

STORM RIDERS

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From out of the darkening clouds ride the Storm Riders - terrifying Skeleton Charioteers who can be summoned to fight on Warhammer battlefields by Necromancers.

*When Uathach's foul warriors ride on stormcloud wings,
I will be here towards us not away in flight.
Fear your heart when the dark sky blackens,
On cold wheels of death the thunderclap comes.*

- fragment from *The Curse of Uathach*

The Storm Riders, were damned forever to ride the skies by the curse of Sigmar upon his lieutenant Uathach at the time of the Goblin Wars.

Uathach was a warlord of the tribe of Teutognens, skilled and brave in battle, and the commander of Sigmar's chariots. His charioteers were loyal to their leader and would follow him into the thick of each fray, riding until their horses foamed and the scythes on their wheels were black with Goblin blood.

Sigmar had brought together the tribes so that they might fight alongside the Dwarfs to rid the land of goblinoids. His cherished dream, though, was for the unification of the tribes of Man, and for the establishment of a single Empire. In this dream he was not alone. Many tribal chieftains were weary of constant war. After years of conflict, they had now fought alongside and could no longer return to the tribal warfare and rivalries of the past.

But alone amongst them, Uathach nursed a dark ambition. He saw the power of a united Humanity - as the rush of each victory filled him, his thoughts began to turn with malice towards the Dwarfs. "We should also defeat them," he counselled Sigmar, "and the whole world would then be in our power and we would be chiefs indeed!"

"No Uathach!" replied Sigmar. "Your words are folly. We have no need of such greed, and if the Dwarfs should fall, then surely we could not survive."

Spurned and rejected, Uathach's malice turned to evil as he brooded on Sigmar's words. "He is a fool," he burned, "victories have turned him to weakness, whilst I am filled with strength."

In the grip of his obsession Uathach drew together his captains to plot revenge.

Three days later as the dawn broke, Uathach's charioteers rode into Sigmar's camp. Bloody they were, and on the point of Uathach's spear was impaled the head of Stronnomir, commander of the Dwarfs.

With anger in his eyes, Sigmar strode forward. Before he reached the chariots, Uathach spoke.

"Sigmar! The war has begun! The Dwarf contingent is scattered and news of the attack will soon reach King Kargan. No more will there be trust between Dwarves and Men."



He flung the severed head at Sigmar's feet.

"Now my Lord, you must make your choice or die. Will you fight for Men or for the Dwarfs?"

As Sigmar beheld the bloody head and perceived the extent of Uathach's treachery, a rage filled his soul. He leapt upon Uathach's chariot, and in his fury he tore the horses from their traces and severed through the shaft.

"Fool of fools!" he cried. "You shall be damned for this!"

In response to Sigmar's commands, his champions encircled Uathach's charioteers and with sword and spear began to back them down. And in the midst of this carnage, Sigmar and Uathach struggled, close and bloody until with a final thrust Uathach was pierced and fell upon his knees. Terrible was the slaughter of Uathach's charioteers that day, and their blood ran deep in the tracks of their wheels.

As Uathach lay dying, Sigmar spoke to the stricken chief, his voice cracked with rage.

"Cursed Uathach, it was war you desired and even in death I damn you to ride the skies in search of war. Through all eternity you shall flee, pursued evermore by the lightning bolts of my wrath. Human no longer, you shall be known as the Storm Riders."

As he uttered these words, the sky blackened above them. In the silence that followed, the company saw the flesh fall from Uathach's men and their dead eyes wither in their sockets. The timber and steel of their chariots were transformed into the bone, and with Uathach's dying shriek they were drawn up into the sky. The dark clouds opened before them and the thunder of their wheels pounded into the driving rain.

Sigmar fell to his knees and wept. "A great wound has been done to our alliance, for which we will dearly pay. But King Kargan is wiser than this fool's ambition and we may yet survive."

So it was that the treachery of Uathach gave birth to the terrible nightmare of the Storm Riders. Chased across the heavens by Sigmar's wrath, they can be heard wherever stormclouds gather, searching for war and tortured by the curse that never lets them rest.

SUMMONING THE STORM RIDERS

First the wizard marks out a pentangle with powdered bone from a warrior slain by a follower of Uathach. In the centre of the pentangle he lights a small fire. Then the wizard raises on high a skull marked with the runes of thunder and lightning in red blood. In a loud voice, he utters the summoning incantation, calling on each of the damned charioteers by his mythological name.

Soon the sky darkens; stormclouds gather from the horizon and distant claps of thunder echo across the battlefield, the sound of rumbling chariot wheels and the pounding of horses' hooves.

The wizard hurls the rune-marked skull into the fire and calls on his army to begin the battle so that the Storm Riders will be attracted by the clash of weapons and the screams of the dying.

Soon the Riders swoop down onto the battlefield from the darkening skies, and fight for the wizard until the rune-skull has been reduced to powder. Then they depart from the stricken field, pursued once more by the lightning of Sigmar's wrath.

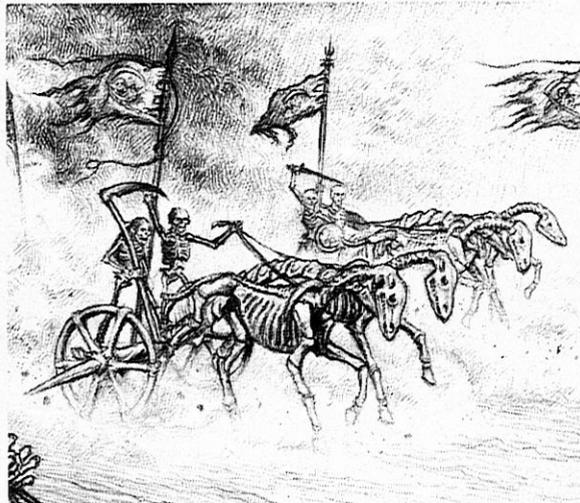
After the battle, the wizard should carefully sift the powder of the skull from the ashes of the fire, using this to set the pentangle for the next summoning. Meanwhile an apprentice must search the battlefield for the head of an enemy slain by the Storm Riders.

Any wizard versed in necromantic magic can summon and bind the Storm Riders using the new necromantic spell *Summon Storm Riders*. This means that a Necromancer, an Undead magician or a wizard with necromantic spells can call the Riders forth from the skies.

The wizard may choose to include this spell in his spell list instead of another second level necromantic spell.

STORM RIDER SKELETON CHARIOT

CHARIOT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKELETON CREW (2)	4	2	2	3	3	1	2	1	5	5	5	5
UNDEAD HORSE (2)	8	2	2	3	3	1	2	1	5	5	5	5



WEAPONS: HAND WEAPONS, SPEARS OR DOUBLE-HANDED WEAPONS (SCYTHES)
ARMOUR: NONE OR LIGHT ARMOUR
CHARIOT: SCYTHED WHEELS

D6 Skeleton Chariots appear for every 9 magic points used in the *Summon Storm Riders* spell.

SUMMON STORM RIDERS

Spell Level 2
Magic Points 9
Range 6"

Description

This spell summons and binds the Storm Riders. D6 Skeleton Chariots are summoned for every 9 *magic points* used. The Storm Riders arrive on the battlefield D4 turns into the battle (ie if the D4 score is 3, they arrive in the third turn). The Riders appear as a single unit with at least one model within 6" of the caster.

The Storm Riders are bound to fight for the wizard for 2 + D4 turns before returning to their cursed chase across the skies. Since the charioteers are due to fade at this appointed time, they they are not subject to *Instability* while on the battlefield.

The summoning ritual must be performed just before the battle begins. The player wishing to summon the Storm Riders must inform his opponent or the GM, or note down on a piece of paper, that he is casting a spell before the battle.

The player should also note down the turn of arrival and departure of the Skeleton Chariots and the number of chariots that will appear (the GM should do this if one is present).

The effects of the spell are worked out as detailed above and the appropriate number of *magic points* are deducted. The wizard therefore enters the battle with a depleted number of *magic points*.

Because the summoning takes place immediately before the battle begins, wizards are not allowed to rest before the battle to regain these lost points.