel: 01506 494013  
**PAISLEY, Paisley Model Shop:**  
PA1 3TS Tel: 0141 889 4221  
**PERTH, The Gamers Pad:**  
PH1 2LT Tel: 01738 442 836  
**PERTH, Intrepidations:**  
PH1 2LT Tel: 01738 442 836  
**PERTH AND KINROSS, Crossfire Hobby:**  
PH15 2DA Tel: 01887 829 519  
**PETERHEAD, George Donald Ltd:**  
AB42 1DT Tel: 01779 474 737  
**PETERHEAD, Peppert Puffers:**  
AB42 1TE Tel: 01779 481802  
**SHELTAND, Harrys Dept Head:**  
ZE1 0LL Tel: 01595 693 097  
**STONEHAVEN, Toymaster Toyland:**  
AB39 2BS Tel: 01569 766323  
**STRANRAER, Discover:**  
DG9 7BS Tel: 01776 700069  
**THURSO, Durrans:**  
KW14 7AN Tel: 01842 893 169

## WALES

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19 Bridge Street,  
SA31 3JS Tel: 01267 231209  
\* **GW CARDIFF:**  
31 High Street,  
CF10 1PU Tel: 0292 064 4917  
\* **GW CWMBRAN:**  
20 The Parade, Cwmbran, Gwent,  
NP44 1PT Tel: 01633 074 070  
\* **GW NEWPORT:**  
11 Griffin Street,  
NP20 1GL Tel: 01633 325 6295  
**GW SWANSEA:**  
53 Kingway,  
SA1 5HF Tel: 01792 246 3969  
**ABERYSTWYTH, Albartos:**  
SY23 2LN Tel: 01970 617 836  
**BANGOR, Acme Games:**  
LL57 1NY Tel: 01248 354796  
**BRECON, J Clark Toys & Gifts:**  
LD3 7AL Tel: 01874 622 965  
**CAERPHILLY, Jet Models and Hobbies:**  
CF83 1JS Tel: 02920 880606  
**CARDIFF, Firestorm Games:**  
CF10 5DQ Tel: 02920 227172  
**CARDIFF, HobbyCraft:**  
CF11 8AZ Tel: 0845 051 6558  
**CARDIFF, Otakozoku:**  
CF24 4AA Tel: 07891 839600  
**CARDIFF, Page 23 Ltd:**  
CF24 4AA Tel: 07891 839600  
**CHEPSTOW, Artists Corner:**  
NP16 5BW Tel: 01291 627 393  
**COLWYN BAY, Clay Crafts:**  
LL28 4PP Tel: 01492 545415  
**COLWYN BAY, Hippo Toys:**  
LL29 7HS Tel: 01492 534 169  
**COLWYN BAY, Igor's Attic:**  
LL29 7PA Tel: 01492 534 700  
**DOUGLASS, Waterloo:**  
LL40 1AU Tel: 01495 423 407  
**HAVERFORDWEST, Emrys Art Supplies:**  
SA61 2BW Tel: 01437 279 649  
**LAMPETER, Lomax's:**  
SA48 7HG Tel: 01570 422 539  
**LIANDRIDOD WELLS, Liandridod Model Shop:**  
LD1 8HB Tel: 01597 825005  
**LIANDRIDOD, Acme Games:**  
LL30 2AD Tel: 01248 354796  
**LLANTWIT MAJOR, Rainbow Plaza:**  
CF61 1XZ Tel: 01446 794 118  
**NEATH, Fish N Things:**  
SA1 6TE Tel: 01792 812 199  
**NEWPORT, Forged Iron:**  
NP20 1BS Tel: 01692 553379  
**NEWPORT, HobbyCraft:**  
NP20 3BA Tel: 0845 051 6540  
**NEWPORT, D-9 Models:**  
NP20 1DX Tel: 01633 222822  
**NEWTOWN, Crafts and Co:**  
SY16 2PQ Tel: 014866 27000  
**OSWESTRY, Totally Games:**  
SY11 2QG Tel: 01491 689994  
**PEMBROKE, Dragon Alley:**  
SA71 4DA Tel: 01646 621 456  
**PONTYPRIDD, Sugar and Spice:**  
CF37 2TH Tel: 07879 221 379  
**PORTRICAWL, MIB Models:**  
CF36 5PE Tel: 01656 771151  
**PORTRICAWL, Porthmadog Models:**  
LD41 4DE Tel: 01766 303689  
**RHYL, Games Exchange:**  
LL18 1TR Tel: 01745 326644  
**SWANSEA, Comix Shop:**  
SA1 3AY Tel: 01792 642 097  
**WELSHPOOL, Frontline Games:**  
SY21 2JP Tel: 01692 590256  
**WREXHAM, Toy People:**  
LL11 4NT Tel: 01978 758451

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Vleminckstraat 17a/19, Gent 8900  
Tel: 03485 8627  
**GW GENT:**  
St Niklaasstraat 17a/19, Gent 8900  
Tel: 09232 9128



**HASSEL, Oberonn:**  
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**MECHELEN, De Spelnaat:**  
Tel: 015 34 39 07  
**AALST, Hermelijn:**  
Tel: 053 61 40 66  
**AALST, Highborn:**  
Tel: 0485 26 64 47  
**AARSCHOT, Ingelberts:**  
Tel: +32 16 56 62 23  
**ANTWERPEN, Celtic Cross:**  
Tel: 03 208 81 5 50  
**BRUSSEL, Au Chaudron Magique:**  
Tel: 0470 67 80 49  
**BRUSSEL, Intertoyx Anderlecht:**  
Tel: 025 23 84 73  
**BRUSSEL, Intertoyx Ixelles:**  
Tel: 025 14 17 03  
**DENDERMONDE, Utopia Games:**  
Tel: 072 52 31 99  
**DEURNE, The Gamestore:**  
Tel: 033 25 55 35  
**GHENT, World's End Comics:**  
Tel: +32 (09) 222 05 76  
**HALLE, Mishra's Playground:**  
Tel: 021 61 59 33  
**HALLE, Top 1 Toys:**  
Tel: 023 56 04 03  
**HEIST-OP-DEN-BERG, RC Culture:**  
Tel: +32 473 82 54 62  
**KOKSJEDE, Delta Toys:**  
Tel: 58 58 30 14  
**KONTICH, Jannet Maan:**  
Tel: 03 440 22 34  
**KORTRIJK, Albion:**  
Tel: 056 32 43 07  
**LEUVEN, Spelnaat Leuven:**  
Tel: 016 36 38 19  
**ROESELARE, Delta Toys:**  
Tel: 011 74 49 79  
**OVERIJSE, Intertoyx Overijse:**  
Tel: 026 07 42 53  
**OOSTENDE, King Arthur:**  
Tel: 059 51 57 58  
**ROESELARE, Black Border:**  
Tel: 051 20 87 50  
**RONSE, Modelbouw Dekeyser:**  
Tel: 055 45 79 60  
**SINT NIKLAAS, Krokodil:**  
Tel: 01 296 77 63  
**TURNHOUT, 't Bazarkie:**  
Tel: 014 41 79 36  
**VILVOORD, Boekcenter BVBA:**  
Tel: +32 (02) 251 20 05  
**WESTKERKE, What Ever:**  
Tel: +32 (0473) 77 16 41  
**WESTOUTER, Domino:**  
Tel: 057 445166

## BRAZIL

**BRASILIA, Hobbyart:**  
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**CAMPINAS, Legends do Brasil:**  
Tel: 19 3234 3343  
**CURITIBA, Ibtan Comics Shop:**  
Tel: 41 2322 5367  
**JUIZ DE FORA, Magazine Taberna do Dragão:**  
Tel: 32 3234 5757  
**PIRACICABA, Nobel Livraria:**  
Tel: 91 2403 2727  
**PORTO ALEGRE, Jambô:**  
Tel: 51 3226 1426  
**SAN JOSÉ DOS CAMPOS, Hobby Depot:**  
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**SAN PAULO, Lududeria Bar Café:**  
Tel: 11 3253 8452  
**SAN PAULO, Moonshadows:**  
Tel: 11 3266 3916  
**SAN PAULO, Taverna do Ogró Encantado:**  
Tel: 11 3061 9842  
**SAN PAULO, Terramédia:**  
Tel: 11 2127 8787  
**SANTO ANDRÉ, Hobby Depot:**  
Tel: 11 4498 5880  
**VINHEDO, Hobby Depot:**  
Tel: 19 3826 1580



## BULGARIA

**SOFIA, Magic Worlds:**  
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**SOFIA, Black Citadel:**  
Tel: +359 88539721  
**SOFIA, Moria:**  
Tel: 360 2 986 6858



## CAYMAN ISLANDS

**GEORGE TOWN, GameShack:**  
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**CHINA**  
**BEIJING, No 14 Arsenal:**  
Tel: 0806 10 68011414  
**BEIJING, Tong Yue Card Game:**  
Tel: 0806 1300122406  
**BEIJING, Beijing Warhammer Club:**  
Tel: 0806 10 6403758  
**BEIJING, Warhammer Elite Club:**  
Tel: 0806 10 51671363  
**BEIJING, Warhammer Games Shop (Xidan):**  
Tel: 0806 158120672  
**BEIJING, Tianjin Waagah! Gaming Club:**  
Tel: 0806 13662198861  
**SHANGHAI, Zark:**  
Tel: 0806 21 37631665  
**SHANGHAI, Zhanchui Store:**  
Tel: 0806 21 52249600  
**SHANTOU, Miniature Kingdom:**  
Tel: 0254 88810916  
**WUHAN, Stormcastle Warhammer Club:**  
Tel: 0806 13706297121  
**WUHAN, Zhi-Li Model:**  
Tel: 0806 27 82018761



## STOREFINDER KEY

## GAMES WORKSHOP HOBBY CENTRE

(\*) These Hobby Centres are closed on Mondays and Tuesdays.

## PREMIUM STORE

Stocks most of the product range.\*

## NEW STORE OPENING

Indicates new stockists

\*To be sure they have what you want in stock, we recommend calling the store first.

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**NICOSIA, Isengard Fantasy Shop:**  
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**KATO PAPHOS, Cyprus Crusade:**  
Tel: +357 976 49077  
**CZECH REPUBLIC**  
**BRNO, Cerny Rytir:**  
Tel: +420541214860  
**ČESKÉ BUDĚJOVICE, Chaotik:**  
Tel: +420602490158  
**HARADEC KRALOVE, Knihupectví Valhalla:**  
Tel: +420495522009  
**KOPRIVNICE, Magik:**  
Tel: +420495522009  
**KOSTELC, Cervut Pekelny Kotlik:**  
Tel: +420605384440  
**LIBEREC, Battle Games-Obchodní Pavilon:**  
Tel: +42077526154  
**OSTRAVA, Matrix (Knihupectví):**  
Tel: +420774 404 024  
**PRAHA, Ogri Doupe:**  
Tel: +420224934811  
**PRAHA, Cerny Rytir:**  
Tel: +42022312461  
**PRAHA, Cerny Rytir:**  
Tel: +42022312461  
**VSETIN, Atlantis:**  
Tel: +420571411697



## DENMARK

**GW KØBENHAVN:**  
Frederiksborggade 5K1, 1360,  
Tel: 0045 33 12 22 17  
**AALBORG, Dragons Lair:**  
Tel: +45 98 12 16 18  
**ÅRHUS C, Dragons Lair:**  
Tel: +45 86 18 44 03  
**KØBENHAVN K, Faras Cigarer:**  
Tel: +45 33 67 20 09  
**LYNGBY, Faros Cigarer:**  
Tel: +45 32 10 23 23  
**ØDENSE C, Dragons Lair:**  
Tel: +45 63 11 12 19  
**ROSKILDE, Fanatic Roskilde:**  
Tel: +45 46 36 35 48  
**AALBORG, Aalborg Hobby Service:**  
Tel: 98 12 13 15  
**AARS, Ting og sager:**  
Tel: 98 02 65 42  
**ÅRHUS, Gunzone:**  
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Tel: 56 50 94 49  
**ESBJERG, Arnold Busck:**  
Tel: 75 12 11 77  
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Tel: 48 29 40 01  
**HELINGSØ, Hobby og Fritid:**  
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**HERNING, Færges Kælder:**  
Tel: 35 10 18 97  
**HILLERØD, Hobby & Fritid:**  
Tel: 28 55 28 16  
**HJØRRING, Arnold Busck:**  
Tel: 98 92 30 40  
**HOBRO, Østerskov Efterskole:**  
Tel: 61 69 95 93  
**HOBÆK, Hack 'n' Slash:**  
Tel: 61 66 29 12  
**HØRSNØ, Legekæden:**  
Tel: 75 61 60 11  
**HØRSNØ, Bog & Ide:**  
Tel: 45 86 04 08  
**HUNDIGE, Arnold Busck:**  
Tel: 43 98 6 06  
**KØBENHAVN K, Fantask:**  
Tel: 33 93 85 38  
**KØBENHAVN S, Pipi Legetøj:**  
Tel: 32 55 74 47  
**KØBENHAVN N, Wicked Workshop:**  
Tel: 60 64 60 74  
**KOLDING, Good Games:**  
Tel: 75 50 03 04  
**LYNGBY, Arnold Busck:**  
Tel: 45 87 04 45  
**MARIBO, Guldborgsund Hobby:**  
Tel: 54 60 17 58  
**NÆSTVED, Guns and Games:**  
Tel: 51 20 97 13  
**ØDENSE, Legekæden Odder:**  
Tel: 85 54 42 76  
**RANDERS, Byrge Sørensen Hobby:**  
Tel: 86 42 58 14  
**RANDERS, Randers Hobby Import:**  
Tel: 86 43 39 23  
**RODovre, Arnold Busck:**  
Tel: 36 41 04 85  
**ROSENKØRSCENTRET, Arnold Busck:**  
Tel: 66 15 59 28  
**SILKEBORG, Asgaard Games:**  
Tel: 25 55 94 68  
**SILKEBØ, Bog & Ide:**  
Tel: 86 02 07 87  
**SKANDERBORG, Magic Market:**  
Tel: 70 70 16 76  
**SKIVE, Jysk Boghandel:**  
Tel: 97 51 25 99  
**SLAGELSE, Uldtøtten:**  
Tel: 86 50 53 30  
**ST HEDDINGE, Hobbystalden:**  
Tel: 36 50 86 30  
**STENLØSE, HH Hobby:**  
Tel: 23 46 39 61  
**SVENDBORG, Farve & Hobby Hjørnet:**  
Tel: 02 21 31 11  
**TAASTRUP, Genbrugsbøger:**  
Tel: 43 71 61 15



**VEJLE, Arnold Busck:**  
Tel: 75 82 05 44  
**VIBORG, Bog & Ide:**  
Tel: 86 62 68 68



## ESTONIA

**TALLINN, Apollo Kristine:**  
Tel: 63 36 000  
**TALLINN, Ludo:**  
Tel: 603 04 74  
**TARTU, Ludo:**  
Tel: 7353369



## FALKLANDS

**STANLEY, Falkland Collectibles:**  
Tel: 0050021174



## FINLAND

**GW HELSINKI:**  
Simoonkatu 9, 00100,  
Tel: 09 73 15 45 25  
**ESPOO, Espoonlahden Pelikauppa:**  
Tel: 09 6880300  
**ESPOO, Tapiolan Pelikauppa:**  
Tel: 09 412 9941  
**HELSINKI, Fantasiapeli Helsinki:**  
Tel: 09 650 803  
**HELSINKI, Stadin Pelikauppa:**  
Tel: 09 6880300  
**JOENSUU, Fantasiapeli Joensuu:**  
Tel: 0131 294 314  
**JYVÄSKYLÄ, Fantasiapeli Jyväskylä:**  
Tel: 01041 216 629  
**KOUVOLA, Kouvola Puolenkuun Pelit:**  
Tel: 0031 222 52 00  
**LAHTI, Lahden Puolenkuun Pelit:**  
Tel: 02 9215151  
**LAPPEENRANTA, Fantasiapeli Lappeenranta:**  
Tel: 05 541 1375  
**OULU, Fantasiapeli Oulu:**  
Tel: 08 342 906  
**PORVOO, Porvoon Pelikauppa:**  
Tel: 010 438 4337  
**TAMPERE, Fantasiapeli Tampere:**  
Tel: 03 222 52 00  
**TURKU, Fantasiapeli Turku:**  
Tel: 02 232 84 13  
**ÅHTARI, Honkaniemen Kirjakauppa:**  
Tel: 06 553 027  
**ÅLAND, Dillen AB:**  
Tel: 01815578  
**EKENÄS, Kungshandeln AB:**  
Tel: 0192461028  
**HAAMEENLINNA, Lelushoppit:**  
Tel: 036823550  
**HEINOLA, Talousmuovi ja lelu:**  
Tel: 07 715 3905  
**HYVINKÄÄ, Royal Toys:**  
Tel: 019 419376  
**HYVINKÄÄ, Värinappi:**  
Tel: 019 214 700  
**IMATRA, Kirja-Lahja Alex Ky:**  
Tel: 0243 19555  
**JÄRVENPÄÄ, Askartelutavikeliike Taitaville:**  
Tel: 09 2794 0120  
**KARIS, Blå Lådan KD:**  
Tel: 019 234 94  
**KERAVA, Antikvariaatti Kersa:**  
Tel: 00358 44 963 7775  
**KERAVA, Keravan Pelikauppa:**  
Tel: 09 42890753  
**KLAUKKALA, Hölma ja Huugo:**  
Tel: 09 079 3165  
**KOTKA, Eagle Card Oy:**  
Tel: 00358 2 742338  
**KOUVOLA, Muovipöytä KY:**  
Tel: 053117955  
**LAPINJÄRVI, Onnimuku:**  
Tel: 040 7385543  
**LAPPEENRANTA, Antikvariaatti Suma:**  
Tel: 05 4177761  
**MIKKELI, Lastentarvike Muppela:**  
Tel: 015326151  
**MIKKELI, Mikkelin Pelikauppa:**  
Tel: 09 42890753  
**ORIVESI, Silver Seed:**  
Tel: 043775186  
**PORI, Askartele-Pori:**  
Tel: 02 6326271  
**PUDASJÄRVI, Aarrearkku:**  
Tel: 050 386 0650  
**RAAHE, Raahen Astartelu ja Papi:**  
Tel: 06223655  
**SAVONLINNA, Savonlinnan Antikvariaatti:**  
Tel: 015 534412  
**SEINÄJOKI, Fantasiailina:**  
Tel: 040 5616338  
**SEINÄJOKI, Pelikeidas:**  
Tel: 00358 6 4177880  
**TAMPERE, Pelimaa OY:**  
Tel: 050 5518113  
**TAMPERE, Kirja Karkkainen:**  
Tel: 03 225180  
**URUMI, Kuopio:**  
Tel: 01 364 86 05  
**VAASA, Pelimies OY:**  
Tel: 06 312 5111

## GIBRALTAR

**GIBRALTAR, K&M Hobby Centre:**  
Tel: 350 2070037



## GREECE

**ATHENS, Avalon Games:**  
Tel: 0030 210 801041  
**ATHENS, Fantasy Shop:**  
Tel: 0030 210 8231072  
**ATHENS, Fantasy Shop: Ag**

**ATHENS, Fantasy Shop:** Kallithea:  
Tel: 0030 210 959 2922  
**ATHENS, Fantasy Shop:** Pagrati:  
Tel: 0030 210 7340790  
**ATHENS, Hobby Planet:**  
Tel: 0030 210 6942816  
**ATHENS, Kaissa Amarousio:**  
Tel: 0030 210 6141673  
**ATHENS, Kaissa Glyfadas:**  
Tel: 0030 210 8962 057  
**ATHENS, Kaissa Halandriou:**  
Tel: 0030 210 8996485  
**ATHENS, Kaissa Kallidromiou:**  
Tel: 0030 210 366468  
**ATHENS, Kaissa Monokeros:**  
Tel: 0030 210 0811 990  
**ATHENS, Kaissa Neas Filadelfios:**  
Tel: 0030 210 5017944  
**ATHENS, Kaissa Neas Smimis:**  
Tel: 0030 210 9217944  
**ATHENS, Kaissa Pagratou:**  
Tel: 0030 210 7218 310  
**ATHENS, Strategy Hall:**  
Tel: 0030 210 4132722  
**CHANIA, Kaissa Chanton:**  
Tel: 0030 282108896  
**CRETE, Fantasy Shop:** Herakleion:  
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**HALKIDA, CD Corner:**  
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**KERKIRA, Digital Fantasy:**  
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**LARISA, Kaissa Larisas:**  
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**LOANNINA, Kaissa Ioannina:**  
Tel: 0030 265103000  
**LARISA, Kaissa Larisas:**  
Tel: 0030 2410 530555  
**NAPFIO, Miniature Shop:**  
Tel: 0030 2752024084  
**NEA SMYRNA, Games Vault:**  
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**PALLINIS, Hobby Planet:**  
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**PATRAS, Kaissa Patras:**  
Tel: 0030 2610625632  
**PERISTERIO, Kaissa Peristeriou:**  
Tel: 0030 2102708707  
**THESSALONIKI, Kaissa Kalamaria:**  
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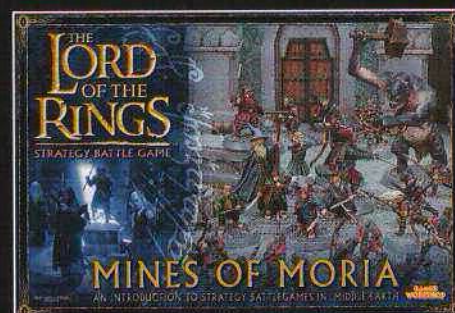
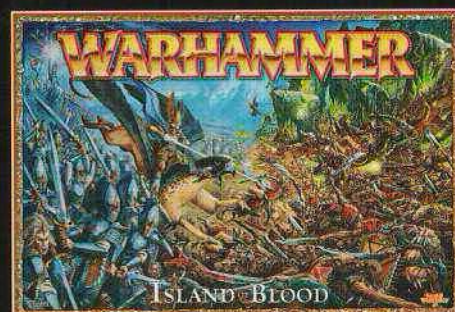
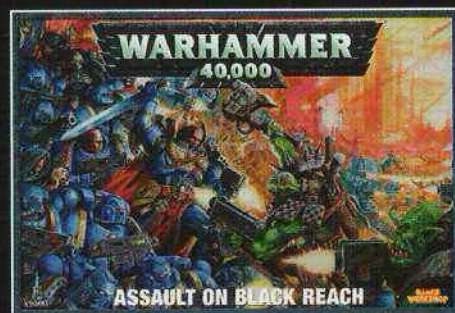
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**See page 110 for the Directory**

# WARHAMMER



This issue's battle report saw an epic conflict between the forces of the Empire and the Vampire Counts. Amidst the cataclysmic spells scorching the battlefield a host of classic Citadel miniatures were present, meting out death and destruction. A few of the notable models from the battle are shown here, but these are just a small selection of the Empire and Vampire Counts models that are available to order. Head to the Games Workshop website to see the full range of Citadel miniatures in all their glory.



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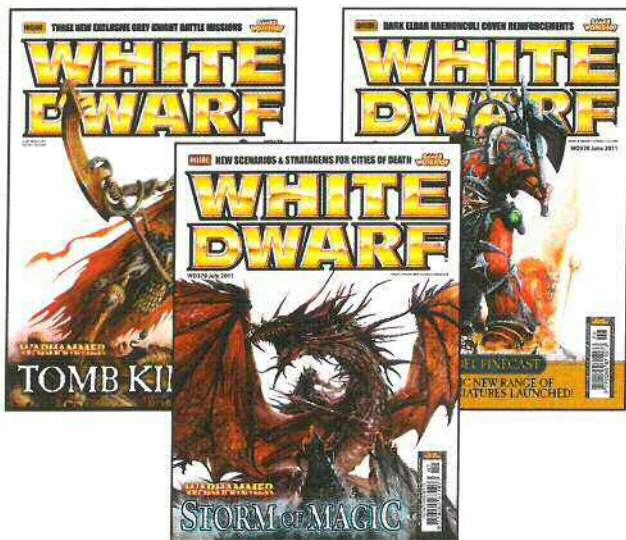
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# WARHAMMER

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### WARHAMMER OGRE KINGDOMS

What's big, mean and very hungry? No, not our illustrious editor but an Ogre! Next month the Ogre Kingdoms are invading the pages of White Dwarf with monsters bigger than houses and bellies bigger than men. Join us next month for a look at the latest army book and see how they fare in battle.



### Codex: Sisters of Battle Part 2

We present the final part of Codex: Sisters of Battle, including everything you need to field them on the war-ravaged battlefields of Warhammer 40,000. Codex author Robin Cruddace also puts the army through their paces as they try to liberate a shrine world from the clutches of the Orks.

27th August 2011

