



WARHAMMER

THE ISLAND OF BLOOD™

READ THIS FIRST





WARHAMMER

A World of Chaos.

A Time of Heroes.

An Age of War.

The Warhammer world is a strange and dangerous realm, riven with battle, bloodshed and slaughter, twisted beyond sanity by the warping power of Chaos.

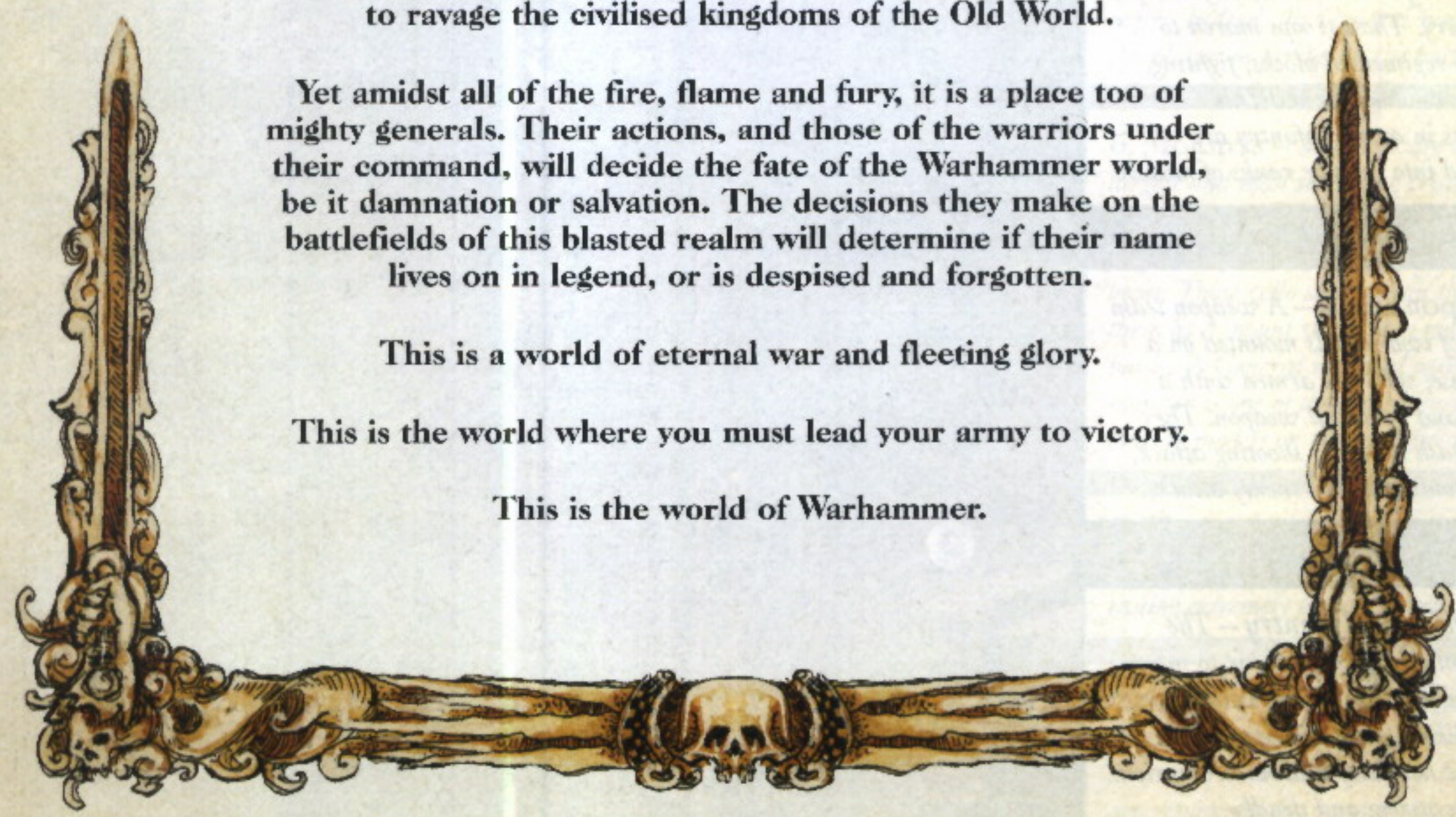
It is a world of Daemons and vile sorcery, of battle and death, of violence and of madness. It is a world where Orc Warlords stand atop storm-wracked mountains, bellowing raucous battle-cries, while beneath the earth, scurrying Skaven hordes crash into the unyielding shieldwalls of grim Dwarf tunnel-guards. In the far-off lands of the Elves, brother fights brother in a war that has raged for time immemorial, the skies above alight with the fire of a hundred duelling Dragons, while in the northern wastelands tribe upon tribe of barbarians and iron-clad immortals set forth to ravage the civilised kingdoms of the Old World.

Yet amidst all of the fire, flame and fury, it is a place too of mighty generals. Their actions, and those of the warriors under their command, will decide the fate of the Warhammer world, be it damnation or salvation. The decisions they make on the battlefields of this blasted realm will determine if their name lives on in legend, or is despised and forgotten.

This is a world of eternal war and fleeting glory.

This is the world where you must lead your army to victory.

This is the world of Warhammer.





WELCOME TO WARHAMMER

Sound the trumpets and beat loud the drums of war, for you are about to enter a dark and bloody land. It is a world of Daemons and sorcery, a brutal era of warfare and conquest. Warhammer, the Game of Fantasy Battles, brings all the action onto your tabletop. You command armies of miniatures in a game that promises bold manoeuvre, daring riposte and untold slaughter.

YOU ARE THE GENERAL

The game of Warhammer makes you the general of an army of Citadel miniatures. You can lead regiments of resplendent High Elves, command the ragged hordes of ravenous ratmen known as Skaven, or marshal the armies of over a dozen other fantastic races. Your troops will march, manoeuvre and charge into the fray on your orders. At your command, hails of arrows and eldritch bolts of magic are unleashed upon the foe. But it is in the brutal close quarters of combat that most battles must be won, by stalwart troops and legendary heroes.

WHAT YOU WILL FIND IN THIS BOOK

This book will provide you with a broad overview of the Warhammer hobby. Within these pages you will find descriptions and pictures of the models included in the Island of Blood boxed game, along with instructions on how to assemble them and information on how to paint them. This will allow you to gather your army and fight the first of what we are sure will be many battles as a Warhammer General. By your victories shall the fate of the world be decided. Good luck!

Starting an Army –

To start an army you will assemble and paint a force similar to one of the examples shown on this page. On the left is an army of evil, verminous Skaven rat-men, and on the right an army of proud High Elf warriors.

1. Infantry – The core of any army is its infantry. These troops march to battle in regimented blocks, fighting shoulder-to-shoulder with his comrades in arms. Infantry are arranged into lines or ranks of models.

2. Weapon Teams – A weapon team consists of two models mounted on a single base, who are armed with a strange and powerful weapon. They can unleash a deadly shooting attack, but are vulnerable to enemy attacks.

3. Monstrous Infantry – The Warhammer world is home to many fearsome, brutish creatures that fight on foot like a man, but are many times the height of a normal warrior. They are strong and deadly adversaries, each the equal of a dozen lesser warriors.

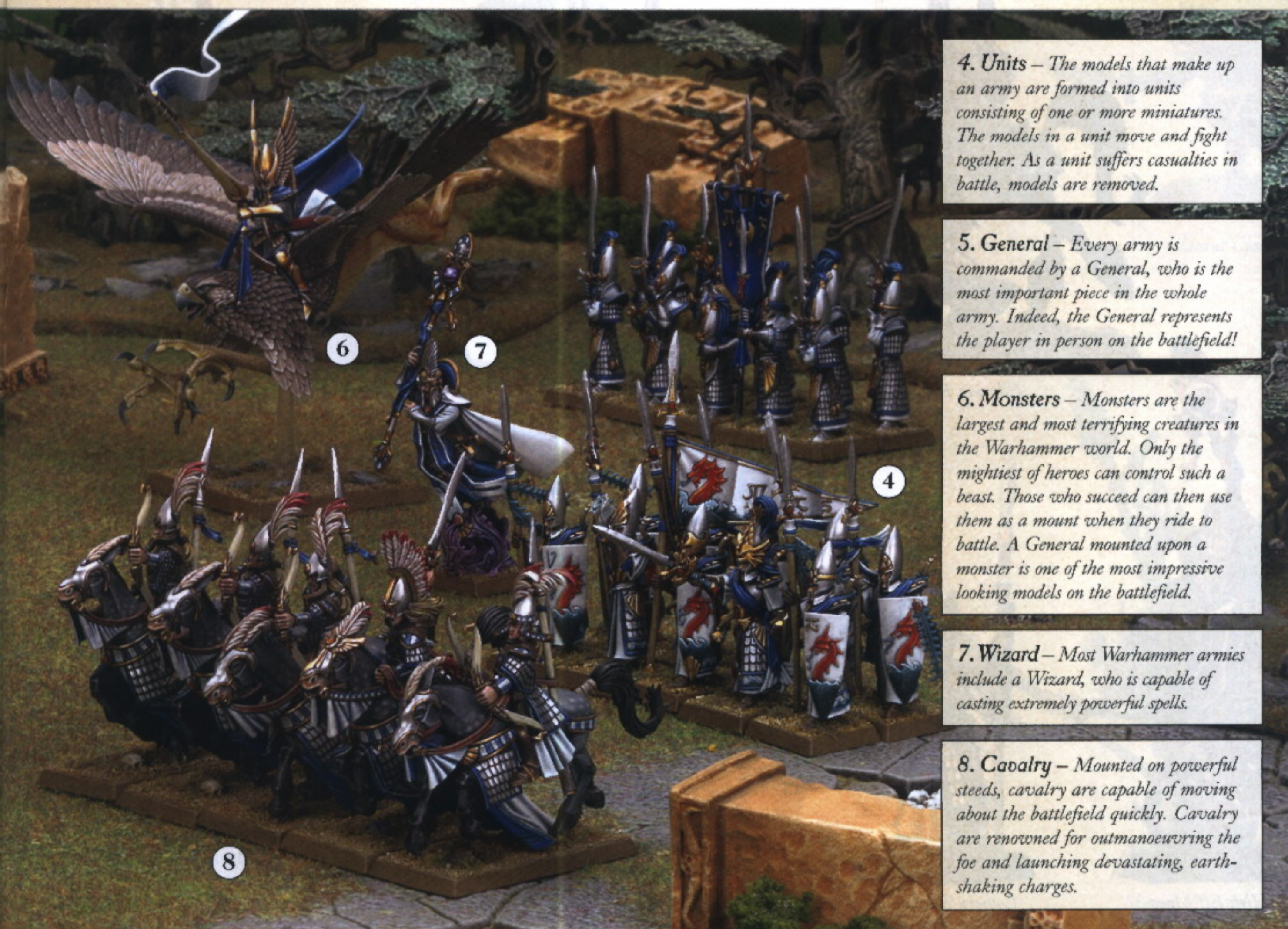
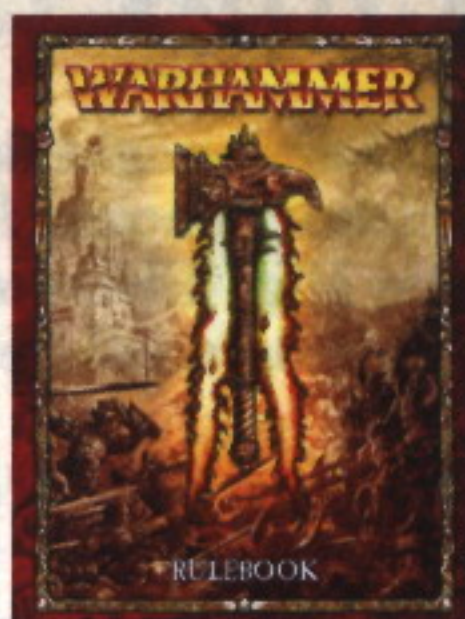


THE RULEBOOK

All of the rules you will need to fight a Warhammer battle are included in the rulebook. You will find the core rules at the beginning of the rulebook simple and easy to understand. After a game or two, they will become second nature to you.

The Warhammer world is an amazing place, inhabited by heroes, monsters, wizards and war machines, and a myriad of different types of warrior, some fighting on foot, some on horseback and some that can fly! All these things are covered in the rulebook.

Within the Warhammer rulebook you will find everything you need to know in order to recreate any of the thousands of different battles that have or could take place in the Warhammer world, from the smallest skirmish through to the most legendary battle.



4. Units – The models that make up an army are formed into units consisting of one or more miniatures. The models in a unit move and fight together. As a unit suffers casualties in battle, models are removed.

5. General – Every army is commanded by a General, who is the most important piece in the whole army. Indeed, the General represents the player in person on the battlefield!

6. Monsters – Monsters are the largest and most terrifying creatures in the Warhammer world. Only the mightiest of heroes can control such a beast. Those who succeed can then use them as a mount when they ride to battle. A General mounted upon a monster is one of the most impressive looking models on the battlefield.

7. Wizard – Most Warhammer armies include a Wizard, who is capable of casting extremely powerful spells.

8. Cavalry – Mounted on powerful steeds, cavalry are capable of moving about the battlefield quickly. Cavalry are renowned for outmanoeuvring the foe and launching devastating, earth-shaking charges.

THE NOBLE HIGH ELVES

The supremely skilled and magically gifted High Elves were once the most powerful of all races, but centuries of bitter wars have ravaged their kingdom. Though the High Elves are now a race in their twilight, their magnificent armies remain resolute and unbowed.

The mainstay of any High Elf army is its ranks of citizen-soldiery, resplendent in white robes and equipped with finely wrought silver armour. Armed with elegantly crafted bows, or spears and shields, the High Elves are possessed of a speed and grace that makes the most dexterous of men look like clumsy apes in comparison. Alongside these soldiers march spell-wielding mages and elite warriors such as Sword Masters, Silver Helms and the legendary Phoenix Guard.

High Elves devote their whole centuries-long lifetimes to mastering their craft, be it the art of war or magic, and they are most skilful opponents in the world. Led to battle by noble Princes and joined by Griffons, Great Eagles, and majestic Dragons, the High Elves are a deadly yet graceful army. Conceited and supremely confident, the High Elves know it is their destiny to shape the fate of the world, and woe betide any that stand in their way.



*Sword Master of Hoeth
Standard Bearer*



Ellyrian Reaver



Sword Master of Hoeth



*Sword Master of
Hoeth Hornblower*



*Sword Master of Hoeth
Bladelord*



High Elf Mage



*Lothorn Sea Guard
Hornblower*



*Lothorn Sea Guard
Standard Bearer*



Lothorn Sea Guard



*Lothorn Sea Guard
Sea Master*

THE MALEVOLENT SKAVEN

The Skaven are a vile race of evil ratmen. These cowardly, disease-ridden creatures swarm beneath the surface of the world in vast numbers, gnawing at the very roots of civilisation. They spend their time plotting for the day when they will boil out of their tunnels and conquer the world.

The only real factor that keeps the Skaven in check is the constant warring between their clans, for life is cheap, and treachery commonplace in Skaven society. The numerous Warlord clans form the bulk of Skaven armies. Each has a fierce hierarchy, ranging from weakling Skavenslaves to vicious Stormvermin, and ultimately to a Skaven Warlord – a tyrannical warrior who constantly schemes to retain and further his rank.

The Skaven use the mutating power of warpstone to breed horrific fighting beasts such as the dreaded Rat Ogres. The Skaven also blend dark sorcery and science to power destructive weapons like Warfire Throwers and Doomwheels. However, for all their diabolical weapons of war, it is when the Skaven attack in vast numbers that they are most dangerous – a seething mass of mangy fur and rusty blades that spills across the battlefield in a tide of anarchy and death.



Clanrat Standard Bearer



Warlock Engineer



Poisoned Wind Mortar Weapon Team



Clanrat Tolling Bell



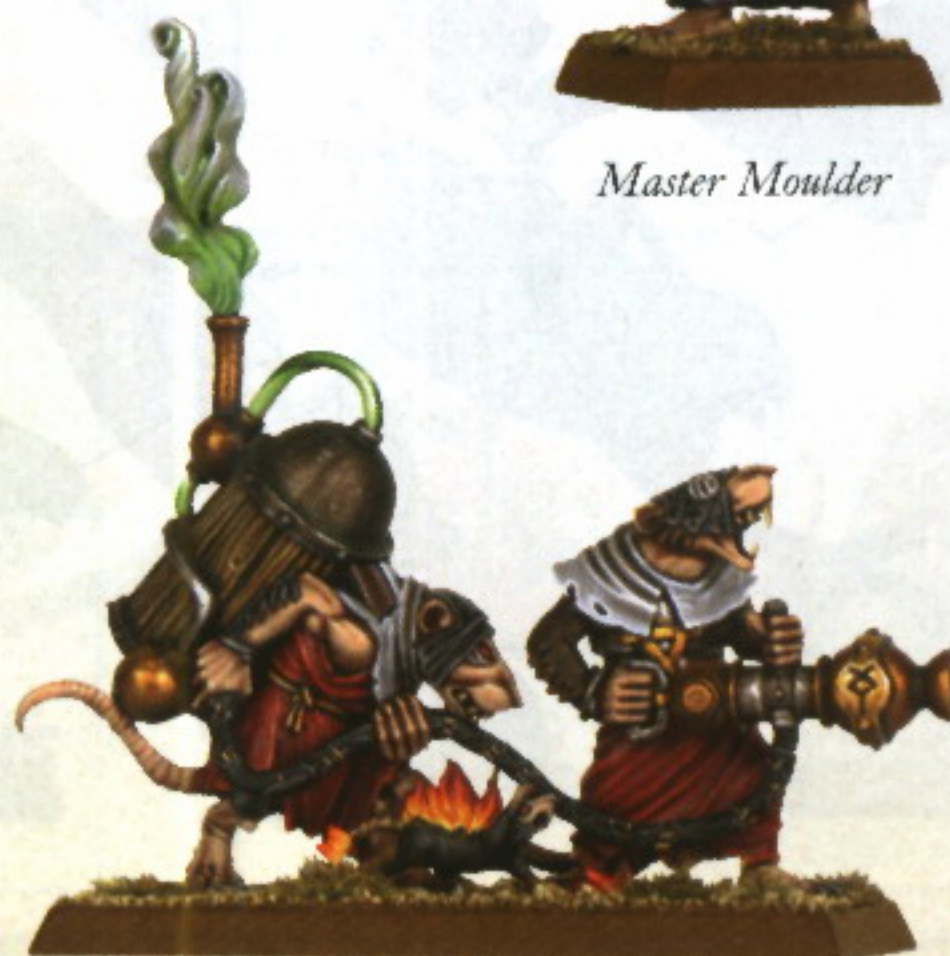
Clanrat Clawleader



Master Moulder



Rat Ogre



Warfire Thrower Weapon Team



Skaven Warlord



ASSEMBLING YOUR ARMY

The first thing you'll have noticed on opening this box is the sheer number of miniatures you have in your possession. You have enough models to make two magnificent armies – Skaven and High Elves. On these pages we'll show you how to assemble your first Citadel miniatures.



Use a pair of clippers (also called side cutters) to clip the models from the frame. Avoid cutting off the tabs that slot into the base.



You can use a modelling file to remove any mould lines on the models, making a smoother surface for painting.



These models are designed to push together without the need for any glue. However, some hobbyists prefer to stick the parts together using Plastic Glue.



LARGE MODELS

Whilst all the models have multiple parts, the High Elf General mounted on the Griffon, and the Ellyrian Reavers are larger models with several pieces. Because of this, it's worth taking some time to check the fit of all the parts before you put them together (especially if you are going to use glue).



Once the models are assembled, attach them to the appropriate bases – the large 'monster' base for the High Elf Griffon, and the oblong 'cavalry' bases for the Ellyrian Reavers, as shown on pages 8-9.

Top Tip

Some models included in this set, like the Lothorn Sea Guard, will only fit together with the correct weapons. The plastic frames that the models come on have been labelled with letters to help you match up the right pieces. For example, match Sea Guard body 'H' with spear 'H', and so on. If you are unsure on how they slot together, you will find helpful diagrams on the side of the box.

PAINTING YOUR MODELS

Painting your army is an important and fascinating part of the hobby – there are few things that can match the sight of two fabulously painted armies clashing over a spectacularly modelled battlefield. With practice you will be able to paint fantastic-looking models, and you will find yourself spending many happy hours preparing new units to take part in your next battle.

There are many different styles of painting. Some people paint their models so they can get them ready for battle as soon as possible, while for others painting miniatures is a deeply satisfying pastime in and of itself. With experience you will learn new tips, methods and techniques, and you'll soon find the approach that best suits you. Whether you choose to replicate the colour schemes shown in this book, or create fantastic new ones of your very own, is completely up to you.



You'll need a desk or table on which to paint your models. Many hobbyists proudly display their painted miniatures on shelves or in display cabinets.



The models shown in the photographs have been painted to the highest standards by the 'Eavy Metal Team. This dedicated team of figure painters work at Games Workshop's famous Design Studio, and are the best miniature painters in the world. However, even they had to start somewhere, so grab your brushes and have a go.



Golden Demon Painting Tournaments are held every year at locations all over the globe. It is the most important figure-painting competition in the world and the models entered have been painted to extremely high standards. You can see many examples of the trophy-winning entries on our website (see right).



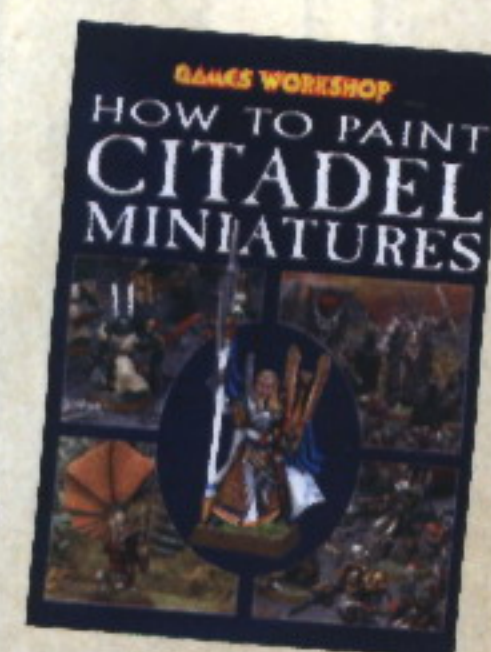
An undercoated model is transformed stage by stage into a wonderfully painted miniature ready for the tabletop battlefield.

You Will Need:


- Paints
- Paintbrush
- Water
- A light source
- Tissue
- A table or desk

Finding Out More About Painting

The Games Workshop website has numerous articles and step-by-step painting guides that will help you paint the models in this box. In addition, the *How To Paint Citadel Miniatures* book is packed with information about every aspect of painting our models.



www.games-workshop.com



THE GLITTERING HOST

The High Elves are an ancient race, steeped in magic, who have ruled their island-kingdom of Ulthuan for thousands of years. Beyond its borders their fleets scour the seas and their outposts keep a vigilant eye on the world.

The Island of Blood has been such an outpost for all these millennia, dating back to the time that the High Elves single-handedly defeated the first great invasion of Chaos. The island is shrouded in mist, surrounded by treacherous rocks and reefs, and is protected by magical wards. Only the High Elves know of the secret sea-route that needs to be followed in order to reach the island in safety.

A small garrison protects the outpost, recruited from the legendary Sword Masters of Hoeth and watched over by an Archmage from the White Tower of Saphery. Horribly outnumbered by the invading Skaven horde, the High Elves have been forced to send a mystical call for help. This desperate plea has been answered by Prince Althran Stormrider, who has rushed to the island to aid the beleaguered defenders.

ALTHRAN STORMRIDER – HIGH ELF PRINCE


Prince Althran Stormrider comes from a proud and noble family, one that can trace its ancestry back thousands of years to the time of the first of the High Elf Phoenix Kings. Since that time Prince Althran's ancestors have led High Elf armies all across the Warhammer world, earning great glory and renown. Althran Stormrider is determined to carry on this grand tradition, and he will stop at nothing to protect his people and the domains of Ulthuan from the ravages of lesser, more primitive races.

Like all High Elves, Althran Stormrider is incredibly skilled in the art of combat. The magical Armour of Fortune that he wears is an ancient family heirloom, and so beautifully crafted that his freedom of movement is completely unimpaired. Prince Stormrider takes to battle astride the noble Griffon, Sharpclaw. Althran fights his enemies with a silver-steel tipped lance in one hand, while the other hand directs Sharpclaw to swoop upon his chosen foe and cut them down with talons and beak.


SWORD MASTERS OF HOETH

The Sword Masters are warrior-scholars who have trained for endless decades to master the skills needed to wield the famous greatswords of Hoeth, making them amongst the most graceful and deadly troops in the Warhammer world. Their elegant weapons can be up to seven feet long, their razor-sharp blades never losing their edge. Sword Masters are clad in gleaming suits of heavy armour to protect them as they slay their foes.

Command of a regiment of Sword Masters falls to a Bladelord, a champion of unparalleled martial prowess and experience. There are few opponents as skilled as Bladelord Kalaer and he has stood guard on the Island of Blood for over three centuries. That Sword Masters are required to protect the island speaks of the great power and importance of the artefact hidden there.



*Althran Stormrider –
High Elf Prince*



Sword Masters of Hoeth

CALADRIS - HIGH ELF MAGE

Caladris is relatively young by the standards of High Elf Mages, being a mere 150 years old. Like many of his race, however, Caladris has a natural affinity for the art of sorcery and an ability to manipulate the Winds of Magic that far surpasses the wizards of the younger races. This, combined with decades of tutelage under the Archmages of the fabled White Tower, have made Caladris a powerful Mage.

Caladris' and Althran's paths first crossed during the Battle for Stormkeep. The mage saved the Prince from being torn apart by a pack of Trolls, engulfing the beasts with fiery blasts of

magic. Since that time the two have forged a bond of friendship. Althran has come to value Caladris' expert advice as much as his magical abilities – especially on matters that pertain to the mystical and the arcane.

Before a battle, Caladris will spend many long hours studying ancient texts, preparing for the ordeal ahead. Aided by his Channelling Staff, Caladris is fully capable of deflecting an enemy's magical attacks, or immolating entire regiments of warriors with but a glance. His presence is a reassuring one for the rest of the army, for as long as he is alive, they know victory will surely be theirs.



*Caladris –
High Elf Mage*

LOTHERN SEA GUARD

Lothorn is the capital city of Eataine and one of the greatest cities in all of Ulthuan. Every High Elf kingdom is expected to provide regiments of troops to fight in the Phoenix King's armies, and Eataine is no exception. Lothorn provides the majority of warriors that fight in the High Elf fleets and these stalwart soldiers are known as the Sea Guard, as adept at fighting on land as they are at sea. When Prince Althran sails to the Island of Blood, he does so with a detachment of these fine warriors at his side.

While the majority of High Elf regiments fight with either a spear or a bow, the Lothorn Sea Guard are armed with both, and can use either weapon with equal, deadly, skill. This makes them a wonderfully versatile force, capable of defeating a foe at range or at close quarters. The Sea Guard are protected against enemy attack by a light suit of armour and a shield upon which is emblazoned a mighty sea drake – the icon of their captain, Sea Master Althin.



Althin's War Drakes – Lothorn Sea Guard

ELLYRIAN REAVERS

The Ellyrian Reavers have fought for generations against the raiders that strike at their kingdom, earning a hard-fought reputation as the finest fast cavalry in the Warhammer world. The Reavers have learnt to live off the land, and to launch devastating attacks on the enemy before vanishing back into the wilderness. Prince Althran has come to rely upon the skills of his Ellyrian Reavers and their champion, Eltheus Farsight, has been his trusted lieutenant for several decades.

Ellyrian Reavers wear light armour, and ride into battle on swift Elven steeds. Althran uses the Reavers to seek out the enemy and harass them from afar with unerringly accurate bow-fire. Once their missile fire has weakened the enemy, the Ellyrian Reavers will couch their spears and unleash a devastating charge, sweeping the foe from the field.



The Dawn Riders – Ellyrian Reavers



THE VERMINOUS HORDE

The Skaven constantly plot and scheme, hatching evil plans that will add to their status or lead to the demise of a hated rival. It is just such a plan that has led to the Skaven invasion of the Island of Blood.

Warlord Skreet Verminkin has learnt that hidden upon the Island of Blood is a magical artefact known as the Phoenix Stone – one of the fabled Obsidian Amulets of ancient legend. Skreet neither knows nor truly does he care about the exact nature of the artefact. All that interests him is that should he control it, then it shall grant him enough power to defeat his rivals and become a mighty ruler in Skavenblight.

SKREET VERMINKIN - WARLORD

Skreet Verminkin is a Skaven Warlord who has risen to command of his vile army through a mixture of devious cunning and ruthless savagery. Skreet craves power and all that have stood in his way have come to a nasty, usually painful, end. Having secured his rank and status, Skreet Verminkin now holds it by making sure that his underlings fear him more than any foe. Those upstarts that Skreet thinks may one day grow bold enough to challenge his rule soon find themselves ordered to carry out suicidally dangerous tasks, or else they mysteriously disappear, never to be heard of again.

To this end Skreet has gathered together an army and ventured to the Island of Blood through the secret tunnels of the Skaven Under-Empire. The warpstone-powered devices of his Clan Skryre allies have allowed Skreet to breach the island's magical barriers, and the verminous warriors under his command have all but defeated its mortal defenders. The Phoenix Stone is almost within Skreet's clawed grasp...

Skreet Verminkin is extremely large and strong for a Skaven, making him a deadly opponent in the close combat. When battle beckons he dons heavy armour made from scavenged bronze and a back-pole atop which burns a baleful green fire. Skreet Verminkin fights with a wickedly sharp halberd he has named Slash-Slash and a large cleaver used to apply harsh discipline to his craven minions as often as it bites into his enemy's flesh. Around Skreet's neck glows a Talisman of Protection made from pure warpstone, whose magical aura protects him from harm.

RAT OGRES

The Skaven of Clan Moulder are the masters of creating mutated fighting-beasts, which they then sell to eager Skaven Warlords. The hulking Rat Ogres are amongst the most sought after of all their monsters, combining the ferocity and savagery of the Skaven with the sheer brute strength of an Ogre. Skreet Verminkin has secured the services of two Rat Ogres, and considers himself lucky to have promised Clan Moulder only half the plunder from the Island of Blood in return for their use.

Rat Ogres are extremely dangerous and notoriously difficult to control. In battle they are driven towards the foe by Greel, a Master Moulder who uses a powerful Shock-prod to goad the Rat Ogres towards their prey. Once the Rat Ogres close with the foe there is no stopping them, and they will tear the enemy apart with their huge teeth and claws in an orgy of bloodletting.



*Skreet Verminkin –
Skaven Warlord*



*Skaven Rat Ogres with Greel the
Master Moulder*

RATCHITT - WARLOCK ENGINEER

Ratchitt is slowly clawing his way up the hierarchy of the Warlock Engineers of Clan Skryre. Like the other members of his clan, he is obsessed with creating arcane devices that are a fusion dark sorcery and technology. Ratchitt has been only too eager to aid Skreet Verminkin in plundering the Island of Blood, though he has not revealed to the Warlord that this is so he can steal its magical artefacts for himself. Ratchitt fully plans to dispose of Skreet as soon as the items he wants are in his possession.

Ratchitt's current pride and joy is a heavily modified warlock pistol. He is a good shot and can shoot an opponent in the back from well over fifty yards. In his other claw Ratchitt wields a glaive, whose rune-encrusted blade is fashioned from a stolen Sword of Might. A humming warp generator of Ratchitt's own creation powers both of these Warlock-augmented weapons. Ratchitt is inordinately proud of all his devices, and he'll describe them at length to anyone foolish enough to listen.



Ratchitt - Warlock Engineer

SKAVEN WEAPON TEAMS

Warlock Engineer Ratchitt is accompanied to the Island of Blood by two Clan Skryre Weapon Teams. Each Weapon Team consists of two Skaven that have been trained to operate one of the infernal weapons manufactured in the Clan Skryre weapon shops. Ratchitt has promised that these will ensure Skreet Verminkin is victorious over any opponent they may meet on the Island of Blood.

One of the Weapon Teams is armed with a Warpfire Thrower, a deadly war machine that hurls a blast of unnatural fire at the enemy. The other team is armed with a Poisoned Wind Mortar, a strange device that can lob poisoned wind globes towards the foe in a similar manner to a stone thrower. Both devices are capable of inflicting terrible devastation, but the exposed crew have little to protect them from enemy attack.



Poisoned Wind Mortar



Warpfire Thrower

CLANRATS

Skaven armies contain many regiments of Clanrats. Each clawpack of Clanrats owes allegiance to one of the thousands of Skaven clans that lurk in the Under-Empire. Skaven Clanrats wear primitive light armour, and will fight either with simple hand weapons or a spear. Most also carry a simple wooden shield to provide additional protection. They will usually be led into battle by a champion known as a Clawleader, and they will include a standard bearer and a musician to impose some measure of discipline on the otherwise feral horde.

Skreet Verminkin has brought with him his two most reliable Clanrat regiments - the clawpacks of Qretch Toothsnapper and Skreem Warptaker. The creatures that make up this skittering horde are slightly smaller than a man, standing only four or five feet high. Individually they are not especially brave or effective warriors, but when banded together they hurl themselves at any foe, crushing them by sheer weight of numbers.



Qretch Toothsnapper's Clawpack - Skaven Clanrats



BATTLEFIELDS OF DEATH

The Warhammer world is an incredible place filled with every sort of terrain imaginable. It is a magical realm, one where the very forests can come to life and feed upon the living, where legendary monsters lurk within vast underground tunnels and where the rivers may run with boiling blood!

A Warhammer battlefield must recreate this weird and fantastical landscape. The first thing you will need is a flat and sturdy surface of reasonable size. Next you will need to cover the battlefield in scenic features in the form of model terrain.

Making the terrain for your battlefield is a fascinating hobby in its own right, and the addition of modelled and painted scenery will

transform any table into a majestic Warhammer battlefield. To start off with you will probably have to improvise the scenery for your battles, but in time you will want to make ever more impressive battlefields. It won't be long before your collection of Warhammer terrain is as important as your armies when you fight a battle. There can be no doubt that fighting on a gloriously modelled battlefield is a hugely enjoyable part of the hobby.

1. Temple of Skulls – *There are many strange and mystical outcrops on the Island of Blood, places where the ground itself has been warped and twisted by the magic of Daemons. The Temple of Skulls is one such place. Those that fight upon its blighted stones can entreat the Dark Gods to grant them unholy strength – but they may have to pay with their very souls.*

2. Forests – *The choking foliage of a thick forest offers the troops within a great deal of protection from enemy cavalry and shelter from incoming missile fire. However, there are many strange and evil forests on the Island of Blood and none should be entered into lightly. There are Venom Thickets infested with poisonous creatures and wild monsters, and vast areas of Wildwood Forests where wrathful trees come to life to vent their anger on any foolish enough to stray near their twisted boughs.*



WARHAMMER SCENERY

Games Workshop produces a growing range of plastic scenery kits that can be assembled and painted in the same way as the Citadel miniatures in your army. These terrain kits will help you to create a stunning Warhammer battlefield of your very own.

In addition to these kits, many hobbyists find it a rewarding experience to create their own terrain features. Some people like to convert existing scenery kits, adding in extra details and features. Others prefer to make their scenery entirely 'from scratch' – that is, from all manner of different materials. The photographs in this book include examples of both types of scenery to help inspire your own Warhammer battlefields.



3. Hills – Craggy peaks punctuate the Island of Blood. In a battle, the warriors that control the highground will have a commanding view of the battlefield. From the slopes of a steep hill, archers can rain arrows down upon their foe, while spearmen can form a fearsome battleline at its crest.

4. Arcane Ruins – The Island of Blood is littered with Mystical Monuments and Arcane Ruins, the relics of a distant, almost forgotten age. Many of the fallen, crumbling stones of these temples still resonate with magical energy. Wizards who are desperate or foolish enough may attempt to harness this power and unleash destruction upon their foes. However, such power is not without risk. Only the strongest of sorcerers will be able to contain the roiling energies and survive.



BATTLE FOR THE ISLAND OF BLOOD

The following pages will give you an overview of what a typical game of Warhammer involves, and what heroic deeds and daring exploits you can expect from your first deadly encounter on the Island of Blood.

The first step in playing a game of Warhammer is setting up the battlefield. Both players work together to place pieces of terrain on the tabletop, representing haunted forests, rocky hills and magical monuments.

We've used a selection of scenery from our collection for the battles shown in this book. You should do likewise, using whatever scenery you have to hand to create the battlefield for your first game. Warhammer battles are always more interesting when fought over interesting and varied terrain – the more the better!

1. Prince Althran

Prince Althran is mounted on the Griffon 'Sharpclaw', making him one of the most powerful fighting units in the battle. He is positioned in a commanding position on top of a hill, from where he can either unleash a deadly flying charge, or quickly move to a new position to threaten the flanks of the Skaven battleline.



2. Weapon Teams

Skaven weapon teams can unleash deadly shooting attacks, but are very vulnerable to enemy attacks. Placing them near the Clanrats will allow them to hide behind the larger regiment, only scurrying out when they are in range of the enemy!



THE ARMIES DEPLOY

With the terrain set up it is now time to choose table sides and deploy the two armies. Each battle is based upon a scenario, which determines how you place your models and how you will win. Some scenarios might hinge on seizing objectives, whilst others are gruelling battles to the death.

This is where you must start applying tactical thought. Each side's goals will be determined by the scenario being played, and you must consider how you will achieve them. Will you launch an all-out attack, or choose a defensive strategy and let the enemy come to you? Where will you place your most powerful units? Are there any terrain features that will give your troops an advantage? All these things and more need to be taken into account if victory is to be yours!



Warlord Skreet Verminkin and Warlock Engineer Ratchitt lead the Skaven into battle.

3. Caladris the Mage

Wizards are powerful characters that can dominate the battlefield if they can harness the fickle Winds of Magic. Caladris is a High Elf Mage who knows two spells, selected from one of the Lores of Magic in the rulebook (see page 162). When skilfully used, even a single spell can turn the course of a battle.

4. Temple of Skulls

Some pieces of terrain have special rules (see page 116 of the rulebook). The Temple of Skulls can imbue a character with the raw power of the Chaos Gods - but only at the risk of his soul!



FIGHTING THE BATTLE

With the armies deployed it is now time to fight the battle. Players take turns to move and fight with the units in their armies. Each player will first move his units, perhaps charging some into combat with the foe. Next he will cast magical

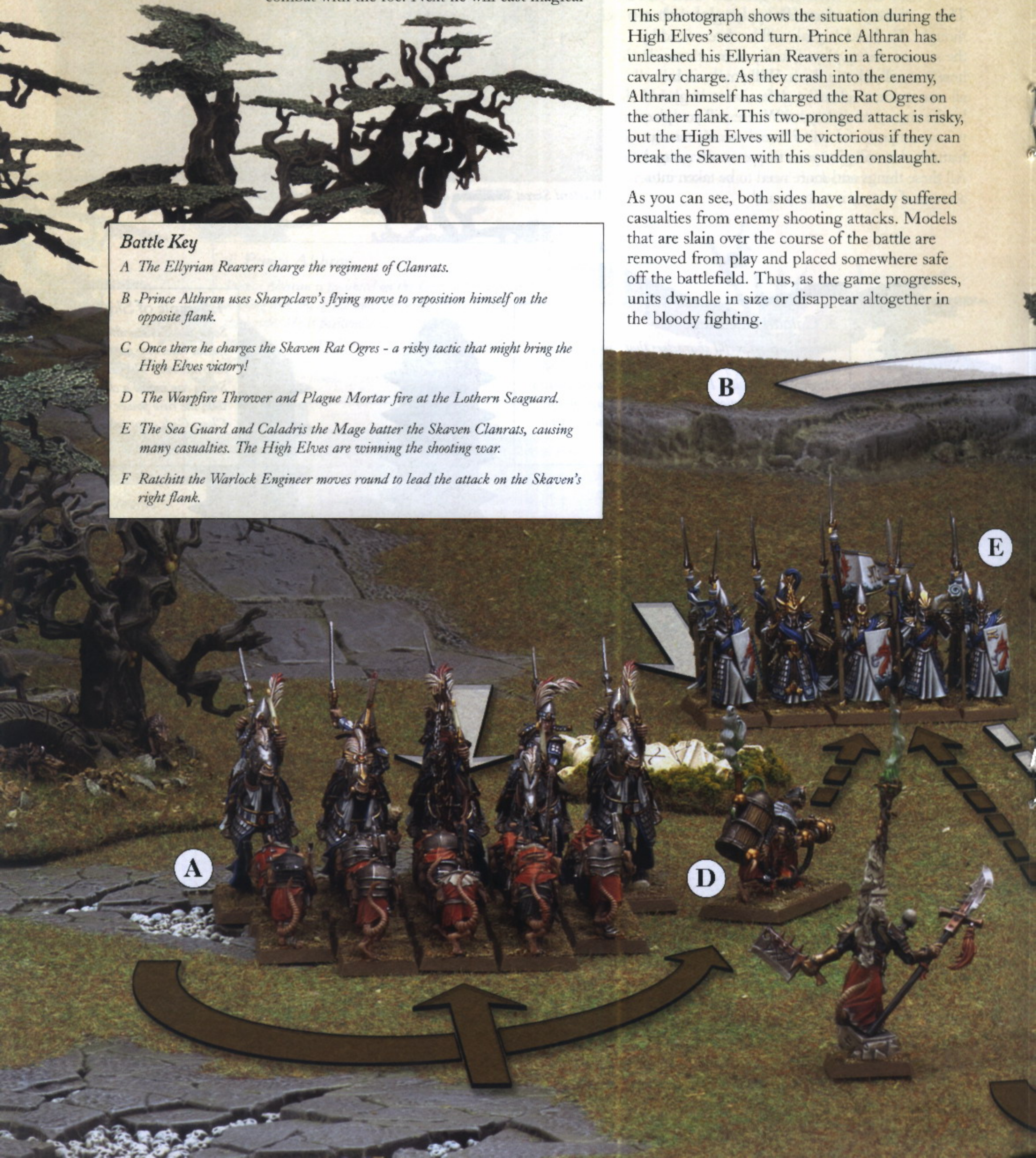
spells, and then unleash shooting attacks such as archery. Lastly, any hand-to-hand combats are fought out, after which one player's turn is over and the other player has a go.

This photograph shows the situation during the High Elves' second turn. Prince Althran has unleashed his Ellyrian Reavers in a ferocious cavalry charge. As they crash into the enemy, Althran himself has charged the Rat Ogres on the other flank. This two-pronged attack is risky, but the High Elves will be victorious if they can break the Skaven with this sudden onslaught.

As you can see, both sides have already suffered casualties from enemy shooting attacks. Models that are slain over the course of the battle are removed from play and placed somewhere safe off the battlefield. Thus, as the game progresses, units dwindle in size or disappear altogether in the bloody fighting.

Battle Key

- A The Ellyrian Reavers charge the regiment of Clanrats.
- B Prince Althran uses Sharpclaw's flying move to reposition himself on the opposite flank.
- C Once there he charges the Skaven Rat Ogres - a risky tactic that might bring the High Elves victory!
- D The Warfire Thrower and Plague Mortar fire at the Lothorn Seaguard.
- E The Sea Guard and Caladris the Mage batter the Skaven Clanrats, causing many casualties. The High Elves are winning the shooting war.
- F Ratchitt the Warlock Engineer moves round to lead the attack on the Skaven's right flank.



Next turn Warlord Skreet must decide if he will move to challenge Prince Althran, or instead aid the beleaguered Clanrats as they fight against the Ellyrian Reavers. The decision that he makes may well decide the outcome of the battle.

DECIDING THE WINNER

After a fixed number of turns the battle is concluded. There are set rules to work out who has won, but often it will be obvious – one side's troops will be mostly dead or fleeing, perhaps with their General slain.

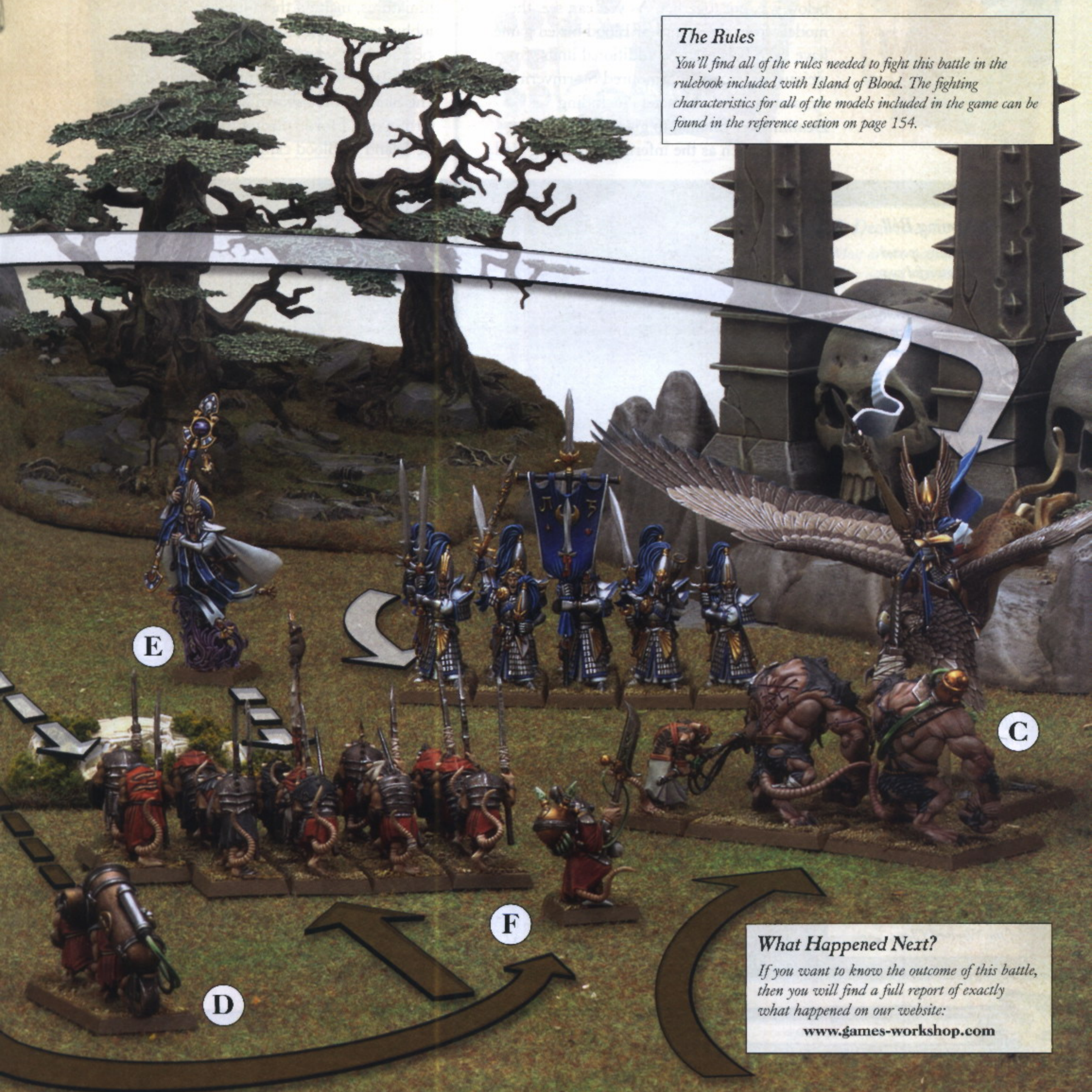
THE REMATCH

After your first battle, we recommend you take the chance to skim through the rulebook to see if there were any rules you missed or got slightly wrong. Then swap sides and fight the battle again.

Regardless of the outcome of the battle, conqueror or vanquished, it is customary to shake your opponent's hand at the end of the game, and then discuss the result over a refreshing drink!

The Rules

You'll find all of the rules needed to fight this battle in the rulebook included with Island of Blood. The fighting characteristics for all of the models included in the game can be found in the reference section on page 154.



What Happened Next?

If you want to know the outcome of this battle, then you will find a full report of exactly what happened on our website:

www.games-workshop.com



THE HORDE SWELLS

An army can be of almost any size from a force like those included in the Island of Blood box to a massive horde with dozens of units. An army can contain almost any mix of troops too; it can be mostly infantry or mostly cavalry; it might have lots of monsters or none at all. It's up to each hobbyist how he builds up his collection!

There are many different ways to build a collection, but one of the simplest methods is just to collect and paint the models you like the look of. That is how the Skaven horde shown below was put together. As you can see, the models from the Island of Blood boxed game have been bolstered by additional units; from vicious regiments of armoured Stormvermin and dynamic special characters including Deathmaster Snikch, to giant death-dealing machines such as the infernal Screaming Bell.

Many hobbyists distinguish their collection with a particular paint scheme or with specially converted models. These are just a few of the things that can be done to personalise your miniatures, making them unique. Some hobbyists also like to give their collection a specific story – perhaps basing it around a particular hero's exploits or a certain campaign. The Skaven force shown here represent Skreet Verminkin's Horde during the final battles for the Island of Blood campaign, for example.

1. Screaming Bell

There are many special monsters, powerful war machines and weird troop types ready to recruit into your growing Skaven collection. One such device is the Skaven Screaming Bell. This arcane war machine accompanies Skaven armies into battle. Driven forward by a horde of Skaven, the ominous tolling of the magical bell has the power to split stone and shatter buildings.

2. Stormvermin

Warhammer armies can be built and reinforced one unit at a time. There are many different plastic infantry regiments available to a Skaven player, from Clanrats to Stormvermin. These are the strongest and most aggressive Skaven and they are armed and armoured with the best weapons and armour the Skaven have. Truly are Stormvermin the fighting elite of the Warlord Clans.



SO MUCH TO CHOOSE FROM...

The Citadel miniatures range includes hundreds of different plastic kits and metal blisters for you to choose from. There are new models released regularly, so there is always something new to add to your ever-growing collection.



WHITE DWARF MAGAZINE

Games Workshop's monthly magazine, White Dwarf, is a great place to learn more about Warhammer. It has articles on painting miniatures, building terrain, playing games, and news on all of the latest releases. You can find it in most newsagents, or you can subscribe online using our website.



Find Out More About The Skaven

Descriptions of the Skaven's history, alongside details and rules of their verminous forces can be found in the Warhammer Armies: Skaven supplement.



3. Deathmaster Snikch

Most armies include one or more named characters. These models represent famous generals, wizards or champions, and they have special rules and magical items that reflect their unique skills and abilities.

Deathmaster Snikch is the most deadly of all Skaven Assassins. In battle, Deathmaster Snikch leaps from the shadows, cutting his target down with his poisoned Weeping Blades.

4. Skaven Battalion

Skreet Verminkin's Horde has been bolstered by the addition of a Skaven Battalion set. These sets contain several plastic units, including regiments of Skaven Clanrats, mutant Giant Rats, diseased Plague Monks and even a pack of fearsome Rat Ogres! The Skaven Battalion set is a great way to bulk out your existing force.



REINFORCING THE HOST

The High Elf army shown on this page is another impressive collection. As you can see, it is large and diverse, containing many different troop types and units. With such a large collection, a Warhammer general can pick and choose which troops will form his army in smaller games, or simply field everything in huge battles!

When you first begin you will probably want to use all the models in your collection at once. Many hobbyists find a good way to begin an army is with solid regiments of infantry and cavalry, as these form the backbone of any force. Others simply can't resist starting their army with a Dragon or three! Whatever you decide, you will find that as your army grows it will not only look more impressive, but it will also become increasingly flexible and more powerful.

Before you know it, you will have gathered a mighty force that rivals, and then exceeds, the High Elf army shown here. However, even this isn't the end! The important thing to remember is that no army is ever truly finished. There are always more miniatures to collect, other regiments to bolster, new troop types to include, another monster to take and, of course, there's that special character model you've always wanted...

1. Chariots

High Elf armies can include several Chariots, some of which are drawn into battle by the fearsome White Lions of Chrace. These swift-moving units charge into the midst of enemy units with an earth-shattering shattering impact. Chariot models are a great addition to any High Elf force, able to support your less-maneuvrable blocks of infantry.

2. Repeater Bolt Throwers

The High Elf army is supported in battle by batteries of fearsome Repeater Bolt Throwers. Each can hurl a single bolt with considerable force, or a salvo of smaller darts.

3. Tyrion

Prince Tyrion is the greatest living High Elf warrior. Such is the importance of the Island of Blood that Tyrion has arrived to personally take command of the campaign. Althran Stormrider will earn much honour by serving as his second-in-command.



THE NEXT STEPS

As you will have realised by now, Warhammer is much more than just a game – it is a whole hobby that embraces the many and varied aspects of modelling, painting, collecting and gaming with collections of miniatures. Creating a magnificent spectacle of models and scenery is what the Warhammer game is all about, and once you have taken part in a well-prepared battle with carefully painted armies and terrain, you will be hooked for life. This fantastic hobby is one that rewards the time and effort you put into it; new modelling skills will be learned, painting abilities will improve and every battle you play will reveal something new about how to command your army.

Fear not, for there are plenty of sources of information to help you on this fascinating journey. The most useful, when first starting out in the hobby, is the Games Workshop website. Everything you have read about so far in this booklet, from rules to painting and collecting, is covered much more fully on our website. Here you will find details of your nearest Games Workshop hobby centre, where the friendly staff are only too willing to talk about and give advice about all aspects of the hobby. In addition, on our website you will find hundreds of Warhammer articles to read, from step-by-step painting guides to gaming tactics.

www.games-workshop.com

Find Out More About The High Elves

The High Elves' centuries of warfare, and the warriors of the Phoenix King's armies, are detailed in the Warhammer Armies: High Elves supplement.



4. Dragons

Most armies can include monsters of one type or another. None are more impressive than the massive Dragons that can be taken as part of a High Elf army. These ferocious creatures are usually taken as mounts for a General or Wizard. The oldest and most powerful are called Star Dragons, who can battle against any foe and prevail. Dragons are impressive plastic models that make a fantastic centrepiece to any Warhammer collection.

5. High Elf Infantry

High Elf Spearmen and Archers are amongst the most disciplined infantry in the Warhammer world. They are trained from birth in the use of their weapons, and are equipped with only the finest arms and armour that High Elf artisans can produce. Their skill and expertise makes them rightly feared by their foes.







Chaos Wasteland

Sea of Chaos

Norsc

Albion

The Old World

Estalia

Bretonni

The Great Ocean

Naggaroth

Ulthuan

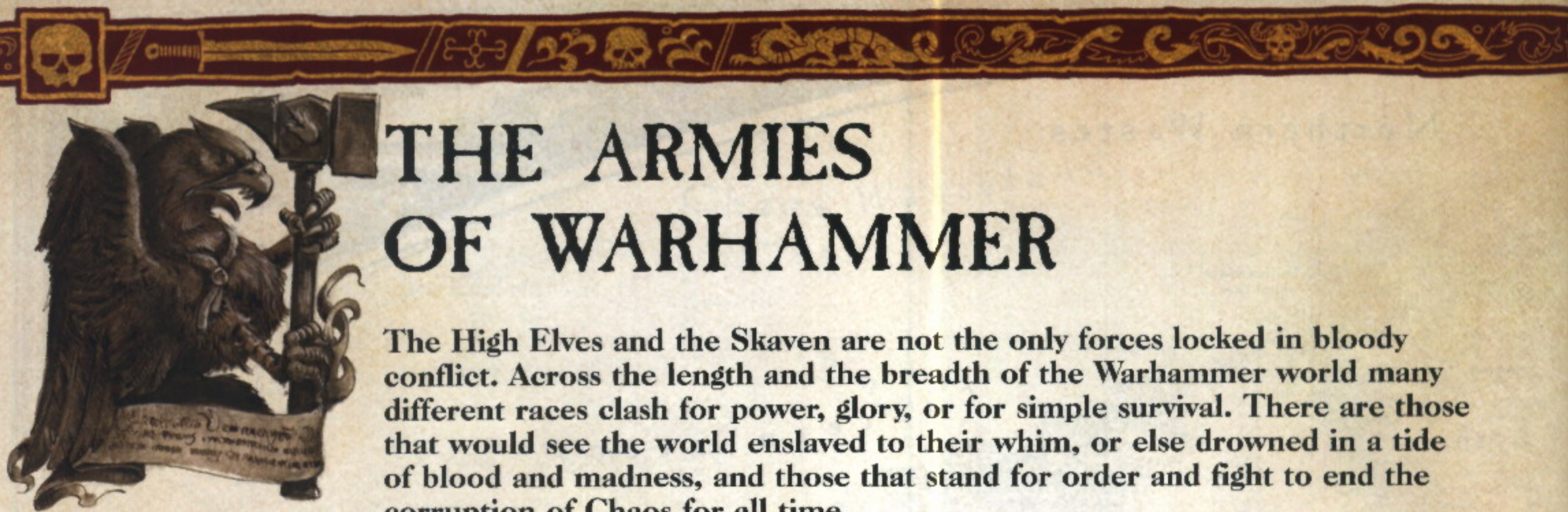
Araby

New World

The Far Sea

Lustria





THE ARMIES OF WARHAMMER

The High Elves and the Skaven are not the only forces locked in bloody conflict. Across the length and the breadth of the Warhammer world many different races clash for power, glory, or for simple survival. There are those that would see the world enslaved to their whim, or else drowned in a tide of blood and madness, and those that stand for order and fight to end the corruption of Chaos for all time.

THE EMPIRE

The Empire is the largest and most powerful of all the lands of men. Yet it is a domain in constant turmoil, beset on all sides by the ferocious and the unholy. The Empire lies in the heart of the Old World, a land dominated by dark, monster-infested forests. Hordes of brutal greenskins, barbaric marauders and the legions of the walking dead constantly threaten the Empire's borders. Despite the constant bloodshed, the Empire endures still, its cosmopolitan cities standing as bastions of civilisation amidst a sea of savagery.

The Empire was founded over two and a half thousand years ago by the warrior-god Sigmar. It is due to the bravery and martial skill of its armies that the Empire has survived since that time. The backbone of the Empire's diverse army is its well-drilled infantry. Rank upon rank of disciplined state troops march to defend the Empire, from the grim Halberdier and Crossbowmen regiments to those of the elite Greatswords. These brave soldiers are joined by fully armoured Knights, magic-wielding Battle Wizards, batteries of black-powder artillery and rumbling, armoured Steam Tanks.



Though the Empire outwardly presents itself as a single country unified under the throne of the Emperor, it is in fact an alliance of independent provinces and city-states, each with its own soldiery and panoply of war. So it is that when the armies of the Empire muster they appear as a riot of colour, magnificent in scope and intent on bringing victory to the realm of man.

ORCS & GOBLINS

Orc and Goblin tribes can be found throughout the world, for there is no habitat in which the unruly greenskins cannot thrive. They live to fight and are so eager for battle that, when lacking a foe, they will gladly attack each other. So numerous and warlike are the Orcs and Goblins that should they ever stop fighting themselves, they would annihilate all opposition in a tide of destruction.

There are many different subspecies of greenskin, from the brutal Black Orcs to the spiteful Night Goblins. Orcs are tougher, broader and more muscular than a man and their wilful ignorance is matched only by their bellicose nature. Goblins are weedy in comparison and prone to extreme acts of cowardice. However, Goblins are sneaky and can drag down their foes through sheer weight of numbers. Despite their differences, it is a rare tribe that does not include both Orcs and Goblins. Foul-smelling Trolls and lumbering Giants also accompany the hordes, knowing that wherever the greenskins go, violence and mayhem shall surely follow.

Every Orc and Goblin tribe is led by a powerful chieftain. Might is always right, and on the occasions when many unruly tribes are united by a powerful Warboss, their subsequent invasion is called a Waaagh! These incursions are all too common and for every one that is defeated, two more arise to trample a swathe of destruction across the land.

BRETONNIANS

Brettonnia is the land of chivalry and honour. This vast kingdom lies to the south-west of the Empire, its feudal provinces ruled over by dukes whose castles reach high into the air. The country's wealth is spent on the splendour of its Knights – the most valiant cavalymen in the Old World. For the glory of duke and king, the Knights of Brettonnia slay

evil on the battlefield, for none can stand against their glorious, earth-shaking charge.

All Brettonnian Knights are noble-born, raised from childhood to practise a strict code, one which demands the highest standards martial skills and valour. The Knights of Brettonnia are thusly famed for their horsemanship and their skill with lance and sword. It is also the duty of every knight, from youthful Knights Errant to sky-borne Pegasus Knights, to protect the weak and slay the wicked. Brettonnia's knights are the most gallant warriors in the world, watched over by a mysterious, fey goddess known as the Lady of the Lake.

When the knights of Brettonnia march to war, Men-at-arms march beside them, as do a levy of pox-ridden Peasant Bowmen. However, the core of every duke's army is its Knights. These battle-tempered warriors are clad in baroque suits of armour overlaid with rich liveries and emblazoned with heraldic devices. The charge of the cavalry of Brettonnia is an avalanche of shining steel that drives everything before it with lance, hoof and blessed blade.





LIZARDMEN

In the prehistory of the world, long before the ancestors of Elves knew of speech, the Old Ones ruled the planet and the Lizardmen were their chosen servants. The Lizardmen, as single-minded as they are coldly efficient, conquered the world at the behest of their god-like creators. However, with the coming of Chaos the Old Ones departed the world and the survivors of the Lizardmen race were stranded, left to complete the unfathomable plan their cosmic masters had set in motion.

The Lizardmen dwell within crumbling temple-cities, deep within the steaming primordial jungles of Lustria. When the war drums sound the grand armies of Lustria are mustered. Disciplined cohorts of Saurus Warriors, natural fighters possessed of a primal savagery, march forth with giant reptilian predators in their midst and arcane weapons of destruction at their command. Terradons swoop overhead as massive Stegadons and frenzied Carnosaurs stampede through their prey's battlelines. At the heart of the Lizardman host are the enigmatic and incredibly powerful wizards known as Slann

Mage-Priests. These bloated, toad-like beings possess a mastery of magic unmatched in the mortal world and they can unleash destructive blasts to consume their foes with a simple flick of the wrist. The cold-blooded armies of the Lizardmen will stop at nothing to defeat their enemies and fulfil the plan of the Old Ones.

DARK ELVES

The Elven race was torn apart many thousands of years ago in a blood-soaked civil war that stained their homeland red. Though the treacherous Dark Elves were driven from the Elven homelands, their ruler, the dreaded Witch King, has vowed to have his revenge. There is no hatred more deeply rooted than that the Dark Elves reserve for their High Elf kin. Only when every last High Elf is slain will the Witch King's eternal need for power and vengeance be slaked.

Since their exile, the Dark Elves' dominion has been Naggaroth, the bleak and foreboding Land of Chill. It is a realm that mirrors the embittered black souls of the Dark Elves themselves, for they are the cruellest of all mortal races. Mercy



and compassion are for the weak; only by inflicting pain and suffering can a Dark Elf experience something akin to joy.

The Dark Elves are the most ruthless warriors in the world. With barbed blades, dark sorcery and foul monsters do the armies of the Witch King spread terror across the lands. Amongst the ranked soldiery stride Witch Elves who slaughter in the name of the god of murder. Cold One Knights butcher their prey as War Hydras are herded towards the enemy. The Dark Elves revel in the misery they wreak as they hack their foes apart, enslaving those unfortunate enough to survive and leaving only carnage in their wake.

VAMPIRE COUNTS

The Vampires were created by necromantic rituals many thousands of years ago. Raw, dark magic flows in their veins, and at their command great hordes of decayed Undead warriors rise from the grave to wage war upon the living – fearsome Skeletons, shuffling Zombies, cannibalistic Crypt Ghouls and terrifying, rotting monsters.

Since their creation, the Vampires have spread across the world, each carving out a bloodthirsty dynasty of their own. Lurking in half-ruined castles, dark mausoleums and dank forgotten keeps, the most infamous of all are the von Carsteins. They are the dark aristocracy of the night and they have bled the benighted province of Sylvania white for centuries.

A Vampire's supernatural powers and immortal existence have given rise to burning desire to conquer and rule. They lust after a worldwide necropolis where all are subservient to their will. The armies of the Vampire Counts are relentless and implacable. They know neither pain nor fear and their ranks swell with the corpses of the slain. The Vampire Counts are patient and they will continue to blight the lands long after the civilisations of the living are dust.

TOMB KINGS

The ancient desert realm of Nehekhara was once the greatest civilisation of men. It was brought low by betrayal when the arch Necromancer Nagash laid a terrible curse over the kingdom, transforming it into the desolate Land of the Dead. Called from their burial

monuments, the Tomb Kings now seek to reclaim their ancient glory and exact vengeance on those who would disturb their slumber.

The Tomb Kings' wrath is that of the cheated, for they were promised an eternity of youthful beauty. Instead, they were reborn to a mocking imitation of life, transformed into hideous, leather-tough cadavers. Mummified and ancient, the Tomb Kings are unrelenting in their war upon those who have the temerity to live whilst they languish in undeath.

The legions of the Tomb Kings are breathtaking to behold, resplendent with gold and jewels. Phalanxes of Skeletons rise from the sun-bleached sands, marching with a discipline that no living soldiers can match. Gilded chariots crest the dunes and out of the tombs come towering god-statues, animated by the incantations of withered Liche Priests. As they served the Tomb Kings in life, so do the mighty armies obey them in death. The Tomb Kings are the true monarchs of the dead and they are coming to reclaim their plundered treasures and their rightful dominion.





THE CHAOS GODS

There are four gods who rule the infernal region known as the Realm of Chaos. Mightiest is Khorne, the Blood God, the god of battle. He sits upon a mighty brass throne, surrounded by the splintered bones of his slain champions. Second in power is Tzeentch, the Great Sorcerer, the god of magic whose diabolical plans direct the fate of the universe. Next is Nurgle, the Great Lord of Decay, the god of physical corruption and disease. Last of all is Slaanesh, the beguiling Dark Prince of Chaos. He epitomises excess, corrupting mortal creatures and leading them into degeneracy.

WARRIORS OF CHAOS

From the frozen wastes in the north march the Warriors of Chaos. They are an indomitable race of battle-hardened killers with souls as black as coal, who fight for glory and the favour of their Dark Gods.

The Warriors of Chaos are led to war by inhumanly powerful Champions, armed and armoured in hell-forged steel, and imbued with the unholy power of Chaos itself. They have willingly sold their humanity to the Ruinous Powers in exchange for unimaginable strength and unholy power. These mighty warriors are known as the Chosen and they draw the gaze of the Chaos Gods as they slaughter in their names. With great victories come mighty rewards, potent mutations and for some, immortality. However, those that displease the Chaos Gods are condemned to a gruesome end, twisting and deforming into a heaving, mindless Chaos Spawn.

When a Chaos incursion comes pouring out of the wastes, the world trembles. Barbaric Marauder tribes stride through the snows with the names of their terrible gods on their lips. Alongside them march regiments of armour-clad Chaos Warriors, flanked by ornately armoured Chaos Knights and a host of foul, Chaos-tainted monsters. Most ancient of these creatures are the Dragon Ogres, hulking beasts who roar their defiance at lightning-wracked skies as they visit destruction



upon the enemies of Chaos. The servants of the Ruinous Powers never tire in their dark quest to drown the world in a tide of blood and with every victory the end of the world comes a little closer.

DAEMONS OF CHAOS

The Daemons of Chaos are a force of destruction in the world like no other. For countless centuries have the Daemons preyed upon the mortal realms, spilling out from the Realm of Chaos to slaughter and destroy civilisations in the name of the immortal Chaos Gods.

Daemons are born and sustained by the elemental stuff of Chaos. They are not creatures of flesh and blood, but rather they are physical manifestations of raw energy, warped and moulded by the dark desires of the Chaos Gods. The appearance and behaviour of a Daemon thus mirrors the character and temperament of its patron. Daemons of Khorne, the Blood God, are red-skinned and insanely ferocious butchers while Daemons of Nurgle, the Lord of Decay, are as vile as the diseases their bloated bodies carry. The Daemons of Tzeentch, the Changer of Ways, are an ever-shifting riot of twisting limbs and sorcerous power whilst minions of Slaanesh, the Dark Prince of Pleasure, are as graceful and perverse as their patron. Where the Daemons of Chaos walk, anarchy is loosed, reason collapses and carnage is visited upon the world.

With every passing year, more Daemons cross the boundary into the material plane and the armies of the Chaos Gods spread ever further across the land. The unholy lords of the Daemon realms smack their twisted lips and chomp their fang-filled mouths at the prospect of one day bringing the entire world to its knees, imposing not only a new order but completely changing the nature of existence. On that day the world will end in madness and death.

BEASTMEN

The Beastmen are the true Children of Chaos. They are grotesque amalgams of animal and human, mutated creatures that stand upright like men, but with the horned heads of goats, bulls or some other, fouler creature. They are the Cloven Ones, and within their warped hearts simmers a bitterness for all other races, a primal



rage that can only be sated by grievous acts of defilement, savagery and bloodshed.

Beastmen are crude creatures of primitive lusts and violent tempers. They live in wild packs called warherds where the strong dominate and the weak are torn apart, their flesh gorged upon and their bones cracked for the bloody marrow within. At the head of each warherd strides a mighty Beastlord, fearsome in stature and possessed of an animal cunning. The rank masses of goat-legged Gors follow these Beastlords instinctively, hordes of brutal Minotaurs and larger, more terrifying beasts following in their wake.

The Beastmen infest the blighted forests that cover the Old World. When they surge forth they do so to tear down civilisation until all is anarchy and misrule. With ever-increasing frequency the braying warherds boil out of their dark realm, an inexhaustible army that will butcher and burn all in their path. The world once belonged to the Beastmen and, sooner or later, they shall scour all evidence of order and take back what is rightfully theirs.





OGRE KINGDOMS

Far to the east of the Old World lie the frozen and desolate Mountains of Mourn, home to a race of man-eating monsters known as Ogres. They are big, ugly brutes with massive frames, huge guts and insatiable appetites. Ogres excel at fighting and eating above all other things and there are few things they cannot violently club to death and devour.

Creatures of wanderlust, Ogres travel across the world in search of new and exciting things to eat. A single Ogre will happily smash an entire village into the dirt in order to find a good meal; an Ogre army has the strength and mass to flatten entire cities. Their natural ability as warriors makes Ogres highly sought-after mercenaries and they will fight at the behest of any that can promise them a bounty of fresh meat and shining gold.

Ogres are dull-witted, but they have slowly learned that they can trade their plunder for food and other things they want. This has brought great wealth to the Ogre Kingdoms and the tribes have grown stronger and larger as a

result. Indeed, in recent decades the Mountains of Mourn have become overcrowded. Now the hungry tribes spill out of the mountains, heading straight for the Old World with the express intention of gorging upon everything in their path.

WOOD ELVES

The Wood Elves of Athel Loren are mysterious and secretive beings. They are the descendants of Elven colonists who forsook all ties to other Elven folk and retreated into the vastness of the great forest to tread their own path. For thousands of years they have stood as the sentinels of Athel Loren and other ancient sites across the Old World, engaged in a ceaseless battle of vengeance against those that trespass their sacred lands. Any foolish enough to threaten their woodland realms invite the Wood Elves' fury, whether in open combat or through sudden ambushes. Few will live to make such mistakes again.

All Wood Elves are archers of unparalleled skill, but other martial disciplines can be found amongst their warriors. These range from the ferocious Wild Riders to the agile Wardancers whose sublime skills are used to lethal effect in battle. Yet the Wood Elves do not fight alone. The pact that binds the Wood Elves to defend Athel Loren also impels its forest spirits to fight at their side. Against a common enemy, Wood Elves and forest creatures fight as one, combining the skill of the Elves with the spitefulness of Dryads and the sheer elemental power of towering Treemen. Such is the Wood Elf army at war, an elemental force of nature roused to terrible destruction.

DWARFS

The Dwarfs have lived beneath the mountains of the Old World since time immemorial. Tragically, a series of natural disasters and bloody wars have left their cities in ruin. With every passing decade the Dwarf empire dwindles a little more but still they remain a stubborn, defiant people, as grim and as tough as the rock itself.

Dwarfs take great pride in whatever they do. Whether forging weapons, mining gems, brewing beer or constructing fortifications, the craftsmanship and skill of the Dwarfs is unsurpassed. This ingenuity is manifest in the





many war machines they bring to battle with them – multi-barrelled Organ Guns, flying Gyrocopters and rune-inscribed Cannons that decimate their foes in thunderous barrages.

The Dwarfs are known for their great courage and sense of honour. They stick to their word and do not forget wrongdoings. Indeed, they harbour them greatly, recording each affront in the Book of Grudges so that it can, in the course of time, be avenged. For a Dwarf himself to break a vow is a terrible misdeed. A Dwarf who commits this dire crime will take the Oath of the Slayer, dedicating the rest of his life to seeking a glorious death in battle.

Dwarfs of all ages, from the youngest warrior to the most revered Longbeard, prefer to fight in the traditional manner of their ancestors – both boots firmly planted upon the ground, rune-encrusted axes and hammers in hand, and the interlocking shields of their kin to either side. There is no force that has not broken itself upon a Dwarf shield wall, driven back by an unyielding bulwark of metal, muscle and warlike temper.

TIME OF CHAMPIONS

All across the Warhammer world mighty heroes answer the clarion call to battle. The Emperor Karl Franz leads regiments of stoic warriors to defend the Empire. Grimgor Ironhide, most brutal of all Orc Warlords, prepares to unleash a Waaagh! of unprecedented ferocity. Archaon the Everchosen battles to become the most powerful Champion of the Chaos Gods.

The Warhammer world has ever been aflame with conflict, yet this new age of battle threatens to eclipse all that has gone before. Soon war will be joined, and from these conflicts the champions of this new age will be drawn. For some there will be glory untold, while for others only the ashes of abject defeat.

This is the world where you must lead your army to victory. Your fate will be decided by the choices you make on the battlefield. All that remains is to wage war!



WARHAMMER



A World of Chaos.
A Time of Heroes.
An Age of War.



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