

Those Warmaster players who are also veterans of Warhammer will remember when GW released several narrative based campaigns for Warhammer 4th edition. This was one of these campaigns from way back in 1997. We thought what a great idea it would be to adapt it for Warmaster and so here is the Idol of Gork, the story of an ambitious border prince and his battle with the Orc Warlord, Grotfang.

THE CAMPAIGN

In this campaign, there are three preliminary battles which then lead up to an all-out, death-or-glory final conflict. The

first three battles are relatively small actions with up to 1,500 points per side. The final battle involves massed armies of 3,000 points or more.

The campaign you are going to fight is set in a particular time and place, and involves two of the great races or kingdoms of the Old World. The events leading up to each battle, the motives of the leaders and the story behind the campaign are all described. There are also hints on transporting this campaign to another time or place, and fighting it using different armies.

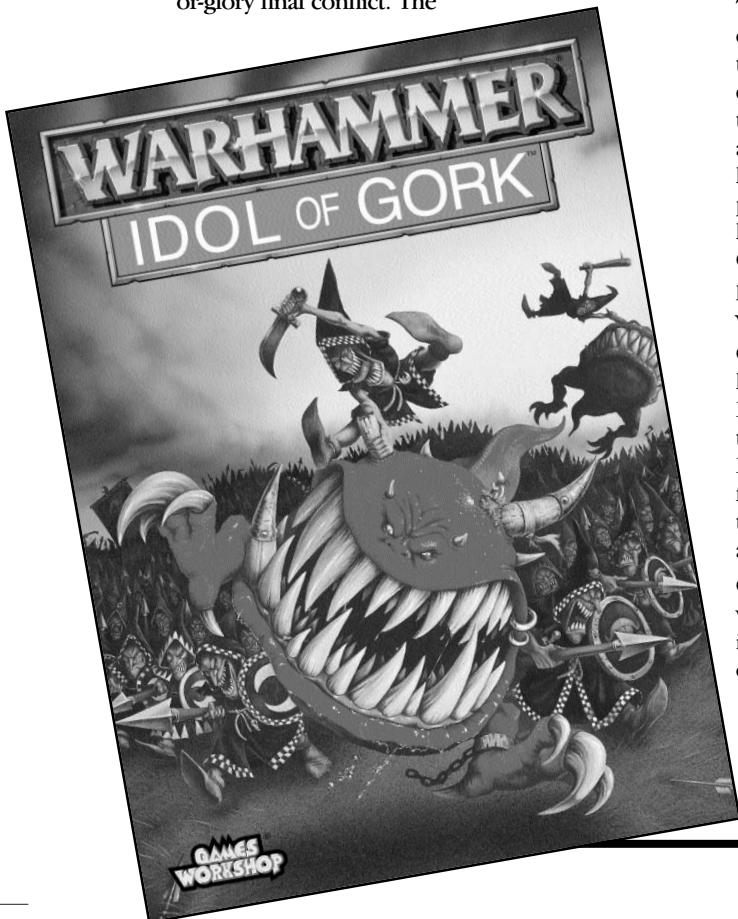
THE FOUR BATTLES

The campaign is designed so that the results of each of the three preliminary games affect the final battle in some important way. For example, if the Goblins win the Da Snatch then they are assumed to have found the arcane Crown of Command and Grotfang, the leader of the Iron Claw tribe, may use this potent item in the final battle. On the other hand, if the Goblins lose the battle then Grotfang is denied the use of this incredibly powerful item in the final battle.

WAR OVER THE MOUNTAINS

Once, during one of those rare moments in human history when the Counts of the Empire were not busy fighting each other for their lives and their lands, the lords of the Empire cast envious eyes upon the green and fertile valleys that laid to the south beyond the Black Mountains between Black Fire Pass and Blood River.

Over the years that followed, many attempts were made to colonise this region and claim it for the glory and people of the Empire. The discovery of rich veins of gold in Blind River and the abundance of precious gems in the foothills of the Worlds Edge Mountains led many people to brave the dangerous journey southwards in search of fame, fortune and prosperity.



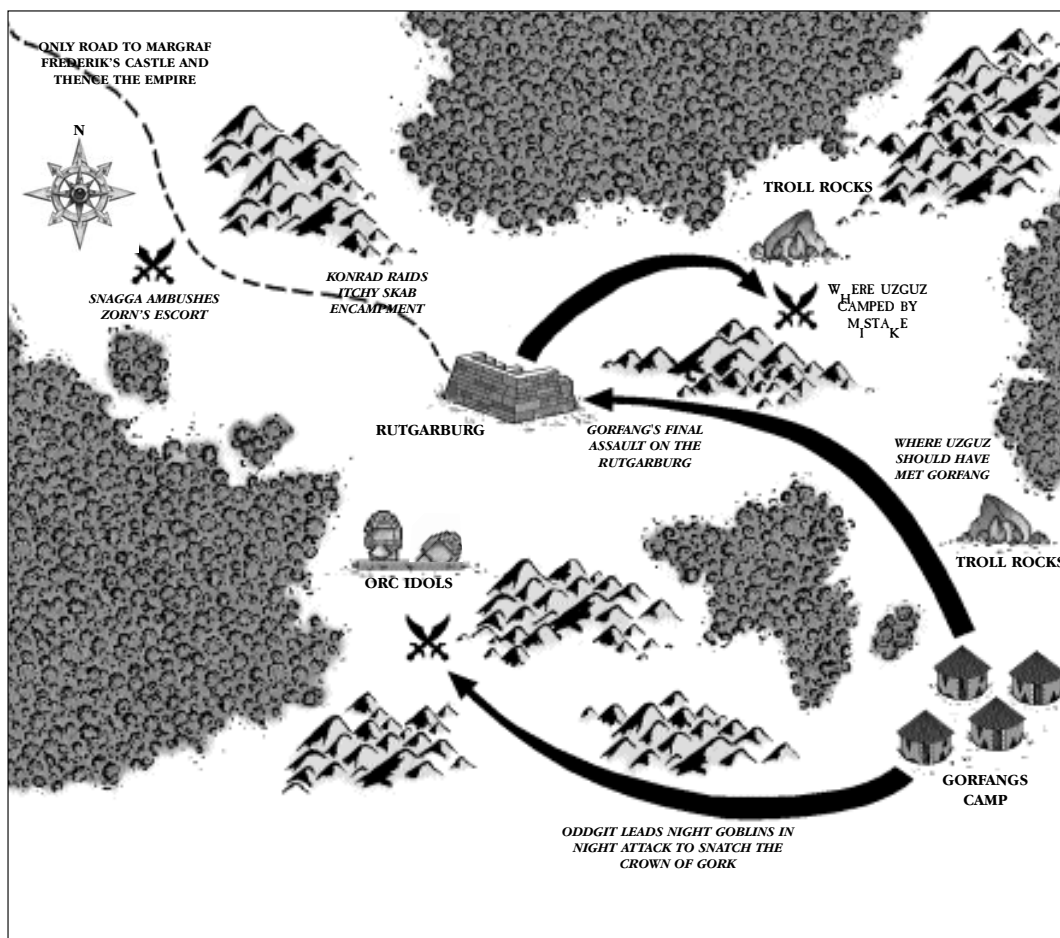
Idol of Gork

Others, those who lived a more simple and humble life, were tempted to leave the Empire with the dream of a new life tilling the fertile valleys in the lee of the Black Mountains. The leaders of these would-be colonisers honoured themselves with the title of the Border Princes. And as time went on, they styled themselves as the lords of the realm that laid beyond the borders of the Empire and the domain of the Emperor.

Rutgar was the younger son of Count Wilhelm of Wissenland, one of the dukedoms of the Empire. From an early age, Rutgar had known that it was his elder brother who would succeed their father and rule in Wissenland. This did not trouble him. After all, as a true-born noble of the Empire he had been raised to believe in right and order. He was not one to stir up rebellion through jealousy, even if he felt such feelings, which he did not. Instead, Rutgar had made up his mind to be his brother's right-hand man upon his inheritance. Meantime, he would practise the art of war and achieve outstanding prowess through honourable deeds and bring honour to his noble lineage.

Rutgar's nobility and righteousness must have been recognised by the god Sigmar because one day an incredible opportunity was offered to him. One, that if he took it, would guarantee his place in the annals of the bravest and the most noble in the Empire. Out of the blue, an envoy arrived at the court of Wissenland. As soon as he had heard the man's tidings – which had come across the mountains from the distant and dangerous realms of the Border Princes – the old Count summoned Rutgar into his presence and told him of the great events which had occurred.

An old comrade of the Count, Margraf Frederik, had been waging war against the Orcs, and had at last proved victorious. He'd conquered a vast tract of land and was now seeking mighty warriors of proven ability to help him secure it. The implication was plain for all to see: here was a golden opportunity for Rutgar to carve out a domain for himself and his father's people and become one of the Border Princes in his own right.



Idol of Gork

Rutgar was adventurous and brave, and wasted no time in worrying whether he should dare seize the opportunity which Fate, or the great god Sigmar, had so graciously bestowed. The young noble knew that he had to seize the moment, whether heaven-sent or not. Upon hearing Rutgar's decision to accept the challenge, the delighted old Count allowed his younger son to pick for himself a retinue to accompany him on the arduous overland journey to his new domain.

As it turned out, the young nobleman found no shortage of willing and able volunteers among the soldiers and ordinary people of Wissenland. Several regiments were soon raised for his retinue, as well as some master stonemasons who were to build a castle for

Rutgar. In addition, he attracted to his banner many poor citizens, merchants and peasants ready to take on the task of trying to turn barren wasteland into fields and build prosperous towns in Rutgar's distant new domain.

Within the month, at the head of a great following, Rutgar set out to cross through Black Fire Pass and then on into the region known as the Border Princes. Here he would meet his benefactor Frederik, who would endow him with his new realm.

Rutgar allowed himself to take one last look at the place he had called home since his birth, raised a loyal salute to his proud father, then turned his horse towards the path that would lead to his new life.

In a shallow hollow between two wind-scoured hills, deep in the heart of the land named the Border Princes, a wretched tent of mangy Troll-hide barely kept out the gale-driven dust. Within, perched on an iron stool long since bent and smoothed to the shape of his nether regions, the once-mighty Orc Warboss of the Iron Claw tribe, Grotfang Skab, skulked and brooded on the fate of his people. With a dull rustle, the tattered door flap slapped open and his trusted benchman, the peculiar Goblin shaman Oddgit, entered to disturb his gloomy cogitations.

"What d'yer want, Oddgit, can't yer see I'm finkin'?" scowled Grotfang, poking at something stringy caught between two rotten teeth with a sharp, grime-rimmed talon.

"Listen, boss," replied the shaman with an ingratiating grin. "I bin finkin' myself, an' I reckons I got a cunning plan."

"Just wot I wuz needin', anuvver cunning plan." Grotfang grumbled sarcastically, with a distinct lack of enthusiasm.

"Yeh, yeh, but lissen, dis is da one, boss, dis is it! I saw it in da bones – an' ya know dey nevvver lies!" Oddgit made an arcane sign with his fingers, as if to ward off an evil influence. He was an experienced shaman, and knew well the dangerous and arbitrary nature of the gifts the bones bestowed.

"If da bones sez it, I spose you better tell me den," Grotfang said, his interest now mildly aroused. There was something spooky about those bones, that was for sure, and no Orc chieftain could afford to ignore their messages, no matter how daft and irrelevant they sometimes seemed at the time.

"Yeh boss, you got it, sure fing. Fink back, back into the dim past. Do ya remember wben da 'uman gitz with da glitzy armour, an' cannons and stuff blasted yer strongbold, an' wiped out yer Gobbos down to da very last Gobbo, an' smashed up yer..."

"Get on wiv it!" yelled Grotfang, as he gripped the shaman by the scruff of his grotty, flea-ridden rags, shaking him so hard that several different species of beetle fell from bidden crannies and scuttled into dark corners of the tent.

"Okay, okay boss, don' bit me boss, I was just remindin' yer, boss, dat dey nevvver found da fying wot is bid down dere. It must still be dere!"

"Wot fying?" Grotfang panted, depositing the choking shaman back down on the ground without too much of a thump.

"Yeh, yeh, lissen to dis. It's da Crown of Gork boss, da awesome Crown of Gork wot wuz buried under da great stone tribal idols since dem times immem... immumi... ummimem... since flippin' ages ago!"

"Nevvver 'eard of it, yer scumbag!" Grotfang quipped. "Yer better not be windin' me up or I'll 'ave yer nadz fer knucklebones!"

"Would I do a fing like dat, boss, I mean, would I!" the shaman spluttered with a smile a crocodile would have been proud of, as he hastened to soothe the warboss before he did something typically violent. "Nar, lissen, da awesome Crown of Gork is a relic wot dem ol' shamanz put under da Idol just in case it wuz needed fer savin' da tribe. If yer go an' get it, yer can use all dat wild an' crazy magic wot's stored up in it to stick it to dem 'umanz and make da tribe dead powerful once more!"

The gold piece finally dropped into the cavernous void of Grotfang's brain. Batting the shaman aside and ignoring the subsequent yelp, he rubbed his craggy jaw with a gnarled and craggy hand.

"Y'know, I just bet dat if I could get me mitts on dat Crown, I could use all dat wild an' crazy magic wot's stored up in it to stick it to dem 'umanz and make da tribe dead powerful once more! Dat's it!" He grabbed the cowering shaman by the throat and raised him to eyeball height. "Right, I wants it! I needz it! I gotz to 'av it!" bellowed Grotfang. "NOW!"

The sun shone down and the crowds lined the streets, waving their farewells as the column slowly disappeared from sight.

RUTGAR OF WISSENLAND

Our story concerns one such adventurer, Rutgar, younger son of Count Wilhelm of Wissenland, and his struggles to carve out a realm of his own in a land swarming with Orcs. This tale comes down to us from two diverse sources, both of which portray Rutgar's efforts entirely from a human perspective. The first of these is the brief description of events to be found in the histories of Albrecht the Unreliable, a sage whose primary interest was the history of the Bright College of Magic, and whose works were written with the sole intent of ingratiating himself with his patron Radabald Redbrow, the master of the Bright College of Magic at that time. The second source of Rutgar's adventure is the much longer and infinitely duller twenty-eight volume 'A Historie of Ye Empire' by the Venerable Ludwig, from which many details of this campaign are drawn. Ludwig lived some hundred years after the events he describes, but took painstaking trouble to assemble the earlier accounts of travellers, and it is probable that he had access to Rutgar's own personal diaries and journals as well as other important documents that were subsequently destroyed in the Altdorf Fools Day fire of '41.

GROTFANG OF THE IRON CLAW

As to Rutgar's great foe, Grotfang Warboss of the Iron Claw tribe of Orcs, we not only have Imperial material about him but also a mighty Orc war-chant to help us understand his deeds and motives.

We know that Grotfang had already fought a long and bloody war against Margraf Frederik, whose forces had finally driven the Orcs away from their stronghold around the Idol of Gork. The Orcs retreated, probably to gather their forces for a counter attack, and in the meantime Rutgar arrived to assume control of the territories recently vacated by the Orcs.

A DISPUTED LAND

Rutgar discovered the old Orc stronghold which had previously been overthrown and burned out by Margraf Frederik.

Recognising it as an ideal defensive position in an otherwise open and vulnerable plain, he set about re-fortifying the ruins for his own use. Doubtless he was observed by the Orcs, who had maintained a close watch over the site of their former capital since their defeat. In fact, little known to the humans who laboured to build their new settlement amongst the ruins of the Idol of Gork, their

presence was destined to bring the wrath of the Iron Claw down upon them.

Thus was sown the seeds of a short but bloody war between the settlers and the Iron Claw, a war that saw little mercy shown on either side and which seriously weakened both Men and Orcs.

In truth it is hard to say which side won. Today, the Border Princes is still a disputed land of brigands and roving warbands, as dangerous and inhospitable as it was in the days of Rutgar and Grotfang.



*Idol of Gork***SCENARIO 1 - 'DA SNATCH'****THE IDOL**

Rutgar and his retinue marched for many days across a barren wasteland fit only for Orcs and Goblins. Indeed, until very recently it had only been inhabited by Orcs and Goblins. These were the lands captured from the Orcs by Margraf Frederik and given to Rutgar to hold on his behalf. Rutgar's task now was to set his followers to work to build a castle, while he and his troops defended it against the Orcs. When the settlement was properly fortified, his people could set about turning the wilderness into a prosperous cultivated land.

Eventually, Rutgar's column of soldiers, settlers and wagons came to a halt on a spur of low hills. His scouts had relayed the message back that it looked like a suitable place to build a castle. There were some natural rocky crags at the very edge of the scarp which could be quarried for stone. On one of the crags, the workmen found the abandoned ruins of an Orc stronghold, blackened and scorched by fire, and all around were scattered the debris of battle. Rutgar himself inspected the site.

"This is where Frederik besieged the Orc warlord in his stronghold and vanquished him," Rutgar announced to his soldiers. "Sigmar has led us here, so it is here that we shall build our stronghold."

In the days and weeks that followed, the foundations of the castle were laid upon the very crag where the Orc stronghold had been. The site was the best natural defensive position for miles around. The most impressive feature was an incredibly old tower. It had been there long before the Orcs had arrived to build their fortress and had been incorporated into their own building as a watchtower. Although it had been ruined by Frederik's cannons, Rutgar gave orders that the ancient tower should be restored and form the keep of his new castle. At the base of the outcrop, below the rapidly-growing fortress, Rutgar's civilian followers were building their hovels and starting to till new fields.

One afternoon, as the work continued, Rutgar rode out to an isolated hill where some workmen were trying to uproot a grotesque Orc monolith using ropes and a team of oxen. "It will make a good stone for the castle," shouted down the foreman.

Suddenly there was a terrible, blood-curdling yell. The ropes snapped and with a groaning crash, the idol toppled over. It fell on top of the workmen who vanished from sight as the colossal image of Gork embedded itself into the ground. Everyone nearby had a look of terror on their faces and men began making

the sign of holy Sigmar. Had they just been witness to an evil portent sent by the twisted Orc deity?

Rutgar took control of the scene and ordered the idols to be left alone for the time being. He set Manfred von Bock, a reliable captain, and a picked band of troops to guard the idols and keep watch for anything strange or suspicious. It rankled with Rutgar's profound faith in Sigmar that these vile Orc idols should remain there to taunt him and his people. When he returned to the camp, he despatched a messenger to Altdorf to consult with the Colleges of Magic and the arch-priests of the temples of Sigmar and Ulric. He would not disturb the idols until he knew it was safe to do so, but he was determined that this land would be made pure.

DA SNATCH

Skulking unseen among the gnarled and stunted trees of a nearby wood, Goblin wolf riders spied on the vain attempts of Rutgar's men to shift the idols. Staying only long enough to assess the situation, they hurried back to Grotfang's hidden camp with their report. Grotfang and Oddgit were horror-stricken that the Crown of Gork would be found before they could get to it.

Grotfang consulted with his trusty shaman. "Round up da Gobbo's fer a raid, Oddgit. I wants ya ter snatch da Crown of Gork from under da noses of dem stinkin 'uman gitz."

Oddgit felt a sudden sick feeling down where his food usually went. "Why me, er, I meenz, okay boss!"

Grotfang grinned. "I knowz I can count on you, Oddgit. Fetch me da crown an den we can get dem 'umans out of da tribal landz. It's wot Mork and Gork wants! Now get ta work!"



Oddgit, Goblin Shaman.

Oddgit scurried off to round up as many of his fellow Gobbos as he could find. Trust the Warboss to send them on the impossible missions. On the other hand, maybe the Warboss knew that Gobbos had a much better chance than Orcs of sneaking right up to the enemy's camp and snatching the Crown of Gork from under the sacred idols. Oddgit's feverish shaman brain began to form a cunning plan. What could be better than a night attack using the Night Goblins! They could see in the dark better than men. Oddgit began to believe that the Warboss was indeed being inspired by Mork and Gork.

FIGHTING THE BATTLE

Da Snatch is the first in a series of clashes between Grotfang's Orcs and Goblins and Rutgar's Empire forces that will eventually climax in a huge final battle. The outcome of this battle will decide whether Grotfang gets hold of the Crown of Gork.

THE BATTLEFIELD

The battlefield is dominated by the hill on which stand the twin idols of Gork and Mork. The Idol of Gork has now fallen over, which will make it far easier to dig up the Crown of Gork buried beneath it.

Set up the battlefield as shown on the map below. Alternatively, you can agree on a variation of the battlefield to suit the scenery which you already have available.

The hill where the idols stand is a fixed terrain feature which must be placed first. It should be positioned in the middle of the battlefield, no further than 40cm from either side's deployment zone.

THE ARMIES

THE EMPIRE

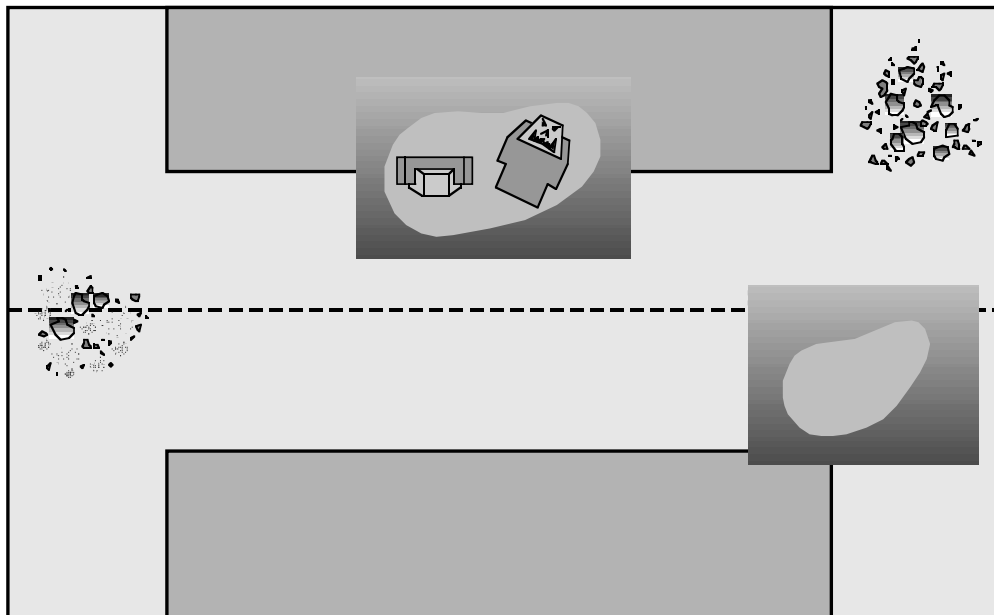
The Empire force consists of 1,000 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Empire force may not field any war machines, artillery, war altars, wizards or Knights. In addition, the Empire army may not purchase magic items of 50 points or over. The Empire army is led by Captain Manfred von Bock who is a Hero but counts as the General in this battle.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 1,000 points chosen from the army list in the Warmaster rulebook (alternatively, the Orc & Goblin player may use the Gobbo army list from Warmag 12). The only restrictions are that the Orc & Goblins may not field any Orcs (this includes Black Orcs, Boar Boyz, Boar Chariots, Rock Lobbers, Orc characters and Wyverns). In addition, the Orc & Goblin army may not purchase magic items of 50 points or over. The Goblin force is led by the Goblin Shaman, Oddgit, who counts as the army General. He is spectacular for a Goblin Shaman in that he has a whopping 8 Command (he is still restricted to 20 cm command range though).

DEPLOYING FOR BATTLE

The Empire force is guarding the idols and is therefore deployed first, before any of the Goblins. The Empire force is deployed no further than 20cm from the Empire player's edge. The only exception to this is that one Empire unit may be deployed directly in front of the idols' hill, as long as this is not within the Goblin player's half of the table.



Idol of Gork

THE BATTLE

WHO HAS THE FIRST TURN

The Goblin army is attacking at night, so it has the element of surprise. The Goblin player therefore has the first turn of the game.

HOW LONG DOES THE BATTLE LAST

Da Snatch is a Goblin night raid to snatch the Crown of Gork. Unlike a usual battle which ends at sunset, this battle begins at midnight and lasts until sunrise. To represent this, the game lasts for five game turns, each game turn representing an hour in the original battle. Each player will therefore complete five turns unless the battle ends earlier in a 'sudden death' victory.

As soon as dawn comes, the Goblins will break off from the battle and head for home to avoid the glare of the sun. Rutgar's men must thus try to keep the Goblins away from the idols until sunrise in order to win.

SPECIAL RULES

DARKNESS

The sneaky Goblin raiders have chosen to attack at night. This makes it difficult to shoot at them in the gloom. To represent this, all missile troops in the Empire force suffer from a -1 to hit modifier for shooting in the dark. The Night Goblins are unaffected by this rule being that they are underground dwellers and have fantastic night vision.

EERIE NOISES

The idols of Gork and Mork make eerie noises all night long. This unsettles the Empire soldiers. No Empire troops may be deployed on the idols' hill at the start of the battle. Any Empire troops intending to move onto or over the hill suffer a -1 Command penalty.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunrise, decide who has won by counting up victory points as described in the Warmaster rulebook. In the event that both sides have the same number of victory points, this is counted as an Empire victory, because unless the Goblins actually win the battle, they are unlikely to get hold of the Crown of Gork. If a Goblin unit is touching the fallen idol at the end of battle the Orc & Goblin player gains +300 Victory points.

VICTORY GAINS

GOBLINS

If the Goblin player wins the game, it means that Oddgit has got the chance he needs to dig up the Crown of Gork from the hole where the Idol of Gork fell over. The warlord will therefore have it for the final battle.

EMPIRE

If the Empire army win, Grotfang will not get the Crown of Gork. This will make it far harder for him to control his tribe in the final battle to recapture his lost stronghold.

Dieter licked his lips nervously and leaned closer to the campfire for comfort. A few feet away, Manfred von Bock sat calm and composed, seemingly oblivious to the massive stone idols which cast stark shadows across the pair of them. Storm clouds had been gathering for the past few hours, and although no rain had fallen, the clouds obscured the light of the moon, leaving only the guttering camp fire to illuminate the dark.

Edgy, Dieter decided to stretch his legs, if only for something to do. Just sitting staring at the idols was beginning to grate on the soldier's nerves. Despite himself, he couldn't shake the feeling of being watched, and when distant forks of lightning briefly pierced the darkness, he could almost swear the grotesque carved faces of the idols were leering at him, their eyes alight with malice. Mentally cursing his superstition, Dieter tried to take his mind off the idols.

"Do you think this area will make good farmland, Sir?"

Manfred tilted his head slightly to acknowledge his subordinate, the firelight illuminating the slight smile that played across his face.

"They bother you, don't they?"

"Well, er... I suppose it's just that I can't seem to get the picture of those dead workmen out of my mind, Sir. You don't suppose, I mean - you don't think those things did it on purpose do you?"

Manfred seemed to contemplate this last thought very seriously before finally coming to a decision. Raising himself from the bard packed earth, he wandered over to the nearer of the two idols, the one that had fallen that morning, and gently laid his hand against its rough, weather-beaten surface. It was cool to the touch and

strangely moist, despite the fact that no rain had fallen in nearly a week. Numerous insects and spiders crawled across the face of the idol, losing themselves in the cracks of the stone, heedless of any malevolent force the idol might contain.

"They seem harmless enough to me." said Manfred quietly. "Maybe there is more to them than meets the eye, but if that's so then I think we've seen the most of what they can do." Stepping back into the warm circle of the campfire, Manfred lowered himself back down to the ground and yawned sleepily.

"Accident or not, it matters little. When Rutgar gives the word, we'll tear them down and obliterate their blasphemy once and for all. You never know..." Manfred added with a wicked grin, "...we might even use the stone to build the latrines!"

Dieter laughed and rejoined his Captain by the campfire, feeling much more at ease. Manfred was right, of course. They were just crude statues. Why, come the clear light of day, he would wonder whatever possessed him to take such fright over two lumps of inanimate stone. Stretching out, Dieter opened a wineskin and offered some to Manfred. It was all utterly absurd. After all, what could possibly go wrong?

Some distance away at the edge of the woods, evil red eyes regarded the pair of soldiers intently, before disappearing back into the undergrowth. A few moments later, a long drawn-out bowl shattered the calm.

And then it began to rain.

SCENARIO 2 - 'THE AMBUSH'

MISSION TO ALTDORF

Rutgar's messengers arrived in Altdorf, unaware of the outcome of the Goblin attempt to snatch the mysterious Crown of Gork. There they set about finding wizards among the various colleges of magic. Their task was to persuade at least one wizard, maybe more, to return with them to Rutgar's domain to solve the problem of the sinister Orc idols.

Rutgar wanted his lands purified of all lingering taint of the Orcs. The idols were obviously potent with Orc magic and were dangerous things to leave where they were to menace his people. Rutgar had rightly concluded that they would act as a magnet for Orcs and Goblins, drawing the tribes towards them with their strange and unnatural powers. The best way to keep the Orcs from returning to their lost lands was to uproot the idols and break them up. Before that could be done, however, the noble realised that in order to counteract the power of the idols, he would have to enlist the aid of a wizard skilled enough to negate their dark power.

Eventually, after much searching, they found a wizard crazy enough to accompany them back to Rutgar. His name was Zorn, and for certain reasons which he would not reveal to them he was keen to set off for the distant land as soon as possible. He gathered together his own retinue of bodyguards and mercenaries and set off over the mountains to the Border Princes. The party rested there for a few days at Frederik's castle where they gathered cannons and further supplies for Rutgar. Then they set off for the last and most hazardous stretch of the route through the wilderness.

GROTFANG GETZ SNEEKY

Some of Grotfang's boyz were deep inside Rutgar's territory, which was once Orc tribal land. Their task was to scout for ways of getting up to Rutgar's camp undetected. They had been successful up till now and had remained hidden from the infrequent human scouts. In fact, they had penetrated as far as the only track linking Rutgar's camp to Frederik's castle – and beyond that was the road to the Empire.

Taking up a vantage point on a ridge of hills, they spied a column of dust. It was Zorn and his escort heading for Rutgar's camp. Snagga, leader of the warband, was eager for battle. Grotfang would reward him well for intercepting and wiping out his enemy's reinforcements.

FIGHTING THE BATTLE

The Ambush is the second in a series of encounters between Grotfang's Orcs &

Goblins, and Rutgar's Empire forces. Each of these clashes will influence that climactic battle in some important way. The outcome of this particular battle will determine whether Rutgar receives reinforcements from the Empire, including a valuable wizard, or whether he will have to defend his new settlement with only his regular forces.

THE BATTLEFIELD

The main features of the battlefield are a road from the Empire running directly across the table and a long ridge that runs parallel with it, behind which the Orcs are poised ready to ambush the Wizard's convoy.

Set up the battlefield as shown on the map on the next page. Alternatively, you can generate the scenery randomly using the Terrain Generator in Appendix III, or agree on a variation of the battlefield to suit the pieces of scenery which you have available.

The road from the Empire is placed first. This runs from one side edge, across the width of the table, and exits on the opposite side. It runs no further than 20cm from the Empire player's table edge. The road can be represented by a line of dice, strips of cloth, or by scattering a trail of flock or sand. The road should be wide enough for two units abreast.

The ridge where the Orcs lurk is placed next. This is represented by several low hills placed no closer than 20cm to the Orc player's table edge. The Orc army will therefore be screened from view from the road at the start of the game.

THE ARMIES

THE EMPIRE

The Empire force consists of 1,500 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Empire may not field a Steamtank or war altar. Also, the Empire army MUST include the wizard, Zorn, a battery of cannons and a Helblaster. In addition, the Empire army may not purchase magic items of 50 points or over.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 1,500 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Orcs & Goblins may not field any Rock Lobbaz, Trolls or a Giant. In addition, the Orcs & Goblin army may not purchase magic items of 50 points or over.

DEPLOYING FOR BATTLE

Due to the nature of this scenario, the Empire force must always set up first for this battle. They are deployed along the road, no further than 20cm from the Empire player's table edge and no closer than 60cm to the side

Idol of Gork

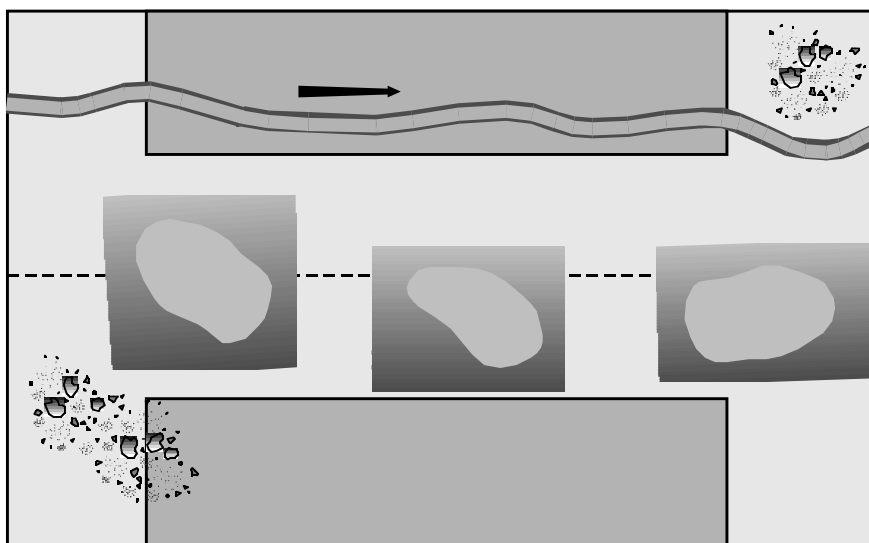
edges. Its units are deployed in a marching column heading towards the Empire player's left-hand table edge.

Zorn the wizard is placed in the middle of the column, no closer than 80cm to either side edge of the table. This is because the Orcs do not attack until the middle of the convoy is right in front of them.

If the wizard does manage to voluntarily leave the table via a side edge, it does not mean that he gets away or wins the battle. Instead, the battle continues until sunset and if the

Empire army is defeated, it is assumed that the Orcs catch up with Zorn later and finish him off. Alternately, if the Empire army wins, Zorn survives to fight another day.

The Orc force which is lying in ambush awaiting the arrival of the column is deployed no closer than 40cm to the Empire army and no nearer than 20cm to the side edges. It is partially screened from the Empire troops by the intervening ridge of low hills.



THE BATTLE

WHO HAS THE FIRST TURN?

Because they are hidden behind the ridge, the ambushing Orcs have the element of surprise, so the Orc player has the first turn of the game.

HOW LONG DOES THE BATTLE LAST

The Ambush lasted from mid-afternoon to sunset. To represent this, the game lasts for five game turns, each representing about an hour of daylight in the original battle. Each player will therefore complete four turns unless the battle ends earlier in a sudden death victory for the Orcs by them wiping out the Empire column. The Empire force must therefore either hold out against the Orcs or repel them during this time to win.

SPECIAL RULES

Unlimbering the Artillery: The Empire artillery pieces begin the game being dragged by the Empire troops and are neither loaded nor battle ready. The Empire gunners must spend their entire first turn unlimbering the guns and making them ready to fire in their next turn. As a result, the Empire artillery may not be issued orders, move nor fire in the Empire player's first turn.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up Victory points as described in the Warmaster book. In the event that both sides end up with the same number of victory points, this is counted as an Empire Victory because, unless the Orcs actually win the battle, the reinforcements will get through to Rutgar and the road to the Empire will remain open for more to arrive later.

VICTORY GAINS

ORCS & GOBLINS

If the Orcs & Goblins player wins the game, Rutgar will not be reinforced by Zorn or his escort of troops. In addition, the route to the Empire will have been cut, so Rutgar cannot receive any further Empire reinforcements. The Empire player will therefore not be able to use a wizard in the final battle, nor will he be able to include artillery.

EMPIRE

If the Empire army win the game they may have Zorn and the artillery for the final battle.

SCENARIO 3 - 'THE BATTLE OF TROLL ROCKS'

From a safe vantage point, Grotfang surveyed the scene of Rutgar's encampment. He observed the workmen quarrying stone and loading it onto wagons. In the distance, on top of the very hill where his stronghold once stood, the humans were now building their own fortress. Grotfang knew he must attack soon, before the humans finished building their castle. If he delayed any longer, he would never get his tribal lands back.

Some time later, back in his own camp, Grotfang summoned his new adviser, the Orc shaman Dreg, who had recently risen to pre-eminence in the eyes of the warlord.

"Da 'umanz iz buildin' a fortress on my flippin' hill!" Grotfang snarled angrily. "Dat meenz we gotta sort 'em out now before dey putz cannons an' fings on it."

"Dis iz true, boss," Dreg agreed.

"Yer, it iz. I said so, did'n I? But we needz more boyz. We gotta get over tribes ter come in wiv us an I wants yer to organize it, know wot I mean?"

"I fink so," said Dreg dubiously. "But yer'll have ter promise 'em somefink."

"Wot?"

"Dunno," said Dreg, looking at the sky as if in search of some divine inspiration.

"Wot if da 'umanz has got gold hid in dat fort wot dey is buildin'?" suggested the warlord in a flash of inspiration.

"Yer! Dat's why dey is buildin' it in da first place, innit, wink wink? I follows yer finkin', boss, we can get some over warbosses ter come in wiv us if we promises dem some of da gold! Brill plan, boss! But..."

"But wot?" said Grotfang.

"Wot if dere really ain't no gold an' da over bosses gets miffed?"

"Don't matter," replied the warboss. "Jus' tell 'em dat we fink dere iz gold. Wouldn't ya jump at da chance ter bash da 'umanz fer da prospeck of some treshur, Dreg?"

"Course I wud!" the shaman declared, now convinced of the sense of the plan.

"Right den, Dreg, get out there and find yer shaman mates in da Broken Toof, da Crooked Claw, da Itchy Skab and da over tribes wot iz roamin' about round here and give 'em an offer dey can't refuse!"

GROTFANG SEEKS REINFORCEMENTS

Grotfang sent his trusted Shaman Dreg to enlist the help of the Itchy Skab Orcs. Scurrying to their encampment, Dreg came across an old friend, the Shaman Nazgob. The pair caught up on local stories and rather too much fungus brew, then Dreg raised the prospect of a pact between Grotfang's Iron Claws and the Itchy Skab tribe, who were led at the time by the warlord Uzguz. The shaman slipped in a mention of a huge hoard of gold which the humans had stashed in the castle that they were building. Tempted by the thought of the treasure, Nazgob agreed to persuade Uzguz and the tribe to migrate southwards to join forces with Grotfang. A rendezvous was agreed at a place called Troll Rocks.

ENCOUNTER AT TROLL ROCKS

Some days later, a rider charged into Rutgar's camp at full speed to report that a band of Orcs had been spotted massing near a big cluster of boulders out in the hills. The stones were already familiar to Rutgar, as they marked the boundary of his new domain. Something had to be done straight away to deter the Orcs from invading his lands.

Rutgar ordered his trusted henchman, Konrad, to set out immediately with a strike force of cavalry, to attack and rout the Orcs.

Konrad was a renowned Orc hunter who had fought Orcs before when posted out in distant Kislev. Rutgar believed that these were undoubtedly the very same tribe that Frederik had warned him would try to recapture their lands and he was not about to let that happen.

Actually it was Uzguz and his Itchy Scabs who had set up a ramshackle encampment beneath the Troll Rocks. Due to an unfortunate problem with mutually unintelligible Orc dialects and the inherent brain-rotting problems of performing too much Orc shamanic magic, the shaman Nazgob had misinterpreted Dreg's instructions and led the tribe to completely the wrong place. The Iron Claw were at that moment encamped miles away, wondering when the Itchy Skab tribe would appear! Meanwhile, Uzguz had been waiting for several days and was beginning to get anxious. It occurred to him that the sneaky Iron Claw might have changed their minds, or something worse, when Konrad's men suddenly appeared on the scene.

FIGHTING THE BATTLE

The Battle of Troll Rocks is the third in a series of encounters between Orcs & Goblins and Rutgar's forces. The outcome of this battle will determine whether Grotfang can increase the size of his army for the final

Idol of Gork

encounter by gathering another tribe to his standard – or whether his Orcs must fight on alone.

THE BATTLEFIELD

The dominant feature of the battlefield is a cluster of huge boulders, rumoured to be the lair of Mountain Trolls. Meanwhile, the Itchy Skab tribe have built a temporary encampment in the shadow of these rocks.

Set up the battlefield as shown on the map. Alternatively, you can agree on a variation of the battlefield to suit the scenery which you have available.

The fixed features of this battlefield are a cluster of big boulders, the Troll Rocks, which count as very difficult ground, and the Orc encampment. The latter is made up of four Orc huts grouped together, sheltering behind the Troll Rocks. The rocks are placed in the middle of the table no further than 40cm from the Orc player's table edge. The Orc huts are placed by the Orc player anywhere between the rocks and the Orc player's edge but no hut may be placed more than 10cm away from the rocks. The huts should be arranged to look like an encampment and can be as cramped and squalid as the Orc player thinks appropriate.

THE ARMIES

THE EMPIRE

The Empire force consists of 1,000 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Empire may not field any war machines, artillery, Knights, a wizard or war altar. In addition, the Empire army may not purchase magic items of 50 points or over.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 1,000 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Orc & Goblins may not field any Chariots, Wolf Boyz or a Giant. In addition, the Orc & Goblin army may not purchase magic items of 50 points or over.

DEPLOYING FOR BATTLE

The entire Orc force is deployed first. It is deployed no further than 20cm from the Orc player's table edge. This represents the Orcs hastily mustering around their huts when they realise that they are about to be attacked.

The Empire force has the element of surprise so it should be deployed after the Orc force. It is deployed no further than 20cm from the Empire player's table edge.

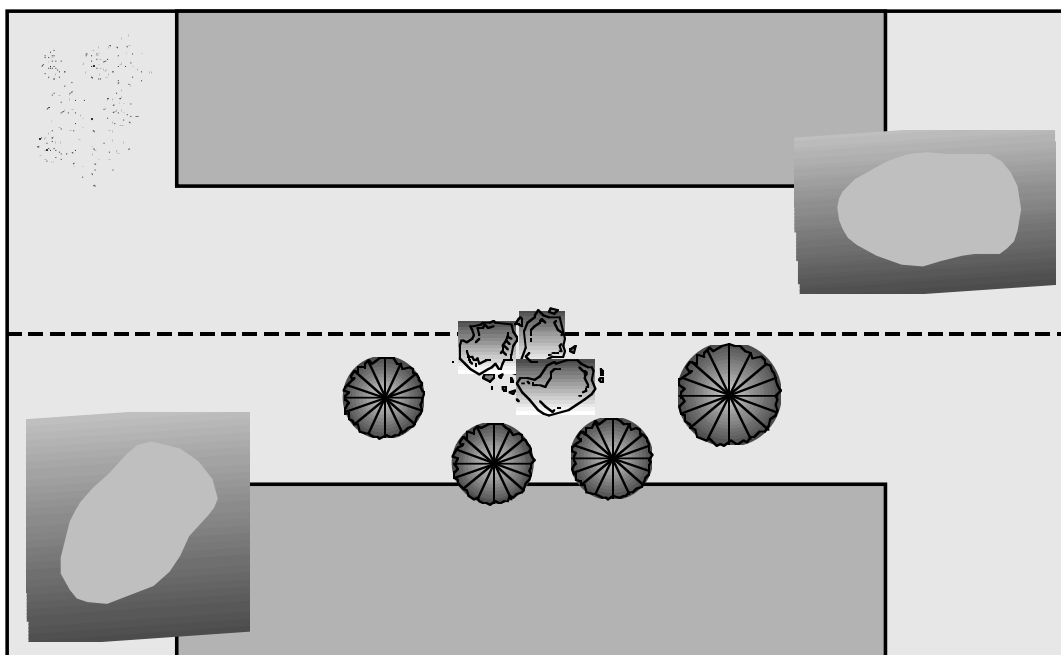
THE BATTLE

WHO HAS THE FIRST TURN?

The Empire army has the element of surprise, so the Empire player has the first turn of the battle.

HOW LONG DOES THE BATTLE LAST?

The Battle of Troll Rocks lasted from mid-day to sunset. To represent this, the game lasts for five game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete five turns – unless the battle ends earlier in a sudden death victory for the Empire.





SPECIAL RULES

Burning down the Huts: Any missile troops in the Empire army are assumed to be equipped with fire arrows, coated in pitch. They have prepared these to set light to the wretched Orc huts. Not only are they intent on driving away the Orcs but they want to purify the rancid encampment of any pestilence and vermin that might be lurking in the huts. The Empire troops set fire to the huts by shooting these burning arrows at them. Because they are quite big, each hut may be targeted even if enemy troops are closer to the missile troops - shooting at the huts benefits from a +1 modifier to hit. Each hut has 4 Hits and no armour save but the only way to destroy them is with fire arrows – they cannot be charged or engaged in close combat! Therefore all four hits have to be inflicted in a single round of shooting for a hut to be burned down. Huts (quite obviously!) do not suffer from drive backs.

VICTORY OR DEFEAT

SUDDEN DEATH

VICTORY CONDITION

If the Empire troops succeed in burning down all of the Orc huts, the tribe will abandon their camp and migrate somewhere else. They will be seething with rage, but Orcs being Orcs they will vent this on someone else (probably the Iron Claw), rather than having another go at the army that has just beaten them. If there is a point

when all the huts are on fire, the game ends in a sudden death victory for the Empire side at the end of that turn.

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up Victory points as described in the Warmaster rulebook. If the Empire wins, it is assumed that the Itchy Skab tribe have been driven off and their camp destroyed. If the Orcs win, it means that the Empire force was repulsed and the Orcs stay put.

When all the Victory points have been counted, a draw is considered to be an Orc victory because unless the Empire force actually win the battle, the Itchy Skab tribe will not migrate out of the area, and will be all the more eager to join forces with the Iron Claw to get back at the humans.

VICTORY GAINS

ORCS & GOBLINS

If the Orcs & Goblin player wins the game, it will mean that Uzguz and his tribe can later join forces with Grotfang for the final battle. The Orc player will therefore benefit from an extra 750 points in the final battle.

EMPIRE

If the Empire army win the game, the Itchy Skab Orcs will migrate elsewhere and will not join forces with Grotfang.

Idol of Gork

SCENARIO 4 - 'THE BATTLE FOR RUTGARBURG'

ORCS, HUNDREDS OF 'EM!

It was a day when the destinies of many hung in the balance. Grotfang and his army were about to make their final assault on Rutgar's encampment. The noble's retinue was occupying the site of Grotfang's old stronghold, from which the Orc lord had been ousted by Margraf Frederik. But now, the Warboss had sworn, it would be his once more.

The settlers had named their new home Rutgarburg, in honour of their commander. High on the most prominent hill, Rutgar's men had started to build a new castle. They had not had time to progress beyond the foundations, so the castle consisted of little more than incomplete stretches of stone wall and the restored Orc watchtower. Rutgar intended to use this as a strong point in his defensive line in the battle which he knew must come. Grotfang had cunningly decided to attack before the castle was completed, knowing that any delay could make the human forces far harder to root out and kill. This was his last chance of recapturing his old tribal lands. He knew that he must not fail.

Everyone in the Rutgarburg was hard at work, either labouring on the castle buildings or training with weapons. Suddenly the watchman, using the old Orc keep as a look-out tower, blew loudly on an immense horn. The effect was instantaneous and rapid. As his people struggled into armour and cavalrymen

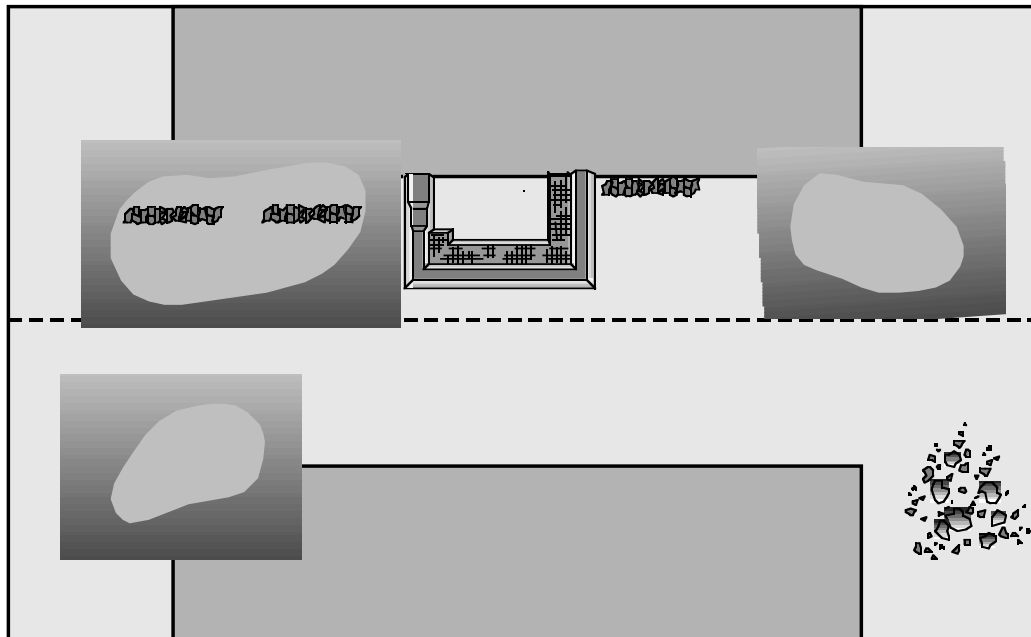
called for their horses, Rutgar scrambled up the ladders inside the keep to take a look for himself. There was no doubt about it: today would be the day. A huge horde of enemy troops were approaching fast across the plain. Quickly, Rutgar set about mustering his men as the Orc tide surged relentlessly onward, bearing down on Rutgarburg.

CHARGE, YOU GITZ!

Grotfang raised his notched blade and began the traditional war chant of his tribe: "Iron Claw! Iron Claw! Iron Claw! Waaagh!" The chant was taken up enthusiastically by the entire horde, their cracked voices ululating in a manic bloodlust. Leathery hands battered the blades of rough-hewn weapons against metal-rimmed shields in the vaguest approximation of a rhythm. Soon the din was making the mob's shamans feel dizzy, their minds began whirling with wild incantations. Their fingertips crackled with unstable Orcy energy and thunder began to rumble overhead to match the pounding of the soldiers' feet.

Close by, the ancient idols of Gork and Mork, one flat on its face, the other peering down at the battlefield from their sacred hill, creaked and groaned to accompany the eerie dirge of the shaman. The Orc gods were with their crazed followers today.

The Iron Claw tribe was back, and the land was theirs for the taking.





Grotfang, Orc Warboss.

FIGHTING THE BATTLE

The Battle of Rutgarburg is the final battle in a series of encounters between Orcs & Goblins and Empire forces. Each of the earlier battles will have influenced this final conflict in some important way. The outcome of this battle decides whether Rutgar can hold on to his new domain or whether Grotfang throws out the invaders and regains his tribal lands.

THE BATTLEFIELD

The main feature of the battlefield is Rutgar's half finished castle, centred on the restored keep. These half-finished fortifications surmount the low hill on which the Orc stronghold once stood.

Set up the battlefield as shown on the map which you'll find on the previous page. Alternatively, you can agree on a variation of the battlefield to suit the scenery which you have available.

Rutgar's keep is a fixed feature of the battlefield. It is placed mid-way between the sides of the table and at least 20cm from the Empire player's edge, but within his own half of the table. It can either be placed on one low hill if you wish or between two. The keep counts as an individual tower and troops placed in it are Fortified. Three 20cm sections of stone wall are placed next to the tower, and may be placed on the hills. The wall is unfinished with large gaps in it, so no two wall sections may be placed so that they join up. Troops sheltering behind the wall count as defended.

The battlefield can be made more interesting by placing a few hovels or tents behind Rutgar's keep and within the Empire player's deployment zone. These can represent Rutgar's camp and the settlement, which his retinue are building around the site chosen for his castle.

THE ARMIES

THE EMPIRE

The Empire force consists of 3,000 points, chosen from the army list in the Warmaster rulebook. If the Empire lost the 'The Ambush' (scenario 2) then they may not take any wizards and the only artillery they may take is a single Helblaster. In addition, the Empire army may not purchase magic items of 50 points or over.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 2,500 points chosen from the army list in the Warmaster rulebook. If the Orc & Goblins won 'The Battle of the Troll Rocks' (scenario 3) they may include a further 750 points as the Itchy Skab tribe decide to throw their lot in with Grotfang. If the Orc & Goblins won 'Da Snatch' (scenario 1), then Grotfang may take the Crown of Gork for free. In addition, the Orc & Goblin army may not purchase magic items of 50 points or over.

DEPLOYING FOR BATTLE

Rutgar's army should be deployed no further than 20cm from the Empire player's edge of the table, although its troops can be deployed



Rutgar, Empire General.

Idol of Gork

within the walled enclosure just in front of this deployment zone (see the map). The Orc & Goblin army should be deployed no further than 20cm from the Orc player's edge of the table.

When the Orc & Goblin army thunders down on Rutgarburg, Rutgar's men are spread out attending to various tasks. The watchman sounds the alarm and everyone rushes to fetch their weapons and horses ready to repel the attack. As Rutgar hurries to muster his battle-line, the Orcs surge onwards. That is, unless Grotfang is having just as much trouble getting his own troops in order, in which case Rutgar's men will be in position all the sooner.

To represent this, each side should take turns at deploying a single unit, one after the other, starting with the Orc & Goblin player, until every unit is on the field. Characters are then placed last.

Once one army has been completely deployed, the opposing army continues to deploy one unit at a time, and when it is his turn to deploy, the player who has already completed his deployment can move any one

unit one move towards the enemy. In this way, the smaller army can start advancing into battle while the larger opposing army is still positioning its troops.

THE BATTLE

WHO HAS THE FIRST TURN?

The Orc & Goblin army has the first turn, to represent their sudden appearance surging down across the plain and the disorderly scramble of Rutgar's troops to equip themselves to meet the enemy.

HOW LONG DOES THE BATTLE LAST?

The Battle of Rutgarburg lasted from mid-morning to sunset. To represent this, the game lasts for eight game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete eight turns unless the battle ends earlier in a sudden death victory for the Empire.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up victory points as described in the Warmaster rulebook.

In the event of a draw on victory points, this is counted as an Empire Victory. Unless Grotfang wins the battle, Rutgar's men will tenaciously hang on to their ground. The Iron Claws however, will probably overthrow their warlord and migrate somewhere less stressful.

VICTORY GAINS

ORC & GOBLINS

If the Iron Claw tribe win the battle, Rutgar's troops – if there are any left – will be unable to prevent Orcs resettling in their old tribal lands. The humans will have no option but to retreat, fighting desperate rearguard actions against rampaging Orcs & Goblins. Grotfang will recapture his stronghold and refortify it. New idols of Gork and Mork will be raised as a victory monument and Grotfang's renown will spread far and wide.

EMPIRE

If Rutgar wins, it means the end of the Iron Claw tribe. Whatever remnant of the tribe survives will either break up or migrate to somewhere less dangerous. If Grotfang survives his defeat, he will have lost face before his followers and will inevitably be deposed. The tribe will abandon its claim to the lands Rutgar has taken and Rutgar's hold on his new domain will be secure – or at least until another Orc Warlord turns up.

