

ARMY OF THE LICHEMASTER

To add an extra dimension to this campaign, we've included a variant army list to enable devotees of the Lichemaster to field an army properly suited to the Battle of the Cairns. This list is designed to stand alone from any existing army books, so you don't need a copy of either *Warhammer Armies: Vampire Counts* or *Warhammer Armies: Tomb Kings* to use this army list. What you will need is the profile for Heinrich Kemmler which, if you don't already have it, can be found on:

www.games-workshop.com

As with most variant army lists, this will require you to do a little bit of conversion work, although most of the 'core' units can easily be pressed into service in another Undead army (and vice versa) later on if you wish. That said, if any of you still have elements of the Undead army from fourth edition *Warhammer*, you may well find you already have most of the units!

Army special rules

Undead. All units in the Cairns army are Undead. All Undead models are governed by the following rules.

The Lichemaster. A Cairn's army can only be led by Heinrich Kemmler. If he is destroyed, the Undead in the army will slowly start to crumble to dust. To represent this, at the end of the

phase when the General is killed, and at the beginning of every Undead turn thereafter, all Undead units on the battlefield must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind (not even Ward Saves) are allowed. Eg, a Skeleton Warrior unit (Ld 3) takes the test and rolls a 7: the unit suffers 4 wounds ($7-3=4$). Characters never suffer wounds because of a destroyed General. Units can use the Leadership of a character leading the unit for this test, as normal. Note that if the General is taken below one Wound, but manages to regenerate enough Wounds to come back, this rule does not apply. The General has to be dead (ie, removed from the table) for this rule to take effect.

Break Tests. Undead cannot be broken, but Undead units beaten in combat suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward Saves, are allowed against such wounds). If characters are present in the unit, or if they are riding a monster, the controlling player can decide how to allocate the wounds amongst the unit, the monster and the characters. In multiple combats, each Undead unit on the losing side suffers one additional wound for every point their side has lost the combat by. If an Undead unit is wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.

Psychology. Undead are Immune to Psychology (see the Special Rules section of the *Warhammer* rulebook).

Charge Reactions. Undead can react to charges only by holding their ground.

Marching. Undead cannot make a march move unless they are within 12" of the General at the start of their Movement phase. Note that all the normal rules for marching apply (for example, the presence of the enemy within 8" still stops them from marching, etc).

Fear. Undead cause fear (see the *Warhammer* rulebook).

Unit special rules

Chill Attack. Ghosts do not attack in the conventional sense, though their chill presence is a danger to all who fear them. At the start of each Combat phase, roll 2D6+2 for any unit in base contact with a Ghost. For each point by which the roll beats the unit's Leadership, it suffers 1 wound (allocated exactly like shooting hits). No Armour Saving throws are allowed against these hits and they do count towards Combat Resolution. Units that are Immune to Psychology are not affected by this attack.

Tormented. Units with this special rule retain a fraction of their original will-power, rather than existing as reanimated husks. Furthermore, the element of life that remains within them longs for death and constantly fights Kemmler's control (unlike Banshees and Wraiths, who are twisted souls who long to inflict pain on the living). At the start of each of Kemmler's turns, before charges have been declared, the controlling player must make a Leadership test for each unit with this special rule, exactly as if Kemmler had been slain. If Kemmler has been slain, the unit must take two such tests, with the casualties from both being added together. Tormented units may not use the General's Leadership.

Spirit Levy. Units with this rule still suffer the fears and terrors of the flesh to some degree, and take comfort in numbers. A Spirit Levy unit adds its rank bonus to its Leadership.

Impale. When this beast charges, it may use its bony spines and tusk to impale its victims. This gives it a +1 Strength bonus in the turn when it charges.

Undead Constructs. These creatures are more resilient than normal Undead and suffer one less wound than they normally would when defeated in combat. Eg, a unit of Simulacra loses a combat by 3. They would lose three extra wounds but, as they are Undead Constructs, lose only two wounds. Undead Constructs have a 5+ Armour Save.

Ethereal Creatures. see page 28 of *Warhammer Armies: Vampire Counts* for the special rules for Ethereal Creatures.

Army list organisation

The army list is divided into four sections:

Characters

These represent the Lichemaster Heinrich Kemmler and his powerful undead servants. They form a vital and potent part of your force.

Core Units

Included in this category are the most common forms of warriors of the cairns – Skeleton Warriors, Simulacra and Ghosts.

Special Units

Special Units are your best troops and include the swift Unquiet Horsemen and the mummified Embalmed Ones. They are available to your army in limited numbers.

Rare Units

So called because they are scarce compared to your ordinary troops. They represent uncommon or unique creatures, such as ghostly Grooms or the terrifying Winged Nightmare.

Choosing an army

Both players choose armies to the same agreed points value. As you must field Heinrich Kemmler with the army, the minimum size for the army is 2,000 points, but it can certainly be a lot higher. Most players find that 2,000 points provides a game that will last over an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still '2,000' points armies for our purposes. Once you have decided on a total points value it is time to choose your force.

Choosing characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can field is shown below. Note that this table had been formatted to reflect the fact that there is only one (compulsory) Lord level character available to the army.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
2,000 or more	4	1	3
3,000 or more	6	1	5
4,000 or more	8	1	7
Each +1,000	+2	1	+2

An army does not have to include the maximum number of heroes allowed, it can include fewer than indicated. However, an army must always include at least one character: the General, who in this case is always Heinrich Kemmler.

Choosing troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated in the chart below.

Army Points Value	Core Units	Special Units	Rare Units
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each + 1,000	+1 minimum	+0-1	+0-1

In some cases other parameters may apply to a particular kind of unit. This is specified in the unit entry. For example, the Skeleton Warriors are a Core choice and at least one must be fielded in the army.

Unit entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profile: The characteristics profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum and maximum size for each unit.

Weapons and Armour: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in its points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options: Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a Champion, Musician or Standard Bearer.

Special Rules: Many troops have special rules which are explained in the army special rules section, and summarised for your convenience in the army list.

It would be tedious to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply, and where space permits, we have provided notes within the army list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive, and players should refer to the main rules for a full account.



KEMMLER'S ARMY OF THE CAIRNS

Lords

Heinrich Kemmler

Compulsory choice. For rules and details see White Dwarf 309 or log onto:

www.games-workshop.com

Kemmler is available from the online store and GW Direct.



Heroes

Krell, King of Wights

Compulsory choice. For rules and details see White Dwarf 309 or log onto:

www.games-workshop.com

Krell is available from the online store and GW Direct.



Shadow Druid

70 points

Kings have ever been surrounded by advisors, courtiers and wizards, and those entombed within the barrows are no exception. In life, these druids counselled their masters on the whims of the many gods, and of the future mapped in the stars. They were also the architects of the barrow complexes, and performed the rituals that accompanied a king into the next life. Unlike a king's other servants, the druids would not pass into death alongside their master, but would instead serve new rulers until the spark of their life was almost spent. As death stirred to claim him, a druid would imbibe of a magical poison that, though causing a terrible and agonising death, would allow their spirits to endure and watch over the barrows for eternity.

	M	WS	BS	S	T	W	I	A	Ld
Shadow Druid	4	2	0	2	2	2	2	1	10

Unit Size: 1

Weapons and Armour: Hand weapon.

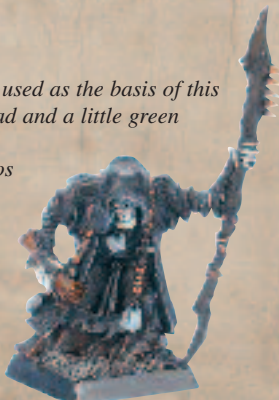
Magic: A Shadow Druid is a Level 1 Wizard. He may choose spells from the Lore of Shadow or the Lore of Death as described in the Warhammer rulebook.

Options: May be upgraded to a Level 2 Wizard for +35 points.

May choose a mix from the Common or Army of the Cairns magic items list up to a total value of 50 points.

Special Rules: Undead, Ethereal.

The body of a Dark Emissary was used as the basis of this Shadow Druid, with a skeleton head and a little green stuff completing the model. Other alternatives would be classic Chaos Sorcerors, Necromancers, and Vampires. In a Vampire Counts army, this could be used as a Necromancer or a Wraith.



1+ Barrow King

100 points

Each barrow complex was built to house a single great king and his entourage. The greatest of the old kings were buried with servants to attend them in the next world and warriors to guard them. Most moulder through the centuries, surrounded by the burial gifts of their people and ossified remains of their followers, but some are not so fortunate. Many Necromancers covet the service of a Barrow King's entourage and seek out their burial sites with the aim of raising the fallen ruler – and his legion – into their service.

	M	WS	BS	S	T	W	I	A	Ld
Barrow King	4	4	3	4	4	2	4	3	9
Chariot	–	–	–	5	5	4	–	–	–
Skeletal Steed	8	2	2	3	–	–	2	1	–

Unit Size: 1

Weapons and Armour: Hand weapon, heavy armour and great weapon (Chariot has Armour Save 4+).

Options: May choose a mix from the Common or Army of the Cairns magic items list up to a total value of 50 points

Special Rules: Undead, Magical Attacks, Killing Blow

This Barrow King is made from a Chariot from a classic Chaos Chariot and the model for Krell. Alternatively, you could use any of the classic Wight Lord or Chaos Warrior models. In a Vampire Counts army, the Barrow King could be used as a Black Coach.



CORE UNITS

Core Units are the most common unliving warriors in the **Army of the Cairns**. There is a **minimum number of Core Units** that must be fielded, as previously described.

Simulacra Points/Model: 65

Sculpted in the images of the almost countless deities of death and the dead that prowl the warrior grounds of the otherworld, it is said that these statues stalk the lands on the nights of new and full moons. Several of these edifices stand atop the site of each ancient barrow, bound and commanded by enchantment to watch over the earthly remains within, awakening only to confront those who would disturb the tomb. Fortunately for Kemmler, it takes but a little necromantic artifice to bind them to a new master.

	M	WS	BS	S	T	W	I	A	Ld
Simulacrum	5	4	0	5	5	3	1	4	10

Unit Size: 3+

Weapons and Armour: Hand weapon.

Special Rules: Undead Constructs.

The Simulacra are made from classic Wight models painted to resemble statues. Once again, suitable alternatives would be classic Chaos Warriors or Vampires. In a Vampire Counts army, these could be used as Spirit Hosts.



Ghosts Points/Model: 60

Some servants were sacrificed to defend or attend to the king in his next life, but others were chosen to protect his earthly remains from grave robbers and other ne'er-do-wells. Such beings drift between this world and the next, insubstantial creatures that cannot interact with the mortal world, bound forever to guard their master's corpse. Though they lack physical form they are deadly nonetheless, for their very presence burns the living with a blistering cold.

Ghosts do not count towards your minimum number of Core choices.

	M	WS	BS	S	T	W	I	A	Ld
Ghost	6	2	0	3	3	1	1	0	10

Unit Size: 1

Weapons and Armour: Hand weapon

Special Rules: Undead, Tormented, Ethereal, Chill Attack.

This Ghost is a model from the classic range, and makes a perfect Banshee in a Vampire Counts army.



These Skeleton Warriors have been assembled from the plastic sprue, with a handful of scratch-built components used to add a little variety.

1+ Skeleton Warriors Points/Model: 7

It was tradition that when one of the old people's kings was buried, they would be escorted into eternity by loyal vassals. Men from all walks of life were entombed alongside their rulers in this way, from unwilling slaves to the most dedicated and experienced of the king's royal guard. Most common, however, are those warriors who made up the bulk of the old king's warbands – now animated to ghastly unlife as Skeleton Warriors. The lesser kings would perhaps only have one such unit of warriors, whilst the greatest would have legions beyond number.

	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	3
Skeletal Chieftain	4	2	2	3	3	1	2	2	3

Unit Size: 10-40

Weapons and Armour: Hand weapon and shield.

- Options:**
- Any unit may replace their shields with great weapons (+2 points/model)
 - Any unit may be equipped with javelins (+2 points/model)
 - Any unit may be equipped with light armour (+1 pt/model)
 - Any unit may be equipped with spears (+1 point/model)
 - Any unit may upgrade one Warrior to a Musician for +5 points
 - Any unit may upgrade one Warrior to a Skeletal Chieftain for +10 points
 - Any unit may upgrade one Warrior to a Standard Bearer for +10 points

Special Rules: Undead.

SPECIAL UNITS

Special units are powerful and unusual Undead Troops. There is a maximum number of Special Units that can be fielded, and this varies with the size of the army, as previously described.

Embalmed Ones Points/Model: 12

Whilst the slaves of the old kings were burnt alive atop great pyres, so that their essence would continue to serve in the shadow land of the dead, those bondsmen who served the ancient kings willingly were subjected to a form of mummification. Though the techniques used in their preservation are primitive in comparison to those used on the rulers of Nehekharu, the corpses have endured the centuries in a remarkably intact – though highly combustible – state.

	M	WS	BS	S	T	W	I	A	Ld
Embalmed Ones	3	3	0	4	5	1	3	1	8
Cadaver	3	3	0	4	5	1	3	2	8

Unit Size: 5-20

Weapons and Armour: Hand weapon.

Options: Upgrade one model to a Cadaver for +14 points.

Special Rules: Undead, Flammable.



This unit of Embalmed Ones has been made from several classic Mummy models. If you wish, you could substitute Tomb Guard models from the Tomb Kings range. The models could be used as a unit of Grave Guard in a Vampire Counts army.

Unquiet Horsemen Points/Model: 16

In the ancient kingdoms of the Old World, and in marked contrast to the Nehekharan kingdoms further south, horsemen were comparatively rare. Most kings saw little point in maintaining battle-trained beasts, for such creatures caused additional complications in the support of an army and so only the wealthiest of warriors chose to fight from horseback. As a result, only a few score of Skeletal Cavalry are available to Kemmler at the Battle of the Cairns, carrying their long spears for a new master.

	M	WS	BS	S	T	W	I	A	Ld
Horseman	4	2	2	3	3	1	2	1	5
Chieftain	4	2	2	3	3	1	2	2	5
Skeletal Steed	8	2	0	3	3	1	2	1	5

Unit Size: 5-16

Weapons and Armour: Hand weapon, spear, light armour and shield.

- Options:**
- Any unit may replace their spears with lances (+1 points/model)
 - Any unit may replace their light armour with heavy armour (+2 points/model)
 - Any unit may upgrade one Unquiet Horseman to a Musician for +5 points
 - Any unit may upgrade one Unquiet Horseman to a Chieftain for +10 points
 - Any unit may upgrade one Unquiet Horseman to a Standard Bearer for +10 points

Skeleton plastics and a little green stuff have been used to create these Unquiet Horsemen. Black Knights would make for a simple alternative.



Barrow Guardians

Points/Model: 12

The Barrow King's greatest warriors often died shortly after their lord, willingly casting off the shackles of their life to guard him in the next. Their bronze and flint weapons, though tarnished and worn, are still deadly tools that remain more than capable of inflicting death upon the living.

	M	WS	BS	S	T	W	I	A	Ld
Barrow Guardian	4	3	3	4	4	1	3	1	8
Dread Guardian	4	3	3	4	4	1	3	2	8

Unit Size: 10-30

Weapons and Armour: Hand weapon, corroded heavy armour.

- Options:**
- Any unit may be equipped with shields (+1 points/model)
 - Any unit may be equipped with great weapons (+3 points/model)
 - Upgrade one model to a Dread Guardian for +12 points
 - Upgrade one model to a Standard Bearer for +12 points
 - Upgrade one model to a Musician for +6 points

A Standard Bearer may carry a Magic Standard worth up to 50 points.

Special Rules: Undead, Magical attacks, Killing Blow.

Special Rules: Undead.

Tomb Stalker

Points/Model: 45

Many forms of defence exist within the barrows of Athel Loren, yet the most deadly of all are the ancient constructs that stalk within the confines of the tombs, tireless abominations that exist only to slay the living. These horrifying beasts come in many forms and are forged from diverse materials, depending upon the whims of the priests that commissioned them, yet all are fashioned to prey upon the primal fears of mortal creatures.

	M	WS	BS	S	T	W	I	A	Ld
Tomb Stalker	6	4	0	5	5	4	3	4	8

Unit Size: 1

Weapons and Armour: Claws/tails/fists etc (depending upon the preference of the sculptor).

Special Rules: Undead Construct.

This Tomb Stalker is a Tomb Scorpion from the Tomb Kings range. Alternatively, you could use a Dragon Ogre, Minotaur, or Troll.



Kemmler's dreaded army

Kemmler's horde advance on the inhabitants of Athel Loren



RARE UNITS

The maximum number of Rare units that can be fielded varies with the size of the army, as previously described.

Glooms Points/Model: 6

The spirits of those who were enslaved to the dead kings still lurk about the site of their long-vanished pyres. Though weak, their sheer number and undying resentment of the living makes them a dangerous foe. Unlike many of the Barrow King's servants, however, their rage at their fate grants them a measure of free will, making them a challenge to any Necromancer who would seek to bind them.

	M	WS	BS	S	T	W	I	A	Ld
Gloom	4	2	0	2	2	1	1	1	5

Unit Size: 10-20

Weapons and Armour: Throttling dead hands.

Special Rules: Undead, Ethereal, Tormented, Spirit Lev

These Glooms are all Spirit Host models, rebased onto 20mm bases. In a Vampire Counts army, they could be used to represent Ghouls or Zombies.



Winged Nightmare Points/Model: 175

These horrifying creatures are an unholy fusion of the reanimated corpses of great monsters such as Manticores and Griffons. Only the most powerful of all Necromancers attempt to forge such a beast, for the magics involved are capricious and wilful at best and, at worst, can leave the caster a twisted and (more) insane wreck. His foothold within Athel Loren secure, Kemmler summoned several of these horrifying beasts to him, confident that their might would help him prevail.

	M	WS	BS	S	T	W	I	A	Ld
Nightmare	6	4	0	5	5	4	2	3	5

Special Rules: Undead, Fly, Terror, Large Target, Impale.

This Winged Nightmare has had its saddle filed away, but that needn't stop you mounting a rider on it and using it in your Vampire Counts army for its original purpose.

ARCHEOLOGICAL ARTEFACTS

In this section the common magic items are listed first (see the Magic section of the Warhammer rulebook). They are followed by a list of 'Army of the Cairns only' magic items. These items can only be used by models chosen from this list and must be selected within the points limitations set by the army list. Note that all the rules for magic items presented in the Warhammer rulebook also apply to 'Army of the Cairns only' magic items.

Common Magic Items

Sword of Striking	30 points
Sword of Battle	25 points
Sword of Might	20 points
Biting Blade	10 points
Enchanted Shield	10 points
Talisman of Protection	15 points
Dispel Scroll	25 points
Power Stone	25 points
Staff of Sorcery	50 points
War Banner	25 points

Magic weapons

The Stormsword of Medhe	50 points
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The god of the storm's eldritch power crackles about this blade, flowing along the metal like water and discharging into those unfortunate enough to be struck by it.

Whenever a model suffers an unsaved wound from this sword, every model in base contact with the wounded model (including the wielder, ridden monsters and chariots) takes a Strength 4 hit.

Magic Armour

Shield of the Ancients	50 points
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The origins of this shield are lost in the depths of time, yet its enchantment is still able to preserve the bearer from harm.

Counts as a shield. The bearer receives +1 Toughness.

Talismans

The Ring of the Cailledh	30 points
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One of the ancient Gods of the barrow people, the Cailledh was a deity subject to fits of great rage – a trait she bestowed upon those who followed her.

The Ring of the Cailledh confers a 5+ Ward Save on the bearer. If a wound is saved in this way, the model is subject to Frenzy for the rest of the game, even if normally Immune to Psychology.

Hide of Retribution	25 points
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Fashioned from the pelt of a mountain bear, now heavy with the dust of ages, this cloak is covered in runes of vengeance

Any model that hits the wearer in combat takes an automatic hit of the same strength for each successful hit they inflicted.

Arcane items

Staff of the Trickster	50 points
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This oaken stave carries the blessing of the trickster Goddess,

Naiedhe. An accomplished Druid can use this staff to rechannel the power of enemy spells into the very essence that thwarts their casting.

Whenever you make a Dispel roll, you may exchange any one of your dice for one of your opponent's dice. This does not effect the casting level of the spell (and so will not cancel Irresistible Force or cause a Miscast), but may be used to increase your dispel total.

The Storm Cauldron	50 points
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The power of Medbe, the stormlord, flows through this cauldron and allows the bearer to call down the fury of the elements upon his foes.

The bearer must take his spells from the Lore of the Heavens. He receives +1 to his score when attempting to cast these spells and is immune to any lightning-based damage (including Skaven Warp Lightning).

Enchanted items

The Casket of Shadows	50 points
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Bound Spell Power Level 3
This plain wooden box is said to contain one of the earthly passages to the shadow world. At great risk the casket can be opened, bridging the realms and driving his foes mad with their greatest fears.

The casket contains the Shades of Death spell from the Lore of Shadow. Roll a D6 each time it is used. On the roll of a 1 the energies of the casket are drained and it cannot be used again in that battle.

Sky Chariot	50 points
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Barrow King only
Said to be the very chariot in which Goederan, mother of the gods, would girdle the world, this construction soars aloft through her blessing.

The Barrow King's chariot can fly.

Charm of Defiance	15 points
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The trickster goddess of the barrow people delighted in confounding enemy mages. This Charm binds a portion of her power to the bearer, interrupting the flow of magic to enemy wizards.

You may use a Charm of Defiance in your opponent's Magic phase to add 2 dice to your Dispel pool. A character may carry any number of Charms provided they do not exceed their magic items limit.

Charm of Destruction	15 points
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Bound Spell Power Level 4 (One Use Only)
This Charm urges the barrow people's god of the dead to smite the bearer's enemies with crushing force.

All enemies in base contact with the character suffer a single Strength 4 hit with no Armour Saves allowed. A character may carry any number of Charms provided they do not exceed their magic items limit.

Heinrich Kemmler

Points: 550

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

Weapons and armour: Kemmler carries the Skull Staff, a Power Familiar and a Black Periapt. He wears Kemmler's Cloak of Mist and Shadows and wields the Chaos Tomb Blade.

Spells: Kemmler is a Level 4 Wizard and always uses the Lore of the Lichemaster.

The Master of Necromancy: As long as he has enough Power dice, Kemmler can cast any of his spells, even one that has been cast already in the same Magic phase.

Spells of Protection: Kemmler has spent many long weeks hidden, preparing for this moment of grand triumph, and has woven powerful magical defences about himself. As a result, he has a 5+ Ward Save. In addition, Kemmler (and any unit he joins) suffers one less wound than they normally would when defeated in combat.

Cloak of Mist and Shadows

This cloak endows the wearer with ethereal form. Free from the bond of his material body, the user is free to move through solid matter like a ghost.

This item can be used only by models on foot. The wearer is Ethereal for the entire game - he may ignore terrain penalties and cannot be harmed except by magical attacks.

Power Familiar

A Power Familiar attracts raw magic power to its owner.

The Familiar adds one dice to both the Power dice and the Dispel dice pool of the bearer.

Skull Staff

The Skull Staff constantly whispers to its bearer, revealing the secrets of magic.

At the beginning of the bearer's Magic phase, the enemy must reveal all magic items carried by each one of his models within 12" of the Skull Staff's bearer. In addition, thanks to the wise advice of the skull, after the bearer has rolled on the Miscast table, he can choose to re-roll the dice. The second result applies.

Black Periapt

This maleficent jewel has the power to trap the winds of Amethyst magic and accumulate them for its bearer, or his lord, to use.

Allows the bearer to save one unused Power dice or Dispel dice at the end of any Magic phase and store it, to add it to his side's dice pool in the next Magic phase.

Chaos Tomb Blade

Forged from the raw stuff of Chaos, this blade thirsts for the blood of the living.

This magic weapon allows Kemmler to re-roll failed rolls to wound in close combat.

The profile given here represents Kemmler at the time of the Battle of the Cairns, fast approaching the pinnacle of his power - if not thwarted soon, his sorcery will rival the mighty Nagash himself

Kemmler counts as both a Lord and a Hero choice. He must be fielded exactly as represented here, and may not be given additional equipment or magicks.

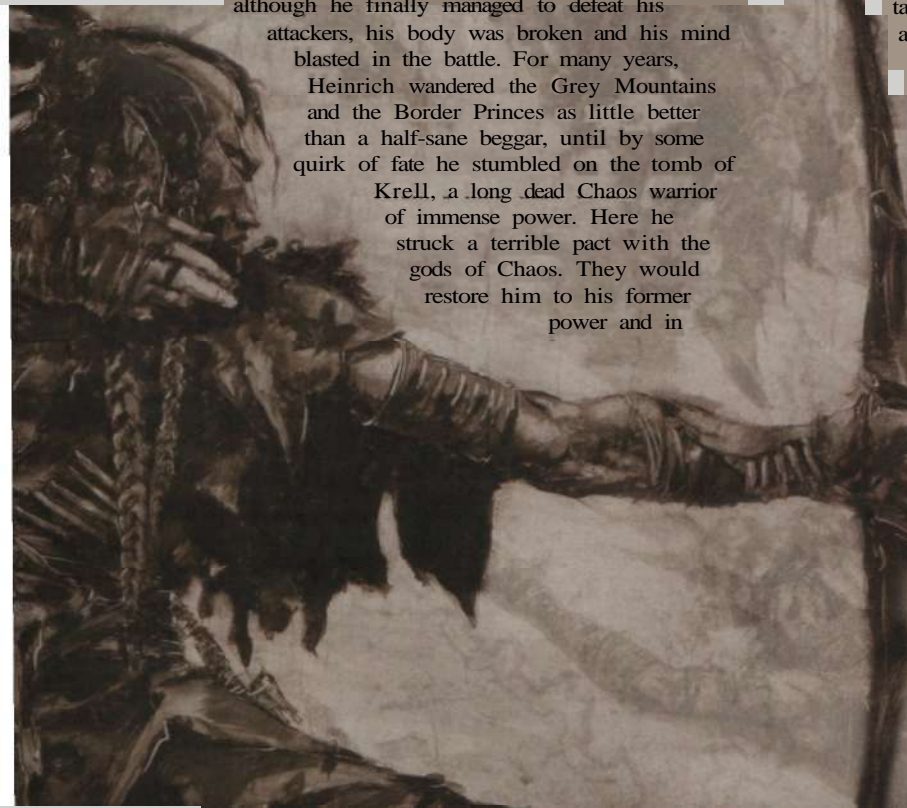


Heinrich Kemmler was a great and feared Necromancer, until rivals began to usurp his power. They nearly succeeded in driving the Lichemaster to his death, and although he finally managed to defeat his attackers, his body was broken and his mind blasted in the battle. For many years, Heinrich wandered the Grey Mountains and the Border Princes as little better than a half-sane beggar, until by some quirk of fate he stumbled on the tomb of Krell, a long dead Chaos warrior of immense power. Here he struck a terrible pact with the gods of Chaos. They would restore him to his former power and in

return Heinrich swore to slay and destroy in their name. Now once again the name of the Lichemaster strikes terror into the hearts of ordinary folk and tales of his foul deeds are whispered when retold across the Old World.

Heinrich stands just under six feet tall and has long, filthy white hair. His body is covered with scars, cuts and abrasions from his years of madness, and is shrouded in a large dark cloak that swirls and twitches with a life of its own. In one hand he carries the Chaos Tomb Blade, in the other he holds his Skull Staff, a magical item which is topped with a skull that chatters and gibbers constantly. Following his defeat at the Bretonnian abbey of La Maisontaal, Kemmler remains determined to inflict his revenge upon Bretonnia. If he can harness the power in the Cairns of Athel Loren he will unleash an army upon the descendants of Gilles and leave the land a corpse-choked ruin.

Krell was a mighty Chaos Champion long before the birth of the Empire. At this time there were only a handful of scattered tribes of Men who were nothing more than barbarians with few skills and little learning. Krell was the ruler of one such tribe that was corrupted by the Chaos god Khorne. Krell quickly carved out an empire amongst



Krell

Points: 190

	M	WS	BS	S	T	W	I	A	Ld
Krell	4	5	3	4	4	3	4	4	6

Weapons and Armour: Black Axe of Krell, Chaos armour (4+ Armour Save). He also wears the Crown of the Damned.

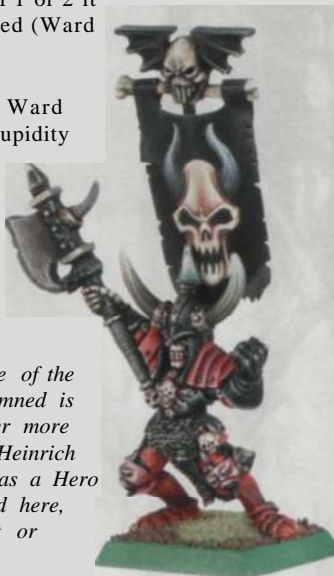
The King of Wights: In Krell's hands his dreaded weapon reaches the pinnacle of its dark powers. It delivers a Killing Blow every time Krell rolls a 5+ on his rolls to wound.

Black Axe of Krell: The Black Axe of Krell is a great weapon and follows all the rules for normal great weapons. Also, any model that suffers 1 or more wounds from the Black Axe must roll a D6 at the start of both its own and its enemy's Magic phases for the rest of the game. On a roll of 1 or 2 it suffers 1 more wound with no Armour Save allowed (Ward Saves can be taken as normal).

Crown of the Damned: This crown confers a 4+ Ward Save upon the wearer. The wearer is subject to stupidity (even if the model is normally Immune to Psychology).

By this time, Krell and the Crown have become fused into a single entity - as a result, the Crown may not be destroyed by spells such as Vaul's Unmaking.

The profile given here represents Krell at the time of the Battle of the Cairns, where the Crown of the Damned is starting to erode his will-power, leaving him ever more dependant on Kemmler. If your army includes Heinrich Kemmler, it may also include Krell, who counts as a Hero choice. He must be fielded exactly as represented here, and may not be given any additional equipment or magic items.



Laws of Undeath

As Undead, Kemmler and Krell have the following special rules:

Immune to Psychology

Undead are Immune to Psychology (see the Warhammer rulebook).

Cause Fear

Undead cause *fear* (see page 81 of the Warhammer rulebook).

Charge Reactions

Undead can react to charges only by holding.

Break Tests

Undead cannot be broken, but if Kemmler and Krell are beaten in combat, they suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward Saves, are allowed against such wounds). If either are wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.

the barbarian tribes of the north and then turned against the Dwarfs to the south. This was during the period the Dwarfs call the Time of Woes, when their empire had been riven by earthquakes and volcanic explosions, then assaulted by massed tribes of Ores, Goblins, Skaven and other evil creatures. Krell allied with the Night Goblins who stormed the Dwarf strongholds of Karak Ungor and Karak Varn and his name is recorded many times in the Great Book of Grudges. He was finally slain by the Dwarf hero Grimbul Ironhelm during the assault on Karak Kadrin.

Hundreds of years later, Heinrich Kemmler came across Krell's tomb. He struck a deal with the warrior and freed him to do his bidding, or so he

thought. In fact, Kemmler's wanderings in the mountains had been subtly guided by Nagash as part of a cunning plan that would free Krell and unite him with the Lichemaster, so that he could unleash these two powerful undead champions against Bretonnia. Nagash's plans suffered a minor setback following the heavy casualties their forces suffered at the Battle of La Maisontaal Abbey, but in time they are sure to bear terrible fruit. Unfortunately for Krell, his withered form is proving increasingly susceptible to the corrupting energies of the Crown of the Damned - only Kemmler's powers now sustain him.



THE LORE OF THE LICHEMASTER



D6	Spell	Casting value
1	Invocation of the Lichemaster	3+/7+/11+
2	Desiccating Grasp	6+
3	Eternal Vigour	7+
4	Withering Gaze	8+
5	Kemmler's Danse Macabre	10+
6	Curse of Eternities	13+

Necromancy is the magic of the past, of withered flesh and faded times. It is similar to Amethyst magic, of which it is a somewhat corrupted version. Being a Necromancer of almost incomparable power, Kemmler utilises more powerful versions of the spells of Undeath. Kemmler automatically knows all six of the following spells.

Invocation of the Lichemaster

Cast on 3+/7+/11+

Casting Value	Models created	Wounds restored
3+	D6 Skeletons	D3 Wounds
7+	2D6 Skeletons	2D3 Wounds
11+	3D6 Skeletons	3D3 Wounds

This spell can be used in two different ways - to add models to an existing unit, to create a new unit or to restore lost Wounds to a model. In all cases, it has a range of 18". The caster must declare if he is using the spell on an existing unit (declare target unit), or to create a new unit of Skeletons as well as the Casting Value he is attempting (3+, 7+ or 11+), before he rolls the dice to cast.

The higher the Casting Value chosen, the more effective the result of the spell will be if cast successfully.

	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	3

Invocation of the Lichemaster can be used to:

- Recover wounds in an existing Undead unit or character. If successfully cast, choose one Undead unit or character model (even if engaged in close combat) and then measure the range to it. If the unit is in range, that unit recovers D3/2D3/3D3 wounds (or wounds worth of models), depending on the Difficulty Level chosen.

New models will be armed and equipped exactly like the other models in the unit. Note that this may not take the number of models in the unit above the number it began the game at. The victory Points value of die unit does not change. This spell may not be used to increase the frontage of the target unit beyond four models, though it may be used to increase the number of ranks.

- Create a new unit of Skeletons. If successfully cast, choose any point within 18" and place one model on it. Then form the rest of the models around it. The new unit will consist of D6/2D6/3D6 models, depending on the Casting Value chosen. Skeletons will be armed with a hand weapon and shield.

If less than five models are created, the spell has failed to work and no models can be placed on the table. Units created in this way must be deployed at least 1" away from any enemy, but may be in any formation and facing any direction. Immediately calculate the Victory Points value of the new unit (at 8 points per Skeleton) and record it.



Desiccating Grasp (Remains in play)

Cast on 6+

The Necromancer has the ability to cause anything he touches to age centuries within a second, destroying the bodies of his enemies and enslaving them. As he grips his opponent tightly, the victim's flesh and all his possessions are instantly turned to dust which is scattered by the wind of ages. If a foe is slain whilst Kemmler is under the effects of this spell, their form is reanimated as an Undead minion. This spell can be cast by the Lichemaster on himself, even if he is in close combat. Once it has been cast, the spell lasts until it is dispelled, or until the Wizard decides to end it (which he can do at any time), attempts to cast another spell or is slain.

Whilst the spell remains in play, any model wounded by Kemmler is killed automatically, with no Armour Saves allowed. The enemy can take a Ward save, if he has any, but if the wound is not saved the model is dead. This applies to all models, of any size. If a man-sized model is slain in this way it is immediately reanimated as a Skeleton under Kemmler's control and placed in base contact with the Lichemaster. It may be placed in combat with an enemy if Kemmler's controlling player wishes, providing it is also in base contact with Kemmler.

Eternal Vigour

Cast on 7+

Kemmler concentrates on animating the creatures under his control. They attack with such speed and ferocity that few can defend against their flurry of blows. Target one of your own Undead units within 18" and that is in close combat. In the next Close Combat phase all models in the unit attack first, even if they have been charged, are armed with great weapons and so on (even Zombies! This is the only exception to the Braindead rule), and can re-roll any failed to hit and to wound rolls.

Withering Gaze

Cast on 8+

Bolts of Dark Magic leap from the Undead spellcaster's eyes. Where die beams touch the victims' flesh, their skin blackens and withers, sloughing away till the white gleam of bone is visible beneath. This is a magic missile with a range of 36". If successfully cast, the *Withering Gaze* hits its target and causes 2D6 Strength 4 hits.

Kemmler's Danse Macabre

Cast on 10+

The Undead are filled with an unholy magical energy that causes them to stride across the battlefield with a speed that even most mortals are unable to match. Adapted from one of the most infamous spells in the great Necromancer Vanhal's repertoire, this incantation can mean the difference between victory and defeat for Kemmler's army. This spell can be cast on a friendly Undead unit that is within 24", and which is not already engaged in close combat. The unit can immediately make a move of up to 8" in the same way as a normal move made in the Movement phase (it can wheel, turn, change formation or even reform) although it may ignore any hindering terrain or obstacles whilst it moves.

The unit can charge an enemy within 8" if opportunity permits and the same rules apply as for a normal charge (except that if the charge is failed the Undead will still move the full 8"). A unit that is charged by means of *Kemmler's Danse Macabre* can react to the charge as normal and must take the appropriate Psychology tests.

Curse of Eternities (Remains in play)

Cast on 13+

The enemies of the Undead feel their limbs become heavy and their hair turns grey - death comes to claim their souls. This spell can be cast on any one enemy unit within 24" (which may be a unit in combat if the Lichemaster wishes).

If successfully cast, the enemy swiftly starts to age. Roll a dice for each model in the affected unit. A model will suffer a wound on the roll of a 5+.

No Armour saves are allowed. Once cast, the spell remains in play. It lasts until dispelled, or until the Wizard decides to end it (which he can do anytime), attempts to cast another spell or is slain.

If not dispelled, at the beginning of the caster's next Magic phase models in the affected unit

suffer a wound on a 4+. In the caster's next Magic phase they will suffer a wound on a 3+ and so on, to a minimum of 2+.

No Armour Saves are allowed.

Characters who are part of a unit

