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GAMES WORKSHOP ®

THE 2004 ALBION COAST CUP

By Simon Merton

Jake: Last time I saw Venomous was on a train in France as we tried to find our ways back from the Rendez-Vous Blood Bowl in Paris. Unfortunately I wasn't able to get to the Albion Coast Cup, but as you can tell from the following, it was a lot of fun. Hopefully it'll be on again next year…

It all began earlier this year, when I took a quick breather out of a pub in London that had been home to the Pearly Kings and Queens Tournament that weekend. I overheard one coach discussing a return to Southampton with another. Shocked that there were tournament attendees from my own neck of the woods, I stepped forward, introduced myself, and informed them I would be in touch the following week.

This is how Ben Trayhorn and myself met up, joined forces, and decided to organise the first NAF tournament on the South Coast. Several months of preparation followed, with each of us providing our own skills and talents to bring the tournament to life. Ben sorted out the venue, the prizes, and the website, while I did what I do best… taking money from people, and doing the PR bit by attending lots and lots of Blood Bowl tournaments in England, and even France, getting drunk, and shouting at people until they agreed to attend our humble little tournament.

We were surprised at the response. We had to pick August as the month as it fell between several busy months of Blood Bowl tournaments (it seems that there is virtually one every week somewhere in the world), but with the forthcoming bank holiday we were not sure how many people would be able to attend. Bookings came in fast and we achieved a respectable thirty coaches, which we thought was pretty good for our first attempt at a tournament. But it was not the thirty coaches that surprised, but their generosity. We were given numerous prizes to give away from different people, and Ben and I are still grateful.

All that was left was to decide upon a name. After a small discussion and a bit of forum banter, the Albion Coast Cup (sponsored by Southern Discomfort) was born.

So on the 14th August 2004, thirty coaches arrived at Southampton University Student Union ready to play two days of solid Blood Bowl… well, not quite. Unfortunately,

The tournament well under way

The Final between Atomic Cretin and Stittlewoad Wizards

due to some heavy revelling the night before, one of the coaches, Aran Isom (aka Dwarf Coach), was somewhat worse for wear, and could not actually find the tournament location. Half an hour into the first game there was still no sign, until we finally managed to triangulate his position half way to Reading, and Ben went to recover the errant coach.

The tournament format was with 1,100,000gp rosters taken from any of the official teams, with no Star Players or Wizards allowed. A skill could be picked for a single player before the first, second, fourth and fifth game, and a double roll pick (ie, any skill or a trait) could be given before game three and six. With the possibility of getting traits, Skaven teams were, unsurprisingly, popular, with the ol' warpstone mutating many Storm Vermin into clawed killing machines.

Alongside the seven participating Skaven teams, there were five Wood Elf teams and three Orc and Norse teams. Dwarfs, Necromantic, Lizardmen and Humans each had two teams, and there were also lone representatives from the Amazons, High Elves, Khemri and even Nurgle.

Excitement was already buzzing through the room when the coaches set their eyes on the bulging prizes table, especially when they saw the miniatures that Jake Thornton of Fanatic had kindly donated. We also made everyone sign the commemorative pitch that Philip "Torpor" Homatidis had constructed, which we intended to give away in a raffle on the last day.

As round one got underway we announced that there would be a prize to the coach who inflicted the first kill of the round. We did not have to wait long as Dave "Indigo" Candlish's Human team killed the Beast of Nurgle playing for coach Michael "Sproutman" Wood… how ironic. Incidentally the Beast did regenerate later in the game, and we did consider taking away the prize, but a fatality is still a fatality, even if it's on a large putrid amorphous regenerating blob.

Albion Coast Cup 2004 Final Match Report

Hello ladies and gentlemen. Welcome to the inaugural Albion Coast Cup, brought to you by Southern Discomfort. I'm Hal Spikaels, your commentator for today's game, and it promises to be a good one.

The Stittlewoad Wizzards, led by veteran captain Peri Eredil are a Wood Elf team without peer. They already have success on the open tournament scene, and are looking to add to their impressive tally.

And here come Atomic Cretin, with captain Skratch RawPaws, a particularly "gifted" Skaven Stormvermin that really should look into getting a decent manicure, looking at those talons.

The weather here is perfect for Blood Bowl, and the sun shines over the glorious Torpor Field. We have a capacity crowd here, all hoping the game is as good as the build up, for these two teams have played some amazing, and sometimes lucky Blood Bowl. Nuffle sure loves these two teams.

The conclusion of the first games saw Kenneth "Musta Surma" Karru-Olsen rocket to the top table with his Orcs in his first ever tournament against Philip "Torpor" Homatidis' Khemri squad.

Round two began, and this time there was a prize for the first Double Skill rolled. This honour befell Luke "Blitzwing" Gregory as his Rat Ogre fell over his oversized incisor trying to throw a block.

The round concluded with Kenneth Karru-Olsen's Orcs triumphing over the Khemri 3-0 despite the pyramid-dwelling cadaver racking up eight casualties.

Fatigue started to hit home in round three, as six hours of Blood Bowl began to take its toll. The coaches were evidently ready for some serious R&R after a round which found no less than five coaches on top with equal records of two wins and one draw, separated only by touchdown differences.

It's now tradition at most tournaments these days to go out somewhere and party till the wee hours, and the Albion Coast Cup was going to be no exception. So a couple of hours after the end of round three, half the coaches were down the local pub, sampling its fine beverages, including a selection of pint-sized cocktails,

and, thanks to a wandering salesman, local seafood. As the hours passed, and more and more drinks disappeared, I couldn't help but think that it would be a miracle if even half the coaches turned up on time on Sunday morning for the 9am kick-off. Shortly after that things went blurry, and eventually black.

Sunday, the day of rest, unless you're a crazed Blood Bowl coach. With much trepidation I arrived at the University, and, with great relief, found that I was virtually the last person to get there. Nuffle had guided his followers to the tournament, ready for three more games, and the ultimate prize of the first ever Albion Coast Cup.

Those pesky Skaven teams started to dominate the field during round four, and round five saw four potential candidates for the final; Paul "Geggster" Gegg and his Wood Elves battled against Del "Longfang" Hiscock's renowned Skaven team on table one, while Luke "Blitzwing" Gregory, having sorted out his Rat Ogre woes, was out to avoid being ground into astrogranite dust against Richard "Lowsman" Would's Dwarf team.

At the same time the casualty race was beginning to heat up. After day one, the lone Khemri was leading with a massive 18 casualties caused, but slowly, during games four and five, Matt Ord-Hume and his Dwarf team were

The referee tosses the coin, and Atomic Cretin win the toss. I'm not sure if there are some dodgy dealings going on down there, as the referee appears to have sprouted a third arm. The Skaven must have been bribing with the warpstone again.

The Stittlewoad Wizzards indicate they are ready to receive, Tweek Fleetfoot lines up to kick off for Atomic Cretin, and... we're off, the first Albion Coast Cup Final is under way. The ball soars through the air hitting the turf by the sideline and bounces out of play. Fleetfoot is being shouted at by his comrades for such an atrocious kick, while the Wizzards gracefully move into position as Nada Trueshot, the Wizzards' Thrower, takes possession of the ball.

The Wizzards take no time at all to advance downfield as the Cretins are still arguing with one another over the kick-off. Trueshot hands the ball over to the speedster Graha Sleekfoot, who blasts past midfield and sprints downfield.

Ouch! Atomic Cretin get back in the game as Captain Skratch RawPaws dismembers Wizzards' Kicker Gelas Eredil. Hmm... maybe he doesn't need that manicure after all.

Twitch Wetnose gets entangled with Sleekfoot, and pops the ball loose, while team-mate Nickit Bent Tail recovers for the Cretins. The Wizzards try to close down Nickit, but he's found Tweek Fleetfoot open with a great pass, and now Fleetfoot, trying to make amends for his bad kicking, is running towards the Wizzards' End Zone.

But not for long as Wardancer Gethel leaps into action smashing Tweek Fleetfoot and his two left feet into the ground. Gethel picks up the ball and rolls out to the sideline behind a small line of blockers, and the Stittlewoad Catchers head off to the end zone.

Atomic Cretin move back up with the hulking Rat Ogre Meat Goafer chasing down one Catcher, while RawPaws rakes at the other, knocking him to the turf.

Oh my... Gethel has fumbled the ball as he attempts to unload it downfield, and now the Cretins go on the attack. The Rat Ogre sends Catcher Tiriel Greystar into the crowd, and the horde of Gutter Runners swarm around the ball.

Led by the ashamed Gethel, the Wizzards fight to the ball, and Nada Trueshot recovers, frustrating the

The prizes

rapidly catching up. I'm sure it had nothing to do with Matt's skill selection of Mighty Blow every round, even when he could have taken a trait.

Tension was high on the top tables. Luke's Skaven emerged victorious, thanks to being able to avoid the brunt of the Dwarven assault. Meanwhile in an exciting end to end game, Paul Gegg's Wood Elves paved their way to the final, defeating Del's Skaven.

Before I discuss the final, I should report a scandal that occurred in the last round, and my disgust that there was no other scandalous activity all weekend. What is the Blood Bowl world coming to, eh?

Way down on the bottom table Matt Ord-Hume and his Dwarfs faced off against a hapless Wood Elf team. Unsurprisingly the Dwarfs racked up a lot of casualties, but the Elves won the game… just. But then reports came in that there was a "Gentleman's Agreement" that as long

Gutter Runners. Meanwhile Graha Sleekfoot runs across the End Zone. He is waving his arms, he's completely open.

This could be the opening score. Trueshot has spotted Sleekfoot, brings his arm back to pass and… by Nuffle, this just is not the Wizzards' day. Trueshot has put too much on that pass and it sails over Sleekfoot's head into the crowd. Sleekfoot follows as Skratch RawPaws throws him on the fans' mercy, literally.

Atomic Cretin pick up the ball and charge down the sideline, with Bok Blacknail holding the pigskin real tight.

Stittlewoad try and breakdown the cage but to no avail, the Cretins are just too strong on the counter-attack, and with time expiring surely the Cretins can score.

Blacknail bursts through a hole towards the End Zone, he's almost there, and surely no one can catch him. Whoaaa! Blacknail has slipped up inches from the end zone, and that's the half-time whistle. I'm not sure folks, but there was some unusual arm waving from the Wizzard fans down that end of the stadium. It

could be some kind of fan chant, but I swear the ground came up and grabbed Bok Blacknail's feet.

The Skaven players are arguing at the referee, while the Stittlewoad Wizzards nonchantly head off to the locker room. Atomic Cretin don't seem to be getting much luck from the ref, he's completely ignoring the players, in fact he doesn't seem to be moving at all. Ah well folks, looks like that warpstone bribe at the start of the game has got the better of our official, as he has been petrified. Let's hope they can find a less corrupt referee for the second half. I doubt it though.

The second half gets underway, with the Wizzards having just eight players fit to take the field. Meanwhile, at the other end, the Cretins get ready to receive, Gutter Runners hungrily looking for the ball to come their way.

The Cretins are stacked up to one side behind the massive Rat Ogre, as the ball dances through the air. Wow, those Elves have to make an art form out of everything.

Blacknail grabs the ball for Atomic Cretin, and runs behind the massive wall of Skaven bodies. BAM! Meat

More frantic gaming

as the Wood Elves kept sacrificing themselves in front of the Dwarven spiked gauntlets, the Dwarfs would allow one Elf to live, who could do whatever the hell he wanted with the ball. Nothing was proven, though I spent the rest of the tournament scowling at both coaches. Matt Ord-Hume eventually beat Philip Homatidis' Khemri by one casualty, but Matt very sportingly recognised Philip's achievement, and split the prizes between them.

Back to the final. The coaches were all in their seats as they watched Paul Gegg and Luke Gregory take their position for the glory of winning the Albion Coast Cup. But before the game could commence we had a special treat. Taking a

break from his pre-season training, flying in especially to deliver the game ball was Varag Ghoul-Chewer. We were very lucky that such a famous Star of the game could make an appearance, though we did have to fight him back when he started shouting and intimidating the two finalists. Oh well, what do you expect from an Orc?

The game began with Paul's Wood Elves receiving. They sprinted up field, only to lose possession deep in Luke's half. Luke in turn lost possession of the ball as the Skaven crossed midfield. An exchange of possession continued throughout the first half. The Skaven finally broke free with the ball in the last two turns, but the ball carrier fell

Goafer slams into Arduil Hellas, and he's not moving. The Wizzards' Medic is running onto the pitch, they have to use that Apothecary now, they can't afford to lose another player. Look at him go, is it that natural Wood Elven finesse getting that healer to his patient, or just fear of being tenderised by a ten-foot, 450-pound rat?

Bok Blacknail flips the ball out to Nickit Bent Tail, with most of the remaining Wizzards tangled up with one-on-one blocking… and… Touchdown! Atomic Cretin finally breaks the deadlock.

Atomic Cretin now kick off deep, and Nada Trueshot runs over to collect the ball. I think the Wizzards are going to have real problems scoring now though due to… wait a minute, Trueshot has dumped the ball off to Gethel, who leaps majestically over the Cretins' defensive wall and sprints into the End Zone… nothing is going to stop that kind of play. These Wizzards sure know how to conjure up some Blood Bowl magic.

It's now 1-1 and the Cretins are going to get the ball again. Can they regain the lead? Bok Blacknail catches the kick-off and looks up to pass; he has Bent Tail open once again.

Blacknail's pass is woefully under thrown, and Valar Kellion dodges in and picks up that ball. While this has been going on Graha Sleekfoot, who has finally found his way out of the crowd, has snuck into the End Zone, and is wide open.

The ball soars through the air. Oh no, it looks like it's going over his head again. But wait! By Nuffle, what a catch! With the ball going high Sleekfoot backflips off the stands and catches the ball mid-somersault. Absolutely fantastic. Touchdown.

2-1 now, and can the Stittlewoad Wizzards hold off just a few more minutes and win the Cup?

Atomic Cretin look annoyed at that one, and are beginning to squabble again. RawPaws is squeaking

over sprinting for the End Zone. Half time: 0-0. Not exactly the high scoring shoot out we expected, and I had to convince the other coaches, when reporting the score to them, that it was a really exhilarating game to watch.

The second half began with the Skaven receiving, and the Wood Elves were down a player or two. With less bodies in the way the Skaven scored in just two turns. The favour was returned in just turn 3, when a fantastic solo effort by a Wardancer levelled the score at one apiece.

Now things were getting really good… and exceedingly tense. The Skaven headed downfield on their next possession, but disaster struck as a short pass was under thrown.

Before the Skaven could pause for breath, the Wood Elves had pounced on the ball, chucked it out to a Catcher and the Elves were up 2-1 with just two turns to play.

The Skaven had everything to play for, and the Wood Elves, thanks to injury were having problems covering the pitch. The Skaven threw clinical blocks, blasted open a hole in the middle of the pitch and a Gutter Runner ran to the End Zone as time expired… 2-2. The first Albion Coast Cup was going to sudden death overtime.

At this point other coaches were finishing up, and beginning to crowd around the final, and you could cut the atmosphere with a spoon (sorry, I've been banned from touching sharp objects).

The tournament winner, Luke Gregory

Luke won the toss, and chose to receive. Once again the depleted Wood Elves lined up ready to kick off. There were going to need something special to avoid being swarmed.

orders to his backfield, and the Gutter Runners get ready once more.

Tweek Fleetfoot has the ball, and begins to move up field. The Skaven are just throwing clinical blocks out there, and Wood Elves are falling like deadwood. Fleetfoot shuffles the ball forward to Bok Blacknail, but they have to hurry, there are only seconds left in the game. What timing, Blacknail hits a hole in the line that wasn't there moments ago, and is clean through. But can he get into the End Zone in time? Five seconds to go… four… three… two… Touchdown! They've done it. Atomic Cretin have equalised. We are going to sudden death overtime, folks.

Atomic Cretin win the coin toss. Stittlewoad are going to give it everything here. Just listen to that crowd cheer. The fans are really behind the Elves here.

The ball lands at the feet of Tweek Fleetfoot, and I'm sure we've seen this before. The Wizzards have seen the

play forming too, but there just aren't enough of them left to stop it. Stittlewoad are giving it everything, but the blocking of the Rat Ogre and Skratch RawPaws is simply unstoppable. Fleetfoot passes to Twitch Wetnose, who jumps over the fallen Elves, and scampers towards the End Zone. The last few Wizzards are chasing him, but they aren't going to catch him.

TOUCHDOWN!

Atomic Cretin win the First Albion Coast Cup 3-2 in overtime. What a game. The crowd are loving it, except for the Wood Elf fans, but I think they are now getting leapt on by the Cretin's fans… and the Cretins are erecting a huge warpstone monolith in the middle of the pitch.

I think it's time to go. I'm Hal Spikaels, this was the Albion Coast Cup, see you next year folks. GET ME OUTTA HERE!

The prize winners

Unfortunately, the Skaven were just too good. In a virtual carbon copy of their second touchdown, the Skaven smashed open another gap and a Gutter Runner scuttled through to cup victory. I'm pretty sure that had the Elves received they would have scored first, but as it was, this day was going to belong to the Skaven, and Luke Gregory.

See the special match report for a blow-by-blow account of the final.

Coaches were giving ten minutes to relax, while Ben and I figured out all the final results, and prepared the prizes.

The prizewinners were:
Winner of the Albion Coast Cup 2004: Luke Gregory
Runner-up: Paul Gegg
Third Place: Richard Would
Most Touchdowns: Louis Xavier-Dauguet
Most Casualties: Matt Ord-Hume
Best Painted: Del Hiscocks
Most Sporting: Dave Downes
Best Newcomer: Kenneth Karru-Olsen
Raffle Winner (for the Commemorative Signed Pitch): Gavin Kelly.

Overall we think the tournament was a rousing success. All the coaches enjoyed themselves thoroughly, and were impressed how smoothly the whole tournament ran… trust me guys, it didn't seem very smooth from our side.

Ben and I would like to thank all the coaches for attending, especially those that came from overseas, all the tournament staff for helping out over the weekend and all those lovely people that donated prizes.

Rest assured we are going to make the 2005 Albion Coast Cup even better.

Author	*Simon Merton has been playing Blood Bowl since the first edition, and was the controversial winner of the 2002 Resurrection Tournament. He can be found at many Blood Bowl Tournaments trying to relive past glory, or rambling online as "Venomous Breath".*
Further Information	*The Blood Bowl box set is available from all good GW stockists.*
More BB	*Turn to page 34 for Snotling teams.*
Website	*www.BloodBowl.com*

A BATTLEFIELD IS A DANGEROUS THING...

Alternative Objectives for your Epic games by David McLeod

Objectives are one of those things that make an Epic game so lively. In the grand tournament game, objectives don't represent anything in particular – there are these mysterious little patches of ground that must be fought for that often leave the ordinary grunt in the mud asking just what it is that constitutes military intelligence. Nevertheless, the objective is there and by the Emperor they are going to take it!

You can fiddle around a lot when making scenarios, coming up with interesting and varied reasons for the armies to be there and fighting each other, or you can just use the regular objective rules and trust that there is something there that matters. But sometimes it is fun, and challenging not to have any idea what problems your troops will have to surmount to claim the victory. I would suggest that your first time doing something weird with objectives that you go all out and use them as much as possible! I know people say don't dive in head first but honestly, lets have some courage! It's fun and will let you try out a lot of them quickly to see if you like the way it changes your focus in the game. The first time or two I'd recommend writing the rules for the objectives out on card and keeping them close at hand near the objectives so you don't forget to use the rules!

When playing a campaign you may want to use scenarios to define the events in a game. Doing so makes writing a weekly bulletin for your gaming group much easier.

"The Howling Griffons Third Company defeated the Cadian 21st Armoured by capturing the third and fourth objectives late in the game".

This does not sound nearly as interesting to other people (who may not have a clue as to the game mechanics work) as:

"The Howling Griffons Third Company defeated the Cadian 21st Armoured by deploying quickly to their flank and then using strategically placed beacons to teleport in Terminator squads to wipe out the Third Company in a furious fight over the poison marshes and the Cadian's fuel dumps."

SPECIAL OBJECTIVES

What follows is a set of special conditions, and new ways of using objectives, which I have developed with my gaming group for use in our games of Epic.

Using These Rules

Of course, like any good set of ideas there are a million and one ways to play using the objectives that I have outlined. The best is to use one of the objectives listed below as a basis for an idea of your own, build that special set piece of terrain to represent it, and then play your game.

Perhaps when arranging a game you could decide ahead of time which objectives each player will use. Each player can make three rolls and pick the ones they like the best to place (though the player should have to build models for the objectives!). The players could place objectives as normal and roll to see what each one is as they are placed, or after all the objectives are placed. You could deploy your armies and then roll for what the objectives are. Players could choose to use a special rule such as rolling a dice when an objective is placed and on a 1-3 the placing player chooses a type, and a 4-6 the other player chooses (recommended for players with a lot of experience with the following rules!) or have a third person (a game judge or umpire) decide or roll before the game what the objectives will be.

Alternatively you can use these rules to provide a little more variety to the GT game without the need for players to make up rules/scenarios. Just follow the instructions and play it out. If you want to be really daring, have each player write down which two objectives they want to place in their opponent's side (not the table edge objectives), and then place objectives but roll a D6 with a roll of 5+ changing the objective from what the player wrote down to a random type.

Roll D66 (roll one D6 for tens, and another D6 for ones):

11-16 Buildings
Unless noted all building are only captured by entering them and when there are no other enemy units within 5cm of the building.

11   **Blockhouse.** A 12cm x 8cm x 6cm blockhouse. Formations fully inside may not be subject to supporting attacks.

12   **Shack.** Has a 12cm square base and is 24cm+ tall. Light construction. 5+ Cover Save.

13   **Reinforced Building.** Is 5cm x 5cm x 10cm tall and counts as reinforced fortification (-2 to hit units inside, 3+ Cover). Enemy formations must be within 5cm to capture.

14   **Booby-trapped Building.** 15cm x 15cm base. Booby-trapped. Infantry count this objective as dangerous terrain. Formations must have one or more units inside the building to claim control.

15   **Unstable Building.** 10cm x 15cm on the base and is unstable. Roll a D6 whenever a formation inside the building is shot at or engaged. On a 6 all infantry inside the building are removed as casualties and the building replaced by rubble.

16   **Megalithic Building.** Has a 20cm x 30cm base and must be at least 10cm tall. The player that places this objective must define two zones inside the building. Holding one zone counts as an objective, holding both counts as a goal.

21-26 Target of Opportunity
These objectives may be captured as usual but in the end phase the player in control of the objective may choose to demolish it. Remove the objective. A player can only remove an objective in his opponent's half. Neither side may claim a demolished objective. Destroying two of your opponent's Targets of Opportunity counts as a goal.

21   **Communications Tower.** Opponent suffers -1 on Initiative on aircraft and spacecraft operations while you control this objective.

22   **Fuel/Munitions Dump.** Special Rule: Leader (for controlling formation). Any unit within 2D6cm takes a hit on a 6+ if this objective is demolished.

23   **Diplomatic/Official Entourage.** Moves 3D6cm in the End phase after the Rally tests (player whose side it is deployed in decides direction).

24   **Stranded Commander.** Moves 10cm after Rally tests. Controlling player decides direction. If neither player is in control, objective does not move.

25   **Outpost.** Counts as a bunker (fortified). Place one stand of infantry inside (chosen by your opponent). The stand will count as Fearless when deployed. The unit must be killed to claim the objective. Counts as claimed by owning player until the unit is killed.

26   **Cultural Icon.** Something with a lot of glass preferably... Any formation that demolishes this objective is worth double Victory Points. If this makes the formation the most valuable in terms of Victory Points, they will count for the purposes of the Break Their Spirit goal.

31-33 Special Terrain Feature

Special terrain features are extraordinary positions that provide huge advantages to controlling formations. To control a special terrain feature you must have one unit from a formation within the feature and no enemy units within 5cm of it.

31   **Crater.** Crater is the same size as the Orbital Blast template (surprise!). Counts as cover, Infantry receive a 4+ Cover Save, Tanks a 3+ Cover Save.

32   **Gully.** 5cm x 15cm Gully. Counts as cover for infantry, 5+ Save. May not be claimed by formations without infantry.

33   **Sniper Position.** Any infantry unit occupying the position counts as cross-firing any formation it shoots at.

34   **Alien Colony.** 10 cm radius. 4+ Cover for armoured vehicles, light vehicles and infantry. Counts as dangerous terrain, no re-rolls allowed. After Rally tests place one Blast marker on any formation with a unit in the alien colony.

35   **Knoll.** Small hill 15cm in diameter. Vehicles count the knoll as cover, all units treat it as difficult ground. Roll a dice during deployment. On a roll of a 6 the knoll is also 'Grassy' and provides the same advantages as Sniper Position (above).

36   **Cavern Entrance.** Must be a hill at least 20cm x 30cm long with a cave entrance approximately 6cm wide – you can add this entrance to a hill already on the table, if available. Units within cave entrance are immune to indirect fire, orbital bombardments. Formations of up to 30 units may enter the cavern which counts as difficult terrain for armoured vehicles bot entering and leaving the cavern. Units in the cavern can only be attacked by engaging them in a combat. In this case, all units count as being within 15 of the opening, owning player sets up units off-table showing order of units front to back for casualty purposes. During these combats, the cave provides a 5+ Cover Save for infantry.

41-46 Pretty Plain Lookin'

These are objectives that look normal but are something a little better. Place markers for this objective type as usual. All special rules for an 'ordinary' objective only apply to a controlling formation.

41   **Alien Energy Field.** Roll a D3 in each strategy phase. The number rolled is the To Hit modifier this objective provides.

42   **'Something strange is going on…'** Roll a D6 for any formation controlling or contesting this objective. On a 1 something weird happens and a unit disappears without a trace. Remove one unit within 15cm of the objective (owning player's choice).

43   **'Something is making people crazy here…'** Controlling formations count as Fearless, but count as cross-fired if they are shot at. These effects only apply to infantry.

44-46   **Nothin' Special.** Really. Actually totally ordinary!

51-56 Something Wrong With the Orders…

When something is wrong with the orders the objective doesn't make sense to the attacker. Count objectives as normal except where stated.

51   **Inaccurate Coordinates.** When the player deploys a garrison formation on this objective both the objective and the garrison may move 30cm in any direction (though not into the opponent's half of the table). This only works once!

52   **Invisible to the Naked Eye.** If this objective is in terrain increase the Saving throw by 1, any formation using it to garrison may deploy on Overwatch.

53   **Arrived Early.** Player may garrison 0-1 reserve formation with this objective.

54   **Wasted Resources.** Player must garrison their "Break Their Spirit" formation at this objective. Normal restrictions for garrisons do not apply. If they have more than one "Break Their Spirit" formation they must deploy them all!

55   **Infiltrators.** When this result is rolled the placing player may choose to deploy one formation consisting entirely of units with the scout ability within 15cm of the objective before the next objective is placed.

56   **'Is that Map right?'** Scatter the objective three times (use Scatter dice), 3D6cm each time. This may result in it being off-table (place on nearest board edge) or in enemy half of the table. Roll again on the 51-56 range on this table.

61-66 The Best Laid Plans…

These objectives represent exceptionally nasty things that the attacking army may have planned in conjunction with that objective. Count as regular objectives except where noted.

61 **Deathtrap.** Any formation moving through or ending a move within range of this objective must take D6 Dangerous Terrain tests (must be applied to units in range of objective only.

62 **Out of Control Automated Defences.** Roll a D6 whenever a unit finishes a move within range of this objective. If a 1 is rolled the objective attacks like a single Death Wind Drop Pod (see Space Marines rules) and will hit any unit, friend or foe in range.

63 **Trap.** Placing player may choose to detonate this objective in an End phase before any rally tests are made. There is no need to have a friendly formation within range in order to detonate the trap – it can be assumed that it is remotely operated. Roll a D6 when the trap is detonated. On a 1 or 2 the charges are duds and have no effect. On a 3 or more, the trap counts as a 'Target of Opportuniy' for the player and will inflict a hit on a 4+ to any unit within range when detonated.

64 **Orbital Beacon.** Any spacecraft firing an orbital bombardment may fire without scattering if the first template is centered on this objective.

65 **Teleport Homers.** Any teleporting formation belonging to the player who placed this objective will arrive without having to check for Blast markers.

66 **War is Hell!** Roll a D6. On a 1-3 roll once on the Best Laid Plans (61-66) table (re-rolling 6s), once on the Building (11-16) table, and once on the Something Went Wrong With the Orders (51-56) table. On a 4-6 roll once on the Best Laid Plans (61-66) table (re-rolling 6s), once on the Special Terrain Feature (31-36) table, and once on the Target of Opportunity (21-26) table. This objective has the characteristics of all three rolls.
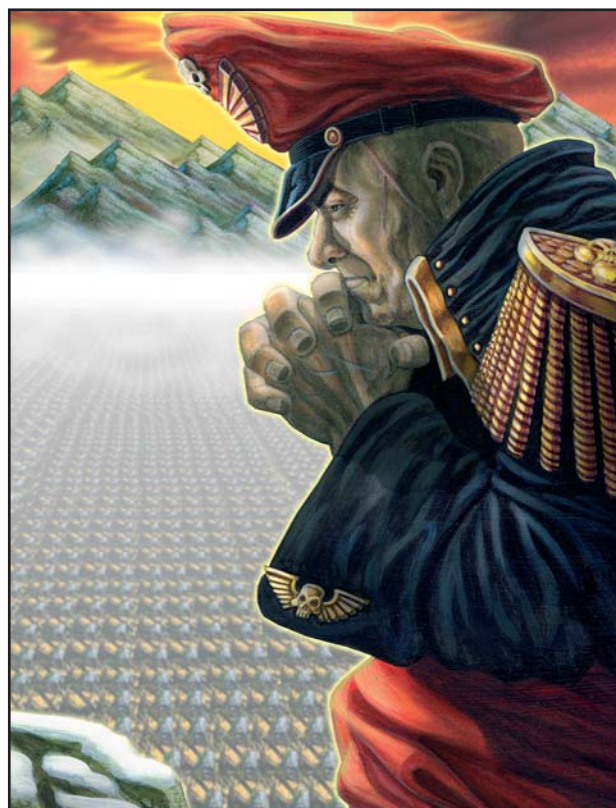
A Final Note…

Now that you've seen the objective tables it's worth pointing out that some of them will be much bigger modeling projects to tackle than others. For example playing the "Stranded Commander" Target of Opportunity objective will require only a single model of the right type painted up on a coin sized base, but some are much harder. At the moment I've spent over sixty hours building a massive cathedral to use as my megalithic building because I want it to be a centrepiece for special games such as the finale of a campaign or a Titan slug-fest. Whatever you choose to do it is worth the time and patience of turning all that built up pile of scavenged material into fantastic objectives to play your battles on!

Author	*Dave has played GW games since the days of the glorious game of Rogue Trader. Of course he was in seventh grade then but that hasn't stopped him from playing every system GW has put out. His favourite game is Doom of the Eldar (GW board game long out of print but a blast to play) and has played Eldar for over six years.*
	He posts on the Epic forums under the name Tepoc (or Sotec sometimes) and can only described as the fanatic's Fanatic!
	He's more than happy to share trade secrets and can even be convinced to aid players with conversions using his bitz box(s). He plays Skaven and Chaos Dwarves for Blood Bowl, Escher for Necromunda and has finished a large epic Eldar force and started several others.
Further Information	*The Epic rulebook is available from Games Workshop hobby centres and from Games Workshop Direct. A set of objective markers can also be purchased, see the catalogue and How to Order pages.*
Websites	*www.Epic-Battles.com & www.pbase.com/tepoc*

Everyone's Favourite Runts

By Tom Anders

Snotlings aren't the most obvious choice for Blood Bowl players being smaller, weaker and generally much more squishy than your average Lineman. However, some folk have a soft spot for the little fellers, and the BBRC's very own Tom Anders is one of those discerning few. His league has been using and evolving the following rules in private for several years now, and we thought it'd be fun to show them off and see if anyone else was craz… er… inspired by them.

As with all home-grown rules and modifications, these are usable if your league commissioner allows it, and not if he doesn't. Pretty much like anything else really. After all, it's his league…

Like Goblins, but Shorter

Snotlings are the smallest of the Goblinoid races. They are not great strategists as they generally have the intelligence of a crazed five-year old, but they are five-year olds who love Blood Bowl. Snotlings turn up in vast numbers to see their favourite teams play.

Snotlings love the game so much that they will do anything to take part. At one point the Oldheim Ogres used to play special matches where a Snotling was used instead of the normal regulation ball. However, very few self-respecting Orc, Ogre, or Goblin teams would actually allow a player as pathetic as a Snotling to take the field as part of the team.

The Goblin coach Snarky Knee-biter is credited as the first to use entire teams of Snotlings as opponents to train his Goblin team (without much risk to his own players). When Snotlings discovered that certain coaches would actually let them play Blood Bowl, they lined up to volunteer. Very few of these Snotlings would survive these practice matches, but fortunately Snotling populations are very difficult to decrease in any meaningful manner.

A few Night Goblin Shamans, completely deranged from too much Fungus Brew, have even rounded up Trolls to play with Snotlings to form true Blood Bowl teams. Such teams are usually destroyed after their first few games, but it appears that as long as Fungus Brew is around the occasional Snotling team will show up for a game of Blood Bowl.

SNOTLING TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Snotling	20,000	5	1	3	5	Titchy, Right Stuff, Dodge, Side Step
0-4	Troll	100,000	4	5	1	9	Big Guy, Mighty Blow, Throw Team-Mate, Regenerate, Always Hungry, Really Stupid

Re-roll counter: 80,000 gold pieces each

Snotlings may only take Agility skills and Trolls may take General and Strength skills

The team may have an Apothecary or Wizard, and may Freeboot any Star player that is allowed on a Goblin team.

New Skill: Titchy

The player is incredibly tiny (even smaller than a Halfling or Goblin.) To represent this make all Dodge rolls with an extra +1 modifier (ie, +2 total) and may ignore any enemy tackle zones on the square he is moving to as long as he is not armed with a secret weapon. Titchy players must increase the range by two categories when they make a pass and opposing coaches may add +2 to the Injury roll for a Titchy player. Titchy players do not exert a -1 penalty when dodging into their tackle zone. In addition, it is very hard for the ref to keep track of how many Titchy players are on the pitch at any one time. To represent this roll a D6 before each drive.

D6	RESULT
1:	no extra Snotlings sneak out
2-5:	the coach may field 1 extra Snotling (if any are available)
6:	the coach may field 2 extra Snotlings (if any are available)

Miniatures: Specialist Games has a rookie Blood Bowl Troll that works great for the team. As for Snotling miniatures… well, believe it or not, the Snotling team has the most official miniatures of any team ever in Blood Bowl! During 2nd edition, 35 different Blood Bowl Snotling miniatures were created that you might be able to locate. Barring that you'll find a number of Snotling miniatures (especially from the Pump Wagon) from Warhammer Fantasy Battles that are easily converted to create your team. If you want a fun extra rule (and really cool fig) for the team get Guy Simpson's rules for the Snotling Pump Wagon secret weapon from BB Compendium 2 or from *http:/www.blood-bowl.net*. It's like a Deathroller for the team.

Development: I've played this team now in two different leagues for 20 matches. The starting roster I recommend is the following:

4 Trolls
12 Snotlings
3 Re-rolls
9 Fan Factor
30k in treasury

For team development, replace your Snotlings often. I usually retire and replace any Snotling that suffers anything more than a 'miss next game' serious injury. As you get enough funds, purchase an Apothecary (use it on your Trolls if they suffer a Death or important serious injury… don't trust Regeneration). You should also buy a 4th re-roll and 6 Cheerleaders. After you've achieved these goals, use your money to freeboot Goblin stars to help your team out. Retire Snotlings as needed until you get to 6 assistant coaches; after that just retire them.

I've found the following skill choices work best for Snotlings: Diving Tackle, Sure Feet, and Catch in that order (they won't live to get a 4th skill… trust me). Use doubles for Snotlings to get one Kick player and then Dirty Players. For the Trolls: Block, Break Tackle, and then Tackle with doubles going for Leader for the first doubles, then Pass or Frenzy depending on if you are more of a running game coach or a throw team-mate coach.

★★★ Snotlings aren't unaware that the other races mock their prowess at Blood Bowl. Mostly they don't care much: "Dey gets crumped jus' as bad as we duz an' dey gots furder a fall!" But some Snotlings do show a pride in their work, and do anything they can to improve their play. Smeggy 'The Glider' Marshjuice had a tailor rig his uniform so that it had wings under the arms, and he managed to take the ball 156 paces in 8 carries against the Scarcrag Snivellers.

Sadly, an Elementalist in the pay of the Galadrieth Gladiators ended a promising career when he called up a strong wind and sent Smeggy on a tour of all the arenas in Norsca.

Editor's note: If you want to play a Snotling team in a official capacity I suggest you stick three Snotlings to a standard 28mm base and then simply use the goblin team rules. Each base of three Snotlings representing one Goblin.

LINE UPS

Below you will find standard offence and defence set-ups for the team. Players 1-4 are Trolls. Players 5-11 are Snotlings.
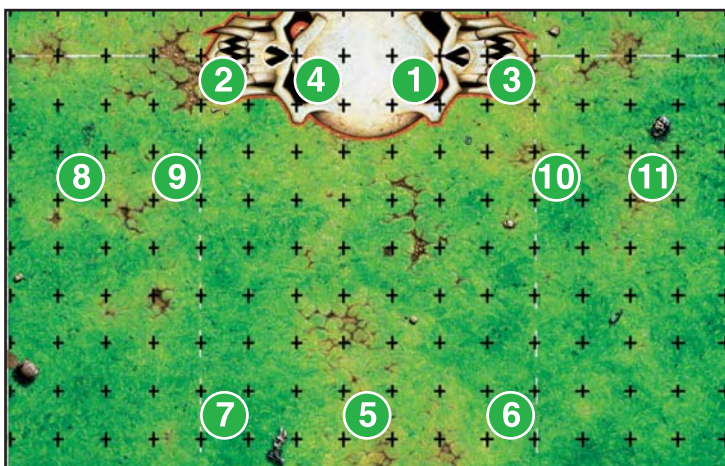
On offence, you are just setting up your play when you receive. Do not try to get the ball into your opponent's half of the pitch. Move two Snotlings forward so that all four of your Trolls will get 2+ Really Stupid rolls. Block with the Trolls and don't follow-up. Pick up the ball and huddle behind the wall of Trolls using the rest of your Snotlings to "guard" the sides (preferably ones with Diving Tackle if you have them). On the next turn, either try a Throw Team-mate play or start the rolling march up the pitch with the Trolls. It's slow, but it can be done. If you get the ball carrier within seven squares of the End Zone, start dodging for the touchdown. Remember Snotlings have 2+ Dodge rolls anywhere.

On defence, make sure you keep the Snotlings out of Quick Snap range. Snotlings break so easily that if you give your opponent free blocks on them, you are giving them the game to be honest.

Your defence options are pretty simple. Get the Trolls into the thick where the ball is as much as possible since Snotlings have almost no ability to block players and using them as tackle zones on players is a great way to kill them on the 3 dice blocks your opponent will get the following turn.
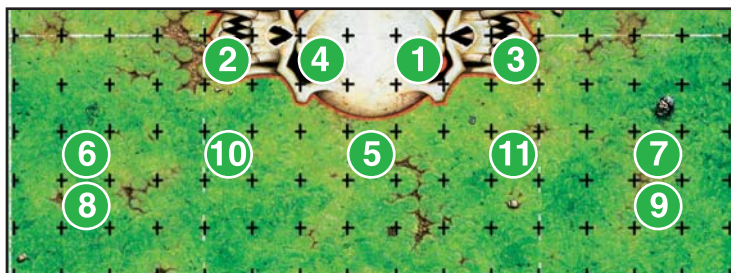
Game Play: Because of their lack of -1 modifiers to dodge rolls into their tackle zones, Snotling cages don't work UNLESS you can get the Trolls rolling down pitch with them. Your best bet to score with Snotlings is to take advantage of the first half. Use your 2+ Dodge rolls anywhere to keep your Trolls with 2+ rolls for Really Stupid, give the Trolls 2 assists where you can for 3 dice blocks and try to roll your team up the pitch with the Trolls bashing and Snotlings fouling all the way. Make sure to never leave a Snotling in an opponent's tackle zone if you can avoid it.

During the first half, you should have the numbers advantage on the pitch, use it to foul with as many assists as you can get with those 2+ Dodge rolls. Foul as much as you can, but be careful that you are not ejecting or losing to injury more players than your opponent is having knocked out or worse. Never forget to argue the call.

Good luck with the most difficult team of them all… a team for the coach that truly needs a challenge.

Special thanks to Joel Hainstock for the Blood Bowl team material in Citadel Journal #26, Frank Becker for the great pictures of his Snottish Airways team in action, the BBRC team for the revised Titchy rules, and Jervis Johnson & Paul Cockburn for the original rules, NAF facts, and text on Snotling players and teams.

Author	Tom has been a Blood Bowl fanatic for as long as he (or anyone else) can remember. He is the webmaster of the popular www.Blood-Bowl.net website. You can often find him online as Galak Starscraper.
Further Information	The crew of the Snotling Pump Wagaon, bot the new and classic edition can be purchased seperately from Games Workshop Direct, these make excellent Snotling BB players.
More BB Website	Turn to page 6 for the Albion Cup. www.BloodBowl.com & www.Blood-Bowl.net

EPIC

ASSAULT!

A new scenario for assaults against static defences in Epic, by Miles Holmes

The Assault scenario was developed for two reasons; to simulate a static defence type of battle common throughout history, and second, to have an excuse to use all the cool Forge World terrain like bunkers and pillboxes! The Assault scenario allows players to choose between playing defender in a heavily fortified and dug-in position, or take on the role of attacker, commanding superior numbers, tasked with smashing through enemy lines. This scenario introduces the following new special rules: Fortifications, Concealment, and Preliminary Bombardment, all of which are specific to this scenario.

FORCES
The defender chooses an army to a points total between 2,000 and 5,000 points using the tournament army lists. The attacker then chooses an army to a total 150% the size of the defender's. As an example, if the defender's army was 2,000 points, the attacker would add an additional 1,000 points, for a total of 3,000 points. The defender may then choose an additional 25% of their force's total in points as fortifications from the list below. This is a bonus allotment of points, and is not drawn from army point totals, nor may it be used to purchase any units other than those shown on the fortifications list. To continue the example given above, a defender with an army of 2,000 points in size could select up

to 500 points from the fortifications list. Note that neither side may have forces in excess of 5000 points, so for this reason, it is recommended that the defender's army be between 2000 and 3,000 points.

GAMING AREA
For this scenario, we assume the game to be played on a 6' x 4' table. Set up the gaming table in any mutually agreeable manner. Once this has been done, determine which table edge belongs to the defender by rolling using strategy ratings. The winner chooses the short edge the defender will deploy on. The attacker takes the opposing short edge.

DEPLOYMENT
The attacker places an objective on the defending player's short table edge, and two objectives within the defending players deployment zone. They must be at least 30cm from any table or deployment zone edges, and at least 30cm from each other.

The defender next designates concealed formations and fortifications (see concealment). The defender then deploys all concealment markers and formations in a deployment zone that spans the defender's short table edge up to the halfway point of the table (3' x 4' area). The defender may

hold any formations he wishes off table to bring on as reserves, teleportation, etc. The defender will be eligible to bring on reserves any turn after the first turn.

The attacker now deploys his entire force in a deployment zone from along his short edge up to 15cm forward. Formations that consist of units with the Scout ability may be set up as garrisons for this mission. The attacker may hold any formations he wishes off table for reserves, teleportation, planetfall, etc. All are eligible to enter play from turn 1 onwards. The attacker then conducts a preliminary bombardment, if applicable (see preliminary bombardment). Apply any results.

The attacker automatically gains initiative to begin turn 1, but must still take an Initiative check for whichever formation is nominated to take the first action.

VICTORY CONDITIONS

The game will last between 4 to 6 turns. The attacker can claim victory if by the end of turn 4, 5 or 6 he has achieved both the Blitzkrieg and both Take and Hold goals while the defender has achieved one or less of his goals. The defender can claim victory if he achieves the Defend the Flag and Break Their Spirit objectives by the end of turn 4, 5, or 6, as long as the attacker has achieved one or less of his objectives. Either player can claim a minor victory if by turn 6 they have achieved at least one objective and their opponent has not. Any other result by turn 6 is a draw.

Fortification List (up to 25% of defenders point total)

Entrenchment by formation:

Note: All eligible units in the formation must entrench if entrenchment is purchased for a formation. Where infantry has transport, they may begin in transport and forego entrenchment.

Infantry stand ....+2 points
Vehicle ....+2 points
War Engine ....+5 points

0-4 Razor wire ....25 points for 5 stands*
0-2 Tank traps ....50 points for 5 stands**
0-3 Minefield..........................50 points for 2 stands***
*Razor wire is depicted on a stand that is 10cm long by no more than 2cm wide.
**Tank traps are depicted by a 10cm long, 2cm wide stand.
***Any combination of either anti-tank or anti-personnel mines.

Pill boxes: Any 4 of the stands chosen from below
Battlecannon ....+20 points
Twin lascannon .... +15 points
Twin heavy bolter.......................................+10 points

Bunker ....35 points each
A bunker is represented by a terrain feature no more than 5cm by 5cm size.

ASSAULT SPECIAL RULES

The Assault scenario makes use of the following special rules:

Fortifications

The defender has had time to fortify their position, making it harder for enemy forces to advance, and giving friendly troops improved cover, support and concealment. Fortifications include the following options: Entrenchment, Bunkers, Pillboxes, Razor wire, Tank traps and Minefields. The defending player may purchase these options from the list below, spending an additional 25% of the agreed points total for their army. While the rules described below describe largely Imperial style fortifications, each and every army could adapt their own version of each, for equal point values and effect. For example, a Tyranid force might use Spore Mines for minefields, barbed strangler vines for razor wire, and burrow rather than entrench! Players should have fun making their own army's unique fortifications.

Entrenchment: Entrenchment is not so much a particular type of fortification as the simple act of a formation trying damned hard to get something in between them and the enemy, be it hastily dug holes, piled up earth or something more elaborate. Entrenchment allows a formation to conceal itself and create cover even in open terrain. The first effect of entrenching a formation is to give it cover where none is present. For infantry, this counts as buildings (4+ Cover), and also provides a -1 penalty to be hit. For armoured and light vehicles, entrenching allows them to receive the hull down bonus against shooting, and also a Cover Save of 5+. War engines may entrench, but are too large to be eligible for concealment. Only formations that have fully entrenched are eligible for concealment (see below) in open terrain. Obviously, flyers do not entrench, nor can skimmers. Small trenches, defence lines, fox holes or even a simple marker can be made to show formations are entrenched.

Unlike more complex trenches or earthworks, entrenched positions are considered to be temporary and likely to collapse if the defenders leave them. If the formation moves from entrenchments, they may no longer claim entrenched status.

Razor wire: Razorwire represents infantry obstacles erected to prevent the movement of infantry or channel it into kill zones. Razorwire is typically represented by barbed wire, but any terrain feature that would appear to impede infantry movement will suit the purpose.

Type	Infantry	Vehicle	War Engine
Razor wire	Dangerous	None*	None

Notes: Vehicles with the Walker ability treat the razor wire as though they are infantry (though such vehicles do still receive their special Walker re-roll for the Dangerous Terrain test). Similarly, mounted infantry still count as infantry, and hence are affected by the razorwire. Infantry with the Jump Packs ability may leap over razor wire, but if they contact razor wire treat as normal infantry.

Tank traps: Tank traps represent erections designed to prevent or channel the movement of vehicles.

Type	Infantry	Vehicle	War Engine*
Tank Traps	6+ Cover Save	Impassable	Impassable

Notes: War engines, such as Titans, that can step over terrain are unaffected by tank traps. Against vehicles with the Skimmer or Walker abilities, they have no effect. Against any infantry, they do not impede movement whatsoever, and in fact, infantry in base contact with such stands may claim a Cover bonus in the same way as when contacting a friendly vehicle unit (6+ Cover Save), as noted in the profile above.

BUNKER

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	3+	0	0

Notes: Thick Rear Armor, Transport 2, DC 3

Critical hit effect: partial collapse; bunker armour value reduced by 1

Upon deployment, bunkers are initially attached to a formation of the defending player's choice. The formation is not obligated to maintain coherency with the bunkers, however, and may move from them, allowing other formations to move into them. Bunkers count as war engines, so they may not conceal, and the formation attached to them is therefore ineligible as well. Any infantry without the mounted ability may be placed in a bunker. In addition, up to two stands may be placed on the roof of the bunker. This provides them the

fortifications cover save of 3+. Troops within a bunker may fire normally, and participate in a firefight. A formation that has engaged a formation with bunkers cannot target units inside the bunker, only the bunker itself or those units on top. If during a FF/CC a formation defending bunkers becomes broken and withdraws, the bunkers take no additional hits, and may now be claimed by the winning formation. As with any WE, bunkers do lend their starting DC for determining numbers in an engagement!

PILLBOX				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Pillbox	Immobile	4+	6+	5+
Weapon	**Range**	**Firepower**	**Notes**	
Battlecannon	75cm	AP4+/AT4+	–	
Twin Lascannon	45cm	AT4+	–	
Twin Heavy Bolter	30cm	AP4+	–	

Notes: *Reinforced Armour,*

Armoured Bunkers: Bunkers come in a variety of forms and serve an equal variety of roles. Primarily, bunkers are structures designed to hold troops defending a position. They are heavily fortified with thick plascrete walls and reinforced support beams. The most heavily armoured of bunkers can be colossal structures, able to withstand a heavy pounding even from enemy war engines.

Modelling Note: The bunkers made by Forge World are perfect in this role. Unlike the smaller bunkers, or command bunkers we've covered in previous articles, these armoured bunkers represent really durable, top notch defences, and so are a little tougher. If you want to use some of the other types of bunker in the game as well, you should feel free to do so – just make it clear to your opponent which bunker is which.

Pillboxes: Pillboxes are similar to bunkers in that they are fortified structures designed to withstand an attack and support troops defending a position. As a terrain feature, they are perfectly represented by the Forge World pillboxes, though any similar effect on a 3cm by 3cm stand is fine also.

Pillboxes are units that join formations in the following manner. At the beginning of the game, they are attached to a formation on deployment, being placed in coherency as any other unit.

Each group of pillboxes may be spread out over one or more detachments in deployment, they are not required to maintain any coherency among themselves, nor do they count as a formation on their own. Following deployment, any formation that has units within 15cm of the Pillbox, may count it as being part of that detachment, participating in any shooting that formation may make, overwatch, sustained, etc. Where several formations are in proximity of a pillbox, the owning player nominates which formation the pillbox will attach to. Note that control may change from turn to turn as formations manoeuvre in and out of proximity.

During the game, a pillbox with no formations within 15cm is 'out of command' and may take no action. It may still be fired upon, however. Pillboxes may entrench, at no extra cost, so long as the formation they deploy with has entrenched.

Any pillboxes involved in a losing CC/FF are destroyed, as they cannot withdraw.

Pillboxes come in 3 varieties of crewed weapons; battle cannon, twin lascannon, and twin heavy bolter.

Minefields: Minefields are, like razor wire or tank traps, an obstacle placed to limit or channel the movement of enemy forces. They are also a surprise in most cases, in that the enemy does not know they are there until it is too late

Type	Infantry	Vehicle	War Engine*
Minefield	Dangerous	Dangerous	Dangerous

Notes: Skimmers are free to move over minefields without penalty. Jump pack troops are free to fly over minefields without penalty. Each casualty caused by a minefield will place a Blast marker on the formation.

Concealment

Forces defending a position will have the opportunity to hide their precise location. This makes an attack far riskier, as the defenders are nearly certain to get off the first few key shots, and the attackers must move in blind, able only to guess where to manoeuvre key units. To use concealment, a force must first generate numbered concealment markers. A defending force has as many concealment markers as it has formations, plus D3. Thus, a force with 5 formations would have 5+D3 concealment markers.

Next, for any units that wish to conceal, secretly assign a concealment marker number to them. You do not have to conceal formations if you do not wish to. Certain formations, namely those with war engines, are unable to conceal at all. Assigning a marker to a single minefield

allows it to conceal. Pillboxes may be concealed along with formations by being noted as included with that formation to begin the game.

Once concealing formations or fortifications have been noted, deploy forces and all markers as normal. A formation may only conceal in terrain features that provide it with cover. Note that the purchase of entrenchment for a formation achieves this condition in open terrain.

Once a marker is in place, it represents an area that attacker intelligence believes is of some note. Excess concealment markers not assigned to any formations or fortifications are placed as decoys. Concealment markers cannot be fired upon or engaged in any way. The only way for opposing formations to interact with them is to

spot. Formations that are concealed are considered to be on Overwatch. This carries over from turn to turn, and the formation is not required to activate on any turn. During the turn, when the defending player has the initiative, they may choose to pass on a concealed formation, or activate a visible one. When no such formations remain, the defender is done for the turn. Concealed formations or fortifications can be revealed in the following ways:

- Voluntarily by the defender through firing on Overwatch
- Voluntarily by the defender by dropping Overwatch orders during the Rally phase
- Involuntarily by attacker through spotting
- Involuntarily by attacker through preliminary bombardment

If a concealed formation chooses to use Overwatch Fire
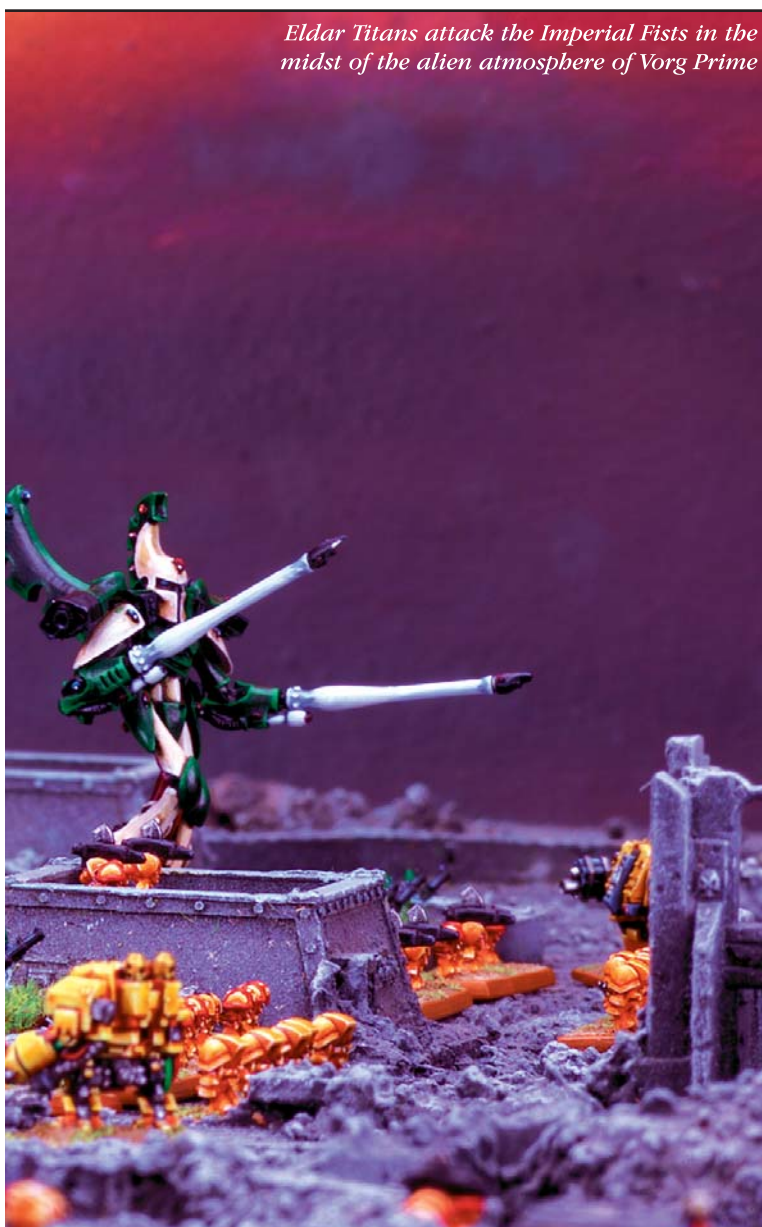
Eldar Titans attack the Imperial Fists in the midst of the alien atmosphere of Vorg Prime

during a turn, place one unit within 5cm of the concealment marker, and all remaining units within 20cm of the first unit, in unit coherency, and in eligible concealing terrain. If for any reason there are units that cannot be placed within these conditions, they are lost from play. Once units are placed, complete the Overwatch Fire action. The formation is similarly placed if the defender wishes to conduct a flak attack.

If a concealed formation chooses to drop Overwatch in the Rally phase, reveal the formation at this time in the same manner, with the same restrictions as if you had revealed the unit with Overwatch Fire. If a unit carries Overwatch into the next turn, it must stick to that order until the next Rally phase.

Enemy forces may attempt to spot concealed units by approaching concealment markers visible on the table. It may be imagined that troops doing so are using careful observation and speculative fire to flush out the foe. A formation attempting to spot must be at least 45 cm from a concealment marker and may not fire. A formation attempting to reveal the contents of a concealment marker does so by making an Initiative roll at the end of their move with these modifiers:

Formation 31-45 cm away from marker	-3
Formation 16-30 cm away from marker	-2
Formation 15cm or less from marker	no penalty
Formation contains Scouts	+1
Formation moved at double or march	-1

If the Initiative roll is passed, the object assigned to the spotted marker must be placed on the table immediately. If it is a formation, reveal it with the normal procedure, units may be placed within enemy zone of control, but once placed the enemy units must be moved directly back along their original path out of zone of control. Any units that cannot be placed within these restrictions are lost. In addition, place one Blast marker on the revealed formation, and remove its Overwatch status. If the marker reveals a minefield, place it anywhere up to 5 cm away from the marker, and within enemy zones of control if you wish. Resolve Dangerous Terrain checks immediately for any eligible units that have just moved onto this obstacle. may also be revealed this way by the defending player as though they were on Overwatch (that is, triggered by enemy movement). A concealment marker placed as a decoy that has been spotted is removed from play.

If the Initiative roll is failed, the marker remains in position with no additional effects.

Finally, formations can be revealed through a preliminary bombardment (see overleaf).

Preliminary bombardment

An attacking force will soften up the area it intends to hit with artillery, air or orbital strikes just prior to the assault, in order to suppress defending troops, break up their fortifications and flush out their concealed elements. The rules here are also an abstraction of speculative artillery fire as the attacker moves in.

In this scenario, the procedure for generating a preliminary bombardment is simply this; total the Barrage Points in the attacker's forces, flyers barrage points included.

After the defender assigns concealment markers to formations and fortifications and then deploys them, the attacker conducts the preliminary bombardment. The attacker allocates one dice for each Barrage Point in his force to any of the defender's formations or groups of fortifications (see fortification list), of which the attacker was made aware before deployment. Once a dice has been allocated to a formation or fortification group, choose another, and another, until none remain. You may allocate Barrage Points to concealed formations, fortification groups (not pillboxes or bunkers, however, as they are assigned to a formation) and also visible formations.

Flyers or reserve formations are not assigned Barrage Points. If after all eligible formations or groups are assigned barrage points you still have Barrage Points left to allocate, you may begin to double, or even triple up, following the same procedure.

Example: *The attacker has 6 Barrage Points in his forces. Before the defender sets up, he informs the attacker that he has three infantry companies and a fortification group – a minefield. The defender then deploys his forces. He conceals two of the infantry companies and the minefields placing only concealment markers for each. The last infantry company is deployed normally. Not knowing where precisely they are, the attacker allocates a single Barrage Point to each formation, and one to the fortification group. He has 2 Barrage Points remaining. He allocates 1 more barrage point to the fortification group, and 1 more Barrage Point to a concealed infantry company.*

When the attacker has no remaining dice to allocate, roll them on the designated targets. For each roll of 1, a formation or a Fortification group suffers D6 hits, with armour and cover saves allowed. Razorwire and tank traps have one hit each, no save, while minefields have three hits, no save, for the purposes of preliminary bombardment. If a formation suffers any casualties in this manner, remove the casualties from play.

A formation hit in this manner must make an Initiative check immediately. If it fails, it is no longer concealed, and must be revealed before the game starts as though it had been spotted. This means it will also begin play with a single Blast marker. If it passes, the formation or fortification group remains concealed. Concealed fortification groups (mines) use the Initiative rating of the army that placed them for this test.

IMPERIAL GUARD			
DETACHMENT	**UNITS**	**UPGRADES ALLOWED**	**POINTS COST**
0-1 Engineers	Six stands of Guardsmen	Engineer ability Chimeras	150 points +75 points

SPACE MARINES			
DETACHMENT	**UNITS**	**UPGRADES ALLOWED**	**POINTS COST**
0-1 Scouts	Four Scout units plus transport	Commander, Razorbacks, Sniper, Engineer ability	150 points +200 points

Continuing with the example above, the bombardment manages to roll a 1 on one of the concealed infantry companies, and also on the fortification group. Rolling another D6 on the infantry company, a 4 is rolled. Four units of the defenders choice take hits. Two units hit fail their Cover Save, and are removed from play. They must now take an Initiative test. They fail, and must be immediately revealed on the table as if they had been spotted, including taking a barrage marker. The fortification group is also hit, and a further D6 rolls results in a 2. One of the two minefields in the group is able to absorb the hits, and is not removed from play. Now an initiative check is made, and passed. The minefield remains concealed.

OPTIONAL EXTRA ATTACKER SPECIAL RULES:

These rules describe Imperial forces, but could be adapted to any army. Try them out for fun.

Imperial Sappers

As from Siegemasters list, 0-1 support formations available to an Imperial Guard attacker.

Or

Engineer

Engineers may engage fortification groups providing they are visible. At least one unit must come in base contact with the fortification. To resolve the engagement, simply roll the CC value for any stands in base contact with the fortification. If the engineers score sufficient hits, the fortification is neutralised or destroyed. In summary, bunkers and minefields have a DC of 3, and all other fortification stands have a DC of 1. Also, in the case of a minefield, it is able to "fight back" in effect (engineers may fall victim to the mines as they attempt to remove them), so assume it has a CC value of 6 in this instance. Roll against any units in contact with it and remove casualties if applicable. In the case of pillboxes, or bunkers or anything with a save, the engineers are equipped with demolitions satchels, and therefore count as having the MW ability.

Author	Miles Holmes is a keen Epic player who hales from Canada. He has a large Epic Ultramarine army.
Further Information	The Epic rulebook is available from Games Workshop hobby centres and from Games Workshop Direct.
More Epic	Turn to page 15 for 'A Battlefield is a Dangerous Thing'.
Websites	www.Epic-Battles.com

BATTLEFLEET GOTHIC FAQ

by Matt Keefe

This is the second part of the Battlefleet Gothic FAQ, covering such details as celestial phenomenon and any Q&A for specific races.

CELESTIAL PHENOMENA

Solar flares now only occur once per game. Rolling multiple instances as celestial phenomena during set-up only means there is a higher likelihood one will occur, meaning you still roll a number of D6 at the start of the turn equal to the number of instances the celestial phenomena occurred in set-up. However, only one will actually manifest itself during the game.

Ships cannot shoot into or out of an asteroid field. However, opposing vessels that are BOTH in an asteroid field may shoot at each other if they are not braced or crippled, but all weapons are at half strength/firepower and have a maximum range of 10cm. Torpedoes and Nova cannon may not fire.

Free turns provided by gravity wells can be used even when the ship cannot normally turn, such as when under All Ahead Full or Lock On special orders. They can also be combined with Come To New Heading special orders.

TRANSPORTS AND PLANETARY DEFENCES

Orbital defences or ships that count as defences may be placed in squadrons, with 1HP defences grouped in up to six units and larger defences grouped in up to four.

Vessels used as planetary defences such as Defence Monitors or system ships, neither roll for Leadership, nor have a Leadership value just as other normal planetary defences do not. This means that they cannot take on any special orders, including Brace For Impact. However, as they are intimately familiar with the local area of space they operate in, they automatically pass any Leadership checks they are required to make, such as for navigating local celestial phenomena, etc. This does not apply for ships that are targeted as

defences but otherwise are not normally restricted to planetary defences, such as Ork roks, Kroot warspheres, etc., unless they are specifically being used as planetary defences if allowed for by their fleet lists.

A heavy transport only counts as one transport if it is crippled in any scenario where it counts as two transports.

Any special transport, such as an armed freighter or fast clipper, that counts as half a transport for victory conditions is also only worth 1 Assault Point. Heavy transports are worth 4 Assault Points, or 2 Assault Points if crippled.

Any published resource referring to Q-ships should show them as having two shields in their profile for no change in cost.

IMPERIAL, SPACE MARINE AND CHAOS FLEETS

When fielding a Chaos 12th Black Crusade fleet limited to only three Chaos Lords in a campaign, a player may purchase a Chaos Lord for a reinforcing vessel to replace one that was aboard a ship lost in battle.

Any vessel that earns or pays for a refit to carry Thunderhawks may then ONLY carry Thunderhawks, and its launch bay capacity is reduced by half (rounding up when applicable).

The current rules do NOT provide for Space Marine Thunderhawks to be used in a torpedo bomber role. This may be addressed in a future release of the game, as fluff describes the existence of the Thunderhawk Annihilator used by some Space Marine Chapters.

The profiles in *Armada* for Space Marine strike cruisers listed on p.23 and Gladius frigates on p.25 replace any previously published profile of this vessel.

Space Marine battle barges may not use Come To New Heading special orders, regardless of any normal refits they may be equipped with.

Imperial cruisers with 6+ prow armour that mount a prow ram may upgrade it for a Power Ram that

imparts +1HP damage in addition to any other hits rolled when ramming for +5 points.

The correct price for an Apocalypse battleship is 365 points, and for an Avenger grand cruiser is 220 points.

Warp cannon that ignore shields and weapons that behave as such also ignore holofields and any other similar mechanisms, such as Armour Saves, spores, etc.

The Planet Killer's Armageddon gun when used in Exterminatus, does not face the normal restrictions for such weapons. Once in low orbit, it can fire up to 90cm and does not need to roll a 4+ to hit.

All restrictions for battleships apply to the Planet Killer. In other words, you need to field at least 1,000 points of ships AND meet fleet list requirements to field it as it were another battleship.

When a Demon ship is still spectral and has not fully materialised into normal space, it cannot move, shoot, board or conduct any action in any way, though any Marks it may have take effect immediately. It also may not be shot at, boarded, rammed or have any action done to it while spectral.

If a Demon ship fully materialises in contact with celestial phenomena, it suffers any effects of those celestial phenomena, such as gas clouds, asteroid fields, etc, before the start of its Movement phase.

ELDAR AND DARK ELDAR FLEETS

Holofields and shadowfields work in essentially the same way, in all respects. They save against ALL Strength-based weapons, Nova cannon shots, any ordnance attacks and any kind of hit & run attacks, ramming and boarding. They do NOT protect against hits caused by celestial phenomena Nor any area effects such as Warp Drive implosions, Necron Nightmare fields, Chaos Marks of Slaanesh, etc.

Eldar and Dark Eldar must determine if they wish to brace against damage they may face BEFORE rolling their Holofield save.

When protecting against damage (except against weapons that use the Gunnery table), holofields roll their save once against each successful attack, whether it be from lance fire, ordnance hits, etc. In other words, it rolls once against a ramming attack, once against each Nova cannon shot, and once against each hit imparted by ordnance attacks, hit & run attacks, etc.

Against firepower-based weapons, such as gunnery, holofields only provide a right-shift modifier to hit unless specifically indicated otherwise, and it does not modify rolls to hit beyond the far right end of the table.

When determining the sunward edge in relation to Eldar sails, sunward to the ship is established using cardinal points instead of arcs. Where two points face sunward count the one that is furthest from either of the corners of the sunward edge.

If under Lock On special orders, Eldar ships cannot turn for BOTH their Movement phases.

Eldar and Dark Eldar ships can make a Leadership check to ignore all effects of celestial phenomena, such as gas clouds, solar flares, etc. Escorts may re-roll this result for free. If an Eldar vessel passes its Leadership check during a solar flare, it will take no damage but turn directly away from the sun edge and move 2D6cm. This ability does not affect negative Leadership modifiers caused by radiation bursts. Leadership checks against asteroid fields are unchanged from those for other fleets.

An Eldar vessel intending to board an opponent may do so in either Movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its own Movement phase, it may not make its second movement.

The Dark Eldar Torture cruiser has an unmodified value of 210 points, not 130 points. In the *Armada* fleet list, prow torpedoes are an optional weapon system it can be equipped with besides its weapon batteries, as opposed to a weapon that must be replaced.

In the current rules, Eldar ships cannot take All Ahead Full orders and thus cannot ram. Theme-wise, Eldar ships would generally not resort to this kind of tactic anyway.

Dark Eldar bombers re-roll misses and enjoy any other benefits of Eldar bombers.

Dark Eldar vessels have no minimum movement and are not required to use Burn Retros special orders.

Eldar and Dark Eldar weapons that always count as closing count as defences against any target that for any reason counts as defences.

TYRANID FLEETS

Tyranid spores act as both shields and turrets. Each Blast marker in contact reduces the 'turret to-hit roll' of one spore from 4+ to 6+. If a spore is already rolling against ordnance that requires 6+ to hit (such as against Eldar), being in contact with Blast markers has no additional effect.

Tyranid hiveships have Strength-6 torpedo launchers as a prow weapon option for the price indicated on p.91 of *Armada*.

The fpr-8x30cm pyro-acid batteries listed on the profile for Tyranid cruisers on p.88 of *Armada* costs +20 points.

The number of spores a ship has is subtracted from a bomber's dice roll to determine number of attacks made like a true turret value. Blast markers have no effect on this.

In the current rules, Tyranid ordnance is exempted from launch limits and cannot run out of ordnance. Using the experimental rules, Tyranids are exempt from being limited to the amount of ordnance they can launch.

Tyranids ignore ALL Blast marker effects when boarding. They do not lose spore protection for being in contact with Blast markers due to placing one on the target vessel when boarding; place the Blast marker solely in contact with the enemy vessel and not between it and the Tyranid vessel.

While they ignore all Blast marker effects when boarding, the target vessel does not. As such, Tyranids still get a +1 for the enemy being in contact with Blast markers.

A Tyranid vessel with two sets of massive claws may use any two claws to perform its 'grab' on an enemy vessel, rolling again to hit in every End phase as described on p.84 of *Armada*.

Tyranid hiveships no longer get 'free' bio-plasma, exactly as listed in the profile on p.87. The broadside pyro-acid and bio-plasma profile categories should be listed as "Left/Right."

Tyranid attack craft consist only of fighters and assault boats. As they cannot have bombers, they obviously cannot have torpedo bombers.

As Tyranid kraken do not have spores, they cannot evolve the ability to use spores and thus cannot take the additional spore cysts refit.

NECRON FLEETS

Particle whips ignore shields, holofields or any other mechanism that performs a similar function (such as Tyranid spores) on a To Hit roll of 6. Otherwise they behave as normal lances.

Necron Victory Point values on p.74 of Armada replace any other published list of these values.

The Star pulse generator rolls 1D6 to hit against armour separately against every ship in range. It rolls 4+ against every separate ordnance marker in range (as opposed to against ordnance waves). This cannot be saved against by holofields.

Necron weapons that always count as closing count as defences against any target that for any reason counts as defences.

ORK FLEETS

Torpedo bommerz always cost +10 points per launch bay based on the MAXIMUM launch bay strength of a given vessel. This means a Terror ship must pay +40 points and a space hulk must pay +160 points to use torpedo bommerz.

In the special rules for the Deathdeala battleship on p.64 of *Armada*, torpedo bommerz should be +40 points.

In the special rules for the Gorbag's Revenge battleship on p.65 of *Armada*, torpedo bommerz should be +80 points.

In the special rules for the Slamblasta battleship on p.66 of *Armada*, torpedo bommerz should be +40 points.

In the special rules for the Kroolboy battleship on p.67 of *Armada*, torpedo bommerz should be +40 points.

In the special rules for the Hammer battle kroozer on p.68 of *Armada*, torpedo bommerz should be +40 points.

Any ship in the Ork fleet list armed with torpedoes can use boarding torpedoes for +5 points, regardless of whether or not it appears in the notes for that vessel. A space hulk may use boarding torpedoes for +15 points.

Torpedo bommerz do NOT retain the ability to behave as fighters and cannot intercept other ordnance. In addition, their speed is reduced to 20cm.

MORDHEIM

Axes All Areas

By Ian Davies

If you've read anything about the last two GW Mordheim events, you'll have heard of Ian and his roving band of Dwarfs. Morgan the Moon and his merry men (well, Dwarfs) managed to win not one, but both of the events, and so who better than he to offer up some sage advice on the warband and its tactics? You'll also notice the prevalence of (bad) puns in Ian's writings, something he claims he could stop at any time... if only he wanted to. Anyway, you came for the Dwarfs, so "Hair We Go"...

Before We Begin...

First, a word of warning. If you're expecting an article explaining that Dwarfs are stout mountain folk with a penchant for axes and foaming ale then I'm afraid I'm going to disappoint you. Of course Dwarfs are stout mountain folk with a penchant for axes and foaming ale, but this information can be found elsewhere, most notably in the Warhammer Dwarf Army book which contains all the background you could wish for.

Instead I'm going to try to highlight some of the playing tips that I've picked up by running Dwarfs through several different Mordheim campaigns. If you're not a Dwarf fan (and I'd like to know why not!) then I hope that some of the principles that follow apply across the board with other types of warbands.

If you're playing against Dwarfs then you may even find one or two snippets that might help to overcome your adversary. In that case a breach of security has occurred and you should stop reading immediately.

OK, first the basics...

1. Dwarfs, obviously, have a lousy movement of 3".

2. With high Toughness and the Hard To Kill special rule, they're adept at surviving hand-to-hand combat.

3. Their access to crossbows, pistols and shooting skills means that they have a strong missile potential that should not be ignored. I will now explain why not.

Shooting Part 1: The Hard To Kill advantage

Dwarfs have several advantages in a prolonged firefight, some of them not immediately obvious.

Firstly, thanks to the Engineer, your crossbows have a whopping 36" range. This is only bettered in the game by the rarely seen, and ludicrously expensive, Hochland long rifle. Clearly if you are out of range while your target is within range then you'll want to make the most of this. You've nothing to lose.

Even if you're within the enemy's range of fire you probably still have a nice advantage over him, courtesy of the Dwarfs' Hard To Kill special rule, which he may not have thought of. Let me explain.

As there is no "auto-killing" of knocked down or stunned models with missile fire, your opponent will need to roll a straight 6 on the Injury table to take a Dwarf *out of action*. You, on the other hand, can take him out with a roll of 5 or 6. This gives you twice as much chance of causing an *out of action* with missile fire as your opponent. A big advantage you'll agree.

Add to this that you've got a well-respected Toughness of 4 and that the Strength of your crossbow is also 4, and the balance of the firefight swings very much in your favour.

To illustrate with some hard figures, it would require, on average, eighteen Strength 3 arrow hits to take a typical Dwarf *out of action* (ignoring criticals).

By contrast, it would require only 4.5 Strength 4 crossbow bolt hits to take a typical Human *out of action* (again, ignoring criticals).

This means that as long as your marksmen aren't outnumbered by more than 4 to 1 then it's quite possibly in your interests to get involved in a protracted exchange of missile fire.

Of course, this tactic needs to be viewed within the context of both the scenario and your opponent's ballistic prowess.

Shooting Part 2: The "Retreat & Shoot" Deterrent

Every now and then you'll come up against an opponent who plays the "retreat & shoot" tactic. What's that? Well that's the one where a contingent of enemy bowmen retreat 4" and then fire their bows at your nearby group of Dwarfs. In your turn, because you're within 8" of the enemy, you can only advance 3" towards them. They then repeat the process indefinitely. A quick calculation reveals that, table edges notwithstanding, the bowmen can repeat this strategy to their hearts' content with no chance of being caught.

"Oh Grungi! They're behind the barrels!"

To my mind this is a perfectly reasonable strategy by your opponent, who is merely exploiting your warband's weaknesses. But fear not, there are two effective deterrents to this tactic, namely the crossbow and the pistol.

Pistols can move and shoot. Thanks to your Engineer their range is 9". Ensure you have a model armed with a brace of them (with BS4 your Noble is the obvious candidate) in the vanguard group. With starting warbands you will probably be hitting on 5+ and wounding on 3+. You only need to knock an enemy off their feet at which point the rest of your boys can come steaming forward, trampling him underfoot. Easy pickings, which might persuade your opponent to rethink his tactics.

To maximise the effectiveness of this counter-strategy I like to have at least two other models armed with crossbows. These should ideally be in an elevated position if they're to be certain of targeting the retreating bowmen.

Shooting Part 3: The Increased Options Option

The other nice thing about being tooled-up with crossbows and pistols is simply that it forces your opponent to reconsider his strategy. During early games the fear of missile weapons often outweighs the effectiveness of the weapons themselves, but as long as your opponent hasn't realized this then so much the better.

As well as the above considerations, having a decent array of missile weapons allows for that game-saving long shot when all is otherwise lost. It's worth it for those dramatic moments alone.

Hand-to-Hand Combat

The Dwarfs' big problem is that, under normal circumstance, they will nearly always expect to strike last. In the first turn of combat their low Movement means that they are likely to be receiving the charge. In subsequent turns their low Initiative means that they're still likely to be striking last.

It's therefore important that the player does all he can to make sure that he sticks around long enough to fight back.

Thankfully the same innate characteristics that help in missile exchange – high Toughness and the Hard To Kill rule – are equally useful in this respect.

That's good but there are other factors that the shrewd player can utilise to help his cause.

Spears, helmets, Lucky Charms (the Warhammer Regiment Box has a nice selection of pipes and tankards for a visual reminder) and Dwarf axes (with their Parry rule) all help in this respect. They're discussed later in the Equipment section.

The skills Master Of Blades, Thick Skull and Step Aside are all good in this regard and are detailed under the Skills section

And to look on the bright side, the fact that the Dwarf is already likely to be fighting last means that the double-handed weapon's Strike Last special rule is far less of a disadvantage than it would be for other races. With that in mind it may be worth forking out the extra cash for a

"nutcracker" – a strong warrior built for dealing with high Toughness and/or armoured enemies – relatively early on in the campaign.

Despite what I've said about surviving the first strike, I wouldn't personally advocate armour (even at the bargain starting price) until much later in the campaign when you've a nice pot of gold crowns to raid.

Playing the Game

Ordinarily, I'd advise that you keep one eye on the scenario objective. However with Dwarfs' low Movement I'd recommend another strategy.

Most scenarios are winnable through either achieving the objective or by forcing a Rout test. Given Dwarfs' low manoeuvrability, their most achievable method is usually to concentrate on the latter.

To use an example, consider the Breakthrough scenario. If you get the choice always, always, always choose to be the Attacker.

You then have the option to win the game by either forcing a Rout test or by getting the little guys across the board. If you choose to be the Defender then you've deprived yourself of the second option and simultaneously handed it to the opponent (which, incidentally, means you're now in deep trouble).

The same principle applies to lots of other scenarios. Of course you'll need to do your utmost to hamper your opponent's efforts at achieving the objective. Missiles can sometimes be a good substitute for pace in this regard. The problem is that relying on missile to take sufficient enemies *out of action* is dicey at best. The chances are you'll need to get up close and personal sooner or later.

Which brings me onto a major downside with having a low Movement stat: it's very easy for your men to get isolated and therefore picked off by the enemy. By the time their comrades arrive it could be too late. As far as possible keep your guys together. As a rule of thumb I try to keep every model within 6" of another at all times. Nimble is a useful skill for keeping crossbowmen with the main body and is discussed under the Skills section.

If you're outnumbered, and you often will be, then it can be a good idea to make a stand across a narrow street. The narrowness will restrict the number of enemy that can get into base contact, thus evening things up. Just like the tunnels back home. By the time the enemy has run around the back it could all be over. The opportunity doesn't come about too often but it's worth exploiting when it does.

Naturally you shouldn't be relying on your little guys being able to climb up buildings, whether for reasons of protection, scenario objectives or ballistic considerations. If you plan on doing this regularly then get them a rope & hook.

"Eat Dwarven steel, you,... err thing!"

Conversely though, don't be afraid of jumping down heights of less than 4". You may just pass our Initiative test. If you don't, you will still only be wounded on a 6 (S2 vs T4). And even if you take a wound it's most likely, thanks to the good-old Hard To Kill rule, that you'll just pick yourself up and dust yourself down. All things considered, it's often a risk worth taking.

The same logic applies to the Diving Charges. While the little fellows aren't renowned for their acrobatic abilities, it's worth flinging a couple from a building every now and then just to surprise your opponent. If you give them your trust you'll be amazed at how adept they become at this.

One final point, get familiar with the length of a 6" charge. It's often longer than you think. If you think you're close then often you might as well go for it. If you fall short then you've set yourself to be charged but, as you would have been charged anyway, you've not lost anything.

Warband Development

It's commonly observed that Dwarf warbands have a tendency to perform fairly modestly during the early stages of campaigns, probably due to their relatively expensive warrior costs. However, if you apply the classic Dwarf traits of stubbornness and perseverance, then they'll soon begin to prosper.

Dwarfs have a small maximum warband size (only twelve). Their warriors tend to be expensive although nine is an achievable starting number and will give a healthy Rout Threshold of three. Having a warband of nine warriors also places you at the top end of the appropriate column on the Wyrdstone Trading chart which is nice. I personally don't like playing with bands of less than nine warriors as a Rout Threshold of two seems far too fragile to me.

In due course you could aim to bolster your numbers up to thirteen (giving a Rout Threshold of 4) courtesy of a Hired Sword. Alternatively you could stick to nine and get them some nice toys instead.

At the outset, Clansmen are too expensive for what they bring. Instead you should look to fill out your warband with the cheaper Beardlings, perhaps with a Thunderer or two included for added firepower.

As the Beardlings fall by the wayside over the course of the campaign you can aim to upgrade these troops to Thunderers or possibly Clansmen, depending upon your preferred playing style.

Slayers, at 50 gc, are possibly the worst value troops in the game at the outset. Fear not though, once they gain a few advances they turn into fearsome warriors. That's why my

If you are outnumbered, drag your opponents in a narrow place and finish 'em!

Noble gives them strict instructions to stay behind the Beardling screen, itching for the countercharge. They don't like it, but they respect his authority.

Your Noble's Leadership of 9 is a great asset and will allow you to stick around when many other warbands would have long since fled. That said, don't be afraid to take a reality check if things are getting messy. Your high Leadership can allow you to badly damage your own warband in a brief moment of bloodlust (hey, we've all done it). If there are a high number of short hairy bodies strewn around the battlefield then it might just be better to opt for a strategic withdrawal. You can always get even next time.

Equipment

Could I tempt you with any of the following?

Helmets. Dwarfs are stunned on a roll of 3-5 on the Injury table. This means that helmets – a nice stocking-filler for every warband – are even more useful for Dwarfs. Furthermore, having a Toughness of 4 means that a knocked down Dwarf has a fighting chance of getting up again, your typical Human needing 5+ to apply the coup de grace.

I'd recommend getting some for your Noble and Engineer (at least) as soon as funds permit.

Dwarf axes are discussed under the Skills section. With regard to Troll Slayers and parrying, it should be remembered that Slayers do not simply want to die (otherwise they could just throw themselves off a tall building). No, they want to perish in glorious combat while taking down as many foes as possible. If a sword or a Dwarf axe helps in this then they'll use one.

Spears. There have been many debates over the years on the use of spears by Dwarfs. The MHRC have considered this and concluded that it's perfectly reasonable to assume that a small raiding party would want to make use of any weapons that would serve their cause. If you disagree then of course you shouldn't choose these. My own personal preference is to allow the untrained Beardling rabble to take spears with which they have been instructed to form a spearwall to defend their superiors.

However, I stop short at issuing spears to the officers who prefer to be seen with more noble weapons. That's just a personal preference though.

Hammers. A nice Dwarfy option which is both cheap and comes with the handy Concussion special rule.

Two-handed weapons. As mentioned under the Hand-to-hand combat section, the Strike Last special rule is not such a drawback to Dwarfs making these a more tempting option.

Skills

Skills of particular interest to Dwarfs include…

Extra Tough: An underused skill in my experience, probably because it doesn't have any in-game effect. It's brilliant to protect your favourite hard-as-nails warrior. If you restrict its use to re-rolling the Dead result on the Serious Injury table then his chances of going to The Great Gold Mine In The Sky reduce from 14% to 2%. That's not to be sniffed at.

Monster Slayer: This Troll Slayer skill is most useful later on in campaigns when high Toughness opponents are more common.

Master of Blades: The combination of a pair of Dwarf axes in conjunction with this skill is undoubtedly one of the Dwarf warband's special perks. Make use of it whenever you can.

Remember to cover your warband with some long range weapons

Resilient: Now this might be seen as overkill for a T4 warrior. I don't agree. As well as halving your chances of being injured by a Strength 3 opponent it also means that the same warrior can no longer cause a critical against you. That's a nice little bonus.

Step Aside: This provides a very useful 5+ save against all hand-to-hand combat attacks.

Thick Skull: Everything I've said previously about the usefulness of helmets applies to this skill. Especially worth considering for your Troll Slayers who refuse to wear armour.

Nimble: This is useful for keeping your crossbowmen up with the main party, although Quickshot followed by a 6" dash achieves the same number of shots without the -1 Movement penalty. Nimble, though, has the advantage when your target is outside line of sight at the start of the turn. Your call.

Hatred: While it's a special rule rather than a skill, it's worth emphasising: remember your Hatred of Greenskins! This is a very powerful asset, but easily forgotten in all the excitement of a blood-fest. Tattoo it onto your palms if necessary!

Hired Swords

Hired Swords can be used to bolster your warband size up to thirteen and hence your Rout Threshold to 4.

The option to take a Hired Sword has a further bonus for our little-legged friends, namely that it allows you to introduce a model with a bit of extra pace. This can sometimes be handy in achieving or rescuing a scenario objective.

Although it's not his primary function, I've used the Tilean Marksman as a last-ditch "sweeper" on more than one occasion.

If you really want to inject some pace then consider the Ogre Bodyguard or even the Freelance Knight. Just be careful not to allow them to dash off alone only to find themselves completely isolated.
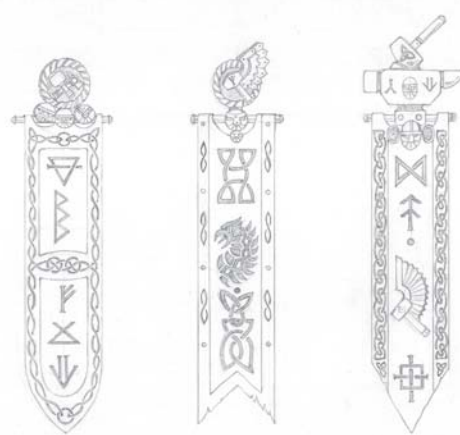
Sample Warband

Here's a sample starting warband based on the article's principles:

It's got nine warriors giving a Rout Threshold of three and the maximum number of Heroes. Three warriors have missile weapons including a Tilean Marksman for a bit of extra pace. One of the Slayers has a double-handed axe as he'll be striking last anyway. The Noble has a helmet for extra protection. The Beardling Henchmen group all have spears to make a screen that won't mind being charged.

1 Dwarf Noble 128 gc. Free Dagger; Brace of Pistols; Hammer (x1); Helmet

1 Dwarf Engineer 78 gc. Free Dagger; Crossbow; Hammer (x1)

1 Dwarf Troll Slayer 65 gc. 2-Handed Axe (x1)

1 Dwarf Troll Slayer 53 gc Free Dagger; Hammer (x1)

4 Beardlings 140 gc. Free Dagger; Spear (x1)

1 Tilean Marksman 30 gc. Free Dagger; Crossbow; Sword; Light Armour

Warband Rating: 102

Number of models: 9

Total Warband Cost: 494 gc

A Call To (Interchangeable) Arms

You know the feeling. Having spent days secluded in your lonely vault, your task is finally completed.

You rise, staggering and blinking into the daylight. Invigorated by the heady scent of the first blast of non-stagnant air you've experienced for days, you skip gaily through the streets. On arriving at your destination you proudly unveil the fruits of your labour – your brand-new warband; all painted, wysiwyg and everything.

Gratified by the grunt of what is either appreciation or possibly indigestion, that emanates from your opponent you settle down to the first real game with your new charges. The game passes well enough. You hold your own in combat, don't take too many casualties and even find a decent stash of wyrdstone.

Then your day starts to go wrong. You find yourself with a pot of cash to spend. Hmmm, a nice double-handed sword for your newly Strongman Champion, a set of hammers to reward that loyal Henchmen group and maybe a brace of pistols for your Captain. They all sound good. They all sound time-consuming too. So with more painting to do it's back to the gloomy vault for you, stopping only at the gaming shop to pick up some more models.

But it doesn't have to be that way. Of course the easy option is simply to use any old models you can get your hands on. The problem with this method is that, if you're anything like me, without the visual reminder of a sword, a helmet or a nasty scar you'll easily forget all about that parry, helmet save or Fear test in the heat of battle.

A far more satisfying solution is to put in a small amount of extra effort when first modelling your little beauties that will save you time over the course of a campaign.

A quick perusal through the Specialist Games catalogue reveals that many of the warbands are supplied with weapon sprues, allowing you to mix and match the various weapons and other accoutrements to suit your starting warband design. This list includes Mercenaries, Dwarfs, Kislevites, Skaven, Sisters of Sigmar, Pit Fighters and Beastmen figures as well as several others. Of course if you make use of the good value Warhammer Regiment Boxes to bolster your warband's numbers then this increases your weapon options still further.

Having decided that 2004 was going to be the year of the Dwarf in my own Shed Of Doom, I wanted to model a starting warband that would serve in several very different campaign formats. I didn't want to have to keep returning to the modelling table and I didn't want to run up any unnecessary mail order shipping charges by ordering new models after every battle.

The solution wasn't steam-powered rocket science. I would simply make full use of the range of weapons supplied, by fixing them securely enough to endure the rigours of battle, but not so strongly that they couldn't be removed when the warrior had earned a weapon upgrade.

But how? Well first off I'd need to drill some sockets into the models, even into the plastic warriors from the Dwarf Regiment Box. Then I'd fix some "pins" into these sockets.

If you've never used a pin-vice before then it's a lot easier than you probably imagine. There are two key tips to remember:

Tip 1. There's no need to apply any serious pressure to the pin-vice. If you do you could find that it snaps off inside the model. If that happens then you've got a real problem removing it (and yes, I have learned this from bitter experience). Your best bet in that case is to use a fine electric drill bit to clear out the area around the offending item, yank it out and then refill the resulting chasm with Green Stuff.

If you'd prefer to avoid all that malarkey simply hold the pin-vice firmly but gently in position, twist and let that twisting action do the work. Through plastic it'll bore as

effectively as a Longbeard reminiscing about the Golden Age. Metal miniatures will take slightly more time, but before too long you'll have yourself a lovely little socket just waiting for a pin.

Tip 2. It's better to drill too shallow than too deep. By too deep I mean that the drill actually pokes out the other side of the model. See what I mean?

Err on the side of caution. A socket of around 3mm depth is ample for your purposes.

You can get pin-vices and spare drills for them from most modelling shops as well as GW stores. For the pins I used paper-clips, cut to size with a pair of strong snips.

So how to secure them? Well clearly superglue was out as it would be too permanent. On the other hand Blu-tack™ was far too weak (I'd like to take this opportunity to thank Nik, a regular playing partner, for his patience during this experimental phase. There are only really so many times during a game you should have to wait while your opponent picks up their Troll Slayer's arms).

The answer turned out to be good old PVA woodworking glue. Strong enough to hold up during play, weak enough to be able to yank out when the time comes. Plus it dries clear so any overspill won't be spotted.

All that remained was to think about what weapons my developing warband might require in the future. I pretty much painted at least one set of every weapon available on the sprues. My starting warband now had its own little armoury (aw, bless) of two-handed hammers for the first Hero to gain the Strongman skill, spare crossbows for when the money starts to roll in, an axe for when armour begins to feature in the campaign and so on.

Of course with all this swapping of arms it's inevitable that not all of the joints will meet perfectly. My advice is not to worry about it. A splash of black paint – the bodger's friend – to look like shadow around the joint and no one will even notice. Remember you're building a working warband, not a Golden Demon entry.

That's it. Pretty simple really. Already this year Morgan The Moon's Stag Party have had successful forays at the GW Gang Wars campaign weekend, the Call To Arms Grand Tournament and a campaign at my local Tin Soldiers club in Exeter. And apart from the odd bit of arm-swapping I haven't had to brandish a modelling tool in anger.

Which is very nice. But there's one other little perk to this method that I haven't mentioned yet. You see the PVA woodworking glue, being fairly flexible, allows an amount of "give" in the positioning of the weapon. This means that you can play about with the precise poses, preferably with little noises to accompany it, while you're waiting for your opponent to take their turn. No practical purpose to that at all, but it's strangely satisfying.

And far, far better than this, it also means that whenever a fellow gamer picks up your model for a closer look you'll notice a brief moment of panic cross his face as he thinks he's just broken your figure.

Of course responsible gamers will be sure to forewarn their opponent, in order to avoid this distressing situation. Me, on the other hand, well I've put in the work, I want to enjoy all the benefits.

From the bitz box to a brand new model!
Here some examples of components from Ian's combi-warband!

Dwarf with crossbow

Dwarf with hammer

Dwarf with spear

Note: Ian used Skaven spears for his conversions, which look great 'cause Dwarfs and Skavens have the same size of hands anyway!

Author

Further Information

More Mord Websites

Ian is a prolific Mordheim player, wining the last tournament held at Warhammer World. He is also on the Mordheim rules committee, the results of which can be seen earlier in this issue, so he knows his stuff.

The Dwarf Treasure Hunters are available to buy from your local Direct Sales department (see page 68 for more information).

Turn to page 67 for the rules review.

www.Mordheim.com

INQUISITOR

SOUL THIEF-THE BEGINNING

By Andy Smilie

The Studio's Inquisitor campaign is just around the corner and I'm in need of a mighty Inquisitor and a band of equally impressive fellows to stage my bid for galactic conquest.

Up until now I've been gaming with my Space Marine Brother Areils and, fun as it is walking through everything my opponents can throw at me before ripping their warband to pieces, it's time for a change. Besides, what better excuse to try something new than a campaign? I wanted a warband with a strong theme and something a little bit different. There'll be no using Slick Devlan and calling him "Slippery Jack" or Severina and Sevora renamed as the "Deadly Dancing Twins". I'll convert the lot and come up with some nice background too. So where to start? Well, there are many ways to go about creating your Inquisitor warband. You can simply decide who or what you'd like fighting for you, roll up their stats, add some wargear and then build some models to suit. You can use any mixture of the pre-generated characters – pop along to your local GW, pick them up, add some glue and hey presto, one made to order warband. Alternatively you can have a rummage in your bits box or order some assorted parts and let your creation define the archetype. You can even write some background and go from there. In the end, however, you'll probably use a mix of these starting points. That's what makes Inquisitor such a rich and exciting game. Every warband is totally different from the next with physical attributes and abilities being as diverse as you'd expect from the 41st millennium.

So with all that in mind I reread the rulebooks, watched some movies and was still stumped for ideas. The only things I knew for sure were that I wanted an Inquisitor Lord to lead my group and Dolph Lundgren has come a long way since He-Man. Convincing myself squad-based shooters were good training for Inquisitor, I wasted a few hours running around the desert preserving world freedom before having another rummage around in my bits box. Bored and absent mindedly I started picking up pieces and pressing them together, seeing how they looked together. I came across some Fiend claws and thought they might look good on Severina and Sevora. I began to form the idea of turning them into Daemonettes and having some form of Slaanesh cult. Sadly this wasn't to be, the claws looked too big and I had no idea how to give them cloven hoofs. Still, the Slaanesh idea stuck with me and the longer I trawled my box for bits the more it became apparent that there was a lot of claws and tails in there. My mind made up I began to plan out a warband.

Going back to my earlier musings I decided to have an Inquisitor Lord leading the warband. I also decided "they" would be a "she" because I really like the Huntress model

> They're coming. I know.
> Horrors. Such visions of death.
> My mind burns with clarity.
> These walls will not bar them.
> The vastness of space swallowed whole.
> I know. They showed me.
>
> They cannot be stopped.
> I've seen the end.
> Humanity stripped bare.
> Piece by piece a jigsaw unravelled.
>
> We cannot escape, we are defeated.
> Sucked empty, husks blown to ash in its passing.

and I just felt it suited Slaanesh to have a woman lead my warband. Slowly I fleshed out the idea behind her and the rest of the warband. She'd obviously been a radical who had fallen too far from grace. Her followers had, through choice or blind devotion, joined her on the path to damnation and eternal bliss. For those of you who have read the Eisenhorn or Ravenor novels, you'll be aware of the various people in an Inquisitor's employ. I wanted the rest of my warband to reflect this with an obvious Chaotic twist to represent their allegiance. Being an Inquisitor Lord I thought it fitting that she had an Acolyte. A Techpriest seemed like another obvious choice as did some hired muscle. No Radical warband would be complete without a Daemonhost, so I opted for one of these as well. This left me with a rather large warband, far more than I'd use in most games. But like all established Inquisitors, my Inquisitor Lord would have a good pool of henchmen at her disposal. This would lend another element to my gaming, I could either tailor my force to specific scenarios or split my force up and fight in several arenas at once. All that worked out it was on to creating the characters proper, modelling them and writing up their character sheet.

Inquisitor Kanani
Blessed of Slaanesh

Kanani was the focal point for my warband and I knew how she looked would end up reflected in the rest of the characters. Having already decided to base her on the Huntress model I needed to make her more Slaanesh-looking without altering her basic form, as at her core she had to be human. Turning her staff into a Daemon weapon helped with a number of things; it gave her a weapon which was also tied to Chaos and it provided me with a recognisable feature, the claw, which I could use on all of the models. The wings I added by chance as I thought the model seemed very front heavy. Although there were no clear cut rules for having wings I decided to invent some instead of opting for them to be purely ornamental. As I said before there is nothing wrong with building a model and tailoring the rules and stats to suit – if you're really unsure, check with the GM.

| WS	BS	S	T	I	Wp	Sg	Nv	Ld
109	81	71	71	96	99	93	96	97

Speed: 6

Equipment: Force staff (Daemon weapon (WP 84) with the following abilities: Gnawing, Magic absorption, Magical lore, Entrance, Screaming.) Hexagrammic wards, displacer field, carapace armour on all locations except head.

Special Abilities: Force of Will, Nerves of Steel, Leader, Feint.

Psychic Powers: Dark Bliss, Phantasm, Hellshriek, Symphony of Pain, Fleshy Curse, Mastery of the Soul.

Wings: Kanani's pact with the Dark Powers has resulted in her being gifted with a set of wings. She can use these to fly up to 12 yards per action suffering no penalty for moving over or onto objects or structures. She may not combine this with other actions.
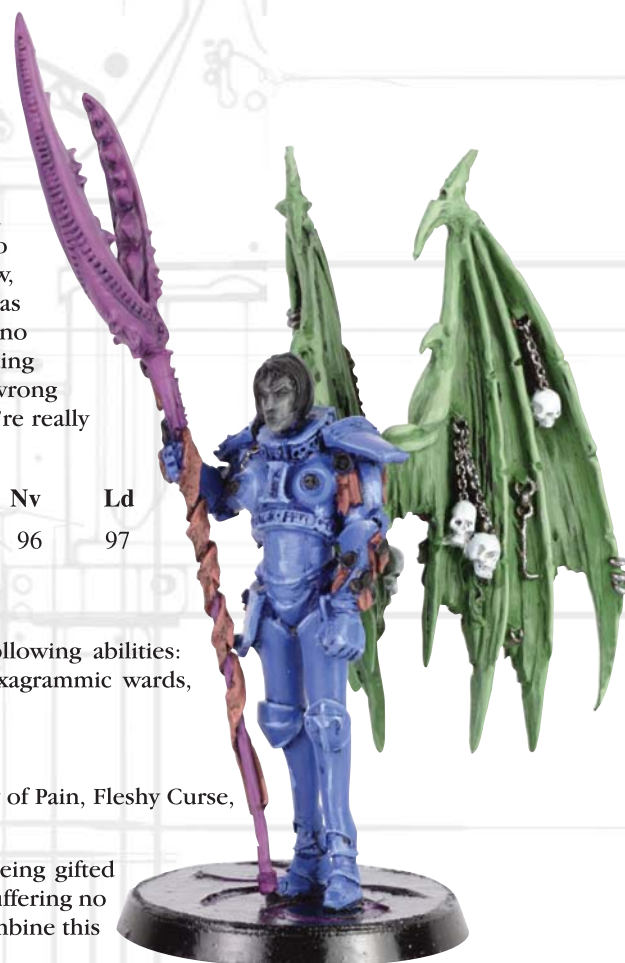
Seif-The Sword of Slaanesh

Seif was different from Kanani in that I wrote his rules first and then built the model. The idea of a Radical member of the Inquisition whose only tell-tale feature was his Daemonic face, really appealed to me. I could just imagine him cloaked and hooded, sneaking around until finally discovered whereupon he lets loose with the full Daemonic fury at his disposal. The question of how he came to be warped by Chaos was answered for me when I rolled the WP for his Daemon sword and it was higher than Seif's. The sword itself had warped his face and the two were now locked in a constant struggle for dominance. An Acolyte with a split personality disorder seemed like something entertaining to play so again I created a rule that would allow me to do so.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
79	70	56	65	75	83	73	79	75

Speed: 5.

Equipment: Refractor field, carapace armour on chest, abdomen and groin; flak armour on all other locations except head. Pump action shotgun with 6 Manstopper, 6 Dumdum and 6 Executioner rounds. Laspistol with one reload, sword (Daemon weapon (WP 85) with the following abilities: Bound, Breathe, Deflection, Enfeeble, Resurrection.)

**Special Abilities**: Invulnerable, Feint. Mutation-Bony crest.

Psychic Powers: Hellshriek, Dark Bliss, Primal Horror.

Daemon weapon: As you have probably noticed, Sief's weapon has a higher WP than he does! Rather than have the GM control him as normal, the following rule is used instead:

At the start of every turn Sief has to take a WP test with a -20% adjustment. If he passes, he may act as normal, but if he fails one of two things will happen:
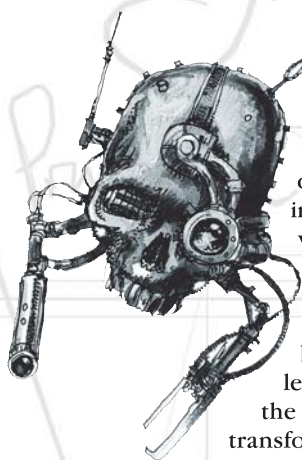
Failed by 10% - He may do nothing all turn as he and the Weapon fight for control.

Failed by more than 10% - The Daemon weapon takes over and he must act without any considerations for personal safety, going to any length to close with the enemy.
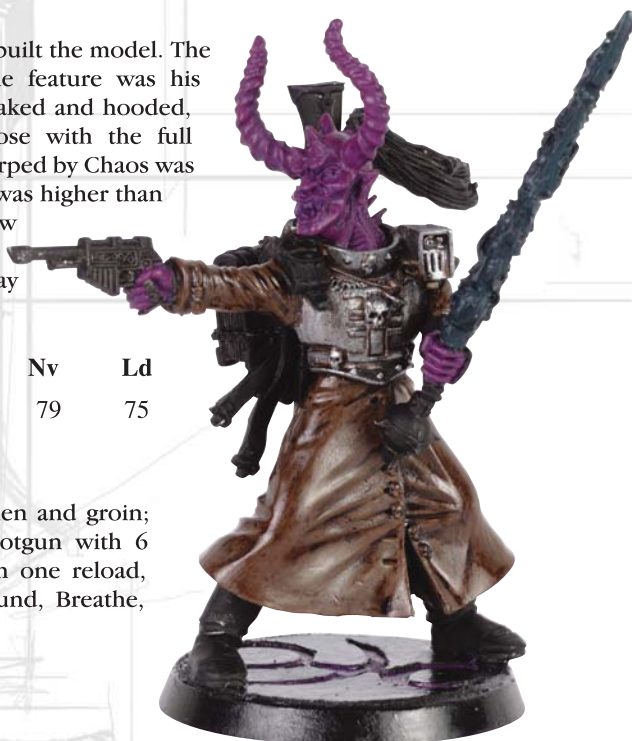
Techpriest Arimis Dias

Guitar wire. I really wanted to have a play around with some guitar wire and a Techpriest seemed about the best option available. I started off with the idea that the wire would be strung through his skin and used as a sort of self-mutilation device. However, with the introduction of the bionic legs, Artemis' legs were the only ones big enough to house the Bloodthirster's body, so I decided to use them as part of his augmentation. Arimis' upper body has been warped by Chaos and he replaced his own legs with some robotic alternatives, the exact details of his transformation could be explored later. I armed him with a big claw, which seemed to suit the rules of a decapitator and a bolter. He's got no re-load for his bolter as I imagine he runs up the battlefield on his mighty legs, trigger held down, before roaring into combat and using the chunky gun as a hammer.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
61	59	46	57	61	75	78	62	61

Speed: 4.

Equipment: Boltgun with range finder, claw (counts as Decapitator) power armour on legs, advanced bionic legs, average bionic heart.

Special Abilities: Daemonic-Impervious, Invulnerable, Fearsome. (Daemonic only counts on upper body, as his lower body is completely mechanical.) True Grit.

Inquisitor, like other role-playing games, needs a Gamesmaster, someone to ensure everything runs smoothly and the players get maximum enjoyment from the game. They also help tie the games together and progress the story, as well as come up with some suitable surprises to keep things interesting. All in all the GM is a pretty important guy and yet more often than not, no one wants to take on the role. True, it is a little more work but the main reason is that players feel that to be the GM means they miss out on actually playing in the campaign. This simply isn't true; it just requires a different approach. Instead of your usual one-hat fits all you need two different hats. When acting as a GM you wear your GM hat, which I imagine to be some form of top hat, and become all knowledgeable and powerful, a God amongst gamers. Then, when acting as a player, you remove your GM hat and become a player, a bit less omnipresent and sporting a baseball cap. As long as you remember which hat you're supposed to be wearing you can't go far wrong. The other common misconception is that the GM must be present at every game, and although this is certainly better, sometimes the players might get along fine without one. This is especially true of one-off games. In especially large campaigns, such as Soul Thief, a GM can appoint assistant GMs who can fill in during their absence, assist with running large games and help to shape the story arcs.

Lok Morte

Lok Morte or Love Death, is my favourite model in the warband and he's pretty hard too. I used the random generater for a "Fighter" when rolling his stats as I felt it was the most appropriate way of doing it. His skills I picked because I felt they suited the model, especially Hipshooting and Rock Steady Aim.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
66	45	63	66	44	50	51	71	56

Speed: 3.

Equipment: Bolt pistol with 12 Kraken rounds, 12 Metal Storm frag shells and 12 bolt rounds. Power armour on all locations except head and right arm. Claw (counts as Decapitator).

Special Abilities: Ambidextrous, Hipshooting, Rock Steady Aim. Daemonic-Fearsome.

Natimana

With Natimana I finally got to have a model with two claws, in fact that was pretty much the bases for the conversion. Using the Daemohost random generator for the stats, I altered Cherubael's special abilities and then picked the psychic powers I thought suited.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
51	55	54	52	55	91	93	96	27

Speed: 4.

Equipment: None.

Special Abilities: Ambidextrous, Daemonic-Invulnerable; Possessed. Natimana's claws have the following abilities: Screaming, Gnawing and Entrance.

Psychic Powers: Warp Strength, Blood Boil, Mesmerism, Terrify.

Naming your Inquisitor characters is just as important as any other part of character creation and in my opinion not naming them detracts from the whole experience. Imagine the scene:

"Thingy, get over here and lend What's His Face a hand."

"I can't Mr, That Guy There has me pinned down."

Not exactly very engaging. Just like everything else there are loads of places to draw inspiration from and if your still stuck for what to call your characters, have a read through a babies names book. When naming my warband I turned to "50,000 Baby Names – from around the world" and gave my characters names who's meanings related to the characters. For example my Acolyte is called Seif which stands for religious sword. Although I would recommend that you don't let your better half catch you eyeing such a book!

Inquisitor, more than any other tabletop game, focusses on telling an interesting story. It's helpful to keep this in mind right from the start, especially when creating your warband. Before you even start attacking your miniatures with clippers or glue its useful to have a think about what you want the finished feel of your warband to be like. Will they form part of a ragtag elite group or a regimented squad? You can even go as far as to decide on clothing or weapon options. Will they all have the same tech level, and if so, what? Are they all bodysuit wearing pros or tank top and combats sort of guys? With some added thought you can really add an extra element to your warband. Having so much to think about can be quite a daunting prospect and you might just be tempted to open up that pre-made character and glue them together but fear not for there is inspiration a plenty! Books, films and graphic novels are all good places to gather ideas from. Especially films like Predator, The three Musketeers or He-Man, where you have easily identifiable character types to look at. On an Underworld-induced high, I originally decided I wanted a band of super vampire killing machines, even getting as far as converting up Selena. In the end it wasn't to be and unlike my love for Kate, my love for Underworld was fleeting at best.

Mutant

I never originally intended to have a Mutant in my warband or indeed a sixth member, but when I stuck that head on Barbaretta's body I just had to use it. It also presented me with another opportunity to have a model with two claws, I'd make up for not being able to convert Daemonettes somehow. I rolled the stats using the Mutant generator and decided that the two small claws would effectively be as good as one big claw and therefore count as a single Decapitator. The idea of a "sniffer hound" type Mutant seemed really cool and I wanted the Mutant's rules to reflect this. Using the Advanced Bionic Senses rule as a starting point, I ended up giving the Mutant +30% to all Detection rolls. The Mutant was the only member of my warband I didn't name as I felt it more fitting that it is just beaten and kicked around, than actually addressed.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
71	46	71	56	61	48	46	55	53

Speed: 4.

Equipment: 2 small claws (counts as a single Decapitator). Carapace armour on legs and chest.

Special Abilities: Catfall, Dodge, Furious Assault.

Heightened Senses: An elongated snout and sensitive tongue allow the Mutant to pick up on its surroundings through taste and smell. In games terms the Mutant gets +30% to all Detection tests.

Author	Andy Smilie is a keen writer who currently runs our trade accounts in Scotland. He has bravely voulunteered to chronical the upcoming camapign.
Further Information	The Soul Thief campaign starts in next months issue. Over the page you'll find the prelude text. The Inquisitor range of figures, including the new Thorian can be purchased from Games Workshop Direct. See the How to Order section for more details.
More Inq	Go to page 20 for news on the new sourcebooks. .
Website	www.Exterminatus.com

Prelude

There was a great deal of excitement throughout the city port of Chrone; over the pass few months the city's population had effectively doubled. The streets were crowded with young and old, families, lone travellers, pilgrims, the destitute and those not so poor. From all walks of life, they continued to stream into the city. The city's boarding houses and lodges had long since run out of capacity and large, tented cities had appeared on the outskirts of Chrone soon after. A large proportion of the ever-growing population were refugees, the lucky few who managed to escape from the neighbouring Agripinaa sector that was plunged into war when the Arch-Heretic lay siege to Cadia. Even on Chrone the Ocularis Terribus dominated the night sky, its beauty overshadowing the ancient evil that hid within.

Despite the numbers and circumstances of many, a great festival atmosphere pervaded throughout. Morrin, who had lived and was born in the city a mere thirty-two years ago, had never seen anything like it before, yet apparently, or so he was told, it is always like this in the last few days before the monolithic, Warp-capable passenger-liner, the Cantilous Bex arrived. Chrone was the last great intake before a warp jump across the system to the staging planet of Cyapede, where those wishing the risky voyage to the besieged planet of Cadia may depart. This gave credence to the rumours that were flying around the city that the most revered and feared of the Emperor's servants were here on Chrone and in numbers.

Morrin had been extremely lucky, he was but a low-level scribe working for the Rexus Mundi Cartel, the owners and operators of the Cantilous Bex yet he had been honoured with the position of being one of the boarding stewards for the sovereign decks during the Great Boarding Ceremony. The awarded position was a great surprise to him and the other staff in his department; such a job was usually awarded to long-standing members of the Cartel who had given a lifetime (or at least many decades) of loyal service. His co-workers had acted indignantly with envy to the news, but this did not bother Morrin, for he was being granted access to the Cartel hospitality suites where the passengers of the Majestic and Sovereign decks waited to board. Even though Morrin would only be there as a boarding steward he would never witness such opulence at any point of his life again.

The great space liner pondered into the planet's atmosphere. It was a big craft, especially for a civilian vessel, being nearly as big as a naval cruiser. The great ship entered into the lower hub of the atmosphere effectively blocking out the sky across the city port. The population went into rapture. Dancers and parades filled the already teemed streets, vast fireworks exploded and music filled the air, the Cantilous Bex had arrived!

It had been one hundred and fifty Terran years since the Bex last dominated the sky over Chrone. Even then it was considered early, the generational voyage around the Cassus sector usually took around one hundred and seventy years, but due to the vagaries of warp travel an accurate time-table would never be applicable. The Chrone Bureau of the Cartel had known for the last ten years that the Warp liner was going to be early and had planned for this moment for the last decade. The Thirteenth Crusade of Abbaddon had caused the Cartel much concern at the Cassus sector's proximity to the theatre of war but luckily the Arch-Heretic's forces had shown little interest in this sector of space, and with the influx of refugees from the nearby sectors that were not so lucky, the Cartel stood to make quite a profit.

The great boarding shuttles detached from the Bex and made their way through the atmosphere towards the city port – even these were gigantic vehicles many times the size of Chrone's largest building. There were five shuttles in all; it had been well publicised that each shuttle would make eight trips to and from the Bex in total, the whole boarding process taking three days.

Morrin stood gaping at the vast suite before him. The furnishings, the décor, the retinues of nobles that now sat chatting, drinking or patiently waiting, the sheer affluence of it all was almost more than he could take. A large balding man, as tall as he was wide, in the breast coat and uniform of the Cantilous Bex snapped him out of his trance.

"Get to your designated position, you vile little rat" it was barely an audible whisper but it hit Morrin as if he'd been punched in the stomach. The scribe-turned-steward made his way to one of the eight large sets of ornate metal doors at the far side of the cavernous room. A mild panic began to take hold of him, as he was still unsure of what his actual duty would be. The tallest of the three other stewards at the gate approached him.

"Do not touch the guests" he snapped, "Make sure their boarding pass is valid when it is shown".

"What if there is a problem with the pass" Morrin asked meekly.

"There won't be" The tall steward snapped again.

The unmistakable noise of screeching metal filled the suite much to the discomfort of some of the nobles. This was followed by all manner of clanking sounds from behind the great metal doors of which Morrin now stood. A Tech-priest made an appearance with a small retinue of acolytes chanting and waving incense burners in turn at each of the eight boarding gates. After what seemed an eternity to Morrin, the Techpriest departed and the clanking noises from the other side of gate died away. A green hue filled the vast room followed by pleasant beeping sound. The assembled nobles gave off an audible bubble of excitement as the metal doors slowly began to open inwards revealing the docked boarding shuttles equally vast insides.

In a barely controlled rush the nobles began to seethe forward towards Morrin and the stewards at the other seven gates. The large balding man stood centrally in front of all eight of the gates, he seemed unfazed by the rushing crowd. The crowd suddenly stopped in its tracks yards from Morrin's position as if pushed aside by some unseen force they parted. Two tall men armed and encased in black armour emerged their faces covered in masks. The two men were followed by an equally tall man dressed in a bright white hooded cloak that concealed his face. A third armoured man followed the robed figure. Morrin's barely controlled panic began to heighten as the armed party silently approached him. As they got closer Morrin could make out a red 'I' insignia upon the shoulders of the armed men. The leading Storm Troopers stopped a mere yard from Morrin.

"You!" bellowed one straight in Morrin's face. There was complete silence through out the suite so all heard. "Before you stands a representative of the immortal Emperor of Mankind incarnate. He has modestly decided to travel upon your most humble craft". Morrin's legs were visibly shaking, his mouth was dry and he struggled to summon the words to ask for a boarding pass, before he could, the Storm Troopers paced forward physically pushing him to the side. The rest of the passengers boarded. It took half the day to board the shuttle. Morrin was exhausted, and was leaning against a console when the large bald man approached.

"You're done," he said producing an auto pistol and pointing at his head. "What?' cried Morrin. "Why do you think a rat like you was summoned here?" The bald man stated in his gruff whisper. "We needed an untampered mind to greet that robed fool, and now you have no more use. I've always hated rats – disgusting creatures" he said pulling the trigger.

WARMASTER

USING ALTERNATIVE ARMIES
By Matt Keefe and Ken South

In this article System Head, Matt Keefe and Warmaster expert, Ken South take a look at how you can vary the existing racial army lists to add character and unique circumstances to spice up your games.

The Warmaster army lists are essentially archetypes, presenting broad views of each race, with their most common troops present along with minimums and maximums, ensuring that the average army will have a fair spread of the different troop types. The army lists are designed in this way both for balance and fairness, and also to keep a strong individual theme for each. Overall, the army lists provide good, evenly matched armies that can be used in any old game, no matter how hastily arranged it may be.

This needn't always be the case, however, and with a little planning, players familiar with the rules will find it easy enough to create alternative armies by using different army lists, adjusting the restrictions on an army list or even doing away with the army lists altogether. You might like to create a High Elf army composed entirely of cavalry, or an Empire army with a lot more artillery than normal, for instance.

The most appropriate place for this kind of jiggery-pokery is in a specially designed scenario, where other factors such as victory conditions, the number of points allowed to each side

or some other special rule can also be adjusted to level out any advantage gained by the altered army lists.

Alternate armies could be used in standard games, but using them habitually rather goes against the idea. The point of alternate armies is to represent oddities, unusual armies not often witnessed, or even mustered only once in response to exceptional circumstances. What all this means is that, in all likelihood, the kind of armies that would fight in a run-of-the-mill battle are far better represented by the standard army lists.

Using Other Army Lists

The simplest way to represent alternative kinds of army is to simply use a different army list. This method is very similar to the 'counts as' method for alternate units. Since the army lists are being used unaltered, this kind of alternate army is ideal for use in all situations, since it remains completely 'official' and is entirely fine for us in any game, no matter how competitive.

The Green Horde Army

Experienced Warmaster general and the brain behind the famed Euro GT Lex van Rooy uses a rather special Orcs & Goblins army. Instead of using the typical Orcs & Goblins army list, Lex uses the Kislev army list in order to represent a more ragtag, nomadic Orc horde. Such an army might represent roving tribes that populate the Steppes, the Badlands or other such wilderness areas. The army could even be used to represent other, more unusual Greenskin armies, such as Hobgoblins, whose wolf-mounted tribes constantly prowl the Steppes and the lands east of the Old World.

In order to use the Green Horde, Lex chose from the Kislevite army list, and substitute in appropriate Orcs & Goblins models. This is summarised on the table below.

Kislev List Entry	Green Horde Models	Could also represent…
Knights	Orc Boarboyz	-
Horse Archers	Goblin Wolf Riders	Hobgoblin Wolf Riders
Bowmen	Night Goblins	Orc Archers
Axemen	Orc Warriors	Black Orcs
Bears	Ogres	-
War Wagon	-	Snotling Pump Wagon, exceptionally large chariots, wagons or caravans of the type we might imagine Nomadic Greenksins might somehow steal or cobble together.
General	General	-
Shaman	Orc Shaman/Goblin Shaman	-
Bear	A very ferocious Boar mount!	A very ferocious Squig mount!
Tzarina	Some of the more primitive Greenskin tribes may well be led by Shaman who has cowed the Orcs and Goblins into submission with his magic. Using the Tzarina upgrade could represent such a Shaman taking to the field into a chariot as befit his status as head of the tribe.	

particular kind of troop (cavalry/infantry/monsters) than would be normal, for instance. As long as the army compares closely to one of the other races, you can easily represent it in this manner. Some examples might include:

● Mousillon is a cursed city, shunned by most Bretonnians for its lingering evil and association with death. Black-armoured knights and other sinister foes are known from the city and have, from time to time, even rode out to face those who would seek to reclaim Mousillon for the King. Such an army could be represented using the Vampire Counts army list alongside appropriately grimly attired Bretonnian models.

● In a similar vein, the Blood Dragons are a bloodline of Vampires which runs through many of the most ancient noble families of the Old World, creating armies of Vampire Knights and their Undead retainers. Though not typically given to mustering large armies, the Blood Dragons nonetheless have done so when the need required, and such an army could easily be represented by using either the Bretonnian or Empire army list with Undead models for the units themselves.

● The Marauder tribes populate the northern lands, descending on the lands to the south when the Winds of Chaos blow strongest. In the Old World, it is the Norse and the Kurgan that most often come to trouble the civilised lands, but in other parts of the world other tribes are known, feared tribes who behave quite differently to their Old World counterparts. The Hung, for instance, are known for their horsemanship, with only the poorest and most pathetic of men fighting on foot. Such an army could be represented by the use of Marauder models (or other appropriately barbaric types, such as the Steppe Horse Archers) in an army chosen from the Kislev list.

For example, you might choose a Chaos army using the Empire army list to represent an army composed of Imperial traitors, perhaps having defected in the midst of one of the great Chaos invasions, or perhaps having been tainted on an expedition northwards and returned to the Empire in the service of the Chaos gods. In this case, the army list is used exactly as printed – all you need to do is represent each of the units with appropriately Chaotic models. You can do this by either using models from the existing Chaos range, or by converting up Chaos themed versions of the existing Empire units. All that is important is that all units of the same type use the same model, and that you clearly explain to your opponent at the start of the game what each unit represents to prevent any confusion.

Using this technique, alternate armies can be created to represent armies that differ quite drastically from the typical armies of their race – perhaps employing more or less of a

Adjusting the Army Lists

After using other army lists, the simplest method of representing alternate armies is to start to adjust existing army lists a little. This, of course, is drastically different to the former method in one important respect – you'll need your opponent's agreement to use the army list with its adjustments, and most tournament organisers probably won't consider such an army 'official'. That aside, adjusting the army lists a little is simple, relatively balanced, and goes a long way towards producing a distinctive army.

When adjusting existing army lists, the first place to start is with units who have a 'minimum' listed in the army list. Typically these represent the most common type of soldier within an army which we would usually expect to find in almost every army belonging to that race. There are always exceptions, however. The Empire army, for instance is usually obliged to take a minimum of two units of Halberdiers and two units of Crossbowmen (both infantry units). Whilst almost all states of the Empire maintain such soldiers, forming far and away the bulk of most armies, there are ocassions where the Empire has found the need to muster armies composed entirely of

THE DWARF GUILD EXPEDITION FORCE OF GUILDMASTER 'WONDERGUN' THORKESSON

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points per unit	Min/Max	Special
Warriors	Infantry	3	4	4+	-	3	110	2/-	-
Handgunners	Infantry	3/1	4	6+	-	3	90	2/-	*1
Rangers	Infantry	3/1	4	5+	-	3	110	1	*2
Cannons	Artillery	1/2	2	6+	-	2	90	-/2*	*3
Mortar	Artillery	1/3	3	0	-	1	75	-/2*	*3
Flame Cannon	Artillery	1/2D6	2	6+	-	1	50	-/3*	*4
Organ Gun	Artillery	1/6-3-1	2	0	-	1	50	-/3	*4
Gyrocopter	Machine	1/3	3	5+	-	1	75	-/1	*5
Guildmaster	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Runesmith	Hero	+1	-	-	8	1	90	-/1	-
Anvil	Special	+1	-	-	-	-	+10	-/1	*6
Airship	Chariot Mount	-	-	-	-	-	Free	1	*7

1. Handgunners. Handgunners follow the special rules presented in the Dwarf army list.

2. Rangers. Rangers follow the special rules presented in the Dwarf army list. In addition, the army may only include a single unit of Rangers, no matter how large it is.

3. Cannon & Mortar. The full rules for cannons can be found in the Artillery & Machines section of the Warmaster rulebook. Mortars follow the same rules as Orc Rock Lobbers. As far as the maximum number of these units is concerned, the army may include up to 2 units of mortars or 2 units of cannons or a combination of cannons and mortars so long as the total never exceeds 2 units of cannon and mortars per 1,000 points.

4. Flame Cannon & Organ Gun. The full rules for cannons can be found in the Artillery & Machines section of the Warmaster rulebook. Organ guns follow the same rules as Empire Helblasters. As far as the maximum number of these units is concerned, the army may include up to 3 units of Flame cannon or 3 units of Organ guns or a combination of Flame cannon and Organ gun so long as the total never exceeds 3 units of Flame cannon and Organ guns per 1,000 points.

5. Gyrocopter. The full rules for the Gyrocopter can be found in the Artillery & Machines section of the Warmaster rulebook.

6. Anvil. The Anvil follows the special rules presented in the Dwarf army list.

7. Airship. The Dwarf airship is used as an observation baloon. All artillery with in 10cm of the balloon, or shooting a target within 10cm of the ballon, adds one to hit when shooting, so will normally hit on a 3 instead of a 4 and so on. The airship is treated the same as other flyers but has no Attacks and as such cannot be attacked. This represents the fact that the airship is flying at a high altitude. The airship is classed as a chariot mount and a hero or Runesmith must be placed in it (this means that if you field the airship, you lose a hero!). The use of the airship is more that it is a cracking model! You may field only one airship, no matter how large your army is...

cavalry. In such a case, you could remove the minimum number of required Halberdier and Crossbowmen units, or perhaps even go so far as to impose a maximum restriction on them.

Units with a maximum restriction on them in the army list are also ripe for adjustment when creating alternate armies. In the High Elf army, for example, Elven Bolt Throwers are limited to one unit per 1,000. If you were playing a scenario representing an attack by the Lothern Sea Guard (who possess many, many Bolt Throwers for use aboard their ships), you might want to increase the maximum permitted number, or even lift the restriction entirely.

New Units
Ordinarily, each entry in a Warmaster army list represents a wide variety of subtlely different troop types. We might imagine that these units possess different equipment to one another, or even specialise in their own unique tactics, but for the most part the scale of Warmaster is such that we simply overlook these differences. Alternate units are used to show these different troop types, providing a little cosmetic variety, but other than this no account of their difference is made.

If you are designing an alternative army, however, you might like to go one step further and create a new entry for these specialist units, altering their profile or adding a special rule to showcase their unique abilities. This is especially appropriate if the army is designed for use in a special scenario which facilitates the use of such specialists. For example, a scenario involving a High Elf sea landing might well provide an opportunity to add a dedicated Lothern Sea Guard entry to the army list where ordinarily the unit would merely count as a unit of archers (perhaps forsaking the archers' special +1 to hit rule in favour of an increased, 5+ Armour Value representing the additional protection of the shield-bearing spearmen in the front rank).

It isn't merely units which can be added in this way – new forms of character can be assigned to the army as well. A Dwarf army of Karak Kadrin, the Slayer Hold, for example, might be led by Slayer characters rather than the normal general and heroes, complete with whatever rules you think appropriate and can agree with your opponent.

Making Up Your Own Army Lists
Finally, the most drastic step to take in creating alternative armies is simply to do away with the army lists entirely and make a new one up! As with all the suggestions outlined in this article, this is really most appropriate as part of a specially designed scenario, where the new army lists can be themed around the background to the battle, and balanced against one another by any prevailing conditions in the scenario itself.
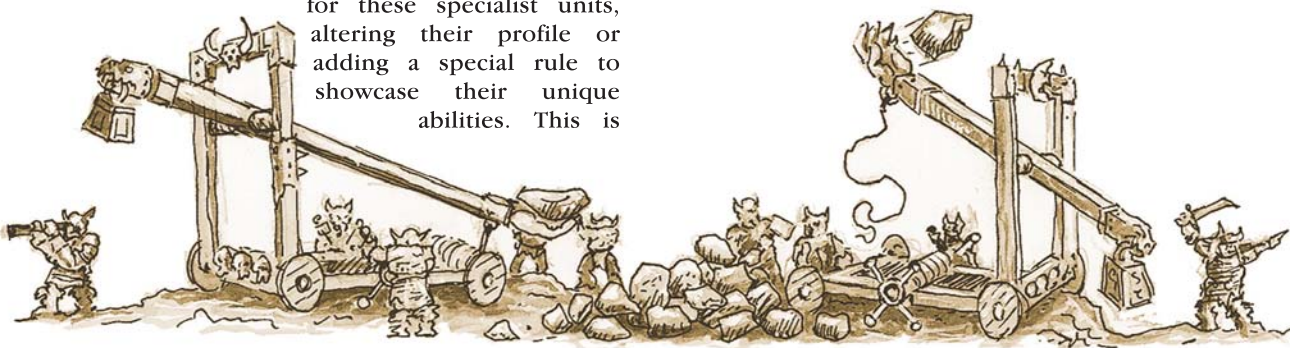
Ken's Designer's Notes

The Dwarf Guild army is an adaptation of the expedition force of Wondergun as featured in the Dwarf Army book. I have been careful to keep rules additions and changes to a minimum as I think the established rules work well. The army really is one for firepower fans to gleefully use. Ranks of Thunderers and rows of cannons lined up bellowing black smoke is just an awesome sight. Weak points of the army are obvious; its lack of movement and its reliance on powder weapons.

The Warmaster scale makes this an army that looks fantastic and the use of the airship really is something unachievable in Warhammer. The fact that this force can field no Slayers and limits the use of Rangers makes it a completely different Dwarf army for Warmaster players to use. The reliance will be on the initial set up of the Dwarf player and his anticipation of his opponent's deployment. Terrain features will become a prominent part of the player's tactical awareness when setting up. Terrain features that could once be occupied during the game will now become out of range, as splitting of the defensive line of artillery and missile-armed troops could prove fatal.

The other great use of the Dwarf Guild is to use them as an allied force in a large game. After all a 2,000-point Guild force packs a real punch and supported by a 2,000-point Empire crusader army would be very scary indeed. You could also use the Dwarf Guild as allies to a more conventional Dwarf army, representing armies from all over the Dwarf Empire coming together for a great battle. This is true of pretty much any alternative army.

The Nomadic Orc army is something totally different based on the like of Genghis Khan, Attila the Hun and their horse-mounted hordes. The field of battle is full of marauding Wolf Rider brigades harrying the flanks and exploiting gaps in opposing armies' lines.

The increased number of Boar Boyz must be used to do ultimate damage or the high point cost will be wasted.

The Savage Orcs are best used to attack units in the flank or to support boar boy charges where the chances of success is increased. The Squigs are there for completeness and to bring a sense of Orcish mischief to the list. They should not be underestimated after all you would never underestimate Trolls would you? They are able to initiate charge in any direction which is again something different but doesn't put the game mechanics out by any means. The Spider Riders are used as an alternative Wolf Rider unit with a few additions.

The strength of this army; is its speed and manoeuvrability; its weakness is no solid infantry support or long range firepower.

I love this army it decends from the heights and causes destruction and quickly retires. For people keen to use this army, read about the tactics of the great Genghis Khan or Attila as it will be useful, I promise!

Author	Ken South can usually be seen at Games Day or any UK event involving models where he'll always be busy showcasing Warmaster to the gaming public.
Further Information	The Warmaster Range can be purchased from Games Workshop Direct. See the How to Order pages for more information. The Warmaster Armies book is currently being written by Rick Priestley, and will contain lots more examples like the ones described in this article.
Website	www.Warmaster.com & games.groups.yahoo.com/group/gw-warmaster/

THE NOMADIC ORC HORDE OF THE SMOULDERING STEPPES

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points per unit	Min/Max	Special
Orc Boar Boyz	Cavalry	4	3	5+	-	3	110	-/*	*1
Savage Orc Boar Boyz	Cavalry	4	3	6+	-	3	110	-/1*	*2
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	-/-	*3
Spider Riders	Cavalry	2/1	3	6+	-	3	80	-/-	*4
Wolf Chariots	Chariot	3	3	6+	-	3	80	-/3	-
Squig Hoppers	Infantry	5	3	5+	-	3	110	-/3	*5
Giant	Monster	8	8	5+	-	1	150	-/1	*6
Orc General	General	+2	-	-	9	1	95	1	-
Orc Hero	Hero	+1	-	-	8	1	80	-/2	-
Orc Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/2	-
Wyvern	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7

1. Orc Boar Boyz. You may field one Boar Boy unit for every two units of Wolf Riders/Spider Riders in the army. One of these units may be Savage Orc Boar Boyz (see below).

2. Savage Orc Boar Boyz. These receive +1 to their attack value (as per Power of the Waaagh) if they charge an enemy. This +1 lasts for the entire combat, whilst they are winning. They do not receive this bonus if they themselves are charged or if they lose a round of combat.

3. Wolf Riders. Wolf Riders follow the rules in the Orcs & Goblins army list. In addition, the Wolf Riders that ride in this army can, if defeated in combat, elect to break off and run for the hills (or at least out of harm's way!). Wolf Riders can only break off after the first round of combat has been fought!

To do this, roll 5D6 and add the scores together. This is the Wolf Riders' Fall Back move. You may then move the Wolf Riders straight back by this distance facing away from their attackers. If any 6s are rolled, the Wolf Riders are also confused. The attacking player counts as having destroyed his enemy, so is allowed to advance (up to 20cm if in the first round of combat, 10cm if in subsequent rounds).

If fighting with cavalry, you may also elect to pursue the Wolf Riders. To do this, roll 5D6 and and add the scores together. If this distance is sufficient to bring them into contact with the Wolf Riders then combat is fought. The Wolf Riders will suffer -1 attack for being attacked in the rear.

4. Spider Riders. Spider Riders can move through wooded areas as though they were infantry. They also do not receive any penalty for being in wooded terrain when receiving orders.

5. Squig Hoppers. Squig Hoppers, or a brigade containg Squig Hoppers, suffer a -1 penalty when receiving orders due to the rowdy and unpredictable nature of the Squigs. Squig Hoppers must charge any enemy target within 20cm during the initiative phase regardless of direction! Also Squig Hoppers become confused on a D6 roll of 5 or 6, rather than the normal 6.

6. Giant. The Giant follows the rules in the Orcs & Goblins army list.

7. Wyvern. The Wyvern follows the rules in the Orcs & Goblins army list.
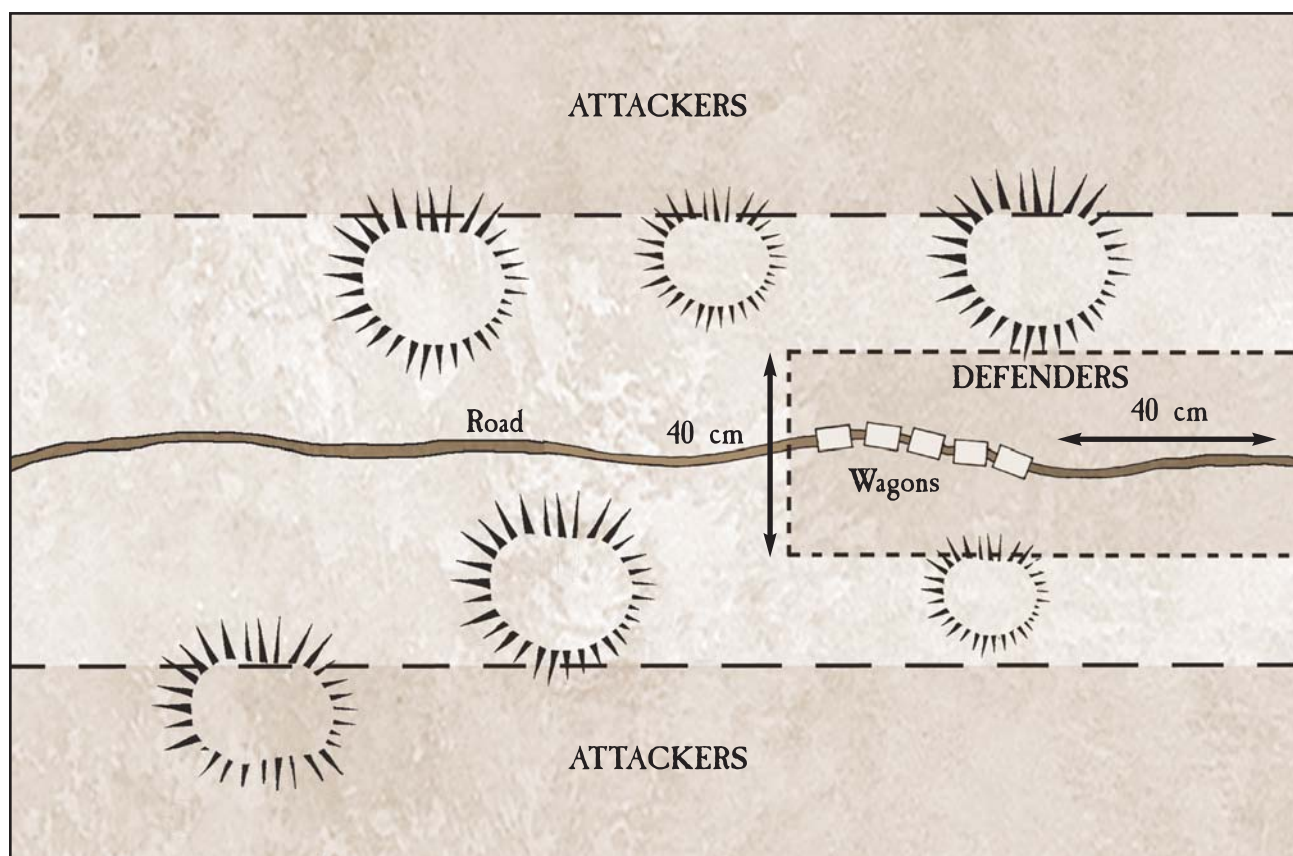
SCENARIO

The wagon train over Axe Pass scenario from the Warmaster rulebook is a great starting place when looking for a suitable scenario to play with the two armies listed above. This scenario is representative of Wondergun Thorkesson, epic journey to the Empire with a delivery of black powder weapons.

The Dwarf wagons moved slowly through the mountains of the Old World towards the lands of the Empire. The Dwarf engineers steered the wagons with care as any sudden bump could set off an explosive reaction for the wagons were laden with gun powder and explosive bullets and shells, and hitched to the 'wagons were mortars, Organ guns and cannons all ordered by the elector.

Wondergun Thorkesson, the Guildmaster, was pleased that the journey had so far been uneventful and the border towers could be seen in the distance – even if they were unmanned!

Suddenly, and without warning, the sky was filled with black arrows and from the woods erupted hordes of Wolf Riders. The Dwarfs reacted, the Guild bodyguard forming defensive blocks whilst the weapons destined for the Empire were unlimbered and loaded!
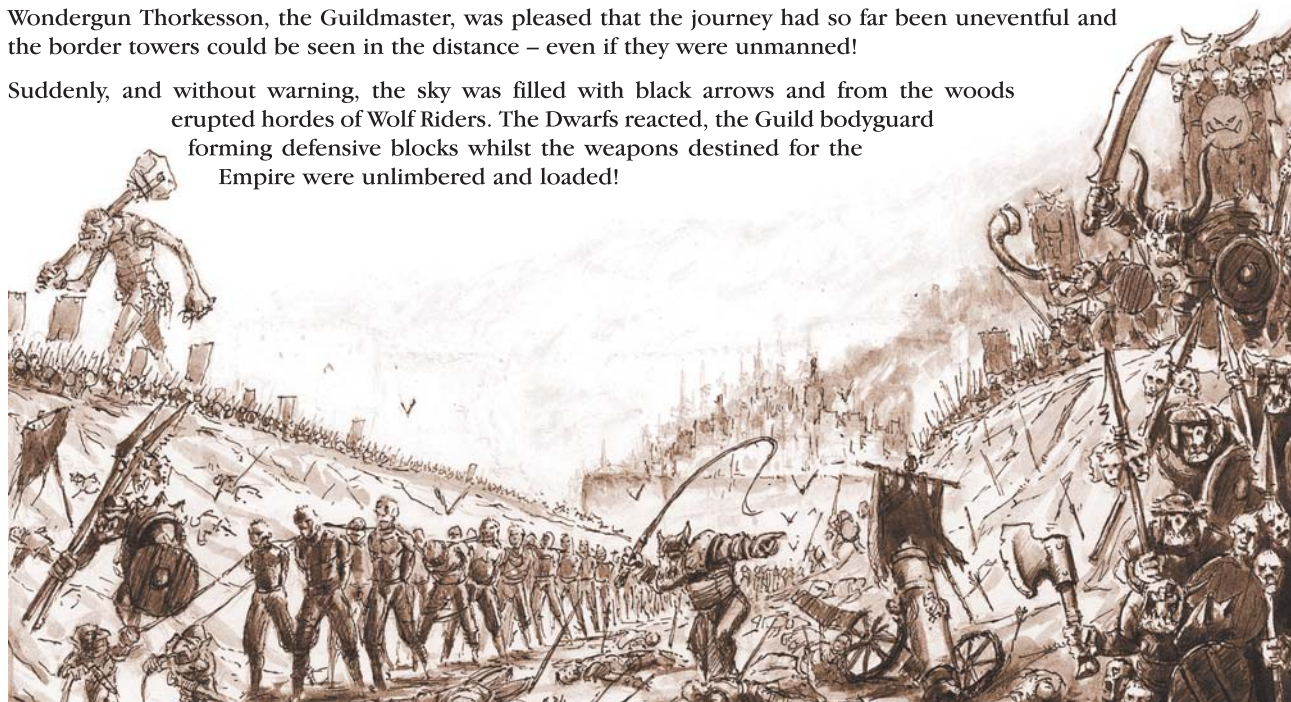
NECROMUNDA

DUST FALLS

By Tom Gilbert, Marc Harrington and Miles Horry

This is the second in a series of articles on a cool Necromunda campaign. It's got new background, mad scenarios and even some modelling lunacy. But first a few words from our sponsor...

THE BRIDES OF SORROW

Those who have been wronged and have come back for vengeance from the dead are creepy, dark and, frankly, cool. I'm a film nut, and to me Necromunda is a scene from a movie every time you play it, with drama, comedy and death. The Brides are something I can just see carving their bloody way across the silver screen. In fact, Tatiana and her girls are hopefully going to become a terror within the Underhive and become a really characterful addition to the narrative of our Dust Falls campaign.

So how did I come up with the Brides? Well, there's a pretty simple process to this:

PICK YOUR GANG TYPE
The Brides are Escher pure and simple, with no extra rules.

GIVE YOUR GANG A LOOK
What would make them stand out on the street, what would their fashion be? Are they secretive like the Delaque or do they want to be noticed, like the Escher?

The Brides want people to know and fear them, so they're going to look very gothic, pale faced and darkly dressed, kind of like people nowadays who think they are vampires but really aren't.

GIVE THEM A BACKGROUND THAT FITS THE LOOK
What have they done? What are they planning on doing?

With the Brides I wanted the feeling that Tatiana (or those who are pretending to be her) are not normal, after all, they cannot die (or can they?).
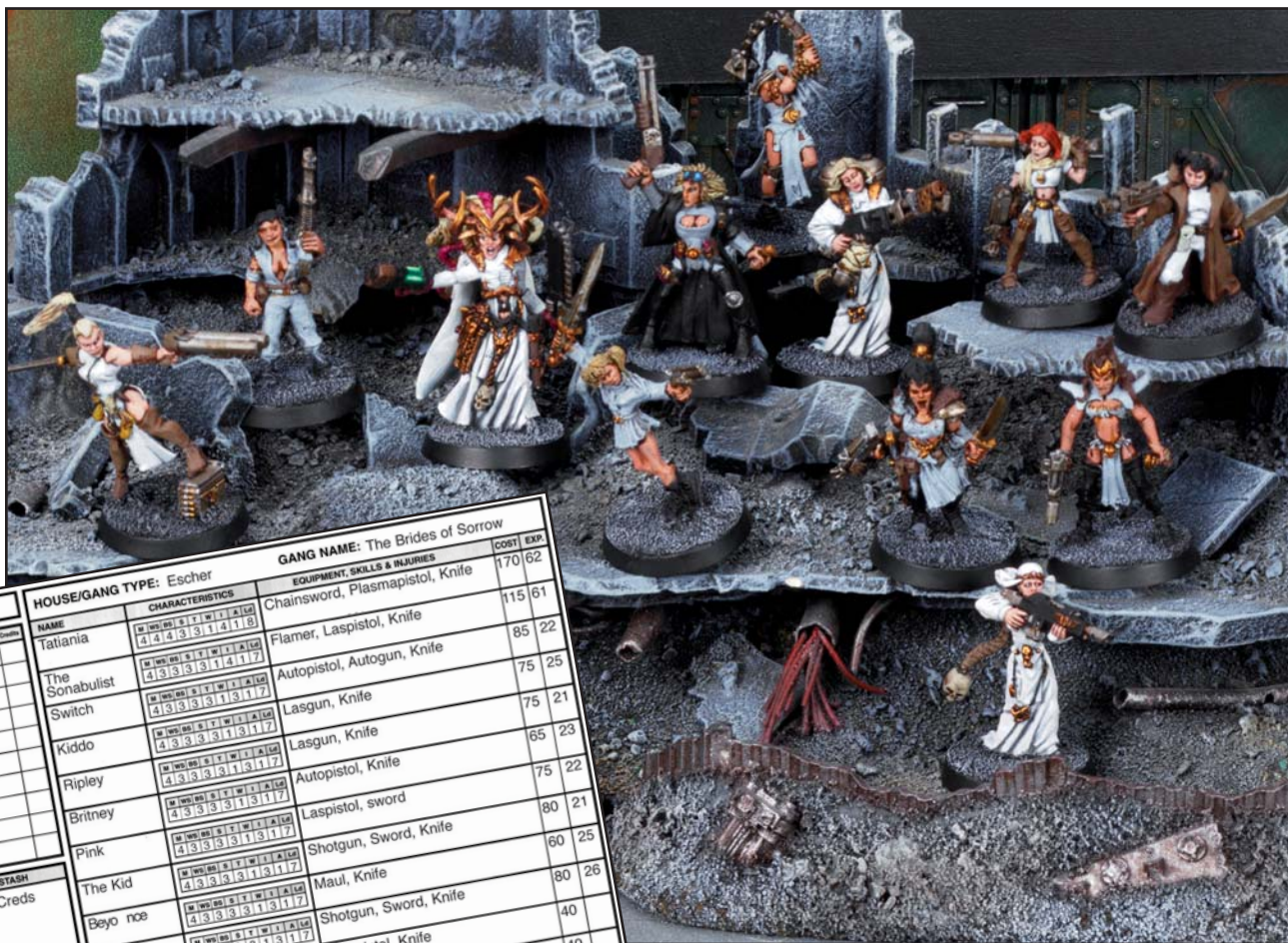
THE BRIDES OF SORROW

Switch had heard rumours about 'The Brides' since she was little, her papa telling her many of them himself when she bothered him for exciting tales of his youth. Frankly she thought they were bedtime stories for frightening naughty children rather than reports of real, flesh and blood gangers. Surely there couldn't really be an Esher gang made up of the ghosts of wronged women.

But now she was a believer, especially after her accident with the bag of grenades. One little mistake and the blast had dragged her into the darkness. She had woken up weeks later, her friends all gone. Then the visitor arrived, a young girl dressed all in white.

She said her name was Tatiana. She said Switch's death had caused a roar only she could hear. She said she wanted to go on a rampage and seek bloody revenge on those who had caused her death…

Formed by 'Tearful' Tatiana some 50 years ago, the Brides are something of an enigma. They have been wiped out on at least three separate occasions, once by the Redemption, twice in running gun battles, only to return the next year with slightly smaller numbers. Rumour persists that they are connected to Karloth Valois and his necromancy but this has never been proven. What has drawn attention is that when the Brides return they are always led by 'Tearful' Tatiana. Whether this is the same Tatiana who founded the Brides or another gang leader using the name a status symbol has never been confirmed.

The Brides first came to the attention of the authorities when they conducted a series of raids on gangs in nearby domes. These were short, brutal attacks, that left only one survivor to tell the tale of the ghosts of ladies emerging from the shadows to steal the souls of the living. The attacks continued until a low level hab-complex was assaulted, the building was stripped of all goods, right down to the clothes of the dead. Like previous times there was one survivor left to tell others of the wrath of the Brides. Unfortunately for the gang, the complex had been home to Redemptionist sympathisers and their wrath was swift and bloody. Archbishop Rochforth personally executed Tatiana with a flamer and so the Brides of Sorrow passed in to Underhive legend.

One year later, Rochforth was found exsanguinated in his cell. His followers claimed he became over zealous with his self-flagellation. A week later the remains of the Redemptionist gang who destroyed the Brides were found outside Dust Falls. All but one was dead, the survivor ranted about ghosts of the dead coming back, he was purged for his lack of faith.

The Brides remained a threat to the area for years, and eventually a group of bounty hunters were paid to hunt them down and capture Tatiana as it was seen by the guilders that severing the head would kill the body. The resulting battle resulted in over a hundred deaths and Tatiana's capture. She was flogged, hung and her head displayed on a spike at the gates of Dust Falls as a warning to others.

It was still there when the next year when the Brides returned and sacked the Enforcer precinct where Tatiana was murdered. The surviving Enforcer clawed his eyes out in an attempt to get rid of the image of woman who led the Brides, for it was said that it was the same woman executed only a year before.

The most recent purge of these ethereal gangers took place when the Brides got greedy. After hitting more than 50 settlements they tried to move up the Hive and cross the wall. They were slaughtered before they got past the workshops by an alliance of Orlocks and Goliaths. Lured into crossfire only three survived the initial massacre, Tatiana and two juves. Tatiana was taken alive and the juves executed. Tatiana was imprisoned to make sure she couldn't 'return from the dead'. She was found dead in her cell with in a week.

Everyone waited for the return of the queen of the damned, determined to make sure she and her Brides would not return. A year came and went and there was no sign of Tatiana, and a sigh of relief went around Dust Falls. Maybe the creature had breathed her last and having taken her own life would not return.

Then it started again.

First it was small raids, nothing new in the Underhive but there were survivors. Just one from each raid. Then the prison where Tatiana died was razed to the ground. Tatiana and the Brides of Sorrow have returned and this time it's not going to be pretty.

What makes a warrior truly terrifying is rumours. They don't need to kill a hundred people, they just need people to think they have. Leaving one survivor who is clearly traumatised is a great way of doing this; they forget details and fill in the blanks with exaggerations, like Tatiana coming back from the dead.

HOW I BUILT THE BRIDES OF SORROW

I wanted certain members of the Brides to really stand out, mainly the real veterans of the group. These would be the girls dressed as brides themselves. The three models I chose to focus on were one Ganger, my Heavy (known only as the Somnambulist) and Tatiana herself.

Let's start with the leader of the Brides, Tatiana. I started with the Dark Eldar Homunculi special character and did a chop shop on his head and arms. I then replaced these with Morathi's head and some different arms with a Space Marine plasma pistol and an Imperial Guard missionary chainsword.

The Somnambulist is the biggest conversion with a Homunculi body, a plastic Imperial Guard flamer and the head of the Sister's of Battle Exorcist crewman. This required lots of Green Stuff to make the arms look, well, normal. The hose for the flamer is the power cable from the Land Raider lascannons, but if you have a bits box then you can find anything to act as a hose, power cable

or really anything, the trick is to not look at what it is but what it could be.

The last of the trio is the Ganger. I had some spare parts left around when I was making my Bretonnian force years ago and this is one of them. Using the body of another Homunculi and, cutting it at the waist, then doing the reverse with the sorceress, I managed to make a simple body swap with the minimum of Green Stuff. Then I took a pair of Imperial Guardsmen's arms, removed the shoulder plates and filled in the gaps with the mighty stuff that is green. Finally I added little touches such as the skull hanging from her hair – maybe it was the skull of the man she got revenge on.

The paint scheme for the gang needed to be simple, but effective, and what's better than white bridal wear for a gang of Brides?

I started with a basecoat of Codex Grey and slowly added Skull White until I had reached the top highlight for the models. The guns are Boltgun Metal with a Brown Ink wash to give them that dirty look. After all, in the wastes of the Underhive nothing is going to be polished.

You'll also notice a number of other head swaps and weapon switches in this gang; the trick is spotting where they came from. See if you can spot them all.

FLYNN'S COMPANY

BUILDING FROM THE BITS BOX

After a bit of a break from Necromunda, John recently challenged me to a casual game. What a great idea, I thought. I hadn't played in ages and my mind whirled with memories of my ultra cool Delaques' cleaning house. However, on returning home that evening I was struck by the realisation that I had not dug out my old gang in some time – a very long time. I gazed in horror at the terrible paint job of my old Delaques, at least four years old.

IT WAS TIME FOR A NEW GANG

The problem was that I had but two days to get a new gang together and no real chance to go and buy new models. In desperation I cast about for inspiration and my eyes came to rest on the three large boxes I lovingly store my bits in. I wondered to myself, could I really build a valid Necromunda gang from my bits box?

When embarking on a project like this there are two ways you can approach it. The careful gamer would consider what gang he would be constructing, plan out the list and then sort through the collection of bits finding the part he would need.

I DID IT THE OTHER WAY

I descended upon the boxes with childlike glee and rooted amongst the cast off components accumulated from many years of gaming, finding the unused parts of so many different armies mixed in a disorganised treasure trove of arms, legs, weapons and accessories.

The secret, I decided, was to look for a theme. I wanted to get a feel for the gothic darkness of the Necromunda setting, and it looked like my new gang were going to be the bottom of the Hive as far as fashion went. Real scum. With an image of impoverished gangers in mind I set upon some Empire Militia sprues with clippers, finding a wealth of medieval clothing and ragged gear. Combining this with bits from the Cadian and Catachan sprues gave me a bit of diversity and a range of heads, and the weapons were taken from all sorts of sources. I found the lasgun from the new Tank Accessory sprue works a treat with its fold-down stock. My guys can wield it with one hand (though of course in the rules it's still two-handed) and look cool as they throw it around like a pistol.

I'm most proud of my Heavy who uses the heavy stubber from that same Accessory sprue. This gun is just huge and really looks the business. You get the impression this gun could really lay down some serious firepower.

A good tip: taking a file to the shoulders of Cadian arms and getting rid of the shoulder pads makes them usable for a whole host of models.

Getting back to the theme of the gang, it was clear from looking at them they were Orlocks. They lack the distinctive features of any of the other gangs (no long coats, masks or cleavage on display) and the Orlocks are the most generic gang in the Underhive.

The end result was Flynn's company (named after its leader Andre Flynn), the lowest bunch of scum to ever work for House Orlock.

Having a quick look at my creations I was a little worried that I'd have a hard time writing a gang list to fit them. Had I gone overboard on loading these guys down with weapons? Had I made too many guys? Nothing would be worse than having lovingly crafted each and every one of these guys and then not getting to field them. But as it turned out, when I grabbed my trusty copy of Underhive the gang worked out perfectly, everything I'd modelled on and 35 credits left in the kitty.
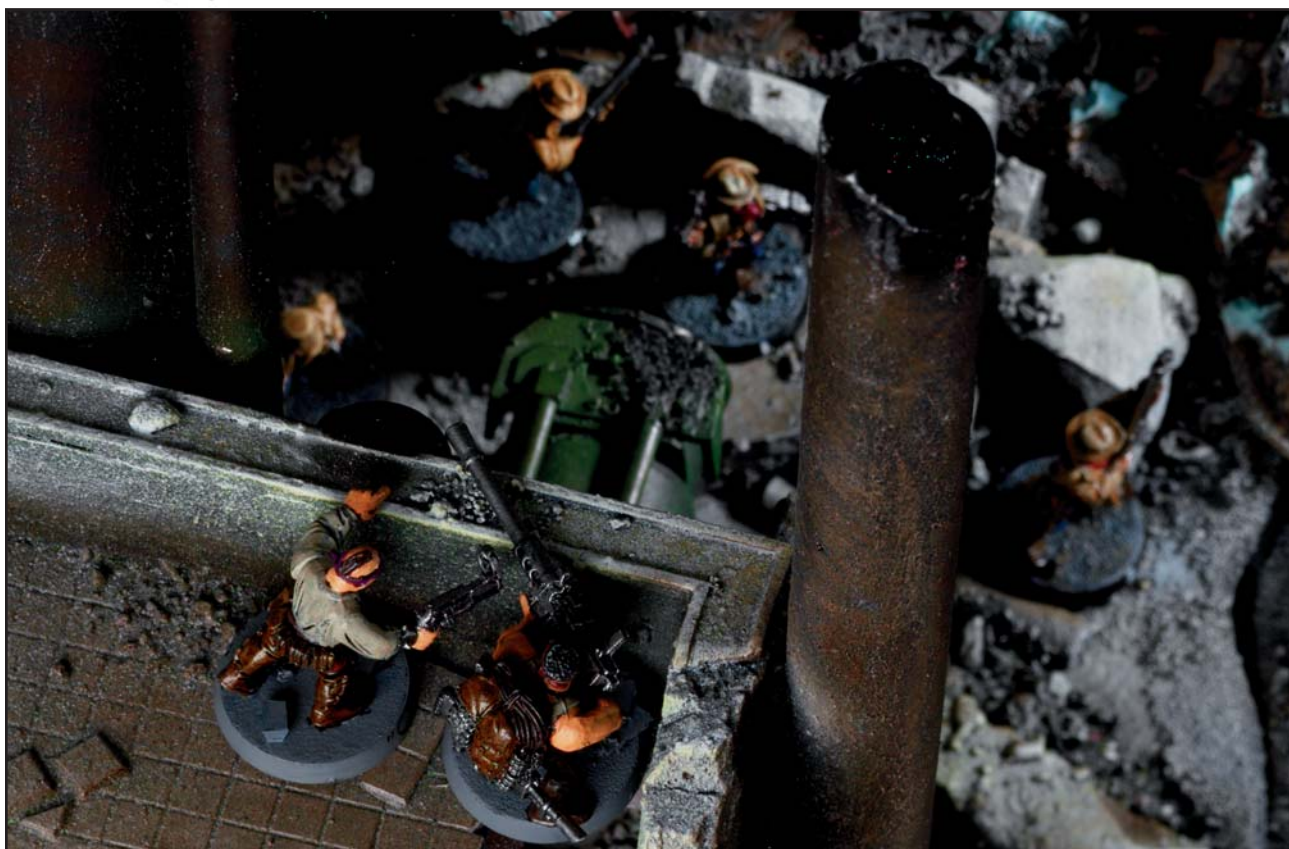
The smell of burning flesh and the sound of sizzling body fat filled the small back room. As the bloated body of the Guilder fell to the floor, Flynn had to accept it was probably time to leave this neck of the woods. He had less time to dwell on this than he would have liked, Inzanio's bodyguards were at the door, weapons being removed from holsters with impressive speed. But Flynn's associated had the advance warning. They, unlike the guards, had seen the tell-tale twitch in the corner of Flynn's cheek and the pained expression in his eyes, that they knew meant their leader's impressive cool was about to crack.

The first guard through the door was rapidly deprived of all the air in his lungs as Joey's flail smashed into his gut, ribs splintering under the impact of chain and weights. As he collapsed, the guard behind almost tripped over him. He looked wildly into the room as Lucas' stub pistol barked once, the slug catching him in the cheek. As he fell Joey dropped his laspistol to the back of the guard's neck, silencing his shrieks as they began. The first guard, clutching at his shattered ribs and looking up at Flynn's legs before him, found the barrel of Flynn's laspistol, the same offending weapon that had burned the neat hole through his employer's corpulent frame. Once more the smell of burning human flesh filled the small room Inzanio used to use for his private dealings.

Stepping over the fallen bodies Flynn lead his two colleagues through the door and down the dank corridor that connected the place of shadowy business with the main bar area. Enough noise was audible even through the heavy doors that the staff and customers would be oblivious to the carnage that had just taken place.

"Boss, you know I hate to question you... " Lucas left the sentence open. He might hate to question the man he had followed for several years, but in this instance he was clearly doing just that.

"Lucas, no one does that. When I agree a price with someone they don't decide to re-negotiate at the point of payment. Inzanio knew that. Dammit, you know he knew that." Flynn's anger was clear, the adrenaline was slipping away and the realisation of precisely what he had done was slowly beginning to dawn on him.

They reached the bar and moved through the smoke and gloom to a corner table. Here, clustered in the shadows, were the dregs of society known as Flynn's Company.

They looked up at the return of their leader, and he grinned back. They were good lads, not the pride of any House, even their relationship with House Orlock was tenuous enough, but they were good lads. The kind he could rely on, and had for many years. None of them were heroes, nor any of them particularly noble, in fact he doubted any of them cared for a soul besides themselves. But he had taken them and turned them into a company, and now they looked out for each other's hides and watched each other's backs.

It was Rooie who asked the question first, but they were all thinking it.

"No pay?"

Flynn shook his head, the young ganger nodded.

"He dead?"

Flynn nodded coldly, a couple of the gang hissed under their breath, killing a Guilder was usually a bad move. No one liked dealing with a gang that killed their employers, and no one would deal with someone who had murdered a Guilder. Inazanio was no one important, not a big fish amongst Guilders, but they took offence when someone ignored the Guilder badge and dared to murder these essential icons of commerce.

"That's going to make life a little difficult."

Again Rooie was the first to voice what they were all thinking.

Flynn nodded and finally spoke. "I know guys, I've been considering this. I think it's about time we were moving on. We've got no impressive holdings here and we're not going to be leaving much behind."

Eike chipped in, his feet against the table, his chair balanced on two legs. "Where we gonna go boss, the kinda rep this is gonna bring travels far? Ain't nowhere that kinda stain don't show."

A general murmur of agreement rose from the table. Flynn looked thoughtful for a moment then looked over at the gang's oldest member.

"What about that rat hole you told me about Johny. You said it was about ripe for a gang with some guts."

Johny froze and looked up from his drink, all faces at the table turned to look at him.

"Oh no boss. Not Dust Falls."

NECROMUNDA FILM FESTIVAL

We wanted to have a nice change of pace in our Necromunda campaign so we decided to have a theme. As avid film buffs we were already thinking of making a couple of scenarios based on our favourite films, but after a little more thought we came up with the idea of the 'Necromunda Film Festival'. We wrote six film-based scenarios and added them to our normal Necromunda campaign. The player with the lowest gang rating rolls a D6 instead of the normal scenario selection process. On a 1 he gets to choose which film scenario he wants to play. On a 2-5 you play a normal game and on a 6 you play a random film game. If the game is multi-player and you lack the spare gamer you may re-roll.

TOO MUCH BANG FOR YOUR BUCK

"I only told you to blow the bloody doors off!" bellowed Nate Krieger at the man lying next to him in the rubble. Shaking the plascrete dust from their shoulders, they both stood up slowly and looked back at the blackened hole that used to be a safe. "That's torn it", muttered Krieger.

Staggering to the exit they paused and peered out into the street, dust still hanging in the air. In and around nearby buildings they could see people moving about, taking up positions and watching the doorway they crouched in. Robbing the caravan paymaster had seemed like a good idea at the time, but now it looked like everyone was after their blood. "Frag it," said Nate decisively. "Let's fight through and get the hell out of here."

This scenario represents a heist gone wrong. A gang has bungled a robbery and starts the game surrounded in a storehouse. They have to escape with their ill-gotten gains to win.

TERRAIN

The terrain is placed over a 6' x 4' table. However, you only use a 6' x 2' corridor to place terrain in, the empty spaces behind the terrain are no-go zones (assume that the building back on to a bulkhead wall or building complex. At one end of the table is the storehouse.

Each player takes turns placing terrain in the corridor, but making sure they leave a visible road at least 4" wide down the centre of the corridor.

GANGS

The defenders are the gang hired to guard the caravan paymaster's stash and get to set up anywhere at least 18" from the attackers' table edge. The gang is placed in groups of two or three and each group must be at least 6" away from another group.

The attackers set up inside the storehouse.

STARTING THE GAME

The attackers go first.

ENDING THE GAME

If the defenders bottle then the attackers win. If the attackers get three figures off the far edge of the table they win. In all other cases the defenders win.

EXPERIENCE:

+D6   Survives
+5   per enemy ganger killed
+10   per attacker escaping of the edge
+10   winning Leader

SPECIAL

If the defenders win they gain double the money from one territory of their choice this month as their reputation precedes them. If they lose then they gain no revenue from one random territory as their paymaster refuses to give them their wages.

If the attackers win they gain 2D6 x 10 credits +10 for each ganger who escaped before the game ended.

Authors	Tom, Marc and Miles work in Games Workshop UK where the Dustfalls campaign is currently being played.
Further Information	Watch out for more Dustfalls articles in future issues. The Necromunda: Underhive rulebook and figure range can be purchased from can be purchased from Games Workshop Direct, see the How To Order pages for more information.
Website	www.Necromunda.com