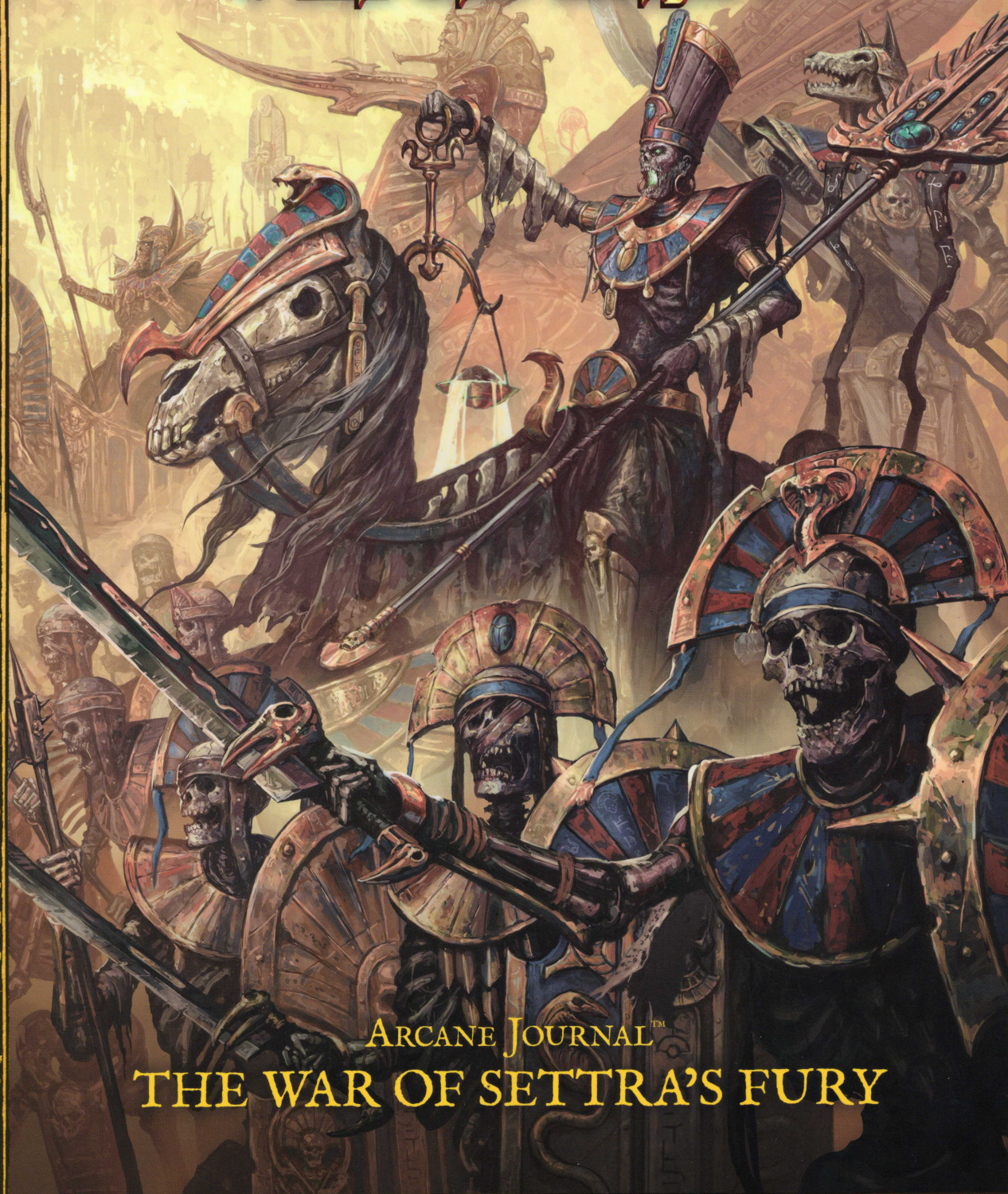


WARHAMMER™

THE OLD WORLD



ARCANE JOURNAL™

THE WAR OF SETTRA'S FURY

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THE WAR OF SETTRA'S FURY



**"ONWARD, MY WARRIORS! BRING ME THE MOUNTAINS,
THAT I MAY SEE THE HEAVENS LAID BEFORE ME!"**

- Settra the Imperishable, Eternal King of Nehekhara

DEATH IN THE BORDER PRINCES

 In the year 2276 of the Imperial calendar, Settra the Imperishable was roused to fury by the audacity of the crusading lords of Bretonnia that dared disrespect his regal majesty. In response to their brazen trespass onto his lands, Settra led his armies on a campaign of vengeance, and death stalked the Old World.

An Implacable Advance

Settra's vanguard, led by Prince Ptolethor the Radiant, landed upon the Black Peninsula and travelled inland. Here, despite the valiance of lords of the Border Princes, the Undead host easily overwhelmed the fortified towns and towering citadels that stood before it. With the ruins of the great castles of Kasos and Thessos behind him, the Prince soon stood before the impregnable walls of the Citadelle Bouelia.

Meanwhile, to the east, the armies of Hierophant Ashurtak advanced through the Dragonback Mountains towards the Dwarfen hold of Barak Varr. In their wake lay the ruins of the Elven tower of Tor Anrok and the carcasses of the multitudinous Orcs and Goblins that had harried their advance through the Badlands. Yet despite these delays, the Liche Priest had fulfilled Settra's wishes and, whilst the legion of Prince Ptolethor approached the Citadelle Bouelia, the monstrous host of the Mortuary Cult laid siege to the Dwarfen hold of Barak Varr.

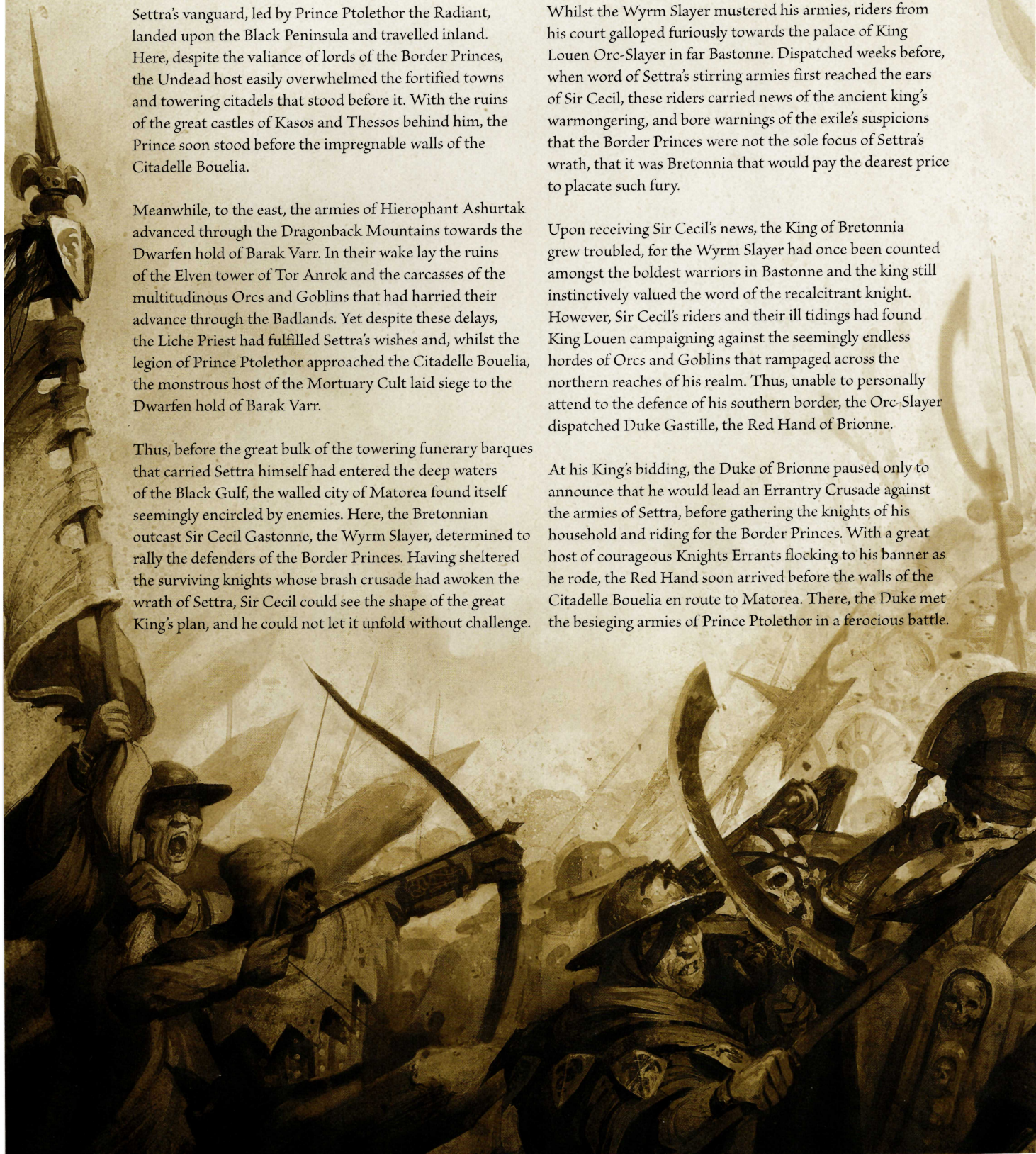
Thus, before the great bulk of the towering funerary barques that carried Settra himself had entered the deep waters of the Black Gulf, the walled city of Matorea found itself seemingly encircled by enemies. Here, the Bretonnian outcast Sir Cecil Gastonne, the Wyrmslayer, determined to rally the defenders of the Border Princes. Having sheltered the surviving knights whose brash crusade had awoken the wrath of Settra, Sir Cecil could see the shape of the great King's plan, and he could not let it unfold without challenge.

The Red Hand Of Brionne


Whilst the Wyrmslayer mustered his armies, riders from his court galloped furiously towards the palace of King Louen Orc-Slayer in far Bastonne. Dispatched weeks before, when word of Settra's stirring armies first reached the ears of Sir Cecil, these riders carried news of the ancient king's warmongering, and bore warnings of the exile's suspicions that the Border Princes were not the sole focus of Settra's wrath, that it was Bretonnia that would pay the dearest price to placate such fury.

Upon receiving Sir Cecil's news, the King of Bretonnia grew troubled, for the Wyrmslayer had once been counted amongst the boldest warriors in Bastonne and the king still instinctively valued the word of the recalcitrant knight. However, Sir Cecil's riders and their ill tidings had found King Louen campaigning against the seemingly endless hordes of Orcs and Goblins that rampaged across the northern reaches of his realm. Thus, unable to personally attend to the defence of his southern border, the Orc-Slayer dispatched Duke Gastille, the Red Hand of Brionne.

At his King's bidding, the Duke of Brionne paused only to announce that he would lead an Errantry Crusade against the armies of Settra, before gathering the knights of his household and riding for the Border Princes. With a great host of courageous Knights Errants flocking to his banner as he rode, the Red Hand soon arrived before the walls of the Citadelle Bouelia en route to Matorea. There, the Duke met the besieging armies of Prince Ptolethor in a ferocious battle.







Barak Varr

At the convergence of the Zandri Road and the Old Silk Road, the relentless armies of Hierophant Ashurtak arrived before the Dwarfen hold of Barak Varr, encircling and besieging the fortress. Despite the hold's seemingly small size, the Hierophant knew full well that the Dwarfs had delved deeply into the towering cliffs, excavating vast underground halls and deep water harbours in ages long past.

Had Ashurtak's goal been to conquer the mighty bastion he would have faced a truly daunting task, but conquest here was not the goal. Settra the Imperishable himself had commanded his Hierophant to ensure the potent ironclad warships of Barak Varr did not sail against the royal fleet as it plied the dark waters of the Black Gulf, and that the throng of Barak Varr did not march to the aid of the Border Princes. Thus did the forces of the Mortuary Cult lay a futile siege to an impregnable hold.

Yet, unbeknownst to the Hierophant, the Dwarfs did not cower meekly within whilst towering constructs and burrowing Undead horrors assailed their walls. Ancient gates far beneath the rugged cliffs were flung open to reveal the huge tunnels of the Underway, an immense network of underground highways that linked the scattered holds of the Dwarfen realm together. Into these tunnels fleet-footed messengers ventured, tasked with carrying word of Barak Varr's plight to the distant holds of the Worlds Edge Mountains and the Vaults.

Settra had thought to distract the Dwarfs of Barak Varr lest they become involved in his affairs. Instead, his misplaced aggression only ensured that the lords of the mountains were roused in defence of their holds even before his fleet landed at Matorea.

Brionne's Fury

Before the Citadelle Bouelia, under skies so heavy with storm clouds that it seemed the darkness of night had swallowed the sun, stood the besieging host of Prince Ptolethor. But, whilst the Undead prepared to assault the towering fortress ahead of them, to tear down walls that had stood for centuries, their commanders were unprepared for a counter attack from the west. Thus when the crusading knights of Bretonnia descended upon the Undead legions, led by Gastille, the Duke of Brionne and the Prophetess of the Lady of the Lake, Élisée Duchard, their charge carried them deep into the enemy ranks, crushing the revenants beneath the trampling hooves of their mighty steeds.

At the heart of the Nehekharan host, in the midst of the roiling tumult of battle, the Duke of Brionne came face to face with the foul Liche that animated the Undead army and the mighty Tomb Prince that commanded it. In a brutal combat, both were slain, falling beneath Gastille's knightly fury. But the Duke's victory was not easily won, for he was struck down and gravely wounded by the foul breath of the Liche Priest's draconic mount.

Unhorsed but victorious, the Duke did not waste time celebrating his victory. Blessed as he was by the Lady of the Lake, Gastille refused to succumb to harm that might have slain a lesser knight. Even whilst the Lady Élisée summoned her magic to restore his strength and his knights cut down those remnants of Ptolethor's force that had not crumbled to dust upon their commander's death, the Duke struggled to his feet. Gathering about him his barons and paladins, the Red Hand of Brionne commanded that his knights rally and regroup with all haste, pausing only to tend and water their mounts before riding once more for Matorea.

The Fall Of Matorea

At Matorea, Sir Cecil Gastonne had roused a population gripped by fear to stage a valiant defence against the forces of Undeath arrayed against them. His own warriors led the defenders, taking command of beleaguered regiments and instilling within them discipline and courage, preparing them to weather a siege that promised to be both short and brutal.

Under darkening skies, huge ships raised from the depths and restored by the macabre sorcery of the Liche Priests and the Necrotects of Zandri traversed the Black Gulf. Crashing into the beaches and harbour walls before Matorea, these foul vessels disgorged their carrion cargoes from great rents in their rotted hulls even as towering catapults upon their decks began to bombard the city walls.

For several days Matorea withstood the assault, but resistance before the wrath of Settra was futile. By the time the knights of Duke Gastille arrived upon the field of battle, exhausted but vitalised by their righteous anger, the outer walls of the city lay in ruins, breached by the Nehekharan war machines. In the tumult that followed, whilst the forces of the Undead turned their attention away from the beleaguered city, Sir Cecil acted quickly. Sallying forth with his boldest knights, he broke through the encircling enemies and set into motion his plans for the evacuation of Matorea.

In the hours that followed, the defenders of Matorea fled the doomed city, making haste northwards along the Tana Dante river towards Louen Keep. In their wake, the knights of Duke Gastille fought a ferocious rearguard, many trading their lives for the protection of the desperate refugees.

The Border Princes Rally

With the abandonment of Matorea, the Border Princes seemed doomed. Walled towns that had resisted their enemies for centuries lay in ruins whilst their defenders fled northwards into the forested foothills of the Vaults. As he pursued, Settra divided his sprawling legions into smaller forces, each advancing towards one of the many mountain forts and Dwarfen holds that lay between them and Bretonnia's southern borders.

If Settra believed his armies' passage through the Vaults was to be easy, he was to be proven sorely mistaken. Under the shadow of the Kharnos and Hvargir forests, outcasts from many lands, desperate outlaws and brigands alike, struck at the advancing foe from hidden bandits' lairs and smugglers' dens. In the rock-strewn foothills, with the towering peaks of the mountains at their backs, the lords of the Border Princes rallied their mercenary militias to meet the daunting phalanxes of Settra's royal host in narrow passes. Meanwhile, exiled knights unleashed rapid assaults upon isolated members of the Mortuary Cult as they sought to raise new constructs from their long abandoned temples.

Nowhere was this resistance better exemplified than at Louen Keep. As refugees from Matorea poured into the walled courtyards, they were greeted by evidence of the Wyrmslayer's cunning. In the months before departing for Matorea, Sir Cecil had recruited many mercenaries to his cause. Whilst Settra's host had battered the walls of a doomed city, these forces, aided by Dwarfen engineers dispatched from Karak Hirn, had worked tirelessly to make ready their defences. Here, the Duke of Brionne realised as he rode through the towering gates, was where the pride of Bretonnian chivalry would make its true stand...





THE BORDER PRINCES

ATHEL LOREN

WISSENLAND

SUDENLAND

BLACK MOUNTAINS

THE BORDER PRINCES

THE VAULTS

TRANTIO

PAVNOVA

LUCCINI

THE BLACK GULF

DRAGON BACK MOUNTAINS

THE BADLANDS

LACON OF TEARS

THE BLACK PENINSULA

Blind River

Quenelles

Sanglac Castle

Blood Keep

Nuln

Wissenburg

Geschburg

Meissen

Grenzstadt

BLACK FIRE PASS

Styratia

Eschhofen

River Sarnet

Browska

Dunelmund

High Spear

VARENKA HILLS

Kalkmir

Citadel of Myrmidia

Circle of the Sun

Tor Anrok

Ekkrund

Blind River

Red Face Pass

Monte Castello

Talshunar

Myrmidens

Pugno

Wreathes

Danalia

Aegis Castle

Vardanos

Graypire Fortress

Kasos

Thessos

Zvörak

Citadel of Bouclia

Monteaur

Matorea

Ortegeta

Ghoulstone Keep

Maliko

Kroppenleben

Steingart

Upper Reik

Upper Reik

Upper Reik

Upper Reik

IN LAWLESS REALMS

Since the earliest days of the Old World, the Border Princes has been a wild and rugged land. Nestled between the treacherous peaks of the Vaults, the towering majesty of the Worlds Edge Mountains and the aridly inhospitable expanse of the Badlands, outcasts and outlaws congregate in crude towns and shelter within unsubtle and imposing citadels.



Vassals Of The Great Land

Long ago, when mighty Settra lived as a mortal god amongst his trembling subjects, the land that would come to be known as the Border Princes was conquered by the armies of the great king. For long centuries, the people of Nehekhara dwelt there in sprawling cities and worshipped their numerous gods in darkened temples. Gradually, they progressed further northwards into the high pastures of the towering Vaults. Here, their priests excavated vast tombs and mausoleums in the caves that riddled the living rock, secret places in which to practise their arcane arts.

Yet the preeminence of Nehekhara was not to last. When the usurper, Nagash, long since defeated and driven into exile by the very kings he sought to dominate, returned from the Cursed Pit in which he dwelt, the Great Land was afflicted with plague and ruination. At the Great Necromancer's behest, all living things in Nehekhara withered and died, leaving in their wake a charnel wasteland that extended from horizon to horizon and beyond.

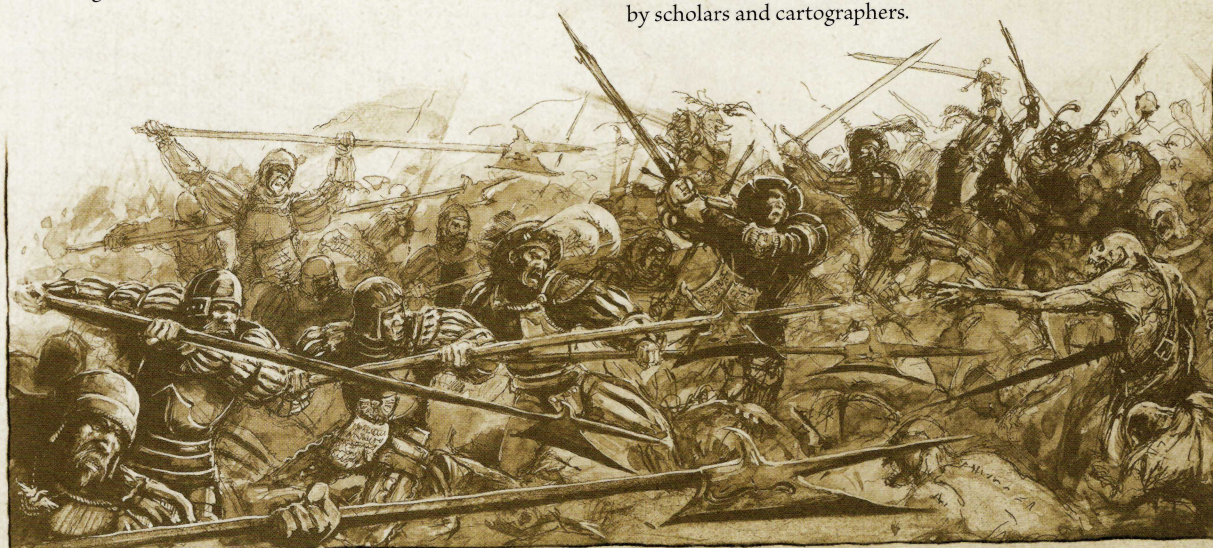
In the darkness that followed, magics of the foulest kind wracked Nehekhara, raising the dead of the centuries into a ghastly unlife. Even in the Border Princes, far from the sacred realm Settra had once unified, the dead stirred in their graves, their rest disturbed by the magic of Nagash, whilst above them Orcs, Goblins and worse slowly returned from the wilderness, reclaiming the land even as nature reclaimed the dead cities.

Imperial Conquest

In the centuries that followed the fall of Nehekhara, the lowlands south of the Vaults became an extension of the Badlands, populated only by warlike tribes of Orcs and Goblins. A land where even the boldest of Old World adventurers feared to tread.

It was not until the sixth century of the Imperial Calendar that the land was to become civilised once again. The Emperor of the time, Sigismund II, later known as the Conqueror, dreamt of expanding his nation and securing its borders. To this end he mustered his huge armies and marched into Black Fire Pass and beyond, driving the Orc and Goblin hordes back across the Black Gulf and into the Badlands. His campaign of conquest complete, the Emperor named his newly founded province Lichtenholm and commanded the building of many great stone castles, edifices which still stand today, having changed hands often over the centuries and undergone much aggressive demolition and essential renovation.

Yet despite thriving during the lifetime of Emperor Sigismund II and his heir, Siegfried the Lawgiver, Lichtenholm was to prove a short-lived extension of the Empire. Beset by Orcs and Goblins from the Badlands, the counts that settled the region were unable to prosper, causing estates to fail and the castles that stood sentinel over the wild land to become abandoned. By the time of the first Imperial schism in IC1152, Lichtenholm was but a historical footnote remembered only by scholars and cartographers.





Crusading Knights

In the year IC1448 the King of Bretonnia, Louis the Righteous, who had previously granted the knightly orders of Sigmar's Empire permission to cross his lands to aid Estalia in its wars against the denizens of the Land of the Dead, committed his own knights to the fray. In IC1451, when word reached the King's court that the war had been carried to the Land of the Dead itself, another huge army of knights began to muster, ready for the fight.

Unable to decide how best to quickly reach Nehekhara, Baron Tybalt du Bois, tasked by his king with leading the crusaders to war, decided to venture eastwards. By following the Old Dwarf Road from Dragon Falls and through the Vaults, du Bois hoped to quickly cross the wilderness beyond the mountains. From there, his army would ride north-eastwards to rendezvous with a contingent of knights from the Empire at the ancient Dwarf hold of Barak Varr. Here, they would secure passage down the Black Gulf, eventually landing at the accursed port of Zandri, from where they would bring battle to the revenant legions of Nehekhara.

But if the Bretonnians had expected to find the lands south and east of the Vaults uninhabited, they were to be sorely mistaken. Perhaps it was naivety, perhaps it was ignorance of the world beyond the borders of their fair land, or perhaps it was a desire to flex their sword arms and test their mettle against the denizens of the wilderness that inspired the army of Baron Tybalt to ride boldly into lands swarming with Orc and Goblin tribes, none can be sure. Whatever the reason for such recklessness, the crusaders soon found themselves harassed on all sides by Orc warbands eager for battle.

The Princes Of The Borderlands

The crossing of the wilderness between the Vaults and Barak Varr took almost a year, so occupied with battling Orcs and Goblins were the Bretonnians. Upon their arrival at the Dwarf hold, the Bretonnians were frustrated to discover that their allies from the Empire had departed many months ago and journeyed onwards to dread Zandri. This frustration quickly turned to dismay upon learning that their king's crusade into the Land of the Dead had but recently been declared a success and their fellow knights had begun the arduous journey back to fair Bretonnia.

Whilst Baron Tybalt's host made reluctant preparations to retread their steps homewards, realisation dawned. The army stood not upon the eve of an ignominious journey home, but on the threshold of an unconquered wilderness populated by loathsome enemies just waiting to be vanquished by the score. Reasoning that they would have to cross the wilderness again regardless, many knights began promoting the idea that they should tarry awhile, hunting the foul creatures that dwelt there and bringing good order to the region. Some went so far as to suggest reclaiming the crumbling castles of former occupiers of the lands, rebuilding and repopulating them in order that the land could be kept secure in perpetuity.

The baron assented and his knights eagerly swore to this new quest and, as enemies were vanquished and territory gained, many sent word of their victories back to their homeland. Within a few short years, the region was well-populated by noble Bretonnians who fought tirelessly to bring order to the wilderness. Thus was the Border Princes founded, a realm born of chivalry upon the frontier of the Old World.

The Vaults

North of the Border Princes, the high pastures and deep valleys of the Vaults lie between the Apuccini Mountains in Tilea and the Grey Mountains that span the border between Bretonnia and the Empire. Through these mountains run many wide passes and well-trodden trade routes, connecting the nations of the Old World to the frontier of the Border Princes and the distant realms beyond, facilitating the endless comings and goings of industrious merchants and bold adventurers.

Many of the roads and passes that cross the Vaults are so vital and well-travelled that they have become littered with thriving walled towns and fortified inns where weary travellers can rest, caravans can merge or diverge, and where merchants can conduct their business. In stone towers behind impregnable walls that seem to grow from the sides of the mountains, warlords and their militias protect travellers from the dangers that lurk in the hills and maintain peace amongst the peaks in exchange for modest tolls and taxes. These fortresses have even offered shelter to refugees driven from the lawless Border Princes on many occasions and stood defiant in the face of besieging enemies often throughout their long and storied histories.

Some of these isolated fiefdoms have stood since the founding of Lichtenholm, whilst others trace their origin back to the days of Baron Tybalt and his crusades against the Orcs and Goblins. Of these, some are claimed by the sovereign nations of the Old World, but most fall under the possession of rogues and renegades of the same ilk as those that rule the scattered fiefdoms of the Border Princes.

The Dwarfen Holds

Long ago, when huge earthquakes shook the Old World to its very foundations and brought immeasurable woe to the realms of the Dwarfs, many fled their crumbling holds in the mountains of the Worlds Edge and the Dragonback, and sought shelter amongst the deep valleys of the Vaults. Delving beneath the mountains, as Dwarfs are wont to do, they found vast deposits of tin, iron, copper and a wealth of other valuable ores.

Pleased with their bounteous discoveries, the Dwarfs soon began to excavate further and delve ever deeper. They built new holds beneath the mountains and raised towering fortifications around their mine workings, whilst with each passing year ever more expatriates from their ancestral homes arrived, fleeing the devastation and decline of the Karaz Ankor. Within a few centuries, the mine workings of the Vaults rivalled the depth and grandiosity of the mines beneath the Worlds Edge Mountains, yet the holds above them remained but pale reflections of the Dwarfs' ancestral homes.

Lacking the sense of history that clings about the oldest and greatest holds, those that grew within the Vaults were seen by traditionalists as mere outposts of the Karaz Ankor, mine workings and trading stations first and foremost. This perception further encouraged the Dwarfs of the Vaults to trade and ally with their closest neighbours, the tribes of Men that dwelt within lands that would become the Empire, Bretonnia, Tilea and the Border Princes. Those alliances continue to this day, growing to become lasting bonds between the Dwarfs and the many humans that try to make homes for themselves amongst the chill Vaults and within the arid Border Princes.



RENEGADE CROWNS

Dunkelmund, the Broken King

Since escaping from imprisonment in his ancestral home, Lord Dunkelmund's ever diminishing status sees him attract only the most treacherous denizens of the Border Princes into his employ, slowly replacing the once proud warriors of the Empire that accompanied him into exile with murderous outlaws. When Dunkelmund's army rides to war, it does so as a crude imitation of the force it once was; callous freeblades and highwaymen ride in place of noble knights and ruthless sellswords form a disorganised vanguard.



Jaadorf, the Treacherous

In spite of his treasonous reputation, Lord Jaadorf has grown both his wealth and his station since taking residence in the Border Princes. His new found wealth and power has allowed him to draw infamous mercenary companies from the Empire to his lands. With so many experienced and professional mercenaries amongst his employ, Jaadorf's forces are reminiscent of the standing armies of the Empire – ordered ranks of warriors armed with halberds and spears supported by companies of handgunners and batteries of artillery.



Gastonne, the Wurm Slayer

Sir Cecil Gastonne readily employs all manner of unchivalrous mercenaries and vagabonds to fight alongside the loyal members of his own household – even welcoming known outlaws and bandits into the barracks of Louen Keep. Thus do warriors of questionable honour from across the Old World gather alongside the gallant warriors of his own household, brandishing pistols and blunderbuss, whilst bombard crews unleash their devastating firepower alongside Gastonne's trebuchets.



Montaeux, the Cursed Maid

Despite having long ago been exiled from Mousillon, the Cursed Maid's household would appear to closely resemble any noble court within fair Bretonnia at first glance. Yet, on further inspection, the knights that flock to Montaeux's keep are not just exiled Bretonnian, but also outcast nobles from Estalia, as well as mercenary freeblades that once served the Knightly Orders of the Empire. Such an eclectic group of knights gathered in one place makes the army of the Cursed Maid look akin to a rag-tag Errantry Crusade.



THE STORMING OF THE VAULTS

As winter descended upon the ruins of the Border Princes in IC2276, the armies of Settra the Imperishable continued their implacable advance. Dividing at the great king's command into smaller forces, the better to swarm through the many mountain passes of the Vaults, the Undead host marched ever closer to the borders of Bretonnia.

On Hallowed Ground

Upon the arrival of Matorea's refugees at Louen Keep, whilst the Duke of Brionne and the Wyrmslayer hurried to tend to the defences of the castle, the Lady Élisée Duchard strode unescorted towards the heart of the ancient fortress. There, illuminated by a warm light that streamed through stained glass windows high above, she found a chapel devoted to the Lady of the Lake.

Entering the chapel, Élisée paused. Sensing the sanctified presence of the chapel from afar, she had imagined finding a forgotten and forlorn place, one kept by a sullen and unchivalrous outcast only to maintain the appearance of piety. What she actually found was a sanctuary devoted to a beloved deity, a clean and well-lit space lined with exquisite tapestries depicting the trials of Gilles le Breton and his devotions to the patron goddess of Bretonnia.

Sinking to her knees before the altar at the chapel's heart, Élisée was filled with a sense of the Lady's presence all about her. Here, in an unsightly fortress built far beyond the borders of fair Bretonnia by impious warlords, a knight of questionable honour had built a shrine to chivalry. As she prayed, Élisée felt the power of the Lady swell around her, infusing the ancient fortress with a warmth and strength that invigorated the weary warriors that now filled it. Even as the revenant armies approached, this hallowed fortress would stand immovable, slowing Settra's advance and confounding his plans.

The Rousing Of The Holds

Whilst the forces of the Mortuary Cult had laid siege to the fortress of Barak Varr, bold messengers had ventured into the darkness of the Underway far below. Through ancient chambers carved from the very bedrock of the world in a golden age, along tunnels built to connect the distant holds of the Dwarfs and large enough for entire battalions of Dwarfen warriors to march fifty abreast, they travelled quickly.

When these messengers arrived at the gates of Karak Izor and Karak Hirn bearing word that Settra's armies marched against the nations of the Old World and made war against the Dwarfs of Barak Varr, the Dwarfs within were troubled. Watchtowers had seen the thick black smoke that rose from the burning towns of the Border Princes to the south and east, and Rangers had watched from afar as colossal barques had plied the waters of the Black Gulf, yet none had considered that the denizens of the Land of the Dead would dare march against the Dwarfen holds.

In response, the kings of these holds summoned their thanes. Listening to the messengers from Barak Varr and the reports from grizzled Rangers, the Dwarfs bristled at the thought of cowering behind the sturdy walls of their holds whilst evil things overran the mountains. Unanimously, the lords of Karak Izor and Karak Hirn swore to gather their clans, muster their throngs and march to meet the legions of Nehekhara upon the field of battle.

Hidden Riches & Forgotten Lore

Whilst Settra's royal host advanced across the Border Princes, the agents of the Mortuary Cult approached the mountains. Battalions of skeletal warriors flanked by the towering forms of Ushabti, Necropolis Knights and shadow-shrouded Necrosphinx marched in uncanny unison under the stern gaze of Liche Priests, whilst creeping and burrowing Tomb Scorpions and packs of slithering Necroserpents ranged ahead.

Advancing along the Winter's Teeth Pass and the Trantio Road, following the River Limnalla, the Tana Dante and the River Treblecz into the foothills of the Vaults, warbands led by Liche Priests spread. Where these warbands encountered enemies, be they bands of outlaws and mercenary companies sheltering in the mountains, or the vanguard of the Dwarfen throngs from Karak Izor and Karak Hirn, brutal battles erupted. When the Undead's advances brought them upon walled towns and fortresses, they were besieged and, too often, quickly overrun.

Yet despite their successes, the progress of the Undead armies was slow, for the priests of the Mortuary Cult had their own agenda. Long ago, in these very mountains, many temples had been built, and in their hidden chambers forgotten secrets lay concealed, secrets that had been lost with the fall of Nehekhar's once great empire. Thus at every opportunity, armies led by Liche Priests diverted from their course to explore sites thought to conceal lost troves of forgotten wisdom. Whilst hordes of the Undead toiled to excavate these forgotten chambers, the priests that commanded them pored hungrily over the unearthed treasures laid before them and gloated over their findings.

Kadar-Helgad

As word of the evil things that stalked the Border Princes spread throughout the mountain realms, Dwarfen war parties representing the clans and guilds of the holds began to muster in readiness to defend their homes and march to the aid of their allies. Ahead of these throngs came members of the Slayer Cult in huge numbers. Oathbound to seek out and battle evil things in penance for past wrongs, these warriors of Grinnir stalked the mountains hunting Trolls, and they were drawn to the gathering darkness and din of battle that hung over the Border Princes like moths are drawn to a lantern's glimmer.

Whilst these wandering berserkers made their way towards the turmoil, many passed through the Yetzin Valley, north of the thriving mine of Khazid Gentaz, in which stood Kadar-Helgad, a shrine to the warrior god Grinnir surpassed in grandeur only by Karak Kadrin, the Slayer Hold. Here they paused, some to pass time in quiet contemplation of their fates in the darkness at the sanctuary's heart, others to tend and sharpen their weapons in Grinnir's forges. Others quaffed ale and regaled one another with tales of the battles they had fought and monsters they had vanquished. All visited the shrine keepers, reciting their names and the names of the clans to which they had once belonged in hushed tones and recounting their deeds in service of Grinnir that they may be recorded in the shrine's books of remembrance.

Leaving the shrine, warbands of Slayers spread amongst the mountains. Most headed south towards Louen Keep and the distant ruins of Matorea, whilst others headed east and west, hunting the armies of the Liche Priests as they advanced.





Death Stalks The Mountains

As the year drew to its end, the inexorable advance of the Undead continued, even in the face of furious resistance from the denizens of the Vaults. Forced to march to war during the long, cold months of winter, the defenders of the Vaults were further weakened with each defeat they suffered. Each engagement saw the armies of the many warlords that ruled the region further diminished, and the toppling of ancient fortresses left the survivors with ever fewer safe havens in which to shelter from the punishing cold and the relentless Undead. Even mighty Karak Izor became strangled by besieging enemies, the fury of its artillery challenged by wave upon wave of attackers, and the runic wards that rendered its lower halls all but impregnable threatened by the burrowing constructs of the Liche Priests.

By contrast, each victory seemed to embolden the armies of Nehekharra. Untroubled by the harsh climate, the lifeless legions seemed to advance with disturbing nonchalance, the Liche Priests of the Mortuary Cult seeking out the sites of more forgotten temples and ancient tombs whilst their minions traversed high passes filled with snow. In ancient chambers, the Liche Priests awakened great winged Warsphinx, mighty creatures that had once guarded the peaks in the name of the Mortuary Cult. Beneath the hidden tombs of forgotten warlords, the Liche Priests uncovered whole battalions of interred warriors and, though their bodies had long ago crumbled to bone and dust, these unremembered corpses yet gripped the weapons they had wielded in life in their calciferous grasps, seemingly awaiting the words of the potent incantations that would return them to unlife in the service of mighty Settra.

A Sacred Realm

When the summer sun began to warm the Vaults, and with the year of IC2277 already half spent, the vanguard of Settra's armies finally stood within the Mondidier Pass, upon the very threshold of Bretonnia. Hierophant Ashurtak had led his host of Undead across mountainous pastures and through deep valleys, leaving in his path broad swathes of death and destruction. Yet despite his victories, the campaign had been punishing. Countless battalions of skeletal warriors lay shattered in the Hierophant's wake, crushed under the heavy boots of Dwarfen infantry and by the fury of mercenary artillery. Scores of towering constructs, mighty beasts carved long ago into the likenesses of forgotten gods, had been vanquished by Dwarfen Slayers and cast into bottomless ravines.

Worse, many of the Liche Priests that had set out on this campaign of vengeance had been slain in its many battles. The death of each had diminished the Hierophant's power, and he secretly feared that he lacked the resources to maintain his armies once his king arrived to lead the host into Bretonnia. Hungrily then, the ancient and cadaverous priest looked upon the expanse of Athel Loren, the great forest spreading across the lush, green landscape before him. To most, the forest was a vast primordial wilderness, but to the Hierophant's eyes it crawled with arcane power, the Winds of Magic surging around and between the towering standing stones that marked its borders.

Whilst he awaited Settra's pleasure, Ashurtak would send warriors to explore this forest. There was power here, and he would wield it.

Settra's Fury

Hundreds of miles south and east of the Mondidier Pass, unbeknownst to Hierophant Ashurtak and his minions, mighty Settra had become embroiled in a war of grim attrition and the besieging of a castle that showed no signs of crumbling.

At Louen Keep, the great king of Nehekharu had thought to toy with the scions of Bretonnia who had defied his will at the Citadelle Bouelia and Matorea, before tearing down the meagre walls behind which they cowered and putting them to the sword. In truth, he had found the ancient fortress to be all but impregnable, whilst its defenders displayed remarkable stoicism in the face of his wrath and fought with infuriating heroism.



Built in centuries past by the warlords of Lichtenholm, the foundations of the ancient fortress ran deep, whilst the towering Dwarf-built walls seemed all but impervious to an attacker's artillery. Since falling into the possession of a lord of Bretonnia when Baron Tybalt du Bois had conquered the region and having served as the abode of a succession of Bretonnian knights in the centuries since, the fortress had been expanded many times. Each new phase of construction and expansion had been accompanied by ceremonies and rituals, sanctifying the ground upon which the keep stood and the stone from which it was built to the Lady of the Lake, the patron deity of Bretonnia. Most recently, aided by the many mercenary sorcerers and hireling wizards in the employ of Sir Cecil Gastonne, the Lady Élisée Duchard had, through her own rituals and prayer, filled the ancient castle with the strength and purity of the Lady of the Lake.

Thus far, the magics of Settra's minions had proven unable to breach the walls of the fortress. Far beneath the cold earth, where Tomb Scorpions, Necroserpents and Sepulchral Stalkers burrowed, the magic of the Bretonnian witch weakened Settra's minions, rendering them immobile and turning their bodies to dust. In the heavens above the keep, where flocks of Carrion flitted about the immense silhouettes of Necrolith Bone Dragons, the air crackled with a power that held the creatures at bay.

Worse, the immense walls of the fortress had withstood the assaults of the towering Necrosphinx and Necrolith Colossuses that accompanied Settra's royal host, causing the great king to change his plan of attack, and he had waited impatiently whilst long caravans of skeletal labourers dragged his war machines from the decks of the ships moored in the waters before Matorea. This slow process was rendered all the more laborious by the warlords of the Border Princes for, in Settra's wake, many had returned from their places of hiding to reclaim their petty fiefdoms from the ruins.

Even as his war machines were dragged into place before the ancient castle, Settra was further frustrated by the arrival of Dwarfs from Karak Hirn. Whilst warbands of shaven-headed berserkers threw themselves against the shields of his infantry, Dwarfen engineers worked quickly to entrench their own artillery amidst the hills to the north and soon began bombarding the great king's armies from afar.

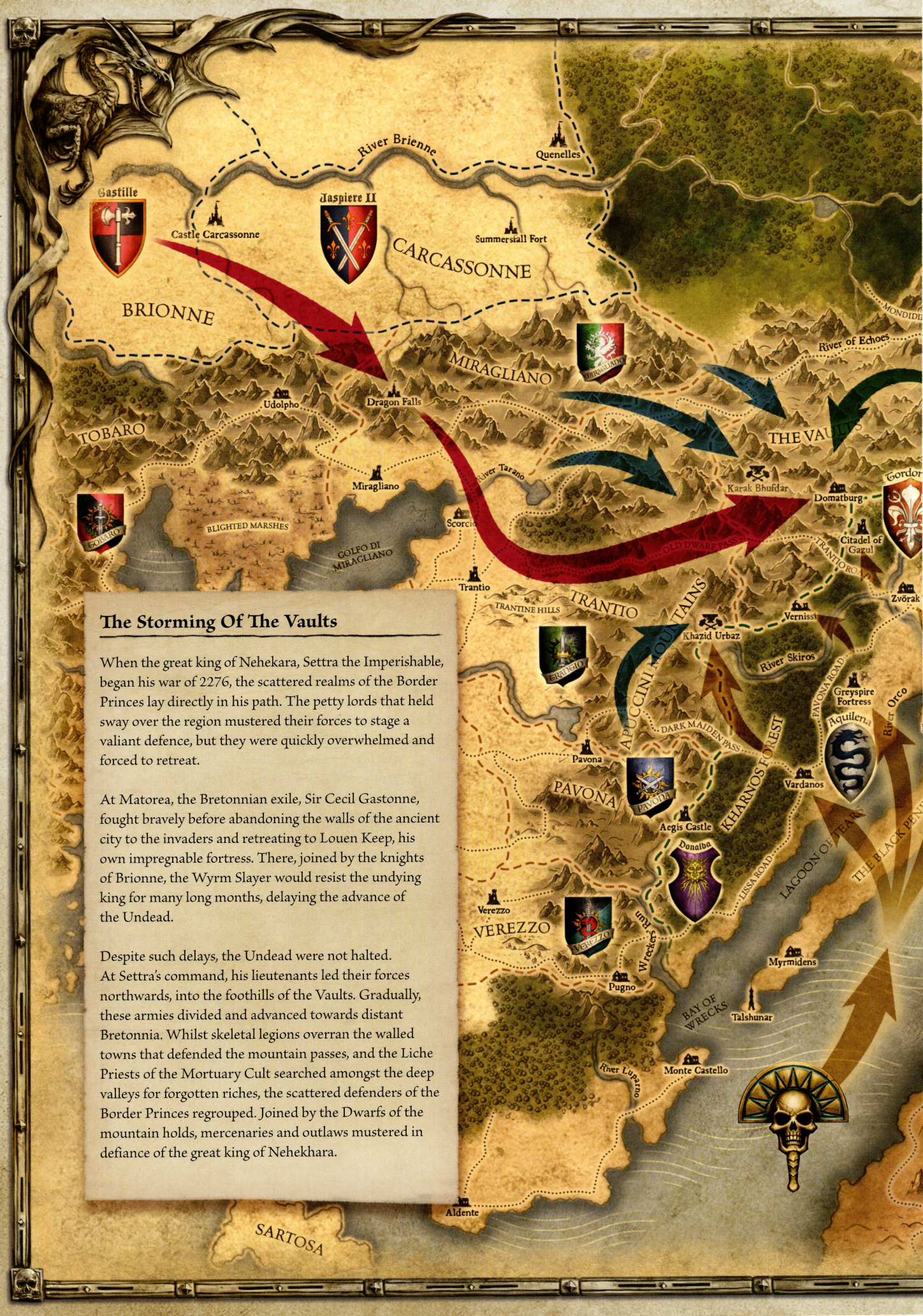
Such defiance was all but unknown to mighty Settra and, though he relished the challenge a strong and defiant enemy represented, his wrath continued to build. There would be no quick victory here, and all who wasted his time would pay...

The Storming Of The Vaults

When the great king of Nehekara, Settra the Imperishable, began his war of 2276, the scattered realms of the Border Princes lay directly in his path. The petty lords that held sway over the region mustered their forces to stage a valiant defence, but they were quickly overwhelmed and forced to retreat.

At Matorea, the Bretonnian exile, Sir Cecil Gastonne, fought bravely before abandoning the walls of the ancient city to the invaders and retreating to Louen Keep, his own impregnable fortress. There, joined by the knights of Brionne, the Wurm Slayer would resist the undying king for many long months, delaying the advance of the Undead.

Despite such delays, the Undead were not halted. At Settra's command, his lieutenants led their forces northwards, into the foothills of the Vaults. Gradually, these armies divided and advanced towards distant Bretonnia. Whilst skeletal legions overran the walled towns that defended the mountain passes, and the Liche Priests of the Mortuary Cult searched amongst the deep valleys for forgotten riches, the scattered defenders of the Border Princes regrouped. Joined by the Dwarfs of the mountain holds, mercenaries and outlaws mustered in defiance of the great king of Nehekara.



THE WAR OF SETTRA'S FURY



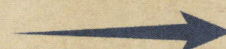
Key



The Legions of Settra
the Imperishable



The Knights of
Brionne



The Defenders of
the Vaults



The Throngs of the
Mountain Holds

WARHAMMER: THE OLD WORLD

BATTLE MARCH

In the forested foothills of the Vaults, the armies of Nehekhara separated into smaller forces. Some were led by Settra's commanders who sought out the many mountain forts and Dwarfen holds that lay between them and Bretonnia's southern borders, whilst others, led by the priests of the Mortuary Cult, searched for ancient tombs that had lain forgotten amongst the peaks since ancient Nehekhara had ruled the region thousands of years before.

Mustering A Battle March

Warhammer: the Old World is a game in which large armies march to war. Yet not all battles in the World of Legend are fought between such mighty hosts. Many are fought between far smaller forces. Be they the vanguards of larger armies clashing ahead of a great battle, or warbands of bandits and raiders plundering enemy territory, skirmishes between small forces can be every bit as exciting as pitched battles between magnificent armies.

With this in mind, the rules that follow are intended to add greater depth to games played using armies of between 500 and 750 points.

Note that, should players wish, these rules can also be used when creating an Allied Contingent (as described on page 280 of the Warhammer: the Old World rulebook) for an army of between 2,000 and 3,000 points.



Minimum Two Units

When writing your muster list for a game of Battle March, your army must include a minimum of two non-character units. This minimum can include war machines, but cannot include units whose troop type is 'swarms' or 'war beasts'.

Character Limitations

As with any army, an army created for Battle March must include at least one character to act as its General. However, when writing your muster list, you may not spend more than:

- 25% of your army's total points value on a single character.

Unit Limitations

By their nature, the armies represented by Battle March are unlikely to include huge regiments or large numbers of elite troops. To represent this, when writing your muster list, you may not spend more than:

- 35% of your army's total points value on a single Core unit.
- 30% of your army's total points value on a single Special unit.
- 25% of your army's total points value on a single Rare or Mercenary unit.

0-X Per 1,000 Points

Players of Warhammer: the Old World will already be aware that many units or options are limited to '0-X per 1,000 points', with 'X' being a number. This means that such options would not normally be allowed when writing a muster list for an army of less than 1,000 points. However, rather than preclude such fun and characterful options entirely, when writing a muster list for a game of Battle March, you may include a single such option. This might be a unit, a character or even an upgrade listed within a unit's options.

For example, a player writing an Orc and Goblin Tribes muster list for a game of Battle March, using that faction's grand army composition list, could choose to include a single Goblin Rock Lobber or Doom Diver, both of which are limited to 0-1 per 1,000 points. Alternatively they could choose to give a single Goblin Mob the Skirmishers special rule, an option limited to 0-1 unit per 1,000 points.

Playing Warhammer: The Old World – Battle March

Over the following pages, you will find recommended deployment maps and rules for 'battlefield objectives'. Whilst a game of Battle March can be played using any scenario, these rules have been designed with small armies and battlefields in mind, replacing the need for a scenario and allowing players to craft their own narrative.

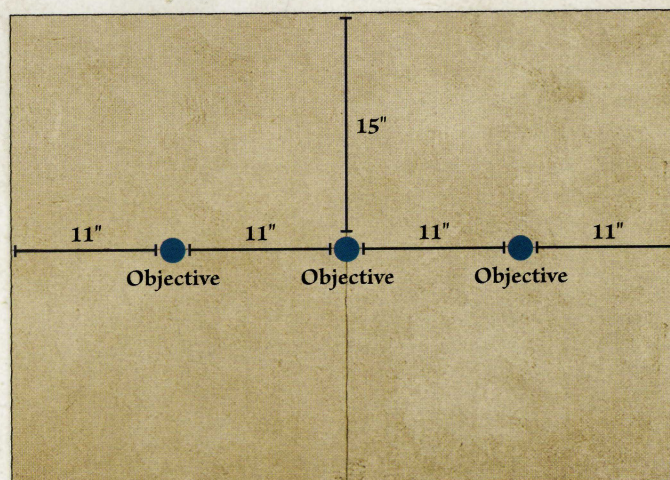
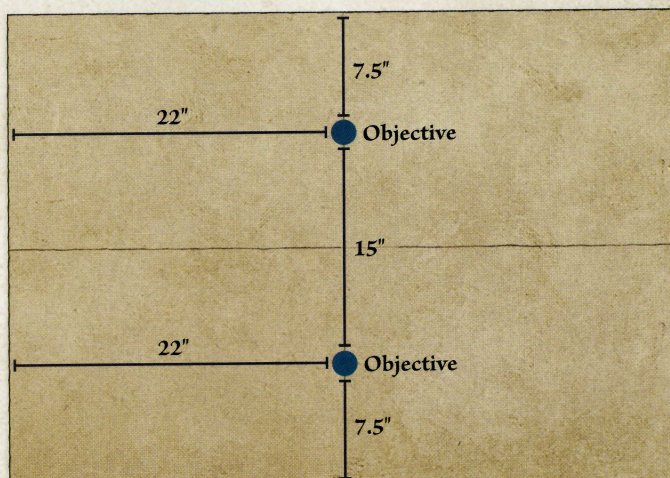
Battle March Battlefields

Games of Battle March are played on battlefields measuring 30" x 44". Terrain can be placed as described on page 268 of the *Warhammer: the Old World* rulebook, or scattered, as described on page 16 of the Matched Play Guide. However, due to the small size of the battlefield, players should avoid any terrain that measures more than 12" at its widest point.

Battlefield Objectives

Once terrain has been placed but before armies are deployed, a number of 'battlefield objectives', each represented by a miniature diorama occupying a 40mm round base, should also be placed. Battlefield objectives are a type of battlefield decoration, as described on page 271 of the *Warhammer: the Old World* rulebook, and they can represent many things, such as supplies of vittles, troves of treasure or caches of weapons, even messengers or spies carrying vital information.

Placing Objectives: Before placing objectives, roll a D6. On a roll of 1-3, place two objectives. On a roll of 4+, place three objectives. Battlefield objectives are placed as shown here, but may never be placed within 3" of a terrain feature or straddling a low linear obstacle. If necessary, move the terrain by the smallest possible amount to allow the objective to be placed.



Warhammer: The Old World – Battle March Deployment Maps

Once the battlefield has been set up with terrain and the objectives the armies will battle over have been placed, it is time to determine which deployment map will be used. To do this, one of the players rolls on the table below:

Battle March Deployment

D6 Deployment Map

1-2 Pitched Battle

3-4 Close Encounter

5-6 Opposed Flanks

Deployment

Once one player has chosen which deployment map will be used and terrain has been placed, their opponent chooses their deployment zone. Then, the winner of a roll-off deploys the first unit. Finally, the players deploy their armies using the alternating units method, as described on page 285 of the *Warhammer: the Old World* rulebook.

Alternate Deployments: Should the players wish, both the Close Encounter and Opposed Flanks deployment maps can easily be reversed, shifting the players' deployment from the right hand side of the battlefield to the left. Depending upon the placement of terrain, this simple change can have quite a dramatic impact upon the game and is therefore something players are encouraged to consider.

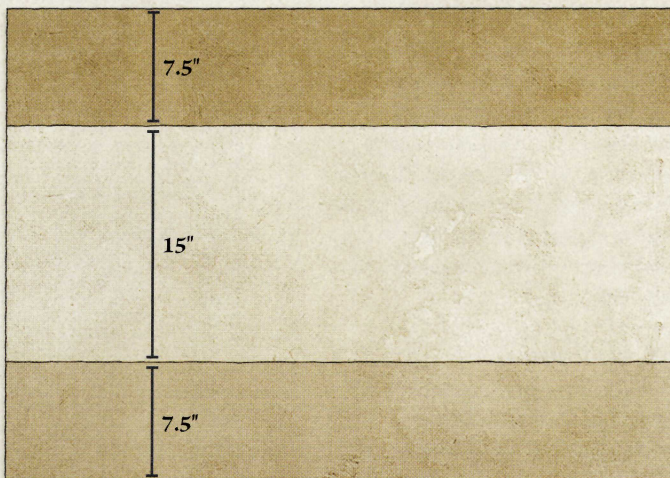
First Turn

Once deployment is complete, the winner of a roll-off chooses who takes the first turn.

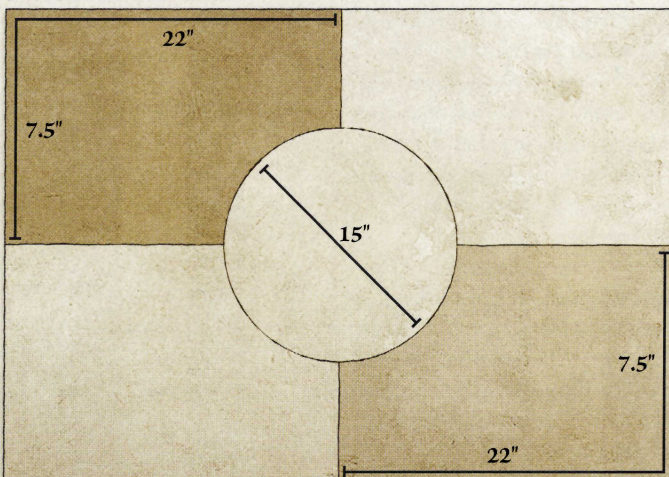
Game Length

All games of Battle March last for five rounds.

1-2 Pitched Battle



3-4 Close Encounter



5-6 Opposed Flanks



Victory Points

As in most games of Warhammer: the Old World, to stand victorious in a game of Battle March a player must win the most Victory Points (VP). There are a number of ways in which VP can be won, all of which are detailed below. Whilst these may be familiar, players should note that there are some subtle differences in VP scoring between games of Battle Companies and games of Warhammer: the Old World played using larger armies.

Dead Or Fled

The most usual way to win Victory Points is by destroying, routing or significantly reducing the fighting strength of enemy units:

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 150 points to field would be worth 75 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to 25% of its starting Unit Strength or less at the end of the battle or, if its Unit Strength is equal to its starting Wounds, to 25% of its starting Wounds or less at the end of the battle, is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up).

The King Is Dead

If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 50 Victory Points.

Trophies Of War

You win a bonus of 25 Victory Points for every enemy standard claimed as a trophy, as described on page 200 of the *Warhammer the Old World* rulebook. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 25 Victory Points.

Battlefield Objectives

For each battlefield objective a player controls at the end of each player's turn, they win a bonus of 10 Victory Points.

Controlling Battlefield Objectives: At the end of each turn, a battlefield objective can be controlled by any single unit that is within 3" of it, that has a Unit Strength of 5 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 3" of a battlefield objective, the closest unit controls it. If two or more eligible units are equally close to a battlefield objective, the unit with the higher Unit Strength controls it. If two or more eligible units are equally close to a battlefield objective and both have the same Unit Strength, the objective marker is 'contested' and neither unit controls it.









Veterans of the Empire's many wars, mercenary State Troopers in the colours of a lord of the Border Princes battle the advancing legions of Nehekhar.



A unit of exiled Bretonnian peasant archers, wearing the colours of Sir Cecil Gastonne.



A unit of Troll Slayers, armed with an assortment of rune-encrusted axes.



Honour bound to defend the denizens of the Border Princes, Bretonnian Men-at-Arms muster around the colours of Duke Gastille, the Red Hand of Brionne.



A Tomb King, mounted upon a barded skeletal steed.



A Royal Herald bearing the Battle Standard of their King.





A Mortuary Priest reads a powerful incantation from an ancient scroll.



A High Priest of the Mortuary Cult, mounted upon a barded skeletal steed.





FORGOTTEN GLORY OF AN ANCIENT REALM

In ages long past, the mighty Settra the Imperishable, Khemrikhara and Commander of the Golden Legions, extended the borders of the Great Land far across the known world. At his command, vast armies strode north as far as the Vaults, west as far as the Irrana Mountains and east as far as the River Ruin.

Faith & Conquest

Where the armies of Nehekharan went, they conquered, bringing with them the craft, science and the beliefs of their towering civilisation. Yet such conquests were not won cheaply, many were the warlords and petty kings that refused to bow before Settra, and warriors beyond counting defied his armies upon the field of battle.

Such defiance, Settra met ruthlessly, crushing his enemies before him and slaughtering their soldiers and subjects until all traces of rebellion were washed away by spilt blood. In the wake of so much death, the priests of the Mortuary Cult oversaw the raising of great tombs and necropolises in which to house the mortal remains of the many Nehekharan heroes fallen in conquered lands.

Thus did the Mortuary Cult, driven by fervour, quickly become established in distant lands. Its rituals and beliefs, its promises of immortality, were adopted by those that fell under the yoke of Khemri. From the conquered priests of barbarian tribes, members of the Mortuary Cult learned the secrets of gods unheard of in the Great Land, and from the vanquished shamans of defeated enemies, they unlocked once hidden knowledge of the arcane and profane.

With every victory won by the armies of Nehekharan, the Mortuary Cult grew in power and influence. As it grew, it gathered knowledge and hoarded it, the better to attain its goals and shatter the power death held over the rulers of the Great Land. Even after the demise of Settra, his priests continued their mission and their studies, and the Mortuary Cult thrived.

Ancient Wonders

As the Mortuary Cult's influence spread throughout the many dynasties of Ancient Nehekharan, its priests took to secrecy and subterfuge. Since the days of Settra himself, the rulers of Khemri had been suspicious of the priesthood, and though the cult was essential if the tyranny of death was to be overcome, the monarchs of the Great Land remained wary of the priests and their motives.

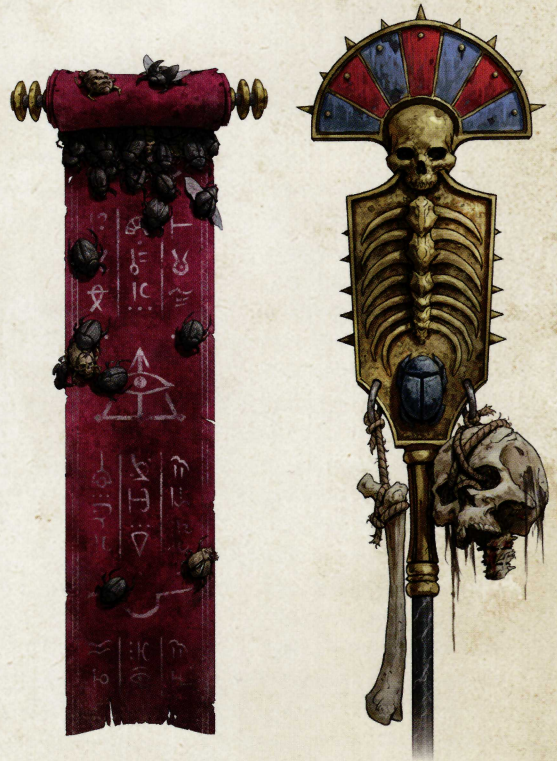
Ultimately such suspicion was to prove wise, for it was the Great Necromancer, Nagash, a priest of the Mortuary Cult himself, that would doom Nehekharan and unleash the curse of undeath upon the world. Yet whilst the Mortuary Cult thrived, its priests were ever secretive, preferring to practise their magics and hone their skills hidden away in distant temples, far from the spies of suspicious kings and queens.

In such secrecy, in vast temples carved from the living rock beneath distant mountains by legions of workers aided by the towering forms of the cult's mighty constructs, the high priests refined and perfected their potent rituals and incantations. Armies of scribes worked under the gaze of stern overseers to copy these incantations onto vellum scrolls, whilst priests chanted prayers and made sacrificial offerings, each imbuing the scrolls with the power needed to fuel the incantations bound within them.

With the demise of Nehekharan, many of these great temples were abandoned and forgotten. Thus, hidden away within the ancient conclaves of the Mortuary Cult lies more forgotten knowledge than has ever been dreamed of by the seers and scholars of the Old World.

Liche Priests Of The Mortuary Cult

The Mortuary Priests of ancient Nehekhara were the keepers of vast repositories of arcane knowledge, once vital beings that strode the battlefields of the World of Legend fearlessly. Though long centuries of service to Settra the Imperishable has seen their immortal bodies wither to husks, their magical potency has waned not at all, and those priests that still lead the armies of the Great King to war are as powerful today as they were in ages past.



Much of the arcane knowledge of the Mortuary Cult was contained within long and monotonous rituals and laboriously inscribed upon vellum scrolls. In these scrolls, all the knowledge of the priests was recorded, and from these, members of the cult could unleash the power of the gods themselves. To manage such power, the priests crafted numerous artefacts, intricately wrought objects of great power that aided them in their magical endeavours and magnified the power they wielded over the living and the dead.

Character



Royal Cavalry

Unlike the modern nations of the Old World, where stoic warhorses are bred to carry heavily armoured knights into battle, the ancient Nehekharans bred their finest horses to draw the chariots of their monarchs. Slender of frame and fiery of temperament, such steeds made poor mounts for cavalry. The warrior kings of Khemri came to know the value of good cavalry through their dealings with Grand Cathay, whose jade-clad warriors rode to war atop sturdy mounts bedecked in heavy and intricate armour, and their battles with the fur-clad barbarians of the north. Thus, especially during the later dynasties, proud kings and bold princes began to ride to war atop armoured steeds, personally leading their cavalry in fearless charges.

Character Mounts

A Tomb Kings of Khemri character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on this page. Those that are not have their own dedicated entry Tomb Kings of Khemri army list in *Ravelling Hordes*.

A Tomb King or Tomb Prince may be mounted on a:

- Skeletal Steed+12 points
- Barded Skeletal Steed+16 points
- Skeleton Chariot+35 points
- Necrolith Bone Dragon (Tomb Kings only)..... see page 142 of *Ravelling Hordes*
- Khemrian Warsphinx (Tomb Kings only)..... see page 143 of *Ravelling Hordes*

A Royal Herald may be mounted on a:

- Skeletal Steed+12 points
- Barded Skeletal Steed+16 points
- Skeleton Chariot+35 points

A High Priest or Mortuary Priest may be mounted on a:

- Skeletal Steed+12 points
- Barded Skeletal Steed+16 points
- Necrolith Bone Dragon (High Priests only)..... see page 142 of *Ravelling Hordes*

Barded Skeletal Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Barded Skeletal Steed	7	2	-	3	-	-	2	1	-	+16

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

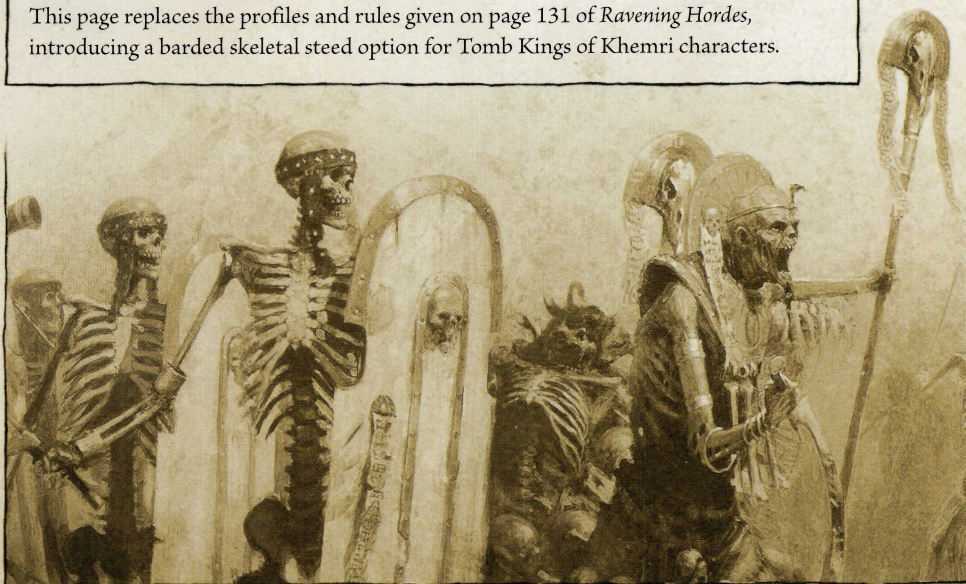
Unit Size: 1

Equipment: Skeletal hooves (counts as a hand weapon) and barding

Special Rules: Nehekharan Undead, Swiftstride, Vanguard

New Mounts

This page replaces the profiles and rules given on page 131 of *Ravelling Hordes*, introducing a barded skeletal steed option for Tomb Kings of Khemri characters.



Winged Warsphinx

	M	WS	BS	S	T	W	I	A	Ld	Points
Winged Warsphinx	6	4	0	5	6	5	1	4	8	180

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Wicked claws (see below) and heavy armour

Options:

- May take:
 - Envenomed sting (see below) +5 points
 - Fiery roar (see below) +20 points

Special Rules: Close Order, Counter Charge, Fly (9), Indomitable (2), Large Target, Nehekharan Undead, Regeneration (6+), Stomp Attacks (D3), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Envenomed sting	Combat	S	-	Poisoned Attacks, Strike First

Notes: In combat, this model may choose to make one of its attacks each turn with this weapon.

	R	S	AP	Special Rules
Fiery roar	N/A	4	-1	Breath Weapon, Flaming Attacks

Creations Of The Mortuary Cult

Any army made using the Tomb Kings of Khemri Grand Army composition list or the Mortuary Cult Army of Infamy composition list may include 0-1 Winged Warsphinx per 1,000 points as a Rare choice.

Representing This Unit In Your Games

Winged Warsphinx are represented by regular Warsphinx, assembled using the wings from the Necrosphinx in place of the usual howdah and Tomb Guard crew.

Monster



Guardians of Forbidden Lore

Long ago, the priests of the Mortuary Cult grew envious of the Warsphinxes they had created to guard the tombs of ancient Nehekharan monarchs after their death.

In secret, lest they rouse the anger of their rulers, the priests began constructing similar beasts of cyclopean size to guard their own sacred sites and hidden repositories of lore. Resembling a regal Warsphinx, these constructs of cold stone and precious metals bear the great wings of a Necrosphinx upon their broad backs. Should unwanted interlopers discover the sacred and forgotten places of the Mortuary Cult, they quickly fall prey to these ruthless sentinels that guard the mountain peaks.



INCANTATIONS OF THE MORTUARY CULT

In ages past, the Liche Priests of Nehekhara's Mortuary Cult uncovered the secrets of life and death through its study of the magical arts and the power of the gods. Much of this magical knowledge was hidden within long and monotonous rituals, rituals which served to aid Nehekhara's priesthood in its efforts to pierce the veil between the mortal world and the realms of the dead.

Ritual Magic

The rituals of the Mortuary Cult were laboriously inscribed upon vellum scrolls imbued with power, from which the priests would read during long and arduous ceremonies. As these ceremonies neared their culmination, the scrolls would crumble to dust, the power within them consumed by the unfolding magic.

When the Mortuary Cult raised temples in distant lands and excavated great tombs beneath far-off mountains, entire libraries of these scrolls were sealed away, only to be forgotten with the decline of Nehekhara's power. With Settra's invasion of the Border Princes and his vast host's glorious victories, the priests of the Mortuary Cult have been afforded ample opportunity to reclaim many of their lost temples and libraries hidden deep within the mountains of the Vaults.



Using Incantations

To represent this, some characters may purchase Incantation Scrolls. Incantation Scrolls cannot be duplicated on the same model and no two characters in your army can have the same combination of Incantation Scrolls:

- **High Priests:** May purchase up to three Incantation Scrolls.
- **Mortuary Priests:** May purchase up to two Incantation Scrolls.
- **Necrotects & Arch Necrotects:** May purchase up to one Incantation Scroll.

Performing An Incantation

Each Incantation Scroll contains a Bound spell. However, unlike most Bound spells, no Casting roll is made for an Incantation. Instead, when a character wishes to cast the Bound spell contained within an Incantation Scroll (or 'perform an Incantation') they must make a Leadership test (using their own Leadership):

- If this test is passed, the character is able to maintain their concentration amidst the tumult of battle and perform the Incantation. The Bound spell is cast at its given Casting Value.
- If this test is failed, the character's concentration falters and they are unable to perform the Incantation.

Dispelling An Incantation

Incantations can be dispelled just like any other spell. To dispel an Incantation, the result of the Dispel roll simply needs to be higher than the Incantation's given Casting Value.

Miscasts & Perfect Invocations

When performing an Incantation, there is no risk of a miscast or chance of a perfect invocation. When dispelling an Incantation, there is no risk of being outclassed in the art.

"Words Crumble Like Dust..."

The Bound spell contained within an Incantation Scroll can be performed only once, after which the scroll will crumble to dust, the power contained within it spent. However, if an attempt to perform an Incantation is unsuccessful, the Incantation has not been read to its end. In other words, the scroll does not crumble and the character may attempt to perform it again in a later turn.

Scroll Of Withering50 Points

When read aloud, the incantation contained within a Scroll of Withering slowly and painfully drains the life force from the reader's enemies.

Type: Hex

Casting Value: 8

Range: 21"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Strength and Initiative characteristics and cannot make any Ward or Regeneration saves. This Bound spell may target an enemy unit engaged in combat.

Scroll Of Summoning45 Points

The words inscribed upon a Scroll of Summoning enable the reader to reach into the underworld and call forth the souls of the dead.

Type: Enchantment

Casting Value: 8

Range: 21"

Effect: The target friendly unit regains D3 lost Wounds and, until your next Start of Turn sub-phase, improves the armour value of its Regeneration save by 1.

Scroll Of Awakening40 Points

When the spirits of the dead are awakened by the words of this incantation, they cluster about the living like moths about a flame.

Type: Magic Missile

Casting Value: 9

Range: 27"

Effect: Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. Any enemy model whose base lies underneath the template risks being hit and suffering a single Strength 4 hit with an AP of -2.

Scroll Of The Outcast Dead35 Points

Upon reading aloud from a Scroll of the Outcast Dead, the souls of the damned are dragged screaming from the coldness of the void to torment the living.

Type: Magical Vortex

Casting Value: 8

Range: 18"

Effect: Remains in play. Place a small (3") blast template so that its central hole is within 18" of the caster. Whilst in play, the template is treated as difficult terrain. The template scatters D6" during every Start of Turn sub-phase. Any unit (friend or foe) that moves through the template, or that the template moves over, suffers a single Strength 4 hit with an AP of -2. This hit has the Multiple Wounds (D3) special rule. Any unit that suffers one or more unsaved wounds from this weapon must make a Panic test as if it had taken heavy casualties.

Scroll Of Urgency30 Points

Scrolls of Urgency contain a simple but effective incantation which, when read aloud, imbues the undead servants of the Mortuary Cult with morbid vitality.

Type: Conveyance

Casting Value: 7

Range: 21"

Effect: If the target friendly unit has already moved during this Movement phase (not including failed charge moves), it can immediately move again.

Scroll Of Righteous Smiting10 Points

In response to the words upon a Scroll of Righteous Smiting, the warriors of ancient Nehekhara redouble their efforts to strike down their enemies.

Type: Enchantment

Casting Value: 7

Range: Self

Effect: Remains in play. Whilst this spell is in play, friendly units whose troop type is 'war machine' that are within the caster's Command range can re-roll a single Artillery dice or Scatter dice per turn.



RENEGADE CROWNS

In the barren frontier realms of the Border Princes and the Vaults, outcasts and exiles congregate. Carving rough fiefdoms from the lawlessness, they gather about themselves armies of mercenaries and outlaws. They rely upon the strength of their retinues to extort wealth and influence from the denizens of their new realms, and they bolster their might against the aggression of others or the vengeance of distant nations.



Warlords Of The Border Princes

Most that come to the Border Princes do so not through choice, but through necessity. Alongside proud aristocrats, forced to settle in the region following the humiliation of exile, come once renowned commanders of vanquished armies. Discredited scholars and mystical seers from far away seats of learning seek sanctuary in renegade courts, whilst bands of desperate brigands ravage the roads. Consequently, there is never any shortage of vagabonds and ne'er do wells in the Border Princes, folk that once wielded great power but that must now survive terrible hardships. All are eager to rise to power at the head of an army of mercenaries and outcasts. All are ready to fight for supremacy amidst the lawlessness.

Those that gain power and influence in the Border Princes and amongst the bandit-haunted passes of the Vaults sit precariously upon unsteady thrones, for there is always someone eager to overthrow a petty lordling and snatch their lands and titles for themselves. Thus do the numerous forts and castles of the region house large barracks, filled with grizzled warriors, some loyal to their lord, others loyal only to the coin in their lord's coffers.

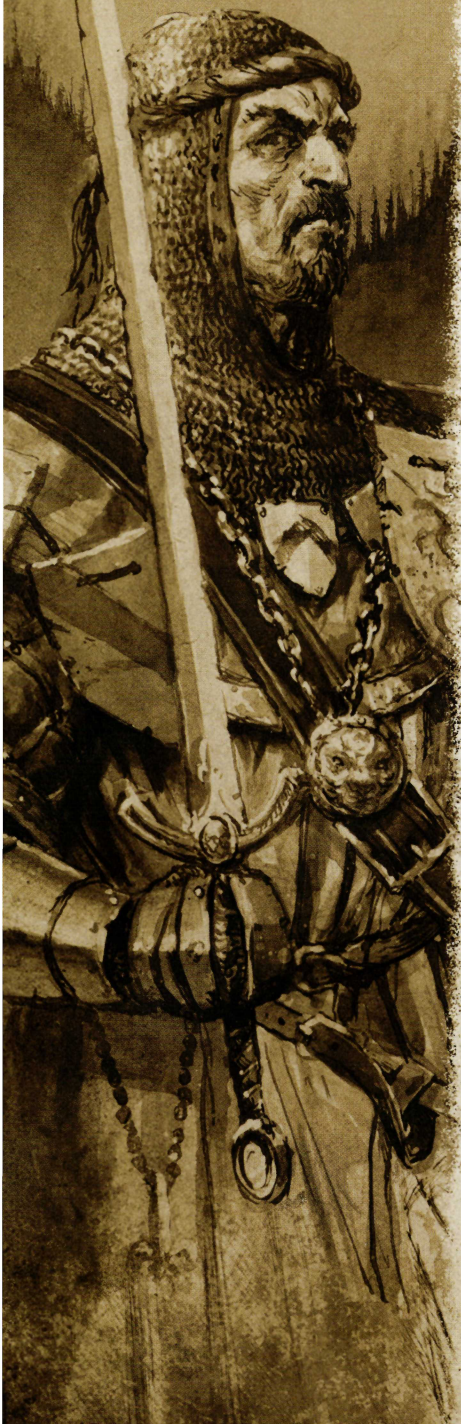
Many amongst the region's ever changing cavalcade of warlords are accompanied by trusted retainers from their homelands, be they the long time comrades of a bold warrior, the bodyguards of once renowned scholars, or the co-conspirators of treacherous lordlings. Whatever the case, such warriors invariably form the core of a renegade crown's military might.

Inglorious Armies

Whether for sentimental nostalgia or because of long-ingrained habits, the rulers of the Border Princes and the settlers in the Vaults invariably try to impose the ways of their former homes upon their new realms. Thus, whilst those that dwell in ancient walled towns under shadows cast by stout fortresses are slow to adopt the ways of their rulers, especially rulers recently arrived in blood and violence, the militias such lords raise often closely resemble the armies of their homelands.

Mercenary companies tend to flock towards the banners of exiles from their former homelands. Where possible, such mercenary companies, be they bold sellswords eager for battle and glory, or treacherous deserters fled from some distant battlefield, are keen to secure employment in the service of a fellow countryman. Indeed, when securing a patron within the Border Princes, mercenary captains that pay little heed to the importance of a common language and shared traditions can quickly find themselves on the receiving end of a paranoid employer's ire.

In this way, the lords of the Border Princes build armies of often considerable might, moulded in the image of the armies that fight to defend the great nations of the Old World. Invariably, these armies include a wide range of eclectic and unusual troops, fighting alongside seasoned mercenaries and veteran campaigners. With these armies, the renegade crowns of the Old World's most wartorn corners are defended against rivals and protected from the evil forces amassed against them.



Whilst many of the outcast nobles and disgraced commanders of once glorious warhosts that wash up on the treacherous shores of the Border Princes originate from the fair lands of Bretonnia or the sprawling nations of Sigmar's Empire, not all do. Both the Border Princes and the Vaults are home to desperate outlaws and fugitives that have travelled there from farther afield.



Ortegeta, the Don of the Red River

What crimes Lord Fulma Ortegeta committed in distant Estalia none can remember, but since his arrival in the Border Princes some three score years before Settra's invasion he has amassed a large following of outcast knights from his former homeland.

To many, these warriors might resemble the knights of fair Bretonnia, but Ortegeta's mercenary minions are notable more for their callous ferocity than for their bold chivalry.

Prince Fredo Todorno

Once a popular merchant prince in Tilea, Fredo Todorno now lives in exile in the foothills of the Vaults. To secure his holdings, the prince employs many Tilean mercenaries. These regiments, armed as they are with long thrusting spears and heavy halberds, resemble the state regiments of the Empire, but whilst such regiments are disciplined, Fredo's mercenaries are often poorly trained and loyal only to the prince's wealth.



Supported by Outcast Wizards and powerful artillery, the veteran mercenaries and ragged outlaws of the Border Princes prepare to meet the implacable advance of the Undead.

REALMS OF MAN

RENEGADE CROWNS

This Army of Infamy composition list is designed to be used with the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook, alongside various profiles from the Empire of Man, the Kingdom of Bretonnia and other army lists found in *Forces of Fantasy* and the *Arcane Journals*.



If you wish to field a Renegade Crowns army in your games of *Warhammer: the Old World*, you may write your muster list using the Army of Infamy composition list below. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Renegade Crowns army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Renegade Prince per 1,000 points
- Renegade Captains and Outcast Wizards (see page 42 of *Arcane Journal – Kingdom of Bretonnia*)

Core

At least 25% of your army's points value must be spent on:

- 0-1 unit of Veteran Sellswords per 1,000
- Sellsword Infantry, Freeblade Knights and Hireling Outriders
- Free Company Militia and Empire Archers (see page 59 of *Forces of Fantasy*)

Special

Up to 33% of your army's points value may be spent on:

- Veteran Freeblades
- 0-2 Border Princes Mortars per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Border Princes Brigands (see page 44 of *Arcane Journal – Kingdom of Bretonnia*)
- 0-1 war machine chosen from the following list per 1,000 points:
 - Border Princes Organ Gun
 - Border Princes Bombard (see page 45 of *Arcane Journal – Kingdom of Bretonnia*)

Mercenaries

Up to 33% of your army's points value may be spent on mercenaries, including:

- Any 'Dogs of War' from any *Arcane Journal* (i.e., any unit that has the 'Dogs of War' rule, allowing it to be taken as Mercenaries in one or more Grand Army composition lists)

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.



Battle Standard Bearer

A single Renegade Captain in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models that have the option to purchase magic items may purchase Common magic items.

RENEGADE CROWNS SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Renegade Crowns Army of Infamy composition list.

The Origins Of The Infamous

Those that rise to power in the Border Princes are invariably outcasts from their homelands. Many such once-noble warriors will travel in the company of loyal retainers and bodyguards, whilst others will gather about them cadres of loyal companions or desperate cutthroats.

Characters within a Renegade Crowns Army of Infamy can purchase an 'Infamous Origin', as described on page 43. Based on these, some units in your army may gain additional benefits, as detailed below:

The Mercenary Hosts

Tilean mercenary regiments are renowned for the deep formations they adopt in battle, allowing rank upon rank of brave soldiers to overwhelm their enemies with their weight of numbers.

For each character in your army that has the Might of Miragliano Infamous Origin, 0-1 unit of Sellsword Infantry or Veteran Sellsword Infantry may change its troop type to 'heavy infantry' and may have the Phalanx special rule for +10 points per unit:

Phalanx: A Close Order unit in which the majority of models have this special rule is considered to be in Combat Order rather than Marching Column even if it is deeper than it is wide, provided it contains enough models per rank to claim a rank bonus. Whilst such a unit is deeper than it is wide it can claim a rank bonus and can perform a charge move, but cannot march at triple its Movement characteristic. In addition, should such a unit be charged by an enemy unit with the First Charge special rule, it does not become Disrupted.

If a unit with this special rule wishes to adopt Marching Column and march at triple its Movement characteristic, it must be deeper than it is wide and contain fewer models per rank than it requires to claim a rank bonus.

The Outcast Knights

Though their honour may be besmirched, outcast knights retain the appearance of chivalry upon the battlefield.

For each character in your army that has the Renegade Knight Infamous Origin, 0-1 unit of Freeblade Knights or Veteran Freeblade Knights may have the Lance Formation (see page 107 of *Forces of Fantasy*) and the Noble Disdain (see page 43) special rules for +2 points per model.

The Outlaw & Renegade

In the lawless reaches of the Old World, bandits and highwaymen stand ever ready to fall upon the unwary.

For each character in your army that has the Noble Outlaw Infamous Origin, 0-1 unit of Hireling Outriders may have the Ambushers special rule for +1 point per model.

The Wandering Duelists

Outcast nobles and skilled duelists from distant lands band together in their exile, forming companies of deadly warriors.

For each character in your army that has the Wandering Diestro Infamous Origin, 0-1 unit of Border Princes Brigands may have a +1 modifier to their Weapon Skill characteristic for +2 points per model. In addition, once per game, models within this unit may make enemy models that direct their attacks against them during the Combat phase re-roll successful rolls To Hit.



Character



Exiled Nobles & Pauper Kings

To many, the high mountain passes of the Vaults and the rugged lowlands of the Border Princes are seen as places to pass through quickly, en route to grander destinations in the Old World or the distant east rather than as places to visit or in which to dwell. To others, these lawless realms mark the final destination upon long and inglorious journeys. Exiled knights, outcast nobles, banished courtiers and desperate brigands all invariably find their journeys lead them to the literal ends of the Old World. Once there, they must strive to carve out new lives amongst an ever changing landscape of political intrigue and violence, where only the strongest survive, and where only the most ruthless and cunning can hope to thrive.

Renegade Lords

	M	WS	BS	S	T	W	I	A	Ld	Points
Renegade Prince	4	6	4	4	4	3	5	3	8	75
Renegade Captain	4	5	4	4	4	2	4	2	7	35

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Great weapon..... +4 points
 - Halberd..... +3 points
 - Lance (if appropriately mounted)..... +4 points
 - Morning star..... +3 points
- May take one of the following:
 - Warbow..... +3 points
 - Crossbow..... +4 points
 - Pistol..... +5 points
 - Brace of Pistols..... +10 points
- May take a shield..... +2 points
- May replace light armour with:
 - Heavy armour..... +3 points
 - Full plate armour..... +6 points
- May be mounted..... See below
- A Renegade Prince may purchase magic items up to a total of..... 100 points
- A Renegade Captain may purchase magic items up to a total of..... 50 points

Special Rules: Rallying Cry, Veteran, Warband

Barded Warhorse

Warhorses	M	WS	BS	S	T	W	I	A	Ld	Points
Warhorse	8	3	-	3	-	-	3	1	-	+12
Barded Warhorse	7	3	-	3	-	-	3	1	-	+16

Troop Type: Regular cavalry (warhorse), heavy Cavalry (barded warhorse)
Base Size: 30 x 60 mm
Unit Size: 1
Equipment:

- **Warhorse:** Iron-shod hooves (counts as hand weapons)
- **Barded Warhorse:** Iron-shod hooves (counts as hand weapons) and barding

Special Rules: Counter Charge, First Charge, Swiftstride

Representing This Character In Your Games

Renegade Lords offer the ideal opportunity to be creative, allowing players to combine parts from multiple kits in order to represent heroes and villains from all corners of the Old World.

Sellsword Infantry

Sellsword Infantry	M	WS	BS	S	T	W	I	A	Ld	Points
Sellsword	4	3	3	3	3	1	3	1	5	4
Officer	4	3	3	3	3	1	3	2	6	+7

Veteran Sellswords	M	WS	BS	S	T	W	I	A	Ld	Points
Veteran Sellsword	4	4	3	3	3	1	3	1	5	5
Veteran Officer	4	4	3	3	3	1	3	2	6	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons and light armour

Options:

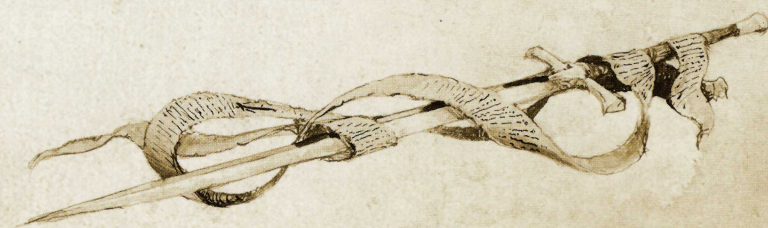
- The entire unit may take one of the following:
 - Thrusting spears +1 point per model
 - Halberds +1 point per model
 - Great weapons +2 points per model
 - Crossbows +2 points per model
 - Handguns +3 points per model
- The entire unit may:
 - Take shields +1 point per model
 - Replace light armour with heavy armour +2 points per model
- Any unit may:
 - Upgrade one model to an Officer (champion) +7 points per unit
 - Upgrade one model to a standard bearer +5 points per unit
 - Upgrade one model to a musician +5 points per unit
- Any unit of Veteran Sellswords may:
 - Purchase a magic standard worth up to 50 points
 - Replace light armour with full plate armour +4 points per model
 - Have the Drilled special rule +1 point per model
- A Veteran Officer may purchase magic items up to a total of 25 points

Special Rules:

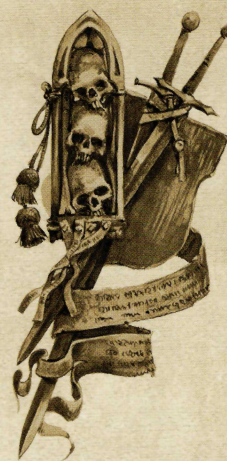
- Sellswords:** Close Order, Detachment, Horde, Regimental Unit, Warband
- Veteran Sellswords:** Close Order, Detachment, Horde, Regimental Unit, Warband, Veteran

Representing This Unit In Your Games

Painted in the heraldic colours of their employer, or featuring components from other kits, Empire State Troops, State Missile Troops and Militia are all ideal for representing units of Sellswords.



Infantry



Swords for Hire

All across the Old World, armies march endlessly to war. Whether due to territorial disputes between the squabbling rulers of Sigmar's once-mighty Empire, or the threat posed by invading enemies, there is never any shortage of violent work for soldiers and mercenaries alike. In the Border Princes, this is especially true. Here, countless mercenary companies, be they freshly minted regiments raised by a paymaster in the piazzas of Tilea, mutinous regiments fled from the Empire, the survivors of once mighty armies fled from distant battlefields, or grizzled veterans of wars beyond counting, all find employ in the towns and fortresses of the Border Princes. Such mercenary companies gladly join the retinues of the petty lords of the Border Princes, bolstering their military might in return for shelter and gold.

Cavalry



Tarnished Nobility

Throughout the Old World, noble knights defend their homelands against the forces of evil. Be they chivalrous warriors in the service of their liege lord, or paragons of virtue sworn into the ranks of a knightly order, heavily armoured warriors mounted atop barded destriers are a common sight. Yet not all knights are noble. Some betray their vows, turning to lives of dishonour and cruelty. Others find themselves fallen from grace and unwelcome in their own homelands through political upheaval and turmoil. Such outcasts invariably turn to the life of a Freeblade, a knight without a master. Freed from their duties and their vows, such knights seek employment amongst the warlords of the Border Princes, trading their skill at arms for coin.

Freeblade Knights

Freeblade Knights	M	WS	BS	S	T	W	I	A	Ld	Points
Freeblade Knight	-	4	3	3	3	1	3	1	8	18
Commander	-	4	3	3	3	1	3	2	8	+6
Veteran Freeblades	M	WS	BS	S	T	W	I	A	Ld	Points
Veteran Freeblade	-	4	3	4	3	1	3	1	8	22
Veteran Commander	-	4	3	4	3	1	3	2	8	+6
Warhorses	M	WS	BS	S	T	W	I	A	Ld	Points
Warhorse	8	3	-	3	-	-	3	1	-	-
Barded Warhorse	7	3	-	3	-	-	3	1	-	+3

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Freeblade Knights:** Hand weapons and heavy armour
- **Warhorses:** Iron-shod hooves (counts as hand weapons)
- **Barded Warhorses:** Iron-shod hooves (counts as hand weapons) and barding

Options:

- The entire unit must take one of the following:
 - Lances +1 point per model
 - Great weapons +1 point per model
- The entire unit may take shields +1 point per model
- Any unit may:
 - Upgrade one model to a Commander (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - Replace Warhorses with Barded Warhorses +3 points per model
- Any unit of Veteran Sellsword Knights may:
 - Replace heavy armour with full plate armour +4 points per model
 - Purchase a magic standard worth up to 50 points

Special Rules:

- **Freeblade Knights:** Close Order, Counter Charge, First Charge, Swiftstride
- **Veteran Freeblade Knights:** Close Order, Counter Charge, First Charge, Swiftstride, Veteran

Representing This Unit In Your Games

Painted in the liveries of outcast lords from distant lands and featuring components from other kits, both Empire of Man and Kingdom of Bretonnia cavalry models are all ideal for representing Freeblade Knights.



Hireling Outriders

	M	WS	BS	S	T	W	I	A	Ld	Points
Hireling Outrider	-	3	3	3	3	1	3	1	7	11
Captain	-	3	4	3	3	1	3	1	7	+6
Warhorse	8	3	-	3	3	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Hireling Outriders:** Hand weapons
- **Warhorses:** Iron-shod hooves (counts as hand weapons)

Options:

- The entire unit may take one of the following:
 - Cavalry spears.....+1 point per model
 - Shortbows.....+1 point per model
 - Pistols.....+3 points per model
 - Brace of pistols.....+6 points per model
- The entire unit may take one of the following:
 - Light armour.....+1 point per model
 - Heavy armour.....+3 points per model
- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Captain (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
- 0-1 unit per 1,000 points may:
 - Have the Feigned Flight special rule.....+2 points per model
 - Have the Reserve Move special rule.....+1 point per model
 - Have the Vanguard special rule.....+1 point per model
 - Purchase a magic standard worth up to.....50 points

Special Rules: Fast Cavalry, Fire & Flee, Open Order, Skirmishers, Swiftstride

Representing This Unit In Your Games

Painted in the colours of their employer, or featuring components from other kits, Empire Pistoliers, Bretonnian Mounted Yeomen and even High Elf Ellyrian Reavers are all ideal for representing Hireling Outriders.



Cavalry



Highway Robbery

The armies of the Old World are rife with fast moving regiments of lightly armed and armoured cavalry, from the impetuous pistoliers and veteran outriders of the Empire, to the dutiful yeomanry of Bretonnia and the expert horse archers of Kislev. On battlefields beyond number, light cavalry regiments have earned glory, protecting the flanks of their comrades from the predations of wicked Goblins mounted atop vicious giant wolves, or driving off the attacks of marauding servants of the ruinous powers.

Despite the noble origins of many such regiments, the armies of the Border Princes, are as likely to task such roles to outlaws and bandits seeking the protection of a warlord in exchange for their service as they are to recruit professional mercenaries.

War Machine



Weapons of War

Whilst the civilised nations of the Old World wage war with sophisticated weapons of destruction crafted by skilled artisans and crewed by trained engineers, the warlords of the Border Princes and the Vaults must rely upon altogether more crude engines of destruction. Crude mortars are pressed into service alongside many barrelled field guns pillaged from battlefields and looted from the wreckage of merchant caravans. Yet despite the rustic nature of the weapons found in the region, they can still prove deadly in battle, and any warlord able to bring a battery of such weapons to bear against their enemies is assured an advantage in battle.

Border Princes Organ Guns

	M	WS	BS	S	T	W	I	A	Ld	Points
Organ Gun	-	-	-	-	7	3	-	-	-	125
Gun Crew	4	3	3	3	3	3	3	3	7	-

Troop Type: War machine
Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Organ gun and hand weapons
Special Rules: Levies, Skirmishers

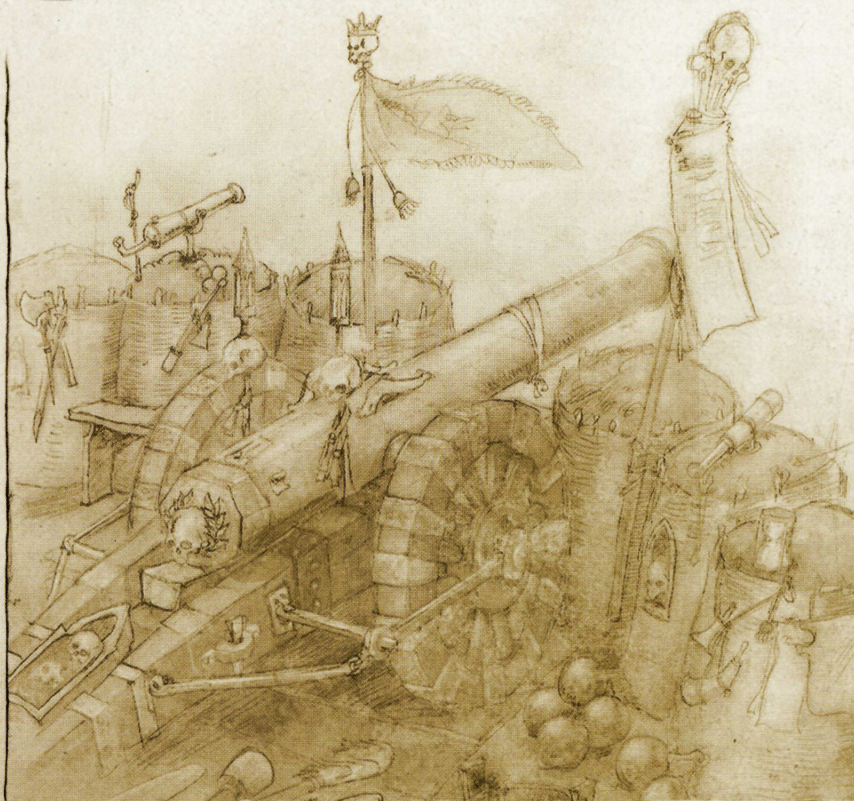
Border Princes Mortars

	M	WS	BS	S	T	W	I	A	Ld	Points
Mortar	-	-	-	-	7	3	-	-	-	90
Gun Crew	4	3	3	3	3	3	3	3	7	-

Troop Type: War machine
Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Mortar and hand weapons
Special Rules: Levies, Skirmishers

Representing This Unit In Your Games

Accompanied by crew models taken from Empire war machines, Dwarf Organ Guns and Empire Mortars are ideal for representing these mercenary weapons.



INFAMOUS ORIGINS

From dishonoured knights to proud hunters, to stoic infantry commanders, those that rise to power and infamy in the Border Princes, however fleetingly, bring with them a wild and eclectic mix of martial skills from the homes they left behind.



To represent this, any Renegade Lords or Outcast Wizards within an army made using the Renegade Crowns Army of Infamy muster list may have a single Infamous Origin, chosen from those detailed on this page. Each Infamous Origin gives a character certain bonuses in the form of improved characteristics and additional special rules. In some cases, having a character with a particular Infamous Origin may grant additional benefits to other units in the same army, as described on page 37.

The Might Of Miragliano+25 Points

Tilea is famous for its mercenary companies led by skilled commanders of great courage and repute.

A model with the Might of Miragliano Infamous Origin:

- Has a +1 modifier to their Leadership characteristic.
- Gains the Stubborn and Tilean Stoicism special rules.

Tilean Stoicism: Should a character with this special rule join a unit prior to making their first Break Test of the game (i.e., whilst Stubborn), that unit gains the Stubborn special rule. However, should the character leave a unit they have joined for any reason prior to making their first Break Test of the game, that unit immediately loses the Stubborn special rule.

The Renegade Knight.....+25 Points

High born and haughty, renegade knights are often disdainful of lesser warriors.

A model with the Renegade Knight Infamous Origin:

- Has a +1 modifier to their Weapon Skill and Strength characteristics.
- May purchase magic items from the Kingdom of Bretonnia magic item lists in *Forces of Fantasy* and *Arcane Journal – Kingdom of Bretonnia*.
- Gains the Noble Disdain and Veteran special rules.

Noble Disdain: A model with this special rule whose troop type is 'Cavalry' does not have to make a Panic test when a friendly unit whose troop type is 'infantry' is destroyed whilst within 6" of it, or when it is fled through by a friendly unit whose troop type is 'infantry'.

The Noble Outlaw.....+20 Points

The Border Princes are filled with ruthless outlaws and cutthroats that claim to be of noble birth.

A model with the Noble Outlaw Infamous Origin:

- Has a +1 modifier to their Ballistic Skill and Leadership characteristics.
- Gains the "Hold the Line" special rule (see page 48 of *Forces of Fantasy*).
- May purchase magic items from the Empire of Man magic item lists in *Forces of Fantasy* and *Arcane Journal – Empire of Man*.
- May take one of the following:
 - Handgun..... +6 points
 - Repeater handgun..... +8 points
 - Repeater pistol..... +8 points
 - Shortbow +2 points
 - Longbow +4 points
- May take one of the following special rules:
 - Ambushers..... +10 points
 - Scouts..... +10 points

The Wandering Diestro+20 Points

Many a skilled duellist of noble birth has been driven from their home due to intrigue and treachery.

A model with the Wandering Diestro Infamous Origin:

- Has a +2 modifier to their Weapon Skill characteristic.
- Gains the Feint & Dodge special rule.
- May not take any weapons with the Strike Last special rule.
- May take an additional hand weapon..... +3 points

Feint & Dodge: Once per game, when an enemy model directs its attacks against a model with this special rule, you

WARRIORS OF GRIMNIR

To the Dwarfs of the Worlds Edge Mountains, honour is everything. Though outsiders speak derisively of the Dawi's burning lust for gold, this is because few will ever comprehend that throughout the Karaz Ankor, the truest currency is honour. Nor does an outsider understand that once honour lies broken and shame consumes all, a Dwarf's whole life lies in tatters.



Grimnir's Penance

Long ago, when great storms of Chaos threw the world into turmoil, the Ancestor Grimnir grew melancholy at the burden placed upon him, for he had been tasked with defending his people against the daemonic legions and, though he won many great victories, the price of each was Dwarf blood. To assuage his sorrow, Grimnir swore to journey north, to find the shattered portal of the Old Ones that led to the æther and to slay the gods of Chaos that lurked beyond it.

In preparation, Grimnir set aside his armour, cut short his beard with rough shears and shaved his temples, before taking animal fat and spiking his hair into a fearsome crest. Finally, he chained his axes to his wrists, ensuring he would not set them down whilst breath still filled his lungs. With his crude preparations made, Grimnir struck out from his hold, vanishing into history and legend.

What became of Grimnir, none can say, but his sacrifice is remembered and his loss recorded as one of the most heinous grudges levelled against the Ruinous Powers and their daemonic minions. Since those fateful days of legend, Dwarfs beyond counting have followed Grimnir's example when suffering insurmountable shame, guilt or sorrow. Swearing binding vows to leave behind their kin and forgo the comforts of hearth and home, they wander the wildernesses of the world instead, seeking out vicious monsters and worthy enemies to slay in battle, never resting until death claims them and their burdens are eased.

The Slayer Cult

Members of Grimnir's penitent cult, commonly known as the Slayer Cult, are outcasts from Dwarf society, ungoverned by the moral and cultural codes that most Dwarfs are guided by. Accordingly, Slayers are treated with an odd mixture of sympathy and fear by most Dwarfs. Sympathy for the weight of the unspoken suffering that burdens them, and fear for their well-earned reputations as ill-tempered berserkers, untroubled by morality or reason.

Their vows forbid them from returning to the bosom of their kin in this life, and they are oathbound to seek out ever more dangerous and deadly enemies to slay, causing many to become maudlin and nihilistic, anticipating the day they meet their doom in battle and reunite with their loved ones in the halls of the ancestors. Thus, battle and destruction becomes the one constant in their lives as they seek to avenge past wrongs against their kind, whilst simultaneously protecting future generations from the predations of the evil beasts they slay.

Perhaps unsurprisingly, Slayers are strange to behold, with shorn beards and outlandish hair, often dyed to mimic the flame-red hair of Grimnir; they dress crudely and wear little armour, preferring to decorate their skin with tattoos and warpaint. They are instantly recognisable to Dwarfs and other races alike and, when they approach the stoic lines of an army arrayed for battle, seasoned warriors stand aside without a word, sure that their presence will be welcome amidst the bloodshed to follow.



Whilst most Dwarfen banners are carefully crafted and intricate, adorned with runic emblems and stylised ancestor masks, those carried to war by the warriors of Grimmir's cult are altogether more crude affairs. Battered runic tokens, tattered books and torn parchments bearing runic wards hang alongside crude trophies of war and the severed heads of Trolls and other wicked beasts.

By contrast, the weapons wielded by Slayers are well made and carefully maintained, as are the weapons of all Dwarfs. What sets the weapons of a Slayer apart from those of the average Dwarf is the number and potency of the runes they bear, and the gaudiness of their ornamentation.



Fearless in the face of the horrors arrayed before them, the Warriors of Grimmir charge boldly into the fray, ready to lay down their lives in the defence of their kin.

DWARFEN MOUNTAIN HOLDS SLAYER HOST

This Army of Infamy composition list is designed to be used with the Dwarfen Mountain Holds army list found in *Forces of Fantasy*, and the additional material found in *Arcane Journal – Dwarfen Mountain Holds*, alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Slayer Host army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Slayer Host army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- Ungrim Ironfist, Slayer King of Karak Kadrin (see *Arcane Journal – Dwarfen Mountain Holds*)
- 0-1 Daemon Slayer per 1,000 points
- 0-2 Dragon Slayers per unit of Slayers taken

Core

At least 20% of your army's points value must be spent on:

- Slayers

Special

Up to 50% of your army's points value may be spent on:

- 0-1 Brotherhood of Grimnir
- 0-4 Doomseekers per Daemon Slayer or Dragon Slayer taken (see *Arcane Journal – Dwarfen Mountain Holds*)

Rare

Up to 25% of your army's points value may be spent on:

- 0-1 Goblin-hewer per 1,000 points (see *Arcane Journal – Dwarfen Mountain Holds*)
- 0-1 Dwarf Cart per 1,000 points (not including Miner's Carts, see *Arcane Journal – Dwarfen Mountain Holds*)
- If your army includes Ungrim Ironfist, 0-1 unit of Hammerers may be included as a Rare choice

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries, including:

- 0-1 unit of Rangers (see page 22 of *Forces of Fantasy*)

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.

Battle Standard Bearer

A single Dragon Slayer in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on Weapon runes, a Battle Standard Bearer can purchase Standard runes with no points limit.

Runic Items

Any models that have the option to purchase runes may do so as described on page 32 of *Forces of Fantasy*.

Runic Tattoos

Any models that have the option to purchase runic tattoos may do so as described on page 47 of *Arcane Journal – Dwarfen Mountain Holds*.



SLAYER HOST SPECIAL RULES

In this page, you will find a full description for each of the army special rules that apply to an army built using the Slayer Host Army of Infamy composition list. These are in addition to the Dwarfen Mountain Holds special rules found on page 39 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the Dwarfen Mountain Holds special rules.

From The Wilds

Emerging from the wilderness, Slayers are drawn by the sounds of battle and the promise of violence.

- 0-1 unit of Slayers with a Unit Strength of 10 or less in a Slayer Host Army of Infamy may have the Ambushers and Skirmishers special rules for +1 point per model.

"Look Snorri, Trolls!"

Surrounded by their fellows, Slayers find it hard to resist the urge to close with the enemy as soon as they can.

After deployment, but before deploying Scouts or making any Vanguard moves, all units of Slayers and Brotherhood of Grimnir within a Slayer Host Army of Infamy may make a "Look Snorri, Trolls!" move. A unit making a "Look Snorri, Trolls!" move moves D3" +1 as described in the Basic Movement rules. It may manoeuvre normally but cannot march. Roll separately for each eligible unit.

Troll Hunters

Some Slayers hunt their prey with cunning, sneaking close before descending upon them with fury.

- 0-1 character per 1,000 points in a Slayer Host Army of Infamy (not including Ungrim Ironfist) may have the Scouts special rule for +10 points per model.

Wards Of Grimnir

Penned by the keepers of Grimnir's shrine, these potent wards protect the members of his cult from the weapons of the enemy.

- Any unit in a Slayer Host Army of Infamy that includes a standard bearer may purchase Wards of Grimnir for +1 point per model. A unit with Wards of Grimnir has a 6+ Ward save against any wounds suffered during the Shooting phase that were caused by a non-magical enemy attack.

Worst Among Equals

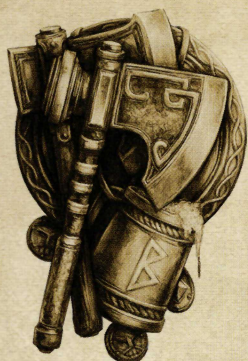
Surly and quarrelsome by nature, Slayers are seldom willing to heed the commands of any individual.

If your army includes Ungrim Ironfist, he must be your General. If not, you must nominate a Daemon Slayer or Dragon Slayer to act as your General, even though the Loner special rule would normally prevent this. However, to reflect that Slayers make poor leaders, a Dragon Slayer or Daemon Slayer that is the General of a Slayer Host does not gain the Inspiring Presence special rule.

Note that, if the General of a Slayer Host Army of Infamy bears the Rune of the Dishonoured runic tattoo, the enemy player can win the bonus Victory Points for slaying them as normal.



Infantry



Shrines of Grimnir

Shrines to the ancestors can be found deep within the heart of every mountain hold, but some shrines to Grimnir take on special importance. Acting as safe havens for Slayers and outcasts, these places are visited by many Dwarfs, burdened by shame, come to take the oaths of a Slayer under the stern but not unsympathetic gaze of the Shrine Keepers. These tattooed priests of Grimnir, Slayers themselves, are tasked with maintaining the shrines and recording the names and deeds of those that make their pilgrimage to such places. When hosts of Slayers gather for war, the Shrine Keepers emerge. Gathering about them a bodyguard of Slayers whose sagas have grown long, they take to the field of battle, seeking enemies to slay and protecting the members of Grimnir's cult from hostile magics.

Brotherhood Of Grimnir

	M	WS	BS	S	T	W	I	A	Ld	Points
Shrine Guards	3	5	3	4	4	1	3	2	10	18
Shrine Keeper	3	6	3	4	4	2	3	2	10	+21

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 5-30 models
Equipment: Hand weapons

Options

- Any number of models may take one of the following:
 - Additional hand weapon..... +1 point per model
 - Great weapon..... +2 points per model
- Any unit may:
 - Upgrade one model to a Shrine Keeper (champion)..... +21 points per unit
 - Upgrade one model to a standard bearer..... +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - Purchase Standard runes up to a total of..... 100 points
- A Shrine Keeper may purchase:
 - A single runic tattooVaries
 - Weapon runes up to a total of.....50 points
 - Talismanic runes up to a total of.....50 points

Special Rules: Blessings of Grimnir (Shrine Keeper only), Close Order, Deathblow, Gromril Weapons, Hatred (Orcs & Goblins), Immune to Psychology, Loner, Magic Resistance (-2), Motley Crew, Resolute, Slayer, Unbreakable

Blessings Of Grimnir

Those that tend the inner sanctum of the Shrine of Grimnir are well-versed in the secrets of his cult and able to unbind the foul magic of cowardly foes.

A model with this special rule may be nominated to attempt a Wizardly Dispel, as if it were a Wizard. However, unlike regular Wizards, a Shrine Keeper does not have a Level of Wizardry to determine their Dispel range or modify their Dispel rolls. Instead, a Shrine Keeper has a Dispel range of 21" and may apply a +1 modifier to their Dispel rolls.

Slayer

To persist for long as a Slayer, a warrior must be exceptionally skilled and ferocious.

When this model makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness.





**"IN THE NAME OF SETTRA THE IMPERISHABLE,
KNEEL OR BE CAST DOWN!"**

- Hierophant Ashurtak

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