

INSIDE:

THREE NEW EXCLUSIVE GREY KNIGHT BATTLE MISSIONS

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WHITE DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WD377
May 2011



WARHAMMER

TOMB KINGS

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WD377

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UK £4.50, EURO

IN SWEDEN/NORWAY 70kr/incl. POLAND 22.50zł



Cover artwork by Dave Gallagher

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WHITE DWARF 377 MAY 2011

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Ask anybody what they love about Warhammer and two things that are bound to be on their list are monsters and magic. Well, as a race of reanimated Skeletons who march to war

accompanied by huge magical statues, it's fair to say that the Tomb Kings satisfy both counts with abundance.

The hordes of sun-bleached Skeleton Warriors, the eponymous Tomb Kings themselves and columns of golden chariots are bolstered this month with the release of the new army book. As you'll see over the next few pages, the Liche Priests known as the Citadel design team have been busy, reanimating Khemrian Warsphinxes, Necropolis Knights, a veritable legion of Tomb Guard and more besides.

The Undead kings have set their sights on conquering the White Dwarf bunker too, so to appease their demands we sent Andy out to report on all their magnificent

glories in Sand and Stone, whilst Simon tells a tale of one of their valiant battles in the Valley of the Dead. Toiling under the whips of the Necrotects, Duncan shows us how to paint the Court of the Crimson King, whilst the 'Eavy Metal team have really pushed the boat out with their beautifully painted Tomb Kings miniatures.

We also have an exclusive set of three new battle missions designed for the Grey Knights and Jeremy Vetock talks about how to come up with your own greenskin tribe.

As I mentioned a little while back, I'm a Tomb Kings player myself and am eagerly awaiting getting my hands on all of those new kits – all the better to stomp Kevin Chin's pesky Dwarfs into the ground. The only bit I'm not looking forward to is deciding whether to build a Khemrian Warsphinx or a Necrosphinx; a unit of Necropolis Knights or Sepulchral Stalkers. Aww hell, I think I'll just build one of each. Make it two.

Andrew Kenrick, Editor

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TOMB KINGS

Far to the south of the Empire stands the ancient land of Nehekara, a sun-bleached land where only the Undead Tomb Kings hold court. This month they rise up for vengeance. Find out all about them from page 14 onwards.



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Andy Hall talks to Robin Cruddace, Mark Harrison and Mike Anderson about Skeletons, statues and the secrets of the dead, exploring the new Tomb Kings army book and miniatures that are released this month.

28 ILLUMINATIONS: TOMB KINGS

Warhammer: Tomb Kings is packed full of gorgeous new colour art. We showcase some of it and talk to the artists about how they illustrated the armies of the Tomb Kings.

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The Grey Knights stand ready to purge the taint of Chaos wherever it might appear in this exclusive set of three new battle missions.

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Picking an Orc & Goblin army for battle is like mustering your own tribe for a Waaagh! as Jeremy Vetock explains in this article.

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Mark Harrison picks his favourite model.

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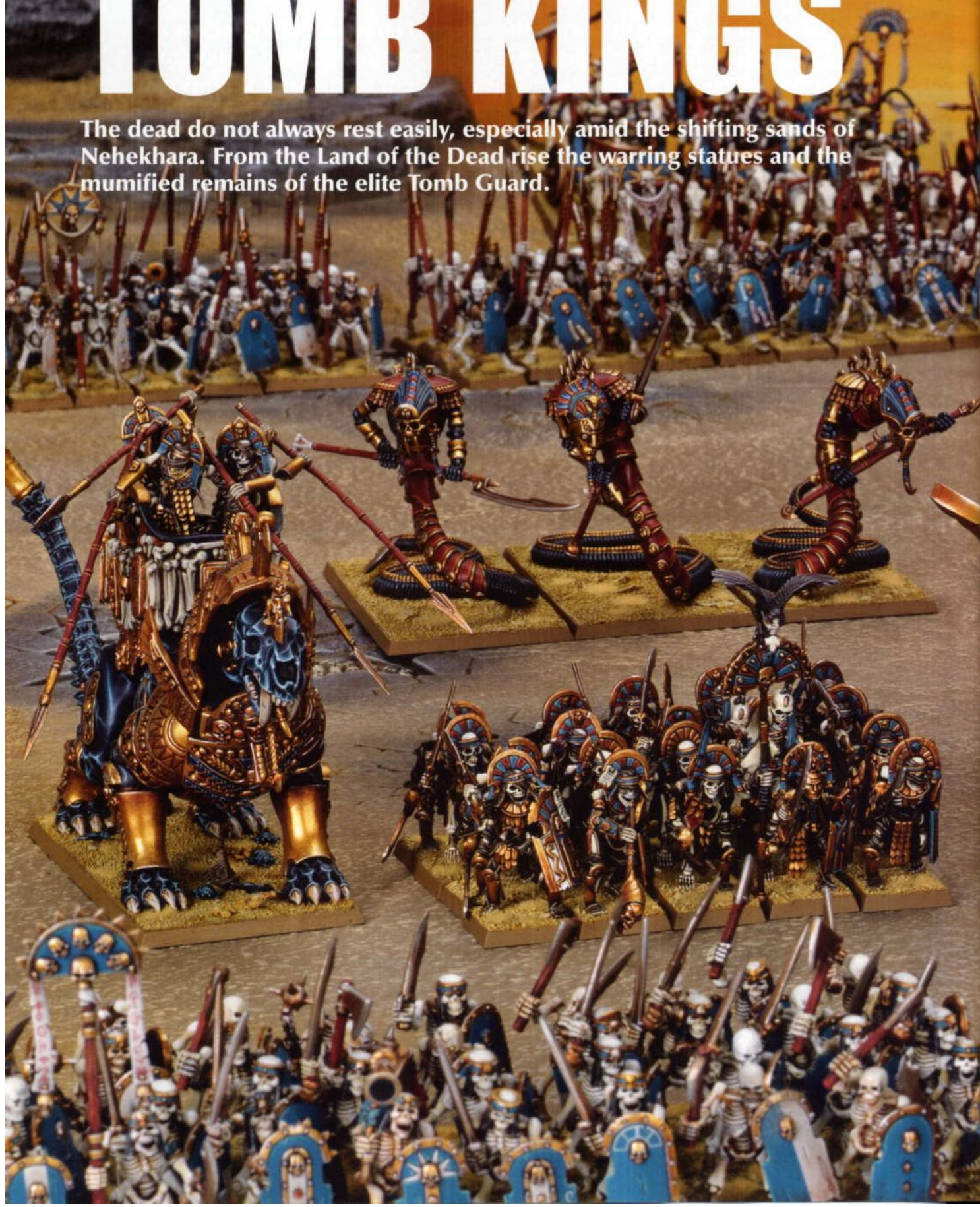
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Hobby activities and news from your local area.

WARHAMMER®

TOMB KINGS

The dead do not always rest easily, especially amid the shifting sands of Nehekhara. From the Land of the Dead rise the warring statues and the mumified remains of the elite Tomb Guard.





TOMB KINGS KHEMRIAN WARSPHINX/NECROSPHINX

The Khemrian Warsphinx carries a crew of Tomb Guard to battle. The kit can also make a terrifying Necrosphinx, a huge monster carved from stone.

KHEMRIAN WARSPHINX



A Khemrian Warsphinx carrying Tomb Guard into battle.



A Tomb King can ride to war mounted on the back of a Warsphinx.

The kit includes a swarm of scarabs that allows you to place the Tomb King on a separate base so you can have him commanding from foot rather than mounted in the Warsphinx howdah.



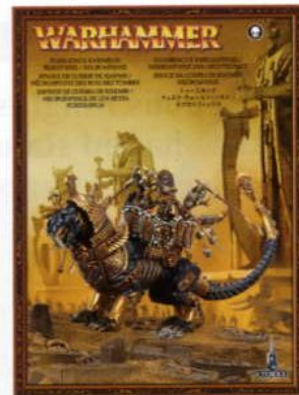
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The mighty Warsphinx of Khemri towers above the chariots and skeletal infantry of the Tomb Kings. It is a monster fashioned from stone, jade or marble and animated to carry a Tomb King or a crew of Tomb Guard into battle.

Mark Harrison's plastic kit can also be assembled to create the dreaded Necrosphinx, a centaur-like construct sculpted as an amalgamation of the most horrifying mythical beasts that are said to inhabit the Nehekharan Underworld. This winged creation is armed with two massive blades that can even sever the head of a Dragon in one almighty blow. Many Liche Priests consider the Necrosphinx to be an

abomination, not powered by the souls of valiant Nehekharan heroes but granted life by malevolent gods, and so these statues are only animated at the behest of the most ambitious Tomb Kings or in the direst of circumstances. The model accentuates this sinister aspect with a choice of two stoic death masks.

As well as its sumptuous looks, the kit – whether you decide to make a Warsphinx or Necrosphinx – is a great army centrepiece sure to dominate any battleline. And with a mighty Toughness of 8 and 5 Wounds these stone creatures have no need to skulk, able to withstand whatever the foe may throw at them.



**TOMB KINGS KHEMRIAN
WARSPHINX/NECROSPHINX** £31
Product code: 99120217007
Sculpted by Mark Harrison.
€40, 300dkr, 380skr/inkr, 150ztl

ON SALE MAY 7TH

NECROSPHINX



The kit comes with a choice of two heads – a leering skull face or an ornate death mask.



The dreaded Necrosphinx, an abomination capable of slaying an enemy monster with one swipe of its massive blades.

TURN TO PAGE 62 TO SEE THE WAR STATUARY OF KHEMRI IN ACTION.

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TOMB KINGS NECROPOLIS KNIGHTS

Necropolis Knights are elite warriors who ride atop giant snake-shaped statues. These models can also be assembled as Sepulchral Stalkers, fell sentinels of a Tomb King's realm.

Mike Anderson's Necropolis Knights kit allows you to build a choice of either three Necroserpents, upon which ride the titular Knights, or three Sepulchral Stalkers. These dread statues have been sculpted by the artisans of Khemri with the upper torso of a man and the body of a serpent. In battle the Sepulchral Stalkers are armed with large halberds and they use the Entombed Beneath the Sands rule to ambush prey anywhere on the battlefield.

Necropolis Knights stand atop the hoods of their snake-like statue mounts. As Monstrous Cavalry they will not only Stomp, but have 2 Killing Blow attacks from the Tomb Guard riders and 3 Poisoned Attacks from the Necroserpents. On the frame you'll find all the parts you need to field these in your Tomb Kings force, including full command options as well as spears.



Necropolis Knights stand upon the hunched form of their serpentine statue mounts.



Necropolis Knight musician

NECROPOLIS KNIGHTS



Necropolis Captain



Necropolis Knight standard bearer



The standard bearer holds a golden icon. All three command options are available in the kit.

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**TOMB KINGS
NECROPOLIS KNIGHTS** £33.50
Product code: 99120217005
Sculpted by Mike Anderson.
€43, 330dkr, 410skr/nkr, 165zl

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**MULTI
PART
PLASTIC
KIT**

SEPULCHRAL STALKERS

Sepulchral Stalkers wear terrifying death masks and are armed with huge halberds.



Find Out More

Turn to page 23 to view all the different parts that make up this kit. Then don't miss this month's battle report to see how both the Sepulchral Stalkers and Necropolis Knights fare in the game.



A unit of six Necropolis Knights glide across the sands.

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TOMB KINGS TOMB GUARD

The Tomb Guard are the elite infantry of the Tomb Kings army, guarding their masters in undeath as they did in life. This box set allows you to make ten models armed with either hand weapons or halberds.

The Tomb Guard are the elite infantry in a Khemrian army. When living, these brave warriors were once a Tomb King's most loyal and able men. And so they were entombed alongside their master in his pyramid, awaiting the return to unlife.

The Tomb Guard plastic box set allows you to make ten mummified warriors, with options for creating a full command group and arming your unit with either hand weapons or halberds. The frames contain lots of great extras and fun details such as the screaming face on the end of the horn, the vulture that can be perched on top of the standard, ornate shield designs and four spare heads for even more variety.



Tomb Guard with halberd

MULTI
PART
PLASTIC
KIT



TOMB KINGS TOMB GUARD £25.50

Product code: 99120217001

Sculpted by Mike Fores, Alan Perry and Michael Perry.

£32.50, 250dks, 310skr/nkr, 125zl

ON SALE MAY 7TH



Tomb Guard with hand weapon



The Tomb Guard kit includes the options for a full command group.



Tomb Guard with hand weapon



The Tomb Guard above are armed with halberds, making these elite mummies even stronger, although as they have Killing Blow, the enemy's Toughness and Wounds will not always matter!

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A horde of Tomb Guard ready to serve their Undead king.

WARHAMMER BATTLE MAGIC: TOMB KINGS

This seven-card deck contains all the spells in the Lore of Nehekharu. Each large-format card details the spells for quick referencing and to easily keep track of what powers your magic users have.

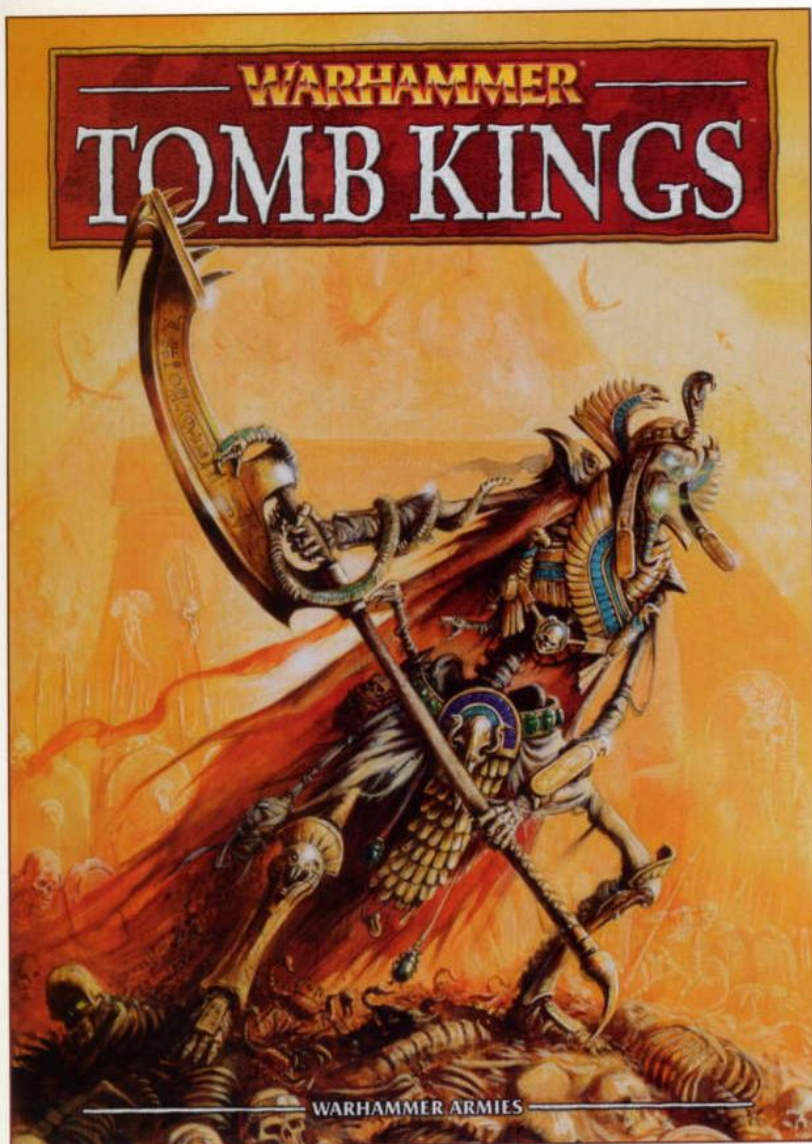
**WARHAMMER BATTLE MAGIC:
TOMB KINGS** £3.25
Product code: 60220217001
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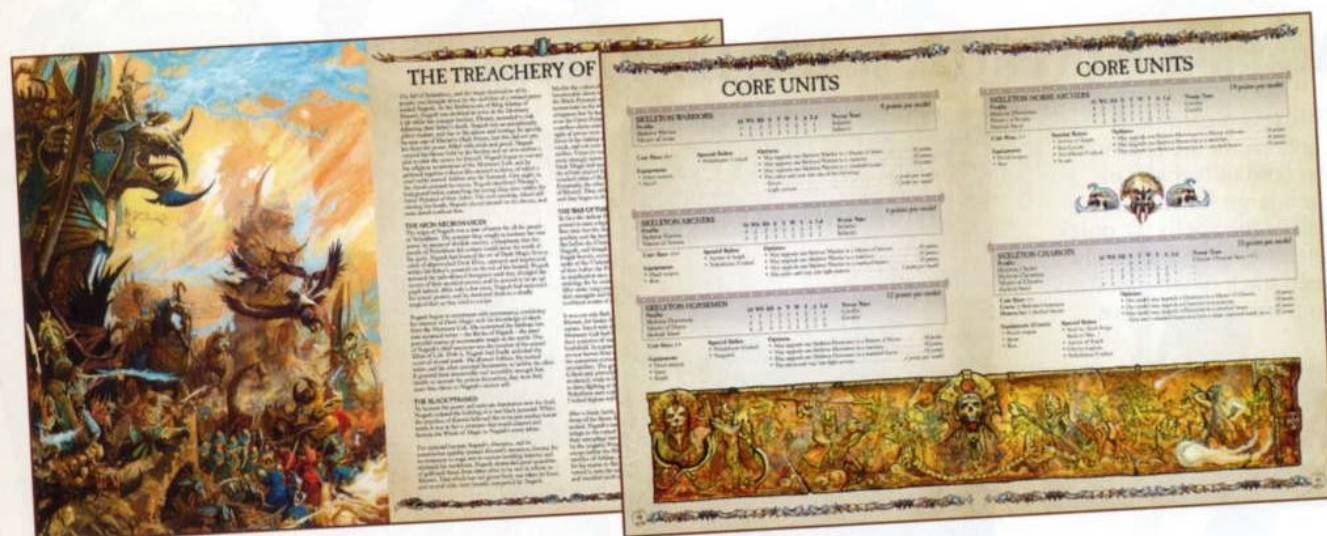
WARHAMMER: TOMB KINGS

For the disparate kingdoms of Khemri, death is no longer an obstacle in making war. Tomb Kings muster their Undead legions, as Skeletons and animated statues created in monstrous images strike forth from the desert to reclaim the world from the living.

Warhammer: Tomb Kings is a 96-page full-colour, hardback book packed with everything you need to know about the Undead kingdoms of Nehekhara. Never before has the history of the Tomb Kings been so thoroughly documented – from the rise of Settra to the grand betrayal of Nagash, leading to the Undead legions that can now be summoned from beneath the shifting sands Nehekhara. The lavish colour pages present all the rules, background and army list information you need to field a force of Undead creatures and war statuary against any foe foolish enough to confront the relentless Tomb Kings in battle.

**WARHAMMER:
TOMB KINGS** £22.50
Product code: 60030217001
Written by Robin Cruddace.
£29.25, 225dks, 280dks/mkr, 112.50z

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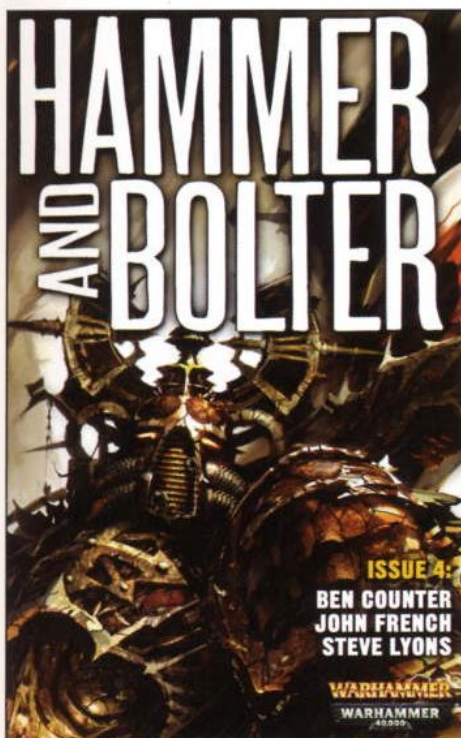
READ AN IN-DEPTH INTERVIEW WITH THE AUTHOR OF THE NEW BOOK FROM PAGE 14.

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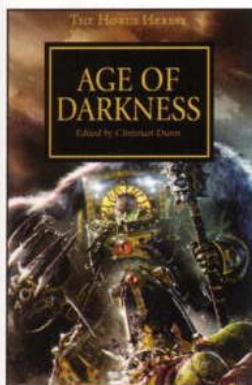
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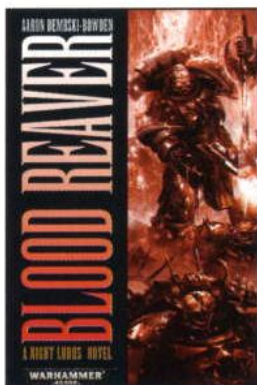
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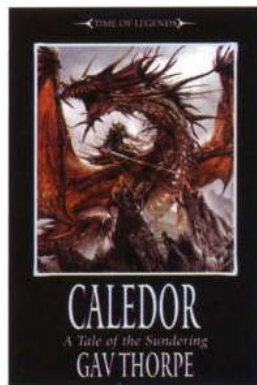
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ISBN: 978-1-84970-050-4
€10.50, 85dkr, 100skr/mkr, 39.95zf

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AGE OF DARKNESS



Up until now, the Horus Heresy series has focused on the turning of the Traitor Legions and the opening salvos of the galactic civil war. In May, this all changes with the release of Age of Darkness – the second Horus Heresy short story anthology. With all of the turncoat Legions revealed, the race is on to assemble their forces ready for the climactic battle, while the loyal Legiones Astartes frantically ready their defences.

Some familiar faces return – including one fan-favourite character not seen since the Flight of the Eisenstein – and while the Primarchs are well represented in the anthology, Age of Darkness shines the light on some characters and Legions who have thus far been under-represented in the Horus Heresy. In fact, the very first story, 'Rules of Engagement' by Graham McNeill, gives us an insight into what Roboute Guilliman has been up to since his brothers turned from the Emperor and the final story, 'Savage Weapons' by Aaron Dembski-Bowden, is the tale of what happened when Lion El'Jonson encountered Konrad Curze several years into the Heresy.

This anthology is the first time light has been shed on many of these events and will challenge everything you thought you knew about the Legions, both traitor and loyal, while laying the groundwork for the final act. Unmissable for any fan of Warhammer 40,000.

ARMIES ON PARADE

New for Games Day 2011

Back in February we unveiled an exciting new painting competition that's sweeping through Hobby Centres across the world.

Armies on Parade is a fantastic opportunity for you to really let your creativity stretch to whole new levels; a competition that really has no limits and will be judged by you in your local Hobby Centre. As if that wasn't enough, the store winners then go on to be ultimately judged again, by you, at this year's Games Day.

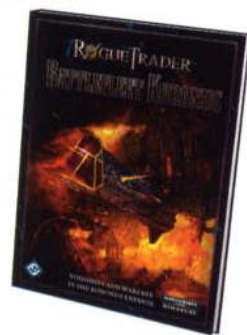
We'll be revealing more details in next month's White Dwarf, but for now you can read all the latest news about this exciting competition at www.games-workshop.com.

Even More Flights of Fantasy

Battlefleet Koronus

Beyond the gates of the Maw, savage enemies threaten the Imperium. Rogue Traders, backed by the might of the Imperial Navy, must arm their vessels to wrest their fortunes from bloody warfare!

Battlefleet Koronus, an upcoming supplement for Rogue Trader, is an extensive sourcebook about the starships that traverse the Koronus Expanse. It also provides a host of enemy craft, and it delves into the rich history of the Imperial Navy!



The Witch's Song

The Witch's Song is the latest exciting adventure pack for Warhammer Fantasy Roleplay. At the far end of the Empire lies an inconsequential fishing village where a series of not-so-inconsequential events are to take place. The village of Faulgimere is about to become the unlikely stage for an adventure of unbridled sorcery. Can the players survive and uncover the dark events that surround the cursed village?

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of hobby articles, painting guides and tactical advice. This includes articles and rules that are exclusive to download from our website, such as the complete Spearhead Expansion. And don't forget to return to the website every day where our 'What's New Today' blog will keep you informed of all the latest hobby activity.

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If you are interested in these opportunities and believe you have the right skills, you can obtain further details on our website: www.games-workshop.com. Alternatively, you can contact Doug Lister for the vacancies in Warsaw – phone: +115 9004442; e-mail: doug.lister@games-workshop.co.uk. Or contact Chris Harbor for the vacancies in Shanghai – phone: +86 21 50484386; e-mail: chris.harbor@games-workshop.co.uk.



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WORLD**

Refurbishment

The Citadel Miniatures collection is revered by hobbyists the world over, and in May development of the Citadel Miniatures Hall continues, which means that it will be closed from 3rd to 22nd May while work is carried out. Join us from 23rd May to see the exciting new changes for yourself.

WARHAMMER®

TOMB KINGS

SAND AND STONE

YOUR GUIDE TO THE NEW TOMB KINGS ARMY



Andy Hall, Hierophant of White Dwarf, summons the author and sculptors of the latest Tomb Kings releases and bids them to recount terrible tales from ancient Nehekhara, the Land of the Dead.

Far to the south of the Old World lies a great desert. A lifeless, desolate place consisting of little more than shifting dunes and toppled ruins half-buried in the desert sands. While it is true to say that no living thing stirs, it is a mistake to assume the land is uninhabited. For this is the Land of the Dead, home to the ancient civilisation of Nehekhara and the great City of Kings, Khemri itself. Nehekhara has long ceased to be a place of the living. Ever since the arch-necromancer Nagash's great betrayal, the Undead have roamed the desert. The Tomb Kings have emerged from their pyramids, desperate to restore what was once a vast and powerful empire to its former majesty.

No one knows more about the Tomb Kings' plight and their need to enact vengeance on the living than Nehekhara's historian and author of Warhammer: Tomb Kings, Robin Cruddace. 'This was an exciting project to work on as it's been a long time since we last took a look at the Tomb Kings. In that time we've made great advances in how we make plastic kits and

that presented us with a wealth of opportunities. So, with the promise of some great new models from the Citadel designers (*More from them later – Ed*) and the chance to see the Tomb Kings presented in a new full-colour hardback book, I took to the project with relish.'

One of Robin's first tasks was to go back to the very beginning. 'This was always going to be more than a mere update. I wanted to go back to the bare bones of the army – pun very much intended – and redefine what the Tomb Kings army is. From this solid foundation we could build up, incorporating familiar elements such as the chariots and skeleton legions, to include some new stuff we've never seen before. To get it clear in my head I canvassed views across the Studio, talking with such luminaries as art director John Blanche, then used what I had learnt to drill down into the heart of the concept. First and foremost Tomb Kings are an army of skeletons and statues. Everything in a Tomb King army should fall into one of these categories.'

continued on page 18

CITY OF KINGS

Khemri is the royal city of kings. It lies at the heart of Nehekhara, now ominously known as the Land of the Dead. Khemri is the largest, oldest and most powerful of all the ancient cities that now stand half-covered in the desert sands. The monuments built in this grand necropolis are vast and majestic to behold but it all now lies in the shadow of one dominating edifice. Even Settra's great mausoleum is dwarfed by the Black Pyramid of Nagash – an obsidian wonder of terror that for now, mercifully, remains dormant.

WARHAMMER: TOMB KINGS

Like the Orcs & Goblins army book it follows, Warhammer: Tomb Kings is a lavish, full-colour tome with hardback covers. And when not in use, it'll certainly make a handsome addition to your bookcase. Inside you'll find everything you need to know about the Tomb Kings and how to use them on the tabletop in games of Warhammer. But this book is far from a collection of profiles and rules. The Studio artists have been unleashed and provided loads of new colour art for the book (a selection of which can be found from page 28). There is also a timeline featuring some of the key events from throughout the Tomb Kings' history as well as a hobby section packed with photos.



KHEMRIAN WARSPHINX



A Necrosphinx and a Khemrian Warsphinx rampage through an Empire town.



NECROSPHINX

A Necrosphinx is a bizarre and horrifying statue – a strange amalgamation of the mythical beasts that are said to inhabit the Underworld. While all war statuary is animated by the loyal spirits of a Tomb King's servants, the Necrosphinx gains animus from something far more sinister. What pact the Liche Priests made to bring the Necrosphinx to unlife is a secret known only to the Mortuary Cult.

Khemrian Warsphinxes wade through the ranks of their foes, crushing them underfoot as if they were nothing more than bothersome insects. They are almost impervious to harm, and their stone-hard hides protect them from all but the truest strikes; anything less than a direct hit from a war machine is likely to glance harmlessly away. Atop each Khemrian Warsphinx is an ornate howdah in which several Tomb Guard ride. These elite warriors direct their mount's actions as if it were an extension of their own mummified bodies, laying into the foes below with great, double-handed spears.

Such massive creatures are terrifying foes to face, and enemies that do not flee before them are swatted aside by stone claws or torn apart by fanged jaws made of jade, obsidian or another precious metal.

However, this is just a fraction of their full destructive power. When a Khemrian Warsphinx rears up above its prey, those lurking in its shadow are doomed. As the leonine monster crashes down, it smashes its boulder-sized limbs into the ground with appalling force. The resultant shockwave knocks foes off their feet, pulping organs and splintering bones. Those that survive this earth-shattering impact find themselves in a crater of broken, twisted bodies. However, there can be no hope for anything caught directly underneath the point of impact. All that remains of these crushed unfortunates is a fine, red mist that sprays over the victim's stunned comrades.

Thus the Khemrian Warsphinx has earned a fearful reputation as one of the most destructive creatures in the world.

	M	WS	BS	S	T	W	I	A	LD
Khemrian Warsphinx	6	4	0	5	8	5	1	4	8
Tomb Guard Crew	-	3	3	4	-	-	3	1	8

TROOP TYPE: Monster.

SPECIAL RULES: Animated Construct, Killing Blow (Tomb Guard Crew only), Large Target, Nehekharan Undead, Terror.

Thundercrush Attack: After its crew have attacked, a Khemrian Warsphinx may exchange all of its Attacks to make a single Thundercrush Attack (though it can still Thunderstomp). Roll To Hit against the highest Weapon Skill amongst the enemy models in base contact. If this Attack hits, place the small template anywhere so that it is touching the Khemrian Warsphinx's base. Any infantry, war beasts or swarm models that lie underneath the template (friend or foe!) suffer a single Strength 3 hit. The model under the template's central hole instead suffers a single Strength 9 hit with the Multiple Wounds (D3) special rule. Other troop types underneath the template are too big to be crushed, and don't suffer any hits as a result.

Howdah Crew: Unless the Khemrian Warsphinx is taken as a mount for a character, it is ridden by four Tomb Guard Crew. The monster and its crew have their own characteristics, but are treated as a single model.

When moving, the model always uses the Movement characteristic of the Khemrian Warsphinx. The Khemrian Warsphinx and Tomb Guard crew use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with.

All hits upon the Khemrian Warsphinx are resolved using the monster's Toughness and Wounds, and use its save. In combat, enemy models attacking the Khemrian Warsphinx roll against the monster's Weapon Skill when rolling to hit.

Apart from these exceptions, a Khemrian Warsphinx is treated as a monster in all other respects, as described in the Warhammer rulebook. A Khemrian Warsphinx can be taken as a ridden monster for a Tomb King or a Tomb Prince who will replace all the Tomb Guard Crew. In this case, shooting attacks against it will hit the monster on the D6 roll of 1-4, and the character on a roll of 5+, as normal.



The Khemrian Warsphinx can serve as a powerful mount for a Tomb Prince or Tomb King.



RULERS IN DEATH

The Tomb Kings are the mummified corpses of long dead rulers, whose vengeful spirit has been magically bound to their bodies. Bitter at the turn of events that has left them hideous cadavers, the Tomb Kings' rage fuels an unremitting need to conquer, desperate to reclaim the world from the living.



continued from page 15

Such a defining statement instantly gave the Tomb Kings a distinctive character and from this foundation Robin found he could take the army in many different directions. 'Putting the statues aside for a moment, let's look at the skeletons,' says Robin. 'Although the Undead in Warhammer share a common origin – as chronicled in the new book, it all comes from Settra's founding of the Mortuary Cult and Nagash's corrupting influence many centuries later – they fulfil two very different archetypes. The image of a living Necromancer or an all-powerful Vampire binding Undead creatures to their indomitable will is, of course, something that is found in a Vampire Counts army. The Tomb Kings and their subjects, on the other hand, are very different in this respect in that they are self-aware. Even the lowest Skeleton Warrior will contain some vestige of his previous life; the souls are tethered to their mortal remains by the magical incantations of the Liche Priests. These warriors are not, then, slaves to the will of an evil wizard, but dutiful soldiers who unswervingly obey their king's commands in death, just as they once did in life.'

Even though a Skeleton Warrior harbours a soul he is far from the being he was when living. The Tomb Kings and

Tomb Princes, however, are a different matter. 'Without the benefit of magical wards of preservation and mummification a Skeleton Warrior will retain only the most pertinent aspects of their former lives, such as training and martial skills. Other ephemeral aspects to their character – personal desires, relationships, even their names – have been long forgotten,' explains Robin. 'This is in stark contrast to the Tomb Kings themselves who, with the benefit of mummification, have kept their personalities. So just like in their past lives, the Tomb Kings can be quick to anger, aggressive, power-hungry, often petty and jealous of their rivals, all traits that kept them fighting against each other in life unless dominated by such great rulers as Settra or Alcadizaar the Conqueror. Even with a semblance of their mental faculties, such an existence is far from normal; the Tomb Kings were promised that they would awake from death in a golden paradise by the Liche Priests of the Mortuary Cult. However, as a consequence of Nagash's meddling they roused to find themselves not as beatific, bronzed warriors with the countenance of gods but repulsive, bone-dry cadavers whose once palatial realms are now but a shadow of their former splendour. The majesty of Nehekara has been scattered

TOMB GUARD

The Tomb Guard are the partially mummified remains of the king's elite guard. They are exceptional warriors, maintaining all the discipline and martial skill they had in life. In battle, the Tomb Guard form

unwavering ranks of armoured warriors. They have spilled the blood of their enemies for countless centuries, and numerous armies have been dashed against their implacable shield walls.



SKELETON WARRIORS

The armies that emerge from the Land of the Dead are made up of regiment after regiment of Skeleton Warriors. These sun-bleached soldiers swore eternal allegiance to their king, serving him in life as they did

in death. Skeleton Archers will nock and loose arrows, advancing towards the foe without ever breaking stride. Their arrows are blessed by the asp goddess Asaph, and so strike with unerring accuracy.



to the desert winds. Those Tomb Kings that were not driven mad by this realisation were enraged beyond mortal bounds, swearing vengeance on the living for such a travesty of justice.'

And by the sound of it, the vengeful attention of a Tomb King is not something you would want to be the subject of? 'Absolutely not,' states Robin, 'Grotesque creatures covered in moldering bandages they may be, but the same magic that brought them back from the dead also gave them immortality with untold strength, power and iron wills. On the battlefield Tomb Kings and Tomb Princes are worthy opponents with high Weapon Skill, Strength, Toughness and Wounds. To emphasise the hold they have over their minions I've given them a special rule tellingly called "My Will Be Done" that allows any unit the Tomb King is accompanied with to use his Weapon Skill. Suddenly a horde of Skeletons with a WS of 2 will be fighting with WS 6 once a Tomb King is present.'

Of course, the Tomb Kings, whilst powerful individuals, have a whole army under their sway. A force of Undead legions all unflinchingly loyal to their mummified master. 'The archetype for a Tomb Kings force is that of the ancient

civilisations. Not one in particular, but the whole pantheon of lost empires, so you should expect to see large formations of infantry, skeletal phalanxes, light cavalry and lots of chariots.' The aforementioned shape of an army is an important consideration in how it looks and feels on the tabletop but it is far from the case of straightjacketing gamers into that position. 'The army selection and percentage system is already in place to help govern that, but you can also encourage players in a certain direction,' continues Robin. 'For instance, I wanted you to be able to field loads of Skeleton Warriors as they are the backbone (another bad pun, I assume - Ed) of your army, so I've made them cheap. Existing Tomb King players may notice a considerable saving, as they're half the price they used to be. I think this is more than fair considering their low-powered profile and an inability to march, but then you have advantages in that they cause Fear and are Unbreakable, so are going to hold fast any foe they encounter. Their Unstable nature means that they will slowly trickle away but with magic you can raise them back up again, making them endlessly frustrating for the opponent. Then, of course, you can smash the held unit apart with a few chariots!'

LICHE PRIEST

Every Tomb Kings army needs a Hierophant. This is the title given to the highest-ranking Liche Priest. It is he who is responsible for awakening the Tomb King's legions from their slumber, and animates the great statues that rain doom upon the enemy. Without the Hierophant, the army will start to dissipate, making him the primary link between the material world and the Realm of Souls.





THE FLYING ASPS

A famed legion of charioteers, the Flying Asps were deadly with the bow even while riding in their fast-moving chariots. They were known for picking out and slaying the champions of enemy units with bowfire, before riding headlong into the foe.

Legend says that the Flying Asps even slew a daemonic horde with nothing more than faith in the Nehekharan Gods and the speed of their chariots. Shortly before Nagash's betrayal the Flying Asps were sent on some unknown mission, they were last seen riding into the desert. The charioteers never returned, but rumour persists that they are cursed, forever bound to ride across the sands, slaying all they encounter.

Yep, a mainstay of any Tomb Kings army are the chariots, in fact they are the only Warhammer army that can field units of them. 'Tomb Kings no longer have light chariots as, looking at the models I thought there was no difference in physicality to any other race's chariot. This means they inflict D6 Impact Hits. What's more, each additional rank in your chariot unit will increase the Strength of the Impact Hits. So, a unit of six chariots will typically be charging in with 3D6 Strength 5 Impact Hits before the enemy can even throw a dice in anger.'

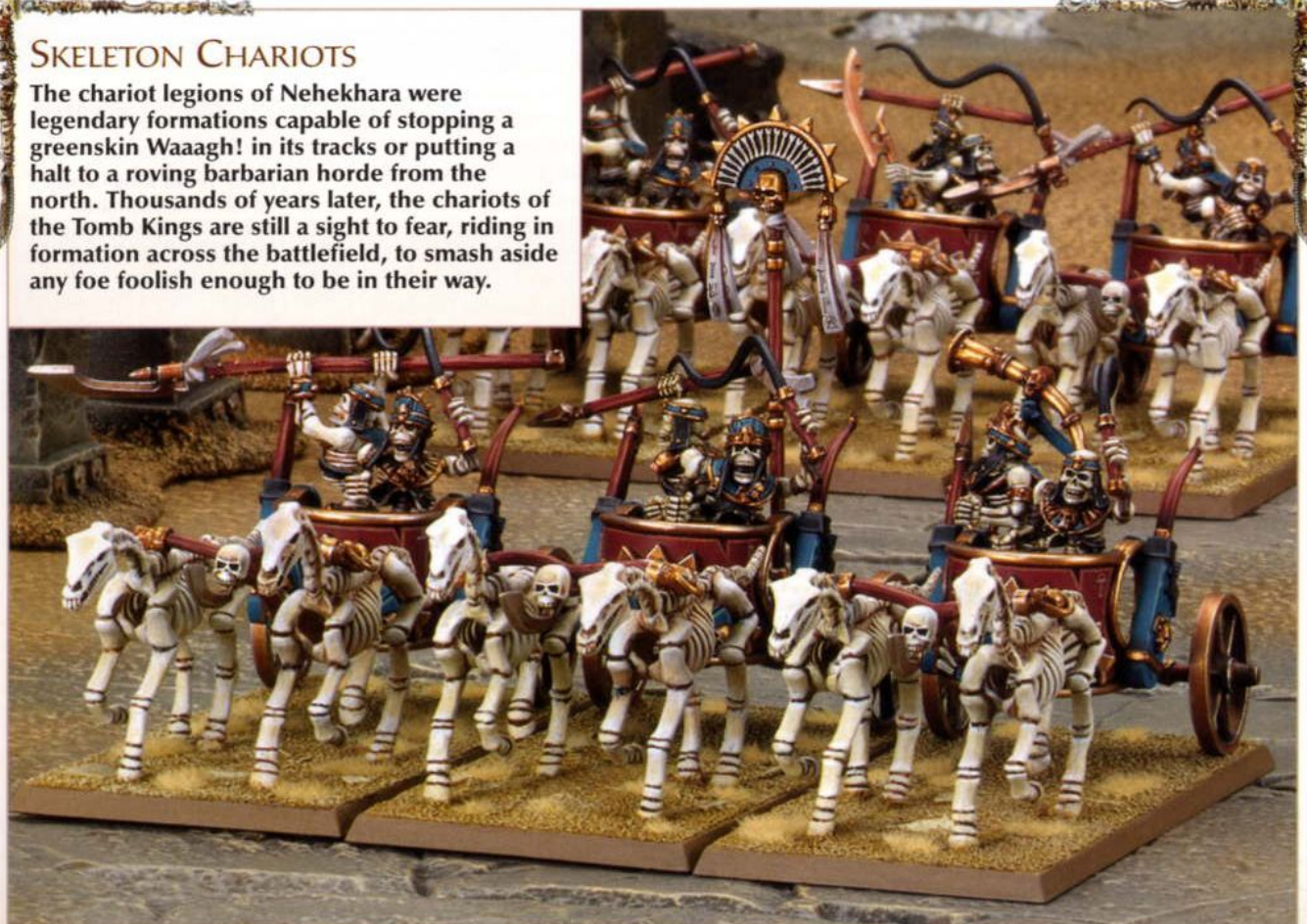
While chariot squadrons can smash aside the enemy in one mighty charge, they are far from the only heavy hitters in a Khemri force. 'Earlier I mentioned that a Tomb Kings army is primarily made of two elements, the Undead and the statues. Without doubt, that's the largest change. The introduction of these monstrous stone creations adds an exciting new dynamic to the whole force,' explains Robin. 'From the start we wanted to get across a sense of artifice and craftsmanship that the ancient Nehekharans had, hence the inclusion of the artisan slave masters, the Necrotects. It is they who created the sculptures that adorned the vast majority of buildings in the ancient cities. And just as the Liche Priests discovered how to call a spirit to

inhabit a body, they could use similar incantations to summon a spirit of a valiant Nehekharan hero into the statues, animating them in battle. Whether it's a Tomb Scorpion, Ushabti or a Warsphinx, they are all finely crafted works of art, not an amalgamation of bone, wood and rubble. Each statue will have been commissioned and made for a specific purpose, whether as a way to venerate their ancient gods or, as in the case of the Warsphinx, to guard the king's inner sanctums,' says Robin.

The Khemrian Warsphinx is certainly a stand-out model in the latest batch of new releases, a gigantic stone monster that comes with a variety of options. 'No two Warsphinxes are the same. Some may well be made of stone, others could be fashioned from marble, jade or even gold. So having more than one in your force, from a modelling and painting point of view is an exciting prospect, as they can be painted in very different ways. I also love the physical presence of the model; there is no doubting its credentials as an army centrepiece, giving your collection a very tangible focus. I know Tomb King players have wanted a sphinx for some time and so it was at the top of all our lists as soon as we started working on the Tomb Kings. Obviously, Mark Harrison's task was to

SKELETON CHARIOTS

The chariot legions of Nehekhar were legendary formations capable of stopping a greenskin Waaagh! in its tracks or putting a halt to a roving barbarian horde from the north. Thousands of years later, the chariots of the Tomb Kings are still a sight to fear, riding in formation across the battlefield, to smash aside any foe foolish enough to be in their way.



design the model, leaving me with the nuts and bolts job of coming up with the rules and placing it in the army list. What I wanted to do was immediately give it a unique take and make it markedly different from, say, a Dragon. So it has a Toughness of 8; after all we're not talking about a creature with thick scales or iron-hard skin, this is a statue chiselled from solid rock. I also wanted to use its stone body in an offensive capacity. I could imagine it rearing up and then smashing down into the enemy and so it can sacrifice all its normal attacks to do just that. There's a calculated risk using this attack, but if it hits, you can do some serious damage to low-Toughness infantry units, even dishing out a Strength 9 hit for the model unlucky enough to find itself under the hole of the template – great for killing enemy heroes.'

The Warsphinx, along with the terrifying Necrosphinx that the kit also makes, is far from the only animated statue to be released this month. 'The Tomb Kings now have monstrous cavalry,' states Robin. 'Necropolis Knights are fast, have 5 Attacks between mount and rider with a mix of Killing Blow and Poisoned Attacks. On the other hand, the Sepulchral Stalkers come from a different angle; these monstrous beasts have a low-range shooting attack that uses the artillery dice, determining

how many Strength 1 hits are resolved against the target's Initiative. If any attacks wound then the target is turned to sand. I imagine the unfortunate would end up looking like a statue himself, slowly coming apart as the elements cause the sand grains to slowly disperse.'

The Tomb Kings then are truly reborn, in both senses of the word. As Robin looks back on the book as well as the new models arriving in the coming months, what are his feelings on the project? 'We're definitely going to see more Tomb Kings armies come to the fore, which is great. The addition of the statues adds a whole new layer and gives the army "height". It also makes them a more flexible force. For example, you could have hordes and hordes of Skeleton Warriors and Archers, an army mainly of statues, or even an entire chariot legion.'

'One of the things I've tried to emphasise is that they are not mindless automatons. Undead they may be, but they have personality too. The expanded special character section illustrates this and I've tried to highlight what makes a Tomb King tick. I like their motivations, their anger at the living for daring to be alive, as well as a desire to restore an empire that has been lost for over two millennia. Such agendas can only be found in Warhammer!'

'ON A GOLDEN CHARIOT I WILL RIDE...'

Tomb Kings, Tomb Princes and Tomb Heralds all have the option to ride to war in a chariot. This not only keeps them highly mobile but also gives you the option of having an entire force mounted in chariots should you so wish.



The Jaguar Legions march to war, controlled by King Ral-Anarqut, accompanied by a Necrosphinx.

NECROPOLIS KNIGHTS

FROM THE SAND...

Sepulchral Stalkers are half-man, half-snake statues created by the ancient Nehekharans to delineate the borders of a king's realm. Over the centuries they have been swallowed by the shifting sands, where they now wait for intruders to pass by before launching a devastating ambush. When the trap is sprung, several horrifying, snake-like forms burst from the ground to surround their prey, impaling their quarry on ornate staves. However, it is not their skill with the blade for which Sepulchral Stalkers are so feared. For those who are foolish enough to gaze into the eyes of a Stalker are instantly turned into sand, standing as still as statues themselves until a gust of wind blows them apart and scatters the grains across the endless desert.

Necropolis Knights are elite warriors who ride atop giant snake-shaped statues. They are tethered to their mounts by a sharp hook, held firm in one mummified hand as the other wields a heavy spear that carves through mortal flesh. Their monstrous mounts shatter bones with every swipe of their lengthy tails and sink scimitar-sized fangs deep into soft flesh.

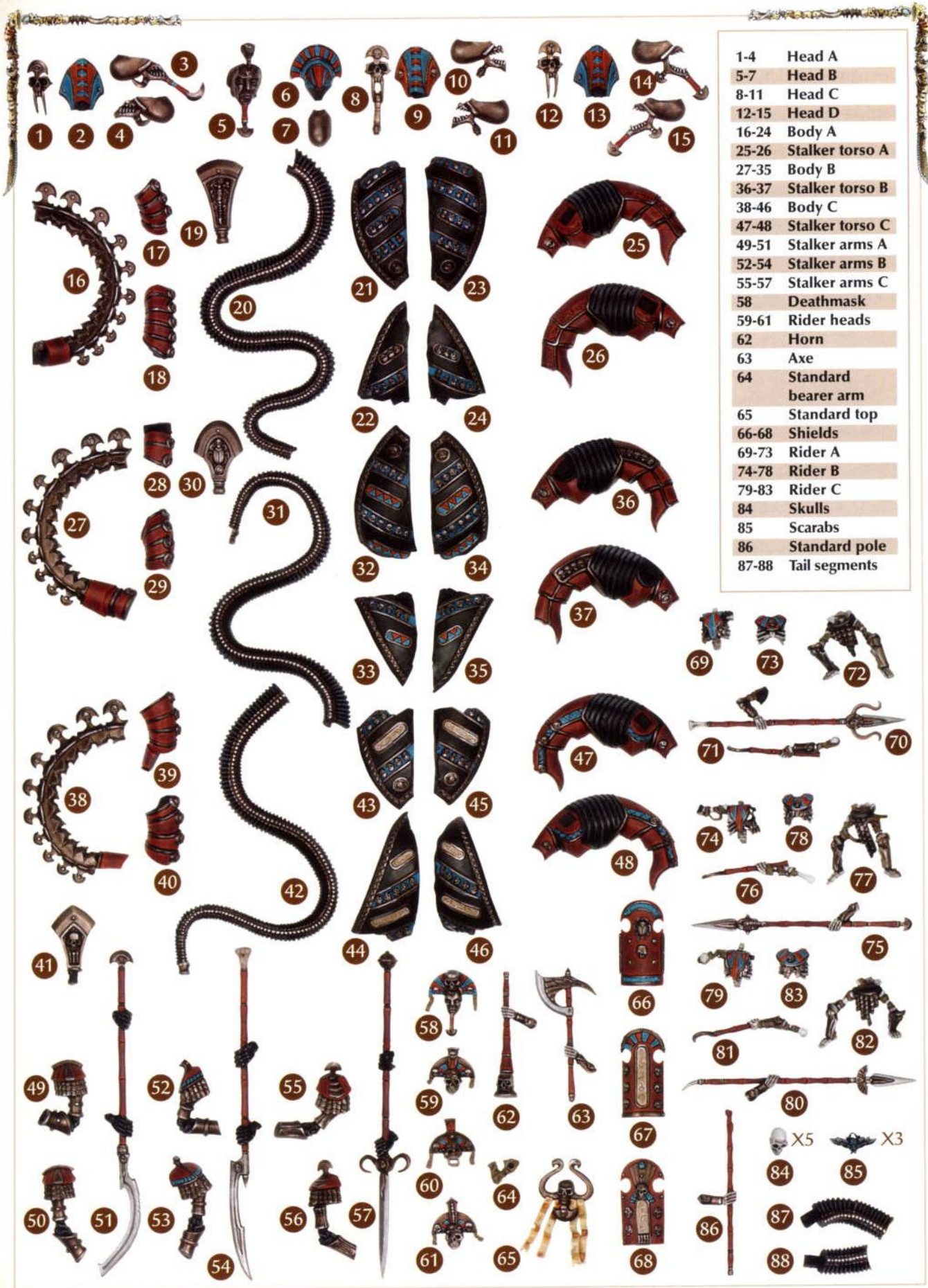
At the base of every Necroserpent is a pedestal in which there is a hollow alcove. Within each rests the sarcophagus of a Necropolis Knight. In their lifetimes, these warriors served in the sacred ranks of the Tomb Guard. They were all loyal soldiers and battle-scarred veterans, however, the constant years of violence and slaughter had become so deeply ingrained in these warriors' psyches that their bloodlust threatened to overcome their famed martial discipline. Such soldiers would break ranks without warning and could no longer be trusted to stand their ground whilst a foe still lived – actions that placed the life of the king in mortal jeopardy. When faced with the dishonour of exile, many committed ritual suicide, but some instead chose an agonising death for a chance to serve their king again in his eternal army. These brave soldiers would slit their palms and smear blood onto the belly of one of the giant Necroserpents before holding the wound under the venom dripping from their fangs. As the poison wracked their

bodies, it was believed that Qu'aph would judge their souls, and those that were found worthy would be reborn in the next life as Necropolis Knights – warriors blessed with the skill, power and strength of the gods. Upon their death, these elite warriors were mummified and buried with their full panoply of war beneath the very same statue that they had sacrificed themselves before.

When Necropolis Knights are awakened to serve in the Tomb King's eternal army, the Necroserpents coiled above their resting places magically slither to unlife as well. Rider and mount are animated by the same warrior spirit, and they move as one being, riding to war in perfect ranks of terrifying cavalry. Necroserpents travel beneath the ground at a relentless pace, emerging from the depths with sand cascading off their forms, warriors standing proudly upon their hooded backs with spears lowered, ready to spill the blood of their foes. Serpentine bodies weave through the battlefield, blades, fangs and tails lashing out in all directions, leaving a trail of death and woe in their wake. There are few who can stand against the charge of a Necropolis Knight, for they are incredibly powerful and difficult to destroy. As mount and rider share the same soul, only by destroying both can an opponent truly defeat a Necropolis Knight and few foes are equal to such a task.



Sepulchral Stalkers lead a regiment of Necropolis Knights in a charge against the Beastmen.



- 1-4 Head A
- 5-7 Head B
- 8-11 Head C
- 12-15 Head D
- 16-24 Body A
- 25-26 Stalker torso A
- 27-35 Body B
- 36-37 Stalker torso B
- 38-46 Body C
- 47-48 Stalker torso C
- 49-51 Stalker arms A
- 52-54 Stalker arms B
- 55-57 Stalker arms C
- 58 Deathmask
- 59-61 Rider heads
- 62 Horn
- 63 Axe
- 64 Standard bearer arm
- 65 Standard top
- 66-68 Shields
- 69-73 Rider A
- 74-78 Rider B
- 79-83 Rider C
- 84 Skulls
- 85 Scarabs
- 86 Standard pole
- 87-88 Tail segments

SKELETON HORSEMEN

Unencumbered by heavy armour or barding, a Tomb King's skeletal cavalry legions maintain a punishing pace as they traverse scorching desert or sandy plain. Water and sustenance are concerns for the living, and so the Undead horsemen can travel vast distances,

ranging far ahead of the shuffling legions that follow. But it's not just in the role of scouting that Skeleton Horsemen are known, for these were veterans of saddle and spear in life, those skills have remained with them even in undeath.



THE LORE OF NEHEKHARA

The magic of the Liche Priests are ancient incantations primarily designed to bind spirits to the bones of the dead or inanimate objects. And so the majority of the spells in the lore are augment spells, perfect for improving your troops at a time when they most need it. For example, *Djar's Incantation of Cursed Blades* will give a friendly unit within 12" Killing Blow.

The lore attribute further encourages this use of magic, as for every augment spell cast, the target unit gains D3+1 lost wounds worth of models, allowing you to keep your Skeleton Warriors well stocked!

The task of chiselling the new statue models fell upon the shoulders on Mark Harrison and Mike Anderson. Mark was charged with the Warsphinx, his first big monster. 'Mike and I did a lot of real-world research for our respective projects. What I quickly realised was that although the sphinx is synonymous with Egypt they pop up in differing forms all over the ancient world, from Persia to Greece and Rome. So while these were useful references, I had a clean slate to create anything I wanted as long as it was powerful, and, above all, this had to be a Warhammer sphinx,' reveals Mark.

'I did a load of drawings, and picked one as a starting point that was the weirdest looking of all – more giant centaur than a typical sphinx – and this eventually ended up as the Necrosphinx.'

The Khemrian Warsphinx kit makes both the eponymous creature and the Necrosphinx, but getting two monsters out one kit is no mean feat. 'It can be a puzzle,' admits Mark, 'You're also maximising the benefit to the hobbyist by including all the options and covering all the army list entries. And any spare parts you have from making one creature or the other, you want to be able to use

elsewhere. A good example is the Tomb King, who stands in the howdah on a step, but I've also included a raised scarab base so he can be used on foot instead.'

'Another consideration was that these were statues, essentially works of art,' adds Mike. 'That's very different to designing a creature that is, or once was, flesh and blood. It all has to be stylised. For a change, you are not trying to accurately render muscle mass but a much more angular version. You then reinforce that these are statues by adding lots of decorations and carvings. On both my Knights and Mark's Warsphinx you'll see a lot of recurring motifs, such as cartouches inlaid with skulls and fan-shaped blades.'

Mike's challenge with the Necroserpents was more about their presence. 'The trouble with snakes is that they lack mass, but you obviously still need them to occupy the space. So I wanted to give the models some height, the cobra-like hoods really helped with this aspect and I think having the riders standing also added to the dynamism.' Our artisans have been more than successful, pleasing even the most intransigent Tomb King. The only question left is: what will they immortalise in plastic next?

A TOMB KINGS PLAYER SPEAKS...

White Dwarf's editor, Andy Kenrick, is a veteran Tomb King's player. So what's his take on the latest edition of the army book?

I've been playing with Tomb Kings since we started work on 8th edition Warhammer – I wanted to start a new army to mark the occasion – so had a good year's experience with them before getting my hands on the new book. The great part about that is that I already have a legion of Skeletons painted, which means I get to leap straight in to the new, shiny stuff such as the Necrosphinx and Sepulchral Stalkers.

As any existing Tomb Kings player will know, magic has always been at the heart of the army and mastering it remains instrumental to your success. Cunning use of your Liche Priests (of which I tend to take at least a couple) and the new Lore of Nehekara will allow you to outflank the foe, protect your warriors, make them all the more deadly in melee and more, due to the bewildering array of augment spells the lore contains. But, perhaps the best part of the Lore of Nehekara is its lore attribute, which reanimates D3+1 of your skeletal warriors (or heals a wound of an Animated Construct) every time an

augment spell is cast on the unit. I always take a Casket of Souls too, just to make sure I have all the power dice I need to keep my units resurrected and augmented, as this potent arcane war machine adds D3 to my power dice each turn, as well as sucking the souls from the foe.

The other character at the core of the army is the Tomb King himself, and he really is central to your battleline more than ever. Not only does his Leadership help stop your army from crumbling to dust should (Ptra forbid) your Hierophant die, but his My Will Be Done rule means that any unit he joins gets to use his WS of 6. That makes my horde of 6-point (with light armour and spear), WS 2 Skeleton Warriors rather more fearsome, doesn't it? Needless to say, I always include a couple of Tomb Princes too to bolster my battleline with their WS of 5.

But that's only scratching the surface of what the new book means for my army, as I've not got the space to talk about the treasury of magic items, the potency of Skeleton Archers and the hugely expanded roster of cool special characters. But then, as a Tomb Kings player, I have the rest of eternity to ponder my strategies.

Screaming Skull Catapults and a dread Casket of Souls bring ruin upon the invaders.



GET DOWN TO YOUR LOCAL HOBBY CENTRE THIS MONTH AND JOIN THE TOMB KINGS.

For loads of fantastic in-store events and activities near you, turn to the Events Diary on page 106.

THE SERPENT HOST OF HIGH QUEEN KHALIDA

LORDS

High Queen Khalida
With the Venom Staff.
365 points

HEROES

Hierophant Im-ramon
Level 2 Liche Priest with
Earthing Rod, Opal Amulet
and Ironcurse Icon, using
the Lore of Nehekharu.
150 points

Liche Priest Amon-tep
Level 2 Liche Priest with
Enkhil's Kanopi, using the
Lore of Nehekharu.
130 points

**Im-tokap,
the Queen's Champion**
Battle Standard Bearer
with great weapon
and Standard of the
Undying Legion.
139 points

CORE

**Im-ramon's
Serpent Legion**
39 Skeleton Warriors with
spears, light armour,
Master of Arms, musician
and standard bearer.
264 points

Amon-tep's Viper Legion
39 Skeleton Warriors with
spears, light armour,
Master of Arms, musician
and standard bearer.
264 points

Im-tokap's Asp Legion
39 Skeleton Warriors with
light armour, Master of
Arms, musician and
standard bearer.
225 points

**Khalida's Blessed
Archers of Asaph**
29 Skeleton Archers.
174 points

SPECIAL

The Chosen of Asaph
20 Tomb Guard with
halberds, Tomb Captain,
musician and standard
bearer with the
Banner of Eternal Flame.
300 points

Asaph's Gift
Khemrian Warsphinx with
Fiery Roar.
230 points

RARE

Asaph's Gaze
Casket of Souls.
135 points

Asaph's Vengeance
Screaming Skull Catapult
with Skulls of the Foe.
120 points

TOTAL 2496 points

SAMPLE ARMY LIST



Khalida's Serpent Host is frighteningly large, including over 160 Skeletons to unleash upon your foe. As if that wasn't enough to put the fear of the gods into your opponent, High Queen Khalida personally leads the force, and a mighty Nehekharan Warsphinx accompanies her to battle. Despite the overwhelming numbers, there are relatively few hard-hitting troops, but this is more than compensated for by the army's incredible durability. There are few enemies indeed that can afford to engage this legion of Skeletons in a war of attrition, as they will inevitably be dragged down by sheer weight of numbers. To magnify this problem yet further, both of the Liche Priests are using the Lore of Nehekharu to ensure that the army's numbers are constantly being replenished by virtue of the Restless Dead lore attribute.

In the Magic phase, the four spells available to the Liche Priests are augmented by a further four different bound spells. This combination provides the army with an enormous variety of tactical options, regardless of which spells the Liche Priest rolls up at the beginning of the game. Enkhil's Kanopi will nullify an opponent's remain in play spells and generate additional power dice, reinforcing the army's magical onslaught along with the Casket of Souls' Covenant of Power special rule.

As the army prepares to engage in combat, Khalida can relocate to a Skeleton Warrior regiment or the Tomb Guard, where her five, re-rollable WS-6 Poisoned Attacks can be put to good use. In contrast, the Hierophant will make a 'tactical withdrawal' to the Skeleton Archers for safety's sake.

THE ROYAL LEGION OF IRIL-RA THE IMPETUOUS

SAMPLE ARMY LIST

LORDS

Iril-ra the Impetuous

Tomb King with great weapon, Trickster's Helm and Dragonbane Gem, mounted on a Skeleton Chariot.

286 points

Hierophant Amun-Pta the Subservient

Level 4 Liche High Priest with Cloak of the Dunes and Talisman of Preservation, using the Lore of Nehekara.

305 points

HEROES

Ka-akau-auat the Pernicious

Level 2 Liche Priest with Nefarra's Scrolls of Mighty Incantations, mounted on a Skeletal Steed, using the Lore of Death.

165 points

CORE

The Pride of Iman-ra

5 Skeleton Chariots with Master of Chariots, musician and standard bearer and Banner of Swiftess.

320 points

Ka-akau-auat's Pernicious Praetorians

14 Skeleton Horseman with Master of Horse, musician, standard bearer, and light armour.

226 points

The Scorpion's Sting

10 Skeleton Horse Archers.

140 points

SPECIAL

The Sentinels of Asaph

6 Necropolis Knights with Necropolis Captain, musician and standard bearer.

420 points

Iman-ra's Ire

Khemrian Warsphinx with Fiery Roar.

230 points

Anuk-sun's Vengeance

Tomb Scorpion.

85 points

Khsar's Scavengers

4 Carrion.

96 points

RARE

Ptra's Retribution

Necrosphinx.

225 points

TOTAL 2498 points

This army is highly unusual for the Tomb Kings in that it is surprisingly fast, even for an army that cannot march. Consisting entirely of chariots, cavalry, monsters or models that can fly, the army can close on the enemy at an intimidating pace, even without magical assistance. The force is fast, powerful in combat, supported by magic and difficult to damage significantly at range before it reaches the enemy.

The Skeleton Chariots, Necropolis Knights and the two Warsphinxes can hit incredibly hard, able to take on and destroy the best that can be arranged against them. The other units are there to threaten and disrupt the enemy and prepare them for the hammer blow. The Carrion and Skeleton Horse Archers can engage enemy war machines and skirmishing units.

The army's wild card is the Liche Priest, Ka-akau-auat. By using the Lore of Death, he has access to some seriously formidable spells, and if all goes well, either the *Fate of Bjuna* or the *Purple Sun of Xereus* (or both!). Mounted as he is on a skeletal steed and with a large bodyguard of cavalry to protect him, he should be able to get to wherever he needs to be to inflict the most damage. Nefarra's Scrolls of Mighty Incantations will hopefully aid in the casting of one these ruinous spells with irresistible force to ensure its success. And if he doesn't survive the miscast result, his spirit will be summoned back from the Realm of Souls to try again another day! Remember that the Life Leeching lore attribute will also generate additional power dice for the Liche High Priest to use on his spells from the Lore of Nehekara, and that can never be a bad thing.

TOMB KINGS

A profusion of brilliant Tomb Kings art awaits over the following six pages as Andy Hall talks with the artists charged with bringing the words and miniatures to unlife in illustrated form.



Above: John Blanche's powerful artwork depicts the city of Goethelburg being ripped apart by giant creatures whilst the Undead swarm up from below.

Art has always played an important part in how we present our worlds to the hobbyist. 'It bridges a gap between the models and your imagination,' says Paul Dainton as I talk to him, Alex Boyd and Kevin Chin in 'Fortress Pencil', their easel-strewn lair... or the art department as it's also known.

'This is especially true with a race like the Tomb Kings, where we've added a whole new element to the army – the statuary,' Paul continues. 'What the art does in this situation is add context. We can show how this whole other facet may interact with the rest of the force. You're not trying to be too literal about such things we're not prescriptive after all. It's more about giving flavour and hopefully inspiring not just Tomb Kings collectors but Warhammer hobbyists in general.'

One piece of art that was an important driving force behind the latest Tomb Kings release was the picture shown above, first featured as a full spread in the Warhammer rulebook (pages 186-187 if you missed it). As with so much of John Blanche's art it gets you thinking about the possibilities; it hints at what could be, which then directly drips into the design process. For example, what made John's artwork such a stand out were all the big monsters. We hadn't seen these things in a Tomb Kings army before but it instantly created a desire to have them in the art and in the army.

Alex Boyd's painting on the right does more of the same. This piece was drawn far later in the process and so is more refined. The difference between the two pictures is that in this case, John is dealing with broad brushstrokes and concepts, whilst Alex's

Right: The war statuary of Khemri marches to war against the crusading Bretonnians in Alex Boyd's picture.









picture shows a far more detailed view. The creatures on display are very distinctive and recognisable as the actual models, but that's not to say the picture is devoid of any mystery. For starters, what's that tall thing in the background, behind the flying carrion? Or, what are those silhouettes blotting out the sun? Are they inanimate statues, places of worship or something far more sinister? Whatever they are, Alex is certainly not telling, not at this juncture at any rate.

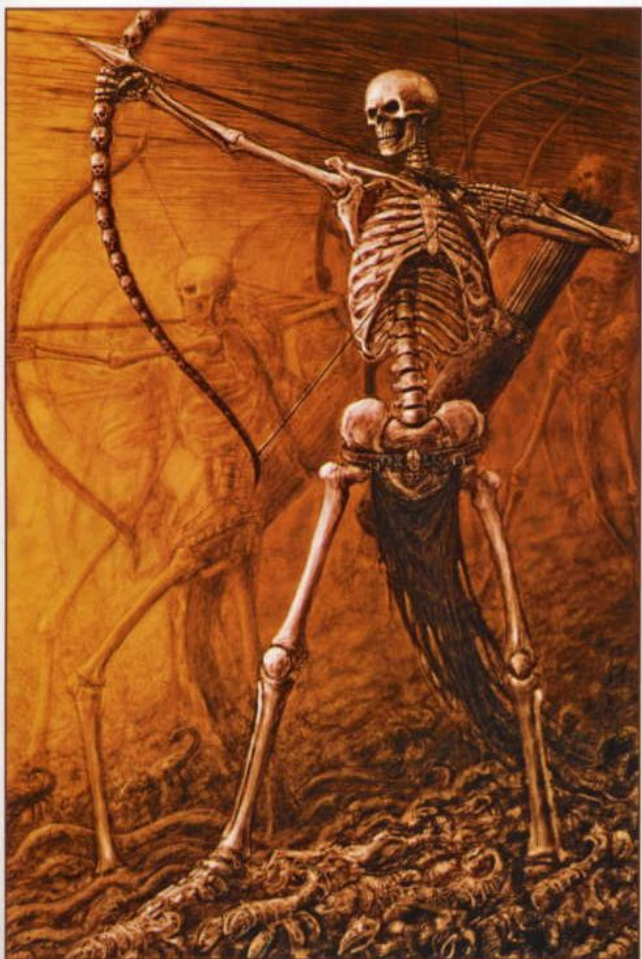
Paul Dainton's stunning painting to the left is very much in the same vein. The subjects of the piece are clearly defined but look a bit further back and there is all manner of strangeness going on there – that's no ordinary Tomb Scorpion and what in Khemri is that thing darkening the sky with three heads? If you shift focus from the back to the foreground you'll also see that far from being a sandy desert, it's a horrifying carpet of scarab creatures, swirling faces in the sand and gribbly Undead things. 'We wanted to convey that this desert is no Sahara, it's a Warhammer desert, and that means danger and death around every dune,' says Paul. 'Another aspect you can see in this painting and pretty much all the other pictures are the very real effects of magic. Warhammer is an unearthly place and the Tomb Kings are a

LITTLE EXTRAS

Throughout Warhammer: Tomb Kings you'll find lots of smaller but no less fantastical bits of art. Often these small icons are John Blanche at his best, tidbits of unsettling weirdness that can only be part of the Warhammer world. The skull-faced scarab and the spiky scorpion are just two notable examples.



Left: Paul Dainton's epic artwork shows the might of the golden army in its full glory. Warsphinxes stride alongside the legions of Tomb Guard and Skeleton Warriors. A Necrosphinx and other more monstrous creations can be seen advancing in the background.





Above: Adrian Smith's painting is a real mood-setter. The golden tones dominate the picture, offering little contrast and forcing you to concentrate on the art and notice the many details within.

supernatural race, so we were anything but shy with the magical effects.'

'I think it very deliberately bucks a trend that you'll often see in other fantasy genres,' explains Kev. 'They hint that magic may or may not exist. Wizards are simply wise men who might know a bit of alchemy; it's all

to the rusty, mouldy look of the other Undead in the range and that dichotomy works really well. You're also trying to get across, at just a glance, that the Tomb Kings' origins are old. Their armour and equipment needs to look as though it's from a different age, not as modern as the Empire, so

“It's a Warhammer desert, and that means danger and death around every dune.”

Opposite, top left: In this picture Kevin Chin wanted to convey how the Tomb Kings army works, with the Hierophant channelling souls back into their Undead bodies.

Opposite, top right: A Tomb King sits upon his throne, his jaw stretched open in a groan. This image gives Adrian Smith's piece a very unsettling, yet potent look.

Opposite, bottom left: Nuala Kinrade's picture of a Skeleton Archer is one of the few Undead to be shown with a closed mouth. Note the creatures swarming around its feet.

Opposite, bottom right: This time Kevin portrays a phalanx of Skeleton Warriors slaying Skaven. The two animated statues in the background add a second focal point to the picture.

very subtle. In our art, we've made sure that the opposite is true – Warhammer magic is not subjective its effects can be seen everywhere, and that is especially true with the Tomb Kings.'

In the army book, the Tomb Kings are often referred to as the golden army and many of the pictures shown here and in the book have a lustrous hue to them, Adrian Smith's painting is a classic example. 'To a certain extent, all races have a signature colour,' Alex points out. 'With the Orcs it's obviously green, the Dwarfs tend to use grey or metallic tones and with the Tomb Kings it's gold. They're shiny – they have golden armour, their bandages are old and yellowing and even their bones have a sand-blasted look. This is in direct contrast

naturally you reference the ancient civilisations of our own world. The gold armour works as a short hand, as does the blue inlay which insinuates the use of lapis,' Alex explains.

Another common element that you can see in at least three of the pictures on this page is that Tomb Kings and their minions tend to be pictured with their mouths wide open. 'There's a couple of reasons for this,' says Paul. 'An open mouth is much more dynamic than a closed one, and with the Undead in particular, it's rather unnerving. Skeletons have no lungs and yet they look to be shouting, as if trapped in a silent scream. This helps to build a sense of menace, which is rather appropriate for a race that causes Fear!'



CITADEL[®] HALL OF FAME

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



Mark Harrison is a member of the Citadel design team with many great figures under his belt. If you've already read this month's feature then you'll be familiar with at least one of Mark's models, the Khemrian Warsphinx. Other notable miniatures include the Varghulf, Chaos Space Marine Terminator Lord and the Daemon Prince.



You can see the entire Citadel Hall of Fame on our website, including expanded interviews and even more pictures of the great models held within. As the Hall of Fame continues to grow so will this 'living' article, so keep checking back. Go online to see more:

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ELDRAD ULTHRAN[®] NOMINATED BY MARK HARRISON



The craftworld rune of Ulthwé has been incorporated around the eye of the ghosthelm.



Eldrad's rune armour is intricately inlaid with wraithbone runes of protection and warding.



Eldrad Ulthran, designed by Jes Goodwin. This model has been painted by Anja Wettergren.



The staff of Ulthamar is a powerful artefact. The face in the staff adds a second focal point to the model.



The Ulthwé rune has been emblazoned on the back of Eldrad's cloak, to help break up the large area of cloth.

Mark: Without Eldrad Ulthran it's quite possible I may never have become a Citadel miniatures designer in the first place, so for that reason alone I'd like to nominate the model. In the winter of '94 I spotted an Eldrad blister in my local game shop 'Space, Myth and Magic' in Scarborough (a seaside town located on the east coast of the UK, for the benefit of our international readers). It was the model that dragged me into the hobby and started a love affair with the Eldar that I still have today. Whenever I see the figure, it takes me back to my early years in the hobby.

However, I'm not inducting this model purely for nostalgic reasons. The miniature has stood the test of time; it could easily have been released last week, rather than 17 years ago. It works close up with the

intricate detailing on the armour, and the ornate helmet. What's more, the pose is incredibly striking; Jes has a knack for creating dynamic silhouettes in his sculpting, which you can see here. And when you consider that this is a one-piece character model, that there is no further assembly required, you really appreciate why this is a classic miniature.

As a sculptor, you can't help but look at other models and work out what you would do differently if you had been sculpting it, you may not even do this consciously but I think it's embedded in all designers. When I look at Eldrad it's very tricky to see how I could improve on Jes' design; it's the definitive Farseer model, a perfectly rendered piece that still retains an air of mystery.

A SELECTION OF JES GOODWIN'S ELDAR MINIATURES



Karandras, the Shadowhunter



Maugan Ra, the Harvester of Souls



Prince Yriel of Iyanden



Baharroth, the Cry of the Wind



Jain Zar, the Storm of Silence



Fuegan, the Burning Lance

DESIGNER'S RESPONSE

Jes: It's good to hear that Eldrad still stands up well today, but it's definitely a model of its time. By that I mean it was one of the last one-piece character models I ever did. Even the Phoenix Lords, which I sculpted around the same time were two-part models. As with all sculpting you have to work within the limitations of the moulding process and use them to your advantage. One-part models have to lie flat in the moulds and so I deliberately gave Eldrad a very strong profile to overcome his lack of depth. There is a triangular shape created by the staff and sword with the third point being the base and this creates a powerful image. You'll also find numerous triangles within the model itself. Eldrad was also a first in that it was highly detailed with lots of raised areas, depressions and inlaid designs. Eldar models before Eldrad had been very smooth, so that might be another reason why the model is still thought of so fondly.



GREY KNIGHTS

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The Emperor's final gift to Mankind, the implacable Grey Knights are the Imperium's ultimate defence against the eternal daemonic threat.

This page features a variety of miniatures from the Grey Knight and Space Marine ranges, showcasing the specialist vehicles and equipment they use in battle.

To check out the full range of Grey Knight metal miniatures and multi-part plastic kits, head to the Games Workshop website:



GREY KNIGHTS
product code: 99120107002
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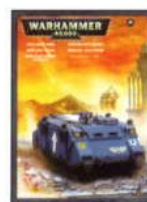
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Able to field the very best vehicles the Imperium has to offer, the Grey Knights descend into the heart of battle in Stormravens.

BATTLE MISSIONS:

OFFICIAL

GREY KNIGHTS

The Grey Knights take to the battlefield wherever the taint of Chaos is felt, striking without mercy or hesitation. Games developers Phil Kelly, Mat Ward, Robin Cruddace and Matthew Hobday present three new battle missions.

"There is no ultimate victory against the Daemons of Chaos, only an eternity of vigilance and duty and battle. To fight this unending campaign takes more than a mere warrior, it takes a crusader whose soul is as hardened against temptation and despair as his body is against the myriad perils of mortality. Only one in a thousand such warriors is worthy to become a Grey Knight, to stand between Mankind and the daemonic, to fulfil the trust of our fallen Emperor."

The Grey Knights stand as a line of shining steel between Mankind and the horrors of the Warp. Brought into being in the final days of the Horus Heresy, they are an incorruptible army that preserves humanity from damnation, one battle, one campaign, one world at a time.

Grey Knight strike forces are compact and elite formations. With but a thousand Battle-Brothers with which to defend the galaxy entire, the Chapter cannot afford to send more forces than are strictly necessary to a single battlezone. Grey Knight forces then are often more akin to warbands, consisting of perhaps a few dozen Battle-Brothers, rather than the armies of thousands they are called upon to oppose.

The Chapter's victories are therefore testament to the valour, single-minded determination and untold years of rigorous training that are the hallmarks of each and every Grey Knight. Indeed, the Grand Masters hold that but a single Grey Knight is worth five 'ordinary' Space Marines.

Time is a valuable resource to the Sons of Titan – in importance it is second only to their incorruptibility. The Grey Knights are few where Daemons are without number, and only by pursuing their campaigns with deadly efficiency can they succeed. In the initial stages a daemonic incursion is bound to a single locus point, often a possessed mortal or Warp portal. If this tainted anchor can be destroyed, the Grey Knights can banish every Daemon called into being. Delay too long, however, and the corruption spreads, opening more portals to the Warp. Should the Grey Knights be held at bay, the entire world will be transformed into an outpost of daemonkind, and only its destruction can ensure that the Warp-taint spreads no further. The Grey Knights strike hard and fast at the very heart of the infestation, ending its threat with all possible speed, no matter the threat to their own lives.

Selecting Your
Battle Mission

When choosing a scenario to play from the Battle Missions book, Grey Knight players can substitute the standard Space Marine battle missions for the three special missions published here. Just pick one of the usual selection methods (Themed, Random, Ultimate Challenge or Selected), replacing the Space Marine results on the Random Battle Mission table with the following:

Grey Knights

- 54 Battle Mission One: Destroy the Daemonvessel
- 55 Battle Mission Two: Acceptable Losses
- 56 Battle Mission Three: Fatal Quarantine



A force of Grey Knights deep strikes in to slay the daemonic host of a Great Unclean One.

DESTROY THE DAEMONVESSEL

“Prepare for battle, our quarry is near.”

– Castellan Crowe



Grey Knights attack a force of Chaos Space Marines, seeking out the Daemonvessel.

The Grey Knights have tracked down a particularly vile Daemon through bloody war zones and vile atrocities. Now they are racing to destroy the beast before its machinations come to terrible fruition. If the Grey Knights fail, the Daemon will usher in a full-scale daemonic incursion and a hundred worlds will drown in a tide of blood, death and madness. The Grey Knights will stop at nothing to banish it back into the Warp.

The Daemon has evaded the Grey Knights by possessing a high-ranking leader and masquerading behind a disguise of mortal flesh. Concealed behind its puppet's form, the Daemon has gathered a powerful coven of followers through manipulation and sorcery, subverting whole armies to its will. Teleporting into the midst of battle, the Grey Knights surround the enemy to cut off any possible route of escape, before laying into the hapless pawns with fire and blade, cutting a gory path towards their true target. With the arrival of the Grey Knights, the Daemonvessel will eschew secrecy, knowing that its only chance of success now lies with the destruction of the Emperor's finest. As such, the Daemonvessel will begin to draw upon the power of the Warp. This is when the Grey Knights must strike – whilst the Daemonvessel is still vulnerable to attack.



The Grey Knights strike with all haste, for in the war against Chaos any delay may prove fatal.

OBJECTIVES

The Grey Knight player is the attacker in this scenario and his opponent is the defender. The Grey Knights' objective is to kill the Daemonvessel and as many of his minions as possible. The objective for the defender is to protect the Daemonvessel and destroy the Grey Knights.

DEPLOYMENT

The defender must deploy his entire army within 12" of the centre point of the table, starting with his HQ unit(s). If for any reason it is impossible to deploy a unit, it must deploy as reserves. Unless they Deep Strike onto the battlefield, the Grey Knights enter play on their first turn from either of the long table edges.

RESERVES

The defender cannot place any of his units in reserve voluntarily, but they may be forced to do so during deployment (see above). Those units that do enter from reserve enter play from either of the short table edges.

Grey Knight units that have the Deep Strike special rule must be placed in reserve, no other units may start the game in reserve. Grey Knight units not placed in reserve enter play from either of the long table edges in the first turn.

FIRST TURN

The Grey Knights take the first turn.

GAME LENGTH

The Grey Knight player rolls a dice at the end of game turn 5. On a roll of a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the Grey Knight player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, each player scores 1 kill point for each enemy unit they destroy. In addition, if the Daemonvessel (see below) is slain, the Grey Knight player receives an additional 3 kill points. If the Daemonvessel is still alive at the end of the game, the Grey Knights automatically lose the game, regardless of kill points. If the Daemonvessel was slain, the player with the highest total kill points wins.

SPECIAL RULES

Daemonvessel: At the beginning of the game, after the defender has deployed but before the first turn begins, the defender nominates a single one of his non-vehicle HQ models to be the army's Daemonvessel – secretly note this down.

The Daemonvessel has the Eternal Warrior special rule and a 5+ invulnerable save, in addition to any other special rules

the model has. The Daemonvessel, and any unit he joins, has the Fearless rule.

The defender must reveal the identity of the Daemonvessel at the beginning of his first turn, or if either of the following occur:

- The Daemonvessel makes use of its invulnerable save.
- The Daemonvessel or his unit are required to take a Morale test.

Teleport Attack: Units that have the Deep Strike special rule must enter using the Deep Strike rules. Grey Knight units that can Deep Strike can automatically Deep Strike on the first turn of the game, rather than rolling for reserves as normal. Units can instead choose to be left in reserve, and they must roll to arrive from reserves as normal. Grey Knight units that Deep Strike can re-roll their scatter dice.

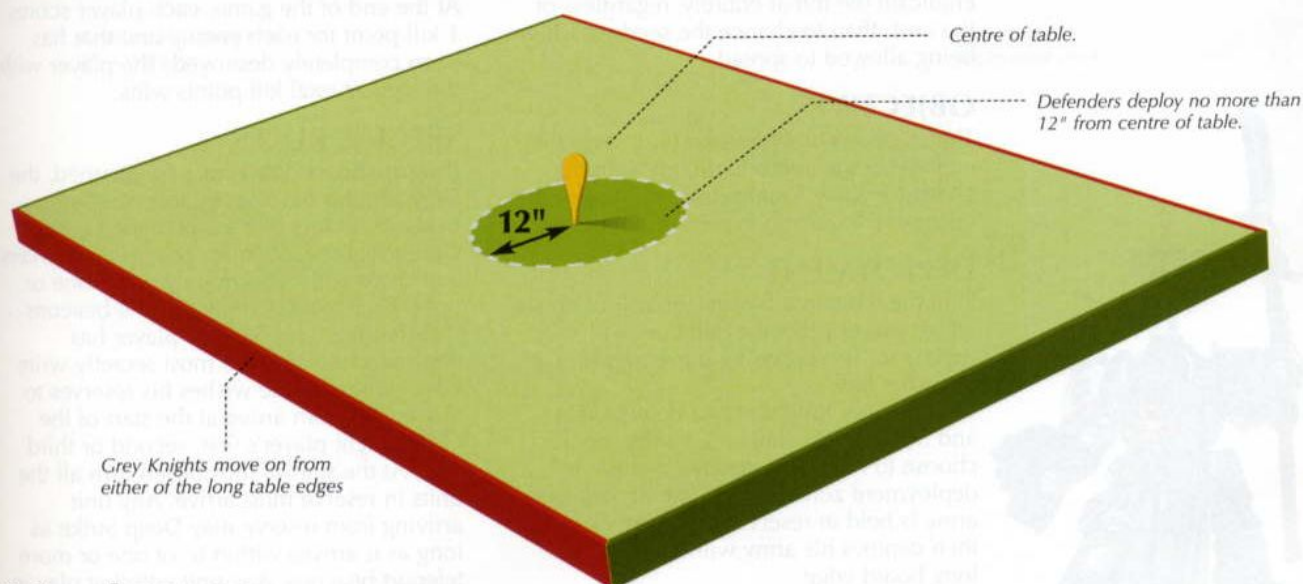
The Ascending Power of Chaos: At the beginning of each of the Daemonvessel's Movement phases, he adds +1 to all of his characteristics (with the exception of armour save), to a maximum of 10. This is cumulative each turn, so you may find it useful to note down the Daemonvessel's current stat line as the battle rages.

Banishment: The Daemonvessel counts as a Daemon for the purposes of the Preferred Enemy (Daemons) special rule. In addition, all Grey Knight units re-roll failed To Wound rolls when fighting the Daemonvessel and his unit in combat.



The vigilance of the Inquisition is instrumental in rooting out the machinations of the Daemons.

DESTROY THE DAEMONVESSEL DEPLOYMENT MAP



Set-up Summary

- The defender deploys first, deploying his army within 12" of the centre of the table.
- The Grey Knight army enters play from either of the long table edges on Turn 1.
- The defender cannot voluntarily place any units in reserve but may be forced to do so.
- The attacker must put all units that can Deep Strike in reserve. No other units can be placed in reserve.

ACCEPTABLE LOSSES

“If the few must be sacrificed to save the many,
then so be it.”

– Brother-Captain Pelenas

The loss of even one Battle-Brother of the Grey Knights is a considerable loss, but in the war against the Daemons sacrifices must be made to prevent a far greater disaster in the future. Because of the forewarnings given, the Grey Knights can often reduce these losses by acting swiftly.

A small force has been traced as the source of a potentially devastating daemonic incursion. Its unwitting commander is on the verge of releasing hellfire upon the world, either by the discovery of a powerful artefact or by pursuing a course of action manipulated by infernal powers. If he should complete his task, he will pave the way for several of the most powerful Daemons to take material form once more. Moving quickly, the Grey Knights have placed a small detachment of Battle-Brothers to counter this threat. Using the information gathered from the Prognosticators back on Titan, a portion of their force heads to the surface to prepare an ambush. The remainder await deployment once the bait has been taken. If the enemy can be eradicated, more extreme measures can be avoided. Orbiting above the planet the circling Strike Cruisers prepare to bombard the planet should this precision strike fail. It is far better to eradicate the threat entirely, regardless of the cost, than to chance the seeds of Chaos being allowed to spread.

OBJECTIVES

The objective of the mission is to stop the enemy commander's foolhardy actions, giving the Grey Knights time to prevent the daemonic incursion from ever happening.

DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the other half.

The Grey Knight player deploys first and must deploy half of his army (he may choose to round up or down) within his deployment zone. The remaining half of his army is held in reserve. The enemy player then deploys his army within 12" of his long board edge.

RESERVES

The Grey Knight player must place up to half his units in reserve. All Grey Knight units coming on from reserve must deploy by Deep Strike if able (see the special

rules, below). If for any reason a unit is unable to deploy by Deep Strike then they will instead move on from the Grey Knight player's long board edge at the start of the chosen turn.

The enemy player may place up to half of his units in reserve. Any enemy units held in reserve that are not Deep Striking, will enter play from either of the short table edges at the start of the enemy player's first turn. The enemy player chooses which edge each unit will enter from. The enemy players deep striking units enter play in the usual manner.

FIRST TURN

The enemy player takes the first turn.

GAME LENGTH

The Grey Knight player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the Grey Knight player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, each player scores 1 kill point for each enemy unit that has been completely destroyed. The player with the highest total kill points wins.

SPECIAL RULES

Prognosticators' Warning: Forewarned, the Grey Knights have set up four teleport beacons. Before either side deploys the Grey Knight player must place four markers anywhere within his deployment zone or up to 6" outside to represent the beacons.

After the Grey Knights player has deployed his forces he must secretly write down what turn he wishes his reserves to arrive. They can arrive at the start of the Grey Knight player's first, second or third turn. At the start of the chosen turn all the units in reserve must arrive. Any unit arriving from reserve may Deep Strike as long as it arrives within 6" of one or more teleport beacons. Any unit entering play in this fashion will not scatter.

Teleport Beacon: The four objective markers representing the teleport beacons count as an immobile artillery gun with no crew for the purposes of damaging them.



Sacrificing the lives of noble Grey Knights now will save many more in the future.



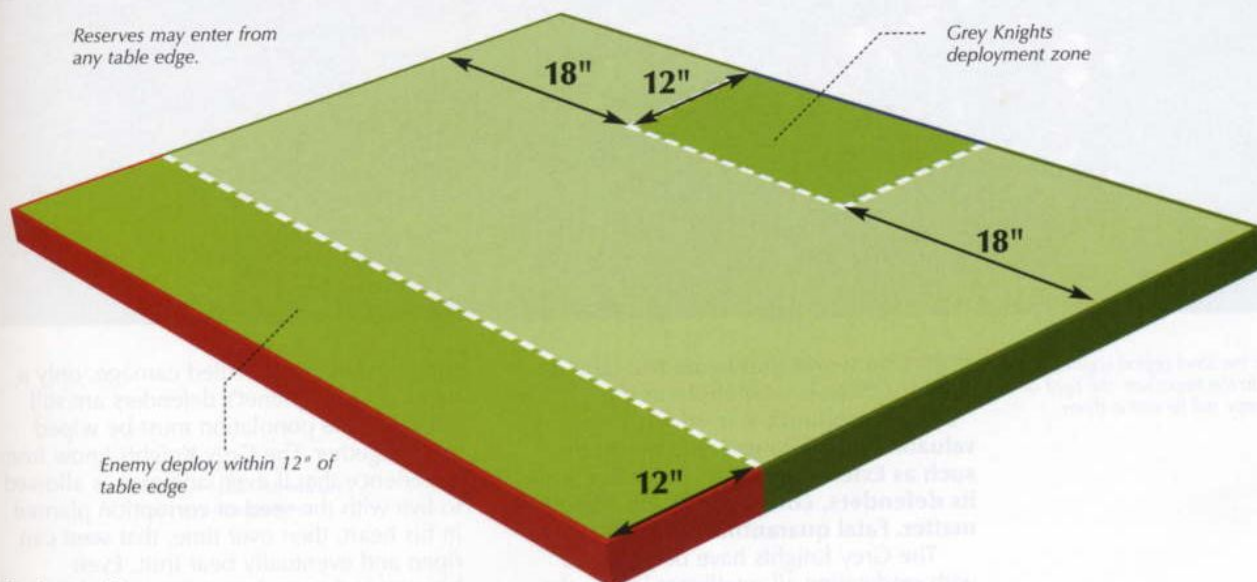
Should the Grey Knights' strike fail, their commanders will call in an orbital strike.



The Prognosticators have spoken so the Grey Knights act, aiming to put a stop to the Dark Eldar's actions.

ACCEPTABLE LOSSES DEPLOYMENT MAP

Reserves may enter from any table edge.



Set-up Summary

- Before either side deploys, the Grey Knight player sets up four beacons within 6" of their deployment zone.
- The Grey Knight player deploys first within their deployment zone.
- The enemy deploy within 12" of their board edge.
- The Grey Knight player must place half their units in reserve.

FATAL QUARANTINE

“Better a swift death than a long life spent in the shadow of Chaos.”

– Grand Master Kaldor Draigo



Despite the Steel Legion regiment's loyalty to the Imperium, the taint of Chaos may still lie within them.

The world that bears the taint of Chaos is a lynchpin in the Imperium's war effort; too valuable to lose to extreme methods such as Exterminatus. Its populace – and its defenders, come to that – are another matter. Fatal quarantine is at hand.

The Grey Knights have been tasked with eradicating all intelligent life on the planet. After purging the daemoniac infestation in the planet's capital, the Battle-Brothers seamlessly change the focus of their attacks to those who have witnessed the horrors of the incursion.

After a week of unbridled carnage, only a handful of the planet's defenders are still alive, but the population must be wiped out altogether. The Grey Knights know from experience that if even one man is allowed to live with the seed of corruption planted in his heart, then over time, that seed can ripen and eventually bear fruit. Even hearsay and speculation can spread the dark secrets of Chaos like a disease, infecting other planets and allowing the Daemons to spill through into reality all over again. None can be left alive.

There is dark work to be done...

DEPLOYMENT

The enemy deploys his forces anywhere within 12" of the centre point of the table. The Grey Knight player then deploys his forces anywhere that is not within 12" of an enemy unit. The Grey Knight player should take pains to block off as many escape routes as possible – he needs to contain the enemy in order to swiftly effect their destruction.

OBJECTIVES

The objective for the Grey Knights is to scour the battlefield of the enemy in as short a time as possible. The objective for the enemy is to fight his way out of the Grey Knights' stranglehold, surviving long enough to make their escape.

RESERVES

Any enemy unit that cannot be placed within 12" of the centre point of the table may be placed in reserve, though the enemy player must deploy as many models as possible. Enemy reserves enter play from a randomly determined board edge. Grey Knight reserves enter play from a table edge of the Grey Knights player's choice. Regardless of which army they belong to, units with the Deep Strike special rule may choose to Deep Strike instead of deploying as detailed above.

FIRST TURN

The Grey Knight player rolls a D6. On a roll of 3 or more the Grey Knights receive the first turn. On a roll of 1 or 2 the enemy steal the initiative and they go first.

GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the game turn 6, and this time the game ends immediately on the roll of a 1-3, and continues for a 7th and final turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, if the enemy has no more models left on the board, the Grey Knights win the battle. If the enemy still has models left on the board, then he wins.

SPECIAL RULES

Unrelenting Force: Units from the Grey Knights army that have been removed from play are instead treated as if they had been placed in reserve. This means that they will swiftly re-enter play as the game proceeds. The Unrelenting Force special rule does not apply to HQ units.

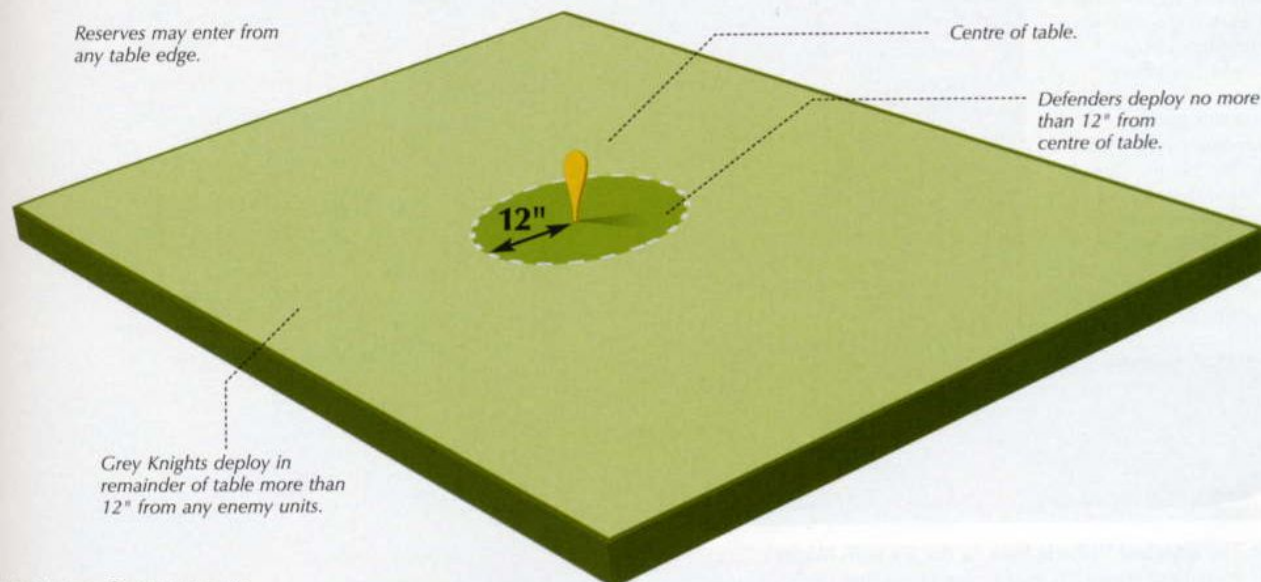


High-velocity weaponry such as the psilencer are good at dealing with overwhelming numbers.



The Grey Knights must act without mercy, for any hesitation will cost them dearly.

FATAL QUARANTINE DEPLOYMENT MAP



Set-up Summary

- Firstly, the enemy player sets up his units within 12" of the centre point of the table.
- Secondly, the Grey Knights player deploys his units anywhere that is not within 12" of an enemy unit.
- The enemy player may place any units that would not fit in his deployment zone in reserve. The Grey Knights player may place any units he chooses in reserve.

THE PURGING OF MAGER'S STALKERS

Colonel Mager and his battalion of Catachans, known as the 'Stalkers', were a highly efficient and respected force within the ranks of the Imperial Guard. Unfortunately for the Stalkers, their doom was fast approaching. Unbeknownst to them, while on a mission wiping out the alien resistance on the jungle world of Vangol III, Mager and his Guardsmen were infected by a daemonic virus. As part of a diabolical ploy, the virus was to remain dormant for several years before the corrupting symptoms would take hold and lead the Stalkers into damnation.

Through the Prognosticators, the Grey Knights became aware of the trap that had ensnared Mager's men. Brother-Captain Tromos concluded that a decisive cleansing would prevent further collateral damage when the virus matured, and so struck soon after Mager had successfully completed his mission on Vangol III.

As the Stalkers regrouped, they were assailed by silver-armoured Space Marines. Before Mager could order his vox-officer to request identification, the Grey Knights opened fire. Even as Guardsmen were incinerated, Mager hastily organised a defensive line and sent his Astropath to call for evacuation and air support. But the mysterious enemies were relentless, Mager knew his life was forfeit; with a grim finality, his last and only desire was to take down as many foes as he could.

BATTLE SCENES

A SNAPSHOT OF A BATTLE IN PROGRESS

1 Two Nemesis Dreadknights accompanied Brother-Captain Tromos' strike, taken as a precautionary measure. The Prognosticators were concerned that with the appearance of the Grey Knights, the sentient virus would assert itself, forcing a change in Colonel Mager, causing him to mutate into a raging Greater Daemon and his loyal men into fell Warpspawn.

2 The Leman Russ and Ogryns were hastily arranged to defend the western flank, just as two gigantic silver striding-machines emerged from the undergrowth. Neither Ogryn nor tank commander had seen their like before, but all the same they levied their guns even as the foremost contraption brought down its colossal sword into the hull of the Leman Russ.

3 The attached Valkyrie took to the air with Mager's command squad on board. Mager wanted to fly behind the surrounding Grey Knights and launch a counter-strike from the rear, hopefully delaying the attack until more Valkyrie squadrons could arrive. However, the Stormraven, *Trial of Bellaphas*, locked on with mindstrike missiles and blew the Valkyrie out of the air. It tumbled to the ground with the Stormraven in hot pursuit.

Mager and his command squad emerged from the downed Valkyrie, shaken but unscathed just as the Stormraven flew in. It touched down long enough for Brother-Captain Tromos and the Paladins to disembark, they clanked down the assault ramp and immediately engaged Mager's men. The Stalkers were veteran Catachans, defiant to the last but they were outclassed by the Paladins. Mager witnessed his companions slaughtered without mercy, but he was undeterred and even bested one foe with his power sword before being overcome. 'Rest now,' were the final words he ever heard.



4 The Interceptors remained out of sight and in cover. Their grim duty was to home in on those Catachans that escaped the perimeter and wipe them out. Even for the Grey Knights, containing Catachans in jungle terrain was no mean feat, so the Interceptors were kept busy.

WARHAMMER

TRIBES OF THE ORCS & GOBLINS

OR "WE IZ DA BEST 'N' YOU LOT IZ A BUNCHA TRICKLE-LEGGED PANSIES"



Jeremy Vetock takes a foray into the ecology of the Orc & Goblin tribe. Lots of violence and rude details are included for those that favour that sort of thing...

All Orcs and Goblins band together. That there is any union amongst such a quarrelsome race is surprising, for in their eagerness to fight anything, they willingly (and often) fight amongst themselves. Orcs are so belligerent that they will strike anything they can see and are so hostile they will go out of their way just to stomp on their own reflections in a puddle; whilst smaller Goblins are also violent bullies and such compulsive thieves that they habitually steal everything, including prying out each others' teeth should any sleep too soundly. Despite these anti-social habits, greenskins are gregarious creatures that naturally gather together in groups of their own kind the way Cave Squigs are drawn to fungus or Dwarfs are drawn to strong ale (that is to say: irresistibly).

The smallest building block of Orc & Goblin society is the mob – a group of like-minded individuals who band together to fight, raid and harass other mobs. A mob is always made of greenskins of the same kind, such as all Night Goblins or all Orc Big 'Uns, or all Goblin Wolf Riders. Tribes are the collection of many assorted mobs, all joined together for even larger fights, raids and the harassment of other tribes. Don't be fooled into thinking such talk of 'joining' means benign or cooperative action for, like all things associated with Orcs & Goblins, such interactions involve carnage. Might means right to greenskins

and the hierarchy of any mob or tribe is established through the swift and brutal application of violence.

No Orc will join a mob without trying to beat down his comrades and assume the leadership 'Boss' role. Likewise, no outsider is allowed to join a mob without first proving his worth. Before being allowed to join the Krimson Kleavas mob, the Orc known as Grod the Tusk had to bludgeon his way past the other newcomers, slaying several before cementing his acceptance into the group. Grod's ability to dent the iron cap of the Kleavas' Boss, Fuglugg, during the scrap boded well for his future in the mob. After all, Fuglugg always warmed up to anyone that put up a good fight. This sort of initiation rite ensures that only the strongest and most combative of individuals make the cut and it also provides plenty of entertainment for the rest of da Boyz.

Each mob has their own fierce rekrootin' practices and these are surpassed in turn by even wider-spread (and more violent) acts that allow mobs to become part of a tribe. To join the Blackcap tribe a new mob must survive the gauntlet – a terrifying patch of tunnels infested with half-starved Cave Squigs and many Night Goblin archers.

And for a tribe to join a burgeoning Waaagh! its reputation for violence must precede it; or it must be able to prove that it is tough – or sneaky enough – to join.

Strong Tribes Need Strong Leaders

As mobs are disparate it takes a powerful leader to bash them into working together rather than pursuing their own goals or (more likely) simply fighting each other endlessly. Might is everything to Orcs and Goblins and the leader of a tribe is always the biggest and strongest, although occasionally a devious mind capable of extraordinary acts of backstabbing and cunning will rise to the top (naturally this is seen far more often with Goblins than with Orcs). A great greenskin leader, known as a Warboss, that can drive his tribe to victories will conquer and absorb additional mobs and tribes, swelling his own ranks. If the Warboss can lead his tribe to further glories, more and more greenskins will travel to join them, a phenomenon that is known as a Waaagh! – an all-consuming greenskin crusade of destruction that unites many Orcs & Goblins beneath the choppa of a single Warboss.

FINDING MY TRIBE

Every time I make an army list I am making my own tribe. There are some miniatures or mobs, usually my favourite models, that stay the same in every game I use them, but others change names based on the rise and fall of their tabletop fortunes. Goblin Warboss Groff Dogbreff and his Dogboyz (my Wolf Riders) are a personal favourite and always take to the battlefield under the same name, as that bold leader has never once fallen in battle (that I admit). While by no means necessary, I find adding this level of detail adds to the enjoyment of both my gaming and my collecting. Over the years I have amassed and painted a lot of Orc & Goblin models, but I enjoy fielding them in many different ways. As a mixed force using both Orcs and Goblins I name them the Bad Axe tribe but they can be the Night Caps for my Night Goblin and Stone Troll force, or the Itchy Scabs tribe for my Orc-heavy force. As I'm working on lots of Savage Orcs and Forest Goblins at the moment, I'll need some tribal names and details for them too – but that's something I look forward to when collecting the models and painting shields and banners.



Naming Your Own Tribes and Mobs

As the world of Orcs & Goblins is anarchic and wild, there are no hard-and-fast rules used for naming tribes or mobs. Having said that, there are some conventions.

Named After Da Boss

There are many tribes named after their Warboss – Ruggut's Raiderz, Krud's Killas, and so on. This is a common convention for any greenskin, but is most prevalent amongst Black Orc tribes.

Intimidating Acts

These are generally promises of future violence or, perhaps, a preferred method of killing. Examples include Necksnappers, Eyegougiers, Facesplittaz and so on. These types of names are particularly popular amongst Orcs.

Descriptive

Some tribes are named after their most defining physical trait, often of the greenskin, but sometimes of their weapons. For instance, the Crooked Fangs, Beedy Eyes or Black Choppas. Many Savage Orcs favour this sort of no-nonsense approach, such as the Top-Knotz or Snakeskinz.

Greenskin tribes exhibit many distinctive features based on their environment, history or even the violent whims of their Warboss. These can be simple and understandable symbols, like the Bloody Spears tribe showing their fierceness by staining their spear shafts red with the blood of their foes, or the obvious and intimidating icons borne on the shields and banners of the Leerin' Moonz tribe. However, not all such traits are as readily explicable – none fully know why the Forest Goblins of the Cluster-eye tribe insist on hanging their victims from trees by spider webs for days before eating them.

Distinctive tribal markings or traits serve several purposes, the most obvious of which is easy identification. When the tribe

"I gotter say, yer immensity, dat there ain't annuver alive 'oo can belch da word 'charge' as loud as you. No wunner da ladz are inspired."

– Niblet, complimenting Grom the Paunch

fight other Orcs & Goblins it allows both sides to see who is who (note that this doesn't stop friendly units from fighting each other, it just better allows them to do so on purpose). Despite frequent in-fighting, greenskins take great pride in their mob and tribal allegiance, taking any chance to boast about the prowess of their own group while disparaging others. The stronger the tribe identity is and the bigger the reputation they have earned, the more fanatical the greenskins grow about their tribe.

For instance, when Warboss Gragboth da Headcleava took control over the Greenfangs tribe he separated his opponents' heads from their bodies, hence his title of 'Headcleava'. These barbaric acts were greeted with such enthusiasm that the whole tribe began to copy their leader's penchant for beheading foes. Their

reputation for such brutal acts has only further encouraged them. The tribe had so many victories that each mob now struggles to lift its banner, as they are all overloaded with severed heads. Those Orcs & Goblins who survive being conquered are only too anxious to join the tribe rather than suffer their own heads to join the growing mounds that mark off the territory of the Greenfangs.

THE GREAT AND POWERFUL

There are greenskin tribes scattered throughout the world. Most of these tribes live in anonymity – their deeds too small and their holdings too poor to gain any acclaim. Other tribes, those with more powerful Warbosses, have won larger battles and established a hold over larger

regions. Only the most fearsome of tribes ever become widely recognised, as rumours of their brutal invasions run before them like wildfire. The most notorious of tribes have launched massive Waaaghs! that have forever carved their names into the histories of the world.

There isn't a Dwarf in the Worlds Edge Mountains who won't splutter into his beard with rage at mere mention of the Crooked Moons tribe, and the Ironclaw Orcs once headed a Waaagh! that crippled the Empire and slew its Emperor. Any who travel in the Badlands will know well the names of the most prominent tribes – the Guttrippaz, the Bloody Sunz, the Broken Tooth tribe. They are powerful forces, whose Warbosses are the epitome of their race – brutal, cunning and deadly to know.

While many Goblins use moon imagery, it is most commonly seen amongst Night Goblins. Perhaps the most famous of all Night Goblins are the Crooked Moons tribe, led by Skarsnik, the Warlord of the Eight Peaks. However, there are a host of other Night Goblins that vie for top bragging rights. Other famous Night Goblin tribes include the Moonbatz, Bloody Spears, Blackcaps and the Burning Face tribe.



A netter from the Blackcaps tribe – note the moon shapes on the net.



This Warboss is festooned with moons – even his axe is moon-shaped.



Dags or checks are common motifs amongst the tribes.



Moonbatz shield



The Leerin' Moonz often use the twin moon designs.



DA KRAWLAS

Creeping forward on eight legged monstrosities the Forest Goblins of the Krawlas tribe are feared throughout the Forest of Shadows. With no warning the slinking Goblins will suddenly emerge from out of the murky woods, screeching their unnerving high-pitched and undulating warcries. Da Krawlas favour black warfeathers with white tips, although their leaders famously wear at least one feather dipped in the green venom of their spiders. Led by wild-eyed and venom-

mad Shaman, the black heart of da Krawlas is their living god, the massive Arachnarok Spider known as Black Deff. From a platform atop this gargantuan old arachnid, rides Garlobbo, a sinister old Shaman who has himself grown overlarge and many faceted spider-eyes. It was da Krawlas that ate the Empire town of Glumhof and it was the Black Deff itself that singlehandedly slew the great Ghorgon Marrowfeast, the ancient monster so venerated by the Beastmen of the Bloodhoof tribe.

THE SOON TO BE FORGOTTEN

Some tribes are so unfortunate or inept that they gain a measure of notoriety for their failures – a kind of campside joke. For instance, most 'propa' greenskins avoid the Bog Creepers – a tribe of scrawny Goblins who have camped so long at the marshy end of the Stinking Geysers that their smell is deemed more offensive than Troll dung. It is said they once travelled to join a growing Waaagh! only to cause the swelling invasion to disband, so malodorous was their presence. Other famous failures are sure to include the unusually thick Orc Warboss Thak Bigfang who led his equally pea-brained tribe into at full-tilt, but ultimately fatal charge into the steep valley of Yaaargh, which some races call Broken Spine Pass. The Shifties are a Night Goblin tribe known not only for their unscrupulous battle plans, but even more so for the conspicuous itching they do under their black robes. Even for a race as unconcerned with hygiene as the Orcs & Goblins, there are some lines best left uncrossed.



Ghazbag da Cleava was famous for his penchant for cutting things in half, such as King Grodber of Karak Norn, the Steam Tank *Indomitable* and, after a particularly long bout on the ale, his own leg. This didn't stop him from leading the Mauler tribe to many impressive victories. Even on one leg old Ghazbag was more than a match for any who met him. It was only against the Tyrant of the Angry Fist Ogre tribe that Ghazbag met his match – the two fought head to head for so long it brought down an avalanche on them. Some of the Maulers say that the two are still fighting, slugging it out beneath the mountain of rubble.



The Stabby tribe was a force composed mostly of Savage Orc and Goblin mobs led by the infamous Warboss Stabbit. For a long while the Stabby tribe dominated a large swathe of the Badlands and Stabbit was probably only one or two victories away from building up enough momentum to launch a major Waaagh! Yet Stabbit was so impatient for a large battle that instead of uniting the myriad tribes of that fell region, he instead managed to

stoke them all to red-hot anger resulting in the Great Dust Battle. So many tribes converged to be declared 'da mightiest' that the ensuing five-day scrum raised great clouds above the bone dry battlefield. The full measure of over a dozen tribes joined that free for all and the fighting was so fierce that mutual destruction was meted out by all sides. Only the carrion birds could be said to have won that famous greenskin battle.



The Oozy-Eye Goblins are nomadic traders, sometimes referred to as 'Griftergobs' or simply 'thievin' gits'. Their warboss, Snazgit Nosepicka, is the master of the unscrupulous deal and they notoriously rip off and steal goods to sell to more distant tribes. Snazgit's favourite targets are Savage Orcs, as they are notoriously simple-minded and can easily be mesmerised by shiny shells or bright skin dyes. While trading such oddments as dungpiles formed into rude shapes or potions for shrinking heads, the shiftier members of the Oozy-Eye tribe have been known to rob a tribe blind, with countless, if somewhat unbelievable, tales of stealing the tattoos off their backs and plucking the bones right out from under their noses. The Oozy-Eye Goblins themselves are a sight to see, their chariots overloaded with loot and their gear cobbled together from the detritus of battlefields from around the Old World.



Orc Boy of the Ironjaw tribe



Black Orc Boss of the Krimson Killerz tribe



Orc Boss of the Broken Tooth tribe

Savage Orcs are primitive warriors who stick with the old traditions – none of this new-fangled metal weapons or body armour for instance! Their warpaint offers a chance to paint on tribal patterns, wild swathes of colour or anything you can imagine to differentiate their mobs and tribes.



The menacing red warpaint on his face makes this Savage Orc luckier in battle.



Goblin of the Beady Eye tribe



Some say Giants have always played Dwarf Skittles, although it is rumoured that it was the Beard Burners Night Goblin tribe that first showed Giants the art of pitching Stunties. Many Giants bear symbols of their tribal association such as tattoos, warpaint or even banners draped around their waists. Some tribes are proud of their Giant, viewing him – from a safe distance – as a lucky, if violent, totem.

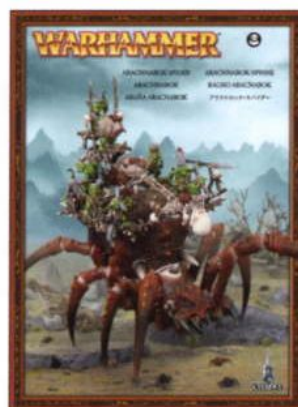


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Swarming down from the mountains in an unstoppable green tide, a horde of Orcs & Goblins is a terrifying sight to behold. Disparate tribes united only by their love of bloodshed and wanton destruction, a greenskin army on the march leaves nothing but devastation in its wake. Barbaric and warlike, Savage Orcs gibber and howl in frenzied mobs alongside regiments of Orc Boyz and maniacal Goblins. Heavily armoured and brutish Black Orcs tower over their smaller cousins, whilst snorting boar-mounted cavalry and lumbering Trolls of all descriptions wade through the squabbling masses. Goblins riding spider and lupine steeds nimbly avoid the ponderous tread of enormous giants as they scout ahead of the green horde.

With an enormous and ever-increasing range of multi-part plastic kits, Orc & Goblin players have plenty of options to choose from. We've displayed a selection here, but don't forget to check out the website for the full range.

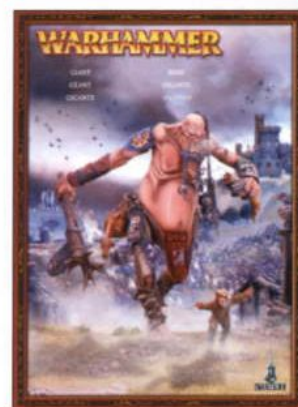
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THE LAND OF THE DEAD



FAR BEYOND THE DESERT LANDS

Remember that the terrain kits used in this article are but a fraction of the Warhammer scenery kits available from the website. The undying legions of the Tomb Kings regularly campaign far beyond their borders at the behest of their immortal masters, leaving you free to utilise all manner of different terrain types in your games. From the shattered ruins of Dreadstone Blight to the imposing walls of the Warhammer Fortress, there are plenty of scenery options to check out online.

games-workshop.com

This month, aspiring Necrotects Duncan Rhodes and Chad Mierzwa have been hard at work creating terrain that is fit for a (Tomb) King. Simon Grant was sent to investigate.

The first, and many would claim the mightiest of the human civilisations to emerge in the history of the Warhammer world, the lands of Nehekhara are heavy with the weight of ages. The magnificent displays of architecture in their once great cities were wonders of the world, but they now lie in ruins, merely an echo of their former glory. It is this crumbling legacy that now defines the realm of the Tomb Kings, the cataclysm that was Nagash's revenge robbing the land of life, only to be swallowed up by the encroaching desert.

Chad wanted to really emphasise this aspect of the Tomb Kings background. To do this, he decided to make a selection of desert terrain to go with a matching Realm of Battle Gameboard. As much as the armies of the Tomb Kings can be found fighting anywhere in the Warhammer

world if commanded to do so, it seemed only fitting to give them a gaming board of their own. Much of the terrain in this article also features in this month's battle report on page 62.

Chad: The Arcane Ruins kit really lends itself well to the Tomb Kings imagery – a ruined civilisation that has long since relinquished its grandeur. The key here is to create ancient architecture such as obelisks and desert-worn temples that fit the unique imagery of the Warhammer world. Duncan had already created a wonderful terrain piece for Warhammer: Tomb Kings, so I sought to complement this with a selection of additional scenery. I also wanted to replicate some examples of Mystical Monuments and Arcane Architecture battlefield terrain types, but with an obvious Tomb Kings theme.

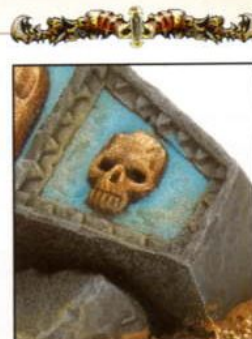
FALLEN STONEWORK

This collapsed archway is the sort of ruin that one could imagine once lined a causeway in a bustling Nehekkharan city. With much of the stonework having been eroded over the ages and claimed by the desert, little remains of its original structure.

This piece of terrain is one of many that Chad made from the Arcane Ruins set, taking a couple of pieces and sticking them to a base. Chad used plasticard, but cardboard or a modular movement tray would work just as well. He chose to link the colour scheme of scenery in two ways: firstly, Chad wanted to emphasise the ruins as belonging to the Tomb Kings by linking his colour scheme with that of the army itself, using turquoise and gold as spot colours. Secondly, he wanted to support Duncan's terrain piece by matching the colours that he used. Using connections such as these really helps to consolidate your terrain pieces and makes both your scenery and battlefield more cohesive.



This terrain piece represents some collapsed Khemrian architecture. Such monolithic stones lying half-buried really helps to create a sense of history.



WEATHERING

To tie the colours together and further reinforce the feel of a ruined structure that has been exposed to the elements for thousands of years, be sure to weather your Tomb Kings terrain appropriately.

Drybrush Graveyard Earth around the base and edges of the stonework, paying particular attention to the lowest recesses, as this is where the sand would likely be caught. Finally, apply a light drybrush of Bleached Bone over the top of this to exaggerate the effect.

PAINTING STONE



Firstly, undercoat the whole terrain piece with Chaos Black Spray. When dry, basecoat the stone sections with Charadon Granite.



Drybrush the stone sections heavily with Adeptus Battlegrey.



When this has dried, lightly drybrush the stone with Codex Grey.



To further bring out the stone's texture and shade the recesses, wash the stone with Devlan Mud.

PAINTING SAND



Basecoat the sand with Calthan Brown using a Large Brush.



Overbrush the sand with Vomit Brown when this has dried.



Using a 1:1 mix of Vomit Brown and Skull White, drybrush the sand to provide a final highlight.

PAINTING TURQUOISE



Carefully basecoat the stonework's panels with Hawk Turquoise.



Use a light drybrush of Bleached Bone to pick out the raised detail and tie the highlight to the weathering technique.

PAINTING GOLD



Start by basecoating the gold details with a 1:1 mix of Shining Gold and Scorched Brown.



Overbrush the details with Shining Gold before applying a lighter drybrush of a 1:1 mix of Shining Gold and Mithril Silver. Finally, wash the details with Devlan Mud.



To finish off, lightly drybrush the gold details with Mithril Silver.



PAINTING A DESERT REALM OF BATTLE GAMEBOARD

The textured surface of the plastic Realm of Battle Gameboard makes it incredibly quick and easy to paint as a desert battlefield. With six 2' x 2' modular board sections, the Gameboard offers a variety of battlefield layouts as well. Two of the tiles even include pits of skulls, which couldn't be more appropriate for representing the land of the Tomb Kings. If you're feeling really nasty, you could even count them as Charnel Pits!



STAGE 1

Basecoat the entire board with Calthan Brown. It is highly recommended that you use the large tub of brown paint and big brush from the Citadel Scenery Painting Pack, as this will save a huge amount of time (and many pots of Calthan Brown). When dry, paint the skull pits with a heavy drybrush of Scorched Brown.



STAGE 2

Apply a heavy overbrush of a 1:1 mix of Codex Grey and Graveyard Earth to the rocky areas.



STAGE 3

Avoiding the rock faces, but blending in to their surrounding areas, overbrush the sand with Vomit Brown. Apply this layer more heavily in some places so that it doesn't look too uniform.



STAGE 4

Overbrush the board with a 1:1 mix of Vomit Brown and Skull White, again more heavily in some places. Include the rock faces in the overbrush stage, as this will help to weather them nicely.



STAGE 5

Lightly drybrush the sand and rocks, but with a 2:1 mix of Skull White and Vomit Brown. Pick out the cracks in the ground around the skull pits with Bestial Brown.



STAGE 6

Drybrush the deepest recesses of the skull pits with Chaos Black, then overbrush the skulls with Bestial Brown.



STAGE 7

Overbrush the skulls with Bubonic Brown, matching the colours used on the terrain pieces.



STAGE 8

To finish the skulls, drybrush them with Bleached Bone, then apply a light drybrush of Skull White, concentrating on the skulls in the centre of each pit. Finally, overbrush the cracks in the rock faces with Scorched Brown to provide definition.

OBSTACLES AND MYSTICAL MONUMENT

Not one to leave anything to waste, Chad used the remaining components from the Arcane Ruins kit to create a few more pieces of scatter terrain. He glued two of the large horned skull symbols back-to-back and mounted them as a figurehead atop an obelisk, then used some pillars to create terrain obstacles. These were all painted in the same way as the fallen stonework earlier.

Lying half-buried in the sand, these fallen columns fit the image of a ruined civilisation such as that of the Tomb Kings perfectly.



Chad applied sand to some of the column surfaces to emphasise the effect of the desert winds blowing sand all over the terrain.



With the simple addition of a few spare bits from the Giant kit, this piece of terrain lends itself perfectly to representing a Bane Stone or Sinister Statue found within the borders of Nehekara.



ACROPOLIS OF HEROES

Duncan built this impressive terrain piece using parts from two Arcane Ruins kits and a Temple of Skulls. Designed to be the centrepiece of a set of Tomb Kings scenery, Duncan pulled out all the stops to make it stand out on the battlefield. Deciding to create a Nehekharan Acropolis of Heroes, he first glued an Arcane Ruins base atop the Temple of Skulls. This overlapped somewhat, but Duncan built up the gaps with plasticard and filler. He glued the pillars in place, then used a second Arcane Ruins base as a roof for the temple, trimming down the three sets of stairs in order to make it fit. To finish off, he littered the temple's base with skulls to represent the heroes that had fallen in defence of the temple over the long years.



Having acquired three sets of stairs from the building's trimmed-down roof, Duncan used these to build a second entrance onto the side of the terrain piece. He used plasticard and filler to mount them neatly on the hillside.



To emphasise the Nehekharan imagery of the Temple of Skulls (which is more often associated with the forces of Chaos), Duncan cut off the spiked pillars, replacing them with pillars from the Arcane Ruins kit.



The addition of a Tomb Kings shield and banner top between the larger skulls is a simple but effective touch.



ARCANE RUIN

Chad wanted to make an Arcane Ruin, but one that would likely be found within the borders of Nehekara. Using a Temple of Skulls as his foundation, he covered the Chaos star iconography at the top of the stairs with a Modular Movement Tray. He carefully trimmed down the tray with a Razor Saw, checking regularly to ensure it would fit, and finally gluing it in place when he was happy. Having applied a few finishing touches and an obelisk from the Arcane Ruins kit, Chad's terrain was ready for painting.



After having cut the movement tray to fit and secured it in place, Chad used some filler to blend the two sections together and left it to dry overnight.



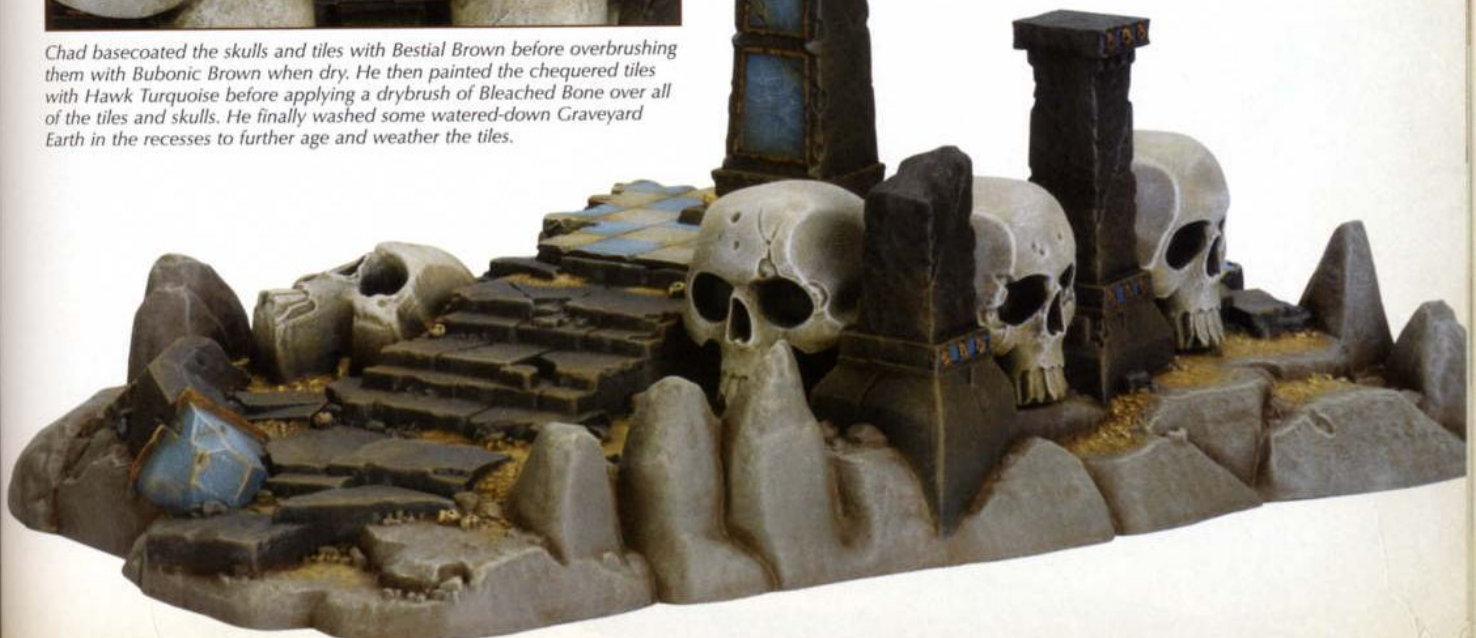
The imagery of Chad's Arcane Ruin is unmistakably that of ancient Nehekara.



Chad basecoated the skulls and tiles with Bestial Brown before overbrushing them with Bubonic Brown when dry. He then painted the chequered tiles with Hawk Turquoise before applying a drybrush of Bleached Bone over all of the tiles and skulls. He finally washed some watered-down Graveyard Earth in the recesses to further age and weather the tiles.



The clever placement of a Tomb Kings banner top and a few additions from the Pack of Skulls Bitz Pack completes the look nicely.



BATTLE SCENES

A SNAPSHOT OF A
BATTLE IN PROGRESS



USIRIAN'S OBELISK

This imposing stone monolith was commissioned by the founder and first king of the ancient city of Numas. It was hoped that an obelisk to Usirian would appease the vengeful god of the underworld, who would in turn grant his protection to the flourishing new city. But it soon became apparent that the nature of Usirian's 'blessing' had manifested in a different form entirely...

THE BATTLE OF USIRIAN'S OBELISK

The ambitious Skaven Warlord, Stabitt Lashtail, had long sought to investigate rumours of an ancient Nehekharan obelisk raised long ago at a locus of great power. His network of spies had informed him that the monument had been unknowingly built on an ancient site that was an incredibly rich source of warpstone. Local superstition commonly believed the curious phenomena that often occurred within sight of the obelisk to be the actions of Usirian himself, but was it divine intervention, or merely the side-effect of a such a vast deposit of warpstone?

Having secured permission (and more importantly, funding) from the dread Council of Thirteen, Stabitt had emerged

from the labyrinthine tunnels of the Under-empire at the head of a small army and a veritable legion of slaves. He intended to topple the sacred Khemrian edifice and make off with as much of the buried warpstone as possible before their intrusion could be discovered.

Whether Usirian had indeed blessed Numas and intervened, warning the city's Liche Priests to rally to the monument's defence, is not clear. All that is known is that a terrible battle took place at the site of Usirian's Obelisk. With no Skaven ever returning to Skavenblight to tell the tale, the Council of Thirteen are still unsure if Stabitt was killed, or if his plan succeeded and he made off with the ill-gotten gains.





Never one to fight even the slightest bit fair, Stabitt led a pack of Rat Ogres to the foot of the obelisk, seeking to tap in to the latent power of the warpstone to enhance his arcane weapon and drive off the ambushing Undead army. But at the battle's climax, King Rhamotep personally assaulted the ruins atop which stood the Obelisk of Usirian and personally challenged Stabitt to a duel. Remains of neither combatant were found.

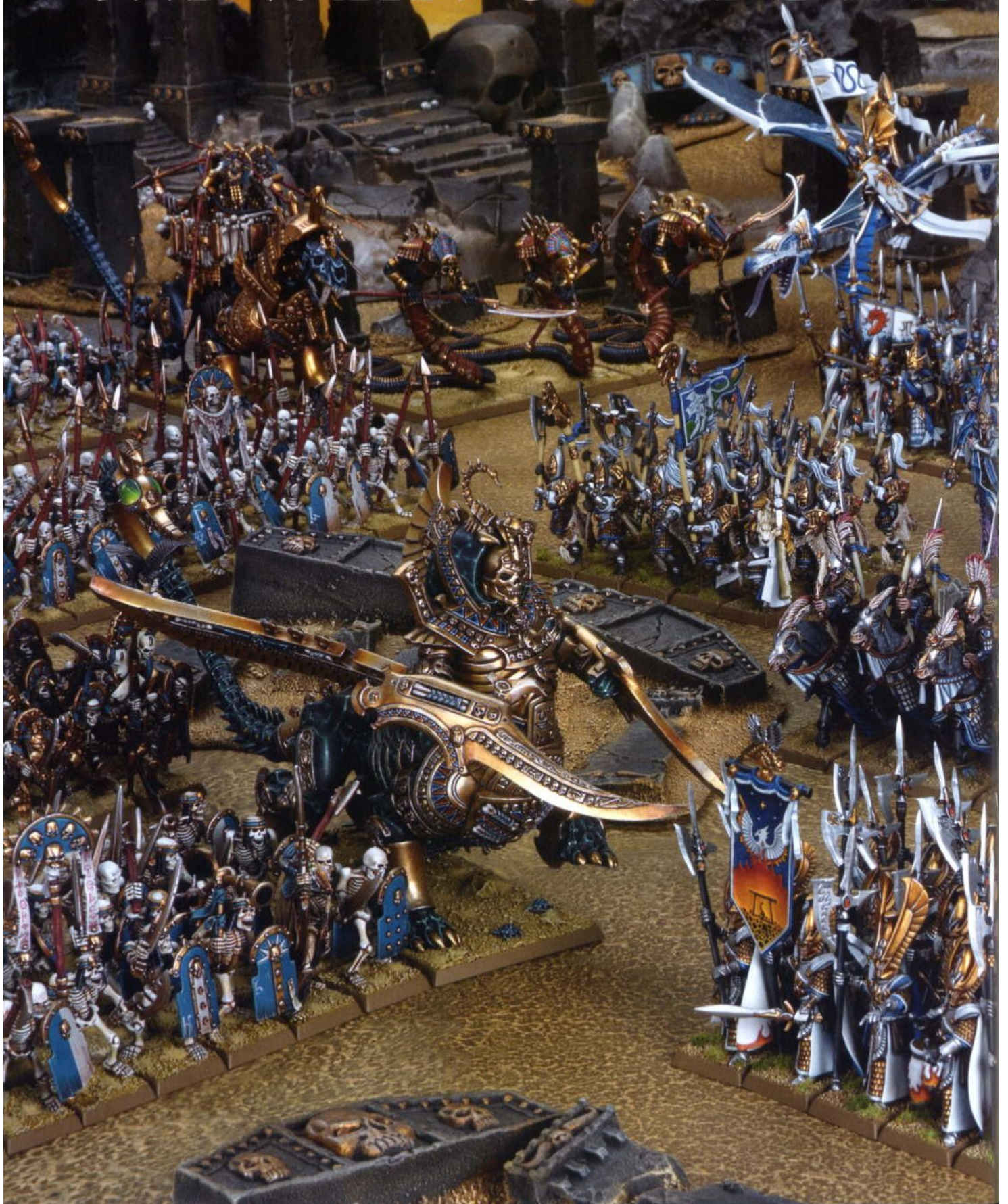


Before setting out on his fateful expedition to Numas, Warlord Stabitt had squandered a small fortune in warp tokens to procure the assistance of the mad engineers of Clan Skyre and their ingenious technology. At the outset of the battle, arcs of warp lightning tore through the serried ranks of Skeletons Warriors and blasted huge chunks from the marble hide of the Khemrian Warsphinx, Neru's Fury. But at a signal from King Rhamotep, two deadly Tomb Scorpions burst from beneath the sand to smash the Warp Lightning Cannon apart.

WARHAMMER®

BATTLE REPORT

THE VALLEY OF THE DEAD



It is a clash of silver versus gold as the High Elves do battle with the Tomb Kings in this month's battle report. Adam Troke's glittering host of Ulthuan faces the wrath of Robin Cruddace and his gilded legion from Khemri.

With so many fantastic new additions to the burgeoning Tomb Kings range this issue, we have decided to showcase as many of them as we could in this month's battle report. Seeking a suitable champion to command the undying host of Khemri, we've engaged the services of none other than Robin Cruddace, the army book's author. Robin is an evil genius, well versed at fielding the Tomb Kings in battle, so we're expecting nothing short of a masterful display of strategic brilliance and skillful battlefield manoeuvring (*No pressure, eh Robin – Ed*). With such a distinguished adversary in place, we now needed someone who could rise to the challenge presented by Robin's Undead legion. Since writing *Warhammer: High Elves*, Adam Troke has been fielding the majestic hosts of the Asur for many years, putting his faith in the courage and skill of the Children of Asuryan above all others. A general whose tactical acumen is said to rival that of Prince Tyrion himself, Adam is well equipped to deal with anything that Robin can throw at him. With such illustrious rivals ready to put their reputations on the line, a climactic encounter between these two armies of opulently equipped warriors is a certainty.

A 3000-point battle will allow both players to field some large, centrepiece miniatures in their armies and enable Robin to show off all of the new Tomb Kings kits and variants. Adam

wholeheartedly agreed to a larger game, determined to pit the might of one of Caledor's Dragons against the fabled Warsphinxes of the Tomb Kings. For his part, Robin rubbed his hands with delight at the prospect of fielding as many of these giant statues as he could, intent on crushing the noble High Elves beneath the giant onyx hooves of his stone leviathans.

We decided on the Battle for the Pass scenario from the *Warhammer* rulebook, pitting the two glittering armies against one another in a fierce encounter that will see their battlelines clash in bloody (or should that be bony?) combat. Victory will be hard won as the inexorable legions of Skeletons and their animated constructs face off against the steely determination and martial prowess of the scions of Ulthuan. The dark sorcery and unholy incantations of the Liche Priests of Nehekara will be unleashed against the ageless wisdom and pure, undiluted magic of the High Elf Mages. These two proud nations once fought as one to defeat the encroaching threat of the fell Daemons of Chaos, but such a fragile alliance has long since been forgotten.

We set the battlefield in a steep valley, deep in the desert land of Nehekara, so Robin will be looking to drive Adam from his ancestral land by any means necessary. But the High Elves are a valiant race, and will never yield without first offering fierce resistance. The stage is set. Who will emerge victorious?

BATTLE FACTS

SCENARIO:
BATTLE FOR THE PASS

FORCES:
TOMB KINGS VS.
HIGH ELVES

SIZE:
3000 POINTS

PLAYERS:
ROBIN CRUDDACE
& ADAM TROKE

SCRIBE:
SIMON GRANT



The dead draw near.

Hearing the words of warning in his mind, Temakador gave Ingraudan a gentle tug on the reins. Instinctively understanding the Prince's wishes, the loyal Dragon tucked its wings and dropped like a stone towards the marching army below. At the last moment, Ingraudan spread its magnificent wings wide, arresting its fall and swooping low over the heads of the advancing column. The High Elf army came to a halt in perfect unison, decades of training and discipline having honed them into a fighting force far beyond the ken of mortal Men. With a few powerful beats of its mighty pinions, Temakador's majestic steed swept over to an ancient ruin on the valley floor and landed amid a maelstrom of displaced sand.

Temakador leapt from the Dragon's saddle, landing with a deftness that belied the heavy appearance of his glittering armour. Within moments, he was joined by the enigmatic seer, Calanar, who seemingly knew where the Prince would alight even before he did. It was the Mage's whispered warning that Temakador had heard in his mind. Calanar's gift of foresight was well recognised by his Sapherian peers, and Temakador trusted his counsellor's prescience in all things.

'The dead draw near,' said the Mage, without ceremony. 'They will be upon us by the time the sun reaches its zenith.'

'Then they will die once again,' sneered the Elven Prince, 'and this time, they will stay dead.'

Sensing Temakador's haughty resolution, Ingraudan let out a deafening roar of approval. With a pompous flourish, the Elf Lord swept his cloak over his shoulder, turned and vaulted onto the Dragon's back. Guessing his commander's intent even without using his mystical gift, the seer pointed in the direction of the distant Undead horde.

'To the skies, Ingraudan,' said the Elven Prince, patting the Dragon's head as it turned its serpentine neck to face him. 'Let's see what our prey is made of.'

The rising cloud of dust was unmistakable in the clear desert sky, and Ingraudan flew like a bolt towards it, each beat of its wings drawing them closer to the Undead army. It wasn't long before Temakador's acute eyesight could pick out details of the approaching horde. Rank upon rank of skeletons tramped inexorably forwards in numbers so great that they filled the entire width of the valley. A formation of chariots slowly rumbled along at the head of the column, and a nest of stone serpents slithered forwards behind them, each bearing a skeletal rider with a long spear. More disturbing were the three enormous war-statues that strode forwards behind the skeletons, granted unnatural animus through dark sorcery.

'I have seen enough,' said Temakador, shaken by the strength of the enemy army, but trying to keep his voice steady. 'Let us return to the column. We must rethink our strategy if we are to defeat such a foe.'

TEMAKADOR'S GLITTERING HOST



Off the battlefield, Adam Troke is a thoroughly nice bloke, always happy to joke and offer sound advice. But once his game face is on, he's as merciless as Khaine's sword arm.

Adam: So, some bright spark has decided to pit me against Robin Cruddace and his brand new Tomb Kings? Apparently Andrew Kenrick, the noble editor of this fine magazine has a hankering to see the glittering hosts of Ulthuan face the golden hordes of Nehekhara. Who am I to argue?

Since Robin is likely to have either a Necrosphinx or a Khemrian Warsphinx, probably both in fact, I've every intention of taking a High Elf Prince on Dragon. Prince Temakador, riding the Moon Dragon, Ingraudan, fits the bill. It's a suitable compromise between cost and efficiency. I only hope he's man (*Don't you mean Elf?* – Ed) enough for the job.

For magical support, I'm bringing two Level 2 Mages, Calanar and Baetharol. Calanar will use the Lore of Shadows (with the Seerstaff of Saphery to ensure he gets

the spells that I want), whilst Baetharol will be a High Mage to ensure that I can cast Drain Magic if Robin comes to the party magic-heavy.

Regiments of High Elves are what I enjoy fielding the most, however, so I've chosen a large unit of 30 Spearmen. Such a regiment, with full command and the Gleaming Pennant (to prevent an awkward failed Leadership test), is often the first Core unit on my army list. This solid formation will form the backbone of my force, along with 20 Lothorn Sea Guard and 20 High Elf Archers in support. My plan is to use Calanar's Shadow Magic to cast *Okkam's Mindrazor* on the Spearmen or Sea Guard, so that I can exchange their Strength of 3 with their Leadership of 8 – that'll put down any monster Robin wants to bring to the game.



Special troops join the army in the form of 20 Phoenix Guard (the most resilient of High Elf infantry) and 20 White Lions (the strongest, and hardest hitting). I'm putting Korhil with the White Lions, in case I can use him to get hold of Robin's Tomb King or Hierophant – Korhil tends to end challenges quickly and decisively.

A Lion Chariot to accompany my infantry advance gives me a little high-impact clout while Shadow Warriors and Ellryian Reavers can disrupt the enemy's movement. Two Repeater Bolt Throwers will give me enough long-range sting to make the Tomb Kings think twice about how they advance... hopefully.

The plan is simple. My Phoenix Guard and White Lions will take on and slaughter Robin's monsters as fast as possible, assisted by as much missile-fire as I can

direct their way. Temakador and his Dragon will smash through Robin's charioteers (he's bound to have some). Chariots are, in many ways, the bane of the High Elves since they can inflict their greatest damage outside of the ordinary Initiative structure. Temakador and his loyal Dragon will have their work cut out to protect the force, but will have to do it fast if I am to have the victory – I can't afford to have 500+ points locked into a fight for too long!

My plan then is to smash the big monsters with elite units in conjunction with auspicious use of *Okkam's Mindrazor* (reinforcing my own warriors with *Shield of Saphery* and plenty of *Drain Magic*). My final objectives are to smash the units of Skeleton Warriors with my superior Spearmen and finally, sneak about and kill stuff with my Shadow Warriors!

LORDS



Prince Temakador of Caledor
High Elf Prince with Temakador's Gauntlets, Dragon armour, lance and shield, mounted on Ingraudan, a Moon Dragon.
498 points

HEROES

● **Calanar the Seer**
Level 2 High Elf Mage with Seerstaff of Saphery, using the Lore of Shadows.
165 points

● **Baetharol of Saphery**
Level 2 High Elf Mage with Silver Wand and Ironcurse Icon, using the Lore of High Magic.
150 points

● **Korhil, Captain of the White Lions**
With the axe, Chayal, and Pelt of Charandis.
140 points

CORE

25 **The White Spears**
29 High Elf Spearmen with Sentinel, musician and standard bearer with Gleaming Pennant.
291 points

25 **The Sea Lords**
20 Lothorn Sea Guard with shields, Sea Master, musician and standard bearer.
285 points

25 **The Doomfletched**
20 High Elf Archers with Hawkeye, musician and standard bearer.
245 points

SPECIAL

25 **The Guardians of the Shrine**
20 Phoenix Guard with Keeper of the Flame, musician, standard bearer and Banner of Eternal Flame.
340 points

25 **The King's Lions**
19 White Lions of Chrace with Guardian, musician, standard bearer with Lion Standard.
340 points

25 **The Shadowshrive**
5 Shadow Warriors with Shadow Walker.
92 points

25 **Heart's Roar**
Lion Chariot of Chrace.
140 points

25 **The Wind Raiders**
5 Ellryian Reavers with Harbinger, spears and bows.
112 points

RARE

25 **The Sea Lord's Battery**
2 Repeater Bolt Throwers.
200 points

TOTAL 2998 points

THE GOLDEN LEGION OF SETEP THE MAGNIFICENT



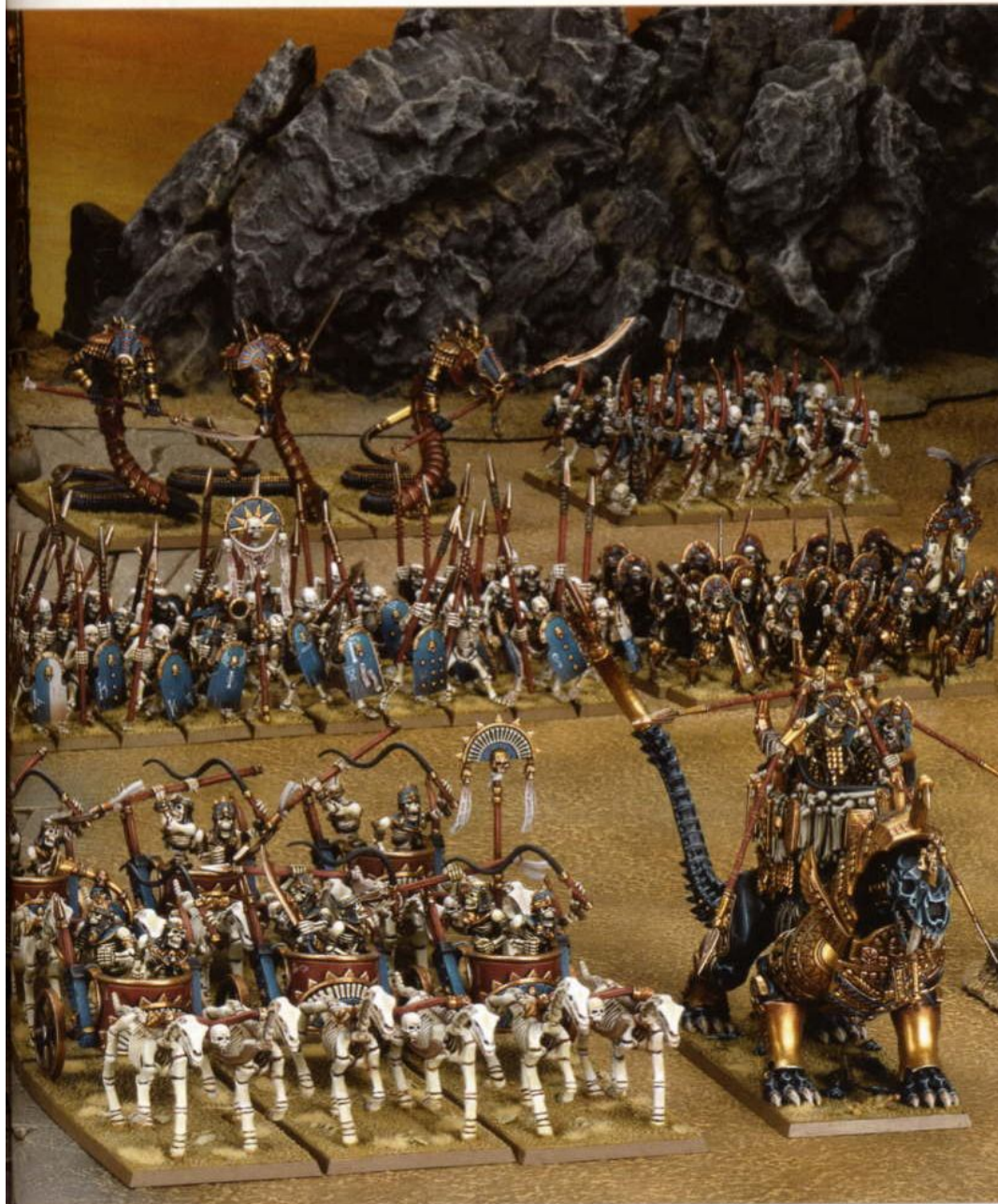
With a keen intellect that exceeds the very wisest of Khemri's Liche Priests, we believe that Robin Cruddace may well be in possession of one of Nagash's Books of the Dead.

Robin: So, Adam and his High Elves have dared to enter the Land of the Dead and it falls to me to show them the folly of their ways. Adam's a canny opponent though, especially when he's fielding his High Elves. However, I have at my command the Golden Legions of King Setep the Magnificent. Let the sands of Khemri be stained red with the blood of the living...

My plan is to grind the High Elves down in a war of attrition. The Jackal Legion, the Blades of Setep and the Guardians of Eternity – two hordes of Skeleton Warriors and a regiment of Tomb Guard – should be enough to pin Adam's infantry in place long enough for my two Khemrian Warsphinxes to smash into their flanks. These hulking statues have a whopping Toughness 8 and can squash whole regiments into a fine paste.

My general will lead the Blades of Setep into battle personally. Not only are Tomb Kings as hard as nails, they also imbue their warriors with their own unyielding vigour. Whilst Adam's High Elves might scoff at the martial prowess of your average Skeleton Warrior, a horde of WS-6 soldiers might give them something to think about. However, I'd be surprised if Adam didn't take at least one Dragon; I'm sure he'd love to see the flammable King Setep go up in smoke. For that reason I'm going to deploy a Necrosphinx to intercept any fire-breathing monsters before they can threaten my characters, as it can put an end to a Dragon in a single swipe – chop! Just to be sure though, King Setep has a Dragon Helm for some anti-fire protection.

My Hierophant will be Liche High Priest Amon-shappa. If this ancient wizard



is killed, my whole army could literally fall apart. I'll therefore be purchasing Amon-shappa the best ward save that Khemrian gold can buy. My plan is to hide him – er... I mean deploy him strategically – within the Vulture Legion. These Skeleton Archers won't suffer any To Hit penalties for moving and shooting, meaning they advance behind the main body of my army and offer ranged support whilst Amon-shappa augments and replenishes my army.

The High Elves' Speed of the Asuryan rule is going to really hurt the Tomb Kings, who all have the Initiative of a hibernating tortoise. However, no Tomb Kings army will be complete without at least one unit of Skeleton Chariots. As Impact Hits are resolved before the cut and thrust of combat, I'm hoping that the Pride of Khemri will run roughshod over Adam's

elite units before the High Elves know what's hit them. My plan is for the Chariots to ride down one flank, whilst the Riders of Qu'aph take the other. The Necropolis Knights are great all-rounders, combining high Movement, Strength, Attacks and armour saves into convenient snake-shaped stone packages.

Finally I'm going to invest in a Screaming Skull Catapult and some Sepulchral Stalkers. The Doom of Traitors will happily bombard High Elves from the back of the board whilst the Sentinels of Oblivion bury under their feet before emerging behind enemy lines. The Sentinels will launch ambushes on Adam's unsuspecting war machines, magically turning their foes into pillars of sand. High Elves beware; the Legions of Nehekhara stand ready for war.

LORDS

King Setep the Magnificent
Tomb King with shield and Dragonhelm.
183 points

High Priest Amon-Shappa
Liche High Priest with Talisman of Preservation, using the Lore of Nehekhara.
220 points

HEROES

Prince Alkhazzahr I
Tomb Prince with great weapon, mounted on Djaf's Fury, a Khemrian Warsphinx with fiery roar.
334 points

CORE

The Jackal Legion
40 Skeleton Warriors with spears, Master of Arms, musician and standard bearer.
230 points

The Blades of Setep
40 Skeleton Warriors with Master of Arms, musician, standard bearer.
190 points

The Pride of Khemri
6 Skeleton Chariots with Master of Chariots, musician and standard bearer.
360 points

The Vulture Legion
20 Skeleton Archers.
120 points

SPECIAL

The Guardians of Eternity
20 Tomb Guard with Tomb Captain, musician and standard bearer.
250 points

The Riders of Qu'aph
6 Necropolis Knights with Necropolis Captain, musician and standard bearer.
420 points

The Vengeance of Ptra
Khemrian Warsphinx.
210 points

The Sentinels of Oblivion
3 Sepulchral Stalkers.
165 points

RARE

The Destroyer of Souls
Necrosphinx.
225 points

The Doom of Traitors
Screaming Skull Catapult.
90 points

TOTAL 2997 points



ANNOTATIONS

- 1** The baleful skull of this Sinister Statue will blast models that stray within 6" on the roll of a 4+, inflicting D6 Strength 4 hits.
- 2** A Wyrding Well can poison, heal or stupify anyone brave enough to drink from its enchanted waters.
- 3** These Arcane Ruins can aid wizards in channelling the Winds of Magic.
- 4** This Acropolis of Heroes will inspire those that fight within its shadow.
- 5** Having revealed a Venom Thicket with the Jackal Legion, Robin cunningly deployed the Doom of Traitors within it to deter Adam's Shadow Warriors.
- 6** Adam's scouts nonetheless infiltrated behind Robin's lines, hiding within an Abyssal Wood.

DEPLOYMENT

Both players rolled to see who would place the first unit. Adam won the roll off and elected to go first, confidently exclaiming that, being the true inheritors of the Old Ones' legacy, the world belonged to the High Elves anyway. Both players then proceeded to set up their armies, alternately deploying one unit at a time as the scenario required.

Adam formed his battleline around his Spearmen and Lothorn Sea Guard in the middle, flanked on either side by his elite units of Phoenix Guard and White Lions. On his left flank, he positioned his archers on the hilltop, supported by a Repeater

Bolt Thrower. Adam's Dragon shadowed the Skeleton Chariots, hoping to intercept them before they could charge his infantry.

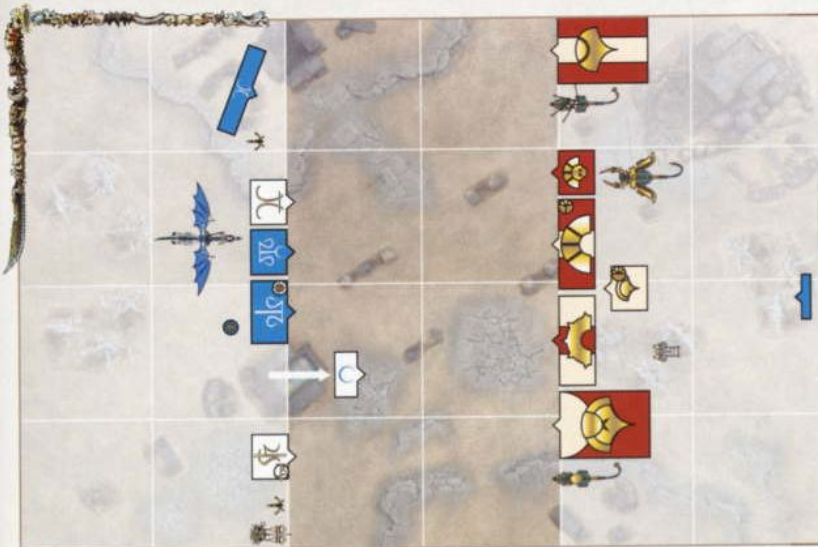
Robin deployed his two hordes of Skeleton Warriors in the centre, with his Hierophant safely hidden amidst the archers behind. The Warsphinxes took up flanking positions, with his chariots clinging to the right of the board. Robin placed the Doom of Traitors in the Venom Thicket to his left. The Necrosphinx remained behind the Tomb Kings line, ready to hunt down Adam's Dragon.

Adam won the roll-off for the first turn and elected to start things off.



THE BATTLE FOR THE PASS

The Battle for the Pass scenario is highly unusual in that the game is played down the length of the board instead of across the width. The battlefield is flanked by towering cliffs or impassable mountains down each long table edge. This unusual set-up forces players to consider their deployment more carefully due to the limited width of each side's deployment zone. Players often choose to adopt a narrower frontage on their larger units than they otherwise would when forming their battleline. The winner is determined by claiming the most victory points at the end of six game turns.





OPENING SHOTS

TURN 1

FROM THE SHADOWS

Adam took advantage of his Shadow Warriors' Scout special rule to infiltrate behind Robin's army in a position to threaten the Screaming Skull Catapult. Skilled with both sword and bow, the Shadow Warriors could pick off the crew at range, or brave the Venom thicket and charge into combat.



Adam began the game with a cautious advance, his central battleline warily closing on the Tomb Kings in a tight formation. His right flank hastened forward with greater urgency, the Lion Chariot and Ellyrian Reavers swiftly gaining ground. Temakador's mighty steed launched itself into the air with powerful beats of its enormous wings, the noble Prince guiding it towards the chariots of the enemy, ready to charge next turn. With this move, Adam had already drawn a fine line between risk and reward – by positioning his Dragon within charging distance of the Skeleton Chariots, he had also placed his most valuable model within charge range of his quarry. Adam held his ground with his ranged units, but did sneak his Shadow Warriors to the edge of the Abyssal Wood behind Robin's line. The scouts readied their bows to target the Skeleton crew of the Screaming Skull Catapult with a volley of white-fletched arrows.

The Winds of Magic blew strong this turn, with Adam rolling a 10, and Robin successfully channelling for 6 dispel dice.

Adam's opening gambit was to unleash *Pit of Shades*, intent on dropping one of the enormous stone constructs to its doom, but he failed the casting roll by a single point. With *Fury of Khaine* successfully dispelled shortly afterwards, Adam decided to change tact. Instead of attempting to inflict damage, he cast *Drain Magic* instead, seeking to hamper Robin's Magic phase, but the Liche High Priest also managed to counter this spell.

The High Elves' Shooting phase left a lot to be desired from a race renowned for their archery. The Bolt Thrower on their right flank fired six razor-sharp bolts at the Necropolis Knights opposite them, but only managed to inflict a single wound on the beasts. The Reavers loosed their arrows at the same target, but to no avail. White-flecked shafts fell like rain upon the Blades of Setep, with the second Bolt Thrower, Archers and Lothorn Sea Guard all targeting the Tomb King's unit, killing eight of the Skeleton Warriors. Finally, the Shadow Warriors aimed their bows at the Screaming Skull Catapult crew, but failed to bring any of them down.



With no combat to speak of yet, it was time for the Tomb Kings to begin their advance. Unable to march, Robin's army slowly advanced forwards, each footstep in perfect unison as the Skeletons closed with unrelenting purpose. As they left the cover of the Venom Thicket, one of the Jackal Legion's Skeletons fell victim to a poisonous creature that dwelt within. Having decided not to risk a charge at the High Elf Dragon, Robin's chariots rumbled forwards on the right flank, but took two wounds as the rough terrain damaged one of them. The deadly Necrosphinx took up a position behind the chariots in a bid to deter Adam from charging them in his turn. Seeking to deal with the threat to their war machine posed by the Shadow Warriors, the Skeleton Archers turned to face them, readying their bows.

Robin's Magic phase was almost over before it had begun. In an attempt to galvanise his army into advancing once more, he tried to unleash *Khsar's Incantation of the Desert Wind* at the increased casting value of 16+. The successful casting of this spell would see

any friendly units within 24" able to move again (and also benefit from the Restless Dead lore attribute, recovering D3+1 wounds), but the Liche High Priest failed to summon the necessary power. As the only wizard in Robin's army was now unable to cast any more spells, this effectively saw the Magic Phase end.

Despite only ever needing a 5+ to hit with their Arrows of Asaph, the Skeleton Archers either missed the Shadow Warriors or failed to wound any of the fragile High Elves, much to Adam's relief. The Screaming Skull Catapult had more luck, landing its deadly payload directly on top of the White Spears, but Robin's poor luck continued, and he only wounded six. To make matters worse, Adam managed to pass three of the 6+ ward saves granted by the accompanying Mage's 5-pt Ironcurse Icon (see the boxout on the right). The Skeleton Chariot crew loosed their arrows at the majestic form of the Dragon facing them, hitting the beast twice, but Robin's subsequent roll of a double-1 to wound summed up his turn. Had Nehekhar's ancient gods abandoned him?



5PTS WELL SPENT

Some of the cheaper magic items are often overlooked, but for a 5-point investment, Adam saved the lives of three 9-point Spearmen.





ALL IS NOT WELL

The White Spears drank from the Wyrding Well, hoping to replenish their casualties from last turn. Adam rolled a 1, meaning that the unit had been poisoned and could perform no further actions this turn. He soon realised the magnitude of this error; as both of his Mages had joined the Spearmen, he would be unable to cast spells!



A FATEFUL ERROR HIGH ELF TURN 2

Seizing the chance to strike the first blow, the swiftest elements of the High Elf army surged into combat this turn. Prince Temakador led from the front, guiding Ingraudan to swoop into the Pride of Khemri. Behind their general, the Phoenix Guard bravely attempted to charge the Warsphinx nearby, but failed to reach it. On their right flank, the Lion Chariot crashed home into the Warsphinx in the hope that, Asuryan willing, they could bring the behemoth down. Having been unsuccessful with their bows last turn, the Shadow Warriors took a more direct approach, charging the Screaming Skull Catapult with blades drawn. Adam's remaining moves saw the White Lions and Ellyrian Reavers advance steadily alongside the Spearmen in the centre.

With both of his Mages temporarily incapacitated as a result of drinking from the Wyrding Well, Adam's Magic phase was nonexistent this turn. There were no active remain in play spells, so both players moved straight on to the Shooting phase, though Robin couldn't resist a quick chuckle at Adam's expense!

It seemed that Adam's unfortunate debacle with the Wyrding Well jinxed the rest of his actions this turn as well, with the High Elves underperforming all across the battlefield. The Shooting phase resulted in a paltry five Skeletons from the Blades of Setep being slain by the Archers and Bolt Thrower on the hill. Adam's remaining shooting either went awry or failed to do any damage.

Prince Temakador accepted the challenge of the Master of Chariots, casually skewering his target with a pinpoint strike from his lance, whilst Ingraudan shattered the chariot beneath him. Unable to strike back, the Pride of Khemri suffered a further four wounds for losing the combat by such a significant margin. Darting nimbly beneath the dangerous boughs of the Venom Thicket, the Shadow Warriors wounded two of the Screaming Skull Catapult crew, but only one fell, the other saved by his ancient armour. A single Shadow Warrior was slain in return, meaning that one of the crew yet lived after combat resolution took its toll on the other Skeleton.

ANNOTATIONS

- 1 The White Spears drink from the Wyrding Well and are poisoned, denying Adam the use of his powerful magic this turn.
- 2 The Tomb Prince's Warsphinx weathers the Lion Chariot's attack, destroying it in violent retaliation.
- 3 Prince Temakador slays the Master of Chariots in a challenge, but is held at bay.
- 4 The Shadow Warriors fail to destroy the Doom of Traitors, slaying just one crewman.



THE LION AND THE SPHINX

The Lion Chariot smashed into the towering Warsphinx in the Close Combat phase, inflicting a healthy five Impact Hits. Alkhazzahr was hurled from his feet by the concussion of the chariot smashing into his mighty steed, landing heavily on the floor of his howdah and suffering a wound. The Warsphinx shrugged off the damage; not even the jaws of the White Lions could pierce its hide of solid marble. The White Lion crew struck out at the Tomb Prince, their great axes gouging a deep wound in his parched flesh as he rose to his feet, but Alkhazzahr would not be denied, lashing out with his blade and striking them down. The Warsphinx reared up on its hind legs before crashing down on the Lion Chariot, crushing the beasts and smashing the chariot to splinters.



END OF HIGH ELF TURN 2 MOVEMENT PHASE



BATTLELINES CLASH!

TOMB KINGS TURN 2



The Tomb Kings unleash a series of charges all across the battlefield and vicious combat begins in earnest.



THE RESTLESS DEAD

By casting *Khsar's Incantation of the Desert Wind* this turn, Robin enabled any unengaged units within 24" to move again. The *Restless Dead* lore attribute also ensured that, whether in combat or not, any affected units would recover D3+1 wounds as well, undoing much of Adam's work so far!



With a mighty roar, the Warsphinx and Necropolis Knights crashed into Korhil's White Lions, who grimly readied their axes for the deadly combat to come. The Jackal Legion charged the Ellyrian Reavers, who fled, but the Skeletons carried on the movement into the White Spears instead. Setep the Magnificent led his Skeletons into the Lothern Sea Guard, though one perished in the act, shot though the eye socket with a well-placed arrow. The Vengeance of Ptra barrelled into the Phoenix Guard, but the Tomb Guard couldn't match its pace, and their supporting charge fell short. The Necrosphinx took to the air, landing near Prince Temakador in readiness to charge his flank if the chariots held. Robin rolled to see if his Sepulchral Stalkers arrived, but they remained buried beneath the sand.

Generating 10 power dice, Robin cast the augmented version of *Ptra's Incantation of Righteous Smiting*, which increases the Attacks of friendly units within 24" by 1. A relieved Adam rolled a double-6 to prevent it, but it cost him all of his dispel dice in the attempt. Seizing his opportunity, Robin

cast an amplified *Incantation of the Desert Wind*, which at first glance, did little but allow the Tomb Guard and Archers to advance a bit further. But his Lore Attribute also enabled Robin's units to recover some wounds, resulting in the Screaming Skull Catapult crew rising to their feet, and a handful of Skeleton Warriors rejoining their units. Most notably, the Master of Chariots arose once more to challenge Prince Temakador and prevent the Dragon from escaping the encircling Necrosphinx.

With the Vulture Legion either out of range or line of sight, Robin moved on to the Close Combat phase. The Phoenix Guard hacked relentlessly at the Warsphinx, but only managed to cause one Wound before the Tomb Guard crew struck back, leaving a silent guardian dead. The Warsphinx missed with its Thundercrush attack, and its Thunderstomp also made no mark. The Phoenix Guard had won the combat by three but as an Animated Construct, the Warsphinx took one less wound as a result of being Unstable.

The Lothern Sea Guard inflicted six wounds on the Blades of Setep, but three



KORHIL'S DEFIANT STAND

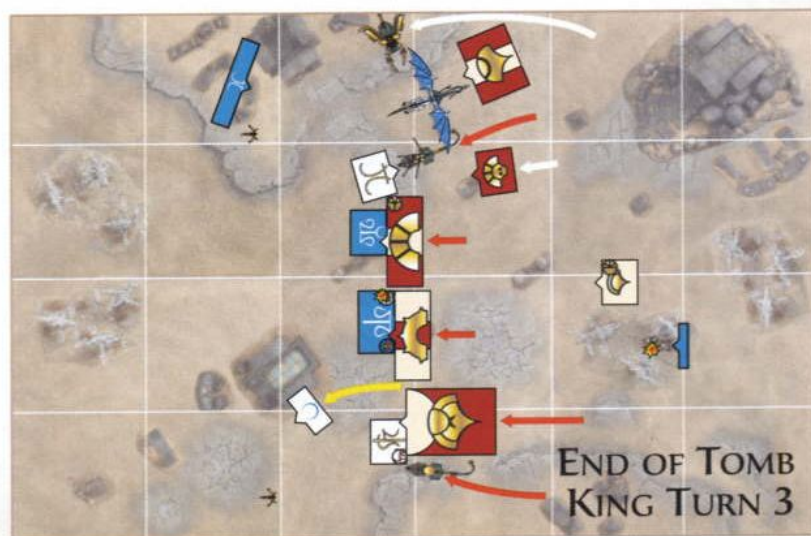
Korhil and the Necropolis Captain both fought each other to a standstill in a challenge, but the White Lion Guardian toppled the Tomb Prince from his lofty perch. Despite inflicting six wounds on the Riders of Qu'aph, the White Lions were subjected to a devastating retaliation, and eight were cut down by

the Necropolis Knights. The Warsphinx crushed a total of seven White Lions between its fierce attacks and Thunderstomp, before the Necroserpents stomped all but the Guardian and wounded Korhil. In a heroic display of their fabled stubbornness, the two White Lions bravely held their ground.

of the attacks were parried. Setep the Magnificent was wounded in a challenge with the Sea Master, but swiftly cut the impudent champion down in response. Three more High Elves were slain by the Skeletons, but they held their ground, inspired by their general's presence nearby.

The White Spears were hampered by a failed Fear test. Despite Adam confidently re-rolling for the Gleaming Pennant, he cursed his luck as this also failed. The High Elves struck fiercely nonetheless, killing nine of the Jackal Legion whilst the Sentinel cut down their Master of Arms in a challenge. Robin mercilessly singled out Adam's Mages and Baetharol, the High Mage of Saphery, was brutally speared to death. Calanar's prescience seemed to pass beyond simply choosing his spells, and he somehow survived with a single Wound left. Three more White Spears were also cut down, but the Jackal Legion ultimately lost combat and another two of their number.

Against all the odds, the resurrected Master of Chariots suffered but a single wound against Prince Temakador and his steed, holding Adam's general to an unexpected stalemate. The Shadow Warriors slew two of the catapult crew for no loss, overwhelming the third Skeleton and finally destroying the war machine.



THUNDERCRUSHED

In Adam's turn, the Phoenix Guard remained locked in combat with the Nehekharan Warsphinx. The Tomb Guard crew once more skewered a High Elf from the safety of the howdah before their monstrous statue finally struck home with its Thundercrush attack. Robin placed a small template in base contact with the Warsphinx to represent the impact of the attack. 15 Phoenix Guard were hurled from their feet, suffering Strength 3 hits, but the silent servants of Asuryan were blessed by their divine master and only two were slain.



THE SLAUGHTER CONTINUES TURN 3

The beginning of Turn 3 was heralded by the frantic hoofbeats of the Ellyrian Reavers as they continued to flee.

Adam's only other move was to sneak further through the Venom Thicket with his Shadow Warriors, the scouts obviously far too experienced to succumb to the ill effects of such dangerous terrain.

In a bid to turn the tide against the Jackal Legion, Adam used all six of his power dice to cast *Okkam's Mindrazor*, which would bolster the Strength of his Spearmen to their Leadership value of 8. He succeeded with Irresistible Force, but the subsequent miscast cost him his Mage's final wound. Adam had made a desperate gamble, but he was confident that the sacrifice would be worth it.

The Shooting phase saw the High Elves chip away once more at Robin's units. The Shadow Warriors and one of the Bolt Throwers scythed down three Skeleton Archers, whilst the arrows of the Doomfletcher and bolts of the second Eagle's Claw managed to take two wounds off the terrifying form of the Necrosphinx.

Prince Temakador slew the Master of Chariots once again, but was still held in combat by the rest of the unit. On Adam's right flank, Korhil lashed out and decapitated the Necropolis Captain with a fatal strike. The White Lion Guardian next to him, having survived the deadly effects of the Tomb Prince's curse last turn, fell in combat with his rampant steed. The valiant display of the Captain of the White Lions

saw the Warsphinx and Necropolis Knights take a further two wounds from combat resolution, both reducing their deficit from three for being Animated Constructs.

The Phoenix Guard struck out at the Vengeance of Ptra, but their halberds could find no purchase on the statue's marble flesh. They lost three in return, and another to a Thunderstomp, but bravely fought on.

Setep's Blades crushed the Lothorn Sea Guard, parrying all but one of their attacks before cutting down five of the High Elves. Setep added two more kills to the tally, before the Sea Guard broke and ran, escaping pursuit by a single inch. To add insult to injury, Adam's victorious unit of Spearmen, having just crushed the Jackal Legion, fled in panic, having failed their fourth consecutive Psychology test!

Robin started his turn by consolidating his victory in combat, running down the fleeing Sea Guard with Setep's Blades. He then gleefully smashed his Necrosphinx into Prince Temakador's flank, hoping to fell the Dragon with a Heroic Killing Blow. Once again, the Sepulchral Stalkers failed to arrive, denying Robin the use of his powerful reserves.

The Tomb King's Magic phase was as swift and ineffective as it was in Turn 1, the Liche High Priest failing to cast *Khsar's Incantation of the Desert Wind* with a pitiful casting total of 7.

With no war machine to fire and limited options for his Skeleton Archers to target in the Shooting phase, Robin picked



NOBLE SACRIFICE

Feeling his lifeblood slowly seeping from him, Calanar the Seer bravely resolved to make one final effort to aid his brethren before he succumbed to his wounds.

Summoning the ghostly power of *Okkam's Mindrazor*, he poured all of his remaining life energy into the deadly enchantment. The spears of his fellow High Elves began to glow with phantasmal energy, their weapons magically empowered with their strength of mind. With his dying breaths, Calanar witnessed his sacrifice vindicated as the White Spears tore through their foes. Adam's magically augmented Spearmen slaughtered an impressive total of 19 Skeletons, losing only three of their number return. When the dust had settled, the High Elves had won the combat by such a huge margin that the remaining Skeletons crumbled to dust before their eyes.



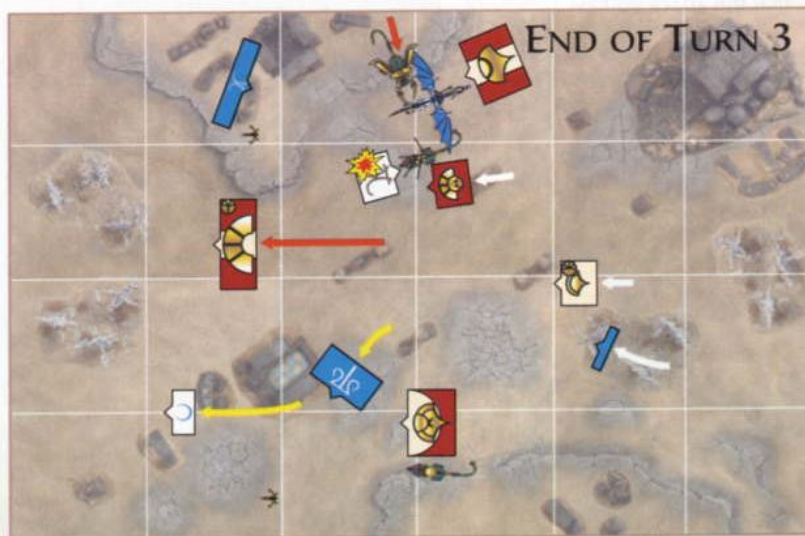
Held in combat by the tenacious Skeleton Chariots, Prince Temakador is charged by the colossal Necrosphinx.

off two of the Adam's fleeing Spearmen in a bid to discourage them from rallying.

Despite having held the High Elves' right flank almost single-handedly, Korhil's indomitable resistance could not last forever. Hacking another wound from the Warsphinx in a final act of defiance, he was eventually crushed by the enormous statue. In combat with the other Warsphinx, the Phoenix Guard also inflicted a wound, but lost two of their number to its Thundercrush. Rolling a 6 for the ensuing Thunderstomp, Robin trampled another four of the stout High Elves, but they bravely held on, inspired by Temakador's commanding presence.

In his own combat, the High Elf Prince and his powerful mount both lashed out, damaging the chariots in front of them before Ingraudan turned his head to blast the charging Necrosphinx with dragonfire. Wreathed in flame, parts of the animated statue were reduced to little more molten slag, but it survived with a single wound remaining, and struck out viciously at its tormentor. To Adam's relief, Robin failed to hit with his Decapitating Strike, but he still managed to gouge a deep wound in Ingraudan's scaly hide with the enormous blades of his Necrosphinx. The combat, for the moment at least, was a stalemate.

TOMB KINGS	VICTORY POINTS	HIGH ELVES
1270	END OF TURN 3	449



THE ELVEN LINE FALTERS

TURN 4



The quiet resolve of the Phoenix Guard is undone by the destructive ferocity of the Khemrian Warsphinx.

DECAPITATING STRIKE

Each turn one of the Necrosphinx's attacks is rolled separately. This is the statue's Strength 10 Decapitating Strike. Even more frightening is that the attack strikes with the Heroic Killing Blow special rule, meaning that even a large monster such as a Dragon can be slain instantly by the blow!



With his battleline now in complete disarray, Adam looked to regroup and fight back. The White Spears passed their first Leadership test of the game and rallied, as did the Ellyrian Reavers, who fell in behind them. With little to lose, Adam's Spearmen drank once more from the Wyrding Well, this time becoming Unbreakable and subject to Stupidity for the remainder of the game.

Having no Mages left to wield any magic, Adam moved straight on to the Shooting phase. The arrows of the Shadow Warriors shattered upon impacting the onyx hide of Djaf's Fury, causing no damage. Faring little better, the two Bolt Throwers only managed to inflict a single wound on the Necropolis Knights, though this did finish off another model. Loosing a volley, the Doomfletcher slew two Skeleton Archers of the Vulture Legion.

In the Close Combat phase, the fierce resistance of the Phoenix Guard was finally undone. Despite landing six blows, their weapons rang harmlessly from the Nehkharan Warsphinx once again. Two of the remaining High Elves were struck down, one by the crew and another fell

victim to a Thunderstomp. The tenacious Phoenix Guard were routed at last, though the rampant statue failed to catch them.

The threat posed by the dread Necrosphinx was not lost on Prince Temakador and Ingraudan, and they both turned their full attention towards the fell creature. Adam managed four hits each with rider and mount, but failed to land a telling blow. The attacks from the remaining chariot crew were unable to pierce Temakador's glittering armour. Adam had evidently selected his equipment well, as even the lethal blows of the Necrosphinx's terrifying blades were repelled by the protective enchantments of the Prince's fabled gauntlets.

Robin's turn was heralded by a deafening stampede as the Vengeance of Ptra ran down the fleeing Phoenix Guard and trampled them into the desert floor. The Tomb Guard lost two of their number to the High Elf Archers as they surged up the hill behind the rampaging Warsphinx, but their charge crashed home.

Hoping to recover some wounds on his heavily depleted unit of Necropolis Knights, Robin sent them slithering over to

the Wyrding Well. Much to his annoyance, Robin's unit merely became subject to Stupidity upon sampling the mystical liquid, as they were already Unbreakable. Adam was less than sympathetic!

Seeking to deal a finishing blow to the High Elves, Robin attempted to cast *Ptra's Incantation of Righteous Smiting*. Adam countered with an inspired dispel roll of 28, though he was left defenceless. Much to Robin's frustration, his Hierophant failed to take advantage of Adam's vulnerability, rolling a 4 to cast *Khsar's Incantation of the Desert Wind*. Robin consoled himself by cutting down two more of the White Spears with a volley of Arrows of Asaph.

Prince Temakador and his faithful Dragon savaged the Destroyer of Souls, but its seemingly impenetrable skin held firm. Adam was biting his nails as Robin rolled for the Necrosphinx's Decapitating Strike, but it missed Ingraudan once again. Its other attacks were repelled by the Prince's armour. The Skeleton charioteers found a weak spot in the Dragon's scales and wounded it, but the Prince steadied his enraged steed. The Doomfletcher delivered a courageous performance, passing their Fear test and cutting down four of the Tomb Guard. The brave archers lost six of their number in retaliation, but refused to flee.



FROM THE SANDS

At long last, the Sepulchral Stalkers arrived this turn, burrowing up from beneath the sands next to Adam's Shadow Warriors. Robin placed a marker next to the High Elf scouts and rolled to see if it scattered away. He rolled a hit, so the Sentinels of Oblivion emerged right on target. Having arrived on the battlefield this way, they could not charge, but could certainly put their Transmogrifying Gaze to deadly use. As the High Elves were within the attack's 8" range, Robin rolled an artillery dice for each Stalker, totalling 24 hits. The seemingly innocent Strength 1 attacks struck at the Shadow Warriors' Initiative value in place of their Toughness, meaning that Robin would need a 6 to wound, but their armour would be no protection. Within a heartbeat, all of the Shadow Warriors were turned to sand, their bodies lost to the desert forever.

THE VENGEANCE OF ASURYAN TURNS 5 & 6



Having finished off the fleeing Lothorn Sea Guard, the Blades of Setep turn their attention towards the Ellyrian Reavers.



Determined to at least go down fighting, Adam sent the surviving White Spears charging into the flank of the Necropolis Knights. Djař's Fury withstood three arrows from the Ellyrian Reavers, followed by five bolts from his Bolt Thrower with no damage. But the Eagle Claw on his left flank soothed Adam's frustration, finally bringing down the Vengeance of Ptra with a brace of bolts.

The dauntless White Spears stabbed furiously at the serpentine Necropolis Knights, wounding one with no losses. The survivors promptly crumbled under the onslaught of the vengeful High Elves. The Archers performed admirably once again, hitting with all of their attacks and cutting down three of the Tomb Guard. Four High Elves died to hold off the Guardians of Eternity, but they vehemently held their ground. Temekador's attacks glanced from the Necrosphinx's stone head, but Ingraudan smashed another chariot to pieces. The Destroyer of Souls struck back, finally connecting with its Decapitating Strike. The game's spectators all held their breath – if Robin rolled a 6, the Dragon would be slain outright. Sadly for Robin, this was not to be, but Ingraudan was still wounded by the attack. Adam had won the combat by a single point, but it wasn't

TEMAKADOR'S TRIUMPH

After many rounds of deadlocked combat it seemed that, by Turn 6, Prince Temakador finally had the measure of the ancient Necrosphinx. Standing high in his saddle's stirrups, he plunged his blade deep beneath the statue's armoured ribcage, throwing all the strength he could muster behind the blow. The mortally wounded Necrosphinx collapsed in a crumbling heap, the magical enchantments that animated it finally undone. Ingraudan bit the last of the Skeleton Chariots in half with a snap of its mighty jaws to complete the hard fought victory. Adam whooped in unrestrained delight as he saw his nemesis defeated at last. Sadly for Adam, even though his general was now free from the prolonged combat, it was too late in the game for him to make any further impact.



enough to take the last wound from the Necrosphinx, as it was an Animated Construct so reduced the deficit by one.

Robin was determined to maintain control of the game, charging the Blades of Setep into the Ellyrian Reavers, who fled to safety. The remaining Warsphinx hurtled into combat with the Eagles Claw in its way, and the Sepulchral Stalkers moved to finish off the White Spears.

In a repeat of last turn, Adam rolled another huge total to dispel *Ptra's Incantation of Righteous Smiting* before Robin once again failed to cast *Khsar's Incantation of the Desert Wind*. Nothing if not consistent, the Vulture Legion shot two of Adam's Spearmen for the third turn in a row. The Sepulchral Stalkers did better, rolling 16 hits with their Transmogrifying Gaze and killing three of the White Spears.

In a moment that would have gone down in history, the Bolt Thrower crew hit and wounded the Warsphinx twice. A stunned Robin now needed to pass one of its 5+ saves to keep it alive. But to Adam's despair, Robin promptly passed both saves before ignominiously squishing the crew!

The High Elf Archers lost two of their number to the Tomb Guard, but still refused to give ground. Temakador's blade rang off the Destroyer of Souls in what was

becoming something of a formality, but Ingraudan had more success, wrecking another chariot before being wounded once more by the ferocious Necrosphinx.

With his Ellyrian Reavers fleeing the board at the start of Turn 6, Adam threw his last few Spearmen at the Vulture Legion in a desperate gambit to strike down Robin's Hierophant. He loosed a final volley of bolts at Djaf's Fury, unsurprised to see the Warsphinx emerge unscathed. The White Spears died bravely in their ambitious attempt to kill the Liche High Priest, but they did succeed in wounding him. The resolve of Adam's Archers finally failed, and they were driven from the hilltop by the Tomb Guard and mercilessly cut down.

To recover some models and close on the High Elf Prince, Robin cast both the *Incantation of Desert Wind* and *Righteous Smiting*, the latter cast with a double-6. The Hierophant's miscast caused a wound.

The arrows of the Vulture Legion wounded Ingraudan, but the Dragon's scales protected it from harm. The Sepulchral Stalkers gazed at Temakador, but one caught its reflection in his glistening armour, taking D3 wounds and turning itself to sand. Both High Elf and Dragon shrugged off the effects, and with that final defiant act, the game was over.

ETERNAL GUARDIANS

Adam's Turn 6 saw the victory of the Tomb Guard over the High Elf Archers in what turned out to be a surprisingly difficult combat for them to win. Striking first and with re-rolls to hit, Adam was able to maintain a steady quota of wounds on Robin's troops. But ultimately, it was the Toughness and armour save of the Tomb Guard that enabled them to simply outlast the High Elves.



TOMB KING VICTORY!



Robin: The legions of King Setep stand triumphant and it appears that the curse of my White Dwarf battle report success has finally been lifted (*Readers may recall that Robin hasn't won a battle report since dinosaurs roamed the world – Ed*). However, it was a hard fought victory and Adam battled every step of the way.

The Battle for the Pass scenario proved really challenging, and I found it difficult to bring my numerical superiority to bear. Adam played a brilliant game, channelling my units into bottlenecks, intercepting my elite units and generally showing off his tactical acumen. However, the dice gods of Nehekhara were smiling upon me (or had they cursed Adam?) and there were some critical rolls that really didn't go Adam's way, otherwise the result could have been very different. The most notable occurrence was when both High Elf Mages were poisoned after supping from the Wyrding Well. This spate of bad fortune continued the following turn when Adam's surviving Mage suffered a fatal miscast.

However, to say that the dice all fell my way isn't quite the truth, as Adam also had some fantastic dice rolls. The Riders of Qu'aph were devastating and if it hadn't been for Korhil, they would have swept through the High Elf flank as per the plan.

As it was, Korhil's heroics held up my entire advance and bought vital time for Adam to redress his ranks.

I think my biggest mistakes were made in the Magic phases. I was too worried that a miscast could slay my Hierophant and cost me the game. I should have thrown more dice at the spells I was attempting. When I failed to cast *Khsar's Incantation of the Desert Wind* in Turn 1, it left my whole battleline in a mess, with units that I was expecting to be moving again now blocking each other, preventing subsequent charges, movement and shooting. This was exacerbated in the narrow confines of the scenario and it left my Skeleton Chariots in a vulnerable position. Adam took full advantage and charged them with his Dragon, thus ending my dreams of running all over his infantry lines. If it hadn't been for the performance of my Master of Chariots, I'm sure the Dragon would have torn through the unit. As it was, Ingraudan and Temakador were held up long enough for the Necrosphinx to enter the fray and they were lucky to escape the monster's claws alive, if not unscathed.

It was a great game and Adam's already talking about a rematch. Let Temakador try again if they wish; they will find the Legions of King Setep waiting for them.



MONSTER OF THE MATCH:

THE WRATH OF PTR

The Vengeance of Ptr shrugged off a huge amount of damage as it stomped and crushed its way through the Phoenix Guard. By all laws – probability and statistics – it should have fallen to bow fire and halberds long before it did, but it continued to smash through Adam's lines right up to the moment of its demise.

After losing the first combat by such a margin, I feared the Phoenix Guard might end up destroying my Warsphinx. I lost count of how many times Adam's Phoenix Guard struck it without success. In the end, the Thundercrush attack proved too much, even for 4+ ward save to handle.

Adam: I wish I had one great excuse which fully justifies my abject failure in this game. I'd like to blame bad dice, but that's the provenance of poor losers. So that leaves my tactics, army choice or Robin's overwhelming acumen. The truth lies somewhere between those, I suspect.

My army choice was solid, good in fact. The Phoenix Guard held down the Khemrian Warsphinx for a few turns, and probably should have killed it. The same could be said of Temakador and his Dragon – they were more than a match for the chariots and Necrosphinx that they found themselves battling – the shame was that the fight went on several turns longer than it needed to. If I had managed to bring down that blighterous statue earlier, my most powerful model would have been free to hunt down and gobble up Robin's Hierophant and watch his army crumble.

So, if I believe my force was good, where did I go wrong? Application, basically. In a couple of key instances I applied attacks to the wrong targets: the Lion Chariot could easily have killed the Tomb Prince if I had only remembered he had 3 Wounds on his profile; I persisted in attacking the Necrosphinx for several turns when Temakador and his Dragon should have butchered the chariots and won the battle on combat resolution alone. Sadly, when the Prince killed the Master of Chariots (for the second time), Ingraudan's attacks were wasted for that round of combat, so no glorious overkill and a thorough hurdle for my force.

If any one dice roll cost me the game, it was supping from the Wyrding Well. I lost the use of both Mages for a turn because of that, and one was slain outright in the following combat. If I had cast the spells that I had planned (*Shield of Saphery*, for a 5+ ward save, and *Okkam's Mindrazor*), I could easily have slaughtered any unit that had come near the White Spears. Alas, I rolled a 1 for the Wyrding Well, and my fate was sealed. What made it all the worse was that my Spearmen had only taken three casualties the turn before after some inspired rolling for my Ironcurse Icon, so drinking from the Well was unnecessary.

My one concession to swapping my army list about is the addition of a battle standard. I normally can't abide including them... my regiments should be brave enough without them. But I failed so many Leadership tests, even I have to admit it would have made a difference, especially since my Mages between them only managed to cast a single spell. That's the only change I think I would have to make. I could include some Sword Masters (except I wouldn't want to drop anything) and there's an argument for some Dragon Princes (who would have made short work of the Necropolis Knights, I think) but it's all pie in the sky really, isn't it?

Next time? Next time I won't be so darned unlucky. I won't take unnecessary risks with the Wyrding well and I will go hell-for-leather after Robin's Hierophant. No mercy next time Mr. Cruddace, you have roused the ire of the Asur...

Ducking another deadly blow from the terrible war-statue that would have easily cut him in two, Temakador saw the opportunity that had eluded him in the desperate combat so far. A stray bolt from an Eagle Claw had chipped off a small armoured plate from the statue's chest, but until now, he had been unable to get a clear strike at the exposed area beneath. He plunged his glittering sword into the Necrosphinx with all his strength, the razor-sharp tip sliding all the way in to the hilt. In less than a heartbeat, the statue imploded in a crumbling heap of marble, gold and gems, the fell enchantments that bound the construct together unravelled by the fatal blow. Now free to turn his attention back to the ongoing battle, Temakador turned in the saddle to review the situation. But the battle was already lost. Dead and dying Elves were strewn from one side of the valley to the other, and the Skeletons were mercilessly butchering those that had not already fled for their lives. Knowing full well that he was in no position to avenge his fallen brethren, he took to the air and retreated, his heart heavy with sorrow.

MODELS OF THE MATCH:

SHADOW WARRIORS

Man, I love Shadow Warriors. So thematic of them to leap out of the woods and take out the Screaming Skull Catapult. The Hierophant was next on their hitlist until he scampered off. Coward.

Shadow Warriors ambushing a Screaming Skull Catapult and chopping up its crew – that's the stuff that Scouts should be doing every game. I love the Shadow Warriors, so it was glorious to see them doing what they do best – sneaking around and killing stuff. Not one of them succumbed to the Venom Thicket. These guys spend their entire lives hunting in the wild and have seen it all before.



STANDARD BEARER



This month Jervis gets all sentimental about Radio 4, classic Citadel miniatures and getting stranded on a desert island. He may have been at the warpstone snuff again.



The Chaos Warrior in Bone Armour was sculpted by Jes.

I'm not ashamed to admit that I'm addicted to BBC Radio 4. I wake up in the morning to the Radio 4 morning news programme, listen to Radio 4 when I travel in my car, and even listen to Radio 4 podcasts as I walk in to work. I know that, sadly, some of you won't have heard of the channel. You all have my sympathy, you really do...

I raise the subject not because I want to make you listen to Radio 4, but because one of its shows was the inspiration for this month's Standard Bearer. The show in question is called Desert Island Discs. The programme has been running since 1942, and the format is simple: a guest is invited to choose the eight records, a luxury, and the book they would want to have with them if they were marooned on a desert island. What makes the show great is that each of the items chosen usually relates to a period in the subject's life, so in the process of finding out what they like, you also find out more about them too.

Loving the show as I do, it occurred to me that it would be interesting to write a Standard Bearer where I pick out eight Citadel miniatures from different periods of the hobby, and talk a bit about the miniatures and how they influenced me at the time they came out. Because of this you shouldn't really look on the list as my 'Top 8 Miniatures of All Time' – there are people better qualified to make such a list than me, and indeed the Citadel Hall of Fame is just such a collection. Instead they are miniatures that I think are important because of what was happening at the time they were released and that mean something personal to me. I've limited my choices to models that are still available on the website, as it's more about the legacy of the miniatures and the memories they evoke than the specific miniatures.

Anyway, with these caveats and explanations out of the way, here are the eight Citadel miniatures, plus the luxury and book, that I would take with me if I were cast away on a desert island...



A Space Marine Tactical Squad, the modern descendant of the classic RTB01 plastic kit.

Chaos Warrior with Bone Armour

When I think of the early days of Games Workshop, the first things that comes to my mind are the Chaos Warriors we made. It was these miniatures, more than anything else, that helped to define the look and feel of the Citadel range back in those early days. Nobody else did anything quite like them, and they instantly established Citadel as an innovative new 'player' on the miniatures design scene. The Chaos Warrior I've chosen was sculpted by Jes Goodwin and has been in the Citadel range for just over two decades. I think you'll agree that it still stands up as a superb Citadel miniature and a beautiful addition to any Warriors of Chaos army.

At the time these miniatures came out, I was already working for Games Workshop, in our telesales department, phoning toyshops in the UK and taking orders for our games and miniatures. But I was a hobbyist too, of course, and I can still remember how exciting it was to get my hands on those early Citadel miniatures. If only there was a game to go with them I thought... and not too much later, the very first edition of Warhammer came out! At the time I never imagined I'd get to design games myself, but Bryan Ansell (who ran the business back then) must have seen something in me, because he asked me if I'd like to work in the Studio. Before I knew it, I was brushing shoulders with the same people that made the miniatures I loved. It was a dream come true.

Space Marine Tactical Squad

Not long after I'd joined the Studio, we released the first version of Warhammer 40,000, and a little bit after that we released the legendary RTB01 set of plastic Space Marines. Each of the miniatures in RTB01 was a little plastic kit that could be put together in an almost-endless variety of ways, allowing a hobbyist to make every squad in his army individual. The Space Marine Tactical Squad I've taken as my second choice is a direct descendant of that ground-breaking set of miniatures, which pretty much set the template for the way that Citadel has made plastic kits ever since. I must admit that there are times when, fingers super-glued to a variety of small plastic bits and pieces, I think back nostalgically to the one-piece metal miniatures of my youth. But then I look at the completed plastic units in my collection, each unique and different and *mine*, and I say a little thank you for RTB01, which started it all.

And start things it really did. Working in the Studio in those early days, when Games Workshop was a tiny company less than a twentieth of its current size, we really had no idea that we were in at the

start of something rather special. We just made stuff that we thought was cool and fun, and hoped that others liked the things we made as much as we did. Fortunately they – or rather, people just like you – did. As a wise man once said, 'if it ain't broke, don't fix it', so we have stuck to this simple formula to this day.

Goblin Regiment

My third choice is another descendent of a ground breaking plastic miniatures set. In this case it is our latest Goblin Regiment, who are the descendents of the Goblin Spearmen that were included in the 4th edition of Warhammer. I've always had a soft spot for Goblins, and include them in my Orc & Goblin armies whenever I can. In fact some of my most enjoyable games have been when I've commanded an all-Goblin army.

That said, and lovely as the Goblin Spearmen are, their inclusion in this list is less to do with the quality of their sculpting, and more to do with the game that they were part of. That game was, as already mentioned, the fourth edition of Warhammer, which was the first boxed version of the game. Without it the hobby as we know it today simply would not exist. What made fourth edition Warhammer so different was that everything you needed to start playing was included in the box. As well as the rules and game background, it included to starting forces, with enough models to allow players to fight a small starting battle. Nowadays we're very used to this idea, but back in 1992 there had never been anything like it before. Up until then players had had to buy all of the things they needed to get started separately, which made first getting into the hobby quite difficult. Fourth edition Warhammer changed all of that, and led to an explosion in the popularity of the hobby.

Although, with hindsight, making boxed versions of our games was an obvious thing to do, at the time it all felt rather risky. After all, Games Workshop was still a small (though rapidly growing) business, and putting so many plastic models in one box along with a rulebook and all of the other things needed to play stretched our resources to the limit. Fortunately a combination of evangelical zeal and wide-eye optimism overcame these obstacles, with the result that the fourth edition of Warhammer went from being a crazy dream to a reality. I'm happy to say that evangelical zeal and wide-eyed optimism are just as prevalent in the Studio today – how else can you explain my editor's recurring belief that next time I really will deliver Standard Bearer on time... (Blind faith, perhaps? – Ed)



Blood Bowl Star Player Morg 'N Thorg

But I digress. My fourth choice is the Blood Bowl star player Morg 'N Thorg sculpted for the 3rd edition of Blood Bowl. I love this miniature, and it was one of my favourite releases for the game when it came out in 1994. To my mind it captures what Blood Bowl is all about, combining bloodthirsty menace with a dark sense of humour that nicely parodies modern sports culture.

However, my main reason for including a Blood Bowl miniature in my list is that Blood Bowl was also something of a watershed for me as a games designer. I tend to think of it as the time that I moved from being an apprentice learning my craft, to a fully fledged designer who had (indeed, has) his own unique approach and design philosophy. That said, I was extremely fortunate to be working with a great group of people, who helped and inspired me at the time. The result was a game that is arguably one of the best things I've ever designed, and something of which I'm immensely proud.

In the years since then I've taken the lessons I learned when working on Blood Bowl (like 'murdering your darlings' as I discussed last month), and applied them to the other projects. Blood Bowl, however, will always have a special place in my heart, and is the Games Workshop game that I think shows more of my own personal approach to gaming and game design than any other I've worked on. This being the case, I hope it's not too forward to say that, if you've not played Bowl Bowl, I recommend visiting the Specialist Games section of our website and checking it out!

Unfortunately Jervis has waffled on about his favorite Citadel miniatures for so long that we can't fit the entire article into one issue of White Dwarf. Rejoin us in next month's Standard Bearer to find out about Jervis' remaining four choices, and also the luxury item and the book he will be taking to the island if – or should that be when? – he gets stranded.

A regiment of all-singing, all-dancing and all-round backstabbing Goblins.



Morg 'N Thorg is one of Jervis' favourite Blood Bowl miniatures.

Write to Jervis at:

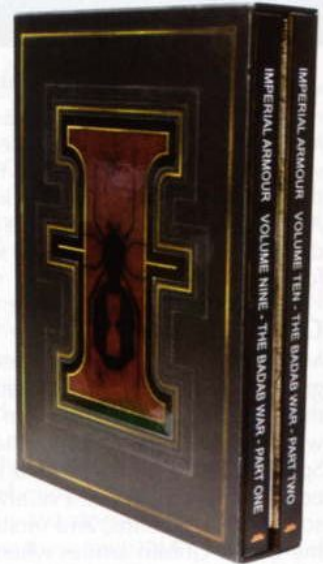
**Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom**

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'EAVY METAL TOMB KINGS

The 'Eavy Metal painters have recently been getting stuck in to the beautiful new Tomb Kings miniatures, and the results are nothing short of spectacular. Simon Grant talked to Joe Tomaszewski, who now reveals all.

In order to portray the majestic grandeur of their long-lost heritage, the 'Eavy Metal team chose to paint the Tomb Kings in bold and vibrant colours. They sought to highlight the army's paradoxical nature of regal splendour and withering decline with a combined palette of muted reds, neutral blues, and burnished golds. Joe stressed that the Tomb Kings are not old and dirty in the same way as the Vampire Counts, but ancient and resplendent, their bones sun-bleached and weapons tarnished with age.

HIGH QUEEN KHALIDA

As a special character and one of the leaders of the Tomb Kings army, Khalida received lots of extra painting details, as befits a centrepiece model of her status. Her tattered cloak has been lavishly highlighted, and contrasts superbly with her more neutral tones. This has been further complemented by the pale turquoise effect on her staff.

Anja Wettergren actually painted this miniature for the Tomb Kings showcase in the 8th edition Warhammer rulebook. The 'Eavy Metal army has since been painted with the same colour scheme, so Anja obviously chose her palette well.



TOMB KING

The dynamic pose of this Tomb King really draws the eye to his enormous blade, and as such, it has received special attention. The weapon has been painted to look aged and burnished, not corroded – this is the blade of a King that was expecting to live on for eternity. Similarly, his shield is bedecked with gems and has been polished to a mirror shine by his tireless servants.



TOMB GUARD WITH HALBERD

Joe painted this Tomb Guard in a particularly striking colour scheme. The haft of the halberd has been given an extravagant freehand marble effect.



TOMB CAPTAIN

As the unit champion of the Tomb Guard, this model has been embellished with an ornate golden face plate.



TOMB GUARD

Alan and Michael Perry's ancient Greek weapon collection came in useful here. This model's verdigris armour was painted using a 3000-year old sword as reference!



SKELETON HORSEMAN

Joe painted this model to demonstrate how Neil Hodgson's Tomb Kings iconography can be replicated on the miniatures themselves. He used the vibrant red on the shield as a nice contrast to the large areas of bone. The model's shield wasn't symmetrical, so Joe balanced out the freehand design with a white trimming on its border.



SKELETON WARRIOR

This Skeleton was painted as another example of the practical application of the iconography. Anja Wettergren wanted to show that even though the shield designs may differ from model to model, a uniform look can still be achieved with some careful positioning of the design on the shield.



SKELETON ARCHER

The bones of this Skeleton Archer have been painted with a slightly bluish tinge. This subtle shade contrasts nicely with the deep crimson of the bow, which has also been elaborately adorned with hieroglyphics down its length. The addition of such extravagant detail can work well to denote a Master of Arrows, the champion of a Skeleton Archer regiment.



SKELETON WARRIOR

An experimental model painted by Neil Green, this Skeleton stands on a base that was built up using papier mache to look like realistic desert sand. He also applied verdigris to the sword and shield.



SKELETON WARRIOR

In a similar manner to the model above-right, this Skeleton has been painted with a greyish texture. This demonstrated that bone can be painted in different shades and still look fantastic. The hieroglyphs on the shield have been added to complement its shape and design.



TOMB KING ON SKELETON CHARIOT

As the Tomb King's armour covers the majority of the lighter bone colour underneath, the brightness of the skeletal steeds helps to balance out the chariot's deeper shades. The abundance of gold on the model denotes the Tomb King's power and wealth in death as in life.



CARRION

The fleshy sinews of the Carrion's rotting wings have been highlighted to a more pallid tone to contrast with the model's black feathers.



NECROPOLIS KNIGHT

As guardians of the Nehekharan Mortuary Cult temples, the Necroserpents are synonymous with death. It seemed suitably fitting to the 'Eavy Metal team to paint them as obsidian to represent the grim nature of this role. The Mortuary Cult spared no expense, so the model features an abundance of gold detailing.



USHABTI

To suggest that the Ushabti are constructed from different materials, this model's body has been painted as obsidian, but with a real skull.



TOMB SCORPION

This deadly construct has been painted almost entirely in black, as if obsidian. The spot colour of tarnished gold adds a different tone to the model. The detail picked out on the edge of the Tomb Scorpion's carapace helps to bring definition to its body and break up the predominant colour.



USHABTI

This Ushabti's body has been painted with a neutral grey tone to give the impression that it was once a statue carved entirely from stone before being given magical life.



SEPULCHRAL STALKER

In order to match the colour scheme used for the rest of the Tomb Kings army, this Sepulchral Stalker has been painted with a similar palette to the Necropolis Knight. This is particularly evident in the gold lining that has been picked out on the crimson armour plates and the onyx stone skin. The Sepulchral Stalker's elaborate mask has been lavishly detailed with gems, gold and polished glass.



BANNERS AND SHIELDS

The legions of the Tomb Kings carry shields and banners displaying the dynastic colours and symbols of their Undead monarchs and ancient gods.



SETTRA THE IMPERISHABLE

The supreme lord of Nehekhara has been beautifully painted and looks suitably imperious and majestic atop his Chariot of the Gods. As the centrepiece of the army, Joe gave every detail his utmost attention – even the tiny scarabs clinging to the model's cloak are highlighted immaculately. He opted for a slightly warmer tone to Settra's parched skin to further make him stand out from the rest of the army.

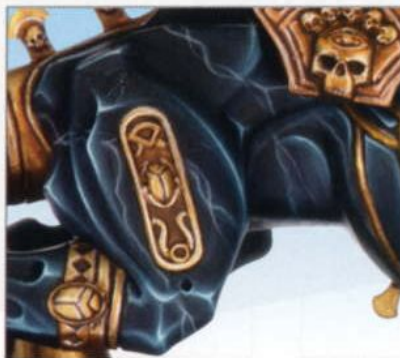
Joe took every opportunity to fully emphasise Settra's regal splendour, with the length of his weapon's haft picked out in marble and and hieroglyphs painstakingly applied to his banner. He used the Citadel Warhammer Basing Kit to provide detail to the model's large base.





TOMB KING

This Tomb King can be used to displace the Tomb Guard howdah crew of a Khemrian Warsphinx. A Tomb King commanding such a mighty beast would certainly be powerful indeed, and Anja painted him accordingly, with jewels and plenty of gold detail. His weapon looks aged, but still utterly deadly.



KHEMRIAN WARSPHINX

The reverence and vast expense that would have gone into the construction of such a colossal statue has been superbly represented by Anja's exquisite painting on this model. The rich gold colour that Anja used on the model contrasts beautifully with the darkness of its marble skin. The obsidian featured on the other animated constructs in the army has been replaced by a dark marble, utilising a similar palette, but with a greater emphasis on its material value. The exception to this is evident on the Warsphinx's teeth and claws, which uses a pale, creamy marble to break up the dark colour and represent stylised ivory.

Scarabs and scorpions have been added to the model's large base to provide some detail and make the Nehekharan feel of the model even more prevalent. The Tomb Guard howdah crew were painted separately but were not glued permanently in place on completion, as the model can be used as depicted above, or as a monstrous mount for a Tomb Prince or even a Tomb King (see left).



NECROSPHINX

Feared even more than the Khemrian Warsphinxes in Nehekhara culture, but similarly grand in aspect, this model has also received some exceptional paint work. Joe spent over three days just on the marble detail to make sure that it was flawless, opting for a different hue to Anja's Warsphinx to demonstrate different shades of Khemrian marble. He spent a further two days on the gems and polished glass, but when asked how long it took him to paint the gold, he just shuddered and his eyes glazed over – it evidently took some time!

An interesting detail that Joe has picked out on the Necrosphinx is the lethal green toxin in the glass venom sack near its barbed tail stinger. He chose a baleful green colour, and wanted to harness the image of it being able to empty its fatal payload into an enemy, painting it as though it were a glass vial filled with deadly toxins. Joe painted both of the heads, keeping them detached during the building process so that they would be easily interchangeable when the model was finished.





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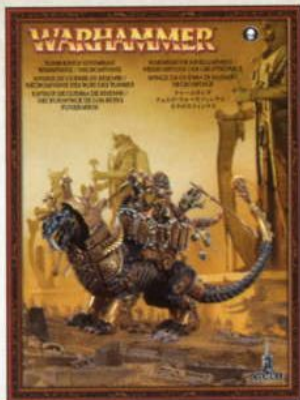
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With a uniformity that is disturbing and fearsome in equal measure, the massed ranks of Skeletons tirelessly advance in unison. Many carry bows, loosing clouds of enchanted arrows with unerring accuracy, whilst Skeleton Warriors cut down their foe with sword and spear. Even as they are felled in battle, the Skeletons rise to their feet to continue the merciless slaughter.



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In an ancient time long before the rise of Sigmar and the founding of the Empire, Nehekbara was the first true kingdom of Men. Then came Nagash, the supreme lord of the Undead, and in vengeance for a society that spurned his brilliance, he brought the entire civilisation to its knees.

Over the long years since the cataclysm that befell their kingdom, the Tomb Kings of Nehekbara have ruled in death what they once possessed in life, with legions of Skeletons theirs to command for all eternity. Their numberless ranks are bolstered by the arcane sorcery of the Liche Priests, who animate the giant statues that once guarded the temples and palaces of their ruined civilisation. In tireless, unrelenting hordes, the Tomb Kings bring death to all.

The Tomb Kings have a large range of multi-part plastic kits with plenty of options. We've displayed a selection here, but check out the website for the full range, including miniatures that are exclusively available to order.

games-workshop.com

WARHAMMER

ARMY WORKSHOP

THE RISE OF THE CRIMSON KING



Duncan Rhodes has been hard at work this month, inspired by a small piece of background text to recreate the army of Imrathepis, the Crimson King of Numas. We set out to discover how he went about producing the army.

Inspiration to start a new army can come from any source. Some people start a new army because they like the miniatures, others because they like the feel of how they play in the game, whilst others still are drawn to the background and stories that surrounds the force. When we asked Duncan to show us how to paint a great-looking Tomb Kings army he turned to the stories within the new army book for inspiration, finding it nestled on the Warsphinx page in a box out entitled 'the Crimson King.'

'The thing I've always liked about the Tomb Kings is the juxtaposition between their martial discipline and the incontrovertible fact that they're dead,' says Duncan when we asked what appeals to him about the army. 'I like the imagery of big, ordered regiments marching in step, massed ranks of archers raising their bows and loosing arrows in unison. It's all very epic, reminiscent of the clash of armies in ancient history and movies such as *Troy*.'

After hearing this, it's easy to see why the tale of the Crimson King caught

Duncan's imagination with its clash of armies, the arrogance of kings, the sacking of cities and, perhaps most importantly of all, its red-flanked Warsphinxes. 'I knew as soon as I read the story that I wanted to capture its flavour in my army, so took cues for the composition and colour scheme from that,' Duncan explains. 'It's designed to be the personal army of the Crimson King himself, Imrathepis, or his dynastic heir, Rakaph III, made up of the loyal bodyguards and citizen-soldiers of the city of Numas. The crimson colour scheme really emphasises this role, as red is a royal, aggressive and regal colour so fits in with the personality of the King.'

With the broad concept for his army in place, Duncan started to consider what he wanted to include. 'I wanted to capture the martial discipline that I mentioned earlier and decided several large units of Skeletons would give me those serried, uniform ranks.'

With a plan in mind, he grabbed a battalion and a handful of box sets and set to work.

INSPIRATION

Whether from a short story or an epic series of novels, from a single timeline entry to an infamous battle known to all, the background of our books is fertile ground for inspiring your armies. By basing the force that you collect on a piece of background, the army will come with a fully formed story of its own. You can collect the army to match the piece, naming your characters and units after famous heroes or deeds, and elements of the story might inform other things such as colour schemes and army composition.

THE CRIMSON KING

Imrathepis, the Crimson King of Numas, was an aggressive and brilliant general. His stalwart legions were easily recognised by their blood-red banners and shields, and Imrathepis himself rode to war atop a magnificent Khemrian Warsphinx whose flanks were deep scarlet. In his mortal lifetime, King Imrathepis fought beside Alcadizaar the Conqueror, and he was one of the great ruler's chief lieutenants. The Crimson King was present during many pivotal battles, including the of subjugation of Ka-Sabar, the pacification of the Black Boar Orc tribes and the sacking of cursed Lahmia, where Imrathepis bested several Vampires in personal combat.

In undeath, King Imrathepis' thirst for battle was no longer tempered by the wisdom of Alcadizaar. Upon awakening from his sacred sarcophagus, the Crimson King immediately set about reclaiming the lands he had conquered in centuries past. Imrathepis and his legions swept north through the Badlands like a hurricane of blood. From atop the armoured platform of his Khemrian Warsphinx, the Crimson King slew scores of greenskin savages. Imrathepis would lead every charge from the front, driving his curved, golden-edged blade deep into the flesh of his enemies as his Khemrian Warsphinx, dripping with the blood of the slaughtered, waded through the hordes of Orcs and pulped their bodies underfoot. The impetuous king then drove his Undead legions eastwards into the Mountains of Mourn, forging through the wind-swept passes in search of more foes to vanquish.

King Imrathepis' arrogance was to be his undoing, and he was finally defeated by the Ogres of the Thunderhoof Tribe. Imrathepis mistakenly believed the Ogres to be nothing more than simple brutes. The Crimson King was therefore completely unprepared when the Ogres ambushed the Undead by unleashing a herd of stampeding Rhinoceroses within the narrow confines of Daggertooth Valley. The skeletal warriors of the Crimson King's legions were crushed to powdered bone by the great cave beasts, and only Imrathepis, standing atop his carmine Warsphinx, survived. Though his mount had been buffeted and its stone body was cracked, the great Khemrian Warsphinx did not yield. Alas, Imrathepis was now alone and surrounded by the entire Ogre tribe. Howling a curse, the Crimson King and his battered mount drove on regardless, smiting a score of Ogres before finally succumbing to the hammer-blows of the tribe's Ironguts. After the battle, the Ogre's Tyrant, Folgut the Corpulent, snapped the Tomb King's leg off and fashioned it into a toothpick before returning to his mountain lair.

However, the royal line of King Imrathepis did not end there, and Prince Rakaph III, dynastic heir to the Crimson King, set off from Numas a mere decade later to enact his father's revenge. Rakaph III led not one, but a dozen Khemrian Warsphinxes into the Mountains of Mourn to destroy the Thunderhoof Ogres. The hulking leonine statues trekked to the summit of Cragg Rock, which overlooked the Ogres lair, before battering their stone limbs into the mountainside, causing a titanic avalanche that buried the entire Thunderhoof Tribe beneath several thousand tons of rock and ice.

PAINTING TOMB KINGS

When building an army, Duncan likes to assemble the majority of the models first so that he can set about painting them as part of a production line. Sometimes he assembles the whole army at once, but for his Tomb Kings he only assembled the infantry to start with.

Duncan assembled each of his units in the same way, to ensure that the regiment ranked up when deployed on the battlefield. After deciding the size and composition of a unit, he assembled an appropriately sized movement tray and laid out all of the bases for the unit. Duncan then clipped and cleaned components for the unit and laid them out in front of him. He then assembled the unit as normal, but directly on to the movement tray. This meant that each of the warriors worked well with the adjacent models as well as looking good as part of a unit. Once all of the models were ranked up, he quickly painted a number on the bottom of each model to denote its position in the unit, allowing him to rank them up quickly again in the future.

Duncan painted the army one unit to completion at a time, painting a single stage on every model before moving on to the next. As you can see, by using a combination of a light Foundation paint and a dark wash, definition can be effectively added to the Skeleton. A quick highlight really makes the bones stand out.

Although Duncan employed a simple colour scheme for the models, he took a bit more time with the shields to make each warrior seem like an individual with distinctive markings. 'In fact, it took me longer to paint the shields than it did the unit!' Duncan points out.



Duncan assembled each unit in situ on the movement tray, ensuring that all the models ranked up when arrange for battle.



Duncan painted all of the shields for his units before he removed them from the frame. He sprayed one frame black, one bone and one red for speed.

Painting Skeleton Warriors

1



The whole model is sprayed Dheneb Stone. The metal is then picked out with Tin Bitz and the red in Mechrte Red.

2



The metal areas are highlighted with a 1:1 mix of Tin Bitz and Mithril Silver.

3



The whole model is washed generously with Devlan Mud to shade all the recesses between the bones and ribcage, and age the metal.

4



The bones are highlighted with a 1:1 mix of Dheneb Stone and Skull White. The metal is highlighted with Mithril Silver, and the red with a 1:1 mix of Mechrte Red and Blood Red.



The Tomb Kings army book is filled with iconography, shield designs and hieroglyphics that Duncan used as reference for his models. He picked a common motif to unite each unit – scorpions for the Skeleton Warriors, for example, and snakes for the Archers.





Although all of the shields are different, the recurring motifs tie them together as part of the unit.



The finished unit of Skeleton Archers, their bows all raised to fire in unison.





TOMB GUARD

'I've always liked the Tomb Guard and they've been the mainstay of all my Tomb King armies in the past. The army of the Crimson King was going to be no exception,' says Duncan, who has included a unit of 20 in his army to act as the bodyguard for his Tomb King when he uses him on foot. 'With the combination of their solid shield wall, death masks and bandages, they're a really distinctive unit on the battlefield.'

As with the rest of his infantry, Duncan assembled the whole unit at once, but as he'd never built these new models before he took his time to work out how to put them together. He used regimental bases for a couple of the ranks, for no reason other than to make them quick and easy to deploy during a game.

Duncan painted the Tomb Guard in the same way as his Skeleton Warriors, with one exception. He applied a final edge highlight to the red of Kommando Khaki, adding to the crimson appearance of the unit and making it seem more vibrant, befitting this elite unit. The metal of the armour and blades matched the rest of the army.



Duncan assembled some of his Tomb Guard regimental bases to make it easier to rank them up and to remove casualties in battle. Note the more vibrant crimson red colour.



TOMB KING

In smaller games, Duncan plans to use the Tomb King on foot as a Tomb Prince, representing the heir, Rakaph III. In larger games, he'll mount him on the Warsphinx and use him as the Crimson King himself. To enable him to do this, Duncan drilled a hole in the foot of the Tomb King and inserted a pin (a section of paper clip will be fine for this). He then drilled a corresponding hole in both the base and the howdah, so he could slot him into either.



KHEMRIAN WARSPHINX

One of the distinctive features of the Crimson King, as described in the story in the army book, is the scarlet colour of his Khemrian Warsphinx's flanks. Duncan wanted to paint his Warsphinx to match, and tried a couple of different methods before he found the one he liked (see below). 'I started by just painting the ribs red, as the story mentions its red flanks, but got carried away and painted all of the stone red! I think it looks better this way,' explains Duncan. The bright red of the stone is contrasted well with the dull bronze colour of the metal, which he painted in the same way as described earlier.

Painting Stone



Scab Red is painted on the raised areas of the stone.



Two heavy coats of Baal Red are washed over the whole area.



A 1:1 mix of Mechrite Red and Blood Red is used to highlight the red and to sharpen the lines.



A fine highlight of Blazing Orange is then applied.



SKELETON CHARIOTS

'Skeleton Chariots make a Tomb Kings army for me,' says Duncan. 'Not only do units of them look great, but they're good in the game too.' Duncan assembled and painted the models as three separate parts: the skeletal horses attached to the base, the chariot, and the crew. This was principally

for ease of painting the model. 'If you stick it all together at once, it can make painting the underside of the chariot quite tricky,' says Duncan. 'It also means that you can paint the messy bits – the steeds and crew – without getting paint all over the chariot itself.'



THE THUNDERHOOF TRIBE

Duncan wasn't the only hobbyist to be inspired by the tale of the Crimson King, as Chris Peach also picked up his paintbrush and got involved. In the story, the Crimson King's undoing were the Ogres of the Thunderhoof tribe led by the Tyrant Folgut the Corpulent. Chris thought it'd be fun to paint an army from this tribe to lead to battle against Duncan. When assembling the army, he scrounged some of Duncan's spare Tomb King bitz to add to their bases and armour. He painted them a pinkish colour, as he imagined them with sunburnt skin.





SKELETON HORSEMEN

As well as the plastic kits, Duncan also picked up a pair of metal Liche Priests – one on foot to act as his Hierophant, the other on horseback to ride around and provide magical support. Duncan assembled a unit of Skeleton Horsemen to act as the bodyguard for the mounted Liche Priest and protect him from harm.

'Unlike the chariots, I painted both rider and horse together as fundamentally they are painted the same way,' he says. Note the common motif Duncan has used on the shield: the far-seeing eye.



The Master of Horses has been marked out with a blade rather than a spear, and his shield has been adorned with three hieroglyphs.



Duncan painted both the riders and the skeletal horses in the same way, with the techniques he used earlier on his Skeleton Warriors.



Note the distinctive red of the standard top and the shield, as well as the stylised symbol of the eye featured on all the unit's shields.