TULLARIS OF HAR GANETH

Tullaris can be fielded in a Dark Elf army. He counts as a Hero choice. He must be fielded exactly as described here and may not be given any additional equipment. He must lead a unit of Executioners and may not leave the unit during the battle.

Tullaris is one of the most murderous leaders in the whole of Naggaroth. He once had all of the inhabitants of a captured town butchered and the town itself levelled to the ground simply because he didn't like its name!

Under his command, the Executioners have partaken in such devastating orgies of destruction that they have gained a fearful reputation all across the Warhammer world. Just the rumour that they are part of an invading Dark Elf army can cause floods of refugees to flee before the Dark Elf forces.

With my nails I wrenched the stone from the black heart of the mountain, baptising it in the blood of my own hands. I wrapped the stone in velvet for the journey back to Clar Karond, for if a single mote of the sun's light had touched the stone's surface the enchantments would not have taken, and my five year search would have been in vain.

I had hoped to begin creating the amulet immediately upon my return, but in my absence my own two sons, may their names never soil my lips again, seized my lands and title for themselves. The young fools – how could they hope to best me? Cloaking myself in the shadows, I stole into the tower using the secret ways and murdered them while they slept, smashing their skulls with the black stone – a fitting payment for their treachery. Their naked, lifeless bodies now hang in my laboratory, and not until their rotting bodies drop from their heads will I dispose of them. I can now begin my great work – the creation of the black amulet.

Tullaris of Har Ganeth

	M	WS	BS	S	T	W	I	A	Ld
Tullaris	5	6	5	4	3	2	6	4	10

Points: 245

Weapons & Equipment: Tullaris is clad in heavy armour, wields the Executioner's Axe and wears the Black Amulet.

Executioner's Axe: See page 18 of Warhammer Armies: Dark Elves.

Black Amulet: See page 19 of Warhammer Armies: Dark Elves.

SPECIAL RULES

Master Executioner:

Combined with the power of the Executioner's Axe, Tullaris can decapitate even the most fearsome of beasts. Tullaris has the Killing Blow, but can slay even the largest opponents, not just man-sized models. Note that he still cannot slay swarms with his Killing Blow.

KOURAN, CAPTAIN OF THE BLACK GUARD

Kouran can be fielded in a Dark Elf army. He counts as a Lord choice He must be fielded exactly as described here and may not be given any additional equipment. He must be the army's General if taken, unless Malekith is also in the same army.

Kouran is a cunning commander, renowned for taking risks, though always claiming victory in the end. Once he sacrificed half a Dark Elf army to draw the enemy into a trap, caring nothing for the lives of those who served him. He is an extremely efficient leader and is respected and feared by the Dark Elves under his command.

Kouran, Captain of The Black Guard

	M	WS	BS	S	T	W	I	A	Ld
Kouran	5	8	6	4	3	3	8	5	10

Points: 255

Weapons & Equipment: Kouran is armed with the Blade of Ensorcelled Iron, and the Armour of Meteoric Iron.

Blade of Ensorcelled Iron: Gives +1 to hit in close combat.

Armour of Meteoric Iron: This gives Kouran a 1+ save which cannot be improved by any means.

SPECIAL RULES

Unparalleled General:

Kouran has one of the finest military minds in the world, uncluttered by compassion, mercy or ego. Whenever a scenario requires players to roll a dice to determine something (table edge, who deploys first, who gets the first turn, etc) then the Dark Elf player gains a +1 to these dice rolls, in addition to any other modifiers.

Captain of The Black Guard:

Kouran must be deployed with a unit of Black Guard and may not voluntarily leave that unit. However, if Kouran is in your army, Black Guard are a Special choice instead of Rare. This means if you have both Malekith and Kouran in an army, you may take Black Guard units as Special choices and they are no longer 0-1. As a member of the Black Guard, Kouran is subject to the rules hatred and stubborn.

Eternal Hatred:

The Black Guard are vicious killers and *hate* everybody and everything. In addition, *hatred* continues to have an effect in second and subsequent rounds of a combat. As the Captain of the Black Guard, Kouran is subject to these same rules.

CRONE HELLEBRON, THE HAG QUEEN

Hellebron can be fielded in a Dark Elf army. She counts as a Lord choice. She must be fielded exactly as described here and may not be given any additional equipment. She may not be fielded in an army that contains Morathi.

After a great and bloody battle, the Witch Elves bathe in cauldrons of blood. By foul sorceries and the sacrifice of captives their bodies are renewed in the warm cauldron. The life-energy of their victims passes into the Witch Elves so that they remain forever young and beautiful. As the years pass, many Witch Elves die in battle and also during the dangerous bridal rites of Khaine, but some live for many centuries. As they grow old they must bathe more and more often in the blood cauldrons, for if they do not their lithe and lustful bodies become bent and cold, beauty turns to foulness, and laughter to a thin and ugly cackle.

These ancient brides of Khaine are called the Hag Queens. They are the greatest of their kind, the mistresses of the Witch Elves and guardians of their god's temples. It is they who wield the crooked knives of slaughter and light the flames of Khaine's altars. It is a Hag Queen who plucks the beating heart from the breast of each sacrifice and tosses it to the young Witch Elves who tear apart the raw meat and gulp it down hungrily.

Of all the Hag Queens, Hellebron is the most ancient, save only the mother of the Witch Elves herself, Morathi, the first and greatest of the brides of Khaine. But while the youth and beauty of Morathi is eternally renewed, that of Hellebron is now almost expended. The power of the blood no longer refreshes this ancient Hag Queen for long. Each year more sacrifices are needed to fill the cauldron, and yet the rejuvenating effects last for less and less time. Once beautiful beyond measure, Hellebron must now endure many dark months as an old and ugly crone for each day of renewed youth.

Still, ugly and worn as she may be, Hellebron is the greatest of the brides of Khaine, after the reclusive Morathi. Witch Elves kneel before her to take the rites of the god of murder. To entertain their mistress, the youngest she-Elves dance upon the steps of his altars, whilst Hellebron and the lesser Hags feast upon flesh and sate their withering lust for warm blood. They are the leaders and mistresses of the Witch Elves, with memories of battles and bloodletting that span five thousand years.

Crone Hellebron, The Hag Queen

	M	WS	BS	S	T	W	I	A	Ld
Hellebron	5	7	5	4	3	3	7	4	10
Manticore	6	5	0	5	5	4	5	4	5

Points: 490 (300 points for Hellebron, 190 points for the Manticore).

Weapons & Equipment: Hellebron has the Deathsword and Parrying Blade and wears light armour. She may divide her Attacks between each weapon freely – nominate how many Attacks she will make with each at the start of every combat round. She must allocate a minimum of one Attack to each weapon. She also wears the Amulet of Fire.

Mount: Hellebron rides into battle mounted on a Manticore.

Deathsword: Hits from the Deathsword are resolved at Strength 10.

Parrying Blade: For each Attack with the Parrying Blade, nominate one enemy model in base contact. This model loses 1 Attack until the end of that Close Combat phase. You may nominate a model several times if you wish. This only applies to models which attack using their normal Attacks characteristic (i.e. has no effect on special attacks such as Night Goblin Fanatics, Giants, etc). Attacks by the Parrying Blade are resolved as a magical hand weapon.

Amulet of Fire: This gives Hellebron Magic Resistance (2).

SPECIAL RULES

Leader of The Cult of Khaine:

Hellebron is a Witch Elf and follows all of the rules for frenzy, and may never join a non-Witch Elf unit. Assassins and Hags in the army may each spend an extra 25 points on items from the Temple of Khaine.

SHADOWBLADE, MASTER OF ASSASSINS

Shadowblade can be fielded in a Dark Elf army and counts as a Lord choice. He must be fielded exactly as described here and may not be given any additional equipment. Like all Assassins, he may not be the army's General.

Shadowblade is still young in Dark Elf terms, being a mere 150 years old. His reputation, however, is already legendary. Stories of his grisly adventures are used as the basis of ballads sung by Dark Elf minstrels, or as bedtime stories for Dark Elf children. Possibly his most famous exploit was the murder of the entire crew of a High Elf Hawkship, one by one over a period of several days. Only the horribly mutilated captain was left alive, so that he could tell of the days and nights of mounting horror on the ship as the crew desperately attempted to corner Shadowblade, but without success.

Almost imperceptibly, the shadow slipped over the outer wall of the Dark Lord's residence and dropped silently to the ground on the other side. Shadowblade was frequently called upon by Hellebron to dispose of her political opponents or those who had wronged her in some way, however slight their indiscretion.

He had no opinions about the murders he committed for his mistress, only that he had been ordered to carry them out and that he enjoyed nothing more. He like the way a body went limp as a poisoned dagger was slipped between its ribs. He took pleasure in the contorted expressions of indescribable pain his victims exhibited under the effects of the agonising Black Venom.

Quite simply, he loved his work. And he was loyal. The only thing he valued more than being able to kill was loyalty, a quality indoctrinated into him from childhood during his harsh

upbringing in the Temple of Khaine, ever since he was stolen from his parents' home on Death Night many, many years ago.

In the Temple he had learnt the deadly martial arts of the assassins of Khaine, studied the power of poisons, learnt how to move without making a sound and slip through shadows unseen, and that there was none more important than the Hag Queen, except the Witch King himself.

As Shadowblade sank his dagger up to its hilt into the back of the guard at the entrance to the tower he did not even think about his action. It was second nature to him and he did it automatically. The guards further into the tower likewise gave him no trouble, only becoming vaguely aware of his presence as he killed them.

Shadowblade, Master of Assassins

	M	WS	BS	S	T	W	I	A	Ld
Shadowblade	6	10	10	4	3	3	10	6	10

Points: 360

Weapons & Equipment: Two hand weapons coated with Dark Venom.

SPECIAL RULES

Master of Assassins:

Shadowblade is treated as an Assassin in all respects, with the exception of his Hidden rules. Shadowblade may be deployed in one of four ways: as normal; as a scout (with a unit of Shades if you desire); using the Hidden rules on page 11 of Warhammer Armies: Dark Elves; inside the enemy army. If he chooses to deploy in the enemy army, the following rules are used. After your opponent has deployed, secretly write down within which enemy unit Shadowblade has attempted to conceal himself. This must be a roughly man-sized infantry unit, or war machine crew (and includes Goblins, Dwarfs, Halflings and such, but nothing larger than man-sized – even Shadowblade cannot make himself look like an Ogre...).

At the start of each of the opposing army's turns, roll a D6. On a roll of a 2+, he is still undiscovered. On a roll of a 1, the enemy have seen through his disguise and he is placed on the table. Alternatively, at the start of any Dark Elf turn, Shadowblade can be revealed voluntarily. Regardless of how he is revealed, use the following method to place him on the table. Reveal to your opponent within which unit Shadowblade was hiding. Shadowblade replaces one of the models in the unit (he was killed before the battle), remove one ordinary

unit member (not a Command model or Character). Place Shadowblade anywhere in contact with the unit. If he is revealed voluntarily, Shadowblade counts as charging that turn; if he was discovered then the enemy count as charging. Shadowblade may drink his Potion of Strength at the start of a turn in which he was voluntarily revealed.

Dark Venom: (see the Dark Elves Army book, page 22)

Dance of Doom: (see the Dark Elves Army book, page 23)

Touch of Death: (see the Dark Elves Army book, page 23)

Hand of Khaine: (see the Dark Elves Army book, page 23)

Cry of War: (see the Dark Elves Army book, page 23)

Heart of Woe:

The Heart of Woe is a large ruby that beats like a living heart. Should the bearer be slain, the crystal shatters into thousands of jagged shards, slaying those responsible for their death and leaving no remains to be identified. If Shadowblade is slain, centre the large Blast marker over his final position. Any model fully under is automatically hit, while models partially under are hit on a roll of 4+. Models hit by the exploding Heart of Woe take a Strength 3 hit.

Potion of Strength:

A potent magical brew created from Troll blood and the heart of a Griffon. Shadowblade may drink this at the start of any turn and it lasts until the start of the next player's turn. While it has an effect, the Potion gives Shadowblade +3 Strength.

THE BEASTLORD RAKARTH OF KRONDAR KAR

Rakarth can be fielded in a Dark Elf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means he will take up both a Lord and a Hero choice. He must be fielded exactly as described here and may not be given and additional equipment.

The Dark Elves have always made use of enslaved monsters, both for their fleets and for their land armies, but although there have been many famous Beastmasters in the past, none have approached Rakarth's consummate skill or expertise. It is said that the dungeons of Karond Kar are filled with creatures that Rakarth has tamed, and that amoungst them can be found one or more of all the creatures known in the Warhammer world.

Even as a child Rakarth had an almost supernatural ability to subdue wild creatures. When Rakarth was only eight years old his father had been gifted with a particularly fine Dark Steed. The beast was called Bracchus and was faster and stronger than any other in the Rakarth stables, but it had a vicious temperament and would buck and rear uncontrollably if anyone tried to ride it.

Rakarth's father attempted to break Bracchus, and was quickly hurled to the ground and almost trampled to death under the creature's hooves. Wild with fury, Rakarth's father ordered Bracchus destroyed, but Rakarth strode forward and asked if he might have one attempt to ride the creature, and that if he succeeded he might keep Bracchus for himself. Rakarth's father readily agreed, for Dark Elves love all forms of gambling, even above the safety of their own children.

Rakarth slowly walked towards Bracchus, fixing the steed with his steely gaze. Bracchus was visibly shaken at the young child's ice-cold stare, recognising instinctively that here was a being that out matched it in sheer cruelty and ability to inflict pain. Lowering his head, Bracchus allowed Rakarth to jump easily on to his back, and meekly obeyed Rakarth's every command. From that day on Bracchus was Rakarth's faithful mount, serving him well until he was slain at the battle of Finuval Plain some thirty years later.

The Beastlord Rakarth of Krondar Kar

	M	WS	BS	S	T	W	I	A	Ld
Rakarth	5	5	5	4	3	2	7	3	9
Bracchus	6	6	0	6	6	6	3	5	8

Points: 470 (Rakarth is worth 150 points and Bracchus costs 320 points).

Weapons & Equipment: Rakarth is armed with a hand-weapon, lance and the Whip of Agony. He wears the Beast Armour of Karond Kar, and rides the Black Dragon, Bracchus.

Whip of Agony: At the beginning of any Close Combat phase, Rakarth may make a special attack with his magical weapon, the Whip of Agony. This attack always strikes first. If an enemy model is also entitled to always strike first, the model with the higher Initiative strikes first (roll a D6 if they have equal Initiative). Rakarth makes a single attack with the Whip. Roll to hit as normal. If the attack hits, do not roll to wound like normal. Rather, the enemy model must take an immediate Leadership test. Ridden monsters must test on their own Leadership value. If that test is failed, they are overcome with pain, and must roll 6's to score hits in that round of close combat. After this special attack has been made, the combat continues as normal, and Rakarth may attack with his normal attacks.

Beast Armour of Karond Kar: 1+ Armour Save. This cannot be improved by any means.

SPECIAL RULES

Beastlord:

Any friendly monster taking a Monster Reaction test within 12" of Rakarth will always pass the required Leadership test. If the Beastlord is slain whilst riding his Black Dragon Bracchus, the Dragon does not need to take a Monster Reaction test and will fight on as normal.

In addition, a monster that is beaten in Close Combat by Rakarth is assumed to be dominated by the Beastlord and will come under his control. This **only** applies to ridden monsters, and **only** once the rider is killed. The monster does not flee, but rather is moved back from Rakarth an inch, and is considered to be a part of the Dark Elf player's army immediately. The monster will remain under Rakarth's control for the remainder of the game. If Rakarth is killed then any monsters under his control revert to the control of their original owner. If Rakarth survives the battle, then any monsters under his control are assumed to be destroyed in regards for working out Victory Points. Note that an enemy does not get any Victory Points for killing a monster enslaved in such a way by Rakarth.

Bracchus, The Black Dragon

SPECIAL RULES

Fly:

Black Dragons have wings and may fly as described on page 106 of the Warhammer rulebook.

Large Target:

A Black Dragon is an enormous mass of fang, muscle and scale and therefore counts as a large target.

Noxious Breath:

The Black Dragon can breathe corrosive and poisonous fumes which can burn skin and hair, and choke a man to death. This is a breath weapon (see page 114 of the Warhammer rulebook). Hits are resolved with a Strength of 4 and any unit taking casualties from the noxious breath must pass a Leadership test in order to declare charges next turn. Undead and Daemons are not affected by this additional penalty, nor are troops that are immune to psychology, although they still suffer damage as normal.

Scaly Skin:

The iron-hard skin of the Black Dragon gives it a 3+ Armour save.

Terror:

A Black Dragon is a huge monster which causes terror as detailed on pages 81-82 of the Warhammer rulebook.

THE LORDS OF ULTHUAN

ELTHARION

Eltharion is one of the High Elves' most deadly and respected warriors. He may be taken as a Lord choice in any High Elf army. He must be used exactly as presented here and may not be given any additional equipment or magic items.

Eltharion The Swordmaster.

When Malekith once again attacked Ulthuan, Eltharion, Warden of Tor Yvresse, was eager for battle. Mounted on Stormwing, he flew to Anlec, where Malekith's force had massed. He knew the Witch King would seek to claim his old throne in the ruined palace, and instead of leading the army in defence of the realm, Eltharion waited inside the ruins. The High Elf force was destroyed and when Eltharion confronted Malekith, the Witch King turned his dark powers on the impetuous Elf, wracking Eltharion with magic. The Witch King tried to force Eltharion to swear loyalty to him by threatening the survivors of the High Elf force. Eltharion refused and Malekith's Executioners beheaded the High Elves who had survived the battle outside the palace.

The broken body of the Warden of Yvresse was returned to Ulthuan, blinded and barely alive. Belannaer tended to his wounds and Eltharion soon recovered, but his mental scars ran deep. Belannaer instructed Eltharion in the ways of the Swordmasters and the skilled Elf learned exceptionally quickly, soon becoming a match for the Master himself. Belannaer gave Eltharion command of the Swordmasters, a task that Eltharion relished.

Once again he met the Witch King, as Malekith's invasion broke through the Dragon Gate and into the Inner Kingdom. The Swordmasters had been ordered to aid the Handmaidens in their duty as guards to the Everqueen. When her forests came under threat, the Swordmasters rushed to the Everqueen's aid, and in the ensuing battle he wounded the Witch King. It was a feat that no mortal had ever achieved, but now Eltharion seeks to

destroy Malekith and has taken the fight to Naggaroth. Even the calm words of Belannaer cannot stay his desire, and the Phoenix King has granted this special request. Belannaer holds on to a fragile hope that Eltharion will overcome the bitterness that burns within his heart, but also knows this is a war his pupil must fight on his own.

The profile given here represents Eltharion in his incarnation as a Swordmaster, after his defeat by Malekith.

Eltharion The Swordmaster

	M	WS	BS	S	T	W	I	A	Ld
Eltharion	5	8	6	4	3	3	8	4	10

Points: 255.

Weapons & Armour: Eltharion carries the White Sword of Hoeth and wears light armour.

SPECIAL RULES

The White Sword: Eltharion has been taught by the Master of the White Tower of Hoeth, and wields one of the long, two-handed blades of the Swordmasters. Clad in the pure white robes of the Order and cutting through the foe with ease, Eltharion is now called the White Sword by many Dark Elves who have seen him. So great is Eltharion's skill, he can use a number of fighting styles, each of which has a different effect on his rules. At the start of each round of combat, Eltharion must declare which fighting style he is using for that whole round. Note that the White Sword is not a magic weapon, nor is it a normal great weapon. Only the rules listed below apply to Eltharion's attacks.

- **Way of the Willow Branch:** Eltharion's body twists and contorts like a reed in the wind, and his sword deflects incoming blows with astounding speed, making him virtually impossible to hit. Any close combat attacks against Eltharion require 6s to hit, before any other modifications, and regardless of relative Weapons Skills or any other special rules.
- **Way of the Winter Breeze:** Weaving his sword in a bewildering, swirling arc, Eltharion is able to guide his blade through even the most steadfast defence. Eltharion attacks at +1 to hit in close combat.
- **Way of the Swooping Eagle:** Eltharion summons all of his speed and might into a few deadly blows. Eltharion's attacks are resolved at +2 Strength.
- **Way of the Breaking Storm:** Unleashing his speed and strength in a flurry of blistering attacks, Eltharion rains down blow after blow on the enemy. Eltharion gains +2 Attacks.

Great Leap: Eltharion is immensely acrobatic, and is able to jump high through the air to reach his foes. At the start of any round of combat, before attacks are allocated or challenges issued, Eltharion may be moved to anywhere in the same combat (even leaving one unit and joining another, or becoming an independent character). He may not use this to position himself out of combat, or if he is already involved in a challenge.

Lord of Hoeth: In the White Tower, Eltharion is now second only to Belannear himself, and often commands the army of Hoeth. If Eltharion is your General, Swordmasters are no longer a 0-1 choice.

Intrigue at Court: There is no need to roll for Intrigue at Court if you take Eltharion - he is automatically the army General. The only exception to this is if Tyrion is also present, in which case Eltharion will defer to Tyrion's superior battlefield knowledge and skills.

Impenetrable Defence: Eltharion's senses and foresight are so keen, he can now react even faster than when he could see, enabling him to predict the enemy's attacks and even deflect incoming arrows. Eltharion has a 5+ Ward Save to represent this, and in addition, Killing Blow has no effect on Eltharion (simply treat To Wound rolls of 6 as a successful wound).

Psychology: Eltharion *hates* Orcs and Goblins and Dark Elves, but is otherwise Immune to Psychology. Any unit of Swordmasters joined by Eltharion becomes stubborn.

The Dark Within: Eltharion is a very troubled soul, and his thirst for revenge can drive him to rash acts. Eltharion and any unit he leads must declare a charge if there is an enemy within range, and can never test to restrain pursuit.

ALARIELLE, THE EVERQUEEN OF AVERLORN

Alarielle is the Everqueen of the High Elves. She can be fielded in a High Elf army and counts as a Lord choice and in addition takes up one of your Hero choices as well. She must be fielded exactly as detailed below, and may not be given any additional equipment or magic items. She can never be the army's General. If her Maiden Guard are included in the army, she must lead the unit and cannot voluntarily leave it.

Ulthuan is co-ruled by the Everqueen, the chosen representative of Isha - the Elven goddess of earth, plants and forests. Alarielle is the name of the ruling Everqueen, and she is said to be the most beautiful to have borne the favour of Isha since the far off days of Astarielle. Where the Everqueen walks, the fields start to blossom and flowers spring forth from the ground. The white birds of Avelorn come to rest on her hand, and her silvery laughter rings throughout the blessed glades of the Gaen valley. Her flowing hair is like a golden cloud, and it is said that so great is her beauty that it can move even the immortal gods. Her power is that of nature itself, so when she mourns the skies weep with her, and when her eyes darken thunder roars across the Gaen valley.

Alarielle's reign has not been peaceful for her powers were sorely tested when Dark Elf armies and legions of Chaos poured into Ulthuan and overran Avelorn. For a while it was believed Alarielle had perished in the fighting. To the Elves the Everqueen embodies the spirit of Isha, and her loss could presage the destruction of all Ulthuan. In fact she was not slain, but hidden and protected by Prince Tyrion, although her powers were very

much reduced whilst those of Chaos were nourished by the slaughter of battle. The power of Chaos grew increasingly greater as devastation swept the land. At last the Everqueen made her way to take part in the Battle of Finuval Plain where Chaos was defeated. The Everqueen and her Maiden Guard were then restored to the land of Avelorn. She dwells there to this day, in the company of her Champion, Prince Tyrion.

Alarielle, The Everqueen of Averlorn

	M	WS	BS	S	T	W	I	A	Ld
Alarielle	5	4	5	3	3	3	8	1	10

Points: 515

Weapons & Armour: Star of Avelorn; The Shieldstone of Isha; Stave of Avelorn.

Handmaidens: If Alarielle is with her Handmaidens then the whole unit becomes Unbreakable.

SPECIAL RULES

High mage:

Alarielle is a Level 4 Archmage and follows all the rules for a High Mage. In addition, she knows all of the High Magic spells, and also all the spells from the Lore of Life and may use either or both in the Magic phase.

Boon of Isha:

At the start of the High Elf Shooting phase and at the start of the High Elf Close Combat phase, Alarielle may grant the Boon of Isha to a friendly unit within 12". The unit adds +1 to all of its To Hit rolls for that phase. In addition, any shooting or close combat attacks made by the unit count as magical for that phase.

Chaos Bane:

Any Daemonic unit (including Daemonic monsters and characters) that starts the Magic phase with a model within 6" of Alarielle is affected by the aura of law and harmony that surrounds her. Each unit in range suffers D6 Strength 5 hits, that count as magical attacks.

In addition, roll a D6 for each magic item belonging to a model from a Chaos, Skaven or Undead army that is within 6" of Alarielle at the start of the Magic phase. The item is destroyed on a D6 roll of a 6 (roll for each item separately).

The Touch of The Everqueen:

Alarielle does not fight as such, for she is the embodiment of peace rather than war. However, her lightest touch can stun a foe for a moment, disorientating them with a blinding flash of light. Alarielle always strikes first in close combat. If an enemy also has this ability, then the models strike in Initiative order (roll off in the case of equal Initiative values). If Alarielle hits her target, then no To Wound roll is made. Instead the enemy model may make no attacks that turn, and any other models attacking it hit automatically that phase. In the case of a mounted model (on a chariot or monster, for example), Alarielle must roll to hit against the highest Weapon Skill, but if she hits the entire model is affected, including any special attacks, impact hits, etc.

MAGIC ITEMS

Star of Avelorn:

Enchanted Item - *About her noble brow Alarielle wears a diadem of pure ithilmar into which is set a radiant gem. This was given to the first Everqueen, Astarielle, by Aenarion, and it is said that the gem contains a star from the heavens, placed there by the goddess Isha.*

At the start of the High Elf turn, Alarielle may use the Star to heal a wounded High Elf character within 12". If there are no wounded characters in range, she may use the Star to heal herself. Roll a D6 for each wound lost on the target character, on a roll of a 4+ the wound is restored.

Shieldstone of Isha:

Enchanted Item - *Upon her breast Alarielle wears a gemstone of unmatched beauty and craftsmanship. As old as Ulthuan itself, the Shieldstone pulse with light and can deflect blows from the enemy.*

Alarielle has a 4+ Ward Save.

Stave of Avelorn:

Enchanted Item - *This is the symbol of the Everqueen, and the icon of her rulership over the land. It is an ancient heirloom, dating back to the time of Aenarion, but now much of its power has gone, drained away by the magical vortex created during the time of the Sundering.*

Once in each High Elf Magic phase, you may choose to unleash one of Alarielle's spells through the Stave of Avelorn. This may be a spell she has already cast that turn. This spell is treated exactly like a Bound Spell, and has a power level of 5.

HANDMAIDENS OF THE EVERQUEEN

The Handmaidens of the Everqueen can be fielded as a Rare troop choice in a High Elf army. They must be fielded exactly as presented here and no extra equipment or magic items can be bought for them.

The Handmaidens of the Everqueen are not merely courtiers and attendants, but a warrior guard whose duty is to serve and protect their mistress. Only those with great natural gifts are chosen: the most talented singers and musicians, the most beautiful, the fleetest and most graceful, but above all the most loyal. It is an incomparable honour to serve the Everqueen, and those bound to her side will remain there for seven years, during which time they forswear all other companionship and even the company of their families.

The Handmaidens are warriors of rare power even amongst the High Elves, being skilled with all manner of weapons. Their weapons of choice are the bow and spear, and they wear corselets of the finest Ithilmar.

Handmaidens of The Everqueen

	M	WS	BS	S	T	W	I	A	Ld
Handmaiden	5	5	5	3	3	1	6	1	8
Champion	5	5	5	3	3	1	6	2	8

Points: Ten Handmaidens, including the unit's Champion, Musician and Standard Bearer cost a total of 300 points. This is the minimum size of the unit, but extra Handmaidens can be added to the unit at a cost of +20 points per model.

Weapons & Armour: The Handmaidens wear heavy armour and carry spears and longbows.

Options: The Handmaidens always carry the Banner of Avelorn, which is detailed below. The Musician of the regiment always carries the Horn of Isha, also detailed below.

SPECIAL RULES

Immune to Psychology:

The Maiden Guard are sworn to give their life in defence of the Everqueen. They are Immune to Psychology.

Fight in Three Ranks:

The Maiden Guard can fight in three ranks with their spears.

MAGIC ITEMS

The Banner of Avelorn:

Woven from living leaves and the hair of the Handmaidens of the Everqueen, this Banner is a stunningly beautiful creation of the Elves of Avelorn.

The Banner is a Magic Standard. So beautiful is the Banner of Avelorn that any enemy wishing to charge the Handmaidens must first pass a Leadership test. If the test is failed the chargers stand in their place, transfixed by the magic. The Handmaidens must declare their charge reaction before the test is made. Note that the banner has no effect on troops that are immune to psychology.

The Horn of Isha:

The Horn of Isha is made out of single pearl-white conch shell, and its sound summons the favour of Isha.

The Horn is an Enchanted Item. Once per battle, at the beginning of any High Elf Shooting phase or of any Close Combat phase (own or enemy's), the High Elf player may declare that the Musician will blow the Horn of Isha. This will allow the Handmaidens to either fight with 2 Attacks (in the Close Combat phase) or shoot twice (in the Shooting phase).

ARIEL, QUEEN OF ATHEL LOREN

Ariel counts as a Lord and a Hero choice in a Wood Elves army. She must be used as presented here and may not be given any additional equipment, magic items, or Spites. Ariel will always be the army General, even if Orion is also present. No model currently exists in the Warhammer Wood Elf range for Ariel – you'll have to convert your own representation of her.

Ariel is the Queen of Athel Loren and presides over the realm together with Orion. Ariel acquired the Aspects of Isha, the ancient Elven goddess of nature, through the strange magic of the Oak of Ages at the same time as Orion gained the Aspects of Kurnous. Thus, the magical force of nature flows through Ariel as if she were the goddess Isha herself.

Ariel wields immense natural forces and weaves them according to her will. She commands the trees of the forest to grow, and vegetation to spring forth from the ground. It is Ariel who weaves enchantments around the Forest of Loren to delay and mislead intruders, or lure them onwards to their doom! If Ariel perishes in battle, the Elves will carry her away and seal her within the Oak of Ages to be reborn again in the spring.

When enemies enter the Forest of Loren, Ariel shifts shape into her sylph-like War Aspect. She grows almost twice the height of an ordinary Elf and unfolds huge wings like those of a gigantic moth, covered in tiny scales of shimmering, iridescent colors. Upon her wings are strange markings known as the Eyes of Isha, and the Spirals of Isha can also be seen in the patterns of her wings. Sometimes, Ariel's wings display the markings of the death's-head

moth to indicate that she is enraged and in a vengeful mood. Moth-like antenna emerge from Ariel's head, but her face remains that of a beautiful she-Elf with piercing eyes. The upper part of her body is clad in shimmering scales of incandescent green, while the lower part trails away into infinity – like an ethereal or elemental being. She appears to glow with an inner light like the moon and trails raw magic in a shower of glittering stardust. In this form, Ariel can fly around the battlefield wielding her magic. The wafting of her huge wings over the heads of the enemy fills them with both dread and awe.

Ariel, Queen of Athel Loren

	M	WS	BS	S	T	W	I	A	Ld
Ariel	5	5	5	4	3	4	7	2	10

Points: 600

MAGIC

Ariel is a Level 4 Wizard and knows all of the spells from the Lore of Athel Loren. In addition, she gets +1 to cast any spells from the Lore of Athel Loren.

SPECIAL RULES

Ariel has the following common special rules: Fly, Forest Spirit, Terror

Elemental Form. Ariel is no longer a mortal Elf and is bound to the natural world with ancient and unbreakable ties. If she chooses to move using her ground movement, she may move through all forms of Difficult Terrain without penalty.

Aura of the Fey Queen. Ariel is one of the truly legendary individuals in the Warhammer world. All friendly units within 6" of Ariel are Immune to Panic.

Earthbind. If Ariel is endangered, the land itself will rise to protect her by entangling those who would threaten her. Any units declaring a charge on Ariel count as moving through Difficult Terrain for the duration of the turn. In addition, if Ariel flees from combat, any enemies attempting to pursue her roll an extra D6 when determining their pursuit distance and discard the highest result.

MAGIC ITEMS

The Heartstone of Athel Loren. *A physical representation of the many ties that bind Ariel to the forest of Athel Loren, this gemstone protects her from the effects of hostile magics.*

This item grants Ariel a Magic Resistance of 2. In addition, if she successfully resists a spell targeted at her, the casting Wizard must immediately take a Leadership test. If he fails, he immediately loses a magic level and may not cast that spell for the remainder of the game.

SKAW THE FALCONER

Skaw counts as a Hero choice in a Wood Elves army. He must be used as presented here and may not be given any additional equipment, magic items, or Spites. Skaw may never be the army General. No model currently exists in the Warhammer Wood Elf range for Skaw – you'll have to convert your own representation of him.

It is said that Skaw dwells in an eyrie in the topmost branches of an old pine tree, hidden away on the slopes of the Grey Mountains. Here, he speaks with the birds of prey that dwell within the forest of Athel Loren, from the lowliest falcon to the mightiest of eagles. Though he cares little for the company of other Elves, Skaw shares their tie to the great forest and fights alongside them in its defense. In battle, Skaw directs his falcons against the foe, their razor-sharp claws and beaks tearing away gobbets of flesh with each strike. These keen-eyed living missiles are more deadly than arrows and always return to their master with blood dripping from their wicked hooked beaks and sharp talons. Once the foe is vanquished, Skaw always returns to his mountain perch without a word. Indeed, many of the Asrai believe him to have forgotten the Elven mode of speech, so long has it been since Skaw was heard to utter any word in a tongue other than that used by the birds of prey.

Skaw the Falconer

	M	WS	BS	S	T	W	I	A	Ld
Skaw	9	6	6	4	3	2	9	4	9
Skaw's Falcons	-	4	-	4	-	-	6	3	-

Points: 175

SPECIAL RULES

The Falconer. Skaw is a member of an Alter Kindred (his profile increases are included above) and so may not join units. In addition, such is Skaw's distance from Asrai society that he will never use the Leadership of the army General.

Hawks. Skaw has three birds of prey that he uses as missile weapons and as weapons in close combat. The range of each bird is 24", and they will always hit on a 2+ at a Strength of 4. In close combat, the birds give Skaw an additional 3 Attacks at a Strength and Weapon Skill of 4.

MAGIC ITEMS

The Cape of Feathers. *Crafted by Skaw himself from literally hundreds of shed eagle feathers, the weave of this cloak is incredibly resilient to arrows and other missiles.*

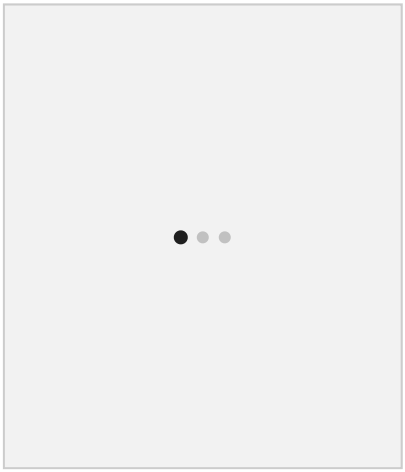
This item grants Skaw a 4+ Armour Save against all shooting attacks.

The Lash of Claws. *Each of the three thongs of this whip is tipped with the talons of gigantic, and now extinct, birds of prey. Lighter than a normal lash, this weapon is a deadly tool in the hands of one such as Skaw, who is able to lacerate the flesh of a foe with the lightest stroke.*

This whip allows Skaw to always strike first – if another character has this ability, resolve the Attacks in Initiative order. In addition, any model hit by the flail loses 1 Attack (down to a minimum of 1) for the remainder of that turn.

HEINRICH KEMMLER, THE LICHEMASTER

Heinrich Kemmler can be taken as a Lord choice, but he will use up one of your Hero choices as well. Taking Kemmler counts as taking a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. If your army is led by Kemmler, it may also include Krell if you wish.



einrich Kemmler was once a powerful and much feared Necromancer, until ambitious rivals began to usurp his power. They nearly succeeded in driving the Lichemaster to his death, and although he finally managed to beat off his attackers, his body was broken and his mind blasted in the battle.

For many years Heinrich wandered the Grey Mountains and the Border Princes as little better than a half sane beggar, until by some quirk of fate he stumbled on the tomb of Krell, the long dead Chaos warrior. Here he struck a terrible pact with the gods of Chaos. They restored him to his former power and in return Heinrich swore to slay and destroy in their name. Now once again the name of the Lichemaster strikes terror into the hearts of ordinary folk and tales of his foul deeds are whispered when retold throughout the Old World.

Heinrich stands a little under six feet tall and has long, filthy white hair. Beneath his robes, his body is covered with scars, cuts and abrasions from his years of madness. He is shrouded in a large dark cloak that swirls and twitches with a life of its own. He carries the mighty wizard's staff he made, a potent magical item which is topped with a skull that chatters and gibbers constantly...

Heinrich Kemmler, The Lichemaster

	M	WS	BS	S	T	W	I	A	Ld
Heinrich Kemmler	4	3	3	3	4	4	3	1	9

Points: 450

Weapons: Sword

Armour: None

Mount: None

Spells: Kemmler is a level 4 Necromancer and always uses Necromantic spells.

SPECIAL RULES

Master of Necromancy:

As long as he has enough Power dice, Kemmler can cast any one of the spells he knows, even one that he has already cast in the same Magic phase.

MAGIC ITEMS

Staff of the Lichemaster:

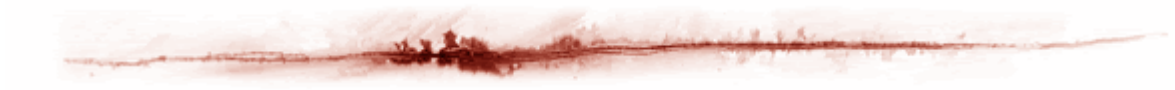
This most powerful Necromantic tool has the combined powers of a Skull Staff, a Power Familiar, a Spell Familiar and a Black Periapt (see Vampire Counts army book, page 50-51).

Cloak of Mist and Shadows:

(see Vampire Counts army book, page 51).

Power Stone:

(see Warhammer Rulebook, page 154).



KRELL, DARK LORD OF NAGASH

If your army is led by Heinrich Kemmler, it may include Krell, one of the dreaded dark lords of Nagash. Krell can be taken as a Hero choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Krell was a mighty Chaos champion long before the birth of the Empire. At this time there were only a few scattered tribes of men who were nothing more than barbarians with few skills and little learning. Krell was the ruler of one such tribe that was corrupted by the Chaos god, Khorne. Krell quickly carved out an empire amongst the barbarian tribes of the north and then turned against the Dwarfs to the south. This was during the period the Dwarfs call the Time of Woes, when their empire had been riven by earthquakes and volcanic explosions, then assaulted by massed tribes of Orcs, Goblins, Skaven and other evil creatures. Krell allied with the Night Goblins who stormed the Dwarf Strongholds of Karak Ungor and Karak Varn and his name is recorded many times in the Great Book of Grudges. He was finally slain by the Dwarf Hero Grimbul Ironhelm during the assault on Karak Kadrin.

Krell's followers carried away his body and buried it in a crudely wrought tomb on the edge of the area now known as the Chaos Wastes. Nearly 1,500 years later Nagash came upon this tomb whilst he was searching for his lost Crown of Sorcery. Nagash had heard much of Krell and his brief but bloody reign, so he raised the mighty warrior from the dead. Krell was placed in command of one of Nagash's Undead legions when he fought against Sigmar at the Battle of the River Reik.

Krell's forces were to attack the Empire's Dwarf allies, giving him the chance to avenge his defeat centuries before. Leading his legion from the front, Krell smashed into the Dwarfs. The battle raged furiously, the Dwarfs stubbornly refusing to give ground against the seemingly endless ranks of Undead troops. But just as it seemed that the Dwarf line was crumbling, Sigmar cut down Nagash. In moments, the Undead army was all but destroyed, as units turned to dust without Nagash's will to keep them alive. Only Krell survived and at the head of his troops, he was only just able to battle his way through the Dwarf lines and escape.

Sigmar's forces were exhausted by the battle and did not pursue him immediately. This proved to be a mistake, for such human frailties did not worry Krell or his Undead followers. Marching night and day Krell led his remaining troops on a dance of destruction that cut a bloody swathe across the fledgling Empire. Entire communities were destroyed, towns sacked and castles burned to the ground, while the cities of the Empire filled with refugees fleeing from Krell's army. He was finally cornered by Sigmar and defeated at the Battle of Glacier Lake, and imprisoned in a magically constructed tomb. To this day, tales of Krell and his doomed legion are still told round campfires and taverns across the Empire.

Hundreds of years later Heinrich Kemmler came across Krell's tomb. He struck a deal with the warrior and freed him to do his bidding, or so he thought. In fact, Kemmler's wanderings in the mountains had been subtly guided by Nagash as part of a cunning and evil plan that would free Krell and unite him with the Lichemaster, so that he could unleash these two powerful Undead champions against Bretonnia. Nagash's plans suffered a minor setback following the heavy casualties the combined forces suffered at the Battle of La Maisontaal Abbey, but in time they are sure to bear rich and terrible fruit.

Krell, Dark Lord of Nagash

	M	WS	BS	S	T	W	I	A	Ld
Krell	4	5	3	4	4	3	4	4	10

Points: 215

Weapons: Black Axe of Krell

Armour: Chaos Armour (4+ Armour Save)

Mount: None

SPECIAL RULES

King of Wights:

In Krell's hands his dreaded weapon reaches the pinnacle of its dark powers and delivers a Killing Blow (see Warhammer Rulebook, page 112) every time Krell rolls a 5+ on his rolls to wound.

MAGIC ITEMS

Black Axe of Krell:

(see Vampire Counts army book, page 49)

Crown of the Damned:

(see Vampire Counts army book, page 50).

MELKHIOR THE ANCIENT

Your army may include Melkhior the Ancient, of the Necrarch Vampires. If you include him in your army, he will be its General. Melkhior can be taken as a Lord choice, but he will use up two of your Hero choices as well. Taking Melkhior counts as taking a Lord and two Heroes. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

The Necrarchs are the most reclusive and incomprehensible of the undying Vampires, and none more so than Melkhior, the oldest of the Necrarchs. Melkhior lives far from human settlements and his secret tower is hidden from view in the great Forest of Shadows by powerful enchantments. In the highest chamber of this tower, the most ancient of Vampires works alone. He is decayed, irredeemably evil, and utterly insane. Melkhior experiments with the living, trying to find out how they can be made to understand the benefit of joining the Undead and how they could overcome their fear of the dead. Countless men have died in Melkhior's obsessive search, but still the answer he searches for eludes him. Pain, suffering and horror fascinate this mad being. The dungeons and torture chambers of his dark tower are filled with wretched prisoners who undergo indescribable agony to satisfy the curiosity of this insane Vampire Lord. Melkhior's fortress is a monument to suffering and terror, filled with the results of his insane experiments: Zombies that are half-dead and half-alive, severed heads which scream endlessly in the darkness, limbs that crawl in unlit passageways, and countless other horrors created by Melkhior's dark arts.

Now and then the ancient Vampire leads his Undead servants out of his stronghold to capture new victims for his experiments or to swell the Undead legions that guard him. At such times, armies of Zombies commanded by the twisted acolytes of Melkhior pour from the forest and hunt for the living to bring back to their master. Normally a Vampire's grasp of necromantic magic is limited by his Undead condition. Melkhior, on the other hand, has almost the same knowledge of the necromantic arts as the most powerful living Necromancers, for he has thousands of years of experience in these matters. He is so suffused with dark magic that he is now more part of the world of the dead than the living and is decomposed to the point where he is a skeletal, reeking horror. His eyes are two pools of darkness that mirror the purest evil in everything they see and an aura of death hangs heavily about him. In the total darkness of his hellish fortress, the ancient Vampire paints on human skins. He paints terrifying scenes of a world where there are no living, where the dead walk the land and withered, Undead trees blight the bleak landscape. Melkhior claims that he paints visions of the future, glimpses of the time that is to come. Perhaps his visions are true and the known world is doomed to the horrible existence of unlife.

Legends say that the mighty Melkhior has been betrayed and defeated by his best apprentice and is now hidden, sleeping a centuries-long slumber, recovering his energies until he will be ready to return and claim back his rightful position of Master of the Necrarchs.

Melkhior The Ancient

	M	WS	BS	S	T	W	I	A	Ld
Melkhior	6	6	6	5	5	4	8	5	10

Winged Nightmare	6	4	0	5	5	4	2	3	4

Points: 760

Weapons: Painbringer

Armour: None

Mount: Melkhior rides a Winged Nightmare into battle (see Vampire Counts army book, page 48 for the monster's special rules).

Spells: He is a level 4 wizard and always uses Necromantic spells.

Bloodline Powers:

Melkhior the Ancient has all the powers of the Necrarch family as well as the normal +1 to cast spells of the Necrarch bloodline.

Insane:

Melkhior is a gibbering horror who lost his sanity a long time ago. He is completely immune to all psychology, like other Vampires, except that he is subject to the rules for Stupidity. See the Warhammer rulebook for details.

MAGIC ITEMS

Painbringer:

Painbringer is the black sword of Melkhior, said to be made from the magical life force of insane men. The mere touch of this blade brings insanity and hideous pain. If Melkhior hits his opponent, his enemy is immediately wracked with great pain and will suffer a -1 penalty to all his To Hit rolls for the rest of the battle (note that only one -1 penalty is applied, regardless of how many times the opponent is hit).

Grimoire Necronium:

Written by Melkhior himself, this book is one of the greatest works of necromancy. In its pages are described the blasphemous rites and evil spells that allow wizards to summon and command the dead.

The Grimoire Necronium allows Melkhior to cast one of his five Necromantic spells without using any Power dice. Note that you must choose which spell this is at the beginning of the game, after you rolled to determine his spells. Melkhior can cast this spell once per own

Magic phase (ie he cannot recast it using dice) and the spell is cast at a power level equal to its casting value (*Invocation of Nehek* is cast at power level 7, for a 2D6 strong spell). Each time you use the book roll a D6: on a roll of 1 it runs out of power and cannot be used for the remainder of the battle.

Black Cloak of Lahmia:

This cloak is one of the great treasures of Lahmia, the city of the Vampires. Merely looking at the cloak can make eyes bleed and sanity vanish. No shooting attacks can be made against a character wearing the Black Cloak of Lahmia. This means that Melkhior may not be targeted by war machines or normal missile fire at all. He can be targeted normally by magic missiles (arrows from a Bow of Loren, etc) and spells (such as *Fireballs*).

NEFERATA, THE VAMPIRE QUEEN

Your army may be led by Neferata, the Queen of Mysteries. If you include her in your army, she will be its General. Neferata can be taken as a Lord choice, but she will use up two of your Hero choices as well. Taking Neferata counts as taking a Lord and two Heroes. She must be fielded exactly as presented here and no extra equipment or magic items can be bought for her.

Legends tell of an ancient Vampire Queen who resides high in the Worlds Edge Mountains. Most believe it to be merely an old wives' tale, but a few scholars know better. The Vampire Queen of Mysteries does indeed exist, and those who know call her Neferata, which means 'she who is beautiful in death' in the ancient tongue of Nehekhara, the land of the Dead.

It is claimed that she is the same decadent Vampire Queen who fled the sack of Lahmia. If this is true, she is very ancient indeed, for the great River Mortis has flowed for three thousand years since those events. Legends say that she created a Vampiric Lahmian Sisterhood to serve her and that all the Vampiresses of this cult have been corrupted by her own blood.

Physically, Neferata is said to be divinely beautiful. Her plaited black tresses flow around her lovely face and she is as enchanting now as she was in her youth, though her skin is as white as alabaster, and the long years of evil have washed all trace of pity and compassion from her face. She has the appearance of a young maiden and only in her yellow eyes can one read her ageless and corrupt wisdom and cruelty, for her memories reach back to

ancient times when Zandri and Numas were still sprawling metropolises and the people of the Great River still built pyramids.

The haven of Neferata is situated on the highest peak of the Worlds Edge Mountains, and is called the Silver Pinnacle. From here she controls her Undead servants and ventures out to hunt for blood. Her mountain lair is honeycombed with passageways, tunnels and chambers, creating a titanic maze. Traps for the unwary and a host of Undead creatures make it one of the most dangerous places in the known world.

At the heart of the maze of the Silver Pinnacle are situated the quarters of Neferata. Her opulent chambers are an echo of the splendour of her royal palace in Lahmia. Forgotten treasures of old, golden masks and rare gemstones glitter in the dark, illuminated only by the dim light of the silver-coated skulls that serve as her lamps. Here Neferata lies on a divan, drinking the blood of handsome youths from golden cups and listening as her Undead courtiers play harps, pipes and lutes to amuse her. Vampires of the Lahmian Sisterhood are her eyes and ears in the outside world and using the information from their reports she plots and weaves a web of intrigue. For the Queen dreams of enslaving all the Vampires of the known world and returning to ancient Lahmia at the head of an Undead army, reclaiming her throne and rebuilding the great Temple of Blood.

Neferata delights in seducing mortal men of pure heart and causing their fall from grace. She is especially fond of Bretonnian knights, for she finds their code of chivalry easy to exploit. Some of her victims Neferata keeps as her lovers, while others she simply drains of their blood. The most favoured of them she transforms into Undead servants, though few amuse her for long enough that she will consider granting them the Blood Kiss. Sometimes Witch Hunters or Bretonnian knights muster troops to cleanse the Silver Pinnacle. When their armies come, she is roused from her hedonistic idleness and issues terrible commands to her Undead lackeys. At such times Neferata can muster an army of thousands of Zombies, Wights and other dark, evil things. None who have attacked the Silver Pinnacle have returned - except as the unliving servants of Neferata. Neferata finds few equals in combat, for she is the Queen of Mysteries of old and is terrible in her wrath. She holds much of the magical knowledge that was lost during the destruction of Lahmia, ancient rituals and mysteries that only she will ever know.

Neferata, The Vampire Queen

	M	WS	BS	S	T	W	I	A	Ld
Neferata	6	7	6	5	5	4	10	5	10

Points: 715

Weapons: Dagger of Jet

Armour: None

Spells: She is a level 3 wizard and can use Necromantic spells or the Lore of Death.

SPECIAL RULES

Bloodline Powers:

Neferata has all the powers of the Lahmia family.

Heavenly Creature:

Enemy models in base contact with Neferata suffer a -2 to their Leadership score instead of the normal -1 of the other Lahmia Vampires.

Blood Kiss:

If Neferata kills a character in hand-to-hand combat, she can grant the Blood Kiss to this single lucky individual. This turns the slain character into a Vampire Thrall (use the standard Vampire Thrall statistics) who is now under the control of the Undead player. He retains any magic items and any steed he is riding turns into a Nightmare. The character immediately joins Neferata or the unit she is leading. If the character was riding a monster, the two are separated. The monster will behave exactly as if its rider had been killed.

Neferata may grant the Blood Kiss only once per battle.

Shadowblood:

The Vampire Queen opens wounds on her palms and while uttering an ancient incantation, her blood bursts from the wounds. It is a more potent poison than that of any serpent and bursts into flames upon contact with anything.

Neferata is a level 3 wizard and has three spells, but she also always has the *Shadowblood* spell. This spell is in addition to her normal spells. Note that this spell is unique to Neferata and only she may use it.

Casting Value: 7+ Range: 24"

If the spell is cast successfully, Neferata must declare how many wounds she is using to boost the effects of the spell. The spell is a magic missile that causes D6 Strength 5 hits plus an extra D6 for each wound Neferata expends. In addition, a unit suffering one or more wounds from this spell must immediately take a Panic test. The blood causes double wounds against any flammable target.

MAGIC ITEMS

Dagger of Jet:

This dagger took countless lives on the altars of Lahmia when Neferata was the high priestess of death. It was used to cut the throats of those who were condemned to feed the Vampire aristocracy of that cursed city. Attacks made with the Dagger are at +1 Strength and count as Poisoned Attacks.

Ruby of Lahmia:

The mark of her dominion over the City of Vampires, Neferata's diadem is a golden snake which rests over her cruel and beautiful face, and carries a huge ruby in its jaw. This unique jewel pulses with the power of eternal life and feeds Neferata with almost unlimited energy. At the end of each turn of the game the Ruby of Lahmia automatically regenerates a wound that Neferata has suffered in that turn (own or enemy). The Jewel stops working if Neferata is killed.

Bastet:

Bastet is Neferata's familiar, a slender black Khemrian cat who was entombed with her beloved Queen. Now she is just a feline shadow that follows Neferata and protects her from danger. In the Old World it is said that black cats presage bad luck, and maybe in this case it could be true… At the beginning of each of her turns Neferata can send Bastet to any enemy unit on the battlefield, regardless of distance. Place the model of Bastet next to the affected unit. Bastet looks just like an ordinary black cat and therefore will be ignored by the enemy (the model can be moved through, it doesn't stop the enemy from marching, etc.). The target unit will be afflicted by miserable bad luck and everything that can go wrong will. To represent this, the unit must re-roll any successful Armour Save it takes while under Bastet's influence.

VLAD AND ISABELLA VON CARSTEIN

Your army may be led by Vlad von Carstein, the Vampire Lord of Sylvania. Vlad and his wife Isabella can be taken as a Lord choice, but they will use up three of your Hero choices as well. Taking Vlad and Isabella counts as taking a Lord and three Heroes. They must be fielded exactly as presented here and must always be taken as a pair; no extra equipment or magic items can be bought for them.

lad von Carstein was the first and greatest of the Vampire Counts of Sylvania. It was he who tainted the once human aristocracy of Sylvania with the curse of Undeath and in so doing created an Undead kingdom at the very heart of the Empire. For years he gathered his strength until he felt confident enough to attempt the conquest of the whole Empire. Then Vlad fought a brilliant campaign against the warring Elector Counts and almost managed to claim total victory. He was halted at the very gates of Altdorf, the capital of the Empire.

Vlad was a towering figure of a man, with a mane of black hair and piercing eyes. Those who met him and survived the encounter describe him as having a feral charm and being extremely intelligent, but with an evil temper that could easily turn into berserk fury if he was thwarted in his endeavours. It was said that at such times only his wife Isabella could calm him without blood being spilt.

Vlad's wife, Isabella, was the daughter of the insane duke Otto von Drak. Vlad married Isabella and then inherited her father's estates when both Otto and his brother Leopold died soon after the marriage. Isabella was a quick-witted and darkly beautiful woman, and what started out as a marriage of convenience soon developed into unholy love. Vlad long resisted Isabella's requests to join him in undeath, but when she lay

dying from a fatal wasting illness, Vlad realised that he could not carry on without her and reluctantly inducted her into the Undead.

Isabella was Vlad's most valued confidante, and the only person whose advice he trusted. When Vlad was killed by Grand Theogonist Wilhelm at the Siege of Altdorf, Isabella committed suicide rather than carry on through eternity without him...

Vlad and Isabella von Carstein

	M	WS	BS	S	T	W	I	A	Ld
Vlad	6	9	6	5	5	4	8	5	10
Isabella	6	6	4	5	4	2	6	3	8

Points: 975 (800 for Vlad and 175 for Isabella)

Weapons: Vlad is armed with the Wailing Blade and Isabella carries a sword. They fight on foot.

Armour: None

Spells: Vlad is a level 3 wizard and can use the lore of Death or Necromantic spells from both Warhammer Armies: Vampire Counts and Storm of Chaos.

SPECIAL RULES

Bloodlines:

Vlad has all the powers of the von Carstein family. Vlad's Walking Death is a +2 combat resolution instead of the normal +1! Isabella has the following powers: Call Winds and the Transfix Lahmia power.

Undying Love:

If Isabella is killed, Vlad will be overcome by grief and go into a berserk fury. For the rest of the battle he will be subject to both Hatred and Frenzy. If Vlad is killed then exactly the same special rules apply to Isabella: ie, she becomes frenzied and subject to hatred.

Storm of Chaos:

With the release of the Storm of Chaos campaign book, Vlad may now use all of the von Carstein Bloodline powers from Warhammer Armies: Vampire Counts and from Storm of Chaos.

In addition, Vlad and Isabella may lead a Sylvanian army. Where this is the case, Vlad assumes the role of Lord and Isabella as his Thrall. If taken in a Sylvanian army, Vlad and Isabella still count taking a single Lord choice and three Heroes choices.

MAGIC ITEMS

Vlad always carries the following magic items:

The Carstein Ring:

(see Vampire Counts army book, page 50

Wailing Blade:

The blade of this evil sword is never satisfied with the amount of blood it drinks and constantly emits a piercing scream, demanding more.

The model wielding this screaming weapon causes Terror. In addition, no Armour Saves are allowed against wounds caused by the Wailing Blade.

Isabella carries the Unholy Chalice.

Unholy Chalice:

Blood is constantly flowing from this infamous symbol of evil. Isabella can drink from it to heal her wounds.

The Unholy chalice confers a 4+ Ward Save against ranged attacks only (missiles and spells), it has no effect against close combat attacks.

EARN THE EYE OF THE GODS

AEKOLD HELBRASS, CHAMPION OF TZEENTCH

Aekold can be taken as a Hero choice, but will use up two Hero slots rather than one. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Aekold Helbrass, Champion of Tzeentch, bears a most unusual gift – the gift that is known as the Breath of Life. Where Aekold walks the grass springs green and meadow flowers blossom. When he walks upon desert sands and stony rocks, the land bursts into life as he passes.

Any living thing he touches springs into new and vigorous growth. The long-dead wood of doors and staves takes root upon his touch. His touch can restore to health creatures that are upon the threshold of death, for such is the power of the Breath of Life. His touch is as indiscriminate as it is potent, behind him he leaves a trail of new life and everything he touches is affected.

While lifegiving is the gift of Aekold, he slays his opponents without pity or care for their life, for he knows all life is but an endless dance of change, dictated by Tzeentch, the Master of Fate.

Aekold Helbrass, Champion of Tzeentch

M	WS	BS	S	T	W	I	A	Ld

Aekold Helbrass	4	8	3	5	4	2	7	4	8

Points: 290

Weapons: Aekold carries the Windblade

Armour: Aekold wears Chaos armour

SPECIAL RULES

Mark of Tzeentch:

Aekold is a Level 2 Wizard and uses the spells from the Lore of Tzeentch.

The Breath of Life:

The Breath of Life is one of the mysterious and bizarre gifts Tzeentch has granted to his most favoured of followers.

Aekold has the Regeneration special rule, as described on p.113 of the Warhammer rulebook. In addition to this, any character model in base-to-base contact with Aekold Helbrass, friend or foe, also gains Regeneration as long as they are in contact with him. If Aekold is killed during a battle, roll a dice at the end of the game. On a 4+ he recovers and does not count as slain, so your opponent does not gain any Victory Points for killing him.

MAGIC ITEMS

The Windblade

The Windblade is the great double-handed broadsword of Aekold, granted to him by his master, Tzeentch. Like all the favours given by the Changer of Ways, it is an erratic and unpredictable weapon.

The Windblade counts as a Great Weapon. In addition, before the battle roll a D6 and consult the chart below to see what effect the Windblade will have on its bearer:

1-2 The Windblade allows its bearer to walk the winds of magic and move with an astounding speed. Aekold may fly as detailed in the Warhammer rulebook.

3-4 The Windblade becomes as light as a feather in the hands of its bearer, and yet still retains its deadly power. The Windblade will therefore always strike first in hand-to-hand combat, regardless of Initiative and charging, and will still confer the +2 Strength bonus. If both sides are allowed to strike first because of magic items or spells, revert to Initiative order. If both models have the same Initiative, roll a dice.

5-6 The Windblade swirls and leaps from the hands of its wielder, striking enemies at a great distance before returning to his hand. Aekold may throw the Windblade in the Shooting phase at any target within 12" that is within his line of sight. Use Aekold's Ballistic Skill to determine whether the Windblade hits its target or not. If the unit is hit it suffers D3 S5 hits.

EGRIMM VAN HORSTMANN, SORCERER OF TZEENTCH

Egrimm can be taken as a Lord choice, but will take up a Hero slot as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

At the edge of the Screaming Hills stand the Silver Towers of the Cabal. Here Tzeentch's Sorcerers study arcane lore and augur divinations, trying to foretell the moment when the Storm of Chaos will arise again, and how to harness it to their will. The Sorcerers of the Cabal do not speak: instead they communicate using telepathy, even over great distances. This way no one will know their plans.

The Chaos warriors of the Cabal are called the Thralls – they are the willing slaves of van Horstmann. Upon joining the Cabal, a warrior or wizard must swear unending loyalty to the master of the Cabal and his lord Tzeentch. He is branded with the magical sign of Tzeentch on his forehead so that he can never rebel against the will of his masters. In return he is initiated into the secrets of the Cabal.

The armour of the Cabal is archaic and ceremonial to the point of impracticality covered in a mass of talismans, ribbons and warding sigils. Their weapons are often magical, ensorcelled by the sorcerers of the Cabal. In battle their blades give off an eerie glow that is frightening and yet at the same time fascinating. The Cabal are a terrifying foe: they act and fight in perfect synchronicity, guided by the mad genius of the Chaos sorcerers. Their battle plans are infinitely complex and often seem contradictory, and yet they are always victorious. Their opponents feel that they are part of an act in which their roles are predestined, and trying to resist is like struggling against invisible chains. The symbol of the Cabal is the unblinking

withering eye of Tzeentch on an open palm. Their banner bears this symbol, and it is a source of pride to the Cabal that it has never been captured. It is said that a man who gazes into the Withering Eye will grow old and waste away in mere moments.

When Egrimm van Horstmann was ordained as Grand Magister of the Order of Light he was acclaimed as the youngest and most gifted wizard to rule over a magical order. As he knelt down and swore allegiance to the Emperor, no one guessed that his loyalty had already been given over to another, far more sinister master.

As an Apprentice Chanter of the ritual bound Order of Light Wizards he served under Master Chanter Alric, the Saviour of Apesto, who taught him many of the order's ancient secrets. But all the time he served the Order of Light, Horstmann prayed to the gods of Chaos for the power to defeat his peers. His progress was rapid. By day he studied Light Magic, and by night he pored over ancient manuscripts devoted to the lore of the Chaos gods. Daemons of Tzeentch whispered their timeless secrets into his sleeping mind and Egrimm's evil powers waxed strong.

For three years the Grand Magister worked his evil in the darkness. Seeds of corruption were planted in the hearts of the Acolytes of the Order of Light. Rituals were subtly modified and their powers redirected. Beneath the College Egrimm laboured at the sealed vaults one-by-one defeating their magical locks to uncover the forbidden things they contained. It is impossible to calculate the damage done or the horrors unleashed upon the world by the Grand Magister before his evil was uncovered by the Inquisitors of Sigmar and the Grand Theogonist Volkmar.

The search for and discovery of the source of corruption would make a long and horrific tale in its own right. In the end the Grand Magister unlocked the Dragon Baudros from its timeless prison beneath the Pyramid of Light and upon the winged and two-headed form of this most infamous of all Chaos Dragons he ascended into the sky and departed towards the Chaos Wastes. With his corrupted acolytes Egrimm formed the Cabal, perhaps the mightiest of all the warbands of Tzeentch. These sinister warrior-wizards of Tzeentch deemed Egrimm van Horstmann as their master. Egrimm covets nothing less than dominion over the entire world. He is a great conspirator, second only to his master Tzeentch. His acolytes are everywhere, and many of the secrets, cults and covens in the Old World are ultimately controlled by Horstmann. Such plots and schemes please Tzeentch immeasurably, and he has rewarded van Horstmann greatly, making him the most favoured of his servants.

Egrimm van Horstmann, Sorcerer of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld
Egrimm	4	8	3	5	5	3	8	5	9

Baudros	6	7	0	6	6	6	3	6	8

Points: 890 (525 for Egrimm, 365 for Baudros)

Equipment:

Egrimm van Horstmann wears Chaos armour and carries a Chaos Runesword.

Baudros:

Egrimm rides on the back of the Dragon Baudros, a mighty twin-headed Dragon of Chaos. Baudros has the following special rules: Large Target, Terror, Two Breath Weapons, Fly and Scaly Skin (3+).

Mark of Chaos:

Egrimm van Horstmann has the Mark of Tzeentch. He is a Level 4 Wizard and uses spells from the Lore of Tzeentch.

SPECIAL RULES

Cunning of Tzeentch:

Egrimm is blessed with the deep wisdom and cunning of Tzeentch himself. In battle he can confuse enemy plans and foil their attacks. The opposing generals are like puppets in a play staged by Egrimm.

Any army led by Egrimm gets +1 on its dice when rolling to see which player gets to choose table sides, and when rolling to determine who gets the first turn.

MAGIC ITEMS

Chaos Runesword:

see p.50 of Hordes of Chaos

Spell Familiar:

see p.52 of Hordes of Chaos

Skull of Katam:

see p.52 of Hordes of Chaos (note that Egrimm being able to take two items from the Arcane Items section of the Magic Items is an exception to the usual rules).

DECHALA THE DENIED ONE

Dechala can be taken as a Hero choice, but will use up two Hero slots instead of one. She must be fielded exactly as presented here and no extra equipment or magic items can be bought for her.

Dechala is the mistress of the Tormentors, the greatest of all of Slaanesh's warbands to ever roam the Chaos Wastes. She is as cruel as she is beautiful and as pitiless as she is beguiling.

The earliest records of the ravages of Dechala reach down through the centuries. Some say that she was blessed with great age by Slaanesh, or maybe the legends that she was once a High Elf princess are true.

Dechala is mutated beyond recognition, making her a creature of Chaos more akin to a Daemon than a mortal. Her skin is smooth and milk-white. Her legs have been replaced by the lithe and sinuous body of a snake. Her multi-headed tail cracks like a whip, and drips with poison. Her multitudinous arms grasp heavy-bladed swords and her deep blue eyes glow with an inner light, promising terrible pain and pleasure to any who dare to stand before her. She has beauty that only Slaanesh may grant, but it is as unearthly and disturbing as it is irresistible. Her visage evokes loathing as much as it arouses pleasure.

Dechala seeks the ultimate self-indulgence and freedom from the shackles of law and order, but she desires this pleasure only for herself: others can suffer and die as long as her wishes

are fulfilled. She is served by a host of slaves, victims of her hideous poison that erodes both the will and the body.

In battle Dechala is an enchanting sight, her snake-like body dancing to amuse her patron. And as delicate and sensuous as her movements are, they are nonetheless lethal to those who dare to oppose her, and many an opponent has been cut to pieces while entranced by her dance.

Dechala The Denied One

	M	WS	BS	S	T	W	I	A	Ld
Dechala	7	8	3	4	4	2	9	6	8

Points: 245

Weapons: Dechala carries a multitude of poisoned swords

Armour: Dechala wears Chaos armour

SPECIAL RULES

Mark of Slaanesh:

See p.47 of Hordes of Chaos.

Poison:

Dechala's blades drip with potent venom. All her attacks count as having the Poisoned Attacks special rule, as described on p.114 of the Warhammer rulebook.

Even battle is a way for Dechala to please her master. She dances across the battlefield sensuously, her blades making eerie whistling music to accompany her movements. In combat she may pick one of the following dances, the effect of which applies for that Close Combat phase only. You cannot choose the same dance in two consecutive turns of the same combat engagement.

The Praise of Slaanesh:

Dechala fights with dancing movements that enthral her enemies, and her twisting body becomes almost impossible to hit. All successful rolls to hit against her in Close Combat must be re-rolled.

Dance of Destruction:

Dechala swirls with frantic energy, cutting limbs and severing heads with her whistling blades. Dechala gains +1 to all her to hit rolls.

Daggerdance:

Dechala's twisting blades make a wall of steel around her that no sword master can penetrate. She gains a 5+ Ward Save.

SCYLA ANFINNGRIM, CHAOS SPAWN

Scyla can be taken as a Rare choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Once Scyla of the Tribe of the Hound enjoyed the favour of his Chaos god. At one time Scyla's Raiders plagued the northern coasts of the Empire. His name was feared by the Kislevite merchants of Erengrad. Many remembered the daring night raids that left the docklands of the Lynsk an inferno of destruction. But power of such magnitude has its cost, and Scyla paid the highest price for his ambition.

At first his body swelled with chitinous plates. This gift made him even more powerful, but it was the beginning of the end for Scyla. Within the year his head had grown elongated and reptilian, and a beaked tail sprouted from his back. His limbs lost their clean human shape becoming long, hairy, and ape-like. Soon he could no longer grasp his sword and fell upon all fours like a beast. At last his mind gave up its grip and Scyla was lost in the depths of gibbering abomination, becoming a Chaos Spawn.

Scyla's warband took pity on him; some even revered him in his new form and paid homage to him as a living god. Subsequently, his trusted lieutenant One-Eyed Erlock was chosen as Khorne's Champion, and Erlock placed around Scyla's malformed head the potent Collar of Khorne. When Erlock led the warriors to battle he took Scyla with him, directing the horrific creature like a tamed beast. The ultimate fate of Scyla is not recorded, but he was said to have fallen at the Gates of Kislev, the titanic battle that ended the Great War against Chaos.

Scyla Anfinngrim, Chaos Spawn

	M	WS	BS	S	T	W	I	A	Ld
Scyla	2D6	4	0	5	5	3	2	D6+2	7

Points: 135

SPECIAL RULES

Scyla follows all the special rules for Spawn of Chaos (see p.27 of Hordes of Chaos), including Special Movement, Special Attacks, Unbreakable, Fear, Unit Strength 3.

Iron Hard Skin:

This gives Scyla a 4+ Armour Save.

MAGIC ITEMS

Collar of Khorne:

see p.52 of Hordes of Chaos.

CROM THE CONQUEROR - HERALD OF ARCHAON

Crom is a Lord choice and if taken must always be your army General. He must be used exactly as represented here and may not be given additional equipment.

Crom the Conqueror.

To the east of the Worlds Edge Mountains and north of the Mountains of Mourn, the Steppes stretch from the civilised lands of men to the Chaos wastes. These vast, rolling plains of grass and tundra are home to the Kurgan, savage tribes of nomadic warriors who spend their lives in battle to prove their might before the Gods. Born into a land constantly riven by warfare, the people of the north must be strong warriors lest they meet an early and brutal end in battle.

Crom the Conqueror is of the Kul. A tribe of the Kurgan people, the Kul stake their claim on the lands above the Worlds Edge Mountains and to the east of the Sea of Chaos, from where they launch brutal raids on their neighbouring tribes, sometimes travelling as far as Cathay or the Empire in their quest for plunder. Possessed of an ambition that burned like fire and a keen warrior's skill, Crom bested his chieftain in a leadership challenge before his twentieth year. Crom's cunning and prowess ensured that the Kul rose to great renown, a position built on the backs of slaves, and paid for with a hoard of stolen wealth. Before another ten winters had passed Crom was one of mightiest kings the Steppes had ever known, and it was then that the dreams started.

Night after night, Crom dreamt of the future, of a world drowning in a tide of Chaos for the glory of the Gods. He saw a dark figure silhouetted against a red sky, a blade sheathed in golden fire raised above its head. The dreams became ever more vivid, and Crom became convinced that it was a message from the Gods and a clue to his destiny; but who was this figure? Was it his own destiny to claim the world for the Gods, or was there another, even mightier than he? Obsessed with the meaning of the dreams, Crom spoke with the sorcerers of his tribe but when they could not provide him with answers, his mood became dark and brooding.

When news came to him of a company of armoured knights marching over his lands uninvited, Crom was furious. Angered by the slight to his sovereignty and made reckless by his infuriating dreams, he immediately rode forth to challenge the intruders. Catching sight of the knights across the sweeping plains he bellowed challenges at them until eventually their dark leader raised a hand, stopping Crom's riders and turning them back.

The knights spurred towards the king of the Kul, who soon found himself encircled. Though outnumbered many times over, Crom did not back down and demanded to know who dared cross his lands without his permission. The leader of the knights replied simply that his name was Archaon, and he sought the six treasures of Chaos. As far as Crom was concerned, for Archaon to make such a statement as this was the ultimate blasphemy. Drawing his sword Crom challenged Archaon to single combat and to prove that he was indeed the chosen of the Gods.

Archaon's shoulders shook slightly with silent laughter and gestured to one of his riders. Seemingly unhindered by the great weight of armour upon his back, the knight leapt down from his horse and charged at Crom. Crom simply grinned, and in a single motion battered the warrior's sword aside before backswinging his blade, severing the man's head. Crying out in triumph he demanded once more that Archaon face him. Archaon said nothing, but gestured again. Another of the armoured warriors stepped forwards; again Crom cut him down with ease. A dozen times more Archaon sent forth his champions, and each time Crom proved victorious, the blood of the knights spilt upon the barren Steppes. The Kul ruler was in a fury, demanding to know why Archaon refused to fight, when the huge knight finally dismounted. Sensing that this was to be a fight worthy of his skills, Crom did not allow the knight to even draw his blade before rushing headlong towards him, his sword swinging in vicious arcs.

At first the dark knight gave ground before the enraged king, beating aside the ferocious attacks with his shield, seemingly unable to draw his own weapon in the face of such skill and ferocity. Crom pressed on, believing that he had the measure of his foe, but as Archaon reached the ring of knights, he gave ground no further and with a single sweep of his shield swept the blade from Crom's hand. Without pause, Crom flung himself weaponless at his foe but as fast as he was, Archaon was faster, his right hand closing in a vice-like grip about Crom's throat. As he lifted the struggling Kul high off the ground, Archaon abandoned his shield and drew his sword, the blade easing from the scabbard.

Struck with awe, Crom instantly stopped his struggles, for the blade shone with a golden flame that danced across runes inscribed so finely as to be barely readable. The serrated edge of the sword seemed to move and flow even as he watched, and a faint moaning emanated from the desperate struggles of an imprisoned daemon. Still holding the king at arm's length, Archaon told him of the quest for the treasures. The Sword he possessed already, and the Eye and the Mark. Still he needed the Steed, the Armour and the Crown. Crom had been tested and found to be a mighty warrior; Archaon bade Crom accompany him for the remainder of his journey. Crom realised that Archaon could truly be the figure from his dreams, the chosen of the Gods and of the prophecy - he who would bring about the Storm of Chaos. The Gods could not have given Crom greater honour and, leaving his people, he joined Archaon's band, the Swords of Chaos, and Crom's tale passed into the myths of the Kul. Over the decades spanned by that epic quest, Crom's fervour and belief in Archaon grew ever stronger. Soon he became the most loyal and devoted of his Lord's companions, travelling far and wide in his lord's name - a herald for the Lord of the End Times.

As the day of prophecy drew near, Crom took it upon himself to create an army worthy of the Lord of the End Times and Crom returned to his homeland for the first time in many years. He strode brazenly into the tent of the king of his people demanding that the Kul swear loyalty to Archaon and the End Times. When the king, himself a mighty warrior, challenged Crom he was cut down like a mere boy. In awe of Crom and his words, and remembering the legends of their tribe, the assembled chieftains of the Kul acknowledged him with deafening cheers and swore themselves to his cause.

Under Crom's leadership once more, the Kul burst forth from their own lands in a whirlwind of conquest. Those chieftains who would not join the cause were slain by Crom, their armies humbled in battle, and the people of their tribes pledged to obey Archaon as their ruler and Crom as his Herald. As the ranks swelled with the peoples of the conquered tribes, the horde swept eastwards across the plains. Crom's following was the largest army ever

assembled in the east, the warriors fanatical in their desire to crush all before them in the name of their Gods.

When finally the Conqueror was satisfied with the strength of the force at his command he led his army south, leaving the open plains of the Steppes for the rocky, greenskin-infested lands below. The lands of men would be attacked not only from the north, but also from the east, each incursion alone more mighty than any that had come before. Truly the time of mortals was at an end and the Storm of Chaos was upon the world.

Crom the Conqueror

	M	WS	BS	S	T	W	I	A	Ld
Crom	4	9	3	5	5	3	8	5	9

Points: 230

Weapons: Sword and axe.

Armour: Crom wears Chaos armour and carries a shield.

SPECIAL RULES

Master of Chaos Undivided: Crom bears the Mark of Chaos Undivided, and the vast majority of his troops celebrate Chaos in its purest, undiluted form. Units of Chaos Warriors or Knights bearing any Mark other than Chaos Undivided count as Special units. Units of Chosen Chaos Warriors or Chosen Knights bearing any Mark other than Chaos Undivided count as Rare units. Daemons of all types also count as Rare units. However, all Marauder and Marauder Horsemen units may have the Mark of Chaos Undivided for free. They may not be given any other Marks.

Immense Pride: Crom is a true warrior, a master of single combat. He has defeated many chieftains in single combat to gain leadership of their tribes, each victory increasing an already considerable pride. Crom must always accept a challenge if one is issued.

The Way of the Warrior: The Conqueror is supremely skilled in many styles of fighting, be it with sword and axe, or sword and shield.

With his sword and axe Crom is a whirlwind of destruction, his attacks striking with such power that his opponents are torn apart by the storm of blows. If Crom fights with sword and axe he gains +1 Attack for an additional hand weapon as normal. In addition, if he fights with

sword and axe in a challenge, Crom may make an additional attack for each wounding hit he makes (before saving throws).

Crom uses his shield expertly, forcing his opponent back and blocking any attempt to launch an attack. If Crom fights with sword and shield he gets the normal +1 to his Armour Save for using a hand weapon and shield. In addition if he fights with sword and shield in a challenge, any special rules applying to Crom's opponent's weapon are completely nullified; in other words his opponents always count as using a single-handed weapon regardless of their actual equipment. This applies to both magical and mundane equipment.

ARBAAL THE UNDEFEATED, DESTROYER OF KHORNE

Arbaal can be taken as a Lord choice, but will take up a Hero slot as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Of all the warrior heroes of Khorne the Blood God, there are few so devoted to their thirsting master as Arbaal. Thousands have felt his axe blade at their necks and now their white skulls lie at the feet of

Khorne. At the city of Praag in the northlands, Arbaal led one hundred Daemons in the assault on its boundaries. It was Arbaal who finally breached the gates of the city and ended the siege. Legends claim that Arbaal slew a thousand warriors that day.

Arbaal is the favourite of his master and his most devoted servant. Khorne has gifted him with the power of the Destroyer in recognition of his devotion, a reward that belongs to Khorne's most favoured Champion alone. Only one warrior may bear the gift of the Destroyer of Khorne. Should his Champion be defeated Khorne's wrathful eye will turn Arbaal to foul Chaos Spawn, for only the victorious are worthy enough to serve Khorne.

Arbaal The Undefeated

	M	WS	BS	S	T	W	I	A	Ld
Arbaal	4	8	3	5	5	3	8	5*	9
								*(2D3 + 1)	
Hound of Khorne	7	5	0	5	5	3	4	2	8

Points: 425 (315 for Arbaal, 110 for the Hound of Khorne)

Weapons: Arbaal is armed with the Destroyer of Khorne

Armour: Arbaal wears Chaos armour

Mount: Arbaal rides the Hound of Khorne

SPECIAL RULES

Mark of Khorne:

Arbaal bears the Mark of Khorne as described on p.47 of Hordes of Chaos.

Challenge:

Arbaal must always issue a challenge if possible. If a challenge is issued to Arbaal or a unit he is with then he must meet it if at all possible.

Gaze of the Gods:

See Hordes of Chaos, p.52

The Hound of Khorne:

The Hound of Khorne is the Blood God's own Flesh Hound, a Daemon of huge proportions combining the attributes of a Flesh Hound with massive size and power. Only Khorne's chosen Champion is rewarded with the Hound of Khorne, which the Champion rides in the fashion of a monstrous beast.

The Hound of Khorne has the following special rules:

Daemonic Mount:

The Hound follows all the rules for daemons as detailed on p.29 of Hordes of Chaos, as well as those for Daemonic Mounts on page 31 of Hordes of Chaos.

Frenzy:

The Hound is an insatiable hunter, and is subject to the rules for Frenzy, even if otherwise immune to psychology.

Magical Resistance:

The Hound benefits from the protection of its magic-hating god, embodied by the heavy collar around its neck. It has Magic Resistance (2) as described on p.114 of the Warhammer rulebook. This also benefits Arbaal himself.

MAGIC ITEMS

Destroyer of Khorne

The Destroyer of Khorne is the gift Khorne, the god of war, gives to his most favoured of Champions. It turns Arbaal into a tireless warrior; a hurricane of fury and destruction upon the battlefield.

Whilst armed with the Destroyer of Khorne, Arbaal will make 2D3+1 (+1 additional attack due to his frenzy, so 2D3 +2) attacks during the Hand-to-Hand Combat phase instead of his normal 5. Roll at the start of each Close Combat phase to see how many attacks Arbaal can make against his opponents. In addition, Arbaal will never lose his Frenzy, even if he is defeated in combat.

AZAZEL, PRINCE OF DAMNATION

Azazel can be taken as a Lord choice, but will also take up a Hero slot. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Azazel sees into the very hearts and souls of men, and even their deepest desires and hidden passions are plain to him. With his silvery voice Azazel whispers to his opponents, promising them all they have ever desired if they abandon the folly of opposing Slaanesh and embrace the Prince of Chaos instead.

And there are very few that can resist his temptations. All who know of him dread to face him in battle, for the cost of losing to Azazel is not only the death of the body, but the damnation of the soul as well.

At the Battle of the Moors a force of zealous Templars of Ulric had made vows before the Flame of Ulric in Middenheim that they would banish Azazel or perish trying. But before the battle ended the Templars had been reduced to gibbering imbeciles, slaves to the slightest whim of Azazel. He set collars around their necks and made them walk on all fours like dogs to amuse his patron Slaanesh. The Questing Knight, Guido de Brionne, sought out Azazel, intending to challenge him to single combat to fulfil his grail quest, but instead he kneeled before the Daemon Prince, begging him to accept his undying devotion. Laughing, Azazel severed the head of the Bretonnian Knight, who stood unmoving, convinced in the justification of the act. Woe to those who face Azazel, the right hand of Slaanesh.

Azazel, Prince of Damnation

M	WS	BS	S	T	W	I	A	Ld

Azazel	6	8	0	5	5	4	9	5	9

Points: 575

Weapons: Daemonblade

Sorcerer: Azazel is a Level 2 Wizard, and uses spells from the Lore of Slaanesh.

SPECIAL RULES

Azazel has the following special rules:

Daemonic, Terror, Fly, Unit Strength 3

Aura of Slaanesh:

(see p.49 of Hordes of Chaos)

Soporific Musk:

(see p.49 of Hordes of Chaos)

Mark of Slaanesh:

(see p.48 of Hordes of Chaos).

Temptator:

Those who come face-to-face with the awesome presence of Azazel risk gambling with their very souls. Many who see him lose their free will and become incapable of opposing him.

They are used as playthings by Azazel until he grows bored of them and disposes of them as he sees fit.

At the beginning of the Close Combat phase select one model is base contact with Azazel. The selected model must take a Leadership test. If the test is failed, the victim is controlled by the Chaos player in that Close Combat phase. The model will direct its attacks against his own side. The model cannot be attacked by either side during that Close Combat phase but after combat resolution has been worked out, he reverts immediately to the original player's control and can therefore use his Leadership for any Break tests and can be broken and pursued as normal. If the model has no friendly models in base contact, it will not attack that round and attacks can be directed against it, hitting automatically.

MAGIC ITEMS

Daemonblade:

Azazel wields a mighty enchanted blade, a deadly living weapon against which mortal armour is no proof. No Armour Saving throws are allowed against attacks made with the Daemonblade.

MASTERS OF THE UNDER-EMPIRE

IKIT CLAW, CHIEF WARLOCK OF CLAN SKRYRE

Ikit Claw can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Your army may include Ikit Claw, the emissary of Lord Morskittar, one of the infamous Lords of Decay. If Ikit Claw is your army General, you must spend 25% of your points on Clan Skryre's troops.

Ikit Claw has dedicated his long life to the study of all forms of magery, including the spells of Men and Elves. Over the decades prior to the second Skaven civil war, Ikit Claw travelled secretly to the far flung corners of the Under-Empire. He visited distant Cathay to steal secrets from the ancient human mystics and rifled the buried vaults of Vorshgar in the northern wastes of Naggaroth. He led an expeditionary force to the mysterious island of Albion in search of the lost secrets of the Old Ones and risked the wrath of Clan Pestilens by journeying through the steaming jungles of Lustria to visit the monolithic ruins which have stood there since the beginning of time.

From his great journeying, Ikit Claw drew together an encyclopaedic knowledge of the spells of the civilised races. When he returned to Skavenblight, Ikit Claw found his master and the other Lords of Decay teetering on the brink of civil war after the failure of Clan Pestilens' Red Pox in Bretonnia. Lord Morskittar had withdrawn to the Clan Skryre quarter of Skavenblight and was waiting for the inevitable collapse. Ikit Claw hastened to his side and stood ready. Sure enough, Clan Pestilens made an attempt to seize the council chamber and fighting spilled over into Skavenblight.

When the time was ripe, Lord Morskittar sent Ikit Claw to lead the Warlock Engineers to the temple, ostensibly to restore order. Ikit Claw's spells were unstoppable and he swept the temple precincts clear of the battling factions with fiery blasts and hails of dark blades. Clan Skryre seized the temple in an unshakeable grip and Lord Morskittar emerged to declare himself ruler of Skavenblight. However, by this time, internecine fighting had spread throughout the Under-Empire and no one was listening to even the mighty Lords of Decay any more.

Lord Morskittar ruled most of Skavenblight for several centuries, driving out the other clans from the lower tunnels and the other quarters of the city. Ikit Claw was his most trusted servant during this time, overseeing the great works of science and sorcery which Lord Morskittar set into motion. It was from these great experiments that Ikit Claw sensed the rising tide of dark magic that preceded the great Chaos incursion before anyone else in the Under-Empire. So it was that Lord Morskittar was prepared when the Grey Seers declared their intention to invoke the Horned Rat and end the war.

Ikit Claw is tall and white-furred, always a sign of distinction and power amongst the Skaven. Like all the members of Clan Skryre, he constantly tinkers and experiments with new weapons and devices, delighting in anything which brings harm to the foe. Latest amongst his many inventions is the Warp-lightning Cannon, a terrifying engine of destruction which has carved trails of death through the serried ranks of Dwarf, Orc, and Human regiments with lethal precision.

Ikit's face and arm were badly burned in a failed experiment long ago. He has constructed an intricate mask to cover his mutilated and hairless skull and a cunningly-made skeletal claw of iron, crystal, and brass to give strength to his withered arm. The claw contains several of his more successful inventions including a small warpfire projector. Ikit Claw also bears Storm-Daemon, a hellish weapon he created in his own warpstone forges deep in the Under-City.

Ikit Claw, Chief Warlock of Clan Skryre

	M	WS	BS	S	T	W	I	A	Ld
Ikit Claw	5	4	4	4	4	3	5	2	7

Points: 410

Weapons: Warplock pistol, warp blades, upgraded warp energy condenser, supercharged warp-power accumulator, warpfire projector.

Armour: Warpstone armour (note that Ikit Claw can still cast spells while wearing armour).

Magic: Ikit Claw is a level 4 Wizard. He can choose his spells from one of the following lists: Lores of Fire, Shadow, Death, Beasts, Metal, Heavens, Dark Magic and Dark Emissaries

magic. This is in addition to his default *Warp-lightning* spell that he can also cast on 11+ for 3D6 Strength 5 hits (see rules for the Warlock Master on p. 77 of the Skaven Army book).

SPECIAL RULES

Immune to Psychology:

In his quest for arcane knowledge, Ikit Claw has conversed with the greatest of Daemons and seen sights which would blast the minds of ordinary mortals. These experiences have rendered him quite immune to the ordinary emotions evoked in other creatures.

Ikit Claw is not affected by any psychology.

Ikit's Claw:

Ikit Claw's metal arm contains a small warpfire projector. This invention is treated as a breath weapon in all respects.

When this weapon is fired, place the flame template with its narrow end touching Ikit's base. Models hit by the template suffer a S4 hit. Units suffering any casualties must take a Panic test. Roll a D6 after each shot with the warpfire projector: on a roll of 1 or 2, the projector has run out of fuel and cannot be used again during the game.

MAGIC ITEMS

Warpstone Tokens:

Ikit Claw carries a total of five Warpstone tokens (see p. 38 of the Skaven Army book), which he can use to power up either his *Warp-lightning* spells or any other spell from the list he is using.

Death Globes:

See p. 37 of the Skaven Army book.

Warpstone Armour:

See p. 37 of the Skaven Army book.

Foul Pendant:

See p. 38 of the Skaven Army book.

Storm-Daemon:

See p. 38 of the Skaven Army book.

DEATHMASTER SNIKCH, CHIEF ASSASSIN OF CLAN ESHIN

Deathmaster Snikch can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Deathmaster Snikch is the chief assassin and prime agent of Lord Sneek, Lord of Decay and Nightlord of Clan Eshin. Snikch's infamy is only exceeded by the mystery which surrounds his whereabouts at any particular time. Lord Sneek ensures that this is the case – as long as no one knows the location of his chief assassin no one can feel safe. Deathmaster Snikch has appeared all over the Old World at one time or another, seldom being seen but always leaving his distinctive symbol traced in blood beside the decapitated heads of his victims.

Of course such gory rituals are only enacted when the Nightlord feels that an example should be made, usually to other defiant Skaven. In the lands of Men, Elves, and Dwarfs it is harder still to divine the Deathmaster's presence, save perhaps by effect and implication only. For example, the bizarre deaths of Frederick Hasselhoffen and his entire retinue during the Emperor's Grand Ball in Altdorf have never been explained to this day. City watch officials were left mystified by the fate of the Celestial Wizard Heinrich Frisen, found flayed within his sanctum at the Celestial College of Magic, its only entrance triple-locked from the inside and protected with potent magical wards within. Many muttered about Daemons, but the truly erudite know that Daemons seldom leave so few clues.

Who knows what other horrors the Deathmaster has perpetrated? How many ships have sunk or foundered with mysterious leaks or severed rigging, how many towns have been consumed by fire or pestilence released from the sewers below?

On the battlefield, the Deathmaster stalks his victims concealed beneath the magical Cloak of Shadows, its ensorcelled power strong enough to make a mockery of the most intricate defences. Where the stealthy tread of Deathmaster Snikch falls, no prince or warlord is safe.

Deathmaster Snikch, Chief Assassin of Clan Eshin

	M	WS	BS	S	T	W	I	A	Ld

Deathmaster Snikch	7	9	6	4	4	3	10	4	9

Points: 515

Weapons: Weeping Blades, smoke bombs.

Armour: none.

SPECIAL RULES

Assassin Supreme:

Deathmaster Snikch is the chief assassin of Clan Eshin, and his skills are almost supernatural. None are safe from his reach, and tales of his exploits are recounted all across the Known World.

Deathmaster Snikch has the following special rules: Scout, Hidden (See p18 from Warhammer Armies: Skaven). In addition he has the Killing Blow special rule.

Sensei:

The members of Clan Eshin regard Deathmaster Snikch with reverence and fear, as the greatest assassin the Clan has ever seen.

Deathmaster Snikch will always be the army general if he is leading a Skaven Clan Eshin army (see p92-93 of Warhammer Storm of Chaos). However, he can only pass on his Leadership to other units if he is not hidden. In a normal Skaven army he may never be the army general.

Dodge:

Deathmaster Snikch is preternaturally quick and agile to the point where he can pluck speeding arrows out of the air. Whether this speed is due to his extraordinary training or some controlled mutation is unknown.

Because of his exceptional speed and agility, the Deathmaster can dodge hand-to-hand combat blows, spells, and missiles. This dodging ability is represented by a 4+ Ward Save.

MAGIC ITEMS

Weeping Blades:

These weapons weep corrosive venom than can burn through armour and slay with the merest touch.

Deathmaster Snikch has +1 Strength in combat. Each unsaved Wound is multiplied into D3 Wounds. Deathmaster Snikch carries three of these Weeping Blades, wielding one with each hand and one with his tail. In close combat, this adds two extra attacks to the ones shown on his profile, for a total of 6!

Warpstone Stars:

These throwing weapons are coated with deadly poison that eats through armour and flesh.

Deathmaster Snikch can throw four Warpstone Stars each Shooting phase. These are treated as normal throwing stars, but have a range of 10" and Strength 5. Each unsaved wound is multiplied into D3 wounds.

The Cloak of Shadows:

This is woven from the hair of murdered foes, and casts shadows of darkness around its wearer.

In order to shoot or cast a spell against Deathmaster Snikch, enemy units must first roll a 5 or 6 on a D6. If they fail, they can choose a different target, choose to cast a different spell, etc. If the bearer is inside a unit or engaged in close combat, the cloak has no effect.

Bands of Power Bound Spell. Power Level 4:

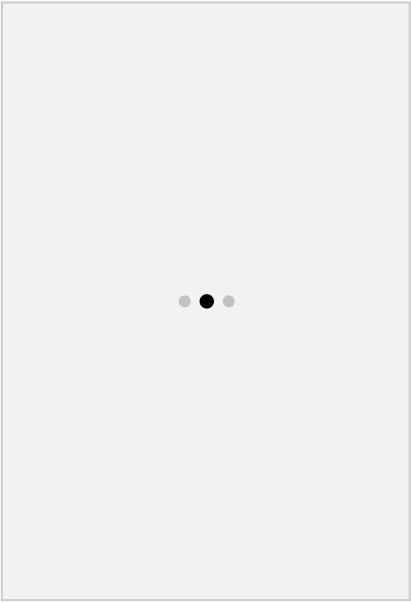
These tarnished armbands, when clashed together, imbue Deathmaster Snikch with unnatural power.

Once per Magic phase, Deathmaster Snikch can cast the spell bound within the bracers. The spell requires no Power dice to cast as all the power required is provided by the bands. The spell doubles Snikch's Strength value (before the +1 modifier from the Weeping Blades) until the beginning of his side's following Magic phase.

LORD SKROLK, PLAGUELORD OF CLAN PESTILENS

Lord Skrolk can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him.

Your army may include Lord Skrolk, agent of one of the most infamous Lords of Decay, Arch-Plaguelord Nurglitch of Clan Pestilens. Your army must include at least one regiment of Plague Monks if you want to use Lord Skrolk.



Lord Skrolk is very old and unutterably evil. By the blessing of the Horned Rat, he has lived many times his ordinary lifespan and unleashed unspeakable woes upon the world of Men. Skrolk was a simple Plague Monk at the beginning of his life, but his devotion to the Horned Rat aided him in the long struggle for power, eventually leading him to Skavenblight to offer his services to Nurglitch, the seventh Arch-Plaguelord. Nurglitch-who-is-seventh set him many long and arduous trials, including traversing the insanely dangerous Blindwyrm Labyrinth beneath Clan Pestilens's hold in Lustria. Success came to Skrolk in all things.

Lord Skrolk is a powerful warrior well capable of slaying any challengers to his position as the Arch-Plaguelord's favoured agent. Most fearsome of his weapons is the Rod of Corruption, a dreadful rod of spiderwood which can slay with a single touch. He also bears one of the sacred volumes of the Liber Bubonicus or Books of Woe, a magical tome which contains the secrets of every disease and plague in the world. Lord Skrolk has spent long centuries drawing together the alchemical and occult knowledge hidden in its pages to make himself a potent sorcerer steeped in the ways of death and decay.

Lord Skrolk is terrifying to look upon, his flesh has long since rotted into ragged tatters and he clawed out his own eyes at the sight of the radiant corruption of the Arch-Plaguelord, wishing to see no other creature after witnessing one so glorious. Now diabolic vitality burns through his limbs and by the blessing of the Horned Rat he sees the world again, but only as the purples and greens of corruption and decay. The noisome diseases which cling to

Skrolk's putrescent body are so deadly that only his brother Plague Monks can approach him safely.

Lord Skrolk, Plaguelord of Clan Pestilens

	M	WS	BS	S	T	W	I	A	Ld
Lord Skrolk	5	6	3	4	5	4	6	5	7

Points: 400

Weapons: The Rod of Corruption.

Armour: None.

SPECIAL RULES

Frenzy:

Like all members of Clan Pestilens, Lord Skrolk is subject to the Psychology rules for frenzy. See the Psychology rules in the Warhammer rulebook.

Terror:

Lord Skrolk is so utterly disgusting and fearsome-looking that he causes terror in the enemy. See the description of Terror in the Warhammer rulebook for full details.

Cloud of Flies:

The air around Lord Skrolk buzzes with numerous flies and beetles that hamper enemies trying to attack them. Any model in base contact with Skrolk suffers a -1 modifier to his rolls to hit in close combat.

Putrid Affinity:

Lord Skrolk is completely immune to the effects of the Lore of Nurgle.

MAGIC ITEMS

The Liber Bubonicus:

See p. 39 of the Skaven Army book.

Warpstone Tokens:

Skrolk carries three Warpstone tokens (see p. 38 of the Skaven Army book).

The Rod of Corruption:

The Rod of Corruption combines the effects of a plague censer (see p. 32 of the Skaven army book) and a Blade of Corruption (see p. 37 of the Skaven Army book).

Bell of a Thousand Poxes:

Hung around Lord Skrolk's neck is the unholy artefact known to the Plague Monks as the Bell of a Thousand Poxes.

The Bell has no special power until Skrolk is wounded. At the end of each player's turn, starting with the turn in which Skrolk is wounded, any model in base contact with Skrolk (friend or foe!) must pass a Toughness test or suffer a Wound, with no Armour Save allowed. Each unsaved wound is passed on to Skrolk, healing one of the wounds he suffered previously in the game.

WARLORD QUEEK HEAD-TAKER

Warlord Queek can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Your army must include a unit of Stormvermin if you want to use Warlord Queek.

Warlord Queek Head-taker is the right claw of Warlord Gnawdwell, the ruler of Clan Mors and the City of Pillars. Gnawdwell is one of the Lords of Decay and without doubt one of the most powerful Warlords in the Under-Empire. Warlord Gnawdwell has groomed Queek as his lieutenant since his birthing, supplying him with the best armour and weapons, protecting him from the other Lords of Decay, and staging attempted assassinations to keep Queek on his toes.

Warlord Queek has led several armies into battle against the Dwarf strongholds of the Worlds Edge Mountains and against the notorious Night Goblin Warlord Skarsnik, who holds the upper levels of Karak Eight Peaks in an iron grip.

Queek has enjoyed considerable success in these forays to date, most notably in the Battle of the North Stair, where he led Clan Mors warriors in a surprise raid on unprepared Night Goblin guards through an old sewer outlet. The Clanrats quickly swarmed over the surprised Goblins, killing most of them and enslaving the rest. Warlord Queek personally slew the Night Goblin chief, shattering the Goblins' resistance and enhancing his own fearsome reputation in the process.

Queek's vitriolic temper and immense ego are well known amongst the Skaven and greatly admired. He takes the greatest pleasure in challenging opposing leaders and heroes to single combat and slaying them. The severed heads on Queek's trophy rack are kept as mementoes of the more challenging fights, making him an unmistakable sight on the battlefield – his collection includes the head of Krug Ironhand of Karak Drazh, Ikit Slash of Fester Spike and the hands of Albrecht Kraus.

The patronage of Warlord Gnawdwell means that Queek is very well equipped for a Warlord. He usually wears warpstone armour and carries both the Gouger and Dwarf Slayer, a potent ancient weapon forged long ago when the Skaven started their long and bitter wars with the Dwarfs of the Worlds Edge Mountains.

Warlord Queek Head-taker

	M	WS	BS	S	T	W	I	A	Ld
Warlord Queek	5	7	4	4	4	3	8	4	7

Points: 300

Weapons: The Gouger, Dwarf Slayer.

Armour: Warpstone armour.

SPECIAL RULES

Challenge-Challenge!

Queek is supremely confident in his own capabilities. Whenever Warlord Queek is in hand-to-hand combat, he will always issue a Challenge to single combat against any enemy characters, whether you want him to or not (see p. 66 of the Warhammer rulebook for more details on Challenges) and always accepts if the enemy declares the challenge first. When Queek is fighting in a challenge, he fights with the fury of the deeply conceited, so can re-roll any failed rolls to hit and to wound.

Hatred:

Warlord Queek is quick to anger and develops a deeply psychotic hatred of anyone and anything that stands in his way. Dwarfs, Orcs, and Goblins stand in his way a lot – so he hates them all! See the Psychology rules for the effects of hatred, but remember that Warlord Queek only hates Dwarfs, Orcs, and Goblins.

Two Weapons:

Warlord Queek is extremely adept at fighting with his two magic weapons, attacking in a blinding-fast flurry of blades. He uses both the Gouger and Dwarf Slayer at the same time, obtaining a total of 5 Attacks in close combat. All these attacks allow no Armour Save, as well as wounding Dwarfs on a 2+.

MAGIC ITEMS

The Gouger:

See p. 36 of the Skaven Army book.

Dwarf Slayer:

See p. 36 of the Skaven Army book.

Warpstone Armour:

See p. 37 of the Skaven Army book.

The Foul Pendant:

See p. 38 of the Skaven Army book.

WARLORDS OF THE WAAAGH!

AZHAG THE SLAUGHTERER

Azhag can be taken as a Lord choice, but will use up two of your Hero choices as well. Taking Azhag counts as taking a Lord and two Heroes. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.

The smell emanating from the Chaos Troll's lair was vile, even by an Orc's low standards. The stench of rotten meat and Troll vomit was one that Azhag had become accustomed to, but the odour of a Chaos Troll was different. It was sickly sweet and the Warlord could only barely fight down the urge to regurgitate his last meal.

Azhag and his small tribe had been forced into Troll country by marauding bands of Chaos mutants. Taking shelter in the caves, a scout party he had sent to explore the dark tunnels leading from the main cave entrance had failed to return. That night the Chaos Troll had crept up on the tired Orc band and slaughtered each and every one of them save Azhag himself who had proved the beast's match and chased the monster back to its lair. The Chaos Troll was now cornered though and fought with a determined ferocity.

Azhag jumped back just in time to see the razor sharp talons of the huge black creature pass within inches of his face. Most of his boyz had been ripped apart by those very same deadly claws. As the Troll lunged forward to tear out Azhag's throat, the mighty Orc spied an opportunity to attack. Swinging his sword in a wide arc it cut deep into the Troll's arm.

The creature let out a savage howl of pain, but even as it did the gash Azhag's sword had inflicted began to close, the blood clotting instantly before his eyes. Enraged by the wound, the Troll lunged towards Azhag, powerful swiping claws raking at his head. Azhag raised his shield and the razor sharp talons cut a deep gash through the metal. A thought crossed Azhag's mind, perhaps he had been a little hasty in his pursuit of the Troll. Now the beast was cornered and was fighting for its life instead of its dinner. As if the Troll could sense Azhag's doubts, it increased the fervour of its attack. Blow after blow rained down upon Azhag's shield tearing more great holes into the thick steel. The Orc Warlord stepped back to avoid the flurry of attacks, but in his haste he slipped, crashing to the floor.

The Troll loomed over him, its arms raised high to be brought crashing down on the Orc's skull. Azhag knew that it was over, he had met his match. He would now suffer the same fate as all those who had fought and suffered at his own merciless hands. Then a strange voice whispered softly to him. It was as if the voice was actually inside his head. He is weak, said the voice. He thinks you defeated, now is the time of his undoing.

Azhag thrust forward his sword, the blade sinking deep into the Troll's chest. The Troll slowly stepped back from the prone Orc, the blade embedded up to the hilt. With a loud crash it hit the floor, dead.

Azhag stood, glanced once at the fallen Troll and then turned towards a corner of the cavern. The voice beckoned him over. Amongst a pile of gnawed bones and broken skulls lay a grime encrusted crown. Wear me, rule me, yours will be the power. The whispers were louder now, and a dull throbbing in his brain urged him to pick up the crown and place it on his head. As he did it seemed to shrink around his temple. "Yours is the power to command!" the voice boomed loud in the Warlord's skull. Arcane knowledge from centuries long past flooded into his memory. The voice in his head was now merging with his own. Without understanding how, Azhag knew he had become infinitely more powerful. The voice spoke again, this time it did not sound strange or unfamiliar. It was if the voice had always been part of Azhag, it was Azhag's voice. Together we shall fight, together we shall conquer, together we shall rule.

Azhag was one of the most dangerous Warlords of recent history, and his campaigns of destruction through out the Empire almost brought the eastern provinces to their knees. After defeating countless Orc and Goblin tribes from the Worlds Edge Mountains he led his horde into Ostermark and looted several towns destroying the temple of Sigmar at Nachdorf in the process.

Azhag possessed a strange iron crown which appeared to give him sorcerous powers. After his final defeat by a large Empire army, this crown was taken by the Grand Theoginist of Sigmar and locked away forever.

Azhag rode to battle on the back of a large Wyvern often harrying his retreating enemies from the air after the battle.

Azhag the Slaughterer

	M	WS	BS	S	T	W	I	A	Ld
Azhag the Slaughterer	4	7	3	4	5	3	5	4	9
Wyvern	4	5	0	6	5	5	3	2	6

Points: 500

Mount: Wyvern.

Weapons: Slagga's Sword of Slashin'.

Armour: Azhag wears his special 'Ard Armour (see Magic Items, below).

SPECIAL RULES

Ignore Greenskin Panic; Quell Animosity: As for a Black Orc according to the Orc & Goblin Army Book.

He's Da Boss: Azhag must be your General, regardless of the Leadership value of any other characters in your army.

MAGIC ITEMS

Slagga's Sword of Slashin'

The Sword confers +1 Strength to all close combat Attacks made by the character fighting with it. In addition, no Armour Saves are allowed against wounds caused by the Sword of Slashin'.

Daemon Staff

This deceptively childish looking puppet was originally part of a Tzeentchian wizard's totem, wrenched from his dead fingers by Azhag after the battle of Grim Spire. It gives Azhag Magic Resistance 1.

Azhag's 'Ard Armour

Counts as heavy armour (Armour Save 5+). In addition, the armour gives Azhag a 5+ Ward Save.

The Crown of Sorcery

The whispering voices of the Crown provide all the knowledge required to cast spells. Treat the wearer as a level 2 Orc Shaman for purposes of casting and dispelling spells, though he may wear armour. Unfortunately, having two voices in your head can get pretty confusing at times. Because of this, treat Azhag as suffering from Stupidity, as defined on page 82 of the rulebook.

BADRUK 'EADSPLITTA

More than anything else, more even than kicking Gobbos, 'Eadsplitta likes fighting Dwarfs. They're good in a scrap so he gets a worthwhile fight, they don't break easily (not like Elves) so he gets a chance to flex his muscles, and they don't run away in the middle of the fun. At least they never get far when they try. They are what is known to Orcs as 'Skumgrod' – 'favourite enemies' – and 'Eadsplitta has made his home in the mountains where he can be near them.

The Grey Dwarfs of Karak-Norn know him well – if not from personal experience then by reputation. Actually, he has caused so many deaths down the years that there are few families who have not lost a relative or friend to Badruk or his boyz.

It was way back in '56 that Badruk appeared. Some said he trailed a wounded Dwarf prospector into the mountains. Some think he simply got lost after a raid. The truth is even stranger.

He'd been in battle in the western foothills of the Worlds Edge Mountains, in the thick of the fray with the rest of his ladz, hacking and smashing the Empire fools that were trying to stop the green horde from spilling down the mountainside and ravaging the plains below. The militia were not winning. In fact, they were being massacred…

Standing knee deep in blood and gore, Badruk roared with the sheer joy of the slaughter. There were few of the humies left now, fewer still that were in any state to put up a fight. In fact, the only one left anywhere near him was a wizened greybeard, all twisted and hunched, trying to sneak away from the disaster. A vicious smile broke over Badruk's face as he saw him stumble and fall. With practiced ease the Black Orc followed, moving over the blood-slick rocks towards the fallen pinkskin. One last taste of blood for his axe today.

The humie was scrabbling about in an old leather bag, obviously looking for something. Then he found it, and turned his terrified face to Badruk. But the huge Black Orc was already upon him, and as Badruk raised his blood spattered axe for the final blow the humie's trembling voice croaked out his last words. "Sigmar forgive me," he muttered, and threw a handful of sparkling blue powder at the huge Black Orc.

Orc regiment set cover by Adrian Smith

For a moment Badruk was blinded by the dazzling glitter of the powder, but silly magic tricks wouldn't save the humie. Down came Badruk's axe with the power of a thunderbolt, down it came to sink deep into the snow. Snow? Badruk blinked the sparkles from his eyes and gazed about him. No wizened old humie, no bodies, no ladz. In fact, completely different mountains, no battle and more snow than he'd seen since he fought with Grablag against the hairies in the north.

Quite how the magic worked, nobody knew – perhaps the death of the caster was part of the spell. Whatever the cause, Badruk found himself hundreds of leagues from home. However, being a Black Orc, and a vicious one at that, he'd soon found a tribe of greenskins to boss about. Then he discovered the Dwarfs and the fun really began.

It has been years now that Badruk 'Eadsplitta has lived in the Grey Mountains, plaguing the lives of the Dwarf prospectors and traders from Karak-Norn. His small band of greenskins and his tattered banner bedecked with trophies is a familiar, if unwelcome, sight to the local Dwarfs who have come to treat him as simply another natural problem, like the rockslides or the weather. Badruk has even taken to letting captives go so that he can fight them again later. Killing them when they're bound just isn't any fun, and if there's one thing he likes more than kicking Gobbos it's having a bit of fun with the Dwarfs.

BADRUK 'EADSPLITTA

	M	WS	BS	S	T	W	I	A	Ld
Badruk	4	6	3	5	5	2	3	3	8

Badruk is a Black Orc Big Boss. He can be taken as a Hero choice, but will use up an additional Hero choice as is normal for Black Orc characters. Taking Badruk counts as taking two Heroes. He must be fielded exactly as given here and no extra equipment or magic items can be bought for him. The cost of his magic item and equipment is included in his total cost.

Points: 150

Weapons: Great Axe.

Armour: Heavy armour.

SPECIAL RULES

Ignore Greenskin Panic: Black Orcs like Badruk expect normal Orcs and Goblins to run away and would be a bit disappointed if they didn't. Consequently, when an Orc or Goblin unit (of any type), a Snotling Swarm or Snotling Pump Wagon is destroyed, breaks or flees past, Badruk does not need to test for *panic* (however, if the unit he is with flees then he will flee too). See the Warhammer rulebook for the complete Panic rules, pages 80-81.

Quell Animosity: Badruk does not test for *Animosity*. Furthermore, the stern scowls and menacing sneers of dangerous looking Black Orcs are so threatening that a unit which fails its Animosity test when led by Badruk, or within 6" of him, will ignore the roll and must immediately roll again. If this second roll is also failed then even Badruk's menacing presence can't keep the greenskins in order, and a roll on the Animosity table is taken as usual. If Badruk is fleeing then he cannot quell Animosity in other units nearby.

Killing Blow: Badruk's skill with a Great Axe has been honed by hundreds of combats in which he has perfected the simple (but effective) executioner's strike shown on the model. With the awesome strength of a Black Orc behind a crushing blow like this it's hardly surprising that some foes can do nothing except die rather untidily when confronted by Badruk.

If Badruk rolls a 6 when rolling to wound, he automatically slays his opponent without recourse to a saving throw, apart from Ward saves.

This special ability only works against roughly man-sized opponents such as Men, other Orcs, Elves, Beastmen and, of course, Dwarfs. It has no effect on big creatures such as Ogres or Dragons, or things like swarms which consist of several creatures. It can be used against models mounted on steeds or monsters as long as the riders themselves are roughly man-sized.

MAGIC ITEM

DWARF TRINKET

Of the many trophies Badruk has taken from the Dwarfs over the years, this bauble is his favourite. He hasn't any idea how it works, but there's something appealing about the way it glints and sparkles, and he thinks it's lucky. Certainly he's survived a lot of really dangerous fights whilst wearing it.

Once per battle, Badruk can cause one enemy fighting him in close combat to miss with all his attacks. He may wait until after the enemy has rolled to hit to decide to use it, but must choose before he rolls to wound. Note that this ability applies to all attacks from a single model so will include the attacks from any mount as well. However, it only affects attacks based on the model's profile, not other special attacks.

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GORFANG ROTGUT - CHIEFTAN OF THE ORCS OF BLACK CRAG

Gorfang Rotgut is the chieftain of the Orcs of Black Crag, the ancient Dwarf hold taken over by Orcs many years ago. Over the centuries many tribes have fought over and occupied Black Crag, and the most powerful tribe has always taken the crag as its homeland. Gorfang's tribe, the Red Fangs, is currently the most powerful Orc tribe in the whole of the area around the western end of Death Pass. Gorfang has subjugated most of the local Orc tribes but his neighbours are the Night Goblins of Karak Eight Peaks whose leader is the old and infamously cunning Skarsnik. The two leaders enjoy an uneasy alliance, with Skarsnik controlling the mountains around Karak Eight Peaks and the eastern end of Death Pass, while Gorfang controls the western end of Death Pass and the adjoining area.

Gorfang is an immensely strong Orc. He lost an eye at the Battle of the Jaws, and wears an iron patch to cover the wound. Many of his battles have been fought against Dwarfs, including the siege of Barak Varr and the attack on Karak Azul. As a result of his long struggles Gorfang has acquired an unreasoning hatred of the Dwarf race.

When Gorfang attacked Karak Azul he broke into Lord Kazador's throne room and captured many of the Dwarf Lord's kinsfolk. Some were taken back to the dungeons of Black Crag where they remain to this day, to the anger of Kazador. The Dwarf Lord's son, Kazrik, was not taken captive but was shaved, and his head tattooed with a crude Orc glyph representing Gorfang. Then he was firmly nailed to Kazador's own throne. Although Kazrik survived, the experience has unhinged him somewhat. Lord Kazador has sworn vengeance and awaits the day when he can crush the Orc chieftain.

Gorfang is the Chieftain of the Orcs of Black Crag, and a bitter enemy of the Dwarfs. He can be taken as a Hero choice in an Orc & Goblin army, but will use up an additional Hero choice as well, so taking Gorfang counts as taking two Heroes. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.

Gorfang Rotgut

	M	WS	BS	S	T	W	I	A	Ld
Gorfang Rotgut	4	5	3	5	5	3	3	3	8

Points: 195

Weapons: The Red Fang.

Armour: Evil Sun Armour.

SPECIAL RULES

Ignore Goblin Panic

Hates Dwarfs

Gorfang has fought many battles against the Dwarfs and has an abiding hatred for them all.

MAGIC ITEMS

The Red Fang

The large sword that is always clutched tightly in Gorfang's fist is the blade known as the Red Fang. Some say this was named for his tribe and others that the tribe was named after it. Either way, it is the right of the chieftain of the tribe to carry it and is taken from a defeated chieftain only by a successful challenger.

The Red Fang gives the wielder +1 Attack. In addition, the bearer gains +1 to hit for all his attacks.

Evil Sun Armour

This includes a shield and is bedecked with grimacing faces. It counts as heavy armour and shield for a total of a 4+ Armour Save. In addition, it gives Gorfang magic resistance (2).

GROM THE PAUNCH OF MISTY MOUNTAIN

Grom is a hugely obese and extremely fierce Goblin Warlord. According to legend he once ate a plate of raw Troll meat which is regenerating within him all the time. As a result he is very fat and suffers from constant agony due to chronic indigestion, which may explain why he is so fierce. He rides a massive chariot pulled by three wolves, and swings his mighty axe Elf-Biter. He is accompanied by his assistant Niblit the Goblin who carries the army's battle standard. As a result of eating the Troll flesh he has developed several Troll-like traits and has an almost Trollish resistance to injury.

Grom and his loyal Goblin banner waver Niblit can be taken as a Lord choice, but they will use up one of your Hero choices as well. Taking Grom counts as taking a Lord and a Hero. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items, chariot and Niblit is included in his total cost.

Grom the Paunch of Misty Mountain

	M	WS	BS	S	T	W	I	A	Ld
Grom the Paunch	4	5	3	4	4	3	4	4	9

Niblit	4	3	3	3	3	1	2	2	6
Grom's Chariot	-	-	-	5	4	3	-	-	-
Giant Wolf	9	3	-	3	-	-	3	1	-

Points: 355 (215 for Grom, 75 for Niblit and 65 for the chariot)

Weapons: Grom carries Elf-Biter, also called the Axe of Grom. Niblit is armed with a hand weapon.

Armour: Grom and Niblit both wear light armour.

Mount: Grom and Niblit ride in a Goblin Wolf Chariot.

SPECIAL RULES

Regenerate

Ever since his famous meal of raw Troll meat, Grom has been able to regenerate wounds. See the rules on page 113 of Warhammer.

Grom's Chariot

This is a normal Wolf Chariot with 1 extra wolf, for a total of 3 instead of the usual 2. When shooting at Grom's chariot, roll as normal to see if a character is hit. On a 6, randomise the hit between Grom and Niblit (if they are both still alive!). In close combat, use the weapon skill of the Wolves when attacking the chariot itself.

Goblin General

Grom would never follow anyone else, so if you take him he must be your general, regardless of the Leadership of any other characters. If you take Grom you must include at least one unit of common Goblins in your army. In addition, Grom would never tolerate the

presence of anybody who might threaten his command. Therefore you may not include any Orc, Savage Orc or Black Orc Lord characters if Grom is your General.

Battle Standard Bearer

Niblit is Grom's trusty banner waver and carries the army banner with him at all times. The banner confers all the usual benefits of a Battle Standard. This means you cannot take another Battle Standard Bearer in the army.

MAGIC ITEMS

The Axe of Grom : Elf-Biter

This large and forbidding axe requires both hands to use, but blows struck by it are almost always fatal. Attacks made with the Axe of Grom count as being made with the Killing Blow special ability. In addition, no Armour Saves may be made against wounds from the axe. Against any Elves, Grom's Axe will cause a killing blow on a 5+ instead of the normal 6+.

Lucky Banner

Niblit carries this old and tattered banner to battle as a good luck sign. Actually, it really is good luck. Each Close Combat phase, both Grom and Niblit can each re-roll one failed To Hit roll *and* one failed To Wound roll. These re-rolls cannot be used to re-roll the chariot's impact hits, the wolves' attacks, etc.

MORGLUM NECKSNAPPER - BLACK ORC WARLORD

Morglum can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Morglum counts as taking a Lord and a Hero. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.

Black Orcs come from the east, from the Dark Lands and the Mountains of Mourn where the land lies under a cloud of black volcanic dust. Some Black Orc tribes have undertaken the arduous journey across the Dark Land into the west, where they have conquered Orc and Goblin tribes. The most feared of these tribes is the Necksnappers under their ambitious chieftain Morglum.

Most Orcs are loud and quarrelsome, but Black Orcs are quiet and stern, strong and silent. This is especially true of Morglum who appears to be almost entirely fearless. Morglum is renowned for his short, to the point battle cries and terse tactical observations. At the Battle of Death Pass he led his Black Orcs, Orcs and Goblins to a convincing victory against an errant Bretonnian army. As the Bretonnian duke and his knights galloped frantically out of Death Pass towards the setting sun, pursued by hordes of Goblins, Morglum Necksnapper made his famous pronouncement "Let 'em tell da King. Da east belongs to da Orcs. Da east belongs to Morglum. Da east is green."

Morglum is a powerful Black Orc Warlord from the east. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Morglum counts as taking a Lord and a Hero. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.

Morglum Necksnapper

	M	WS	BS	S	T	W	I	A	Ld
Morglum Necksnapper	4	7	3	5	5	3	4	4	9
Boar	7	3	-	3	4	1	3	1	3

Points: 210

Weapons: Two Axes.

Armour: Bulak's Bloody Armour.

Mount: Boar.

SPECIAL RULES

Immune to Psychology, Quell Animosity, Cause Fear.

Natural Leader

Morglum is in charge or there will be trouble. He doesn't take kindly to anyone trying to occupy his natural position as general, so any other character in the army with the same or higher Leadership will be counted as having Leadership 8 for the battle instead. This means that Morglum will always be your general.

War Boar

After beating his favourite boar in a day-long head-butting contest, Morglum gained its respect so that it now behaves itself in combat. Because of this he can use an axe in each hand to gain +1 Attack even though mounted models would not normally be able to do so.

MAGIC ITEMS

Bulak's Bloody Armour

This old and well-worn suit of armour is encrusted with blood that will never wash off. Most of the blood seems to actually be Bulak's rather than that of his enemies, which is why Morglum is now the one wearing it. Still, rumour has it his final fight wasn't at all fair and that somehow the spirit of the long-dead Bulak is trapped inside, eager for revenge.

Bulak's Bloody Armour counts as heavy armour. Combined with the bonus for riding a boar this gives Morglum a normal Armour Save of 3+. In addition, the armour gives Morglum a 4+ Ward Save. However, if he rolls a 1 when rolling his Ward Save he suffers 2 wounds instead of 1 as the bitter spirit of Bulak takes his revenge!

SKARSNIK - NIGHT GOBLIN WARLORD OF THE EIGHT PEAKS

'The trouble wiv you Dwarfs,' said Skarsnik, Night Goblin Warlord of the Eight Peaks, 'is that you doesn't know when you is beaten.'

Idly stroking the head of his gigantic, slavering Cave Squig, Gobbla, Skarsnik continued to address his captives. 'I mean look at that big fort of yours. Me an my lads have had you bottled up in there for more years than I can count.'

One of the Dwarfs unsuccessfully attempted to stifle a nervous snigger at this, but Skarsnik appeared not to notice and said, 'Every time you send one of your boys out to get help, I kill him. Every time your mates come to lend a hand, I kill 'em all. You need to learn that these 'ere mountains are mine, not yours.'

One of the Dwarfs sneered, 'Your days are numbered foul greenskin! When our kinsman Snorri carries word of our capture to Karak Eight Peaks, a force the like of which you have never seen will descend upon you with fire and steel.' He spat towards Skarsnik and in response the Goblin guards jabbed him repeatedly with barbed Squig prodders. Gobbla snarled, pulling on his chain and exposing rows of razor sharp teeth. Skarsnik patted Gobbla's head, knowing that despite the Dwarf's show of defiance, the stunties were afraid. The Warlord chuckled, knowing they had good reason to be.

He pulled a long, flat-bladed knife from his belt and leaned forwards, trying to decide which beard he would scalp first. As Skarsnik tested the blade's edge with his thumb Gobbla's belly rumbled and the Cave Squig belched, regurgitating something large and metallic which fell with a clatter and rolled across the floor. The beast hiccuped and both captives paled as the object came to a halt in front of them. It was a dented Dwarf helm with a prominent 'S' rune embossed on the partially digested metal.

Skarsnik is the chieftain of the crooked Moon Tribe and the most powerful Night Goblin Warlord in the whole of the southern Worlds Edge Mountains. All the other Orc and Goblin

warlords acknowledge his overlordship of the mountains around the ruined Dwarf hold of Karak Eight Peaks.

Since the Dwarfs returned to occupy their ancient hold, Skarsnik has virtually kept the Dwarfs prisoner within their tiny citadel. When the Dwarfs try to enter or leave the stronghold he hunts them down and hangs their beard scalps on long poles within sight of the citadel walls. He is remarkably cunning and is constantly luring the Dwarfs into ambushes and traps. At the battle of East Gate he managed to surround a Dwarf relief force and virtually destroy it, forcing the remnants to flee back into the citadel itself.

Skarsnik is accompanied by a huge Cave Squig which he calls Gobbla. Gobbla is enormous, very smelly, and mindlessly vicious but seems totally loyal to his master. Skarsnik feeds Gobbla on Dwarfs and any Goblins careless enough to stray too close.

Skarsnik carries a huge magical weapon called a prodder. This enables him to throw blasts of magic around the battlefield.

Skarsnik

	M	WS	BS	S	T	W	I	A	Ld
Skarsnik	4	5	3	4	4	3	5	4	8
Gobbla	Special	5	0	5	4	3	4	3	3

Skarsnik is a Night Goblin Warlord. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Skarsnik counts as taking a Lord and a hero. Skarsnik must be taken exactly as presented here, and no extra equipment of magic items can be bought for him. The cost of his magic item is included in his total cost.

Points: 205

Weapons: Skarsnik's Prodder.

Armour: Light armour.

SPECIAL RULES

Fear Elves; Hate Dwarfs.

Gobbla the Cave Squig

Skarsnik's pet Cave Squig is a huge and disturbing sight, even to other Night Goblins. He is mostly made up of razor sharp claws, cruelly pointed horns and huge slavering jaws and only Skarsnik can control his vicious temper.

In battle Skarsnik and Gobbla are treated as a single unit and remain in base contact at all times, ranked up alongside each other. However, they may still join units of troops just like other characters. Use Skarsnik's Leadership for any tests as long as he's alive.

Gobbla's Movement

Gobbla is chained to Skarsnik and so always moves with him. The two models are placed together side by side. Should Skarsnik be slain then Gobbla will bite through his chains and must roll on the monster reaction chart on p105 of the rulebook. Gobbla moves 2D6" per turn once free of Skarsnik. Roll each turn to see how far he moves. If this movement brings Gobbla in contact with an enemy unit then he is treated as having charged in the following Close Combat phase. In addition, if his master has been killed then Gobbla is so enraged that he becomes Unbreakable.

Insatiable Appetite

Gobbla will never bite Skarsnik, but he may attack other Orcs or Goblins if given half a chance. If there are any enemy in base contact he will always bite enemy models in preference to friends. If there are no enemy in base contact he may bite other Orcs, Goblins, etc if they are touching. This tends to happen if Skarsnik joins a unit and fights with it. Roll a dice at the start of Gobbla's Close Combat phase. On the roll of a 6 Gobbla makes his 3 Attacks against any friendly models touching him. Distribute these attacks randomly if it makes a difference. No Break test is necessary due to Gobbla's indiscretions.

Shooting

The normal restrictions that apply to shooting at individual character models apply to shooting at Skarsnik and Gobbla too. However, while there are two of them the normal -1 to hit a single model does not apply. If Skarsnik and Gobbla are on their own then any enemy missile hits are divided equally between them with any odd hit being distributed at random.

MAGIC ITEMS

Skarsnik's Prodder

The Prodder confers +1 Strength to all close combat attacks made by the character fighting with it. In addition, the Prodder focuses the battle lust of the surrounding Greenskins and unleashes it in blasts of pure Waaagh energy in the Magic phase. No Power dice are required to cast this spell. The Prodder fires one blast each Orc & Goblin Magic phase, plus one extra for each unit of 10 or more Orcs or 20 or more Goblins within 12". All blasts must be directed against the same target unit.

Treat the Prodder's blasts as bound spells with a power level of 3. Each blast is a magic missile with a range of 24" and must be dispelled separately. Each blast causes a single Strength 4 hit with no Armour Save allowed.

VALTEN, CHAMPION OF SIGMAR

Valten is a Hero choice but will take up one extra Hero slot as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Valten was born in a Reikland village called Lachenbad, where he had an uneventful childhood, growing up as the son of a blacksmith and learning his father's craft as all boys did. Although he was blessed with strength and intelligence, the only truly unusual thing about the young Valten was a strange birthmark on his chest, shaped like the twin-tailed comet of Sigmar.

This caused a great stir at his birth, for the comet is a powerful omen – but whether for good or ill depends on the whim of the gods. Many villagers felt that either way Valten would surely bring momentous events to Lachenbad, and that this was something it could well do

without. They insisted that leaving the boy to die in the forest or drowning him in the stream was the only way to avoid disaster. Nevertheless, his parents declared that no one should lay a hand on the child, and Valten's father Kurt was respected and fearsome enough that none argued.

It soon became apparent that the young Valten was a gifted child. Even before he had uttered his first words many people commented that his eyes seemed to show a strange understanding of whatever they fell upon. He was bigger and stronger by far than other boys his age, able to best them in wrestling and other physical games with ease. At first people muttered that this remarkable strength was simply proof of the boy's abnormality and that he should have been strangled at birth, but Valten was a happy child with an infectious enthusiasm, and became so well-liked that thoughts of his portentous birth were soon forgotten.

It was on the eve of Valten's 18th birthday, though, that the superstitious doomsaying of his birth was proved well-founded. From the depths of the Reikwald, the Beastmen came. Led by a powerful Beastlord named Rargarth, Lachenbad had not seen a horde even a tenth of the size in living memory. Bent on pillage and plunder, the Beastmen seemed unstoppable and the few men of Lachenbad that could wield weapons had no hope of standing against them. With primal howls and brays they descended on the village, and the terrified people scattered before them, fleeing for their lives. The Beastmen gave no quarter, and cut down anyone they found, man, woman or child, and gleefully hurled flaming torches onto the thatched roofs.

But Valten refused to run. He made his way to his father's smithy, and smashed aside the Beastmen who tried to bar his way with great blows from his fists. Taking up two hammers from the forge he set about the horde like a hurricane with cries of anger and vengeance. Beast after beast was crushed by Valten's hammers, and all who came near him died. The panicking villagers saw this, and were heartened by this incredible display of bravery. They took up their swords, pitchforks and scythes, and ran to join the blacksmith's son. Following the boy, they cut through the warband until Valten stood before Rargarth himself.

Valten launched himself at the Beastlord. He swung a hammer in a massive arc but Rargarth raised his giant scimitar and parried the strike. Such was the force of the blow that the blade was broken in two, and the hammer torn from Valten's grasp. Unfazed, Rargarth snarled and struck out with the remnants of the weapon. Valten ducked back, fast but not fast enough; the rusted metal slashed across his chest, opening a horrible wound and sending him reeling. Rargarth gave a triumphant grin, exposing yellow and rotted fangs, and brought down the half-blade for the killing blow. But Valten raised his remaining hammer at the last second. There was an almighty clash as the blade slammed into the metal hammer, and the titanic strength of the Beastlord forced Valten to one knee. Incredibly his guard held. Amazement appeared on Rargarth's bestial features as he strained against the wounded boy, but to no avail. Impossibly, Valten began to rise, shaking with effort as he pushed upwards against Rargarth's blade, until finally he was on his feet. Valten kicked out, sending the Beastlord stumbling backwards, and before the creature could recover, he hurled his remaining hammer with awesome force straight at the monster's head. It struck Rargarth between the eyes like a meteor, shattering his skull and killing him instantly.

With their leader dead, the Beastmen turned to panicked flight, and the exultant villagers chanted Valten's name. Though Lachenbad had been half-razed, it was saved from total destruction by the amazing prowess and courage of a single boy. The stories of Valten's deed spread like wildfire around the surrounding villages and towns, and before long all manner of parties were showing an interest in the boy who had become a hero.

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	5	5	4	4	2	5	4	9

Points: 215

Weapons: Valten carries two blacksmith's hammers. These count as two hand weapons, and so give Valten +1 Attack, for a total of five Attacks.

SPECIAL RULES

AGAINST THE ODDS: Valten's courage knows no limits, and even impossible odds do not faze him. Enemy units can never gain the combat resolution bonus points for flank or rear attacks, or for outnumbering, in a combat involving Valten. In addition, Valten and any unit he leads is Immune to Psychology. The only exception is that they always count as being *stubborn*.

AWESOME PRESENCE: Valten is not a military officer. He does not give rousing speeches or offer rewards to fighters around him, nor does he yell orders or threats in battle. Instead, others are inspired by his awesome presence, and fight even harder as they see Valten strike down foe after foe. Wounds inflicted by Valten in close combat are counted towards the Empire combat resolution score of any combat within 12" of him, not just the one he is taking part in.

Valten may not be your army General unless he has the highest Leadership value in the army; if there are characters in the army with the same Leadership as Valten, one of those characters will always be the General instead. Even if Valten is the General, units within 12"

of him may not use his Leadership as they would normally be able to – the Awesome Presence rule replaces this.

IRON RESOLVE: Valten has steel sinews and a will of iron, and is able to grit his teeth and fight on despite wounds that would kill lesser men ten times over. To represent this he has a 5+ Ward save. In addition, if Valten is killed, take a Leadership test for him at the end of that phase. If he passes, his astounding strength of will allows him to ignore the wound and continue fighting. He remains alive on 1 Wound, and the wounds that killed him are discounted. Note that the effects of combat resolution, *panic* and so on are worked out after determining whether Valten recovers. This rule does not apply if he is fleeing and is run down by chargers or pursuers, or hit with a Killing Blow.

VALTEN, CHOSEN OF SIGMAR

Valten is a Lord choice who may be taken in an Empire army. In addition, he uses up two of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

When Luthor Huss, the self-proclaimed Prophet of Sigmar, escorted the young Valten to the capitol city of Altdorf, and ultimately an audience with the Emperor, Karl Franz, history would be made as the symbol of power, Ghal Maraz was passed.

Faced with the living embodiment of their god reborn, and the real possibility of civil war within the Empire, Emperor Karl Franz wrestled long and hard, debating with himself the fate of his people.

Finally, having called for both Ghal Maraz, the Hammer of Sigmar, and the Reikland Runefang, the badge of his position as Elector Count, Karl Franz addressed the audience chamber.

"The hour is at hand when all men true to the Empire must stand firm against the darkness that befalls us. A host has gathered in the north to dwarf the mightiest armies of old. We are divided, broken apart by fear and doubt. If we allow this to continue, we will fall, and with our passing will come a new age of terror and shadow. An age that has not beset the world for two and a half thousand years.

"In those ancient days, a man came forth to forge a new way, so that we could stand shoulder-to-shoulder against our foes. His was a creed of strength through unity. When divided, we have been weak and preyed upon. When unified, we have triumphed over the adversities that the gods have set in our path. I would have that creed live on through these dark times."

Karl Franz held out the Hammer of Sigmar, and Valten took hold of it, weighing it in his hands.

"Ghal Maraz is seen as the symbol of the Emperor's power. Yet, it is more than that. It does not represent the power of a single man, but of an entire people. This symbol of unity, I pass to Valten, the lord of the hearts of men. With it, may he forge the strength in us to resist the storm that gathers."

Karl Franz then brandished the Runefang above his head.

"This is the symbol of my power. As Prince of Altdorf, and Emperor, I pledge the armies of our people to the cause. The others who bear the Runefangs have sworn their loyalty to me, and I bid them raise them in acknowledgement of this grim duty that befalls us."

Karl Franz stood beside Valten and looked over the assembled knights and courtiers, his voice ringing from the high ceiling.

"In unity, in harmony, we stand strong! Together, the Emperor Karl Franz, and Valten, Chosen of Sigmar, will lead our people in the greatest and noblest of battles. Fight for me, or fight for him, it is your choice. Just fight for the Empire!"

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	6	5	4	4	3	5	4	9
Warhorse	8	3	0	3	3	3	1	1	5

Points: 490

Weapons: Valten, Chosen of Sigmar, wields Ghal Maraz - the Hammer of Sigmar.

Armour: Full plate armour.

Mount: Valten rides a barded warhorse.

SPECIAL RULES

AGAINST THE ODDS: Valten's courage knows no limits, and even impossible odds do not faze him. Enemy units can never gain the combat resolution bonus points for flank or rear attacks, or for outnumbering, in a combat involving Valten. In addition, Valten and any unit he leads is Immune to Psychology. The only exception is that they always count as being stubborn.

AWESOME PRESENCE: Valten is not a military officer. He does not give rousing speeches or offer rewards to fighters around him, nor does he yell orders or threats in battle. Instead, others are inspired by his presence, and fight even harder as they see Valten strike down foe after foe. Wounds inflicted by Valten in close combat are counted towards the Empire combat resolution score of any combat within 12" of him, not just the one he is taking part in.

When wielding Ghal Maraz, the number of wounds passed on to other combats within 12" is the number inflicted before multiplying. The total number of wounds caused still count for the combat Valten is fighting in. For example, Valten is fighting a unit of Minotaurs. He inflicts 3 wounds, which cause 2, 3 and 3 wounds respectively. For his combat, he adds 8 to the combat resolution total. For other combats within 12" he only adds 3 to the combat resolution total.

Valten may not be your army General unless he has the highest Leadership value in the army; if there are other characters in the army with the same Leadership as Valten, one of those other characters will always be the General instead. Even if Valten is the General, units within 12" of him may not use his Leadership as they would normally be able to – the Awesome Presence rule replaces this.

IRON RESOLVE: Valten has steel sinews and a will of iron, and is able to grit his teeth and fight on despite wounds that would kill lesser men ten times over. To represent this he has a 5+ Ward save. In addition, if Valten is killed, take a Leadership test for him at the end of that phase. If he passes, his astounding strength of will allows him to ignore the wound and continue fighting. He remains alive on 1 Wound, and the wounds that killed him are discounted. Note that the effects of combat resolution, *panic* and so on are worked out after determining whether Valten recovers. This rule does not apply if he is fleeing and is run down by chargers or pursuers, or hit with a Killing Blow.

MAGIC ITEMS

GHAL MARAZ: *Meaning Skullsplitter in the Dwarf tongue, Ghal Maraz is the legendary hammer wielded by Sigmar himself when the Empire was forged over two and a half millennia ago. Given to Sigmar by King Kurgan in return for rescuing the Dwarf and his retainers from Orcs, Ghal Maraz is too powerful for even the most skilled Runesmiths alive today to replicate.*

The Hammer of Sigmar grants its wielder +2 Attacks. Any hits wound automatically and no Armour Saves are allowed. Each unsaved wound becomes D3 wounds.

NOTE: During the events known as the Storm of Chaos, Ghal Maraz is wielded by the Chosen of Sigmar, Valten. If Valten is in the same army as Karl Franz, the Emperor must be armed with his Runefang.

THYRUS GORMANN

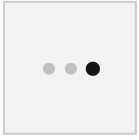
GRAND MASTER OF THE BRIGHT ORDER

Thyrus Gormann can be taken as a Lord choice, but he will use up one of your Hero choices as well. Taking Thyrus counts as taking a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him (except for the options given below).

Every seven years representatives of the eight magical colleges in Altdorf meet to decide which of them will reign as the Supreme Patriarch for the next seven years. This is an important decision, because the winds of magic will blow strongly for the college which supplies the Supreme Patriarch while the other colleges will find their magic dimmed. The competition to determine the dominant College of Magic takes the form of a violent contest of magic in which gladiator wizards and their followers battle to defeat their rivals. In years past this contest was unregulated and often resulted in the destruction of large parts of Altdorf and widespread carnage amongst the civilian population. Today the contest is held within the strict bounds of the hallowed Obsidian Hall.

Thyrus Gormann, Master of the Bright College of magic, has been the Supreme Patriarch and the leader of all the wizards in the Empire for many years. Recently he has been defeated by a young Gold wizard, going under the name of Balthasar Gelt. Thyrus has accepted defeat and has sworn loyalty to the new Patriarch, but his fiery blood will certainly see him in the position of the Challenger when the next Duel is held. Thyrus often attends the Imperial court in Altdorf and is one of Karl Franz's oldest and most trusted nobles.

	M	WS	BS	S	T	W	I	A	Ld
Thyrus Gormann	4	4	3	4	4	3	4	2	9
Warhorse	8	3	0	3	3	1	3	1	5



Points: 500

Weapons: The Bright Sword (see below).

Armour: None.

Mount: barded warhorse. He can be fielded on foot (-21 pts).

Spells: He is a level 4 Wizard and always uses spells from the Lore of Fire.

SPECIAL RULES

FIRE LORD: Thyrus knows all spells from the Lore of Fire. In addition, Fire Balls cast by Thyrus cause D6+1 hits and his Fiery Blasts cause 2D6+2. His Conflagration of Doom starts with D6+1 hits and Thyrus rolls D6+1 instead of the normal D6 to beat his opponent's score each time.

MAGIC ITEMS

THE BRIGHT SWORD: This magic sword casts a Flaming Sword of Ruin spell at the beginning of each player's turn (the opponent cannot stop this at all). The spell can then be dispelled normally in each player's Magic phase, but that just temporarily quenches its fire and the sword automatically burst into new flames at the beginning of the next turn. Note that Thyrus cannot cast the Flaming Sword on himself (there are no cumulative effects).

THE FIREBRAND STAFF: This magic staff channels the energies of Fire Magic and extends the range of all of Thyrus' spells by 12". Note that this allow Thyrus to cast the Flaming Sword of Ruin spell on any friendly Character within range.

THE FIRE STONE OF AGNI: A holy stone that still burns with the volcanic fires used in its creation. This item works exactly like a power stone, but it can be used once per bearer's Magic phase and not once per game.

THE BLAZING RUBY: The energies of this powerful item manifest themselves as intense flames that envelop the wizard, protecting and sustaining him. It confers a 5+ Ward Save.

NOTE

THE STAFF OF VOLANS: If you want to field Thyrus Gormann in the period when he was the Patriarch, you can replace the Firebrand Staff with the Staff of Volans (see page 64 of the Empire book) at an additional cost of +70 pts.

ALDEBRAND LUDENHOF

THE ELECTOR COUNT OF HOCHLAND

Aldebrand Ludenhof can be taken as a Lord choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him (except for the options given below).

Although Hochland is not an especially large or important province its count is one of the most valiant leaders in the Empire. Aldebrand is very tall and thin, but immensely strong and fit, making him a match for larger, heavier opponents in combat. He has an unquenchable enthusiasm for hunting, and especially for hawking. His palace lies outside the capital of Hergig, surrounded by prime hunting estates. He is especially proud of his large collection of hunting birds, which occupies a substantial mews and tends to spill out into the palace itself, so that every room has at least one large bird of prey on its perch. Even in battle the count carries a hawk upon his arm.

	M	WS	BS	S	T	W	I	A	Ld
Aldebrand Ludenhof	4	5	5	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 260

Weapons: Runefang.

Armour: Full plate armour.

Mount: Barded warhorse. He can be fielded on foot (-21 pts).

SPECIAL RULES

MAGIC BANNER: If Aldebrand Ludenhof is your General, **one** unit of State Troops (Halberdiers, Spearmen, Swordsmen of Handgunners) in the army can have a magic standard worth up to 50 pts.

MAGIC ITEMS

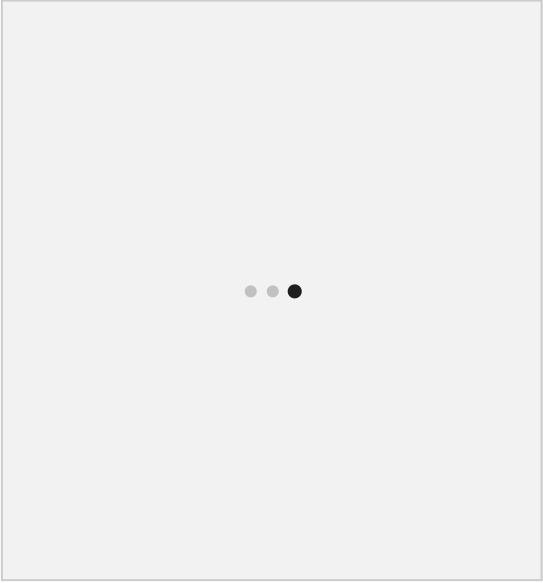
RUNEFANG: See page 66 of the Empire book.

THE HAWK: Treat the hawk as a longbow that always hits automatically and has the same targeting rules as a Hochland long rifle (See page 47 of the Empire book).

BORIS TODBRINGER

THE ELECTOR COUNT OF MIDDENLAND

Boris Todbringer can be taken as a Lord choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him (except for the options given below). If chosen, Boris Todbringer must be your army's general, unless Emperor Karl Franz is in the same army.



Boris is one of the most ferocious warriors in the Empire and the province of Middenland is one of the most powerful and independent of the Imperial states. He lost his right eye fighting against Chaos warbands in the Drakwald forest. As the Count of Middenland he is a fervent devotee of the Cult of Ulric whose chief temple is situated in Middenheim. When Karl Franz was elected Emperor after the death of his father, only Boris Todbringer of Middenland opposed him. Boris lost the vote despite the support of the High Priest of Ulric, but has since proved to be the most loyal and energetic of Karl Franz's Counts.

	M	WS	BS	S	T	W	I	A	Ld
Boris Todbringer	4	6	1	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 278

Weapons: Middenland Runefang .

Armour: Full plate armour.

Mount: Barded warhorse.

SPECIAL RULES

MAGIC BANNER: If Boris Todbringer is your General, **one** unit of State Troops (Halberdiers, Spearmen, Swordsmen of Handgunners) in the army can have a magic standard worth up to 50 pts.

MAGIC ITEMS

MIDDENLAND RUNEFANG: Magic weapon. All hits wound automatically, no armour saves allowed.

THE TALISMAN OF ULRIC: Talisman. At the start of every player turn, unless he has been removed as a casualty, Boris Todbringer instantly recovers any lost wounds, up to his starting total of 3. In addition the talisman is infused with the courage and power of Ulric, granting Boris Todbringer Magic Resistance (1) and this Talisman also makes him immune to Psychology..

MARIUS LEITDORF

THE MAD LORD OF AVERLAND

Marius Leitdorf can be taken as a Lord choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him (except for the options given below).

Marius Leitdorf was known as the Mad Lord of Averland. He was sullen and morose, and given to bouts of screaming rage during which no one can reason with him. At other times he suffered periods of deep depression when he locked himself away and spoke to no one for weeks. His intense and unpredictable moods had earned him many enemies throughout the Empire. He was no longer welcome at the courts of any other Elector Counts nor at Altdorf. Marius's taste for fine silks, velvet, and exquisitely fashioned clothing was legendary and led some to class him (quite wrongly) as an ineffective fop. He was commonly said to be mad, and may indeed have been so, but his unreasoning rage was backed up by a keen and artistic mind. Swordsman, poet, painter, engineer and inventor, he excelled in all of these skills and more. His swordsmanship was unequalled except perhaps by the Reiksmarshall Kurt Helborg - a match that has never been put to the test despite years of enmity between the two. Marius fought with two blades, the Runefang in one hand and a long-bladed dagger in the other, a mode of warfare he had mastered better than anyone. Sadly Marius met his demise at the hands of the ferocious Orc Warlord Vorgaz Ironjaw. During the Third Battle of Black Fire Pass, Marius and the Averland's Greatswords, completely surrounded by the huge tide of Greenskins held their ground to the last man. The Elector Count was finally slain in a duel with the monstrous Orc leader. The heroic death of Marius and his men was not in vain, since it bought enough time for the Reiksguard Knights, led by the Emperor Karl Franz in person, to smash in the side of the Orc line and win the day. The name of Marius Leitdorf is now remembered with honour among the Saviours of the Empire.

	M	WS	BS	S	T	W	I	A	Ld

Marius Leitdorf	4	5	5	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 280

Weapons: Runefang.

Armour: Full plate armour.

Mount: Barded warhorse. He can be fielded on foot (-21 pts).

SPECIAL RULES

MAGIC BANNER: If Marius Leitdorf is your General, **one** unit of State Troops (Halberdiers, Spearmen, Swordsmen of Handgunners) in the army can have a magic standard worth up to 50 pts.

FRENZY: Marius is an unstable but extremely powerful character who is prone to fits of rage. He is affected by the rules for Frenzy as described in the Warhammer rulebook. When frenzied he therefore has 4 attacks with his Runefang, plus 1 extra attack from his dagger, resolved at his normal Strength.

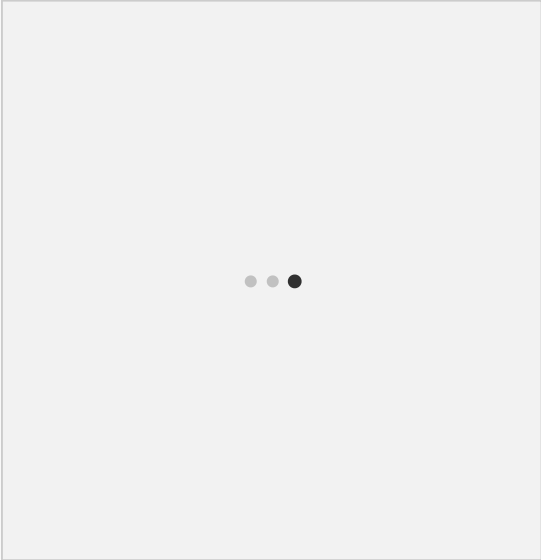
MAGIC ITEMS

RUNEFANG: See page 66 of the Empire book.

VALMIR VON RAUKOV

THE ELECTOR COUNT OF OSTLAND

Valmir von Raukov can be taken as a Lord choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him (except for the options given below).



The people of Ostland live on the north eastern border of the Empire beyond which lie the wild and dangerous Troll Country and the Northern Wastes. It has always been a poor region where the constant threat of danger breeds a hardy race of people. The Elector Count of Ostland is Valmir von Raukov. Like his father before him, he has spent a lifetime fighting against Chaos warbands, raiding Norse, and marauding Orcs, not to mention the occasional forays of bandits from Kislev. Even his own realm is not wholly safe, for the forests and mountains are full of renegades and Beastmen, Trolls, Giants and countless other foes. Valmir von Raukov is a tough warlord whose constant vigil has protected the northern borders of the Empire for many years.

	M	WS	BS	S	T	W	I	A	Ld
Valmir von Raukov	4	5	6	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 280

Weapons: Runefang.

Armour: Full plate armour.

Mount: Barded warhorse. He can be fielded on foot (-21 pts).

SPECIAL RULES

MAGIC BANNER: If Valmir von Raukov is your General, **one** unit of State Troops (Halberdiers, Spearmen, Swordsmen of Handgunners) in the army can have a magic standard worth up to 50 pts.

MASTER ARCHER: Von Raukov is the best archer in the Empire. He can fire the Dragon Bow three times in the shooting phase, but he must fire all shots at the same target.

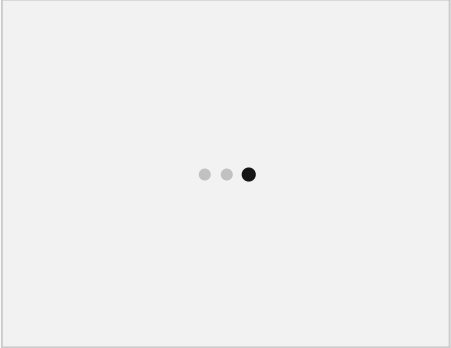
MAGIC ITEMS

RUNEFANG: See page 66 of the Empire book.

THE DRAGON BOW: See page 67 of the Empire book.

GOTREK GURNISSON & FELIX JAEGER

Gotrek and Felix are a special kind of Dogs of War unit and can be included as a Rare choice in any army of Dwarfs, Empire, Bretonnians (although they are not normally allowed Dogs of War) or Dogs of War. They must be fielded exactly as detailed below, and may not be given any additional equipment or magic items.



Gotrek Gurnisson is certainly the most, or the least, successful Slayer in this age of the world. His quest to find death at the hands of a worthy opponent has yet to be fulfilled, but in his search he has slain monsters, Skaven, Orcs, Beastmen and Goblins beyond count. His adventures have taken him from the Old World across the Western Sea to the lost continent of Lustria. No one knows why he shaved his head and took the Slayer's Oath and few have ever had the courage to ask him.

Felix was a student at the University of Altdorf but was expelled from the University for accidentally killing a fellow student in a duel. He became a street corner agitator and was one of the instigators of the Window Tax march, which ended in a bloodbath. Felix was saved by Gotrek, and since he was being pursued by the authorities and knew the Dwarfish attitude to oathbreakers, he had no choice but to leave the city in the company of the Slayer and thereby begin his most extraordinary adventures.

Gotrek And Felix

	M	WS	BS	S	T	W	I	A	Ld
Gotrek Gurnisson	3	7	2	4	5	3	5	4	10
Felix Jaeger	4	5	5	4	4	2	5	3	8

Points: 475 (Felix 162 points, Gotrek 313 points)

Weapons: Gotrek carries his Rune Axe, Felix is armed with the Wyrmslayer Blade.

Armour: Felix wears light armour.

SPECIAL RULES

Skirmishers:

Gotrek and Felix form a skirmishing unit of two models. Even though they must remain together both are characters and all the rules for characters apply (challenges, targeting restrictions, victory points, etc). They can move freely like other skirmishers, and have a 360° arc of sight.

Gotrek:

Gotrek Gurnisson is the most accomplished Slayer in the Warhammer world, having felled mighty creatures from the Badlands to the Realms of Chaos. As a Daemon Slayer he is Unbreakable and while he lives so is Felix. In addition, Gotrek's Strength is always equal to the Toughness of his target, unless it would normally be higher. This means he always wounds on a minimum of 4+. His modified Strength is used for Armour Save modifiers. Note that for Gotrek there is no maximum limit to how high his Strength can be increased with this skill. As a Dwarf, Gotrek hates all Greenskins, and pursues and flees 2D6-1". Whilst Gotrek is alive, Felix may only flee and pursue 2D6-1" as well. Note: Gotrek is also relentless (may march within 8" of the enemy) although as a skirmisher he may already do this.

Gotrek's Axe:

Gotrek's mighty Rune Axe is empowered with potent spells of cutting and cleaving. For each of Gotrek's initial Attacks that hit, he gains one extra Attack. Roll to hit with his first Attacks and then allocate and roll to hit for any bonus Attacks he gains. In addition, any opponent with Toughness 5 or more who suffers a wound (after saves, etc) loses 2 Wounds. No Armour Saves are allowed against Gotrek's axe.

Wyrmslayer Blade:

This enchanted sword thirsts for the blood of Dragons, urging its wielder to confront these monstrous beasts and imbuing them with unnatural ferocity and speed.

The Wyrmslayer Blade adds +2 to Felix's Attacks. In addition, if there is a Dragon within his charge range you must declare a charge against it. Against Dragons, the Wyrmslayer blade allows Felix to re-roll missed attacks and failed rolls to wound.

Gotrek's Doom:

The Dwarf Ancestor Gods seem to have some plan for Gotrek, driving him towards an unknown doom. Since swearing his oath to accompany the Slayer, Felix has also been bound into this mysterious destiny. Although this means that they are forever wandering,

unable to settle, they are also able to survive battles that see thousands of others die. To represent this, Gotrek and Felix have a 4+ Ward Save and Magic Resistance (2) – note this is two Dispel dice for the both of them, not two each. However, Gotrek may never join a unit, and so while he still lives Felix may not join a unit either. If Gotrek is removed as a casualty his Doom has no further effect on Felix.

DWARFS OF LEGEND

BURLOK DAMMINSON, ENGINEER GUILDMASTER

Burlok Damminson is regarded as one of the greatest engineers of all time. In his youth he and his accomplice Sven Hasselfriesan made many great discoveries and invented some of the most outlandish and powerful machines ever to grace a Dwarven workshop - not that the Engineers guild was aware of most of their work at the time. However, following some unwise experimentation with pressure vessels, Burlok lost his left arm. After this near-fatal event, Burlok became much more of a traditionalist, although Sven continued with his illicit research until eventually dismissed from the Guild arfter enduring the embarrassing Trouser Legs Ritual. Burlok replaced his arm with a mechanical version, which he has tinkered with continually over the years. Nowadays, he is the terror of younger Engineers, who find it hard to believe that he was once considered among the most radical of their order.

Burlok Damminson, Engineer Guildmaster

	M	WS	BS	S	T	W	I	A	Ld
Burlok Damminson	3	7	4	4(6)	5(6)	3	4	4	10

Points: 255

Burlok is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour:

Burlok's Hammer, which bears the Master Rune of Swiftness (always strikes first); Burlok's Armour, this suit of Gromril armour bears the Master Rune of Adamant (+1T, shown on profile); Burlok's Machanical Arm, which is represented with two Runes of Cleaving (+2S in total, shown on profile).

RUNELORD KRAGG THE GRIM

Kragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the greatest living Runesmith - a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His expression is one of eternal disapproval, his beetling brow and granite- like face a withering condemnation of younger, more frivolous Dwarfs. This is quite normal for a Dwarf of his age who has seen many wonders and watched the inevitable decline of craftsmanship and respect. Runesmiths come from all over the Dwarf realms to sit at his feet and listen to his wise words. He knows many of the secrets of ancient days, long forgotten by others, and is a living link with near legendary past times. Kragg rarely emerges from the Underhalls of Karaz-a-Karak, preferring instead to labour secretly on his lore, which he jealously guards. Perhaps one day he will find a worthy successor, but so far no one has proven themself, much to the chagrin of many an aspiring runesmith.

Runelord Kragg The Grim

	M	WS	BS	S	T	W	I	A	Ld
Kragg The Grim	3	6	4	4	5	3	3	2(3)	9

Points: 290

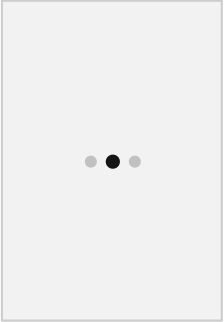
Kragg the Grim is a Runelord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour:

Kragg's Hammer, which bears the Rune of Fury (+1A, included on profile) and a rune of Might (Double S vs T5 or higher); Kragg's Armour, a suit of gromril armour bearing the master rune of Gromril (1+ save); Rune of Shielding (2+ ward vs shooting and magic missiles); Kragg's Runestaff, which bears Rune of Spellbreaking (automatically dispel one

spell), a rune of the Furnace (immune to fire-based attacks) and a rune of Brotherhood (may deploy with Rangers or Miners).

KING KAZADOR OF KARAK AZUL



The tale of King Kazador is a tragic story indeed. Once given to the greatest enjoyments of life, such as drinking, singing, Goblin hunting and counting his gold, Kazador is now a joyless shadow of his former self. He sits brooding in his throne room, plotting his revenge against the Orc Warlord Gorfang Rotgut. It was Gorfang that attacked Karak Azul and slaughtered many of Kazador's subjects, capturing more and dragging them back to his dungeons. Most insulting of all, Gorfang raided the King's throne room, where he shaved the King's son and nailed him to the throne as the greatest insult he could imagine. Now Kazador wishes for nothing more than to see Gorfang slain and his prisoners released - or their bodies returned if they no longer live.

King Kazador of Karak Azul

	M	WS	BS	S	T	W	I	A	Ld
King Kazador	3	7(8)	4	4	5	3	4	4	10

Points: 270

King Kazador is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour:

The Hammer of Karak Azul with the Master Rune of Smiting (causes D6 wounds); Rune of Striking (+1WS, shown on profile); The Armour of the King of Karak Azul bearing a Rune of Stone (+1 save) and a rune of resistance (re-roll failed saves); and The Thunderhorn which bears a Master Rune of Dismay (Enemy must take Ld test to charge).

GOTREK GURNISSON & FELIX JAEGER

Gotrek and Felix are a special kind of Dogs of War unit and can be included as a Rare choice in any army of Dwarfs, Empire, Bretonnians (although they are not normally allowed Dogs of War) or Dogs of War. They must be fielded exactly as detailed below, and may not be given any additional equipment or magic items.

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Gotrek And Felix

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Felix Jaeger	4	5	5	4	4	2	5	3	8

Points: 475 (Felix 162 points, Gotrek 313 points)

Weapons: Gotrek carries his Rune Axe, Felix is armed with the Wyrmslayer Blade.

Armour: Felix wears light armour.

SPECIAL RULES

Skirmishers:

Gotrek and Felix form a skirmishing unit of two models. Even though they must remain together both are characters and all the rules for characters apply (challenges, targeting restrictions, victory points, etc). They can move freely like other skirmishers, and have a 360° arc of sight.

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Gotrek's Axe:

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Gotrek's Doom:

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unable to settle, they are also able to survive battles that see thousands of others die. To represent this, Gotrek and Felix have a 4+ Ward Save and Magic Resistance (2) – note this is two Dispel dice for the both of them, not two each. However, Gotrek may never join a unit, and so while he still lives Felix may not join a unit either. If Gotrek is removed as a casualty his Doom has no further effect on Felix.

KING ALRIK RANULFSSON OF KARAK HIRN

Even amongst a race as steeped in custom and tradition as the Dwarfs, King Alrik is regarded as particularly devoted to the customs of his ancestors. Perhaps it is becasue Karak Hirn, as one of the Grey Mountains holds, is regarded by many Dwarfs as being somehow new and unproven (despite being several thousand years old) that makes Alrik such a stickler for the old ways. Borne into battle upon the shield of his great-great-great-Grandfather Kurgaz, considered a giant amongst Dwarfs and founder of Karak Hirn, Alrik has endeavoured to settle many scores from the Karak Hirn book of Grudges.

King Alrik wages war with the mighty axe of retribution, which he had made especially for his crusade to avenge the wrongs done to his Hold, and he waers Hrappi-klad, a heavy suit of golden armour which is the traditional battle garb of the Kings of Karak Hirn.

King Alrik Ranulfsson of Karak Hirn

	M	WS	BS	S	T	W	I	A	Ld
King Alrik	3	7	4	4	5	3	4	4	10

Points: 290

King Ranulfssonis a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour:

Shieldbearers. The Axe of Retribution which bears a Grudge Rune (re-roll to hit one nominated enemy) and a Master rune of Breaking (destroys magic weapons); Hrappi-klad, a suit of gromril armour bearing a Rune of Shielding (2+ ward versus shooting and magic missiles; Helm of Eagles, which bears a Master Rune of Challenge (enemy unit must charge or flee); Krugaz's Shield, The massive shield Alrik stands upon bears a Rune of Luck (a single re-roll to hit, to wound, armour or ward save).