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WHITE DWARF 380 AUGUST 2011

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EDITORIAL





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 devastatine maeic.

Well, the Storm of Maric continues

to head 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 atuck in to Storm campaign kicks of in currest in Hobby Centres and gaming clubs the world over. If any want to help determine the winning army of this summer of storms, make sure you get miseded — and resemption games toget in the other the store of storms of the source of the source of the summer of storms, make sure you get

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 busket.....ex, Accare Fukrum, This month search to a southe of new releases for Washinsmere' that are type for including in the program of the search of the search of the Vampire Count, the bidewas through the search as a Baralian and Head of Toernith the well as a Baralian and Head of Toernith the theme that Simon Carat explores in his Unbody Allance and the search of the country of the search of the search of the theorem that Simon Carat explores in his Unbody Allance and the search of the search of the country of the search of the balle report when fighting Mark Lathawis an infermion library which a force of Chaeronom.

This issue is also chock-full of new rules, including nules for the alorementioned Terrorghesit. So carried away with writing rulas for Vampire Counts did Phil Kelly get has been carried and the source of the source to try out for the Carrier Wrath and Tomb Banchee. Finally, we have the exclusive first part of the new Codes: Sisters of Battle. We really do spoil you?

Andrew Kenrick, Editor

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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.

THE DEAD AND THE DAMAGE

We present an official update to the Vampire Counts army book, including new rules for the Terrorgheist, the Tomb

DEATH'S OWN GARDEN

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

TACTICA-CONDURY

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.

STANS PROFILED

When a storm of magic blows strong, wizards can form unboly bargains with the dead and the damned. In this

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.

ERVY METAL SHOWCASE MONSTERS

a huge array of staggeringly good monsters.

NODELLING WORKSHOP BLACK DRACON

for battle, taking us through every stage of assembling



we represent the first part of the new Codex: Sisters of Battle. This first part includes the background to the army.

NEW RELEASES

The latest releases from the Citadel forges.

All the goings on in the hobby world.

STANDARD BEARER

This month lenvis talks about designing good rules.

HALL OF FAME

THE ADGURY

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 Yampire 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 Terrogheist, rules for which are included in this very issue.

Monitrous mounts reserved for only the mightest Vampite Londs, Zombite Dragons and leronghesis are Undead creatures of terrible power. This intritratedly detailed plastic kit allows you to field one of these dread beasts, with the option of being ridden by a foul Chaol King or mantal Blood Dragon. The kit features an innovative design, granting each monster a wildly different dysamic, with the Zombie Dragon rearing high and the Fernophesic crucking low, readiv to strike.

VAMPIRE LORD ON ZOMBIE DRAGON







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



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

Prices for Bulkstein juquess only. Peakat current may say Peakat null separated and anascedide Center CEAM predicts may be despender if and incomedy. Non-current at the of going to press, please control and the current and the current set of the Construct Reducts from a control and the descention of the descention of the out of

GHOUL KING ON TERRORGHEIST



Terrorgheists can channel the mountful screams of the strengthe damened into a mind screding. Death Striph



A Ghoul King is a Vamplee Lord with the Choulkin Vananis' Process a sound size of the Strings bloodline

The hideous Temorgheist can be ridden to battle by a bestial Choul Concernential on its count

TURN TO PAGE 22 TO READ THE RULES FOR THE NEW TERRORCHEIST.

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

TOMB BANSHEE



As a plastic miniature, the Caim 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 Caim Wraith wields a vst scythe and comes with a choice of three skull heads. Named for the ghostly, mountful wails that they unleash on their terror-stricken victims, the plastic Tomb Barshee is posed as if the is uttering just such a deathly how!. 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

can be fielded in both Warhammer and Warhammer 40,000, tearing through reality to slay their foes. The Chaos Daemons Battleforce/ 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 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.





CHAOS DAMONS AND BATTALION/BATTLIFORCI Product code: 99129915003 605, satale: 2004ervil; 1264

ON SALE BRIGHT 2018



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 clevenly blends the architecture of the Empire with the monthid imagery of Morr in instaordinary detail.

This month the extensive range of Warhammer scenery kits expands once again with the release of the Garden of Morr, a plastic graveward with a distinctive 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 alcowe, and even the main rate features a stylised skull cast into the 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 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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Values or works 1972/279023 culpted by Dave Andrews 32.30, 2008c, 3154/v4c, 7214

ON SALL AUGUST OTH

A statuse venerating the God of the Dead himself, Syntholically holding a sword to defend the dead, Mosr stands etennal watch owe those buried bennath him.

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

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CITADEL FINECAST



therever you see this symbol, hut product is only available to rifer. See page 118 for details in how to set hold of it.

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.





Product coals: 974779753006 Sculpterf by Glorgin Basarri Oli 235dit 2904eriki; 1204



VLAD VON CARSTEIN



The dread lord of the Undead and site of the Von Carstein, is launched in Cladel Finecast this month to lead your Vampite Counts to battle. The model's grand visage occess authority and unholy power, the inframous Carstein ring is prominently displayed. The coping detail of the sornate armour and the captured souls swifting about his cleak are all clearly visible.



VEAD VON CARSTEIN EN.50 Product code: 99800287003 Sculpted by Mark Haction etc. code: 99800287003

IN SALE ARCHEST STR.

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 Finceast this month, the fine detail of Konrad's layered armour and clouk of blats stareht out



CITADEL FINECAST

RONBAD VON CARSTEIN £10,50 Product code: 99800057007 Sculpted by Mark Harrison ett. 12586; setakolik; Staf

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BLASTED STANDARDS



Worshippers of Tzeentch can now show where their loyalties lie with these new Citadel Finecast banter tops, Models from the Chaos Warriors, Daemons Changer of Ways with these banners.



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. 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 aloneside, from Chaos Space Marines and Pink Horrors to Chaos Marauders and Chaos Warriors, and more besides.

BANNERS OF RAGE 1





Khome's warmoneering followers proudly display their defication to the Blood God whenever they march to battle Liberally covered with skulls and chains, these Citadel Finecast barner tops make great supplements for any daemonic host Warriors of Chaos or Chaos Space Marine squads that wish to flaunt their allegiance to the mighty God of Battle.

BANNERS OF RAGE 2

we want the second seco

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







Many are fooled by this trogladytic creature's blindness, but once an U-Ghal has caught a scent, none can escape its pursul, Jes Goodwin's Graded Enecast miniature perfectly captures an Ui-Ghul in a smitting, aggressive stance, tracking its chosen quary. This model represents one of the alien entourage that forms the Court of the Archon.

DARK ELDAR MEDUSAE





DARK ELDAR MEDUSAE £9,50 Product code: \$9800012011 Sculpted by kun Diaz #12.30, 10006; 1734/06; 500

ON SALL ADGEST 20TH

Highly empathic parasites, the Medusae are bound to visored slave-creatures through which they unleash their paralysing Eyebust attack. This Cladel Finecast miniature fastures the Medusae's delectable brain fruits and really highlights the slave-host's subjugated nature – it is in thrall to a symbiotic parasite, both hesiscally and mentally.



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BLACK LIBRARY

Black library publishes a range of novels, short story ambologies and audio CDs based in the worlds of Warhammer and Warhammer 40,000. The Black library website is the place to go to read exclusive extracts, interviews with the authors and sneak-peeks at forthcoming releases. The website is also the only place to get limited editions of novels and an evergrowing range of digital downloads.

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Throughost 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 negister your result on the Camse 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!

NEWS



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The Shrine of Knowledge is a connucopia of wisdom. Confused about the way a rule works? Then simply go to the Shrine and download the latest set of FAQs (Frequently Asked Questions) – chances are, your problem will be covered.

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:

gamefaqs@games-workshop.co.uk

POWER SCROLL

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Arcare 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.



Snore Mar

The Space Marine Collector's Edition is available to pre-order now on Xbox 360. Playstation 3 and Windows PC. The Collector's Edition features a highquality purity seal to proudly display as well as 25 premium ant cards, a hardback art book and the soundtrack from the game, as well as the same itself.

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Dark Heresy: The Church of the Damned

Investigating corruption within the Ecclesiarchy itself is as delicate as it is dangerous, but when an influential Arch-Cardinal is suspected of hereisy, you and your fellow Acothes will uncover an eve-deepening conspiracy that could spell the end of the enife Calitois Sector!

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

Dark Horesy is just one of four Warhammer 40,000 Roleplaying games, allowing you to explane the troubled corners of the galaxy. You can play as an Inquisitor's Acolyte, a star-faring Rogue Trader, a Deathwatch Space Mathen and now even as a Chaos-worshipping Heretic. To lind out more with the Fantasy Hight Games website:

www.fantasyflightgames.com

THE DEAD AND THE DAMNED

The wampire Counts are abroad, reinforced this month with three and background for a brandlenew monster and two hero options. Simon Giant chamons the spirits of Phil Kelly and Citadel Designers Alex Hedström and Brian Nelson to learn more.

WARHAMMER

s 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 ww pages, we'll be chatting to Phil, who has also produced a set of rules for the Terrorsheist, 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 concents in literary history,' says Phil, 'so it's little surprise that they've long been a nonular part of the Warbammer background. Zombies bavealways 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 noblemighty aspect to them, standing proudly, our the surmunding army. In a Vamoire 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 the foe slowahing from its hones as they unleash their pestilent breath

The Zombie Dragon is a great release or nu alongishe the Sorm of Augic reparation, because these occasions see visite networks of multiple and the same visite the second second second second barrible monsters to energe from their late. In Zombie Dragon kit represents both of those with the locad of Sylvania to their force with a Sortemore Pact, it's not part Sampting the model of the With the fielding these rew modelses.

With the new kit's designer to hand, we saked Alex exactly what influenced his macaber creation. The design of the Zombio Dragon was inspired by the iconic (she Blanche artwork (which you can see on the right). How working from John's artwork, as his pictures always provide such trong imagers, but till give you glenty of room for creativity. I wanted the finished room to creativity. I wanted the finished dremstonal as possible, with exposed risk and insign or gass really emphasising the "The other aspect like is how the Zombie Dragon is rearing up so majestically" adds Phil. "Nou 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 botter mount for such nobles than a Zombie Dragon. 'It is ultimately the Vampire that commands the arm, 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 Svlvania MINIPINE COUNTS







Blood Dragont

Foarsome warrion in Bie wen beiser eroeining the blood kies, Blood Dragon Varpiers are paragents of martial provees and terrible forei in battle. These warrior-Vampires of mighty Abbraab, the first and greatest of their kind, who skew a fearsome Dragon and drank its lifeblood, thus comparing his thirst for all time



But the Vampires of the Warhammer world are very distinctive, ferocious sillers chaf for war, not courtly intrigue or skulking in the shadows. To this effect, the rider is a warrisor/Vampire in full battle aspect; he has a real presence to him, looking every bit as deadly as his mount', agrees Phil. And as beetis 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 contrepiece 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 Terrorghesit itself is a completely new addition to the Vampire Counts arms, an exciting prospect that is sure to become the scounge of hattlefields the Warhammer world over. The iconography of the Vampire Counts incorporates a lot of bats and bat wings on their armour and designing the rules for this horris (monster we also wanted to play on the screeching that is associated with bats, bott 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 mannet.'

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 ust a moving comse or resurrected animal. but a really strange Warhammer monster that is so imbard with Dark Magic that it has itself become a mapical 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	CAL -
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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 Varroire, 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 Ghoul King 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 shosts 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

Caim 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

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 Terrorpheist in your army, as well as for using the Tomb Banshee and Caim Wraith as Hero choices.



Led by Ashkar, a Vampire Lord on Terroghesis, the army above certainly has a powerful overseer at its helm. The death of its General will othen be the ardoing of a Vampire Counts army, but Ashkar is able to supply powerful magical support without needing to risk himself in contact. His Terrophesis mount can further aganest this role with its Death Shriek atack, but this terrifying ability can also be used in combat should Ashkar need to aik iminions in a more abhical manner.

The army contains an impressive surber of infantry units, of which the Zorhies and even the Chouls can be increased in size before the battle begins in earnest (a result of Adhitar's Summon Chouls Vampiric Power). There are few arrises that can match the sheer weight of numbers that Adshtar commands, and any of these infantry units can be magically replenished as the battle progresses. The Caim Wraiths and Tomb Banchee are capable of inflicting casualities at a steady rate, other without tear 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 office. A Varghuli is the bane of small units, who will stand no charce against such a vicious filles, but it can also strengthen the charge of another unit, providing a healthy combate resolution score. The Dire Wolves can happily perform a similar role, but are great for dealing with enemy war matchines soo.

ORDS abltat, the Beast

al Walling Case Level 3 Vampire Lond with Choudka, Itelinate Harved and Summon Chouk, equipped with Talaman of Preservation, mounted on a Terrosphetic with Rancid Max. 605 point AMPIRE

COUN

HEROES

Leftak Kingshare Wight King Batle Standard Bearer with the Royal Standard of Strigos.

Sanael the Grave Rabber Recomancer with Sceptre le Nainst and two extra Recomancy spells.

The Shadow Hermit Necromators with Ironcurse Ioan, Illack Periagt and two estra Necromancy spells.

The Black Widow of Lahmia Tomb Banshee

Addizzar the Carned

60 points

The Nameleos One Caim Wolth

CORE The Meaning Horde 40 Zonthies with musician and standard beare.

The Swords of Bogenhof Idecessed) 25 Steleton Warriors with Statistion Champion, musician

The Risen 20 Statistice Warrices with Skelenas Champion, musician and standard beares.

The Rusted Spears 20 Skeleton Warriors with pears, Skeleton Champion, manician and standard beaver. 200 review

he Tomb Reavers 5 Crypt Ghouls with Crypt host.

the Howling Kin 10 Crypt Chouls with Crypt 2011.

Nolves of the Blood Moon ID Dise Wolves with Dooen Wolf.

The Balefire Beacon Copyse Cart with Baleline.

SPECIAL Engelanc's Legion of Doom 20 Dates Gaard with Serenchal

musician and standard bearer with Barner of the Barrows. 315 point

DABZ fhe Fallen One Grighulf

TERRORGHEIST

The Strigoi

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



in the hidden traches of Sylvania, titanic n the hidden reaches of Sylvania, titani bats the size of Dragons soar out from their caves to hunt horses, caravans and pegasi under the sickly skies. It is the amhush tactic of the creature that gives it its truly terrifying reputation. A Terrorgheist's 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 troplodytic beasts that the Ghoul Kings of the caverns bind to their service. The binding process comes easily to these reclusive Vampires, for Ghoul Kings and Terrorgheists have much in common. As Dark Magic swirls around the monstrous between master and beast. Much like any other creature that drinks from a Choul King's veins, Terrorgheists have necromantic power running in their blood that can heal

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 blotchskinned 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 prev. So devastating is its sonic attack that it can cause a man's brain to liquify in an instant. With a single soulrending shriek, a Terrorpheist can cripple an first, into the reeling survivors to tear them asunder with terrible fury.





TERRORGHEIST								2	25 points
Profile	M	WS	BS	s	т	w		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 Good King is a Vampire Lord with the Ghoulkin Vampiric Power.

Special Rules:

Death Shries
Fly
Large target

- 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 my trout 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, is Doath Shriek would equal a tatal score of 2D6-44. For each point by which this score exceeds the tanget unit's cuderhish, the target unit sufficient 1 wound with no armour swes allowed. A Death Shriek is a magical attack and wounds suffered from it are derivatived as if from schooling.

Unit Type: Monster

Options:

The Terrorgheist may take any of the following upgrades:

Infested	10 pc	sinte
Rancid maw		

Upgrades

Infested: Legend has it that, when a Temorgheist is slain, it explodes into a multitude of bats that feast on those nearly. When a Temorgheist 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 Terrorghesis with this upgrade have the Poisoned Attacks special rule. Note, this does not include the Terrorghesist's Thandeestomp.

TOMB BANSHEE

TOMB BANSHEE								9	95 points	
Profile	M	WS	BS	5	т	w	1	A	Ld	
Tomb Banshee	6	3	0	3	3	2	3	1	5	

The inhuman sounds that accompany the advance of the Undota amies often prove a vexpoor in the chittering of symmits plats, the calding Laughter of Necomancers raising the bathfield dead to fight once more - all these uncells and distant the lose. But it is the nor of all, for it spears the sould of those who hear it like a lance through the heart.

Many soccenseses, enclantresses and witches have plagued the lands over the centuries. The most bitter reacless spirits of these eui-beaurd women became the unquiet hornors men call Tomb Banshees. They fear crossing the void to lace whatever punishment awaits them for their evil deeds, and so it is an easy matter for a Vampire to bind them to his service.

Torth Bathbes constantly houl in remembrance of the fordiden plasmes of the first hus as once theirs, and in bitterness of the poace of the grave that they cannot tatain. Their preferticrices muils can be lefted in mortals and artistic terror into the hearts of all who hear them. Those who do not have a will of ear on a fie of sheer fight upon hearing the mountial scenars of the form's Bandsees. Blood trickles firms their as and all in go the white of their eyes as the arrourced highs collapse lifetees into their seddes and whole ranks of interval III blocked borte the Bandsee.

A forth Banshee's visage is surken and skull-like, framed by lank hair hair writhes like a next of septents. Sha is suathed in filmsy shrouds and grase-toebes that swirt with wh a like of heir own, or dott and clings to hexaen's sinderframe as if she was carried forwards by underwater currents. Each from Banshee's surranded by thicking glotal lights; all har tensains of the men she modered while storge alchward on hexael to scale and word anound their to memote, disembadied glotaly heads etched with a permanent equepression of fast.

It is not unband of for one of the most powerful Undotal dorks to bind several Bambees to their service. At the Segar of Ionstone Fortness, the carmy Vampier Lord Vatara Vani Noieng atom data this indication were being them up. Lown his effler toops could not breach the heavity barred store gate at the front of the castle. Sending in the spirits of the three witch-women who had led him down the path of Nectmanny in the first place. Not Knepp public once more threads the gates. The stort investore focus of no keeps out the down'd which of the forthe Bambees.

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 servirude. These are official rules that can be used alongside the rules in Wahammer 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 Ghorthy Hood is a special attack that can be used against a single enemy unit in the Shoroling 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.



VAMPIRE COUNTS

IAL	CAIRN	WRA	ITH

CAIRN WRAITH									50 points	
Profile	M	WS	BS	\$	т	w		A	Ld	
Caim Wraith	6	3	0	3	3	2	2	3	5	

Wraiths are hooded, spectral creatures that dwell in the ramils of nightman. They are amongst ten alsopher, they cannot be put down by any, severi or humen blow. Even the strongest faith cannot bunish such contents cash, byous still, the freezing busch of a Caim unders scale, byous still, the freezing busch of a Caim also capite of maching in the body of an adversary and charge to freezing class around the victim's viail organs.

Before the founding of the Colleges of Magic, men like will the about the magical arts. For most, the only magic that could be harnessed was servery – the use of magic in the isomet and most dangerous form. Many did not realise the inherent hazards of what they were doing, Slowly, the scorey compated them. These socress became steeped in Dak Magic, and they learned to extend the span of their likes the decades, even centuries.

Must of these vectors of immovatily managed only proven their spirits, on other holder. Decay took their model toms, mitting it away even as they sought on the source the source managed on the source of the source the source managed on the source of the minimum difference managed on the source of the mortes index of the source the source of the source of the source managed here any and and the next an anisolite spirits waters. Not they also built and the next an anisolite spirits with image for the source in a source of the source in a source of the source

Su unstanzi are Caine Wraiths that their very presence tilt the air with honor. Most folds that have actually set person them become cazed with fair long before they will bet no activity and that that can call forth these unsate spirits and bind them into an army. Only when the ritial is intoned backwards, syllable by syllable, are the Cain Wraiths relaxed back to the place of their death.

Varpier Courts purposefully bind Cairn Wraiths to hist revice, units purposefully toid Cairn Wraiths to hist revice, units of deathless warriors, these sinister coursus glide across the batteried, tattered robest rippling in their winds as arrows, bullets and bolts pass harmlessly though them. Urhindered by camonohall or flame, the Waths close in on their prey, seeking out and cutting down the enterw without so matcher.

Because they are impervious to physical weaponry, only first overseties of magic or a well-placed blow from an envirted weapon can slav a Caim Witaht. The cripping with at stress forms and a caim Witaht. The cripping well with a stress for these bases enough to resist find their environ blows inderforce against the spirit. It is well that such contrars are so rare, for these islent assessions are quite or the course of a sincle modifies such assessions are proter the course of a sincle modifies such assessions in the garrison of the course of a sincle modifies with the since field their stress of the course of a sincle modifies with the since and the since and the course of a sincle modifies with the since and the since and the since of the since of the since and the since and the since and the since and the since of the since and the since a 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).

Calm Wralths 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:

• Great Weapon

- Emerea
- terror
- Chill Grasp

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.



PARHANA HATER

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.

Details in ordalways a permanent state in the Washammer world. Those detainers who waves what different states and the states of the states have should be reported to a state of the data. The private state the synthesis defining anardians of the data. The private state the synthesis defining and procession of where the state of the states and the states of the states of the states of the table to the state of the states of the states of the state private response and Neuronancers.

Privates of a junice rank are charged with patrolling the garden should a lence not be enough to deter particularly regolute body suitchers. And the private hereacles will other be laid to rest in a hallowed a cover within the locundary of the garden so they the contribute to serve their matter even in death. Price and/y-every-sectioneers in the CH4 World will how down in the common of the CH4 World will how down in the common of the common of the common will apply will be common in the common of the common likely will be common in the common interference of the design section of the common of the for this reason, the Common of Mori are accommon for this reason, the Common of Mori are accommon

For this reason, the Cardens of Morr are 3 common sight across the heradth of the OddWorld. Barles have been fought over them, othen insching Yampine's and Netamannees alter more care mathed, but of thisms they just happen to be in the way when installing armits ravage across the fand. Regiments forced to traverse or even fight in a Carden of Morr are understandably wars, in case the God of the Dead lakes offeree at the trepass.



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.

.......

Date hordwork is the attane achitet: Date the fordwork of our plassic (Tadel) Garden of More IK. The element that makes Davis (Tadel Instain so successful is as juming in mice) with the Garden of More Ideal (I is of the parts could be made as promisent thing or as a collection of scatter terrain. This way you get the bot of biolyworks, And even when placed as a biolyworks, and even when placed as in simple to remove, allowing units to be placed anisofit the scenerg's explain. Dave:

The movements, the status and the wills can be keep search and placed around your buildleidd. Alternatively, the work the denseros the social is accurately, your combine two or more Gardens of Worr oppher to conset a spansing forest of the data. There's no means why parameters are spansing forest of the data. There's no means why parameters are there is a spansing forest of the data. There's no means why parameters are there is a spansing parameters are there is a spansing parameters are there in the spansing parameters are there in the spansing parameters are there in the spansing parameters are the s











PLAYING IN THE GARDEN

Due 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 composite.

We thought that the scenery, when placed as a fully enclosed Garden of Morr, was ripe to be termed as mysterious terain. With this in mind, we've written a suggested table below - this is just one possible example so feel free to come us with your own chart. A good route to go down - as shown helow -- is to use existing terrain effects and rules inom the Wurkammer nulebook. A little creative licence easily justifies why such an effect will be appropriate for a Carden of Merr. Alternatively, you could create your own off-the-wall rules -- myshe and so of Lyng? Chooks lisk behavem the tomber and graves. A Necrotanacce might have carsed those burrel carring. Dush Mage, within the boardmise of the Carden will provide certain homuses. Don't longer to class the wacker concepts and rules with your coponent first? the op ma ob ch a Section section and the ter

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 Marshiland (see Warhammer page 121), to represent hands grasping out of the ground and pulling their vicinis under the earth.
3	The graves here are far too shallow and the mausoleums no longer scaled. 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 scienario a further roll on the Arcane Ruins mysterious table is needed (see Storm of Magic page 75).

When using sensors from the Cardon of Ador individually With Manner relationships and one landship of a stability in the Manner relation of the stability of the stability is a small building on the stability as morely and the stability of the stability of the stability is the stability of the stability of the stability is the stability of the stability of the stability is the stability of the stability of the stability is the stability of the stability of the stability is the stability of the stability of the stability is the stability of the stability of the stability is the stability of the stability of the stability whether the stability of the stability of the stability whether the stability of the stability

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



AT THE WALLS OF MOUSILLON



Annotations

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.

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.



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 macahe growards are filemed to towns in their own right, inhabited by Neccomances, Crypt Ghods and other fell creatures. When the Chaos Lord Nawkrin Sell landed his forces in Bretonnia with conquest in mind, it was to the danned city of Mousillon he was inexplicably drawn.

The Bretennians were not ignorant of the Chase Lords arrival. A Bretennian ship, & Cyper Noir, had spotted the imading firet approaching and raced to Quenellis exist whith the contrast levices. The O lower the start of the start levices are to his cause and rousing Forsard levices. The hermitishing the Charlos are start levices and the immediate Charlos are start levices. The hermitishing the Charlos are start levices and and set about twaring down the walks of the decryntic ity. The Bretonnians had assembled a mighty host determined to regulate 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. Mawhini stock to his new foe with relish to he was proud and haught, determined to find his mantial equal on the field of battle Knights of the Realm clashed with those of Chaos, and Plasants were mercilessly sen to hinder the inon-clad warrinor of Chaos. As men died on both sides, Chouls scuttle the bodies of the failen and swithy seal them away to be consumed in their lairs.

Just as the tide had turned to Chaos, the Cates of Mousilion opened and detaid knights clad in reef armour charged forth. The dead arms from their crypts to set upo the invading army. The Undead nobles of Mousilion had donned their armour and honoured the magical pact unveiled by the Propheters as she shood upon an Arcane Fulcrum. The price for victory, and he 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 heasts 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....

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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 Tenroghesis in your Vampire Counts army.

Raising an Army

If you have ever here simpled by the promise of lifeimmortal, but have yet to sign a part with the matters 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 expansite new Cladel Finecast miniatures released this month, get down to your local Hobby Centre and find out how you can begin a new Vampie Counts army today.

An Army of Vampire Slayers

If the thought of the dead walking again sends a chill down your spine, take hear 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 arms 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 stamming centerpiece for your battlefield. Visit your local Hobby Centre to find out how to assemble and paint this magnificent scenery piece, and even therme it for your own arme.

contact your local store for details! www.games-workshop.com








Wise Counsel

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

Throughout the War of the Ring, and indeed most of the conflicts in Middle-earth's long history, the use of ballies that took place. Done could certainly agae that the ballies of Helm's Deep and the Pelenner Fields were wore by the timely how does canally 'proven effectiveness in battle translate to the tabletop? Read on and I shall enderwore to show yoo.

On your High Horse

Let's take a look at the physical aspects of a canaly 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 of your change, bat convenely this means multiple to the size of multiple to the size of the size of the size of the models equipped with spears or plus should be avoided where possible to avoid potentially facing four attacks or more. The other advantage of your cavaly model is its increased height, granting the rider a superior line of sight; especially useful for models exumined with bows.

But cachaly models obviously tring tar more to the game that an emeri increase in size. First of all, a cachaly model will have the speed of the mouse of 20 flots more removes momente advantage 4 of 10 flots not remove the ensemp and propare to charge cachaly in the advantage on the subsequent priority not cappenent wins the subsequent priority not cappenent wins the subsequent priority it charges an infanity model, but should it is nin be ensing cachal, will look the ensemp to the flots cachaling space roles to coverated, as it enables cachiny models to



FOLLOW THE LEADER

In order to get the most out of your catalyn models, it is essential to lead them with mounted Hences - 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 Resubility that is so fundamental to getting the most from your cavalar 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 Acagorn, Boromir and Gothmog can lend enormous hitting power to a large cavalry charge, but cheaper Heroes (preferably with 3 wight points), are better value for smaller cavalry contingents. Examples here are (rhewhead and Sharku.

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

These points considered, it becomes vey apparent that cavalry are highly suited batteline in a bid to keep them out of mehat and with mood lines of sight. The speed of your cavalry will enable them which a modest Defence value at best. archers can seldom put up a fight against a determined cavalry charge. Not only will archers, but their annihilation can go a long way towards breaking the enerny army, raking it much easier to deal with their itertine troops. Canny opponents may see his coming, but if they are forced to break at 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 dance the target and direction of your stack at any point - it will often be a turn or two before they can react. Isolate and degray where possible with cavalry, and iou won't go far wrong.

Concerning Size and Strength

The first decision to make when including cataly in your army is whether to include a small contingent of mounted models to achieve a specific goal, or to go the whole bey and take a full cavalry arms. Both choices have their merits, but let's lake a local ar what effect the will have on the handheider. A cavalary corringer should be a chose, mounted lettero to call fenetic actions and keep them in the fight with Work this again call of the start of the synor targets cardeally. A cavaly contingent both this again. It is essential to choose work have the manopower to break the single cardeally. A cavaly contingent actions and the synore targets and the proposed of the synore targets and aches, or using their speed to cullasis the enterny bofew engaging them at the same aches of the synore targets and the second the synore targets and the second synore actions and a calcular harmony achieves and movement.

A full cavalry army, on the other hand, is a herrifying warpon to wield on the batterield. The speed and manoeurability of the army allows you to the engage the enemy at an exact time and place of your hoosing. This army can hit incredibly hand, and with judicious use of Might points, can maintain its momentum and shatter any enemy batteline, so be sure to include enugh Herots to call those Heroic. Movest

When selecting which cavalry models in clicade, it is essential to consider what equipment to arm them with. This will pluy a large part in defining the bandfeiled 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, or story plus and weaknesses, and as result, suit worl different plaving whes.

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 enemics in

preparation for your charge. Try using Compet to draw an enemy Hero away from safety, then ride him drawn.

The Horse Lords

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



LIGHT CAVALRY

Unlike their big brothers, the heavy cavaly, such lightly armound riders and expect to crash through the scheme of the scheme of the scheme of the source of the scheme of the scheme of the source of the scheme of the scheme of the source of the scheme of aims to protect them from any significant reprisals in the following turn. There is no getting nound 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

GRide 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 4⁴ movement advantage. As your energy will have already moved that turn, they can no longer bring support to any models you change, so avoid engaging energies that are already backed up with spoars or pikes unless absolutely necessary. The turn after your change has hit hume, you will have the durating to so an priority, as your opponent

THE KISS OF THE SERPENT

The hit and run method is narticularly 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 cutout 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.

Use your numbers to increase the chance of killing your targets.

If you lose the ensuing priority, use a Heroic Move to escape to safety.



KNIGHTS OF THE FIRSTBORN

Galshhrim Knights have a fearsome reputation. Not only is their Fight value superior to even the most efile enemy irratry, but their steeds are so graceful and swift that frey have an increased Movement value of 12°/28/m. 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 6/714cm and should (hitting on a 3+, no less?), that makes Galadhrim Knights the ultimate cavaler (or harassing the enemy.



round: Here either leading or supporting our charge, as the will be required to call a Herici. Howe should you still lose the lose of the priority. This Heric can then load not arrively the there is a strength of the magnetic your register can also models from orthan that aren't in your favour. Don't hering to your register can also models from orthan that aren't in your favour. Conthe strengt on use of the strengt on the work of the strengt of the strengt of the work of the strengt of the strengt of the work of the strengt of the work of the strengt of

Harass

Ehowever, you wish to confound and instrate your foe, then use your light cavalry to harass them. This tactic relies bayily on archery, so be sure to equip as minuted 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 bowline, 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 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 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

Ware Riders are excellent cavalry options and surprisingly cheap for models that strike at Steamath 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. Prehans a Warr Rider's rreatest asset is the chance of the mount's needatory 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. an order of elite Royal Knights that can trace their origins back to the founding of Rohan and its first king, Lorl the Young. With 2 Attacks at a Fieht and Strength value of 4. each Son of Eorl fights like a Captain of Men. Their pureblood steeds even neavide 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 amour resplenced in the sunlight and banness fulthering in the wind. But heavy catality aren't just a blurt stedgehammer the best. As we all know from farantir's doorned attempt to retake Orgilitha, a glorioux charge counts for maight 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 for should that be hoof?), you will need Might points to call Heroic Moves, and that means Hernes. Secondly, don't blindly, charge into your opponent's main battleline 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 junless charging first will allow you to get in amonest 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 hanner 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 Hemic Combat to really tear into the energy and enable your arrowhead to

DARK KNIGHTS

The Morgul Knights of the Black Númenórean 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 narticularly 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

Every don't just want to break apart an every formation but run it over instead. then the shield-breaker tactic is for you. This works particularly well with a cavalry arry, as you will need the numbers to engine and overrup the enemy battleline. whilst maintaining some reserves to reduce the inevitable casualties. This is daring do-or-die stuff, so spare no expense access to mounted Heroes with powerful aumentative abilities, such Prince Imrahil in the example below, then he sure not to leave home without them. This approach is noisy and unsubtle, relying on the quality obtacle weather any provisal attacks, and lass the momentum point. Remember though, that if you can hit your foe with a take the opportunity without hesitation. Consider using cheap Heroes behind the main line to call Heroic Moves, allowing Night 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 nore likely you are to be victorious.

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



BRING THEM DOWN!

There a lew moalsy tricks that work well against cavalry. The best method is to utilise any terrain by hiding within it, denying enewary mounted models of your own, remember that by counter-attacking their charging cavalry, you will not them enewny of their charging cavalry, you will not them enewny of their charging goard 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 Annoth 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 brave armour, shield, harded 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 barder and count as being in range of a barner within 127/236m 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 ming, but softle a Pact and call upgain the softle and the softle pact and the softle and the softle pact and the softle and the softle linearly history frequently reminde use, this sort of desperate bargain rarely ends well income the softle and the softle softle and hagic game is concerned, if such a netrainous alliance lasts until the end of the game, then whatever fate awaits the portagonist matters little!

HANRENALIER

So what is a Pacel Where a Scroll of limiting allow syot to use Kadors' binding magic to command powerful monters in the second second second second second main array. The fact that the Daemons of Chaos, Tome Kings and Vampire Courts are all magical brings is the key here - a Screet Spiro of summersity to conjure a handli of unwriting Occs or Dwarts to tight could unwriting Occs or Dwarts to tight could be provided and the second second could be provided and the second second counter of the second second second second counter of the second second second second second the second second second second second the second s 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 Vampines or Greater Daemons can be called upon for aid – it's really quite a territivine netion.

A Soferenson Pact is essentially a unique form your army's Monstern & Majar points from your army's Monstern & Majar points that a single Pact to obtain the software that a single Pact to obtain the software that a single Pact to obtain the software of Binding to complement your Pact il you wish. Each Pact informs you which units though you may still select other Scotls one Coor unit and a character to load them. These units begin the game as Insuted Mandoo you entirely during the game!

Here at the White Dwarf burker, 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

When the second second second second



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

Selecting some highly aggressive units, particularly non-spellcasters, as part of a bet is a sneaky way to avoid the worst the case of this army, Rendslaughter and the arry to inflict as much carnage as possible (t's what they would want, after all!), and an entirely expendable. The Bloodthirster s highly suited to striking down a character hat matter), whilst the unit of Bloodletters ingage elite units.

An obvious feature of this army is its wative 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 nowerful Archmage and no less than Teclis himself. one of the same's foremost Wizards.

Teclis uses High Magic to help achieve Cataclysm spells. Conscation of Finneir 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 Manical Duel he fights.

Celfindor Swifthand is custom-built to magic sword grants him a +1 bonus to both

Finally, the White Lions and Phoenix 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.

High Loremaster Techs

Loremaster Forvial of Horth

Caradryan

Lothar the See

Cellinder Switthand

heavy armour and longbow

the Silver Spears 28 Spearmen with Sentinel, maxician and standard

the Wardens of Geillion Gate

The Archers of the Golden Sun

245 points

SPECIAL

Caradrum's Brotherhood of 9 Phoenix Guard with

Karbil's Line Gaard 19 White Lions of Chrace

the Arrow of Karne

TOTAL: 2993 points

MONSTERS & MAGIC act with the U Daemons of the Chaos Gods

Emplayahter

with Aue of Khome, Immortal Fury, Spellbroaker and Annour of Khome.

The Skall Reapers

750 points





Tomb Kings can be bound with a single spell, but wore betide any who would seek to cross them. Andrew Knerick: An Ore: & Goblin army field by Arshag the Stageborer that foatures a small force of Tomb Kingst H looks to me like his mynetricus crown has allected the Ore Warlord a bit more than he'd like summoned forth a small legion of ancient Netwidhnes to do Nagash's, ere. I mean his summoned forth as small legion of ancient Netwidhnes to do Nagash's, ere. I mean his 'alline's togood use, though I foar he may like all the statistics has been here given has do if the statistics has here here given here back all the statistics has here here given here like here the statistics has here here given here like here the statistics has here here given here like here the statistics has here here given here down to some tacks for this arm.

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 Lesel 1 Wizards can be a bit vulnerable to a Magical Duel, (especially) Goblins because of their low Loadership), so 1 prefer to keep the little guya as spares for Later on in the battle should any Arzane 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 lighter and a Wizard, Achug is a superh option for claiming an enemy-beld fulcrum. Azhagy impring Presence and Get on Wis II advantage of so I prefer to keep Achug in advantage of so I prefer to keep Achug in advantage of so I prefer to keep Achug in um, keeping pace with his lade. Lim 2 will usually see me calling a Wasaghl as I change Achug towards the most central

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eventy fulcrum. In this way, the centre of my battleline can get properly stuck Leadership and Animosity test re-rolls within an 18* range for him being mounted on a monster. In addition, Azhag alone can nuster 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 Acane 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 hislegion 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!

CHAOS UNBOUND

THE WAR



a contract of a

Tom Hutchings: I've always loved the idea and Daemons of Chaos marching to war as one in service to their infernal masters. Fortunately, Storm of Magic allows me to

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. particularly effective attacks in this way.

The army includes three Wizards on foot to hold Arcane Fulcrums, whilst my Sorcerer Lord and allied Herald, can act as a mobile reserve, mounted as they are on Discs of Tagentch The Herald's mastery of the Lore of Shadows can confound the enemy, moving units or scenery about with the lore's Catachysm 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

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



And Hall: The illustrious King Rham'tep deletal legions. This time, however, he has Vitoria von Drak to unleash his vengeance upon the living. It's probably for the best if robody tells Queen Khalida though

So why the need for some Vampire Vampire Counts have access to a number d stells that either create or enormously splenish units. The Tomb Kings army latures a lot of powerful, more esoteric urits, and Im Phakt's Restless Dead lore atribute 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 in 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 ceates can become similarly innumerous.

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.

WARHANN STATE

Enemy monsters are vulnerable to a number of immediate threats, namely the Heroic Killing Blows of Rham'tep's Destroyer of Eternities and the Necrosohinx. 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

Kine Rham'ten the Illuste

Hierophant Im Phakt

HEROES Prince Anonhas

	130 palets
Acolyte Anuk Im	
Level 1 Liche Priest	, using the
Lore of Light.	
	70 points
Acolyte Pho'kepp	
Level 1 Liche Priest	L using the
Lore of Light.	
	70 points
Acohite to Man'tep	
Level 1 Liche Priest	t, using the

CORE

The Golden Scythes of Pira

The Asp Gaped 10 Sedeton Archers

SPECTAL.

Usirian's Soul Hunters Rham'ten's Immerial Guard

RARE

The Harvester of Souls TOTAL-1999 mints

MONSTERS & MACIC Pact with the Dreaded

Vampire Counts of Sylvaria

Country Viktoria you Drak

Heinrich von Grüber

he Shambling Horde

499 points





A lampine is not builtly bound, for they are ancient creatures with all of elemity to plot their revenge.

Matt Huston: 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 flettonnia from those that storm of magic. It seems that the last thing he expected was to receive reinforcement from the cursed city of Mocsillon, emissairs of the infamous Red Duke, no doubt. Though their guils may appear to be the cost of the Red Duke's and will be?

Having decided upon the theme of the arms, 1 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, 1 managed to include every single mounted knight from the Studio's collection, for both the Beetonnian and Vampire Courts armies. 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 Riessing of the Lady, I would he able to counter-attack any move that my opponent made, whilst receiving additional protection against all the high-Strength games. On the attack, the knights are fast and can be utterly devastating. Defensive Bretonnian Knights, as the narrow frontage 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

WARHAGAIER

LORDS

Betternian Land with Gauli Yan, Vitue of Hersian, Jance, shield, Eslean-hors o feedemand, riding a banded Betternian Warhane,

2

Level 4 Propheton of the Lady with Sex of Shielding

The White Malden of Personn Lovel 4 Propheters of the Lady with Book of Adva.

HERCES

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225 poi Lady Boldle of Artain Local 2 Dannel of the Lady with Dragonbarre Gern and Diopel Scoll.

CORE

The Casaliers of Carsasonne 15 Kinghts Snart with Casalier, musician and reardert beam: with the Dramty Barrow.

The Silver Knights of Quendles 11 Knights of the Roder with Californ,

384 print The Knights of the Univers

to kinglis or the Real with Lahard, manician and standard beams

De Nomany 13 Menutians with mainlan, standard

The Deer Handers 20 Present Bowrees with Inscient, matrician, standard beam and

ACTRS

Seden of the Grail Justice Exists with Texa

maxister and standard beam with the Valence Standard.

To Wag of Lencour 5 Ages Engles with Galact, matcan

360

The Champions of Coursese 12 Goal Knights with munician and

tanket lauen Ant post lacky Cheneralier'

tetal Debachet with Texmun Cushones. 100 point

Telil Teleschet with Teorem Cultures.

YOTHL 2000 prints

MONSTERS & MACIC

Part with the Dreaded Vampire Counts of Schumin

Nario Databler

105%

Unit: 2 sample: 200 Adm 2003 (Model Kought, Infinite Hamel, Walkel's Boody Hauberk, riding a Zambir Dragon.

a laters of the Dead

12 Crigit Cheals with Crigit Chail.

De Batchers of Basel Kerp I Basel Grights recheding Katterbar,

Flame. 315 point

-

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

Duke Tancreds Virtue of Heroism is size grat for huming energy monsters, and the Grail Vlow will ensure that his charge rever laters, even against the scarinst beat. When backed up by his full regiment (Krights, Increase levelied, any monster fur he engages will be in a lot of trouble. The Duke's Falcon-horn of Fredemund is prefect for hampering the movement of fixing 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 to limited number of spellcasters, though two of these are still Level 4 Wizards. It will probably be worth using the Seven Secret Spik of Summoning to call forth another Wizard if the opportunity arises, as I would be using my Vampire Lord to take enemyheld 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 Mossillonthe Blook rights and Vampire Led on Zenbies Diagon are both externely out an encomous annual of purishment to mostness. Wizards or any other units besides. Carving the Banner of Dernal Flame makes the Blood Singhts the bane und of Torlio on a dough tydyda. They will be reserved solely for hunting mometes, learning my Beronians free to engge and desize the energy arm, The Vampire Load desize the energy arm, The Vampire Load primarily be hunting the energy Wizards.

DAEMONS OF CHAOS

Loss & durative property international provide the second provide second provide and provide the provide second provide and pr



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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Inventity unleast fory blasts or

Bloodcroshers of Khorne

Bloodletters of Khorne

Alondetters are the evicentiess foot soldiers of 10 Sloodletters.

Darmon Prime

Seekers of Slaanesh

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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, infroduces proceedings.

WARHAMMER

Angly Ahren Lest month's rousing Storm di Xagic Lattie report between fellow Durafress Andrews Kennick and Matt Hutson Usan my tam to storu pa and play a suitably avectopring game. For this we entitieved storing and the storage storage storage storage storing and the storage storage storage storage storage is this role of Vampire. Overlead and I, hung dablied with the forces of Signar in the past, was standed with the defence of the Empire. I was under no doubt that Matk and Jaka the Istancia new Vampire Lond Throughtst and why weakidh't you in such large game?

Which lied me to wonder exactly how to conter such a threat. This bather was gring to be a Storm of Magic game, which forming a pact with infernal allies. After all, depende time call for despectate measures. And with an eldnich gale blowing through the land and an according Vamping wonly no doubt that the citizens of the Empire use 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 overriden 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. BATTLE REPOR

Armies: Vampire Counts vs. the Empire

Players: Mark Latham and Andy Hall



The array of the Empire was mustering in the gray waster close to the boundary of Sylvaria. Comes and manufactures scattered the landscape, visible eminanter that this was so place for the living. Regiments proudly dressed in their state colours arrived throughou the day, bohtering the Empire faces. But as to the energy, there was no sage.

Varia Lielan, a search of the Light Order, approched the contrast are areasonaid by its constraints. Droyter Beredgers a Bigdy Waurd of some repair whome pointed head of films of the and pointering gene dist winting but methods the instruction of the search of the search of the search of the search of the constant solitory who were down monitorial of model of the constant solitory who were down monitorial of model of the constant solitory who were down monitorial in model of the constant solitory who were down monitorial in model of the constant solitory who were down monitorial in model of the constant solitory who were down more than in the solitor of the constant solitory who were down and the solitory of the work of the distance that more and mercitation of the distance of the constant solitory with who we are not the distance that of a thereare

Inside the test, the golden form of Baltanar Gelt was deep in connect with Graf Zaugfmid, Both were studying a map upon a large wooden table that dominated the interior. Balthasar looked up as the wirands entered.

My brothers,' said Gelt in greeting. Supreme Patriarch,' replied Value, The Bright Warset kept

Supreme Patrurch, replaced Valid. The Bright Wattern Rept silent but give a tersie nod, his agitation obvious, but if Gelt noticed he seemed to ignore it.

Tin glad you could join us. The enerty is on the move, chasing the torquest even as it realies to this location."

I see no evidence that a storm approaches-

Nevertheless, it will be here in kess than a day, closely followed by the Underd. We mass stop them. Our Celesnial beethren have foreseen it, so the consequences of inaction are too terrible to correspin?, said Gelt.

"You mean to go through with it then?" spoke Draygar for the

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

We cannot condone this. We spend our lives combuting the forces of darkaess yet you mean to summon them here. It is lamacy? said Valis.

Lange? As all, find choice of work, considering is in the Dot Moon that holds ways over the caracter strength finds and shows every field controls in their varies. Our needs in grant, and and show every field controls in their write. Our needs in space tasks and the strength for the strength field of the strength our their, start Galt, generating beyond the opening of the trans. No boothers, mo is in the softward field works for with fire. "They you are using an infance to strength for with fire," will Drugs, he care subjects bounded as a lange if space to nee A straight and beyond more strength work for the strengt of white and strength from your. Beyond the strengt of the strengt of the strength of the strength of the strengt of the strengt of the strength of the strength of the strengt of the strengt of the strength of the strength of the strengt of the strengt of the strength of the strength of the strengt of the strengt of the strengt of the strength of the strength of the strengt of the strengt of the strengt of the strength of the

the your requestence. It is my commune to supreme Particle





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

Mark: Ris been a long time since I was last involved in a White Dwarh battle report, and of course these days I'm on the 'other side of the fence' (se. over in Games Development), but it was still an exciting propaget to be invited back to the White Dwarh bunker to test my mettle in battle. Door for met

Before I go into my amy selection, m going to get my excuses in early – 1 haven't played with Vampite Counts in the current edition of Warhammer, Kes, I know, shocking inn't if This realisation hit me as I was sitting down with pen and paper to choose the army, and realised I waari't as confident as I used to be – I yee played Vampite Counts for well over fitteen years, but since moving to Cames Dev. I've peretty 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 deterned, I grabbed my copy of Storm of Magic and a Washammer rulebook and began to rekindle my love affair with the servants of darkness...

So, the one thing I'm oblight to take in my arms is first on the list – a whacking great Zombie Dagon with a Vampire Lord on top of L. In a 2000-point guess this the death-dealing combat monster to take heights to Andy's Empire arms, Nex1 Set about choosing some large infanty blocks about choosing some large infanty blocks of the arms, as well as some spellicasting capability for the inexiable Storm of Magor these somewhat boligitatory choices, 1

WARHAMMER

LORDS

Lather Vien Kritger Level 4 Vampire Lord with Dark Acolyte. Autar of Death Ihard wrapon & shield, Lord of Back Cold, Skall Stal and riding a Zonhie Dragon. 690 point BATTLE REPORT

HEROES

Necromancer with two entra spells and Stall of Damnation.

Non Harken Necromancer with two-extra spells and Disord Scool.

Kriegstaft, the Revenant Wight with army battle standard with Icon of University

Vabial the Lost Calm Wraith

cont.

Bid Company Talabheim Halkenders (Deceased) 30 Zombies with musician and standard house

The Stirland Boars

20 Zombies with munician and standard bearer. 92 point

 Skeleton Warrion with musician, standard bearer and Skeleton Overwise.

The Blooded Claw 20 Crypt Chouls with

The Hewing 10 Dire Weives with

90 points The EaleGre Beacon Copye Cait with Polylog

SPECIAL The Black Wights 20 Grave Guard with musician, standard

musician, standard bearer and Seneschal. 270 points RARF

 The Darking Exights Silood Kinghra with respective, standard bearer with Flag of Biood Keep and Kathilan. 400 point The Hangy One Varghul Canad Booth Varghul 175 point 175

2996 points

MONSTER & MAGIC The Cawled One Dark Emissary 245 points Cockatrice

Cockatrice Chinesa 175 points

> Carried by Kriepitadi 150 point

4: 745 point

decided to take some juicy units that the large size of the game allowed. So, a unit of Blood Knights and two Varghulis were too of the kill. Haad a tip-off mom my spice in the White Dwart camp that Andy would be trying out the pact rules – and 1 half expected him to be taking Vampire Courts against me – so I decided to use the Monsters & Magic allowance to field some, well, monsters and magic!

My first choice was a Dark Emissany, upgradet to a Level 3 Witzerd, who would allow me to wield some extra killy spells from a lore other than the Lore of Vampines. After that, it was simply a case of picking which big boasties I wanted to take to put the wind up the Empine. In the end I pumped for a Chimera and Cochartice, with the express aim of taking out any guille elements of Andry amy The Chimera is fast enough to zoom across the battlefield and start stomping about units of Handgunners and ware machines in no time, whilst the Cockatrice's Petrifying Gaze can put paid to anything nasty.

The rest of the plan visa simple one – march (mplack) forwards with my Undead legions (doing Zambie endowed legions (doing Zambie endowed legions), black the line with my Necromancers, and galo bicloums with the Dark finasy. The Vampie on Zambie Duggon is going to be stickly to use with the Dark finasy. The Vampie on Zambie Duggon is going to be stickly to use how the biclour site of the stickly to use opportunity prevents iself. change forwards and attempt to tireak Andy's balleline. A Vampie Lord!





Andy was last seen in the pages of White Dwarf actually winning a game with his beloved Skaven back in January. Can be repeat the feat for the Empire and be two for two on victories? Andly: As I stated carlier, the chance to command a force that contains both Daemons and the Impire is an intriguing propect and hopkinghi they will complement each other. The Empires will be appointed by magic and a good supply of the many curveryinghing the few, able supported by magic and a good supply of black powder and crossbox holds, with the odd cannenball therown in for good measure. The Dearmons will be used in a not Klomer III be summoning – bot we'll get to them in a bits.

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 embined in mymind looked to what the Empire could master. The Calleges of Auge are located in the capatio of the Empire so 1 had a great of the capatio of the Empire so 1 had a great drawn to Balthasar Gelt. The Supreme Patrianch an insumely powerful Wizard who knows all the spells from the Lore of who a knows all the spells from the Lore of who a knows all the spells from the Lore of votam adding – 2 to his casting, should the Lore of Metal become accendant then Cable Lore (a Metal become accendant the Cable the Metal.

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 gavs would start the

WARHAMMER



batle 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 horder 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 Socrety Daemonic Cift, which gave me access to all six Lore of Life spells. In theory: Local drow take advantage of whichever Wind of Magic was accendant in at least half on y Magic Bodocrushers 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 Balthasar 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 bala's foodoroof...

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armout, great we	
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DARMONIC PACT DARMONIC PACT Unger Brody of Sources A with a constraints and a source of Taxan and the source and the sources and the source and the sources and the

THE ARMIES GATHER



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.

Graf Ziegfreid starts the battle close to the Dreadfire Portal, separating the Greatswords from the Bloodletters.

Luthor Von Krüger sits upon his Zomhie Dragon in the far north, braving the Great Cannon, Big Beth.

The Balewind Vortex is protected by a horde of 30 Zombies, and flanked by a Chimera and Cockatrice.

The Darkling Knights are in the far west, almost opposite the Knights of the Blazing Sun.

The Dire Wolves and the Varghulf hold the eastern flank. B ence deployment, both players discussed the scenney to decide the scenney to decide the scenney and the scenney to decide the scenney and the scenney to the mosterions table (from page 30 of this very scenne) if anything moved to within 6. The various scattered pieces from the Carlon Buhwarks, an appropriate. The woods counted as Myderius Rotens, while the forifield chapel was a Signaritor Shrine former to the deficited to any good.

Mark worthe roll-off ards for claimed the high ground and began to place his forces first. The Dark Emissary claimed the Magewarth Throne, with Lorkus Caven skaliking in its shadow. To the west, the other Necromance Worh Harken, took possession of the Balewind Vortex. The Vampie Loard reaniande behind the Undead lines in the far north of the table, where he could fit in and support his invitors

DEPLOYMENT

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 Varginer Count' assult by deploying their larger units in front of their Arcane Falcurum. The Swordhmen horde, the Arcane Falcurum. The Swordhmen horde, the Arcane Falcurum. We are also also also the Rod Blacks, the Halberdier regiment, were positioned close to the base of the Desadime Portal that was taken by the Light Ward. On both the far flanks the Empire antility and Handgamens were placed on the batterief.

Finally, the forward elements of the Empire army moved onto the board. Brekkar's Academy Shootens, a Pristolier 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 Griffion 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.



BATTLE REPORT

THE CATACLYSM BEGINS TURN 1



Vanguard Attack

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



The Empire began the battle with a charger the Knights of the Blazing san speed across the battlefield and to the Zombies in front of Blazing San speed across the battlefield and Voters. The alliance with the pact remained voters in the add attempted to charge the zone that and attempted to charge the zone that and attempted to charge the zone that the located on the theory of the notable move was the Bloodietters entering the Carden of Morr.

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

Andry's next spell was Time Amok and Mark could then see a cunning plan being pai into place. If cast, the spell allowed Andry to repeat a place, and no doubt two Shooting plases with the Empire artillery of highly accurate Handgunners would prove quite devastating. Luckily for the Undead. Ardy failed to cast. He then turned to Liegivee, his Herald of Tzenthy Wou cast Florth Josseo on the Knights of the Wangh's Lord. It was then the Bright Wangh's Lord. It was then the Bright Wangh's Lord.

The Shooting phase closely followed with the Sherztville Flintloques firing at the Balewind Vottes, wounding Von Harken once. The Crossbowmen and the Helblaster targeted the Cockatrice and wounded it twice. In combat, the Knights did well, skying nine Zombies and causing a further nine to crumble, but the remnants of the unit survivue.

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 beast brice. But before we could resolve that conduct, three was the small matter of that conduct, three was the small matter of the small state. The Light Wizard, in a Maggard Value Liken, the Light Wizard, in a Maggard Deb but it was dispelled. Invocation of Nebels was cast, raising a further nine Schmiss for gifter Morele and Sammon Undoud Fonde was cast with investible botheres, the Dise Wolker, Zambias and Dostateres, but the Varepiete Lost suffered a botheres, but the Varepiete Lost suffered a botheres, but the Varepiete Lost suffered a botheres, but the Varepiete Lost suffered a

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.

MARHAMMER

BATTLE REPORT

FIREBALL BARRAGE

After spending the majority of his Majc phase triving to set up some tricky ploys, Andy wanted to end on a memorabile mote and so his Bright Wizard unleashed a *Stroball* Barzgar at the Chimera. The Catacitym spell was successfully cast, and a fluwy of 18 Strength 4 Strobalfs flew from the hands of Dazgara Fievelyinn. The fiery blast immolated the enemy Chimera, leaving nothing but ashes.



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 is 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 over 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



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.



phase the Lore of Light is ascendant. Andy tries to take full advantage, first by casting Banishwent on the encroaching Varghalf. This is dispelled, but Shenr's Barning Gaze is cast, causing how wounds.

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.

Graf Ziegfreid and the Bioodletties charge through the forest and into the Crypt Chouls. Six of the Daemons are slain charging through the Wildwood.

The Bloodletters get to grips with the Crypt Ghouls in combat, wiping the Undead out but losing six of their number.

The Hungry One charges and destroys the Mortar.

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 'trasted' – made their mark on the battle as the Bloodletters charged out of the Carden of Moor and Khome were joined in the charge by Car Zegfreid mounted on his Carlifon. In the east, the Bloodcrahes six sampeded across for the Zaizeng Sam Jacob action to the concourse Steleton horde.

In the Varppire Counts' turn, the Varphult, rampant from the destruction of the Pistolices, charged the Mortar. The Blood Knights charged into the Swordsmen, whose detachment of Free Company immediately counter charged into the Vampires' Hank. Meanwhile, the Zombie Dragon flapped its tattered wings and took 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 challence 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

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 to enough damage and the Empire state troopers were on form. The Swordsmen, Rattle Standard Bearer and Militia combined to kill all but one Blood Knight, who crumbled away due to combat resolution.





VAMPIRES ASCENDANT TURN 3



The Lore of Light is anathema to creatures of magic such as Daemons and the various former 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.

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 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 challenge Von Harken

Fire was the ascendant Lore in the Magic phase, which suited Fievelgrim. He first attempted another Fireball Barrage on the Varabulf in the west, 6D6 Flaming 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 mislined, 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 was justified, as things didn't improve. 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 Wraith in a challenge, but with no magical weapon, he had to take the wounds and





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

challenged the Vampire Lord Luthor Zierfreid once. The Graf's Sword of Fatehit out but only wounded once. Andy cursed his bad rolling yet again. The Griffon failed to wound. In return it was ravaged by the Zombie Dragon's Pestilent Breath. The Undead monster then raised its claws and 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. rext 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 Caim Wraith to face the horde alone, even as it

The Butchers

Both Varghulis 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!

BATTLE REPORT







THE EMPIRE RESURGENT TURN 4

Annotation

The surviving Biodifetters make their mark by slaying the Battle Standard Bearer with Killing Blow. Despite holding the Wight King's shall high for all to see, they are wiped out for their trouble, allowing the Cazaw Gaard to charge the Bioodcrushers in the mest phase.

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.

O.

The Dark Emissary also attempts a Magical Duel, which is cast on an impressive 22 but is dispelled with a lucky double-5.

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 Greatwords to redirect them away from the Grase Gazet's thruk.

The Carnal Tooth, having got a taske for magebiodod after eating the Bright Wizard then set about the freshly arrived Herald of Tzeentch, dining on him as well. If Andly wanted to keep the Elernity Stair he would need to kill the Varzhul? The Empire had taken a serious blow, losing their General and both of their Arcane Factures in the previous turn, strained as the alliance became suppictors. Jens so, the Daecono remained exper for slaughter. The Bioadcruthers charged into the Magnessith Throne, keen to get to graps with the Dark Emissiry. Across the weare, Balbara Celt charged the Balewind Vortex, meaning to sky the mean immediate version reasons and mean

In the Magic phase Andy manipulated the magical flux to the Lore of Light. Valat Lishen, now back atop his fulcrum, immediately cast Shem's Burning Gaze on the closest Varghulf. It was cast on 21 his prize vampinic creatures was burnt to a crisp. Banishment was then cast at the Necromancer that tried to steal the fulcrum perioasily but Mark managed to dispet this.

In their turn, the Varppie army began to crumble as their General had been slain. The Gazve Gaard, having despatched he last of the Bioodieturs, charged into the flank of the Bioodieturs, the Bioodiratheer settished the challenge and immediately struck out, smashing there that could not piece the daemonic auto. The combat ended with the Bioodicusters turning to face their attackers.

BATTLE TRACKER - TURN 4 ACCININATIONE DIGIT

BAI TLE REPORT



With the Vamoire 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 Draron 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 Due/ against the Necromancer, Gelt's superior ability easily overpowered the Necromancer's feeble powers, forcing the creature from the Balewind Vortex.



CHASING THE STORM TURN 5 & 6

Flying Fulcrums

Once the Arcane Fulcrums are placed on the tableton there is no guarantee that that is where they will stay theoreman the course of a battle. There are a few snells that can move scenery about the table (notably from the Lore of Fulcrums are important will often be the targets of such aldritch trickery More likely though, as happened in this turn, a roll on the Arcane Eulerum Miscast table can have them moving about the battlefield as if



Dead and Unburio

It takes an awful lot to out down a Vampire Counts army - more so, in fact, than the eternal warriors of Nebekhara, So long as they have Wizards in play, then spells such as Summon Lindead Horde, Invocation of Nehek and Raise Dead can not only continue to restenish wounded units but even summon fresh reinforcements from the grave. Once all Mark's dead, however, there was little that could be done but hury the hones

s the entire left flank of the Empire army turned to face the lone Varehulf, the Greatswords charged the recently risen Zombies, many of whom had been former comrades slain mere moments and. The wild manic proved strong this turn and the Lore of Light was ascendant once more. Lishen tried to cast 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 hack towards the table's edge. Lishen was

With mapic over it was time for the remains of the Empire's gunline to open fire. The assembled Empire soldiery levelled Helblaster fired first and the Varehulf disappeared in a pall of smoke but when 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

In comhat the Greatswords made successfully kept the Empire elite from the

66 The Greatswords charged the recently risen Zombies, many of whom were former comrades slain moments ago. 99

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 un Bloodenabers 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 the 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



ATADHAMMED



molute. In the Magic phase, he rolled 12 and channelled a stuffer dice) but Andy could only muster if for his dipel pool. Mark started by casing the Chaling fore on that victory lay in claiming the bilcrums on sector that the stuffer of the stuffer widdens to their late. It surred out to be they stuffer on their late. It surred out to be the and so adjusted in the stuffer of the stuffer of the stuffer of the stuffer that and so adjusted the constantly by a Margiel Duel against the constantly capture of the stuffer of the stuffer stuffer of the stuffer of the stuffer stuffer of the stuffer o

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 Expire turn was all about the final Expire turn was all about that storgs as the Date Emissive, and Neconsurver emission of all we be Vamplewith a cure 11 cup Muran Changes of the on a single wound. Labor targend the same, the trend Storm Resump Care bear Mut dependent this campits. It is final physical that store to the same store that the trans store because the was all to care and the start high particular the same fraction dent. The spectrum store that the same data the same store that the same store data. The spectrum store that the same store as the was encodeped in barring gift, never that encodep is ball huma and

In Marks final Imm the Dark Emissary med one last attempt at suitching a draw. He cast Farangar's Feleportation to move scores to the Bernier Sair and then caught the Light Wizard in a Magizial Dark now higher Loadenhage. Andre could not dispel 1, but despite the Dark Emission house, and to applie the Dark Emission house, and the probability of the marks, and so light Natural reduined the marks and so light Natural reduined the marks and so light Natural Sources and the source of the sources balances of the time, but at what to ricel



VICTORY FOR SIGMAR

Light in the Darkness

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



Ands: Well, as the squalls of mystical energy dissipate. It is the Empire that stands firm in the face of destruction, and who have howed hought it? Certainly not me off both of my Arcane Faldcrums and the Vampire Lord with his pet Zorebie Dragon were basy munching their way through my inlantity units. However, games of Warhamme, and especially Storm of Warhamme, and especially Storm of Caretasourch and dealt the task How 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 fulthe. Balthasar Cele and his cover 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 mixesting, but somehow managed to survive all the ill effects, so camed my respect.

66 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, Jast goes to show that enemy Wizards need to be killed at every opportunity, as your hold over the Anzane 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 internal alliance? It worked out well. The Biodochrushers rampaged through everything they encountered, allowing the Biodochrushers to some unfuckly rolling when I charged through the Wildowood. Sill, they impact on the battle was palgable and heiped win me the game, allowing I can't help but think that Bathwase Golt will have some will a victorie is victori.

MOST DEVASTATING SPELL OF THE BATTLE

There are plenty of spells to choose from when it comes to devastatine 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 Wizzerd for his Firehall Barrage that turned a healthy Chimera into little more than a smouldering carcass.


LAMENTATIONS

Mark: After a rather rocky ride throughout the first Natif of the game, somehow it ended up being anyone's game thanks to some devert tactical wangling in the final Magic phases that almost allowed me to pull of a draw at the last moment. But left's be horeset: my mistakse sarly on were enough to lose me any game! Los almost predict us from Vampire Counts players cursing mu tactical intertubed.

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 Vamoire Lord's charge. If only I'd hung with another unit - had I played my cards right I could have used the Varehulf on my left flank to support the Vampire and then way. But, I relied on scorine the maximum

See, bother, see, we have won the day. A victory we could not have achieved without and from the Dark Powers's said Galt as the approached Valet Linker who sat recovering on a scorehol and Madeened rock where a Vanghalf had once hore a lew boen before.

You foolf spat the Light Watard. I see no victory here - I see only death. And just because you handle a serpent unscaffed once, it does not mean the creature will not try to bite again.

Henes, another analogs, you and your former colleague, are quite fond of them. But you cannot deep that we are vactorious, the Vampare as deadhis ashes scattered to the winds.

The Light Wirard looked away, he was relatuated 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 Alidoef. Propie will know what has gone on here today."

The Gold Water remained still as if thinking over what had been said. Time, he replied. All I ask is that we travel back together. There is safety in surders as the journey or long and the way through the forest may well be dangerous. possible owands in the challenge against the Caures Champion, and when that didn't hyppen 1 was an inexidate in the didn't hyppen 1 was an inexidate in the total hard of the second second second second total hard the lenger than we had explore the second second second second second logator was able to fight as well. Usen Kulger stands to really rack up the logator the second the fight as well. Second second second second second second good lack on Andry part – was the loss of both the Chimenel and Cockattree entry on. With most of my Monsters & Magic against Andry strenetical 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 prestol - 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 Defiable

TLE REPORT

Although the Varroire Lord performed amazinely 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 Venerance naid 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 nossible was the thine that stopped them from rampaging through the rest of the army. Wights are certainly nothing to he smilled at!





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 wetting.

A couple of months ago I wrote about wy 'hobby mantas' – 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 mantas, which is the says, assuming a suitably deep and boorning voicei: 'avoid disassociated arean emchanics'.

Hence, Lincow, it scands frighteningly technical, and to an entert it is. However, I think goes right to the heart of an important principle about the way that we design our games, which is that the make and the background we've written, cather than the entire 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 moth'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 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. about and playing them. This passion for to eet drawn, moth-like, to Internet forums, and blogs about games. And it was here, in a discussion on roleplaving game design theory, that I first heard about the concept of disassociated game mechanics.

So, what does the term mean? In a nuthell, 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 no to create a list of special abilities that I think will provide players with a range of interesting tractical challenges. Finally I come up with a list of abilities. This process creates disassociated abilities. This process creates disassociated 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 increase it is the core of the amines in my game will be a race of the amines in my game will be a race of the amines in my game will be a race of ough a aggumentative green-skinned warriors called the Drec, that change into down rules that will make the Oron study and aggumentative, and allow them to change into combine with a mighty Wasaght This process creates associated game.

Now, although there is an element of chicken and the ega about this concept, it does have important implications for the ways that games are designed. This is in provide the second second second second second the second second second second second challenging set rather abstract games. Because the rules are separated from the background, the designer can concentrate hackground, the designer can concentrate the second second second second second second background, the designer can concentrate the second second second second second second background, the designer can concentrate the second second second second second second background, the designer can concentrate the second second

66There is an element of chicken and egg about this concept.99

Associated mechanics, on the other band, air great for creating games where players become immended in the adory players become immended in the adory players become the nules are based on the background story for the game, the designer are help but creates a game that emulates the background it is based game. I may what memory adory Battle Came are great what when the use associated game mechanics, and which therefore games to like.

Writhen down like this you may be thinking 'Well that' just obvious Why does Jenvis need a manto to remind himself. 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 exactuated by the fact that we game designers tend to be easily distrated to a beautiful, elegant gume 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 eame mechanics in roleplaving 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

However, excice I started using my new morth, 1 quickly milled something else: the discussions on the rolpin-link form with the writting gume background. At Games Workshop was are blessed with impariation, which is the Citade inminitures imparation, which is the Citade inminitures that the roles are written for. Although the minitatures are used a gaming pieces, they based on the backgrounds for our games, based on the backgrounds for our games, based on the backgrounds for our games, write are based on the minitatures used (basecuted) from them.

All in all, then, my new manta means that I am now extermely diligent about making sure that I only use associated game mechanics, and that all the nules is lineant flow naturally from the game background we've inverted, and the miniatures the nules are written foc, just as importantly, if just suck, and playtesting shows that a nule doesn't work or a unit is is on strong or to wreak, I go backs to the modek 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... hmmmm 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 eves 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

them. So, do you think it's right to avoid disassociated rules mechanics? And what new 'hobby tricks' have you learnt recently?

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

Write to lervis at:

Jervis Johnson c/o White Dwarf Design Studio Games Workshop Willow Road Nottingham NG7 2WS United Kingdom



WARHAMMER FORGE

The Wenhammer Groge range contains a selection of issuering near monters, from the huge Booencoler Giant to viale Exalude Daemons, Many of these can be included in games of Soom of Magic using Scotlos of Binding. The first Warhammer Forge book, Tamarkhare the Throne of Chaoe, available to huy now, also includes rules for even more stantistical creations, such as the Marienhurg Landship. Check out the Warhammer Forge website for the complete range of monsters.

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.

using 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 hright, wheat colours really helped to esaggerate the fantastical, otherworldly nature of these monsters. Many of them leature realistic skin patterns and motifing, but natural colours associated with real animals were avoided wherever possible – these are creatures from the Warhammer world, alter all, not ancient methology?



The head is most often the focal point of a model, so entra care was taken and the brightest colours used to achieve the disined effect on the Cockatrice. Dave used some reference material of a panalent? Dave used-colourage as to invaluation.



Cockatrice

Of all the mytoid creatures gament of in the Chas Holdensongent of Chas Holdensongent of Lance Houdfeld and the Charles of the Charles wind columns to impresent the ch oundaries mature. White no limitation classifies and the charles of the charles of the the theory of the charles Dane hard a blank carenas to norsk with. For themelow road to be an extension a possibility with a Charles of patients that care and the charles of patients that care and the charles and the charles of the charles on each meast ready helps to emphasize much ready helps to emphasize much ready helps to emphasize



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



The feathers on the wings were painted in a matching pot colour to offset the Cockatrice's blaish far, bringing some consistency to the wildly savied nalette.



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





These incredible instances were added to represent the ontacural energies that sustain the Chimera, further adding to its seemingly impossible anatomy.



The striped pattern on this Chimera's skin was applied origg printmus of tiper stripen for implication, but with solubly radical colours in place of realistic shades.



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



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

Counterface An analgam of a multitude of mythical basis, a Chimma is a true creation of Class. Both of the 'Lavy Metal Chimeras were painted to be as funtastical as possible, both painters being given free reis to be as constitive and artistic as they wanted in be.

Joe Jonuscensil painted the model shown allows, using rich purples and deep blues to help it wally stand out annuque the coherie of Chaos mousters. He added a lighter apot colour to the homs and Chaos as an effective contrast to the darker shades used on the rest of the model.

Conversely, Korvel Kozak's Chinese (shown below left), was painted in a vibrant mixe green to compliantly diversily local foom lise's model demonstrated the random nature of Ohao in blo mag, as no two Chinemas would ever look the same.

Giant

Tar free accommon in the Wahawnee world at the best of times, a Store of Magic will often ore a handful of Claims tale to the Statisfield, fighting on one side, or own both. With this in mind, the "Tary Meetal assess took the opportunity to paint some brandnew additions to the brangeoning Studio moniter collection.

The Garet to the right was panied by Noll Ceene in a coloar echeme that adminably deconstructs the fact that Garets are indeed roomices, and therefore do not need to be limbed to a homana skip adhette. Neil panied the scraps of clothing and irprovided amour to represent the Garkt's penchant for scaverging.

ven Langtown plannen a lighter-skinned Giant, which you can see an ivset from below right Dave Heatfolield planned on the spectacular tattoo.



The light fabric of this looted Beastman banner contrasts nicely with the Clarg's dirk with trees



The Empire soldier that once hore this shield was obviously proud to display his allegiance to the Empired the malm. Alas.



The university, motified veins painted on the Gant's sizable stomach help to show the comprise taking root in its body. This Gant probably halk from the Chaos Wannes and is starting to show signs of matation.



Details such as tathoos and other such maskings can work will to break up large areas of skin. Dare Heathleid's styliged Dragon design is a perfect example of this theory having been put in practice.







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



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



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



The tanquoise 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 swiffing mergies of the Chaos Wastes.

Daren Jahari Mantocoe Joson Jabor a Japob nanybi of how nach a creation, dispto shorth and a creation dispto shorth and a strain of the name exist manner to dispty its ensuredraary organism. The pain colocation of the Mantocoe body is clearedy blocked with the data, commaning colour of his paws and wings using the model pattern. Dames used the hery and mans and for an a goot colore to halance the colore schemes of a closel. Menticore of mans verses 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



Tash Carden is Citadel's queen of creatures and has been extremely problem of late, with the new monsters for Storm of Magic. We thought it was only right the nominate the next reach for the Field of Extern.





The Zombies are not harmessed in the traditional sense, having been speared directly onto the vole.



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

Trisht: I'm bit of a horror aftcionado. 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 execative model of unitentered nastiness that, to me, it brings in all the senses. It looks like an evil, ternifying in thing - a mound of writhing bodies drawn would be appalling: the roting wood and those decarping bodies would make the thing reak. With regard to taste, there are a hourhile tangs on your tongae and five no a nodau. Then there is the sound it would make - the dolorous stilling of that bell, the means from the horritying cargo, the spatiching noise the stared Zombies that drag the cart would make as they kolled to and fire in their referites advance. I can were picture the comissous sound of the wheels turning along a coldbler road of an impressiver and exclusion of the houses. I don't sum to even describe how I imagine the Carpor Cart would field - it the slimy your hands as it's so damp from the fluids of the rind.

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 profiles a talsmanic 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 adomed with all manner of morbid talismans.



The Corpse Cart can also be used as the fell mount for a Necrostancer, allowing the dread spallcaster a mobile pulpt for his clark arts. This deriver whigs his Undead charges forwards, rather than larting there orwards.



The Balefive flickers in the brazier behind the driver, burning skalls just visible amidst the flames.



The macabre contents of the cart provide a Necromancer with plenty of headas



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



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

DESIGNER'S RESPONSE

Color Garyon: This ready was a collaboration effort between their broken and myself. While Brian houses the parameters of the second probability of the second parameters of the second probability of the second physically variables for parts, while these two exciting is a digital form so we had to ensure that the two elements worked assumes to ingentees, on there was a lot of measuring involved. Alther all, the cart had to be the right size and all models to sech.

Before we began, Brian worked on some concepts. His design works erally well, wery much keeping with the macaber thrme. It's no coincidence that the base of the cart is shaped like a cotilin or that the sides curve upwards like a nb cage. We wanted the Corpse Cart to book like it was sagging and wolfen as if damp from the boffes on board whose Homeford transits were rottime it even further.



MODELLING 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.

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.

Duncare 1 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 arms, so you should paint it accordingly, lavishing it with great care when bailding 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 allowed later when the model is finished, so try to plun abead.

ASSEMBLING THE DRAGON BODY AND WINGS



Duncan really epigss building large moniters, and the Black Dragon was no esception. Duncan always recommends taking the time to look through these no suprises during the building process – even experienced hokysits may sport something important when building any multi-part kits that have movable parts, as some they servert expecting. This is especially components in the 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.



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



iow stick the tree stamp onto th scio-base section.



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



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



The Dragon's left forearm should now be gland to the body's appropriate shoulder inlet.



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



Allis 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 have.



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

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.

CITADEI 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.



ASSEMBLING THE DRAGON HEAD AND RIDERS

At this point, Duncan had the 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.



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



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



Decide which Dreadlord torso you wish to use from the refection, then plue the front and back halves together.



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



Give the shield arm to the shield of your choice.



Choose a weapon arm, then give it and the shield arm to the Decadord'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 Eff arms, 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 Drazen to battle.



Give both legs together, then affit the Sorceress torso of your choice.



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



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



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

ASSEMBLING THE SADDLE AND ARMOUR



Threase Having gluad the four components of the throne together, Duncan chose not to affix it to the Black Deagon'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 'dny-fit' with some adhesive putty to ensure that he had built it correctly and that it would its snugly in place when he linished 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 Baclab 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 Chairmail. Paint the skull with Dheneb Store. Above: The saddle and banner pole.



SHADING AND INITIAL HIGHLIGHTS



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 Devian 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 techt. 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 wine 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.

Above: The saddle

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

6 APPLYING HIGHLIGHTS

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 Silvee. Highlight the metal with Chainmail, then edge highlight with Mithril Silvee. 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 Scone and Skull White in a 1:1 mix to highlight the horns, spines and teeth. Highlight the tongue and gurns 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 Crey, followed by Space Wolves Crey.

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

Above: The saddle and banner pole.

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 Khemi Brown. Wash both Black: Layer Graveyard Earth onto the word, and a 1:1 mix of Fortness Grey and Graveyard Earth on the nocks. Highlight the tree with Kommando Khala and apply Finally, wash the nocks with Thraka Green, Sollowed the Unevian 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!

Sisters of Battle

MER

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.

Thapter Approved

This official Codes for the Satters of Rattle, witten by Robin and, Cruddace and Mat Ward, Will be presented in two parts, and stands as a replacement for the published Codes: Wilch Hunters. You will only need these boo issues of White Doard, the Warharmer 40,000 of Sisters of Battle models of Sisters of Battle models



The Sisters of Battle, also known as the Adepta Sorritas, are an ellite Sisterhood of warrices raised from infancy to adore the Emperor of Anakind. Their fanatical devotion and unwavering putty is a budward against corruption, heresy and alien attack, and once battle has been joned they will stop a nothing until their enemies are utterly cruabed. Not Sorritas, for the blood of manyrs expl strengthenes their resolve, sparring them to genera acts of hereios.

The Adeptus Ministorum – or Ecclessarchy as it is generally known – is a monolithic organisation founded on the working of the Emperor and the preaching of the Imperial Creed. The Sisters of Battle are the army of the Ecclesiarchy. Clud in ceramite power armour and trained to the peak of human ability, the ystand amongst Manikind's most dedicated and disciplined Manikork most dedicated and disciplined warriow. Wherewer there are fous of the Emperor, the Sisters of Battle will be found fighting with lath and steel.

When not actively prosecuting the Ecclesiarchy's wars, Battle Sisters dividetheir time between training and worshin Indeed, to the Adenta Sororitas, the disciplines are insenarable, for whilst combat drills and studies of tactics can 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 hattlefield 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 perfervid, unquestioning nature of this faith s a potent weapon, manifesting as divine inspiration that drives the Adepta Sororitas 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. 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. 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 hitterest period of civil war since the Horus Heresy - the Reign of Blood.

Early in his rule, Vandire discovered an all-fenal order, the Daughters of the Emperor, on the backwater world of San Leov, 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 pricus man chosen by the Emperor to lead the Imperium. So it was that the Daughters of the Emperor it was that the Daughters of the Emperor

Counters millions burned in the first of the Reign of Block II was during this time that a sect known as the Corelectation to the Reign of Block Solatilia Those the Corelectation of Light spread in message to threw of the system of the section of the Corelectation of Light spread in message to threw of the system of the section of the block work to the Locase and numed the tide. A Thors' crusted sensabled aside the Coclearistical amounts, the Space Marines and the Adepta Mechanicas, Both of whem howen howened the Thora and chose 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 Avenue

Ophelia VII Oldest of the Cardinal

Worlds, Ophelia VII is

second in sanctity only

of the Synod Ministra,

in mile-high cathedrals

and rothic hell towers

with statues of the

Interium's thousands

linked by avenues lined

of saints. Deep beneath

the gilded architecture, the durageons of Ophelia

the bowels of the world.

Here, heretics are made

to report their sins in a

variety of soul-cleansing

masking, Soul-scouring

and internment into the

ways such as Arco-

flagellation, Death-

VII plunge deep into

its surface is covered

The Ecclesianchal Platec came under attack, but for monthiv Vandire's anny withstood every assault. The madness only ended when the commander of the Adeptas Custodes — the praterioring guard of the Emprory humed – sought out Alicia Dongiand; and the tradet of onymaines. The Castodes took them before the Colden theory, and the plan before the Colden planet and the state of the state of the prot truth was passed to Dominica and the follow and marks. When the emerged tens of thousands of Sisters. In time, the Orders Millitary grew into Larger and more powerful organisations and Sebastian Thors's successor, Ecclestain-Alexis XVI, decreed that the two Convents each be divided into two Orders Millitar. The Convent Prioris was split to become the Order of the Ebon Chalico, whose Gonder was Dominica, and the Order of the Agent Strond, led by Schalar. The Convent of the Torn was reled by Kathevine, and the Order of the Wolfman Hour, led bu Laria. Threath

6 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. 7 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 condern 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 wate of Vandier's downkil, Schaltan The was declared Ecclesianch and the imperium began to rebuild. Chose of the first the second second second second second second the second second second second second second the Adapta Ministorum Form controlling and the second second second second second and second second second second second and second se

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 loval 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 Hoart, for example, statted to reflect the vengeful nature of Katherine, while the Sisters of the Argent Shroud became renowned for their heroic acts of self-actrifice, 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 Mnestleus, her Order was renamed the Order of Our Martyred Lady, so deeply did her sisters mourn her loss.

In mind M18, Ecclesizerh Deacis VI created two more Orders Milliam based at the Convents Sanctorum and Prioris. Both were formed from groups of States who venerated the remaining two companions of Dominica – Minka and Arabeida – and dheir Grdens in battle, tack was founded in their Grdens in battle, tack was founded in their Grdens in battle, tack was founded the Bloody Rose in honoar of Mina, and the Order of the Sacred Rose after Arabella.

During this time numerous other Orders Millitat - the Orders Minoris were founded across the Imperium with their own traditions, doctrines, livery and tilles. 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.

machineries of a Penitent Engine.

WARHAMMER

Sisters of Battle

Mars 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 Consains strike force invades San Loo, the original home world of the Dughters of the Emperor. The Chaos Space Marines are unprepared for the fury of the Adepta Socratise reprisal, as they come under assault from nine separate Orders Militant and are utterly annihilated by the combined counter-suitack.

835.M41 The Ular 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 religuary. 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 flamers. 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 survivine 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 tomedoes.

858.M41 The Defence of Dimmamar

Dimmune, birth world of Sebastian Thoc, comes under attack from the Eldar of UlfnwC Cathworld without any warning or UlfnwC Cathworld without any warning of Order of the Blook Rose retailains, laading her squad of Sensphinn in a daring attack Order of the Blook Rose retailains. Inading her squad of Sensphinn is paidout blaat a Ulfar befort the Sisten are engalised in a hurricane of psychic lightning. Though many of her companies full, Amedia refuses to yield and defaulty advances findere with a single balt round to the head. 66 Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver it to them. 99

> Canoness Josmane, Order of the Sacred Rose

97.M41

The Slaughter at Sanctuary 101

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

980.041 The Promethean Ular

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 lezion 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 flamers 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 Gralastvy, 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 Pravedes of the Order of Our Guard on the cardinal world of Okassis, soon after the start of the Second Turannic 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 fortresswalls. 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 wellppring 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 doine Imperence relies on this followers is at the situation is sufficiently bleak, he will intervene to delive this 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 Shouting 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, Dominicon 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, Ecclesianchal Confessor, Saint Celestine, Urlah 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 bornus and/or special rules until the end of the phase. The nature of the borus 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 bonases 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 field in the same phase, you must altempt each Act of Faith separately. For example, if a Canones 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 Soronitas can shrug off the most severe of wounds.

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



Retributor with heavy boher

66 No army is big enough to conquer the galaxy, but faith alone can overturn the universe. 99

Ecclesiarch Deacis IX





Sisters of Battle

Tanoness

	WS	BS	5	т	w	1	Α	Ld	Sv
Canoness	5	5	3	3	3	4	3	10	3+

A Canonesis is the overall commander of ene of the Orden Silliant, a shining example of pathy and dedication of hydrogen start and selectation of hydrogen start and selectation of the position through a combination of storag laderships, shreen datical geniss and sheer overarching labin in the Emperce. In the Enzy reloaing to take one step backnesst whithe relemines still dean break. These there exemines still dean break through the selectation of the break through the selectation.

Through she is caternishy answerable to the Priores of here 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 warrisors under her command and she is the principle guardian of her Battle Sisters' sould. A Canoness' non-military duties include loading the Order in its paper 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 holv 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.

Sororitas Tommand Squads

	ws	BS	5	т	w	1	Α	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 Soroitas Command Segual is formed from the raiks of the either Celesians, for only the most dedicated and dissinguished forming these leader's budgated. Having of the leader's budgated. Having on scores of battlewished, the Celesians of a Soroitas Command Segual are often given the honoor of carring the sacred standard of the Cheler into battle, or d'asleguarting a reverter leice's prohaps the bonce of a servert leice's prohaps the bonce of a servert leice's prohaps the bonce of been touched by the Emperon himself – during the course of a campaign.

A Strontas Command Spalar may also be accompanied by Sistess from other, nonmilitant Corles, who act as advisors and specialists to the Canness. These Sistes are commonly from the Orders Dialagous - adilled cattors whose amplified voices can emboden the spiriti or nearly troops - and the Order Hospitaller: With her chirurgeox's tools, the medical ministrations from a Start 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, chirurgeon's tools (Sister Hospitaller only), laud hailer (Sister Dialogus only).



Canoness



Colestian with Simplacrom Imperials



Sister Dialogus



Sater Mouniteller



Ecclesiarchy Preacher



Avco-flage/lant



Crusader



Death Cust Assassin

Ecclesiarchy Priests

	WS	BS	5	т	w	1	Α	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 smile the Emperator's (one.

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 escoring priest through hostile war zones, assassinating rebel leaders, enfoccing the requirements within their diocese or launching surgical strikes to recover lose-lose relies and artifacts.

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		т	w		Α	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+

Ecclesizedby priests often gather a hand of bodyngardh Sassit them in the execution of their duties (and hererics). Known as Battle Concluses, these groups are necessarily small: anything larger would breach the proholision of rmen under arms' as laid down in the Decree Possive. Even so, the linguistic occerefly monitors Battle Concluses 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 unflagging devotion to the Emperor. Crusaders dedicate their lives to martial perfection, making them ideal bodyaurds.

Arco-flagellation is a panishmerit carried out on those found guilty of crimes against the Ecclesiarch. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with weaponty. Pacifier hetms project soothing hymraha suntil a trigger word is spoken. Once activated, an Arco-flagellant turns into a berserk killing machine. Death Cut Assassins are amongst a Battle Conclusive most outlandsh agents. Though many Death Cuths are Chaosspanned, others are fanalically didictated to the Imperial Creed and offer up those thray also the Emperon Death Cut Assassins have perfected the art of blades, which when combined with their deep-noted devotion to the Emperor, makes them lethal and local followers.

UNIT TYPE: Infantry

SPECIAL RULES: Feel No Pain (Arcoflagellants 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.

WARHAMMER

Sisters Repentia

	W5	BS	5	т	w	1	Α	Ld	Sv
Sister Repentia									
Misstress of Repentance	4	4	3	3	1	3	2	9	3+

Contension and prayer are as much a part of a Battle Stater sensitives as holder drills and military discipline. Those who fall short of the Statemood's ingenue codes are subject to many panishments, but in the subject to many panishments, but in the first many panishments, but in the first many panishment and the sensitive from their Crotect These warrions, locoan as Sisters Repentia, band together into groups that selectedemption in the first of States. They are left to war by a Materso of States. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso State. They are left to war by a Materso Materso The the left to war by a Materso Materso The the left to war by a mater of the state. They are left to war by a Materso Materso The left to war by a materso the state sta

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

Penitent Engines

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 mude their attacks, any mostally 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 casualities.

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

Sisters of Battle



Mistress of Repentat

						-	Armour	7	
	WS	BS	5		Α	Front	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 camage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thundler forwards.

To be a pilot of a Penitent Engine is to have committed a terrible crime, one so beinous 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 ripping through the ranks of their enemies, directly into their brains, reminding them of their sins. Driven by their nilot'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, Opentopped)

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 boons for being equipped with two close combat weapons is already included in the Penitent Engine's mobile.



Sizer Superior with chainsword



Battle Some

Battle Sisters

	WS	BS	5	т	w	1	А	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 Oxfores Milliant is imade up of Battle Sister. Severy Battle Sister is an optima raised from birth by the Scholar Programm to believe in the rightexaness of their cases. They are the most physically adopt and marial members of the Adopta Soronita, and they form the mainstay of the Closelandry's significant process. Built Sisters Soronita, and they form the mainstay of the Soronita, and they form the mainstay of the Emperies. They are through in the use of the Sisters Soronita, and they form an early age, and when combined with their unspeechalite lish, they are a lower to be recknored with.

Each squad of Battle Sisters is led by a Sister Superior. These warriors are ranked beneath the Canoness of the Orders Millinat and each is directly repervised. When an Adepta Sororitas joins one of the Orders Millinat, she will be adopted by a Sister Superior, and as the learns the ways of hattle it will be this mentor who looks most experienced Sister Superiors are the Canonesis in the running of the Order.

Telestian Squads

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 syoud are failing back, the unit immediately regroups, despite any normal retrictions. It used in the Shooting or Assault phase, the unit treords any failed for thit rolls of a 1 until the and that phase. Note that the same squad end of that phase. Note that the same squad more phases it you choose, but a separate Faith Point and Act of Faith test are required in each phase.

	WS	BS	5	т	W	1	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Celestian Superior	4	4	3	3	1	3	2	9	3+

Celestines are the firest and noblest writes of their Order, inspirational figures whose relusal to yield, even in the direst of situations, is legistary. Their preserve dees intropy, and as such the Orders allow these distinguished vesteras to bear devoltional markings. The Sigil Sororitas is a commonly depicted symbol, wore either as a tatox or homour reserved for those Sisters who have performed with exceptional courage.

Only Battle Sisters who prove themeloes to be exceptionally proficient in the arts of war may be deemed worthy of induction in the transk of the Celestians. These ellies warriors are deployed logither where their superior experience can turn the tide of battle. Amongst their number are fibered to battle. Amongst their number are there who once seved as Dominions and Reinhauton, meaning that Celestian Spaako Wargar ancessary to face a wide wartery of throas. However, Celestians believe that such weapons are as nothing compared to the power of their faith. Celestians are fervent adherents to the Imperial Creed, shiring examples of righteourses that many Battle Sisters aspire to emulate. Celestians harmes 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.



Celestian Superior with plasma pistol

WARHAMMER

Sisters of Battle

Dominion Squads

	WS	85	5	т	w	1	Α	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 appressive 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. ride to battle inside Rhino or Immolators. protected from the worst of incoming fire-These tanks numble to a halt mere yards from their target and within seconds a fully objective, annihilating the enemy with a deadly combination of bolter rounds, melta

Seraphim Squads

Se

Dominions do not hold objectives: their task is simply to clear them as quickly as possible and to lay down covering line whils other separade move into position. The moment these locations have beens 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, boltgun, bolt pistol, frag grenades, krak grenades.



Dominion with storm bolly



Openining with each area



Secaphim Superior with power sword



eraphim with two hand farrers

	ws	PC	6	т	w		4	Ld	
raphim					1				
raphim Superior	4	4	3	3	1	3	2	9	

Amongs the Orders Millater there are breaked by the art appears as if the Emperior thready galack barries actions. These applying thready galack barries actions, These applying are exclusively trained to use jamp packs as well as the coordination, deshering and control needed to fire two paicls at encordecorreding into barries and the part of the descending into barries and the part of the medeo. See pairing death in meles. See pairing death in meles. See pairing death in meles. See pairing the set of the pairing death of the part of the pairing death in the pair of the pairing death in the set of the second pair in the death of the pairing death in the second pairing the second pairing death in the second pair of the pairing death of the pairing death in the second pair of the pairing death of the pairing death in the second pairing death of the pairing death of the second pairing the second pairing death of the pairing death in the second pairing death of the pairing death of the pairing death in the second pairing death of the pairing death of the pairing death in the second pairing death of the pairing death of the pairing death in the second pairing death of the pairing death of t

Senaphim 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 their Order's most vaunted weapons, from golden-bladed power swords inscribed with litanise of rahit to scared pitotols once wielded by Living Saints, implaceable 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.

Retributor Squads

	WS	85	5	т	w	1	Α	Ld	Sv
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	2	9	3+



Retabutor with Neavy Kame



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 Socoritas, 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

Exorcists

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 Soperior is more readily able to direct their combined linepower 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.

		F	Armour	7
	BS	Front	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 reversed 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 mailfunction.

Most vehicles in the Sosters of Battle's amoury sever multiple purposes, for in addition to being weapons of war, they are mobile shrines adomed with devotional icons and carvings. The Exorcist is perhaps the most orande example of this. Each is an individual work of art whose battlefield in the source of the source of the power and apport of second who is its algorizenge. Ine apport of the Ecolesianthe.

UNIT TYPE: Vehicle (Tank)

SPECIAL RULES: Shield of Faith.

WARGEAR: Exorcist missile launcher, smoke launchers.

WARHAMMER

Sisters of Battle

Rhinos

		г	Armour	٦
	85	Front	Side	Rear
Rhino	4	11	11	10

The kinno is the most common fainipoit which at the Sisters of Battley 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 Scronitas, 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

Immolators

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 weapony. Roll a D6 in the shooting phase – on a 6 the vehicle is no longer immobilised.

WARGEAR: Storm

launchers.

		F	Armour	7
	BS	Front	Side	Rear
Immolator	4	11	11	10

The Immolator is a design exclusive to the Adeptus Ministerum, based upon the ubiquitous Ministerum, based upon the ubiquitous Minis chassis. Immolators carry deadly, short-ranged heavy flamens to cleanse the battleidel. The sight of such a tank rumbling into sight has disrupted more than one enemy battleine as warriors try in vain to exade 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 kaded with deadly incendiary rounds.

Immolators are tactically versatile vehicles and the tank of choice for many commanders, for in addition to their prodigious annaments, they can carry spaads 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: Twinlinked heavy flamer, smoke launchers.



Arch-Confessor Kining

66 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	5	т	w		Α	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 abble-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 hash bark of boller 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	т	w		Α.	Ld	Sv	
Uriah Jacobus	5	5	3	3	3	4	3	10	5+	

There are many types of Missionary, from the young, lever of hopedas stepping out to space filt word of the impedant for the members of the Missionanus Galaxa. Urfah Jacobas is of the latter breed, a survivor of condities humbs, chochas is damed for the yand quiet but oslid, faith. As subdom as a medic latter discuss an anall, his latter for many states and the substate of the substate interpret the substate of the substate of the impediate in tak is unsurprised. Science believes unstate the Empty and the Sisters of the Sisters of the Sisters of the sister has a substate for indirect prudue.

When the bulles start lying, Uriah jacobus can be found at the forefront of battle, muttering to himself as be blows another cursed enemy to oblivion with the Redeemee, his trusy shotgan, Jacobus carries with him the banner of sanctity, a holy symbol said to have been blessed by Sebastani flox, and all who see the old man fighting in the thick of battle are inspired to grant fasts of course and barver. 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			
24*	4	4	Assault 2	

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



Uniah Jacobus, Photector of the Faith



Sisters of Battle

Saint Telestine

	WS	BS	5	т	w	1	Α	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 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: lump 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:

tange	Strength	AP	Type	
emplate	5	4	Assault 1	





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.



MIGHT MAKES RIGHT

WARRANTER OGRE KINGDOMS

What's big, mean and very hungry? No, not our illustrious editor but an Ogre! Next month the Ogre Kingdoms are imading 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

