

THE NEWSLETTER

BATTLES THIS MONTH:

Lizardmen beat Empire

Skaven beat Empire

Dwarfs beat Lizardmen

Headlines:

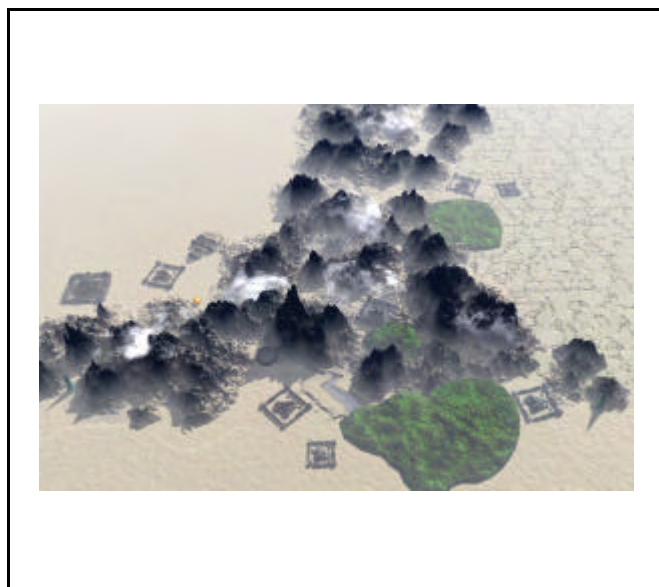
- In a pitched battle an Empire army was utterly destroyed by the unstoppable arcane skills of High Mage Lurshan.
- Dwarf crown found by orc horde. Orc says 'wha's dis then.'
- Skaven summons demon and doesn't die.
- Foul creatures defeat large Empire army and infest forest.
- Powerful Wizard arrives to lead Empire colony
- Dwarves defeat opponent in battle. High Mage Lurshan dies in shock.
- Mage Kershin, Lord of the Swarms of Flame & Flood takes control of Lizardman city in three day ritual.

THE SOUTHLANDS INVADED!!!

The Southlands have been rocked by the third pitched battle in as many weeks. After Imperial colonists suffered two recent defeats at the hand of the western powers, a Dwarven army faced and defeated the infamous High Mage Lurshan on the western dunes.

When questioned the Dwarf General commented "Hump!. Bloody Lizards. I 'ate lizards, me. An' 'ow can anyone fight with pointy sticks? They want to get some proper weapons! Mind you, they're not half bad at the old stonework. Not proper buildings, mind, all open to the sky an' such, but they'll last longer than anything the Men have put up. Anyway, wasn't someone supposed to be filling up this tankard? Thirsty work, writing out all these grudges..."

Sometime later the following Slann Mage telepathic communication was received: "Following the fall of High-Mage Lurshan and his legion of fire let it be known to all who threaten the southern



The Southlands...

swamps, that I, Mage Kershin of the second order death, will avenge his death and drag you all into the swamps of eternal stench. Even now my combined forces of flood and fire gather at the city of Sethis for the return of the prophet Sotek. We live on the wheel, Sotek will lead us again...etc, etc..."

Expect a protracted war, them Dwarves hold their grudges.

EVIL ALLIANCE RUMOURED

Rumours have continued that an 'alliance' of evil is being negotiated in the Southlands. Thought to be organised by the Skaven of Clan Klaw, this alliance is believed to be drawn from the three western armies in the region. When ques-

tioned, an unidentified lizardman source is quoted as saying 'we all gonna die...'

When asked to comment on this new threat a visiting Knight said: "the Bretonnians have heard that there are maidens to rescue and

evil things to be vanquished. Oh yes and gold to be stolen (I mean won in a fair fight) so we can spend it on a new hat. So we're sharpening up our pointy sticks so we can kick some arse."

Umm... I'm worried.



THE SAD MUPPET
SOCIETY

we're very sad indeed...

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*“Dat's not a grudge,
dis is war. Dem stuntys
is gonna get it.”*

Satek the Shink

*“Many will wonder
where and when the
Green Horde will strike!
Even now
Fartbag the Unhygenic
is massing his forces and
lo, weep for any who
dare
stand in their path. For
they will find only a sea
of blood before death
shrouds them all, but not
till they've all got their
trousers on!”*

Anon (Orc couldn't remember his name)

THE GRUDGES

The Grudge Bearer	The Grudgee					
	Brettonnians	Dwarves	Empire	Lizardmen	Orcs	Skaven
Brettonnians						
Dwarves				1	2	
Empire				2		2
Lizardmen		2	1			
Orcs		1				
Skaven			1			

AND SO IT BEGAN...

Here's all the really important information on the players in the Southlands campaign.

<p>THE BRETONNIANS</p> <p>GENERAL: A Wizard, probably on a horse.</p> <p>TERRITORIES: Capital Forest Mountain Pass Town</p> <p>NOTES: HEAVY CAVALRY with pointy sticks. Greedy.</p>	<p>THE DWARVES</p> <p>GENERAL: Thrund 'frog-slayer' Gunnarson (Dwarf Lord)</p> <p>TERRITORIES: Capital Forest Mountain Pass Shrine</p> <p>NOTES: Very lucky. Very greedy. Very short</p>	<p>THE EMPIRE</p> <p>GENERAL: Another Wizard, probably not on a horse this time.</p> <p>TERRITORIES: Capital Forest Mountain Pass Wizard's Tower</p> <p>NOTES: Big guns.</p>
<p>THE LIZARDMEN</p> <p>GENERAL: Formerly High Mage Lurshan, now Mage Kershin (Level 2 Slann Mage Priest of Death)</p> <p>TERRITORIES: Capital (Sethis) Mountains Road Wizard's Tower</p> <p>NOTES: Scary.</p>	<p>THE ORCS</p> <p>GENERAL: Fik Fang Ichinobb (Black Orc Big Boss)</p> <p>TERRITORIES: Capital Gold Mine Ruins (source of magic crown) Temple (lair of Scratchit Arrdar)</p> <p>NOTES: Currently have no trousers. (see sidebar)</p>	<p>THE SKAVEN (CLAN KLAU)</p> <p>GENERAL: Klaw (Grey Seer of Shadows)</p> <p>TERRITORIES: Capital River (vole occupied) Temple (lair of big nasty things) Town</p> <p>NOTES: Explosive.</p>