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the Eldar

The White Scars
in Epic

More Pit Fighter

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ISSUE 3

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'I'm coming for you'

by Ulisse Razzini (model painted by Michael Anderson)

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EDITORIAL



Andy Hall –
Sitting on a spike.

I was in Germany for the Dungeonbowl this year (my report on the tournament itself can be found in the Events pages), and it was a really good tourney, and well organised by the GW Germany guys. A big 'thank you' to John, Andre and Christoph for looking after me when I was over. One of the big observations I made whilst over there was the cultural differences of gamers. Now I'm going to state from the start that everyone I met at the

Dungeonbowl, be they German, Italian, English or even Canadian, were all friendly, polite and enthusiastic gamers just like me or you! I'm not saying that, culturally, there is a right or wrong way to play games but it is interesting to note the differences.

What spawned this whole editorial was on day one when I noticed how German Blood Bowl players (it could be German gamers be it Mordheim, 40K, or any game but Blood Bowl is my only frame of reference) roll dice. This method consisted of placing the dice in a leather bound cup shaking it vigorously and then, with a deft flick of the wrist, turning the cup over and slamming it on the table (the slamming would get harder depending on how desperate the result of the dice was needed)! Now German players reading this will probably be thinking "Yeah, so what? That's how we've always done it" but I found the whole process intriguing. Especially because sometimes the dice were rolled as described above before the next move was even called, the cup remained hiding the dice and only when, say a Dodge was announced was the cup removed to reveal the score. The notion of having pre-rolled dice is an alien concept to me and got me thinking about whether you can influence the roll as it is already been generated, so to speak. Of course the answer is no and it's going to have no effect on the probability when you roll the dice as long as the result is hidden and only revealed at the right time.

Another observation I made was the use of electronic timers for the turns, this is also something I've rarely seen before.

Blood Bowl has had a four-minute time limit to turns ever since third edition, which was enforced to stop players taking half an hour or more to have their turn. In leagues I've played it was simply enforced by nudging your opponent and telling him to get a move on if he seemed to be taking a particularly long time. However, with a timer involved it added a different dynamic to the game increasing the pressure on the controlling player. Now this is not a bad thing – older gamers will remember the first edition of Space Hulk where a time limit was enforced to add pressure to the Space Marines player. Again this was an intriguing aspect and highlighted a different way of playing the same game to me, so not a bad thing – although it baffled a couple of the English coaches!

The one incident that did leave a sour taste in my mouth happened on one of the top tables on the second day of the tourney, at a very important point in the game. A coach was called for Illegal Procedure, which stopped him getting his match-winning touchdown, this then led to his opponent scoring the winning touchdown instead! Ouch. Now there are two views to looking at this, my own take on it is that Blood Bowl is not a game of memory but of tactical skill – the objective being to outplay your opponent on the field. The Illegal Procedure rule was put in the game to make sure players moved the Turn counter up the track and not to deliberately catch forgetful coaches out. If I'm playing someone at Blood Bowl and it looks like they're about to start the turn without moving the Turn counter I remind them to do it. Of course the other way of looking at it is that moving the Turn counter is a basic rule that coaches playing at this level should know, therefore the losing coach deserved everything that happened. I don't think this incident is a cultural difference as much as a personal view because there were as many German coaches grimacing at the situation as foreign players!

Which view do you take? I look forward to seeing your letters on this in The Void. And if any German players are reading this then please send me one of those leather dice cups because they're cool!

Until next time.

Andy

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NEWS

WHAT'S GOING ON WITH FANATIC AND THE SPECIALIST GAMES RANGE?

New Releases

For ordering information see the How to Order section on page 94.
Please check with your local Direct Sales for prices.



Eversor Assassin

One model per box

Designed by Aly Morrison



Jordell Freshbreeze

One model per blister

Designed by Aly Morrison



Hubris Rakarth

One model per blister

Designed by Aly Morrison

Fanatic Bitz

Blood Bowl LRB3

By the time you read this the Blood Bowl Living Rulebook should be available from BloodBowl.com.

The LRB was put on hold due to the staff reshuffle but now Jake has finally got round to updating it with the latest rules review (published last issue).

Florida Bowl

Whilst on the subject of Blood Bowl Jake and Andy have just got back from a trip to Orlando where they were guests at the Three Kingdoms Challenge organised by Jim Lanier and held at one of the best game shops Jake and Andy had ever seen! Look out for a full report next issue and, suffice to say, a big thanks to Jim for inviting us over.

Armada

The first big supplement for Battlefleet Gothic is due in from the printers any time.

Despite some scheduling issues early on (clashing with the Epic book) the



Mtd Middenheimer Captain

One mounted and one standing model per blister

Designed by Adam Clarke



product itself is looking great – all the races featured in BFG are covered. The supplement also follows its parent product's format and is in 'landscape'.

Mordheim.com

The Mordheim website has had a revamp. This is the format all the other Specialist Games websites will follow shortly, so go take a look!



Eldar Wraithship
One model per blister
Designed by Daren Parrwood



Eldar Dragonship
One model per blister
Designed by Daren Parrwood



Eldar Shadowhunter Escorts
Four models per blister
Designed by Daren Parrwood

Online

Dropship.org.uk

Run by regular contributor, Carl Woodrow, the dropship website has been supporting and covering Epic since 1998, this makes it is very venerable site indeed in Internet terms. Not only does the site extensively cover Epic but it also supports 40K, Battlefleet Gothic and a tiny bit of Inquisitor as well.

The site is well laid out, easy to navigate and updated regularly. The content is excellent containing modelling projects, campaigns and informative tactics articles.

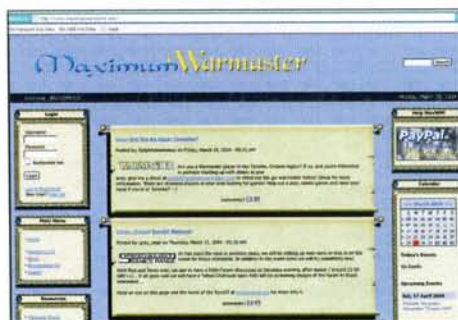
The best section has to be the gallery section, which is bursting with pictures of toy soldiers garnered from all over the net.

All in all this a great website so it's well worth a look.

Highly Recommended.



dropship.org.uk



MaximumWarmaster.com

MaximumWarmaster.com

Another venerable website featured this month is Maximum Warmaster. This site has been going as long as Warmaster has.

The site is particularly good at drawing players together, allowing gamers in the same region to hook up with each other.

Tournaments seem to be the focus with a fully stocked and updated events calendar, the resources section is equally crammed with stuff from army lists, FAQs, rules, scenarios and strategies.

The only downside seems to be the slow page loading, although this may be down to my server on the day.

In summary a great website full of Warmaster material and regularly updated.

Recommended.

EVENTS

KEEPING YOU UP-TO-DATE WITH THE SPECIALIST GAMES TOURNAMENTS AND EVENTS SCENE

The Events pages are a chance for you to advertise and report on any tournaments or events that include any of the games from the Specialist Games Range. To advertise your event free, or report on a recently attended event, then please send details to fanatic@games-workshop.co.uk. Note, that due to this magazine's worldwide release we actually produce issues six months ahead of the release date, so please bear this in mind (for instance, to advertise an event in December you'd need to send us details no later than July).

WARMMASTER European Circuit

The European Warmaster Circuit is a linked series of tournaments for players of Games Workshop's Warmaster game. The idea of setting up a European Warmaster Circuit started off, like so many things, as a whimsical and rather off-the-cuff idea. I was chatting with Rick Priestley (the designer of Warmaster) and Steve Hambrook (senior editor for the Warmaster range) about ways that we could provide more support for Warmaster. It would be cool, we agreed, if there was a series of small Warmaster tournaments that players could go to, sort of like the Tour de France but without the bikes. Thus was the European Warmaster Circuit born.

We decided that the easiest approach was just to invite people to set up circuit tournaments for us. In return we would help advertise the event on the Warmaster website, we'd provide the organiser with a set of guidelines on how to run the event, and we'd send the winner of the tournament a special yellow 'Circuit Winner' t-shirt (as modelled by the lovely Louise in the picture) just so long as at least six players took part in the event (these t-shirts have an added importance, as you'll see below...). This format would allow us to organise tournaments ourselves, but also allow other people to join in the fun too and organise their own Warmaster tournaments as part of the same circuit.

Now all that was needed was a simple method of linking the circuit tournaments together in some way, preferably using a system that required no real book-keeping at all. Fortunately we'd already run an annual Warmaster tournament in the Warhammer World gaming hall here in Nottingham, and it was a no-brainer that the 'final' of the circuit should be incorporated into this event somehow or another. And this is where those yellow t-shirts came back in; we decided that anybody that comes along to the Warmaster Grand Tournament wearing a yellow Circuit Winners t-shirt will be eligible to win the Warmaster European Circuit trophy. This prestigious trophy will be awarded to the Circuit Winner that does best in the Grand Tournament, and will be in addition to the Warmaster Grand Tournament trophy itself. It is entirely possible, indeed quite likely, that the player that wins the European Circuit trophy also wins the Grand Tournament, ending up with two trophies to take home rather than just one.

To register your event for the Warmaster Circuit then simply visit www.warmaster.co.uk and click on the events section.



Model not included



Games Days are the premier gaming events in the hobby calendar and are held in most countries that have a GW Hobby Centre. You'll be able to see future releases for the Specialist Games and maybe even a Fanatic member or two at the following Games Days...

Games Day UK (3rd October), Games Day Australia (23rd October)



The 2504 Dungeonbowl: Report by Andy Hall

February 28th and 29th, saw Cologne in Germany as the venue for the 2504 Dungeonbowl. As with all Blood Bowl tournaments there was a distinct international flavour with participants from Britain, Holland, Canada and also Germany.

After a quick flight over, some much-needed nourishment and sleep on the Friday night, I was suitably refreshed and ready for the day's events on the Saturday. The venue and accommodation was all on site at a splendid new facility, a hostel – which even had an on-site bar!

On the Saturday morning I made my way to the conference suite that was playing host to the Dungeonbowl. I arrived to find it full of eager Blood Bowl coaches hastily registering their teams so they could begin the first round. Everybody was in high spirits and ready to go, this was helped by the fact that the tourney organisers had generously made sure that each participant got an exclusive Dungeonbowl t-shirt and glass stein, and Fanatic also supplied the Dungeonbowl coin, now synonymous with all the Major tournaments.

And so Round One began and allowed me to take my first good look at all the teams that were participating. I was impressed by the standard of painting – the highest I've seen at any of the tournaments I have been to. Some teams were expertly themed, this ranged from custom-made home stadiums like Frank Becker's Khemri team, complete with Pyramid turn and score dials, an absolutely gorgeous Halfling team by Guido Günther complete with Hobbit hole dug-out and Halfling Catcher in a hot air balloon.

Rounds Two and Three were played throughout the day leaving only five undefeated coaches by the close of Saturday. After some well-earn't grub we ended up back in the hostel bar for a pub quiz which had John Cadice, one of the organisers, trying to knock out participants by throwing metal figures at them if they were (un)lucky enough to get a question right! There was an air of amusement about the whole thing as we were being watched by a group of Chinese students who were also staying at the hostel. God knows what they thought was going on! After an unprintable amount of alcohol (German beer tastes so good!) I thought it best to retire.

The final day saw everybody ready and willing to play again and so the fourth round began. Things were getting tense on the top tables as the best coaches of the tournament played against each other; two Skaven teams faced off on Table One, although they were subtly different from each other. Paul Gegg's Darkthunder Cheaters were a team fully kitted out with Gutter Runners whilst Dennis Müller Cheeky Berliners had a Rat Ogre and Thrud! In the bar the previous night there was much discussion about whether Thrud was too cheap for the tournament (my own ruling was that as a Freebooter-only he can't play in one-off games but Andre Braun, the Chief Ref had okayed the use of Thrud (at 100,000gp) before the tournament had begun. Even at that price I don't think he was too dear as the stark reality is that there is a fifty percent chance he will be playing for the other side each time a Touchdown is scored or the first half ends. Watching the fourth game closely my argument was vindicated as Thrud then changed sides and played for Paul Gegg's team for the rest of the match, and even scored! However, unfortunately for Paul, Denis pulled off a last minute Touchdown to get a good win. The fifth round proved equally tense on the top tables, which then bought us into the sixth and final round. Andre and John produced an excellent Dungeonbowl table for the actual final, which was going to be played using the Dungeonbowl rules (available from the Blood Bowl website). Andre had spent the last few nights travelling all the way to Düsseldorf to make sure this excellent board was ready to play, so kudos to him for all that hard work. Once more the final was played by two Skaven teams, the Cheeky Berliners and Vaporsquad of Pestilence. A clumsy Gutter Runner of the Vaporsquad of Pestilence prevented Felix Hafer from scoring and allowed Dennis Müller's players to scoop up the ball and score claiming them the 2504 Dungeonbowl Champion title. Unfortunately I had to catch the plane so couldn't hang around for the awards ceremony. I know a good time was had by all and well done to everybody that participated in the Dungeonbowl!

Category	Winner
Dungeonbowl First	Denis Müller
Dungeonbowl Second	Felix Hafer
German Master	Olaf Stöber
Most Violent Team	Frank Becker
Most Touchdowns	Paul Gegg 18 Tds Manuel Schulz 18 Tds
Best Painter	Michael Schmitz
Best Sportsmanship	Gerald Kleemair Ian Williams

DOOM OF THE ELДАР

by Matt Keefe

Although Eldar Corsairs are a constant threat to merchant shipping, they very rarely pose a major threat to Imperial battlefleets. The same cannot be said of the dozens of fleets of Eldar ships that protect each Eldar Craftworld. Each of these Craftworld warfleets is a deadly and highly potent force that is capable of laying waste to an entire sub-sector.

The Craftworlds

Craftworlds, though spacecraft, are vast beyond comprehension. They are not merely huge capital ships ploughing through space with a surrounding escort of smaller vessels. They are not even akin to vast cities, as some of the largest star forts of the Imperium might be considered, but rather are immense spacefaring worlds accompanied by vast armadas, the likes of which might otherwise be set aside to defend an entire system or even sub-sector. Whole battlefleets cluster around key points and stations all across the thousands of miles of the craftworld's exterior as smaller, nimbler craft rush and surge across its surface in a constant shimmering patrol.

Beneath this dizzying tide of vessels, under clear crystalline domes through which ground and stars might gaze upon one another, the Eldar live their lives aboard these spaceborne worlds. Since the Fall of their race and the decline of their empire, those Eldar who seek to continue their ancient way of life have done so aboard these craftworlds, on an aeons long course across the galaxy, as much in flight as in search of any kind of destination, for the Eldar race is a dying one, and even the exodus of these great craftworlds will do little to avert that.

The Webway

With such gargantuan vessels at their control, it may seem surprising that the Eldar rely upon a fleet at all, but the craftworlds should not be considered ships in any real sense of the word. Mobile they may be, but their own vast size makes them far too massive and cumbersome a proposition to involve directly in any fighting. Instead a craftworld's army must be delivered to distant battles by means of the warfleets of the Eldar, and more specifically by the Eldar's ancient Webway.

The Webway is a legacy from the days when the Eldar ruled the galaxy from the many trading ships which would later form the beginnings of the craftworlds themselves. In these merchant vessels the Eldar journeyed across the galaxy through a series of intricately connected warp tunnels, returning to real space by means of warp portals or 'wraithgates' which the Eldar had seeded across the

stars. By means of this Webway the Eldar could move almost unhindered throughout the galaxy. It is still this same ancient system which the Eldar use when moving their armies to war.

The Webway is not perfect, however, and the birth of the Great Enemy, Slaanesh, did much to make its use hazardous to the Eldar. Many portals had to be permanently sealed to prevent the forces of Chaos spilling from the Warp, and the millenia of struggle which the Eldar have since endured continues to diminish the once great extent of their Webway.

The Craftworld at War

It is possible for an Eldar to simply traverse the Webway on foot, moving directly from a craftworld to a wraithgate on some far distant world. Such portals, however, are invariably far too small to quickly deploy an entire army, and hence such methods are used by few amongst the Eldar – only the Rangers, the Harlequins and other distant wanderers tread these slender paths.

On occasion however, the Eldar's destiny will draw them to fight on a world disconnected from the Webway by the millenia of tragedy which have befallen the Eldar. The Eldar warhosts may be dispatched aboard vast wings of Eldar attack craft – Vampire Raiders and the like – which are able to ferry substantial forces rapidly via the Webway. At other times, a force so vast may be required that the aircraft and skimmers of the Eldar army itself are insufficient. It is at such times that the Eldar battlefleets will be readied.

The warhosts of the Eldar will assemble aboard the fleet, which will then depart the craftworld, itself using the webway. As such, a craftworld's docks are not really simple holding areas for its fleet, but rather they are immense wraithgates attached to the craftworld itself from where the fleet may enter the Webway. Such a fleet is then able to exit the Webway by another point elsewhere in the depths of space using are the largest of the Eldar's wraithgates – portals so sizeable that whole fleets may emerge from them when activated.

These journeys may bring a fleet into orbit directly around their chosen destination, or it may be necessary for them to emerge some distance away, but either way the pace of which Eldar vessels are capable of moving means they will descend upon their target very swiftly indeed. Eldar fleets employ the Webway in this manner in order to launch horrifyingly sudden attacks upon unsuspecting enemy vessels, emerging from the Warp while their enemy remains unready and ill-prepared for battle.

When it is the Eldar's will to attack a world, the emerging fleet will take up position around their chosen planet as quickly as possible. The largest craft in an Eldar warfleet possess internal wraithgates, through which they can swiftly deploy their armies to the ground while at the same time providing orbital support and further landings from their notoriously fast attack craft. If the world to be attacked no longer possesses any viable warp portals, the Eldar will instead descend upon it in a howling flock of Vampire Raiders, Phoenix bombers and Nightwing fighters, tearing apart their enemies so rapidly that defence is all but an impossibility.

A craftworld's course is also aided greatly by the many wraithgates spread across the stars. As a craftworld's Seers scrye out its course, small shoals of Shadowhunters move far ahead through the Webway, hunting out potential enemies and scouring the way clear. If encountered, enemy fleets or patrols who may present a danger to the craftworld's safe passage will likely find themselves the unsuspecting targets of the Eldar's powerful warships long before even becoming aware of the craftworld's imminent arrival.

The Eldar Warfleets

The sheer size of a craftworld means that each individual vessel possesses several full battlefleets, stationed at

convenient points along the craftworld as it journeys through space. Each fleet might typically number from ten to twenty warships and is commanded by an Eldar Admiral, though it will inevitably also rely greatly on advice and counsel from the craftworld's Seers. The vessels themselves are crewed by those Eldar who have chosen the Path of the Mariner, symbolised by the blue and white feathered birds of Eldar myth who guide the Eldar southward and westward over the seas. Helmsmen and Wayfarers, dedicated specialists within this path, each provide their own valuable skills as part of a vessel's crew, allowing the Eldar to navigate the Webway with a mastery unknown to most.

The Shadowhunter patrols usually remain independent of these battlefleets, moving to and fro about the craftworld as they please. These smaller vessels lack the dedicated crews of the larger capital ships and are often crewed by those Guardians who were once embarked upon the Path of the Mariner. The compact size and customary agility of these sleek escorts allows them to approach much closer to the craftworld than would be expected for true spacecraft. Shadowhunters put these unique traits to good use as they defend the craftworld's delicate wraithbone exterior from encroaching asteroids or space junk which might be attracted by the force of gravity, blasting such interlopers into pieces small enough to rain harmlessly down on the craftworld below. At other times the Shadowhunters can be seen playfully stalking the Eldar fighters which patrol the craftworld's lower atmosphere, tracking and chasing the smaller vessels with a precision unthinkable for escort sized vessels. As need dictates, small groups of Shadowhunters will eschew their normal role, band together and join their larger counterparts in defence of the craftworld.



The new Eldar fleet in all it's glory

CRAFTWORLD ELDAR SPECIAL RULES

ELDAR LEADERSHIP

All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10, giving them a Leadership value between 7 and 10.

Due to their unique method of movement, the Eldar may not use the following special orders: All Ahead Full, Burn Retros, Come To New Heading. Note: because Eldar ships cannot use All Ahead Full special orders, they also may not ram.

ELDAR SHIP MOVEMENT

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their Movement phase and in the Ordnance phase of their own turn. Note that they do not move in the Ordnance phase of the enemy's turn.

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for

example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move.



A Hellebore class escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.





As noted above, the Eldar move twice in each of their turns. The second move is made in the Ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

BLAST MARKERS AND GRAVITY WELLS

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

HOLOFIELDS

Against attacks that use the Gunnery table, the holo-fields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holo-fields:

D6	Result
1	Hit! Score a hit on the Eldar ship
2-6	Missed! Place a Blast marker in contact with the ship.

Note that holo-fields do not negate hits from moving through Blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova cannon.

Eldar Weapons

Eldar ships carry three main weapon systems which are described below:

Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. This aside, all the normal rules apply.

Torpedoes

Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4, 5, or 6 as is normally the case.

In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt.

Phantom Lance

Although larger capital ships employ the powerful Pulsar lance, the vast energy arrays required to power such weaponry are far too large to be mounted on the necessarily swift and nimble Shadowhunters. Instead, smaller Eldar vessels are armed with the Phantom lance – a less powerful version of the same Eldar laser technology. Phantom lances count as typical lances in every respect (ie. no multiple shots).

Aspect Warrior Fighting Crews

Unlike Eldar Pirates, who rely on the same self-serving rogues who crew their ships to conduct raids and boarding actions, Eldar craftworld vessels are able to go to war carrying hosts of Eldar Aspect Warriors who form fighting crews aboard their ships. Many of the Aspect Warrior shrines excel at the kind of rapid assaults which are ideally suited to teleport and other hit-and-run attacks and hence specialise in attacking enemy vessels in this manner. Certain ships in an Eldar fleet are permitted to carry Aspect Warrior Fighting Crews as chosen from the fleet list. Ships with Aspect Warrior Fighting Crews add +2 to their dice roll when fighting in a boarding action, or +1 to the dice roll when conducting a hit-and-run attack (normally a teleport attack, since the Eldar do not have access to boarding torpedoes or assault boats).

ELDAR CRITICAL HITS

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.

"Those Eldar ships were all over us. I've never seen anything move quite like them. They'd rush in and hit us with volleys of laser fire and missiles, and then they'd keel over and be away before we could engage them properly. They didn't have shields like our void shields, and these ships were fragile too, so if we could hit we'd do them some serious damage. But our augers just couldn't get a proper fix on them, so hitting them wasn't easy, not easy at all. If the rest of the flotilla hadn't got back when it did, I think we'd have been doomed."

Captain Steinback, After Action Report

Eldar Critical Hits table

EXTRA		RESULT
2D6	DAMAGE	
2	+0	Infinity circuit damaged. The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3	+0	Keel armament damaged. The keel armament is taken off line by the hit and may not fire until it has been repaired.
4	+0	Prow armament damaged. The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5	+0	Mast lines severed. The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6	+0	Mainsail scarred. The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	Superstructure damaged. The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	Mainsail shredded. The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the Ordnance phase until the damage is repaired.
9	+1	Infinity circuit smashed. The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	Holo-field generators destroyed. The holo-field generators are smashed beyond repair by the hit. The ship no longer benefits from its holo-fields. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal, just pray that some of the ship holds together.

THE TYRANID INVASION OF IYANDEN CRAFTWORLD, 992.M41

Thousands of years ago Eldar civilisation was all but destroyed in a catastrophe brought about by their own decadent hedonism, the only survivors fleeing from their planets in giant space vessels known as craftworlds. Iyanden was the largest of all of the Eldar craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races. Then, from out of the darkness of intergalactic space exploded the Tyranids, and Iyanden became the scene of the Eldar's first encounter with the Tyranid Swarm, the all-consuming menace whose locust-like advance through the galaxy has since enveloped hundreds of human worlds.

The first warning the Eldar of Iyanden had of their fate was brought by the craftworld's far roaming Rangers, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their craftworld. The news that the Rangers brought was dire: a Tyranid hive fleet of immense proportions was heading towards Iyanden Craftworld. Already over a dozen Imperial planets had been consumed in the Tyranid's advance and, although the Imperium was mounting furious counter-attacks as and when it could, it would be months until a major Imperial taskforce could be mobilised to deal with the threat. By then Iyanden would have been overrun.

Farseer Kelmon, leader and spiritual head of the craftworld, called together the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the craftworld. At times of crisis the Eldar meet there, so that all may know of the peril that faces their craftworld, and so that any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated, and a consensus of opinion reached, will the craftworld's Farseer decide on the course of action to be taken.

The debate on the action to take against the Tyranid hive fleet was heated and prolonged. The more conservative elements of the craftworld argued for a policy of isolation, shielding the craftworld behind a powerful psychic shield in an attempt to avoid all contact with the Tyranids. The more aggressive elements wanted to attack the Tyranids immediately, dispatching the fleet to destroy the Tyranids before they reached the craftworld.

Both courses of action were deeply flawed, however, because they took no account of the sheer size of the

Tyranid Swarm. It took a powerful speech from the Ranger Irilith, who had seen the hive fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the hive fleet was too large to hide from, or for the Eldar fleet to defeat on its own. It would take the combined efforts of every Eldar on Iyanden to have any chance of turning back the Tyranids. Even then they might not succeed in defeating the alien menace.

A hush fell on the Hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead.

Farseer Kelmon rose and ordered that the Eldar prepare the defences of Iyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior Aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship. Help must be requested from the other Eldar craftworlds. The Avatar, the embodied spirit of the craftworld's War God, must be awakened to take part in the battle. And, most terrible of all, all of the craftworld's ancient spirit stones must be plucked from their resting places and implanted in metal fighting bodies to battle as Ghost Warriors. When an Eldar dies their spirit is released into a gem known as a spirit stone, which is grafted into the very structure of their craftworld to preserve the dead Eldar's consciousness. Thus, each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the craftworld's spirit stones, Kelmon risked the destruction of Iyanden's culture and racial memory. It was a grave chance to take, but Kelmon knew that the Ghost Warriors could make the difference between victory and defeat in the struggle that was coming.

The first Tyranid Hive Swarms attacked Iyanden just twenty days later. By then the craftworld had already been isolated for over a week by a Tyranid psychic blockade which made it extremely difficult for the other Eldar craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own. Nonetheless, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapon than their opponents. In battle after battle the Eldar spacecraft destroyed the lumbering hive ships while only suffering minimal casualties themselves. For a while it looked as if the fleet might be able to hold off the Tyranids on its own, as wave



after wave of Tyranids were wiped out. But Farseer Kelmon was not convinced. Already the ability of the craftworld's forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition; a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears the next Tyranid wave was massive, very nearly twice the size of any that had hit the craftworld so far. The Eldar fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the craftworld. Although the landing was wiped out before any serious damage was done, the Eldar fleet as a large-scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranid's main assault force. Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the swarms away from the craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed that the Eldar had weathered the storm.

Then Iyanden was hit by two huge attacks in succession. The pitiful remnants of the Eldar fleet opposed the Hive Swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as horde after horde of Tyranid Warriors, Genestealers, Gaunts and

Carnifexes were disgorged onto the craftworld. Huge battles erupted all over Iyanden, the fighting bitter and close ranged with enemy forces often only separated by the width of a corridor of wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence, all fell to the Tyranid hordes.

The Eldar counter-attacked, the raging figure of the Avatar leading the craftworld's Aspect Warriors and Ghost Warriors in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their craftworld. Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing them back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As swarm after swarm flickered into existence on the Eldar's scanners, Kelmon knew that, barring a miracle, Iyanden Craftworld was doomed...

Over fifty years before the Tyranid assault, High Admiral Yriel had led the Iyanden fleet. Although he was considered one of the greatest Eldar naval tacticians to have ever lived, his character was flawed by the sin of pride. When Iyanden had been threatened by a Chaos space fleet raiding out of the Eye of Terror, Yriel had led the fleet on a pre-emptive attack on the Chaos fleet's flagship, leaving Iyanden Craftworld unprotected. He only returned just in time to stop a suicide attack by a small flotilla of Chaos raider ships, who nonetheless managed to damage the craftworld. Expecting to be feted and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving his old friend Kelmon no choice but to elect a new High Admiral in his place. Bitter with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the craftworld and formed an Eldar Raider company that became the single most powerful Eldar pirate force operating in the galaxy.

When he heard of the Tyranid's assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old craftworld. But proud though he was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranids' psychic blockade, Yriel swept to the aid of his people and arrived just in time.

Like a thunderbolt from the blue Yriel and his raider fleet smashed into the Tyranid Hive Swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and

together the combined Eldar space fleets tore the Tyranid Swarms apart. Two more waves of Tyranid Hive Swarms attacked the craftworld, only to meet the same fate. Not a single Tyranid ship reached the craftworld, though the cost to the Raiders was dear. Bloodied but unbowed the Raiders prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the craftworld and of the circling Eldar ships vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid Swarms were coming – the assault was over. The hive fleet had been destroyed!

But on Iyanden Craftworld the war went on. The Tyranid hordes that had been fighting a tenacious rearguard action awaiting the aid of the rest of the hive fleet now turned like cornered rats and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack, and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the craftworld.

Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by the Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Ghost Warriors, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over. The Tyranids had been defeated.

But the victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was enormous. Their once-proud world stood in ruins, and four-fifths of the inhabitants were dead or lay dying in its shattered halls. Iyanden's mighty space fleet was a pitiful shadow of its former self; the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. But all this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost forever were the souls of the Eldar whose spirit stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Ghost Warriors of Iyanden dealt the craftworld a blow from which its culture could never fully recover.

IYANDEN FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include one Eldar Admiral in your fleet, who must be assigned to a ship and will replace the vessel's Leadership with his own. If the fleet is worth over 750 points, an Admiral must be included to lead it.

Eldar Admiral (Ld 9)	75 pts
Eldar Supreme Admiral (Ld 10)	100 pts

The Admiral may purchase a fleet commander re-roll, at the cost listed below.

One re-roll	25 pts
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You may include Farseers in your fleet, each of whom must be assigned to a ship and gives their vessel a re-roll which may be used on the ship, another ship in the same squadron or an escort squadron within 15cm.

0-3 Farseers	+30pts
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Any capital ship in the fleet may be equipped with Aspect Warrior fighting crews at a cost of +20 pts per vessel.

Aspect Warrior Fighting Crews	+20 pts
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CAPITAL SHIPS

Dragonships

Your fleet may include up to one Dragonship for every two Wraithships included in the fleet. If your fleet is led by an Admiral, you may include a single Dragonship as his flagship which does not count against this limitation.

Dragonship	260 pts
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Wraithships

Your fleet may include any number of Wraithships.

Wraithship	160 pts
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Ghostships

Any capital ship in the fleet may be upgraded to a Ghostship. Such a vessel may not also include a Farseer or Aspect Warrior crew.

Ghostship	+free
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ESCORTS

Your fleet may include any number of escorts.

Shadowhunter class escort	40 pts
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Dragonship is the collective name given to the larger classes of Eldar vessel. The term Dragonship does not refer to any particular armament or configuration, but rather to a variety of vessels adhering to the same basic principles, designed for the same basic roles. Within this larger grouping, individual configurations or combinations of weapons give individual classes their proper name – always a variation on the phrase ‘Dragon’, representing different aspects of the creature of the same name from Eldar myth. Those Dragonships which are piloted in large part, or even exclusively, by spirit stones, for example, are referred to as Ghostdragons, while larger vessels which have been designed to operate away from the craftworld for great lengths of time are often referred to as Void Dragons. Different styles of Dragonship can vary greatly, with different numbers of sails, different armaments and even variations in size.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	special	Holo-fields	5+	0

Choose **one** prow weapon for each Dragonship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapons Battery	30cm	16	Front
Prow Pulsar Lance	30cm	3	Front

Choose **one** keel weapon for each Dragonship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel Torpedoes	30cm	6	Front
Keel Launch Bay	Nightwing Fighters: 30cm* Phoenix Bombers: 20cm*	4 4	-

*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

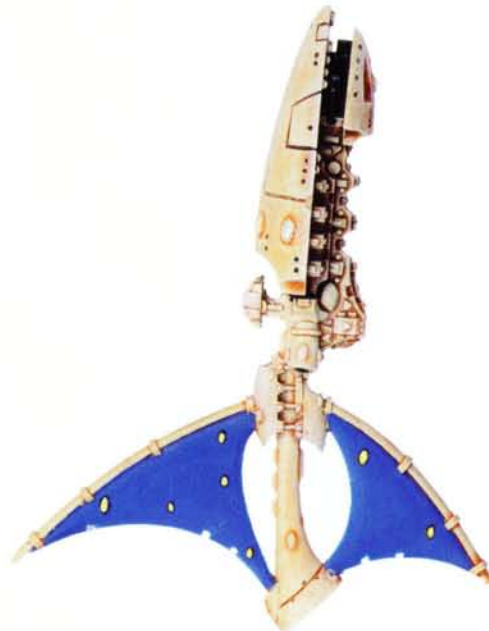
Notes: For +10 pts, a Dragonship equipped with launch bays can be equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.



“An Eldar rune, each of which has specific mythological significance, represents every craftworld. One such rune is the Shrine of Asuryan. Asuryan is the oldest and greatest of the ancient gods of the Eldar, the father of the gods, and the ultimate ancestor of all living things. This is the symbol of Iyanden Craftworld, whose name means Light in the Darkness, another way of referring to burning shrine of, Asuryan.”

ELDAR WRAITHSHIP

..... 160 points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	special	Holo-fields	5+	0

Choose **one** prow weapon for each Wraithship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapons Battery	30cm	8	Front
Prow Pulsar Lance	30cm	2	Front

Choose **one** keel weapon for each Wraithship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel Torpedoes	30cm	4	Front
Keel Launch Bay	Nightwing Fighters: 30cm* Phoenix Bombers: 20cm*	2	-

*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

Wraithships are made from wraithbone, a material drawn as raw energy from the Warp and shaped into matter by psychic craftsmen known as Bonesingers. The Wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole. The wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psychomorphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the wraithbone core and forms the hull and major internal divisions of the spaceship. Most of a spaceship's operating systems are connected directly to the wraithbone core. The many thousands of systems draw power through the wraithbone and are constantly monitored and controlled through it. Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds. This is also the key to the legendary elegance and almost birdlike agility of the Eldar Wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its Wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a Wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy.

Shadowhunters are the smallest type of vessel employed by Iyanden, operating in vast shoals which shimmer and weave a short distance above the craftworld's surface as it ploughs through space. These Shadowhunter packs function as a constant patrol, guarding the approach of friendly vessels coming into dock, or spinning and bobbing around the craftworld with horrifying speed to drive off would-be attackers at a proximity where larger vessels would find it difficult to function effectively.

Because of this defensive role, Shadowhunters have a very limited range, designed as they are to repel attackers which manage to actually approach the craftworld itself. Weapons and power systems on the Shadowhunters are correspondingly compact, making the Shadowhunter one of the nimblest and most agile of vessels, even by Eldar standards. Shadowhunters are so nimble, in fact, that they are capable of pursuing their enemy so closely that even enemy attack craft find it hard to evade them.

During the Tyranid invasion of Iyanden, Shadowhunters typically formed a last line of defence close to the craftworld, while the larger vessels broke down the main Tyranid waves in deep space. The scattered remnants of these waves which were able to pass the Eldar cruisers and approach the craftworld were then easy pickings for the nimble Shadowhunters. As more and more waves of Tyranids descended on the craftworld, however, the Eldar fleet was overwhelmed by sheer weight of numbers, forcing the Shadowhunters to disperse and join their larger counterparts in fighting desperate counter-actions in the depths of space.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30cm	special	Holo-fields	4+	0

Shadowhunters are commonly armed with either weapons batteries or lances. Choose one of the following prow armaments for each Shadowhunter in the fleet. A squadron may contain Shadowhunters with different armaments.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapons Battery	30cm	3	Front

OR

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Phantom Lance	30cm	1	Front

Special Rules: Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts. When Shadowhunter's direct fire at ordnance they always hit on a 4+ (rather than the normal 6+). The number of dice to roll is still calculated in the normal manner (ie. lances roll one dice per point of Strength, weapons batteries use the Gunnery table).

Ghostships are those vessels which, through the long slow dying-years of the Eldar race, have reached the point of near-abandonment through loss of crew. Into these vessels the Seers of Iyanden incorporate spirit stones – sacred reliquaries bearing the souls of those Eldar already lost in the struggle for survival. Sometimes Ghostships will be entirely without living crew, perhaps even imbued with the spirit stones of their original pilots, gunners and navigators, continuing to guide their race through the stars even beyond death. Sometimes the Ghostships will bear spirit stones of much older Eldar, some perhaps even with memories of the Fall, unceremoniously denied peace by the desperate hardship their people still face. For the living crew of Ghostships, the presence of these ineffable ancestor-souls creates an equally daunting and empowering burden of expectation.

These spirit stones bring sentience to the living, but otherwise unthinking, writhbone from which all Eldar vessels are constructed – a curious amalgam of the living, the inanimate and the undying. The spirit stones allow the Ghostships to function with an impossibly tiny number of crew and, when combined with the living writhbone of their vessels, make Ghostships exceptionally resilient. Their formless thoughts are far harder to destroy than the frail bodies of living pilots, able to simply flit from one transient vein to another. They are at complete freedom within these writhbone skeletons, diverting both reliance and function to almost any location on the ship should any given system become damaged. But the reliance which the Eldar of Iyanden have to come to place upon Ghostships is not without difficulty. Spirit stones are already ancient and possess the temper of souls that should already be at rest, seemingly winsome and vacant, distant and unresponsive if left to simply wander the infinity circuits away from the will of the living Eldar Seers who bind and direct them in unlife.

In order to function, a Ghostship must always be commanded by a Spiritseer – a powerful Eldar psyker who has chosen to dedicate his powers to communing with the dead. Spiritseers are some of the most lonely and sinister

members of a craftworld, required, as they frequently are, to spend periods of time alone aboard Ghostships, surrounded by nothing more than the souls of the reluctant dead.

USING GHOSTSHIPS

Ghostships do not represent a particular class of vessel, but rather they are those vessels which are substantially controlled by spirit stones, having only a small or even non-existent living crew. The use of Ghostships is strongly disliked by the Eldar, since it requires disturbing the spirits of the dead and forcing them to return once more to battle that they might aid their living kin. It is for this reason that the vessels are known as Ghostships, representing an undeniably powerful entity which straddles the boundary between life and death, yet equally represents a force that the Eldar would be wise to leave undisturbed in all but the most dire of circumstances. The Tiranid invasion and the ensuing decimation of the population make Ghostships an abhorrent necessity to the Eldar of Iyanden, however, and they are a far more common component of the Craftworld's fleets than the Eldar would wish.

Any vessel in an Iyanden fleet may be converted to a Ghostship. Ghostships use the following special rules:

Leadership: Ghostships have normal Eldar leadership.

Special Orders: Ghostships are able to go onto special orders in just the same manner as other vessels, however there is always a danger that the spectral and deathly manner in which these vessels interact with the real universe will distract them and turn their attention away from the battle at hand. If a Ghostship fails a Command check for a special order, it not only fails to go onto the special order, but may also do nothing this turn. If the failed check is as a result of attempting to go onto Brace for Impact orders at another point during the turn, the Ghostship may do nothing during its next turn instead. When you fail a Command check for a Ghostship you may not make any further Command checks for other Ghostships during the same turn. You may, however,

continue to give special orders to other 'crewed' vessels in the fleet (until, of course, you fail a Command check with one of them as well).

Deathless: Ghostships require none of the more delicate systems required to support a living crew, and the ease with which the interred spirits move throughout the writhbone arteries of the vessel means that even when badly damaged the vessel is still able to function effectively. By the normal fragile standards of the Eldar, Ghostships present a fairly sturdy proposition. Ghostships, unlike other Eldar vessels, only suffer a critical hit on a roll of a 6 (not a 4, 5 or 6 as is usually the case with Eldar vessels).

Uncrewed: Since Ghostships are piloted by the spirits of long-dead Eldar warriors, their crews are either small or non-existent. For this reason:

- Ghostships may not contain Aspect Warrior fighting crews.
- Ghostships may not be armed with launch bays.
- Ghostships may not launch boarding actions, or hit-and-run attacks of any form.
- Enemy boarding a Ghostship gain a +1 modifier in the boarding action, in addition to other modifiers.
- Enemy making a hit-and-run attack against Ghostships add +1 to their dice roll.

Ghostships roll only half the normal number of dice when undertaking damage control in the End phase (before halving it again for Blast markers, if appropriate).

"The mind of the Farseer is utterly inhuman in its depth and complexity. Without mercy or moral feeling his consciousness stands upon the edge of spiritual destruction. That he does not fall must be the result of constraints and balances which only an Eldar could understand. To a mere human it is another reminder that we are but children in comparison to that ancient and powerful race."

CRAFTWORLD ASSAULT

Direct attacks against a craftworld are exceedingly rare not least because, despite their immense size, craftworlds are extremely elusive prey, rarely sighted by non-Eldar. However, when the Tyranid swarms of Hivefleet *Kraken* descended upon the galaxy, they did so in such numbers that Iyanden could not help but cross their path and in so doing find itself in the greatest peril of its history...

FORCES

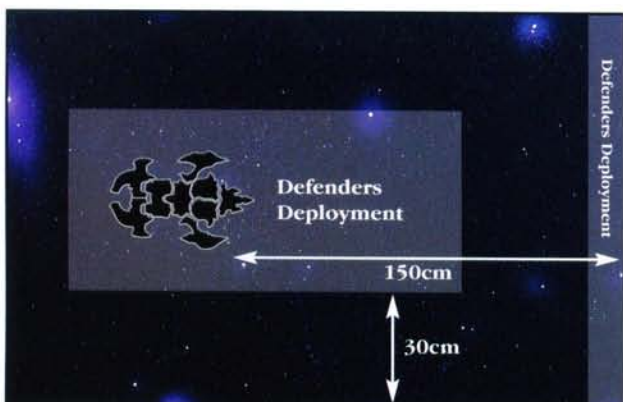
Both fleets are of equal points. The defender (Eldar) does not spend extra points on planetary defences – these are included in the special rules for the craftworld instead (see below). Since the attackers are Tyranids, they do not gain any extra transport models (since all Tyranid ships are 'transports' in effect), but if you want to replay this scenario with another attacker, they may take two free transports for every 500 points (or part) in his fleet.

BATTLEZONE

A craftworld assault normally takes place in the system's primary biosphere, outer reaches or in deep space, since these are the regions through which craftworld's most commonly travel. Declare one table edge as sunward and set up other celestial phenomena as normal.

THE CRAFTWORLD

In this scenario, the craftworld is considered to be the target of an attack, in the same manner as a planet would be in a planetary assault. The Tyranid assault of Hive Fleet *Kraken* targetted Iyanden, which is a very large craftworld (about 25cm in diameter). However, if you are refigting this scenario with another craftworld as the target, or if you want to introduce some degree of randomness into the game, you can always vary the size of the craftworld, or roll on a dice: 1 = small (no more than 15cm), 2-5 = medium (no more than 20cm), 6 = large (no more than 30cm). Craftworlds follow all the rules for planets, since their immense size means they create their own gravity wells, etc. Small craftworlds have a gravity well of 10cm, medium craftworlds of 15cm and large craftworlds of 20cm.



The craftworld is placed no more than 150cm from one of the short table edges. Whilst craftworlds do actually travel through space, their progress is so remarkably slow that during the course of a battle they will exhibit no noticeable movement, and hence the models themselves do not move, in just the same way as planets do not move during a battle, despite their actual movement in orbit of the nearest star.

Craftworlds are not surrounded by moons or rings, and do not have planetary defences. Instead, individual areas of the craftworld provide defences, by means of pulse laser arrays aimed into stay, attack craft patrols and so on. In the particular case of Iyanden, these roles are fulfilled by two areas – the Fortress of Tears, and the Fortress of the Red Moon. Whilst other craftworlds may vary in their defences, you can safely use the following rules as standard for all craftworlds.

Fortress of Tears & Fortress of the Red Moon

Both these fortresses are designed to repel invaders from Iyanden, utilising powerful but indirect plasma shots to disrupt and scatter any enemy which manage to evade the craftworld's cruiser patrols. At full effect the fortresses are designed to act as defence for the entire eastern and western halves of the craftworld respectively. Each time an Assault Point is 'landed' on the craftworld (ie, a new Assault Point is scored), roll a dice. On a score of a 4 or more, one of the fortresses damages the attacking wave so heavily that the landing is essentially ineffective and no Assault Point is scored.

The fortresses also allow the craftworld to repel ships in low orbit. During the Eldar player's Shooting phase, the fortresses unleash one pulsar lance shot against each vessel on the Low Orbit table.

However, there is always the danger that the fortresses themselves will fall. During each End phase, roll one dice for each Assault Point already scored on the craftworld. If any of these score a '6' the fortresses are damaged, and the chance of destroying enemy Assault Points, or scoring a hit on ships in low orbit, is reduced by 1 (ie, to a 5+ the first time, then to a 6+, then they are destroyed completely). No matter how many 6s are rolled, only a single -1 reduction can apply in each End phase.

SET-UP

The defender can choose to place ships and squadrons either on patrol or on standby in high orbit, or within the craftworld's gravity. Roll a D6 for each defending ship/squadron (except Shadowhunters, see below) on patrol: on a 1-3 the attacker may set up the ship/squadron, on a 4-6 the defender may set it up.

Ships on patrol may be set up anywhere that is not within 30cm of a table edge or within an area of celestial phenomena. The defender always decides the facing of ships, regardless of who set them up. The attacker deploys his fleet within 15cm of the short table edge furthest from the planet. You will also need a separate low orbit table.

Shadowhunter Patrols

Shadowhunters are quite simply the most nimble patrol vessels in the galaxy, and so must always be set-up on patrol, but no dice roll is required, and they are always deployed by the defender.

FIRST TURN

The players roll a D6. Whoever got the highest may take either the first or second turn.

SPECIAL RULES

Attacking ships must move within 30cm of the craftworld table edge (which obviously replaces the planet edge) on the low orbit table to send troops to the surface and bombard enemy positions. Remember that, since the attackers are most likely Tyranids, you should follow the special scenario considerations for Tyranids, as presented in Armada. However, should you wish to vary the attackers, the following basic rules apply:

For each turn an attacking capital ship spends within 30cm of the craftworld edge, the attacker scores 1 Assault Point. For each turn an attacking transport spends within 30cm of the craftworld edge, the attacker scores 2 Assault Points. A ship deploying troops or bombarding the craftworld may not do anything else that turn.

GAME LENGTH

The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more Assault Points.

VICTORY CONDITIONS

Add up the Assault Points earned by the attacker and add +1 to the total for every 500 Victory Points (rounding down) scored by the attacker for destroying or crippling

ships and planetary defences. Deduct -1 Assault Point for every 500 Victory Points (rounding up) scored by the defender. Look up the adjusted Assault Point total on the table below:

Total assault points	Result
0-1	Defender's Victory The attacking forces achieved almost nothing. The pitiful amount of assaulting troops that reached the craftworld will be quickly annihilated.
2-5	Defender's Marginal Win The assaulting forces are prevented from making a substantial landing on the craftworld. Nonetheless, enemy detachments will now have to be hunted down and destroyed.
6-9	Attacker's Marginal Win The assault dropped enough troops, etc, to capture a large part of the craftworld's resources. Ongoing battles for control of the world will rage for months, even years.
10+	Attacker's Victory The attackers succeeded in sweeping aside the defending forces and staging decisive landings at key points all over the craftworld. Within a few weeks of mopping up, the attackers will have complete control of the planet.

Author

Matt is preparing for Editorial duties on issue 4, as Andy will be out of the office for a while. This is on top of working on version 2 of BFG!

Further Information Website

Expect to see more Doom of the Eldar next issue including Yriel's flagship!
www.BattlefleetGotbic.com



A group of Shadowhunters give chase.

THE CYCLONE AND THE PAIN-GIVER

By Jervis Johnson

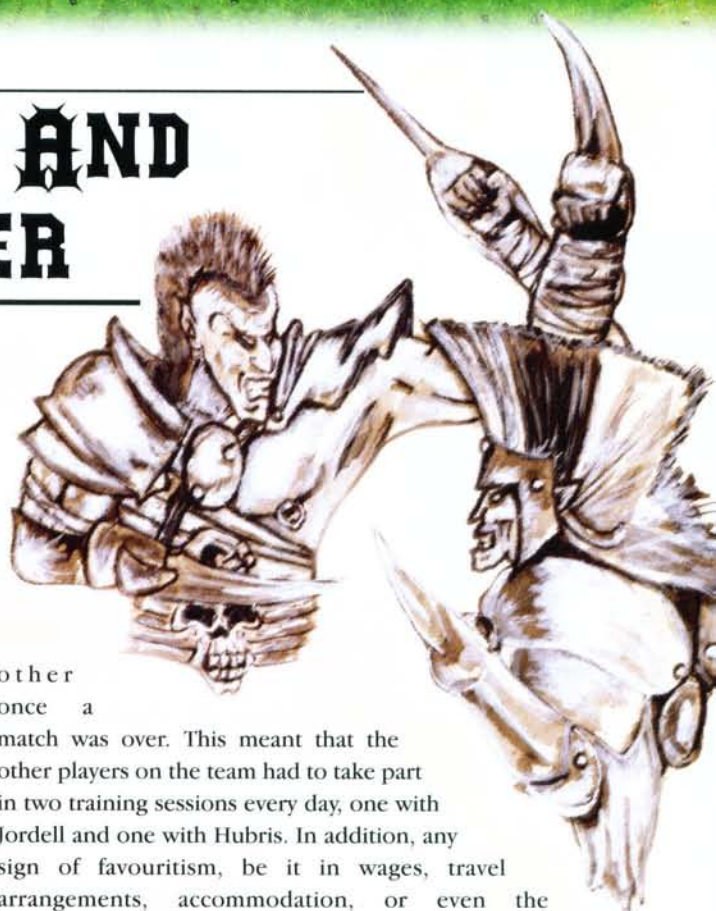
"Inflicting pain isn't everything, it's the only thing."

Hubris Rakarth

There is no greater rivalry in the whole of Blood Bowl than that between Jordell 'The Cyclone' Freshbreeze and Hubris 'Pain-Giver' Rakarth. Both started playing Blood Bowl in the same season, and from the start they vied for the coveted Elf Times "Player Of The Year" award. So far, both have won this award a record seven times. Their rivalry has shown no sign of cooling over the years. Fuelled by millennia-long enmity between the Wood Elf and Dark Elf races, fanned by numerous confrontations both on and off the Blood Bowl pitch, these two giants of Blood Bowl (literally in Hubris's case) are arch-enemies and hate each other with a loathing which is hard for non-Elfish people to understand.

Considering their mutual antipathy, it is extraordinary that they should both have ever played on the same team. Yet this happened back in the 2499 season, when the newly formed Talon Tearaways signed up both Jordell and Hubris. The Tearaways were backed by Elf shipping magnate Frostspite Kane, who sank a goodly part of his massive fortune into the team, no small part being spent on hiring the two most famous Elf players in the league for the team. It says much for the professionalism of both Jordell and Hubris that they never let their bitter hatred affect their on-pitch performance. Led by the two superstars the Tearaways got off to one of the best starts ever for a newly-formed team.

Off the pitch, however, it was quite another matter. Neither player would train with each other or even go in sight of each



other once a match was over. This meant that the other players on the team had to take part in two training sessions every day, one with Jordell and one with Hubris. In addition, any sign of favouritism, be it in wages, travel arrangements, accommodation, or even the decorations in their personal changing rooms (Jordell insisted on huge floral displays, while Hubris demanded that the room be painted with arcane magical symbols), would lead to furious rows and threats of resignation. Soon the rancour that existed between the two stars started to affect the morale and performance of the other players on the team, and the Tearaways' match record suffered accordingly. After winning their first half a dozen games, they lost the next twelve straight. Shortly after the twelfth game, a delegation made up of the Tearaways' coaching staff and players told Frostspite Kane that either Jordell and Hubris went, or they did. Incredibly, such was the reputation of the two players, that Frostspite fired the whole team rather than lose them. However, only three matches later, and after three more straight losses, Kane finally saw sense, re-hired the original team, and gave Jordell and Hubris their marching orders. They have never played on the same team since.

Having been let go by the Tearaways, Jordell and Hubris have been free agents, playing for any Elf team that can afford to pay their exorbitant salaries. Their rivalry continues unabated, and Blood Bowl pundits are keenly arguing which of the two will win the Elf Player Of The Year award for a record eighth time this year.

***Did you know...

Until on-pitch magic-users were banned by the Colleges of Magic, Hubris Rakarth was infamous for using his self-taught arcane magical powers during a match. In one game he managed to turn the entire front line of the Lowdown Rats into giant frogs. Sadly this plan backfired when it turned out that the frogs were better at Blood Bowl than the players they had replaced. In another game Hubris cast what he thought was a temporary growth spell upon himself, that made him grow to almost eight foot tall. Hubris had one of his best games ever, but at the end of the match found that the counter-spell he had learnt didn't work. Hubris remains eight foot tall to this day, and now no longer uses magical spells on the pitch.

Author

Jervis is the Head Fanatic and author of Blood Bowl.

Further Information

The next pair of Star Players to be immortalised are Grimwald Grimbreath and Hakflem Scuttlespike.

More BB

Turn to page 41 for the match report.

Website

www.BloodBowl.com

★ JORDELL FRESHBREEZE ★

WOOD ELF



MOVEMENT

8

STRENGTH

3

AGILITY

5

ARMOUR

7

SKILLS

BLOCK
DIVING CATCH
DODGE
LEAP
SIDE STEP

TEAMS

WOOD ELF, ELF

SPECIAL

NONE

220,000 GOLD PIECES

STAR PLAYER

JORDELL "THE CYCLONE" FRESHBREEZE

Age: 151, Height: 6'6", Weight: 158 lbs

CAREER STATS:

- Rushing 6,000 paces
- Receiving 161 passes for 2,576 paces
- Throwing 81 from 103 passes for 1,115 paces
- 38 Interceptions returned for 264 paces
- 498 Touchdowns
- 193 Player Fatalities
- Seven times Elf Player Of The Year
- Two times Spike! Magazine Player Of The Year
- Eight Major Championship Wins.



★ HUBRIS RAKARTH ★

DARK ELF



MOVEMENT

7

STRENGTH

4

AGILITY

4

ARMOUR

8

SKILLS

BLOCK
DODGE
DIRTY PLAYER
PASS BLOCK
SHADOWING

TEAMS

DARK ELF, ELF

SPECIAL

NONE

220,000 GOLD PIECES

STAR PLAYER

HUBRIS "THE PAIN-GIVER" RAKARTH

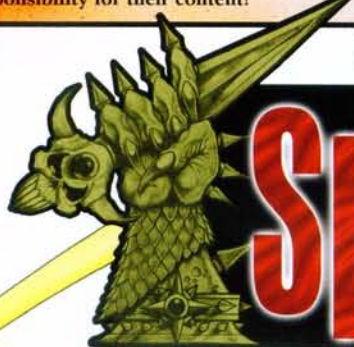
Age: 152, Height: 7'11", Weight: 257 lbs

CAREER STATS:

- Rushing 2,700 paces
- Receiving 123 passes for 2,100 paces
- Throwing 347 from 489 passes for 8,450 paces
- 27 Interceptions returned for 999 paces
- 302 Touchdowns
- 412 Player Fatalities
- Seven times Elf Player Of The Year
- One time Spike! Magazine Player Of The Year
- Four Major Championship Wins
- Voted "All Time Player Most Likely To Kill Someone" by readers of Spike! Magazine for the last five years.



BLOOD BOWL NEWS AND VIEWS



Spike! magazine

2503-04 Season Round Up

by Spike! magazine Ed-eater, Pierce D'organ

With the 2503-04 season coming to a close Spike! takes its annual look at how this year has panned out for the sport.

It's been turbulent season for the game. The season's claim to fame being that it's the bloodiest so far. Something that has kept the shadowy organisers that now run the sport in the NAF's absence happy. With casualties on the up CabalVision viewers and gates have also increased.

So who have been the movers and shakers this season? In the early stages the dominant teams were the usual suspects, the Reavers, Marauders, Cowboys and the All-Stars. Of particular note were the Chaos All-Stars that have not only fought off transfer bids for Morg'n'Thorg but have put in a strong performance this year. The most memorable of games being against the Bogarton Bogeymen, an Undead team with a high Ghoul quotient. Morg was on form that day and managed to kill all opposing players on the pitch and even managed to slaughter the same Bogarton player five times. The All-stars only won the game by one touchdown as they were too intent on systematically slaughtering the Bogeymen. The only touchdown was accidentally scored by a rabid Beastmen as he followed a cowering Ghoul via the Bogarton end zone, the ball happened to be stuck on his horn.

Less impressive have been the Reikland Reavers, who have been constantly dogged by rumours of arguments between Griff and the Reavers' management. Both sides have denied any break down in relationships despite the infamous 'boot' incident earlier this year. With Reikland on the slide the Marauders have become the most proficient human team thanks to Manfred Mincer. Despite an hilarious accident involving ball bearings in his earlier career, Mincer has become 'the' human player to watch.

As the season progressed the less well known teams began to rise in stature. The Lustrian Queens whose Star Blitzer Roo-Paula was awarded 'Most outrageous' team kit 04'. Skaven team, the Darkthunder Cheetahs continued their impressive showings at The Majors. The bizarrely named Ludwig's Leg – a team of Goblins whose mascot is a disembodied leg that sits on the side of the field wherever they play (pundits still

debate which race the leg is from) continue to increase in popularity.

The Majors themselves have attracted teams from all over the Old and New Worlds, this year's Dungeonbowl was held deep in the catacombs of Altdorf against two Skaven teams. The controversial winners were the Cheeky Bervainers helped by the irrepressible Thrud. When Spike asked Thrud what he was doing playing with Skaven he answered that he thought they were Dwarfs wearing fur-coats!

As the season continued so did the surprises, Greenfield Grasshuggers announced that it had run out of players and would have to stop playing games until it could find some new recruits. All Minotaur players went on strike until the ever-changing Wild Animal clauses in their contracts had been sorted out. The strike mainly affected Chaotic teams although some Skaven teams with Rat Ogres were also involved.

The Match of the Season, this year has to go to a game between the Dwarf Giants and the Darkside Cowboys. These two legendary sides hadn't played each other in seasons so the prospect excited fans and pundits alike. The game was as brutal as we all imagined. Surprisingly the Giants went ahead first thanks to a great blitz by Grimwald Grimbreathe, who made short work of the flimsy Cowboy defence. The Dark Elves hit back with an accurate long bomb to their waiting star catcher, Harlen Darkmaine. Unfortunately for the Cowboys the ball was intercepted by a Giants player wearing the latest Dwarven invention – a pair of steam powered 'spring-legs'. The machine was piloted by veteran player, Kovar Gromit, with the ball in his possession he sped up the field – almost out of control – but still managed to score the Giants' second touchdown despite muttering something about the 'wrong trousers'. Even now the Referees Guild is hunting down obtuse rulings to stop the steam-powered pantaloons being used in future games.

As the season draws to its end there are still plenty of fixtures, as well as the Blood Bowl, so stay tuned because Spike! will be there.

ASK LORD BORAK!

Spike! Magazine's very own Agony
Uncle answers your queries



Dear Lord Borak,

I'm a young lad who wants to be a Blood Bowl player when he grows up – it's all I've ever dreamt about. My farther says that I should stop daydreaming and prepare for life on the farm. I don't want to be a farmer I want to play Blood Bowl! Can you help?

Nathaniel, age 7

Dear Nathaniel,

Abb, bless the poor peasant boy doesn't want to grow up to be a farmer. Well son, tough! Becoming a professional Blood Bowl player is very hard. From your whiny little letter I deduced you were after some kind of encouragement, well you've got more chance of me having tea and cakes with Sigmar. You ain't got what it takes son, now and go feed the chickens because its what you're going to be doing for the rest of your miserable life.

Good to hear from you,

Borak



Dear Lord Borak,

I imagine you have a very interesting life, have you ever thought about doing one of those 'fly on the wall' documentary type things for one of the CabalVision music channels?

Regards,
Mr Voyeur

Dear Mr Voyeur

I remember when music channels used to actually show 'music' – not just endless repeats of swearing barridens and doddering old fools who look like they're about to keel over any minute.

So if some callow, 'trendy' CabalVision executive approached me to do a show firstly I'd swear so much the beep button would wear out and then I'd make some 'real-life' drama out of him.

Jump to the commercial,

Borak

Dear Lord Borak,

Yo Borak, what's up with this Wild Animal thing?

Regards,
Ratty Ogre

Dear Ratty,

It's called the BBRC. I could tell you what the letters BBRC stand for but I don't think it'd get printed. They've already had a go at me but I've slapped them down once, and I ain't scared to do it again.

Round two to me,

Borak

Dear Lord Borak,

My friend has a problem. He can't pick up the ball. every time he gets near the ball he gets nervous and then has sweaty palms which means he can't get the ball. Any advice?

Regards,
Helpful Friend

Dear HF,

Right, let's come clean from the start, it's obviously you that's the nervous lump who can't pick up the ball.

So now we've established that you're the pathetic one how do we remedy the situation? Well you could try putting something sticky on your hands. Now playing on a team full of Beastmen and Minotaurs I always find that there are plenty of sticky deposits around although you don't sound the type of guy who would like smelly fingers. In which case your best bet is to try something like honey or marmalade, just beat up a Halfling, they usually carry that stuff.

With your hands now smeared in sticky stuff you should be able to pick up the ball with ease. Of course if you now want to throw the ball then that may be slightly more difficult.

Don't forget to lick your fingers,

Borak

Not feeling 'wholesome'? Can't find your vitamin pills? Then perhaps you need to ask Lord Borak the Despoiler a question of your own! Send your questions to askborak@tbbf.org and he will think about answering your pathetic plea for help in his next column. And don't forget to visit Ask Lord Borak online at: www.tbbf.org!

Return To The Pit

Additional Rules for Pit Fighter, by Jervis 'The Decapitator' Johnson

In Issue One of Fanatic we included a set of rules that allowed players to take part in battles in the blood-soaked battle pits of the Empire. (If by some dreadful misfortune you don't have a copy of Fanatic 1, then don't despair as you can download the rules from the Mordheim website at www.mordheim.com. You will require a set of the original rules to use the new rules described below.)

The original Pit Fighter article only covered the types of Pit Fighter that battle in the 'classic style'. The additional rules below add several new types of Pit Fighter, each of whom fights in a very different manner to the classic style Pit Fighters of the Old Empire. It also includes rules for campaigns, and for different styles of combat.

8.0 Rules Changes

Further playtesting has led us to changing one of the rules in the original Pit Fighter article.

Arm Attacks: We've found that it is almost impossible to fully parry an attack on your arms, as the opponent is allowed to choose to attack either arm no matter where they may be standing. To stop this happening, the arms are treated as a single location, just as the legs are. In other words, rather than choosing to attack or defend the left or right arm, simply write down 'arms' on the roster. The 'arms' are assumed to be adjacent to the body for the purposes of adjudicating partial parries. If the Pit Fighter has two different armour values for his arms, then use the higher value.

8.1 New Pit Fighter Types

Players may choose to field the following new types of Pit Fighter. Note that some may only be used in certain styles of combat (see 8.3). The starting characteristics for all the types of Pit Fighter are summarised on the table below.

Pursuers: Pursuers are a style of Pit Fighter that originated some time after the Pit Fighters that fight in the classical style. They wear lighter equipment than the older

style of Pit Fighter, though it is still based on the fighting style of enemies of the Empire.

Troll Slayer: The Dwarf Troll Slayer warrior caste often agree to fight in the pit fighting arenas of the Empire. Troll Slayers use the starting characteristic profile given below.

Ogres: Ogres are often used as mercenaries in Empire armies, and considering their size and strength it is hardly surprising that some have ended up agreeing to fight in the Empire's pit fighting arenas as well. Ogres are usually only used in a special style of combat called Sigmar style, though very occasionally they have been used in single contest against especially skilled human champions known as Pit Kings.

Pit Kings: The title of Pit King is given to a Pit Fighter that takes on and defeats a team of three opponents. This style of combat is known as fighting in the Sigmar style. Any type of Pit Fighter, other than an Ogre, can choose to fight such a battle in order to earn the coveted Pit King title. The title is lost as soon as the Pit King is taken down. The best way to include Pit Kings in your games is to use the campaign rules below. If a Pit King is required for a one-off game then they may be represented by any manner of Pit Fighter other than an Ogre. When working out a Pit Kings characteristic's they receive +30 extra characteristic points rather than +10 points as is normally the case.

8.2 New Weapons

The following special rules apply to the nets and javelins used by some Pit Fighters.

Fighter Starting Characteristics Table

Type	Weapon	Skill	Strength	Toughness	Initiative	Wounds	Bonus
Classic: Undead, Empire, Orc, Chaos	30	30	30	30	10	+10	
Pursuer: Skink, Witch Elf	30	30	30	30	10	+10	
Troll Slayer	30	30	40	20	10	+10	
Ogres	30	50	40	10	30	+10	
Pit King	30	30	30	30	10	+30	



The Witch Elf and Skink Warriors fight it out in front of the roaring crowd.

Javelins: A javelin can be used to attack opponents in an adjacent hex, or in a hex two hexes away. The Pit Fighter's chart will show which hexes can be attacked. Javelins are not the most powerful of weapons, and so the Pit Fighter using them can never count as having a Strength that is higher than their opponent's Toughness. If their Strength is higher, it counts as being equal to the opponent's Toughness instead. In addition a Pit Fighter armed with a javelin may only take the Mighty Blow bonus against opponents in an adjacent hex.

Net: Like a javelin, a net may be used to attack an opponent that is up to two hexes away. However, it may not be used against opponents that are in an adjacent hex. If the net hits then it ensnares the opponent instead of inflicting damage. An ensnared opponent has their WS halved and may not move or attack until they have freed themselves. To get free an ensnared Pit Fighter must take an Observe action and then roll a D10. They escape on a roll of 10 on the first attempt, 9-10 on the second attempt, and so on. Note that a Pit Fighter who ensnares an opponent loses their net for the rest of the battle.

8.3 New Styles Of Combat

Players may agree to fight using the following new styles of combat. If it is impossible for the players to agree which style of combat to use then it must be fought in the Free style.

Classic Style: Only classical style Pit Fighters or Troll Slayers may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

Pursuit Style: Only pursuer style Pit Fighters or Troll

Slayers may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

Free Style: Any type of Pit Fighter other than Pit Kings or Ogres may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

Sigmar Style: A Sigmar style combat pits one Pit Fighter against three opponents. In its original form the single fighter would always be a Pit Fighter attempting to emulate Sigmar and earn the title of Pit King, but more recently an Ogre can also be used. The combat is fought until only one side has no one standing.

Alliance Style: An alliance is fought between two or more equal sized teams of Pit Fighters. Any style of Pit Fighters may be used, with the proviso that all teams must have equal numbers of Ogres and/or Pit Kings. The combat is fought one team against all until only one team has any member's standing.

In addition to the styles described above there are literally hundreds of other styles of combat that are particular to certain provinces or cities or the Empire, or certain arenas. For example, the Black Pits on the outskirts of Mordheim often feature combats against hideously mutated creatures, while the huge arenas of Altdorf hold enormous combats between dozens of Pit Fighters that are based on famous battles fought by the Empire. Players should feel free, therefore, to devise their own new styles of combat. Just remember that if you can't agree on a style to use, then you must fight using the Free style.

8.4 Campaigns

Most Pit Fighters are slaves that belong to a pit fighting 'school'. In a campaign each player takes on the part of the owner of such a school, working their Pit Fighters in the arenas of the Old World.

At the start of a campaign each player must create a stable of five Pit Fighters: two of the Classic style, two Pursuit style, plus one Ogre. A Troll Slayer may be substituted for any one of the Classic or Pursuit style Pit Fighters. Work out the starting characteristics for each Pit Fighter as you would normally.

When you fight a combat as part of a campaign you must pick the Pit Fighter that takes part from the Pit Fighters in your stable. All of the normal restrictions apply. Note that you can only use the Ogre (or Pit King if you have one) if the combat style chosen allows them to be used. Normally, players will only be allowed to pick one Pit Fighter from their stable. However, experienced players may choose to control two or more Pit Fighters as a single team in an Alliance or Sigmar style combat.

8.41 Campaign Injuries

Pit Fighters that are slain by critical damage results are replaced with a new Pit Fighter of the same type. Any Pit Fighter that was taken down during a combat is assumed to recover fully unless they suffer a critical damage result that either kills or permanently injures them. However, they must miss the next combat their stable takes part in while they recover. Some critical damage results also force Pit Fighters to miss fights. In any case where several things will force a Pit Fighter to miss a fight, then only the worst penalty is used. For example, a Pit Fighter is taken out in a fight (miss one fight) and also suffers a damaged

kneecap (miss one fight) and a broken arm (miss two fights). The Pit Fighter must miss two fights, as this was the worst injury they suffered.

8.42 Campaign Training

Any Pit Fighter that survives a campaign combat receives a +1 bonus to the characteristic of their owner's choice. In addition, Pit Fighters that have taken down at least five opposing Pit Fighters are allowed to learn a skill from the list of skills below. Once a Pit Fighter receives a skill they must take down another five opponents before taking another skill. No skill may be taken more than once and all bonuses are cumulative. (Players that prefer to have Pit Fighters progress more quickly can say that they learn a skill after taking down three opponents).

To generate a new skill, roll 2D6 one after the other, counting the first roll as tens and the second as units. This will generate a number between 11 and 66 and is known as a D66 roll. For example, if the first dice rolled a 4 and the second a 5 then the score would be 45. If you roll a skill you already have or may not use, then roll again.

8.43 Becoming a Pit King

The ultimate aim of every Pit Fighter is to become a Pit King. To do this they must fight in the Sigmar style and win. A Pit Fighter that does this may wear the crown of a Pit King, and the player that controls them wins the campaign!

Author

You all know who Jervis is, but here is a picture of him anyway.

Further Information

The first part of the Pit Fighter rules can be found in issue 1 and on the Mordheim website.

More Mordheim

Page 52 for Painting Horses and page 68 for the Averlanders.

Website

www.Mordheim.com



The three warrior close in for the kill.

Pit Fighter Skill Table

D66 Skill

- 11-12 Adjust Facing:** You may change your facing by one hex side left or right after all other Pit Fighters have taken their moves.
- 13-14 Attack Master:** You may choose to re-roll the dice when you attack. If you do so you must accept the result of the second roll.
- 15-16 Avoid Armour:** The value of any armour is halved (rounding up) against your attacks.
- 21-22 Bruiser:** All the Pit Fighter's Damage rolls receive a +1 modifier. If the Pit Fighter makes a Mighty Blow add +1 to each dice roll.
- 23-24 Counter:** You may only use this skill against an opponent with a lower Initiative and as long as you don't interrupt their attack. If both these restrictions apply then your Weapon Skill counts as being 5 points higher on both attack and defence.
- 25-26 Defence Master:** You may choose to re-roll the dice when you defend. If you do so you must accept the result of the second roll.
- 31-32 Dirty Fighter:** You may choose to add +5 to your Weapon Skill when you attack or defend. However, after you have used the bonus against an opponent they will be wise to your sneaky tricks and the bonus does not apply to them again for the rest of the combat.
- 33-34 Disarm:** You may try to disarm an opponent instead of making a normal attack. Both Pit Fighter's roll D20+WS. You, the Pit Fighter with this skill, must score higher to disarm the opponent. A Pit Fighter that has been disarmed halves their Weapon Skill, until they manage to retrieve their weapon by taking an Observe action.
- 35-36 Extra Attack:** Make an extra attack. The first attack takes place at the Pit Fighter's full Initiative and Weapon Skill, the second at half his Initiative and Weapon Skill. The attacks may be made against the same or different opponents.

D66 Skill

- 41-42 Fast Reactions:** Your Initiative counts as being 5 points higher when resolving moves.
- 43-44 Haymaker:** Roll an extra D20 when you make a Mighty Blow, rather than an extra D10 as would normally be the case.
- 45-46 Lightning Strike:** Your Initiative counts as being 5 points higher when resolving attacks.
- 51-52 Quick Witted:** Once per combat you may re-roll any dice roll. If you do so you must accept the result of the second roll.
- 53-54 Shield Bash:** A model with a shield may choose to make a shield bash instead of a normal attack. Both roll D20+S, if you roll higher the defender will be driven back one hex directly away from you. If the hex is blocked then the defender will be knocked to the ground (half WS and must take Observe action to stand up).
- 55-56 Shoulder Charge:** You may re-roll the D20 when you make a push off or shield bash if you don't like the first roll. If you do so you must accept the result of the second roll.
- 61-62 Signature Attack:** Once per combat you may carry out your very own special attack combination. This adds +10 to your Weapon Skill.
- 63-64 Throwing Knife:** You may make a special throwing knife attack once per combat instead of making a normal attack. The attack may be made against any Pit Fighter within 4 hexes of your gladiator (including behind you). Both roll D20+WS and the attack hits the location of your choice causing D6 points of damage if you roll higher.
- 65-66 Vital Strike:** You may use this skill once per combat to add +10 to a Damage roll.

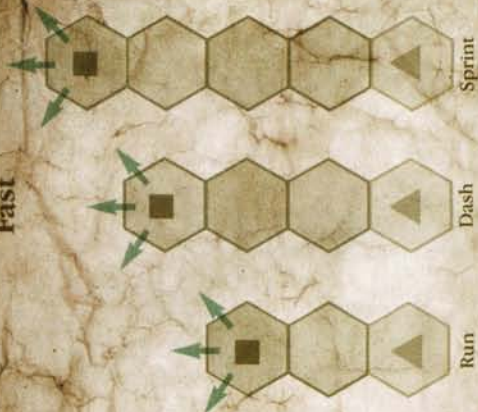
Ogre Pit Fighter

Anyone hit by the Ogre will be smashed back one hex away from the Ogre, just as if they were stationary and lost a push back.



A: +3 D: 0	A: +1 D: 0	A: NA D: -1
A: +1 D: 0	A: NA D: -1	A: NA D: -2

Fast



Slow



Medium



Back Up



Skink Pit Fighter

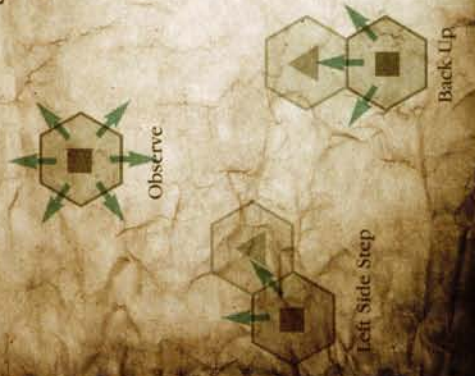
The Skink's javelin and net can be used to attack models that are two or more hexes away. See main rules for details.



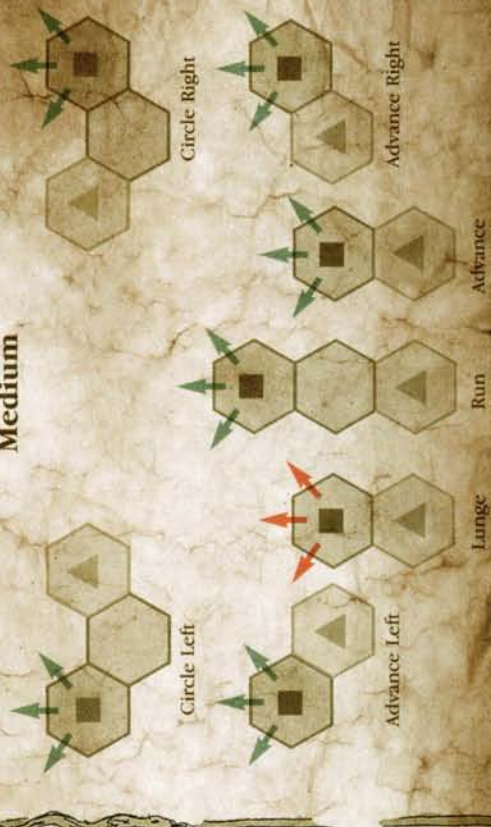
Fast



Slow



Medium



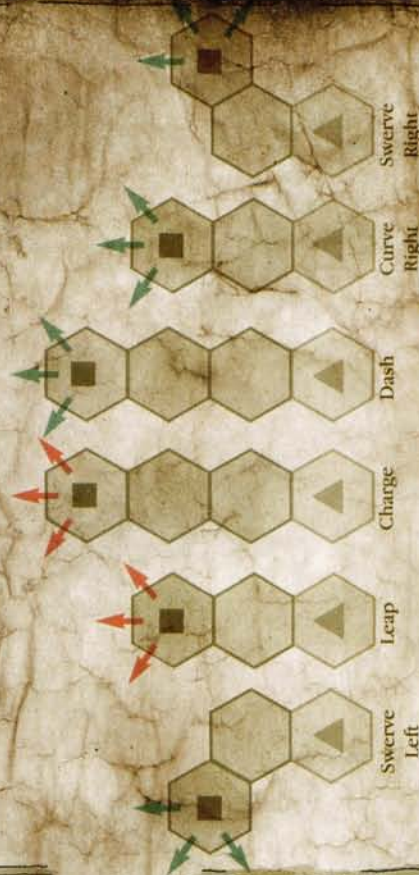
Slayer Pit Fighter

The Slayer's Strength always counts as being at least equal to his opponent's Toughness. Add +10 to Strength in push-offs. Add +2 to damage inflicted.

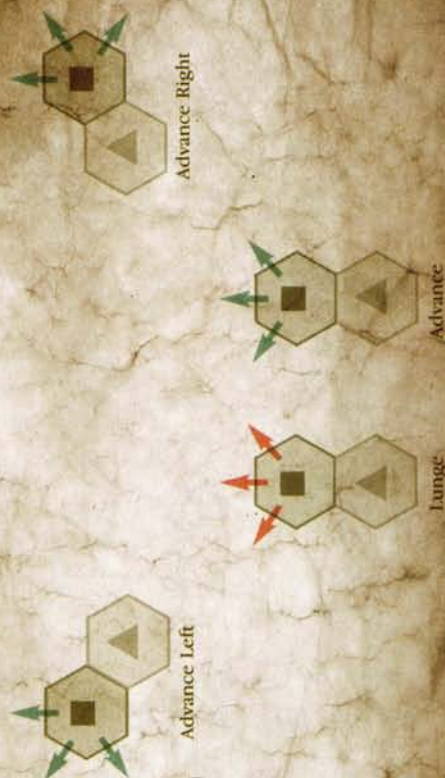


A: +3 D: 0	A: +2 D: 0	A: NA D: 0
A: +2 D: 0	A: NA D: 0	A: NA D: -1
A: NA D: 0	A: NA D: 0	

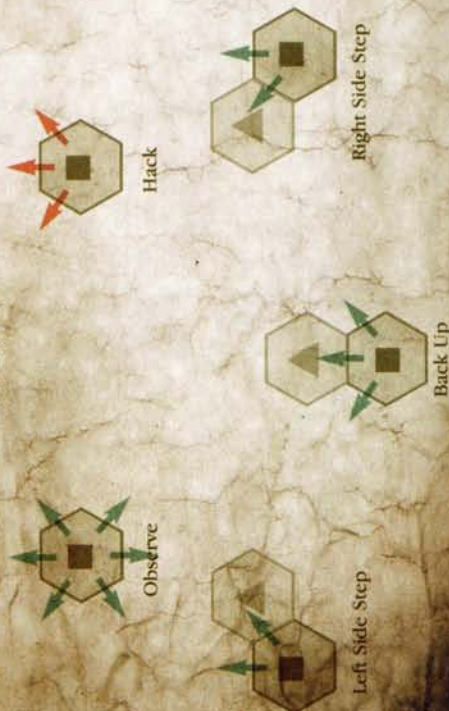
Fast



Medium



Slow

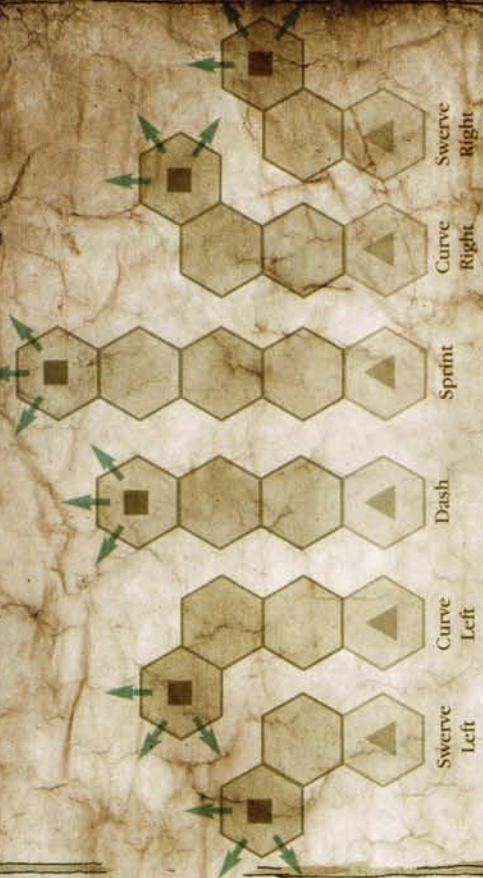


Witch Elf Pit Fighter

The Witch Elf flips right over the grey hexes when she makes a forward or backward flip. Ignore whatever is in the hex, be it another Pit Fighter, a trapped hex or whatever.



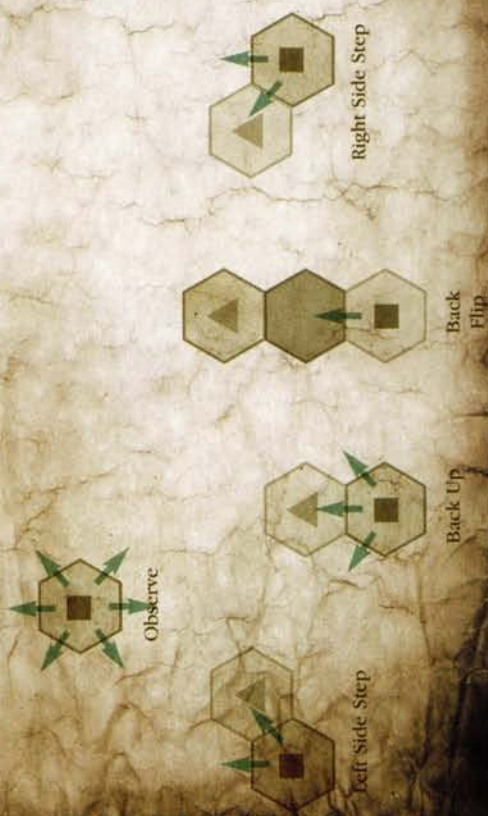
Fast



Medium



Slow



STORM OVER GEHENNA

Part 2 of an Epic campaign by David Candlish

At the same time as the Orks were launching their assault on Elysium, scores of Gunwagonz, Battlewagonz and all manner of buggies raced their way north towards the main Imperial base. By this time garbled radio transmissions had been intercepted, so the Imperial forces were now aware of the threat that they faced. However, nothing could have prepared the defenders for the full scale of the onslaught that lay ahead of them...

LAST STAND

Zulu station was situated in a natural dip in the rugged, hilly landscape. Its location was deliberately chosen to help mask it from orbiting vessels, and the station is easily lost amongst the varied terrain & scattered vegetation. The relief of the hills nearby denied attacking aircraft the chance to align themselves for an attack run, and strategic choke points were extensively mined. With a well-trained, well-equipped defence force under the command of Colonel Rawke, Zulu station was THE bastion of Imperial strength on Gehenna.

The advance elements of the Ork forces reached the canyon at dawn of the first morning after the invasion began. Much to the surprise of the battle hardened elements guarding the perimeter, these fast attack buggies did not immediately attack but instead waited for the heavier Ork units to arrive. Within the hour, a line of noisy Ork wagonz stretched across the horizon, the guttural shouts and war cries of the frenzied warriors echoed throughout the valley. At some unseen signal, the Ork vehicles gunned their engines and raced towards the fortress, big gunz firing wildly. To the delight of the defenders, many of the Ork armoured units drove straight through the minefields, although this delight soon faded as any vehicle that was destroyed was immediately replaced by another. With cold calculation,



Map showing the route of the Ork attack. Although the Orks suffered immense damage, the casualties suffered by the defenders were unsustainable and the loss of Zulu station was inevitable.

Colonel Rawke instructed his men to wait until the last few seconds before opening fire. An entire company of Imperial Guardsmen fired at close range and not a single Ork lived through the initial barrage. Automated defence turrets tracked and destroyed the lighter Ork wartracks, while Leman Russ Demolishers annihilated anything that came too close to the walls. For a second, the Ork attack faltered but a colossal bellow of rage from the Ork Warboss saw the Orks attack with renewed vigour. Thinking the minefields would deter the Orks from attacking from the west, Colonel Rawke had positioned a majority of his troops along the more vulnerable southern front. However, the seemingly endless hordes of Orks attacking from the west had almost exhausted the minefields and mobs of bloodthirsty Boyz had already breached the walls of the western perimeter. Ordering a general fall back to the command bunkers, Colonel Rawke and his men prepared to sell their lives dearly.

After almost three hours of solid fighting, the head of Colonel Rawke was stuck fast upon the bosspole of Warlord Gublutz and not a single Imperial trooper was left alive.

HISTORICAL ANALYSIS

Given the hopeless situation faced by Colonel Rawke, Imperial tacticians have not been able to fault his well-led defence of Zulu station. For his courageous acts he has posthumously been awarded the Imperial Golden Cluster.

TOPOGRAPHICAL ANALYSIS

This mission is best played on a 6' x 4' board – anything smaller is too unfair towards the Imperial player! The exact layout of terrain is relatively unimportant in this mission. The only stipulation is that the Imperial fortress should be positioned very close to the centre of the board. Ample terrain should be available around the edges to partially screen the Ork advance, although there should be a clear 30cm from the edge of the fortress to the nearest terrain feature – Imperial Engineers cleared the terrain specifically to open up fields of fire. If possible, the Imperial fortress should contain a small hill with the command bunkers situated on top. As for fortifications, these are easily made using foamcard, but the best idea is to invest in some of the resin bunkers created by Forge World.

IMPERIAL DEPLOYMENT AND FORCE DISPOSITION

Make no mistake – there is no way the Imperial player can win this. But you can sell your lives dearly and perhaps buy others some time...

The Imperial player has the following forces under his command:

- Colonel Rawke's Gehennai 1st Mechanised Infantry
 - 1 Supreme Commander stand*
 - 12 Infantry stands*
 - 7 Chimera*
 - 2 Commissar stands*
 - 1st Gehennai Support Detachment
 - 4 Fire Support stands*
 - 4 Fire Support stands*
 - 2 Sniper stands*
 - 2nd Gehennai Support Detachment (Abhuman)
 - 2 Ogryn stands*
 - 2 Ogryn stands*
 - 2 Ogryn stands*
 - 1 Commissar stand*
 - 2nd Gehennai Armoured Company,
 - 1st Support Formation*
 - 1 Command Baneblade*
 - 3 Leman Russ Tanks*
 - 2nd Gehennai Armoured Company,
 - 2nd Support Formation*
 - 3 Leman Russ Demolishers*
 - 3 Griffon Artillery Tanks*
 - Station Defence Grid
 - 3 Hydra Defence Platforms*
 - 1 Manticore Defence Platform*
- Minefields*
Ceramite reinforced prefabricated perimeter walls
Ceramite bunkers

All Imperial forces must deploy within the fortress (see deployment map on the next page). Vehicles may NOT deploy within bunkers but may deploy within the perimeter line. Infantry can deploy on the perimeter line, within bunkers or inside their transports. The Imperial player may choose to nominate one wall section as a gate. You may open or close the gate in a turn, but not both. Operating the gate will occur in the End phase. Before the game starts, the Imperial player may place up to two 10cm x 5cm minefield sections anywhere outside the fortress. The Imperial player should secretly but accurately record this before the game starts – a good idea is to record it relative to fixed terrain features or board edges (eg, the bottom left corner of the minefield is situated 55cm across and 80cm in from the top right board corner.)

MISSION OBJECTIVES

Every turn the Imperial forces can hold off the Orks gives the other Imperial troops on Gehenna more time to organise their escape. If, through some monumental feat of skill, the Imperial player is still holding the fortress at the end of Turn 6, the Ork commanders in orbit become frustrated with their ground troops' lack of success and drop a huge asteroid on the area! If this happens, the Imperial fortress is instantly flattened, but all the Orks in the area are wiped out too.

While the battle rages outside, the Imperial Astropath desperately calls for the return of the Storm Trooper regiments that had left Gehenna earlier. The longer the Astropath can transmit the plea for help, the more Storm Trooper formations will be available to the Imperial player in the final mission. Remember – the odds are hopelessly stacked against you in this mission and all you can do is hang on for as long as possible!

IMPERIAL GUARD HYDRA DEFENCE PLATFORM

Type	Speed	Armour	Close Combat	Firefight
Static Defence	-	6+	-	6+
Weapon	Range	Firepower	Notes	
2 x Twin Autocannon	45cm	AP4+ / AT5+ / AA5+	-	



IMPERIAL GUARD MANTICORE DEFENCE PLATFORM

Type	Speed	Armour	Close Combat	Firefight
Static Defence	-	6+	-	-
Weapon	Range	Firepower	Notes	
Auto-Reload Rocket Launcher	150 cm	3BP	Disrupt, Indirect Fire	



ORK DEPLOYMENT AND FORCE DISPOSITION

The Ork player has the following forces under his command, in addition to randomly generated reinforcements every turn.

(Designer's note: This mission can potentially need a LOT of Ork units on the board at any one time – it may be worth teaming up with another Ork player!)

- Warlord Gublutz 'Uge Warhorde
6 Nobz stands
24 Boyz stands
18 Grot stands
- Mekboy Biglugz Gunzmob
10 Big Gunz
2 Nobz stands
- 'Uge Speed Freek Warhorde
Any 24 of the following units:
Buggies, Warbikes, Scorchas
- 'Uge Blitz Brigade
12 Gunwagonz
6 Flakwagonz
6 Deth Koptas
- Stompa Mob
3 Stompas
4 Killa Kans
4 Dreadnoughts

Every turn after the first, the Ork player will receive the following reinforcements (roll each turn):

2D6 Boyz stands, D6 Nobz stands, D6 Grot stands, D6 Gunwagonz, D3 Deth Koptas, 1 Stompa & a choice of 2D6 Buggies/Warbikes/Scorchas.

If the Ork player does not have sufficient models to represent these reinforcements then they are lost. Reinforcements move on from a board edge of the Ork player's choosing, with orders of the Ork players choosing (although an Action roll must still be made for them).

The Ork player may deploy his units up to 20cm in from any table edge, although may not deploy units in any terrain they cannot normally move into.



Deployment Map

MISSION OBJECTIVES

The Ork player must destroy all Imperial units, or break them, in as few turns as possible. This mission will last six turns. After the sixth turn, the Ork Warboss in orbit gets bored watching the fight so he drops a huge Rok onto the troops below! When attacking the fortress, Ork infantry units may attempt to breach the walls. Any Ork infantry in base-to-base contact with a fortification section (not a bunker though) may attempt to hit it in close combat or a firefight, or a vehicle with an AP weapon may attempt to shoot them. The Imperial player should save any successful hits and each wall has a 2+ save and 2 Structure Points. Once a wall section loses both Structure Points it collapses and from then on armoured vehicles may also pass through the gap, but infantry occupying the wall are NOT destroyed and scuttle to one side at the last minute. Ork infantry may also attack defenders by climbing the walls – the walls count as difficult terrain when an assault is made. Also, defending infantry count as having the 'First Strike' ability when they are attacked within a bunker or fortification.

BATTLE AFTERMATH

Record the number of turns the Imperial player survived. Also, make a note if the Imperial player survived for a full 6 turns.



RECKONING

"We shall draw from the heart of defeat itself the means of victory & survival."

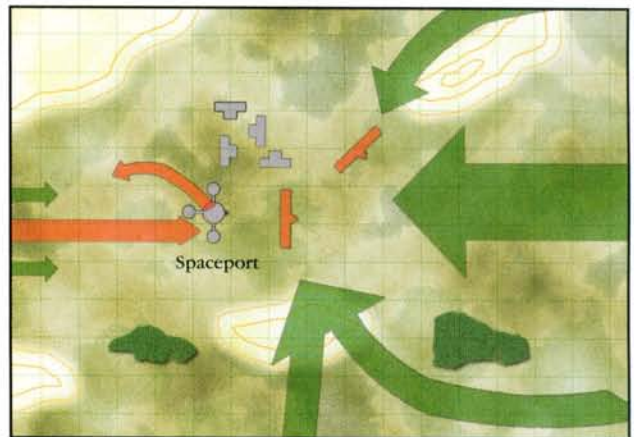
Taken from the speech given to troops by Captain Solus, immediately before the evacuation of Gehenna.

With the loss of Zulu station and the increased pace of the Ork invasion, it was clear to the remaining Imperial commanders that Gehenna was a lost cause. Staying and fighting would be a futile gesture at best, and they could serve the Emperor better by escaping now to warn Armageddon and fight another day. The remaining Imperial forces gathered together to fight their way to last Imperial-held star port and escape. As the first units moved out, a dust cloud stretching from one edge of the horizon to the other slowly grew larger. Soon the ground itself was shaking beneath the vast armada of Ork vehicles. It was then the Imperial commanders realised they would not all be able to escape – the vast mob of Orks giving chase was simply too large. It was decided then and there that a brave few would do their best to hold the Orks for long enough to allow as many ships to escape as possible. With grim determination, those brave few chosen to sell their lives dearly readied their weapons as the rest made the best speed they could. At the gates of the spaceport the tidal wave of Orks hit.

Despite being outnumbered and outgunned, the Imperial troops fought bravely and killed many times their number. Inch by inch though the defenders were pushed backwards, with only one landing craft left capable of launch. Just as all hope looked lost, a flight of Vulture attack skimmers reared up from behind the launch pad, their Hellstrike missiles cutting a swathe through the nearest Ork Gunwagons. Valkyrie assault transports streaked in behind the Vultures and with practiced ease a full detachment of Imperial Storm Troopers dropped directly into the heart of the bitter hand-to-hand fighting. This ray of hope lasted only a short time though, as a scant few minutes behind the Valkyries thundered squadrons of Fighta-Bommas, guns blazing as they chased down their Imperial counterparts. With the time bought by the desperate sacrifice of the Storm Troopers, a few squads of infantry managed to lift off the launch pad. Throttling back, the ship began to accelerate but it was too late and combined salvos from ground based Stompas and Fighta-Bommas hit and crippled the transport. Even as his vessel began falling back to earth, the pilot aimed for the densest mob of Orks, commended his soul to the Emperor and triggered the afterburners.

TOPOGRAPHICAL ANALYSIS

The terrain placement on this map is essentially left to the players, although the position of the spaceport should be fairly fixed at least 40cm and preferably about 50cm from the western board edge. Although historically there was relatively little terrain between the Orks and Imperial



Map showing the Ork advance upon the retreating Imperial forces. Unfortunately no Imperial ships managed to escape.

forces, there was sufficient cover for the Imperial rearguard to provide a reasonable amount of defence. A small cluster of buildings, offset from the main east-west axis provided housing for Imperial workers, although these played little part in the conflict and could be omitted if required.

IMPERIAL DEPLOYMENT AND FORCE DISPOSITION

The following forces are available to the Imperial Commander. This is the final battle. Any victories in the campaign so far will be for naught if the Imperial player cannot make good his escape.

- Captain Solus' 3rd Gehennai Mechanised Infantry Company
 - 1 Command stand
 - 12 Infantry stands
 - 7 Chimera
 - 1 Commissar stand
- Captain Kaduc's 3rd Armoured Company
 - 1 Vanquisber Command Tank
 - 9 Leman Russ Tanks
 - 3 Hydra Flak Tanks
- 2nd Gehennai Armoured Company,
3rd Support Formation
 - 1 Baneblade
- 1st Scout Platoon
 - 4 Sentinels
- 2nd Scout Platoon
 - 4 Sentinels
- 3rd Gehennai Support Detachment
 - 4 Fire Support stands
- 4th Gehennai Support Detachment
 - 2 Sniper stands
 - 2 Sniper stands
- 6th Infantry Company (remnants – conscripts)
 - 6 Infantry stands
 - 1 Commissar stand

IMPERIAL GUARD SUPER-HEAVY TROOP TRANSPORT

Type	Speed	Armour	Close Combat	Firefight
Aircraft (Special)	40cm	4+	—	—
Weapon	Range	Firepower	Notes	
None	—	—	—	



Damage Capacity 3. Critical Hit Effect: The main thrusters are hit and the transport crashes spectacularly. Replace the transport with the 7.4cm Blast template and scatter it twice for D6cm each time. Anything even partially under the template takes an automatic hit.

Notes: Reinforced Armour, Transport (may carry any number of Imperial infantry or armoured vehicles). May not be engaged in assault and can only be affected by a maximum of one Blast marker – its sheer size & power allows it to ignore the worst of the flak! Initiative 1+.

The Imperial player must deploy within a box 30cm x 30cm that is 60cm from the eastern board edge and 30cm from the north/south board edges. On Turn Two, if the Imperial player won the 'Elysium' mission then any surviving units at 50% strength or above may enter the southern board edge in the area noted on the map. Similarly, any survivors from the 'Planetfall' mission arrive from the corresponding area on the northern board edge. On Turn Three, the Imperial player receives reinforcements arriving from anywhere along the western board edge – for every turn the Imperial player survived in the 'Last Stand' mission, he receives two stands of Storm Troopers, one Valkyrie and one Vulture. The Storm Troopers are inside the Valkyrie transports. The Imperial player has 5 turns to escape before sheer numbers of Orks overwhelm them.

MISSION OBJECTIVES

To win, the Imperial player must board a transport with any detachment that is above 50% unit strength and not broken. To board, declare an assault against the transport ship but instead all units get on board automatically assuming one stand/vehicle is in base to base contact (they don't fight the transport!). This is to represent the difficulty of a fairly large unit getting onboard the ship in one go – it's a little more tricky getting a platoon and its vehicles onboard a transport ship than it is getting ten men into a Chimera! Once a transport has a unit onboard it must attempt to leave by the western board edge, but if it is destroyed before it leaves then it cannot (obviously) escape. If one transport leaves the table, the Imperial player wins the campaign – Gehenna may be lost, but Armageddon is warned.



ORK DEPLOYMENT AND FORCE DISPOSITION

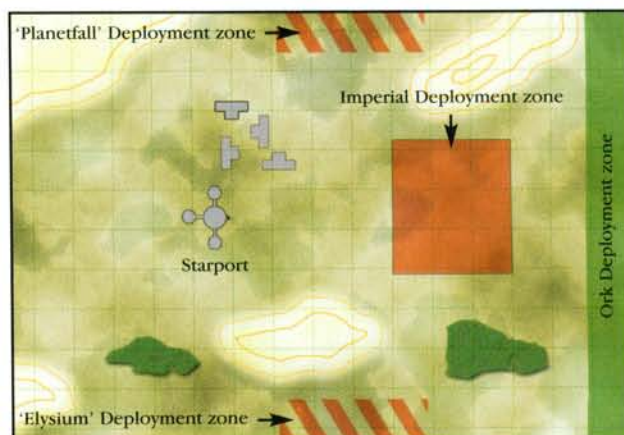
The following forces are available for the Ork Commander.

- Boss Gorbblitz' 'Uge Boyz Warband
 - 4 Nobz stands
 - 10 Boyz stands
 - 6 Grot stands
 - 10 Battlewagonz
 - 1 Gunfortress
- Stormboyz Warhorde
 - 12 Stormboyz stands
- Big Blitz Brigade
 - 8 Gunwagonz
 - 4 Flakwagonz
 - 6 Buggies
- Stompa Mob
 - 5 Stompas
 - 1 Super-Stompa

This is it – you must obliterate any and all Imperial forces you can, or at the very least send them running to the hills. While you have almost limitless strength behind you, the brave Imperial survivors are fighting for their lives and may yet surprise you. The Ork player can deploy anywhere up to 25cm in from the eastern board edge, and has the first turn. On Turn Two, if the Ork player won the 'Elysium' mission then any surviving units of 50% strength or greater may enter the board from the area noted on the southern board edge. On Turn Four, the Ork player receives one squadron of three Fighta-Bommas per unit of Storm Troopers the Imperial player received on Turn Three – these also enter from anywhere on the western board edge.

MISSION OBJECTIVES

The ultimate aim for the Ork player is to destroy or break all Imperial formations before they board a transport ship. Until an Imperial formation has boarded a ship, and the vessel has left the launchpad, the Ork player may not attack, directly or indirectly, any transport ship – they are too busy shooting at the fighting units to worry about a boring transport! Any attack that would normally hit a landed transport ship is ignored, although it may still



Deployment Map

affect 'normal' units. To make this clear, a transport can only be destroyed once it has moved, and it can only move with Imperial troops onboard. After five turns, sheer numbers of Orks and total orbital superiority mean that the Imperial forces have no hope of escape... the Orks win, and Armageddon will be unprepared for the full might of Waaagh! Ghazghkull.



DESIGNER'S NOTES

When I started writing this campaign pack, I originally wanted to just share a few ideas I had about a series of cool missions I had came up with while playtesting Epic: Armageddon. However, it soon snowballed into something bigger and before I knew it I had created this pack! Luckily, a few quiet days at work gave me ample opportunity to complete it and add a bit of polish, leaving me plenty of time to play more games of Epic in the evenings. The first problem I had was coming up with a name for the world, but in the end I used 'Gehenna'. I couldn't remember where I'd heard it before but I thought it sounded pretty good. However, half way through writing this I realised it may have been used elsewhere in the Warhammer 40,000 universe, and a frantic search on the Internet showed it actually had! From what I found, it looked like it had been described as 'a desert planet containing ancient alien artefacts fought over by opposing members of the Inquisition'. In a bizarre coincidence, I had already imagined Gehenna as a desert planet with a small surveyor team examining ancient alien ruins! Problem solved.

The 'Planetfall' scenario is an attempt to recreate a small skirmish using the Epic rules. While it could be argued that something like this is better suited to Warhammer 40,000 I was sure I could get it to work. Initial versions has relatively few troops on each side, but this meant that once a few units had been lost the game was pretty much over. With the forces I eventually settled on it presents each side with some interesting strategic issues. Does the Imperial player split his forces in an effort to save as many defence lasers as possible, or do they secure each battery in turn with overwhelming force? Likewise, does the Ork player risk destroying all three silos but with the chance of not getting any, or does he concentrate his troops on one or two silos to ensure some benefit is gained in subsequent games? The "hidden deployment" idea adds an extra edge to it, with the Imperial player not having the benefit of seeing units when his forces would not, in reality, be able to.

I love cityfights and think Epic is superb at representing them. Since I have amassed a fairly large amount of Epic scale buildings I was able to cover most of a 6' x 4' table with them! This made for a visually attractive and tactically demanding battlefield, and really made games enjoyable. Of all the games I playtested for this campaign, I enjoyed the battles in the city the most. Although getting the balance right between the different forces was difficult (particularly the reinforcements) I think it's pretty well balanced when the historical background is taken into consideration. True, the Imperial forces have the advantage to start with, but after a turn or two the roles are reversed and soon the Imperial army is desperately back-peddalling to defend the Guild HQ.

'Last Stand' is shamelessly ripped from the movies. There's something about a desperate defence against overwhelming odds that is immensely appealing, especially for the underdog, and I tried hard to recreate that in this mission. I didn't really have much trouble balancing the forces for this scenario – after all, it's easy to make one army vastly stronger than another! In playtesting, we typically found the Imperial army would last for three or four turns before being annihilated, although a few games lasted 7 or 8 turns, hence the introduction of the 'flattened by a Rok' outcome! A prize to whoever spots the most hidden film references!

The final mission, 'Reckoning' came to be when I imagined the desperate last efforts of an army to escape defeat. Usually in films this is to the haunting soundtrack of a choral group, and either results in the death of everyone you've become familiar with during the film, or the good guys turn up just in time to save the day! I'd deliberately not used Storm Troopers & Valkyries/Vultures in any of the earlier missions as I wanted them to make a special appearance at the end. They're easily my favourite models and I can't wait for them to be released! When this mission was playtested under the assumptions the Orks had won all other battles by a sizeable margin, four games out of five saw the Orks consolidate their advantage and win the campaign overall, but that one time the Imperial forces won was a breathtaking game, with real tension at the end – Storm Troopers holding a valiant rearguard action, Vultures popping up and harrying the Ork lines culminating in vicious hand-to-hand combat on the launchpad as a single Imperial craft made good its escape!

A final word on balance – remember the force dispositions in here are based on the experiences gained through playtesting these missions with my group – it's inevitable that they will not be suitable for everyone. Rather than simply assume they are irrevocably broken, tweak them to make them work with your group! What is an interesting challenge for one person is a walkover for another.

I hope you've enjoyed playing the missions in this pack as much as I enjoyed creating them, and keep your eyes open for another campaign in the future.

Authors

Dave Candlish is an enthusiastic Epic and Blood Bowl gamer. When he's not busy writing and organising gaming tournaments you can often find him online as 'Indigo'.



Further Information

The Epic: Armageddon rulebook and accompanying range are now widely available from all good hobby stores. Contact your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94).

More Epic Websites

See page 64 for the White Scars.
www.Epic-Battles.com

Town Cryer

Town Cryer



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

NEVER TRUST AN AVERLANDER TO DO A REIKLANDER'S JOB!

They Kill and Steal

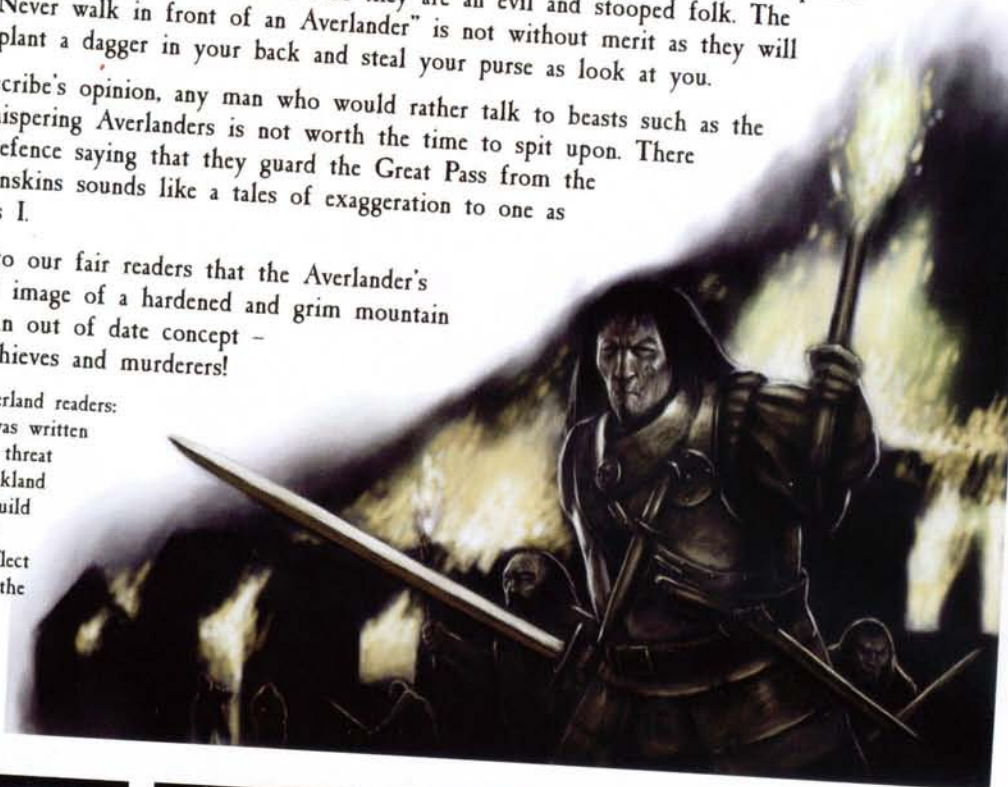
With Town Cryer being published using Reiklander coffers, it is our unbiased opinion that Averlander's are not be trusted fore they are an evil and stooped folk. The phrase "Never walk in front of an Averlander" is not without merit as they will happily plant a dagger in your back and steal your purse as look at you.

In this scribe's opinion, any man who would rather talk to beasts such as the horse-whispering Averlanders is not worth the time to spit upon. There meagre defence saying that they guard the Great Pass from the foul greenskins sounds like a tales of exaggeration to one as learned as I.

I put it to our fair readers that the Averlander's traditional image of a hardened and grim mountain guard is an out of date concept - they are thieves and murderers!

Note to Averland readers:

The above was written whilst under threat from the Reikland Merchants Guild and does not necessarily reflect the views of the author!



Here
Within



Further
exploration of our
fair lands

Grim tayles of
body snatching
and foul
experimentation.

A return to the
pit fights.

Letters to the
scribe - your
views from
around the
cursed city

Town Cryer

BEWARE THE CURSE OF THE REDCLAW

You have been warned!



Slaves-by-Post

Can't make the Slave Markets like you used to? Still want the best of the crop? Then why not try Slaves-by-Post?

At Slaves-by-Post we only pick the choicest serfs. Scented and delivered straight to your door, so no nasty smells on delivery!

"I've used Slaves-by-Post many times and have found the products suppliant and humble."

A. Tyrant

"I like to beat my slaves and they all live in fear of me now thanks to the quality supplied by Slaves-by-Post"

Warren Lorde

SALE OR TRADE

A big Klub made of tree.
Great firrr bashhing Fings

4 teef or a live halfling

See Rog at the old swamp

the Philosophers Club

Come join our group of intellectuals as we discuss such radical theorys such like the world is actually round (either that or stuck on the back of a giant porpus) or that there is a whole society of evil ratmen bent on the destruction of humankind!

Some call us mad but we know the truth!

*Find as the Blinkered Fool Tavern
on the evening of each cresnet
moon*

Wanted Barber

*To sort out the mops in the
Town Cryer Offices*

They scare the passers-by

For Sayle

One mullet hair coat.

Made from the finest mullets

*Ask for A. Halldenstat at the
Town cryer offices*

Life

Models Needed

For art classes

No mutants or greenskins. All limbs must be in proportion and no runic tattoos of blasphemous gods.

Dwarfs need not apply, Elven maidens welcomed.

*Contact the art tutor, Jimmy Bean at the
Rusty Spike Inn*

SCRIBE'S HONOURABLE MENTION

Mad Andreas Halldenstat



Town Cryer

Wanted: 'The Sander's Son'

Also know as 'The Smoo',
'Dyna-rod' and 'Weeeee'

Warning dangerous if provoked – it is said he came from the sky when the comet struck.

*If found please return to Marcus at the
House of the Repromen*



Handsome reward offered

OBITUARIES

Simone 'the black' Cowel – died from the acid on his own tongue.

Mathias Keefe – died whilst trying organsie the Armarda, it took too long.

Lord Hugh Gallant – Heart attack whilst riding in carridge down Brown street, just off Divine way.

50 Groat – shot nine times, wrote a terrible song about it, then died. "Bling!"

Auction

*At the Auction Pit in
Cutthroat's haven*

Lots to be Sold

One chunk of Wyrdstone about 8lb in weight

A set of ten stabbing blades coated in an unknown toxin

A pouch of teeth found in the ruins of the cursed city

One owl-cat, answers to the name of 'twit'

SETTLING OLD SCORES

by Jervis Johnson (Hubris Rakarth), Phil Scott (Jordell Freshbreeze)
and Jake Thornton (Jim & Bob)

Jim: Good afternoon sports fans. You've joined us just in time for the kick-off of what promises to be a very exciting and bloody match. It's a capacity crowd here at the Willowhaven stadium, and with sunny skies and clear visibility nobody should miss any of those gruesome fouls we've come to expect from Hubris and the Nightmares.

Bob: That's right, Jim. Nothing but bodies to obscure our view today.

Jim: And with this line-up we can expect some body count! Hubris and Jordell have something of a 'history' between them, both on pitch and off. Looks like some debts are going to be paid today.

Bob: That's what we're all hoping...

JERVIS' INTRO

I approached this match with some (justified!) trepidation. It's one of the truisms of game design that a designer can't win his own games. Rick Priestley usually loses when he plays Warmaster. Alessio Cavatore used to be an Italian Warhammer Tournament Champion until he started working as a member of the Warhammer Design team, and now can't win a game of Warhammer to save his life. The only exception I know to this universal truth is Andy Chambers, who seems to have the rare ability to design games and army lists and actually win with them too. I, on the other hand, have an appalling win/loss record with my own games, and especially so with Blood Bowl.

So, when we decided to run a Blood Bowl match report featuring Jordell Freshbreeze and Hubris Rakarth, we decided that the best man to run the Wood Elves would be

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| 1 Ithaca Benoin – Thrower | 2 Venom of Praetta – Witch Elf | 3 Autavic Helledon II – Witch Elf |
| 4 Eli Dwarfmalice – Lineman | 5 Hubris Rakarth – Blitzzer | 6 Hawthord Tullaris – Lineman |
| 7 Helon Sate – Lineman | 8 Rancour Kool II – Lineman | 9 Elijah Doom – Lineman |
| 10 Lithium Belledon – Lineman | 11 Odium Khan III – Lineman | 12 Jeremih Dastard – Lineman |



Phil as he's won our last league with a Wood Elves team. I, however, did my best to squirm out of having to play the match. "Choose Jake," I said cravenly, "he's the lead developer for Blood Bowl now!". Unfortunately the guys pointed out that we really needed someone with a bit of experience of running a Dark Elves team, and I had let slip that I'd run one in the very first playtest league we ran for the (what were then) new Blood Bowl rules. "But that was over ten years ago" I snivelled. But it was no good, I was going to have to take on the best Blood Bowl coach from our Head Office league, and I was going to have to do it in print!

As there was no getting out of it, I set about working out a team roster. We'd decided to play a match using standard 1,000,000 gold piece teams, and then I would get Hubris for free, and Phil would get Jordell. Now, I'm a bit of a pack-rat when it comes to the computer work I do, and so stored away on GW's main server is a folder called "Jervis's Brilliant Work". Less I be called egotistical, I should explain that the folder used to be known simply as "Jervis's Old Stuff", until a Studio wag who shall remain nameless decided to rename it "Jervis's Old Rubbish". I responded by renaming it "Jervis's Brilliant Work", and so it has remained ever since.

But I digress. In this folder is all kinds of old stuff, dating all the way back to 1993 when we were working on the Blood Bowl rulebook. A quick search amongst this material revealed my old Dark Elves team roster. The roster represented the team at the end of the first 'season' of

playtesting, and so had more than 1,000,000 gps worth of players. It also included a Cold One 'big guy' Star Player called Razorfang, who was dropped later in playtesting on the basis... well on the basis that a Cold One playing Blood Bowl was a rather silly idea really! Anyway, it was the work of only a few minutes to update the roster, and with that, after a break of ten years, the Nightmares were back!

PHIL'S INTRO

A chance to use my Wood Elves in a match report? How could I possibly refuse? I knew I would have the services of Jordell Freshbreeze as well as the basic team which I chose, and with this in mind I decided to invest in an 11-man team, with a larger number of positional players than I would normally take. In a one-off game, the combination of skills that positional players bring to the team can often make the difference between winning and losing, and it means that you can save those valuable team re-rolls for when they're really needed.

The only other tricky decision I made was the choice between a second re-roll and an Apothecary for the team. Normally, I never take to the field without the services of an Apothecary, but because this was a one-off game, I decided a second re-roll was more useful.

My plan for the game would be to stay away from Jervis' team as much as possible. This would give my more mobile players a chance to move the ball, and hopefully leave the Dark Elves standing flat-footed with no one to block. All very well in theory, but we'll see...

- | | | |
|---------------------------------|-----------------------------------|------------------------------------|
| 1 Unithralas Elvorian – Thrower | 2 Jordell Freshbreeze – Wardancer | 3 Thrilmariand Eluldur – Wardancer |
| 4 Mebrind Sénduil – Catcher | 5 Delorfin Galyi – Catcher | 6 Tiniorion Deliolas – Lineman |
| 7 Urélad Elrebrindir – Lineman | 8 Rónd Deléldur – Lineman | 9 Urorfiriand Calorfiwyn – Lineman |
| 10 Mywyn Thradiembor – Lineman | 11 Fyndir Amyl – Lineman | 12 Uneril Elvënd – Lineman |



RANGERS LEAD THE WAY

Jim: The stars of each team are in the centre with the referee for today's match: Grimly Shortstaffer, and it looks like the Nightmares have won the toss. Yes, Grimly's signalling that the Nightmares have elected to kick.

Bob: I expect this isn't the only kicking we'll be seeing from them, Jim.

Jim: Absolutely, Bob. And that's just one of the reasons so many of their fans have travelled to be with us today...

Bob: ... and there's the whistle! The Nightmares kick off and the ball soars deep into the Rangers' half. It's a good kick, and Unitbralas Elvorion has to move quickly to scoop up the ball. Jordell's on the move too, knocking down Elijah Doom as he punches his way through the Nightmares' line.

Jim: And he's not the only one. On the other end of the line Mywyn and Fyndir barge back Rancour and Autavic, leaving themselves and Urorfiriand unmarked. Unitbralas back-pedals towards his own line with the ball, not taking any chances, and Urorfiriand Calorfiwyn makes his move too, running along behind the Rangers' line. He's going for the gap that Jordell made, but the Nightmares have seen him. He's tripped... he stumbles... he's down... and the Nightmares are in control!

Bob: Well they're not going to leave Jordell Freshbreeze open like that, and there they go: Elijah's up again and he's not happy. Looks like he's making for Jordell. Venom's on her way too...

Jim: ... this could hurt, Bob.

Bob: But there's that famous sidestep, and all Venom contacts is thin air. The Witch Elf makes another lunge and she misses again. Look at Jordell go!

Jim: And look at the Nightmares go too! Autavic and Eli are both in then open and bearing down on Unitbralas. Looks like he'd better find some space himself soon or he's going to be a nasty stain on the pitch...

Bob: They're not there yet though, and these Rangers are fast.

Jim: Fast enough to escape so far, Bob. There's a bit of a scuffle on the line of scrimmage, but even Hubris doesn't look like he can break through.

Bob: Nor can the Rangers who look to be throwing a few punches of their own in there and though Odium's down it's all just buying their thrower some time.

Jim: And there he goes now! Unitbralas shimmies past the incoming Nightmares and passes the ball to Mebrind Senduil. It's a good throw and a better catch. Now Mebrind's off and running, past the scattered Dark Elves and hands it off to Jordell. There's only one player left who can stop Freshbreeze scoring and he's too slow! Jordell dodges out of reach of Ithaca and runs straight into the Nightmares' end zone. It's a touchdown!

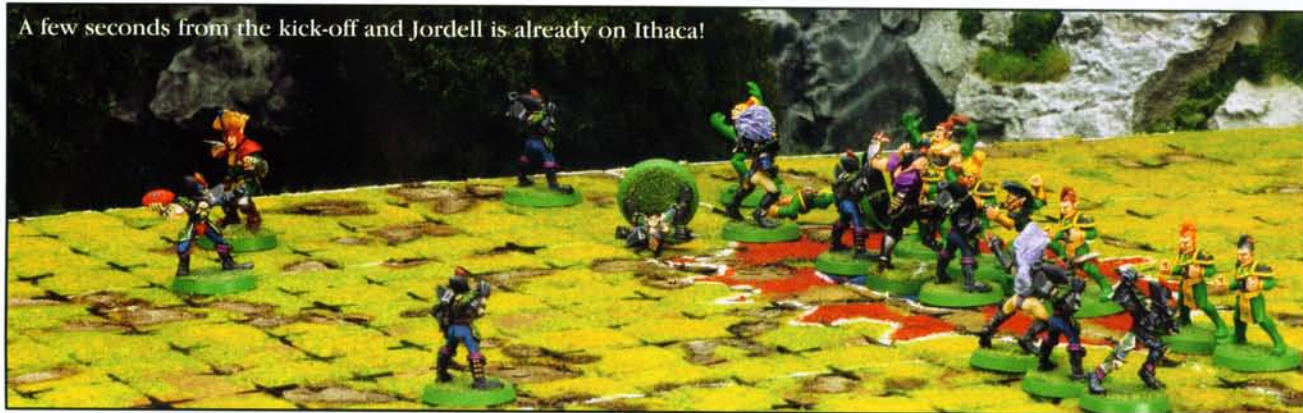
Bob: And just listen to that crowd, Jim. A touchdown already and we're barely a quarter of the way through the first half. It's going to be an exciting game.

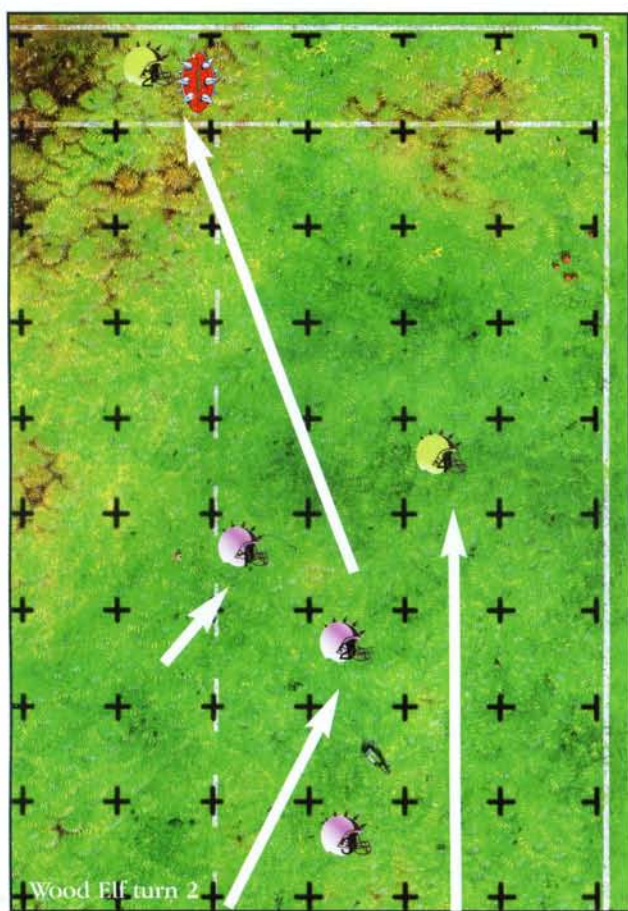
A GOOD KICK(ING)

Jim: The Nightmares look like they're out for blood now. They've set up almost the whole team on the line of scrimmage and they're raring to go. The few Rangers in front of them look decidedly nervous about the next few minutes. I hope they're being paid danger money.

Bob: You need to be alive to spend it though, and I'm not sure that's in the Nightmares' plans. Still, Mebrind will be alright for a bit. In an effort to save his catcher some hospital time, the Rangers' coach has substituted Unitbralas Elvorior for him.

A few seconds from the kick-off and Jordell is already on Ithaca!





And there's referee Shortstaffer signalling for the kick-off... and there we go. It's another loooooong kick, almost to the Nightmares' end zone...

Jim: But look at the Nightmares' line, it's storming forwards. They're all over the Rangers! Avtavic's smashed past Urorfiriand and it looks like he's down for the count, but she's not stopping to check and she's off down the wide zone on the Nightmares' right. There are fists flying everywhere in the centre and it looks like Hubris has KO'd Delorfin Galyl as well. Rond Delendur is down too, and it looks like he's badly hurt.

Bob: There's nothing left of the Rangers' front line, and the Nightmares pour through the hole to mark all of the Wood Elves that are still standing.

Jim: Meanwhile, Itbaca's picked up the ball and he's heading back to where he started the drive in the centre of his own half. He must feel safe behind that wall of Nightmares, Bob.

Bob: Yes indeed, and with three players off in a few moments it looks like the boot's in the other face now.

Jim: But it's not over by a long shot, and it looks like

Lithium's slipped on some of the blood in the melee. He's down, but he's OK.

Bob: That's an opening for the Rangers though, and look at them move to grab it! Two of them are off to mark Avtavic so she can't get up to any more mischief while the rest dodge away from the Nightmares marking them.

Jim: Not all of them, Bob. Jordell's off on his own, and just look at him go! He's slipped his marker, dodged another and he leaps over Hubris!

Bob: And he's not finished yet. He's slipped away from Hubris too and blitzed Itbaca! They both go down in a tumble of limbs and the ball bounces free!

Jim: Looks like they're both uninjured, but Jordell wasn't alone and Delorfin's followed him through the gap. He's almost tagged by Hubris who's sticking to him like his shadow, but it can't last. He ducks and dodges his way past and picks up the ball! The crowd goes wild!

Bob: And there's almost no one left between Delorfin Galyl and the Nightmares' end zone.

Jim: Don't let that fool you, Bob, they're already closing in.

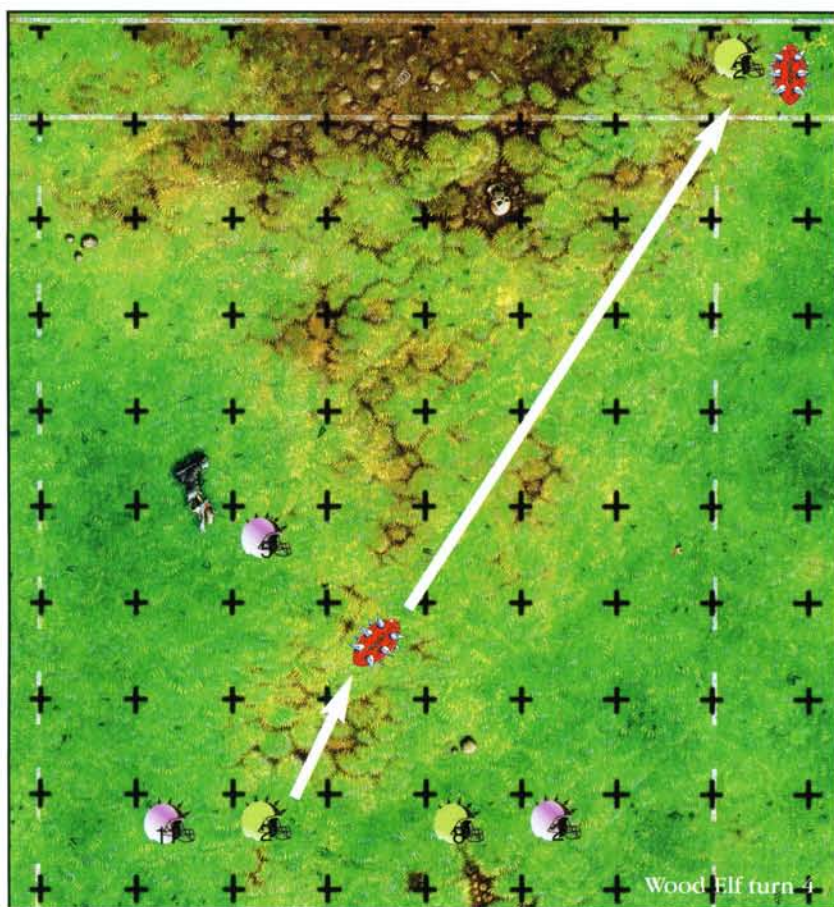
Bob: Looks like most of the Rangers are marked again. Avtavic's not going to stay marked herself though and she smashes into the lightly armoured Unithralas, leaving him in a daze on the ground, and opening herself up for a potential throw...

Jim: If they can get the ball, that is. There are several Nightmares on the case, but it looks like Hubris'll be delivering the blow. He steams in, gaze fixed on the unfortunate Delorfin and in a bone-crunching collision throws the Rangers' catcher to the ground. The ball's loose, but it's just out of Hubris' reach.

Bob: And that's all Jordell's going to need. He leaps onto the ball and scoops it up. I can see the fury on Hubris' face as Jordell dances away from him, tantalisingly out of reach, straight into the Nightmares' end zone for a touchdown!

Jim: Just listen to that crowd, Bob. That's the kind of excitement they're here for.

Bob: Could be, Jim, but there's also the body count, and it looks like we have another. The Rangers are gathered round Delorfin Galyl who doesn't look like he'll be playing any more Blood Bowl today. That was some tackle from Hubris.



Bob: *I don't envy those Rangers linemen on the line of scrimmage. The rest of their team-mates are deployed deep and the Nightmares have only one player not on the front line.*

Jim: *You can almost hear them thinking "feet, don't fail me now!".*

Bob: *And the Nightmares exude confidence. Looks like they reckon their time has come. There's some last-minute plotting between the Nightmares, and there's the whistle!*

Jim: *It looks like the Nightmares are all over the Rangers now, as they pile forward. Venom's off down the Nightmares' right, with support to mark the nearest Rangers. The centre is trading blows with the Rangers, but it looks pretty even.*

Bob: *Ithaca's got the ball and is snuggling into the main line of scrimmage, looks like the makings of a box in there, Jim.*

Jim: *But look at Hubris! He's off and running with a whole wing of the Nightmares. Looks like he's going straight for Jordell.*

THAT'S GOTTA HURT

Jim: *Well it looks like the Rangers' healers have their work cut out for them.*

Hubris floors Delorfing but the ball scatters too close to Jordell.



Bob: *Certainly does. I'm getting reports here that they're only going to be able to field eight players for the next drive, and we're only half way through the first half! The Nightmares have really put the hurt on them.*

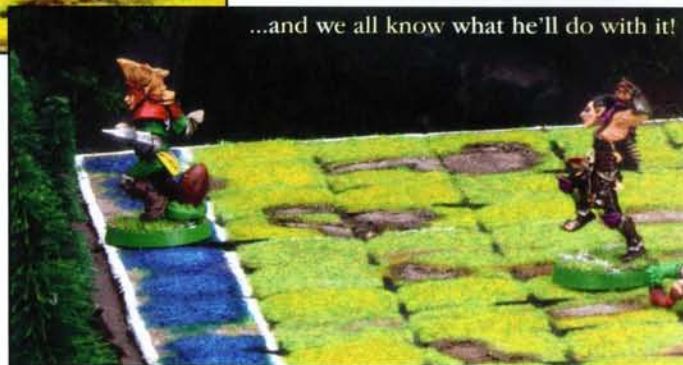
Jim: *Looks like you're right, Bob. There's only eight Rangers setting up. This'll be bloody.*

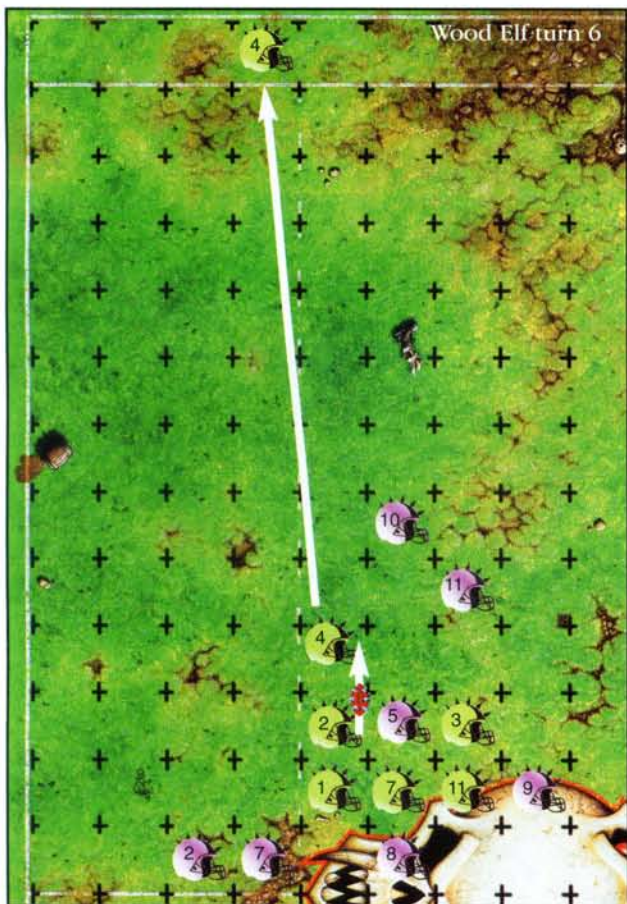
Bob: *Certainly is. Jordell's not worried though, and he steps neatly out of the way of the thundering charge of Nightmares. Not a scratch!*

Jim: *Now he's off downfield, dodging past the opposition like they aren't there. He's going straight for Ithaca.*

Bob: *And he's got support. Thrilmariand's snuck in to threaten Ithaca already and here comes the blitzing Jordell... he's running up and*

...and we all know what he'll do with it!





leaps over Elijah Doom who can only stand and watch. Jordell almost lands on Ithaca and the full force of his charge smacks into the unfortunate Dark Elf. Ouch! That's gotta hurt!

Jim: Ithaca's down and the ball's loose. Rancour almost has it, but he's too slow and it bobbles to the ground. Jordell's faster and shows just why he's a star, pulling out all the stops to make that extra yard and grab the ball.

Bob: That changes everything. The Rangers are leaving the Nightmares where they stand, and are forming up in a box around Jordell. The Dark Elves have been caught flat-footed and most of them are in the wrong half!

Jim: Well they're pulling back already, but it's going to need something special to pull this one out of the fire. Hubris leads the charge back and breaks into the Rangers' protective box, blitzing Jordell, but all he can do is push him back.

Bob: Rancour tries to make up for missing the ball a moment ago and pulls out an amazing turn of speed to get between Jordell and the end zone. Disaster! He's tripped and he's down! That looks bad. I'm sure knees aren't supposed to bend that way, even on Dark Elves...

Jim: And there's the handoff, Thrilmariand's pushed Hubris back to make room for Jordell, but the Rangers' star isn't taking his hat-trick just yet. He hands it off to Mebrind Senduil who runs the ball in for a touchdown! It's 3-0 to the Rangers, and the Nightmares' fans aren't happy at all.

Bob: Lucky they're in separate stands this year, Jim. After what happened last time...

Jim: And to rub salt into that wound, I've just heard that Ithaca's died in the dugout. Apparently that last block from Jordell was just too much.

Bob: Well that'll be one angry set of Nightmares, Jim. You can see by their expressions as they set up for what has to be the last kick off of the half.

Jim: And both sides are in an almost exact copy of the line-ups they used for the last kick-off. We can only



assume that the Nightmares have a new plan, 'cos the last one certainly didn't work.

Bob: Well here they go, and with Ithaca dead it's Odium Khan who secures the ball for the Nightmares, taking it wide on their left. The line of scrimmage erupts into a scrum and Hubris, with a couple of other Nightmares, makes a break straight for Jordell. Looks like it's payback time!

Jim: That scrimmage scramble's turning bloody, looks like one of the Rangers has been stomped good and proper. That's the revenge for Ithaca. There's a couple of others down, but they're just a bit stunned by the looks of them.

Bob: Hubris crosses the ground between them and charges into Jordell. Again the Wood Elf steps aside at the last moment and the fabled breaker of heads fails to damage his arch foe. And to think that these two can play for the same teams!

Jim: Wouldn't like to try coaching that lot.

Bob: It's clearly getting personal down there, Jim. Jordell's actually fighting back and blocking Hubris. Doesn't seem to have any effect, but that's just a sideline. The Rangers' main push is against Odium, the ball carrier.

Jim: As you'd expect from such a well-trained team, Bob. Focussing on the ball. And they do work well, Thrilmariand setting up the marking and Ureland rushing in for the blitz...

Bob: Odium's still up! He's a little shaken, but looks OK. A little desperate though, I think he wasn't expecting the Rangers to be jumping down his throat quite so soon.

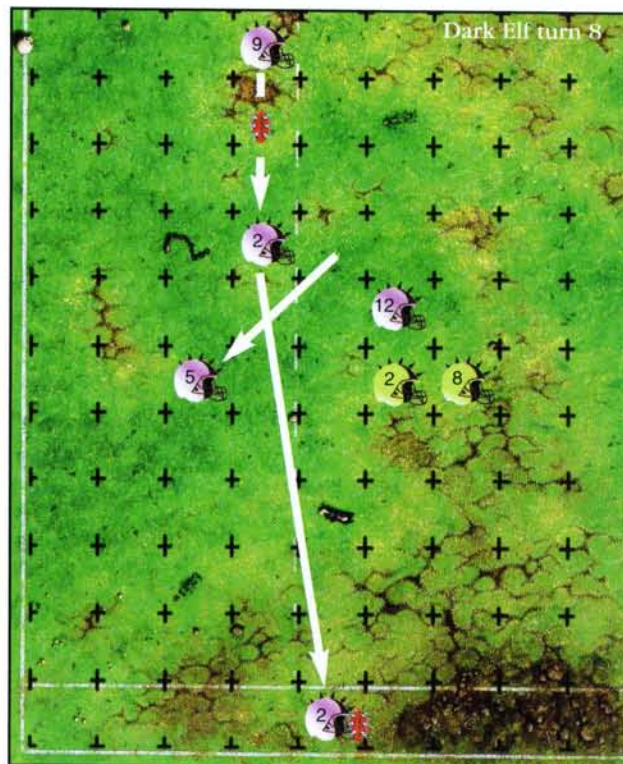
Jim: He's got some support though with Eli and Lithium coming back to help. And there they go, barging the Rangers aside and making some space for Odium. But what's he going to do with it?

Bob: He's running across the back of the Nightmares' line, and it looks like he's going for a pass. Yes, Elijah's waiting for it and there it goes...

Jim: ...and goes, and goes. Nowhere near him!

Bob: Can the Rangers score again? There goes Delorfin, dodging away from his marker, but he's fallen! Ouch! That looks nasty. Was he tripped?

Jim: I don't think the Nightmares are going to wait for a decision there. They're off again, and it looks like they're



making a space down their right wing. Jeremiah floors Unithralas and Hubris tackles Mebrind by the throat... the crowd love it!

Bob: Elijah's in the clear. He runs across and picks up the ball, dashes through the gap on the right and passes it to Venom. Complete! And she's got nobody to stop her running it into the Rangers' end zone. Touchdown!

Jim: And that's the whistle for half time too. We'll be back after this brief word from our sponsors...

HALF TIME

Jervis: Well, that was a painful first half. I hadn't realised just how rusty I was playing with my Dark Elves, and it took me most of the half just to remember the best way to set them up and use them. More importantly, I had forgotten just how incredibly fast a Wood Elves team can be. With Jordell added to the roster, they have the ability to grab the ball almost anywhere on the field, and then run off and score a touchdown.

Fortunately I did remember just how fragile Wood Elves are, and a full half of sustained pounding by the Nightmares is starting to pay dividends. In the second half things can only get worse for Phil's team, and I'm pretty confident I can turn things around, just as long as I hang on to the ball when I get it!

So, my prediction is that, with a bit of luck, the Nightmares will win 4-3 in overtime. Now all I have to do is go out there and not make any stupid mistakes...

SECOND HALF

Jim: Welcome back to the 2nd half of this exciting match. It's 3-1 to the Rangers and they're just about to kick off... and there it goes... waaaaay out of bounds. Touchback!

Bob: *And that puts the Dark Elves firmly in control. They've got ten players on the pitch to the Rangers' seven, and a touchback. Surely they can score from here.*

Jim: Looks like Odium Khan's taking the ball. With only three Rangers on the line of scrimmage he's completely unmarked. And there's the whistle again...

Bob: *The Nightmares swarm forwards, Lithium and Jeremiah moving up to protect Odium as he makes a rush down the Nightmares' left wing. The Rangers' scrimmage line is overwhelmed and two of them are down, Hubris emerging from the tangle to move up behind Odium. It's a strong start for the Nightmares.*

Jim: *Certainly is, but the Rangers aren't finished yet. They're on the move, marking the key Nightmares and they look like they're going for Odium.*

Bob: *Yes, there goes Jordell, straight at Odium Khan. With Unithralas distracting Lithium, Jordell clocks Odium bard, knocking him down and the ball loose! It bounces free and Jordell leaps after it...*

Jim: ...and he's down! Jordell's down! I can't see quite what happened there, but what started as a leap ended in a crumpled pile. That's not what they wanted at all.

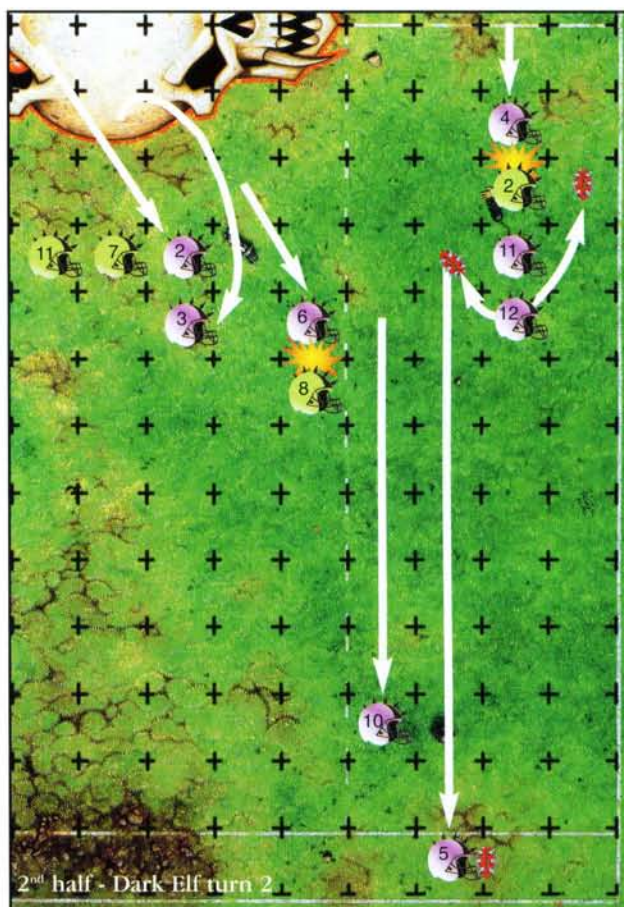
Bob: *Not at all Jim, though the Nightmares look like the sabretooth that got the cream.*

Jim: *Jordell's not getting up, it looks like he's rather stunned by everything, and there's Eli Dwarfmalice. I don't think he's going over to help him up. Ouch! Where was the ref, Bob?*

Bob: He's watching Jeremiab, Jim. And you should be too. He's picked up the ball and banded it off to Hubris...

Jim: ...and the rest of the team are backing him up. They're moving to clear a path for Hubris with Venom, Avtavic, Helon and Elijah forming a blocking line to keep his run clear. Lithium looks like he's going to smash aside any last resistance. Yes, there goes the blitz, barging Unithralas aside and rushing downfield in case Hubris needs any help.

Bob: But that's not needed and Hubris runs straight past the fallen Rangers for a touchdown! 3-2 and the Nightmares look to be very much back in the game.



Jim: *But what about Jordell? He's still down but he is moving. Looks like he'll be OK for the next drive.*

Bob: Which the Nightmares are trying to hurry along. They're on a roll and want to keep up the momentum. But wait a minute, there's something going on in the crowd. Uh-oh, they've got Grimly, the referee!

Jim: *Seems like that kicking Jordell took has given them an idea. I think the Nightmares' fans want more of that from their team, and that's not going to happen with Grimly watching them like a hawk.*

Bob: *Ritual sacrifice is a bit harsh though, Jim.*

Jim: *Tough sport, Bob.*

Bob: True, true... at least it isn't holding up the game. Both teams are ready and it looks like the Rangers have managed to revive Delorfling to bolster their numbers. Can the Nightmares keep up the pressure and pull even? This could be the more important drive of the match.

Jim: *It could indeed, Bob, and with everything to play for on both sides, it's a slightly nervous kick from the Nightmares which goes wide. It's a touchback for the Rangers, which goes to Unithralas Elvorior, their thrower.*

TEXTBOOK STUFF

Bob: *And here we go, Unithralas making the safety play, moving back towards his own end zone. The Nightmares fans in the crowd start singing "You'll Never Walk Again".*

Jim: *Well they've got to catch the Rangers first, and it won't be easy. Even with a heavy line of scrimmage the Wood Elves are rushing through the line all over. They're setting up receivers and there are loads of them.*

Bob: *Thrilmariand, Mywyn, Uneril and Jordell are all through, dodging past the Nightmares like they weren't there and spreading out in a textbook formation of four receivers. Any of them could take the pass and run a touchdown. I doubt the Nightmares can mark them all.*

Jim: *Well they're certainly giving it a good go. They know they've been outmanoeuvred and they're trying to cover those receivers. Lithium, Odium and Eli take one of them apiece whilst Jordell is bracketed by Hubris and Hawthord. It's not perfect, but they're all covered.*

Bob: Not everyone's on marking duties though. Elijah's doing his best to kick Unithralas when he's down, though it looks like Delorfung's managed to fend him off. Slippery customers, these Rangers.

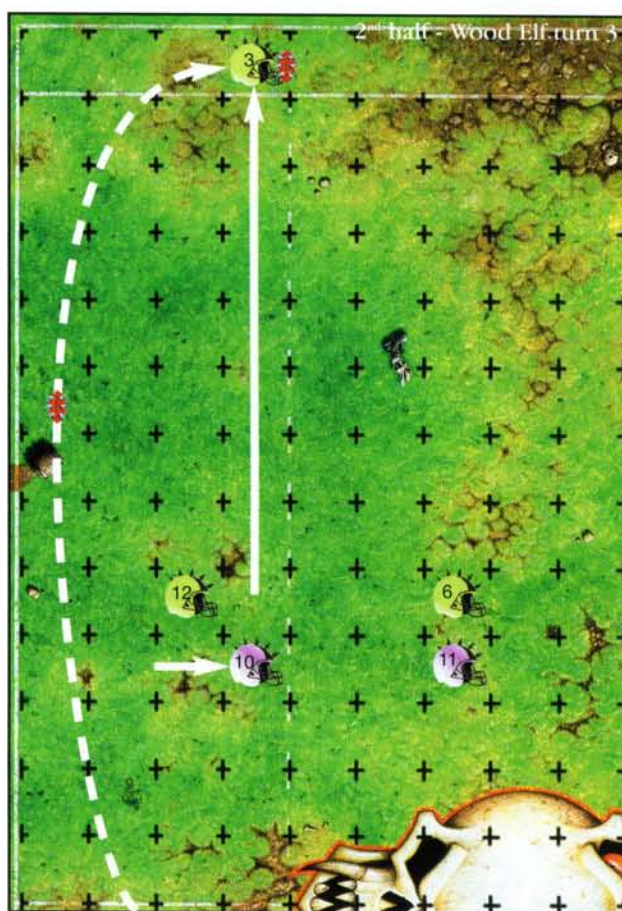
Jim: Sure are, Bob. And Unithralas has got to hope that tradition continues 'cos Venom and Avtavic are closing fast. If they have their way there won't be a pass for those Rangers to receive!

Bob: *And the crowd's started on "There's Gonna Be A Fatal Accident". Makes you feel all warm and fuzzy.*

Jim: *It looks like the fatal accident might be to a Nightmare as Unithralas decides he's had enough and blitzes Elijah. The Nightmare's made of sterner stuff and is pushed back, but still standing. At the back Unithralas makes his move, dodging past the charging Witch Elves and running forward for a short pass to Delorfing. It's complete, and the Rangers are on a roll.*

Bob: *The Rangers fans are on their feet now, cheering on their team. Delorfing dodges round the Nightmares, handing off to Thrilmariand. He bobbles the ball, and the fans hold their breath... but he's caught it on his second try and he's only got to dodge one more Nightmare and he's free... And there he goes... Thrilmariand Eluldur scores! It's 4-2 to the Rangers and the crowd goes berserk!*

Jim: *What a game! Six touchdowns and still a quarter of the game left to play. It's certainly been a match to remember so far.*



DESPERATE MEASURES

Bob: *And it's a familiar set up on both sides, with all bar one of the ten Nightmares on the line of scrimmage. Both sides are looking a bit tired now, and even grimmer than usual: hard for the Nightmares, but easy for the Rangers.*

Jim: Here we go. It's a good kick, picked up by Eli who stays safely at the back. Looks like the Nightmares are going to copy the Rangers' last ploy. They're holding the centre while their Witch Elves run down the wings.

Bob: *That's right. Venom's going down the Nightmares' left and Avtavic's on the right. They've both got space. All they need is a pass, but I think the Rangers will object.*

Jim: *Absolutely. In fact, they're going on the offensive! The Rangers are beating up the Nightmares! Unithralas smashes Jeremiah to the ground and he's not getting up. Even Hubris is down, but it looks like he's not hurt. The Nightmares' line is a mess! Delorfing is through the gap and he's after Eli. And here comes Unithralas with one thing on his mind...*

Bob: ... and he crashes into Eli, both of them going down in a tangle of limbs. The ball is loose, but only for a second as Delorfing snatches it out of the air.

Jim: I'd say it was going the Rangers' way, but it looks like Unithralas knocked himself out in that tackle. Still, it's the ball that counts and the Rangers have possession.

Bob: And the Nightmares' coach has his head in his hands. No, wait, that's not **his** head... I think it belongs to one of the assistant coaches....

Jim: Back on the field Hubris is also losing his cool. He leaps to his feet and blitzes the unfortunate Delorfin and, with the help of Hawthord, takes him down. The Nightmares look to be set on taking the ball back too. The Witch Elves are still waiting downfield in the open, and Elijah goes in to grab the ball... uh oh! It's slipped out of his hands and one of the Rangers is closing in...

Bob: It's Ureland Elrebrindir, and he's on a roll. He dodges away from his marker, round another and sprints like a madman for the ball, snatching it up from under the nose of the pack of Nightmares. And he's still going! He's digging deep and risking himself, but he's made it in and away with the ball. Not very far though, and that's a very cross Hubris just a few yards away...

Jim: Sure is, Bob. But take a look at the other end of the field. Just a moment ago both Venom and Autavic were in the open, now they're both double marked. Going to be hard for them to get into space now. This is all much scrappier than we've been seeing, but still some great play out there. It's a real fluid game.

Bob: It sure is, and we're about to see some more fluids. Eli and Elijah have got it in for Ureland Elrebrindir, and sure enough, Elijah's tackle brings him down. It's a messy one though, and they're both on the floor. The ball's loose again and for the moment there's nobody to pick it up.

Jim: Looks like they're more interested in breaking some beads as Thrilmariand and Unithralas barge and batter Autavic off the field and into the waiting crowd...

Bob: I don't think she's going to be playing for a few weeks after that beating. They may be Wood Elves, but the Rangers' fans are Blood Bowlers through and through.

Jim: Sure are, and they love to help out their team when they can. That leaves only Venom lurking near the Rangers' end zone. Wait, Jordell's got something to say about that... kerrrunch! Down she goes. I think she's OK though, just messed up the perm.

Bob: At the other end of the pitch Delorfin has learned his lesson and doesn't touch the ball. Instead he shimmies past the Nightmares and beads for their end zone. Looks like he's waiting for a pass.

Jim: And here it comes. Ureland picks himself up and dodges away from the surrounding Dark Elves, picks up the ball and passes to the waiting Delorfin. Fumble... and the ball's loose again. Seems like nobody can hold on to it now.

Bob: We'll see if the Nightmares fare any better this time 'cos it looks like they're setting up something else. Venom's on her feet again and she's dodged out and into the Rangers' end zone. We've now got a player waiting in each end zone.

Jim: Hubris and Eli take down Ureland Elrebrindir. Don't think they want him trying anything else clever. They're bringing Elijah back too, just in case.

Bob: And here comes the play itself. Hawthord runs in to pick up the ball, then hands it off to Odium. Odium looks like he's making space for a throw and he can see Venom in the end zone. His arm goes back, it's a... fumble!

Jim: Looks like Helon's going to take out the Nightmares' frustration on Unithralas, and that's... gotta hurt. Lots. Just as well their fans got rid of the ref earlier...

Bob: The Rangers are lucky it's almost full time 'cos they're running out of players! Still time for a bit more carnage though...

Jim: Absolutely, and here it is. Odium's too near the ball for comfort so Thrilmariand knocks him out of the way. That leaves Jordell free to pick up the ball and take it to Unithralas for the throw into the end zone... but Unithralas can't keep hold of it. He bobbles the hand off from Jordell and though Jordell manages to catch it again himself that's the end of their plans for now.

Bob: Tiniorion and Ureland look like they're heading for safety as they scatter to the corners. I think they're just trying to survive the dying moments of the match, and can you blame them?

Jim: I think it's Jordell the Nightmares want, and I'm not sure it's because he has the ball...

Bob: They're certainly ganging up on him now, with Lithium holding him whilst Hawthord smashes him to the ground. Once again the ball bounces free only to be picked up by Venom! Helon's run past and is waiting in the end zone. All she needs to do is pass. It won't win the game, but it'll salvage some honour.

Jim: That it will, if it makes it... which it doesn't. The Nightmares' fans groan in disappointment as the ball falls just short of the Rangers' end zone. So close, but yet

so far. And with seconds left to go it looks like the Rangers are going for one final play themselves..

Bob: *Ureland's back in the Nightmares' end zone, waiting to receive, and Thrilmariand's off to collect the ball for a pass. He dodges out, stumbles and then gets away from his marker, squeezes past a second and then can't pick up the ball as the final whistle blows! Rangers win! And there'll be picnics in the old woods tonight!*

Jim: *Certainly will. And some severe lashings in the Nightmares' dungeons.*

Bob: *Well, they do that when they win too.*

Jim: *I expect we'll be seeing a rematch as soon as the injuries have healed. These two still have unfinished business, which promises some more great Blood Bowl. I look forward to more of the same refined mixture of elegant play and mindless carnage next time.*

Bob: *Wait a moment, Jim, I just thought. The Nightmares' fans sacrificed Grimly the ref. Who blew the final whistle?*

Jim: *That's one of Nuffle's great mysteries, Bob, and I'm afraid we're out of time. Until next time, sports fans, may Nuffle bless your balls.*

JERVIS' LAMENT

Curses – I was robbed! Well, not really. The final score was a very fair representation of the relative skills of the two head coaches. However, with a bit more practise I reckon that I could give Phil a much tighter match.

Looking back, the second half started off really well, and I did feel that I was in with a good chance after I scored my touchdown. However, Phil bounced right back, and even with almost half his players in the dug-out, he quickly scored another touchdown. Then I went and let him get the ball off me again, and even though I was able to grab it back, I just couldn't get into a scoring position. Nonetheless it was a very exciting half, and even though I didn't score, I felt I was in with a shot right until the final turn. We'll be starting a new Head Office league soon, and I think I may bring the Nightmares back from retirement properly when we do. A rematch under league conditions would be great fun!

The other thing the match showed up was just what a difference the combination of skills and characteristics can have on the usefulness of a Star Player. Jordell was far and away the man of the match, while Hubris, who has the same cost, had very little impact. This is because the cost of a Star Player is based on a simple formula that only takes into account the characteristics and number of skills

a player has, but doesn't really account for the synergy that exists between these things. As it was, Jordell's characteristics and skills complement each other perfectly, and work together as a package really well. Hubris' characteristics and skills worked together rather less well, and it was difficult to bring all of them into play at the same time. Anyway, based on experience in this match I decided to slightly modify Hubris's characteristics and skills, and also to slightly up the cost of Jordell, and so the Star Player Cards printed elsewhere in this issue of Fanatic magazine use the updated values rather than the ones we used for our match. However, even with the updated values I would still have lost the match. But then, as the game's designer, I've kinda got used to that!

PHIL'S FAREWELL

Phew! I think the phrase "It's a game of two halves" tells it all! After an awesome display from Jordell in the first half, I ought to have had the game in the bag, but Jervis' last turn touchdown, combined with the casualties I suffered, made for a tense second half, dominated by Jervis. He was unlucky not to score at least once more.

The game was a classic Dark Elves versus Wood Elves encounter, dominated by the passing game, combined with a healthy dose of violence from the Dark Elves.

Jordell Freshbreeze lived up to his Star Player tag admirably, and dominated the game, running rings around the Dark Elves. In the end it was his touchdowns that sealed my victory.

My decision to choose positional players over linemen backfired somewhat, and with only seven players on the pitch at the start of the second half, I was always going to struggle. With hindsight, Jervis was bound to try and exploit my lower armour by trying to turn the game into a brawl, and an extra player or two might have served me better than the expensive alternatives. Other than that, I think my plan was sound, and my extra mobility gave me the crucial advantage I needed to edge out Jervis' team.

Jervis was a great opponent, and he pushed me all the way, sticking to his task despite being 3-0 down within 6 turns, and with a little bit more luck with his Armour rolls in the second half, it could have been a very different result. I played to my strengths, and kept out of trouble as much as Jervis allowed me to, although my dead and injured box would seem to suggest otherwise!

So, overall, it was another good day for the Greenwood Rangers. After their success in the recent BBB league here at GW head office it's 27 games unbeaten and counting!

I'll see you all at this year's Blood Bowl.

Painting Horses

By Elliott Saunders

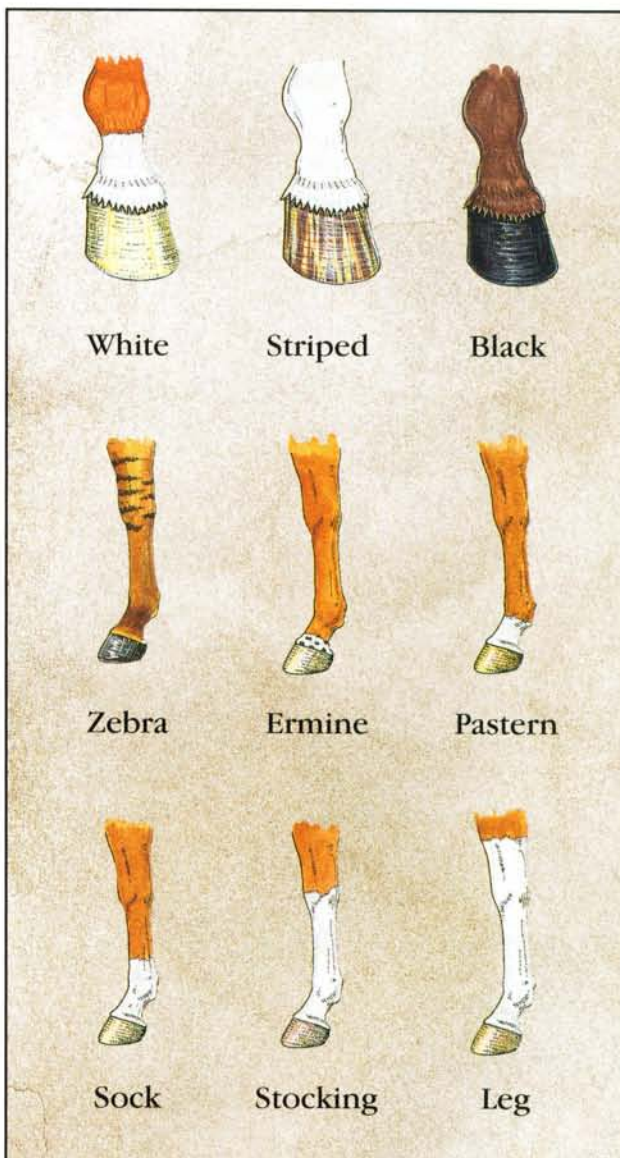
This article is based on a painting guide we found whilst surfing about the internet, and we thought it was so good we'd make sure everyone saw it. It's one of many painting and modelling articles on Elliott's site (www.ellsweb.com), which is well worth a visit next time you're on-line. To demonstrate the results of these instructions we got our own Mr Roach to wield his brushes and give us an example of each, painted as per the instructions. Anyway, without further ado, over to Elliott:

A few people consider painting horses as an enjoyable pastime, others really detest it since their detail is often minimal and their expanses of large, mostly smooth areas can be tricky to highlight. I am, I'm afraid, of the latter camp, and I seriously try to shy away from horses whenever possible. However, I have written this guide so that all those new to the hobby may take the opportunity to see exactly how a horse is painted, even if they, too, never want to paint one!

Now, I am no horse rider, in fact, I've only ever sat on one horse in my life, so whatever I say in this guide is not in any way gospel, but I have collected many references and viewed a LOT of pictures to try to make this guide as factual as possible.

Hoof Colours

Hoof colour is very dependant on the limb and the horse. Black hooves will never appear on white horses, and white hooves never appear on black horses, however striped hooves may appear on either. Stockings or socks can be either white or black, and will depend on the horse as to how far they come up and what colour they are on the leg. Ermine marks are speckled white lines above the hoof that has black marks or dots on.



Blazes and Facial Striping

Blazes can occur on any colour of animal, regardless of whether the animal can have socks. Here are a few of the common varieties of 'blaze'.



Star



Snip



Long Snip



Stripe



Blaze



Muzzle



Face

There are a few 'areas' on the horse that I may refer to in this guide, and they are as follows:

Muzzle: The lower end of the horse's face, from just under the eyes down.

Mane: The hair running down the back of the horse's head and neck.

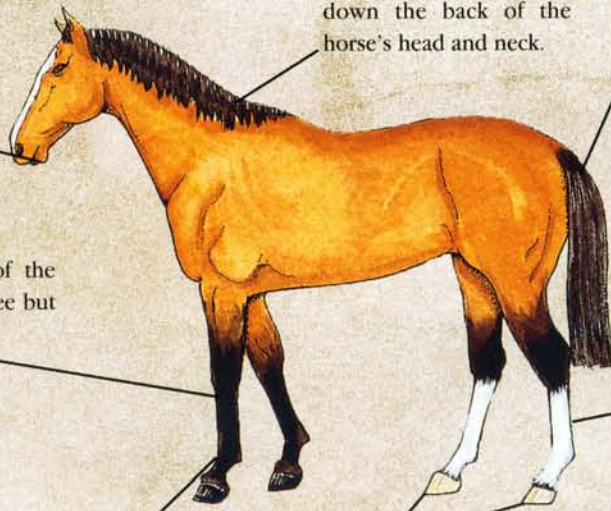
Tail: Hairy bit above the bum.

Cannon: The upper part of the lower leg, just below the knee but above the fetlock.

Cuffs/Socks: A white patch that can extend from the fetlock, through the cannon, up to just above the knee.

Fetlock: The ankle, just above the hoof but below the knee and cannon.

Hoof: The actual end on the foot, the nail piece.



Bays

Brown horse, ranging from a light tan red to a very dark reddy-brown, with a black mane, tail, muzzle and cannon. Often the black cuff can extend up over the horse's knee (to become a sock) – if the horse has white cuffs then the black continues above the white.



Dark Bay

Basecoat: Scorched Brown, add a touch of Red Gore

Wash: Black, red-brown mix

Highlight: Dark Flesh

Cannon/Muzzle: Black, Dark Flesh/black mix highlights

Mane/tail: Same as muzzle

White cuffs/blazes: No, they are usually dark.



Light Bay

Basecoat: Bubonic Brown

Wash: Bubonic Brown/Chestnut Ink wash

Highlight: Bubonic Brown, Bleached Bone

Cannon/Muzzle: Cannon Scorched Brown, muzzle often lighter, Bleached Bone/Skull White mix.

Mane/tail: Scorched Brown/Black mix

White cuffs/blazes: No, usually dark.

Black

Very dark brown, not entirely black (which helps for highlighting), but can have white cuffs or blazes in any combination.

Basecoat: Very dark Scorched Brown-black mix, almost pure black.

Wash: Black

Highlight: Dark brown/black or grey

Cannon/Muzzle: Black

Mane/tail: Black

White cuffs/blazes: Yes, in any combination.



Grey

Range from a dappled grey through to a dark steel grey. Mane and tail are often either darker or lighter than the coat, and the muzzle and cannon darker than the coat. Greys can have white cuffs.



Pale Grey or Dapple Grey

Basecoat: Ghostly Grey

Dapple: Space Wolves Grey

Wash: Fortress Grey/Ghostly Grey watery mix to obscure dapple.

Cannon/Muzzle: Shadow Grey

Mane/tail: Bleached Bone/Space Wolves Grey Mix, highlight with Skull White.

Cuffs/blazes: Usually no blazes but can have any combination cuff.

For realism, no horse is truly all grey. They are usually a very dark colour (not quite black) with lighter grey hairs showing here and there. Of course, when painting models we want to give an impression rather than an exact copy, so we can ignore this issue and just paint the whole horse in Codex Grey and highlight with Fortress Grey and then Fortress Grey and Skull White. However, if you want to be slightly more realistic then I suggest applying a black undercoat, and watering down the Codex Grey to an almost milky appearance. Apply this carefully to the horse, leaving in some of the strokes of the brush. Naturally at the scale we're working we shouldn't be able to see the actual hairs, but we want to give the impression of the black and grey hairs together. Using this method, we get a simple highlight in grey, over the black undercoat that leaves an impression that looks like the real thing. Blenders and layerers will know that applying very watery colour requires not only very steady hands, but the use of a little trick: when applying very watery colour, use a piece of tissue to draw off some of the water from the side of the brush (not too near the tip and definitely not too near the ferrule or you'll cake the brush up, so preferably use an old brush) and leave the pigment at the end of the brush. If you water it down too far, add some more paint – it should be watery enough to see the black undercoat, but not so watery that it puddles or turns into a big droplet on the figure.

Then highlight up using Fortress Grey and Fortress Grey and Skull White mix as normal, taking care not to cover over too much of the previous layer. It does look odd, but is more realistic than coating the horse all in grey. To bring out detail, you can use a wash of Codex Grey.

The mane and tail are similar to the body, with grey highlights over a black undercoat, going up to almost Skull White in spots but not too pale: we want to give an overall impression of dark grey with lighter grey and white hairs peeking out here and there.

Dappling a Grey Horse

The coat of grey horses is most commonly a mixture of white and dark hairs, rather than a uniform grey. This will often give the animal a slightly "spotted" or dappled appearance, which I duplicate in the following way. Cover the horse in the basecoat ensuring that all the areas are covered. Take an old small 0 or 00 brush and dip it into a watery mix of the dapple colour and wipe some off onto a rag or tissue. Gently touch the tip of the brush down (rather than across, we don't want streaks, but dots). We want to create irregular, small blotches not long streaks. Once dry, mix up a watery mix of the wash and apply to the horse so that you can just see the dapple, but it has a more diffused, soft effect.



Dark Grey or Steel Grey

Undercoat: Chaos Black

Basecoat: Codex Grey

Highlights: Fortress Grey then Fortress Grey and White Skull.

Wash: Codex Grey

Cannon/Muzzle: Muzzle approaching an almost Codex Grey colour, but still quite dark so don't highlight up too far, cannon's should remain mostly dark, but they can be as light as the muzzle.

Mane/tail: Chaos Black with streaks of Codex Grey as noted below in the longer method or highlight to Codex Grey if not using that method.

Cuffs/blazes: See previous description, but again, if possible, leave them dark.

Palamino

Another pale golden brown with a blonde mane and tail and white blazes and cuffs. Never has dark markings on its lower legs.



Basecoat: Vomit Brown

Wash: Leprous Brown/Flesh Wash mix, make it watery.

Highlight: Vomit Brown/Bleached Bone mix

Cannon/Muzzle: As basecoat. Muzzle may occasionally be pinkish or grey though.

Mane/tail: Bleached Bone, wash with Bubonic Brown and highlight with Skull White.

White cuffs/blazes: Usually the blaze extends to cover the muzzle, and three out of four legs tend to have a white cuff.

Roan

A pale dusty brown or 'strawberry', which is a very light red-brown. Often have a dark cannon and muzzle but the mane and tail are almost always much paler than the coat. Can have cuffs and blazes in white and in any combination.



Basecoat: Snakebite Leather

Wash: Vermin Brown/Flesh Wash mix

Highlight: Leprous Brown/Vermin Brown

Cannon/Muzzle: Muzzle usually dark brown-grey

Mane/tail: Bestial Brown, with dark Scorched Brown wash at ends.

White cuffs/blazes: Yes, in any combination.

Piebald

Traditionally, in Europe, a black and white patchwork horse (imagine a Friesian cow like a horse) is called a Piebald. For the most part, these horses are usually white horses with random "blotches" of black or what can appear to be a very dark brown (nearly black, but slightly reddish-brown under intense light), often in a "jigsaw" pattern on the coat. Usually Piebalds have white legs or stockings, the black coloration staying within the coat area, but some can be seen with black legs. Piebalds' faces are almost always black, with a blaze or stripe of white.



Basecoat: Touch of Ghostly Grey in white with Chaos Black for patches.

Wash: Very watery mix of darker basecoat

Highlight: Skull White for white, with a Scorched Brown/Black mix for black patches.

Cannon/Muzzle: Black or white (all one colour usually)

Mane/tail: Usually black

White Cuffs/blazes: Most often whole leg is one colour but can be white or black on an opposing coloured leg.

Skewbald

Skewbald on the other hand is a white horse with any other colour, usually randomly blotched with browns, ranging from a medium brown to an almost black (but characteristically a brown that you can differentiate from black, so ensure when painting that it stands out as a very dark brown, ie, 'brown' enough to be seen). Occasionally Skewbald can have black legs, which are often confined to one side of the body and merge with the brown patches above the legs on the body.



Basecoat: Follow the white horse, but for brown patches, choose between any of the roan, chestnut or dark bay colours.

Wash: Very watery mix of darker basecoat.

Highlight: Skull White for white, with browns as noted elsewhere for the particular brown you've chosen to use.

Cannon/Muzzle: Brown or white (all one colour usually).

Mane/tail: Usually brown

Cuffs/blazes: Most often whole leg is one colour but can be white or brown on an opposing coloured leg.

Mealy Muzzles

This is quite a complex question and depends on the horse's parentage and genetic makeup, but suffice to say that almost all horses can have a mealy muzzle, except some very dark horses, such as bays and blacks.

best scientist voice It occurs most commonly in roan or medium brown horses and often in mules/donkeys/asses. It is essentially a genetic dominant gene 'defect' – (because horses are not bred for it's trait, its a problem that has largely been overcome with time so older horses (from fantasy/ancient armies times) would have had a more visible problem because of a rouge gene called 'Pangare'. There is also another 'defect' that occurs naturally in light, usually white or dapple horses, called blood spots, which are essentially a concentration of flea bites, often on the flanks and shoulders).

Anyway, mealy markings can cause lighter areas on the belly, muzzle (most common when it occurs at all), inner legs and over the eyes. It is usually bred out these days and for the most part, is actually uncommon in horses anyway (it's more common in mules). Mealy points are off-white (Bleached Bone or white/BB mix) and are sometimes so extensive they can occur up to the throat, breast and flanks. Usually in such cases, the horse also has light eye rings and a muzzle but a dark belly.

Dun

Very pale yellow with dark mane, tail muzzle and cannon. Very rarely has blazes or cuffs.



Basecoat: Bleached Bone

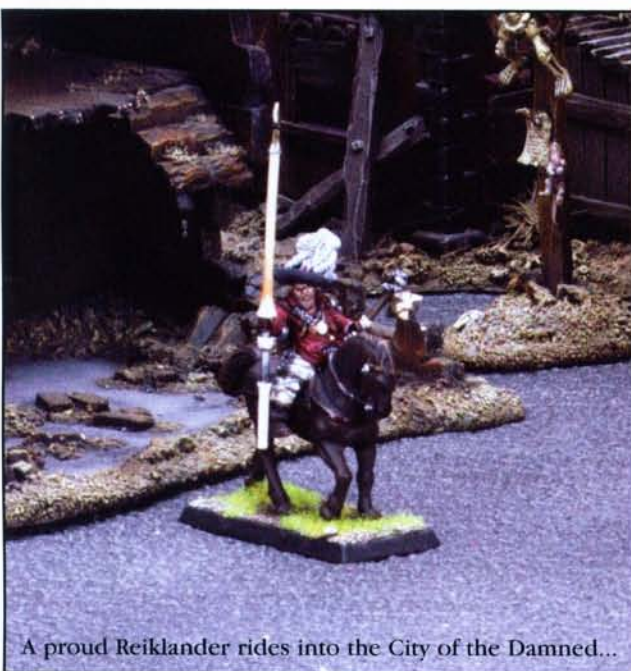
Wash: Flesh Wash/Bubonic Brown, make it watery.

Highlight: Bleached Bone

Cannon/Muzzle: White/Bleached Bone blend

Mane/tail: Bleached Bone, apply dark grey/brown wash to the very end of the tail and mane.

White cuffs/blazes: Occasionally



A proud Reiklander rides into the City of the Damned...



Appaloosa

There is another horse, called the Appaloosa, with similar markings to the Piebald and Skewbald, but these are often confined to 'spots' of black or brown (on a white horse or spots of white on a black/brown horse), rather than patchy 'jigsaw/cow' marks. Only rarely do these horses have facial markings other than a blaze.

There are six main Appaloosa patterns and several pattern variations, with a roan being the most common base colour.

There is the leopard coat, which is an all over white background with dark spots. Or its opposite: the snowflake, being an all over dark background with white spots.

Alternatively, there's the spotted blanket, which is mainly a dark body (black or dark brown, choose the dark chestnut or bay) with dark spots on a white back and/or hindquarters.

This contrasts to the white blanket, which has a mainly light body with a dark back and/or hindquarters.

For painting, follow the instructions for a white horse, with either the black horse's instructions for the dark areas and spots, or dark bay or dark chestnut. Note that these horses can be a really mixed up colour combination, from being a white back and hindquarters, with a chestnut front and roan legs to a more usual spotty black and white horse!



Cannon/Muzzle: Often a white blaze

Mane/tail: Usually brown or black

White cuffs/blazes: Yes, in any combination, but can also have a light roan/dun colour up to the level of a stocking.

Chestnut

Bright copper brown to a dark reddy-brown, with the mane and tail mostly the same colours as the body. Sometimes the chestnut will have a mane and tail of golden/blonde hair, but unlike bay's chestnuts have no black cuffs or socks that extend to the cannon.



Dark Chestnut

Basecoat: Scorched Brown/black mix, but more brown than the 'black' horse.

Wash: Black-brown ink/paint mix

Highlight: Scorched Brown/black mix

Cannon/Muzzle: As basecoat

Mane/tail: As basecoat

White cuffs/blazes: Yes, in any combination.



Light Chestnut

Basecoat: Dark Flesh

Wash: Red, chestnut and dark brown ink/paint washes

Highlight: Bestial Brown/Vermin Brown

Cannon/Muzzle: As coat

Mane/tail: Slightly lighter or darker than the basecoat.

White cuffs/blazes: Yes, in any combination.



White

A light grey more than white, but will usually have a very light and white looking tail and mane, with a pinky muzzle. Consider sitting musicians, standard bearers or other important dignitaries or heroes on white or grey horses in 'good' armies for that extra touch!



Basecoat: Touch of Bleached Bone in white.

Wash: Watery Bleached Bone/Grey mix

Highlight: Skull White

Muzzle: Can be pinkish or grey.

Cannon: If pink muzzle, as coat colour. If dark, cannon as muzzle colours.

Mane/tail: If pink muzzle, Bleached Bone, shade with Bubonic Brown at ends. If dark muzzle, Codex Grey wash with black at ends.

White cuffs/blazes: Often has cuffs, but not usually any blazes. Follow the mane example for colour.



Can a Zombie run faster than a horse? Depends which movie you watch.

Author

A self-confessed "computer geek", Elliott has more than just a talent for bits and bytes. His web site is full of interesting painting and modelling guides and is well worth a visit, regardless of which games you play. He's also an amateur cryptozoologist, which makes me wonder if his pet cat really is just a normal cat...

Further Information

More Mordheim
Website

The mounted Characters are now available from Direct Sales (See page 94 for How to Order).

Turn to page 68 for the Averlanders.

www.Mordheim.com & www.ellsweb.com

Eversor Assassin

"I am Terror, Your Nightmare Incarnate"

by Andy Hall

The Agents of the Officio Assassinorium are the epitome of trained killers. Each Temple trains in one discipline of death, be it sniping, infiltration or the sheer terror of a bio-chemically driven psychotic nightmare.

The Eversor is a weapon of pure fear. Unlike the other Temples which, to an extent, all rely on secretive means to gain access to the target, be it through selecting a location and waiting for a clean shot or getting close via a disguise, the Eversor makes no such stipulations to his operation. Once activated he will find his target be it day or night, and no matter where it hides. Any that get in the Eversor's way are annihilated in its relentless advance to terminate the target. More often than not Eversors are sent after arrogant and traitorous planetary governors who expect all out invasion by the Imperium to reconquer the planet. When the Eversor is activated it will make its way to the power-crazed governor, who will often dispatch thousands of men in a feeble attempt to stop the Assassin. In one swoop the Imperium has shown its power and the indignation it reserves for such traitors by sending only one man. This will also send a powerful message throughout the nearby sectors should any others decide to leave the Imperium.

When not active, an Eversor is placed in dormancy, its subconscious constantly 'trained' by being fed litanies to the arts of killing and of devotion of the temple and the Emperor. Should a Eversor be woken without a pre-programmed target then the consequences are too terrible to contemplate. Luckily such occurrences are extremely rare and there are none on record (although whether this is a result of a cover-up by the Ordo Sicarius remains to be seen).

Eversor Assassins in Games

Eversor Assassins use the stat line or random generator, Equipment and Special Abilities given on page 141 of the Inquisitor rulebook.*

In addition to the rules in the Inquisitor rulebook, I've included some recommendations that will tailor the Assassin to the Eversor Temple. Note, that the following are not 'official rules', it's just my take on creating an Eversor Assassin for a campaign or warband.

**Due to the Eversor's extreme body conditioning and the use of unique stimulants and drugs, an Eversor's Strength and Toughness are generated as 100+4D10.*

Equipment: Venom talon (coated with Bloodfire); ranged weapon; injector and inhaler implants each containing enough for 5 doses of 'slaught, psychon, barrage, spur and de-tox; enclosed helmet with rebreather, assassin body suit (Armour Value 4); refractor field.

Additional Special Abilities: Ambidextrous; Furious Assault; True Grit; Frenzy; Terrifying.

Gamesmasters

Yes, I know – what a monster! We are entering controversial territory here where game background and game balance are at loggerheads! So, which should come first? I'm always in the camp of the game background as there are always other ways to balance out the game (but please, let's here your own views by writing to The Void).

The Eversor can be used in a few different ways. As usual, it can be a Gamesmaster's tool, as demonstrated in the accompanying scenario. An Eversor could be part of a player's warband but this would only be temporarily as they must be placed into stasis between missions. In any case, an active Eversor is a methodical robot with only one function on his mind – all personality and ways of interacting with other beings have been wiped away during his 'training' at the Eversor Temple. An Inquisitor could have gained access to an Eversor by requesting one but even then it is doubtful that an Inquisitor would fight side-by-side with one, preferring to use the Eversor as a terror weapon and diversion whilst he has other business to attend to.

The Scenario

The scenario is an example of how Assassins can be used in your campaigns. The setting is very generic so, with a little bit of modification, can be fitted into your existing campaigns. The scenario is also a great 'one-off' game, whether it's to test out new characters or if you're just in-between campaigns.

Author	Andy is currently working on Heavenfall which should be out by the time you read this.
Further Information	The new Assassin model is now available to buy. Visit the website for details. (See the How to Order pages on page 54).
More Inquisitor Website	Turn the page for the Eversor Masterclass www.Exterminatus.com

Assassin Scenario - Flee Or Die

Threat Level 5

A VIP under the protection of the Inquisitors is (rightly or wrongly) the target of an active Eversor assassin.

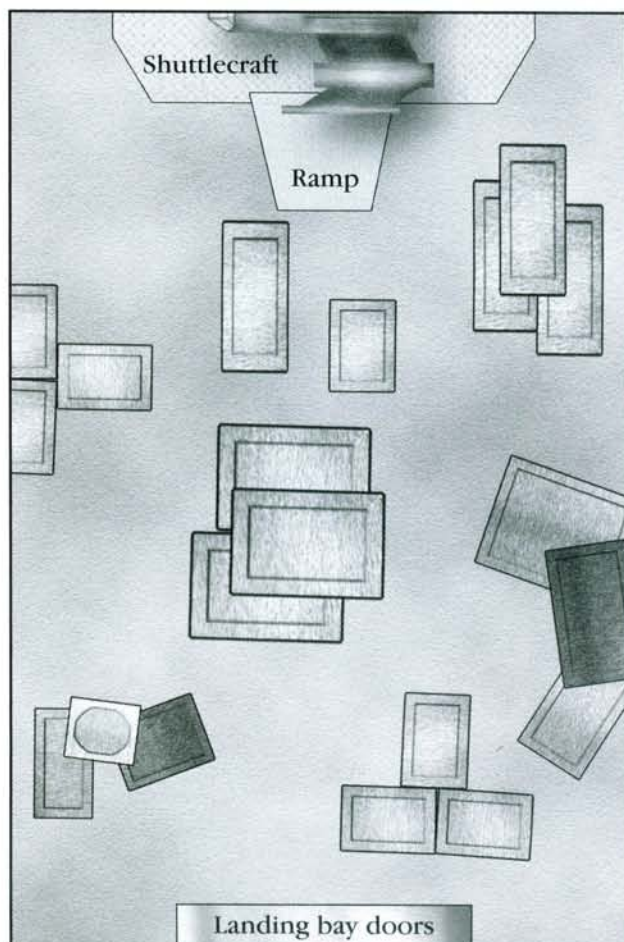
Setting: A space port. The game can be set up in two ways; either over a long board (such as an 8'x4' one) or over the same 4'x4' board that is 're-set' once the characters have reached the other side. At the far end of the board (the narrow side if playing on a 8'x4' or on the second board if playing on a 4'x4' board) should be a suitable ramp or gantry representing the boarding ramp for a prepped shuttle or gun cutter standing ready for take off. The rest of the board should be strewn with containers, control lecterns and all-manner of other flotsam that's bound to be found in a busy space port. The citizen-worker models are perfect for scattering around and getting in the way of the action, so the more of them the merrier!

Objective: To save the VIP from being slaughtered either by escaping from, or stopping, the Eversor.

Special Rules: The Inquisitor(s) start at the opposite end of the board to the shuttle ramp. They can enter the board running as they are fully aware they are being pursued. The Assassin will arrive D6 turns later (GMs can re-roll 1s if they feel it will end all too quickly). GMs (or other players!) should play the Assassin. Its prime target is the VIP but it will happily gut anyone that gets in its way, including any workers you have populated the game board with. GMs should encourage the characters to delay the Assassin rather than just run for their lives! This can be done by shooting at it or by setting booby traps, such as overloading transformers, by throwing containers and even citizens in the Assassin's wake! The more ingenious the plan, the more the GM should reward the characters with generous modifiers. An optional rule would be to have the shuttle delayed from leaving by D6 or D3 turns to

add to the tension (perhaps a relay has lost power, or the shuttle's undercarriage is caught in debris, etc).

Alternatives: You could turn the tables by saying that the players are actively trying to terminate the VIP by unleashing the Eversor in the spaceport, and the players' warband arrives shortly after the Eversor. In this case, the VIP should have an almost endless supply of goons (or a rival warband) to throw at the Assassin and players.



MASTERCLASS

Evorsor Assassin by Michael Anderson



When I agreed to paint the Evorsor Assassin for this masterclass, I knew that I would be faced with a dilemma. Assassins are supposed to strike without warning and disappear into the shadows without a trace, and the natural choice of colour scheme is therefore one that is almost entirely black (apart from the Evorsor's trademark skull mask). If I were to use an entirely black palette the model would look very dull and it would not do this striking miniature justice at all. However, the dilemma lay in the fact that it would not make sense to use too much colour on a character that should literally blend into the background.

What I had to consider was finding a way of defining the areas of the model without losing the dark, sinister imagery that suits it so well. The way that I decided to approach this quandary was to think back many years to my art teacher at school who explained to us that black was not an actual colour, simply a hue so dark that the initial colour is imperceptible. From this starting point I realised that I could simply use several different base colours that were so dark that the differing colours only became apparent in the highlights. Also, if I used the same highlight colour (Bleached Bone in this case) and added this to the various base colours, a certain uniformity would be achieved, even though the colours would be subtly different.

In addition to this, I intended to use different painting techniques for the different areas of the figure: controlled drybrushing for the under-suit; sharp edging for the armour plates (followed by a coat of gloss varnish to exaggerate the ceramic quality) and careful blending for the webbing, straps and mask. I also felt the edges would benefit from the addition of metallic rims and detailing for added contrast.

With all this in mind I began cleaning and assembling the figure in the usual way, and when this was complete I undercoated it with Chaos Black spray paint (naturally).

The first area that I wanted to paint was the cloth under-suit. There were two reasons for starting with this area. Firstly, I always work from the inside outwards on a model (starting with flesh, which obviously is not an issue with the Evorsor, then cloth, then armour and details etc.). Secondly, I was going to use a controlled drybrushing technique which would inadvertently catch other areas by accident.



The basecoat for the cloth was a mixture of Chaos Black and Shadow Grey. This was carefully drybrushed with a mixture of the basecoat colour and small amounts of Bleached Bone. Increasing amounts of Bleached Bone were added to the mix until the desired lightness was achieved (being careful to reduce the surface area highlighted as the highlight gets lighter, to prevent the cloth looking too grey).

When this was complete a thin glaze of watered-down Chaos Black paint was applied to the entire area, and then a second carefully painted into the recesses. This gave the cloth a uniformity of tone, and reduced the 'dustiness' left by the drybrushing.

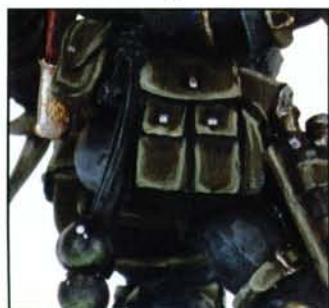
The next areas that I painted were the plates of carapace armour that protect the body and legs of the Eversor. I began by painting these plates with pure Chaos Black, as the solidity of the unmixed colour would be complemented by the gloss varnish I intended to apply following the highlights.



To highlight the plates I mixed Regal Blue with Chaos Black and carefully painted the mix around the edges. The second highlight was pure Regal Blue which I applied using the edge of the brush rather than the tip. I again applied this to all edges of the armour and a subtle definition began to emerge. Next I mixed an equal amount of Bleached Bone with the Regal Blue and applied this to the upper edges of the armour, again using the edge of the brush to apply the paint. To complete this stage I painted a thin layer of gloss varnish over the entire armoured area. The Assassin's gun was also painted using the same technique except no gloss varnish was applied.



The next largest areas on the model were the straps and webbing that cover the Eversor. These areas were given a basecoat of a 80/20 mixture of Graveyard Earth and Chaos Black, which, without close inspection, look simply black. It was only when



I started adding Bleached Bone to the mix that the brown hue became evident. For each highlight I added a little more Bleached Bone, blending this into the edges of the area in question. This mixing continued until I achieved my final highlight of pure Bleached Bone, which was used to edge the straps.

All of the metallic areas were given a basecoat of Tin Bitz, which was then highlighted with Burnished Gold and



finally Mithril Silver. The metal areas that were supposed to look more like gold (such as the knife hilt and Imperial iconography) were painted in the same way except a glaze of Yellow Ink and Chestnut Ink was applied afterwards.



At this stage I decided that a small amount of a contrasting colour would not detract from the overall feel of the figure and I decided to make the scabbards of the daggers a shade of deep red. An equal mix of Scab Red and Chaos Black was used as a basecoat and highlighted



with Red Gore and then a Red Gore/Bleached Bone mix. To prevent the highlighted areas looking a little pink, a glaze of Red Ink and Yellow Ink was applied.



The rope on the larger scabbard was painted with Graveyard Earth and carefully highlighted with Kommando Khaki followed by a final highlight of Bleached Bone.

There were several areas on the model (such as bolas and syringes) that I decided to treat as glass. These were also painted with pure Chaos Black as a basecoat. To highlight



these glassy areas I simply adapted the technique used when painting jewels. The underside of the area was highlighted with a mix of Chaos Black and Bleached Bone, adding more Bleached Bone until the final highlight was achieved. This final highlight was a thin line of Bleached Bone circumnavigating the lower edge of the area. The upper section of this glass was almost as dark as pure Chaos Black to create the contrast, and small dots of light were applied to complete the technique. All glassy areas were then coated with gloss varnish.



The skull mask is the defining icon of the Eversor Assassin, so I decided to treat it with as much care as if I was painting a face. Since this area was definitely not going to be as dark as the rest of the model, I dispensed with my 'shades of black' palette at this stage.



The area was given a basecoat of Graveyard Earth, which was applied in several layers to give a uniformity of colour. Increasing amounts of Bleached Bone were added to the highlight mixes and carefully blended into

the mask. This process was repeated until the majority of the surface was a bone colour. A final highlight of Bleached Bone mixed with Skull White was then blended into the edges and extremities of the mask.





Finally the figure was based with sand and gravel, which was painted Scorched Brown, and then drybrushed with Graveyard Earth and Bleached Bone. To complete the base small amounts of static grass and foliage were added.



I like to think that my initial goal of making a predominantly black model look interesting and appealing was achieved by making use of simple artistic rules and a limited palette. You should never be afraid of working with different hues of the same colour to achieve the desired effect, and remember, black does not have to mean boring when it comes to painting models.

Author

Michael Anderson has a big collection of Golden Demon statues. He was also the first person to win the Fanatic Ball and Chain Trophy at last year's UK event.



Further Information

The new Assassin model is now available to buy. Visit your local Games Workshop hobby centre or go to the website for details. (See the How to Order pages on page 94).

More Inquisitor Website

Turn to page 58 for the Flee or Die scenario. www.Exterminatus.com



WHITE SCARS SPACE MARINES

By Matt Keefe

Known and feared throughout the Imperium for their high mobility, the Space Marines of the White Scars are the masters of the lightning strike method of attack, able to tear into their foes and vanish before they can respond. Fierce warriors, bearing the ritual scars of bravery, they fight with all the tribal savagery of their homeworld and brings swift death all enemies of the Imperium.

When the Emperor was finally reunited with Jaghatai Khan, he found the young Primarch ruler of an alliance of powerful tribes of horsemen on the steppe covered world of Mundus Planus. Khan had lived amongst the tribesmen since boyhood and he had, in every way, become like them. Khan's life had been spent in the saddle, riding for more hours each day than where spent on his own two feet, living and warring, even, at times, eating and sleeping atop his steed.

By the time of the Great Crusade, Khan had virtually conquered his entire homeworld, uniting dozens of tribes and tens of thousands of warriors under his banner. Jaghatai was persuaded to join the Emperor, and from these warriors, the first recruits to Khan's legion were drawn. With them they brought all the traits of their tribal existence – the love of the great open places, a simplistic, straightforward sense of honour, respect and authority and, most crucially, unrivalled skills in the saddle.

With horses hardly sufficient to act as the steeds of the Emperor's finest warriors, the White Scars instead adopted the bike as their chosen mount, an association which has come to be the Chapter's defining feature.

Bands of bike-mounted White Scars make up the bulk of all their armies, scouring the battlefield in fleeting but relentless hit-and-run attacks, making forays straight at the enemy before fading away seemingly into nothing, only to return, as the wind does, all the more furiously from another side.

The White Scars on Armageddon

During the Third Armageddon War, several Brotherhoods of the White Scars deployed to the freezing wastes of Armageddon known as the Deadlands. Here, their highly mobile style of warfare proved perfect for lightning fast responses to attacks launched by the Ork Speed Kults. The Orks' plan to cut off the water and oil supplies to Armageddon by destroying the processing plants and drilling stations posed a considerable threat to Armageddon's defenders, and the White Scars were charged with preventing this at all costs.

WS 1.1 WHITE SCARS UNITS

The White Scars are allowed to use the following new units. All other units that may be used in a White Scars army are covered in section 5.1.2 of the Epic: Armageddon book and on the White Scars Army Reference Sheet at the end of this article.

WHITE SCARS BIKE SQUADRON

The White Scars hail from the world of Mundus Planus, where much of the population lives a nomadic, horseback existence on the great barren steppes which cover much of the planet. In his youth, the White Scars' Primarch, Jaghatai Khan, lived amongst these horsemen and soon became the greatest amongst them. The first recruits to the White Scars were drawn from Khan's own adopted tribe, and the White Scars continue to draw new members from amongst the horsemen of Mundus Planus. Once recruited, the White Scars retain many of their horse-riding traditions, and the mounted style of warfare is greatly favoured

by the Chapter, leading to a surfeit of bike mounted troops. The tribesmen of Mundus Planus are virtually born in the saddle, able to ride before they can walk, and these skills make White Scars the most able bikers in the Imperium. Years of combat fought from horseback allow the White Scars to make use of weapons which would normally prove impossible to wield whilst retaining control of a bike. In particular, the White Scars specialise in the use of multiple close combat weapons, even while mounted, maintaining control of their bikes with their unparalleled sense of balance and riding skills.

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms	-	
Sabres	(base contact)	Assault Weapon	-	

Notes: Mounted, Walker (they aren't really walkers – the White Scars don't get walking bikes – but they do benefit from the rules for walkers to represent their incredible riding skills and ability to negotiate difficult terrain with ease).



WS 1.2 WHITE SCARS SPACE MARINE ARMY LIST

The White Scars are a non-Codex Chapter, eschewing both the organisational constraints and ascribed fighting techniques handed down in Guilliman's tome. The White Scars retain a heavy emphasis on mounted troops and so the Chapter possesses vastly more bike squads than most others. Cumbersome or heavy equipment which would hinder this lightning attack is discarded, and as such the White Scars possess no Devastator squads at all. Neither do they make use of any Dreadnoughts, not just because of the slow and ponderous nature of these vehicles, but also because the very notion of confining a valiant White Scars warrior to the eternal containment of a steel sarcophagus is nothing short of an outrage. As great as a warrior may be, the White Scars will not maintain a brother past the point where his wounds should rightfully take him. Such a hero will instead fall gracefully, with honour, his body cremated and his ashes cast to the wind. Those White Scars squads not mounted on bikes are always accompanied by transport vehicles – no White Scar would ever take to the field of battle on foot alone.

Like all Space Marines, the White Scars are a versatile

force, capable of reacting to most situations. If need be, they are capable of fighting almost any kind of engagement. They can, if forced, adopt a defensive position, surrounding their positions with barriers of the normally unfavoured heavy armour while dismounted bikers fight from the barricades, waiting for the right moment to take to the saddle, launch a lightning fast counter-attack against the drive the enemy away completely. Likewise, the White Scars by and large possess most of the units needed to function in a manner similar to Codex Chapters, deploying from drop pods or providing garrison troops if absolutely essential. If at all possible, however, the White Scars will avoid this, and always seek to fight on their own favoured terms. The following army list represents this – not just a White Scars army, but a White Scars army fighting on its own terms, in the style which has come to epitomise the Chapter as lightning-fast masters of hit-and-run attacks.

SPECIAL RULE White Scars Transport

The Space Marines are a highly mobile army. Because of this the points cost of a detachment usually includes enough transport vehicles to transport it and any upgrades that have been taken. The number of vehicles will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! The transport vehicles will be Land Raiders if the detachment is Terminators, Rhinos for any other form of detachment.

Note that many formations don't receive transports, usually because they can't fit into them. Detachments that come with vehicles will be noted as having "plus transport" in the Units section of the detachment list below. White Scars detachments must take the transport vehicles for a detachment – you cannot leave them behind in order to use the unit as a garrison. You can only choose to ignore this if the detachment is instead to be deployed from a Thunderhawk gunship.

In addition you may choose to replace a detachment's vehicles with drop pods. If you choose to do this, all transported detachments in the army must deploy from drop pods – you can't have some in transport vehicles and some deploying from drop pods. If you do choose to use drop pods, then the affected detachments will enter play in drop pods using the rules for Planetfall (see section 4.4). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from.



DESIGN CONCEPT Born in the Saddle

It's worth reiterating the fact that White Scars detachments must take any available transports, and can only eschew them if they are instead transported in Thunderhawks, or if the entire army chooses to use drop pods. It may seem to be harsh to make the entire army deploy from drop pods, but using a mixture of drop pods and transports would run the risk of spreading the army across the battlefield, and this goes very much against the White Scars' combat doctrine, which dictates that they must deliver their forces in a single, swift blow against the enemy. This really is the case in game terms too, since the White Scars are immensely powerful in assaults, but lack some of the heavier 'back-up' options such as Devastators and Dreadnoughts, and have access to relatively few armoured vehicles, meaning White Scars detachments will prove rather less forgiving, and rather more fragile, if used at an inopportune moment.

Using The Army List

The following army list allows you to field an army based on a White Scars Space Marine army. It can also be used as a 'stand in' army list for any of the White Scars' successor chapters. The White Scars are organised into small formations called detachments. Each detachment is made up of several units, and may also include a number of extra units called upgrades. The detachments that may be taken are shown on the chart below. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander upgrade at an additional cost in points. Each upgrade that is taken adds to the cost of the detachment, as shown on the Upgrade chart. The Upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking, and

sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

White Scars Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

The White Scars Army Reference Sheet can be found on the back cover of this issue.

Authors

As well as being the head of system for Epic, Matt also looks after Battlefleet Gothic and Warmaster. He is currently working on a second edition of the Battlefleet Gothic rules.



Further Information

The Epic Space Marine range is widely available. Contact your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94).

More Epic Websites

turn to page 32 for part 2 of Storm Over Gebenna.
www.Epic-Battles.com



WHITE SCARS ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations (see 5.1.1).

WHITE SCARS DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Assault	Four Assault units	Commander	175 points
Bike	Eight White Scars Bike units	Commander, Attack Bike	400 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator, Hunter	300 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Razorbacks	300 points
Terminator	Four Terminator units plus transport	Commander	675 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter, Vindicators	300 points

WHITE SCARS UPGRADES

UPGRADE	UNITS	POINTS COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 points (+50 points if Supreme Commander)
Hunter	Add one Hunter	75 points
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback
Sniper	One Scout unit may be given the Sniper ability	+25 points
Typhoon/ Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado
Vindicator	Add one or two Vindicators	75 points each

IMPERIAL NAVY AIRCRAFT

FORMATION	POINTS COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLE GROUPS

FORMATION	POINTS COST
One or Two Warhound Titans	150 points

The Province of Averland

By Nicodemus Kyme

Sometimes known as the Grand County, Averland is a pastoral province, peopled by hard working farmers for the most part. Not that this makes them weak, by any stretch of the imagination. In fact, quite the opposite; a life of toil has made them hardy and their guardianship of Black Fire Pass has proven their worth in battle many times. The value of their toil is clearly shown by the intercepted letters shown here, written to the master of the great Van de Baarts trading house of Marienburg.

Fighting Battles in Averland

In the open plains of Averland confusion reigns. With three Emperors vying for the hearts and purses of the citizenry, the rule of law strains at the seams. Companies of mercenaries roam the streets of the towns and cities doing much as they please. Running battles between the three Imperial factions spill over the grassy plains of Averland, to be further confused by bandit and Greenskin ambushes. Where once great herds of noble steeds roamed, now there is bloodshed and slaughter.

Fighting battles set in Averland is very much like fighting in Mordheim itself. Players generate their warbands in exactly the same way and fight battles according to the rules in the Mordheim rulebook. However, there are few ruined towers, dilapidated temples and other such sites of urban decay in Averland. Rather, there are two distinct regions around which you can situate your battles: the pastures and the foothills.

Upon the open pastures there are large fields, hedges, stone walls and fenced off lands. Cottages and manor houses distinguish this region and should be represented by suitably ornate buildings to reflect Averland's wealth. A river or stream might also stretch across the battlefield, a tributary of the Aver or Upper Reik, along with a stone bridge across it.

To the east lie the mountains and Black Fire Pass. While the pasturelands are largely flat, the foothills at the base of the mountains are full of crags and sparse woodland. The area is also replete with watchtowers, ruins and barracks as befits, the home of Averland's Mountain Guard.

Wyrystone

Averland, like Ostermark, is riddled with fragments of the mighty comet of Sigmar, cast in all directions when it smote the ill-fated city of Mordheim. Such fragments are like beacons to the dark creatures of the mountains and are the main cause of the unrest blighting the province. Wyrystone can be found by warbands fighting in Averland, as described in the Mordheim rulebook.

Averland Warbands

Despite the overt finery of the Averlander, they are not mere fops. As defenders of one of the most dangerous routes into the Empire, the Mountain Guard are veteran warriors. They also understand the value of excellent archers and regularly employ Halflings from the neighbouring Moot as scouts.

Special Rules

Averland warbands follow the rules in the 2002 Mordheim Annual (also available as a free download from www.mordheim.com).

Note: The Empire in Flames rulebook provides some excellent material for fighting battles in an Imperial wilderness setting. It is recommended that if players own a copy of Empire in Flames they use the additional rules in the book.

Painting and Modelling

Averland warbands: The provincial colours of Averland are traditionally black and yellow. Although mercenary warbands are made up of individuals, it looks better on the tabletop if there is some clear visual link between them. By using the provincial colours in a different place on each model you can easily make them look like a group whilst retaining their individuality.

Averlanders (even its mercenaries) are rich, even in times as turbulent as these, and as such their weapons are finely wrought and heavily decorated. It is not uncommon to see gilded hilts on swords, or meticulously wrought filigree and decorative intaglio upon blades or armour trim. Averlanders should look ornate and flamboyant, so bronze and gold breastplates coupled with outlandish feathers and plumes are appropriate. This wealth is also reflected in the motifs and symbols borne upon armour and shields. Averlanders are proud of their warrior heritage and so swords and bows are common emblems. Also popular is a single black flame upon a yellow field to represent Black Fire Pass, a motif commonly worn by the Mountain Guard.

Scenery: Warhammer scenery is ideal for battles set in Averland. Lone cottages, hedgerows, stone walls and fences are perfect for games set in the pastures as are stout stone watchtowers, rivers and bridges. The foothills can be represented by steep hills, scattered rocks and imposing crags.



Dear father,

Upon my arrival in Aeverland I was at once struck by the sheer openness of this domain. I am used to the sprawling ports and busy waterways of Marienburg, its streets teeming with traders and entrepreneurial zeal. My first impression of the so-called 'Grand County' was that it was a farming community, its economy supported by a monetarily modest, if abundant, agricultural base. I confess I thought it little better than our dullard and backward cousins of Ostermark and began to question your wisdom in sending me as your secret envoy.

But as I delved deeper into this realm I began to see the reason for its apparent and overtly flaunted opulence. Vast acres of pastureland stretch in all directions and it seems the Aeverlanders, with uncharacteristic economical cunning, have yoked this land for the breeding of horses - something to which it is ideally suited. Upon further investigation through the surreptitious questioning of local stablemen it seems that this business is flourishing and Aeverland has garnered a large and impressive stable of horses. Such concerns are of interest, in particular, to the city-states of our great realm, in the maintenance of standing armies. Indeed, Altdorf, Talabheim and even Middenheim have regular trade orders with Aeverland who supply the majority of the horses for their cavalry. Never had I considered that such an overtly decadent and luxurious province as this would play such a major role in the defence of the Empire. Indeed, it is this enterprise precisely, I believe, that is responsible for the wealth and prosperity that the Aeverlanders enjoy.

While the stranglehold our cousins have upon the equine trade to their northerly brethren is impressive, they have yet to reap much benefit from the Dwarfs of Karak Varn, a hold lying within the World's Edge Mountains to the east. The Dwarfs trade freely with the Aeverlanders who allow them to pass through the province via the Old Dwarf Road, an ancient trade route that winds directly into the heart of the Empire, splitting at Middenheim into the Great North Road that leads into our fair city. Metal ore mined from the mountains is the Dwarfs' chief export. They bring the fruits of their labours onto to Hochleben, a major township in this region, and the capital, Aeverheim. Passage into the Empire is about all the Aeverlanders can offer though. Their horses are of little interest to the Dwarfs and I once overheard a market trader recount, with some amusement on my part, of the repeated efforts of the Aeverlanders to convince the Dwarfs of the advantages of horses on the battlefield and the benefit they would bring to their society.

For all their enterprise and natural fortuity in the shape of the excellent pastures they hold, these men of Aeverland are ignorant of trade diplomacy. Dwarfs are mountain dwellers and have no need of horses, they barely make use of ponies to gather rocks in their dingy mines, the very thought of it! They lack in stature and find the prospect of riding such a beast anathema. Such tenacity will not be won over with the dubious assurances of an Aeverland horse trader. My point here being that this is a hitherto unrealised market opportunity, and one which we may exploit, although I have yet to ruminate in detail on how we might establish this trade with the Dwarfs. Perhaps a way in is through their stomachs. Horseflesh is a delicacy in some foreign continents - the Dwarfs yet be convinced of its virtues.

On the subject of our trade agreements with the Aeverlanders themselves, the province is sparsely populated, its noble houses, which are the key to lifting the trade embargoes ordered by Count Leitdorf, Aeverland's deluded Elector, punctuated throughout the pasturelands. From what I can gather (for such domains are well protected by hiredlings and forbid entry without express invitation) these noblemen control the lion's share of the lucrative pastures which peckmark the provincial landscape.

Largely element weather conditions have made the pastures perfect for the nurture and breeding of horses. It suffers none of the harsh coastal weather that occasionally blights storms our ports. Its southerly disposition brings warm and gentle breezes whilst the mountainous regions to the south and east provide shelter from high winds and violent. The sheer flatness of the land, seemingly bereft of much in the way of rocky crag or woodland that it usually commonplace amongst rural areas, means that steeds can be shepherded easily and with little fear of accidental death or escape. In fact, as I regarded it from what the local's called Melhiash's Spire, a ruined edifice of dubious repute, I likened it to a vast and verdant ocean.

The equine trade, it seems, runs like a life giving vein throughout the entirety of the county. Aeverland's disparate townships, without exception, support generous stable yards, where farriers, stable hands and muleskinners are as ubiquitous as halberds in an Imperial barracks. But I believe our interest lies with the larger stables beyond the townships' walls. Run by overseers with an independently driven mindset they would be the most open to clandestine trade. I refer to those nobles who possess the bulk of the equine trade. Such is the wealth which this fraternity of self-made men has garnered through shrewd bargaining and doubtless fortuity, in these lean times, great manors are built separate from the major cities and towns.

The noble houses have forged their domains into autonomous republics much to Count Leitdorf's chagrin, who I understand is adamant in keeping a close leash upon his province and its occupants. Yet, despite this, the nobles employ small armies of mercenaries, whose unwavering loyalty is paid for with gold. For all intents and purposes they have declared martial law within their estates. I believe it is fear that drives them to this, fear of the chaos gripping the land as they try to clutch onto their pastures and livelihood with tenuous fingers, their pastured lands the target of bandits and horse thieves. Horseflesh has become food for the Ores, Boar-men and other foul creatures roaming the land, despite the efforts of mercenaries hired to drive them out. These bastions are the preferred residence of the nobles who wish to keep a close eye on their family holdings and livelihood and, given their apparent desperation, I believe they would relish the opportunity to cement their considerable gains in a trade franchise with Marienburg and Your most esteemed house.

When considering our physical route into Averland, there are several options. The slowest and perhaps most dangerous, although least expensive, is by road. I have already mentioned the ancient Dwarf trade route and this highway would have the added benefit of taking us through Aetherheim and a chance to liaise with the noble lords who are oft visitors there on business matters. We might also consider a waterway by virtue of speed and convenience. The Upper Reik runs by Hochleben but the Awer would also take us into Averland. I present fair warning however as both rivers are known to be a hunting ground for River Pirates and other bandits. As if this weren't cause enough for consternation our route through the mountains in order to establish trade with the Dwarfs is bleaker still. I'm sure you have heard of Black Fire Pass. A veritable barracks has built up around it as if the fell creatures that hunt there are filled with dark ambitions. Guards at the pass have been redoubled, which bodes well for security but will make open trade difficult, hence my recommendation to approach the nobles. The forces stationed at the pass by the Count are forced into an almost constant vigil, lest his wrath descend upon them for defying his orders. I have seen an inordinate amount of roadwardens on the highways and they are strict in their duty to the point of bloody-mindedness. As a result the roads are barren and ghostlike, few daring to tread upon them unless in the most dire need for fear of violence and persecution. Yet, Black Fire Pass is the clearest route through the World's Edge Mountains, clearly visible from Hochleben, the closest major settlement to it. I will not dwell on the drawbacks and dangers associated with this route further, but have transcribed a section of local gazetteer for your consideration which describes the region. I thought the aside on siege defence particularly illuminating and a potential avenue for our exports.

Averland can hardly be considered important or influential, yet its wealth is undeniable. It is something that can scarcely be ignored and it was with some incredulity that I first regarded the flamboyant and garish apparel of its noble fellows and standing army. Aetherheim has an abundance of tailors, to rival that of city-states like Altdorf or Talabheim, and their soldiery is oft given to wearing outrageous and sometimes impractical attire afforded by its gold-gathering equine economy. Armour is finely wrought and ornate, the simplest of weapons carried by a common halberdier or swordsman bear gilt filigree and tempered silver hilts and scabbards. Clearly there is money to be made here, and if my visit here reveals nothing else that much is true.

Averland's situation within this more distant and seldom travelled corner of the Empire would grant us a valuable foothold in establishing trade there and further our ambitions throughout this region. Stirland lays to the north and Wissenland to the south and south-west. Both are reachable by the Awer and Upper Reik respectively.

The Three Towers

Nestling in the hilly lands to the south-west of the Moot and south-east of Aetherheim under the baleful shadow of the mountains lie the Three Towers. In ancient days these mighty sentinels were the site of a tremendous battle between the Elf Lords from across the sea and the Men of the Empire. The reason for such a conflict occurring has been lost amongst the pages of forgotten annals, but what is known is that the battle was both fierce and bloody. Remaining records are piecemeal in their description but speak of how the mighty dragon Araugnir was slain by a battery of Nuln cannon. To this day the beast's skull remains at the battle site as a warning and remembrance of that day. A day so filled with death that it took the slaying of the Elven Prince and leader of the host at the hands of the Templar Lord Heydrich to break what had become a brutal deadlock and grant victory to the Empire. Alas the Towers have fallen into ruination from centuries of conflict and civil unrest. Now they are merely the hideouts of bandits, rogues and other less salubrious villains. It has been known for Necromancers, Warlocks and other heretics to seek refuge there and as such it is oft the hunting ground of Witch Fynders and Bounty Hunters.

- from 'Averland: A history' by Siegfried Shautten.

Sitting on the banks of the Aeer and the Blue Reach is the Moot. The Aeerlanders have garnered a fruitful relationship with the Halfling realm, employing those diminutive but doughty warriors in their armies as scouts and archers. The outrageous dress sense, and over-blown flummery of the men of Aeerland seems to appeal to the unassuming nature of the Halflings, wearing garish uniforms and feathered hats, mimicking the ludicrous attire of the Aeerlanders with pride and enthusiasm. The Mootlanders seem impressive and if we are successful in setting trade franchises with the noble houses of Aeerland perhaps we can turn our attentions to the Halflings by way of a side business?

Despite its splendour, the region has not been without its trials and tribulations. I enclose a transcription of a lesser known conflict for your edification with this missive, but perhaps the most notable was at the hands of the Ore Warlord Gorbad Ironclaw. In his rampage across the Empire in 1707, the capital, Aeerheim, was sacked and virtually razed to the ground. It is a testament that the trade has flourished since those dark times and endures now in our uncertain climate. I have heard rumour of plague and famine to the north, but it seems these disasters have yet to affect the strongest noble houses, the epicentre of our interests here.

I believe we should be prepared for a long and difficult negotiation into Aeerland. There is profit to be made here, of that I am certain, but Count Leitdorf has declared a state of provincial alert that any who cross Aeerland's borders without just cause be arrested or killed if they resist. Several times have I been in fear of my life were it not for the armed escort I employed upon my arrival. As the Aeerlanders have thrown in their lot with the Ottlans of Talabecland, I have removed all insignia that links me to Marienburg. I have heard that so paritainical has the Count been in the application of his decree, that the people fear him, and his growing paranoia and fits of uncontrollable, unexplainable rage are a warning to any who might cross him or his will. Some say he was afflicted when he saw the comet crash down and annihilate Mordheim and has been driven mad by the desire to cling to the wealth and property of his province. It is in this more than anything else, that I am convinced we should press our interests here, however difficult. I leave upon the dawn ferry and follow the Upper Reik. This letter will reach in advance of my arrival. I hope to be upon the Reik proper and in Marienburg in a few days. Haendryk willing.

*Your loving son,
Kaspian Vande Buurt*

Black Fire Pass

To the east of our fair province lies Black Fire Pass, an overland route through the hinge of the Worlds Edge Mountains to the east and the Black Mountains to the south. The Old Dwarf Road runs through it and upon its terminus weaves directly through the capital, Aeerheim, all the way into the heartland of the Empire. Our people have the dubious honour of protecting this highly dangerous region, a task that we accept with courage and entrust to the Mountain Guard the hardest and most battle-hardened warriors that our province has to offer. It is under constant threat from Orcs and Goblins who ambush traders along the Old Dwarf Road. Historically Black Fire Pass has been the site of many battles, the most notable of which occurred in Imperial year -1. The fledgling Empire was nothing more than a band of disparate tribes. There did Sigmar himself, with the Dwarf High King, Kurgan Ironbeard, challenge the Greenskin hordes menacing the lands of Men and defeat them within the pass, driving them back into the dark lands and beyond. These were the first tentative footsteps towards the formation of the Empire as it is recognised in modern times. It is Aeerland then that forms the first line of defence against aggression from the Badlands over the Black Mountains to the east and the belligerent Greenskin hordes. Alas it is the clearest pass for thousands of miles, oft frequented by Dwarf merchants en route into the Empire. Such expeditions are well-guarded affairs, tempered with utter vigilance and trepidation such is dire the reputation of Black Fire Pass. At its entrance to the Empire the pass is well fortified with several stone watch towers and numerous warning beacons, ever ready to give word of the threat of invasion. These years of warfare and alert have made the guardians of the pass adept in the art of siege defence. The pass has many natural hazards too. Its sheer cliff walls are oft blighted by horrendous weather, entire wagon trains and merchant caravans lost to avalanche and blizzard. Still though, it must be endured, for it is the only route across the mountains and, despite the perils, a vital source through which trade can pass into the Empire.

- from 'Aeerland: A history' by Siegfried Shautten.

Scenario: Blood on the Pasturelands

The pasturelands are all too easy a temptation for bandits and horse thieves. The noble houses are forced to employ groups of mounted outriders to protect these lands from any would-be predators.

Two rival warbands have arrived at a pasture, hoping to steal the valuable horses there. They must battle each other and overcome the armed outriders to get to the prize within.

Terrain

The battle takes place over a 4'x4' area. As it is a pasture, it is largely perhaps with just a few scattered trees and possibly a small cottage. The only real feature of the battlefield is a 12"x12" fenced-off paddock in the centre of the table that represents where the horses have been fenced off to graze.

Warbands

Each player rolls a D6 to determine who places his warriors first with the player rolling the highest given the choice. The warband may be placed within 6" of any table edge and once the player has finished setting up his warriors the second warband is placed within 6" of the opposite edge. After both players have set up their warbands they take it in turns to place one of the mounted Outriders, who must be placed within 2" of the fenced-off paddock, and one horse that must be placed within the paddock itself.

Starting the game

Each player rolls a D6. The highest roll can choose whether to go first or second.

Special rules

Outriders: There are six Outriders in total. After both players have had a turn the Outriders take a turn. The Outriders will never move more than 8" away from the paddock. They will charge the nearest warrior within 8" of the paddock. If unable to charge they will move towards the nearest model and shoot them instead.

The Outriders have the following profile:

Outrider									
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	3	3	1	3	1	8	5+

Horse									
M	WS	BS	S	T	W	I	A	Ld	Sv
8	0	0	3	3	1	3	0	5	-

Equipment: Sword, bow, light armour and horse (use the rules for mounted models as given on page 163 of the Mordheim rulebook).

Stealing horses: There are six horses in the paddock. As they are frightened by the commotion around them they will move randomly in the 12" paddock square. Each horse moves D6+2" in a random direction determined by a Scatter dice (if you don't have a Scatter dice number the board edges 1-4 and roll a D6 to determine the direction, with any roll of 5 or 6 allowing the rolling player to choose a direction). If a horse reaches the fence it will stop.

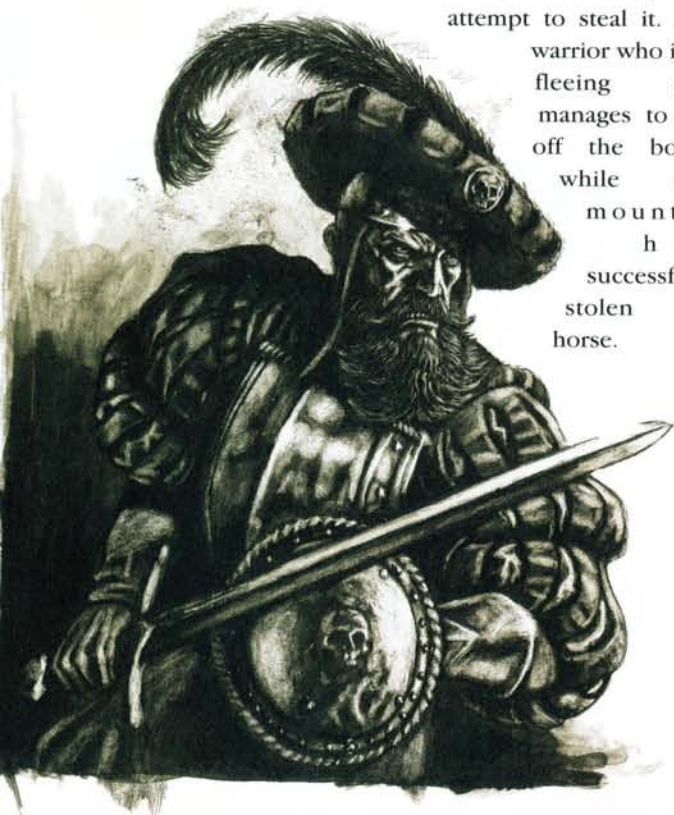




Any man-sized warrior who ends his move next to a horse may try and mount it as the end of the turn. Roll a D6, on a roll of 4+ the warrior is successful and now counts as being mounted on the horse. If you roll a 1-3, the warrior is unable to bring the beast under control and must struggle with it for another turn. Once a player has

mounted a horse they may attempt to steal it. Any

warrior who isn't fleeing and manages to get off the board while still mounted has a successfully stolen horse.



Ending the game

The game ends as soon as all the horses have been stolen or when one warband routs. The player that steals the most horses wins the game, or if a warband fails its Rout test then the warband remaining wins the game (and steals all the horses currently in its possession). Any horse successfully stolen by the warbands is added to its roster. Note if a warband failed a Rout test it will lose D3-1 of its stolen horses in the commotion.



Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts out of action (this also counts for Outriders too).

+1 Per Horse Stolen: Any Hero or Henchman group that manages to steal a horse earns +1 Experience.

Scenario: Through Black Fire Pass

Black Fire Pass has a dire reputation. The clearest route through the Worlds Edge Mountains is home to all manner of Orcs, Goblins, bandits and unsavoury characters. Travellers and merchants that brave it do so knowing full well they might be the victim of an ambush on the road.

A warband is travelling through Black Fire Pass when it is ambushed by one of its rivals. Little do both warbands realise that the sounds of battle have alerted other creatures to their presence...

Terrain

The battle is played over a 4'x4' area. Down the centre is a strip 6" wide that starts at one board edge and ends at the opposite edge. The rest of the table should be littered with rocks, scattered scree and the occasional copse of trees.

Warbands

Each player rolls a D6. The highest may choose to be the Attacker or the Defender. The Defender is being ambushed is travelling from the east to the west table edge. He places all of his warband first. They may be placed anywhere on the road within 6" of each other and no closer than 18" to the western table edge (the warband's point of escape). The Attacker then places his models anywhere on the table but no closer than 10" to a Defenders model and out of line of sight.

Starting the game

The Attacker springs his ambush and goes first.

Special rules

Hazardous: Black Fire Pass is extremely hazardous and as well as being home to all manner of creatures, it is plagued by hostile weather. At the end of each of the Defender's turns roll a D6. On a roll of 1 both warbands have befallen to a hazard. Roll a D6 on the table below to discover what the hazard is.

1-2 Rockfall The rapid movement and cries of combat have disturbed some loose rocks high up in the mountains which come crashing down upon the battling warbands. Every model must take an Initiative test to avoid the falling rocks. Any model that fails will suffer a Strength 3 hit from the debris.

3-4 High winds The warbands are battered by fierce winds. The winds will last until the end of the Defender's next turn. At the start of their turn each warrior must pass a Strength test or be knocked down.

5 Orcs The warbands have become the attention of a group of Orcs camped in the mountains. Roll a D6. On a roll of 1-3 the Orcs arrive on the north edge of the table, on a roll of 4-6 they arrive on the south edge. There are D3+1 Orcs. They will always move towards the nearest model, charging if they can do so. The Orcs have the same profile as Orc Boyz (as described in the Mordheim Annual 2002, page 11) and carry a sword and a shield but do not suffer from Animosity.

6 Stone Trolls A Stone Troll has wandered into the battle and becomes enraged, charging at the warriors. See the rules above for placing and attacking with the Stone Troll. The Stone Troll has the same profile as the Troll in the Orc and Goblin warband (as described in the Mordheim Annual 2002, page 11).





Ending the game

The game ends as soon as the Defender gets half his models off the western edge of the table through the pass (fleeing models do not count) in which case he will be the winner. Otherwise the battle continues until one warband fails a Rout test, then the remaining warband is the winner.

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

*(Note that due to the direness of their task, the Defender earns **double** Experience Points for surviving or being the winning leader).*

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts out of action (this also counts for Orcs and Trolls too).

+1 Escapes: Any Hero or Henchman group that manages to escape earns +1 Experience.

Author

Nick Kyme works on White Dwarf right here at GW HQ. He has written for Town Crier on numerous occasions, and is on the Mordheim Rules Reviews.



Further Information

Averlanders can be created using the Empire Militia plastic sprue and/or the plastic sprues you get in your Mordheim boxed set.

More Mordheim Website

Page 24 for Pit Fighter and page 52 www.Mordheim.com



INTO THE VOID...

YOUR LETTERS

Whether you're a radical, an admiral, a general, a coach, a ganger, a commander or a mercenary, it doesn't matter, when you enter The Void the only thing that counts are your opinions. Please let us know what's on your mind by sending your views to Fanatic@games-workshop.co.uk (with The Void and then the game system in the Subject line). You can also write to: *The Void, Fanatic, Games Workshop, Willow Rd, Lenton, Nottingham, NG7 2WS United Kingdom.*



I need lots of red

Dear Fanatics,
With the recent release of the new Epic system I found myself delving in the attic on a hunt for all my old Space Marine miniatures. I have a large Orc mob that is battered, broken and dusty after countless battles with a friends old Eldar force, but what I wanted to do was collect a new 4,000 point Chaos army using the old system and miniatures acquired from Ebay. Over the past few months I have managed to gather together enough models for a Khorne army, but the problem I always face is the annoying habit of starting something and never finishing it. With this in mind I came up with a plan.

Da Plan

Last year I joined a daily sketch group to help me get back into my drawing. Each day I would view the current topic and then spend between 1-2 hours on a sketch. This was a great way to discipline myself, and the short amount of time meant I could usually fit the exercise in at some point during the day. I figured if it worked with my drawing, why not try it with my painting. So this thread will be my attempt to spend a little time each day (no more than a 1-4 hours) painting up my Chaos army. Hopefully by tackling the task in this way, I will be able to avoid the burnouts that have happened in the past when I have painted for hours on end one week, then done nothing for months.

Working Out Details

So, Khorne is my chosen deity, but what sort of army do I want to create? Well, I will be choosing my cards

(forces) based on a mixture of the miniatures I've already got, what miniatures I want to paint, and having an overall varied selection. The army will probably never see the glory of battle, so I'm not too bothered about trying to create a kick-ass horde.

Next I need to choose the look I want to go for. As it's an old school army, I want to paint it up in a clean a simple style – much like the old Games Workshop range. I intend to stay away from the darker, grittier look of the current trend, but at the same time keep things from looking too bright. Also, I happened to be browsing through my copy of the old Realm of Chaos: Slaves to Darkness hardback the other day and was very inspired by the interior artwork done by Ian Miller, so I will be looking to inject a little of his style into my force. Plenty of banners should be a way to incorporate his spiky daemonic faces, and gnarled maws. Besides, a Chaos army should always have plenty of banners!

Like I said, I intend to build a 4,000 point force as this is what I remember playing to all those years ago. I was lucky enough to acquire a Banelord Titan that came up very nice once stripped, and I want to use this as the focal point of the army. So, although I don't have the courage to begin painting this model yet, I already have an idea on how I want it to look, so all the other models need to be painted in a similar style.

Well, that's everything worked out and all that's left to do is crack open the paints and select my first choice. Let's see if I can pull this thing off.

Day 1

Well, a blow before I even get started. Dusting down my paints I discovered a number of them had completely dried up! Luckily the essential colours I will need for Khorne are intact, but I will have to fill in the gaps ASAP. Also, on closer inspection, my brushes have obviously seen better days. I only have one small detail brush left, and that doesn't taper quite as well as I would like, but it will have to do for a few days.

I decided on a squad of Dreadnoughts as my first choice. This may seem like an odd decision, but it has been over 10 years since I last painted anything, so I want to practice on a minor unit to get the juices flowing again. I mounted them on 1 pence coins, as the old bases are kind of hard to come by and cost a lot to boot. Pennies are the perfect size, so I will be using them for all small single miniatures, such as Trolls, Minotaurs, Lesser Daemons etc. They also give the plastic models a nice bit of weight.

Each model was given a basecoat of Chaos Black. The metal areas were painted Brazen Brass and edges picked out with gold before a final thin wash of Chestnut Ink was applied. For the red bits I mixed Blood Red with Sunburst Yellow to create a base colour. I'll be using this mix a lot so I made a batch in an old paint pot. I then mixed some up with Chaos Black to create a darker colour and did a two-stage highlight adding more of the original mix as I went. Finally, I gave the red parts a thin Blood Red glaze. The bases were given a grey mix followed by a two-stage drybrush up to light grey. A

little flock here and there, followed by Goblin Green around the edges, and they were done. I want to add back banners to these later on, but they will be fine for now. I also based and undercoated a unit of Bloodletters ready for tomorrow.

So there we have it – my first painting session in over a decade! It was fun to smell the glue and the paints again (err...) and I look forward to tomorrow's session. The Dreadnoughts turned out better than I expected. And although they're not going to win any Golden Demon prizes, I think they are painted to a nice clean gaming standard.

Let's hope tomorrow is as fruitful.

Regards,
Tim (Tinbot) Murray

Andy replies: *Thanks for your insights and methods on painting a large force, I hope you stick to your plan. Let us know how you get on.*

So much for Horns

Hello Fanatics,
At the Three Kingdoms Challenge, ie, the Gumpsta Cup hosted by the great Jim Lanier in Florida on the 13th and 14th of March this year, I took a Minotaur to tear up my opponent's team. To say it didn't quite go to plan is an understatement. Here's a summary of what happened at the tourney.

Game One: Double skulls on a 2-die Block, which nearly kills any chance of his team scoring in the first half.

Game Two: Double skulls again against Dark Elves. (Remember, he took Block before the tournament.)

Game Three: Rolls a 1 on four of the eight Blocks he is asked to throw in the first half, allowing the opposition's Werewolf to stay alive long enough to help the Necromantic team score their one and only Touchdown.

Game Four: Fails THREE consecutive Blitz rolls in the first half of a game on Table One. All of these rolls came with Spleenripper on his back, so he never even got into the play! As a result, the Wasters can't keep a Mummy from sending a Norseman out of bounds after the ill-timed Interception, and they have no way to get the ball back from the Mummy. (Believe me, I tried suicide Blocks.) As the first action of the first half, he is asked to Blitz; predictably, he rolls another 1. When he is blitzed to the ground, he attempts to get up on a blitz... only to roll another 1. He is soon fouled out of his coach's misery.



Game Five: Spleenripper begins the game by refusing to throw a Block on the line of scrimmage. This helps lead to a defensive score by the Skaven opponents. In the next drive, the Minotaur provides the turning point in the game when he double skulls against the opposing team's Dirty Player (even a push would have sent the DP back towards two other Norsemen!). He is fouled out of the contest immediately. The Wasters hang on to score, but can't even put up a fight in the second half.

Some of my other players were terrible – witness the Block/Dodge Catchers who continually failed their Dodges and broke their own AVs (including one injured in each of the last two games on similar plays). But this Minotaur deserves special mention!

Yours,
Chet Zeshonski
BBRC member

Andy replies: *Well I was there, and yes, your Minotaur should have been in the local steakhouse rather than on the field of play. We'll get a Blood Bowl 'Did You Know' written up in the future!*

Can I see some ID?

Greetings,
I'd like to respond to Inquisitor Teran's (Jamie Fraser) letter in Issue 2 and the subsequent point bought up by Andy about age limits on games.

I believe an age limit is a good thing. In the old days of Advanced HeroQuest and Space Marine the games had a recommended age of 14 years and up. With Specialist Games being aimed at veteran gamers it seems to make sense to me to include age limits on the games as much to help staff as the customers.

When Inquisitor was first released I noticed how inconsistently it was sold between different stores near where I lived. Some shops would sell it to anyone who showed interest whilst others were stricter about who the book was sold to.

If there had been an age limit on the product then this would have been more consistently sold guaranteeing the age of the hobbyists needed to sustain the Inquisitor game.

Thanks for your time.

Regards,
Brendan Saunders

Andy replies: *I also remember the recommended 14 years and up on the older games and also the 3D Roleplaying game tag as well!*

Nostalgia aside I'm not sure we need the age limits on the games anymore, it encourages an exclusivity that I'm unsure is healthy for the hobby.

As I've said previously I don't think age is such a factor, it's more to do with a person's altitude and maturity as to whether they will get on with our games.

Let's hear other reader's thoughts on this.



THE BATTLE OF KRAKJUNOV

A Battle Report by Tom Merrigan & Erwin Jackson

Over the past few months, we've dedicated a lot of coverage to the worldwide Storm of Chaos campaign, with new scenarios, army lists and background. Whilst stuff like this is always cool, the main feature of the Storm of Chaos campaign is participation – everyone can play a part. You can fight battles using Warhammer or Warmaster, register your results online and have a hand in deciding the fate of the Old World. With this in mind, we thought we'd task Tom and regular contributor Erwin Jackson with putting our money where our collective mouth is and actually playing a game. For the battle, we chose the 'Battle of Krakjunov' scenarios as featured in Issue One of Fanatic. We gave Tom control of the staunch Kislev defenders while Erwin would take his own Slaanesh army.



CHAOS MARCHES SOUTH

"OK, so I have to march across relatively open ground, deal with the Kislevite cavalry and get into a defended village. Hmm..." I thought when Tom sent me the scenario for the battle report. I was not too concerned about taking the village once I got there as Chaos troops excel at digging light infantry out of defended positions. What I was concerned about was getting there in one piece and not being overrun by the Kislev cavalry! While pondering this I thought about a few different list configurations but in the end decided to take what has

become my standard 2,000-point Chaos force. I chose this largely because it seemed a bit odd to design a list specifically for the scenario when in 'real' life you don't always get to field troops you would necessarily want.

My 2,000-point Chaos force has developed over the last year from a cavalry heavy army to one that relies more on its infantry. This has happened partly because it just feels right to have lots of Chaos Warriors, Marauders and other footsloggers in a Chaos force. The other reason is that I believe the mark of a good Warmaster general is their ability to fight with infantry in the open even against cavalry heavy armies.



With this in mind I have two big brigades of infantry. One is made up of my compulsory Chaos Warriors and Marauders with one of the Chaos Warrior units carrying a Banner of Shielding. The other is a 'Nurgle' brigade of a Chaos Warrior unit, a Marauder unit and two units of Plaguebearers. I love these models and use them to represent Ogres. These two infantry units support each other's attacks by advancing together, protecting each other's flanks and engaging a chosen point in the enemy line as soon as possible. Both are designed to stand up to cavalry charges. If the Ogre brigade is hit they may well die but will take a lot of the enemy with them. If the Warrior brigade is hit it has a very good chance of pushing back the enemy especially if my Dragon-mounted Sorcerer is attached.

To support these infantry units I take two cavalry/chariot brigades. The first consists of a unit of Marauder Horsemen and a Chariot unit. This brigade moves forward quickly, acts as a screen if necessary, and charges enemy cavalry as soon as possible. I expect these units to die but I want them to slow down and distract my enemy while my infantry and other cavalry advance into striking distance. My second cavalry brigade consists of two Chariot units and a unit of Chaos Knights. This brigade's function is to deal with enemy heavy cavalry and support the attack of my infantry. I also take one Chaos Hound unit to increase my break point. This unit sits at the back of the table to avoid being killed and to attack units that threaten my rear. Finally I take a unit of Harpies, to harry the flanks of the enemy, slow them down, land behind enemy units in combat and deal with enemy flyers.

To kick the boys around I have two Sorcerers in addition to my General. One of the Sorcerers is mounted on a Chaos Dragon (represented by my old Keeper of Secrets model) to add *terror* to critical combats. Both Sorcerers are initially in charge of moving my infantry forward and this allows my General to (hopefully) position my cavalry where they will offer the most support to these slower brigades.

Turning up on the day, and after a coffee, Tom and I rolled for what my objective would be and how many turns the game would last. Burn the Village and six turns, as it turned out. "This is going to be tough," I thought. I decided my basic strategy would be to advance my infantry around the wood towards the village – not only was this the most direct route but the wood would also help protect my flank. I decided not to advance through the wood as this would slow me down and I felt that my infantry could handle most opposition. Not being much use in the village itself my cavalry would target threats to my infantry allowing these guys to storm the village. To battle!





KISLEVITES LAST STAND

The problem with Chaos is that in most battles they quiet literally steamroller across the battlefield into the heart of the opposing army and deliver their killer blow. In combat there is no better Warmaster army than Chaos. They are both tough and strong and sitting

around in a village waiting for the Chaos army to turn up didn't seem like a well thought out plan. If I were to stand any chance of winning I would need to lure the Chaos army away from the Kislevites' village. Hopefully this would prevent any buildings from being set on fire and earn me a bonus 1,000 Victory Points.

My plan then was to take the minimum amount of infantry (axemen and bowmen) to defend the village from being overrun by Chaos, but as much cavalry (winged lancers and horse archers) as possible to try and lure the Chaos force away from its intended destination. Cavalry is both fast and manoeuvrable, and has the ability to strike when and where you most need it, so I knew Erwin wouldn't be able to ignore mine. I hoped to sweep around the flanks of the Chaos army with my cavalry and draw Erwin's force away in two directions, effectively splintering his attack.

In addition, I chose two units of Bears. Bears are ferocious fighters and would be a match for anything in the Chaos army if they were able to gain the charge. The plan was to deploy the Bears as a vanguard in front of the village. They would act as a buffer in front of the infantry and slow the Chaos advance should Erwin not take the bait and pursue my cavalry. If Erwin had played against Kislev before I knew he would be wary of moving within charge range of the Bears, so they would act as a psychological deterrent as well.

Lastly came my characters. I decided to take the maximum number of Heroes and Wizards available for two reasons. I would use one Hero on each flank to command my cavalry, allowing my general the freedom to command the centre. I didn't trust this job to any wizard, as their Command value is lower and I couldn't afford to be failing Command tests on my cavalry. However, I still took two wizards because Kislev magic is exceptionally good, and I hoped that I could use it to disrupt the Chaos force and cause confusion in their ranks.



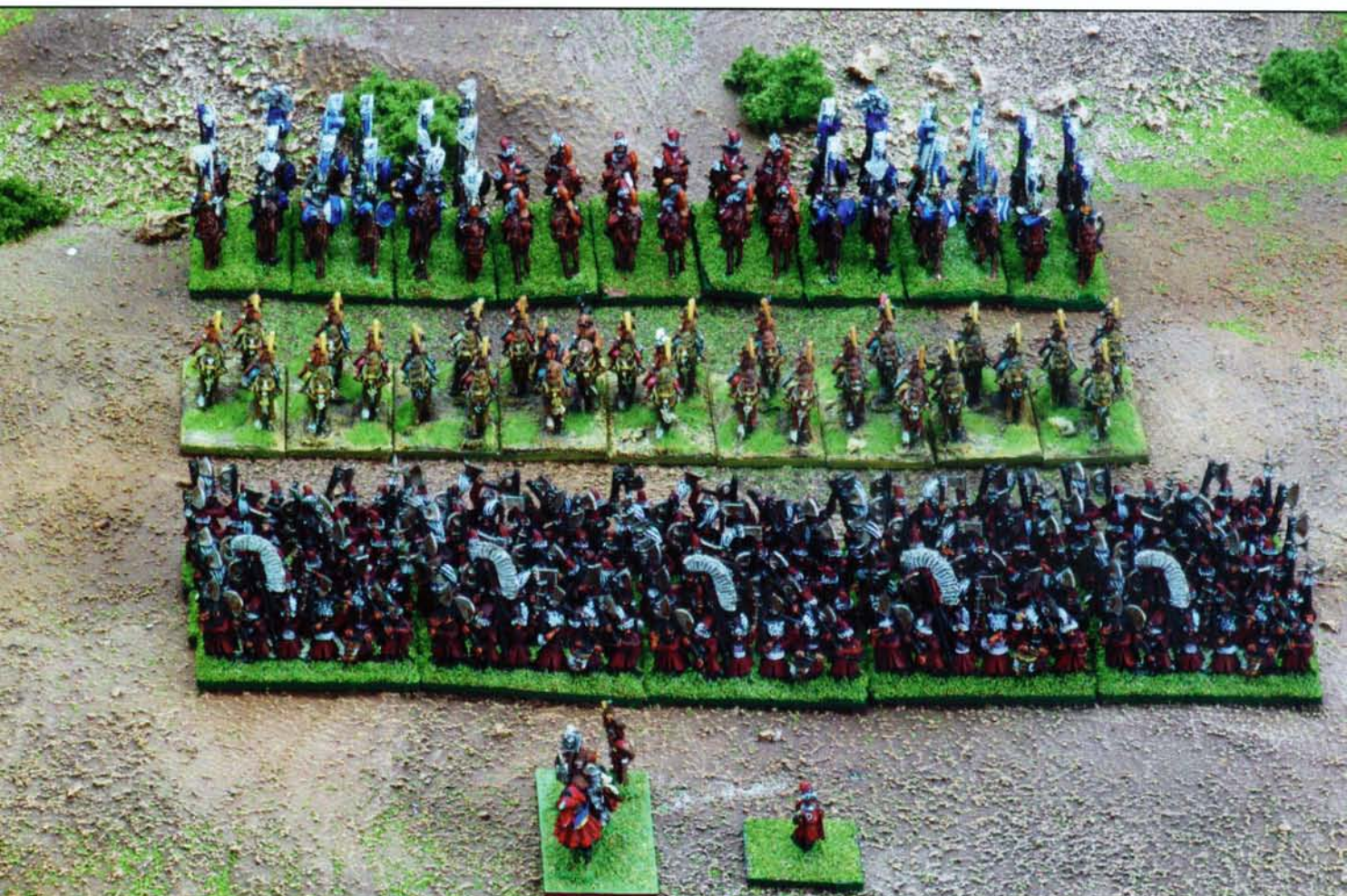
DEPLOYMENT

According to the scenario, the Chaos force had to set up first. The deployment zones were diagonally opposite each other – the Kislevites in and around the village of Krakjunov and the Chaos deployment zone in the northwest corner by the southbound arterial road.

Erwin chose to set his army up as close as he possibly could to the Kislevites' own deployment zone, his intended target clear. He only had six turns to make it to Krakjunov and set it on fire so wasn't about to waste any time. He deployed his infantry in front and cavalry behind in three brigades. Bringing up the rear was a unit of Hounds and Harpies.



The Kislev force took position in the village of Krakjunov. The infantry could claim defended status in the village so took position there. Tom deployed the bulk of the cavalry to each flank, but one brigade of Winged Lancers remained within the village itself. Finally, the Bears were placed slightly ahead of the main force, acting as a scouting party.



CHAOS TURN 1

In this game Chaos gets the first turn so it was up to Erwin to marshal his forces and begin the advance. He began by issuing successive orders to the two infantry brigades at the front of the Chaos column.

Erwin had chosen to take two Chaos Sorcerers and no heroes for this battle as his force was relatively small (so he didn't need a great number of characters to command it) and with the same Command value as heroes and the ability to cast magic, Chaos Sorcerers are good value for money. In this case though, it didn't matter as Erwin failed with each Sorcerer after issuing just one successful order each. This brought the respective brigades to a halt somewhat short of their intended destination.

Next the Chaos general decided to split the big brigade of cavalry in the middle of the column. He successfully managed to order a unit of Marauder Horsemen and a unit of Chariots forward but, like the Sorcerers, also failed his second attempt. With the general failing a Command roll, the Chaos turn ended. The majority of the Chaos force hadn't moved very far and at this rate Erwin's force wasn't likely to reach Krakjunov any time soon.

In order to offer the Chaos force some protection from being charged, both of the Chaos Sorcerers tried to cast *Anger of the Gods*. This gives all enemy units within 30cm an additional -1 modifier to their Command tests and makes it difficult for the enemy to get close enough to

attempt a charge. The first Sorcerer failed but his Chaos brother was successful and the spell took effect until the beginning of the Erwin's next turn.

KISLEV TURN 1

The Kislev force began to react to the sight of the Chaos army marching on their position. The first brigade of axemen and bowmen moved through the village to take up a position at its edge. Here they would still be able to claim defended status and with the bowmen in front they would prove difficult to dislodge. The second brigade of infantry then moved up alongside the first, forming a solid line of infantry that blocked passage into the village.

On the right a brigade of two Winged Lancer units and one Horse Archer unit circled around the village to take up position to the right of the Kislev infantry. They would protect the infantry's right flank and stop the Chaos force from circling around behind the infantry to attack the buildings to the rear.

To the left, the brigade of three Horse Archers and the brigade of four Winged Lancers moved up onto the hill to gain a better view of the battlefield and the approaching Chaos army. The Winged Lancers held after the first order, not wanting to risk getting within charge range of the Chaos Chariots and cavalry. The Horse Archers, however, moved further a field, almost tempting the Chaos force to come forward and attack them.



The Chaos army advances

Finally, Tom tried to issue a command to the brigade of Bears and move them forward, but the combination of the *Anger of the Gods* and other Command modifiers meant that the test was failed. This left the Bears out of position, milling idly in front of the Kislev infantry, but with the Chaos army still some distance away, there was still plenty of time for them to join combat.

Despite having two wizards, Tom failed to cast any magic and his turn came to an end. However, the board had been set and the pieces were in motion.

CHAOS TURN 2

Turn 2 turned out to be a quick one for the Chaos army. Erwin failed both his Command rolls from his Chaos Sorcerers as he attempted to move both brigades of infantry forward into a position from where they would be able to attack the Kislev army and the village next turn.

Fortunately, Erwin was luckier with his general, and the cavalry that had faltered in the first turn were able to move forward and join the rest of the army. The brigade consisting of one unit of Chariots and the Marauder Horsemen moved from the left flank over to the right flank. They were to be tasked with dealing with the Kislev Horse Archers, should they prove to be a nuisance. Erwin could have commanded the brigade to move again and may have even been able to attack the Horse Archers this turn, but felt it was wiser to keep his army together. Chaos armies are typically small, and spreading your forces thinly can often prove costly.



End of Turn 1

It also gave him the opportunity to move the rest of his cavalry and Chariots forward, which they did so with aplomb. They moved just behind the brigade of warriors and Ogres where the Marauder Horsemen and Chariots had been at the start of the turn. From here they would be ready to perform a counter-charge should the infantry fall under attack.

Meanwhile the Hounds and Harpies were still sitting at the back where they had started, so Erwin tried to issue an order with his General. Even with the higher Command value, the distance between them and the General was too great and the order failed. This once more brought movement to an end and left Erwin with just magic to cast before he finished his second turn. This time the winds of magic proved to be blowing stronger and both Chaos Sorcerers succeeded in casting *Anger of the Gods*.

KISLEV TURN 2

With the majority of his troops already in position there was little for Tom to do in the second turn. He didn't want to engage the Chaos player too soon as there was always the fear that his army might break before the end of the battle. If this happened the best he could hope to get was a draw, and there were still four turns to go. With this in mind Tom proceeded cautiously.

The Winged Lancers and Horse Archers on the right flank moved further right away from the Kislev infantry. If the Chaos army chose to follow after them they would be moving away from the village and their primary target. However, if the Chaos army chose to continue its advance on the village, and ignore the cavalry they would be in position to attack the Chaos troops from behind.

In the centre, despite the clouds of rage emanating across the battlefield due to the *Anger of the Gods*, the brigade of Bears moved forward, ahead of the main Kislev army. The Bears would be the sacrificial unit charged with slowing down the Chaos advance and causing some damage in the



process. Not only would Erwin be virtually forced to engage them, their high number of attacks in combat meant they were bound to stand a good chance of giving even Chaos Warriors a run for their money.

The rest of the Kislev army held their position, waiting to see what move the Chaos army would make. Both of the Kislev wizards once again attempted to cast magic, but once again failed. It seemed that the winds of magic were blowing in the favour of Chaos. An ill portent if ever there was one!

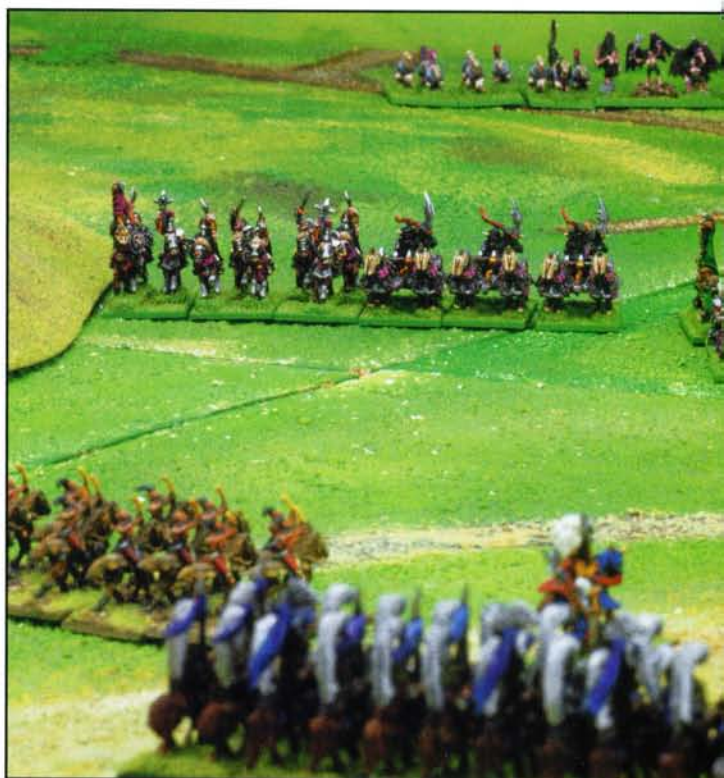
CHAOS TURN 3

The Chaos army was now within striking distance of the Kislevites. Initiative moves were made first and, rather than leave the Harpies stuck at the back of the battlefield, Erwin homed them back towards his General so they would be close enough to order during the Command phase.

The three units of Horse Archers stationed on the hill proved too good a proposition to ignore for Erwin, and he used one of the Chaos Sorcerers to order the Marauder Horsemen and a unit of Chariots to charge their position. The test was passed and the first combat engagement would take place, with Erwin being able to engage two of the Horse Archer units.

In the centre of the battlefield the Chaos infantry closed their formation. With the Bears to their front and the brigade of Winged Lancers and Horse Archers to their left it would be too risky moving much further forward at this point in time – the risk of being attacked to the front and back was just too great. So, instead, the brigade of Chaos Warriors and Ogres ranked up in preparation of getting charged. The second brigade of infantry fell in behind the first, the former acting as a shield to protect the rest from counter-attack.

At this point, Erwin was acutely aware of the large brigade of Winged Lancers positioned on the hill. They would be



a formidable foe and were positioned so they could either strike at the flanks of the Chaos infantry or counter charge the Marauder Horsemen and unit of Chariots that had joined combat with the Horse Archers. In an attempt to stop either of these things occurring, the General issued an order to the Harpies. They beat their leathery wings and flew over the battlefield to land just behind the Lancers. From this position any orders on the Lancers would be at -1 Command due to enemy being within 20cm, and they were out of sight so couldn't be Initiative charged.

This just left the remaining two units of Chariots and the Chaos Knights to move, but unfortunately Erwin failed his Command test and they remained where they were.



End of Turn 3

In the Shooting phase the winds of magic once again proved to be blowing strongly for Chaos. Although the first Sorcerer failed, the second succeeded in casting *Curse of Chaos* on a unit of Bears. This has the effect of three shooting attacks, but with no save allowed for armour. Although not potent enough to cause the Bears any real damage, the spell did succeed in driving the unit back and causing them to become *confused* at the same time. This meant that Tom wouldn't be able to move them next turn, possibly saving the Chaos army from having to engage both units of Bears in combat.

So it came to the fight between the Marauder Horsemen, Chariots and the two units of Horse Archers. The Horse



The chaos army prepares to receive the Kislev assault

Archers were able to stand and shoot and succeeded in causing two wounds on the Marauder Horsemen. They also managed to cause a further two wounds on the Marauders in combat causing them to lose a stand. In retaliation the Horse Archers suffered a nine wounds. This was enough to win the combat and force both units of Horse Archers to flee.

In the following pursuit engagement the Marauders Horsemen lost and additional stand, but both units of Horse Archers were wiped out. The Marauder Horsemen decided to retreat to safety, but the Chariots had yet to sustain any damage. With the third unit of Horse Archers positioned nicely for a flank charge the Chariots advanced. Erwin picked up an ominous fifteen dice and rolled his attacks – twelve hits! The Horse Archers failed their saves and were wiped out in one fell swoop. Unharmed, the Chariots manoeuvred as best they could to get away from what would inevitably be a charge from the Winged Lancers.

KISLEV TURN 3

The opening attack had been made. The time of manoeuvring forces had finished. It was time to launch the counter-attack. On the left flank the Kislev hero, despite the presence of the Harpies, successfully issued an order to the brigade of Winged Lancers. One unit charged the Chaos chariots, whilst a second was in range of the last remaining stand of Marauder Horsemen. The other two units lined up a charge on the Harpies, and a

successfully passed second order brought one of them into combat with the winged monsters. The second unit retreated to the far side of the hill, as back-up in case anything went wrong on that flank.

On the right flank the two units of Winged Lancers charged into combat with the Ogres and Chaos Warriors. They were supported by a unit of Bears, which were ordered and sent in to attack the second unit of Ogres by the Kislev General. The Horse Archers that had been in a brigade with the Winged Lancers meanwhile held their ground waiting to see which way the combat would go.

As the second unit of Bears were *confused* they were unable to move, and the infantry was content to remain in the village. This brought the Kislev movement to an end, but the battle was only just beginning to intensify. The winds of magic again proved fickle, and with no shooting to do Tom and Erwin proceeded directly into resolving the many combat engagements that had broken out.

The engagement in the middle of the battlefield looked as though it could swing either way so it was left to last. Instead Tom elected to see how the fates would favour him on his left flank. Not surprisingly the Winged Lancers wiped out the last remaining stand of Marauder Horsemen without suffering any casualties themselves. They were in no position to advance into a fresh combat, so their follow-up move was made towards the hill and away from the Chaos army.



The Chaos Chariots and Marauder Horsmen charge the Horse Archers.

The second unit of Winged Lancers looked as if they would have a tougher time against the Chaos Chariots. However, Erwin failed most of his saves and the Chariots were forced to flee. In the resulting pursuit the Chariots were run down and destroyed by the Winged Lancer, their feathered back pieces vibrating noisily in the wind as they rode their foes down. They too had suffered no loss to their ranks and were able to join up with the unit of Winged Lancers that had not engaged anyone in combat.

The third combat on the Kislev left flank was between the Harpies and another unit of Winged Lancers. In this case though the winged fiends managed to avoid the lances of the better armed Knights and only lost a single stand. The

Knights in return suffered no damage and won the combat. The Harpies were forced to flee but, because they are flying creatures, the Kislev cavalry couldn't pursue them. The Knights regrouped onto the hill and the Harpies survived to continue the fight.

So, all that remained was the combat in the centre of the battlefield. The manner in which the Kislev units had charged meant that rather than being two separate engagements the combat was a single fight.

In the first round of combat the Bears proved to be the most successful destroying a stand of Ogres and causing a further two wounds. Meanwhile the first unit of Winged Lancers succeeded in destroying a single stand of Chaos Warriors, whilst the second unit caused two hits on the second unit of Ogres. In retaliation the Bears lost a single stand and one unit of Winged Lancers took two hits. Despite having supporting stands the combat was won by Kislev and the Chaos infantry were forced to retreat.

All three Kislev units pursued – the Bears into the Ogres and Marauders, one unit of Winged Lancers into the other unit of Ogres and the second unit of Winged Lancers into the Chaos Warriors. Because of the way casualties had been removed, this now meant that the combat was three separate engagements. Tom elected to fight the battle between the Winged Lancers and the Ogres first. The Winged Lancers managed to cause enough damage to destroy the Ogres and were in a position where they could advance into the side of the Marauders. This brought them into the same engagement as the Bears.

The Bears wiped out the Ogres and although they themselves took a number of casualties they survived to continue fighting the Marauders, who were now being attacked by the Winged Lancers. The Marauders were surrounded and being attacked from all fronts! In the next round of combat they were destroyed, but not before they managed to cause the one remaining hit on the Bears



to kill them. The Knights also suffered the loss of a single stand, and, since they had already made an advance that turn, they withdrew.

In the last engagement the Chaos Warriors were on the back foot, but somehow managed to draw the combat with the Winged Lancers. Both units lost a stand (taking them to one each) and were forced to withdraw. The combat had been costly to both sides, but Tom's Kislev force was probably just beginning to take control.

CHAOS TURN 4

Erwin had to act quickly. The game was half over and he hadn't yet reached the village. The Harpies used their initiative to charge the unit of Winged Lancers in front of them, whilst the Chaos Warriors also used their Initiative to charge the unit of Winged Lancers they had been locked in combat with during the previous turn.

Next the Chaos Sorcerer on Chaos Dragon issued an order to the brigade of Chaos Knights and two units of Chariots that had been waiting behind the main Chaos force. One unit of Chariots charged the remaining unit of the Winged Lancer that had been involved in the combat in the centre of the battlefield. The other two units moved up towards the hill, and a second successful order allowed them to charge the unit of Winged Lancers that had killed the Marauder Horsemen. The Chaos Sorcerer on Chaos Dragon followed them onto the hill and joined the Chaos Knights in combat.

Finally Erwin issue an order with his General on the brigade of Chaos Warriors and Marauders. The command was successful and they were able to rearrange their formation, with one unit of Chaos Warriors moving into position to charge the unit of Horse Archers to their right.



End of Turn 4

Erwin picked up the dice to roll and the result was a 10. The test had been failed, so the Chaos Warriors would have to stay where they were.

There was no shooting from the Chaos army and each of the Chaos Sorcerers failed to cast any magic, the winds of magic proving fickle in the Chaos turn for the first time. In combat Erwin chose to resolve the combat to his left first where one unit of Winged Lancers were being attacked by one stand of Chaos Warriors. Both players rolled their dice to hit and made their saves. The result was a draw with neither side suffering enough wounds to lose their last remaining stand.

The Chariots attacking the unit of Winged Lancers on their own had more luck however. The Winged Lancers had already lost one stand and the Chariots made short work of their foes. However, they too lost a single stand and Erwin chose not to advance into the Bears for fear of losing another unit to their ferocious attacks.



The Kislev Lancers and Bears assault the chaos lines.



The Lancers take a pounding from The Chaos Knights and Chariots.

On the far right the unit of Winged Lancers looked helplessly out numbered. They were being attacked to the front by the Chaos Knights and to the side by a unit of Chariots. The Chaos Knights had also be joined by the Sorcerer on Chaos Dragon, which meant the entire unit of Winged Lancers would be at -1 attacks due to the Dragon's *terror-causing* effects.

In the first round the Winged Lancers lost two stands and they themselves failed to cause any damage back. Subsequently they lost the combat and were forced to flee. Erwin chose to withdraw with the Chaos Knights, not wanting to bring them and the Sorcerer that had joined them within range of the two Winged Lancer units on the hill. The Chariots pressed home though and the remaining stand of Winged Lancers was destroyed. Not in a position to advance, the Chariots fell back and were just able to brigade up with the Chaos Knights.

KISLEV TURN 4

The Chaos army had begun to push the Kislev forces back. On the Kislev right flank the army had largely been wiped out, whilst on the hill the Winged Lancer formation had been broken and would be less effective on the attack. Nevertheless, the game was still in the balance as the large block of infantry was still alive and the Kislev army was still some way from breaking.

During the Initiative phase Tom made a number of moves, pushing home the attack on the Chaos troops, still trying to disrupt their attack on the village. On the hill two units of

Winged Lancers charged down the slope into the unit of chariots and Chaos Knights to their front, whilst a third unit charged the Harpies that were still milling around at the back of their line. The former was risky as the Sorcerer on Chaos Dragon was still with the Chaos Knights, and the opportunity to try and kill him was too good.

In the centre of the battlefield the Bears initiative charged the unit of Chaos Warriors that had been reduced to one stand. Tom's plan here was obvious. He hoped to destroy the Chaos Warriors in the first round of combat and be able to advance on the unit of two stands of chariots. The only other Initiative move was for the last remaining stand of Winged Lancers on the Kislev right flank to evade away from the combat. Down to one stand they were unlikely to cause any further damage, but if they were lost they would bring the Kislev army even closer to victory.

Tom had no other movement to do except try and issue an order to the lone Horse Archer unit by the wood and the brigade of Chaos Warriors and Marauders. Unfortunately the hero that was closest failed the roll and movement came to an end.

In the Shooting phase, one of the Kislev wizards finally manage to cast *Freeze* on the unit of Chaos Knights that had been joined by the sorcerer on Chaos Dragon. The winds of magic were finally blowing strong in the Kislev turn. If Tom managed to roll a 4 or more the unit would lose a single stand and would be easy to pick off if the Winged Lancers were successful against the chaos chariots. This it turned

out was to dangerous for Erwin to risk, so he used his Dispel Scroll and the blast of ice dissipated before reaching its target.

So to combat, and Tom elected to start in the centre of the battlefield. The Bears were fighting against the last remaining stand of Chaos Warriors. The twenty-one attacks proved more than enough. The Chaos Warriors failed their saves and were destroyed. Wishing to press home their ferocious charge the Bears performed an advance move to bring them into combat with the unit of Chaos Chariots in front of them.

Unfortunately, as Chariots are based facing the short edge and Bears based facing the long, Tom was only able to get two stands of Bears so they were touching the Chariots. In the combat that followed the chariots only lost a single stand, but were still forced to flee from the fury of the Bears. It was here that Tom made a costly mistake. He thought the Bears, being based as infantry were, infantry, and unable to pursue the Chariots. However, Bears are monsters, and so could have pursued the Chariots and finished them off. This would have left them in a position to protect the infantry in the village from the attack that would surely come soon. As it was, Tom chose to withdraw, and moved the unit of Bears behind the Chaos infantry, hoping to disrupt their movement in the following Chaos turn.

On the hill two units of Winged Lancers had managed to surround a unit of chariots, whilst still being in combat with the Chaos Knights. The combat went well for the Knights, and, despite one unit losing two stands from the Chaos Knights they were able to win the combat and force their opponents to flee. With casualties being removed this took the Winged Lancers out of combat from the Chaos Knights. This was a clever move from Tom as it looked like the Chaos Knights and Sorcerer on Chaos Dragon would be more than a match for them now that one unit was almost destroyed. So the Knights chose to pursue the Chariots and the Chariots were subsequently destroyed. This left the Knights in a position to charge the Chaos Knights, but Tom chose to withdraw away from the Knights and the imposing form of the Chaos Dragon. He just hoped the Winged Lancers would last the game.

The final combat involved the Harpies and another unit of Winged Lancers. In this engagement both sides lost a further stand, but the combat was a draw and both units fell back, bringing Turn 4 to a close.

CHAOS TURN 5

In Turn 5 Erwin suddenly realised that he could use the Harpies to try and set fire to the buildings in the village. He immediately Home Backed the Harpies and then issued them an order to move into the village and set fire to the buildings at the back.



End of Turn 5

In front of the hill the Sorcerer on Chaos Dragon issued an order to the Chaos Knights and they charged into the unit of Winged Lancers that had survived the previous battle unscathed. With the Sorcerer on Chaos Dragon following after them it looked like it would be curtains for the Kislev Knights.

Meanwhile Erwin decided that it was now or never if he was going to make it to the village in time. He choose to ignore the Horse Archers to his left and Bears behind and move the brigade of Chaos Warriors and Marauders forward towards the Kislev infantry positioned in the village. Unfortunately for Erwin his General failed the second order on the brigade and they halted agonisingly close to the Kislev line.



As both Sorcerers failed to cast any magic things moved straight to the combat between the Chaos Knights, Sorcerer on Chaos Dragon and the unit of Winged Lancers. The Winged Lancers were hopelessly outclassed by the Chaos troops and were all killed. Their valiant effort however, meant that they held off long enough to draw the Knights away from their brothers, so the Chaos Knights were unable to advance into and (more than likely) destroy the remaining stand of Winged Lancers behind them.

So, as combat came to a close, Erwin picked up a D6 and rolled to see if the Harpies could set fire to the building they were next to. Erwin needed a 6 on a single dice gain an additional 200 victory points, but more importantly he'd deny Tom a +1,000 point bonus. The dice turned over and came up a 3. The Harpies hadn't managed to set anything on fire this round, but there was still time.

KISLEV TURN 5

In the Kislev turn there was little that the infantry in the village could do but wait the final push of the Chaos army towards their position. All though the Chaos troops were in Initiative distance, the Kislevites were better off remaining in their defended position. Only the Bears were in a position to do anything of note so, using their Initiative they charged the remaining stand of Chariots. By the hill there were two units of Winged Lancers each with a single stand remaining. These units both choose to withdraw out of harm's way.

The Horse Archers again failed to move, seeking the safety that the nearby wood seemed to offer, despite the Chaos infantry having moved away from their position. Back in the village the one unit of axemen that had valiantly stood guarding the rear buildings the whole game tried to manoeuvre in order to charge the Harpies. Tom failed his test though and the axemen stayed where they were.

During their previous turn a unit of Chaos Warriors had come into range of the Bowmen's bows, which meant there was finally some shooting to do. Although Tom was unlikely to cause enough damage to the Chaos Warriors who were also carrying a Banner of Shielding, he hoped to push the Warriors back and cause some confusion amongst the infantrymen's ranks. This would stop the Chaos Warriors from moving next turn.

Despite having six attacks on the lead unit only two dice managed to hit and the Banner of Shielding saved these. The Chaos Warriors stayed where they were and would charge on Initiative next turn. This just left the two wizards with a chance of causing some trouble. Unfortunately for Tom yet again the dice didn't go his way and no magic was cast. Despite the influx of Chaos and the increase of magical energy in the air the Kislev wizards were unable to tap into any of it.



Kislev forces valiantly defend their villages.

There was only one combat to do this turn, between the Bears and the Chariots. Again, being able to get only one stand of Bears into combat with the Chariots proved costly as they caused no hits and the combat was a draw. Both units fell back away from each other, Erwin thankful that he hadn't lost the final unit that would have caused his army to break and end the game. This also gave him the chance to test with the Harpies to see if they could set fire to the village. The dice came up a 1 though and the village survived yet again.

CHAOS TURN 6

Chaos' final turn and their final chance to break the Kislev army and set fire to and destroy the village of Krakjunov. One unit of Chaos Warriors was in Initiative range of Kislev Bowmen so charged the Kislevites. The rest of the brigade of infantry had to be ordered, and Erwin managed to get another unit of Marauders into combat with a second unit of Bowmen. The other two units of Chaos Warriors and Marauders respectfully were positioned so they could support the first unit of Chaos Warriors.

Meanwhile the Chaos Knights failed to move, as did the last remaining stand of chariots. The Harpies stayed where they were, still hopeful of being able to set any one of the number of buildings around them on light. Clearly some kind of breath attack would have been useful. With movement over the Sorcerer on Chaos Dragon decided to join the Chaos Warriors in combat. The extra attacks and terror causing ability might just be enough to sway the combat in Erwin's favour.

The combat that was about to occur could prove to be the moment in the game where everything was won or lost by either side. The Kislev Bowmen stood their ground and fired their bows as the Chaos forces came charging in. Each unit managed to cause one wound on the Chaos Warriors and two on the Marauders.

Erwin elected to fight with the Marauders first, which was risky given how close he was to breaking. The Marauders took enough wounds to lose a stand and lost the combat in the process. They fell back and the Bowmen should have pressed home the advantage and pursued, but the brave men were unable to summon the courage to chase after their foes preferring to stay in the safety of the village. In this situation, if Tom had realised just how close Erwin's army was to breaking he would have risked pursuing the Marauders. As is often the case though, in the heat of battle you lose track of things and Tom overlooked what might have won him the game.

So, it was down to the Chaos Warriors and Chaos Dragon to finish the Kislevites off. And to this effect they did just that. They proceeded to kill three units of Bowmen and



one unit of axemen for no loss themselves. The Kislevites were broken and their army fled began to flee the field. In this battle it was the Chaos Dragon with its *terror*-causing ability, combined with the Banner of shielding and the Chaos Warriors' already high Armour Save that was the difference. That and some clever pursuit and advance moves made by Erwin that resulting in the Chaos Warriors contacting additional Kislev units as they pursued their enemy.

With the Kislev army in retreat Erwin had one more chance for the Harpies to set fire to the village. He picked up the dice and rolled a 5. Just not good enough! We totalled up Victory Points, but with an additional 1,000 victory points Kislev were sure to be in front. In the end Chaos scored 1,130 VP and Kislev scored 1,650 VP. As the Kislev army had been broken, however, the best Tom could achieve was a draw, and so it finished. The Kislev army had put up a valiant defence giving the women and children time to flee, but ultimately they had lost the battle, as so many more would, during the gathering of Chaos.



IT'S GRIM UP NORTH

What a great and tense game!!! Hats off to Tom as he did not allow me to waltz into the village and largely made me play the game on his terms. While all my units and brigades did the jobs they were assigned - except for the cursed followers of Nurgle who failed to see off Tom's initial charges - Tom forced me to deal with threats on two fronts simultaneously. This meant I could not concentrate my forces on one section of his line. It also slowed me down considerably as I had to be very careful about protecting my flanks.

Since the battle I have wondered if I should have advanced my infantry through the wood to give them more protection from the Kislev cavalry but given I only had six turns to get into the village I think I made the right decision. The one thing I did not really consider well enough in my plans was Tom's Bears. They proved a real pain from the word go and, after seeing my miscalculation, I was forced to rely on magic to try and deal with them. That said I could have charged them instead of Tom's Horse Archers with my Chariot and Marauder Horsemen brigade but am happy with the decision not to. After destroying Tom's Horse Archers I could position these sacrificial units in the path of his big Winged Lancer brigade. This, combined with my Harpies turning up behind them, allowed me to pull this brigade apart and slow it down. To my mind this brigade was a bigger threat than the Bears.

So the Chaos hordes butcher the Kislevite army but the women and children get away!! A fitting story and great game to boot. I am now off to teach my Harpies how to light matches?



A SLOW TRIUMPH

So close to victory! Why did I not have the foresight to see how close Erwin's army was to breaking? If only I'd been able to kill one more unit victory would have been mine. But this is often the case in any game you play and well done to Erwin for hanging on and turning it around at the end. By the end of Turn 3 it really looked like the Kislev were in the box seat. I had successfully stalled Erwin's advance, fragmented his army and forced him to fight me on several fronts. So what went wrong?

Well, I think my plan was a sound one and largely it was successful at slowing Erwin down and preventing that steamroller effect I was so worried about. On the other hand Erwin did exceptionally well and took everything I threw at him. In the end it was the sheer resilience of his core troops of Chaos Warriors and Chaos Knights, and that nasty Chaos Dragon and its *terror* that proved my undoing. I was unable to put these units to the sword and it cost me at the end.

All in all it was a closely fought game and one that I enjoyed immeasurably. And I think that is more important than any outcome. I have known Erwin for only a little while through the Warmaster community and we are already planning a rematch, but this time using our slowly materialising Epic armies. As we say in Australia: "Cry-kee! That was awesome!"



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THE LAST WORD

Pardon me, Lord Inquisitor... What's that lycra for?

THIS MONTH... GAV THORPE

BIOG: As well as being a rabid wrestling fan, Gav is the Warhammer Loremaster – charged with developing the Warhammer game system. He is also the author of *Inquisitor*, so he knows what he's on about!



This is going to seem a little bit odd, but bear with me for a while because it'll all become clear by the end. We've said in the past that inspiration for *Inquisitor* scenarios can come from many different areas, and I've discovered another one – World Wrestling Entertainment. So, what do hardened *Inquisitors* and men with mullets and a lycra fixation have in common?

I was talking to a splendid chap called Chris Pramas a couple of weeks ago, about crossovers between *Inquisitor* and a (theoretical) 40K roleplaying game. Chris made the wonderful comparison that *Inquisitor* is like the esteemed WWE, in that the 'roleplay' aspects are vignettes and snippets designed to add context between the fights. This got me to thinking, and the more I thought about it, the more the analogy seemed to fit.

I've always thought of *Inquisitor* as a roleplay combat system, and at its heart, *Inquisitor* is still a war game despite some of the narrative/roleplaying elements. Just like the WWE, it is populated with a cast of characters who do battle regularly, and seem to always have a reason to do battle the next week. In WWE this is achieved through the time-honoured wrestling tradition of developing feuds between the performers. It can be over a car, a title shot, a girl, betrayal or any number of other reasons (some of them quite spurious, but still fun). The feud is then built up over a number of weeks, with incidental bouts to add to the tension, generally paving the way for a big pay-per-view showdown. An *Inquisitor* campaign is the same thing. Two or more opposing characters are at odds with each other over your chosen subject. The plot is thickened and twists added through a few intermediate battles and short non-battle sequences, and the campaign finally resolved with a nice set piece scenario.

Just like *Inquisitor*, the WWE also has factions. From the days of the Hart Foundation, through D-generation-X to Evolution, groups of wrestlers have banded together for mutual benefit (and to interfere in each other's matches for our entertainment). These factions, at their broadest base, are divided into bad guys ('heels') and good guys ('babyfaces' or just 'faces'). Like our Puritan and Radical *Inquisitors*, they have their own differences and fight amongst themselves, but at the end of the day, both are equally entertaining, and without one you can't have the other. It is also important that a performer (or character in the case of *Inquisitor*) can shift allegiances, and gradually (or spectacularly) move from one side of the fence to the other.

"You'll have more time to push miniatures around and roll dice, and that's what *Inquisitor* was created for."

All of these random musings do have a point. At the end of the day, despite the glamorous costumes, the lovely Divas, and the sometimes soap opera-style plot lines, I love wrestling for the same reasons that I love *Inquisitor*.

It's all about the fights.

While players are free to expand upon *Inquisitor* in whatever direction they like, I think that they should bear this in mind. Even the fairly rough and ready rules that exist for campaigns are there to add to the flavour and options of the scenarios, such as injuries or picking up new skills from experience.

Just like the WWE, you can put a lot of thought into your plot arcs, you can develop your characters (and more importantly, their interactions and attitude to other characters), but this shouldn't be at the expense of a good fight at the end. This is particularly

true to the amount of time actually spent resolving these between-fight occurrences. An average WWE segment is as short as 5 seconds, to a 15-minute rant in the ring (less of that these days due to the shortening attention span of viewers, tut tut...). If, like me, you're short of gaming time, don't spend half of it talking to an underhive barman to get the information you need, just deal with the episode quickly and with the minimum fuss, and then move on. You'll have more time to push miniatures around and roll dice, and that's what *Inquisitor* was created for.

It's all about the fights.

When playing games, there isn't a right or wrong. That said, it should be spectacular, entertaining and end up with all participants having a great time. Did Mick Foley (as Mankind) and the Undertaker think that they could garner some kind of tactical advantage by beginning their 1998 Hell in a Cell match on top of the cage? Of course not! They did it because Mick could then get tossed sixteen feet straight down and through the Spanish announcers' table! As GM, you should deliberately engineer scenarios to add these dramatic moments, and as players, you should exploit the full potential offered by your characters, the tabletop and the scenario you are presented with. Anything else is just a bit of a cop out. If you want your games to be as well remembered as that Hell in a Cell, then you have to be prepared for some blood, sweat and tears.

So next time you're stuck for some inspiration, or maybe want a nice simple plot hook, check out Raw or Smackdown!, because it might just help.

And that's the bottom line, 'cos Gav Thorpe said so!

Ahem.

Following on from last issue's Spyrer-fest we thought it was a good time to show A Spyrer fanatic's gang.

NECROMUNDA



SPYRER GANG PAINTED BY ROBERT SAKALUK

Robert has been painting miniatures since about 1988 and quite often enters painting competition in his native country of Australia as well as on the internet. The spyer gang below won a bronze award in the best Warhammer 40,000 unit category in the 2003 Games Day. You can see more of his miniatures online at www.geocities.com/rob_jedi and on Cool Mini or Not under the name Rob_Jedi



WHITE SCARS SPACE MARINE REFERENCE SHEET

STRATEGY RATING 5 INITIATIVE 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commander	CH	n/a	n/a	n/a	n/a	Power Weapon Smithe	Base contact 15cm	Assault Wpn, MW, +1A Small Arms, MW, +1A	<i>Inu. Save, Leader;</i> Captain=Commander Librarian=Smithe, Chaplain=Inspiring Sgt. Conant =Sgt. Conant
Terminators	INF	15cm	4+	3+	3+	Storm Bolter 2 x Assault Cannon Power Weapons	15cm 30cm base contact	Small Arms AP5+/AT5+ Assault Wpn, MW, +1A	Reinforced Armour; Teleport, Thick Rear Armour
Tactical	INF	15cm	4+	4+	4+	Bolters Missile Launcher	15cm 45cm	Small Arms AP5+/AT6+	Jump Packs
Assault	INF	30cm	4+	3+	5+	Bolt Pistol Chainsword	15cm base contact	Small Arms Assault Weapon	
Scouts	INF	15cm	5+	4+	5+	Shotgun Heavy Bolter	15cm 30cm	Small Arms AP5+	Scouts Infiltrators
Bike	INF	35cm	4+	3+	4+	Bolter Sabres	15cm base contact	Small Arms Assault Weapon	Mounted Extra Attack (+1)
Attack Bike	IV	30cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Land Speeder	IV	35cm	4+	6+	5+	Multi-melta Assault Cannon	15cm 30cm	MW5+ or Small Arms, MW AP5+/AT5+	Skimmer, Scout Skimmer Scout
Land Speeder	IV	35cm	4+	6+	5+	Heavy Bolter Twin Typhoon Missile Heavy Bolter	30cm 45cm 30cm	AP3+/AT5+ AP5+ AP5+	Skimmer Scout
Vindicator	AV	20cm	4+	6+	4+	Demolisher	30cm	AP5+/AT4+, Ignore Cover	
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP Indirect Fire	
Hunter	AV	30cm	5+	6+	6+	Hunter-killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	5+	2 x Twin Lascannon Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour Thick Rear Armour Transport (1 or 2)
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	15cm	Small Arms	Transport (2)
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	Transport (1)
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2 x Lascannon	45cm 15cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	5+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP	Transport (20)
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP	Transport (60)
Landing Craft	WE	Bomber	4+	5+	3+	2 x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolter	45cm 15cm 15cm	AT4+ AP4+/AA5+ Small Arms	Planefall Reinforced Armour Fearless Transport
Thunderhawk	WE/A	Bomber	4+	6+	4+	Battle Cannon 2 x Twin Heavy Bolter 1 x Twin Heavy Bolter 1 x Twin Heavy Bolter	75cm 30cm 15cm	AP4+/AT4+, FxP AP4+/AA5+, FxP AP4+/AA5+, Right Arc AP4+/AA5+, Left Arc	Planefall Transport DC 2, Crit - see datasheet Reinforced Armour

