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GAMES WORKSHOP

EDITORIAL



Andy Hall –
“Next time I’ll listen
to V-Rock...”

I was listening to Radio 4* whilst going in to work the other day (yeah I know, but what are the choices – local radio or Chris Moyles!). On the programme, I was listening to a discussion about the ‘kids of today’ on how much ruder they are and their lack of motivation – the usual whinges made about any generation when they were younger. The discussion came round to activities (or lack of) for today’s youths and war gaming (including ‘that sci-fi one you often see just off the high street’) was mentioned. One so-called ‘expert’ immediately stated that war games of any kind were a bad thing and the rest of the panel swiftly agreed. The ‘expert’ didn’t qualify his statement in any way and the discussion moved on to slagging off other hobbies. Now, this really p***** me off, so much so that the traffic lights I was waiting at went green, and I didn’t notice until honked at from behind.

You may be thinking ‘who cares what just one guy thinks?’ The sad fact is that his uninformed statement was being listened to by the majority of listeners and taken as gospel.

So, why is our hobby a good thing for jupes to get into? There are many reasons, but I think the most important is the sheer creativity every facet of the hobby fosters, be it painting, converting, terrain building or playing the games. I’ve always seen our games as a method of acting out stories: from Inquisitors fighting evil cults, to captains and bridge crew falling off great balconies as their ship is hit by a torpedo salvo. For someone to experience that (at any age) can only be a virtue in my opinion. This is why I’m against an artificial age limit for our more mature games such as Inquisitor; as long as the player ‘buys in’ to the concept, then the game will work no matter how old they are.

On a more academic side (this one is always good when quoting to sceptical parents and teachers), all our games require a modicum of Maths and English, to use. Games such as BFG and Inquisitor need a more advanced understanding of maths as concepts like probability and percentages are used. So, what better way to improve these vital skills than by war gaming. Beats sitting on a street corner intimidating old ladies.

Talking of street corners, another positive thing is that with all the painting, converting, hill building and game-playing going on there’ll be less time for anti-social behaviour.

The social side of the hobby is also worth extolling about. Whilst computer games and television keeps youngsters off the streets, they are very isolationist pursuits with little reward for the time put in. Our hobby is a sociable one as you need opponents to play against, and gaming clubs are a great place to meet a circle of friends with the same interests.

So, next time you hear an ‘expert’ criticise our hobby as bad for kids, put them right!

I look forward to hearing your own comments on this or any of the other editorials and letters we’ve previously published.

Enjoy the magazine.

* For readers not native to the UK, Radio 4 is a talky/artly (some would say pretentious!) BBC radio station.

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Andy



From Across the Steppes...

Background and rules for Kislev Ranger Hired Swords by Nick Kyme

The body was still warm as Kessandria crouched within the dense foliage, her fingers searching the victim's neck for a pulse.

He was dead. All the while she kept her eyes on the forest, scrutinizing the arboreal gloom stretching before her and listening intently to the silence.

The bear had killed six people so far that she knew of. The memory of the slaughtered family still lingered, the walls of their tiny hovel sprayed red, five bodies torn and rent beyond recognition. This trapper made six. Never in her experience as a ranger had she heard of bears attacking a settlement; oft their prey were lone travellers or ambitious hunters. But she was far from the grassy steppes of Kislev now, deep in the grim heart of the Empire, a land besieged from within in dark and uncertain times.

"Anything?" a voice said behind her.

Kessandria raised her hand open palmed, gesturing for silence.

Booted feet crunched upon dried bracken to her left and ahead.

She muttered a curse and, rising, turned to fix three men behind her with an icy stare as cold as that from the Tzarina herself.

"Keep quiet," she hissed, "you want this beast to be upon us?" she added, her accent thick.

The mercenaries, unkempt even in their finely tailored attire regarded her with mild contempt and tramped

forward through the forest with all the grace and subterfuge of rampaging cattle.

"Sigmar's holy oath!" Reingaer, the captain, swore regarding the corpse at Kessandria's feet. "It did that?"

He swallowed abruptly, a sword point at his neck.

Kessandria stared at him down the steel edge as she might some filth on her boot.

There was a flash of silver and two blades were quickly at her throat, Reingaer's comrades, a surly, one-eyed swordsman, and an unshaven bruiser, looking at her with malicious intent.

"He is close," she breathed, chest rising and falling rapidly as the cold steel bit at her skin. She lowered her sword.

There was a disturbance ahead as Reingaer's men continue to plough, heedless of Kessandria's warnings.

"Listen to me," he told her with day old alcohol breath, "you were hired to track that thing for us. If we're close then you've done your job and you'll be paid." He leaned in closer, making no disguise as he breathed in her scent, "The bounty for that creature is mine, understand?"

Slowly Kessandria nodded, all the time aware of Reingaer's men ruining her stealth.

His men lowered their blades as she sheathed hers.

"Know this," she told him, "I have never seen von like zis. Bears, zey kill for food, or if cornered, not in malice, or for pleasure."





For a moment, she thought she'd got through. A cry interrupted the tension.

"Here, this way, there are tracks!"

Kessandria turned to see a gleeful warrior bail his comrades. He was ahead of her and as she turned, there was a look of bloodlust in his eyes. That look turned to horror as a massive black shape seemed to appear out of the shadows before him.

He grasped the hilt of his sword, but did not unsheathe it, claws like knives cutting his flesh like paper; his face, neck and torso a red ruin.

Another man close by, cried out and fled in terror. The hellish bear pounded after him, crushing branch and foliage in its path and brought him down in a moment, tearing at his back as it wrenched off a limb.

A third warrior mustered his courage and ran forward. There was a loud clang of metal and he screamed, pinned in place by a rusty bear trap, left long ago to ensnare the fiend. As he struggled at the iron manacle slowing severing his ankle, the bear lumbered over to him and with a mighty swipe of a paw the size of a warhammer, took off his head. Arterial spray fountained up into the forest canopy and two men nearby abandoned their weapons and fled.

Reingaer was paralysed with fear as the monstrous apparition came towards them.

Kessandria went down to one knee; nocked an arrow into her bow and let fly. It was a good shot, the arrowhead lodged in the bear's thigh. It roared in pain and redoubled its efforts to reach them.

The roar jolted Reingaer to his senses, and raising his sword, cried, "Charge!"

Two mercenaries with long spears ran in, thrusting at the beast as it clawed the air around them. It lodged its massive jaw around a spear haft and dragged its bearer

close, heaving madly as he tried to pull back. The bear smashed him to pulp with its fists. The second spearmen pierced its side and the bear whirled around, charging him into a tree, breaking his neck and spine.

There was only Reingaer and his two cronies left.

They ran in, even as Kessandria let fly another arrow which thudded into the bear.

She watched as the one-eyed mercenary rammed his blade, two-handed, into the beast's chest. Something glowed there, dully, then flared as the creature roared again, tearing three bloody gashes down the warrior's chest and face. He fell to the ground and lay still. Even Kruger, a hefty giant of a man, was dwarfed by the bear. He backed down at it with his sword desperately. It now bled from a dozen wounds, but did not fall. Instead it rammed a heavy paw onto Kruger's chest, pushing him down hard into the ground, his breaking ribs an audible 'crack' above the screaming.

Reingaer was the last and, at the final moment, his nerve abandoned him and he cowered before the monster as it loomed above him, all but eclipsed by its shadow. He whimpered like a babe, sword hanging limply at his side. The bear took hold of him and crushed him to its body. The strangled cries lasted only a moment.

It threw Reingaer's tangled corpse down and looked at Kessandria.

She saw rage in its eyes and hate.

Kessandria nocked another arrow and aimed carefully. She would only get one chance.

The beast roared its fury at her and charged.

It was only a few feet away when Kessandria released the arrow and dove headlong to the side, the bear's mighty bulk taking it past her and into a hefty tree trunk which smashed apart on impact.

Calm descended and silence returned.

Only Kessandria's pounding heart seemed to make any sound.

Dazed and cut, she rose cautiously from the leaf clutter.

The bear lay still.

She moved over to it. It had twisted in the impact and was on its back. It was dead. She searched the fur of its chest with her sword.

There. She thrust deep and yanked out a glowing shard that had been embedded in the creature's skin.

Tentatively she bent down, picking it up and held it before her.

"Wyrystone," she gasped.

"My thanks to you captain Reingaer," she told the corpse, "I couldn't have done it, without you."

She had one last look at the shard and placed it carefully in a pouch and beaded north, towards the settlement where grateful villagers awaited, and smiled.

"It seems I shall collect more than just the bounty."



Kislev Rangers In Mordheim

Kislev is a wild and untamed land; a place of endless horizons, rocky steppes and icy tundra, its plains stretch as far as the eye can see. It is here that the rangers are in their element. Capable of great endurance, travelling on foot for days at a time, they negotiate this hostile land, patrolling its borders, ever watchful for dark forces.

Kislev lies deep in the heart of the icy north and many of its towns and cities are not far from the dreaded Chaos Wastes. Many times have rangers been the first to encounter such abominations as they wander mindlessly across the lands, savagely attacking any they find.

Kislev Rangers have much experience fighting such creatures and are adept at felling large monsters from distance with their preferred weapon – the bow. With hawk-like vision and blade keen instincts, many foul beasts have been slain by a ranger's arrow, the sleeping civilians unaware of the danger at their very doorstep. They are also good swordsmen, like most Kislevites, taught to fight and ride at a young age. It is the way of the ranger to travel light, and they seldom wear much armour or carry weighty packs or provisions. They must be at one with their environment and live off what the land provides. A bow, sword and a cloak to ward off the worst of the weather is oft all a ranger carries on their travels.

Although they are capable warriors, the true strength of a ranger lies in the ability to track. Having travelled the

length and breadth of Kislev and beyond, these rangers are excellent scouts and guides, and many warbands and generals hire them for just this purpose. Many times, has it been, when a ranger's warning has averted an ambush or found a clear route through perilous conditions.

Such skill is in great demand, and many rangers have travelled further afield than their native lands, some journeying down into the Empire in search of fortune and glory there. In these dark times of three Emperors, there is much civil unrest within the Empire as brother turns against brother. Deadly plots and ambushes are rife. With a ranger to guide you, ambushes can be avoided, and safe paths forged. Such a guide can ask a high price indeed. Some rangers have also been known to tout their skills to Lords and Barons for hunting down the wolves and Beastmen that plague the many forests, succeeding alone, where scores of armed men failed.

As Mordheim, the City of the Damned draws sell-swords and fortune-hunters from across the Old World it is no surprise to find Kislevite Rangers there too. Adept at exploring through the ruins, finding forgotten loot or lending their deadly aim to a captain's ambition, warbands frequently hire these wild warriors.

Perhaps most peculiar of all, is that many of the rangers are women. Most of the men folk of the northern lands are committed to its protection from the ravaging armies of the Kurgan marauder hordes and the other servants of





Chaos. It is the women then, often those shunned by their families or banished for some misdeed, that range out from their homes, perhaps hoping to redeem themselves or even make their own fortunes in the perilous lands beyond.

Whether man or woman though, all rangers are possessed of the same demeanour. Living alone for such long periods, with self-sufficiency as their creed, rangers are reclusive and saturnine. At heart they are loners, particularly so with Kislevites, whose strong culture makes them feel alien despite their wanderlust.

Kislev Ranger

30 gold crowns to hire + 15 gold crowns upkeep

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	7

May be Hired: Mercenaries, Witch Hunters and Dwarfs may hire Kislev Rangers.

Rating: A Kislev Ranger increases the warband's rating by +15 points plus 1 point for each Experience Point she has.

Equipment: Bow, sword and Hunter's cloak.

Skills: A Kislev Ranger may choose from the Shooting and Speed skills whenever she gains a new skill. In addition there are several skills unique to Kislev Rangers as detailed below, which she can choose instead of normal skills. Note that these skills can only be acquired through experience. They are not possessed by a new recruit.

SPECIAL RULES

Heart strike. Kislev Rangers often battle against large monsters that roam their native borders. They have grown particular adept at felling such beasts with a single, deadly arrow strike. When shooting at a large monster (this includes large animals such as bears too), if the Kislev Ranger rolls a 6 to hit, followed by a wound roll of 5+ the beast is shot in some vital spot and killed instantly, regardless of wounds, with no save whatsoever.

Hunter's cloak. This cloak is fashioned by Kislevites and is only worn by their rangers. A hidden ranger will not reveal her position by shooting. The target model can take an Initiative test in order to try and spot the firing ranger. If the test is successful, the ranger is no longer hidden.

Seeker. When rolling on the Exploration chart, the Kislev Ranger allows you to modify one dice by +1/-1.

Loner. As they are notoriously reclusive, Kislev Rangers never have to take All Alone tests.

KISLEV SKILLS

Animal Call: If hidden, the Kislev Ranger may use animal calls to confuse and confound his enemies. Any model within 18" can be affected and, if not able to charge that turn, must take a Leadership test before moving. If they fail the Kislev Ranger may move the model in any direction she wishes.

Herb Lore: Out in the wilds, the ranger has learned basic herb lore to cure simple injuries. Any model in base-to-base contact with the ranger may be healed at the start of the Recovery phase. On a roll of 4+ the model has 1 wound restored. The ranger may not move in the same turn as she uses this skill, but may use it to heal herself.





Scenario: Wolf Hunt!



A warband led by a ranger has ventured into one of the dark forests of the land at the bidding of a baron wishing to rid it of a growing pack of wolves. Should the creatures be allowed to go on unchecked, they will grow bolder, attacking people instead of livestock and the baron's lands and titles would be in jeopardy. However, not convinced that a single band could accomplish this feat, the baron has hired a second group of warriors, in the secret hope that they will slay all the wolves and each other in the process...

Terrain

The battle is fought in dense woodland and the majority of the terrain should be woods, although there might also be thick bracken, a shallow stream, clustered rocks, foliage or even a small cave, which could be the wolves' lair. The vast amount of the board will be covered by trees, but there should be areas of open ground so that warriors don't get bogged down in difficult ground. Within these restrictions, each player should take it in turns to place a piece of terrain within an area roughly 4' x 4'.

Special rules

Wolves: The wolves are bold in their lair and prowl around with arrogance. There are D6+2 wolves on the board at the start of the game. At the start of the game, but before the warbands are deployed, each player takes it in turn to place a wolf (rolling a D6 to see who places first) but may place them no closer than 12" to any table edge and within 6" of another wolf (they are pack animals after all). Use wolves from the Warhammer miniatures range to represent them.

Wolves have the following profile:

Wolf

M	WS	BS	S	T	W	I	A	Ld	Sv
9	3	0	3	3	1	4	1	4	-

The wolves are already in their lair, so do not take Rout tests.

Wolves are adept at moving through terrain at speed, they treat all difficult ground as open ground and very difficult ground as difficult ground (but may not move through impassable terrain).

Wolves are not large or particularly powerful creatures. Do not roll on the Injury table for them. Any wolf reduced to 0 wounds is automatically out of action.

Lure of the wild: As the battle rages, other wild creatures will be drawn into the fight. At the end of each 'wolf' turn (see below), roll a D6. On a roll of 1, D6 more wolves enter the fray, from a randomly determined table edge (roll a D6 and ignore rolls of 5 or 6). If the number of wolves is a 1, then a bear has turned up instead.

Bear: Bears are covered in the Kislevite warband rules (see p.81 Mordheim Annual). As they are not goaded into battle by a Bear Tamer they are subject to the rules for stupidity. If they pass their Stupidity test then they will move and attack as per the rules for wolves given later.

Bear

M	WS	BS	S	T	W	I	A	Ld	Sv
6	3	0	5	5	2	2	2	6	-

Weapons and Armour: None, other than their claws and teeth!

SPECIAL RULES

Fearsome: A charging bear is a very scary sight indeed! A Trained Bear causes *fear*.

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no Armour Save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Animal: Trained Bears are animals and do not gain Experience.



The wolf-pack attacks



Ranger: Each warband has enlisted the aid of a ranger to locate the wolves' lair in the forest. This is either an Elf or Kislev Ranger, at the player's choosing. They will fight for free for this battle, but if the warbands want to retain their services they must pay the full hire fee and upkeep thereafter as normal.

Warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest, sets up first and moves his models on in his Movement phase from the table edge of his choice. His turn continues and then the other player moves his warband on from the opposite table edge in his Movement phase.

Note that this roll will also determine who goes first. Once both players have taken a turn the wolves may then take a turn. A wolf will charge the nearest model it is able, randomly determining its prey if two targets are equidistant. Any wolf that cannot charge must roll a D6 to determine its actions.

- | | |
|-----|---|
| 1-2 | The wolf moves towards the nearest enemy model in the warband that went first. |
| 3-4 | The wolf moves towards the nearest enemy model in the warband that went second. |
| 5-6 | The wolf remains still and growls menacingly. |

Ending the game

The game ends when one warband fails its Rout test. The routers automatically lose.

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 Bear Slayer: Any Hero earns +1 Experience point for each bear he puts out of action.

+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).

Reward

The baron, much to his chagrin, will reward any warband a bounty of 10 gold crowns for each slain wolf (the warband leader presents him with an ear, fang, pelt or some other trophy as proof). There is no reward whatsoever for slaying a bear (after all that wasn't part of the deal!).

Author

You can see Nick's work every month in the UK edition of *White Dwarf*. Looking at the latest issue I have to hand it says Nick has been painting Dwarfs and Empire for *Storm of Chaos*. What about Mordheim, eh Nick?



Further Information

This release and all current Mordheim products can be purchased from GW direct (See the How to Order pages).

Website

www.Mordheim.com

WARMASTER

Ships in Warmaster

By Matt Keefe

Wanting a pair of sea legs and fed up of being called a 'lazy land-luvver' from Captain Krelle at the neighbouring desk, Matt has looked into expanding the ship rules from the Warmaster book.

Ships are often a vital part of most generals' strategies when on campaign. Without such vessels, a leader's forces would find themselves faced with frequent arduous marches and so would lack the ability to cover great distances with any real speed. On occasion, ships will find themselves with a role in the battle itself, perhaps having to navigate a river to deploy troops directly to the battlefield, or attacking a heavily defended beach. Sometimes, whole battles may even be fought out between entire fleets of ships, though that is rather beyond the scope of Warmaster. For our purposes, the prime role of ships is transporting units over open water or down rivers, which can be done using the following rules.

SHIP UNITS

A ship is assumed to be a single unit, complete with its own captain and crew, regardless of its size. Size will, of course, vary from vessel to vessel, with ocean-going ships or trading vessels being about 120mm longer. Smaller

vessels could be any size down to about 20mm or 30mm in length – anything smaller than this really represents a simple small boat, which are covered by their own separate rules.

HITS

Each ship has a number of hits, equal to 1 hit for every 2cm of length, or part, of the ship. For sake of ease, the greatest number of hits a ship may ever possess is 6. Some common sense will need to be applied when measuring a ship's length – don't count overly long prow spikes or figureheads, for example. The size of a ship, and thus its number of hits, are used to work out how many stands the ship can transport, how much damage from shooting or combat it can suffer and so on.



TRANSPORT CAPACITY

A ship can carry a number of stands equal to one per hit the ship begins the game with. The chances are that entire units won't fit in your ship model unless you are very careful. Don't worry – it is sufficient to place one stand inside to show that the entire unit is being transported, or simply make a note and indicate to your opponent that the unit is being transported. All the stands comprising a unit must be transported by the same ship, though a single ship may transport multiple units if its size permits. A ship may also transport any number of character models.

ORDERS

Just as each unit must be given an order to move, so too must each ship. While it might seem strange to think of giving 'orders' to a ship, we can instead imagine this to represent orders hastily bellowed by the captain as his crew race up the rigging to bring in the sails, dash to the forecandle and quarter deck in preparation for imminent boarding actions, take the helm in desperate attempts to change course and so on.



CAPTAINS & COMMAND

Unlike other units, ships do not receive orders from characters within the army, but rather from their own captains. Each ship is assumed to include its own captain, whose Command value is determined at random by rolling on the table below before the start of the game. Make a note of each ship's Command value on your army list, since you will need to refer to this throughout the battle.

D6 Roll	Captain's Command Value
1 or 2	7
3, 4 or 5	8
6	9

ISSUING ORDERS & TAKING COMMAND CHECKS

Obviously, some of the rules for issuing orders to units don't really work for ships (having a captain stay in place while his ship sails ever further away on successive orders would be a little odd, it's fair to say), so orders are issued a little differently for ships.

Ships issue orders and move in the Command phase, just as units of troops. Orders can only be issued to a ship by its own captain – no other captain and no other character in the army may ever issue orders to a ship. Command checks are taken as normal – by rolling two dice and comparing the total score to the captain's Command value. Ships do not suffer from the command penalties listed in the Warmaster rulebook for issuing orders to units of troops. Instead, ships are subject to the modifiers listed over the page.





COMMAND PENALTIES

Just as with units of troops, the ability of a ship to move will be hampered by a number of factors, such as loss of crew, physical damage which might make it harder for the ship to turn, or which may have damaged its oars or sails and so on.

Each successive order to the ship.....-2

If a ship has already been issued an order during the command phase then there is a Command penalty of -2 each time the captain gives a further order. This accounts for the fatigue of the oarsmen, the difficulty in drawing extra speed from sails and so on. This penalty is cumulative so a unit's second order is at -2, the third order is at -4 and so on.

Loss of Crew-1

If a ship has lost any crew as a result of hits from shooting or combat (as explained later) a -1 Command penalty applies. This penalty is not cumulative, so further loss of crew does not inflict additional penalties.

Damaged Sails/Oars.....-1

If a ship has suffered any damage to its sails or oars as a result of hits from shooting or combat (as explained later) a -1 Command penalty applies when moving under the damaged sails or oars. Obviously, ships with both oars and sails can use undamaged sails instead of damaged oars or vice versa, and thus avoid the penalty. The penalty only applies when using the damaged oars/sails for movement – ie, a ship does not suffer a penalty simply for bearing such damaged locations. This penalty is not cumulative, so further damage to sails or oars does not inflict additional penalties.

Sail Moving Against the Wind.....-1

Sail Moving With the Wind+1

In the case of ships equipped with sails, it is necessary to establish wind direction at the start of the game. This can be done by spinning a pencil so that it faces in a specific direction or, if you have one, by rolling one of a Scatter dice.

Sailing vessels moving with the wind in their front 90° arc suffer a -1 Command penalty to represent the increased difficulty and reduced speed these vessels suffer when sailing against the wind.

Sailing vessels moving with the wind in their rear 90° arc benefit from a +1 Command bonus, to represent the increased speed by gained by all that extra wind filling the sails.

Vessel Moving Upstream.....-1

Vessel Moving Downstream+1

As with the wind, it is also necessary to determine the direction or current of any courses of water on the table. You can decide this in any sensible manner you wish, though obviously if the table includes any coastline, all rivers on the board should run towards the sea. Alternatively some rivers can be designated as slow moving, and thus ignore the upstream/downstream modifiers and provide neither a Command penalty nor a bonus to ships traversing them.

Any vessel moving upstream (ie, in the opposite direction to the river) suffers a -1 Command penalty to represent the strong current running against it.

Any vessel moving downstream (ie, in the same direction as the river) benefit, from a +1 Command bonus, representing the increased speed the vessel gains with a strong flow of water pushing it along.

A captain always moves with his ship – he is an integral part of it. Each time the ship receives a successful order and moves, the captain is assumed to move along with it, so ships will never suffer any penalties for distance to the character issuing orders. You will notice that the penalty for issuing successive orders is increased appropriately to take this into account.

BLUNDERS

Just like characters on the land, it is possible for a ship's captain to so completely fail in his attempts at leadership that some great mishap befalls his unfortunate vessel. If a Command check rolls a double 6 (ie, a natural score of 12) the order is failed and the ship suffers a blunder. Roll a dice on the following table to see what has occurred.

1.....Mutiny
The captain issues an order considered to be nothing less than madness by his crew, who promptly mutiny and refuse to obey it. Whether the unfortunate oaf survives to tell the tale or is hastily replaced by a plucky subordinate is down to the mercy of his crew, but either way, the ship suffers a permanent -1 penalty to its captain's Command value. This penalty is cumulative, so a ship could potentially have its Command value reduced several times if successive mutinies break out.

2.....Tangled Rigging
In an attempt to bring the ship about, pickup speed or some other apparently straightforward action, the crew manage to completely bungle a change of tack, snaring the rigging, dropping the wrong sails and generally creating all manner of havoc about the ship's masts. The ship suffers a 'Sails Damaged' result, as explained in the rules for damage. Ships equipped only with oars can ignore this result, and instead simply do nothing.

3 or 4.....Wrong Turn
A poorly understood order leads to the ship tacking in the wrong direction, or the oarsmen on one side giving up the stroke entirely, allowing the boat to spin awkwardly to one side. The ship does not move, but is instead turned 90° to the left if the blunder was a 3, 90° to the right if the blunder was a 4.

5 or 6.....Becalmed
The ship's sails fall pitifully limp, or else the oarsmen lose all sense of time and their oars flail and clutter into one another hopelessly. Either way, the ship is becalmed by a temporary loss of control brought about by their captain's inept and contradictory orders. The ship may not move again this Command phase, as normal for a failed order.

MOVEMENT

Ships have a maximum permitted move distance of 20cm and a half pace move of 10cm. As with units of troops, ships may move once up to their full distance for each successful order received. No penalties apply to this distance – any difficulties in movement or other hindrances are instead taken into account by the command system and thus reduce a vessel's chance of successfully receiving an order.

No vessel can move into a river or stream which is too narrow to allow it to pass, nor over rapids, waterfalls, weirs or other similar features that would prevent its passage. Again, some common sense must be used in determining whether navigation is possible by a particular ship.



TURNING

Ships are rather more cumbersome than units of infantry or cavalry, and so cannot freely turn during their movement. Movement must be a straight line, with only a single turn of 90° permitted. Where this turn can be made depends upon whether the ship is moving under sail or oars.

SAILS & OARS

Ships with oars can make their turn anywhere along their move, and can reduce to half pace to make a single 180° turn if they wish. Ships with sails may make their turn anywhere along their move as long as they have first moved at least 10cm. Ships under sail may not turn when moving at half pace.

EMBARKING & DISEMBARKING

During the Command phase, a unit can embark onto a ship by moving into touch with it.

A unit on board a ship can disembark either by using its initiative to charge or by being given an order. Units are in irregular formation whilst on ships or in boats, and will therefore move at half pace unless charging.

A unit cannot embark and disembark during the same Command phase.

Units can embark and disembark as brigades where required. Up to four units on the same ship are automatically considered to be a brigade.

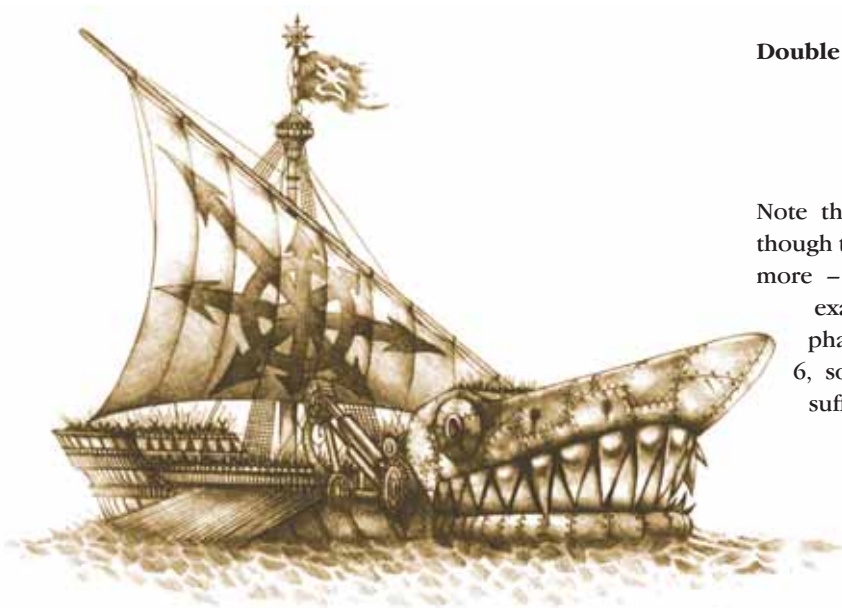
LAUNCHING BOATS

Instead of disembarking its troops directly, a ship can launch boats during the Command phase. A successful order is required, after which any number of units currently on the ship instead make a single move as a unit of boats, starting from the ship's current location. The same order cannot be used to move the ship, though subsequent orders can be issued to both the boats and the ship, just as if a brigade had been split up during movement. Remember that units are in irregular formation when aboard a ship, and the difficulty of clambering into boats and escaping the larger vessel's considerable wake means that the first move by the boats will be at half pace when launched.

SHOOTING

Ships are sturdy, but their crews and sails are all too vulnerable. Despite their size and solid build, we assume that any missile armed troops can attack ships by raining arrows down onto the crew as they scurry about the deck, tearing holes in sails with their shots or even launching flaming arrows into the boat's vulnerable wooden hull. A ship counts as a fortified target, and so 6s are required to hit. Ships can never be driven back by missile fire.

Hits from shooting do not immediately affect a ship, and you should instead keep a note of the number of hits which strike the ship during a particular Shooting phase. At the end of each Shooting phase, take one dice for each hit the ship has suffered and roll them all. Pick out any dice which score doubles or trebles. Any double which is greater than the ship's number of remaining hits sinks the vessel and any units on board are lost. Any double which is equal to or less than the ship's number of remaining hit instead inflicts the effect shown on the table to the right.



Score	Effect
Double 1	Batton the hatches! The sudden deluge of fire causes much panic on board as crew rush from their posts to seek cover. The ship can only move at half pace next turn.
Double 2	Oars/Sails Damaged. Several of the ship's sails are torn apart by the hail of arrows or else some of the ship's oarsmen are slain. This will hinder future Command checks, as described earlier.
Double 3	Crew Slain. The shots kill many of the ship's crew as they scurry about the deck. The amount of support the ship's crew provide in combat is reduced by -1 (so they will provide support total to the ship's remaining hits, minus one). Support from crew is explained in the rules for combat later.
Double 4	Hull Damaged. A few particularly thunderous shots smash into the hull, small fires catch from fire arrows striking the timbers, or perhaps mishaps onboard are responsible for the damage. Either way, the ship's number of hits are reduced by 1 permanently.
Double 5	Captain Slain. The captain, or perhaps a number of his most trusted aides, are slain by the shots. The ship suffers a permanent -1 penalty to its Command value. This result is not cumulative, so further results of Captain Slain have no further effect.
Double 6	Below the Waterline Hit. The shots hole the ship, springing a series of leaks and causing the ship to take on water. The ship sinks and any units aboard are lost.

Note that we've referred to these results as 'doubles' though they could quite easily be trebles, four of a kind or more – all have the same effect upon the ship. For example, a ship suffers 5 hits during the Shooting phase, so 5 dice are rolled. These score 1, 2, 2, 3 and 6, so a result of Oars/Sails Damaged (double 2) is suffered.

SHOOTING AT UNITS ON SHIPS

An enemy can shoot at units on board a ship instead of targetting the ship itself (though must declare which he is targetting before rolling any dice) and counts as firing at a fortified target (6s needed to hit). Units on ships are never driven

back by missile fire, though could be confused (thus preventing them from disembarking or being launched in boats in a subsequent turn).

SHOOTING FROM SHIPS

Units aboard a ship may shoot as normal, though not all the stands can necessarily fire. All stands of artillery or machinery can fire, but only half of all the remaining units (rounding up) may fire. The owning player may choose which half of the stands fire, since it is assumed that stands make way for the best shots to take up the best firing position. Only stands capable of missile fire count for these purposes, so you couldn't have stands of Halberdiers making way for Crossbowmen, for example – add up the number of missile equipped stands then halve this number and choose this many stands to shoot.

COMBAT

For the time being, we'll assume that combat is only going to occur if a ship is docked, and attacked from there by enemy ground troops. A ship in harbour might be boarded, leading to a fight between units on board and attackers. Line the attacking units up against the side of the side. The number of stands on board which may fight back is equal to half the ship's starting number of hits. The defending player may freely choose which stands these are.

Combat is fought as normal, except that supporting stands are ignored. However, the ship's crew are able to offer support to the defender, who receive support total to the ship's starting number of hits (representing larger crews aboard larger ships).

If the defender's lose, they are driven back, pushed overboard and destroyed.

If the defender's win, the attackers are pushed back as normal and the defenders then have the option of pursuing as normal. In this instance, the first stands to be moved into contact must be those which actually fought the attackers. Secondly, any stands from the same unit as those engaged in combat are moved up into base contact with the remainder of their unit until a normal combat arrangement is arranged.

DESIGNER'S NOTES

Obviously, these rules are a little more complex than those presented in the Warmaster rulebook, though not overly so, and do rely on many of the same rules mechanisms as ordinary units of troops from the game, so experienced players shouldn't find much difficulty in their use. Hopefully, the additional usefulness of ships under these new rules should make up for any additional complexity. The use of ordered movement for boats makes them both more useful and more flexible, with the ability to cover longer stretches of water – no longer will an opponent be

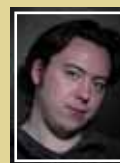
able to predict their steady, 20cm a turn advance. The new rules for damage make ships a little more durable (and hence, again, more useful), though should also prove more interesting, with genuine differences between ships of different sizes. Other changes create real tactical differences between ships with oars and ships with sails.

The combat and shooting rules are rather more detailed, though certainly not yet comprehensive, and in the future we hope to add rules for weapons mounted aboard ships themselves, boarding actions between two ships, and so on.

That said, these rules are certainly not entirely foolproof (or should that be watertight?), and ships remain an interesting curiosity best used in specific scenarios. The basic rules presented here aren't really able to take account of the fact that some races find ships more useful than others, and doesn't present any guidelines for providing ships with a points cost, how to include them in a fair and balanced army and so on. All of these factors must still be dealt with by the particular scenario. We certainly don't want it to remain this way for long, and hopefully the basic rules presented here will provide a sturdy basis for expanding the role of ships in Warmaster. In the not too distant future we'll hopefully be able to develop points cost for different sizes of ship, perhaps even with special descriptions and profiles for some of the most famous vessels of the Warhammer world such as Elf Dragonships, Marauder Longships and others. Some rather esoteric ships, like the Dwarf Nautilus or other mad designs are certainly not inconceivable either. To do this properly though, we really need to get a good idea of which parts of the current ship rules are popular and fun, which aren't, which bits work, which bits don't and so on. Play a few games with these rules and let us know what you think, either by writing to us at the usual address or visiting the forum at www.warmaster.co.uk where you will also find the Warmaster Vault. Any new developments relating to these ship rules (or indeed to Warmaster in general) are always posted in the vault for players to download and try out, so keep your eyes out for more ship-based fun there.

Author

Matt Keefe is the Head of System for Warmaster, which means he has a really good sounding job title for somebody who has to do whatever Rick tells him. He is currently nagging Rick to finish a second edition of the Warmaster rules.



Further Information

The other Warhammer campaign packs have also been updated. Check out back issues of Warmaster magazine.

More Warmaster Website

*Turn to page 46 for Tears of Isba.
www.Warmaster.co.uk*

THE BATTLE OF HELMSGARTE'S DROP

Returning from the Border Princes, the campaigning army of Baron Maximus von Helmsgarte crossed Black Fire Pass before turning westward for Nuln, from where the expedition had departed some years previously. Leaving the Old Dwarf Road, Baron Helmsgarte led his expedition along the route of the Upper Reik. Nearing Nuln, the army passed the meeting of the River Sol and the Upper Reik before being ambushed by an Orc horde sweeping down from the Grey Mountains. Having already crossed the Reik from west to east, and leaving much destruction in its wake, the burgeoning Orc army heavily outnumbered Helmsgarte's own beleaguered following. With nothing but wilderness to their back, the Empire army was forced to fight, though not before Baron Helmsgarte cunningly despatched messengers northwards. The Orcs crashed into the Empire army as Helmsgarte's men began building crude fortifications from the gargantuan baggage train which had accompanied the army for the entire expedition. The Orcs proved just as ferocious as their numbers suggested, and Baron Helmsgarte's army looked surely doomed. Until, that is, three great warships of Nuln sailed into view on the broad Upper Reik...

This battle was fought between Baron Maximus von Helmsgarte's Empire army and an Orc horde of the Grey Mountains. The battle can easily be re-fought between any two armies, but its key feature is the shipborne reinforcements who arrive to aid the beleaguered defenders.



The battle is fought along the western bank of the Upper Reik. The Upper Reik thus runs down the western short table edge, no more than 30cm from the table edge itself. The Reik is both fast and deep, and cannot be crossed by any means except ships or boats (the Orcs have crossed it some days previously with a mixture of crude rafts, small boats pulled by River Trolls, inflated Squig skins and other such Orcish improvisations). The remainder of the table can be set up in any mutually agreeable manner. Both armies set up within 20cm of their own table edge (Orcs on the northern edge, Empire on the south). No units can be deployed east of the Upper Reik. The Empire must be divided in half (in terms of number of units) with only half the army deployed at the start of the game – the remainder will hopefully arrive as reinforcements sent from Nuln during the battle.

The armies are setup alternately, one unit at a time with the Orc player deploying the first unit. Once the entire Empire army has been set up, the Orc player continues to deploy one unit at a time. After each Orc unit is deployed in this manner, the Empire player may do one of the following:

Send Messengers: Keep a note of the total number of messengers sent out – it will decide the chance of reinforcements arriving.

Erect Fortifications: Place a single piece of fortifications no more than 60mm wide and no more than 20mm deep to represent the stockaded baggage train.

Once the Orc army is completely deployed, the Empire player may not send out any further messengers, or deploy any further fortifications. The Orc player then takes the first turn.

At the start of each of his Command phases, the Empire player may roll two dice and add the scores together (just like taking a Command check). If the total score is equal to or less than the number of messengers sent out by the Empire player before the start of the game, then their frantic marathon has proven successful and the warships of Nuln arrive. As many ships arrive as are required to transport the remaining half of the Empire army – you can make the ships different sizes, so the army could arrive on one huge ship or a collection of smaller ships or whatever combination you like, but you may only send ships with enough capacity to transport the Empire troops. Place the warships on the northernmost point of the Upper Reik. They may function as normal from the turn on which they arrive. If the score is more than the number of messengers, the ships do not yet arrive, but the Empire player can roll again next turn, adding +1 for each failed roll so far.

The game continues for a random number of turns (or an agreed number of turns if you and your opponent prefer) or until one army withdraws. The Empire army's break point is calculated for the whole army, so it is possible that the army deployed at the start of the battle could be completely wiped out before the army 'withdraws'. This simply represents Helmsgarte's bloody resolve to hang on in the hope of reinforcements.

VICTORY POINTS BONUS

No bonus Victory Points are awarded in this battle. Both armies already have their own counterbalancing impediments to overcome, so Victory Points determined in the normal manner are used to determine the winner.

THE BATTLE AT THE SHORE OF BONES

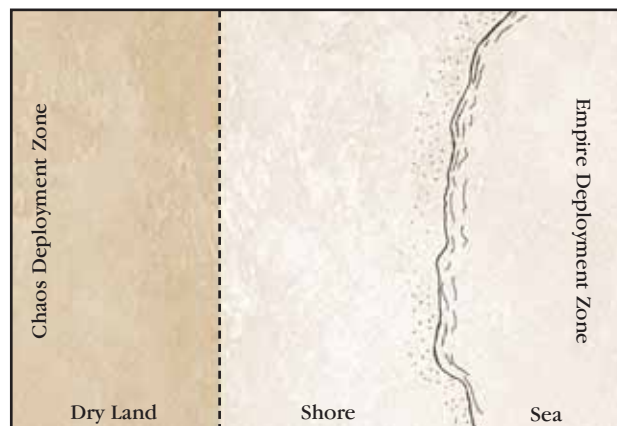
The Shore of Bones covers an area some hundred leagues north of Erengard, in the Troll Country. The area is a bleak, inhospitable coast, though presents a far safer landing point for journeys northwards than the Norscan shore, where Marauder longships constantly prowls the coastline, ready to attack and kill any would-be expeditionaries. In the Imperial year 2365, the famous Warrior-Priest Vitriucz von Palle led one such expedition, intent on journeying north and taking his own Sigmarite quest into the heart of Chaos itself. Von Palle would ultimately vanish out of history forever, his fate unknown, but the Battle at the Shore of Bones was a great success in which von Palle's fleet made successful landing and drove off the Marauder tribes which attacked him there. None ever returned to bring news of von Palle's victory, but for some fifty years after his departure the city of Erengard found itself largely free from the predations of the Marauder tribes which had long dogged it, a fact always attributed to von Palle's presumed triumph at the Bone Shore by the grateful Kislevites.



This battle was fought between the Empire army of Vitriucz von Palle and a Chaos army made up of various Norse tribes. The battle could easily be fought between any two armies, the key feature is that the attackers (Empire) arrive by boat and land on the shore before attacking the defenders (Chaos).

Divide the table into thirds lengthways. The first third represents the sea itself, the second third is the shoreline while the final third is good old fashioned dry land. Scenery can be set up in any mutually agreeable fashion, subject to these distinctions (so no trees in the sea, etc).

The attacking army is transported by as many ships as are required for the entire army, no more, no less. You can make the ships different sizes, so the army could arrive on one huge ship or a collection of smaller ships or whatever combination you like, but you may only send ships with enough capacity to transport the Empire troops. All attacking ships are deployed first, anywhere on the sea edge of the table. After this, the defending army deploys anywhere on the solid ground portion of the table. The attacker then takes the first turn.



Once an attacking ship lands on the shoreline, its troops may attempt to disembark, either by using initiative, or by being issued an order. However, the sandy, waterlogged and infirm shoreline presents rather more difficulty for disembarking troops than would be the case if they were simply hopping off onto a well prepared harbour. Disembarking onto the shore leaves the unit(s) in irregular formation, so the first move by a disembarking unit will be at half pace (unless disembarking by initiative, of course).

VICTORY POINTS BONUS

No bonus Victory Points are awarded in this battle. The key feature of the battle is the Empire army attacking from the sea, so the battle will work out rather differently than most though victory should still be determined in the normal manner.





CHARACTERS

By Matt Keefe & Ulisse Razzini

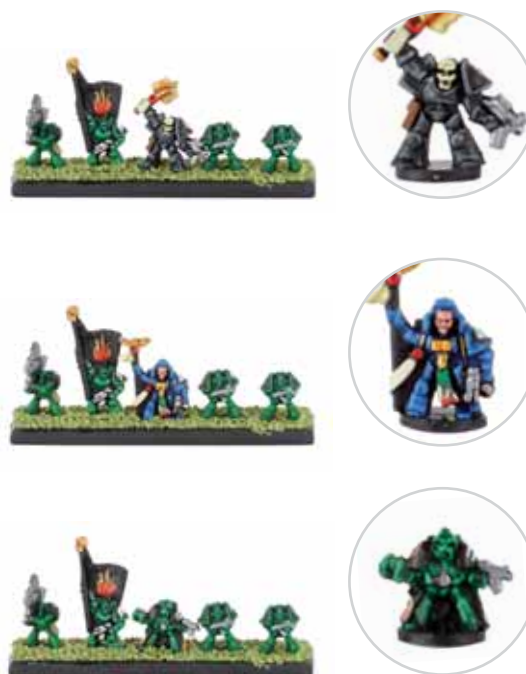
In Epic Commanders can represent a variety of characters, such as Captains, Colonels and maybe even an Ork Warboss. These characters can be added to numerous units within an Epic army. Following are some examples of how these characters can be represented, in different units, using the various character packs.

SPACE MARINE CAPTAINS & SUPREME COMMANDERS

Space Marine 'characters' – such as Apothecaries, Techmarines, Chapter Banner Bearers and other such support staff – have no effect in the game, but do make ideal models with which to emphasise important characters. Including such models on a character's base might be used to pick out the Supreme Commander, as in the first example. Captains can then be differentiated by a more humble Command squad, perhaps just a single Company Standard Bearer, as in the second example.



Left: A Supreme Commander stand showing from left to right a Servitor, Techmarine, Commander, Chapter Banner Bearer and an Apothecary.



Above: Three varieties of command stands showing from top to bottom a Chaplain, a Librarian and a Space Marine Captain. Each stand also contains a Standard Bearer

SPACE MARINE CHARACTERS IN TERMINATOR ARMOUR

Space Marine commanders can be added to Terminator detachments, joining one of the Terminator units. In these cases it is most appropriate to use a Terminator armoured character model, such as the Captain, Chaplain and Librarian in Terminator armour as shown below.

Of course, individual characters can also choose to wear Terminator armour, even when accompanying a different kind of squad, so for variety you might like to include a character in Terminator armour in a unit of Tactical Marines – just remember it doesn't turn his unit into Terminators!

Right: From top to bottom a Space Marine Captain, Chaplain, and Librarian, all of which are in Terminator armour.





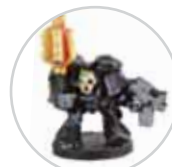
SPACE MARINE CHARACTERS WITH JUMP PACKS

When a Space Marine character joins a unit with jump packs, it obviously makes sense that the character himself should wear a jump pack. The Space Marine character pack includes versions of all the characters with jump packs, as shown in our examples.



Above: Showing the jump packs on the back of the new Librarian figure.

Right: Three varieties of Space Marine characters stands with jump packs. Showing, from top to bottom, a Chaplain, a Librarian and a Space Marine Captain.



SPACE MARINE CHARACTERS ON BIKES

As with jump pack equipped and Terminator armoured characters, characters mounted on bikes can be used to pick out commanders which have joined units of Space Marine bikes. In our example a Captain, a Chaplain and a Librarian mounted on bike are shown.



Above: A Space Marine Standard Bearer on bike

Right: Three varieties of Space Marine characters on bikes. Showing, from top to bottom a Chaplain, a Librarian and a Space Marine Captain.



IMPERIAL GUARD SUPREME COMMANDER

Imperial Guard Supreme Commanders represent such senior officers as Generals, Colonels or even very senior commanders. Such individuals are invariably accompanied by considerable retinues or bodyguards, so including models of standard bearers, Ogryn bodyguards or Sanctioned Psykers on a base is a good way of picking out the Supreme Commander. In our example, we've also decided to use a few Storm Trooper models on the base, painted up to represent elite Imperial Guardsmen detailed to protect their Supreme Commander.

A Supreme Commander could also represent a special character, such as Commissar Yarrick himself, as is the case in the example on the below.



Top: A Supreme Commander stand showing from left to right a Company Standard Bearer, the commander himself and a sanctioned psykers.

Above: Another Supreme Commander showing, from left to right, a Company Standard Bearer, the Commander himself and a Sanctioned Psykers.

IMPERIAL GUARD COMMANDERS & COMMISSARS

Imperial Guard Commanders fulfil such roles as Captains, Lieutenants and other important officers. Commanders need to be picked out on the battlefield, and not confused with Guardsmen, which can easily be done by including a few character models on the base. The Commander model himself is sufficient, though you could also add Standard Bearers, Guardsmen with comm-links, assistants and so on.

Although Commissars themselves are not officers as such, they can easily be picked out using the same methods, as in the example to the right.



Above: An Imperial Guard Commander



Above: A Commissar stand consisting of, from left to right, two Officers, Commissar, Guardsman and a Comm-link operator.



ORK WARLORDS

Ork Warlords represents the biggest, nastiest Ork who leads the army. When doing so, they are invariably accompanied by their Nobz – equally big and nasty Orks with ambitions of their own. As well as these Nobz, Ork Warlords may be accompanied by a variety of hangers-on, such as Standard Bearer, Runtherds, Mekaniaks, Mad Doks, Painboyz and so on. All of these can be used on a Warlord's base to help mark him out as Da Big Boss.



*Above and Left:
Six different variations of the Ork Nob.*

SPECIAL CHARACTERS

An Ork Warlord could easily represent a special character. The Ork character pack includes a model of Ghazghkull Mag Uruk Thraka himself, which you can use as your Warlord should you so choose. Although Commissars themselves are not officers as such, they can easily be picked out using the same methods, as in the example to the right.

Right: From left to right a Painboy, Standard Bearer, the Warboss himself, Runtherder and Mechaniak.



SPECIAL CHARACTERS

Alone amongst the armies in Epic: Armageddon, Orks can add characters to artillery and war engines, in the shape of their Oddboyz. These characters provide teknical know-wotz or bawl constantly at the crew to get them to work harder. Despite joining guns and vehicles rather than units, these characters can be represented in just the same manner. In our example, a Slaver has been added to a Soopa Gun.



NECROMUNDA

DEAD OR ALIVE!

Rules for Outlaw Gangs in Necromunda

By Jake Thornton

Out amongst the Badzones the only laws are those enforced at the point of a gun. The worst scum from the settlements wind up here, driven out for real or imagined crimes by other gangs, irate settlers or vengeful Guilders. They fight constantly with the rats, mutants, Plague Zombies and Scavvies that populate the reeking acidic marshes and waste pits of the hive bottom. Every day is a nightmare struggle for survival which makes life in the settlements look like an off-world holiday.

Renegade Ratskins, escaped pit slaves and mad Wyrds wander the wastes and may help or hinder other Outlaws as the mood takes them. Crazy bands of Redemptionists mount crusades against the forces of darkness, who are certainly in plentiful supply in the Underhive, though the fanatic zeal of the red brethren normally makes them Outlaws too. But though the Redemption are far from kindly in their ministrations the Outlaw scum of the Badzones dread the Spyrers more than anything else. Every Outlaw's greatest fear is to be hunted down and slain like an animal, to be mutilated for trophies and dismembered for sport by the Spyrers.

Illegal trade posts and bandit strongholds are scattered throughout the Badzones amongst the sumps and mounds of refuse and slag. Here the dregs of the Underhive rub shoulders, fight and kill one another while they trade their hard-won spoils for women, drink, guns, drugs and information. The night trains travel areas too polluted to be settled and these heavily armed caravans will trade with mutants or Ratskins as readily as anyone. Everyone in the Badzones is fighting to keep what they have and claw as much as they can from those about them. Enslavement, disease, misery, madness and death lurk in the shadows to seize anyone too weak, stupid or alone to survive.

Overall, not a good place to be.

DEEP IN THE PIT

The further you travel down the hive, the harsher it gets. This maxim is well known throughout the hab-zones, and is a rule that many people live by – it gives a real meaning to the idea of “moving up in the world”.

Needless to say, moving down the hive isn't usually a good thing, though for some it's that or the wrong end of a rope, so the choice is easy. Eventually, you move so far down the hive that you go beyond the reach of the law. Of course, this may be the whole point of your exodus in the first place, and it does mean you'll never have to explain what happened to uncle Festius, or why the stock check shows up several hundred boltguns short...

Out in these desperate wastelands of the dark corners of the Underhive lurk countless dangers. Life is cheap here, and generally short, but if you can carve yourself a reputation there is a living to be made. Just as in the more law-abiding zones there are traders and merchants selling all manner of goods, many of which would be frowned upon elsewhere (see Outlaw Trading Posts last issue). There are those that sift the debris for valuable resources, those that scavenge supplies, water or food and those that sell themselves. There is even law of sorts, though it's mostly the law of the gun...

THE ARBITRATOR'S CHOICE

There are a number of different ways you can choose to use these Outlaw rules in your Necromunda campaigns, largely depending on where you want to set your games. Some areas of the Underhive are relatively well patrolled by the Enforcers, whilst others are well beyond their reach. Each has its own advantages and disadvantages as a game setting.

You can start with everyone being law-abiding and watch as they dip into Outlaw status and back again; you can ignore the Outlaw rules completely and assume that a certain amount of raucous gunfire is acceptable to the local Enforcers, or you could even make everyone Outlaw from day one and see who can rack up the largest bounty on their heads. Each choice will colour the rest of the campaign, and really just depends on what you and your players think sounds most fun.

BECOMING AN OUTLAW

No one sets out to become an Outlaw, it just works out that way. Of course, the Redemptionists know that they're likely to place themselves beyond the laws of House and Hive when they don that red robe and mask, but they don't care. Ratskins can't help being born Ratskins and Scavvies can't help being the twisted scumsuckers that they are, but it's this very nature that gets them into trouble. Spyrers don't think that any Underhive law applies to them on principle, and this means they're always pushing the boundaries of what's acceptable. In the end though, being an Outlaw is really just about being unlucky enough to get caught...

After every gang fight there's always a chance that a gang will be declared 'Outlaw' by the Guilders, assuming, of course, that it isn't already Outlaw or Enforcers (who are never outlawed). A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to get out of the settlements very quickly or get used to their head adorning a pole as a warning to others.

OUTLAW STATUS CHART

Gang Type	Are they Outlaw?
Orlock	Sometimes
Goliath	Sometimes
Escher	Sometimes
Van Saar	Sometimes
Delaque	Sometimes
Cawdor	Sometimes
Spyrer	Often
Ratskin	Often
Scavvy	Often
Redemptionist	Often
Enforcer	Never

Sometimes: use the rules on the following pages.

Often: these gangs are not well liked and the law always assumes the worst of them. When they make a roll on the Outlaw Table they roll 3D6 and keep the lower two instead of just rolling 2 dice. Apply the modifiers and results as normal.

Never: Enforcers can't normally be outlawed (though an enterprising Arbitrator might decide to outlaw them as a plot device for his campaign). Note that they may not **choose** to play an Outlaw scenario, though they may fight in one (but only as the defender).

THE OUTLAW TABLE

Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilders' Watchmen afterwards. This accusation may cause the other gang to be outlawed, particularly if the opposing gang has been engaging in nefarious activities of some sort or is particularly large and well known.

There is nothing to prevent both players reporting to the Watchmen; indeed this is very common. Naturally Outlaw gangs can't report to the Watchmen, they would just shoot them on sight or imprison anyone who was sent by them.

In the post battle sequence, after rolling for income, skills, and so on, each accused player must roll 2D6 to see whether the accusations against his gang come to the attention of the Guilder courts. Note that it is possible for both gangs to be outlawed if each reports the other to the Watchmen.

THE OUTLAW TABLE

2D6	Result
2	Outlawed! Time to get out of town. You must choose one of your territories to keep as a hideout and delete all of the rest (which are seized by the Guilders).
3-11	Clean. You're clean citizen, move along.
12	Deputised. The Guilders are so impressed (or fooled) by your law-abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Make a note on your roster that your gang are now Watchmen. You can decide to stop your gang being Watchmen at any time by telling the campaign Arbitrator of your choice.

MODIFIERS

Scenario

- 1 If the game you just played was an ambush and you were attacking.
- 1 If the game you just played was a shoot-out and you drew second.
- 2 If the game you just played was a shoot-out and you drew first.
- 3 If the game you just played was an Outlaw scenario and you were attacking.

Gang

- 1 For each Wyrd or pit slave in your gang.
- +1 If your gang rating is under 1,000.
- 1/+1 If your gang rating is over 2,000 (roll a D6 each game 1-3 = -1, 4-6 = +1).
- 2/+2 If your gang rating is over 3,000 (roll a D6 each game 1-3 = -2, 4-6 = +2).

OTHER

- 3 If you attacked any Guilders, Arbiters, Enforcers or other 'officials' in the game you just played.
- +1 If none of the negative modifiers given above have ever applied to your gang.



BEING AN OUTLAW

Being an Outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Any trading has to be done in notorious Outlaw trading posts or with the night trains where a ready gun serves better than good bargaining techniques. On the bright side there are plenty of Hired Guns in the Badzones who never show their faces in the settlements and powerful allies can be found among the Wyrds and pit slaves.

Some Outlaw gangs succeed in setting up small kingdoms of their own in the Badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their Guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. Others just disappear without trace.



TERRITORY

A gang is allowed to keep one piece of their territory when they are outlawed; the rest of their territory is taken over by the Guilders. Even if the territory the gang keeps was in a settlement it is assumed that the gang leader had enough warning to move the important parts out into the wastes before the Watchmen turned up. Once set up again in the wastes the territory forms the hideout or base camp for the Outlaw gang.

The Outlaw gang can end up losing its one remaining territory to another gang because it is heavily defeated in a scenario such as Gang Fight or Ambush. If this happens the Outlaws are forced to move on and look for another hideout – roll on the Outlaw Territory chart to see what charming new abode they find for themselves.

COLLECTING INCOME

The gang's territory still supplies income if it is worked by a ganger. Unfortunately the income is halved because of the innumerable difficulties of functioning out in the Badzones without the support of the Guilders. This penalty doesn't apply to territory generated from the Outlaw Territory chart because the territory is already so bad it doesn't get any worse!

The income the gang collects from their territory and foraging (see below) is not cross-referenced with the size of the gang on the Income table as it is for a normal gang. However, the gang will need to be given supplies of some sort, see So Many Mouths to Feed... below.



FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juvies, gangers, heavies and even leaders can all forage, though if they forage they can't perform any special tasks such as visiting the Outlaw trading post or working the gang's territory. Each forager collects D6 credits' worth of stuff from the wastes. Hired Guns and special characters never forage, that isn't what they're paid for.

SO MANY MOUTHS TO FEED....

Unfortunately, the gang needs to be fed and supplied one way or another. After a game, once foraging and the income from territory have been generated, each member of the gang will need 3 credits' worth of supplies to keep him going. Hired Guns and special characters don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over can be put in the stash.



STARVING

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death. Any model that doesn't have 3 credits spent on them after a game suffers a penalty of -1 to their Strength and Toughness characteristics until they do. These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the weapons and equipment of someone who has starved to death...

OUTLAW TERRITORY TABLE

D36	Territory	Income	Notes								
11-15	Wastes	0									
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.								
21-25	Wastes	0									
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.								
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes <i>fear</i> from now on. No income is collected.								
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the Sludge Sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. <table><tr><td>1</td><td>The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge.</td></tr><tr><td>2-4</td><td>The model finds nothing of value but survives.</td></tr><tr><td>5</td><td>The model discovers something worth 10 credits.</td></tr><tr><td>6</td><td>The model discovers something worth D6x10 credits.</td></tr></table>	1	The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge.	2-4	The model finds nothing of value but survives.	5	The model discovers something worth 10 credits.	6	The model discovers something worth D6x10 credits.
1	The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge.										
2-4	The model finds nothing of value but survives.										
5	The model discovers something worth 10 credits.										
6	The model discovers something worth D6x10 credits.										
51-55	Sump Spillage	5	Makes ground fertile enough to farm (just!) earning the gang 5 credits worth of edible food.								
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 5 credits worth of energy. On a roll of 6 it provides D6x5 credits worth of energy.								
61-63	Ruins	10									
64-65	Clean Water Hole	10									
66	Slag Heap	15									



GAINING ADDITIONAL TERRITORY

An Outlaw gang cannot hold more than one piece of territory at a time because in the Badzones a gang can't risk splitting up to protect more than one piece of territory. This means an Outlaw gang that gains additional territory has two choices:

Occupy. The gang takes the new territory and abandons their old hideout (delete it from the gang roster).

Or

Loot. The gang loots the new territory of anything valuable, destroying it in the process.

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always double the maximum for that kind. For example, looting a holestead or drinking hole would give you 120 credits. This income is not halved as it is for working territory out in the Badzones.

BOUNTY

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang which captures or kills Outlaws can collect a reward on them from the Watchmen. The standard going rate for a bounty is equal to the captured or deceased Outlaw's total cost. For example, Mad Dog of the Dog Soldiers is a ganger who has a respirator and is armed with a sword and an autopistol, hence his bounty is $(50+10+10+15=85)$ 85 credits.

Naturally Outlaws can't collect bounty on other Outlaws, more because they would be shot for trying than for ethical reasons.

CAPTURED OUTLAWS

If an Outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think). Alternatively, they can sell the prisoner to the Guilder courts and claim the bounty on him plus a bonus D6x5 credits for handing him over to the courts alive. In either case the gang can't claim the Outlaw's weapons or equipment (they're material evidence after all).

GANGERS CAPTURED BY OUTLAWS

Outlaws have the normal options with gangers that they capture – exchange or ransom them back to their gang or sell them into slavery on the night trains while keeping their weapons and equipment.

GUILD PRICE

A gang that has been outlawed may be able to buy off its Outlaw status by paying a Guild price for hivers they have killed and property they have destroyed. The Guild price levied against an Outlaw gang to buy back their freedom to enter the settlements is a tenth (10%) of their gang rating, rounding up to the nearest 10 credits.





For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is $(2,788/10=278.8)$. This rounds up to 280 credits.

It is important to note that a gang's Guild price is set when they become Outlaws and uses their gang rating at that time. Make a note of the gang's Guild price when they are outlawed to avoid any confusion later. Once a gang has gathered enough credits to buy their way out of being Outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash in the presence of another player.

Remember though, that Spyrers, Ratskins, Scavvies and Redemptionists are always outside the law, and can never lose their Outlaw status.



REGAINING TERRITORY

When an Outlaw gang pays off its Guild price it is free to move back into the settlements and re-establish its old contacts, muscle in on some business and get back to normal again. To represent the gang re-establishing itself generate five new pieces of territory for the gang using the Territory table in Necromunda: Underhive. The gang's old hideout may be discarded and removed from the roster or kept as one of the five pieces of territory at the discretion of the gang's leader.

PERSISTENT OFFENDERS

Unfortunately the Guild price for Outlaw gangs is increased every time they commit another crime – in other words every time they play another game unless it's against another Outlaw gang. Each game adds another D6x10 credits onto the Outlaws' Guild price. Note down the increase in price after each game and keep a running total.

If an Outlaw gang ever attacks or harms a Guilder in any way it loses its chance to pay off its Guild price forever. The Guild will do its best to ensure the perpetrators of such a crime are hounded to the darkest depths of the Badzones.

Incidentally, real hardened Outlaws don't give a damn about paying their Guild price anyway, and should complain loudly that it's too low and that it should be five or ten times as much.



OUTLAW TRADING POST

See last Fanatic Magazine (...issue 5)

OUTLAW SCENARIOS

Outlaws roll on the Outlaw Scenario table rather than the standard one in the Necromunda: Underhive rulebook. Other gangs must use the standard table, this one's for Outlaws only. If a gang gets to choose a scenario it can pick from either list.

NORMAL GANGS CHOOSING TO PLAY OUTLAW SCENARIOS

Gangs (except Enforcers) which roll a "May Choose" result on the Scenario table in Necromunda: Underhive can choose to play an Outlaw scenario if they want. The catch is that there's a good chance of them being outlawed if their opponent decides to report them to the Watchmen.

OUTLAW SCENARIO TABLE

2D6	Result
2	The non-Outlaw (law abiding?) gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose. The battle is fought in a dangerously polluted area of the hive bottom: roll a D6 for each model that moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers an S3 hit from the deadly toxic waste.
3	The non-Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose.
4	Play the Hit & Run scenario. The Outlaw gang is the attacker. If both gangs are Outlaws the gang with the lower rating is the attacker. The attacker has been hired by a rival to make the Hit & Run so he will be paid D6x10 credits whether he wins or loses.
5	Play the Scavengers scenario.
6	Play the Hunters scenario.
7-11	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose.
12	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose. In addition, this is a real grudge match so both gangs earn double Experience Points.

OUTLAW SCENARIO 1: THE HIT

The rivalries of the Underhive frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the open anywhere on the table.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up roll a D6 for each of the defending groups on the table below.

D6	Result
1-3	The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the Hit & Run scenario).
4-5	The group must be set up more than 12" away from either the attackers or the gang leader.
6	The group must be set up within 6" of the gang leader.



STARTING THE GAME

Roll a D6: on a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin' down!". On a 4-6 the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.



EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive Experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+10 Defending Leader. If the defenders' leader doesn't go down or out of action he earns an extra 10 Experience Points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manage to take out the opposing leader (ie, make him roll on the Serious Injury table rather than take him to the cinema or out for a meal) roll a D6.

D6 Result

1-5 The attackers extort money out of the defending gang's territory while their leader is out of the picture. The defending gang loses half (50%) of their income and it goes to the attackers instead.

6 The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.

Note that this scenario doesn't yield much cash if the defending gang are Outlaws, unless the attackers manage to net some bounty of course...

OUTLAW SCENARIO 2: LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a homestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course local gangs sometimes do exactly the same thing and blame it on the Outlaws...

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watchtower.

Once you have placed the terrain the defender places all six Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It is assumed that the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model, but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the Shooting phase, but neither model may shoot during the turn.

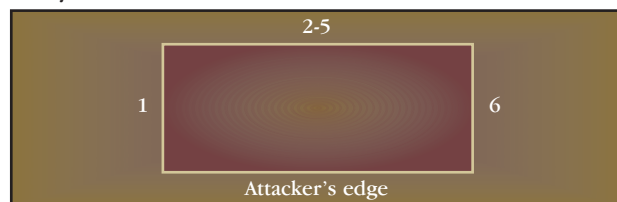
If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on

the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.



Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter from as shown on the diagram above. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

If the attacker bottles out the game ends immediately. If the attacker gets all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of his turn then the game ends and the attacker has won.

The defending player is fighting to defend his friends and home territory so he doesn't have to make Bottle tests and can't bottle out voluntarily. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than the normal 25% casualties.

EXPERIENCE

- +D6** Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive Experience for taking part.
- +5** Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
- +10** Defending Leader. If the attackers don't get away with any loot the defending leader earns an extra 10 Experience Points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income at the end of the game. If the defender doesn't generate sufficient income to pay for the loot the extra must be paid out of the gang's stash. If there isn't even enough money in the gang's stash then one piece of their territory has to be looted and destroyed, as detailed in the Outlaw rules.

OUTLAW SCENARIO 3: THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wasteland settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the defending player. The hunting player uses his entire gang.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 16" of the hunters. They must start the game hidden.

All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

THE BUILD UP

Each turn of build-up has its own sequence of play. First the hunters move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up the hunters walk slowly towards the defenders until somebody's nerve fails and guns are drawn. To represent this, the hunters may move up to 2" per turn. They must move towards the enemy and may not move into cover. The defenders must stay where they are and sweat it out as their attackers approach. Once the hunters are within 4" of the defenders they stop.

The defenders in cover can move at their normal rate, but must remain in cover and end each turn hidden. If any of the hidden gang fighters is spotted by the hunters they will realise they are being trapped and draw immediately.

After the hunters have moved each player must make a Nerve roll. The attackers roll a D6, but the defenders are so nervous they must roll 2D6. Each player writes down their

score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a Nerve roll, so if you roll a 6 don't add it to your score.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see The Fast Draw below).

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots are fired. This is called the fast draw. During the fast draw neither side is allowed to move, but the fighters facing off from both sides are allowed to shoot. The defenders in cover may not fire during the fast draw, joining in a second or two later instead.

In the fast draw both sides can shoot, but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

Don't forget the hunters get the bounty for any Outlaw models killed or captured as long as they aren't Outlaws themselves.

EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive Experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+10 Winning Leader. The leader of the winning gang earns an extra 10 Experience Points.

OUTLAW SCENARIO 4: CARAVAN

Guilder caravans make tempting targets for Outlaws. The penalties for attacking Guilders are draconian, but Outlaws are desperate, hunted men and the Guilder caravans carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the Guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and Outlaws that come anywhere near the caravan. For their part the Outlaws just want to get past the guards and grab the booty.

TERRAIN

The terrain represents an area of ruins in the Badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

NOTE: In this scenario the defenders cannot be an Outlaw gang.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge. The defending player sets up first, deploying his entire gang within 12" of his table edge. The attacking player then sets up his gang within 24" of his table edge, though none of his models may be deployed within 16" of the defenders.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure.

Whenever the attacker manages to move any of his models off the defender's table edge place the models to one side until the end of the game. Whatever happens, none of the models that break through to the caravan will return in time to affect the fight with the guards.

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

The defenders are protecting the caravan as it passes through their home ground and they will suffer a major loss of face if the Guilders are attacked. This means they do not have to make Bottle rolls. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

LOOTING THE CARAVAN

Once the game is over total up the number of attacking models that broke through to the caravan. Roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the Guilders.

D6 Result

- 1-3** The attackers are miserably unsuccessful. Each model picks up D6 credits' worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
- 4-5** The attackers manage to scavenge a few bundles dropped by the Guilders as they flee. Each model picks up 3D6 credits' worth of stuff.
- 6-7** The attackers bring down several pack slaves and escape with D6x5 credits for each model.
- 8-10** The attackers nail a Guilder and strip his corpse, gaining D3x10 credits each.
- 11+** The attackers gun down several pack slaves and a Guilder, hauling in 2D6x5 credits for each model.

WRATH OF THE GUILDERS

The Guilders really don't appreciate people attacking their caravans, even less so if Guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the Guild price on the Outlaw gang is doubled. If any Guilders were killed (result 8+ above) the gang is permanently outlawed, so it may no longer pay its Guild price to lose its Outlaw status.

GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the Guilders. However, the Guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a Guilder is killed. No matter what happens, though, the gang doesn't have to pay the Guilders anything (no leader is that stupid).

EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive Experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+5 Attacked Caravan. Each model which moves off the defender's table edge gains 5 points.

+10 Defending Leader. If the attackers don't get any men through to attack the caravan the defending leader earns an extra 10 Experience Points.

Author

Jake has recently taken to wearing large pink hats. Not really, but as he's out of the office for a week he can't proof read this!

Further Information

The rules for the Wyrds are currently being playtested and will be in next issue.

Website

www.Necromunda.com





SCENARIO: CROSSROADS

By Zak Belado

A couple of cool scenarios from our man on the Epic forums.

From "His Light Guides Our Swords: Battle History of the 75th". Author Unknown

"The 75th Mordian Guard Regiment had been tasked with the removal of various Ork elements, stragglers mostly, from the southern sections of the Death Mire. The areas between the Tempestor Victorium Line and the Death Ridge had been swept clean of major Ork formations after the Titan Legions had attacked into the Death Ridge and pushed the Orks back to their original dropsites.

But the Ork, while dimwitted, is a savage and cunning foe and the sector command deemed it worth the effort of the 75th to endeavour a series of extended patrols to clean out any remaining warbands before they could gather in significant numbers to present a threat to the Imperial flanks. Preparations were still underway for a final assault of the Ork Rok landing sites to the west of Hive Death Mire and any concerted attack by major Ork forces would disrupt the attack perhaps allowing the Orks a chance to regroup or even mount an attack from their Rok's.

Approximately 15 days into their patrol, and after some scattered engagements with fast attack elements of Orks on buggies and small armoured vehicles, forward scouting elements of the 75th came across the abandoned city of Pandorus Secundus. The city had been evacuated during the initial wave of Ork attacks across the Death Mire but scout formations determined that heat and noise sources were emanating from some of the former Administratum buildings in the city centre. The captain of the Third Company sent a reinforced scout squadron into the city to determine the extent and type of forces in the city.

The scouts were able to successfully penetrate the outer limits of the city but as soon as they made their approach to the Administratum buildings they were greeted with gunfire and, after some confused vox traffic, all contact with the scouts was lost. The Third Company stopped its approach and called for reinforcements.

Colonel Willmot, commander of the 75th, demanded that the city be taken and, more importantly, that the 75th's advance through the Death Mire continue unabated. Willmot decreed that the city be cleared and that the eastern sections of the city and road be secured to guarantee the regiment's advance. And so the members of the Third Company moved from their positions in the hills over Pandorus Secundus and made their way into the city that had already taken their comrades."

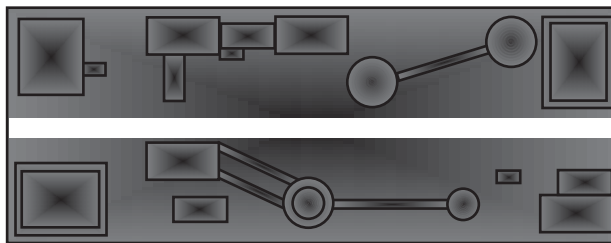
Forces

The scenario describes an encounter between Imperial Guard Attacker and an Ork Defender during the Third Battle for Armageddon. Even so, this scenario can be played with any Epic: Armageddon armies. Both players

pick armies to a pre-arranged points value. We suggest that the game be played with armies from 2,700 to 3,000 points.

Set-up

The table is defined by two major pieces of terrain; a road system and a city.



The road runs down the middle of the table from one short table edge to the other. No terrain should be placed on the road. If you don't have suitable terrain for a road simply make sure there is a clear area at least 10cm wide that represents the road. Units within this area can claim the Road Movement bonus.

The city of Pandorus Secundus should be placed in the centre of the table. Place buildings and rubble within 60cm of the table's centre. All the buildings are rubble and should have the majority of their area within this 60cm radius.

Finally place any other terrain in a mutually agreeable fashion.

The Defender then picks a short table edge on which to deploy his troops. The Attacker will deploy his troops on the remaining short table edge.

Objectives

All three of the Attacker's objectives are placed first along the road. One is placed on the Defender's table edge and the other two are placed on the road 30cm from the table's centre at the edge of the city. Feel free to shift these two objectives slightly to make them better fit into the terrain you have set up.

Once the Attacker's objectives have been placed the Defender places his objectives. The Defender's first objective is placed on the Attacker's table edge on the road. The Defender's two remaining objectives are placed anywhere in the Attacker's table half but no closer than 30cm from any other objective.





Deployment

The Defender splits his force into two groups. One, the City Garrison, should not be more than a quarter of the total points value of the Defender's army. This group will be set up inside the city. The second group, the Reinforcement Group, consists of the remainder of the Defender's forces. These troops can be deployed anywhere within 40cm of the Defender's table edge.

All the Attacker's formations begin the game set up on board within 20cm of the Attacker's table edge.

Players alternate placing a detachment in their deployment areas starting with the Attacker. The Defender begins placing formations from his City Garrison first. Once he has placed all those formations he may begin to place formations from his Reinforcement Group.

Game Length and Victory Conditions

The game lasts for four turns. If, at the end of the game, the Attacker does not control at least two of this objectives he loses. If, at the end of any turn after the second, the Attacker has obtained the "Blitzkrieg" goal he wins immediately.

Neither player may claim the "None Shall Pass" goal.

Except for the conditions above, victory is determined normally as per the GT Tournament rules in section 6.1.7 of the Epic: Armageddon rulebook.

Historical Outcome

From "His Light Guides Our Swords: Battle History of the 75th". Author Unknown

"Operations began on a bright note. Ork forces were found barricading themselves into the Administratum section of the city core. The Third used elements of their Armoured Fist formations to surround the Orks and quickly dug them out via carefully planned crossfires and a final assault with infantry and the Company's remaining Ogryn section. With the centre secured the Third moved towards the eastern edges of the city and it is at this point that disaster struck them.

What had been thought to be the major elements of Ork occupation force turned out to be a scouting party for a significantly larger force of mixed Ork warbands that was quickly approaching Pandorus Secundus. The Third made attempts to move back into the city and call for reinforcements. Regimental artillery attempted to provide supporting fire but the Orks were into the city and engaging the Third before a serious volume of fire could be brought to bear against them.

The Third was able to find defensive positions and withstand the first series of wave attacks against them. Band after band of Orks literally threw themselves at the buildings the Third were holding. But these primarily infantry based formations were finally supplemented with armoured formations including several gigantic Ork vehicles – one mounting some form of energy weapon that, according to some reports, spontaneously exploded taking out a number of Ork Dreadnoughts and infantry units.



It was, at this point, obvious that the Third couldn't hold and they began a series of staggered withdrawals. These were initially successful but the Orks soon threatened to flank the Third and it was at this point that Colonel Willmot ordered forces from two more Companies to move into Pandorus Secundus. These forces finally stemmed the tide and the Third was able to finally withdraw its remaining forces out of the city and back to its original starting point in the hills to the west.

The Guard forces still in the city were able to press the Orks back but the evening saw the Orks more firmly in control of the city centre than they were when the day started. The 75th's advance had stalled and it looked as if it would take significant effort to remove this Ork threat from the city."



SCENARIO: DEFENCE OF PALONIOUS

Hive Hades had been destroyed and the defences that surrounded the hive had been broken by the ferocity of the Ork attacks. Despite this, Imperial forces still held the vital Averneas forge complex. The factories and workers struggled to produce the weapons and ammunition vital to the defence of the planet. Situated to the southeast of the ruins of Hive Hades the forge complex was a choking mixture of noise and fumes generated by the forge's manufactorums. Added to this was the horrific din of battle as Ork warbands threw themselves at the Imperial defences trying to breach them and carry the battle to Palonious itself.

Imperial forces had a precarious hold on the city of Palonious. The city was a critical element in the defence of the forge complex. At the city's outskirts were elements of the 141st Armageddon Steel Legion regiment. The regiment had been on its way to reinforce Imperial units guarding the northern approaches to Avernus at the Eumendies Bridge when elements of the Blackskulls came flowing from the Diablo Mountains to the west.

The Guard troops had suffered almost continuous attacks from the Blackskull Tribe since then. Only their tenacity and the extensive fortifications ringing the city centre had stopped the Ork onslaught. However, the once proud 141st had been reduced to a fraction of its initial strength and their ability to hold out against continued assaults was in doubt.

Vastly outnumbered, the tattered remains of the 141st waited for the next Ork attack. Night fell and the evening was punctuated with bursts of bolter fire and explosions. This was the crisis point. If Palonious fell then Averneas would surely fall with it. The proud members of the 141st

knew that they had to hold. Defeat was not an option as the defenders of Armageddon needed the material produced from Averneas' manufactorums. Regional commanders also knew that the situation was critical and reinforcements in the form of elements of the Salamander Space Marines were dispatched to brace the defence of the city and hold Palonious at all costs.

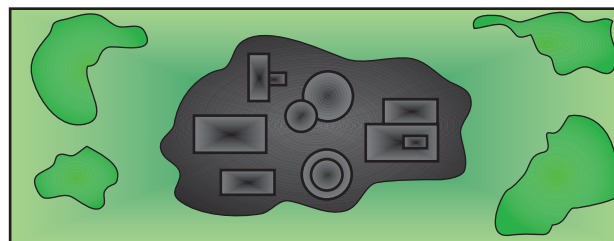
Forces

The Imperial Guard and Space Marine players split their point allocation evenly. The Ork player gets 25% more points than the joint Guard/Marine points total.

The Space Marine and Guard players are not allowed to use the Planetfall abilities of any units they purchase. They can still purchase units with the Planetfall ability but simply cannot take advantage of the ability itself.

Set up

The table should be set up with primarily buildings, ruins and fortifications in the centre of the table. Hills and forests (or other terrain types) can be placed around the outside edges of the table but the centre of the table, stretching to the Space Marine player's table edge, should be urban terrain and fortifications.



Objectives

Starting with the Imperial Guard player, the Ork and Guard player each place an objective in the Guard Set Up area. These are the only objectives in the game. Objectives must be placed in cover.

Deployment

Imperial Guard forces set up first in the Guard Set Up area. Ork forces then deploy next. All Ork forces must be placed on-board within the Ork Set Up area. No Ork units may be placed in reserve unless they are aircraft or units deploying via the Planetfall rules.

Once the Ork units are all deployed the Space Marine player places all his units in reserve on his table edge. The Space Marine table edge is the entire length of table and not just the area bordering the Imperial Guard Set Up area.



Special Rules

If the Ork player purchases any spacecraft they will always be affected by the Slow and Steady rule.

The Imperial Guard and Space Marine player make one joint roll for initiative at the beginning of the turn using the Space Marines' Strategy Rating. Guard and Space Marine formations use their own Initiative values when rolling to activate a formation. The Guard and Marine players 'share' a turn. During the Imperial player's turn the Guard or Marine player can make an activation. Either player's formations can choose to retain the initiative. So, if the Guard player activates a formation and is successful the Marine player could choose to retain with one of his formations as part of the same Imperial turn.

Only one player, either Guard or Space Marine, can purchase a Supreme Commander. The Supreme Commander is able to use his re-roll ability to re-roll activation checks for formations from both Guard and Marine formations.

Victory Conditions

The game lasts four turns. At the end of the fourth turn count Victory Points as per the Tiebreaker rules in section 6.1.7 of the Epic rulebook. Players also get Victory Points for controlling one or more of the objectives. The player that has the most unbroken units within 10cm of each of the objectives in the Guard Set Up area is said to control it.

Each objective is worth 50 points for every 1,000 points of the total cost of the Ork army. So, if the Ork player had an army worth 4,000 points then each objective would be worth 200 points; if the Ork army were worth 5,000 points then the objectives would be worth 250 points each.

In order to be considered the winner of the game a player needs to beat their opponent by more points than the Victory Point value of a single objective. So, if each objective were worth 200 points then a player would need to score at least 200 points more than their opponent in order to win the scenario. Any other result would be considered a draw.

Historical Outcome

As if understanding that they had only a single chance remaining the Blackskulls, and one of their few remaining functional Gargants, attacked the earthworks surrounding Palonious en masse at dawn the next day. Marines from the Salamander Chapter had only just arrived and were quickly rushed to critical points in the line to try and push back the waves of Orks attacking the 141st.

As the morning wore on a breach in the southwest area of the line was attacked by a mob of Stompas, Ork Dreadnoughts and the personal retinue, if one can use

the word, of the Ork Boss Magzthrull. Salamander Captain Su'than personally led a counter-attack and dispatched the Ork Boss in one-on-one combat in the ruins of one of the 141st's forward observation posts. Magzthrull's skull still adorns the captain's armour to this day.

The loss of their leader wasn't enough to dissuade the Orks and they managed to push Su'than and the Guard defenders back, taking the observation post and over-running the nearby medical facility and reserve staging area. The casualties were tremendous and reports of the Ork advance travelled through the lines, striking a severe blow to the morale of the defenders.

Captain Su'than saw that the situation was critical and took command of local Guard forces. Unfortunately, this required the dispatch of one of the 141st's Commissars who disagreed vehemently and (one has to think) rather stupidly with Su'than's plans.

Guard forces in the southwest were quickly withdrawn while reinforcements were moved in to either side of the Ork advance. The overzealous Ork forces pursued their opponents almost to the centre of Palonious where Su'than and Major Istevus had cobbled together an armoured reserve of Lemman Russ tanks and a hastily repaired Baneblade Super-Heavy tank.

It was against this iron fist that the Guard troopers formed and turned to attack their pursuers. Once the onrush of Ork forces was stopped, Storm Troopers and dedicated Assault Pioneers from the 141st's reserve were through against the base of the Ork assault.

The tactic worked. The breach in the lines was sealed and the Ork forces inside Palonious were quickly mopped up by Guard armoured elements supported by Salamander Marines who used their melta weapons to great effect in the vicious, short ranged battles at the core of the city.

As night fell, the Blackskulls retreated back into the Diablo Mountains and plans were made to reinforce the city with fresh troops. Palonious and the southern approaches to Averneas were safe but the 141st had ceased to exist as an effective fighting force. It was eventually merged with remnants of the 252nd regiment and saw battle again at the defence of Hive Infernus.

Authors

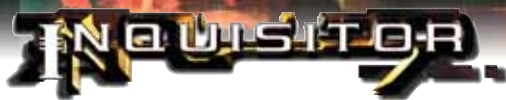
Zak is forum moderator on the Epic forums at our Epic website, he's online most days so feel free to go pester him (but don't tell him we sent you!).

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).

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SCENARIO GENERATION

by Stephen Pearson

In this article Stephen has designed a system that allows GMs a quick and easy way of getting a germ of an idea for their scenarios and then running with it as the game progresses. In many ways this can be as rewarding as a fully planned scenario, because the story literally happens in front of you.

One of the hardest things I find as a GM is to come up with different scenarios. Keeping yourself and the players entertained whilst maintaining an interesting storyline is a tricky balancing act. This article is not about running a scenario as this has already been well covered by Jervis at the back of the rulebook and the Playing God article in Exterminatus Issue 7.

Instead I intend to look at one way of approaching the actual process of creating scenarios. Whether you have an unfinished scenario and need some inspiration to fill in the blanks, or you want to generate a scenario from scratch, the tables and ideas in this article should be helpful.

In the following pages I will focus firstly on the various aspects that make up a scenario and then how to use the tables to generate a scenario.

PLAYERS WITH OBJECTIVES

A big issue with scenarios is how to stop them turning into a shoot out. Whilst this is partly due to how you run the scenario (which I won't cover here), it is also very much to do with the design of the scenario.

A good way to avoid the scenario becoming a simple "who has the best weaponry" is to keep the players busy with other tasks. This could be deciphering an ancient language, working out how to re-assemble the power generator, collecting parts of a map, etc. Call them sub-objectives that players will need to complete to achieve their overall aim.

These can take the form of physical or mental puzzles that, if presented appropriately, are greatly appreciated by players.

The main objective the characters need to complete can be almost anything, from retrieving/destroying an object to learning how to juggle! It is important to keep these objectives varied in both type and difficulty to maintain the players' interest. Also bear in mind that some objectives may go against the characters personality and motives. For example it is unlikely Rogue Trader Vogel will destroy a valuable Chaos artefact; he is much more likely to sell it to the highest bidder. Fanatic Pontius, on other hand, couldn't

D20	Objective
1	A Member of the other warband
2	The Leader of the other warband
3	A Member of your own warband
4	An NPC (Non-player Character)
5	A Book
6	A Map
7	An STC Print-out
8	An Alien Artefact
9	A Daemonic Artefact
10	A Vehicle
11	A Piece of Archeotech
12	An Experimental Weapon
13	A Weapons Cache
14	A Fuel Dump
15	The Door
16	The Power Supply
17	A Control Panel
18	A Communications Systems
19	A Computer Console
20	Choose

be expected to save this artefact from destruction as his puritan beliefs would lead him to destroy it.

A simple table cannot hope to cover even half the possible objectives a character might have. Instead I hope it helps to get the thoughts flowing on what characters might be doing in the locale they find themselves in.

As well as having something to focus on characters also need an idea what they might want to do with it. This simple table should help generate a few ideas.

Action: Roll a D6		
1 Use	2 Capture	3 Guard
4 Find	5 Fix	6 Destroy



LOCATION, LOCATION, LOCATION.

Every scenario has to be set somewhere. Where exactly depends very much on the planet(s) where the campaign is set. The ninety-nine locations mentioned on the opposite page in no way cover every eventuality but rather give a broad spectrum of places to provide variety.

Spending time on key pieces of scenery can really transform the feel of a board. Items such as the objective(s) and small terrain pieces you would expect to see in that location help to build the right atmosphere.

Location Table

D100	Location	D100	Location
1	Orbital Space Station	51	Imperial Guard Base
2	Mining Colony	52	Underground Bunker
3	Hive World	53	Shuttle Base
4	Forge World	54	Weapon Testing Facility
5	Feral World	55	Munitions Factory
6	Garden World	56	Military Facility
7	Death World	57	Satellite Control Centre
8	Agri-World	58	Communications Centre
9	Medieval World	59	Defence Station
10	Cardinal World	60	Gas Harvester
11	Paradise Planet	61	Slave Camp
12	Imperial Navy Dockyard	62	Fuel Depot
13	Asteroid Mining Colony	63	Supply Train
14	Research Station	64	Prison
15	Alien Planet	65	Lakeside Boat House
16	Chaos World	66	Fur Factory
17	Spacehulk	67	Food Processing Plant
18	Moonbase	68	Atmospheric Processors
19	Starship	69	Sewers
20	Plasma Reactor	70	Imperial Highway
21	Gun Emplacement	71	Travel Terminal
22	Shuttle Bay	72	Plaza
23	Freighter	73	Market Square
24	Orbital Defence Platform	74	Governor's Mansion
25	Inside a Titan	75	Courthouse
26	Ruins	76	Hospital
27	Catacombs	77	Fuel Line
28	Ancient temple	78	Pumping Station
29	Exploratory Camp	79	Corpse Recycling Plant
30	Archaeological Dig	80	Armoury
31	Tomb	81	Adeptus Mechanicus Temple
32	Mausoleum	82	Administratum Headquarters
33	Graveyard	83	Chapel
34	Crypt	84	Astra Telepathica Guild
35	Abandoned Mine Head	85	Auditorium
36	Crashed Shuttle	86	Castra Exercitus
37	Ship Wreck	87	Cellarion
38	Ancient Battlefield	88	Censorium
39	War Zone	89	Generatorium
40	Swamp	90	Genetorium
41	Jungle	91	Librarium
42	Desert Island	92	Manufactorium
43	Forest	93	Ghetto
44	Mountain Caves	94	Hab-complex
45	Coastal Cliffs	95	Luxury Apartments
46	Orchard	96	Alleyways
47	Catacombs	97	Hive Residences
48	Vineyard	98	Spaceport
49	Farm	99	Subway System
50	Industrial Complex	100	Choose

NPCs

I have found that non-player characters can be a good way for occasional players to take part in a campaign or for the GM to maintain control in a tricky scenario. The limitation here is really the collection of available models.

When allocating control of NPCs be sure the player is aware of their role and motivation. When it's not their own character it is very easy for them to act in ways that are completely out of character. Again the examples of NPCs listed below are by no means exhaustive but cover a full spectrum of the populous of the Imperium and beyond.

NPCs Table

D100	NPC's	D100	Location
1	Pirates	51	Inquisitorial Forces
2	Rogue Trader	52	Lord Inquisitor
3	Gun Runner	53	Daemon Hunter
4	Smuggler	54	Redemptionist
5	Archeaoxenon	55	Confessor
6	Explicator	56	Bishop
7	Xenomorphs	57	Preacher
8	Cultists	58	Zealot
9	Mutants	59	Deacon
10	Haemovore	60	Drill Abbot
11	Daemonhost	61	Pilgrim
12	Rogue Psyker	62	Techpriest
13	Traitor Marine	63	Calculus Logis
14	Magus	64	Genetor
15	Daemon	65	Artisan
16	Other Warp Entities	66	Electro-Priest
17	An Alien	67	Engineer
18	Genestealer Cult	68	Rune Priest
19	Chaos Cult	69	Technomagi
20	Prison Warden	70	Techno-cultist
21	Crime Overlord	71	Mechanicus Acolyte
22	Pit Slave	72	Servitor
23	Bounty Hunter	73	Datum Drone
24	Witch Hunter	74	Chrono-Gladiator
25	Desperadoe	75	Arco-flagellant
26	Hive Militia	76	Sage
27	Stevedor	77	Ratskin
28	Courier	78	Warp Seer
29	Ex-Guardsmen	79	Astropath
30	Slaves	80	Navigator
31	Nobles	81	Imperial Psyker
32	Politicians	82	Shamen
33	Escaped Convict	83	Pariah
34	Magos - Technocrat	84	Infil-traitor
35	Dignitaries	85	Pathfinder
36	Planetary Governor	86	Adeptus Arbites
37	Savant	87	Planetary Defense Troops
38	Medicus	88	Naval Troopers
39	Scribes	89	Bodyguards
40	Technician	90	Rat Catcher
41	Librarian	91	Security Forces
42	Lamp Lighter	92	Space Marine
43	Prospector	93	Adeptus Sororita
44	Performer	94	Imperial Guardsmen
45	Welder	95	Enforcers
46	Fighter	96	Callidus Assassin
47	Marksmen	97	Eversor Assassin
48	Scout	98	Culexus Assassin
49	Savage	99	Vindicare Assassin
50	Sycophantos	100	Choose

The tables included in this article will produce the skeleton on which to build a scenario. Not all the missions will make sense, and it will sometimes be necessary to modify the result a bit. It's then up to you to decide why the characters are here, what the significance of the objectives are and then write the background to bring the scenario to life. Even if you don't use the tables in this article to generate a scenario I hope at least they provide some inspiration.

The text in *italics* is there to help with the construction of the scenario outline. Whatever scenario type you choose to play there are few things common to them all. Firstly fill in any information you have decided upon. You may have a new piece of terrain you want to use or a new class of NPCs to play test. Now it's time to generate the scenario.

Creating a scenario from scratch is as easy as 1,2,3...

1. Generate a Location

Roll on the Location table to find out where the scenario is taking place.

2. Choose a scenario

Although there are many types of scenario, there are five basic types that I use the most, which I've listed below. Many scenarios are a combination of some or all these ideas, altered slightly in some way to fit the story.

Have a read through each one to see what captures your imagination, alternatively roll a dice to randomly choose one if you have no preference.



A: Fight!

Two warbands, one objective! As Trader Vogel rushes to destroy a tactical nuclear missile to hide his dealings from the authorities, Inquisitor Bell is keen to launch it at the southern continent to destroy the heretic scum. Who will succeed when the warbands clash?

This can often be one of the most boring or the most exciting scenarios to play. If the warbands are evenly matched or correctly set up, then the fight could go either way right up to the end which can lead to an exciting scenario.

The desperate struggle to gain the upper hand can bring out the competitive spirit in players and it is a time for a GM to be firm and for players to remember what their objectives are.

A twist on the theme of Fight! is Showdown. The two warbands start about 25 yards apart and walk towards each other taking a Nerve test each turn until someone's nerve breaks and the fighting begins.

The objective is (Roll on the Objective table) which Warband One want to (Roll on the Action table) whilst Warband Two want to (Roll on the Action table) it.

B: Scavengers

What the warbands are fighting over can be almost infinite. Geomancer Grya and Acolyte Helandro Dark are trying to find and secure an ancient tome, whilst Confessor Longford is looking for a local who knows the location of the cults headquarters and both warbands hope to secure and hold the abandoned Manufactory.

The common feature with this type of scenario is that the warbands start on opposite sides of the board and only have a rough idea of where their target is and what the area is like. The main difference between the Scavengers and the Raid scenario is that in this scenario neither side starts off in possession of the target item(s).

The most common variation on this theme is to have multiple items of varying value or usefulness that the warbands fight over.

Warband One is to trying to (Roll on the Action table) (Roll on the Objective table). Whilst Warband Two is to trying to (Roll on the Action table) (Roll on the Objective table). Both are interested in (Roll on the Objective table).

C: Crossing

Whilst the idea behind this type of scenario is simple, actually carrying it out is much harder. One warband is trying to cross an area guarded by another warband.



It could be an access tunnel to the Golden Throne, the only bridge in this region across the river or the ruins of a war torn city. Why the Inquisitor wanted to cross the highway is another matter...

Crossing scenarios can often lead straight into another scenario, especially if NPCs rather than another warband are barring the way. A rival warband may have enlisted the help of some local scum to hinder the progress of their enemies.

Randomly determine which is the attacking and which is the defending warband.

The defending warband has set up camp near (Roll on the Objective table). The attacking warband is attempting to cross the area in order to get to (Roll on the Objective table).

D: Breakout

The Breakout scenario is very similar to the Crossing, however in a Breakout scenario one warband starts in the centre of the board, surrounded by their opponents (plus any NPC forces). The surrounded warband then has to escape via a designated board edge.

The lead that brought them to the abandoned mine turned out to be a hoax. Will Trader Vogel be smart enough to spot it is a trap before it's too late?

Randomly determine which is the attacking and which is the defending warband.

E. Raid

The common theme with all the variants of the Raid scenario is that one warband is in possession of the target and must defend it at all costs. Often only half the defending warband start on the board; the rest arriving only after the alarm has been raised.

The attacking warband may have to destroy the ammo dump, free a member of their warband, kill a member of the opposing warband before they complete a summoning, use the launch control or steal a STC (Standard Template Construct) printout guarded by the opposing warband.

The alarm could be raised if one of the guards is attacked and

survives that turn, if they spot an opponent acting suspiciously or if there is a lot of gunfire. The attacking warband usually has to take/destroy/use the target then leave by a designated edge.

Randomly determine which is the attacking and which is the defending warband.

The defending warband is in control of (Roll on the Objective table). (Roll on the Characters Present table) is/are on guard.

D10	Characters Present
1	All the Warband
2	All the Henchmen
3	D3 Henchmen
4	Leader and D2 Henchmen
5	Leader and D3 Henchmen
6	Leader
7	Henchman 1
8	Henchman 2
9	Henchman 3
10	Choose

The attacking warband is trying to (Roll on the Action table) the target.

3. NPCS

Nearly there now! All that is needed is a few NPCs to populate the area and storyline. These tables should help you decide what the NPCs are going to do. That is if you haven't thought of a hundred things already.

Suggested NPC forces are (Roll on the NPC table) and they may want to (Roll on the NPC Action table) (Roll on the NPC Objective table).

D6	NPC Objective
1	Warband One
2	Warband Two
3	Both Warbands
4	Warband One's Objective
5	Warband Two's Objective
6	Both Warbands' Objective

D10	NPC Action
1	Guard
2	Guide
3	Help
4	Hinder
5	Fight with
6	Fight Against
7	Ambush
8	Ride
9	Rescue
10	Choose



Other NPC forces you may wish to consider are (*Roll on the NPC table*), who may want to (*Roll on the NPC Action table*) (*Roll on the NPC Objective table*).

AND YOU'RE DONE!

Now all you need to do is sit down, put all the ideas together and come up with the background to bring the scenario to life. The creation process in this article is designed as a starting point. Since it relies on random tables some of the results will not make sense for the characters involved.

WORKING IT THROUGH...

1. Generate a Location

Unsure what I was going to end up with I rolled a D100 and got 85, an auditorium.

Most Imperial cities have at least one auditorium, where the local populace assemble at great rallies organised by the Administratum and the Inquisition. It is common practice to use the main auditorium – if it still stands – to announce the ‘liberation’ of a city, by one side or the other.

2. Choose a Scenario

Having no preference I rolled a D6 and got a score of 3, the Crossing scenario. I then filled in the blanks.

Rogue Trader Vogel has set up camp near (*11, a piece of Archeotech*). Inquisitor Bell is attempting to cross the area in order to get to (*17, a Control Panel*).

3. NPCs

Suggested NPC forces are (*1, Pirates*) and they may want to (*1, guard*), (*5, Warband Two's Objective*).

Other NPC forces you may wish to consider are (*73, Datum Drones*), who may want to (*5, fight with*) (*2, Warband Two*).

All I had left to do was piece the puzzle together; this is the scenario I came up with...

SHOWDOWN AT VAMHORN STADIUM

Inquisitor Bell is trying to turn off the power to the auditorium to prevent the pirate Red Dog from activating the ancient shield generator and thus gaining control of the city.

He is being guided by a Datum Drone, which has a map of the area in its memory.

+++

Trader Vogel is keen to make the sale and knows Red Dog will not pay him till the generator is installed and functioning.

He has placed hired thug Krystis in charge of guarding the power supply control and Red Dog has provided some more men to help.

+++

Will Inquisitor Bell turn off the power or will the Pirates' defence prove too much?

With only 5 minutes of effort you too can create great scenarios. Whatever you decide upon and however you use this article, the key to keeping players interest is variety and imagination. For more ideas check out the rulebook (Pages 166,167 and 170) and Andy's article in Exterminatus 10 on getting ideas from the movies.

Author

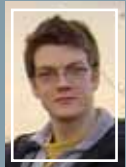
Stephen Pearson is well known in Inquisitor circles. Not only is he on the rules committee but he is also the webmaster of the Pangolin Saloon, an excellent website full of content for Inquisitor players.

Further Information

Next issue we release the Bounty Hunter Desperado. Expect to see full rules and a Masterclass by Tammy Haye.

Website

www.Exterminatus.com & www.nexusbive.co.uk



WARMASTER

TEARS OF ISHA

Part Two

By Matt Keefe and Tuomas Pirinen

Here we continue our retelling of the Warhammer Campaign pack, *Tears of Isha*. The campaign works as a series of conflicts between two rival forces and culminates in a final decisive battle to decide the winner.

THE DEFENCE OF EAGLE PASS

The main Dark Elf force executed a lightning march over the Plains of Twilight, while their scouts made diversionary attacks to draw away the attentions of High Elf patrols. Kaldor marched straight towards the hidden mansion of House Coraith. Knowing that his hated brother was already mustering his force, ready to march out to meet him. If he could strike swiftly enough he could catch the High Elves unaware, while they were still gathering their forces in the hidden vale.



There was still one more obstacle for Kaldor to overcome. The fortified mansion of House Coraith was hidden high in the Hills of Dusk, and there was only one pass through the jagged hills. The pass was hidden from view by powerful enchantments and protected by magical gates that could not be opened by force.

But Kaldor knew the secret password that was needed to open the gateway. His scouts murdered the guardians of the gate with poisoned barbs shot from their crossbows, and Kaldor uttered the three words that were needed to open the gate. Thus the way to the hidden vale of House Coraith was open to the Dark Elves.

Kaldor knew that the pass would be heavily defended and capable of warning the forces of House Coraith of impending doom. His carefully planned treachery could still be undone though, and the High Elves might be alerted to his presence too soon.

Deciding to organise his main force first, Kaldor sent all of his fastest and most powerful troops to overrun the High Elf defences as quickly as possible. If he could wipe out the High Elf garrison of Eagle Pass quickly he would completely surprise the assembled host of his hated brother and utterly crush them, finally reclaiming his rightful domain.



THE SHIELD WALL

When Imrallion the Steadfast, Captain of the Eagle Pass garrison, saw the Dark Elf force rushing in from the hills, he knew that he and his men were doomed. If he retreated, the Spawn of Naggaroth would catch his lord unaware and surely crush his unprepared troops. The families of the warriors would perish as well. Imrallion sent the fastest of his soldiers to carry the warning to Lord Calaidan, and then prepared his men for a battle that was surely lost before it had even started.

Soon the Elven shield wall stretched across the entire pass. The Elves had inscribed their names in moon runes in the cliffside, so even if they would perish they would be remembered by their kinsmen. Then they turned to face their foes, for the Dark Elves were upon them. The High Elves faced a far more superior force and they had no hope of survival. Even the advance force was twice as strong as the entire Elf contingent at Eagle Pass.

When Imrallion took his position at the head of his valiant troops, the High Elf warriors began to beat their shields with their weapons. "For House Coraith and Lord Calaidan!" cried Imrallion's son Yercion who stood in the first rank of the furthest regiment. The battle-cry was picked up by other warriors. Soon the air was full of the challenge of the High Elves. They were doomed, but would hold for as long as they could, buying time for their families to escape the clutches of the vile Dark Elves and for their comrades to prepare for the forthcoming battle.

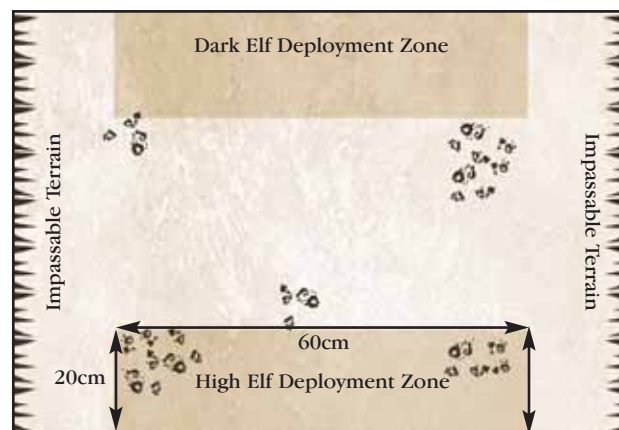
FIGHTING THE BATTLE

The Battle for Eagle Pass is the third violent clash between the Dark Elves of Karond Kar and the High Elves of House Coraith. The outcome of this struggle decides whether the High Elf defenders of Eagle Pass can hold out long enough for Calaidan to assemble his troops and prepare his battle line. If the High Elves are victorious, they will enjoy considerable tactical advantages in the final battle.

THE BATTLEFIELD

The most important features on the battlefield are the defensive positions prepared by the High Elf defenders of the pass. Otherwise, the scenery mainly consists of rocky cliffs and boulders as one would expect from a mountain pass. The east and west table edges are impassable ground, representing the steep mountain faces surrounding the hidden pass.

Set up the terrain as shown on the map, or in any other fashion you and your opponent agree upon. The key features are the Elven barricades (defended positions) which should be set up 20cm from the table edge, and 60cm apart.



The High Elf army consists of 1,000 points of troops chosen from the army list as normal. However, the High Elf army represents a shield wall, formed by the High Elves to attempt a last-ditch defence of Eagle Pass, with little hope of survival. Therefore, the High Elf army may not include any cavalry or chariots. Also, since the army is so small, there is no obligation to take a general – the High Elf army may be led by a Hero if you wish.

The Dark Elf army consists of 2,000 points of troops chosen from the army list as normal.

The attackers (Dark Elves) deploy first on the table edge opposite the barricades, no more than 20cm from the long table edge, and no closer than 30cm from either short table edge. The defenders (High Elves) then deploy in the same sized deployment zone at the opposite side of the table. The defenders take the first turn.

The battle lasts until the High Elf army is completely destroyed, or the Dark Elves withdraw. The High Elves will never withdraw, and their entire army must be destroyed before they will give up the fight.

If the Dark Elves withdraw, the game is a High Elf victory. If the High Elf army is destroyed (which is almost certain) use Victory Points to determine the victor. Whilst it might seem odd for the High Elf army to have 'won' the battle after being completely destroyed, we can imagine that this represents the doomed High Elves holding on for long enough to allow messengers to bring news of the attack to House Coraith.

BONUS VICTORY POINTS

Defenders (High Elves)

+500 points Game lasts for 7 turns or more. If the Battle of Eagle Pass lasts for 7 turns or more before the High Elves are wiped out, they score an additional +500 Victory Points.

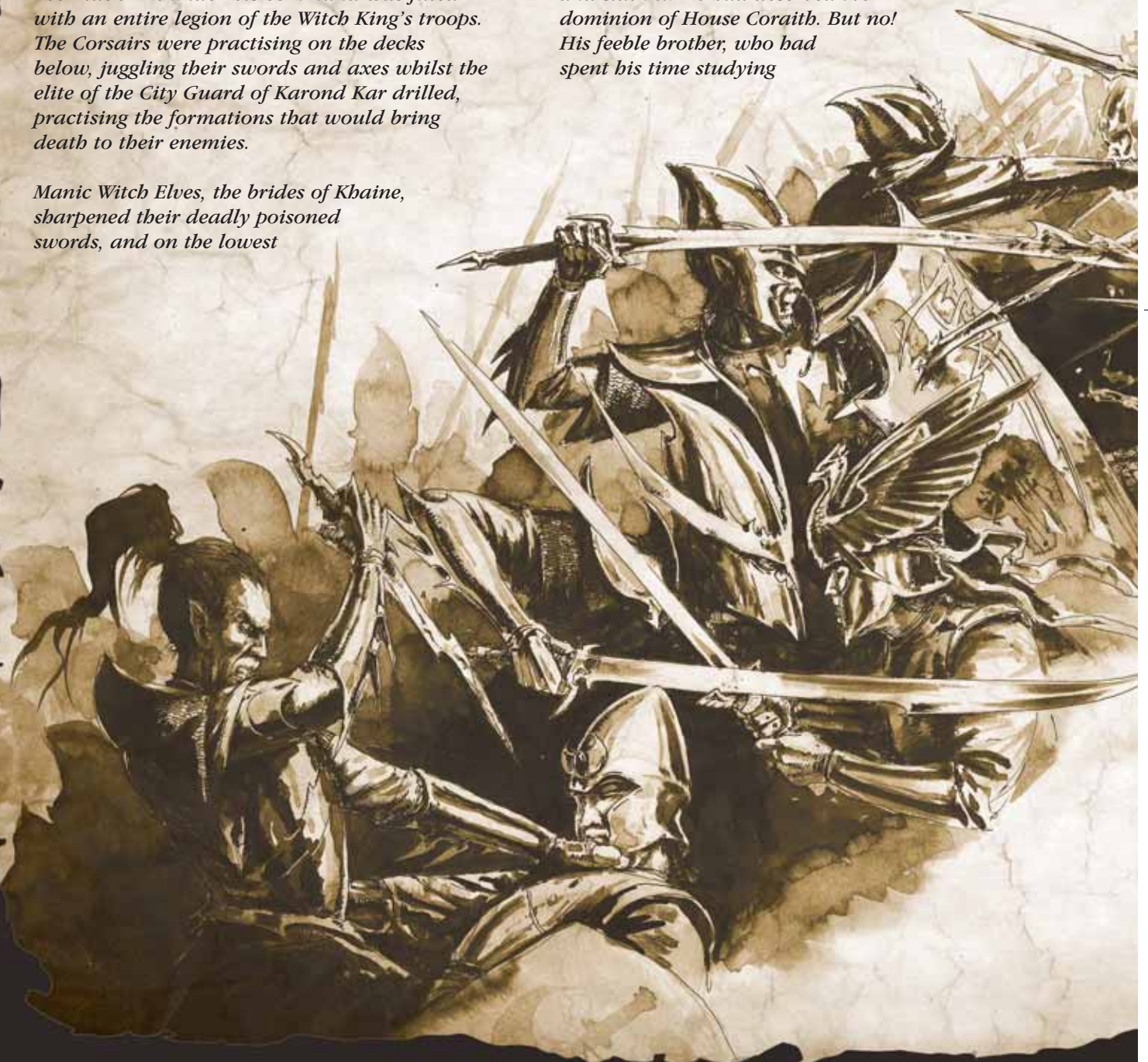
From atop the command bridge of the Black Ark, Harbinger of Pain, Kaldor surveyed the coastline of Nagarythe with cold, calculating eyes. He had made his plans carefully, considering every possibility. He had been diligent in his studies, careful in his preparations. He had mastered the twelve movements of the poisoned sword that the Dark Elf Master Assassins had taught him. He had learned the tactics of Hoteke, Gramoth and other great Dark Elf generals of the past. He had hand-picked his men from amongst the best and most resourceful of the Naggarothe. Now he was ready.

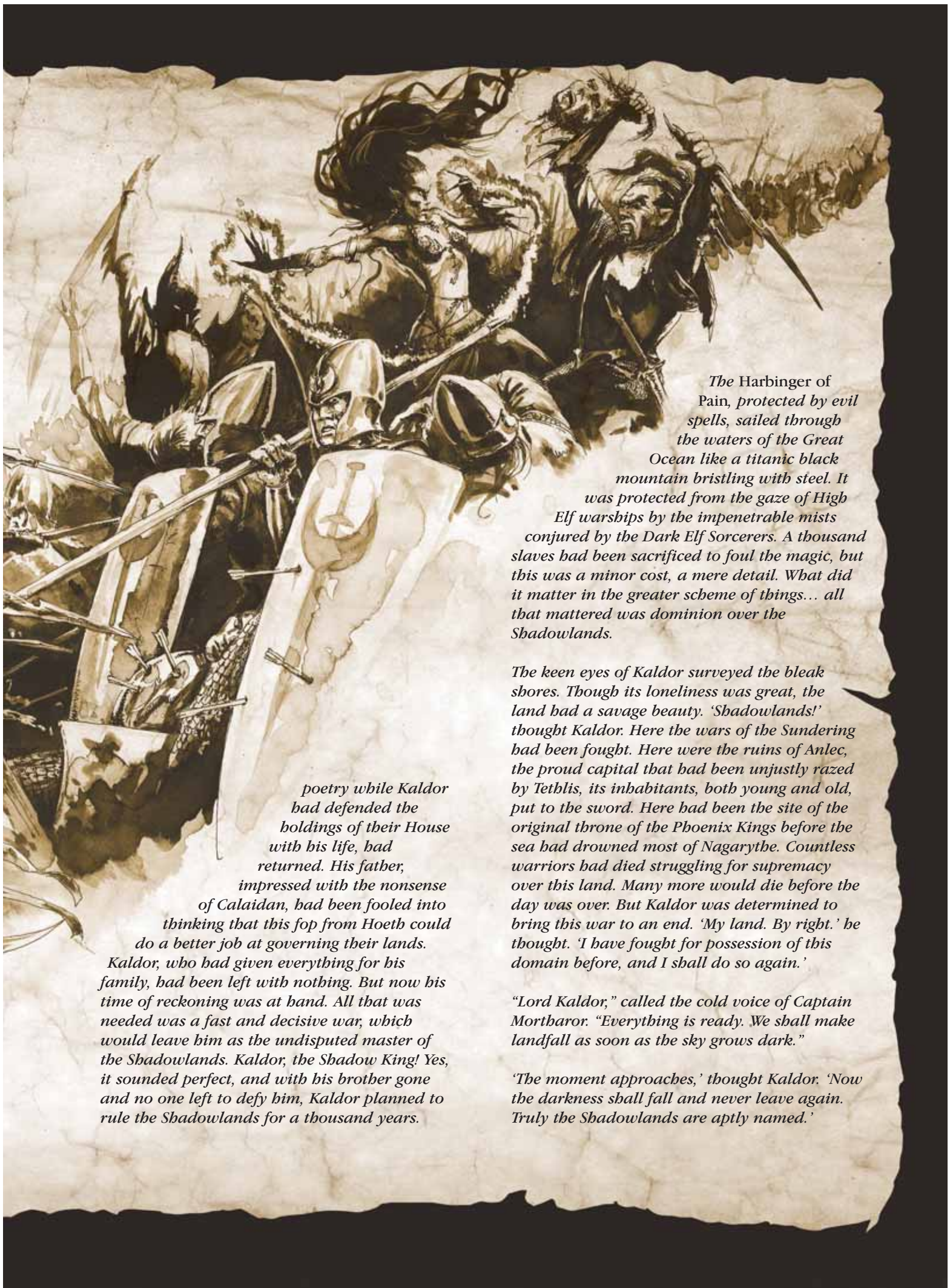
The Black Ark under his command was filled with an entire legion of the Witch King's troops. The Corsairs were practising on the decks below, juggling their swords and axes whilst the elite of the City Guard of Karond Kar drilled, practising the formations that would bring death to their enemies.

Manic Witch Elves, the brides of Khaine, sharpened their deadly poisoned swords, and on the lowest

decks Cold Ones grew restless in their cramped surroundings: soon the Dark Elf nobles would mount and ride them into battle against their hated High Elf cousins.

The thought of his former kinsmen made Kaldor seethe with rage. Even after all these years, the hatred was as fresh as the day when his imbecile father had declared his weakling brother the lord of House Coraith. It should have been he, Kaldor, who was chosen. He had bled for the people of his land. He had fought battles against Dark Elf infiltrators. A terrifying Chimera had roamed the plains, killing its inhabitants, and Kaldor had hunted it down and slain it. He had deserved the dominion of House Coraith. But no! His feeble brother, who had spent his time studying





The Harbinger of Pain, protected by evil spells, sailed through the waters of the Great Ocean like a titanic black mountain bristling with steel. It was protected from the gaze of High Elf warships by the impenetrable mists conjured by the Dark Elf Sorcerers. A thousand slaves had been sacrificed to foul the magic, but this was a minor cost, a mere detail. What did it matter in the greater scheme of things... all that mattered was dominion over the Shadowlands.

The keen eyes of Kaldor surveyed the bleak shores. Though its loneliness was great, the land had a savage beauty. 'Shadowlands!' thought Kaldor. Here the wars of the Sundering had been fought. Here were the ruins of Anlec, the proud capital that had been unjustly razed by Tethlis, its inhabitants, both young and old, put to the sword. Here had been the site of the original throne of the Phoenix Kings before the sea had drowned most of Nagarythe. Countless warriors had died struggling for supremacy over this land. Many more would die before the day was over. But Kaldor was determined to bring this war to an end. 'My land. By right.' he thought. 'I have fought for possession of this domain before, and I shall do so again.'

"Lord Kaldor," called the cold voice of Captain Mortharor. "Everything is ready. We shall make landfall as soon as the sky grows dark."

'The moment approaches,' thought Kaldor. 'Now the darkness shall fall and never leave again. Truly the Shadowlands are aptly named.'

poetry while Kaldor had defended the holdings of their House with his life, had returned. His father, impressed with the nonsense of Calaidan, had been fooled into thinking that this fop from Hoeth could do a better job at governing their lands.

Kaldor, who had given everything for his family, had been left with nothing. But now his time of reckoning was at hand. All that was needed was a fast and decisive war, which would leave him as the undisputed master of the Shadowlands. Kaldor, the Shadow King! Yes, it sounded perfect, and with his brother gone and no one left to defy him, Kaldor planned to rule the Shadowlands for a thousand years.

THE BATTLE OF BROTHERS

A runner from Eagle Pass raced down the last hill, his heart pounding through both fear and exertion. Bravely he had thrown away his helmet and ithilmar corslet, the lack of extra weight helping him to gain speed. When the guardians of Coraith mansion came to greet him, he shouted "The Dark Elves are at our gates! The Dark Elves are at our gates!"

Quickly the silver horns of the High Elves called the warriors of House Coraith to battle. Soon the hidden valley was full of High Elves mustering to attack the invaders. The Silver Helms mounted their noble steeds and brandished their lances. The archers and spearmen drew into their battle lines. Repeater bolt throwers were hastily wheeled into position. The White Lions, whose services King Finubar had lent to Calaidan, sharpened their axes. Even though they had been caught off guard, the High Elves were still a force to be reckoned with. They were defending their homes and families, and thus there would be no surrender.

Lord Calaidan scanned the enemy ranks, and to his horror he recognised one of the banners: the great Sea Dragon of his brother Kaldor. At first Calaidan suspected Dark Elf trickery, but soon he heard the firm voice of the general shouting encouragement to his troops, and recognised it as the brother he had long thought lost to him.

Now all was clear to Calaidan: how his enemy had guessed his plans, how the Dark Elves had known where to strike and what weaknesses to exploit. How they had found the mansion so quickly when it had been so well hidden and protected by both spells and guards? A cold rage gripped him, and he wept tears of sorrow for his people who had already perished because of the treachery of his brother.

As the rage grew within him, he swore to the gods above that he would restore the honour of his family by slaying the evil one he had once loved as a brother.

Meanwhile, in the village surrounding the mansion of Coraith, the remaining High Elves were carrying their children to safer ground hidden high in the mountains while their warriors prepared for battle. They knew that if the Dark Elves proved victorious then their families would suffer a fate worse than death. The warriors of House Coraith were well aware of this. This battle was no border skirmish or raid; today the destiny of the Shadowlands would be decided.

Calaidan mounted his Elven steed and raced to lead his force. On his right, the Silver Helms, the nobles of his house, took up position. On his left mustered the deep ranks of his spearmen. If there had ever been two forces that were equal, they faced each other today in this valley.

Kaldor shouted orders to his men and then noticed his despised brother staring at him with cold, unforgiving fury in his eyes. "So now you know, brother," sneered Kaldor. "You should never have cheated me out of my birthright!"

REVENGE OF KALDOR

For the last fifty years, Kaldor had prepared for this moment. He had planned every detail, forming counter-attacks for every plan he thought his brother would use and forming new tactics of his own. Under his command he had a force that lusted after the blood of his enemies. Surely he could not lose!

The Dark Elf army of Karond Kar got ready for the kill. The City Guards from the bleak fortress formed up into their





ranks. The great Cold Ones, held back by their black hearted riders, snarled at their prey. Witch Elves unfurled their red standard, dipped in the blood of innocents slaughtered in the previous battle. The main force of Corsairs formed the middle of the Dark Elf battle line. The crossbowmen dipped their bolts in potent venom. Kaldor, himself fixed his eyes on his brother, the bitterness of the long years in exile surfacing in his twisted mind. He drew his runesword, and gave the signal to attack. The Dark Elf host, wielding fire and steel, charged.

Thus the scene was set for a bloody battle where no quarter was asked for or given. And in the heavens Isha, the mother of all Elves, wept a single tear for the loss of her children.

FIGHTING THE BATTLE

The Battle of Brothers is the final battle in a series of encounters between the High Elf force of Calaidan and the Dark Elf force of Kaldor. Each of the earlier battles will have influenced this final conflict in some important way. The outcome of this battle will decide whether the High Elves or the Dark Elves will gain a permanent foothold in the Shadowlands.

THE BATTLEFIELD

The main feature of the battlefield is the fortified mansion of House Coraith which is situated on the battlefield as shown on the map. The rest of the battlefield consists of woods, rocks and jagged hills.

Setup the terrain as shown on the map, or in any other fashion you and your opponent agree upon. The key feature is the mansion, which must be placed in the High Elf deployment zone, as shown above. Also, the watchtower must be placed somewhere in the High Elf half of the table, outside of their deployment zone. The watchtower is treated as a tower using the Siege rules, whilst the mansion is treated as a gatehouse with two additional towers, representing the great spires which form its wings.

VICTORY GAINS & THE ARMIES

Both armies begin with 2,000 points of troops. However, in this scenario, successes in earlier battles must be taken into account when choosing the armies, as described below.

THE BLOODED SHORES

If the High Elves win the battle, the beacon will be saved and it can guide High Elf warships to the aid of Calaidan. This will allow the High Elf army to include an additional 500 points of troops in the final battle. Also, the Tiranoc Charioteers who patrol the coastline will race to help the High Elves of House Coraith. You may therefore choose chariots freely in the final battle if you win this scenario.

If the Dark Elves win the battle, they will cast down the beacon. The High Elf ships won't be able to sail to the aid of House Coraith, and so the High Elves will receive no reinforcements. In addition, charioteers from Tiranoc who patrol the coastline will be ambushed and attacked by the victorious Corsairs and won't be available to the High Elves in the final battle either.

THE BATTLE OF SHADOWS

If the Dark Elves manage to kill all of the Shadow Warriors in the camp, their supply lines and Scouts can advance through the Shadowlands unhindered, allowing the advancing army to come upon the High Elves in much greater numbers. This will provide the Dark Elves with an additional 500 points of troops in the final battle. If the High Elves hold out and drive off the Dark Elves in this battle, they will be denied these reinforcements.

THE DEFENCE OF EAGLE PASS

While the guardians of the Pass are doomed, they can buy time for the forces of House Coraith. How many turns the defenders of Eagle Pass survive will have an effect on Calaidan's preparations for the final battle.

Less Than Five Turns

Your warriors have perished in vain. The High Elves will gain no benefits in the final battle.

High Elf Victory

If the High Elf army scored a victory in the Defence of Eagle Pass, the entire Dark Elf army deploys first, after which the High Elf defenders deploy.

Draw

If the Defence of Eagle Pass was a draw, the armies are deployed alternately, one unit at a time, with the Dark Elves deploying the first unit.

Dark Elf Victory

If the defence of Eagle Pass was a Dark Elf victory, use the method described later in the scenario.



The defenders (High Elves) deploy first on the table edge containing the mansion, no more than 20cm from the long table edge and no closer than 30cm from either short table edge. The attackers (Dark Elves) deploy in the same sized deployment zone at the opposite side of the table.

The High Elves deploy first with one unit. The Dark Elves then deploy a single unit, and so on alternately until one army has completely deployed. Once army is completely deployed the opposing army may continue to deploy one unit at a time. After each of these units is deployed, their opponent may make a single move (no order required) with ONE unit (not brigade) in their army. This represents a smaller, and hence more reactive, army moving towards their enemy while their larger foe is still struggling to assume formation.

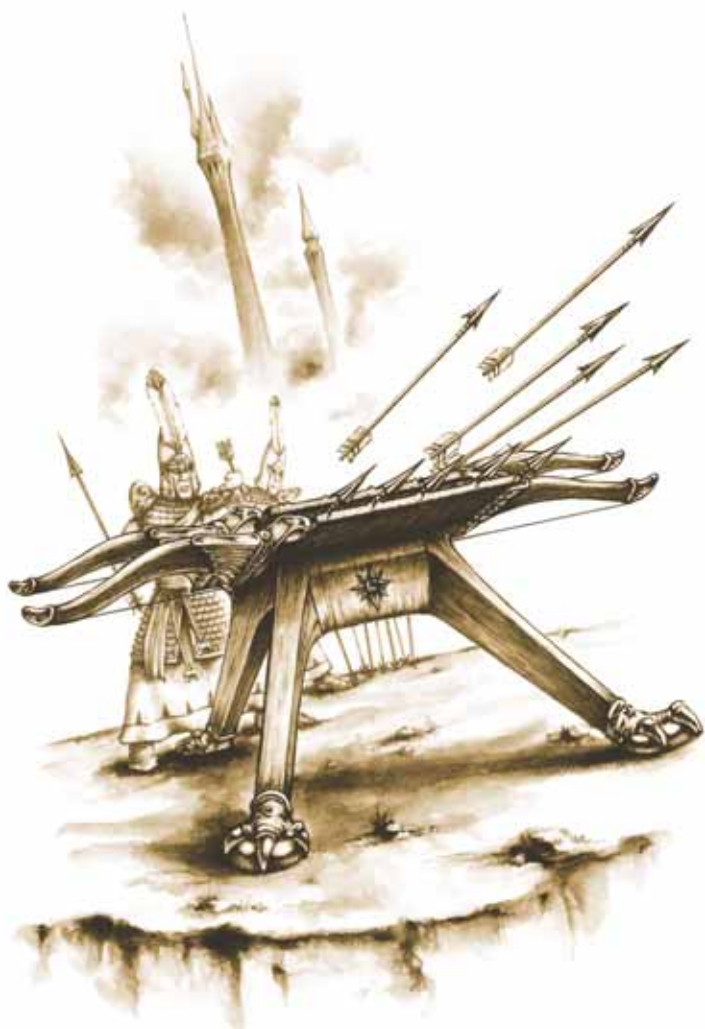
If the Defence of Eagle Pass was a High Elf victory or a draw, the first turn goes to the High Elves. If the Defence of Eagle Pass was a Dark Elf victory, then they may take the first turn.

The battle lasts for a random number of turns, or until one army withdraws, or its general is slain. If either general is slain his enemy will gain the Tears of Isha, thus uniting the gems and claiming victory. Otherwise, Victory Points are used to determine the winner.

VICTORY POINTS BONUS

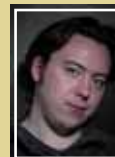
Attackers (Dark Elves)

+500 points The mansion is destroyed. The Dark Elves gain a +500 Victory Points if the mansion is destroyed by the end of the game.



Author

Matt Keefe is the Head of System for Warmaster, which means he has a really good sounding job title for somebody who has to do whatever Rick tells him. He is currently nagging Rick to finish a second edition of the Warmaster rules.



Further Information

This is the second part of the Tears of Isha (part one being in issue 5). The other Warhammer campaign packs have also been updated, so check out back issues of Warmaster magazine.

More Warmaster Website

Turn to page 14 for Ships in Warmaster.
www.Warmaster.co.uk



SPACE MARINE FLEETS

by Matt Keefe, Andy Chambers and Gav Thorpe

In this article Matt, Andy and Gav have come up with a new variant fleet list for the Adeptus Astartes. This fleet list will allow more flexibility missing from the previous list.

When Gulliman set about the long and arduous task of preparing Codex Astartes, the role of space vessels amongst the Adeptus Astartes proved a particular sticking point. For an Imperium still reeling from internecine Heresy that almost tore it apart, the division of power was

a vitally important consideration. Of the most extreme options on offer, it was ventured by some that the Space Marines should be denied any vessels at all, barring intra-system transports for movement between homeworlds and attendant moons. Corax, amongst others, protested strongly that in fact had the Space Marines been better equipped with fleets of their own his own Legion might not have been so horrendously decimated when trapped on Istvaan V by Horus and the newly revealed traitors. Instead, a compromise was reached which limited the Space Marines to vessels whose primary role was that of transport, delivery and suppression designed to facilitate planetary assault. Only the smallest of vessels would be permitted to act exclusively as gunships, with the larger battle barges and strike cruisers remaining predominantly as aids to invasion, ensuring the Space Marines would never present a threat to the Imperial Navy proper. Inevitably, the wrangling over interpretation of a ship's 'primary role' leads to some Chapters possessing rather more versatile fleets than the Imperial Navy is entirely comfortable with.

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and are indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to weaponry superior to that usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.





FLEET ORGANISATION

Usually, one of the Chapter's Captains will be appointed Master of the Fleet with overall responsibility for the Chapter's entire fleet. This will place at his disposal all the pilots, gunnery officers, command crews and navigators in the Chapter.

These additional crewmen will not join the Master of the Fleet's own company, for they themselves are not Space Marines, but serfs indoctrinated only into the lower orders of the Chapter, particularly those cults associated with the fleet itself. Most Chapters include several cults dedicated to the fleet, or to the vessels within it, and it is the rarified honour of admission to these cults which the serfs aspire to when recruited into the fleet, for despite all their specialisation they will remain always subservient to their Space Marine masters, no matter how much the fleet might actually rely upon them.

Whilst these serfs make up the vast bulk of crews aboard Space Marine vessels, the Master of the Fleet also has a number of Space Marines under his command, who act as high-ranking officers aboard the fleet's vessels, providing captains for individual vessels, leading specialised boarding parties, or otherwise overseeing the dedicated Serfs who provide the bulk of a vessel's manpower.

The exact organisation of those Space Marines tasked with crewing the fleet varies from Chapter to Chapter. In some cases, it will be the Master of the Fleet's own company who provide these Marines, with each of his veteran captains acting as captain to a different vessel within the fleet while their own squad members each man a different

vital area within that same vessel. In other cases, squads from different companies within the Chapter may be charged with manning the fleet, serving under the command of the Master of the Fleet in just the same way as a Space Marine battleforce may be made up of squads drawn from several companies across the Chapter under the battle-command of a single, nominated force commander.

At an absolute minimum, a Master of the Fleet typically needs eighty to a hundred Marines to properly crew the fleet, its Thunderhawks and its landing craft, and most Chapters have measures in place to ensure that a standing force of this size is permanently available to the Master of the Fleet, be it his own company in its entirety, or squads from across the Chapter left permanently at his disposal.

As with all specialised roles which a Space Marine may be honoured, serving in the fleet brings with it a variety of different titles and ranks. While the Master of the Fleet retains overall control of the entire fleet, Space Marine Chapters frequently find themselves dispersed across several warzones all over the galaxy, and so the command of individual fleets (or even lone vessels) frequently falls to individual Captains. In this manner, a Space Marine force commander may well find that he is charged with command of both the battleforce and the transporting fleet, earning him additional honorifics, such as Regent of the Fleet, Commander at Sail and so on. A Marine's heraldry and personalised armour markings may well bear emblems of his service within the fleet, additional honours and titles gained there, or other emblems signifying their role within the fleet.

SPACE MARINE SPECIAL RULES

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6 Roll	Leadership
1-2	8
3-4	9
5-6	10

BOARDING ACTIONS & HIT AND RUN ATTACKS

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make any hit and run attack.

Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

EXTERMINATUS

In an Exterminatus scenario, a battle barge can be used as an Exterminator, unchanged from the following data sheet (battle barges are equipped with virus bombs and cyclotronic warheads as standard). In addition, once a battle barge is in position to exterminate the planet, you need to roll a 3+ to do so rather than a 4+.

SPACE MARINE WEAPONS

The Space Marines make use of a number of unique weapons, as described below.

Bombardment Cannon

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear

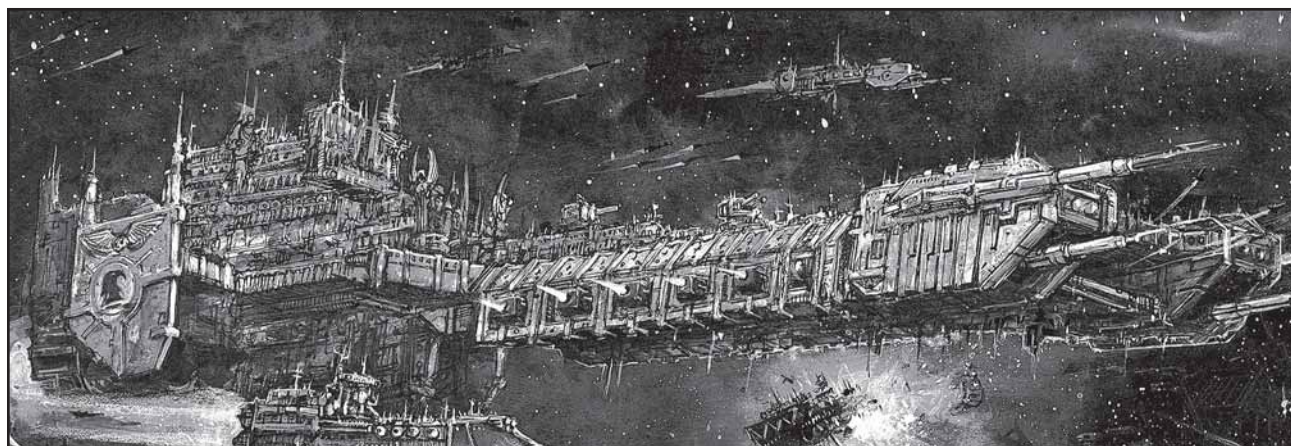
accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos.

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

- I) Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).
- II) Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

Thunderhawk Gunships

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy Ordnance marker removes the enemy as fighters would. However, as they are extremely resilient, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (However, Thunderhawks can only remove one enemy marker in any given Ordnance phase and will stop moving as soon as they intercept an enemy. Also, if a Thunderhawk marker uses its save to remain in play and comes into contact with another Ordnance marker in the same Ordnance phase, it is removed normally). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.





When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Using its 4+ save does not prevent it from attacking a ship if in base contact with one when stopped. Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

Thunderhawk Annihilator

The Thunderhawk Annihilator is a specialised gunship employed by crusading chapters. Forsaking its transport capacity in favour of a powerful Annihilator cannon, the Thunderhawk Annihilator provides crusading Chapters with the kind of thunderous firepower which would normally be provided by the bombers of the Imperial Navy or the Battle Titans of the Adeptus Mechanicus.

Thunderhawk Annihilators combine the abilities of bombers and fighters, and move like any other attack craft with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However, as they are extremely resilient, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk Annihilator counter. However, Annihilators can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy. If a Thunderhawk Annihilator removes another ordnance marker but stays on the board due to its resilience, any further contact with Ordnance markers in the same Ordnance phase will remove the Thunderhawks automatically, without the 4+ chance to remain. Against other resilient ordnance, it is possible that you end up with neither marker being removed. If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

When a Thunderhawk Annihilator marker comes into contact with an enemy ship, they attack it like bombers (even if they have already used their resilience to stay in play). The exceptional resilience of Thunderhawk Annihilators means that enemy turrets only hit the marker on a score of a 6, rather than the normal 4, 5 or 6. Once a Thunderhawk Annihilator has made its hit and run attack it is removed from play.

Boarding Torpedoes

Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in *Battlefleet Gothic*. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship.

Drop Pods

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands.

In a Planetary Assault scenario, Space Marine strike cruisers and battle barges equipped with drop pods earn 2 Assault Points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. There is no need to launch actual drop pods (they aren't represented by Ordnance markers or anything like that) – it is simply assumed that any Space Marine ship equipped with drop pods which is in a position to earn Assault Points earns the bonus for having drop pods. Drop pods cannot be used in any other manner.

Terminator Boarding Parties

Taken from the elite First Company and wearing the heaviest armour known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. When conducting a hit and run teleport attacks from a vessel equipped with Terminator boarding parties, you may roll two dice and choose which one to use. Add one to the roll as normal for Space Marines.

Honour Guard

Most Chapters maintain special bodies of honoured Space Marines who given over to form the personal retinue of great heroes within the Chapter, or even the Chapter Master himself. Once per battle you may use the Honour Guard in a teleport attack, if your fleet includes them (see the relevant fleet list). All the normal rules for teleport attack apply (see the *Battlefleet Gothic* rulebook) except that this teleport attack may be made in addition to a normal teleport attack that turn. The Honour Guard's teleport attack rolls 2 dice for its hit and run attack, and applies both results (including the normal +1 bonus for being Space Marines). Once the Honour Guard have performed their attack, they may not be used for the rest of the battle.

SPACE MARINE VESSELS

As well as the ship classes described in Battlefleet Gothic: Armada, some Space Marine fleets may make use of the following vessels.

SPACE MARINE FORTRESS-MONASTERY1,000 points

Some Chapters possess no homeworld at all, and instead operate from mobile space fortresses. These gigantic craft contain sufficient accommodation, workshops, training areas and dock facilities for the entire Chapter and operate as a mobile base for Chapter operations. Fortress-monasteries are immensely powerful, with firepower

equivalent to entire starforts at their disposal. What's more, they are not only mobile but warp-capable. No Chapter possesses more than a single fortress, and as the base of operations for the entire Chapter they are guarded just as ferociously as a homeworld would be.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 per quadrant	0cm	0	4 per quadrant	5+	4 per quadrant
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
FIRE ARC					
QUADRANT BATTERIES					
Weapons Battery	60cm		12		Quadrant
Bombardment Cannon	30cm		6		Quadrant
Launch Bays	T-hawks: 20cm		3 squadrons*		Quadrant
BASILICA BATTERIES					
Weapons Battery	45cm		4		All Round
Torpedo silos	30cm		9		All Round

BOARDING ACTIONS

At times, an entire Space Marine Chapter may be found aboard a fortress-monastery, and as such attempting to board one of them would be equivalent to trying to capture an entire city or even a small planet – tens of thousands of troops would be needed. Only space hulks may attempt to board fortress-monasteries, since only they can possibly carry enough troops.

TELEPORT ATTACKS

Fortress-monasteries contain numerous teleport chambers, both for dispatching troops to other vessels in the fleet and delivering them into combat, be it on a nearby planet or as devastating hit and run raid against enemy vessels. Each quadrant which is not crippled allows the fortress-monastery to launch one teleport hit and run attack, resolved in the normal manner. In addition, one of the teleport attacks made by the fortress can be conducted by Terminator boarding parties.

QUADRANTS

The fortress-monastery is so large that its weapons, hits and defences are divided up into four 'quadrants' representing the different sides of the space station. When the monastery is fired upon, determine which quadrant the firing will hit by tracing a straight line from the stem of the firing ship to the centre of the fort. Likewise, when ordnance hits it will be resolved against the quadrant of the fort it moves in from.

Templates

Nova cannons and Armageddon guns can score a 'full on' D6 hits only against the quadrant most under the centre hole of the marker when it hits.

Damage & Criticals

All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 Damage Points. Once a quadrant's hits are reduced to 0 any further hits plow into the drifting wreckage and do no further damage, treat that quadrant of the fort as an asteroid field from now on.

Hit-and-run Raiders

Hit and run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants. Remember that the fortress-monastery is a Space Marine installation, and as such hit and run attackers will deduct -1 from their dice roll.

Damage Control

Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 Damage Points, and you should then roll on the Catastrophic Damage table for the fortress.

DOCKING

Friendly ships in contact with the fortress model can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a Command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked a ship it gains an extra four dice when rolling for damage control during a battle and can restock ordnance if it has run out by remaining in contact with the pier and successfully using Reload Ordnance special orders for two consecutive turns, being reloaded on the third turn. Even while fully docked the ship is still targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings. For more details, see page 158.

SPECIAL ORDERS

Unlike most defences, the command control and communications of the fortress is superior to even that of a warship. To represent this a fortress can use the following combat orders:

- Reload Ordnance
- Lock On
- Brace for Impact

LEADERSHIP

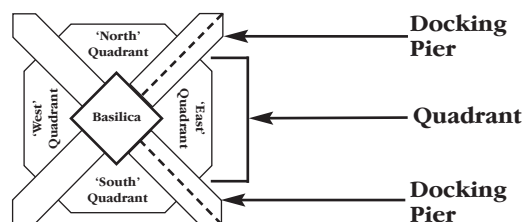
Space Marine fortress-monasteries have a leadership of 10 (they are home to the command staff of an entire Chapter, after all!). A Space Marine fortress-monastery may also be purchased re-rolls at the cost listed in the fleet list. These re-rolls are usable only by the fortress-monastery itself. Fleet Commanders may be placed aboard a fortress, in which case their own Leadership value is used by the fort and the fort's re-roll is added to the commander's own re-rolls so that it can be used throughout the fleet.

CRITICAL HITS & CATASTROPHIC DAMAGE

Space Marine fortress-monasteries use the critical hit and catastrophic damage tables for Ramilies class star forts, as presented on page 34 of the Battlefleet Gothic: Armada book.

THUNDERHAWKS

Whilst the fortress-monastery is equipped with sufficient launch bays to unleash great swarms of Thunderhawks, these gunships are not necessarily based at the fortress-monastery at any given time, and in all likelihood have been despatched to other vessels within the fleet. Instead, the fortress simply provides a base for the Thunderhawks to home back to, should their original carriers be lost. This means that a Space Marine fleet which includes a fortress-monastery can always count its launch limit as equal to the surviving bays on the fortress-monastery or calculate it in the normal manner, whichever is greater at any given time. The fortress-monastery itself, however, may only launch as



many Thunderhawk markers as are needed to bring the fleet up to its launch limit. So, for example, if the fleet had a launch limit of 17 but had only 12 markers in play, you could launch up to 5 Thunderhawk markers from the Ramilies, or from other ships in the fleet (subject to Reload Ordnance rolls, of course).

Shields & Blast Markers

Each quadrant has its own shields; when Blast markers are placed put them in contact with the appropriate edge of the fort's base. In the End phase D6 Blast markers are removed from the whole of the fortress fort, not just D6 Blast markers per quadrant.

Split Orders

The internal communications of the fortress mean that its different quadrants can use different squadrons on different special orders. For the purposes of issuing special orders to the fortress the owning player can effectively divide the quadrants up into squadrons and then issue special orders to each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the south and west. Only two Command checks are made for the two pairs of orders. If, later in the turn, the player needed to Brace for Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it is entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance Strength of the Basilica weapons as normal.



SPACE MARINE VENERABLE BATTLE BARGE

A battle barge is not a class of vessel, but rather it is the name given to any vessel configured to fulfil the role of battle barge. Because of this, it is theoretically possible for any large capital ship to fulfil the role of battle barge, although the specially designed battle barge vessels are by far the most common example. However, some older chapters, particularly members of the first founding, maintain much more ancient vessels, dating from a time when Space Marines and the Navy were more closely united than they now are, and so commonly employed reconfigured Navy vessels as battle barges. Such vessels are completely unique (indeed, some of them were later used as the basis for new ship classes) and as such are greatly venerated by the Space Marines.

The Space Wolves, a traditionally minded Chapter, more immersed in the customs of its homeworld than most Chapters and with access to only the most rudimentary of shipyards, are perhaps the best known example of this, relying, as they do, on an Emperor class battleship to fulfil the role of battle barge.

CHOOSING A VENERABLE BATTLE BARGE

A Space Marine fleet may include a single Venerable Battle barge, which may be any Imperial or Chaos battleship, grand cruiser or battlecruiser. The normal cost must be paid for the battleship, plus an additional 35 points to take into account the cost of the Space Marine crew.

A Venerable battle barge benefits from all the Space Marine special rules, but since it is already heavily reconfigured to make it into a battle barge, it may NOT be given any of the optional refits or upgrades listed in its profile – it must be used exactly as is, in its basic form. The only exception are the special refits that the Space Marines themselves make to their battle barges, as listed below.

Launch Bays & Thunderhawks

Any launch bays on a Venerable battle barge have their launch capacity halved and are equipped with Thunderhawks, which have a speed of 30cm. These launch bays cannot be used to launch any other form of attack craft. Note that this a compulsory 'refit' which applies to ALL Venerable battle barges.

Prow Weapons & Boarding Torpedoes

Any Venerable battle barge may replace its prow weapon (regardless of what that weapon actually is) with prow torpedo tubes, with a speed of 30cm and a Strength of 6 at no additional points cost. As with all Space Marine vessels, these tubes may also be used to launch boarding torpedoes. Remember that these boarding torpedoes contain Space Marines so will have a +1 bonus to their hit and run attacks if they hit the enemy ship.



CODEX ASTARTES FLEET LIST

SPACE MARINE PLANETARY ASSAULT FLEET

Regardless of what variation might exist between the Chapters, when it comes to the fleet, the Codex Astartes lays out one clear role for the Space Marines and their fleets – to attack and breakthrough to any embattled world, and to deliver the Space Marines themselves into the heart of the conflict. Though many Chapters may deviate from this, and the Space Marines may be called upon the fulfil numerous roles in fleet warfare, it remains this specialised form of planetary assault which is their foremost responsibility.

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If a Venerable battle barge is present, the Master of the Fleet MUST be assigned to it and cannot be assigned to any other vessel. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll 25 pts
Two re-rolls 50 pts
Three re-rolls 75 pts

In addition, the Master of the Fleet's ship may carry an Honour Guard for +50 points.

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part there of in your fleet. If your fleet is worth at least 1,000 points it may include a single

Using a Space Marine Planetary Assault Fleet

This is pretty much the straightforward, bog standard Space Marine fleet. It's the job they were designed to do (indeed, the only job they really should be doing in the eyes of many Imperial commanders and Inquisitors). This is undoubtedly the most specialised of all the Space Marine fleets, and in some scenarios it is undoubtedly the strongest, though in fleet engagements and other large, open battles it may well struggle – that's just the nature of specialisation. If your own Chapter is Codex, or at least largely Codex, then it really should use the above fleet list.

Venerable battle barge, chosen from any available Chaos or Imperial battleship, grand cruiser or battlecruiser, at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable battle barge pts: varies
Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Rapid strike vessel (Firestorm) 45 pts
Rapid strike vessel (Sword) 40 pts
Rapid strike vessel (Cobra) 35 pts
Hunter class destroyer 40 pts
Gladius class frigate 45 pts
Nova class frigate 50 pts

ORDNANCE & UPGRADES

Any ship with launch bays carries Thunderhawk gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. All strike cruisers and battle barges in the fleet are equipped with drop pods. Any battle barge or strike cruiser in the fleet in the fleet may be equipped with Terminator boarding parties at a cost of +10 points per vessel.

ATTACK RATING

The Codex Astartes Space Marine fleet has an attack rating of 3. When playing a Planetary Assault or Exterminatus scenario, this is increased to 4.



SPACE MARINE CRUSADE FLEET

Crusading Chapters are the most zealous of all the Space Marines. They do not rule over great swathes of the Imperium as other Chapters might, indeed few even possess a homeworld. Instead these Crusading armies endlessly roam the galaxy, engaged in near constant warfare with the enemies of the Emperor (or in some cases, in relentless pursuit of their own, ancient enemies). This same zeal breeds in them a great distrust of non-Space Marines, indeed a distrust even of other Chapters, who they believe incapable of the same purity which they themselves make a virtue, meaning that Crusading Chapters seldom, if ever, seek the aid of other arms of the Imperium.

Crusading Chapters are brutal, aggressive organisations, rampaging across the galaxy in constant, tireless pursuit of the enemies of the Emperor. If met by an unexpectedly strong enemy, or engaged in unexpected circumstances, Crusading Chapters simply cannot afford to withdraw or reconsider their assault as other Chapters might, they cannot adapt and bring forward aid from the Imperial Navy or the massed regiments of the Imperial Guard, for their missions are invariably far too urgent for such delays. Once a Crusading Chapter is committed to war, it must force that war home, no matter what, assailing its enemies unto their utter destruction, whether it be with the aid of the other specialised arms of the Emperor's armies or not. This hunger, this drive, stems in no small part from the Chapter's own zeal, and in many cases even if suitable support is available a Crusading Chapter would give little thought to it, trusting instead only in their own resolute faith and determination. Because of this, Crusading Chapters often make use of equipment unique to them, designed to fulfil many of the roles which other Chapters would leave to the likes of the Imperial Navy, the Imperial Guard or the Titan Legions.



FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. The Master of the Fleet may be assigned to a Venerable battle barge or fortress-monastery, if one is present, but does not have to be. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet. If the Master of the Fleet is assigned to a fortress-monastery, his own re-rolls are added to those of the monastery and may be used by the entire fleet.

One re-roll 25 pts
Two re-rolls 50 pts
Three re-rolls 75 pts

In addition, the Master of the Fleet's ship may carry an Honour Guard for +50 points.

FORTRESS-MONASTERY

0-1 Fortress-Monastery

If your fleet is worth at least 2,000 points, it may include a single fortress-monastery.

Space Marine fortress-monastery1,000 pts

As the base of operations for the entire chapter, the fortress monastery may purchase re-rolls, which it can use for its own Command checks only.

One re-roll25 pts
Two re-rolls50 pts
Three re-rolls75 pts

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. If your fleet is worth at least 1,000 points it may include a single Venerable battle barge, chosen from any available Chaos or Imperial battleship, grand cruiser or battlecruiser, at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable battle bargepts: varies
Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Hunter class destroyer	40 pts
Gladius class frigate.....	45 pts
Nova class frigate.....	50 pts

ORDNANCE & UPGRADES

Any ship with launch bays carries Thunderhawk Annihilators. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. All strike cruisers or battle barges in the fleet are equipped with drop pods. Any battle barge or strike cruiser in the fleet in the fleet may be equipped with Terminator boarding parties at a cost of +10 points per vessel. A fortress-monastery is equipped with Terminator boarding parties as standard.

ATTACK RATING

A Space Marine Crusade Fleet has an attack rating of 3.

If the fleet includes a fortress-monastery it has its attack rating reduced to 1 (even the Space Marines find it difficult to launch a surprise blitz on the enemy with a few billion tonnes of fortress-monastery in tow).

SCENARIOS

A Space Marine Crusade Fleet with a fortress-monastery will always be the defender in a scenario. Players should use any method they want to pick a scenario, and then

Using a Space Marine Crusade Fleet

The Crusade list represents all the most aggressive, zealous and insular Space Marine Chapters, most notably the Black Templars. Other Chapters, such as the Imperial Fists, the Crimson Fists and so on, occasionally launch Crusades though not exclusively, so can be equally well represented by the above list, or by the Codex Astartes list.

As well as true Crusade Chapters, the fleet list above is ideal for representing fleet based chapters, particularly those who operate from a fortress-monastery, such as the Fire Hawks or Dark Angels. Whilst not strictly a Crusading Chapter, the above list is particularly suited to Dark Angels, since it represents their famously secretive method of operation.

assign the Crusade Fleet as the defender. Another alternative is to determine attacker and defender before choosing forces, and if the Space Marine player comes out as the defender allow them to use a fortress-monastery, otherwise they pick a fleet consisting only of warships.

Remember that a fortress-monastery should only be used as a defence, or in some scenarios as a planet itself. This is described in more detail in the rules for Ramilies class star forts in Armada.

SPACE MARINE DOMINION FLEET

The Master of each Space Marine Chapter is its leader and spiritual head. A Space Marine Master not only leads his troops in battle, but he also has to act as the figurehead for the whole Chapter. As some Space Marine Chapters rule entire planets, a Chapter Master may well act as the head of government as well, effectively as the Imperial Commander of a whole planet or system.

Where this is the case, other local military assets, although not strictly subservient to the Chapter, and with their own command structures in place, will nonetheless find themselves more often under the sway of their superhuman neighbours than other independent regiments and fleets from regions ruled by non-Space Marines might.

Any contact with the Space Marines strikes a mixture of fear and awe into the hearts of mortal men, and so such pre-eminence occurs naturally wherever man and Marine stand side by side. In such circumstances, Space Marine commanders will assume overall control for the defence of the region, though are invariably too few in number of enact such plans themselves, and so, where a Chapter holds sway over such a dominion, Space Marine fleets and vessels of the Imperial Navy will often be found acting in concert.

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If a Venerable battle barge is present, the Master of the Fleet MUST be assigned to it and cannot be assigned to any other vessel. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll 25 pts
Two re-rolls..... 50 pts
Three re-rolls..... 75 pts

In addition, the Master of the Fleet's ship may carry an Honour Guard for +50 points.

Space Marine Captains

Aside from the Space Marine vessels themselves, certain important Imperial Navy vessels within a dominion fleet

may well have Space Marine commanders assigned to them. Any Imperial Navy battleship, grand cruiser or battle cruiser may have a Space Marine captain assigned to it, at a cost of +25 pts. A ship with a Space Marine captain rolls its Leadership on the Space Marine Leadership table, rather than the normal Leadership table.

Master of the Fleet (Ld varies) +25 pts

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. If your fleet is worth at least 1,000 points it may include a single Venerable battle barge, chosen from any available Chaos or Imperial battleship, grand cruiser or battlecruiser, at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable battle barge.....pts: varies
Space Marine battle barge400 pts

[5] 0-10 Cruisers

Space Marine strike cruisers.....115 pts

ESCORTS

Rapid strike vessel (Firestorm)..... 45 pts
Rapid strike vessel (Sword)..... 40 pts
Rapid strike vessel (Cobra) 35 pts
Hunter class destroyer 40 pts
Gladius class frigate..... 45 pts
Nova class frigate..... 50 pts

RESERVES

Such are the close ties between Space Marines and nearby Imperial Navy forces in a dominion fleet that, contrary to the normal rules, a Space Marine dominion fleet can include Imperial Navy vessels as reserves, using the Reserve rules from page 9 of Battlefleet Gothic: Armada. For purposes of choosing reserves, battle barges count as battleships, while strike cruisers count as cruisers (and hence count towards the selection of any cruiser type, be it heavy, grand, light or whatever). Any Imperial Navy vessels chosen in this manner remain Imperial Navy vessels and cannot make use of any Space Marine equipment, special rules, refits or ordnance in any way. The only exception are the Space Marine Captains available in the fleet list.

CREWS

In a dominion fleet, many vessels are crewed entirely by Serfs, since the few available Space Marines are spread across a great many more vessels than is usual, perhaps even providing supporting crews to some of the Imperial Navy vessels (as represented by the Space Marine Captains option). This means that in a dominion fleet, strike cruisers and battle barges benefit from the rules for Space

Marine leadership, but not from the special rules for Boarding and Hit-and-Run or Exterminatus. To gain these benefits, the vessels must be equipped with Space Marine crews at a cost of +15pts. Vessels which are not equipped with Space Marine crews simply do not receive these bonuses, and have restrictions on available ordnance and refits, as described below. Imperial Navy vessels cannot be given Space Marine Crews – use the Space Marine Captains entry instead, which is assumed to include a small Space Marine retinue for the captain.

ORDNANCE & UPGRADES

Any Space Marine ship with launch bays carries Thunderhawk gunships.

Any ship with a Space Marine crew can be equipped with drop pods and boarding torpedoes for +10pts.

Any battle barge, strike cruiser or vessel with a Space Marine captain or crew may be equipped with Terminator boarding parties at a cost of +10 points per vessel. Vessels crewed by Serfs cannot take Terminator boarding parties.

Imperial Navy vessels are equipped with their own standard ordnance and cannot be given any form of Space Marine upgrade, or use any of the other options presented here, with the exception of Space Marine Captains.

ATTACK RATING

The Space Marine dominion fleet has an attack rating of 3 if composed solely of Space Marine vessels. This drops to an attack rating of 2 if the fleet includes any Imperial Navy vessels at all.

Using a Space Marine Dominion Fleet

This fleet list represent such Chapters as the Ultramarines (who rule over the domain of Ultramar under the Treaty of Macragge) and the Salamanders (whose close ties to the people of Prometheus has bred a tradition of cooperation between man and Marine there). Without the Space Marine crews as standard, a dominion fleet can be a little more vulnerable than normal, but the reduction in points cost will allow you to field a few more vessels, making this as close to a true 'battlefleet' as the Space Marines can get.

Authors

Andy Chambers is the author of Battlefleet Gothic and a avid Ork Admiral.

Matt Keefe is already working on the second edition of BFG (with the help of Andy of course).



Further Information

Interested about Battlefleet Gothic? More can be found in Battlefleet Gothic: Armada, whilst the full range of BFG is available from Games Workshop.

Websites

www.BattlefleetGothic.com



Caverns of Jericho

Inquisitor at Conflict: Edinburgh by Derek Gillespie

The Mists of Time

Inquisitor and Conflict: Edinburgh have a long and distinguished history. Way back in the mists of time, before the Conflict Regional Tournaments were established by Games Workshop, there was an event held in Edinburgh called the Caledonian Conflict, the first Scottish National Gaming Tournament. Inquisitor was about to be unleashed on the expectant public and, as part of the Studio's contribution to the event, Graham McNeill ran a Q&A session regarding the game, and took a few people through the rules system.

The year after that, with the game in the public domain and the Edinburgh store in the grip of our first major campaign, we ran a participation game revolving around the attempts of Inquisitorial warbands to control a seismic stabilisation generator, using models and scenery cobbled together from around the Scottish stores, and it proved a great success indeed. The year after that – last year – we had our first purpose-built board for the game, which saw rival Inquisitors fight over the immediate area

surrounding a Necron waystone hidden in the midst of a deep forest.

And so, several months ago now, we came around to thinking about what to do for Conflict: Edinburgh this year. It had to top what had been done before, tap into the enthusiasm that surrounds Inquisitor in and around Edinburgh, and compete with all of the other excellent participation events being held. This last one was a major consideration – the participation hall would also include an indoor arena, bounce-the-balls-off-the-walls, 54mm Blood Bowl game (Speed Bowl), a huge The Lord of The Rings Helm's Deep and Deeping Wall, as well as numerous excellent games run by local clubs. What could we do to compete?

Flashes of Inspiration

The original idea we ran with was a classic Radical versus Puritan confrontation, as one Inquisitor attempted to summon and bind a Daemon Prince, while the other tried to stop him. A third party was introduced to improve the flow and excitement of the participation game (much



more opportunity for alliance-brokering and backstabbing!), and initially this was envisaged as being a Chaotic warband attempting to save/fight for their daemonic master. The board was to be a 6'x4' mock-up of the summoning cavern, with high sides to provide an extra dimension to the board thanks to numerous ledges cut into the cliff faces, and the summoning circle and sacrificial altar would form the centrepiece of the board.

As with all of the best ideas, this initial plan was modified over time. The board was the first to change. Resident scenery guru (and store manager) Steve wanted to do something more unusual than a rectangular board, so what about a circular board, he suggested? Genius! Instantly, a nice little gimmick to attract attention and, by giving it a 6' diameter, it meant that we had more than enough playing space (sprint across that in a turn then!). The cliff face was to be constructed in semicircular sections that would go around the circumference of the board when completed, and the fact that we had these individual sections led to the obvious method of allowing the third warband to really make an entrance (see the scenario special rules!). The numerous ledges were removed for practicality, but replaced with a huge sweeping stone staircase hewn from the rock, making a focal piece for the wall sections.

The central summoning circle was retained from the original plans, but the raised dais upon which it stood was embellished. The idea of a sacrificial victim mutated from a blood sacrifice to a psychic one, and so Steve constructed what became the psy-phon throne that contained a captured alpha-class psyker. A large and arcane looking control panel was then constructed to provide the workings of the throne, and the entire central piece was surrounded by a series of imposing pillars, with some rock piles providing extra cover on the peripheries of the board.

A few coats of paint, and everything would be ready. Damn good it looked too, even if we did say so ourselves! All we needed now was a workable background, and some rules to make the game work...

Fleshing Out the Storyline

The agri-world of Jericho is an unassuming planetoid floating serenely through the Segmentum Solar. But hidden deep beneath the surface of the world is an ancient temple complex that has been lost to the Imperium in all but local myth for several millennia. This temple was once the base for a cult network dedicated to the service of the Dark Powers, but a hasty Ecclesiarchial purge eradicated the foul practitioners before their despicable acts could plunge the world into Chaos. But the base of their activities was never discovered, and has lain unfound for all these long years. Until now...

Inquisitor Sebastian Tergius of the Ordo Malleus has served the Inquisition for nearly three centuries, and has long since been a devotee of Xanthinism, the utilisation of Chaotic artefacts and lore to combat the Infernal Powers. However, as is always the case, such activities have not gone unnoticed, and Tergius has long since been an outcast from the body of the Inquisition. This does not concern him overly, and he has continued to pursue his goals as he sees fit – though to what end is unknown to all but him. What is well known is that he makes substantial use of daemonic entities in his work – his retinue currently contains a fearsome daemonhost of Tzeentch, with which Tergius has a complicated and intertwined history, to the extent that exactly which one is the master may no longer be apparent.

Following information obtained by the Ordo Malleus that Anaximander, a Daemon Prince of Nurgle, had been released from his psychic prison due to events on Cirian Auxilla, Tergius has made it his mission to bind the notorious Daemon Prince to his will. Anaximander was briefly banished by the actions of one Inquisitor Quincy of the Ordo Malleus, but Tergius plans to use the powers of the warp portal in the old Chaos temple to draw Anaximander back to the mortal plane, using the mental energies of an alpha-class psyker he stole from the Inquisitorial custody of the Ordo Hereticus. (Note: the release and banishment of Anaximander of Nurgle is detailed in the campaign, “Gift of the Heavens”, a Cirian Adventurescape campaign available online from www.Exterminatus.com).

Tergius does not come to Jericho freely. Inquisitor Benedict Saussure of the Ordo Hereticus Terran has long since followed Tergius' trail, and has pursued the rogue Inquisitor to Jericho, hoping to interfere with whatever Tergius has planned, and recover the unimaginably dangerous alpha-class psyker – Jacobus, the Witch of Lathesia. Also on the trail of the rogue is the young firebrand Inquisitor of the Ordo Hereticus, Ludwig Karlsen. A staunch Monodominant, Karlsen knows that capturing and executing Tergius would be the making of his career. He has also had previous arguments in Inquisitorial Conclaves with the aged Saussure, whom he believes has strayed too far from the Inquisitorial fold – the removal by Saussure of the hard-line Imperial government on the hive world of Tigris Bellerophon and their replacement by a more moderate regime of another noble house is all the proof Karlsen needs that Saussure is toodangerously free thinking for a servant of the Ordos.

Three Inquisitors have descended on Jericho, and plunged underground to an ancient Chaos temple. Whether or not all three will emerge from the depths is another matter entirely...

Scenario Special Rules

Presented below are the rules used on the day – some of them have been designed for quick and easy running of a participation game as opposed to more intricate and detailed rules, but they should make for a fast and furious encounter!

Warband Objectives

Puritan (Karlsen): anyone in the chamber is a foul heretic that has transgressed from the Emperor's Light. Purge all that you find.

Undivided (Saussure): to prevent the sacrifice of the alpha-class psyker, and ensure his survival so that he may be taken back into Inquisitorial custody.

Radical (Tergius): to complete the summoning and binding of the Daemon Prince, Anaximander of Nurgle.

Deployment

Tergius and the Radical warband deploy near the centre of the board, with the Inquisitor positioned in front of the control panels. The Undivided warband enter play from the top of the steps, coming onto the board with their first actions. After three game turns, the Puritan warband enters play via a demolition of a section of the cavern wall, and enters play with their first actions.

Explosive Entrances!

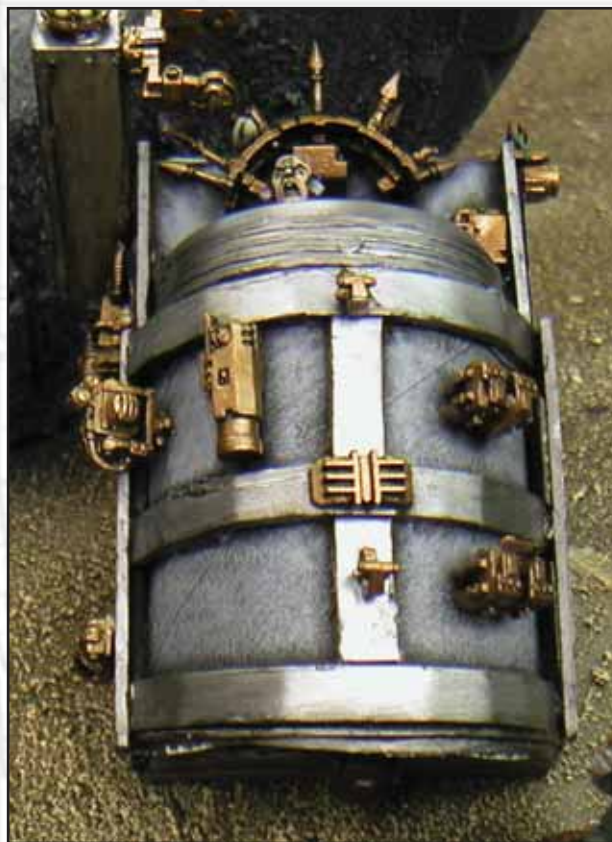
Inquisitor Karlsen's party enter play thanks to a significant amount of blasting powder. Roll a D10 to determine which board edge section is replaced by the collapsed wall section. Treat this as a demolition charge going off from the centre of the section – anyone standing in the blast radius will take damage as usual. Everyone on the board must take a Nerve test when Karlsen arrives, or throw themselves prone.

Consorting with Daemons

Tergius is attempting to summon the Daemon Prince, Anaximander of Nurgle, to bind and question him. To successfully summon the Daemon Prince takes 10 (or D10) game turns during which the alpha-class psyker must still be feeding the warp gate energy, and the daemonhost Tzeen'char must be alive.

If both of these requirements are in place, then Anaximander enters play in the next game turn on the side of the Radical. If the daemonhost is dead but the psyker still functional, then Anaximander is summoned but not bound, in which case he becomes GM-controlled and will attack anyone on the board!

If the psyker is killed or removed from the machinery, then the summoning cannot be completed.



Jacobus, the Witch of Lathesia

The alpha-class psyker is attached to a psy-phon throne, which is draining his prodigious mental powers and using them to feed the summoning portal. If this is allowed to carry on until Anaximander turns up then Jacobus will be dead, and there will be a daemon on the loose!

The throne is protected by a power field at full strength (5D10 force field armour), so is almost invulnerable to shooting. It has an Armour Value of 25. Anyone who reaches the control panel can shut off the link to the summoning portal by passing a Sagacity test. If this is failed then the force field shuts down instead, allowing the mental powers of Jacobus to lash his surroundings – count this as Wyrd-Storm of Lightning (with BS 80) every turn before recovery! Anyone placing body parts inside the field to attack the throne in close combat is subjected to this attack immediately.

Once the link is broken with the summoning portal, the anti-grav units on the throne allow it to be moved at up to 4 yards per action. This is important for the Undivided warband.

The control panel can be used to create a feedback loop to kill the psyker as well – a pass of more than 25% on the Sagacity test will reveal this. This takes three actions to set up, and is probably the easiest way for the Puritans to dispose of Jacobus.



Puritan Warband (left to right): Preacher Commodus Grimm, Rogue Trader Alexis Volkov, Inquisitor Ludwig Karlsen and Cyber-mastiff, Devotee Howgart

shoot them on sight. They may claim to work for the Inquisition – believe not their lies. I hunt a foul traitor who peddles in witch-scum and endangers us all, and he is pursued by another, one whose methods have long since crossed the line. I cannot be sure of his purity. You are not to take the risk. The Emperor may look more favourably on you if you serve me well here.

(Praise be to the Lord of Mankind!
Ludwig Karlsen, Ordo Hereticus)

Puritan Warband

Proctor-Marshall,

Give thanks to the Emperor, Proctor, for the Inquisition has arrived to end all of the woes you have allowed to run unchecked over your supposedly peaceful world. Evil runs deeper than it may appear to your limited mind, and it festers deep in the bowels of your planet. Rest assured, there will be a reckoning once I have dealt with the interlopers that have made a mockery of your security forces.

I have not the time nor the inclination to wait for your forces – my party is to conduct a firesweep of the subterranean catacombs immediately. Have explosives prepared and brought to my apartments. If anyone leaves the complex that has not been cleared by me, you are to



Undivided Warband (left to right): Interrogator Richard Kuerten, Inquisitor Benedict Saussure and Servo-skull, Sergeant Ernst Asimov, Dominesti XXIV

turned – our last encounter ended at the hands of his summoned daemon plaything. That such men wear the rosette fills me with loathing. He must be stopped – for too long have the Ordo Malleus protected this viper in our midst. No more my Lord. The charade stops this day...

(The Emperor Protects,
Benedict Saussure)

Undivided Warband

My esteemed Lord-Inquisitor Augustine,

Finally, I have managed to track the heretic to the agri-world of Jericho, in the Segmentum Solar. It appears that Tergius still has the alpha-class in his possession, though exactly what vile purpose he has in mind for him escapes me as yet. Interrogator Kuerten has spent time pouring over ancient manuscripts held by the Ecclesiarchy – they appear to indicate that a cavern network exists deep within the planetary lithosphere, and that this warren of tunnels has been the centre of cult activities in the past.

If Tergius keeps to his previous Modus Operandi, he will have found some foul way to utilise any Warp-tainted artefacts that remain in the cave network. He has certainly

Lost Property?

The automatic combat shotgun on top of the control panel is fully loaded with solid shells, though the first two rounds are inferno shells! The book is a copy of the Liber Daemonica, and any character reading aloud from it counts as having both Pentagrammic and Hexagrammic Wards in operation, as well as the Word of the Emperor skill against daemons...

Personal Enmities

When in sight of their adversaries, characters must take a Leadership test or be forced to do all in their power to attack their hated foe: Ernst Asimov and Sergeant Warren (and vice versa), Preacher Grimm/Devotee Howgart and Tzeen'char, Rogue Trader Volkov and Interrogator Kuerten (and vice versa).



Radical Warband (left to right): Sergeant Jeremiah Warren, Inquisitor Sebastian Tergius, Daemonhost Tzeen'char, Corporal Clayden Greeves

death of one as young as he is of no consequence – the death of a thousand such as he would be of no consequence. I must begin – I hope your work proceeds fruitfully, brother.

(Tergius.

+++ Coded Transmission Ends +++)

Radical Warband

+++ Coded Transmission Begins +++

It is exactly as I suspected – these caves beneath this insignificant little planetary backwater still contain the relics from the last cult purges, undisturbed for all these centuries. If the rumours I hear from Cirian Auxilla are true, and Anaximander truly has been released from his Warp-bound prison, then the summoning circle can be used to open up a path for him into the material realm. Tzeen'char will be vital for the binding. Emperor knows what would happen if the ritual goes wrong...

The Ordo Hereticus are still on my trail – they seemed to object to the theft of Jacobus, the so-called Witch of Lathesia. Let them come – I need the mental powers of the alpha-class psyker to stimulate the summoning circle into activity once more. The arrogance of this Karlsen is astounding. How dare a whelp such as he try to interfere with my work! If he interrupts he will not survive. The

The Game on the Day

Thanks to the need for other duties on the day – those being tannoy announcements and data entry for everyone in the 40K tournament – I ended up not being able to run the game myself when we finally came to Conflict: Edinburgh! However, I had been aided all the way through the design process by Jez Lowe, a fellow Edinburgh staff member and Inquisitor enthusiast. Jez stepped into the breach and ran the games himself, in his characteristically vocal style! What follows is a short report on the days gaming:



An initial feeling of trepidation (perhaps spawned by our 7am start) had been rapidly dispelled as both I and Derek shared transport to the venue and had gone over the scenario one last time. With an experienced GM, like Derek, in charge, I was confident that we would have few troubles. Unfortunately a last-minute change called Derek to data-entry for the day, leaving me to GM alone. 'This could be interesting,' I thought.

Sure enough, gamers eager to show their mettle rapidly surrounded me. Saussure and his heroic henchmen barraged the cultists with a hail of rhetoric before striding bravely down the stairs.

Weaving through a hail of lasfire, and a desperately inaccurate heavy stubber, Saussure's band engaged in a close range firefight. Sadly, the best-laid plans of even the Imperium's most loyal servants oft go astray. A deafening explosion rippled through the cavern filling the far side with smoke as the Puritan warband made its dramatic entrance. Several turns of confused gun-fighting and vicious close combat between the Undivided and Puritan warbands ensued. Meanwhile, the

now undisturbed Radicals continued to work. As the battered remains of the two Inquisitorial warbands paused in exhaustion to gather their breath, a pregnant hush filled the cavern.

A joyously evil smile playing across his parody of a face the Daemon Prince Anaximander stepped gracefully through the activated warp portal to behold a world at his mercy...

Apparently the booming cries of, "IMPERIAL INQUISITION, FREEZE!" and, "THE GATE IS OPENING, ALL HAIL THE CAPRICIOUS ANAXIMANDER" had turned a few heads and I found myself positively snowed under with players for the next game.

This one ran far more according to the Imperial script. Although hideously accurate heavy stubber fire mauled first the Undivided warband and then the Puritans (4 headshots!), the Arco-flagellant finally fulfilled its promise in a shower of severed appendages and a veritable drizzle of arterial blood. Sadly, a nasty ricochet taken early on had damaged its pacifier helm and some of the limbs lying on the thirsty cavern floor were those of the Undivided party. Quick to take advantage the Puritans moved in, seized the unfortunate psyker that was the key to the scenario, and legged it.

Despite dealing less damage than the other warbands superior tactical play had secured a win for the Puritans.

Final game: The Arco-flagellant was on form once more (although it was occasionally misled by psychic whispers from the Radical Inquisitor, with embarrassingly nasty consequences for more than one Loyalist henchman). Fortunately, Saussure was made of sterner stuff and he cunningly used the arrival of the Puritans to drop out of the line of fire for a few turns. With time pressing he emerged, mopping up the survivors of a vengeful short-range slugging match that had left neither the Puritans nor the Radicals capable of putting up much resistance to the avatar of Inquisitorial fury.

Twelve hours, three games and a lot of fun later the thought uppermost in my mind was 'I can't wait 'til next year'.



Top: Inquisitor Tergius confronts the towering form of Anaximander as he steps forth from the summoning circle...

Middle: Inquisitors Tergius and Karlsen come face-to-face before the psy-phon throne.

Bottom: Devotee Howgart throws himself towards Interrogator Kuerten.





Dwarfs have never been best suited to the game of Blood Bowl; they are slow and not as agile as some of the other races. However, this does not stop the Dwarfs enjoying and playing the game. This is most apparent in the Warhammerers as they may not be the best players on the field but what they lack in ability they more than make up for in their mix of volatile and blatantly illegal weapons.

Arch-rivals of the Dwarf Giants, the Warhammerers are most interesting to us because of their perpetual insistence in breaking the rules in the most obvious and flamboyant way. Their use of explosives and high-calibre breech-loading cannon as part of their passing play is just one case in point. These guys are plain dangerous! What's worse, they don't know when to stop, which is when accidents always seem to happen. In the Blood Bowl final only two years ago, for example, the Warhammerers were 2-0 up against the Champions of Death when their legendary trio of blitzers, the Mjolnir brothers, tried to reinforce their flying-V tactic with several hundred weight of TNT and a large bag of coachbolts. They certainly burst through the opposition's lines; trouble is, they also burst through the Warhammerers'

substitutes bench and wiped out half of their own team. Did they learn? Are you kidding? Just last year the team were suspended for three games for illegal use of a bulldozer. From this season, they are required by law to print at the bottom of match tickets, *Beware – these guys are kerr-ayzee!*

The Skunkworks

Most professional Blood Bowl teams gain some revenue from selling team shirts, autographed balls, pennants and suchlike, and the Warhammerers are no exception. However, visitors to their headquarters in the heart of the Dwarf quarter in downtown Nuln are often surprised at the size and heavy construction of the team's "shop". Indeed, it's an imposing sight with twelve-foot thick walls and massive buttresses. Also impressive are the

(Former) Conference: NFC

(Former) Division: Eastern

Team Colours: Grey and Yellow

Symbol: A huge warhammer

Owner: The Last Council

Head Coach:

'Insane' Thorsson Axeheim

Home Stadium: The Dwarf Dome, Khûlgarr (capacity c.55,000, surface obsidian)

Players: Dwarfs

scorchmarks and other signs of damage that make the whole look rather run down, if fortress-like and robust. In reality, the cloth patches you can buy in the little shop at the front are only a cover; the back room is where the real work goes on.

For some reason the Warhammerers are under the illusion that the top secret research and development work going on behind the shop front is known to only them. In fact, it's blindingly obvious that all is not as it seems. It could be the imposing mass

The Warhammerers greatest invention, the Deathroller ploughs into the Orc defence.



of the building itself that gives this away, or perhaps it's the smell of sulphur and other noxious chemicals (which incidentally give the place its nickname: the Skunkworks) that waft about the place. On the other hand, it could simply be the roaring of engines, belches of steam and boom of explosions that are the clue. Whatever the case, it's an open secret that the Skunkworks is the test facility for all the devious and underhand devices that the Warhammerers are famous for and which the crowd love so much.

Of course, being such a public secret, the place is a target for jealous rivals and it has been bombed, sabotaged and otherwise attacked more than once. Luckily for the Warhammerers, they anticipated so much damage from their own experiments that the attentions of their enemies just singes a few autographed doilies and leaves little mark on the structure itself.



Despite these attacks, and the attempts of reporters to get in to see next season's new contraption, nobody outside the team has ever managed to view this most hallowed of ground for the Dwarf Blood Bowl fans. Exactly what goes on behind these closed doors can be heard, but has yet to be seen, so we wait with bated breath for their inaugural game next season. What can the Dwarfs at the Skunkworks come up with next?

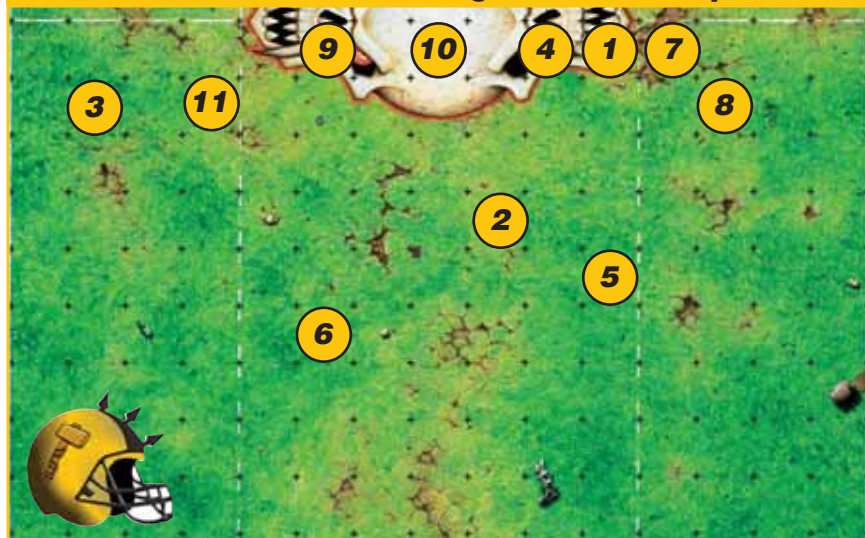
Deathrollers and other Delights

Of all the devices that the ingenious Dwarfs of the Warhammerers team have come up with over the years, the most famous has to be the Deathroller. Although it was originally something of an improvised, spur of the moment idea, its popularity has led to it being refined and developed so that there are now several recognised marks of them in circulation. Naturally, the Warhammerers deny all knowledge of such a trade, but for those with the right connections, (and plenty of gold), your Dwarf team can also be the proud owners of one of these lethal devices, built by the masters themselves. Rumours that there is a clause in the sales contract that forbids use of the Deathroller against its manufacturers are currently unproven, but it does sound like a prudent move.

Since the unveiling of the Deathroller, the "backroom boys" at the Skunkworks have striven to produce something of equal crowd-pleasing potential, but without success. That's not for want of trying though!

Over the years the Warhammerers have fielded, among other things, rocket boots, cannons of various shapes and sizes, dummies packed with explosives (try blocking that!), bulldozers, explosive balls and on one memorable occasion they even tried laying mines in their own end zone. Although never the strongest of Blood Bowl teams in a straight match, the Warhammers don't play straight matches, and they'll go on drawing in the big crowds for years to come.

Warhammerers' Offensive 'Grudge-Maker' Line-up



Hall of Fame

Evo 'Bomber' Baradil

Yukk Ghulag

Team Honours

**Orcidas Team of the Year
2486**

**NFC Championship Winners
2473, 2486**

Warhammerers' Starting Eleven

1. **Grungi Dropper**..Long Beard
2. **Bobart Fleetboot**....Runner
3. **Zorb Bokker**.....Long Beard
4. **Garvest Blackaxe**..Captain
5. **Casper Runeflight**..Runner
6. **Rik Pastrey**.....Long Beard
7. **Durak Lorne**.....Slayer
8. **Rhard Zorn**.....Blitzer
9. **Rorkaz Kalgar**.....Slayer
10. **Stromez Canga**..Long Beard
11. **Rambast Smith** Long Beard

Substitutes

Wanaz VokerBombadier
Irkul Voker.....Beardtrimmer
Gimli Rys-DaviesDeathroller
Skrund HewerBeardtrimmer



Irkul Voker gets stuck in.



Team Rating

258

SECRET WEAPONS IN BLOOD BOWL

Or "Is That A Chainsaw In Your Pocket, Or Are You Just Happy To See Me?"

By Jervis Johnson

When Blood Bowl came out back in 1993, there were one or two areas of the rules that I would have liked to have been able to spend more time on but, because of annoying things like publication deadlines, could not. One of these areas was the rules for Big Guys in Blood Bowl, and the other was the rules for secret weapons. In both cases I dealt with the lack of development time by placing players that were either Big Guys or armed with secret weapons on the Star Player cards included with the game. This wasn't an ideal solution, but ensured that the players could be included in the game without horribly unbalancing the rules. In the years since Blood Bowl came out, I have had the chance to return to the rules for Big Guys, with the result that they are now integrated into the core game rules, rather than being dealt with only on Star Player cards. The same has not been true for players armed with secret weapons... well, not until now anyway!

The purpose of this article, then, is to update the rules for using secret weapons in Blood Bowl, by making them part of the core game rules rather than something that is hidden away on the Star Player cards in the game. I should say straight away that this doesn't mean you've seen the last of Fungus the Loon or Horkon Heartripper; no, don't worry, all of the old Star Players armed with secret weapons will remain in the game. However, they will be joined by a number of players armed with secret weapons that are included on the team lists for certain teams.

More contentiously, I've taken the chance to streamline and clean up the rules that apply to secret weapons. To be brutally honest, the rules that currently appear in the rulebook did not benefit from the depth of play-testing that was applied to the other core game rules, and are therefore rather overlong and 'fiddly' to use. Proper play-testing invariably allows a designer to refine his first crude attempt at the rules for a game until he has the simplest possible rules required to achieve the desired result. So, although a certain amount of testing was done with the secret weapon rules that appear in the current rulebook (and they are by no means broken beyond repair) they could have done with a bit more refinement to make them smoother and more elegant. Anyway, I have now had the chance to return to the Secret Weapon rules after a gap of almost ten years, and I have taken the opportunity to clean them up a bit and bring them more closely in line with the other rules that appear in the Blood Bowl rulebook.

The result of this work appears on the following pages. At the time of writing, the rules are being play-tested by the coaches that use the Blood Bowl Playtesters Vault on the Blood Bowl website. Early feedback (apart from a couple of reservations) seems positive, and I therefore recommend that you use the rules that appear here in any games that you play. The changes are likely to be properly 'officialised' and then added to the official Blood Bowl rulebook as part of either the 2004 or 2005 Rules Review, depending on how long play-testing the rules takes.



SECRET WEAPON RULES

In the current Blood Bowl handbook there are five pages of special rules for secret weapons. With hindsight I have decided that this is definitely overkill; after all, if we can cope with things like Claws, Horns and Hail Mary Passes in the skills section, why can't we cope with secret weapons there too? Bearing this in mind, I have ditched all of the old rules for secret weapons that appeared on pages 28-32 of the Blood Bowl Handbook, and have replaced them with the following entries for the Skills & Traits section that appears on pages 33-36. In particular, note that the Penalty Roll rules are no longer used and are replaced with the Secret Weapon 'skill'.



New Specialist Skills

The following new specialist skills need to be added to the Skills and Traits section of the Blood Bowl Handbook. Specialist skills may never be learnt as new skills in a league; a player either starts with the skill, or can never have it.

Ball & Chain (Specialist Skill)

Players armed with a ball & chain may only take move actions. To move, place the throw-in template over the player facing up or down the pitch or towards either side-line. Then roll a D6 and move the player to the square indicated; no Dodge roll is required if you leave a tackle zone. Repeat this process until the player runs out of movement. If a square is occupied then the player will throw a block against whoever is in the square, friend or foe! Prone players in an occupied square are pushed back and an Armour roll is made to see if they are injured, instead of the block being thrown at them. The player must follow up if they push back another player, and will then carry on with their move as described above. Roll for injury if the player ever leaves the pitch or is knocked down, treating Stunned results as KO'd (no Armour roll is required).



Bombardier (Specialist Skill)

A coach may choose to have a Bombardier throw a bomb instead of taking any other action with the player. The bomb is thrown using the rules for throwing the football, except that the player may not move before throwing it (he needs time to light the fuse!). A bomb



may be intercepted or caught, in which case the player catching it must throw it again immediately. This is a special bonus action that takes place out of the normal sequence of play, and can happen any number of times in succession. The bomb explodes when it lands in an empty square or an attempt to catch the ball fails, before scattering (ie, bombs don't 'bounce'). If the bomb is fumbled it explodes in the Bombardier's square. When the bomb finally does explode, it knocks over any player in the same square, and knocks over players in adjacent squares on a roll of 4+. Make Armour and Injury rolls for any players knocked over by the blast as normal.

Chainsaw (Specialist Skill)

A player armed with a chainsaw can move normally and attack with the chainsaw instead of making a block. When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more the chainsaw hits the opposing player, but on a roll of 1 it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding +3 to the score. If the roll beats the victim's Armour value then they are injured – roll on the Injury table. If the roll fails to beat the victim's armour value then the attack has no effect. A player armed with a chainsaw may take a Foul action, and adds +3 to the Armour roll, but must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, and so if a player holding a chainsaw falls over for any reason, the opposing coach is allowed to add +3 to his Armour roll to see if the player was injured.



Poisoned Dagger (Specialist Skill)

A player armed with a poisoned dagger may use it to attack another player instead of throwing a block at them. Make an Armour roll for the victim. If the score is less than or equal to the victim's Armour Value then the attack has no effect. If the score beats the victim's Armour Value then they have been stabbed by the dagger and an Injury roll must be made. Treat a Stunned result on the Injury table as a KO'd result, because of the effect of the poison. Once the dagger has been used to successfully stab a victim (ie, they failed their Armour roll), then the poison is wiped off and any successful use of the knife results in a normal Injury roll.



Secret Weapon (Specialist Skill)

Some players are armed with special pieces of equipment that are called 'secret weapons'. Although the Blood Bowl rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the field. Nonetheless, the use of secret weapons is simply not legal, and referees have a nasty habit of sending off players that use them. Because of this, a player with a secret weapon may only be set up on the pitch once per match. It is assumed that once a TD is scored or the half ends, then the referee tells the player he is not allowed to take the field again for the rest of the match. You may 'argue the call' with the referee when he bans one of your players armed with a secret weapon. If you successfully argue the call then the player may be used again. Players armed with secret weapons may never gain Star Player Points and cannot improve.

New Racial Characteristics

In addition to the new Specialist skills described above, one new Racial characteristic is added to the Skills and Traits section of the rules. Like Specialist skills, Racial characteristics can never be learned by players in a league; you either start with them or can never have them at all.

No Hands (Racial Characteristic)

The player is unable to pick up, catch, intercept or carry the ball, either because they literally have no hands or because their hands are full. If they move into the square with the ball then it will scatter, and there will be a turn-over if it is their team's turn.

UPDATED TEAM LISTS & STAR PLAYER CARDS

The new Secret Weapon rules require that the team lists for Chaos Dwarf, Dwarf and Goblin teams be updated, as shown opposite. In addition, we've included updated versions of all of the Star Players that use secret weapons. The costs for players armed with secret weapons takes into account that they will usually only play for a single drive, so they are considerably cheaper to hire than normal players.

Although teams other than Chaos Dwarf, Dwarf and Goblin teams do occasionally use players armed with secret weapons (for example, Dark Elf teams are renowned for hiring assassins to help them deal with especially skilled opposing players), it is only Chaos Dwarf, Dwarf and Goblin teams that use them almost as a matter of course, and thus they are the only teams to have them on their rosters.

Author

Jervis has been busy in the Playtest Forums with the online community knocking together these rules and the upcoming 'perpetual league system'. Look out for more information on that at a future date or go check out the forums yourself at the website.



Further Information Website

The Orc team is available from all good GW stockists.

www.BloodBowl.com



CHAOS DWARF TEAMS

Chaos Dwarfs are the twisted descendants of Dwarf explorers who have been terribly affected by the forces of Chaos, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all – they still love playing Blood Bowl! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Blood Bowl teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Hobgoblin	40,000	6	3	3	7	None
0-6	Chaos Dwarf Blocker	70,000	4	3	2	9	Block, Tackle, Thick Skull
0-1	Chaos Dwarf Gunner	50,000	4	3	2	9	Sure Hands, Hail Mary Pass, Secret Weapon, Tackle, Thick Skull
0-2	Bull Centaur	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull

Re-roll counter: 50,000 gold pieces each

CHAOS DWARF TEAM SKILL TABLE

Position	General	Agility	Strength	Passing	Physical
Hobgoblin	Y	N	N	N	N
Blocker	Y	N	Y	N	N
Bull Centaur	Y	N	Y	N	N
Gunner	May not improve				



DWARF TEAMS

Dwarfs seem to be ideal Blood Bowl players, being short, tough, well armoured, and having this stubborn knack of refusing to die! Most successful Dwarf teams work to the principle that if they can take out all the other team's potential scorers, and wear down the rest, then there won't be anybody left to stop them scoring the winning touchdowns!

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Long Beards	70,000	4	3	2	9	Block, Tackle, Thick Skull
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull
0-2	Troll Slayers	90,000	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull
0-1	Beardtrimmer	50,000	5	3	2	8	Block, Chainsaw, No Hands, Secret Weapon, Thick Skull
0-1	Bombardier	50,000	4	3	2	9	Accurate, Block, Bombardier, Secret Weapon, No Hands, Thick Skull
0-1	Deathroller	180K	4	7	1	10	Break Tackle, Dirty Player, Mighty Blow, No Hands, Secret Weapon, Stand Firm

Re-roll counter: 40,000 gold pieces each

DWARF TEAM SKILL TABLE

Position	General	Agility	Strength	Passing	Physical
Long Beard	Y	N	Y	N	N
Runner	Y	N	N	Y	N
Blitzer	Y	N	Y	N	N
Troll Slayer	Y	N	Y	N	N
Beardtrimmer,	May not improve				
Bombardier,	May not improve				
Deathroller	May not improve				



GOBLIN TEAMS

A Goblin team’s game plan owes much more to hope than potential. Goblins can make quite good catchers because they are small and agile, but the art of throwing is sadly lost to them, while the chances of their blocking anything larger than a Halfling are remote to say the least. Still, this never seems to bother Goblin players, and occasionally the use of a particularly devious secret weapon will even allow a Goblin team to win a match.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stuntye
0-1	Bombardier	30,000	6	2	3	7	Bombardier, Dodge, No Hands, Secret Weapon, Stunty
0-1	Pogoer	40,000	7	2	3	7	Dodge, Leap, Secret Weapon, Sprint, Stunty
0-1	Looney	30,000	6	2	3	7	Chainsaw, No Hands, Secret Weapon, Stunty
0-1	Fanatic	60,000	3	7	1	7	Ball & Chain, No Hands, Secret Weapon, Stunty

Re-roll counter: 50,000 gold pieces each

GOBLIN TEAM SKILL TABLE

Position	General	Agility	Strength	Passing	Physical
Goblins	N	Y	N	N	N
Bombardier,	May not improve				
Pogoer,	May not improve				
Looney,	May not improve				
Fanatic	May not improve				



★

BARIK FARBLAST

DWARF

★

MOVEMENT

4

STRENGTH

3

AGILITY

2

ARMOUR

9

SKILLS

BLOCK
HAIL MARY PASS
SECRET WEAPON
SURE HANDS
THICK SKULL

TEAMS

DWARF

SPECIAL

NONE

70,000 GOLD PIECES

STAR PLAYER

BARIK FARBLAST

Age: 75, Height: 4'2", Weight: 118 lbs

CAREER STATS:

- Rushing 212 paces
- Passing 193 from 245 for 2,506 paces
- 61 Touchdowns
- 41 Player Fatalities (including 16 on his own team)



BOMBER DRIBBLESNOT

GOBLIN

**MOVEMENT****6****STRENGTH****2****AGILITY****3****ARMOUR****7****SKILLS**

ACCURATE
BOMBARDIER
DODGE, NO HANDS
SECRET WEAPON
STUNTY

TEAMS

GOBLIN, ORC

SPECIAL

NONE

50,000 GOLD PIECES**STAR PLAYER****BOMBER DRIBBLESNOT**

Age: 28, Height: 4'6", Weight: 94 lbs

CAREER STATS:

- 113 Player Fatalities (opposing Team)
- 57 Player fatalities (own team)
- Voted "Player Most Likely To Be Duffed Over By His Own Team-mates" by readers of Spike! Magazine

**FLINT CHURNBLADE**

DWARF

**MOVEMENT****5****STRENGTH****3****AGILITY****2****ARMOUR****8****SKILLS**

BLOCK
CHAINSAW, FRENZY
NO HANDS,
SECRET WEAPON,
THICK SKULL

TEAMS

DWARF

SPECIAL

NONE

60,000 GOLD PIECES**STAR PLAYER****FLINT CHURNBLADE**

Age: 112, Height: 5'2", Weight: 221 lbs

CAREER STATS:

- Rushing 2,513 paces
- 2 Interceptions returned for 48 paces
- 2 Touchdowns
- 125 Player Fatalities
- 753 Civilian Fatalities
- 13 Referee Fatalities



★ FUNGUS THE LOON ★

GOBLIN



MOVEMENT

4

STRENGTH

7

AGILITY

1

ARMOUR

7

SKILLS

BALL & CHAIN,
MIGHTY BLOW,
NO HANDS,
SECRET WEAPON,
STUNTY

TEAMS

GOBLIN, ORC

SPECIAL

NONE

80,000 GOLD PIECES

STAR PLAYER

FUNGUS THE LOON

Age: 33, Height: 4'5", Weight: 87 lbs

CAREER STATS:

- 212 Player Fatalities (opposing team)
- 43 Player Fatalities (own team)
- One Major Championship Win
- Three Times Spike! Magazine Goblin Player Of The Year



★ HORKON HEARTTRIPPER ★

DARK ELF



MOVEMENT

6

STRENGTH

3

AGILITY

4

ARMOUR

8

SKILLS

DODGE,
LEAP,
POISONED DAGGER,
SECRET WEAPON,
SHADOWING

TEAMS

DARK ELF

SPECIAL

NONE

60,000 GOLD PIECES

STAR PLAYER

HORKON HEARTTRIPPER

Age: 487, Height: 6'2", Weight: 187 lbs

CAREER STATS:

- Rushing 545 paces
- Receiving 36 passes for 734 paces
- Throwing 19 for 300 paces
- 497 On-pitch Player Fatalities
- 167 Off-pitch Assassinations
- Voted "Greatest Assassin of All Time" by readers of Spike! Magazine



★ NOBBLA BLACKWART ★

GOBLIN



MOVEMENT

6

STRENGTH

2

AGILITY

3

ARMOUR

7

SKILLS

BLOCK, DODGE,
CHAINSAW,
NO HANDS,
SECRET WEAPON,
STUNTY

TEAMS

CHAOS, GOBLIN, OGRE, ORC

SPECIAL

NONE

50,000 GOLD PIECES

STAR PLAYER

NOBBLA BLACKWART

Age: 32, Height: 4'5", Weight: 89 lbs

CAREER STATS:

- 155 Player Fatalities
- Winner of the CGIM Lifetime Achievement Award bestowed by the Guild of Chainsaw and Garden Implement Manufacturers



★ SCRAPPA SOREHEAD ★

GOBLIN



MOVEMENT

7

STRENGTH

2

AGILITY

3

ARMOUR

7

SKILLS

DODGE, LEAP,
SPRINT,
SURE FEET,
SECRET WEAPON,
STUNTY

TEAMS

CHAOS, GOBLIN, OGRE, ORC

SPECIAL

NONE

50,000 GOLD PIECES

STAR PLAYER

SCRAPPA SOREHEAD

Age: 30, Height: 4'3", Weight: 78 lbs

CAREER STATS:

- Rushing 1,900 paces
- Receiving 87 passes for 2,456 paces
- Throwing 9 for 45 paces
- 25 Player Fatalities
- Holder of 'Highest Leap' trophy for eleven of past thirteen seasons



★ UGROTH BOLGROT ★

ORC



MOVEMENT

5

STRENGTH

3

AGILITY

3

ARMOUR

9

SKILLS

CHAINSAW,
NO HANDS,
SECRET WEAPON

TEAMS

ORC

SPECIAL

NONE

50,000 GOLD PIECES

STAR PLAYER

UGROTH BOLGROT

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

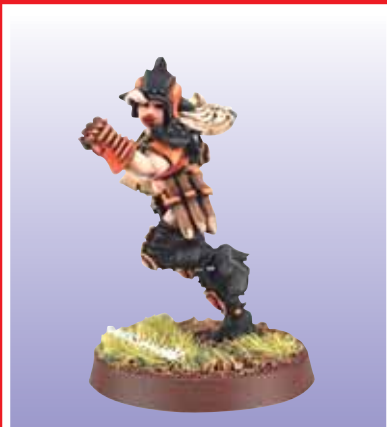
CAREER STATS:

- Rushing 968 paces
- Throwing 3 from 94 for 28 paces
- 8 Interceptions returned for 214 paces
- 7 Touchdowns
- 232 Player Fatalities
- 1,023 Civilian Fatalities
- 3 Referee Fatalities



★ ZARA THE SLAYER ★

HUMAN



MOVEMENT

6

STRENGTH

4

AGILITY

3

ARMOUR

8

SKILLS

BLOCK,
DAUNTLESS,
DODGE,
JUMP UP

TEAMS

AMAZON, DWARF, HUMAN, NORSE

SPECIAL

SEE BACK OF CARD

300,000 GOLD PIECES

STAR PLAYER

ZARA THE SLAYER

Age: 22, Height: 5'10", Weight: 123 lbs

CAREER STATS:

- Rushing 2,956 paces
- Receiving 29 passes for 567 paces
- Throwing 7 for 35 paces
- 116 Player Fatalities
- Voted of 'Best Newcomer, 2503' by readers of Spike! Magazine
- Voted 'Most Hated Player' by readers of Practical Vampirism Magazine

Special: Zara's stakes count as a Poisoned Dagger against any players on Khemri, Necromantic, Undead or Vampire Count teams, and will never 'run out of poison' against players on such teams. Such is her popularity with the fans that no referee would dare to eject her from the game, so she may foul and use the stakes without being sent

