

WARHAMMER

IDOL OF GORK



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RUTGAR, COUNT OF RUTGARBURG



▲ Rutgar, son of Count Wilhelms of Wloombard, is determined to rid his new land of the treacherous band of Orcs and Goblins that still roam across it. But he has not bargained for the evil influence of the idols that the Orcs left behind.



GROTFANG, LEADER OF THE IRON CLAW TRIBE

► Riding a fearsome warhorse and personally leading staff his banner, Grotfang, leader of the Iron Claw tribe, rises into battle intent on seeking bloody revenge on those who ousted him from his stronghold. Grotfang will stop at nothing, no matter what the cost, to regain what is rightfully his.



▼ Under the watchful gaze of the Idol of Mork, Count Rutgar and his men storm into battle against Grotfang's Iron Claw tribe.



► Oddgik, Grotfang's Goblin Shaman, is also leader of the tribe's sneaky Night Goblins horde. Their ability to see in the dark will prove essential if he is to snatch the Crown of Gork from under the noses of the irritating humans.



▲ If they can stop squabbling amongst themselves for long enough, Grotfang's Orc War Hogs are just itching to stomp all over Rutgar's men.

WARHAMMER

IDOL OF GORK

By NIGEL STILLMAN



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CONTENTS

THE IDOL OF GORK

WARHAMMER CAMPAIGN

ORCS AND EMPIRE	2
CHOOSING FORCES	3
ROSTER SHEETS	3
SPECIAL CHARACTERS	3

WAR OVER THE MOUNTAINS	4
RUTGAR OF WISSENLAND	6
GROTFANG OF THE IRON CLAW	7
A DISPUTED LAND	7
CAMPAIGN MAP	7

SCENARIO I:

DA SNATCH	8
THE IDOL	8
DA SNATCH	8
FIGHTING THE BATTLE	9
THE BATTLEFIELD	9
SCENARIO MAP	9

SCENARIO II:

THE AMBUSH	11
MISSION TO ALTDORF	11
GROTFANG GETZ SNEEKY	11
FIGHTING THE BATTLE	11
THE BATTLEFIELD	11
SCENARIO MAP	12

SCENARIO III:

THE BATTLE OF TROLL ROCKS	13
GROTFANG SEEKS REINFORCEMENTS	13
ITCHY SKAB ORCS	13
ENCOUNTER AT TROLL ROCKS	14
FIGHTING THE BATTLE	14
THE BATTLEFIELD	14
SCENARIO MAP	15

SCENARIO IV:

THE BATTLE OF RUTGARBURG	16
ORCS, HUNDREDS OF 'EM!	16
CHARGE, YOU GITZ!	16
FIGHTING THE BATTLE	16
THE BATTLEFIELD	16
SCENARIO MAP	17

APPENDIX I:

THE BATTLE FOR THE IDOLS	18
'DA SNATCH'	18
Manfred's Guards	18
Oddgit's Raiders	19

THE AMBUSH	19
Zorn's Escort	20
Snagga's Warpack	20

THE BATTLE OF TROLL ROCKS	21
Konrad's Raiders	21
Itchy Skab Orcs	21

THE BATTLE OF RUTGARBURG	22
Rutgar's Army	23
Grotfang's Army	24
Night Goblins	24
Itchy Skabs	24

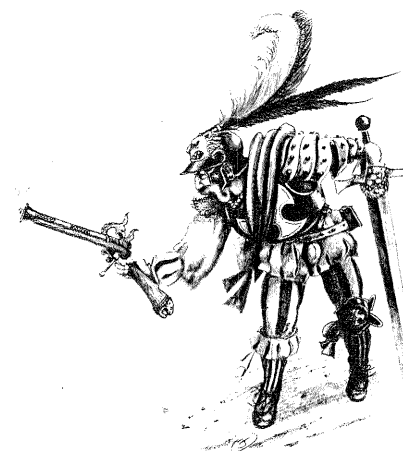
APPENDIX II

USING OTHER ARMIES	25
DARK ELVES	25
DWARFS	27

APPENDIX III

SETTING UP THE BATTLEFIELD	30
THE BATTLEFIELD	30
TERRAIN FEATURES	31
GENERATING TERRAIN	31
TERRAIN GENERATOR CHART	31

CARD BUILDING ASSEMBLY INSTRUCTIONS .. 32



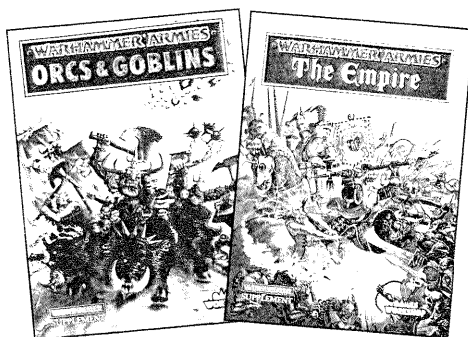
WARHAMMER CAMPAIGN

The Idol of Gork is the second in what is planned to be a series of Warhammer Campaign supplements. Each campaign presents a number of encounters between two rival forces, culminating in a decisive battle to decide the winner.

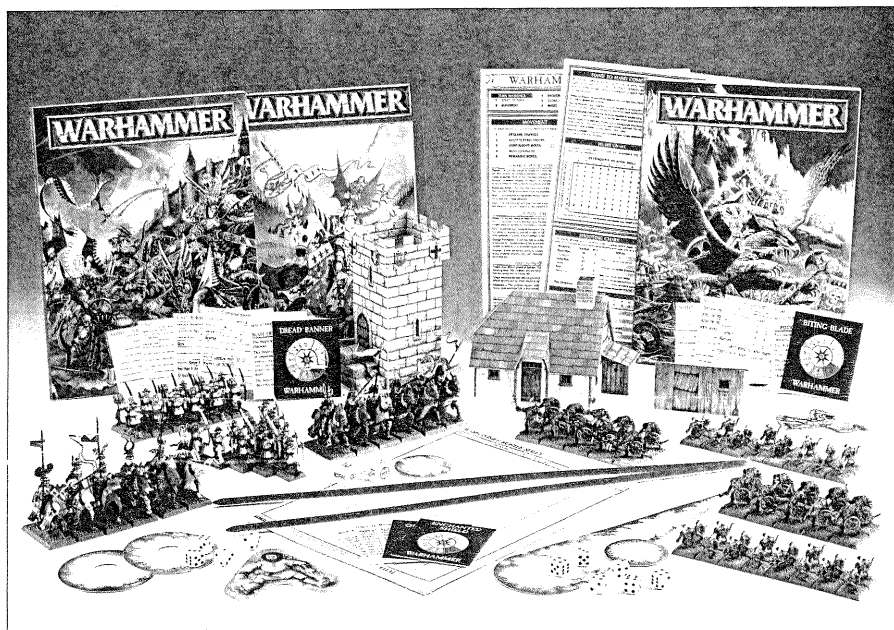
ORCS AND EMPIRE

This supplement describes the heroic adventures of a young Empire nobleman named Rutgar who chooses to lead an exodus of settlers into the forbidding lands of the Border Princes. Little does he know that the very spot where he has chosen to build his stockade is a place sacred to the Iron Claw, a tribe of Orcs whose leader is as determined to rid his land of the human invaders as Rutgar is to stay. Thus the stage is set for a showdown between men and greenskins, each intent on destroying the other at any cost.

Each Warhammer Campaign supplement is designed around two rival forces, but with the chief emphasis on one army in particular. The Idol of Gork, as its title suggests, is based around Orcs, and will prove a useful supplement for any Orc player. Not only does it include rules for fighting the campaign, but it also includes a selection of card buildings which will be equally useful in all kinds of games in the future.



The Idol of Gork and other supplements in this series are designed for players who already have suitable armies. The games are designed so that players who have typical 5,000 point armies should be able to field appropriate troops without needing to purchase vast numbers of new troops. On the other hand, players who wish to boost their armies by adding a few units or characters especially for the campaign can take the opportunity of so doing.



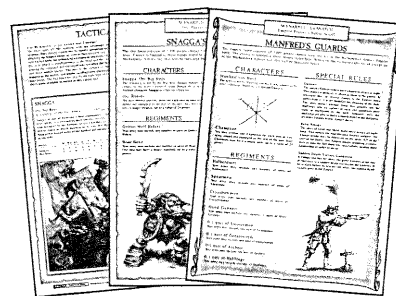
Warhammer, the game of Fantasy Battles

CHOOSING FORCES

You do not need specific units to fight the campaign. Instead you are allowed to choose forces of an appropriate points value for each battle.

There are some extra restrictions that apply to the choices from your Warhammer Armies list, and in some cases you are actually allowed more units of a certain type than you normally would. This is because the Warhammer Armies lists are designed to be generally representative of the armies covered. The campaign armies, on the other hand, are based on the specific conflicts described.

We have allowed a degree of choice so that players can fight the games with the armies that they already have, as well as allowing players to use a bit of cunning to outwit their enemy. The choices permitted though are still consistent with the descriptions of the battles.



Battle Scrolls

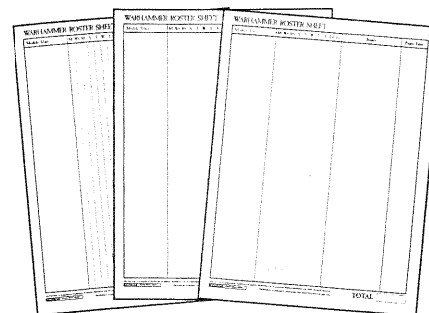
To choose your army refer to the relevant Battle Scroll for the battle and your Warhammer Armies book. The Battle Scrolls describe which troops you may choose, whilst the Warhammer Armies books describe their equipment, options and points values. The Battle Scrolls indicate where magic items are allowed and usually place a separate limit on the maximum points values of magic items that are permitted.

Note that magic items can only be included as described on the Battle Scroll. This includes magic standards for standard bearers as well as magic items for characters. For players interested in such things we have included a separate list of the forces that fought these battles – in fact these were the actual forces used by Rick Priestley (Empire) and Nigel Stillman (Orcs & Goblins) when we fought the campaign for the first time.

Eventually, each game was fought several times and different forces were chosen on each occasion, gradually improving the selection as we got to grips with the objectives of the battle. See Appendix 1 The Battle for the Idols for our example armies.

ROSTER SHEETS

A pad of roster sheets are included. As you choose your army for each battle, write down the details on the roster sheet so that you can refer to it during the game. You'll find this is more convenient than constantly looking up the details in the Armies books.



Roster Sheets

SPECIAL CHARACTERS

This campaign features a number of special characters for both the Orc & Goblins and the Empire armies. You'll find details and rules for these characters on the Battle Scrolls which are included within the pack.

These characters can be represented by any suitable models from the Citadel Miniatures range – whether you wish to purchase and paint new characters to play the campaign, or simply use an existing model which fits the description is entirely up to you.

We have made a selection of new character models for both armies all of which portray their character description within the Idol of Gork. The models which come with this pack are Grof Fang Skab, Warboss of the Iron Claw tribe, Rutgar of Wissenland and Oddgit, the Goblin Shaman.

The characters described in the Idol of Gork are compatible with Orcs & Goblins and Empire armies, and can be used as special characters in other games should you so wish. Special characters should only be used with prior agreement by the players. Of course, any characters prepared for the game can be fielded as basic heroes or wizards in your other games.



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.

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.

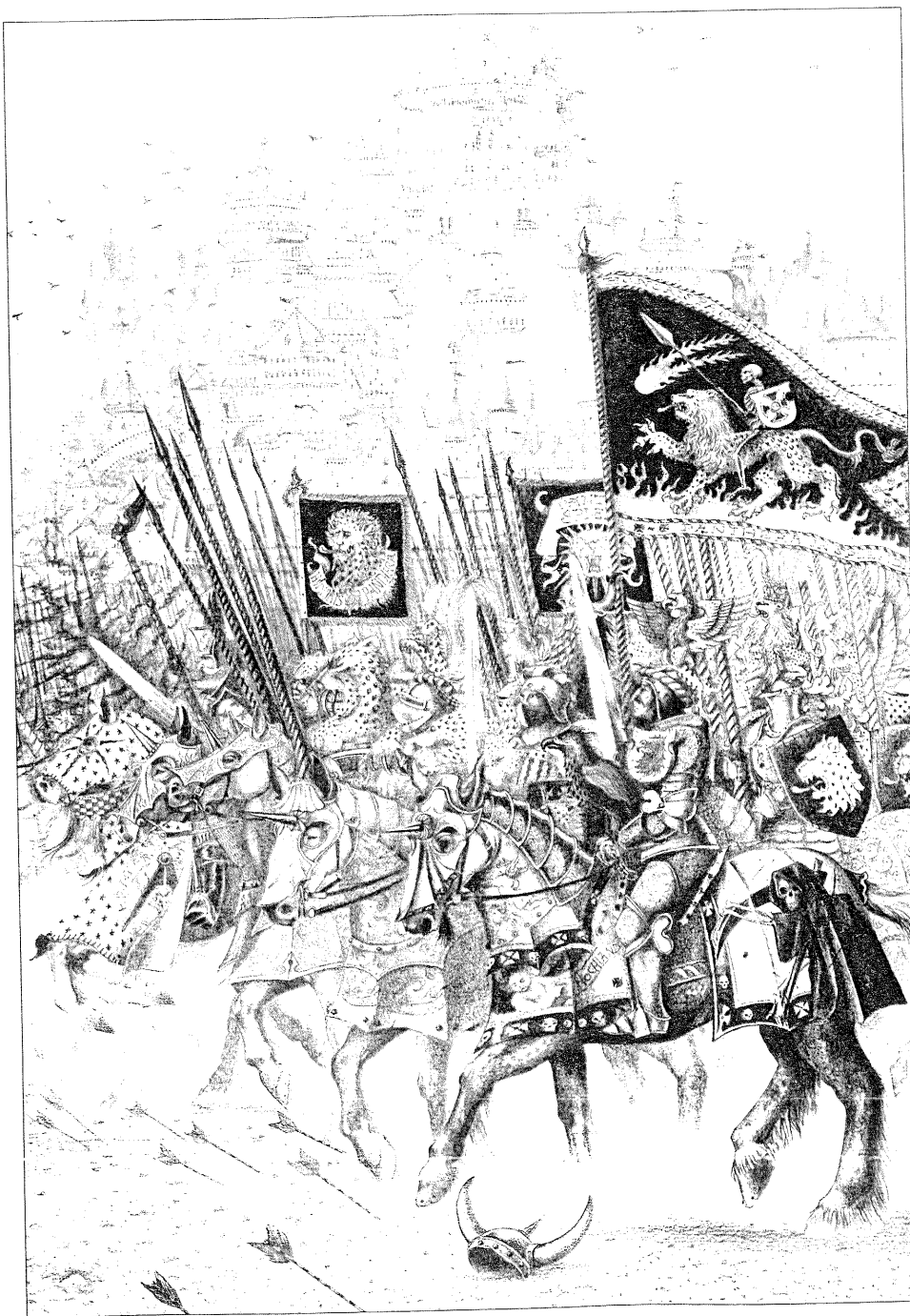
Rutgar was adventurous and brave, and wasted no time in worrying whether he should dare seize the opportunity which fate, or the great god Sigmar had so graciously bestowed. The young noble knew that he had to seize the moment, whether heaven-sent or not. Upon hearing Rutgar's decision to accept the 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.

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

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-bide 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', amurver 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 never 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 fink. Fink back, back into the dim past. Do ya remember when da 'uman gitz with da glitzy armour, an' cannons and stuff blasted yer stronghold, an' wiped out yer Gobbos down to da very last Gobbo, an' smashed up yer..."

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.

"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 hidden crannies and scuttled into dark corners of the tent.

"Okay, okay boss, don' bit me boss, I was just remindin' yer, boss, dat dey never found da finky wot is bid down dere. It must still be dere!"

"Wot 'finky?" 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... immum... ummimem... since flippin' ages ago!"

"Never '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 fink 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!"

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

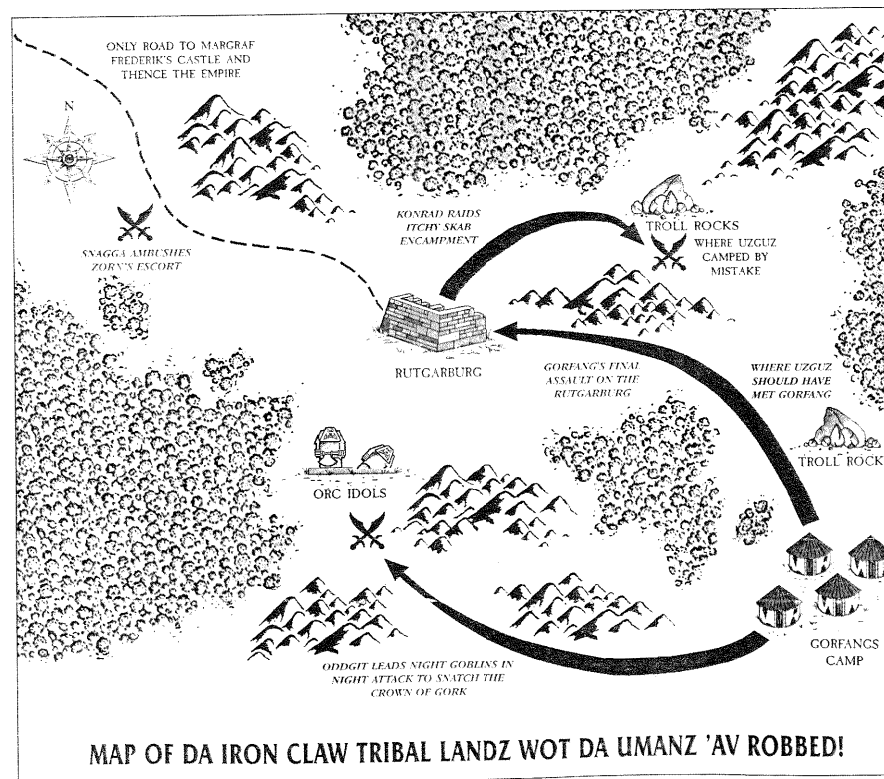
Rutgar discovered the old Orc stronghold which had previously been overthrown and burned out by Margraf Frederik.

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.

MAP OF RUTGAR'S FIEF IN THE BORDER PRINCES



MAP OF DA IRON CLAW TRIBAL LANDZ WOT DA UMANZ 'AV ROBBED!

SCENARIO I '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



Oddgit, Goblin Shaman

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 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 might prefer to generate the scenery randomly using the Terrain Generator in *Appendix III*, or 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 24" from the Empire player's edge but no closer than 6" to it.

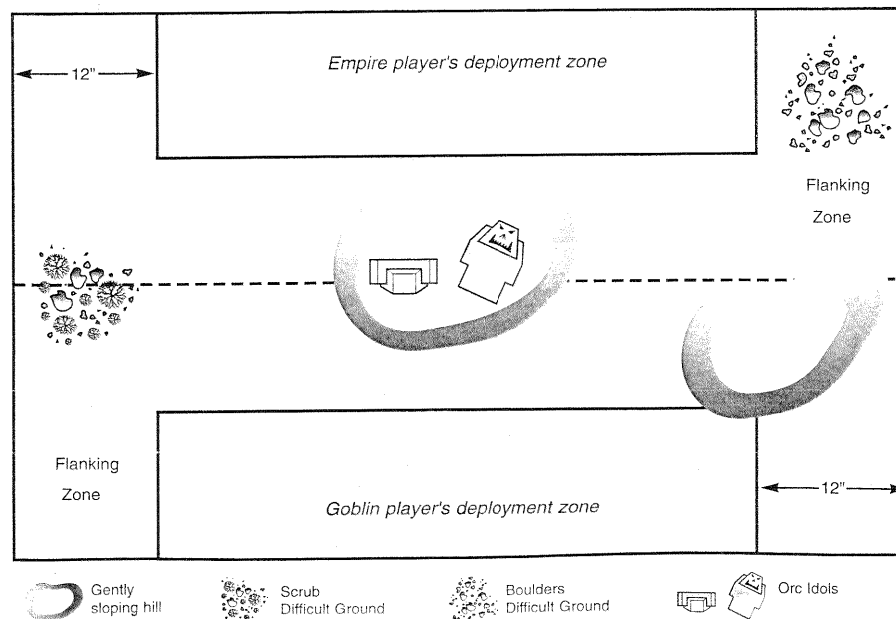
THE ARMIES

Each player refers to the Battle Scroll for his army in order to choose his forces for the battle. The Battle Scroll also describes any special rules which apply, as well as the victory conditions needed to win the battle, the gains any victory will bring and useful tactical hints.

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 12" from the Empire player's edge and no closer than 12" to the side edges. 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.

SCENARIO I - 'DA SNATCH'



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 the 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.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITIONS

If Oddgit reaches the fallen idol, he immediately grubs out the Crown of Gork and stuffs it into his filthy robes. The battle finishes at the end of this turn in a sudden death victory for the Goblins. Only Oddgit is able to find and recognise the Crown of Gork. The rest of the Gobbos have not been let in on the objective of the raid.

If Oddgit is slain or routed off the table before he finds the crown, the battle ends at the end of that turn in an immediate victory for the Empire player.

VICTORY POINTS

If the battle continues until sunrise, decide who has won by counting up victory points, as described in the Warhammer Battle book. 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.

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 hard 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 howl shattered the calm.

And then it began to rain.

SCENARIO II 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 boys 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 might prefer to 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 12" 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 a column four models abreast.

The ridge where the Orcs lurk is placed next. This is represented by several low hills placed no closer than 12" 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

Each player refers to the Battle Scroll for his chosen army, in order to determine his forces for the battle. Each Battle Scroll describes any special rules that apply to that side and its victory conditions, as well as the gains victory would bring and some useful tactical hints for each army.

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 12" from the Empire player's table edge and no closer than 12" to the side edges. Its units are deployed in a marching column heading towards the Empire player's left-hand table edge. Any cannons or other artillery are pulled either by a war wagon or a unit of infantry. The artillery model is placed so that it faces the end of the column with its 'tail' in contact with a wagon or unit. The crew march beside the artillery piece. The best action that the Empire player can take in his first turn is to immediately move the guns into position ready to fire next turn.

Zorn the wizard is placed in the middle of the column, no closer than 24" 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.

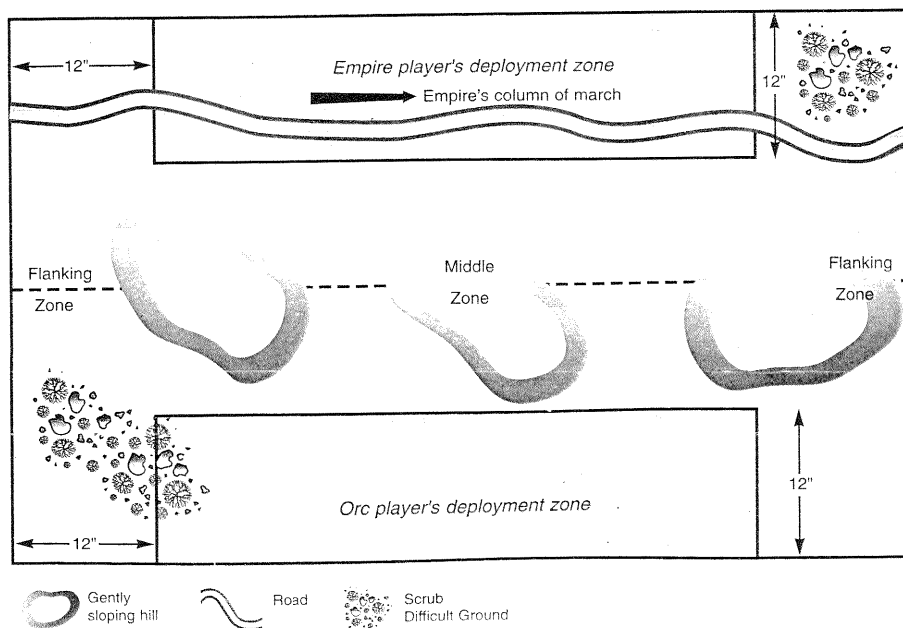
The Orc force which is lying in ambush awaiting the arrival of the column is deployed no closer than 24" to the Empire army and no nearer than 12" to the side edges. It is partially screened from the Empire troops by the intervening ridge of low hills.

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.

SCENARIO II - THE AMBUSH



HOW LONG DOES THE BATTLE LAST

The Ambush lasted from mid-afternoon to sunset. To represent this, the game lasts for four 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.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITION

Snagga realises the importance of the artillery and the wizard. He therefore impresses on his boyz to "deal wiv da gitz good an' proper". When all the artillery and the wizard are out of action – either slain, fleeing or abandoned by the crew – the Orcs achieve a sudden death victory at the end of the turn.

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up victory points as described on page 40 of the Warhammer Battle 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.

SCENARIO III THE BATTLE OF TROLL ROCKS

GROTFANG SEEKS REINFORCEMENTS

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 iz buildin'?" suggested the warlord in a flash of inspiration.

"Yer! Dat's why dey iz 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 prospect 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!"

ITCHY SKAB ORCS

Dreg scurried off to various sacred Orcy places in the wilderness in search of other shamans. Eventually, in the depths of one particularly dank fungus-encrusted cave he encountered a familiar bundle of muddy rags and bones.

"Nazbog! I wud recognize dem spiky bitz anywhere. It's Dreg, yer old mate!" announced Dreg to the reeking bundle.

"So yer found me at last, yer git!" said Nazbog cheerfully.

"Are yer still wiv da Itchy Skab, Nazbog?" A grunt seemed to confirm this. "I bin lookin' fer da Crooked Claw an' da Broken Toof, ave yer seen 'em?"

"Nar. Last I 'eard wuz da Broken Toof ave shifted up into Stunty landz fer some fun. As fer da Crooked Claw, dey iz no more! Didn't yer 'ear da story? Pull up a skull an' park yerself."

Nazbog described the terrible end of the Crooked Claw tribe to Dreg as the two shamans roasted some cave fungus over a fire. 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, Nazbog 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.



Grotfang, Warboss of the Iron Claw Tribe

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 Nazbog 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 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 might prefer to generate the scenery randomly using the Terrain Generator in *Appendix III*. Or 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 24" 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 12" 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

Each player refers to the Battle Scroll for his particular army in order to choose his forces for the battle. The Battle Scroll also describes any special rules which apply, along with the victory conditions, victory gains and some tactical hints.

DEPLOYING FOR BATTLE

The entire Orc force is deployed first. It is deployed no further than 12" from the Orc player's table edge and no closer than 12" to the side edges. 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 12" from the Empire player's table edge and no closer than 12" from the side edges.

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.



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. The means by which the Empire force can set fire to the huts is described on the Empire player's Battle Scroll.

VICTORY POINTS

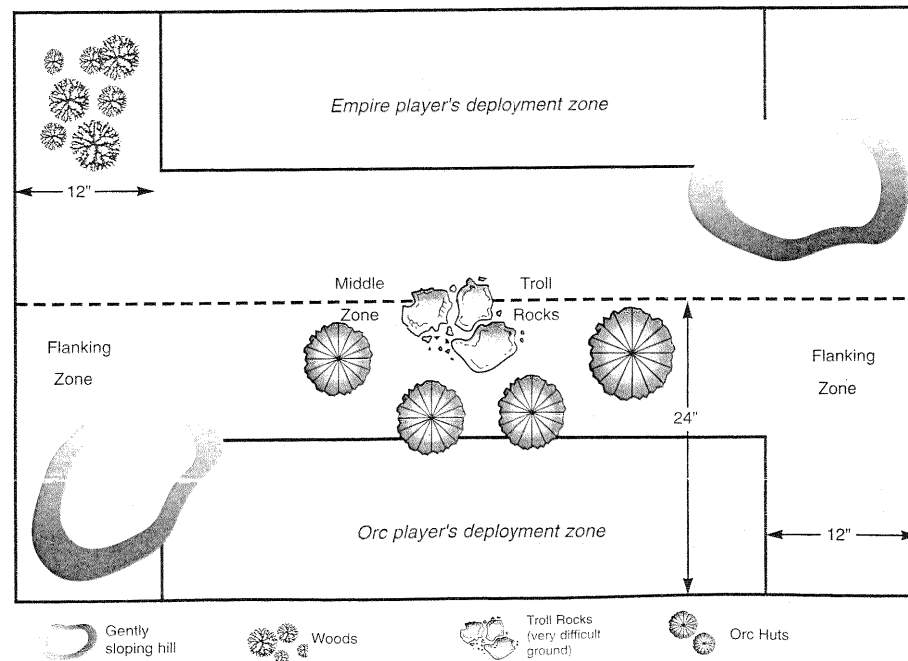
If the battle continues until sunset, decide who has won by counting up victory points as described in the Warhammer Battle book. If the Empire wins, it is assumed that the Itchy Skab tribe have been driven off and their camp destroyed. If the Orcs win, it means that the Empire force was repulsed and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

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.

SCENARIO III - THE BATTLE OF TROLL ROCKS



SCENARIO IV 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 cavalymen 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 GIT'Z!

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.

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 might prefer to generate the scenery randomly using the Terrain Generator in *Appendix III*, or 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 12" 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. 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.

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

Each player should refer to the Battle Scroll for his own army in order to choose his forces for the battle. Each Battle Scroll also describes any special rules which apply, as well as victory conditions and some pertinent tactical hints for the battle to come.

DEPLOYING FOR BATTLE

Rutgar's army should be deployed no further than 12" from the Empire player's end of the table, although its troops can be deployed within the walled enclosure just in front of this deployment zone (see the map). The Orc army should be deployed no further than 12" from the Orc player's end of the table. Neither side may deploy troops within 12" of the side edges.

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. Champions are deployed as part of their units. Independent characters are all deployed at once and they are counted as a single unit for deployment purposes. War machines are all deployed at once if they belong to a unit, otherwise each counts as a separate unit.

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 4" 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 advancing army moves one unit at a time, but can move the same unit several times if the opportunity presents itself. No advancing units may be moved within 8" of enemy 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 six game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete six turns unless the battle ends earlier in a sudden death victory for the Empire.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITION

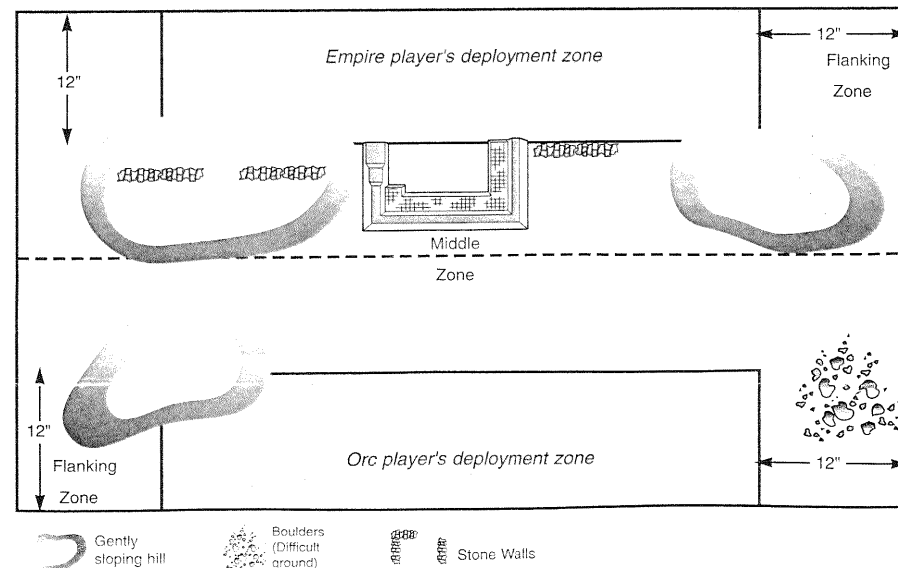
Grotfang is the only thing holding his tribe together and the motivating force behind the tribe's last attempt to regain their lands. If Grotfang is slain or flees the table, the tribe will give up the fight and migrate somewhere else. The battle therefore finishes at the end of any turn in which Grotfang bites the dust or deserts the field. The same does not apply if Rutgar is killed. He has several determined henchmen who will fight on in the event of his death. If they hold their ground and win the day for the Empire, one of them can expect to be rewarded with the lordship by the Margraf.

VICTORY POINTS

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

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.

SCENARIO IV - THE BATTLE OF RUTGARBURG



APPENDIX I

THE BATTLE FOR THE IDOLS

The armies which took part in the actual Idol of Gork campaign are described, albeit in a cursory fashion, in the histories of Albrecht the Unreliable. The Venerable Ludwig gives more detail on the events and valuable insight and comments, though his text is rambling and long-winded, to say the least. Needless to say, there are no reliable Orc records.

'DA SNATCH

THE TIDE OF BATTLE

As the Goblins surged forward to attack, animosity broke out in the ranks almost immediately, cancelling out much of the tactical advantages of surprise and rapid approach. The noise of squabbling Gobbos getting nearer roused Manfred's force who were soon ready for action. Those Goblin mobs not affected by squabbling surged onwards to join the attack. The Wolf Boyz, with their speed and agility quickly sped through into the heart of Manfred's troops.

Meanwhile on the other flank, the Squig Hunters and Netters were getting into difficulties. The expert Halfling archers picked them off in the darkness and decimated the units as they advanced. The other Empire volleys were far less effective and caused only minor damage to the ravaging hordes.

Oddgit managed to impose his authority on the big mob of Gobbo spearmen and led them into a head-on attack against Manfred's block of Halberdiers. He also unleashed the Fanatics who caused horrific damage amongst the ranks of Halberdiers, but even then the bold Imperial troops continued to stand firm.

There followed a savage battle of attrition. Just when Oddgit feared that his army had degenerated into a useless rabble, the Halberdiers gave way, having been hacked down to a mere handful. The rest of the Empire battle line began to panic.

Oddgit himself had managed to avoid losing his head to the rising Waaagh energy, a lot of which had drained into the fallen idol. In the darkness and confusion, with Gobbos running amok and isolated groups of Empire troops attempting to hold them off, Oddgit rooted about around the fallen idol and found the Crown of Gork. He furtively hid it in his filthy robes and slunk off to deliver it to his master.

Manfred had fallen heroically while trying to rally his troops at the very heart of the fighting. Despite the death of his captain, Rutgar – unaware of the existence of the Crown of Gork – regarded the battle as a victory. After all, the Goblins had not recaptured their idols, he reasoned, but had scattered and vanished into the wilderness.

In vengeance for the loss of a good retainer, Rutgar ordered the idols to be smashed into pieces with gunpowder, a task which his men were only too pleased to do – although several unfortunate sappers were crushed when the other statue also toppled over as the barrels were being placed.

Historian's Comment

This battle was a real test of nerves for the Empire troops. The Goblin surprise attack at night, combined with the eerie presence of the Orc idols, filled the superstitious troops with foreboding. Only Manfred's down-to-earth leadership could make them stand firm, which they managed to do until they were overwhelmed by superior numbers. The Halflings proved their long experience as Goblin fighters, shrugged their shoulders at the eerie noises and Gobbo mayhem, and kept up the shooting. Most survived the battle to enjoy a hearty breakfast!

Oddgit's boyz were attacking in the best possible conditions for Night Goblins and so stood an excellent chance of winning but were very nearly robbed of victory by the sorry and all too familiar tale of Gobbo squabbling, which threatened to destroy their many advantages. The battle demonstrated the effectiveness of Fanatics used offensively in the assault, followed up by a dense mob of Goblin hand-to-hand fighters.

THE ARMIES

The opposing armies which fought in the shadow of the Orc idols are described here.

MANFRED'S GUARDS

Manfred von Bock 94 points
Manfred is armed with a halberd, light armour and is wearing the *Ring of Volans*. He is accompanying the Halberdiers.

Unit of 30 Halberdiers 313 points
The unit includes a standard bearer, musician and a Champion. The Halberdiers are each armed with light armour and halberds.

Unit of 20 Halflings 99 points

The trusty Halflings are each armed with a bow, hand weapon and their unit features a standard and musician.

Unit of 10 Greatswords 99 points

The Greatswords are each armed with light armour and a double-handed sword. The unit includes a standard bearer.

Unit of 20 Crossbowmen 176 points

The unit includes a standard bearer and a musician.

Unit of 10 Hand Gunners 96 points

The unit includes a standard bearer and a musician.

Unit of 10 Hand Gunners 96 points

The unit includes a standard bearer and a musician.

Total Points Value: 973 points

ODDGIT'S RAIDERS

Oddgit 184 points

Oddgit is armed with a hand weapon and *Mad Cap Mushrooms*. He is accompanying the Night Goblin Spearmen.

50 Night Goblin Spearmen 285.5 points

The unit includes a standard bearer, musician, three Fanatics and a Boss. The Spearmen are each armed with a spear and shield.

10 Goblin Wolf Riders 164 points

The unit includes a standard bearer and a Boss. The Wolf Riders are each armed with a hand weapon, short bow, light armour and shields.

Mob of 10 Night Goblin Netters ... 35 points

The Night Goblins feature five Netters and five Clubbers.

Mob of 20 Squig Hunters 280 points

Containing ten Hunter teams and ten Cave Squigs.

Snotling Pump Wagon 40 points

Total Points Value: 988.5 points

THE AMBUSH

THE TIDE OF BATTLE

Zorn's escort was travelling in a column, with the Pistoliers in front as the vanguard and the Outriders at the rear. They knew this was enemy territory, but had little inkling that an ambush was so close. Without warning, the Orcs surged over the ridge of hills. In moments, a howling mob of Boar Boyz, led by Snagga himself, was heading towards the war wagon near the front of the column.

At the same time, two mobs of Wolf Boyz headed straight for the front and rear of the column. But, being well trained in the art of column protection, the Empire units immediately turned about and had no trouble chasing off the Wolf Boyz.



Orc Boarboyz Banner

Meanwhile, however, Snagga's boyz had been hacking down any of the Greatswords who had dared to stand in their way. With a screaming horde of blood-crazed, boar-mounted Orcs bearing down on it, the war wagon fled in panic, the horses out of control terrified at the sight and smell of the Boar Boyz.

The Flagellants were not at all worried by this turn of events and immediately flung themselves upon the Black Orcs who were now descending at full pelt down the hillside. By this time, both artillery pieces had been deployed and ranged on Snagga, who was gathering his Boar Boyz for another attack. The shot cut swathes through their ranks, decimating the unit in a few terrible seconds.

The Ogres, clustered in the centre of the column, advanced towards a new mass of Orcs and Arrer Boyz which had crested the ridge and soon drove all before them. It was not long before the Ogres were just lumbering figures on the horizon, chasing after the fleeing Orcs.

Having beaten off the attack at the rear end of the column, the Outriders were riding fast up the flank to help the troops still hard pressed at the front. Similarly, the Pistoliers now swung round and charged the Black Orcs in their rear. Together with the Flagellants, they sealed the doom of the Black Orcs.

Ulrich stayed close by Zorn and the guns throughout the battle, from where he was able to direct everything that occurred. One of Zorn's spells, directed at Snagga himself, was totally absorbed and sucked from Zorn's

Historian's Comment

There was nothing really wrong with Snagga's attack, which made good headway at first. It is very hard to defeat a powerful Empire force on the march. The Gobbo Wolf Boyz could perhaps have supported him with rather more determination. They were too easily put off by the Empire firepower. The Empire guns were vulnerable, but there were no fast Orc troops near enough to get at them. The Flagellants and Ogres of Zorn's own retinue were excellent fighters, and Zorn himself would have done better had he directed his spells against other Orc units instead of the Orc leader's bodyguard, who would be the most likely to have some form of protective magic.

The column saw off the ambush and reorganised quickly, arriving at the Rutgarburg with Zorn, artillery and some much needed reinforcements. Snagga's war pack was so badly mauled and scattered that he was unable to prevent more supplies and reinforcements getting through to Rutgar.

mind by the awesome gaping maw depicted on Snagga's shield. Ulrich almost found himself wondering whether this wizard, for whom he had trecked a thousand miles, was all that good after all! Nevertheless, Snagga made his getaway. The column gathered itself back into marching formation once more and continued to Rutgar's camp.

THE ARMIES

The opposing armies which fought on the road to Rutgarburg are described here.

ZORN'S ESCORT

Ulrich 151 points
Ulrich has a hand weapon, heavy armour, shield and the *Horn of Urgok*. He is riding a barded warhorse.

Zorn 243 points
A Master Wizard of the Bright College of Magic. Zorn rides a warhorse. He is armed with a hand weapon and the *Black Amulet*.

1 War Wagon 150 points

1 Great Cannon 100 points

1 Helblaster Volley gun 100 points

5 Outriders 140 points
The Outriders are each armed with a mixture of repeater handguns and pistols.

10 Pistoliers 242 points
The unit includes a standard. The Pistoliers are each armed with light armour and two pistols.

5 Ogres 210 points
Zorn's Ogres are each armed with a hand weapon and light armour.

8 Flagellants 80 points
The Flagellants are each armed with a flail.

8 Greatswords 81 points
The unit includes a standard. The Greatswords are each armed with light armour and a double-handed sword.

Total Points Value: 1497 points

SNAGGA'S WAR PACK

Snagga 182 points
Snagga is armed with a hand weapon, light armour and his *Spelleater* shield. He is riding a warboar.

Mob of 12 Boar Boyz 497 points
The unit includes a Boss armed with a *Blade of Leaping Copper*, a musician and a standard bearer carrying a *Standard of Might*. The Boar Boyz are each armed with a spear, light armour and a shield.

Mob of 20 Black Orcs 330 points
The unit includes a Boss armed with a *Sword of Swift Slaying*, a musician and a standard bearer carrying a *Dread Banner*. The Black Orcs are each armed with a hand weapon, light armour and shield.



Mob of 15 Arrer Boyz 112.5 points
The Arrer Boyz are armed with a hand weapon and a bow.

Mob of 6 Wolf Boyz 118 points
The unit includes a Boss armed with a *Parrying Blade*, a musician and a standard bearer. The Wolf Boyz are each armed with a short bow and a spear.

Mob of 6 Wolf Boyz 98 points
The unit includes a Boss, a musician and a standard bearer. The Wolf Boyz are each armed with a short bow and a spear.

Mob of 12 Orc Boyz 156.5 points
The unit includes a Boss armed with the *Sword of Bork*, a musician and a standard bearer. The Orc Boyz are each armed with a hand weapon, light armour and a shield.

Total Points Value: 1494 points

THE BATTLE OF TROLL ROCKS

THE TIDE OF BATTLE

Despite being severely harried by the Empire troops, Uzguz and the Itchy Skab tribe defended their village well and frustrated Konrad's force in all of its efforts to set fire to their huts. As soon as the alarm was raised in the village, the entire open area between the huts was filled with Arrer Boyz ready to defend their new settlement. This made it difficult for the Kislevite horse archers, riding fast ahead of the rest of the raiders, to get into the village or close to the huts. They got very little chance to fire accurate shots at the huts with their burning arrows and continually risked being shot down themselves by the Orc arrows.

The infantry archers and crossbowmen moved up to shoot on the right flank and were achieving some success in setting alight one of the huts, when they were confronted by Nazgob leading a howling mob of Trolls. The Trolls lumbered menacingly forward and soon had the Halflings and crossbowmen giving way before them, albeit very reluctantly, and wasting precious arrows on them with little or no effect. On the opposite flank, Uzguz himself leading his Boar Boyz was tackling the Pistoliers and soon managed to scatter them.

In despair, Konrad watched all of his tactics failing, his raid coming to naught and the Orcs rapidly gaining the upper hand. Most of his men were now in flight or retreat and the Horse Archers were returning having ridden right round the huts without burning down any more of them. Konrad gathered his force and made his escape as the sun set. Uzguz followed after them and must have caught them somewhere in the wilderness, for Konrad never returned to deliver his report to Rutgar.

Historian's Comment

When Konrad and his force didn't return, Rutgar had little option but to assume the worst. A day later, most of the surviving Halflings from the force that had gone with him appeared, exhausted and bedraggled, and confirmed that the Orc pursuers had caught them in the darkness.

The Itchy Skab tribe now joined up with Grotfang's Iron Claws. Uzguz had camped in a very sheltered position which was difficult to attack and approach. The horse archers couldn't concentrate their shooting at the huts and the infantry were not supported by any other troops capable of holding back the Trolls.

THE ARMIES

KONRAD'S RAIDERS

Konrad 121 points
Konrad is armed with a sword, his trusty *Dragon Blade*, as well as light armour and a shield, and is riding a warhorse.

10 Pistoliers 242 points
The unit includes a standard. The Pistoliers are each armed with light armour and two pistols.

5 Kislevite Horse Archers 80 points
The Horse Archers are each armed with a bow and a shield.

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5 Kislevite Horse Archers 80 points
The Horse Archers are each armed with a bow and a shield.

Unit of 20 Halflings 99 points
The unit includes a musician and a standard bearer. The Halflings are each armed with a bow.

Unit of 16 Archers 136 points
The unit includes a standard bearer. The Archers are each armed with a longbow.

Total Points Value: 918 points



ITCHY SKAB ORCS

Uzguz 158 points
Uzguz is armed with an *Obsidian Blade*, light armour and a shield. He is riding a warboar.

Nazgob, Master Shaman 261 points
Nazgob wields a *Staff of Flaming Death*.

7 Boar Boyz 232 points
The unit includes a standard bearer. The Boar Boyz are each armed with a spear, a shield and light armour.

18 Arrer Boyz 150 points
The unit includes a standard and a musician. The Arrer Boyz are each armed with bows.

3 Stone Trolls 195 points

Total Points Value: 996 points

THE BATTLE OF RUTGARBURG

THE TIDE OF BATTLE

Despite the surprise appearance of the enemy forces on the horizon, Rutgar's army deployed rapidly and the Knights Panther, Ogres and the volley gun were able to advance across the battlefield while Grotfang was still organising his somewhat ragged and temperamental battle line. The Orcs then began hurling huge rocks from several large war machines onto the Knights Panthers, advancing on the Empire's right flank. The Knights, whose ranks were swelled by the many who had made the long journey to join Rutgar and help win land from the Orcs, resolutely rode onwards. Zorn's Ogres, advancing alongside the Knights Panther, engaged a skirmishing screen of Savage Orc archers, who had become a little bit over-enthusiastic. After a ferocious battering at the hands of the Ogres, they were soon running back towards their own side.

Meanwhile the Knights Panther smashed into a huge mob of Goblin spearmen led by Oddgit. Unfortunately there were no Fanatics in the unit to unleash and the Knights quickly routed the Gobbos. The sight of this shameful event was too much for the Orc rock lobber crews nearby who dropped their stones and also fled the field of war. This meant that the whole left flank of Grotfang's army was now in flight.

Luckily, the Orcs and Goblins on Grotfang's right flank were doing rather better. None of the Empire guns had done any real damage and the volley gun crew were holding their fire. The great mob of Night Goblins and its Fanatics advanced towards the massed ranks of Rutgar's Halberdiers. The Fanatics cut a swath through the Halberdiers' ranks, but the latter marched on regardless to engage the Gobbos. The Goblins fought well and hurled the Halberdiers reeling backwards between the Halflings and Tileans, who were looking on with dismay and disbelief. Thus Rutgar's left flank seemed to be in serious danger of giving way.



Seeing the precarious situation developing, the Flagellants, lurking among the half-built walls of Rutgarburg, suddenly charged into the nearest approaching mob of Orcs, who were rushing on to exploit the gap created by the Goblins. The Flagellants fought hard with the Orcs and finally routed them, hacking them down to the last Orc even as they attempted to flee the scene.

At this point, with the battle raging, tragedy struck the shaman, Nazgob. The excitement of Grotfang's multitudes clashing at last with their bitter foes was too



Rutgar, Lord of Rutgarburg

much for a shaman who was only used to the power created by a small tribe. Stuffed full of crazily swirling Orcy magic, his head exploded like a puffball fungus, leaving only a scatter of tattered robes. With Oddgit also in full flight, Grotfang was deprived of all his magic. For his part, Zorn, perhaps the most enigmatic of wizards, apparently lurked somewhere within Rutgarburg. His spells, it was later claimed, had something to do with the defeat of Grotfang's left flank.

The only troops who had not lost their nerve on Rutgar's left flank were of course, the plucky Halflings, who charged a massive block of Night Goblins in the flank and, as luck would have it, cut them to pieces. This rescued the situation there, and may well have turned the tide of battle. On the far right, the Panthers tried to rein in their panicking mounts while the Ogres faced off against Oddgit's mob. Oddgit, confidently marching at the head of his rallied boyz, attacked the Ogres and swarmed all over them.

The victorious Goblins then surged forward into the Panthers. Here, however, they met their ultimate doom. The Panthers turned and fought with an almost inhuman determination. Ulrich sounded the Horn of Urgok which threw the Gobbos into panic and caused them to scatter across the plain. The Panthers spurred on their horses to finish them off. Grotfang's left flank had now ceased to exist. So to assist their comrades, the Knights Panther wheeled around in an extended battle line to outflank the remainder of Grotfang's army.

In an immense fusillade, all of Rutgar's artillery now opened fire in an attempt to halt Grotfang's solid and relentless centre as it advanced. All the cannons misfired at some point in this cannonade, including the volley gun, slaying the crews and doing little real damage elsewhere. Zorn emerged from the tower and directed searing fireballs and blasts directly towards Grotfang, exposed on the flank of a big Orc unit. These scorched the warlord, but he strangely survived.

The sun was now setting. The crazy Flagellants had plunged into a horde of Black Orcs as they chased after the last of the Orc Big'Unz. Unprepared for such a ferocious assault, the Flagellants disappeared under the Orc axes.

Despite this success, Grotfang's attention was now on the steady line of Knights Panther levelling their lances ready to charge his troops. He knew his remaining boyz could not stand against so many knights. Already, numerous scumbags were cowardly deserting taking advantage of the impending twilight to slink off. Grotfang, with three quarters of his tribe already lying slain around him, decided to sneak off as well. The Orcs escaped into the gloom of the surrounding wilderness. Finally when they were sure that no Orc remained in the area the Knights regrouped and gathered at the campfires of the remaining Halflings, who were already tucking into a well-earned supper.

THE ARMIES

The opposing armies for this all-out final battle were as follows.

RUTGAR'S ARMY

Rutgar 170 points

The General of the Empire forces is armed with a hand weapon and a *Star Lance*, and has light armour and a shield. He is riding a barded warhorse.

Ulrich 151 points

Ulrich is armed with a hand weapon, heavy armour, a shield and the *Horn of Urgok*. He is riding a barded warhorse.

Zorn 243 points

A Master Wizard of the Bright College of Magic. Zorn is riding a warhorse and is armed with a hand weapon and the *Black Amulet*.

Battle Standard Bearer 191 points

He is armed with a sword, heavy armour and a shield, and is riding a barded warhorse. He is carrying a *Battle Banner*.

20 Knights Panther 869 points

The unit includes a standard bearer carrying a *Banner of Defiance*. The Knights are each armed with a sword, lance, heavy armour and a shield, and are all riding a barded warhorses.

Unit of 50 Halberdiers 389 points

The unit includes a standard bearer with a *Banner of Courage*, and a musician. They are all armed with halberds.

Historian's Comment

Crucially, Rutgar organised his army for an offensive rather than a defensive battle. He was not content to hide within his unfinished fortifications and hope that he could hold out against the Orc assault. Undoubtedly, the numerous Knights Panther who had recently joined him from the Empire, eager for battle, had influenced his decision. Zorn nearly slew Grotfang with his magic, but the cannons that had been bought to Rutgar's camp proved to be defective, as did their gunpowder. It was just as well Rutgar was not relying on them too much.

After the battle, there were few of Rutgar's or even Zorn's original retainers left, but the fief had been held and the Orcs killed or driven off. The Halfling settlers from the Moot had done well in more than one battle and Rutgar was impressed. From that day on he granted all Halflings exemption from feudal dues, to encourage more of their fellows to join him.

As for Grotfang, he still had the Crown of Gork and so retained the loyalty of his remaining boyz. The destruction of the idols and the defeat of the tribe caused them to abandon the region and migrate into the south-east. Grotfang's dwindling retinue now lacked a shaman to guide them and wandered for a long time in the barren wilderness.

It is rumoured that Grotfang carved out a new domain for himself and gathered his tribe together once more in a far distant land. Although Sigmar had prevailed over the Orc gods, Grotfang was perhaps indeed favoured by Gork and fulfilled his destiny.

Unit of 20 Tilean Crossbowmen ... 176 points

The unit includes a standard bearer and a musician.

5 Ogres 210 points

Armed with hand weapons and light armour.

8 Flagellants 80 points

The Flagellants are each armed with a flail.

Unit of 20 Halflings 99 points

The unit includes a standard and a musician. The Halflings are each armed with a short bow.

3 Great Cannons 300 points

1 Helblaster Volley gun 100 points

Total Points Value: 2978 points

GROTFANG'S ARMY

IRON CLAWS

Grotfang 121 points
The mighty Grotfang wields a hand weapon, and has light armour and a shield. He is riding a warboar and wears the ancient *Crown of Gork*.

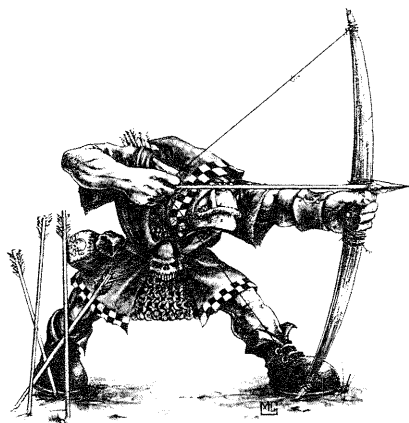
Mob of 12 Boar Boyz 497 points
The mob includes a standard bearer with a *Standard of Might*, a musician and a Boss armed with a *Blade of Leaping Copper*. The Boar Boyz are each armed with a spear, light armour and a shield.

Mob of 20 Black Orcs 305 points
The mob includes a standard bearer with a *Standard of Shielding*, a musician and a Boss armed with a *Rending Sword*. The Black Orcs are each armed with a hand weapon, light armour and a shield.

20 Savage Orc Arrer Boyz 247.5 points
The mob includes a Boss armed with a *Sword of Might*. The Arrer Boyz are each armed with a hand weapon and a bow.

20 Orc Boyz 234.5 points
The unit includes a standard bearer, a musician and a Boss armed with a *Blade of Slicing*. Each of the Orc Boyz are armed with a hand weapon, light armour and a shield.

4 Big Rock Lobbers 386 points
These are organised into a single unit.



NIGHT GOBLINS

Oddgit 184 points
Oddgit is armed with a hand weapon and *Mad Cap Mushrooms*. He is accompanying the Night Goblin Spearmen.

50 Night Goblin Spearmen 285.5 points
The unit includes a standard bearer, a musician, three Fanatics and a Boss. The Spearmen are each armed with a spear and a shield.

50 Night Goblin Spearmen 195.5 points
The unit includes a standard bearer, a musician and a Boss. The Spearmen are each armed with a spear and a shield.

Total Points of Iron Claws: 2456 points

ITCHY SKABS

Uzguz 158 points
Uzguz, leader of the Itchy Skab Orcs, is armed with an *Obsidian Blade*, light armour and a shield. He is riding a warboar.

Nazgob, Shaman Master 261 points
Nazgob the Shaman is wielding a *Staff of Flaming Death*.

2 Stone Trolls 130 points
They are organised into a single unit led by Nazgob.

15 Big 'Unz 203.5 points
The unit includes a Boss and a standard bearer carrying a *War Banner*. The Big 'Unz are each armed with a hand weapon, light armour and a shield.

Total Points of Itchy Skabs: 752.5 points

Total Points Value of Grotfang's entire army: 3208.5 points

APPENDIX II
USING OTHER ARMIES

The Idol of Gork campaign is based on the writings of various scholars of the Empire, such as Albrecht the Unreliable and the Venerable Ludwig. Although the Orcs were at war with a Border Prince of the Empire in that campaign, there have been many other occasions when the Orc tribes have had to fight other invaders seeking to drive them out of their tribal lands and set themselves up as Border Princes. It is therefore interesting to try out the same campaign scenario using different enemies of the Orcs. What follows are a few suggestions on how to do this.

ADAPTING THE CAMPAIGN

It is easy to adapt this campaign for another enemy instead of the Empire. This is because it is mainly the Orc player who has so much to gain in the final battle as a result of the outcome of the earlier conflicts. The enemy tries to gain their own edge in the last battle by denying him such advantages. Therefore all that needs to change in the scenario is the choice of army to fight the Orcs & Goblins. Another race may replace the Empire, but their motives and strategy in the campaign remains roughly the same. Battle tactics, however, will be new and different because you will be using another army.

If you want to try another army as opponents for the Orcs & Goblins, be prepared to apply generous amounts of imagination and common sense to adapt the various victory conditions and special rules for each scenario. It will all be straightforward enough, but some modifications may need to be made.

What follows are suggested scenario lists for different opponents for the Orcs & Goblins in this campaign. Feel free to adapt these lists as you wish – provided your opponent agrees, of course.

CAMPAIGN SPECIAL CHARACTERS

In the campaign, the Empire player is provided with special characters to lead each of his armies. If you are using a different army in place of the Empire, you will of course have to invent your own campaign characters and give them names. These lists will give you some idea of the sort of character to use. Characters who survive earlier battles can, of course, be chosen again to lead in the final battle.

DARK ELVES

Imagine that it was a lost or roving band of Dark Elves that beached their Black Ark on the coast of the Border Princes and trekked their way inland. Perhaps the Ark was wrecked, or sailed up the Blood River until it could go no further. Their lord is Roggoth, and they are looking for somewhere to hole up and regroup. They find an old Orc stronghold and begin fortifying it as their own.

Meanwhile, the nomadic Iron Claw tribe are strangely drawn back to their ancient tribal lands by the prophecies and visions of their shaman. When they find the Dark Elves desecrating their idols, they are outraged and decide to throw the invaders out. The scenario therefore is broadly the same, but the Orcs' enemy is very different.

SCENARIO I

The Dark Elves are intending to demolish the Orc idols and search beneath them for magic items which they suspect could possibly be present. They are then going to claim the old Orc site for their own dark and evil gods.

The Dark Elf army consists of 1,000 points, chosen from the Dark Elf army list in the Warhammer Armies Dark Elves book. Choice is limited to those troop types listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

1 Dark Elf Hero

The Hero leads the Dark Elf army and so counts as the army's General, even though he is not a Lord character. You may choose a Hero from the Dark Elf army list, armed and equipped as permitted by that list. He may be on foot or ride a Cold One or Dark Steed, and may be carrying a magic item, up to a value of 75 points.



Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

0-1 Sorcerer (magic level 1)

The Sorcerer may have a magic item, up to a value of 50 points. He uses Dark Magic and may be on foot, or ride a Cold One or Dark Steed.

REGIMENTS

0-1 unit of Cold One Riders

This unit may have a magical standard, up to a value of 50 points.

0-1 unit of Dark Elf City Guard

0-1 unit of Black Ark Corsairs

This unit may have a magical standard, up to a value of 25 points.

Any number of units of Dark Elf Spearmen

Any number of units of Dark Elf Warriors

Any number of units of Dark Elf Crossbowmen



SCENARIO II

The plot of this scenario differs slightly from the original, in that a force of Dark Elves is probing deeper into the wilderness, searching for magic items or perhaps a suitable site to build a cult temple. They are heedless of the danger of Orc raiding parties roaming the area and eventually are ambushed.

The Dark Elf army consists of 1,500 points, chosen from the Dark Elf army list in the Warhammer Armies Dark Elves book. Choice is limited to those troop types listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

1 Dark Elf Master Sorcerer

The Master Sorcerer leads the Dark Elf army and counts as its General. You may choose a Master Sorcerer from the Dark Elf army list, armed and equipped as permitted by that list. He uses Dark Magic and has a magic item up to a value of 75 points. He is on foot or may ride a Dark Steed or a Cold One.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Dark Riders or Cold One Riders

The unit of Cold One Riders may have a magic standard, up to a value of 50 points.

0-1 unit of Witch Elves

They may have a magic standard, up to a value of 50 points.

0-1 unit of Dark Elf Scouts

Special deployment rules for Scouts may be applied in this scenario.

Any number of units of Dark Elf Crossbowmen

Any number of units of Dark Elf Warriors

SCENARIO III

Dark Elf scouts or Dark Riders report that another tribe of Orcs have migrated into the vicinity. The Dark Elves decide to attack first, before the new Orcs get a chance to join forces with Grotfang.

The Dark Elf army consists of 1,000 points, chosen from the list in the Warhammer Armies Dark Elves book. Choice is limited to those troop types listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

Note that troops armed with crossbows can use burning bolts to set fire to the Orc huts during the battle.

CHARACTERS

1 Dark Elf Hero

The Hero leads the army as its General even though he is not a Lord character. You may choose a Hero from the Dark Elf army list, armed and equipped as permitted by the list. He is on foot or rides a Dark Steed or Cold One. He can have a magic item, up to a value of 75 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Dark Riders or Cold One Riders

The unit of Cold One Riders may have a magic standard, up to a value of 50 points.

0-1 unit of Black Ark Corsairs

The unit may have a magic standard, up to a value of 50 points.

0-1 unit of City Guard

Any number of units of Dark Elf Warriors

Any number of units of Dark Elf Crossbowmen

Any number of units of Dark Elf Spearmen

THE FINAL SCENARIO

As in the original, the Orcs decide to wipe out the Dark Elves before they complete their impregnable fortress and deny the Orcs their ancestral lands forever.

The Dark Elf army consists of 3,000 points, commanded by Roggoth. The army can be larger than this if both players agree to play to a higher points value; any points bonus or penalty resulting from a victory or defeat in a previous battle will still apply.

The Dark Elf army is chosen from the Warhammer Armies Dark Elves book. The choice is limited to the troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

Roggoth

Roggoth leads the Dark Elf army and is the army's General. He may be on foot or ride a Dark Steed, Cold One or a monster, and may have a magic item, up to a value of 100 points.

Heroes

You may choose any number of Heroes from the Dark Elf army list, armed and equipped as permitted by the list. A Hero may be on foot or ride a Dark Steed or Cold One, and may have a magic item, up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

0-1 Battle standard Bearer

The Battle Standard Bearer may be armed and equipped like any of the troop types in this list. He may be on foot or ride a Cold One or Dark Steed. The Battle Standard may be a magic standard, up to a value of 100 points.

0-1 Sorcerer

You may choose one Sorcerer, up to magic level 3. The Sorcerer may be on foot or ride a Dark Steed, Cold One or a monster. He uses Dark Magic and may have a magic item, up to a value of 100 points.

REGIMENTS

0-1 unit of Cold One Riders

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of City Guard

0-1 unit of Witch Elves

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Black Ark Corsairs

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Dark Elf Scouts

0-1 unit of Executioners or Black Guard of Naggaroth

This unit may have a magic standard, up to a value of 50 points.

Any number of units of Dark Riders

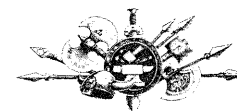
Any number of units of Dark Elf Warriors

Any number of units of Dark Elf Crossbowmen

Any number of units of Dark Elf Spearmen

0-1 unit of Harpies

0-3 Repeater bolt throwers



DWARFS

Dwarf adventurers, led by Rugg Redbeard, have marched into the Border Princes region from the Worlds Edge Mountains. They defeat the local Orc tribe, the Iron Claws, in a pitched battle and blast their stronghold with artillery. The Orcs retreat, at least for the time being, leaving the Dwarfs in possession of their tribal lands. The Dwarfs soon begin hewing the crude Orc masonry – including the sacred idols of Gork and Mork – into a fine Dwarf fortress. The Iron Claws, under their defiant warlord Grotfang, decide to recapture their lost lands and restore the sacred Orc idols. Thus the scenario remains broadly the same, but the army which will fight the Orcs will be very different.

SCENARIO I

A hand-picked force of reliable Dwarfs have been charged with guarding the sinister Orc idols of Gork and Mork until a Runesmith arrives to negate their power. Then the statues will be given a good hammering and turned into slabs for their fortress. Any treasures hidden beneath them are sure to be found and melted down. The Orcs must stop the Dwarfs and grab the loot first.

The Dwarf army consists of 1,000 points chosen from the list in the Warhammer Armies Dwarfs book. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

1 Dwarf Hero

The Hero leads the army and so counts as the army's General, even though he is not a Lord character. You may choose a Hero from the Dwarf army list, armed and equipped as permitted by the list. He may have a magic item, up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Iron Breakers

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Hammerers

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Dwarf Warriors

0-1 unit of Miners

Any number of units of Dwarf Crossbowmen

0-1 unit of Thunderers



SCENARIO II

Dwarf reinforcements coming from Karaz-a-Karak are ambushed as they journey through the wilderness to join their kinsfolk and fellow Dwarfs establishing their stronghold. The Orcs, mindful of the need to recapture the new Dwarf settlement being built by Redbeard, must cut off his supply lines and ensure his reinforcements never arrive.

The Dwarf army consists of 1,500 points chosen from the list in the Warhammer Armies Dwarfs book. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

1 Master Runesmith

You may choose a Master Runesmith from the army list, armed and equipped as permitted by the list. He may have a magic item, up to a value of 150 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Long Beards

One unit may have a magic standard, up to a value of 50 points.

0-1 unit of Iron Breakers

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Hammerers

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Dwarf Crossbowmen

0-1 unit of Thunderers

Any number of units of Dwarf Warriors

0-1 unit of Slayers

0-2 War Machines

SCENARIO III

The Dwarfs find out that a migrating tribe of Savage Orcs is too close for comfort and decide to launch an immediate attack to drive them off.

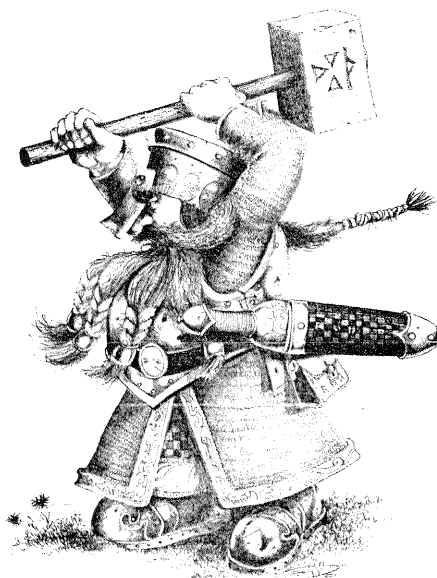
The Dwarf army consists of 1,000 points chosen from the Warhammer Armies Dwarfs book. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

Note that the Dwarfs will have to use fire weapons or explosive ammunition to set the Orc huts on fire.

CHARACTERS

1 Dwarf Hero

The Dwarf Hero leads the army, and is counted as the army's General, even though he is not actually a Lord



character. You may choose a Hero from the army list armed and equipped as permitted by that list. He may furthermore have a magic item up, to a value of 50 points.

Champions

You may choose one Champion for each unit in your army armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

Any number of units of Dwarf Crossbowmen

Any number of units of Dwarf Warriors

0-3 units of Slayers

0-2 Gyrocopters

0-2 other War Machines

0-1 unit of Hammerers

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Thunderers or Crossbowmen



THE FINAL SCENARIO

Grotfang finally decides to capture the Dwarf stronghold and defeat the Dwarfs before the fortress is finished. The Dwarfs, naturally try to stop him.

The Dwarf army consists of 3,000 points. The army can be larger than this if both players agree to play to a higher points value; any adjustment to the number of points resulting from victory or defeat in a previous battle will still apply.

The Dwarf army is chosen from the Dwarf army list in the Warhammer Armies Dwarf book. Choice is limited to those troops listed here, wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

Rugg Redbeard

Rugg leads the army as its General. He is chosen from the army list, armed and equipped as permitted by the list. He may have a magic item, up to a value of 100 points.

Any number of Heroes

You may choose any number of Heroes from the army list, armed and equipped as permitted by the list. A Hero may have a magic item, up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.



0-1 Runesmith (up to level 3)

The Runesmith may have a magic item, up to a value of 100 points.

REGIMENTS

0-1 unit of Long Beards

This unit may have a magic standard, up to a value of 50 points.

Any number of units of Dwarf Crossbowmen

Any number of units of Dwarf Warriors

0-1 unit of Slayers

0-1 unit of Iron Breakers

This unit may have a magic standard, up to a value of 50 points.

0-3 War Machines

0-1 unit of Hammerers

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Thunderers

0-1 unit of Miners

APPENDIX III SETTING UP THE BATTLEFIELD

There are four battles in the Idol of Gork campaign. The campaign maps included with the scenarios indicate how to set up the battlefield for each of these. An Orc encampment is the central feature of one of the battles and card models representing the various Orc butts and other features are included in this campaign pack (assembly instructions may be found overleaf). For the rest of the terrain, you will need to rely on the collection of terrain pieces which you have, no doubt, been diligently modelling.

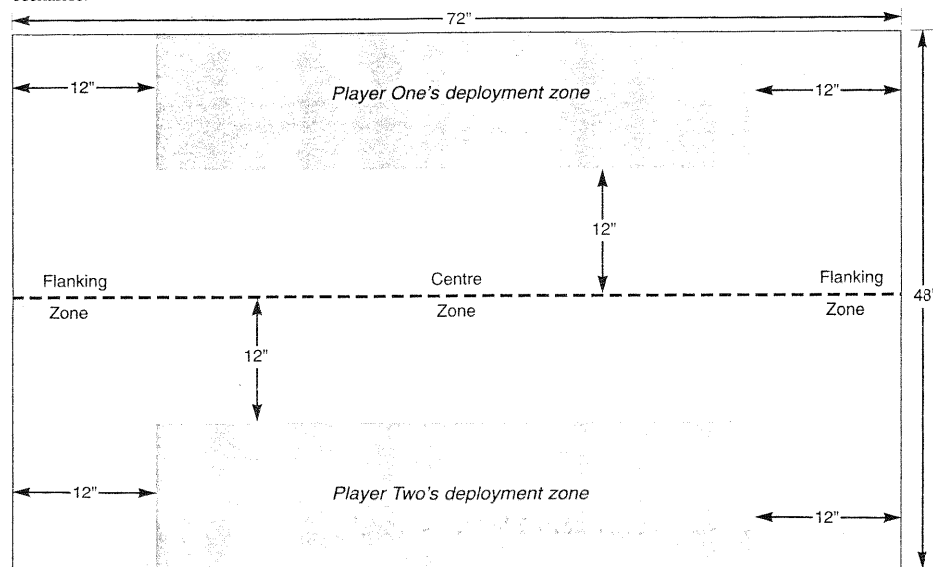
THE BATTLEFIELD

The battlefield on which you will play the game needs to be laid out on a large, level area. A dining room table or a board laid out on top of a bed and covered with a green cloth will usually do the job. For convenience, we will refer to the playing area, whatever it is made of, as the table.

The best and most practical size of table-top is about 6 feet by 4 feet. This is about the size of a typical dining room table or single bed, and fits reasonably well into an average small room with enough space to sit around it. All the battles described here were playtested on tables of this size. For convenience, everything is described as if for a 6' x 4' table. You will easily be able to adapt these guidelines to suit any other practical size of table.

BATTLEFIELD ZONES

Campaign games often differ from the normal game layout, so it is important to define various zones of the table. These are useful for laying out scenery and deploying the troops in a variety of ways to fit different scenarios.



Whatever the size of your playing area, you will always need to determine each player's table edge and each player's half of the table, so that you know where to place terrain and where to deploy your armies. To do this, first use an imaginary line to divide the table across the middle. When setting up the table for a battle, all such lines can be marked with rows of dice, for example. The line joins the two short edges of the table. Each player's table edge is therefore one of the longer edges of the table.

Each player deploys his army within his own half of the table, inside his deployment zone. The deployment zone is usually 12" from the imaginary line that divides the table in half, but this may vary according to the scenario. Usually, the opposing armies deploy no closer than a bowshot apart (24"). The zone may have to be deeper or narrower depending upon the width of the table.

The deployment zone does not run right up to the sides, but stops 12" from each of the shorter edges. This creates space for troops to move out onto the flanks from the initial deployment zone.

The area from each table edge to the edge of the deployment zones can be described as a flanking zone. The area enclosed by the player's deployment zones and the flanking zones will be the middle of the table.

THE BATTLEFIELD MAPS

Each battle in the campaign comes with a map showing the layout of the battlefield. It is up to you and your opponent how closely you follow these. If you do not have any of the terrain pieces marked on the map, now is a good time to start making them. Alternatively, you could both agree to change the layout to fit what scenery you do have. Some terrain features are positioned to create tactical problems and opportunities, so if you vary the map, you will be creating different problems and opportunities each time.

TERRAIN FEATURES

Any item of model scenery is referred to as a terrain feature. This can be a hill, a hut, a river or a wood, for example. There are endless different possibilities for model scenery, but any particular item will belong to one of several broad categories: hills, woods, obstacles, difficult ground, buildings, and so on. Some items of terrain are really impressive if they are very big, such as a gently sloping hill. Other items would be useless if they were too big or too small, because they would either restrict movement too much or prevent you from placing models on them. As a rule of thumb, the handiest size for a terrain feature is not larger than a dinner plate in area. If you do want to use a larger item, count it as a double terrain feature – worth two smaller features – when laying out the battlefield using the Terrain Generator.

GENERATING TERRAIN

The battlefields in this campaign can be set up using a modified version of the Terrain Generator system in the Warhammer rulebook as an alternative to the maps provided. The chart below is designed to create the wilderness landscape of the Border Princes in which the campaign takes place. Don't worry if you generate items of terrain you don't have; in such cases just re-roll until you get a result you can use. Alternatively, such results provide a great excuse to go ahead and model some new types of terrain.

Begin with both players sitting on opposite sides of the table. Each player rolls a D6 and the highest scoring player goes first. To generate a piece of scenery, roll 2D6 and consult the chart below. The player places the terrain piece somewhere on his own side of the table, then the other player rolls and places the relevant piece. Whenever it is his turn to place a piece of scenery, a player may choose to stop placing terrain and declare that he is satisfied with the battlefield as it is. The other player then has the option of generating and placing one more piece if he wishes. The battlefield is then complete.

Note that some scenarios require a fixed terrain feature, such as a road or village, which must be placed before any other terrain is randomly generated. These will be noted in the relevant scenarios.

TERRAIN GENERATOR CHART

Adapted for the Idol of Gork Campaign.
Roll 2D6 to determine each item.

2 STREAM OR RIVER

The stream or river must enter and leave at a table edge. It may have a single crossing place, such as a bridge (rare in this region and likely to be guarded by a watchtower). Or you may choose to have a ford instead.

3 BURIAL MOUND

This can be the burial mound of an Orc warlord or a Dwarf adventurer, or some other long forgotten hero of the distant past. It can be represented by a heap of boulders including the odd carved monolith. It is impossible to move over.

4-5 WOOD

The woods in this region are particularly stunted and gnarled, and strewn with rocks and boulders.

6 DIFFICULT GROUND

Choose an area of difficult terrain such as boulder-strewn ground, bog or marsh, or an area of loose rocks.

7 GENTLY SLOPING HILL

A gently sloping hill on which troops can gain an advantage for shooting and fighting.

8 STEEP HILL

A steep hill is difficult to move over. It may have cliffs on one or more sides which are impossible to ascend.

9 RUINED BUILDING

A single building representing a ruined temple or fort. It has no doubt been the scene of much vicious fighting between the various races that have sought to take possession of these disputed lands.

10 FORTIFIED VILLAGE

Up to three or four buildings arranged close together, representing either the hovels and huts of an Orc or Goblin encampment, or the cottages of human settlers or maybe even Dwarf prospectors. The buildings can be joined together by stone walls, ditches or fences. Defensive enclosures around settlements are very useful in this dangerous region. A fortified village ruled by one of the Border Princes is likely to have a watch-tower or be clustered around his solidly-built keep for protection.

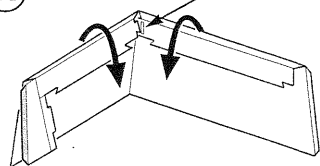
11-12 VERY DIFFICULT GROUND

Terrain that is very difficult to cross, such as an area of huge boulders, sheer cliffs or a steep-sided ravine.

Structure 1 - THE KEEP

NOTE: ALL PARTS FOR *THE KEEP* ARE NUMBERED 1.

A KEEP SIDES



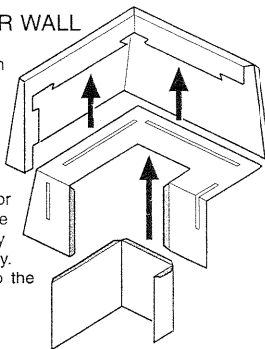
Firstly bend the main wall round and then bend both top ledges over, carefully inserting the joining tab into the slot provided and glue into position. Then bend the end section round and glue into position.

B FLOOR AND INNER WALL

Once the main wall is dry you can attach the floor section.

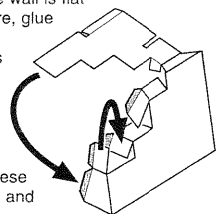
Firstly attach the floor via the locator slots and tabs provided, once in position you can glue the floor to the tabs to add rigidity.

When you are happy with the floor bend the inner wall round into the correct position and then carefully bend the tabs the opposite way. This will enable you to glue it to the floor as shown in the diagram.



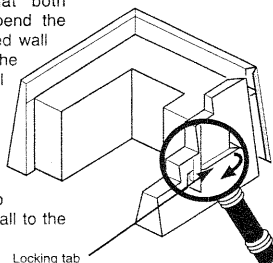
C STEPPED WALL SECTION

Bend the back side of the wall section round and into position. Carefully, ensuring the wall is flat on the floor and square, glue the bottom step into position. Continue this process all the way up the wall section. Some sections of the wall aren't tabbed but you may want to add glue to these edges to add strength and rigidity.



D FINAL ASSEMBLY

When you are happy that both sections are dry carefully bend the locking tab up on the stepped wall section, this is located on the inside of the wall. This will enable you to slide the wall section into position on the main Keep section using the locator slots provided. Once in position you can glue the locking tab downwards and attach the wall to the Keep using the tab provided.

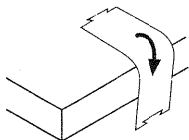


Structure 2 - THE ORC HUTS

NOTE: ALL PARTS FOR *THE ORC HUTS* ARE NUMBERED 3.

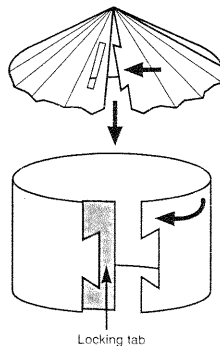
A WALL SECTION

Before making your huts, take the wall sections and gently curl them over a table edge or similar square corner. Do this carefully to give a good curve to the card. Ensure that the side with the artwork is uppermost.



B ROOF

Bend the roof section into a cone and locate the tab in the slot provided. Glue this tab into position for extra strength, and leave to dry. Glue one half of the reinforcing tab to the inside of the wall section as shown. When dry, bend the wall section into a circle, locking the tab into position and gluing it to the reinforcing tab. When both items are dry, stick the roof to the wall section. There are 3 small roofs and 1 large one. Ensure the larger of the roofs gets attached to the larger of the 4 huts. It's a good idea to attach the roof to the wall with sticky tape for extra strength.

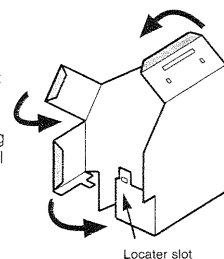


Structure 3 - THE ORC IDOLS

NOTE: ALL PARTS FOR *THE ORC IDOLS* ARE NUMBERED 2 AND 2.1.

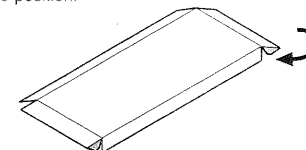
A IDOLS

Fold round the back of the idols as shown. Ensure that the small tab goes into the locator slot provided. Carefully glue the remaining sides and the top of the Idol into position with the tabs. Idol 2 (Gork) also has a base which needs bending and gluing into position.



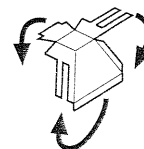
B PLINTH

Fold down the sides of the plinth and glue the tabs into position.



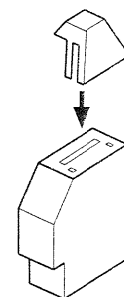
C IDOL HEADS

Fold down the sides of the heads as shown and glue into position. Glue the back section into position and then finally bend up the underside lip and glue into position.



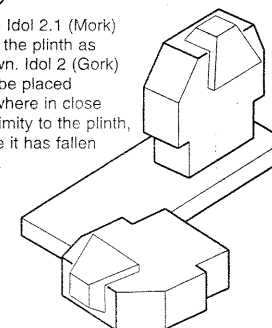
D ATTACHING IDOL HEADS

Slot the heads into the appropriate bodies using the tabs and slots provided. You can glue these into position for extra strength.



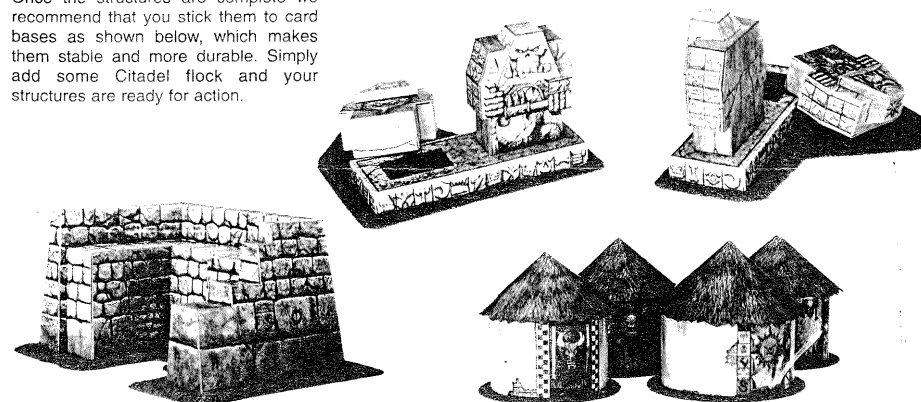
E COMPLETE IDOLS

Glue Idol 2.1 (Mork) onto the plinth as shown. Idol 2 (Gork) can be placed anywhere in close proximity to the plinth, since it has fallen over.



READY FOR BATTLE

Once the structures are complete we recommend that you stick them to card bases as shown below, which makes them stable and more durable. Simply add some Citadel flock and your structures are ready for action.



ODDGIT'S RAIDERS

The Goblin force consists of 1,000 points chosen from the list in the *Warhammer Armies Orcs & Goblins book*. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Oddgit, Night Goblin Shaman Lord

The raiders are led by Oddgit himself. He counts as the army's General even though he is not a Warlord character.

Goblin Boss

You may choose one Goblin Boss for each Goblin unit in your army, armed as the rest of the unit or as permitted by the equipment list. Any Boss may have a magic item, up to a value of 25 points.

REGIMENTS

Goblin Wolf Riders

May include any number of units of Goblin Wolf Riders.

Night Goblins

May include any number of units of Night Goblins. One unit may have a magic standard up to a value of 100 points.

Goblin Wolf Chariots

May include any number of units of Goblin Wolf Chariots.

Night Goblin Fanatics

Your army may include any number of units of Night Goblin Fanatics. There may be 0-3 hidden in any mob of Night Goblins (except Netters or Squig Hunters).

Night Goblin Squig Hoppers

Your army may include any number of units of Night Goblin Squig Hoppers. There may be 0-5 per Night Goblin mob.

0-1 Night Goblin Squig Hunters

May include one unit of Night Goblin Squig Hunters.

0-1 Night Goblin Mob of Netters

Your army may include one unit of Netters.

0-1 unit of Snotlings

Your army may include one unit of Snotlings.

Up to 1 Snotling Pump Wagon

0-5 swarms of Bats

If more than one swarm is used, they all operate together as a single unit.

SPECIAL RULES

Darkness

The Night Goblins are fighting in their favourite conditions: deep, gloomy gloom! This means they can fight better than they would in daylight. To represent this, the Goblin player may re-roll any missed dice rolls to hit when shooting; each miss may be re-rolled once.

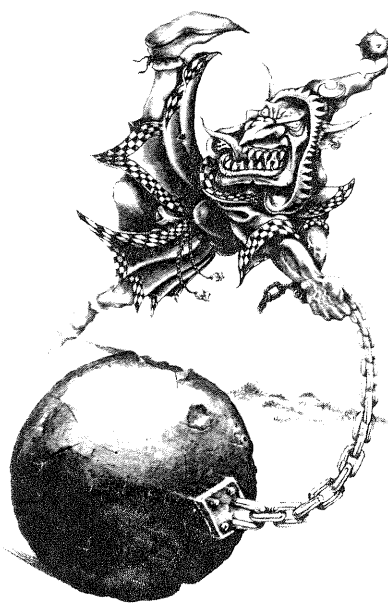
Sneakin' Up

At the start of the movement phase of his first turn, but before moving any of his units, the Goblin player rolls one dice for each of his units. Each unit may creep forward as many inches as the dice score. This represents the cunning and sneaky Gobbos creeping up stealthily before the Empire lookouts realise what is happening and manage to raise the alarm.

VICTORY GAINS

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. He then scurries off hiding it under his robes to deliver it to his boss, Grotfang. The Warlord will therefore have it for the final battle. The Crown of Gork is an awesome Orc relic. Any Warlord who wears the Crown becomes full of

the power and authority of the Orc gods and can banish animosity from amongst his soldiers. An army led by a General wearing this crown is therefore immune to animosity as long as he lives. If he is slain, the Crown will no longer have any effect on his leaderless troops.



TAKTIKUL HINTZ

Stick wiv da boyz!

The Goblins are undoubtedly attacking in the best possible conditions for a Goblin force. They have the unique advantages of surprise, darkness and the magical presence of the idols working more or less in Oddgit's favour. Oddgit himself will need to seek the shelter of a Goblin unit since he must get to the idols on foot if he is to find the Crown of Gork.

Let go da Fanatics, ladz!

A direct onslaught on the Empire troops barring the way to the idols is necessary. Fanatics will prove their worth in clearing a way through. Wolf Riders may be useful in

distracting Empire units or exploiting gaps in the enemy battle line. The Halfling archers are dangerous and may succeed in whittling down big mobs of Goblins as they advance.

Remember ladz, no squabblin' in da ranks!

Oddgit's Waaagh spells will be useful and pose a dangerous threat to the Empire force. There is a good choice of Goblin units for the task, although some troops are a bit erratic and hard to control. The enemy will nevertheless find it hard to counter every threat. Deploy your forces to cut down the worst effects of animosity, which is more or less as great a threat to the success of the raid as the enemy is.

ODDGIT

Night Goblin Master Shaman 184 points

Oddgit is Grotfang's henchman and adviser. Being a Night Goblin Master Shaman, he has great influence over the groups of Night Goblins who associate with the Iron Claw Orcs, Grotfang's tribe. Oddgit being a loyal advisor, totally believes in Grotfang's qualities as a leader, as long as he is wisely 'guided' in his decisions by Oddgit, that is!

Profile	M	WS	BS	S	T	W	I	A	Ld
Oddgit	4	2	3	4	4	3	4	2	5

EQUIPMENT: Hand weapon, *Mad Cap Mushrooms*

SAVE: None

MAGIC ITEM

Mad Cap Mushrooms

Oddgit has a bag full of carefully collected and selected Mad Cap Mushrooms, noted for their drastic and dramatic effects on Goblins. When fed to any Fanatic as he is released from the unit, he will cause an extra D6 hits to the first unit he moves into contact with.

SPECIAL RULE

Gork's Powers are Waning

There are two spells in the Waaagh magic deck which call upon the Orc god Gork by name in order to be cast. These are the *Fists of Gork* and the *Hand of Gork*. Unfortunately though for the Orc & Goblin player, Oddgit cannot use these spells during this battle due to the idol of Gork having been toppled over by those thin-skinned, dastardly humans. Gork's influence therefore over the winds of magic on this battlefield has been weakened considerably. Invoking his name will not work. If Oddgit randomly draws either or both of these spells, he always exchanges them for different spells (or it may be better to leave them out of the deck in the first place).

Waaagh Power Drain

Another result of the desecration of Gork's idol has been to cause a weird draining effect of Waaagh magic into the fallen idol. This is because certain arcane Orcy glyphs carved on the idol are now upside down. Power is thus being sucked into the idol, instead of coming out of it to be used for spells. This effect, however, happens to work in Oddgit's favour in this battle. It prevents the Waaagh energy generated by the Goblin army from building up to the point where it could make Oddgit's head explode! Thus Oddgit will always add +1 to his dice score if he is required to roll on the 'Eadbanger Chart'.



Oddgit, Goblin Shaman

SCENARIO I – DA SNATCH
Empire Player's Battle Scroll

MANFRED'S GUARDS

The Empire force consists of 1,000 points chosen from the list in *Warhammer Armies – The Empire*. The choice is limited to those troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Manfred von Bock

The army is led by Manfred von Bock, who counts as the army's General. Manfred is a special character.



Champion

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

Halberdiers

Your army may include any number of units of Halberdiers.

Spearmen

Your army may include any number of units of Spearmen.

Crossbowmen

Your army may include any number of units of Crossbowmen.

Hand Gunners

Your army may include any number of units of Hand Gunners.

0-1 unit of Swordsmen

Your army may include one unit of Swordsmen.

0-1 unit of Greatswords

Your army may include one unit of Greatswords.

0-1 unit of Archers

Your army may include one unit of Archers.

0-1 unit of Halflings

Your army may include one unit of Halflings.

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 only troops exempt from this penalty are the Halflings, who eat carrots in such vast quantities their sight is unaffected by the dark. Similarly, only the Halflings are able to make a march move in the darkness; no other Empire troops can do so.

Eerie Noises

The idols of Gork and Mork make eerie noises all night long. This upsets the superstitious Empire soldiers. No Empire troops may be deployed on the idols' hill at the start of the battle. Any Empire troops intending to move over or onto the hill must test successfully against their Leadership in order to do so.

Sudden Death Victory Condition

If Oddgit reaches the idols, the game finishes at the end of that turn in a sudden death victory for the Goblins. If he is slain before he reaches the idols, the sudden death victory goes to the Empire.



VICTORY GAINS

If the Empire army win *Da Snatch*, Grotfang will not get his hands on the Crown of Gork. This will make it far harder for him to control his unruly tribe in the final battle when he tries to recapture his lost stronghold.

If Oddgit is slain during the battle, all of the Night Goblins – any that survive, that is – will desert Grotfang's tribe and drift away in search of another warlord because they blame Grotfang for sending them to their doom. Grotfang will not then be able to call upon these Night Goblins for support in the final battle.

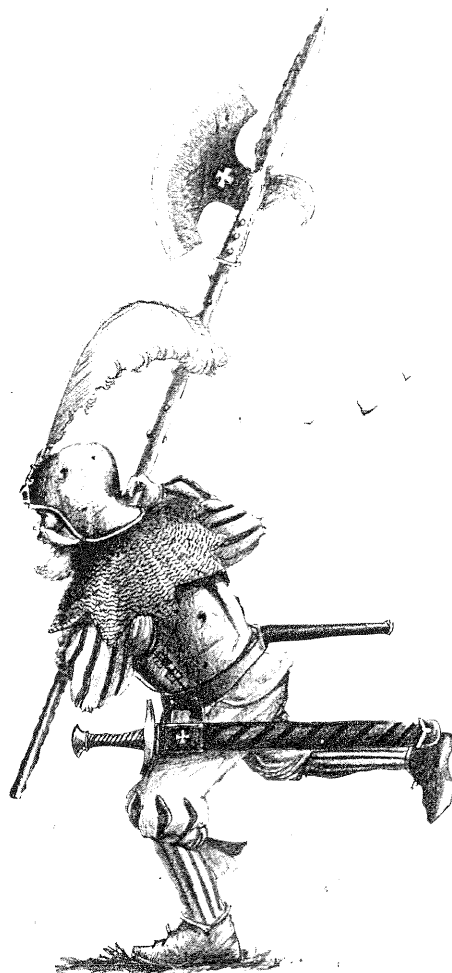
TACTICAL HINTS

Prepare for a mass onslaught in the centre

Despite the advantages that the Goblins have in this battle, the Empire force has a fair chance of stopping the Goblins from achieving their objective. Only Oddgit can find the Crown and he is hampered by being on foot. He will need the protection of Goblin units to get to the idols and his troops must hack through the Empire units blocking the way. Expect to see an onslaught of Fanatics coming at you whilst the Wolf Riders will be going around your troops' flanks.

Let Halflings and Halberdiers work together

Goblin animosity may prove to be their own worse enemy in delaying their advance and distracting them from their task. The Halflings will prove to be the most effective of your missile troops, so deploy them wisely. A big unit of Halberdiers led by Manfred will be a good blocking force to bar the way to the idols. The Empire force should stick together, with units in mutual support of each other. Beware: the Goblins will be able to exploit gaps in the battle line and overwhelm isolated units.



MANFRED VON BOCK

Empire Guards Commander. . . . 94 points

Manfred is a veteran retainer who has loyally been in the service of Rutgar's father for many years. He is the one who drills the Halberdiers with ruthless precision and inspires in them a sense of great courage and bravery. Count Wilhelm sent him with Rutgar as a great favour to his son, knowing that Manfred's devotion and expertise would assist in getting Rutgar and his entourage out of many a tight spot. It is not surprising therefore that Rutgar will wisely consider any advice that Manfred offers.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Manfred	4	5	5	4	4	2	5	3	8

EQUIPMENT: Hand weapon, halberd, light armour, *Ring of Volans*

SAVE: 6+

MAGIC ITEM

RING OF VOLANS

Manfred was given this relic many years ago by a priest of Sigmar in return for saving a temple from desecration by Orcs. It contains one random spell from the Battle Magic card deck. This spell may be used once during the battle, during any magic phase, and costs no power to cast.

SPECIAL RULE

'Von Bock, Von Bock, Solid as a Rock!'

So goes the famous war-cry of von Bock's soldiers. Manfred von Bock has a reputation of ruthless determination. Any unit accompanied by Manfred may re-roll any Break or Panic test. Manfred is a huge man whose sheer presence is worth another rank in melee. Any unit he accompanies, therefore, also counts as having one extra rank.

SCENARIO II – THE AMBUSH
Orc Player's Battle Scroll

SNAGGA'S WARPACK

The Orc force consists of 1,500 points chosen from the list in the *Warhammer Armies Orcs & Goblins* book. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Snagga, Orc Big Boss

The war pack is led by the Big Boss Snagga himself. He counts as the army's General, even though he is not a Warlord character. Snagga is a special character.

Orc Bosses

You may choose one Orc Boss for each unit in your army, armed and equipped as the rest of the unit. Any Boss may have a magic weapon, up to a value of 25 points.

REGIMENTS

Goblin Wolf Riders

Your army may include any number of units of Goblin Wolf Riders.

Boar Boyz

Your army may include any number of units of Boar Boyz. One unit may have a magic standard, up to a value of 50 points.

Orc Boar Chariots

Your army may include any number of units of Orc Boar chariots.

Goblin Wolf Chariots

Your army may include any number of units of Goblin Wolf chariots.

Orc Arrer Boyz

Your army may include any number of units of Orc Arrer Boyz.

Orc Boyz

Your army may include any number of units of Orc Boyz.

0-1 mob of Black Orcs or Orc Big 'Unz

Your army may include one unit of Black Orcs or Orc Big 'Unz. This unit may have a magic standard, up to a value of 50 points.

VICTORY GAINS

If the Orcs win the battle, 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 war machines, save for one Helblaster Volley Gun which he has already got.

TAKTIKUL HINTZ

Use da pincerz, if yer knowz wot I meenz!

The Orcs start off *The Ambush* with the advantage of surprise. They should exploit this by rapidly advancing and attacking the Empire troops as soon as they possibly can. A well-known tactic for ambushing a column in situations like this is to attack it simultaneously at the head and the tail, pinning the vanguard and rearguard who are often the best and most mobile troops. The rest of the column is then trapped in the middle and unable to effectively counteract your troops. The Orc force has exactly the right kind of fast shock units available to succeed in this valiant task.

Get in fast!

If they do not panic in the face of the original assault, the Empire troops can be expected to put up fierce resistance. However, they will not be able to bring their guns to bear immediately, and the Orcs should take advantage of this to advance quickly, and perhaps charge the gun crews.

Use da Orcy cunning!

The two main problems to guard against are animosity and the initial attack becoming bogged down in fighting. It might be useful to have a reserve hidden behind the hills to attack as a second wave, to help out the first units if they become entangled.



SNAGGA

Orc Big Boss
& General of the Orc Army 182 points

Snagga is one of Grotfang's best commanders. He has been set the task of roaming deep into the old tribal lands now occupied by the humans, to see what they are up to and to cause as much mayhem as he can. For this job, Snagga has picked some of the hardest and meanest boyz in the tribe.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snagga	4	5	5	4	5	2	4	3	8
War Boar	7	4	0	3	4	1	3	1	3

EQUIPMENT: Hand weapon, light armour, *Spelleater shield*. He is riding a warboar.
SAVE: 3+

MAGIC ITEM

Spelleater Shield

Snagga has a shield decorated with a savage gaping mouth and colourful Orcy glyphs that have been daubed onto it by Orc and Goblin shamans. It is seen as a symbol of great leadership by his boyz because of its superb Orcy decoration. This shield has the power to devour spells. Any spell cast against the bearer, or the unit he is with at the time, will be dispelled on a roll of 3 or more. After use, roll to keep or discard the enemy's spell card.



ZORN'S ESCORT

The Empire force consists of 1,500 points chosen from the list in *Warhammer Armies – The Empire*. The choice is limited to those troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Ulrich

Ulrich counts as the army's General, even though he is not a Lord character. Ulrich is a special character.

Zorn

Zorn is a Master Wizard. You may choose which College of Magic he belongs to, and give him spells of the appropriate colour. Zorn is a special character.

Champion

You may choose one Champion for each unit, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.



REGIMENTS

0-1 unit of Knights Panther or Knights of the Blazing Sun

The unit may have a magic standard, up to a value of 75 points.

0-1 unit of Pistoliers

Your army may include one unit of Pistoliers.

0-1 unit of Outriders

Your army may include one unit of Outriders.

0-1 unit of Swordsmen

Your army may include one unit of Swordsmen.

0-1 unit of Greatswords

Your army may include one unit of Greatswords.

0-1 unit of Hand-Gunners

Your army may include one unit of Hand-Gunners.

0-1 unit of Mercenary Ogres

Your army may include one unit of Mercenary Ogres.

0-1 unit of Flagellants

Your army may include one unit of Flagellants.

0-2 War Wagons

Your army may include up to two War wagons.

0-3 Great Cannons

Your army may include up to three Great Cannons.

0-1 Helblaster Volley Gun

Your army may include one Helblaster Volley Gun.

SPECIAL RULES

Unlimbering the artillery

The Empire artillery pieces begin the game harnessed to the War wagons or being pulled by the troops. The Empire gunners must spend all of their first turn unlimbering the cannons and making them ready to fire in their next turn. As a result, the Empire cannons and volley gun will not be able to fire at all in the Empire player's first turn.

VICTORY GAINS

If the Empire player wins the game, you may have Zorn and the war machines come to your aid in the final battle. If the Orcs win however, you may not use any wizards in the final battle since Rutgar does not have a spellcaster with him in his encampment. Neither will you be able to include war machines in your army, save for one Helblaster volley gun which Rutgar already has with him. Certain other units from the Empire will also not be available to Rutgar in the final battle. This is not only because the convoy will have come to a bad end, but because the road out of Rutgar's lands will be cut off by the Orcs, so no further reinforcements will be able to get through.

TACTICAL HINTS

Organise the best order of march

Give consideration to the order of march in the column, just as the Empire commander would do. You will need a powerful vanguard and rearguard, and arrange the units in the column so that they can face the enemy quickly and give each other mutual support. The gunners need protection while they ready their guns. The guns themselves should be where they can be unlimbered and deployed to best effect.

Counter attack

Any of your troops which flee will be close to your table edge and so will soon have fled too far even to be rallied by the Horn of Urgok. Concentrate on attempting to gain some ground rather than sticking to a static defence. Counter-attack the Orcs and send free units to help out other parts of the column which are under pressure.



Concentrate your firepower

Concentrate your defensive firepower against your enemy's most dangerous attacking forces. Try not to be distracted by enemy who aren't really a threat. Zorn's magic will prove very effective if used well and if he has a good choice of spells capable of doing damage to the best enemy units, or at least disrupting their attack.

ULRICH

General of the Empire 151 points

Ulrich is a henchman of Rutgar. He was sent to Altdorf to find a wizard and is now returning with Zorn. His task is to escort Zorn safely to Rutgar's encampment. Ulrich is a young and rather impetuous companion of Rutgar's from Wissenland. He should have scouted the route ahead but neglected to do so. When the Orcs attack he will feel honour-bound to fight to the death without surrender, in order to redeem his error.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ulrich	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: Hand weapon, heavy armour, shield; riding a barded warhorse

SAVE: 2+

MAGIC ITEM

HORN OF URGOK

Rutgar has given Ulrich this ancient relic, which he brought out of Wissenland. Perhaps Rutgar expected Ulrich to meet danger along the way and took this precaution; soon Ulrich will be grateful for having it. The sound of the horn, which is blown in the magic phase, affects all units within 24". Enemy units in close combat must take a Panic test or be broken and flee. Fleeing units may rally.

SPECIAL RULE

Ulrich is utterly determined not to fail his lord in the task with which he has been entrusted. The vitally-needed reinforcements must get through. Ulrich is therefore immune to panic. Any unit he accompanies will be inspired by his stubborn example and also be immune to panic.

ZORN

Empire Master Wizard 243 points

Zorn is one of the few wizards to have made a deep study of Orcy magic and by many he is regarded as something of an expert. He was intrigued by the tale of the ancient Orc idols. Although he has not revealed his thoughts to Ulrich, he has heard of the Crown of Gork and suspects that it might be hidden in the vicinity and that this is what is attracting the Orcs to the area. Zorn wants to destroy this item, which he believes may one day be used in a Waaagh against the Empire. Undoubtedly it is Holy Sigmar who has chosen him for this most noble and patriotic task.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Master Wizard	4	3	3	4	4	3	5	2	7
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: Hand weapon, warhorse

SAVE: 6+

MAGIC ITEM

BLACK AMULET

Zorn has a secret talisman of black stone which was given to him by a witch in the Reikwald Forest when he was a youth. This amulet negates any wound on 4+. In hand-to-hand combat, any wound saved by the amulet is rebounded against the foe, with no saving throw allowed, not even for magic armour.

SPECIAL RULE

SIGMAR'S PROTECTION

Zorn believes he is directed and protected by Holy Sigmar and so is immune to Psychology.

SCENARIO III – THE BATTLE OF TROLL ROCKS
EMPIRE PLAYER'S BATTLE SCROLL

KONRAD'S RAIDERS

The Empire force consists of 1,000 points chosen from the list in *Warhammer Armies – The Empire*. The choice is limited to those troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Konrad

Konrad counts as the army's General, even though he is not a Lord character. Konrad is a special character.



Champion

You may choose one Champion for each unit in your army, armed and equipped as the rest of that unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

Kislevite Horse Archers

Your army may include any number of units of Kislevite Horse Archers. They are each armed with burning arrows, in addition to their other equipment at no extra points cost.

Archers

Your army may include any number of units of Archers. They are each armed with burning arrows, in addition to their other equipment at no extra points cost.

0-1 unit of Pistoliers

Your army may include one unit of Pistoliers.

0-1 unit of Kislevite Winged Lancers

Your army may include one unit of Kislevite Winged Lancers. The unit may have a magic standard, up to a value of 50 points.

0-1 unit of Crossbowmen

Your army may include one unit of Crossbowmen. They are each armed with burning arrows, in addition to their other equipment, at no extra points cost.

0-1 unit of Halflings

Your army may include one unit of Halflings. They are each armed with burning arrows, in addition to their other equipment at no extra points cost.

SPECIAL RULES

Lighting the Huts

Any units of archers and crossbowmen in the Empire force (including the Kislevite Horse Archers) are assumed to have burning 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 (Konrad's memories of the last Squig infestation of Praag are still very fresh!).

The Empire troops set fire to the huts by shooting burning arrows at them. Shoot at each hut exactly as if it was a unit of troops. The score to hit is the same. There is no need to roll to wound and there is no save. Each hut must take at least 10 hits from burning arrows to catch fire. Only hits from burning arrows count towards this; other missiles have no effect. The troops will not waste burning arrows on any other targets, and will shoot at enemy troops with ordinary arrows.

VICTORY GAINS

If the Empire player wins the game, the Itchy Skab Orcs will migrate elsewhere and will not join forces with Grotfang. If the Empire loses this battle, Grotfang's tribe will be augmented by the Itchy Skabs and will outnumber Rutgar's forces in the final battle.



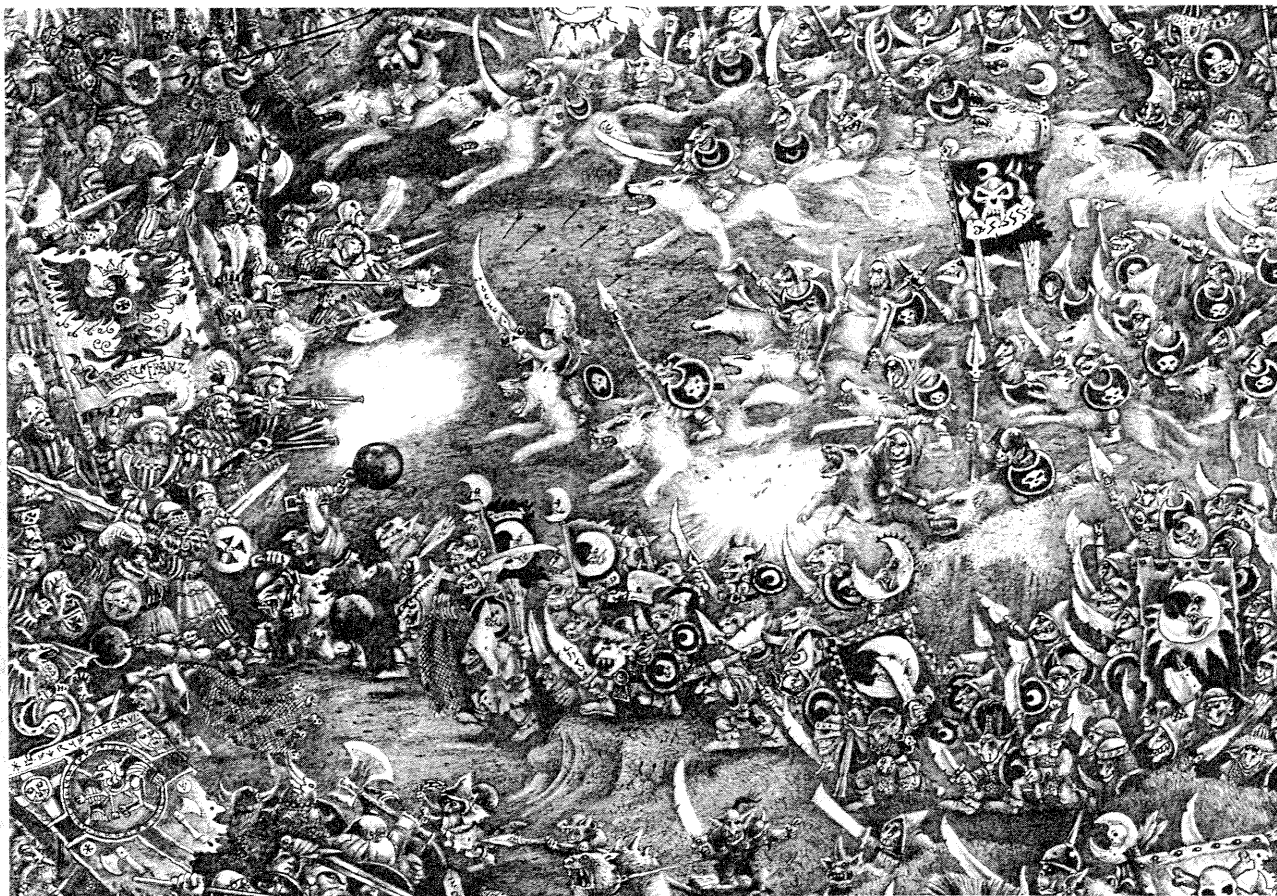
TACTICAL HINTS

Archers should concentrate on shooting the huts

Your troops have a good chance of winning a sudden death victory by setting fire to the Orc huts. Choose a force that includes plenty of archers and deploy them so they can bring all the huts under fire. Your troops may have to concentrate their fire on one hut at a time. They must shun the temptation to shoot at Orcs and avoid being distracted. It will be easier to hit the huts and set them on fire than to shoot down many of their enemy.

Attack the Orcs with the rest of your troops

While the archers attend to their task, the rest of the army must hold off the masses of angry Orcs. This will be very difficult to achieve and you may only be able to hold them off for a short while. By choosing lots of missile troops you will be weakening the force that you could have available for hand-to-hand fighting. As a result, you could always just opt for winning *The Battle of Troll Rocks* and forget any attempt at burning down the huts.



KONRAD

General of the Empire Force . . . 121 points

Konrad is a Hero and henchman of Rutgar. Konrad once served the Ice Queen of Kislev as a mercenary in one of the many Orc wars in the East, where he acquired a retinue of loyal Kislevites. These accompanied him when he returned to the Empire and took up service with Rutgar.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Konrad	4	5	5	4	4	2	5	3	8

EQUIPMENT: Hand weapon, *Dragon Blade*, light armour, shield; riding a warhorse

SAVE: 4+

MAGIC ITEM

Dragon Blade

This blade was stolen by Kislevite horsemen from a great burial mound on the plains of Kislev. It is said they had to slay many fiends and monsters to escape with it. The Khan of the tribe presented it to Konrad in return for helping them against Orc raiders. Each hit causes not 1 but 2 hits; roll to wound for each hit.

SCENARIO III – THE BATTLE OF TROLL ROCKS

Orc Player's Battle Scroll

THE ITCHY SKAB ORCS

The Orc force consists of 1,000 points chosen from the list in the *Warhammer Armies Orcs & Goblins* book. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Uzguz, Orc Big Boss

The army is led by the Big Boss Uzguz himself. He counts as the army's General. Uzguz is a special character.

Nazgob, Orc Master Shaman (Magic Level 3)

The army may include Nazgob, the Orc Master Shaman and adviser to Uzguz. Nazgob is a special character.

Bosses

You may choose one Boss for each unit in your army, armed and equipped as the rest of the unit. Each Boss may have a magic weapon, up to a value of 25 points.

REGIMENTS

Orc Boyz

Your army may include any number of units of Orc Boyz.

Orc Arrer Boyz

Your army may include any number of units of Orc Arrer Boyz.

0-1 mob of Orc Boar Boyz

Your army may include one mob of Boar Boyz. It may have a magic standard, up to a value of 100 points.

0-1 mob of Orc Big 'Unz

Your army may include one unit of Orc Big 'Unz. This unit may have a magic standard, up to a value of 25 points.

0-1 unit of Trolls

Your army may include one unit of Trolls. The Trolls that lurk among the Troll Rocks have been tempted out to join the Itchy Skab tribe with bones to gnaw and other Orcy leftovers (yum yum!).

VICTORY GAINS

If the Orc player wins the game, it will mean that Uzguz and his tribe can later join forces with Grotfang for the final battle, *The Battle for Rutgarburg*. They won't need to be bribed with the prospect of hidden gold, as they will be itching to get their own back against the humans of their own accord. The Orc player will therefore benefit from an extra 750 points of Orcs and Trolls in the final battle – that will be 250 points more than the Empire player has. If so, all the bonus extra points must be spent on an ally contingent chosen from this scenario list, and must include Uzguz and Nazgob if they survived this battle.

TAKTIKUL HINTZ

Don't let dem burn da hutz!

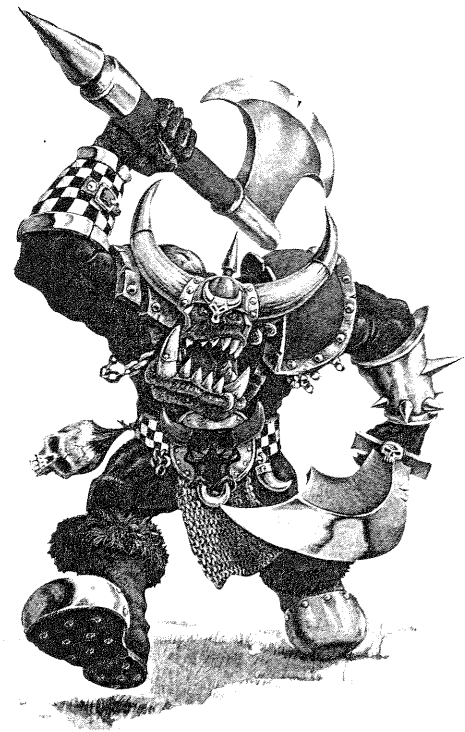
The enemy are going to find it easy to shoot at your huts and set them alight, so it will do no good to hang back and let them do it! Your troops must get out there and frustrate them in their task. Their missile troops are weak and vulnerable to attack, but you will have to tackle the Lancers. For this job you have the Boar Boyz, who should prove a match for them.

Pick on da weedy wunz an' bash em!

Expect to see mounted archers riding around your flanks to shoot at the huts while blocks of archers stand back and shoot from a distance. The horse archers can be shot down by your archers or chased off. The Halflings are good shots but will have to approach quite close to bring their weedy bows in range, so here's an opportunity to give an enemy unit a nasty taste of Orc rage and wrath which could spread panic among the other enemy archers.

Let da shaman do 'iz stuff!

Your shaman has an advantage in that he has no adversary on the other side. He can be used to lead and direct a unit of Trolls as they lurch towards the enemy archers, distracting them from shooting at the huts.



UZGUZ

**Orc Big Boss
& General of the Itchy Skab Orcs 158 points**

Uzguz is chief of a nomadic band of Orcs. They wander in search of easy loot and will join forces with other tribes if it suits them. Uzguz is not very clever, even for an Orc, and relies a lot on Nazgob, who is only marginally more brainy. Uzguz is beginning to wonder if Nazgob is past his prime as a shaman and adviser, especially when the Iron Claws were not at the Troll Rocks as promised.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snagga	4	5	5	4	5	2	4	3	8

EQUIPMENT: Hand weapon, *Obsidian Bladed Axe*, light armour, shield. He is riding a warboar
SAVE: 3+

MAGIC ITEM

Obsidian Bladed Axe

Uzguz carries a big axe with a stone blade chipped from a magical lump of volcanic glass. If a wound is scored, its victim gets no armour save and his armour is destroyed. Magic armour saves as normal, but will be destroyed if it fails.

SPECIAL RULE

Hail to da Chief

Uzguz is chief of a small tribe of Orcs but he is respected and trusted by his boyz to an extent that is unusual among Orcs. So much so that when you are testing against Uzguz's Leadership, roll three dice and choose the best two scores.

NAZGOB

Orc Master Shaman 261 points

Nazgob is chief adviser to Uzguz. He spends a lot of his time delving in dank, dark fungus caves and roaming the wilderness concocting plans with other Orc shamans. This is how he gets to hear about events looming in the surrounding regions so that he can make sure that the tribe gets in on any action.

This time though he got it a bit wrong and led them to the wrong place. When the Iron Claws failed to turn up, he wrongly assumed that some sneaky and devious Orc, probably Grotfang, had arranged to get his own back for some past treachery.

Profile	M	WS	BS	S	T	W	I	A	Ld
Nazgob	4	3	3	4	5	3	4	2	7

EQUIPMENT: Hand weapon, *Staff of Flaming Death*
SAVE: None

MAGIC ITEM

Staff of Flaming Death

This arcane object was carved by Nazgob from a dragon bone and inscribed with weird and wonderful Orcy glyphs. Strange, fiery gems have been inset into its length. The Staff casts the *Flaming Skull* spell once per magic phase. Its range is 24", and it strikes the first model/unit in its path for D3 S4 hits. A unit that takes one or more casualties from this spell must also make a Panic test.



SCENARIO IV – THE BATTLE OF RUTGARBURG
EMPIRE PLAYER'S BATTLE SCROLL

RUTGAR'S ARMY

Rutgar's army consists of 3,000 points commanded by Rutgar in person. The army can be larger than this if both players agree to play to a higher points value (any points bonus or penalty resulting from victory or defeat in a previous battle will still apply). The army is chosen from the list in *Warhammer Armies – The Empire*. Choice is limited to those troops listed here and note that some troops may only be chosen if the Empire player won earlier battles. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Rutgar

Rutgar leads the Empire army and is the army's General. Rutgar is a special character.

Manfred von Bock

You may include Manfred in the army, but only if he survived the first battle.

Konrad

You may include Konrad in the army if he survived the third battle.

Other Heroes

You may include other Heroes chosen from the Empire army list. Each Hero may have a magic item, up to a value of 50 points.

0-1 Battle Standard Bearer

Rutgar's army may include a Champion bearing Rutgar's personal heraldic Battle Standard. This may be a magic banner, up to a value of 100 points. The Standard Bearer may be on foot or ride a barded warhorse.

Champions

You may choose one Champion for each unit in your army armed and equipped as the rest of that unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

Archers

Your army may include any number of units of Archers.

Kislevite Horse Archers

Your army may include any number of units of Kislevite Horse Archers.

Pistoliers

Your army may include any number of units of Pistoliers.

Halberdiers

Your army may include any number of units of Halberdiers.

Spearmen

Your army may include any number of units of Spearmen.

0-1 unit of up to eight

Knights of the White Wolf

A very small contingent of these Knights accompanied Rutgar on his outward trek. The unit may have a magic standard, up to a value of 50 points.

0-1 unit of Swordsmen

Your army may include one unit of Swordsmen.

0-1 unit of Greatswords

Your army may include one unit of Greatswords.

0-1 unit of Crossbowmen

Your army may include one unit of Crossbowmen.

0-1 unit of Kislevite Winged Lancers

Your army may include one unit of Winged Lancers.

0-1 unit of Halflings

Your army may include one unit of Halflings.

0-1 Halfling Hot Pot

Your army may include one Halfling Hot Pot.

0-1 Helblaster Volley Gun

Your army may include one Helblaster Volley Gun.

REINFORCEMENTS

The following units are only available for the Empire player to choose from if the Empire won the second battle, *The Ambush*. If that battle was lost it means that the road to the Empire is closed and reinforcements were not able to get through to Rutgar. This means he has to fight with only his original retinue and settlers.

Ulrich

You may include Ulrich in the army if he won the second battle and survived.

Zorn

You may include Zorn in the army if the Empire force won the second battle and Zorn himself survived.

0-1 unit of Knights Panther or Knights of the Blazing Sun

This unit may have a magic standard, up to a value of 100 points.

0-1 unit of Outriders

0-1 unit of Flagellants

0-1 unit of Ogre Mercenaries

0-2 War Wagons

0-3 Great Cannon

VICTORY GAINS

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.

TACTICAL HINTS

Strong Position

The Rutgarburg is a very strong defensive position and it will be very difficult for the enemy to capture it. Properly defended, it becomes a bastion jutting out into the battlefield, dominating the flanks on either side. On the other hand, if you concentrate all your cannons in and around the bastion, the enemy will certainly concentrate all his shooting, war machines, magic and attacks on it and destroy all your guns and defenders. Give careful thought to how you position your artillery and missile troops so that they are placed to their best advantage.

The Flanks

The most vulnerable part of your defences are the flanks. You could attack on the flanks using Knights and fast troops, or large units, or even try to bring missile troops around to bear on enemy making a concentrated frontal assault. Even if the flanks do give way under overwhelming pressure from the enemy, the Rutgarburg itself should hold out if the morale of the defenders remains steady. As a result, the place where you deploy Rutgar, his standard and your most reliable troops may well determine whether you hold on to the central bastion.

Get Grotfang

Grotfang is the motivating force behind the Orcs and Goblins, so if he falls in battle Rutgar's problems are all but solved. There will be opportunities to deal with him during the battle, whether by magic, good cannon shots or just by attacking his mob with good troops. Be ready to seize any opportunity that presents itself.

Don't rely on missiles alone

It is very difficult to wear down big mobs of Orcs & Goblins by attrition from missile troops. Resist the temptation to rely on shooting, and if you do deploy lots of missile troops, back them up with good hand-to-hand fighters. Concentrate shooting on key enemy units that can be easily destroyed, or units that pose the most dangerous threat.

RUTGAR

General of the Empire Army . . . 170 Points

Rutgar is the youngest son of the Count of Wissenland. As such he has no claim to that throne; that belongs to his elder brother. Instead of trying to secure power for himself, he chose the path of duty and honour. His qualities were soon recognised as far away as the Border Princes, where the Margraf Frederik offered him lands won from the accursed Orcs. Rutgar is youthful, but shrewd and brave, and has loyal companions to advise him. He is a true warrior of the Empire like those of old. Not for him the foppery and flattery of a decadent court; he would rather the rough tent and the companionship of simple soldiers who thrive on the excitement of battle.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Rutgar	4	6	6	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: Hand weapon, *Star Lance*, light armour, shield; riding a barded warhorse

SAVE: 3+

MAGIC ITEM

Star Lance

Rutgar is renowned as a victor of many tournaments. Not only has he won honours throughout the Empire, but also in Bretonnia. In one of these he was awarded a prize for unhorsing a Bretonnian Knight, no mean achievement! The prize was a Star Lance, said to be tipped with a mithril lance head forged in remote antiquity by the Elves. He now bears this weapon proudly in battle. The lance gives Rutgar a +3 bonus when he charges, and no armour saves apply.



Rutgar, Count of Rutgarburg

SCENARIO IV – THE BATTLE OF RUTGARBURG
Orc Player's Battle Scroll

GROTFANG'S ARMY

The army of the Iron Claw tribe consists of 2,500 points commanded by the Warlord Grotfang. The army can be larger than this if both players agree to play to a higher points value (any points bonus or penalty resulting from victory or defeat in a previous battle will still apply). The army is chosen from the list in the *Warhammer Armies Orcs & Goblins* book. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

IRON CLAWS

CHARACTERS

Grotfang

Grotfang leads the Orc and Goblin army as the army's General. He is a special character.

Snagga, Orc Big Boss

You may include Snagga, but only if he survived the second battle, *The Ambush*.

Big Bosses

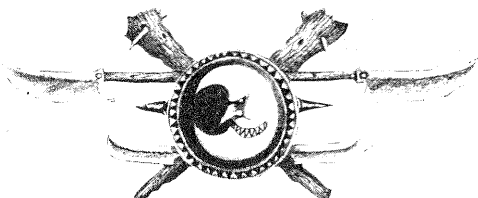
You may include other Big Bosses chosen from the army list, armed as indicated. Each may ride a Warboar (or Giant Wolf if a Goblin) and have a magic item, up to a value of 25 points.

0-1 Battle Standard Bearer

Grotfang's army may include an Orc Boss bearing the tribal Battle Standard. This may be a magic banner, up to a value of 100 points. He may ride a Warboar.

Bosses

You may choose one Boss for each unit in your army, armed and equipped as the rest of the unit. They may have a magic item, up to a value of 25 points.



REGIMENTS

Any number of Orc Boar Boyz

Each may have a magic standard, up to a value of 50 points.

Any number of Goblin Wolf Riders

Any number of Orc Boyz

Any number of Arrer Boyz

0-1 mob of Big 'Unz

May have a magic standard, up to a value of 25 points.

0-1 mob of Black Orcs

May have a magic standard, up to a value of 25 points.

0-1 mob of Goblins

These are ordinary Goblins, not Night Goblins.

0-1 Doom Diver Catapult

Only allowed if ordinary Goblins are present in your army.

0-1 mob of Snotlings

0-1 mob of Savage Orcs

0-4 Rock Lobbers or Bolt Throwers

NIGHT GOBLINS

If the Night Goblins won *Da Snatch*, you may include troops chosen from the list below. They must be accompanied by Oddgit. If they lost, they deserted Grotfang and cannot be included.

CHARACTERS

Oddgit, Night Goblin Shaman Lord

You may include Oddgit if he won *Da Snatch* and survived.

Night Goblin Bosses

One Night Goblin Boss per Night Goblin unit may be included, armed as the rest of the unit or as permitted by the equipment list. May have a magic item, up to a value of 25 points.

REGIMENTS

Any number of Night Goblins

One mob may have a magic standard, up to a value of 100 points.

Any number of Night Goblin Fanatics

0-3 hidden in any mob of Night Goblins (except Netters or Squig Hunters).

Any number of Night Goblin Squig Hoppers

0-5 per Night Goblin mob in the force.

0-1 Night Goblin Squig Hunters

0-1 Night Goblin mob of Netters

0-1 unit of Snotlings

Up to 1 Snotling Pump Wagon

ITCHY SKABS

If you won *The Battle of Troll Rocks*, you gain a bonus of 750 points of Itchy Skabs chosen from the following troops. This will bring your total army points value to 3,250.

CHARACTERS

Uzguz, Orc Big Boss

You may include Uzguz if he won *The Battle of Troll Rocks* and survived.

Nazgob, Orc Shaman Champion

You may include Nazgob if the Orcs won *The Battle of Troll Rocks* and he survived.

Bosses

Any Itchy Skab mob of Orcs can have an Orc Boss to lead them. Any Boss can have a magic item up to a value of 25 points.

Big Boss

He may have a magic item up to a value of 25 points and may be useful in leading the Trolls.

REGIMENTS

Any number of Orc Boar Boyz

May each have a magic standard, up to a value of 50 points.

Any number of mobs of Orc Boyz

Any number of mobs of Orc Arrer Boyz

0-1 mob of Big 'Unz

May have a magic standard, up to a value of 25 points.

0-1 unit of Trolls

VICTORY GAINS

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.

TAKTIKUL HINTZ

Da Cunning Plan

Rutgarburg is in a very strong position which will make it hard to take. The Empire player will most probably adopt a defensive strategy. The last thing you want to upset your plans is animosity, so if Grotfang has the Crown of Gork all is well and good; if not, try to guard against it as much as possible. Spend some time thinking up a good plan of attack so that you can deploy your troops to their best advantage.

Smash 'Em!

Rock lobbers will come in handy to bombard enemy troops, especially cannon units deployed in Rutgarburg. Any troops in there will be just as hard for the enemy to move out as it is for your troops to shift them, so give them a good clobbering! Also your lobbers might sting other units on the enemy flanks into moving forward or disrupting their carefully prepared plans.

Go Round!

The flanks of the Rutgarburg are vulnerable and this is where you can attack with overwhelming force. Any enemy that can be routed off the table will count towards your victory.

Watch Out!

The enemy will be out to get Grotfang, so protect him with a hard core of your best fighters. Watch out for Zorn lurking around. Use your shamans to counter his magic. The other big problem is cannons taking pot shots at da Warlord. He should stay with da boyz.

Keep it Sneaky!

The special deployment rules mean that the army with the least units will deploy first. If your army is big, Empire troops will probably move their cannons into Rutgarburg and form a bastion, or move troops up on the flanks. It might take them by surprise if your army was not the usual rambling horde, but compact enough to deploy first. The advantage would then allow you to creep up to the central bastion with a big mob of boyz.

GROTFANG

General of the Orc & Goblin army . . . 121 Points

Grotfang is warlord of the Iron Claw tribe. This used to be a powerful tribe until their stronghold was taken by Margraf Frederik. Grotfang and the remnants of the tribe luckily got away. Meanwhile the Margraf has one of his lackeys building a settlement on the tribal stronghold, a place sacred to the tribe and the Orc gods. The whole tribe are seething with rage and are looking to Grotfang to wreak a well-deserved revenge. Grotfang knows he must recapture the tribal lands or face being deposed.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grotfang	4	6	6	4	5	3	5	4	9
Warboar	7	4	0	3	4	1	3	1	3

EQUIPMENT: Hand weapon, light armour, shield and the *Crown of Gork*. He is riding a warboar

SAVE: 3+

MAGIC ITEM

The Crown of Gork

If the Orcs won the first battle, Grotfang will have the Crown of Gork to banish animosity from his army. If he does not have the Crown, he must make do with a second-rate magic item grubbed from the debris of a burial mound in the wilderness by his boyz. All they could find was *The Sword of Bork*, which enables the bearer and the unit he accompanies to ignore its first animosity test failure. Neither magic item costs any extra points for Grotfang.

SPECIAL RULE

Grotfang's Yell

Grotfang has a loud, booming, raucous voice, exceptional even for an Orc. It inspires his troops with obedience. Grotfang can attempt to stop any fleeing by yelling at them

such Orcy rallying cries as "Oi, where do yer fink yer's goin?" and "Come back 'ere, ya gitz!". If a fleeing unit fails a normal test to rally, Grotfang will yell at them. Roll four dice to see how many paces Grotfang's yell carries over and above the din of battle. If the unit is within this distance, it can hear Grotfang and will automatically rally. The only troops who ignore Grotfang's yell are Trolls, because they are stupid.



Grotfang, leader of the Iron Claw tribe

