



Millennia ago, besieged by a Chaos invasion, a conclave of High Elf mages forged a vast, arcane vortex. Its purpose was to draw the Winds of Magic from the world as a sinkhole drains an ocean, and blast the Daemonic hordes back to the Realm of Chaos. Now the Great Vortex falters, and the world again stands at the brink of ruin.

Powerful forces move to heal the maelstrom and avert catastrophe. Yet others seek to harness its terrible energies for their own bitter purpose. The race is on, and the very fate of the world will lie in the hands of the victor.

Prince Tyrion, Defender of Ulthuan, guides the High Elves in their desperate efforts to stabilise the vortex as it roils above their home continent.

Atop his palanquin-throne, the Slann Mage-Priest Mazdamundi directs his Lizardmen war-hosts as they surge northward from Lustria. He, too, is intent on preventing cataclysm, though the methods of The Old Ones must prevail.

The Witch King Malekith and his sadistic Dark Elf hordes spew forth from Naggaroth and their labyrinthine Black Arks. He tastes great weakness in the vortex – and great opportunity in its demise.

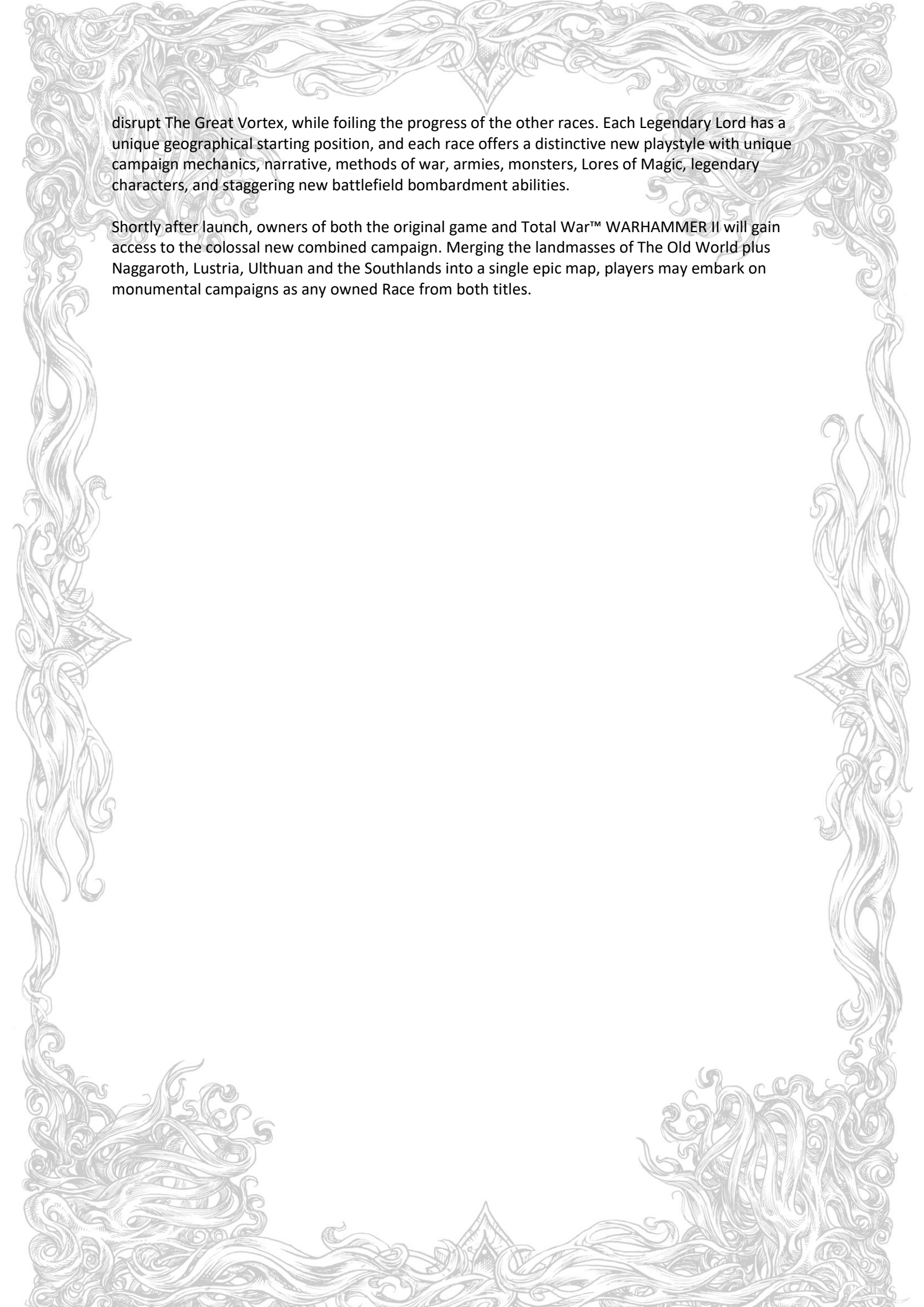
Meanwhile a fourth, secretive race stirs, their motives obscured by sinister plots and machinations. The time for revelation is nigh...

Four races, four outcomes, a single goal: control of the Great Vortex, for good or ill.

About Total War™: WARHAMMER® II:

The second in a trilogy and sequel to the award-winning Total War: WARHAMMER, Total War: WARHAMMER II brings players a breathtaking new narrative campaign, set across the vast continents of Lustria, Ulthuan, Naggaroth and the Southlands. The Great Vortex Campaign builds pace to culminate in a definitive and climactic endgame, an experience unlike any other Total War title to date.

Playing as one of 8 Legendary Lords across 4 iconic races from the world of Warhammer Fantasy Battles, players must succeed in performing a series of powerful arcane rituals in order to stabilise or



disrupt The Great Vortex, while foiling the progress of the other races. Each Legendary Lord has a unique geographical starting position, and each race offers a distinctive new playstyle with unique campaign mechanics, narrative, methods of war, armies, monsters, Lores of Magic, legendary characters, and staggering new battlefield bombardment abilities.

Shortly after launch, owners of both the original game and Total War™ WARHAMMER II will gain access to the colossal new combined campaign. Merging the landmasses of The Old World plus Naggaroth, Lustria, Ulthuan and the Southlands into a single epic map, players may embark on monumental campaigns as any owned Race from both titles.