

HISTORICAL STRATEGY GAMES

- 1. Write a long faction description for Egypt of no more than 350 words, appropriate for a TW title set during the Middle Ages.**

Once, the Mamluk were renowned fighters, military slaves who had been purchased and then set free for a life of brutal soldiering. But they grew weary of obeying men who were weaker than they were. When the last Ayyubid sultan died, his Mamluk warriors brutally murdered his wife and child, and set up the great Mamluk Sultanate, spanning the length of the Nile. It has not been a peaceful dynasty: child-kings have been controlled by plotting emirs, and waves of foreign mercenaries seek to establish control over the fragile state.

Al-Nasir Muhammed, the current Sultan of Egypt, has been deposed twice before. When he was just nine years old, he was swept off the throne by the Mongolian al-Adil Kitbugha. At the age of twenty-one, it was the turn of the Circassian Baybars al-Jashankir. Now a grown man, he sits on the throne for the third time, determined that this time, he will keep hold of the fractious Sultanate.

It has been a time of prosperity. The skyline of Cairo blossoms with mosques and minarets; poets flourish and astronomers are venerated. Egypt has grown as a world power: visits are planned from the Pope and the King of France. Plans are in motion for great building projects, such as a canal to connect Alexandria to the Nile, and vast systems of public baths and aqueducts in Cairo.

But there are still threats to Al-Nasir's reign. He must cleanse the realm of the emirs who have conspired against him, and put an end to the corruption which has choked the Sultanate. The rising tension between Muslim and Christian communities threatens to bubble over into all-out war, with the Ethiopian Empire keeping a watchful eye on the treatment of Christians. Meanwhile to the East, the Mongols are licking their wounds, and looking to prove themselves again in battle.

Al-Nasir must unite and defend his fragile realm, or risk being dethroned by another usurper. His fate is uncertain: will he be one of the great leaders of his age, or will he be consigned to a footnote of history?

- 2. Write a short faction description for the Dutch Republic. It should be no more than 100 words in length and appropriate for a TW title set during the 1700s.**

The Republic of the Seven United Netherlands is the economic stronghold of Europe, spearheaded by its powerful mercantile classes. Its ships criss-cross the world, competing to dominate the colonial trade. Inside the country, an extraordinarily complex political structure is joined to a broadly tolerant Protestant society, with world-leading developments in art and science.

But the Republic faces threats on several fronts. They must defend their commercial interests against their rapidly expanding imperial rivals, England and Spain; they must manage long-simmering tensions with their neighbour, France; and they must ensure that vicious internal politics do not tear the seven provinces apart.

3. Write a very short (<25 word) description for the following in-game technologies:

a) Bureaucracy

Allows the functions of the state to be managed by a class of civil servants, introducing stability and increasing productivity.

b) Separation of Church and State

The idea that the government and all its functions ought to be free of religious influence.

c) Greek Fire

An unrivalled incendiary power that can destroy any obstacle in your way, whether on land or at sea.

d) Bessemer Forge

A new process for producing steel by removing impurities from pig iron, massively increasing industrial manufacturing capacity.

4. Write a 200 word description for the following in-game unit: Comitatuses

A mobile field unit composed of heavy infantry, these men are the mainstay of the imperial army of both the Eastern and Western Roman Empires. Originally the personal guard of the emperor himself, they have evolved into a force that can be deployed quickly to respond to any imminent threats, often backing up the stationary border troops.

After the Emperor Caracalla's sweeping reform, granting Roman citizenship to all free inhabitants of the empire, the distinction between the elite citizen-legions and the auxiliary non-citizen legions has disappeared. Although they may not have the fierce discipline of Republican or Early Imperial units, these are still professional soldiers, generally well-equipped and mostly well-trained. They are able to use complex tactics against more disorganised barbarian forces.

The comitatuses wear heavy scale or mail armour (lorica segmenta or lorica hamata), wield a sword (spatha) as a melee weapon, and a javelin (pilum) as a missile weapon. They also carry a circular shield (parma). The comitatuses are a well-defended unit that can be used to protect other, weaker units, or to absorb the brunt of an enemy's blows, but their often-shaky morale requires careful management.

5. Write a 100 word description for the following in-game building: Vertical Windmill

No need to rely on the old-fashioned labour of underfed peasant bodies! Put the power of the wind to work with the technological innovation of a vertical windmill. It's a simple process: the wind turns the vanes, the vanes turn the mill-post, and the mill-post turns the mill-stone. Used most often for milling grain, this early form of automation will allow farmers to produce flour on an industrial scale, feed more workers, and free up labour for other tasks.

6. Write a very short (<20 word) description lines for the following Three Kingdoms China-era buildings:

a) Tea Parlour

Rejuvenate the body and the spirit with the ancient art of tea.

b) Trading Port

The sea offers faster, cheaper trade than the land.

c) Confucian Temple

A place of peace, dedicated to studying and teaching the principles of the sage Confucius.

d) Conscription Office

Recruit local men for your army – whether they are willing or unwilling.

7. Write brief diplomacy messages for the following circumstances:

a) The Republic of Genoa addressing Denmark:

i. Suggest trade agreement.

“We shall flourish together – let our banks draw up the agreements.”

ii. Propose military alliance.

“Unite our glorious nations, and we shall dominate the sea.”

iii. Propose peace (currently at war).

“War is such pointless waste of men. Let us bring the slaughter to a close.”

b) Liu Bei addressing Dong Zhuo in hostile terms:

i. Receiving player proposal (Their opening statement: a “welcome” message as opposed to a response to Liu Bei’s proposal).

“Through perseverance, all mankind’s dreams will come true.”

ii. Demanding money.

“Hand over the fruits of your corruption.”

iii. Demanding territory.

“Stand aside: we shall free your land from its tyrant.”

c) The (19th century) British Empire addressing France:

i. Rejecting player’s demand for money.

“You are entirely delusional, and perhaps even clinically insane.”

ii. Accepting player’s peace proposal.

“I suppose there may be mutual benefit to peace.”

iii. Declaring war.

“Finally, the time has come to destroy our long-hated enemy.”

8. Write short messages for the following in-game events (max 50 words each):

a) Earthquake [in city X] [in an early medieval-era game].

The Earth itself has opened in Smyrna. Witnesses report great towers toppling, a whole city-district being swallowed by the maws of the earth, and a vast chasm appearing in the marketplace, as full of foul smoke as if Hell itself had been established on Earth. The citizens supplicate their gods.

b) Player's spy discovered [in a 18th century-era game].

A fatal misstep has been made. Your agent was dancing a gavotte at court, when his rudimentary knowledge of the steps exposed him as an outsider. One thing led to another, and he was chased out of the ballroom at rapier-point, never to return.

c) Major faction [X] destroyed [not by player] [in a Greek-era game].

The gods are wrathful creatures. A bloody plague has torn through Syracuse, killing half the population. The city is a shell of itself, unable to muster even a basic defence force from the carnage. It will take several generations for Syracuse to rise from the ashes.

d) Player's faction leader [X] dies of old age [in a late medieval-era game].

Even the greatest of kings cannot escape death; they must simply hope that their legacy will remain immortal. You have triumphed on many battlefields, but old age is an unconquerable enemy. Be at peace – and pray that your heirs manage your kingdom well.

9. Provide 5 variations for each of the following voice-over lines for campaign agents belonging to the British Empire, Seljuk Turks, and the Gauls.

a) Spy agent selected.

British Empire

- "My records shall be detailed, and my lips shall be sealed."
- "All things are justified, in pursuit of Britannia's glory."
- "My false moustaches are prepared, and I have a new selection of mysterious hats."
- "I am an honest spy; I will tell you truthfully that I am always lying."
- "The great tragedy of my life is that I can never claim my work."

Seljuk Turks

- "I shall be stealthier than the night itself."
- "My footsteps are soft as lilies."
- "Let the jackal outwit the lion."
- "Eloquence is nothing but trickery in a silken robe."
- "I shall cling to your enemies as if I am their very shadow."

Gauls

- "In the spirit of Taranis' thunder, let us crush our enemies."
- "We shall not let our enemies live to regret their mistakes."
- "There is honour still in secrecy, turned to the right purposes."

- "We shall carry our enemy's severed heads around the necks of our horses. Though I will not do this; it might give the game away."
- "My spirit is strong as iron, and my mind as sharp as my blade."

b) Spy agent acknowledging sabotage order.

British Empire

- "I am most glad to do so."
- "I shall proceed with haste."
- "At your command."
- "If you believe it is right, I shall act."
- "This will bring me great pleasure."

Seljuk Turks

- "A scorpion needs only one chance to sting."
- "I shall be subtler than the West Wind."
- "My needle will be sharp, and my breath will be hushed."
- "It will be done with utmost secrecy."
- "By the light of the next dawn, it will be complete."

Gauls

- "For honour and for glory!"
- "If this is what we must do to win, I will obey."
- "I will be as strong and fierce as a bull. And perhaps as subtle."
- "It will be done, swifter than Epona's galloping steed."
- "I will be a better trickster than Mercury himself."

c) Agent is unable to comply with order.

British Empire

- "I am afraid that will not be possible."
- "I am loyal, but I am not stupid."
- "I could not do that, even if I wished to. And I do not wish to."
- "That is simply not feasible."
- "If I were another man, perhaps I could do this – but alas, I am myself."

Seljuk Turks

- "As a clear sky cannot produce rain, I cannot do this."
- "I am sorry, but we are bereft of all hope. We face a chasm of impossibility."
- "You may pray to whichever God you choose, but they will provide no solutions. It cannot be done."
- "Your hopes are as empty as the desert. It is not possible."
- "My heart desires to assent, but my mind refuses. And I must obey my mind."

Gauls

- "It is not possible. Not even Jupiter himself could move the heavens and achieve it."
- "I am no coward, but I will not do this. To waste one's life is too selfish an action."
- "I am a brave warrior, but I will not throw myself into certain death."

- "It is very simple. It cannot be done."
- "I will not do this. I do not long for death."

10. Write a short general's battlefield speech for each of the following situations:

a) An outnumbered archer-heavy Chinese army facing an attacking a rebel army.

I will not lie to you, my people. We are outnumbered most grievously. But we have one thing they do not: courage. Fight for your country, your parents, your children! Rain torment upon the enemy, and we shall make them rue the day they ever chose to rebel.

b) A powerful British army assaulting a minor settlement in the tropics.

Gentlemen, you may think that such a task is beneath you. Perhaps you have cut your teeth on battle with France or Spain. But I tell you this: you prove your honour every time you go into battle, even if victory is almost assured.

c) A Spanish force ambushing a Hungarian army in the forest.

We shall cut them down like saplings! We shall defecate on their dead! But remember - watch out for the trees. No point getting knocked out before you even meet the enemy.

11. Write a dilemma with four options and results for each for a TW title set during the Peloponnesian War.

[Requires alliance with Sparta]

You have given a banquet to celebrate your recent success in the four-horse chariot races at the Delphic Games. You hosted several Spartan generals as guests of honour, but they were found dead the next morning, with your wine smeared across their lips. What do you do?

1. Accuse your own men of poisoning them.

Your people protest their innocence. As you frantically search for the culprit, a young man is pushed forward to take the blame. You mete out the appropriate punishment: but you have a lingering sense that he may have been nothing but a scapegoat.

2. Drink from their half-full cups, to demonstrate it was not poison.

You take a swig from their cup, looking to prove that this was some terrible accident, not an assassination. But within seconds, you start to choke. You spend the next three weeks being tended to by healers, hovering between life and death. You proved little but your own foolishness.

3. Declare that the Spartans were cursed by the gods, and deserved their unhappy deaths.

You send a report to Sparta, stating that this was the will of the gods. Days later, you receive a statement of thanks from the Spartan Council of Elders: it turns out that these generals had long been a thorn in their side.

4. Do nothing, and hope it blows over.

The Spartans send a messenger to demand an explanation. Without a satisfactory response, they are unhappy with their alleged ally.

12. Write an incident (up to 50~ words) outlining the following:

a) The death of a most-hated foe in the Chinese Three Kingdoms era.

At last, a messenger arrives with happy news. [Your enemy] has perished! While gazing upon his lands, he inhaled a chunk of a red bean cake and choked to death. His heirs are already feuding, and his realm will be unstable for some time.

b) The birth of a new son – an heir - to the royal family in Medieval Britain.

It's a boy! The King and Queen of England have welcomed a son and heir. Celebrations are being held across the country – bonfires lit, hymns sung, and the bells of the Tower of London rung – and the power-hungry nobles will be kept at bay a few years longer.

c) The rise of a power rivalling your own and threatening your interests in the Age of Sail.

Your admiral has a grave warning. [Rival power] has gained permission from the Portuguese to establish a new port in Macau, seeking to profit from trade with Japan. With their ships now piled high with Japanese silver, their wealth and influence are dangerously close to overtaking yours.

FANTASY WAR STRATEGY GAME

- 1) **Write mission descriptions for the following Karl Franz quest chain. Quest stages must fit the stage requirements, and length of pieces can be up to 200 words, or as short as you want. Remember that all stage texts must tie into a cohesive narrative.**

Stage 1 – Requirements: Assassinate three rival chieftains.

Stage 2 – Requirements: Use an agent to locate a Greenskin army in neighbouring Dwarf-owned region.

Stage 3 – Requirements: Defeat the Greenskin army, ensuring the Dwarf High King, the leader of the Dwarf army which the Greenskins are attacking, survives the battle.

Stage 4 – Quest chain summary including the award of the legendary hammer of Sigmar as a gift from the Dwarfs to the Emperor.

Quest Chain: Crush the Rebel Wolf

Stage 1: Quiet Butchery

In the north of the Empire, a conspiracy has been brewing. The Cult of Ulric, which once voted to place Karl Franz on the throne, has grown discontent of late. Its priests whisper foul subversion to the populace, and the Ar-Ulric has put forth tendrils of disloyalty in the military.

The situation has grown so dire that there are three generals who have broken away and declared that they refuse to recognize Karl Franz's rule: the merciless fighter Ruprecht Orr, the devoted priest Valmir Wulfhart, and the bold adventurer Gottfried von Kludburgh.

The Emperor cannot risk alienating his populace with direct action, loyal as they are to the wolf-god Ulric. These rebels must be dealt with by the swift and silent hands of an assassin.

Gottfried von Kludburgh has established a camp in Ulric's Throat, a cave-system sacred to the god. Valmir Wulfhart has a base in the notoriously secretive Drakwald College of the Holy Wolf. Finally, Ruprecht Orr has taken hold of Salzenmund, the greatest temple of Ulric in the whole Empire.

Destroy all three leaders, and the unity of the Empire will be preserved. Fail, and the Empire may be torn apart in catastrophic civil war.

Stage 2: Infiltrate the Greenskin Camp

Before Ruprecht Orr was slaughtered on the steps of Salzenmund, he revealed that a grander plot to undermine Karl Franz's rule. The Cult of Ulric is allied with foreign forces. Somewhere on the borders of the Empire, a troop of Greenskins lurks in the woods, nestled deep in the neighbouring Dwarven lands of Clan Angrund. They are only waiting for a signal from the Cult of Ulric's rebels.

But as Orr fell to his death, he kept some things quiet: he did not tell the assassin where the Greenskins are, or who their other allies might be.

With his nobles restless at the recent spate of assassinations, the political situation is fragile, and the Emperor cannot risk leaving to stalk the borders of the Empire.

Instead, he must send an agent to scout out the Greenskin camp, infiltrate to their very heart, and discover their allies. Otherwise, he risks invasion when he least expects it.

Stage 3: Servants of Chaotic Pleasure

Karl Franz's agents have revealed that the Greenskins are commanded by a Chaos Sorcerer Lord: Ventrus Voitroxus, a devotee of Slaanesh. He has bewitched members of the Cult of Ulric, hoping to prompt the Empire into a disastrous civil war. Moreover, he plans to use his gang of Greenskins to foment discord between the Empire and Clan Angrund. With Voitroxus' plan revealed, Karl Franz can attack the Greenskins openly. Forces are already being mustered.

However, warned by his scouts that Karl Franz has uncovered his schemes, Ventrus Voitroxus decides to attack Clan Angrund. He lusts for destruction: if he cannot destroy the Empire, he will obliterate the Dwarves. Clan Angrund, led by Belegar Ironhammer, have gathered their forces to protect themselves against the invaders, but it is clear that without allies, their lands will fall.

Of course, Karl Franz may simply leave Clan Angrund to their fate. But perhaps greater glory will come from riding to the defence of Belegar Ironhammer and his Dwarves.

Stage 4: The Grand Prize: Skull-Splitter

In a magnificent victory, Karl Franz has crushed the marauding forces of the Chaos Lord Sorcerer, Ventrus Voitroxus, who had bewitched a motley band of Goblins and Orcs.

The Emperor's agents revealed that Voitroxus was behind the Cult of Ulric conspiracy, which had threatened the stability of the Empire, and that he planned to use his band of Greenskins to prompt war between the Empire and Clan Angrund. Knowing he was caught, Voitroxus commanded his troops to attack Clan Angrund, but Karl Franz came to their aid, defending the Dwarves by the blows of his own sword.

In gratitude, Belegar Ironhammer presents Karl Franz with the most precious object of his people: the great Ghal Maraz, the hammer made by the Dwarves for Sigmar, the first Emperor of Man.

As Karl Franz raises the hammer, displaying it to on high to his triumphing army, he feels it heavy with the weight of his destiny. This hammer has never failed its wielder; it will not fail Karl Franz, as he sets about destroying all that is evil and unholy.

2) Write a faction description for Kislev of no more than 100 words.

The most remote reaches of Old World, the frozen wastes of the North, belong to the Tsardom of Kislev. Otherwise known as the Realm of the Ice Queen, life is brutal in these bitter lands.

These frost-bitten warriors spend their lives combatting the marauding forces of Chaos, which have besieged Kislev since time immemorial. Worshipping the bear-god Ursun, their unparalleled horsemen and their skilled manipulators of ice-magic hold back the onslaught of Chaos on Kislev, and protect the rest of the Old World.

The battles may be harsh, but the Motherland's embrace is sweet.

3) Write a faction description for the Ogre Kingdom of approximately 350 words.

Ensnared within the barren peaks of the Mountains of Morne are the lands of the Ogre Kingdoms. This brutish race is driven by a single desire: to chomp down on Meat. Nothing is more valued among these vicious creatures than the crunch of bone in their mouth – and there is no race or being that they will not eat.

The Kingdoms are divided into disorderly provinces. Each valley is ruled by an implacable Tyrant, who has proved his worth by smashing the skull of a Giant and demonstrating his insatiable appetite. Greasus Goldtooth has established himself as Overtyrant, introducing the other Ogres to the value of gold – though the less enlightened Ogres struggle to understand why they would want anything but Meat.

There is little solidarity among Ogres: they will cheat, steal, quarrel and come to blows with each other at the slightest provocation. They are united only by their devotion to the Great Maw, the wrathful God that the Ogres believe drove them from their first homeland in the Far East. Other races may claim it was the impact of a comet that destroyed their lands, but the Ogres know it was the terrible rage of the Great Maw. Slaughtermasters organize worship to this cruel god, preparing gluttonous feasts of butchered flesh.

The Ogres are aided by Gnoblars, a skinny, deformed subspecies of Goblins that co-inhabit the Mountains of Morne. Ogres treat these small, cunning creatures as their slaves. The Gnoblars are pleased to be protected by the might of the Ogres, but they always run the risk that an Ogre will feel a pang of hunger and decide to chomp down on a tasty little Gnoblar.

Their main fighting power is monstrous ranks of infantry, lumbering and guzzling their way through battle. Ogres have also harnessed the grotesque beasts that lurk in the Mountains of Morne, often using them as mounts or battering rams.

These lands belong to the strong. Show even the slightest hint of weakness, and you will be eaten whole, with your bones made a monument to the Great Maw.

4) Write brief diplomacy messages for the following circumstances:

a) Kislev addressing Chaos Dwarfs on good terms:

i. Suggest Trade Agreement.

“As light is born from the bleakest dark, precious things come forth from the jaws of Chaos. Once, I would have felt horror; now, I only wish to trade.”

ii. Propose Military Alliance.

“The winter is harsh, and its nights are long. Let us fight united, rather than perish divided.”

iii. Request Break Trade Agreement with the High Elves.

“The High Elves are vain, conceited, self-important creatures. Break with them, and we shall both flourish.”

b) Slaanesh addressing the Lizardmen in hostile terms:

i. Suggest Trade Agreement.

“Come, let us indulge. Even creatures as foul as you must know the burning pleasure of a good deal.”

ii. Propose Military Alliance.

“You disgust me. I shall not hide that. But disgust can be a little – *exciting*, don’t you think?”

iii. Request Break Trade Agreement with Ogre Kingdoms.

"I would have thought even dolts like you would realise it is unwise to feed yourselves to the Great Maw."

c) Chaos Dwarfs addressing Tzeentch in neutral terms:

i. Declare War.

"We shall destroy you: no matter your form, no matter your trickery, and no matter how much you plead for mercy."

ii. Request Money.

"With your gold as the crucible for our forges, Chaos will blot out the sun itself."

iii. Request Territory.

"We need more space. You have too much space. This can be very simple."

d) Dark Elves addressing Nurgle on friendly terms:

i. Suggest Trade Agreement.

"We shall enjoy your rotten gifts. And I am sure you will – *enjoy* our goods."

ii. Propose Military Alliance.

"When we are finished, the ground will be drenched in blood, and there will be no one left but corpses and slaves."

iii. Request Break Trade Agreement with Marienburg.

"Come, now. Those fools are no use to you. Darkness is your only true friend."

5) Write a two hundred word event description for the wholesale invasion of the Old World by the forces of Chaos.

Once, the Warriors of Chaos were Men. They were sons and husbands, fighting alongside their brothers to protect the Old World. But they were drawn to the forces of Chaos, hypnotized by its tantalizing allure, and it has warped their very being. Chaos has gifted them power, but it has destroyed their humanity, leaving them tormented, mutated creatures. They desire only violence – and the destruction of the Old World that birthed them.

The forces of Chaos have been brought into brutal order by the Three-Eyed King, Archaon the Everchosen. Once a man, Archaon has extinguished his own humanity, desiring to be instead a vessel for pure Chaos. Under his command, the forces of Chaos broke through the borders of the Old World, razing kingdoms to the ground and crushing entire populations. Countless Champions of Chaos have tried and fallen, but it seems Archaon might truly be the bringer of the Apocalypse.

The Old World warriors must make a final stand. They must protect the still-flickering light of civilisation; they must fight as if the very fabric of the world is at stake.

If they do not, the Old World will collapse, and all will be darkness. All will be Chaos.

6) Provide five variations each of the following battlefield voice-over for units belonging to Khorne, Slaanesh, Tzeentch and Nurgle:

a) Unit selected, e.g. "Yes, sir?"

Khorne

"Kill...I shall kill...I shall drink the blood fresh from their skulls..."
"I do love the smell of slaughter in the morning."
"Command me, my Blood Lord."
"Every night, I dream of new skulls for your Throne."
"I will be your instrument of murder."

Slaanesh

"Awaiting your foul suggestions."
"What perversion is on the menu for today?"
"Do anything you want with us, my Prince."
"Let us kill today, my Prince – we long for the pleasure."
"We are servants to your filthy desires."

Tzeentch

"If all is Chaos, then all is perfect."
"Some call it insanity. I call it genius."
"I have many schemes prepared. And then plots to undermine those schemes. And then trickeries to – well, never mind."
"The winds of change are blowing today."
"Use me for your magnificent design."

Nurgle

"I'm rotting already."
"I am waiting, Grandfather."
"Eager as mould."
"Death is rebirth. Rebirth is death."
"I wax, and then I wane, and then I wax again."

b) Acknowledge order, e.g. "Yes, sir!"

Khorne

"The streams will be choked with their blood."
"The unworthy will die – and the worthy."
"To battle! To slaughter! To blood!"
"We will brandish the Banner of Blood high today."
"I will crush a thousand skulls for you, my Lord."

Slaanesh

"We will slather the world in depravity!"
"For obscenity! For pleasure!"
"They will soon know the depths of our debauchery."
"Our enemies will sing hymns of agony."
"I am greedy to begin, my Lord."

Tzeentch

"All will be change! All will be chaos!"
"Your orders are most insane and most glorious!"
"No soldier shall escape their fate."

"A most wonderful vacillation, my Lord."
"They will cry our name with their last breath."

Nurgle

"For the glory of the plague!"
"We will turn this land to rot!"
"There will be blight, as far as the eye can see!"
"Their corpses will feed our fungus."
"The maggots will be happy today."

c) Unable to comply, e.g. "I can't do that, sir"

Khorne

"This is unworthy of my blade."
"There is no blood-joy in this."
"I am a slaughterer, not an animal. No."
"I will not do this, even for the Blood God."
"The blood of these creatures will not flow today."

Slaanesh

"There is no pleasure in such an action."
"I have found the limits of my desire for pain."
"Such foolishness does not please me."
"There is a line between hedonism and idiocy, and you have crossed that line."
"I will not die until the time is right."

Tzeentch

"I cannot keep track of your splendid fickleness, my Lord."
"The Winds of Change say no. Or yes. But probably no."
"I am insane, but I am not stupid."
"This is not Fate's will."
"This makes no sense, even to my scattered mind."

Nurgle

"This will not spread our rot."
"I will not be choked by our own fungus."
"I will not yet be food for the maggots."
"Today will not be a feast for the carrion-eaters."
"Nope! It is not possible."

d) Lord under attack, e.g. "Our Lord is under attack!"

Khorne

"Our Lord of Slaughter faces peril!"
"They will not take our Lord's skull!"
"Our Lord's blood belongs to us, and us alone!"
"The enemy threatens our Lord! Destroy them!"
"If they destroy our Lord, we will annihilate their people!"

Slaanesh

"The enemy has our Lord. We shall curdle their minds!"
"Our Lord is suffering – and I don't think it's the good kind!"
"If they dare touch our Lord, they will learn how else we use whips and chains."

"Close ranks! Protect our Lord!"

"In the name of She-Who-Thirsts, defend our Lord!"

Tzeentch

"Our Lord is surrounded! I do not think this is part of the plan!"

"Fate will not take our Lord today!"

"Protect our Lord! Chaos will prevail!"

"The enemy has our Lord! This is no trick, I swear!"

"I promise you, I am not insane! They are attacking our Lord!"

Nurgle

"My pestilent creatures, we must free our Lord!"

"Do not let them stop the spread of rot!"

"They can never stop the inevitable! Decay will conquer all!"

"Embrace despair! Our Lord is surrounded!"

"The time of infection is now! Protect our Lord!"

7) Write a battlefield speech for a Chaos Lord fighting against a Bretonnian army. The Chaos army is outnumbered but has recently added a unit of Daemons to its ranks. The Bretonnian army has enjoyed several consecutive victories but has never faced Chaos before and has no Wizard.

"We face an army of pigs. They do not comprehend the beauty of Chaos. Feeble creatures that they are, they believe they can stand in the way of our God's great plan. They think they are strong, because they are able to defeat the puny armies of Man.

But they will learn today what it is to face Chaos! They will learn what it is to face our mighty Daemons! They will realise that they are nothing but pigs, fattened for the slaughter!"

8) Write a 20 word description for the following buildings:

a) A Lagoon of Drowned Sailors, from which the Vampire Coast can recruit Zombie Deckhands.

A convenient pool for recruiting zombies, though it comes with a pungent stench.

b) A Plague Church, which increases the spread of Skaven Corruption.

Once, this was a holy building, but now, it is rotten with pestilence. This Church spreads not piety, but Corruption.

c) An Insect Farm, which increases food and growth in Lizardmen settlements.

Where do you breed food fit for Lizardmen? In an insect farm, of course.

d) An Elven Workshop, allowing the High Elves to equip their troops with better gear.

The blows of Elven hammers ring through mountains and across seas, as craftsmen perfect their magnificent metalwork.

9) Write three in-game standalone incidents and one in-game dilemma (complete with options and results), concerning any factions and circumstances.

A Surplus of Crustaceans

In the distance, a faint, ominous clicking can be heard, followed by the sound of flesh being torn from bone. The population of Giant Crabs has grown quickly, and the Undying Lords can no longer keep them under control. Their zombie hordes must defend their settlements, or risk the Vampire Coast turning into the Crab Coast.

A Dragon Droops

Mourning spreads across Grand Cathay: the Celestial Dragon Emperor has fallen ill. The Moon Empress has knelt by his side for ten days and nights, beseeching every god and wizard to heal him. All the realm's resources have been turned to hunting for a cure.

Fighting With Wits, Not Blades

You spend years waiting for a travelling bard to drop by – and then two come along at once! In a peasant village in Bretonnia, a young upstart challenges an old master. Crowds have come from wide and far, amazed at the displays of verbal pyrotechnics.

A Constitutional Heresy (The Empire)

Terrible rumours fly between the Elector Counts. A strange scholar, clothed all in black, has come to Court. He whispers that in other lands, the Emperor is merely a symbol, and representatives of the people are entrusted with real power. Flocks of impressionable students have started to meet him under the cover of night.

1. Order his arrest and execution. Dissent will not be tolerated.

The people are unhappy, but they are reminded of their place.

2. Invite him to stay as a guest of the Emperor.

It turns out that this scholar rather likes his creature comforts. Among golden trinkets and feather pillows, he forgets all about sedition.

3. Do nothing.

Inspired by this mysterious man, there is a student uprising. It is brutally crushed by your city guards before you even hear about it.

10) Write 20-word descriptions for any three magic items or followers that might be dropped by a defeated Chaos Lord.

Blade of Frenzy – The point of this sword gleams with pearls of fresh-drawn blood, no matter how often it is cleaned.

Seductive Pendant – The gem on this pendant glints enticingly. Let it draw your enemies closer, and then slash their heads off.

Helm of Rot – The mouldering crest of this helm oozes pus over your eyes. Carry the spirit of corruption with you.