



## **GAMES DAY 98** **By Robert Clark**

Once a year, thousands of screaming gamers descend upon the National Indoor Arena for the high-point in Games Workshop's calendar: Games Day! I've attended these for the past few years, but this time, since the retail stands were selling nothing of interest, I decided I ought to try and do something a little different. I looked around for options, and then it hit me: where else could a common-or-garden gamer corner the designers, all at the same time? In 1996, I'd spent a lot of time talking to writers, armed with a notebook and pen. Inspired by the success of this, I thought I'd try the same thing again this year, in an attempt to find out lots of juicy information for WFRP players. After all, what happens in WFB today will affect WFRP tomorrow! (Or, at worst, at some time this decade...)

### **Realms of Chaos: Tuomas Pirinen and Rick Priestly**

This was probably the most unexpected thing to find at Games Day: a new version of Realms of Chaos. The original RoC books have been condensed, revised, and added to. Surprisingly, for a latter-day GW release, you've got the freedom to select a new god rather than the traditional four Powers. The Chaos Champion advancement scheme has also been revised and fixed, and in general, things aren't as dangerous as they used to be. You'll be pleased to hear that Bloodthirsters no longer come with Chaos armour and demon swords as standard! I'm sure that such changes can only improve the chance of a WFRP Chaos book being released. The superfluous material (e.g. WH40K) has been removed, and the amount of Chaos-based artwork available to Hogshead now must be quite incredible. Of course, Hogshead will have to come up with a new title...

### **Warhammer Siege: Tuomas Pirinen**

Another old title rears its ugly head. Whether or not this will be of use to WFRP GMs remains to be seen.

### **The Undead: Tuomas Pirinen**

The prolific Mr. Pirinen strikes again, this time with *two* new books: the first for Nehekharan Undead (that's Egyptian to you and me), the second concentrating on Sylvania. Obviously, with the extra space, Sylvania will become pretty well detailed, and so is bound to be of use to WFRP players.

### **Chaos Dwarfs: Tuomas Pirinen**

Once again, Tuomas is on the job, this time with an extensive revision of the Chaos Dwarfs. I have consulted him a lot about this, and in addition to the army lists we can expect more detailed background. This book should also see the re-introduction of Farside, as well as the Hobgoblin Hegemony.

### **Hobgoblins: Tuomas Pirinen**

The biggest surprise for me was the possible re-instatement of the long-lost Mourngul

Horde, also known as the Hobgoblin Hegemony. This will coincide with the Chaos Dwarf background, meaning lots of new ideas and material for a relatively under-used area of the Warhammer world.

### **Dogs of War: Nigel Stillman**

This is a new series of books which will look at areas which we've been clamouring for, but which GW didn't want to write a whole army book for. The first volume will look at Tilea, which should open the region up to Hogshead. Unfortunately it might, by then, be somewhat unrecognisable. Other areas which might receive attention include Cathay, Nippon, Norsca, Kislev and the Sea Elves.

### **Other Developments**

As I write, news has just come in that the Dwarf and Empire books are coming up for revision. The Empire book, at least, shouldn't cause any worries, though, as it is most likely to be written by Tuomas Pirinen.