





STORM OF CHAOS

By Matt Keefe and Tom Merrigan. Map by Nuala Kennedy

Storm of Chaos is a worldwide campaign, running throughout the summer of 2004, which follows the events of Archaon's invasion of the Old World in the year 2522. It's such a large event in fact that it will encompass two whole games – Warhammer and Warmaster – whilst spawning a new Warhammer Armies book, the pages of new Warmaster background and scenarios you see here as well as an interactive website and countless hundreds of organised gaming events in Games Workshop stores, independent retailers, gaming clubs and tournament events around the world.

The forces at play in the Old World represent some of the largest armies ever amassed, and as such Warmaster is an integral part of the campaign. Over the following pages, you'll find everything you need to participate in Storm of Chaos, whether you want to join the interactive campaign and report your results to help decide the fate of the Old World, or simply fancy playing a few games based on events from the Storm of Chaos. Other players may wish to add a few new units to an existing army or even paint up a whole new army to represent some of the notable forces from the campaign, and Games Workshop will be releasing quite a selection of new units to that end.

Participation

If you wish to join in the Storm of Chaos campaign and report your results, all you need to do is register online at www.Games-Workshop.com/StormofChaos. You can provide details of your army, which side you will be fighting for, where you live in the world and other information, allowing Games Workshop to monitor the results as they come in, and tally them up to decide the fate of the Old World. Once you've registered you can log on to the site at any time to report the results of any games you've played or make use of some of the site's other features, such as community areas where players can discuss combined strategies and discuss all the latest developments.

New Background & Scenarios

Over the course of the Storm of Chaos campaign we will be presenting a number of new scenarios for Warmaster. Each of these will reflect a particular battle (or a common type of battle in some cases) taking place across the Old World throughout the course of Archaon's invasion. You'll find each of these battles described in the accompanying background (and usually marked out on a map, too, for useful reference).

If you want to play in the Storm of Chaos campaign you can use any of these scenarios, or any other Warmaster

scenario – in fact you can play any game of Warmaster you want to, using any armies, you certainly aren't restricted to using the scenarios presented here.

Many of the scenarios also list alternative forces and can be used to represent battles outside of the Storm of Chaos campaign, so you should certainly feel free to use these scenarios in any situation you want, really.

Forces

Obviously the main forces involved in the Storm of Chaos are the Chaos Hordes of Archaon and the armies of the Empire seeking to defend their homeland. They are each aided by a number of allies, such as the High Elf and Dwarf contingents which pledged allegiance to the Empire of Men. However, you should feel free to play games using whatever armies you have available – the Games Workshop Army Selection Police won't come round knocking on your door if you decide to sneak a Lizardmen army into a game somewhere. However, we likewise, won't necessarily be covering these races in any real detail as part of the campaign, since we really don't feel it's necessary and it may result in all manner of spurious and unconvincing explanations. Understandably, the focus of our coverage will be the main clash between Chaos and the Empire.

Right, that's about enough for the introduction. Over the page, you will find a history of the campaign, detailing events leading up to the invasion, overviews of the forces and characters involved, and events from the early stages of the war. This is accompanied by a map showing the movement of all the main protagonists, and finally four scenarios representing battles described in the background. Since the event runs all summer, you can look forward to more Storm of Chaos coverage next month.

The Council of Light

That so many came unbidden was a sure sign. That they came so swiftly, an omen. That they were the greatest each of their peoples, a portent. And all of these symbols augured so ill...

- Beladoc Tong, Chronicler of Altdorf

Only the Electors had been summoned by the Emperor Karl Franz, but nonetheless delegates from Ulthuan, the Dwarven Holds and the Duma of Kislev all arrived at Altdorf, just as many had expected they would. Men had long watched the burgeoning strife all around them, long felt darkness on their backs and now it was clear that the Elves, Dwarfs and many other peoples of the world had also long been aware this coming danger.

There were few certainties to begin with. All were aware of some growing threat, though as yet none could be certain of its form, or confident of its name. As the Council of Light progressed, however, each of the delegates brought what news they could, shared what little information was known to them and soon the shape of things to come emerged a little clearer for all to see.

Representatives of the Colleges of Magic related how, for some months, the winds of magic had been felt to blow ever stronger, a fact confirmed by the mighty Teclis himself. Reports from roving hunters and Dwarven Rangers all spoke of a rising tide of mutants, Beastmen and other monstrosities in the hidden places of the Old World.

The Empire generals present there keenly recalled the brutal attacks led by the Chaos Champion, Surth Aenk, just months previously and reported that the city of Wolfenburg had been sacked before the incursion had been repelled.

From the east, word came that Vardek Crom, the man they called the Conqueror, was leading a vast Kurgan warband westward and southward, marching towards the Worlds Edge Mountains, from where he would surely attempt to break through and invade the Empire.

The High Elves also reported that their own Sea Patrols had ventured north and discovered dozens of marauder tribes amassing along the Norscan coast where a vast fleet

of longships were being readied. The Sea Patrols had done what they could to disperse these tribes with lightning fast attacks from the sea, but the Empire now clearly faced the very real threat of attack from many sides.

From what they now knew, those assembled could draw only one conclusion; a great Champion of Chaos had arisen, a Lord of the End Times beneath whose banner the hordes of Chaos were prepared to invade the Old World and seek to smother the light of the world. And what's more, they now knew the name of their enemy – Archaon.

To Defend an Empire

If an army so vast had ever before been mustered, I can only presume that it must have been victorious, for had it been defeated, and its soldiers slain, Men would today be a rarity upon the earth.

- Beladoc Tong, Chronicler of Altdorf

There was no other choice left open to him – Karl Franz mustered the army of the Empire in all its might, from the Reiksguard Knights of Altdorf to the artillery of Nuln to the Halflings in the Moot. Thousands of soldier marched to a series of staging points in order to meet up with Karl Franz's own army as it marched out of Altdorf and towards a final rendezvous at Talabheim.

Even now, however, amidst this undoubtedly greatest of needs, not all the fighting men of the Empire could be spared. Crom's advance from the east left the Elector Counts of Stirland and Averland reluctant to send their own armies to join with those of the Emperor, for fear of leaving their homelands unguarded. For his part, Karl Franz dared not risk leading his own army eastwards to meet Crom for fear that Archaon himself would begin his advance before the Empire's armies could complete the march north. A most unlikely saviour emerged when Ungrom Ironfist, Slayer King of Karak Kadrin, vowed to hold Peak Pass against Crom's horde or die in the attempt. This powerful pledge of allegiance lifted some of the fear from the shoulders of the Electors of Stirland and Averland, who now sent a portion of their own forces to march to Talabheim.

As the heads of the Empire made good their final preparations, news came that Archaon's Horde in the north had begun its full-blooded invasion of Kislev. The Storm of Chaos began to thunder across the Old World...



He Who Would See It All Fall

Six Treasures shall be his Mark. Forged from the Other World, six Treasures shall be Possess.

Upon his head, the Crown shall see all, and Open Eye will prove woe to mortal kind.

Then shall he ride unto the world. Here will be Four united unto One.

And five shall be the armies of Doom. Then will the world know that the Last War has begun.

With the coming of doom will march a lowly boy. Anger shall be his nourishment and blood his wine.

And from the land tamed will rise a champion. Disease shall be his downfall and saviour divine.

A King's son shall be the Chosen. In power will he thrive and glory in his name.

And with the coming of the End of Times, the Old will fall by the Hand of the New.

- The Prophecy of Fate

Archaon has stood as the world's greatest threat for far longer than a single lifetime would allow, and his origins now lie far distant. That is not to say, however, that his own story and his own beginnings are entirely unknown to his enemies, far from it. There are those who have woken screaming in the night, roused from dreams in which they stood and gazed upon Archaon's trials as spectators in a crowd, though the infernal one himself resided far away. There are also those brides of Chaos, visited by daemons, or even Archaon himself, and faced to hear the story of his ascent, simply so that the powers of Chaos might revel in watching Mankind made to tremble in fear of its own fate. There are others still, who would consider themselves scholars or wise men, who have trawled the earth for evidence of Archaon's past and all speak of many different things, for no mortal mind could ever truly know what it is that Archaon has become, what he has suffered, what he has endured, and how he has triumphed. There is, however, much of his tale which remains widely accepted amongst those who even know of Archaon (within the Empire at least, for the Men of other nations believe it to be otherwise).

They speak that Archaon was once a Templar, a loyal servant of Sigmar charged with the defence of his Empire against the lurking threats of impurity, taint and corruption. That Archaon was vigorous and demanding in this duty is undoubted, if the zeal with which he now carries out the will of Chaos is anything to go by. All the same, Archaon would soon turn against all that Sigmar stood for, and instead, carve for himself a place as Sigmar's would-be destroyer. How Archaon came to turn so is perhaps the most questioned passage of this tale, not least because the mere suggestion of its truth would be enough to turn countless others likewise. The boldest tell that Archaon became privy to some of the greatest secrets

of the world, and so his god was revealed to him as a liar and a fraud. Unable to deny this truth with which he was presented, Archaon could only be consumed by the betrayal he now felt, and turned instantly and irredeemably against Sigmar.

There are men enough who would see Sigmar's legacy shattered – countless dozens of them running gibbering and screaming throughout the streets of Altdorf, Middenheim and countless other cities, but these men fall babbling into madness and are soon forgotten. Archaon was both stronger and wiser. He turned to the same tomes in which he had uncovered the truth of the world, gorging himself on the forbidden knowledge which would allow him to avenge his betrayal. And so it was that Archaon came to seek six treasures with which to make himself all powerful.

It was the most ancient servants of Chaos, they say, who imparted Archaon his first treasure, branding him with their mark in acknowledgement of that which he would surely become. For his second, Archaon travelled to lands unseen by even the eyes of the heavens, untouched by all lights, and there he would claim for his own the Armour of Morkar. The slaying of the greatest of Wyrms would next earn him the Eye. Wings of gold and silver carried him to moons unseen from the world below, and here even Hepterugeon could not prevent him taking the Slayer of Kings in his hand. In the stables of Agrammon, Archaon cut a more cautious figure, thieving from that great King the steed W'Soraych before fleeing, pursued by all the armies that have ever lived and all those that ever will. With this most treasured of steeds beneath him, none could catch Archaon and so it was that he circled the world endlessly until those who trailed him weakened and fell, whereafter his horse feasted upon their corpses and was much restored.

As for the claiming of his sixth, and final treasure, none now speak. It was said that Volkmar himself had come to know the tale of Archaon's coronation (and perhaps the tale of Archaon's entire life), but he ventured northwards and was lost soon thereafter, and with him the truth of the matter. As Archaon's victory draws ever nearer, those who would see him fail must turn more than ever to study of his past, for it may be that only there can a means be found by which he might be defeated.

That Archaon himself was once a man of the Empire, few can doubt. Hatred of the Other, of the stranger and of those unlike is one thing, but the greatest of hates can only ever be born of familiarity. Sigmar is his enemy, Sigmar is that which Archaon despises beyond all else. It is Sigmar he would see beaten and cast down from the pantheon of Men. And as for his Empire? He would see it all fall.

THE STORM

LOTHERN SEA PATROLS

As Archaon's hordes marched south across the Troll Country and Kislev and Crom's army sought to cross the mountains, vast numbers of Norse tribes began to mass all along the coast of Norsca. Here they began much feasting and raucous celebration, as is traditional before going to war, whilst amongst their makeshift encampments thousands of slaves laboured to construct the many longships which would be needed to carry them to the Old World.



These musterings did not go unnoticed. Lothern Seaguard began frequent patrols of the Sea of Claws and Sea of Chaos. It soon became clear that the number of Norse marauders present there would be too great to repel once they were at sea. If such a vast fleet was able to reach the coast of the Old World, it would present the Empire with assaults on three fronts, a situation too grave to contemplate.

Instead, the Seaguard elected to mount a series of lightning fast raids against the Norscan tribes before they could take to the sea. High Elf sea patrols made surprise landings under the cover of magically constructed shrouds of mist, storming the

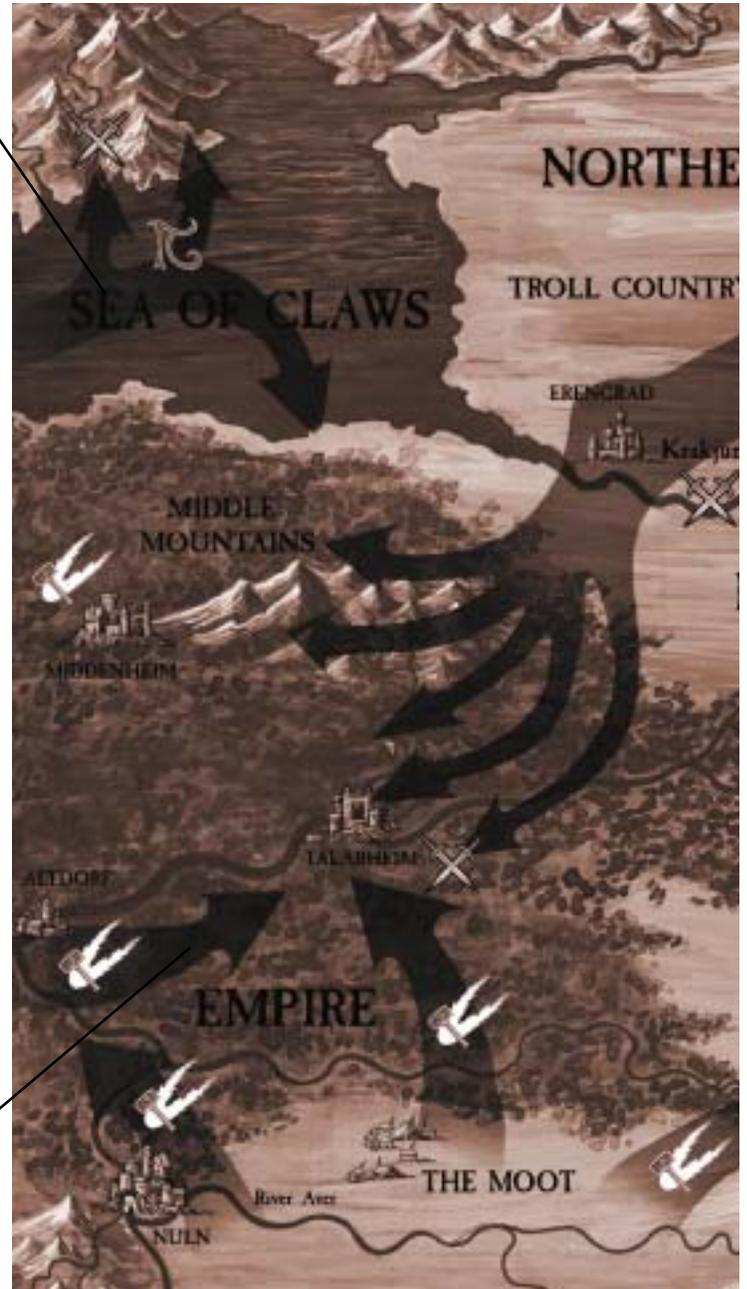
KARL FRANZ & THE ARMIES OF THE EMPIRE

The army of the Empire is a thing rarely mustered in its entirety, and, even ahead of Archaon's impending invasion, the Emperor's forces were greatly divided. With news of Crom's advance over the mountains, the Elector Counts of Stirland and Averland showed great reluctance to commit their forces to war elsewhere. The assurances of the Dwarfs that the Worlds Edge Mountains would hold was some comfort, but still the Empire's defenders remained dispersed across the entire realm.



To gather them in the numbers necessary to repel Archaon, Karl Franz himself led out the army of Altdorf and marched northward. En route it joined with forces from Wissenland, as well as militia and small brigades of men from countless towns along the way. Karl Franz' march led him to Talabheim, where a rendezvous was arranged with the armies of Averland and Stirland, plus the army of Talabecland itself which had suffered defeat at the hands of Chaos some months earlier.

From here, this combined force, too vast to move as a single contingent, divided in two and set off for what must surely be Archaon's ultimate goal – Middenheim and the Temple of Ulric itself...



CROM THE CONQUEROR, HERALD OF ARCHAEON

Already facing Archaon's horde from the north, the Empire has found itself greatly threatened by attack from a second front – that of Vardek Crom and his Kurgan attacking from the east. With Stirland, Averland, the Ostermark and even the Moot in his sights, the threat posed by Crom cannot be ignored. His



OF CHAOS, 2522.



advance has already led to clashes with Grimgor Ironhide and his Orc boys, from which the Kurgan horde emerged the undeniable victor.

Though his march may seem unstoppable, there is an unlikely enemy who yet awaits him on the Empire's eastern border. Vlad von Carstein, Vampire Count of Sylvania, has no desire to see Chaos overwhelm the world and deprive him of his everlife. If Crom truly intends to cross the Empire and unite with Archaon's force, he may find that the dead are his greatest

ARCHAON, LORD OF THE END TIMES

At the very heart of the Storm of Chaos is the advance of Archaon's own horde of Chaos, and at its fore the Swords of Chaos, Archaon's own warband and personal bodyguard. Centuries in the mustering, Archaon's army is vast, though even such might can never be enough to conquer the Old World if Man, Dwarf and Elf stand united against him, as Archon well knows. With the odds against him, Archaon's best hope of victory lies in a single, swift assault on the Old World.



Archaon's march swept first through the Northern Wastes and the Troll Country, defeating all manner of border reavers and drawing others to his cause. Kislev fell under the boot of Archaon as his invasion at last reached the lands of Men, and the cities of Praag, Erengrad and Kislev itself all came under attack. Powerless to halt him, the Kislevites found themselves able only to gaze on as Archaon's Horde next drove on into the lands of the Empire...

GRIMGOR IRONHIDE

Coming hard in the wake of Chaos, Grimgor's early attacks brought fear and destruction to several Kislevite towns, before his attention was drawn to the Skaven stronghold of Hell Pit and the mutated playthings he could there



do battle with. In time this too would fade from Grimgor's interest and he and his boys set out in search of a new challenge. They would find it in the shape of Crom, the self-proclaimed Conqueror, who had begun an eastward march to the Empire, via the Worlds Edge Mountains. Orc and Man battled at High Pass. Grimgor and Crom's battle was relentless and equal in every measure, yet the Orc hordes fared rather less well, and, seeing his forces utterly driven away from him, Grimgor was forced to concede, and withdraw from battle with nothing more than the honour of knowing Crom had at least respected his enemy.

Intent on redeeming himself in the face of Gork and Mork (who, some say, spoke to Grimgor and demanded just such a response), Grimgor led his horde back northward, slaughtering whatever Chaos followers he could find. It soon became obvious to Grimgor that his enemy was in fact just the tail of a vast army, amassing somewhere to the north. Now aware of Archaon's own advance, Grimgor led his Orcs eastward on his path to war, ready to face the Storm wherever it might fall...

THE SEA AGAINST THE SHORE

As Archaon's forces began their march on the Old World, vast numbers of Norse tribes began to mass along the coast of Norsca, preparing to make their assault on the Empire. Slaves laboured to construct the many longships that would carry the Norse tribes across the sea to the Old World, and launch a third assault on the lands of the Empire.

But these musterings did not go unnoticed. High Elf sea patrols in the Sea of Claws and Sea of Chaos had been monitoring the movements of the Norse tribes for some time and resent reports suggested that once the marauder force set sail it would be too great to repel at sea. The threat this posed to the Empire was to grave to contemplate and led to an assault by Lothorn Seaguard against the marauder force whilst it remained encamped along the coast in an attempt to disrupt and disperse the Northmen.

Battles such as this were typically fought between Lothorn Sea Patrols and Norse (Chaos) Marauders, but could equally well be fought between most armies. The main feature is that one army is attacking from the sea whilst the other remains ill-prepared for the coming battle.

Both armies are unusual, in that they only contain units which can be mounted in ships (since the Norse themselves are preparing to take to their longships and assault the Old World). The armies, therefore, may not include any cavalry or chariots, whilst the Chaos army may include only the minimum number required of Chaos Warriors.

One long table edge represents the shoreline. The opposite table edge should be raised ground, or some other form of defended position, along the entire length of the table (representing the naturally superior position at the top of the beach). Other terrain can be placed as desired.

In this game the defenders (Chaos) set-up first on the table edge opposite the shoreline. Remember that the Chaos deployment zone should be a defended area.

The Chaos army is in the midst of frenzied preparations and, hence, is not entirely ready for battle. After all the Chaos units are deployed, roll a dice for each Chaos character. On a 1-3, the character is out of place and unready to lead his men, and so is deployed by the High Elf player. On a 4 or more, the character reacts quickly to the imminent High Elf attack and is deployed by the Chaos player as normal.

The attackers (High Elves) deploy next. At the start of the game, the High Elf player can deploy up to four units for every 1,000 points, or part of, which his army is worth. These are assumed to be the initial units which have landed in the first few boats. The High Elf player may also deploy any number of characters along with these units. Any flying units in the army can also be deployed at the beginning of the game.

All other High Elf units are assumed to be just offshore, and will make their landings throughout the game. The name of each remaining unit should be written on a scrap of paper, folded up and placed in a pot, cup or other small container, from which they can be drawn at random.

The attackers take the first turn.

They Come from the Sea...

At the end of each of his Command phases, the High Elf player should roll two dice and pick the highest. This is the number of units which the High Elf player may draw at random and place anywhere along his own table edge. These are the new units which have just landed. If the High Elf player chose to keep any characters in reserve, these may be freely deployed with any of the arriving units.

Units may not move during the turn in which they land, but can shoot. In addition, each 'ship' (ie. each landed unit) may fire once in the Shooting phase immediately after landing. The ship is assumed to be in the exact same position as the unit it was transporting, so all lines of sight should be measured from the unit as though the unit itself were a boat. Each boat has two Elven bolt thrower units, with the same profile as listed in the High Elf army selector. The only exception is that these more powerful, boat-mounted bolt throwers have an unlimited range, but may fire only once during the game. After these shots have been taking, the ships have no further effect on their game, so there is no need to keep track of their position.

Newly landed units may move freely in the Command phase of the turn after they were deployed. Each newly landed unit may automatically make one move, without the need for an order, as their very first move of the game. It is assumed they leap off the boats, well aware of what must be done, and hence are ready to move without the need for further guidance. You can, of course, issue further orders to the unit in the normal fashion. In subsequent turns, units function as normal (ie. they only benefit from a free move during the turn in which they first move).

Caught Unawares

Chaos units may not use their Initiative. In addition, all orders by the Chaos army suffer a -1 modifier due to their state of unreadiness. Both of these effects last until the Chaos army first wins a combat, after which they cease to apply.

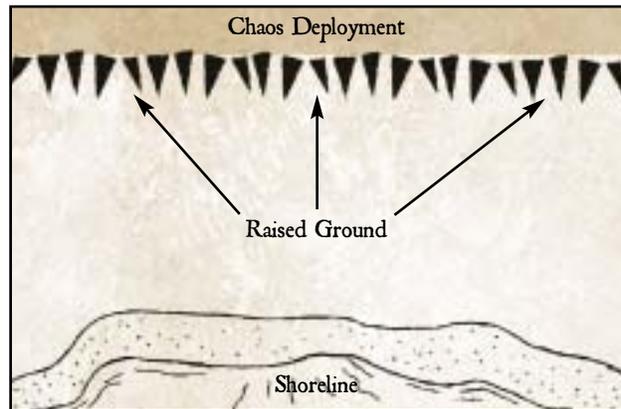
Bonus Victory Points

Attackers (High Elves)

Win! – The attacking player wins if he manages to break the defending army.

Otherwise, the game continues until the attacking army breaks or until the chosen number of turns have been played. Breaking the High Elf army will not win the game for the defenders (since the High Elves are intent only on a swift, disruptive raid and are quite happy to break and flee back to their boats once their job is done). Therefore, at the end of the game, victory is determined by Victory Points unless the High Elves break the Chaos army.

The High Elf break point is determined by halving the number of units which have already landed on the table (ie. don't use the full break point until the entire army has



landed). Obviously, this means the High Elf break point will increase throughout the game as more ships arrive.

Other Forces

This battle could be fought with a variety of different armies. For the attackers, any army with the ability to attack from the sea (Dark Elves, Marauders, Arabyan Corsairs, Sartosan Pirates and so on) would make ideal attackers. The defenders can really be any army unfortunate enough to have its coast preyed upon by seaborne raiders!



The High Elves face stiff opposition as they attempt to land

BATTLE AT THE EDGE OF THE WORLD

The journey over the mountains will not be straightforward. Since the founding of the Empire, the armies of the Dwarfs have defended the mountain passes as part of the alliance forged during the time of Sigmar. The Dwarfs will not stand idly by and watch Crom's army descend on the Empire. Messengers have been dispatched west to Nuln and Aldorf and every day they can hold the Chaos forces at bay gives the Empire more time to marshal a defence.

Crom's army was to cross the mountains at several different points, by a number of different routes, as the army was too great to manoeuvre easily across one pass and would be left vulnerable to attack. Obviously, the number of different routes used meant that in most cases Crom himself was not present, and instead entrusted leadership to one of his lesser generals.

This battle is representative of the many battles fought by the Chaos army of Crom the Conqueror as it fought its way westward in an attempt to assault the Old World on two fronts. Crom's army has been continually harrowed by warring Orc tribes and his forces weakened during the long march, and to reach the farmlands and plains of the Empire Crom must first cross the dangerous mountain passes of the Worlds Edge Mountains.

The size of Crom's army meant that not every individual force could be intercepted and so some made it through with little or no resistance, but many were brought to battle in the passes and valleys of the mountains, finding themselves faced by implacable Dwarf defenders, such as in the following battle.

The battle was fought between the forces of Chaos and an outnumbered Dwarf army. You could easily fight this battle, however, between any two armies. The important features are that the defenders are outnumbered and must hold off the attackers for as long as possible.

The game is fought along the full length of the table with the opposing armies deploying at either end (ie. along the short table edges). The attacking (Chaos) army deploys first at the broad end of the pass and the defending (Dwarf) army deploys afterwards at the narrow end where it will attempt to hold off the attackers.

The game takes place in a steep-sided pass, the impassable sides of which are represented by the long table edges. No

troops may leave the table by these edges. Units may leave the table by either narrow edge. Attacking (Chaos) units which leave by the defenders' (Dwarfs) edge before the end of the game are assumed to have made it over the pass and will be free to regroup with Crom's main Chaos force and his assault on the Empire.

As this it is fought along the length of the table, the battle lasts for eight turns. The Dwarf force is prepared to sell its lives to honour their race's ancient alliance with the Empire, and, as such, the Dwarf army will not withdraw and will fight on to the bitter end if necessary, regardless of how many units are lost throughout the game.

The Armies

Crom's march around the edge of the Worlds Edge Mountains has remained all but hidden from the forces of good. As with previous Chaos incursions they are expecting the war to be waged in the north and have few defences against an attack from the east. Because of this, some limitations apply to the forces which each player will use in the battle.

Use the table below to figure out the size of each force. This represents the limited resources of the Dwarf player spread across the Worlds Edge Mountains.

In addition to this, the following restrictions also apply:

Dwarfs

The portents of doom have pointed to the gathering of Chaos and a great war in the north. In response to these omens the Slayers of the Old World have gone north to Kislev to seek their doom in what will surely be the greatest battle of this age. This means the Dwarf player may not include any Slayers in their force. Otherwise, all the usual restrictions for the number and type of units allowed apply.

Chaos

Crom's army is composed mostly of Marauders who have flocked to his banner on his march southeast. To represent the sheer number of these troops within his army the Chaos player may not have more units of Chaos Warriors or Chaos Knights in his army than he has units of Marauders or Marauder Horsemen. Apart from this, all the usual restrictions for the number and type of units allowed apply.

Table showing size of forces to use

Chaos Army (points)	1,000pts	1,500pts	2,000pts	2,500pts	3,000pts
Dwarf Army (points)	800pts	1,200pts	1,600pts	2,000pts	2,400pts



Bonus Victory Points

Attackers (Chaos)

+100 VP For each unit of two or more stands that makes it off the defenders' table edge to join up with Crom's force. Units of one stand or flying units do not count.

Defenders (Dwarfs)

+250 VP No attacking units of two or more stands make it over the pass by the end of turn 6.

Bonuses are given based on 1,000 points a side, and should be increased proportionately if fighting bigger battles.

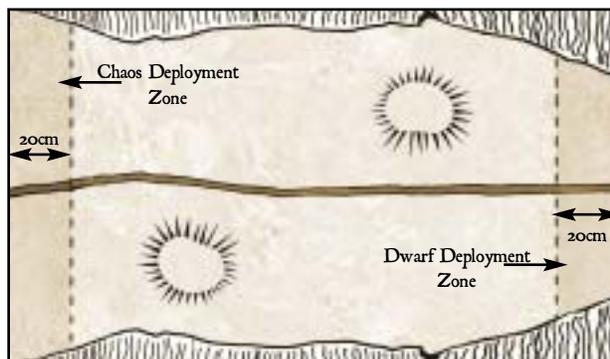
Other Victory Points are awarded normally for units reduced to a single stand or destroyed, as described on page 63 of the Warmaster rulebook. The army with the highest Victory Points total at the end of the game is the winner. It is even possible for the entire Dwarf army to be slain but claim victory due to a greater Victory Points total. In this case, it is assumed that the Dwarf army's 'triumph' comes from having nobly sacrificed their lives to greatly delay Crom's advance.

Using Other Forces

This battle can easily be played between different armies, but because of the nature of this scenario it suits the Dwarfs' natural defensiveness, and some more mobile armies may struggle in the role of defender. You could easily adapt this scenario so it involves the Dwarfs defending against Orcs, Skaven or any other Warmaster army in place of Chaos. Some examples are described below:

Orc Armies vs. Dwarf Armies

In this game the Dwarfs are trying to hold back an Orc Waaagh! that has been gathering in the Worlds Edge Mountains, and seeks to spew forth into the lands of the



Empire. At the fore of the Orc Waaagh! is Grimgor Ironhide, who eventually ceased his attacks against Crom and united the Orc tribes to wage war against the Empire. This fits nicely within the background of the Storm of Chaos campaign and gives a suitable alternative to using Chaos as the attacking force.

Skaven Armies vs. Dwarf Armies

In this scenario the Skaven are using the portent of war in the north to expand their own realm and attack the Dwarfs, whose numbers are diminished because they have sent aid to the Empire and Kislev. Rather than defending a pass over the mountains a small Dwarf force stands guard at an entrance to the Dwarfs' ancient tunnel network, or perhaps at the gates of one of the many ancient Dwarf Holds in the area.

Undead Armies vs. Empire Armies

In this version the Undead are marching north, ravaging the Border Princes and attempting to cross over Black Fire Pass and assail the Empire. A small army, made up mostly of mercenaries and city troops from the Border Princes and the southern Empire, stands in their path. This motley army of Men are ready to sell their lives in an attempt to halt the Undead advance.



The Dwarfs stand their ground against the Chaos hordes.

THE STORM BREAKS

As Archaon's unstoppable army marched south towards the Empire, towns and villages throughout Kislev were sacked, ruined, and burnt to the ground. During this time the people of Kislev fought a hopeless and forlorn battle to save their homes, whilst in Aldorf greater plans were drawn up, ready to begin the defence which would decide the fate of the Old World.

This scenario represents one of the numerous attacks made against the Kislevites as the first wave of Chaos invaders swept southwards at the outset of Archaon's long-heralded invasion of the Old World. It is typical of the dozens of battles raging across the north of the Old World during the time of Archaon's invasion (such as the Battle of Krakjunov, below).

These battles were typically fought between Chaos armies (be they mortal Hordes of Chaos, or the nightmarish Daemonic Legions) and Kislevites but can just as easily be played between any two forces. The important feature is the multiple objectives, one of which the attacker will have to complete if they are to stand a good chance of winning the game.

The Battle of Krakjunov

This game takes place in and around the village of Krakjunov. Although not a large village, a garrison of Kislevites has been stationed there to guard the arterial road south, and waylay the oncoming Chaos forces as best they can. The Kislevites are a grim and determined people, ready to play their part in the oncoming war. The lands of Kislev have always been at the fore of any Chaos incursion, and their histories tell of countless brave deeds and heroic battles where the tide of Chaos was thrown back from their homelands.

The attackers (either Chaos or Daemonic Legions) deploy first on the far side of the battlefield opposite the village

of Krakjunov. The defenders (Kislevites) deploy afterwards in and around the village. The defenders have the advantage of deploying second because they are well prepared, their scouts reporting the movements of the advancing army over the preceding days and weeks.

The game lasts for a random number of turns. Roll a dice to determine how long the game lasts in the usual manner. The attackers are on the attack, and so take the first turn.

The Objectives

Since this scenario represents a variety of similar attacks occurring all across Kislev and the Old Worlds northern border, the goals of individual Chaos armies also varied somewhat. The actual Battle of Krakjunov featured a Chaos army intent on destroying the village, but other similar attacks appeared to be an attempt by the Chaos armies to break quickly through the enemy lines, or even just slaughter as many of the Kislevites as they could. Before commencing play (but AFTER picking the forces) the attacking player must roll a D6 and consult the table below to see what their objective for the battle will be. Completing this objective will help the attacker win the game, whilst ignoring it will almost certainly hand victory to the defender.

D6 Roll	Objective
1-2	Break the Enemy
3-4	Raise the Village
5-6	Slaughter the Enemy

For each objective there is a set of bonus Victory Points awarded to the attacker and defender. Bonuses are given based on 1,000 points a side, and should be increased proportionately if fighting bigger battles.

Both armies use the same objective (ie. just roll once for both armies). Armies only receive bonus Victory Points for



The Kislev forces defend their village.

the objective rolled, and should ignore special conditions or bonus Victory Points described for other objectives.

Break The Enemy

The Kislevites' stalwart defence is slowing the advance of Archaon's armies, so, to complete this objective, the attacker must achieve a quick victory and break the opposing army to clear the way for a speedy march to the Empire. The attacking player must break and scatter the opposing army as quickly as possible.

Bonus Attacker Victory Points

Win! Defender withdraws before the end of the game.

Bonus Defender Victory Points

+250 VP If the defender hasn't withdrawn by the end of the game.

Raise The Village

For this battle the attackers aim to set fire to the defenders' buildings and burn them to the ground. For this purpose the attacking troops are assumed to carry flaming torches as well as their regular weapons. Any troop stand that is touching a building, and not part of a unit engaged in combat that turn, can start a fire on a dice roll of a 6. Once a building is burning it is uninhabitable and deemed to be destroyed at the end of the game.

Bonus Attacker Victory Points

+100 VP Each building destroyed by the end of the battle.

Bonus Defender Victory Points

+500 VP No buildings in the village of Krakjunov are destroyed.

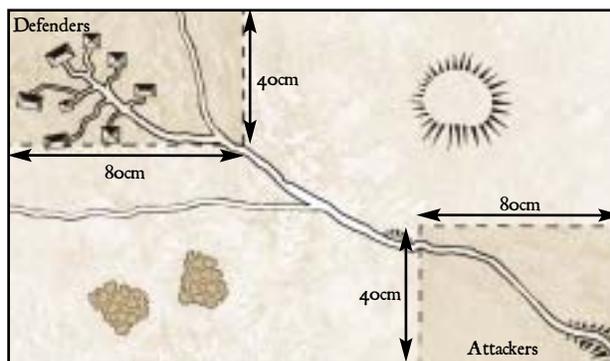
Slaughter The Enemy

In this version the attacking force is hell-bent on slaughtering the enemy. As the forces of Chaos move south they will kill all those that stand in their way, offering the souls of the slain to their chosen God to gain favour, rewards and riches. In this scenario, neither army will withdraw. The forces of Chaos are too blood-crazed to care for their own lives, whilst the Kislev army is grimly determined in the face of such wanton violence.

Normal Victory Points apply for destroyed units, or units destroyed to a single stand. The side with the highest total of Victory Points wins the game. In the case of a draw, the defender is victorious.

Using Other Forces

This battle can easily be played between any of the different Warmaster armies. The easiest adaptation is to fight the scenario between the forces of Chaos and the Empire, rather than Kislev. In this case we assume that



Archaon's invasion has overrun Kislev and pushed forward into the Empire. Two other examples are given below:

Skaven Armies vs. Bretonnian Armies

In this game the Skaven have erupted from their tunnels to strike at the heart of Bretonnia. As the Old World shudders under the Storm of Chaos breaking over the north, and the Bretonnians prepare to march to the aid of the Empire, the Skaven attack. They are intent on expanding their empire and claiming what spoils they can amidst the turmoil sweeping the lands of Men.

High Elf Armies vs. Dark Elf Armies

In this version the Dark Elves have launched a raid on the lands of Ulthuan, timed to coincide with Archaon's attack on the Old World. They are intent on ravaging the lands of their High Elf kin and despoiling the towns and cities they once called home. The Dark Elf army has breached the High Elf sea patrols and has landed on the northern point of Ulthuan, pushing inland burning homes and making slaves of all those they capture.

Multi-player Games

This game can also be easily adapted to involve more than one player on each side. In larger games the attacking army could be split into two forces: one made up of Chaos and the other of Daemonic Legions. It is quite suitable for both these armies to attack together during the Storm of Chaos campaign as Archaon's force is sufficiently large to include both. In this instance there would be two generals on the attacking side. One would choose a conventional Chaos army and the other a Daemonic Legion army. The combined totals of these two forces should match that of the defending army.

Similarly the defending army could be made up of two forces. Perhaps the Empire have sent a relief force north to help contain the marauding hordes of Archaon's force and will fight alongside the Kislevites, or maybe a Dwarf army of Slayers has journeyed north to seek their doom. Whatever the combination, it is easy enough to involve more than two players in the game, and you may even want to have two or more generals on each side.

THE DAEMONIC LEGIONS

Daemons inhabit the shadowy Realm of Chaos where they draw succour from its endless sea of life giving magical energy. They can only exist in the real world if magically sustained, and even then they are vulnerable. Close to the Chaos Gate in the far north the power of Chaos is at its strongest, and daemons are able to take on material form and walk the earth. Only when Chaos is at its most potent are daemons able to accompany Chaos armies as they march southwards to war.

There are many types of daemon, from lesser and greater daemons through to daemonic beasts and mighty daemonic overlords. All of them are blasphemous offences to the order of the world, consisting of pure magic energy drawn from lies, fear, desperation and rage. They are the only true, pure creatures of Chaos, born

from the raw power of it and shaped by the whims of mad Sorcerers who know not truly what they do. Capable of withstanding all kinds of damage and shrugging off the most horrifying wounds they are truly monstrous to behold and only the bravest of warriors can stand before them with a steady blade and courage enough to use it.

Archaon's invasion of the Old World was accompanied by a sweeping tide of magical energy, a blustering storm amidst the so-called winds of magic. This allowed vast numbers of daemons to march southwards with impunity, walking the mortal realms as though they themselves were real, living beings. As the Storm of Chaos consumed the Old World, these children of Chaos banded together to form the horrific Daemonic Legions.

DAEMONIC UNITS

Daemons, by their very nature, vary greatly in appearance, and many different names may be used for even a single Daemon. As such, the units in the army selector have broad titles which cover a variety of different, specific units. An outline of what each unit represents is included below.

Greater Daemons are the largest and most feared servants of the Chaos gods, amongst them the Bloodthirster, Changer of Ways, Great Unclean One and Keeper of Secrets.

Daemonic Hordes represent all manner of lesser Daemons, such as Bloodletters of Khorne, Plaguebearers of Nurgle, Daemonettes of Slaanesh, Horrors of Tzeentch.

Daemonic Swarms are masses of small, ravenous Daemons, such as Nurglings, evil sprites or even clouds of bloated Daemonic flies which harass their enemies in great numbers.

Daemonic Cavalry represent lesser Daemons riding exotic mounts of their patron god, such as Daemonettes on Mounts of Slaanesh.

Daemonic Chariots are horrifying constructs, crewed by Daemons and pulled by powerful Daemonic Beasts. They include Bloodletters pulled by Juggernauts of Khorne, Plaguebearers pulled by Beasts of Nurgle, Daemonettes pulled by Steeds of Slaanesh, Flamers pulled by Screamers of Tzeentch, and so on.

Daemonic Hounds are packs of insubstantial Daemonic hunting animals. Most infamous amongst these are the Flesh Hounds of Khorne, but this category could also include packs of spectral black dogs and other savage beasts.

Daemonic Beasts are sturdier than Daemonic Cavalry, and represent Daemons riding larger, almost monstrous mounts, such as Bloodletters mounted on Juggernauts of Khorne or Plaguebearers mounted on Beasts of Nurgle.

Daemonic Flyers include all the packs of winged, levitating or magically-flighted monstrosities which blacken the skies around Daemonic legions, such as Screamers of Tzeentch, Chaos Furies and other unspeakable things.

DAEMONIC LEGION ARMY SELECTOR

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
<i>Daemonic Hordes</i>	<i>Infantry</i>	4	3	5+	-	3	75	3/-	-
<i>Daemonic Swarms</i>	<i>Infantry</i>	2	4	6+	-	3	45	-/4	1*
<i>Daemonic Cavalry</i>	<i>Cavalry</i>	4	3	5+	-	3	110	-/3	-
<i>Daemonic Hounds</i>	<i>Cavalry</i>	3	3	5+	-	3	85	-/2	-
<i>Daemonic Chariots</i>	<i>Chariot</i>	3	3	5+	-	3	95	-/3	-
<i>Daemonic Beasts</i>	<i>Monster</i>	5	4	5+	-	3	220	-/1	-
<i>Daemonic Flyers</i>	<i>Monster</i>	2	3	5+	-	3	80	-/1	2*
<i>Greater Daemon</i>	<i>Monster</i>	8	6	4+	-	1	300	-/1	3*
<i>Daemonic Overlord</i>	-	+2	-	-	9	1	-	1	4*
	<i>General</i>	-	-	-	-	-	135	-	-
	<i>Wizard</i>	-	-	-	-	-	160	-	-
<i>Daemonic Lord</i>	-	-	-	-	8	1	100	-/2	5*
	<i>Hero</i>	+2	-	-	-	1	-	-	-
	<i>Wizard</i>	+1	-	-	-	1	-	-	-
<i>Daemonic Power</i>	<i>Monstrous Mt</i>	+1	-	-	-	-	+50	-/1	6*

Common Daemonic Special Rules

Unless otherwise stated the following rules apply to all units in a Daemonic Legion army:

1. All units in a Daemonic Legion army ignore the -1 Combat penalty for fighting terrifying troops – you can't frighten them at all.

2. Daemons are insubstantial beings that may be banished back to the Realm of Chaos at any moment. Any unit reduced to one stand by either the end of the Shooting phase or Combat phase is removed from play, as their hold on reality is lost. Units removed in this way count as destroyed for the purpose of calculating Victory Points.

Special Rules

1. **Daemonic Swarms** can't be driven back by shooting and do not roll for drive backs. A Daemonic Swarm can never be equipped with magical items.

2. **Daemonic Flyers** can fly, and follow the rules for flying units given in the Warmaster rulebook. Daemon Flyers are an exception to the normal conventions for basing monsters, in that they are based along the long edge in the same way as infantry, rather than the short edge like other monsters.

3. **Greater Daemons** can fly, and follow the rules for flying units given in the Warmaster rulebook. Some Greater Daemons have huge wings, whilst others can teleport or move themselves over great distances through sheer force of will.

Greater Daemons are terrible creatures to behold, and all but the bravest warrior would be paralysed to the spot if ever they saw one. A Greater Daemon causes *terror* in its enemies, as described in the Warmaster rulebook.

A Greater Daemon cannot be banished like other Daemons but if it has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Greater Daemon is badly hurt all cumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 3 Hits and 4 Attacks).

4. A **Daemonic Overlord** is the army's general. When choosing your army you must select a general from the list, paying the points cost as indicated. You can choose to select either a standard general or a general who is also a wizard. If you choose a general that is a wizard he has the same abilities as a general and a wizard, but does not reduce his Command range. He can cast spells as a wizard and may carry a magical item allowable to either a general or wizard.

A Daemonic Overlord can fly as described in the Warmaster Rulebook for characters that can fly. Some Daemon Overlords have huge wings, whilst others can teleport or move themselves over great distances through sheer force of will.

5. A **Daemonic Lord** may be either a hero or a wizard. You may have any combination of heroes or wizards in your army, but the total number may not exceed the maximum number of Daemonic Lords allowed for the size of game you are playing. A Daemonic Lord can fly in the same manner as a Daemonic Overlord.

6. **Daemonic Power.** A Daemonic Overlord or Daemonic Lord can be granted the gift of Daemonic Power for the additional points indicated. This gives the Daemon +1 Attacks and it counts as causing *terror*, as described in the Warmaster rulebook. Daemonic Power is treated as a Monstrous Mount for Daemonic Characters because characters of this strength and stature need to be treated as such for the purpose of movement, terrain, etc.

Daemonic Spells

Summon Daemon

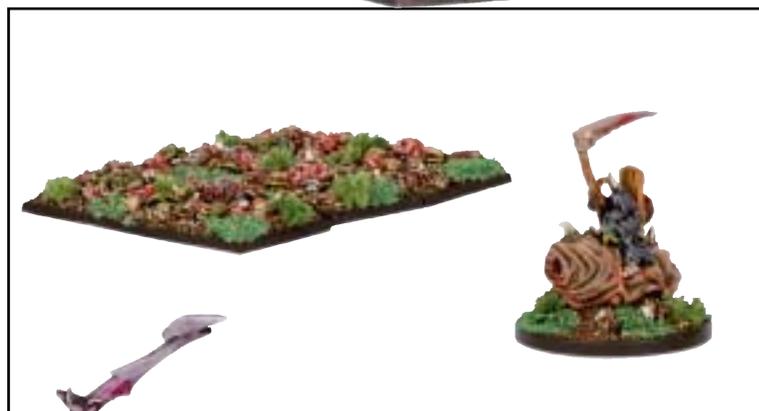
4+ to cast.....Range: 60cm
This spell may be cast on any Daemonic unit that has lost one stand (ie. has two stands remaining). The wizard must be able to see his target to use this spell. If successful, the unit is immediately returned to full strength (3 stands).

You must be able to place the summoned stand in formation with the existing stands in the unit. If cast on a Daemonic unit in combat, then summoned stands may be placed so they are touching enemy models, and will count as charging.



Daemonic Rage

5+ to cast.....Range: 30cm
This spell affects each friendly unit within range regardless of whether the wizard can see his target or not. The spell takes effect for the duration of the following Combat phase and adds +1 Attack to every friendly stand within 30cm of the wizard, including character stands. A unit or character can only have one *Daemonic Rage* cast successfully upon it at any time.



Sorcerous Blast

5+ to cast.....Range: 30cm
The wizard must be able to see his target to use this spell and it cannot be directed against a unit engaged in combat. *Sorcerous Blast* is treated like three ordinary shooting attacks, except that armour has no effect (all targets count as having no armour). A unit can be driven back by *Sorcerous Blast* as with ordinary shooting.



Daemonic Frenzy

6+ to cast.....Range: 30cm
This spell can be cast on any Daemon unit that is in combat and within 30cm of the wizard. The effects last for the duration of the following Combat phase and allow the unit to re-roll any failed To Hit rolls in combat.



Authors

Matt Keefe is in charge of Warmaster as well as looking after Epic and BFG.

Further Information

Tom Merrigan looks after the Fanatic studio and is an avid writer and all-round Aussie.

The Storm of Chaos Campaign will continue throughout summer. The Storm of Chaos Warhammer Armies book is available from all GW bobby centres as well as GW Direct. Keep up with the campaign on the Storm of Chaos website.

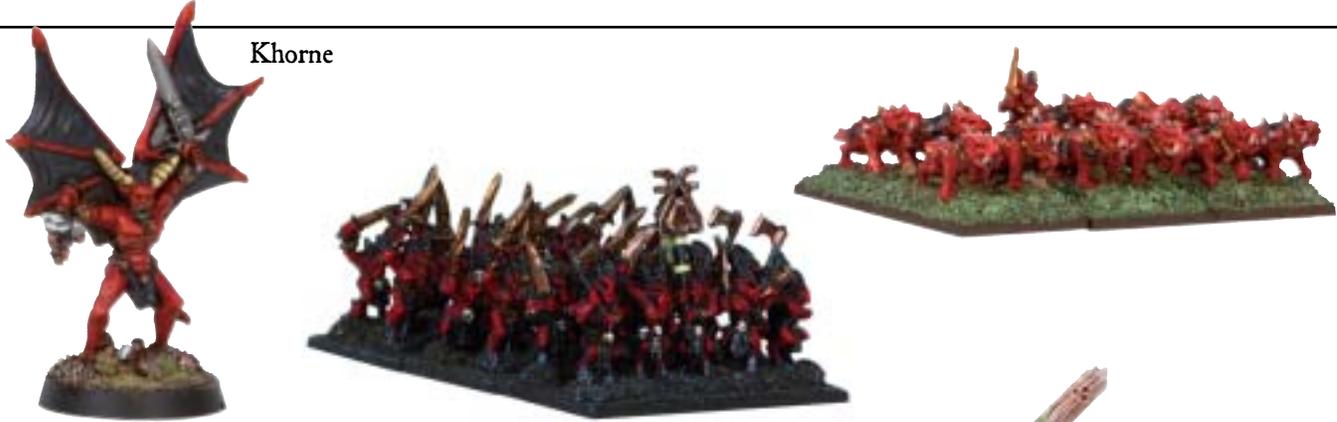
Websites

www.Warmaster.co.uk

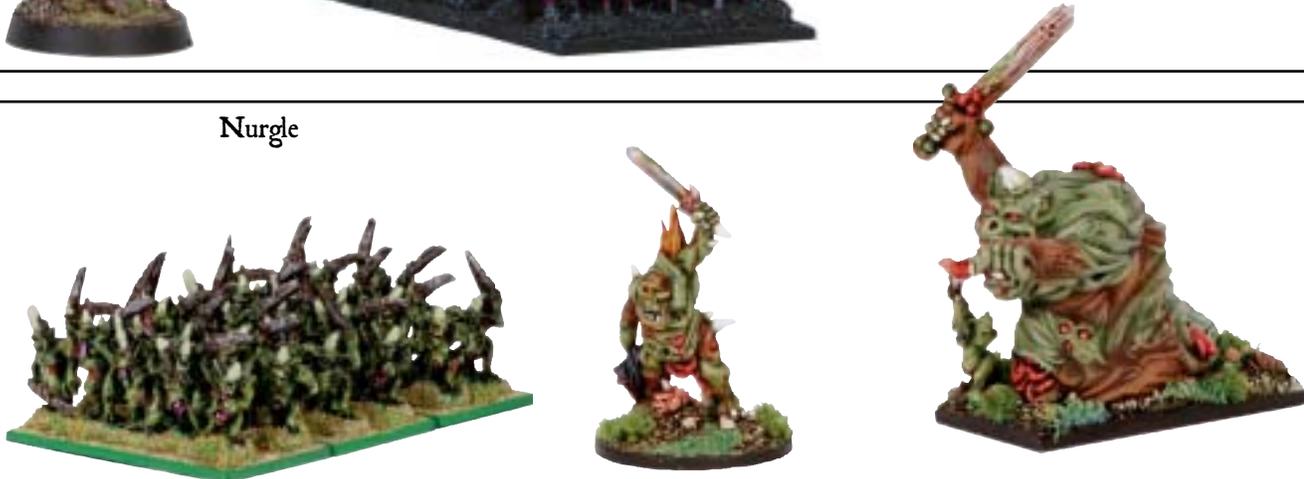
& www.Games-Workshop.com/StormofChaos

ARCHAON'S IMMORTAL ALLIES

Khorne



Nurgle



Slannesh



Tzeentch

