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A Smith

GAMES WORKSHOP



LITTLE MEN & BIG BATTLES

By Matt Keefe

Warmaster is the game of big units, big armies and big battles. All too often, however, it proves to be quite a lot of effort to muster really big battles, and a lot of Warmaster games end up being fairly small, line up and fight pitched battle affairs. We think Warmaster offer the potential for much grander clashes than this, so here Matt Keefe presents some thoughts on big games and big battles...

To begin with, a few sage words from Mr. P himself...

"Right from the start I set out to create a game that was about huge armies fighting over vast landscapes; a game in which snaking columns of hundreds of warriors might march along dusty roads towards a vista of farms, villages and towns, where flanking forces can gallop out of sight of their commanders and reappear at the enemy's back, and where artillery pieces must be laboriously dragged to within range of their targets. Part of this vision of hugeness are 'big' tabletop landscapes: roaring rivers rather than piddly little streams, fortified towns rather than one or two pokey houses, and enclosed valleys and rolling hills rather than the usual flattish field punctuated by a lonely tree.

Such a battle wouldn't be just a battle – or rather not just the immediate confrontation between rival warriors – but would encompass the manoeuvre and counter-manoeuve of armies, the disposition of whole brigades and the execution of bold strategies, as imaginative as they are ambitious."

So Rick described his game, Warmaster. The game of BIG battles. Its sister game, Warhammer, also sees great armies march to battle, but more importantly it depicts the heroes who march at the head of those armies in a way Warmaster never could. Warmaster, then, turns its focus instead to battlefields so vast that none might see from one side to the other, to armies so massive that they span the horizon, and to battles so immense that the ground itself is battered and broken by the forces unleashed amidst the clash of arms.

The Warhammer world is riven with such massive conflicts with alarming frequency, and its history is littered with the great battles of legends whose names have come to define the peoples and nations of the world: the battle of Black Fire Pass, where all the human tribes of the Old World

united under Sigmar and took to the field with their Dwarf allies to crush an Orc horde so immense that its approach was heard for days beforehand; the Battle of Hel Fenn where the combined efforts of Man, Elf and Dwarf were needed to defeat Vlad, an enemy so great no one race had yet bested him; the battle of La Maisontal Abbey.

The countless pages of history produced for the Warhammer world are littered with such battles, so the inspiration is there. Sometimes the difficulty is in representing these kinds of battle on the tabletop...

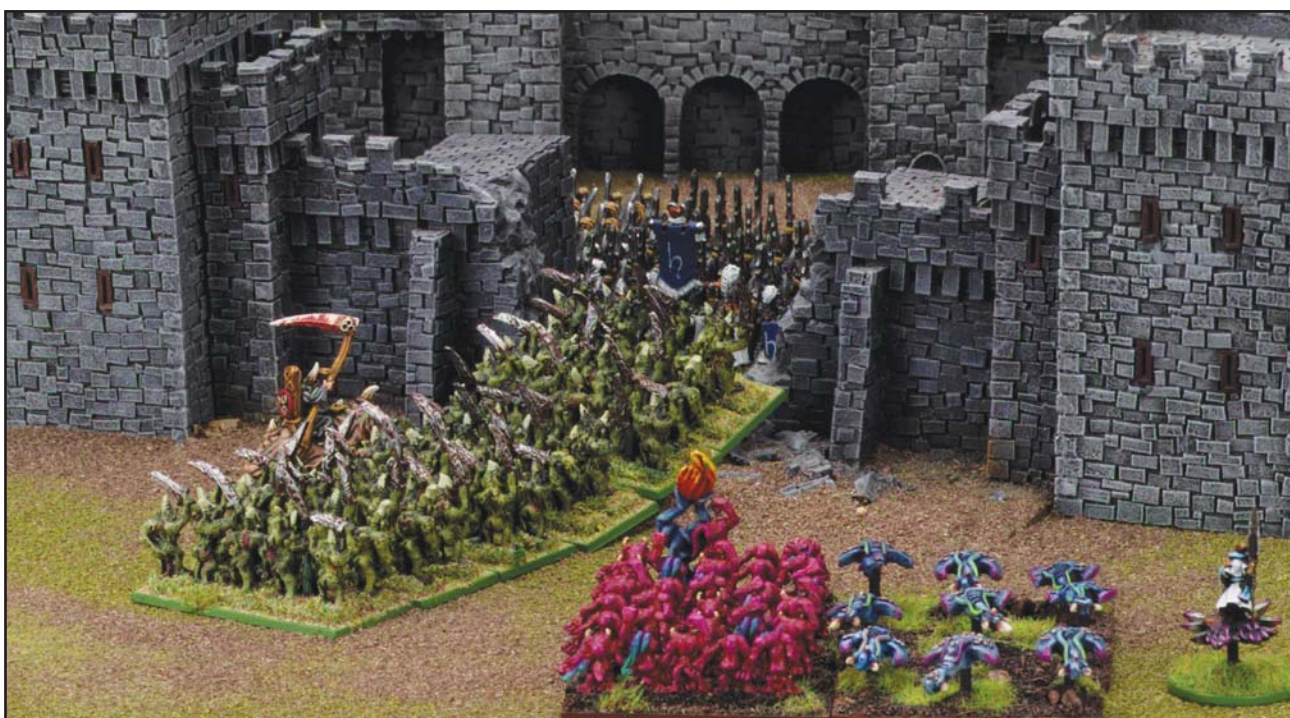
BIG GAMES

Obviously, the most straightforward way of representing a really big battle is a really big game. Huge games, with several thousand points of troops per side is something most gamers aspire to, and will occasionally find the time to play. Warmaster benefits from being a very straightforward and quick game to play, so that even very large battles can be fought in a reasonable amount of time (certainly less time than a huge game of Warhammer or 40K would require), but big battles are nonetheless great undertakings. Such battles need a hundreds of figures, a large area to play on and require a great deal of time, both to plan and to play. Subsequently, big games are a rare occurrence for most gamers.

There are, however, a number of ways of playing particularly large games without driving yourself to the point of insanity...

Multi-player Games

One of the easiest ways of organising a really big game is as a multi-player game, where each player controls a different character. One player on each side is then appointed as the overall commander who will take control of the army's general. Very large armies can then easily be accommodated since each individual player will only need to worry about a limited number of units, and



Tzeentch and Nurgle contingents attack the High Elf fortifications.

other players are on hand to help move the hordes of figures about the tabletop. If all the players are familiar with the rules (and well acquainted with each other, just as importantly), you'll also find that large games can be speeded by allowing the players to issue orders and move units simultaneously (apart from the general, of course).

The disadvantage with this kind of multi-player game is that the whole army still shares a single break point, and some players may find their forces stranded through bad luck or poor Command rolls while the casualties mount up elsewhere on the battlefield, leading to the army breaking before some players really get a chance to get stuck in.

Allied Armies

Like multi-player games, battles can be fought with each side composed of a set of allied forces, each commanded by a different player. The difference here is that each army will have its own general, will withdraw independently of the other armies and so on. Armies can still be of the same race, representing a force drawn from different kingdoms, provinces, tribes or whatever, or can be of different, allied races, perhaps arranged roughly down the lines of good vs. evil. This has the advantage of allowing each player to bring their own favourite army and play along.

The Confederacy of Sigmar scenario from the rulebook is a good example of a game using allied armies, but as before, the trick is still in actually managing to get enough players together for such a large game.

LESS IS MORE

The thing to remember is that Warmaster is a game of big battles, and while very big games, fought over vast tables with hordes of troops inevitably represent such epic conflicts very easily, the beauty of Warmaster is that even relatively small games can create an impression of a very great conflict indeed. You don't need to worry about arranging a 15,000 points-a-side slaughter fest with half a dozen of your mates in order to play a game that feels like a battle the size of Hel Fenn, the Battle of Middenheim and so on.

The large number of figures included in a typical Warmaster unit mean that even quite small armies (say 1,500-2,000 points) instantly have the look and feel of very great armies indeed. Likewise, when the average model is only 10mm tall, even a relatively small table represents an area covering many leagues of land. This area can encompass a wide variety of scenery, with different areas of the battlefield posing completely different challenges. Perhaps one entire flank of a board might be forested, whilst the other end might see a fortress atop an almost unassailable rocky peak.

In short, a great big, epic battle can be played using modestly sized armies, in a manageable amount of time (an evening or afternoon, say) on the kind of playing surface most of us could probably fit into our houses without too much struggle. So, how do you represent great big, epic battles without adding any extra complexity or requiring any extra effort?

The Shape of Battle

Battles, like armies, have a shape to them. They can be brutal, claustrophobic affairs where the armies clash and butt up against one another in inelegant, cumbersome battle lines or they can be sweeping, winsome things where fliers and swift cavalry race about one another, surrounding and outmanoeuvring their counterparts on foot in a constantly shifting sea of carnage.

Large battles tend to have more open shapes, with the battlefield spread over a wide area, many separate forces contesting dozens of individual key points across the field, such as scattered villages and hamlets, distant castles, rushing rivers etc, which divide one area of battle from another and impenetrable forest which bar the sight of soldiers and allow a cunning enemy to rush upon them unseen. Victory in these separate engagements will allow victorious forces to march upon their enemies' flank, surround and isolate them or otherwise invalidate an important defended position the enemy may have held.

Scenarios

Some scenarios naturally create these characteristically 'epic' battles. You can use particular combinations of scenery (such as large impenetrable forests or wide rivers) to separate the armies out and force them to fight separate engagements for possession of several key areas across the entire board. In such battles, victory won't come from success in a single, isolated engagement, but no area of the battlefield can be overlooked in case such an oversight provides the enemy with the chink in the armour he needs. Other times, a scenario could specify that the army deploys across several separate deployment zones, perhaps with some units arriving from different directions, undertaking a flank march or arriving later on in the battle. Games of this kind instantly appear massive in scope, since one can well imagine the huge armies arriving from numerous locations, several separate forces

all engaging in laborious marches to go to the aid of their allies in far distant lands. But, not all games can be fought to a specially designed scenario. Sometimes it's just too much effort, or the game is arranged at short notice and the players need to be able to set up their armies and play without any real prior planning.

Contingents

One way of creating the shape of a very large battle, is to break the armies up into different 'contingents'. An army might be made of up of two or three separate contingents and each of these contingents will contain a different mix of units and characters. This has the advantage of being something that can be done even without planning a game in advance, and doesn't affect the way players pick their armies, so is well suited to quick, 'pick-up-and-play' style battles.

We can imagine that these contingents represent the retinues of different lords, musters drawn from different parts of the world, or armies from neighbouring states, drawn together into one huge army by way of some kind of grand alliance. Breaking armies up in this way naturally makes the army appear epic in scale, since it represents a force so large that it could only possibly be mustered by the coming together of contingents from several different provinces, dukedoms, clans, tribes or whatever.

These contingents can be represented visually, perhaps by painting units in the army in a variety of different colours and liveries so that the units from one contingent all share a colour scheme whilst varying from other units in the army.

Contingents can also be used in game terms, to break an army up and thus turn a game into a number of separate 'engagements' which will collectively decide the outcome of the battle. Each contingent can be given its own break point (much like the separate break points for each army



An allied army from the Empire and the Elven Kingdom of Ulthuan attack the Undead

in multi-player games), giving the battle a sweeping feel where one contingent of an army may falter and fall out on one flank without causing the rest of the army to immediately panic and flee. Below, we present some rules for contingents in Warmaster, which you can use to achieve this feeling of 'big' battles (with admittedly very little men).

Official?

Since this article contains new rules (sort of), people are bound to ask whether or not they are official, so I'll offer a brief explanation. We've presented 'rules' for contingents, but in truth these rules are just an alternative way of playing the game. Whether or not you use them is a matter of deciding how you want to play the game, just the same as deciding which armies to use, which scenario to play, how many points per side, how you'll deal with any terrain on the table and so on.

You might want to use the contingents rules exactly as is, or you might like to simply take them and use them in only in specific scenarios. Similarly, the extra rules presented at the end of the article for special types of contingents are really just more thoughts on different ways of playing the game, so again feel free to integrate these in any manner you and your opponent wish.

If you do end up using the rules, ideas and suggestions presented here, we'd be interested in hearing about it. Whilst we're confident that the contingent rules work just fine in the context of typical 'pitched battles', we haven't necessarily had the opportunity to playtest them in every conceivable situation, such as other scenarios from the Warmaster rulebook or in games of varying points sizes. I personally think the idea of contingents in Warmaster is a very useful one, and in future we hope to use something similar to allow us to cover games involving contingents of mercenaries, allied armies and other interesting options. Of course, knowing how other players fare with the rules first would be incredibly useful as we work towards this, so let us know what you think at the usual address.

CONTINGENTS IN WARMASTER

Whilst Warmaster armies always fall under the command of a single general, the army may well be composed of troops led by other, subordinate characters in the army. The size of such armies is so great that there are few individuals who could ever muster such a huge army alone – even the Emperor commands only the few thousand men of the Reiksguard and Altdorf regiments, and instead relies upon the armies brought by his subordinates, the Elector Counts, the Knightly Orders and so on, for the bulk of his forces. We can imagine that most of the characters in a Warmaster army are not simply there as fortune-seekers, adventurers and tag-alongs, but rather

most are part of the army having chosen to lead their own contingent of troops to the battle in person.

Using Contingents

A Warmaster army can be divided into several separate contingents, representing distinct divisions of troops within the army, each with their own commanders but under the overall control of the army's general. When using contingents, the army is selected as normal, and only later broken up into its contingents – you don't need to pick the army specially or pick it from different 'blocks' of points or anything like that.

After selecting the army, but before deployment, divide the army up into as many contingents as you want. Each contingent must include at least one character and at least one unit, but other than this there are no restrictions on the size of individual contingents. Once this is done, you can go ahead and deploy and play the game as normal, but the units must remain as part of the same contingents throughout the game. You cannot break up, reorganise or merge contingents during a game – they will stay exactly as they started for the entire game (barring casualties, of course).

Characters & Orders

Each contingent has their own leaders, and their own chains of command, and hence units can only receive orders from characters within their own contingent, and can never be given orders by characters from a different contingent. The only exception to this is the army's general who, fittingly, can give orders to any unit in the army. The rules for a character failing an order (can attempt no further orders that turn), or for a general failing an order (the Command phase ends), apply as normal.

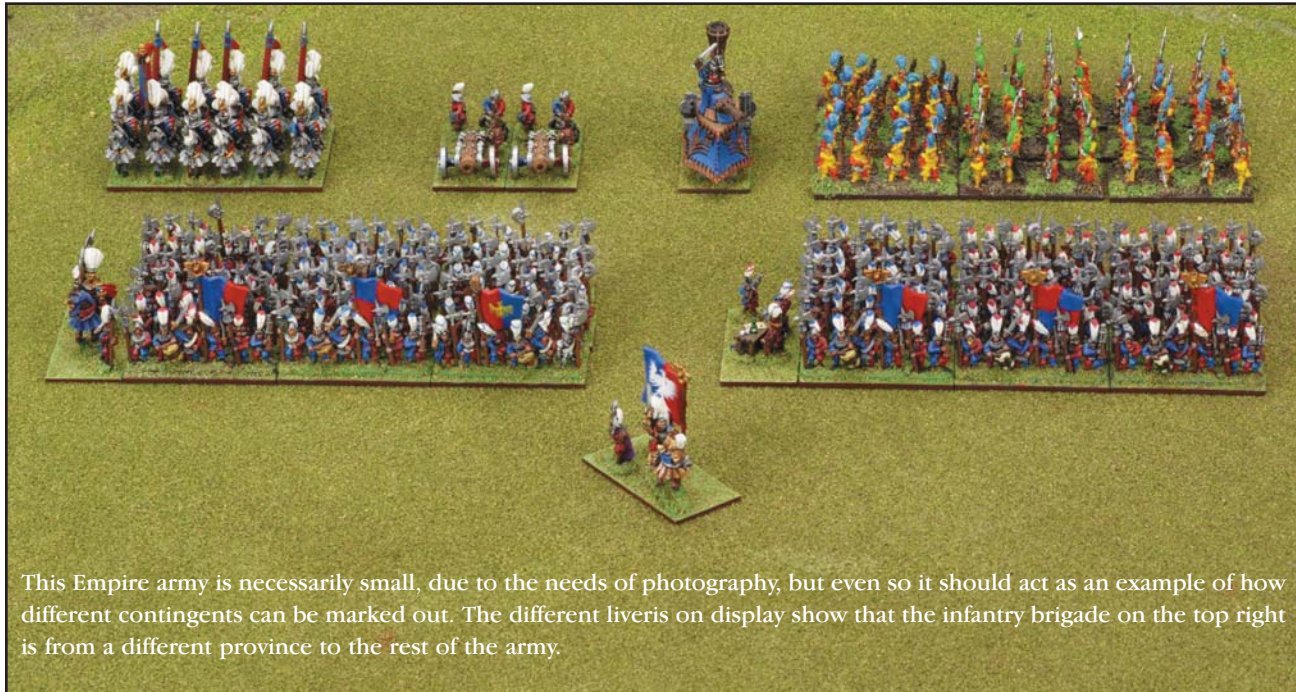
Brigades

Contingents do not replace brigades, and shouldn't be confused with them. Indeed most contingents are large enough to include several brigades for purposes of orders and movement. However, units can only be brigaded with unit from the same contingent – units from different contingents are unfamiliar with each other, and would find it difficult to move or act in unison.

Withdrawals

Contingents are in effect independent forces in their own right, each with their own commanders. Because of this a contingent will withdraw when it has lost half the number of units with which it started the game (in essence, each contingent has its own break point). A contingent will also withdraw when it has lost all characters, or all units (since you can't have a contingent with only units or only characters).

MARKING OUT CONTINGENTS



When playing games with contingents, an obvious question is “how can you tell which units are in which contingent?”. Well, whilst it’s obviously prudent to make a list of some form, there’s also a number of visual reminders you can use too.

The first, and most obviously, is of course colour schemes. Since contingents often represent troops drawn from different tribes, provinces, dukedoms, clans, tribes or whatever, they may well have their own traditional colours. To reflect this, all the



units in a contingent might share the same basic livery, with slight variations to pick out different units. Perhaps the units have the same livery, but different emblems on similar coloured banners, for instance.



Most armies in the Warmaster range include a number of ‘alternative’ units, which are essentially different models used to represent existing units from the army list. For example, the High Elf miniatures range contains Phoenix Guard and Swordmasters of Hoeth units, neither of which

feature in the army list, and are intended to be used as characterful alternative models for units of High Elf Spearmen. The advantage of such units is that they can be used to add variety to an army, without needing their own special rules and without adding any complexity to the game.



These alternative units can also be used to mark out different contingents. For instance, we might imagine a very large Orcs & Goblins army represents the coming together of several tribes into a great, unruly Waaagh! Since these tribes are probably drawn from a wide area, they may well represent different strains of the Greenskin race, so you might represent all the Orcs in one contingent with Savage Orc and Savage Orc Boar Boyz models, while all the Goblins in another unit are represented by Forest Goblins, Spider Riders and so on. Similarly, Chaos armies are often so large that they encompass Mortal followers, Daemons and herds of Beastmen all within a single army. For reasons of game balance we don’t include all these units in a single army list (since the list would need to be immense, containing dozens of different units, and hence

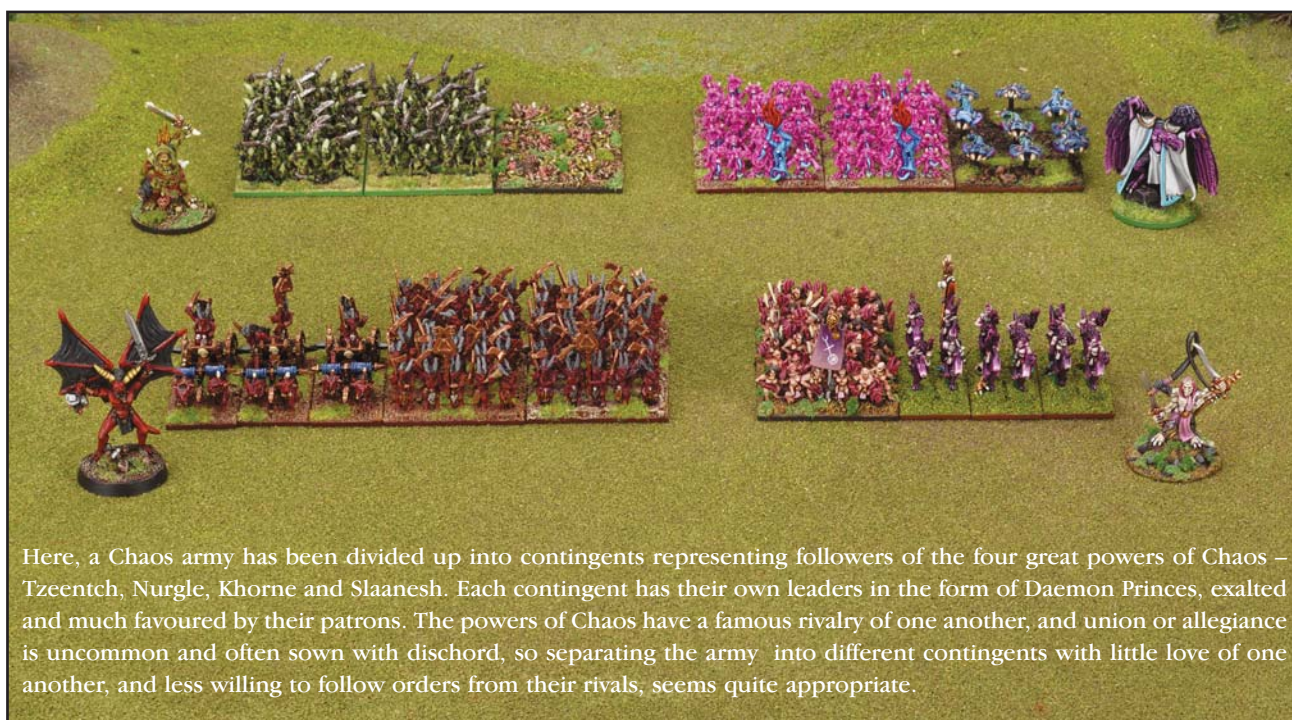


in all likelihood, very overpowered), but there's no reason why you shouldn't use all these models in your army nonetheless. One contingent might represent the general and his mortal followers (Warriors, Marauders and Knights) while another contingent represents a Daemonic host summoned to his



side by despicable rituals and a third contingent represents a Beastmen herd joining the army in some kind of temporary alliance.

These methods of marking out contingents can equally well be applied to any race, but we've decided to highlight a couple of examples on the following pages:



Here, a Chaos army has been divided up into contingents representing followers of the four great powers of Chaos – Tzeentch, Nurgle, Khorne and Slaanesh. Each contingent has their own leaders in the form of Daemon Princes, exalted and much favoured by their patrons. The powers of Chaos have a famous rivalry of one another, and union or allegiance is uncommon and often sown with discord, so separating the army into different contingents with little love of one another, and less willing to follow orders from their rivals, seems quite appropriate.

CONTINGENT TYPES

Contingents can, of course, be composed of whatever mix of units you wish. However, some types of unit work particularly well together, their individual skills complementing one another and allowing the contingent to specialise in a particular role. The following contingent types each represent one such specialised force:

Using Contingent Types

At the start of the battle, you may declare any of your contingents to be one of the following special contingent types, as long as all of the units in the contingent meet all the requirements listed under 'composition'. Providing this is the case, the contingent benefits from all of the special rules outlined for the contingent type. Contingents can only be assigned a type at the start of the game, and the effects will last for the entire game. No contingent may have more than one 'type' (if it's eligible for more than one, you must choose) and you cannot change a contingent's type during the game. Contingents do not have to be given a type, and you are quite free to ignore these special types entirely, even if some of your contingents meet the listed requirements.

There are four special contingent types:

- Garrisons
- Scouts
- Fast Scouts
- Rabble

You'll notice that none of these contingents have additional points costs, which may at first seem surprising. It is true that each contingent benefits from a free special rule, which adds to their usefulness, but no points are charged for this since the restrictions on composition inevitably make the contingents less flexible and far more fragile. This in itself should make the various abilities balanced, without the need for an additional points cost.

Garrisons

Where time permits, generals will often commit certain regiments to garrison duty, positioning them in easily defensible areas where they can form a static line of defence to hold the enemy at bay. Garrisons often dig in, surrounding their positions with stakes, hastily erected earthworks or even stone walls. Garrisons are usually made up of slow moving troops who will play little part in the battle if the army advances, but if attacked, provide lynchpins in the battle line, more than capable of repelling fierce enemy attacks.

COMPOSITION

All units in a garrison must have a full pace move of no more than 20cm.

SPECIAL RULES

At the start of the game, a garrison counts as defended, even if deployed in open ground. Any units deployed in an already defended position count as fortified instead. The units will continue to benefit from this bonus until they either move, or lose a round of combat. It's a good idea to set up some earthworks, rows of stakes, low stone walls, trenches or other such defences around the units to indicate their status, removing the pieces when the units move or are defeated.

Scouts

Scouts are common to most armies, and usually consist of lightly armed troops with bows, slings, blowpipes or other missile weapons. Scouts range ahead of the army, using their speed and elusiveness to harass the enemy without venturing too close or forsaking cover.

COMPOSITION

All units must be infantry, with an Armour Save no better than 6+, and possess some form of missile attack.

SPECIAL RULES

Units from a scouting contingent ignore the normal -1 Command penalty for being in dense terrain.

***Designer's Note:** Scouts can be represented by a variety of alternate units to differentiate them from other units of archers or bowmen in the army. For example:*

- *High Elf scouts (archers) could be represented by Shadow Warriors.*
- *Empire scouts could be represented by Halflings or Huntsmen models.*
- *Kislevite scouts could be fur trappers, bear hunters and other frontier types.*
- *Dark Elf scouts could be Shades.*
- *Skaven Gutter Runners already fulfil the role quite adequately, of course.*

In a similar vein, whilst it might seem slightly odd to think of skeleton bowmen acting as 'scouts', imagine these units as piles of bones buried beneath the battlefield ready to emerge ahead of the main army to ambush the enemy.

Fast Scouts

To increase the speed of their scouting forces, some armies make use of mounted troops or even fliers. However, the benefit of increased mobility is matched by the difficulty such troops face when negotiating forests or other dense terrain. Because of this, fast scouts are rarely used to occupy ground or sneak slowly forwards. Instead,



Reinforcements arrive for the Orcs in the form of a Goblin contingent from the Gouged Eye Tribe.

they move rapidly ahead of the army, harrying the enemy then homing back to the battle line, before venturing forward again in wave after wave of hit-and-run attacks.

COMPOSITION

All units must have a full pace move of at least 30cm (so cavalry, chariots and flying units basically), and be capable of acting on initiative. No unit may have a Save greater than 6+.

SPECIAL RULES

Fast scouting contingents may ignore the first -1 Command penalty for distance from the character giving an order. So, units in a fast scouting contingent suffer no penalty if less than 40cm from their commanding character, -1 if up to 60cm away, -2 if up to 80cm and so on. This applies to every Command check they attempt but other penalties apply as normal.

Rabble

Rabble represents all manner of militia, peasantry, levies and other such reluctant troops. Whilst typically loathe to enter too enthusiastically into the fighting, rabbles are equally loathe to incur the wrath of their overlords and so will usually do just the bare minimum required of them and not much else.

COMPOSITION

All the units in the contingent must be infantry, with no more than 3 attacks and have an Armour Save no better than 6+. Units with missile Attacks can only be included if they have no armour (ie, an Armour Value of 0). In addition all units must have the full, wilful use of their initiative, so units which don't use initiative (such as Undead) or are obliged to charge using it, cannot choose not to, etc (such as Flagellants) cannot be included in contingents of rabble.

SPECIAL RULES

If a unit/brigade from the contingent is within 20cm of a friendly character at the start of their turn you may issue

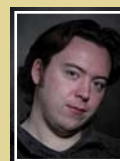
the unit/brigade orders as normal, or you may issue them a single automatic order. No Command check is necessary for this order, it is automatically successful. However, if you do this, the unit/brigade can receive no further orders that turn. In short, you have the choice of attempting orders normally (at the risk of getting no successful orders) or giving one automatic order, but forgoing the chance of further orders.

Designer's Note: *Some troop types (eg, Empire Halberdiers, etc.) might not seem like 'rabble' at first glance, but are nonetheless eligible for inclusion in such a contingent. In these instances we can easily imagine that while some of these troop types represent the well ordered, professional soldiers we are used to, others represent part-time or conscripted units which just happen to be equipped in the same manner, and fight in a similar fashion. Using the example of Empire Halberdiers, whilst some are permanently maintained blocks of state troops, others may well be little more than unpaid militias, called up into the ranks only in times of war, given a halberd from a central stash of weapons and told to walk towards the enemy. Such troops will obviously be quite lacking in the professionalism of their state maintained counterparts.*

Well, that's an introduction to the idea of contingents in Warmaster. Write to us at the usual address and let us know what you think!

Author

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



Further Information

The rules for contingents are just a few of the new bits and pieces we are working for the Warmaster game, more of which can be found in the new playtester's vault on the website.

Website

www.warmaster.co.uk



YRIEL'S RAIDERS

by Matt Keefe

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

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

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

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

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

But on Iyanden Craftworld the war went on. The Tyranid Hordes that had been fighting a tenacious rearguard action awaiting the aid of the rest of the Hive Fleet now turned like cornered rats and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack, and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the Craftworld. Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by the Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Ghost Warriors, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over. The Tyranids had been defeated.





FLAME OF ASURYAN, YRIEL'S FLAGSHIP

320 points



At the heart of Iyanden lies the Shrine of Asuryan. It is here that the most powerful and wise of Iyanden's leaders gather for all talk of war and it is here that the armies of Iyanden muster when the time comes. There is no place more sacred, nor more heavily guarded within the entire Craftworld.

At the centre of this great shrine burns a constant flickering fire, the Flame of Asuryan itself – a beacon, a symbol of hope to the Eldar of the Craftworld. It is said that the Flame of Asuryan is the burning fire with which the Eldar will claim victory over all who would attack the Craftworld, though it is also said that should the flamed ever go out, Iyanden's light will diminish also. When Yriel led the Craftworld's fleet, he was considered to be the favoured of Asuryan, and amongst his many great titles earned himself the honorific of 'Bearer of the Flame', and duly renamed his flagship *The Flame of Asuryan* accordingly.

The *Flame of Asuryan* is magnificent, even by the standard of Dragonships. It bears three great sails – one born upon its long elegant spine, and another pair each mounted atop the great outriggers to its flanks, both of which also bear deadly pulsar lances.

The *Flame of Asuryan* bore Yriel to many great victories at the head of the Iyanden fleet and he would give little thought to parting with the vessel once his own rank was lost and his own place amongst the Craftworld taken from him. Instead, he and his most loyal followers departed, Yriel himself still aboard his mighty flagship. By such means did the *Flame of Asuryan* come to depart the Craftworld of Iyanden.

When Hiveworld Kraken descended upon Iyanden, Yriel made no attempt to aid his former home, but when the Tyranids overran Iyanden and threatened the Shrine of Asuryan itself, he could no longer ignore its calling. Returning at the head of a mighty fleet of raiders who he had gathered about him in his years of exile, Yriel smashed aside the Tyranid fleet.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	10/20/25cm	special	Holo-fields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		
Prow Weapons Battery		30cm	16	Front	
Keel Launch Bay		Speed Nightwing Fighters 30cm* Phoenix Bombers 20cm*	4 4	-	
Port Pulsar Lance		30cm	1	Front	
Starboard Pulsar lance		30cm	1	Front	

*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.
Notes: The Flame of Asuryan carries the most fearsome members of Yriel's own pirate warband, which count as an Aspect Warrior Fighting Crew.

THE CRAFTWORLD'S & THE OUTCASTS

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the hideous times of the fall, when the Eldar were consumed by their own decadence and fell from power. The few who survived were scattered across the stars in their vast Craftworlds - vessels as large as worlds which now stand as the Eldar race's last remaining havens.

It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

The Eldar Path

Aware that it was the ineffable power of their own whims and desires which had so wantonly brought about their downfall, the survivors, the Eldar of the Craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. Other paths include that of the Bonesinger, as the psycho-technicians of the Craftworlds are called, who craft wraithbone and other psycho-plastic materials to fashion the material artifacts of the Eldar. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

Outcasts & the Path

Sometimes the rigid constraints of the Eldar path are intolerable even for an Eldar to bear; such individuals leave their Craftworlds and become known as Outcasts. Many Eldar spend years or decades as Outcasts before they return to the Eldar path. Outcasts must bear the terrible burden of their heightened Eldar consciousness without the protection of the Eldar path. Set free within the universe they are dangerously vulnerable. Only Eldar of especially strong character can survive for long as Outcasts. After years of adventure and wandering, or sailing the seas of space aboard the pirate fleets, most Eldar eventually return to the sanctuary of the Eldar path.

Eldar Pirates are outcasts – Eldar who have turned away from the Path and abandoned their craftworld. These Eldritch Raiders live quite apart from the orderly, disciplined Eldar of the Craftworlds forming ravenous bands of pirates, corsairs and raiders. As with other outcasts, some of these eventually return to the Path, or may retain some ties to their original craftworld. However, the wilful and unaccountable actions of the Outcasts stand far apart from the carefully scryed and considered actions of the Craftworld Eldar, and for the most part the Farseers show great reluctance for their own peoples to mix with the wayward and dangerous Outcasts.

Combining Eldar Craftworld and Corsair Vessels

Outright alliance between fleets acting on the will of a Craftworld's Seers and the more volatile, self-serving Eldar Corsairs is relatively rare, but certainly not unknown. It does, however, usually only occur when a knowledgeable leader of great influence is present, able to both satisfy the careful measured desires of the Seers yet at the same time prove his might to the more aggressive pirates. Such leaders, like the legendary Yriel, are rare, but the fleets they command are invariably powerful.

Ordinarily, Craftworld Eldar fleets CANNOT use the Reserves rules to pick ships from a Corsair fleet (nor vice versa). To use a mixed Craftworld and Corsair fleet, you must first choose to use ONE particular Eldar fleet list. In place of that fleet's normal Fleet Commander option, you must then choose an Eldar Hero (listed below). The presence of an Eldar Hero then entitles your fleet to take ships from the 'other' Eldar list (i.e. reserve Corsair ships if your fleet is a Craftworld Eldar fleet, reserve Craftworld Eldar ships if your fleet is made up of Corsairs).

FLEET COMMANDER

Eldar Hero

Your fleet may be led by an Eldar Hero, in place of its normal fleet commander.

Eldar Hero (Ld 10) 150 pts

You may purchase re-rolls for your Eldar Hero by paying the cost listed below:

One re-roll 50 pts
Two re-rolls 75pts
Three re-rolls 100 pts

BLIND FIGHTING

FIGHTING IN THE SHADOWS OF THE UNDERHIVE

By Andrew Stickland

This venerable article originally saw the light of day way back in 1996, in Journal 14. It was reprinted in *Battles in the Underhive* the following year, but since then it's been unavailable, and I think that's a shame. As *Spyrers* and other such dubious characters have been on my mind of late, I decided that more shadows for them to hide in would be a good thing so I dug it out again and here it is.

Even in the darkest depths of the Underhive, where sunlight is nothing but a memory to some and little more than a myth to others, the inhabitants still try and live their lives as if they were ruled by the rising and setting of the sun. They spend their 'days' under the constant dull glow of powered lighting whenever they can find sufficient energy, or by torchlight and the flickering light of fires. Later they like to set aside a few hours when the lights can be dimmed, or sometimes even switched off completely, in order to allow them to get some much-needed, though probably somewhat restless, sleep. And strangely enough, this period of rest, known as 'Lights Out', coincides almost exactly with the rising and setting of the sun in the world outside.

And just as the people still seem to be affected by the movements of the sun, so too do some of the inhabitants appear to be affected by the phases of the various moons which orbit their planet. Wild beasts and monsters crawl out from their dark hiding places in order to hunt for easy prey, strange ghost-like figures are seen out of the corner of the eye, only to vanish as soon as they are noticed....

It goes without saying that even when it's pitch black and you can barely see past the end of your lasgun, the average Underhive gang fighter is always ready to fight. Over the years the gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally, and they have devised various new weapons and items of equipment to help them deal with what they call 'blind fighting'. And of course, if they can't see the enemy, presumably their enemy can't see them - or can they...?



BLIND FIGHTING

By and large, the fighters of the Underhive are already well-versed in fighting in conditions of poor light. However, poor light is still a good deal better than no light, and even the most battle-trained veterans think twice before venturing out to fight in an area of total darkness.

Pits and craters, broken walkways, rubble strewn about across the ground – all these and more are potential disasters waiting to happen for a fighter trying to run when he can't see more than a few feet in front of him. And what use is a long-range weapon when you can't even see what you're trying to shoot at?

In order to try and recreate these problems, the following rules can be used if any scenario is being played in conditions of total darkness. This will happen either by rolling a 'Pitch Black' result on the Treacherous Conditions Table (see later in this issue), or by playing one of the two following scenarios (Escort and Monster Hunt) which are specifically designed for these conditions.

MOVEMENT

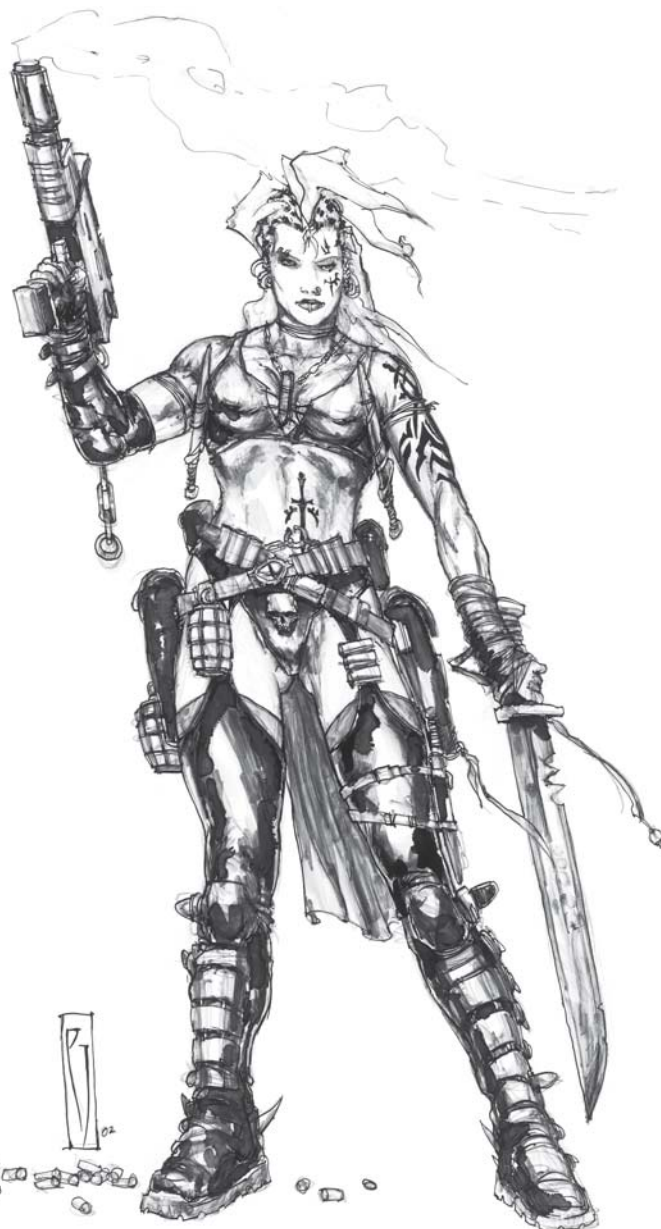
Whenever a fighter runs or charges, there is a chance that he might trip up on some unseen piece of debris along the way. To represent this, once the figure has completed its move, roll a D6:

1-2 Oops! The fighter has lost his footing and taken a tumble. Roll a further D6 and place the figure on its back that many inches from its starting point. If the number rolled is more than the total distance travelled, (for example, if the fighter was charging an enemy 4" away and rolled a 5 or 6), then he manages to stay on his feet after all and may fight as normal.

3-6 Made it! The fighter has managed to avoid any unseen hazards and may continue as normal.

A fighter who trips and falls in this way may do nothing else for the remainder of the turn, but may then clamber to his feet in the recovery phase as if he had been pinned.

Models equipped with infra-goggles will never trip and fall while running or charging. Those wearing photo-visors or contacts will only trip and fall on a roll of 1.



SHOOTING

When fighting in pitch black conditions the visibility for shooting is reduced to 8" and spotting fighters is so difficult that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.

Models equipped with infra-red goggles or sights are unaffected by the darkness, and may fire as normal. Models with photo-visors or contacts can see at double range (16").

Any weapon fitted with a red-dot laser sight may still fire up to its normal range, and will still be at +1 to hit. However, the darkness will make it much easier for the potential victim to spot the dot and so he will be able to avoid the hit on a roll of 4-6 on D6.

NEW EQUIPMENT

ROCKET FLARE

The rocket flare is a one-off, self-contained missile. Once fired, it will shoot high up into the air and then drift slowly back down to the ground on its own tiny parachute, burning with a dazzling white light as the chemicals contained inside it react with the surrounding air. The light given off by a rocket flare is so bright that all penalties for fighting in the dark will be negated for as long as the flare continues to burn.

To use the rocket flare, a fighter must be standing in a position from which he can fire the rocket directly upwards into the air (so he may not fire the rocket if he is standing beneath any piece of scenery, for example). The rocket flare is treated in the same way as a basic weapon, so a fighter may not run, or fire another weapon, during the turn in which he fires the rocket. When the rocket flare is fired, roll D6.

- 1 **It's a Dud!** The rocket fires, but the flare fails to ignite and no benefit can be gained from it. However, this is treated as a failed Ammo roll, so any relevant saving throws will apply, (eg, Auto-repairer, Weaponsmith, etc). For gangs with an Armourer, the rocket flare will be taken as having a 6+ Ammo roll.
- 2 **Fizzle, Fizzle.** The flare works, but only for a short time. The light will fade at the end of the opponent's next turn.
- 3-6 **Let There be Light!** The flare works perfectly and will continue to burn until the end of the player's following turn.

Special

If a fighter becomes desperate, he can use the rocket flare as a weapon, though a player must remember that it can only ever be fired once.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-12	-	-	2	1	-	Auto

Note: The rocket flare may only be used in scenarios that are fought in open spaces, and so will be unsuitable for the Shoot-out scenario or any battles fought in a confined space (inside a mine or drinking hole, etc).



TRACER BULLETS

This type of ammunition can be made for most automatic, projectile-firing weapons at a relatively low cost and is used to help show the weapon's user where he is firing in conditions of poor light. Each fifth bullet fired is actually a tiny flare which burns during flight, thereby creating a visible trail in the air along which the fighter can aim.

Fighters using tracer bullets in Pitch Black or Grim Darkness conditions may fire at any target within the weapon's usual range limits, but must suffer a -2 penalty to hit on top of any standard range penalties. In conditions other than these, tracer bullets will have no added effect and the weapon will be fired as normal.

BLUE LIGHT

A blue-light is a small torch designed to be attached to the side of a fighter's weapon, thereby enabling him to see and keep both hands free for shooting at the same time. The light it produces is a soft blue colour and will only light up the few feet directly in front of it (so it will not help pick out targets for the fighter to shoot at). It will, however, enable him to see where he's going and avoid many of the trip-hazards along the way.

Fighters equipped with a blue-light will only trip and fall on a roll of 1 when running or charging in conditions of total darkness.

PRICE CHART

Item	Cost	Availability	Ammo Roll
Blue-Light	5	Common	-
Rocket Flare	20	Common	Auto
Tracer Bullets:			
Autopistol	5	Common	4 +
Bolt Pistol	15	Common	6 +
Autogun	5	Common	4 +
Boltgun	15	Common	6 +
Auto-cannon	20	Common	4 +
Heavy Bolter	35	Common	6 +
Heavy Stubber	15	Common	4 +



SCENARIO 1: ESCORT

From time to time, the Houses of Hive City send representatives down into the Underhive on 'business'. When this happens, they will usually contact one or other of their gangs, paying them to act as bodyguards until their mission is completed and they can return to Hive City. Of course in the Underhive, rumours spread faster than jag plague, and it's not uncommon for other Gangs to hear about such missions and realise that snatching these agents would do much to boost their own reputations and possibly provide a nice little bounty along the way.

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for as normal.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Each player rolls a dice and the highest scorer chooses which table edge he will begin with. His opponent will begin with the opposite edge.

Important note: Neither side may use tunnels or vents in this scenario.

The attacker sets up first, deploying 2D6 randomly chosen members of his gang to represent all the fighters that could be found for the attack at short notice. The attacker must deploy all his fighters within 8" of his table edge.

The defending gang may choose any four fighters to act as the escort. In addition he must take a model for the House representative. The agent has the following characteristics:

	M	WS	BS	S	T	W	I	A	Ld
Agent	4	2	2	3	3	2	3	1	8

Weapons: The agent carries a laspistol and dagger and cannot be given any other weapons.

Armour: The agent wears mesh armour.

Special: The agent will only shoot at targets within short range (8") and may never choose to charge an enemy.

STARTING THE GAME

The game begins with the defender's models moving onto the table top.

ENDING THE GAME

The only way the attacker can win is if the defender chooses to bottle out, or if all four of the defending fighters go out of action.

The defender wins if the attacker fails a Bottle test or chooses to bottle out, or if the agent escapes off the attacker's table edge.

As the defending gang's reputation is on the line, it never has to make Bottle tests. However, if the defender chooses to bottle out at any point and the agent has not gone out of action, he will be abandoned and automatically captured by the attackers.



EXPERIENCE

- +D6 Survives:** If a fighter survives the battle then D6 points are earned, even for fighters who are wounded and taken out of action.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle.
- +10 Winning Gang Leader:** The gang leader of the winning side earns an extra 10 Experience points.
- +D6 Gotcha!** If the agent is killed, all attacking fighters who survive gain an extra D6 points each.

SPECIAL

If the defending player wins, the agent is so impressed with his escort that he will give them a huge reward. Work out income from territory as normal, but then multiply the total by D3+1 before working out expenses and hire fees, etc.

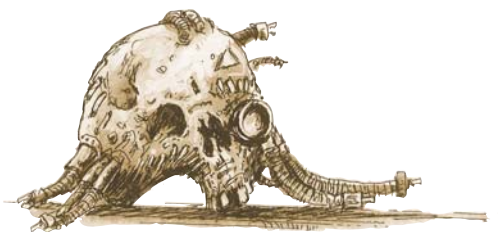
If the attacker wins, then the agent will either have been captured or will have gone out of action. If he was captured, the defending gang must pay the ransom in order to free him. They may not attempt the Rescue mission and they may not allow the agent to be sold to the Guilders as a slave. The ransom is 2D6x10 creds.

If the agent went out of action, roll D6.

D6	Result
1-2	Captured: (see above).
3-5	Close Shave: The agent makes it back home in one piece, but is none too pleased with his escorts and so does not feel the need to repay them in any way.
6	Dead: The agent is zombie-food! Each surviving attacker receives an extra D6 Experience points as noted above.

NOTES

It is possible for the defending player to win the battle, but still end up with agent being captured or killed. In this case, follow all the above rules, but the gang leader will not get his +10 points bonus.



SCENARIO 2: MONSTER HUNT

Occasionally in the Underhive, a particularly vicious beast turns up, hunting for food in an area just a little too close for comfort for the surrounding gangs. When this happens, gangs are forced to swallow their pride and work together in order to defeat the creature and keep their settlements safe. Large Guilder rewards are usually offered for killing such creatures, but no amount of creds can stop most gangs from turning against their allies at the first possible opportunity...

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for as normal.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. The tabletop represents an area of no-man's land in which the monster has taken up residence. To decide what type of area it is, roll a D6:

D6	Area
1-3	Old Ruins
4-5	Mine Workings
6	Spore Cave

GANGES

Each gang may send as many fighters as it wants to hunt for the monster. Write the name of each fighter present on a separate piece of paper and place them in a cup. Each player then rolls D6. Starting with whoever scores highest, the players take it in turns to nominate a specific point anywhere among the scenery (including positions above ground level) and pick out one of the pieces of paper from the cup. The chosen fighter is then placed in the chosen spot. This continues until all fighters are placed, at which point all the names are put back into the cup.

STARTING THE GAME

The player who chose last during the set-up now picks out another name from the cup. This is the fighter who is first attacked by the monster. Place a miniature to represent the monster beside the fighter. It is assumed that the creature has leapt out from the darkness and is now engaged in hand-to-hand combat.

PANIC FIRE

As soon as the monster reveals itself, the fighter lets out a desperate scream which draws the attention of all the other fighters. Turn all the figures so that they are facing the monster, even if they cannot actually see it from their position.

At this point, all the fighters with line of sight to the monster will shoot at it, regardless of distance or modifiers for cover. The nearest fighter will shoot first, followed by the next closest, and so on, until all those with line of sight have fired or until the monster has been killed. The fighter who is in contact with the monster may not fire.

Note: All fighters will be firing at models in hand-to-hand combat so any hits will only hit the monster on a 4-6. On a 1-3 they will hit the other fighter instead.

If both the monster and the fighter survive, they now fight their hand-to-hand combat. The monster will not receive a charge bonus for this attack.

THE BIG FIGHT

At this point, regardless of what is happening with the monster, all the wild shooting convinces both gang leaders that they have been set up and the whole thing is just a trap. A gang fight breaks out.

Both players may now move any or all of their fighters up to 4", though they may not shoot or charge into hand-to-hand combat with any opponents (including the monster). Decide randomly who will move first.

Once this is done, the monster will take its turn. If it is in contact with another figure, it must fight it in hand-to-hand combat, otherwise it will charge towards the nearest fighter and attempt to attack. Resolve any hand-to-hand combat if necessary and then each player rolls D6. The highest scorer will take the first turn.

From this point on, the game will proceed as a standard Gang Fight, and all rules for that scenario will apply. However, the monster moves and fights after each player's turn, and will continue to attack all fighters until it is killed or until both gangs have bottled out.

ENDING THE GAME

As with Gang Fight, the object of the game is to force the opposing player to bottle out. However, a player cannot win the game unless the monster is also killed (by either gang).

Author

Andrew is a veteran of Games Workshop Golden Oldies like Rogue Trooper, Block Mania and Chainsaw Warrior. As you can tell from this article Andrew is a big fan of Necromunda, and owns Cawdor and Van Saar gangs.



More Necro

Why not try the Treacherous conditions article on page 62 of this issue, or even try hunting in the dark with a Spyrrer gang. Rules for Spyrrers can be found in issue 2 or available to download from the website.

Website

www.Necromunda.com

EXPERIENCE

Fighters who take part in Monster Hunt earn Experience points as noted below.

- +D6 Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Note that any flesh wounds inflicted against the monster do count as wounding hits for this purpose.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.
- +10 Monster Bonus.** The fighter who eventually kills the monster receives a bonus of 10 Experience points.

SPECIAL

If the monster is killed, the winning gang may claim its stalking ground as a new territory. Whichever area was rolled for at the start of the game will be added to the winning gang's list of territories.

Also, there is a substantial reward offered for defeating the monster. However, regardless of who actually killed the monster during the game, the winning gang will be the only ones in a position to retrieve the carcass, and so may take it to the local Guilders who will pay them 100 creds which should be added to your income before working out expenses!

THE MONSTER

The monster is one of an as-yet unidentified species and is known only as the Night Crawler

	M	WS	BS	S	T	W	I	A	Ld
Monster	5	5	-	4	4	1	6	2	10

Weapons The Night Crawler fights with its two powerful claws.

Special The Night Crawler can never be pinned, and will never suffer a down result. Each time it suffers a wound, roll D6:

- 1-5** Flesh wound (WS -1)
- 6** Dead

Psychology The Night Crawler is immune to all psychology. It never tests for fear, terror, or any of the other psychological factors described in the Necromunda: Underhive rulebook.



BARAN SIEGEMASTERS

By Jervis Johnson & Matt Keefe, with invaluable assistance
from the members of the Epic Playtesters vault

"For seven terrible years the Siege regiments of the Imperial Guard carried out their onerous duty, manning the hundreds of miles of trenches and fortified positions that served to contain the arch-heretic's forces. Success was measured in yards of ground gained, and every inch of that deadly ground was bought with the blood and lives of men."

From the official history of the Kaiserschlect campaign, M41.745

1.0 SIEGE REGIMENTS

The Imperial Guard is the Imperium's sledgehammer, but sometimes it runs into a nut that is just too tough to crack with a single blow. When this happens, the campaign will devolve into a battle of attrition, with neither side being able to make the breakthrough needed to achieve a decisive victory. Under these circumstances the armies will start to dig in, in order to ensure they can hold the ground they have captured, and this quickly leads to the building of trench systems and fortified positions that can span entire continents from one end to the other. At

other times a defeated enemy will retreat back to an all-but impregnable bastion or fortress that cannot be taken quickly, and which must be besieged for a prolonged period of time.

It is at such times that the Siege regiments of the Imperial Guard are employed to grind down the enemy. Siege regiments are not expected to take part in wars of manoeuvre. It is their task to hold defensive positions against any enemy attack, fighting to the last man if required in order to allow other more mobile and well-equipped reserve formations the time needed to mount a counter-attack. When the time is right to launch a major offensive, it will be the troops of the Siege regiments that will be in the forefront. They will be set the task of smashing through the enemy defences, opening a path for other regiments to move through and exploit. It is common for Siege regiments to suffer casualty rates of over 90% on the first day of such an offensive.

As Siege regiments often sustain such terrible casualties they are equipped with weapons and equipment that are as simple to maintain and produce as possible. This





ensures that shattered regiments can be pulled out of the line and replaced quickly with fresh formations that can carry on the battle. Because of this, Siege regiments often use locally produced equipment which, while cruder and less reliable than the standard equipment used by other Imperial Guard regiments, is both more easily and more cheaply obtained. If a Siege regiment is moved from one front to another, this policy can quickly lead to the troops having a slightly a ragtag appearance, with different units being equipped with different types of weapon, and even different uniforms.

Siege regiments are not expected to take part in mobile warfare, and so are not equipped with either transport vehicles, or the sophisticated man-portable heavy weapons used by Infantry and Armoured Fist regiments. Instead Siege regiment infantry have to make do with crude machine guns that are commonly known as heavy stubbers. These are supplemented by large heavy weapon platforms which, while powerful, are by no means easy to move or deploy quickly. Fortunately ease of movement and deployment are not major concerns for Siege regiments. The most common such weapons used by Siege regiments are Rapier laser destroyers and Thudd guns, but many other similar weapons are also used on occasion, such as the Tarantula weapon platform and the Mole Mortar.

The same principles apply to the support formations attached to a Siege regiment. While other Imperial Guard regiments are lavishly equipped with self-propelled artillery and anti-aircraft weapons, this is very rarely the case with Siege regiments. Instead they have to make do with immobile weapon support platforms that are pulled slowly into position by tractors or transporters. Common

example of these are the Basilisk and Manticore weapon platforms, which consist of the weapon systems from the vehicles of the same name mounted on an immobile weapon platform. It is not uncommon for Siege regiments to simply use their infantry to drag artillery into new positions, or using local draft animals to pull the equipment where needed.

There is one area, however, where Siege regiments are considerably better equipped than other Imperial Guard regiments, and that is their engineers. All Siege regiments include a corps of sappers and miners, who are equipped to quickly build and maintain trenches and fortified positions. These troops are also trained in the art of siege warfare, and in time can defeat even the most well built fortifications. Sappers are also called upon to fight, and will often be used to spearhead assaults against enemy fortified positions using special assault equipment, such as flame-throwers and melta bombs.

The troops that make up the Siege regiments take a grim, fatalistic pride in their task. Amongst themselves they will often grumble about their lack of decent equipment and the terrible conditions that they must endure. More than one newly appointed Commissar has been driven to distraction by the lack of respect for authority, especially the 'Big Hats' who send them into battle from their lavish command bunkers far behind the front line. But if these new Commissars survive long enough, they soon learn that the troops that make up the Imperial Guard Siege regiments are amongst the staunchest and bravest of Humanity's defenders.



2.0 NEW IMPERIAL GUARD UNITS

A Siege regiment is allowed to use the following new Imperial Guard units. All other units that may be used in a Siege Regiment army are covered in section 5.3.2 of the Epic: Armageddon book.



IMPERIAL GUARD SIEGE INFANTRY

Infantry make up the bulk of all Imperial Guard Siege regiments. In appearance they are very similar to the Guardsmen that make up Infantry and Armoured Fist companies, the main difference being that they are equipped with heavy stubbers instead of the more sophisticated heavy weapons used by other Imperial Guard infantry regiments. Heavy stubbers (sometimes referred to as sluggers after the projectiles they fire) are a fairly primitive form of automatic weapon that fire a hail of solid bullets. Although not as effective as an autocannon or heavy bolter, they are

cheap and easy to produce, allowing Siege infantry to be lavishly equipped with them. As well as their heavy stubbers, sometimes Siege infantry are equipped are equipped with locally produced small arms instead of the standard issue lasguns usually used by Guard infantry. During the Taurus Campaign entire companies of the 23rd Neuvo Hawks regiment were equipped with single shot Kentrukian long rifles, as this was the only ranged weapon produced in the area. Although the long rifle had a very low rate of fire, the 23rd quickly learned to appreciate both its long range, and the prodigious stopping power of the heavy lead bullets that it fired. Snipers from the 23rd regiment still use Kentrukian long rifles to this day.

IMPERIAL GUARD SIEGE INFANTRY

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	-	



RAPIER LASER DESTROYER

The Rapier laser destroyer is a slow moving but potent support weapon. The Rapier laser destroyer is bulky and heavy, and because of this it is usually mounted on a set of caterpillar tracks rather than being carried by hand. It consists of a modified lascannon with four separate barrels. Because the laser blast is diffused through four barrels the range is shortened and the blast spread slightly. As a result the Rapier is capable of hitting dispersed targets such as infantry. This said, the Rapier is primarily an anti-tank weapon, and is usually

used to provide an integral anti-tank capability for Siege infantry companies. Sometimes, though, Rapier laser destroyers are mounted on vehicles or in field fortifications. At the Battle of Bedda Fomm in M40.008, batteries of Rapiers belonging to the 293rd Egyptus Siege regiment were able to turn back repeated breakout attempts by the massed buggies, wagons and fortresses of Ork Warlord Mussgak Eystab. The Rapiers were housed in specially constructed fortified bunkers, positioned to cover the only escape route the Ork vehicles could travel along. At the end of the battle over two-hundred Ork vehicles were destroyed for the loss of less than a dozen Rapiers.

RAPIER LASER DESTROYER (Krieg Pattern)

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	none	-	5+
Weapon	Range	Firepower	Notes	
Rapier Laser Destroyer	45cm	AT4+/AP6+	-	



THUDD GUN

The Thudd gun is a light artillery piece that fires explosive shells. It is used by the Imperial Guard Siege regiments to provide close range supporting fire. The Thudd Gun shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession. This firing mechanism creates a distinctive 'thud-thud-thud' noise, hence the common name of Thudd gun. The Thudd gun is usually mounted on a small, wheeled chassis that is light enough in its construction for its crew to manhandle the Thudd

gun over short distances. Most Siege infantry companies include a battery of Thudd guns, which are used to lay down a curtain of high explosive fire that is especially effective against enemy infantry and light vehicles. The Thudd gun's high explosive shells are of limited use against armoured targets, but sometimes a lucky shot will disable an armoured vehicle by striking a vulnerable location such as a view port, track or engine grating.

THUDD GUN (Krieg Pattern)

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	none	-	5+
Weapon	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+/AT6+	-	



GÖTTERDÄMMERUNG

In 433.M40, the Autarch of the planet Krieg in Segmentum Tempestus declared himself independent from the Imperium and renounced the Emperor as his divine master. Regiments raised on Krieg to crush this rebellion acted with commendable haste and righteous fury and the Götterdämmerung was developed to provide artillery support during the five-hundred year long civil war followed. The now infamous Colonel Jurten of the Krieg 33rd unleashed a campaign of atomic cleansing that transformed Krieg into a toxic, ash-polluted wasteland. The survivors of Jurten's retribution were forced to exist in underground bunkers or deep in the radioactive chem-wastes, as their descendants do to this day. The war was largely static, with success being measured in gains of yards or even feet rather than miles, and this, combined with the need to man continent wide trench systems and defence lines, led to the formation of large numbers of

Siege regiments (though at the time most were known by a variety of other names, since most formal regimental distinctions broke down in the anarchy of the civil war). These soldiers would often man sections of the line for decades, and the Götterdämmerung Howitzer was developed to provide them with cheap and plentiful artillery support. The Götterdämmerung fires the same shells as the more common Earthshaker cannon used on the Basilisk, making it easy to supply it with ammunition. The howitzer is much easier to construct than the Basilisk: it has been estimated that it takes roughly a quarter of the man-hours to produce a Götterdämmerung compared to producing a Basilisk. This allows the Götterdämmerung to be used in prodigious numbers, and one famous offensive is said to have been preceded by a 100,000 gun barrage that lasted for over a month!

'GÖTTERDÄMMERUNG' HOWITZER (Krieg Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	none	-	6+
Weapon	Range	Firepower	Notes	
Howitzer	90cm	1BP	Indirect fire	





BLITZEN

The Blitzen anti-aircraft gun was developed from the Götterdämmerung howitzer, and utilises the same chassis. Like the Götterdämmerung, the Blitzen is cheap to produce, and easy to build and maintain. As the Krieg civil war progressed, both sides launched huge bomber raids on opposing cities. Huge air combats took place in the steel grey skies, as the bomber formations and their escorting fighters attempted to battle their way through to attack the enemies cities and factory complexes. It was not

uncommon for 10,000 or more aircraft to be involved in a single one of these raids. The Blitzen was developed to ease some of the pressure on the hard-pressed defending fighters, and soon large numbers of them were being used to defend important targets against aerial attack. The Blitzen proved a popular and versatile weapon, and during the settlement of Baran, Von Paulus resurrected the Blitzen as an obvious choice of weapon to provide AA cover. Although the Blitzen cannon lacks the sheer firepower of the Hydra autocannon, it is longer ranged, and can be pressed into service as a perfectly capable anti-tank weapon when needed.

'BLITZEN' AA GUN (Krieg Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	none	-	-	6+
Weapon	Range	Firepower	Notes	
Blitzen Cannon	60cm	AP6+/AT5+/AA5+	-	



BRUENNHILDE

The Bruennhilde is one of several dozen variants of the common Land Crawler. The Land Crawler is another of the STC constructs rediscovered by Arkhan Land at the birth of the Imperium. Unlike the more famous Land Raider and Land Speeder, the Land Crawler is not a military vehicle but an agricultural one. Countless billions of Land Crawlers are used on agri-worlds across the Imperium, where its' versatility, ease of maintenance, and forgiving driving characteristics make it hugely popular. It has been argued by more than one Imperial historian that the humble Land Crawler is by far the single most important STC construct

discovered by Arkhan Land; after all, even Space Marines need to eat. But its importance as an agricultural vehicle aside, the ubiquitous Land Crawler has been pressed into military service countless times, either as a engineering vehicle, or, as in the case of the Bruennhilde, as a gun transporter. Unlike the Götterdämmerung and Blitzen, the Bruennhilde predates the Krieg civil war, and has been used as a lightly armoured transporter by PDF units of Krieg for several millennia. Although it is armed with a single heavy stubber, the Bruennhilde is not really designed for front-line duty, though at times it is pressed into service. There are numberless similar variants of the Land Tractor used by other Imperial Guard regiments all over the Imperium.

'BRUENNHILDE' TRANSPORTER (Krieg Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	6+	-	6+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	-	



Notes: Transport (may transport one of the following units: 'Blitzen' AA Gun, 'Götterdämmerung' Howitzer, Thudd Gun).



SIEGFRIED

The Siegfried is another variant of the famous Land Crawler. It is produced in the huge underground factory complexes of Krieg, and was developed during the Krieg Rebellion as a replacement for the Sentinel, whose complex gyro-stabilised locomotive system and light armour were considered unsuitable for the conditions that prevailed at the time. Although no longer used by Death Korps regiments, who prefer to use the more versatile Sentinel, the Siegfried it is still utilised in large numbers by by Siege regiments. The Siegfried replaces the

simple and sturdy catalytic engine of the Land Crawler and Bruennhilde with a considerably more powerful gas turbine engine. The improved power-weight ratio gives the Siegfried almost double the top speed of the Land Crawler, even though it is fitted with considerably more armour. Siegfried tanks are used as a mobile reserve by the Baran Siegemasters, and are also used to exploit breaches in an enemy line.



'SIEGFRIED' AA GUN (Krieg Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multi Laser	30cm	AP5+ /AT6+	-	

Notes: Scout



RAGNAROK

The Ragnarok is the largest and most impressive of the vehicles developed on Krieg during the civil war. As the war progressed it turned into a deadly stalemate. The forces of the two sides confronted each other from their trench-lines and fortified bunkers. The noman's land between the two forces was a sulphurous quagmire littered with the burnt-out hulks of ruined tanks and the rotting bodies of soldiers. As the war turned into a battle of attrition it was clear that victory would go to the side that fielded the largest number of troops and guns. It was under these circumstances that the Ragnarok was developed. It was conceived as an alternative to the famous Lemman Russ battle tank, but one designed for the specific circumstances that prevailed in the campaign (not least, circumstances where the Lemman Russ was

unavailable to the increasingly under-equipped militias which contested the civil war). It was decided that the Ragnarok did not need to be fast, but did need to be capable of dealing with the treacherous terrain of noman's land. Likewise it did not require very long range, as visibility was limited under the pollution-clouded skies of Krieg. But most of all, it needed to be as simple as possible to construct and use, as then it could crush the opposition through sheer weight of numbers. The result was an ugly, slab-sided vehicle, but one that admirably fulfilled the needs of the time. It is testament to its solid design that the Ragnarok was so gloriously restored to service by the Baran Siegemasters, who use it to this day and know it affectionately as the 'Mk 1 Mobile Bunker'.



RAGNAROK (Krieg Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Ragnarok Battle Cannon	60cm	AP4+ /AT4+	-	
2 x Heavy Stubber	30cm	AP6+		

Notes: Reinforced Armour, Walker (represents ability to move over difficult terrain).





IMPERIAL GUARD SAPPERS

Imperial Guard regiments often include a corps of sappers. It is their job to construct and maintain the fortified positions occupied by the regiment, but they are also trained in the art of siege warfare. When confronted by a strong defensive position, sappers will work to literally undermine it, digging tunnels under the enemy position from which surprise attacks can be launched or explosive charges detonated. Opposing groups of sappers seek to counteract these mining operations, attempting to breach the enemy tunnel in order to capture it before it is complete. If they do so, a deadly underground battles will be fought in the tunnels under noman's land, with no quarter given or

asked for. Sappers are also expected to spearhead direct attacks on fortified positions, and are trained in the use of special assault weapons, such as flame-throwers and melta bombs that they use to breach the enemy position. Considering the dangerous nature of the tasks they are called upon to perform it will be no surprise to hear that sappers often fashion crude homemade carapace armour to protect themselves.

***Designers Note:** Unfortunately, specific models of Sappers will not be available at the time of release of these rules, though they should be available within 12-18 months. Imperial Guard Storm Troopers and/or Imperial Guard Ogryns both make excellent 'stand-ins' until more appropriate models are available.*

IMPERIAL GUARD SAPPERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Flamer	15cm	AP4+	Ignore cover	
Melta bombs	(base contact)	-	Assault weapon, extra attack(+1) macro weapon	

FORTIFIED POSITIONS

When a campaign bogs down, the Imperial Guard will immediately start to dig in and create fortified positions. Soon trenches will spring up all along the frontline, providing cover and safety for the troops that occupy them. Thickly walled bunkers will usually supplement these trenches, and gun emplacements will be built for

artillery and tanks to protect them against enemy fire. Razor wire will be laid out in front of the trenches to slow down enemy infantry assaults. In a lengthy campaign these fortified positions can become extensive, with multiple trench lines one behind the other, and massive bastions designed to protect vitally important positions.

FORTIFIED POSITIONS			
Type	Infantry	Vehicle	War Engine
Trench	4+ Cover Save	Dangerous	No Effect
Gun Emplacement	4+ Cover Save	4+ Cover Save	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Razor Wire	Dangerous	No Effect	No Effect

Notes: Bunkers are fortifications (see 1.8.4). Gun emplacements provide vehicles with a cover save that works in the same manner as an infantry cover save (see 1.8.3). Each gun emplacement can hold one unit, and each bunker can hold three units. Trenches can hold one infantry unit per 40mm of length.





3.0 THE BARAN SIEGEMASTERS

"We've been 'claiming' this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!"

Anon

In M40.914 an Ork Waaagh! led by Warlord Arbuttz the Incredible engulfed over a dozen Imperial worlds along the south-western rim of the galaxy, at the very edge of the Imperium. Arbuttz's boyz cut a bloody swathe through the Imperial defenders until finally running out of steam on the death world of Gorang, where they were brought low fighting the indigenous life-forms as much as by the Imperial defenders. By the end of the fighting the entire Zyper sub-sector had been overrun and conquered by the Orks.

For almost 300 years the new Ork empire was left unmolested, until a campaign of reconquest was finally begun in M41.204. The reconquest was led by troops of the Marauders, Eagle Warriors and Revilers Space Marine Chapters, supported by over two-dozen Imperial Guard regiments. In a long, hard fought campaign these troops battled to reclaim the planets lost to Warlord Arbuttz, until finally, in M41.224, the Zyper sub-sector was declared free of the taint of alien infection and brought under Imperial once more.

However, although all of the Imperial worlds in the Zyper sub-sector had been cleansed, there were still a number of previously uninhabited planets that had been overrun by the Ork Waaagh! and many of these were also claimed in the Emperor's name during the reconquest. Imperial Guard regiments who performed with particular distinction were assigned to these worlds and ordered to cleanse them of Orks. Troops from the 127th Death Korps of Krieg regiment, commanded by General Himmel von Paulus, were assigned to cleanse a backwater planet named simply Baran. In return the Death Korps veterans were granted rights of settlement on the planet, permitting them to take as their own what little land they could reclaim from the Orks, and thereafter to be free from service in the Emperor's armies, permitted instead to eke out what existence they could on their newly claimed homeworld.

Baran was a wild and uncultivated planet, covered by dense forests, rolling steppes, and craggy mountain ranges. The Ork tribes that inhabited the planet were quickly driven from the open steppelands by the initial Death Korps assault. However, the surviving Orks scattered and hid in the forests and mountainous areas of the planet, where they proved extremely difficult to eradicate. Lacking the huge numbers of troops needed to destroy the Orks by weight of numbers, von Paulus decided to

contain the Ork threat instead, by building a series of interconnect fortified positions to hem the Orks into their wilderness retreats. These fortified positions quickly grew into the first major Imperial settlements and cities on the planet. This style of warfare suited the Death Korps troopers very well, as they excel in grinding their enemies down in battles of attrition, making extensive use of razor wire and entrenchment, and with little concern for the casualties they themselves suffer in the process.

With the Orks still a major threat, the colonists were under a state of constant siege on a dangerous frontier planet. New cities were built as a curious amalgam of military and civilian structures, where the Imperial Guard's trenches, bunkers and other defences were slowly pushed out to incredible distances so that whole cities could be built amidst them, civilian buildings replacing the old fortifications, using the defunct trenches as foundations as these cities snaked outwards. To help with the task, von Paulus took the unusual step of implementing production of a number of the vehicles used during the civil war that had once raged on Krieg. Soon the factories in Baran's new cities were producing local copies of the Götterdämmerung, Blitzens and Ragnarok, amongst others.

Over the course of the ensuing generations, the use of these siege vehicles and fortified positions came to typify the men of Baran. Once the colonies were large enough new regiments were raised – the Baran Siegemasters, the original Death Korps regiments having long since vanished. The Siegemasters are unusual in that the job with which they are tasked on Baran earns them the title and honours of a full Imperial Guard Siege regiment, despite functioning predominantly as a planetary defence force, with the vast majority of their forces active on their homeworld, rather than being tithed for service afar. Some regiments, however, are sent to other worlds in the Imperium to fight as part of the Imperial Guard, especially in campaigns where their special skills may be required. The 3rd Baran Siegemasters earned great respect for their part in the reduction of the Pherdun salient during the Kaiserschlect campaign in M41.745, and the 15th Baran Siegemasters were almost solely responsible for the success of storming Mangleform Man-Eater's fortress in M41.918.

Despite these notable successes, most Siegemaster regiments remain on Baran, engaged in eliminating the remaining elements of the Ork Waaagh! (most of which have now reverted to a savage, feral state, even by Ork standards), and extending the boundaries of Imperial control. Although the number of areas still under Ork domination grows smaller and smaller every year, they still represent a constant menace that forces the members of the Baran Siegemasters to be in a state of constant readiness. From time to time a new Ork Warlord will rise





up and lead his followers on a new Waaagh! against their hated foes, uniting the scattered tribes into a genuine threat. These ferocious Ork assaults are perfectly capable of breaching the Siegemasters' trenchlines, and more than once have led to entire cities being laid to ruin. However, in the long run, and barring unforeseen circumstances, it can only be a matter of time before Baran is fully reclaimed for the Imperium and its regiments find their place amongst the Emperor's loyal servants on battlefields across the Imperium.



4.0 BARAN SIEGEMASTER ARMY LIST

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a 'stand in' army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Baran Siegemaster armies have a Strategy Rating of 1. All Baran Siegemaster formations have an initiative rating of 2+.

Siege regiment formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions (see 4.2). Although you can only take support formations if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition companies may be given up to three company upgrades. A company can only take each type of upgrade once. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Support formations may not be given company upgrades.

Up to a quarter of the points available to the army may be spent on Imperial Navy aircraft formations. Titan Legion formations may not be used as part of a Siege Regiment army (Titans are not used in a static defence role except under extraordinary circumstances).

4.1 Commissars

A Baran Siegemasters army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess are lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations then any excess are lost.

4.2 Fortified Positions

A Siege Regiment army regiment is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army.

Although fortified positions are terrain features, they are set up like units, and may only be deployed in positions that a vehicle unit would be allowed to deploy. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having a move of zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.



4.3 Regimental HQs

When playing Grand Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation rather than the most expensive formation in the army (see 6.1.7 in the Epic: Armageddon rulebook).

Authors

Jervis Johnson is, of course, the author of the Epic game. Matt Keefe is the Head of System for Epic. Both Matt and Jervis are currently working on Epic: Swordwind, the first supplement for the game.

Further Information

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

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BARAN SIEGEMASTERS ARMY LIST

Baran Siegemaster armies have a Strategy Rating of 1. Baran Siegemaster formations and Imperial Navy aircraft formations have an Initiative rating of 2+.

SIEGE REGIMENT COMPANIES

COMPANY TYPE	UNITS	COST
1 Siegemaster Regimental HQ	One Supreme Command unit, plus nine Siege Infantry units	150 points
Siegemaster Infantry Company	Imperial Guard Command unit plus nine Siege Infantry units	125 points

SIEGE REGIMENT UPGRADES

(Three may be taken per Siegemaster Regimental HQ or Infantry Company)

UPGRADE	UNITS	COST
Siege Infantry Platoon	Six Siege Infantry units	75 points
Rapier Platoon	Three Rapiers	75 points
Thudd Gun Platoon	Three Thudd guns	75 points
Flak Battery	One Blitzen AA gun, plus one Brunnhilda transport or one gun emplacement	25 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers	50 points

SIEGE REGIMENT SUPPORT FORMATION

(Two may be taken per Siegemaster Regimental HQ or Infantry Company)

UPGRADE	UNITS	COST
Siege Regiment	Nine Götterdämmerung Howitzers, plus nine	400 points
Artillery Company	Brunnhilda transporters or nine gun emplacements	
Rough Rider Platoon	Six Rough Rider units	150 points
Light Tank Platoon	Six Siegfried light tanks	150 points
Heavy Tank Platoon	Six Ragnarok heavy tanks	300 points
Siege Regiment Artillery Battery	Three Götterdämmerung Howitzers, plus three Brunnhilda transporters or three gun emplacements	150 points
Siege Regiment AA Battery	Three Blitzen AA guns and three Brunnhilda transporters or three gun emplacements	75 points
Super-Heavy Tank platoon	One Baneblade or Shadowsword	200 points
Bombard Battery	Three Bombards	250 points
0-1 Deathstrike Missile Battery	Two Deathstrike missile launchers	200 points
0-1 Sapper Platoon	Eight Sapper units. The units may be split up and added to one or more Infantry Companies in the army, or fielded as a single formation in their own right.	250 points

SIEGE REGIMENT FORTIFIED POSITIONS

(One may be taken per Siegemaster Regimental HQ or Infantry company)

Fortified Positions	Up to 500mm of trenches and 500mm of razor wire, plus up to 6 gun emplacements or bunkers.	50 points +10 points per gun emplacement, and +25 points per bunker
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IMPERIAL NAVY AIRCRAFT

(Up to a quarter of the armies points)

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



MODELLING WORKSHOP

Epic Fortifications by Gareth Roach & Robin Dews

The battlefields of the 41st millennium are a deadly place where survival depends upon moving fast and staying low. Many varieties of battlefield fortifications have been constructed and deployed over the centuries, both to provide protection to the defending troops and to hamper and disorganise the attacking forces. In this article, we provide some techniques for constructing the most common types of fortifications and defences for use in your Epic games.

Elsewhere in this issue of Fanatic Magazine, Jervis Johnson has provided new rules for attack and defence scenarios in Epic. In these games, the defender can purchase a variety of battlefield fortifications – entrenchment, razor wire, minefields, bunkers and fortresses – with which to disrupt the enemy attack. In this article, we show you how to create Epic scale models of these fortifications that will look great on the tabletop and add a lot of excitement to your battles.

It goes without saying that, like any other miniature, these models deserve to be assembled and painted to the best of your ability. We all know of the psychological advantage that comes from laying out a really well painted army on the tabletop. Imagine the expression on your opponent's face when he comes to plan his assault against your detailed miniature fortifications. It could well mean the difference between victory and defeat!

Part of the fun of the Games Workshop hobby lies in the fact that there are as many different ways of making a model as there are modellers! The ideas and techniques in this article are just a few suggestions as to how you can set about making your own fortification models.

Tools and Materials

We used the following tools and materials to make our fortifications. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

Card: We used foamcard for the bunkers and fortifications. This is a foam sandwich with thin card on

the outside. It's available in different thicknesses but we find that the 5mm (1/4") is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers. In place of foam card, you can use any stiff thickish cardboard. Thin card, like cereal packet card, is a bit too flimsy, but if it's all you've got you could try gluing two sheets of card together to make a stiffer, thicker card.

Mounting board: Thick card for the base which can be bought at most art shops.

Cocktail sticks: Used for the supports on the razor wire. Available at most supermarkets.

Modelling knife: With replaceable blades (remember to always work with new sharp blades, because they're much safer than blunt blades).

Packs of modelling clay: This can be bought in most art suppliers. Make sure you get the self-hardening variety which sets without being heated.

Steel ruler: A plastic or wooden ruler would be ruined very quickly.

Sand or flocking: This is easily available from DIY stores or model shops for texturing the base.

PVA glue. This is the white glue used for woodworking, available from DIY stores and hardware shops.

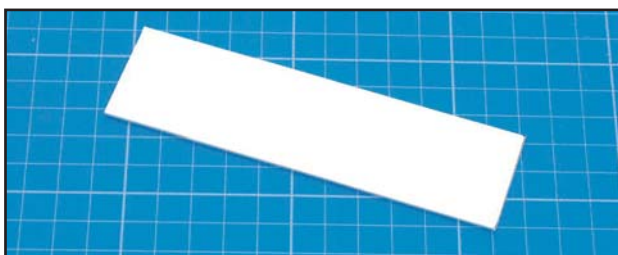
Emery board: Fine grade sandpaper or a nail file.



Trenches, Redoubts and Fortifications

Trenches consist of a long channel dug into earth with barricades made from the excavated soil thrown up on both sides. They are designed to conceal groups of infantry and provide them with protection from the worst effects of barrages and other incoming fire. Trenches can vary widely, from a hastily dug hole in the ground, to a sophisticated system of strongpoints, reinforced with concrete and protected by razor wire.

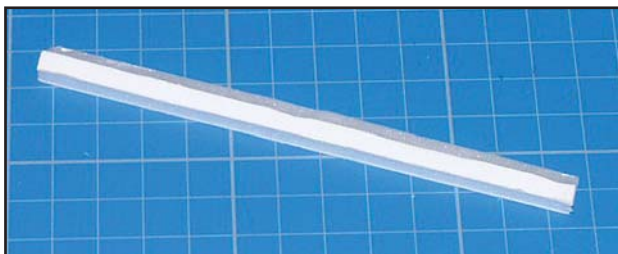
First cut the base out of fairly thick cardboard or 1mm thick plasticard. As you'll probably want to make a number of fortification sections (four 12.5cm sections will provide you with 150 points worth) it's worth cutting all of these out at the same time so you can work on more than one model at once.



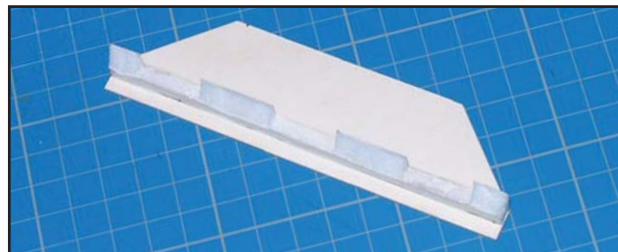
Take your 5mm foamcard and slice it into 10mm x 125mm lengths like those shown on the template and mark out the areas that you're going to cut out to make the battlements.



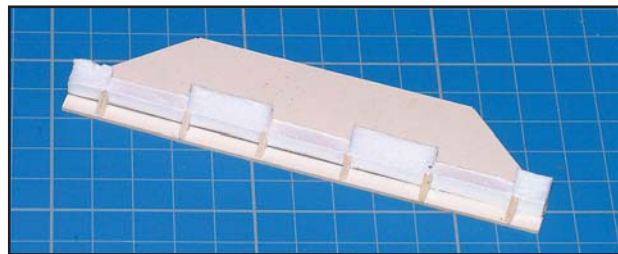
Now place your foamcard on your cutting mat or on a well protected surface and shave the foamcard at a 45° angle along the length of each strip. Don't press down too hard, and make sure your fingers are well clear of the blade as you do this. Finally, carefully cut away the marked sections to make the battlements.



Glue the foamcard to the base with the slope facing outwards. You should leave a gap of about 5mm between the foamcard and the edge of the base for the buttresses to fit into.



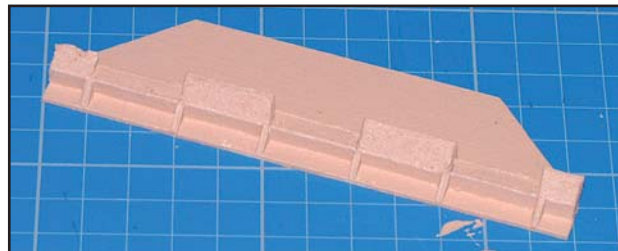
Now cut out a number of triangular pieces (you'll need 6 for each fortification section) and carefully glue these to the front of the wall. This can be a bit fiddly as you tend to get glue all over your fingers, but I found the best way to do this was to spread the glue onto the baseboard and up the front of the wall and then press the buttress firmly into place.



You should now put the whole model on one side to dry. You can see now how it makes sense to work on a number of models at the same time so that you're not sitting around twiddling your thumbs before you can move onto the next stage.

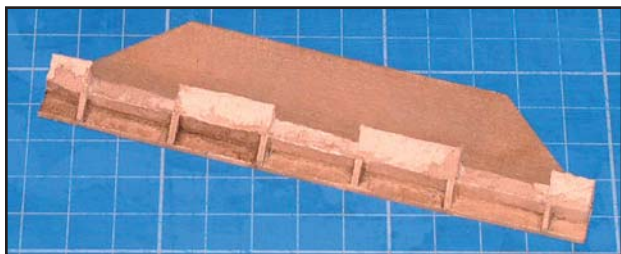
Once your fortification models are thoroughly dry, you can move onto the final stages – texturing and painting the models.

We decided to paint the models so that they would match the Epic boards that Mark Bedford made during the production of Epic: Armageddon. So, to begin with, we used a sand coloured textured masonry paint to basecoat everything. If you want to paint them to match your own boards then you may want to undercoat the models after applying the textured paint.

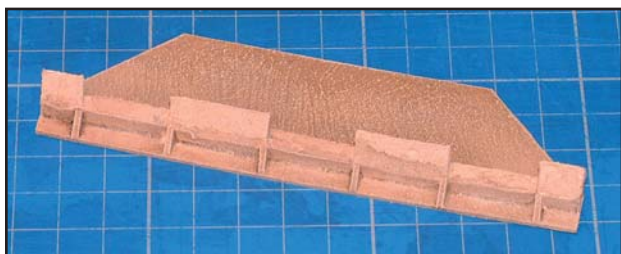




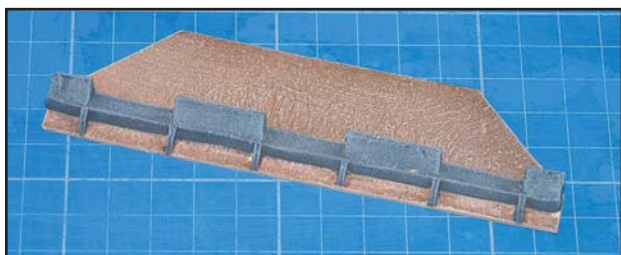
The next step was to give the models some shading, so we washed them down with Brown Ink.



Then they were drybrushed with Elf Flesh.



Next we painted the walls with a mix of Codex Grey and Chaos Black, which was then drybrushed with Codex Grey.



Bunkers

Bunkers are specially strengthened fortifications designed to protect infantry from the worst effects of bombardment and attacking fire. The new rules in the Baran Siegemasters Article allow bunkers to be purchased by the defending side before the game starts. These bunkers can then be placed anywhere in the defender's half of the table.

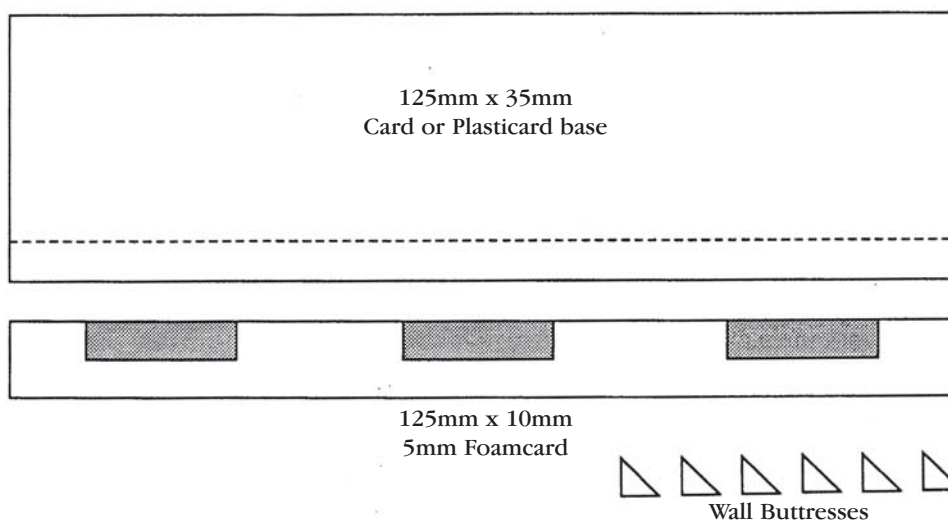
You can make bunkers in a variety of different ways, depending upon how many you want and your level of experience and modelling skill.

Like the fortifications, we made our bunkers out of 5mm foamcard, some scraps of cardboard and a 25mm x 50mm Citadel cavalry slottabase. We wanted the bunker to fit in with the style of the fortifications so they'd look really impressive together on the tabletop.

Each bunker was really simple to build. The templates over the page give you the sizes for all the separate pieces. Depending upon which Space Marine armies you have in your collection, you might have to adjust the height of your bunkers to make sure that your infantry stands will fit inside. We made ours so that any Imperial Guard or Space Marine stands would fit inside them, but we later discovered that they only came up to chest height on an Ogryn!

First of all, you should cut out all of the parts for your model. The base and buttresses were made from plasticard or stiff cardboard and the walls were cut out from 5mm foamcard. Like the fortifications, it's a good idea to work on several models at the same time, so that you can get on with the next stage of construction, while the glue or paint is drying on the other models. With this

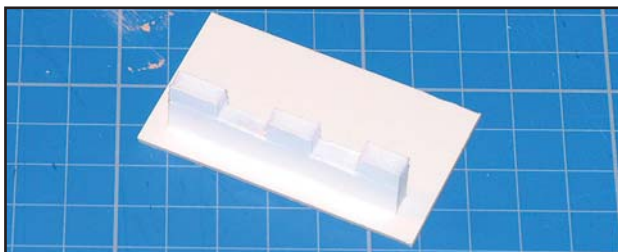
Epic Entrenchment Template



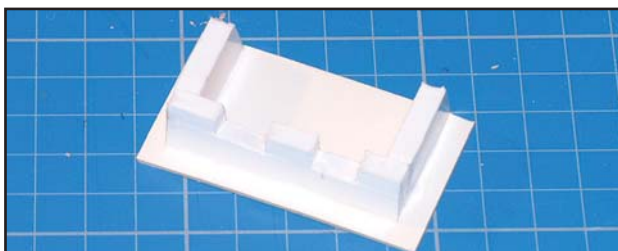


in mind, it's a good idea to cut out enough pieces for several models at the same time. If you want to, you can use the 'dot-to-dot' technique we've described before for transcribing the templates onto your building materials, but, to be honest, the templates for these models are so simple that you should be able to easily adapt or copy them onto your own preferred materials.

First of all, glue the front of the bunker to the base. It should be located about 5mm back from the front edge. When working with foamcard, avoid using a solvent-based glue as it will melt the polystyrene and cause the cardboard sandwich to collapse.



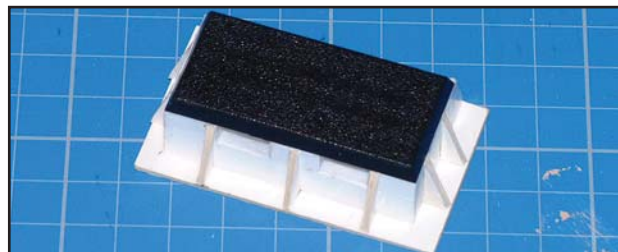
Now glue the sides of the bunker to the base. Make sure that the corners butt up neatly against the front wall. Place two Epic infantry stands inside it to check they'll fit. Once you're certain you have everything in the right place, put this model on one side to dry and move onto the next one.



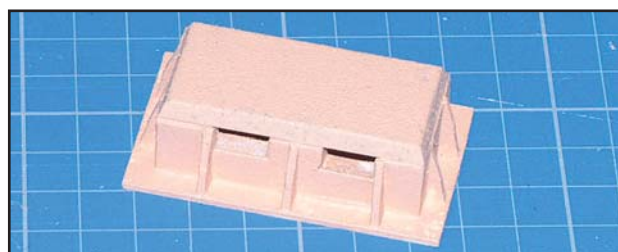
The next stage is to attach the buttresses. The easiest way to do this is to spread the glue onto the model and carefully push the card into place. We attached seven buttresses to each of our models – three along the front and two on each side, but you can vary this in any way you choose.



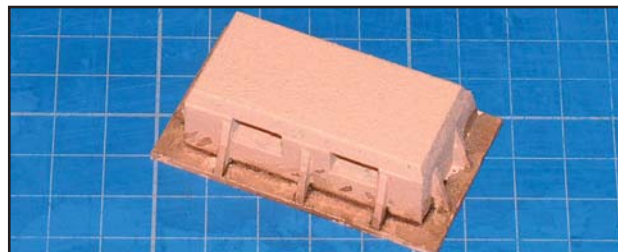
The final step before texturing and painting the model is to attach the roof. We made this quite simply from a 25mm x 50mm Citadel cavalry slottabase. If you've only got the cavalry bases with the slots already cut out then cover them with some masking tape.



We painted the models in the same way as the fortifications. So, the first step was the textured paint.



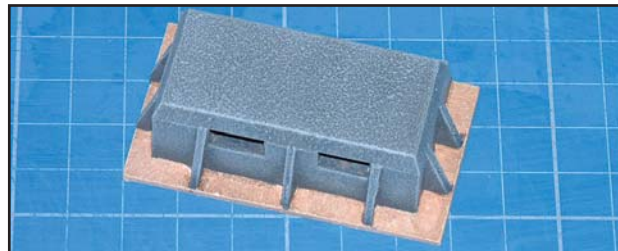
Then came the shading with Brown Ink



Then they were drybrushed with Elf Flesh.



Finally we painted the walls with a mix of Codex Grey and Chaos Black, which was then drybrushed with Codex Grey.



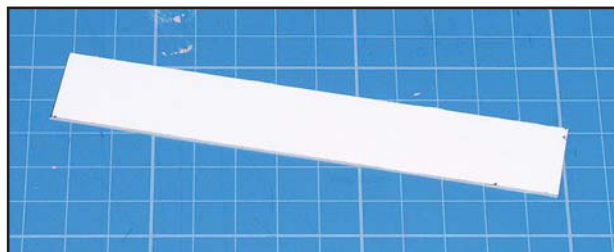


Razor wire

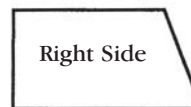
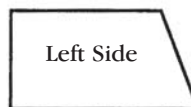
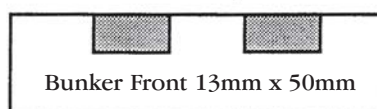
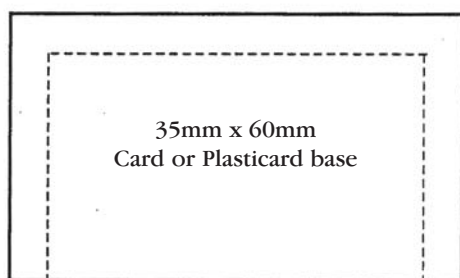
The third type of defensive fortification we modelled for our Epic games was razor wire. As you can see from the new rules, placing razor wire in front of your units makes it difficult for the enemy to attack you as they have to make a choice between risking losing units as they attempt to move through it, or moving very slowly Either way it's a good result for the defender..

We've made our razor wire using the kind of aluminium mesh used for filling holes in car bodies. This is available from shops like Halfords or garages and costs about £2.50 for a large sheet. This should be more than enough to make all the wire you'll need for your games.

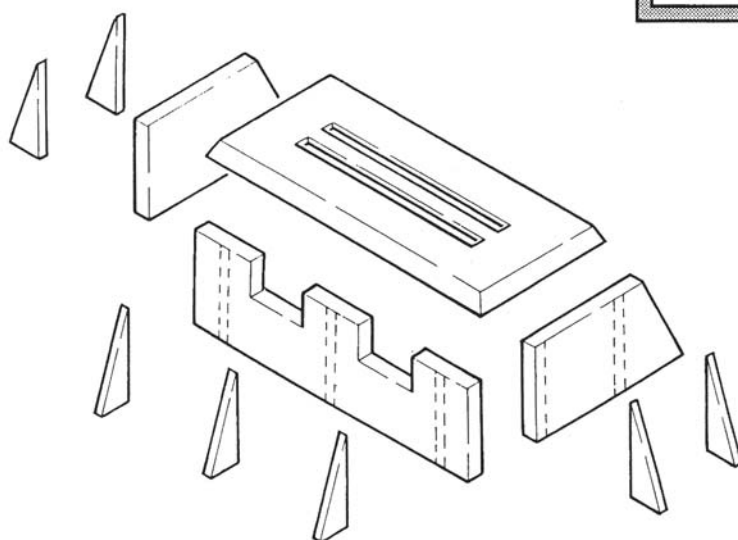
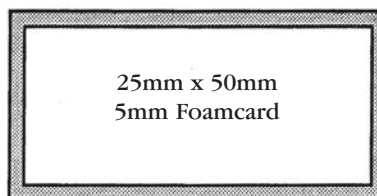
To begin with cut a base of whatever length you feel appropriate for your gaming needs from some card or plasticard, – ours are 12.5cm x 2 xm.



Epic Bunker Template



Buttresses



Epic Bunkers and Entrenchments

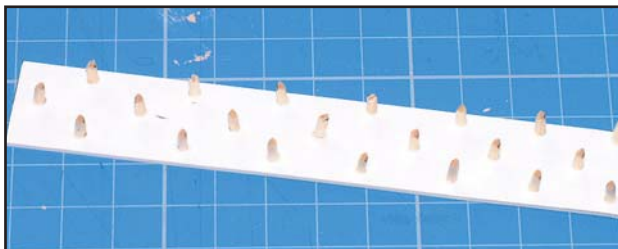
Photocopy or cut out the templates and place them on top of your foamcard or cardboard. Press a compass point or needle through the corners of the templates so that shapes are transferred onto your material. Remove the template and join up the dots. You can now cut the shapes out of your card or foamcard.

Both of the model templates shown on this page can be readily adapted to suit your own Epic army.

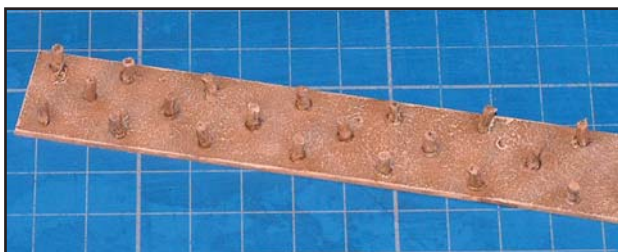




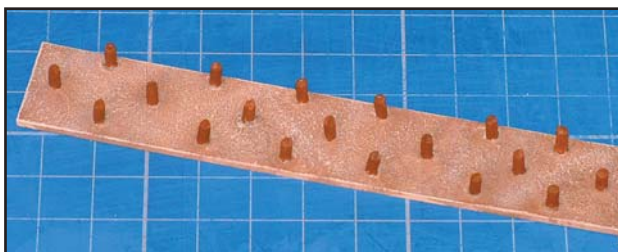
The next step is to add the wire supports. These are made from match sticks or cocktail sticks. Cut them into 5mm lengths and attach them to the card using some PVA/woodwork glue.



Next paint the base using the same method as you used to paint the fortifications.



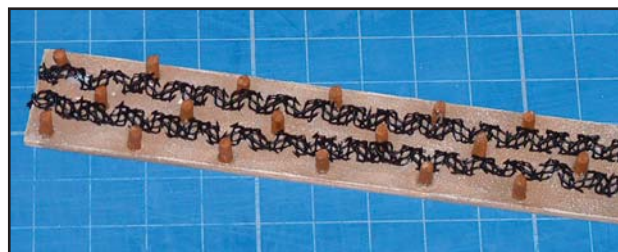
Then paint the wooden posts using Bestial Brown.



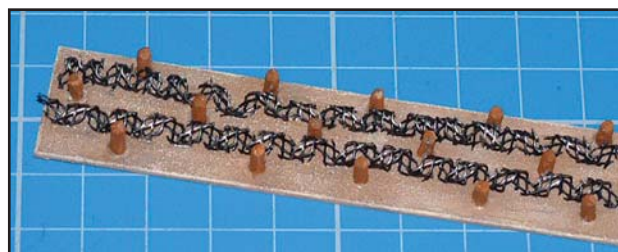
To make your wire, cut long strips of car body mesh and then bend them round a tube to produce the coils. (I used a round needle file). You can cut the mesh very easily using a modelling knife. Slice the mesh diagonally, cutting two strands at a time. The barbs created by the cut ends of the mesh make for a very realistic effect.



Before attaching the wire to the base, we sprayed it with matt black paint.



Once you've stuck it down onto the base you can drybrush it with Mithril Silver. It may seem a bit strange to spray silver mesh black, only to drybrush it silver again, but you'll find that if you don't paint your wire in this way it looks too shiny on the tabletop – a bit like cut aluminium mesh in fact – so we think it's well worth the extra effort.



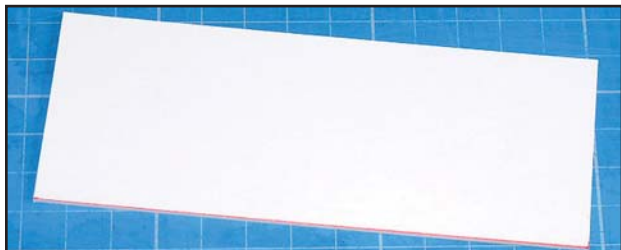
With any modelling project, you can go on adding detail almost indefinitely. For example, a thin wash of Chestnut Ink will make the wire look old and rusty. Once a section has thoroughly dried, you can add further detail by adding tiny blobs of PVA/woodwork glue and dipping this into coarse sand. The sand can then be painted and drybrushed to look like areas of stones or gravel.





Minefields

The final scenic model we want to deal with is minefields. These were very easy and a lot of fun to make. First of all we cut the card bases into 125mm by 50mm sections. Making them in this way allows you to be a bit more flexible with your layouts on the table. Using this size, you'll be able to put two sections together to run around a wood, or follow the contour line around a hill.



The craters were made by rolling out some DAS modelling clay or epoxy modelling putty and bending it round to make a small ring. This was then stuck down gently onto the card and the edges carefully smoothed down with the end of a matchstick. We particularly like to use matchsticks for our modelling work, because their rough ends give a coarse texture to the putty. If you can't get hold of any

DAS or modelling putty, then plasticene will do just as well but, as it doesn't dry hard, you'll have to handle your finished model just a bit more carefully.



Once the clay had hardened we painted them in the same way as the other pieces of fortification scenery, starting with the textured paint.





Then it was washed down with Brown Ink and finally drybrushed with Elf Flesh



As the scenery was made to complement the Armageddon boards that Mark had made, we decided to put an Ork casualty in the middle of the minefield. After rumaging through a few old models, a suitable Ork wagon was found. The side of it was clipped away and it was then glued into place on the card base. The crater was then built around the wagon.



The models in this article are all simply designed, the materials are cheap and they are great fun to make. Best of all is the fact that you can use them all straight away in your games of Epic, by using the Fortification rules that we've printed in the Baran Siegemasters article elsewhere in this issue.

We hope that the techniques have also given you lots of ideas of your own. The bunkers and fortifications are particularly Imperial looking and it would be really fun to see what kind of models an Ork Warboss would come up with for his Boyz.

Authors

Gary is one of two production guys who work on Fanatic magazine. He has been playing Epic for over twelve years and is now on his second Imperial Guard army for the system.



Further Information

The Epic: Armageddon rulebook and accompanying range are now widely available from all good bobby stores. Contact your nearest Games Workshop store or visit the website for details. (See the How to Order pages on page 102).

More Epic Websites

See page 24 for the Baran Siegemasters.
www.Epic-Battles.com





After the Cataclysm

The Future of Mordheim, by Jake Thornton

HEALTH WARNING! I can't call these "J-Files", as Jervis has pinched that name, but I'll still caution you in advance that there's a similar danger of rambling here. If you're after rules, then you'd best turn away now; the following pages are prone to ranting...

At every convention and tournament I've been to, the most common questions are always about what's going to come out next and what the plans are for the future? Well I don't think for a moment this article will stop you asking those questions, but what I'm going to try and do is explain the broad shape of my plan for Mordheim.

Into the Depths

For some years now, Mordheim has been rumbling along its merry way, producing cool models and fearsome warbands to lure the unwary into hunting for wyrdstone. Now this has all been fine, but it was really a strategy based on the old Fanatic, when it was a barely noticeable tentacle on the great Chaos Spawn that was the main studio. Mostly this was shorter term planning as there was rarely any time to do anything grander. This might have continued, but for the loss of Steve Hambrook which was a catalyst that forced a reassessment of the way that Fanatic worked.

It was increasingly obvious that Fanatic needed to grow in size and complexity if it was to adequately cope with seven games. Part of this resulted in the magazine you hold in your hands: a replacement for the many smaller magazines that were often hard to come by. Another part was the reorganisation of who was in charge of what, and my joining the team as Head of System for Mordheim, among others. Finally, it was a good opportunity to look once more at what made the Specialist Games great, and where we wanted to go with them in the future.

A Change of Emphasis

So there I was, with Jervis' high-level master strategy document in my hand, working on a slightly less "god's eye view" level of plan to fill in all the nitty-gritty about how we were actually going to achieve these lofty objectives. The main point I had to keep in mind was what Mordheim was for, in the sense of where it sat compared to Warhammer battles, Warmaster, Warhammer Skirmish and so on. "And where did it sit?", I hear you ask. Right in the middle of the details, that's where.

One of the real opportunities that Mordheim offers is to dig deep into the Warhammer background and shine a flickering torch into the dark corners that nobody's ever explored before. Sure, there'll be rats and nasty gribbly things aplenty, but it'll be fun! Like the Roadwarden and the Highwayman, there's loads of people and places in the Warhammer world that are simply glossed over by the battles game because they don't matter in a war. What's a

single highwayman going to do in the face of thousands of foes? Run away and hide, that's what. But when it comes to games of Mordheim, that's a different matter entirely. Then we positively want to ferret out those odd corners of the world and bring them kicking and screaming into the daylight (so we can capture their souls and make little pewter idols of them... muahahahahaaa!).

Ahem.

Anyway, whilst this objective seemed to be really cool, it did have an obvious downside, and that's what I needed to address in my plan. With a limited amount of resources, how was I going to get all this detail into the game? It's all very well wanting to add detail everywhere, but that's simply not realistic. There are only so many hours in the day, only so many models I can get made and so on. Clearly I would have to cut my cloth very carefully here.

So I pondered this for a bit, and in the end came down to a simple conclusion. I could either cover one area well, or several badly. If I chose to try and deal with Khemri, Lustria and all the rest of the alternative backgrounds as well as the Empire and the Cursed City itself, then I'd never be able to do any of them the justice they deserved. I had to pick one.



Choosing was difficult in some ways because I really like the alternative settings, and would love to do some more new ones of my own. However, in reality there was only one realistic option: I'd focus on the Empire and the smouldering city of the damned that lurked within it. This is the core of the Mordheim background because that's where the city itself lies. It's also the core of the Warhammer world as it lies at the heart of the Old World. For all these reasons, it was the place for me to focus.

The Playing Field

So, let's refocus Mordheim not just on the city itself, but on the Empire that surrounds it. We'll take as our borders the mountains that surround the Empire, including them in our 'playing field' as they too are full of abandoned Dwarf holds, dank Goblin tunnels and other intriguing possibilities for adventure and loot.

The Empire itself isn't all smiles either, it's a divided Empire, an Empire that wars amongst itself. There are several claimants to the Imperial throne, and they aren't shy about coming forward. Battles between rival factions are both open and covert, with spies and assassins lurking in many a shadow. Skirmishes break out regularly between rival mercenary bands, sometimes in the name of their patron, other times just for loot, for this Empire is an increasingly lawless place. Let's bring this to the fore, let's make this lawlessness and anarchy really part of the games.

Into this political soup of intrigue and treachery we drop the millennium – a time of uncertainty and dire portents, of raving doomsayers bent on stirring up the darkest fears among the population as they pause to consider the fate of their immortal souls (clearly we need more frothing loons and fanatics).

And what happens next? Of course, the sign of the god Sigmar himself, the portent of his triumphant return smashes into one of the cities of the Empire, wiping out thousands in the blink of an eye and turning the bustling hive of industry into a blasted wasteland. One of the Empire's cities has been destroyed, and not by the actions of a mortal foe, but by the hands of the gods themselves. What does it all mean? How does this change the balance of power? Is this a portent of the end of the world? The second coming of Sigmar? What do the gods mean by it? What is it punishment for? And with the deadly, but valuable, warpstone cluttering the streets and scattered across the eastern provinces of the Empire, who will profit by it? It's all these questions, and more like them, that I think can form an increasingly vibrant backdrop for our games of Mordheim if we take the game to be about the Empire in the time of the cataclysm rather than just about the city itself.

The plan is to go through the Empire, describing all the provinces in turn. Once that's done we've got our basics covered. Then we can revisit them, picking up on small details, on haunted woods and ruined farmsteads and expanding upon them. Who lives there, what's going on, who are those shadowy figures in the woods? Each time we go through an area we add more detail, digging deeper down. At some point we'll look at doing what amount to adventure packs: linked scenarios that form mini-

Core and Splash Releases

One slightly separate notion that's worth discussing is the idea of Core and Splash releases. Note that this isn't anything to do with official and unofficial warbands or characters, it's all to do with availability. Also note that this is the way we'll be approaching the figure ranges for all of the Specialist Games ranges. Before we start though, don't panic. It's a good thing...

For a while we've been releasing anything we could find that we thought was cool. That was fine, but did cause something of a headache for the guys that have to actually cast the models and keep track of them all: it's just getting to be too many! So rather than having things go out of stock all the time we sat down and agreed a principle so that we all know where we stand, you included. The idea is that we define a certain number of warbands, say, as being Core. What that means for you is that we guarantee they'll be available. For example, if Skaven are Core, then they're always available. The particular models might change over the years, but you'll always be able to get your hands on a Skaven warband.

Splash releases, on the other hand, may be around for years, but we don't guarantee it. And that's the only difference – no guarantee. Of course, knowing Mail Order, they're quite likely to hoard the moulds for decades, but this way they don't have to. Splash releases will come and go in the range, and the Core will remain. Simple really.

One final thing to note about Core and Splash releases is that the availability or otherwise of models has no bearing on their rules. If we release a warband then their rules come out too. If they subsequently are removed from sale then their rules are still just as usable as they always were. So, if you happen to have the models already, or convert some of your own, then you can continue to use them in your games.

campaigns with their own objectives and characters. Not just yet though, we must learn to walk before we run.

If and when we come to producing a second edition of Mordheim, this change of emphasis, and this extra background would probably be included in the main book itself. However, that's a long way off for the moment, so don't get too excited just yet. Nonetheless, the concept is a sound one and that will be the underlying background assumption when you're reading more stuff by me. What this means for you guys is that the rulebook and Empire in Flames background are melded together to become the 'official' one. If you play in Khemri, Lustria or another variant, then you might have to make some house rules to ensure that everything dovetails perfectly. I don't foresee any major difficulties though.

Alternative Settings

So where does this leave Lustria, Khemri et al? Well, it leaves them in the capable hands of the keen fans that started those projects off in the first place. One of the really great things about the particular bit of the GW hobby known as Mordheim is the immense creativity of you lot: the fans. There's loads of alternative settings being worked on, and what I'd like to do is encourage this, rather than try to absorb it as was done before. Making things quasi-official just confuses things, and, in my view, actually stifles the creativity which makes them so much fun in the first place. To this end, I'll be inviting people to contribute articles that discuss their alternative setting in a broad sense, but I don't want to print the whole thing en masse. Why not just point people at the sites that started them all and let them join in the creative process there?

On top of these magazine features, I've already sorted out a section on the official forums where people can post and discuss fan rules, and this is perfectly suited to discussing any alternative settings that you dream up. All of which brings me neatly to the website itself.



Floating In The Ether

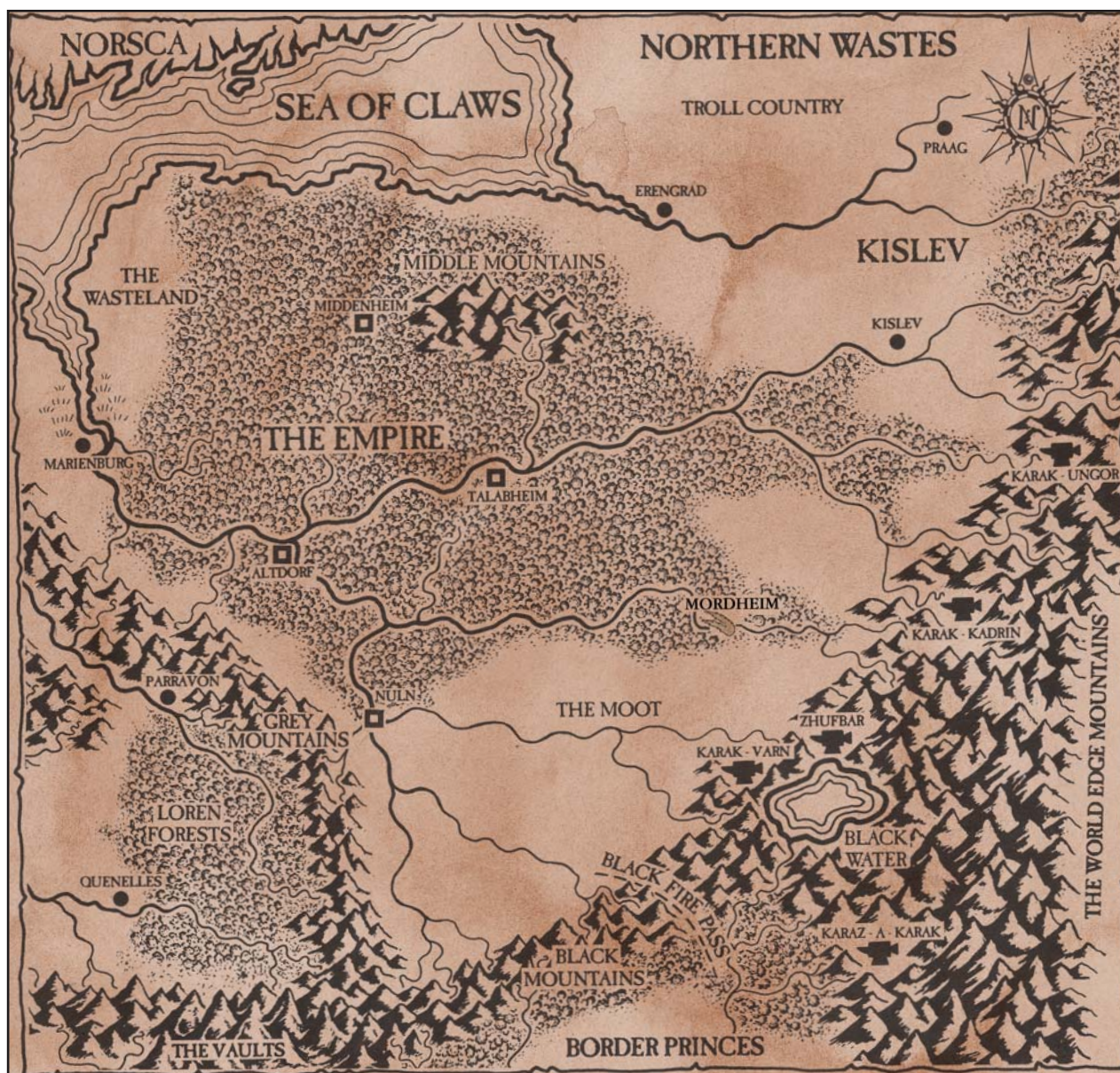
The 'new' Mordheim website will have been up for almost six months by the time you read this, so it's not so new, but as I write this it's still early days. Websites are funny things – there's always something else to add, or to tweak. However, the basics are in place.

Perhaps the most exciting part of the website is the Playtest Vault and the associated section of the forum. The Playtest Vault is where I can post new Hired Swords, Warbands or any other rules and the Official New Rules bit of the forum is where they get debated. This is very useful for me as I get lots of keen Mordheim players checking through and (hopefully) playing the early versions of a rule before it gets into print. It also means that you guys can have the fun of participating in the evolution of your favourite game and having a say in how it progresses. In the light of your comments and everyone's games I then modify the rules and put a new version in the Playtest Vault, and so on, round and round until it's finished. At best, this means that we'll be able to catch all the mistakes before they get printed, thus avoiding embarrassing errata. At worst, we all have a fun time playing with the new rules before they're generally available. Either way I think we're all winning.

One further thing that I'll be adding to the website is a complete list of official Warbands, Hired Swords and Dramatis Personae so you can keep up with where we are. It should also be a handy reference for those of you that might have missed the odd issue of Town Cryer, or even Fanatic magazine.

The Devil In The Details

Of course, even within a rules set as clean as Mordheim generally is, there are still some niggles that cause debate. Steel whips, braces of pistols and intercepting charges are a few that spring to mind. Well, we've got a plan for that too. Blood Bowl has had annual reviews for a while now, and it seems like such a sensible idea that we're pinching it for the other Specialist Games as well. This means I've appointed a small group of people to the Mordheim Rules Committee to help me sort out the review. If you're not familiar with the principle of the Rules Review, every July (in the case of Mordheim) we set aside a month to have a serious look at what's been niggling everyone about the rules. If bits are broken we try to fix them. If they're unclear, then we try to move away the mists. It starts with asking the forums what's bugging everyone and ends up with a cleaner, better set of rules for everyone to use. The errata is posted on the website together with a Living Rulebook (an 'LRB'). It's also printed in the magazine. Living Rulebooks, by the way, are another idea pinched from Blood Bowl. They're a free PDF that's available from the website and which is a copy of the rules containing the



updates from the latest Rules Review. These are only changed once per year, as a result of the review, so you won't have to worry about needing to check back every five minutes.



Also, as part of the Rules Review, we also look at the various Warbands, Hired Swords and Dramatis Personae in the game. From time to time, sometimes as the result of changes in the rules, these may become a little unbalanced and we aim to keep these core elements as close to being as fair as possible.

Onward and Upward

I, for one, think it's going to be an exciting time for Mordheim. Although I might look wistfully at the possibility of doing a Cathayan alternative setting now and again, I know that I'm not going to get round to that for many years. In the meantime I want to bring the dark and the cataclysmic back to the ruined streets and the abandoned fields. After all, the end of the world really is nigh.

Author

Jake Thornton is the Head of System for Mordheim, and is currently finalising his long term plans.

Further Information

More Mordheim Website

Keep an eye on the Fanatic Magazine for more J(ake) Files!

Page 66 for the Province of Reikland.

www.Mordheim.com





BFG TACTICS

By Adam Brown

Of all the races in the 41st Millenium, the two most common adversaries of all are without doubt the Battlefleets of the Imperium and the treacherous warfleets of Chaos. The fleets share much in their approach to space warfare, though also rely on their own strengths whilst overcoming their own individual weaknesses. Here, Adam Brown presents a players overview of the fleets, their ships, their strengths and weaknesses, along with some important tactical notes for budding Admirals.

OVERVIEW

Unlike their Chaos counterparts, Imperial cruisers are not designed to win wars by themselves. The Imperial fleet is a slow, methodical monster. Each cruiser is but a piece of the whole. Conversely, Chaos commanders can afford to have their fleet split apart to some degree. The long reach of their batteries allows their ships to still back one another when separated. Chaos ships are also designed with a solo bravado in mind; each self-obsessed, ambitious captain trying to outdo the next with a torrent of heavy firepower.

Not so the Imperials. To get the most out of your cruisers, look at them in pairs at the very least. Gothic & Lunar class cruisers are a waste of points on their own. They cannot keep up with, say, a Slaughter class cruiser in a gunfight. But pair them up with a second Lunar, take on two Chaos cruisers of the same displacement, and the Imperials will come to the fore *so long as the Imperial ships work in tandem with one another!* Boasting 12 torpedoes and an easy spread of either heavy firepower or lance decks, the Imperials can bully their way through the worst of the Chaos shooting and hit home hard.

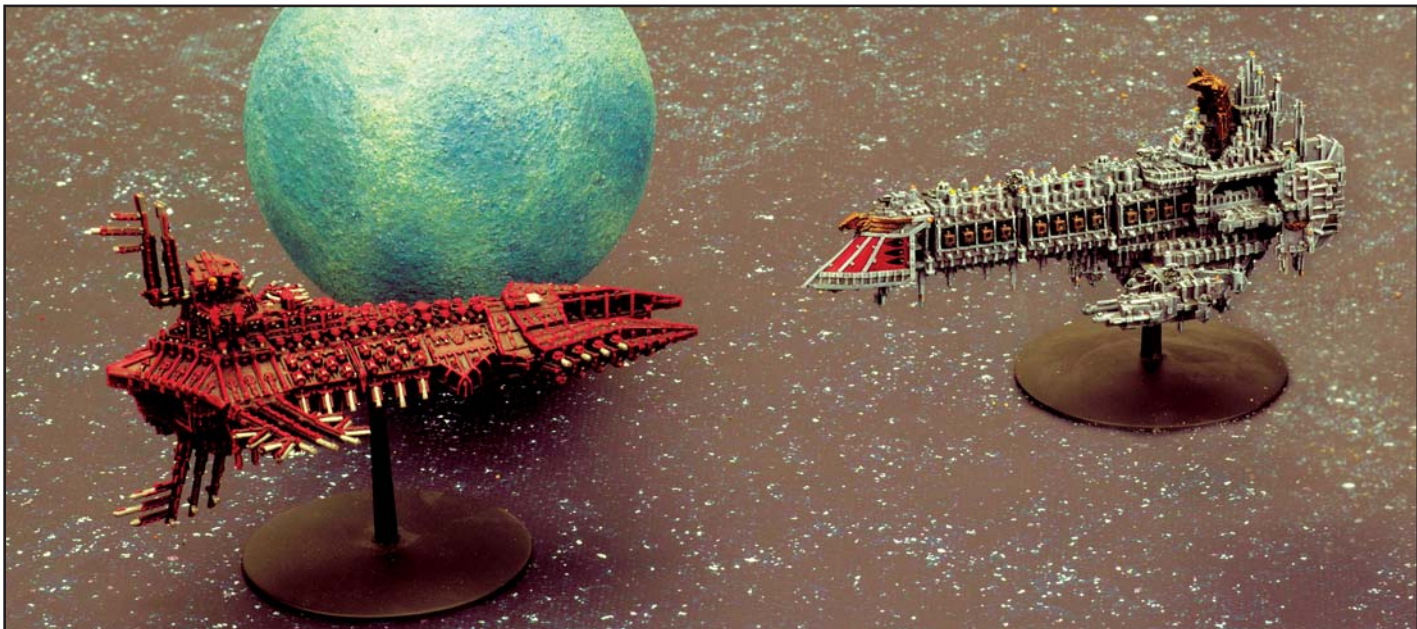
IMPERIAL CRUISERS

Dictator Class Cruiser

Strengths: easy to build, excellent turret rating, heavy ordnance output.

Weaknesses: undergunned, expensive.

The Dictator is equal in measure to Mars class battlecruisers. Oddly enough, with its prow mounted torpedoes, the Dictator outdoes its heavier counterpart in the total ordnance it launches, being able to launch four fighter or bomber markers as well. Dictators are designed to help an Imperial fleet keep neck-and-neck with Chaos in the ordnance race. Its flaws are more those of the player than design. Many Imperial players pick up Dictators in an effort to match Chaos players with total numbers of fighter-type ordnance. They, of course, lose as the Imperial Navy simply cannot compete with Styx and Devastation class cruisers, especially when backed by a Despoiler. I have often heard Imperial players feeling cheated that way. The Dictator allows an aggressive Imperial player to seize the initiative with ordnance. When the formation of Imperial ships launches its torpedoes alongside waves of fighters and bombers, their opponent



is forced on the defensive to counter the massed waves of onrushing, shield-avoiding attack craft and missiles inbound on their fleet. The enemy must prepare for this inevitable deluge by launching fighters or risk taking a severe beating by a crafty Imperial player.

Gothic Class Cruiser

Strengths: heavy lance decks, inexpensive, easy to assemble, very effective against enemy escorts, firepower not diminished by aspect, damn cool looking.

Weaknesses: ineffective against other cruisers in duels, weak against the Eldar.

The Gothic class is one of two main Imperial vessels. It is in all respects a ship of the line and needs to work in tandem with a sister vessel, such as another Gothic or Lunar, to realise its full potential against enemy capital ships. Its no-nonsense outlook towards combat makes it very easy to use, firing last with its heavy lances. Many Imperial players have had their Gothic ships score impressive kill lists by virtue of always getting the last shots in on a targeted vessel. Overall, the Gothic is a very specialised ship. Use it well and enjoy!

Dominator Class Cruiser

Strengths: Nova cannon, heavy weapons battery armament, improved range options.

Weaknesses: no ordnance, requires 4 weapons batteries to build.

Not a true ship of the line, the Dominator is an odd ship in that it's one of the few equipped with a Nova cannon as standard. True, other ships like the Tyrant and Lunar may be upgraded to bear a Nova cannon, but to do so those vessels must sacrifice their prow torpedoes – quite a loss to an Imperial admiral.



Enemy ships cannot afford to stay at long range against Dominators, as the Nova cannon hammers them. Closing with the cruiser only brings them into range of the massive gun decks of the Dominator, along with any friendly ships close at hand. A favoured tactic is to force an enemy to close with the Nova cannon armed ship and, when they slip inside its range, let loose with all the torpedoes of its sister ships. Because of this, consider squadroning Dominators with a Gothic or Tyrant class cruiser (or possibly both).

Tyrant Class Cruiser

Strengths: long range weapons batteries, good firepower strength, Nova cannon & improved battery options.

Weaknesses: ranged weapons batteries weak.

The Tyrant class appears in many respects to be a variant of the Dominator for players that don't favour the Nova cannon. It provides all the advantage of the former's gun batteries but with added strength. Granted, the Dominator's options allow it to take same range batteries at a higher strength but at a sacrifice of the slightly longer range batteries on the Tyrant. The Tyrant essentially provides some reach for Imperial players that suffer from getting battered before closing with the foe. It has options enough to make it an improved clone of the Dominator but at considerable cost. This makes the Tyrant a rather unspecialised Imperial vessel, able to take on several roles but be master of none.

Lunar Class Cruiser

Strengths: inexpensive, jack of all trades, easy to build, awesome looking, underestimated, Nova cannon options.

Weaknesses: none appreciable.

Pound for pound, by far the most effective ship in the Imperial/Chaos cruiser arsenal. The Lunar class cruiser is a little miracle. It is unimpressive on paper, but by that very design, forces players to use it cunningly. The Lunar is very direct in its purpose – close with the enemy while firing ordnance, cross in front or behind and let loose with others of its kind. Two Lunar class ships working in tandem provides an awesome 12 torpedoes, 12 firepower and 4 lances to each side. With the option of upgrading to a Nova cannon, this beast becomes a hard-hitting leviathan, forcing enemy ships continually onto the defensive. The Lunar is also very easy to build. Each sprue frame comes with the parts needed to build the ship without encroaching upon another sprue. Very affordable, they should form the bulk of any Imperial fleet over 1,000 points. Any fleet worth its salt has at least one Lunar on its roster, most should have two.

BATTLECRUISERS

Overlord Class Battlecruiser

Strengths: Long range, heavy turret options, good weapons strength.

Weaknesses: expensive, requires 4 weapons batteries to build.

There is no going wrong with an Overlord class battlecruiser. It is a very self-sufficient vessel; something of a rarity in the Imperial list. It can stand and fight unsupported for a turn or two and batter an opponent in a one-on-one duel, something most Imperial vessels struggle to do. Between the Overlord and the Mars, the Overlord is the safer choice, though the Mars provides a gamble many veterans are glad to take.

The only telling flaw of the Overlord is that it isolates itself from the rest of the Imperial fleet with its long range guns. It often wants to begin firing broadsides into the enemy fleet sooner than its shorter ranged counterparts. Up close it fares little better than a Lunar for half again as many points. However, it escorts a Retribution or Emperor class battleship beautifully, as both ships are able to reach out and smash the opponent at range. Against Eldar, it is also equally invaluable, providing a null zone into which the pirates are loathe to send their cruisers until the Overlord is neutralised.

Mars Class Battlecruiser

Strengths: carrier, Nova cannon, improved gunnery option, inexpensive for abilities, excellent ranged weaponry.

Weaknesses: undergunned up close, expensive.

The Mars is everything an elite Imperial commander could want. It has attack craft, it has range, it has lances that allow it to fire while closing and it has a Nova cannon. It is a hard-hitting little monster that, in the hands of an experienced player, is a real tough nut to crack. There's no easy way to take out a Mars cruiser with a conventional fleet. If the Mars has a weakness, it's that it is no better than a Lunar class cruiser up close, as far as gunnery is concerned. Its waves of attack craft will still maul any ship that gets too close, however. Closing with it is a pain under the continual barrage of the Nova cannon and the accompanying lances. Under escort, the Mars often forms the core of a small Imperial fleet and makes an impressive flagship.

CHAOS CRUISERS

Slaughter Class Cruiser

Strengths: very fast, heavily armed, inexpensive, easy to build.

Weaknesses: short-ranged, too fast.

No other class of ship have I seen so often ill used in a Chaos fleet. Many players get caught up in just how quickly the Slaughter can move and halo them with a couple of escorts and go straight for the enemy's throat ahead of their entire fleet. Of course, the Slaughter does an impressive amount of damage and then gets crippled, reducing its effectiveness to something comparable to a slightly damp cloth. I have found that a Slaughter is best used by keeping it behind a Chaos fleet and using it to follow up attacks rather than leading them. Only once the enemy has finally closed with the Chaos fleet does the Slaughter jump into the fray, becoming an immediate mobile reserve. The Slaughter has an impressive amount of weaponry (14 firepower from combined fore and side weapons batteries backed up by two lances) and pouncing on a straggler or jumping an annoying squadron of escorts can be crucial during key turns. They

can also keep harrying the opponent once a ship is finally crippled, racing past sheltering ships to put the deathblow to these wounded vessels.

Murder Class Cruiser

Strengths: long range lances, respectable firepower.

Weaknesses: painfully 'average', requires four gun batteries to build.

The Murder class cruiser is very much like its Imperial counterpart, the Lunar. One's not bad, two working in tandem are incredible. If you have one, get a second and keep them working together, even squadron them if you want (I do!). The long range lances to the fore do not do much until they're backed by a second ship that can reach out that far. A second Murder easily does so, providing the punch of a Gothic class cruiser, but at a 60cm range. If the enemy closes, the combined firepower of 20 that the pair can bring to bear is nothing short of intimidating. The Murder class is a workhorse. It is the master of no art, but it is a very worthwhile vessel.

Carnage Class Cruiser

Strengths: heavy firepower, good range.

Weaknesses: no lances, requires 4 gun batteries to build.

The Carnage class cruiser is a dream to any player that has been frustrated by the Eldar. With the ability to reach out as far as 60cm with weapons battery fire, it seems almost cruel to those pointy eared gits. Up close, the Carnage is absolutely brutal with its potential of 16 firepower to one side. The Carnage, however, suffers from some key problems. The first is that it is yet another Chaos ship that requires the use of gun batteries to build. Second, some Chaos players find them less effective against seasoned Ork and Imperial players, who are less likely to flinch when the gruesome amount of firepower is brought to bear against their armoured prows. A newer opponent might brace, even at extreme ranges, but against high armour values (6+), the Carnage suffers somewhat. It's key to get around to the rear of an enemy vessel and pound them to dust to get the most out of the ship's guns. Still, for those that like a theme, the Carnage is vicious. Downing your first Eldar cruiser will make it all worthwhile...

Devastation Class Cruiser

Strengths: long range lances, inexpensive carrier, excellent turret rating, doesn't require gun batteries to build.

Weaknesses: undergunned at distance the Devastation is comparable to the Lunar class Imperial cruiser in overall effectiveness. Both ships launch a similar spread of ordnance (though the Devastation can boast a more versatile variety), and have similar weapons

displacements. The Devastation is purely a fleet-support carrier; a hybrid that sacrifices considerable distance firing that's so key to the Chaos fleet for ordnance. Just remember what you're giving up when you take a Devastation.

HEAVY CRUISERS

Archeron Class Heavy Cruiser

Strengths: heavy lance output, good turret rating, easy to build.

Weaknesses: undergunned in one on one duel.

The Archeron is a support ship, very comparable to the Gothic class cruiser. At 45cm, its four lances and 6 firepower which can be brought to bear on one flank do not seem like a lot, but it's substantial enough to bear in mind when choosing a Chaos fleet. The Archeron is, simply put, a poor-man's heavy cruiser. There is nothing spectacular about it, but it does provide the Chaos fleet with some badly needed lance support.

Hades Class Heavy Cruiser

Strengths: excellent fleet support ship, good forward lance strength, inexpensive for power.

Weaknesses: requires weapons batteries to build.

Everything that applies to the Murder holds true with the Hades. The Hades is essentially a 30 point upgrade that provides an extra pair of lances with good fire arcs. At range, this equates to some wonderful closing shots with the enemy, particularly if the Chaos fleet takes its time closing the gap. In ship to ship duels, the lances (particularly when locked-on) can provide that nice knock out punch. When backing Murder or Carnage class ships, the Hades shows its worth.

Styx Class Heavy Cruiser

Strengths: heavy ordnance, long ranged weapons, good weapons strength.

Weaknesses: often forced to be Chaos fleet's flagship.

The obvious merits of the Styx are that it allows a Chaos player to launch a large amount of ordnance at an affordable cost. The Styx is a remarkable vessel, with an impressive array of support weaponry with excellent range. This allows it to stay at deliberate range from the enemy while continually launching support elements in the form of either offensive (bombers) or defensive (fighters) ordnance. The only catch seems to be that the Styx is somewhat expensive. The cost may not be so readily apparent at first until placing the Warmaster within the fleet. The Styx is a very obvious target for any opponent, especially one that's keen to cripple the ordnance capabilities of their opponent. It often proves key to remove it as early as possible, and if isolated, the Styx cannot endure a duel with what's sent against it.

REGENTS OF THE FLEET

There is nothing, but nothing, that can stand up to the massive power of a battleship in Battlefleet Gothic. Over several turns, anything but a rival flagship will be pounded into dust. Their shields and armour and turrets are proof against almost all forms of single attack. Only en masse can they be brought low by the enemy ships. Their appearance is inspirational and frightening all at once. Their timely presence can easily turn the whole course of a game.

Admittedly, they aren't without cost, though it's strangely affordable. For the price of two cruisers (and the support of three others) a battleship can be fielded. This usually



limits their use to games of 1,500 pts or more. In smaller games they, like Titans in Epic, either dominate or never do enough to earn their keeping, making them a risky use of points. Ideally, at 2,000 pts or more, a battleship should be fielded though it isn't necessary to do so. They make spectacular flagships and always make their presence felt. Many players include at least one, if only as a centrepiece model. Like a Lord on a Monstrous mount in Warhammer Fantasy, they don't always hit the field, but they're available now and again.

So, without further adieu, the big ships:

Repulsive Class Grand Cruiser

Strengths: good armament, heavy torpedo salvos, good turret rating, low cost.

Weaknesses: slow, low shield & armour ratings.

The Repulsive is a dueling class of ship. Though lacking the defensive strength of a true battleship, it has the hitting power of most ships in that class. The Repulsive is a hunter of cruiser-sized ships, dominating them in size and strength. With a small 10 point upgrade, all of its gun systems have a 45cm range that can be brought to bear. It has the hitting power of a Slaughter class cruiser but with an additional lance. The impressive torpedo array to the fore gives them an ordnance threat, easily forcing an unwary opponent to brace for impact or risk losing (on average with most fleets) two hits from their ship.

Vengeance Class Grand Cruiser

Strengths: excellent gun range, strong shields.

Weaknesses: unimpressive armament, slow.

The first of a group of grand cruiser variants, the Vengeance is overall an unimpressive and unimaginative vessel. It is a workhorse style grand cruiser, very much a ship of the line rather than a definitive flagship. For those seeking a ship that won't overshadow their commander's vessel, the Vengeance is an excellent choice.

Retaliator Class Grand Cruiser

Strengths: well armed, well shielded.

Weaknesses: expensive, short ranged, small carrier capacity.

The Retaliator is essentially a shorter ranged Styx class heavy cruiser with better defensive capabilities at the sacrifice of carrier bays. The Retaliator is fully able to engage other cruisers in gun duels while launching its attack craft, its heavy shield and turret ratings providing proof against cruiser-sized armaments. However, it is an expensive ship and is unspecialised in its role.

Executor Class Grand Cruiser

Strengths: very heavy lance armament, good shields, inexpensive.

Weaknesses: relatively short ranged, underarmed in cruiser duels.

On its own, the Executor suffers all of the same problems as a Gothic class cruiser. With only lances making up its armament, it cannot damage enemy ships fast enough in protracted duels. Its short range means that it needs to get in close to ensure that its damage is telling. However, when the Executor is paired up with another Chaos ship, its weaponry becomes very formidable, allowing it to either knock down shields before the rest of the fleet opens fire with gun decks, or allowing it to get the killing blow on stricken vessels.



Desolator Class Battleship

Strengths: good lance armament, long range, very heavy torpedo strength, fast.

Weaknesses: undergunned, unmaneuverable.

The Desolator is the poorer choice of the two Chaos battleships. Unspecialised, its biggest advantage is the very long range of its guns and lance decks. Its speed allows it to keep the enemy at very long range while continuing to punish its advance. There should be little reason for it not to be on lock on orders from the get go, providing a continual barrage at the earliest moment. When the enemy finally closes, the Desolator can let loose a frightening amount of torpedoes which can cause even the most stalwart of players to swerve to avoid them. The Desolator is best backed by at least a squadron of escorts to provide some extra short range weapons battery fire and to prevent it from being swarmed.

Despoiler Class Battleship

Strengths: very heavy lance armament, very large launch bay capacity, good range, inexpensive for power, torpedo options.

Weaknesses: slow, awkward lance placement towards prow.

The Despoiler is a dream come true for most Chaos players. It is incredibly heavily armed and comes backed with a massive carrier output. At a glance, it loses one lance at 60cm to the Desolator, but gains an extra four towards the front at 30cm. Though these weapons have questionable use on a carrier, in the right hands, the Despoiler becomes a line breaker like the Slaughter. It is almost guaranteed that whatever vessel slips within 30cm

of the Despoiler will be smashed apart should the battleship bring its lance armament and attack craft to bear on the offending ship.

ESCORTS vs ORDNANCE

Escorts look wonderful on paper. They are fast, highly manoeuvrable ships that, when squadroned together, can provide devastating volleys of gunfire. They are also small targets, difficult to hit with even the potent gundecks of a cruiser. Concentrated bursts from a single capital ship might smash apart a single escort caught unawares. It might take the guns of the whole fleet to successfully wipe out 200 points worth of escorts bent on absorbing as much gunfire as possible. Then why do we not see them very often in numbers? Where are the Swords and Iconoclasts that lurk in the wake of enemy capital ships, picking apart their shields so that the gunline can smash the stricken vessel apart? Where are the Cobras and Infidels with their torpedo salvos, forcing apart fleet formations and isolated scattered individuals?

They are put on shelves, in lieu of a preference towards attack craft.

Almost everything an escort can do, a bomber wave or assault boat can do just as well, if not better. Attack craft are harder to hit (last column on firepower chart and requiring 6s to hit with everything but bombardment cannons). They can do catastrophic amounts of damage, bypassing shields, upsetting weapons systems and eliminating the competition in one fell swoop. Escorts die in droves when facing their adversaries, the bombers and assault boats of the enemy. This makes them a better

defensive unit too, able to use fighters to counter torpedo ordnance or launch as attack craft to see off marauding destroyers and frigates. The only ships proof against attack craft are battleships, and then only just.

The ultimate argument in favour of attack craft, though, is cost. Though carriers do pay a premium for their arsenal of versatility, 250 points of escorts seldom matches up to a single Devastation class cruiser. A failed attack run with your escorts costs you Victory Points. A failed attack run with attack craft is just a test of the enemy's defences and will likely be followed up shortly.

When designed, carriers were never meant to dominate Battlefleet Gothic. It was hoped and intended that a fleet that was dedicated on attack craft could meet and engage any other fleet with considerable competitive success. Such isn't the case. When space-superiority is handed over to an opponent, invariably the rival fleet will spend most of the game on Brace for Impact orders, is paralysed to counter the fast moving escorts as its own are vaporised in turn. The line of gunships is forced into a defensive formation and they are picked apart by enemy firepower at leisure.

There has been talk for some time on how to bring the power of the gunships back into the game without overly damaging the core ordnance rules for Battlefleet Gothic. The main aim was to make escorts a viable choice for the various fleets (other than Eldar). Eventually, an experimental rule has taken shape, as published in the Battlefleet Gothic 2002 Annual. The fleet may have only as many attack craft ordnance markers on the board as it has carrier decks. Take Bill's fleet as an example. With a Styx



and two Devastations (6 decks on the Styx, and 4 on each of the Devastations), that gives him a total of 14 launch bays. This means that in any point in time, he may only have a maximum of 14 fighter/bomber/assault boats active on the board.

This prevents carriers from building up impossible to counter waves of attack craft, making the game degenerate into an arm's race where one side hopes that the other will roll doubles on a Reload order. Anyone that has faced an Eldar carrier fleet of doom knows the dangers inherently of entering that pitfall. It becomes a slow game of trying to keep capital ships from moving, keeping distances apart while launching wave after wave of markers for one final, crippling assault while still keeping the hitting power of attack craft in the carrier's arsenal.



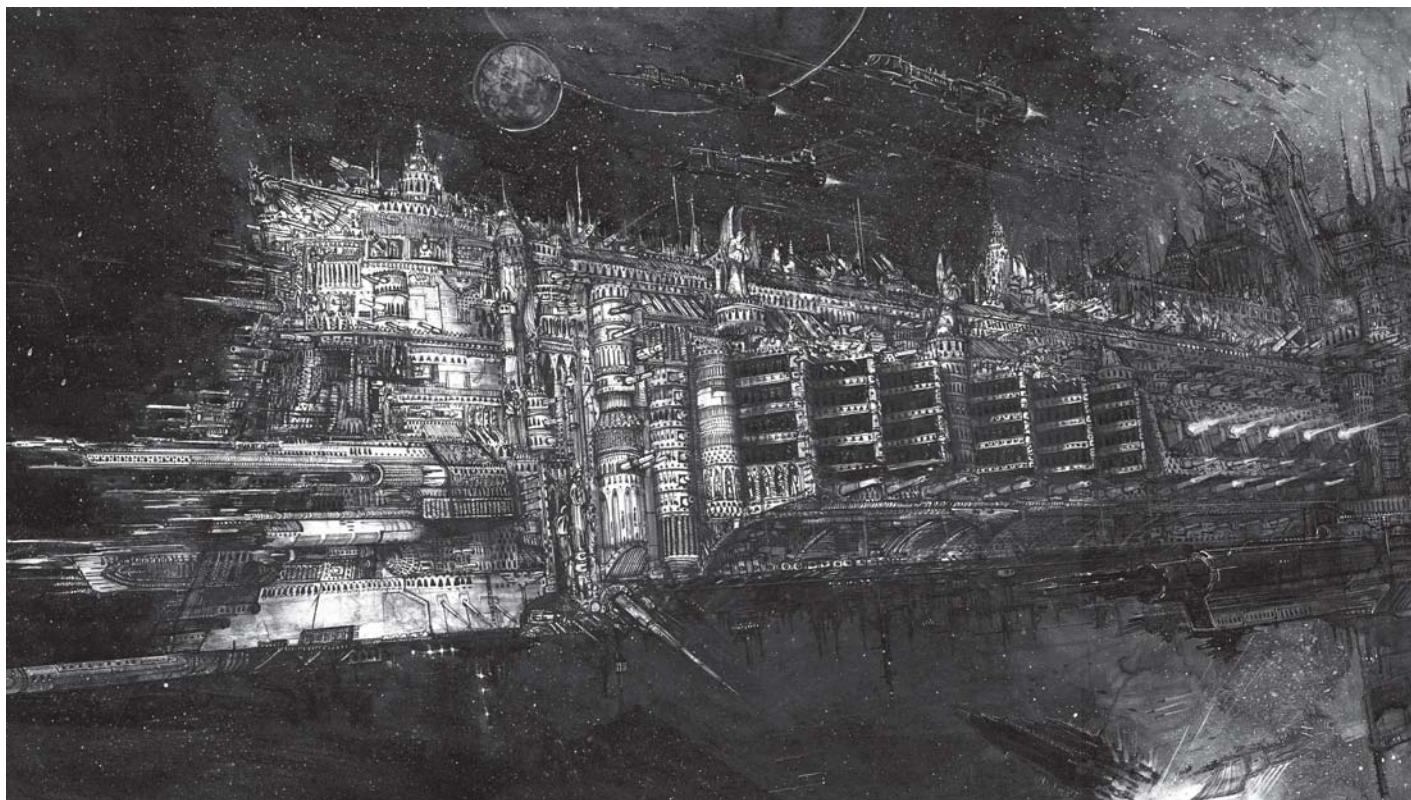
TORPEDOES IN A CHAOS FLEET

In Battlefleet Gothic, there are few things as inspiring or frightening as a 2,000+ point Imperial fleet advancing through the gunfire of the enemy and then each and every ship of the line launching their torpedoes. With some 48+ torpedoes streaking towards the enemy lines, the battle suddenly changes course. The Imperials are now on the offensive, the enemy is often sent reeling. Either they

brace for impact, swerve to avoid, or pray they have enough counter-ordnance to meet the threat. In any case, the initiative is in Imperial hands.

Now who wouldn't want to get a piece of this? I maintain that Imperials aren't played very often because they really come into their own in larger games, where there's the promise of just too much ordnance for the enemy to counter. Letting a 2,000pt Imperial fleet get within 30cm of your main gunline is a recipe for disaster. Most opponents know it and are wary of it, again passing the initiative to the Imperials in these larger games. Throw in a couple of Nova cannons and you make it impossible for them to stay out of torpedo range.

This is probably where the appeal comes from for Chaos players. The option of torpedoes, after seeing how effective they can be for their Imperial counterparts, often makes them look at their own fleet list and see where the options lie. For the Chaos fleet, there are four main classes that can provide the torpedo support they are looking for. Three are in the larger ship classes: Desolator and modified Despoiler class battleships and the Repulsive class grand cruiser. The last is an escort option, the Infidel class raider. Because of the cost and requirements of fielding such large vessels, usually only the Repulsive will join the fleet list with any regularity. The Infidels are, thus, the easiest choice for Chaos players aspiring to add an extra bit of ordnance to their fleet.





A wave of two torpedoes costs 40 points with an Infidel. To match the Imperial equivalent, that's at least three escorts (120 points for six torpedoes). This adds up to about the same as a Dauntless class light cruiser – overall not too bad a price. There's a catch, however. Though the escorts have but one hit less than the Dauntless (more or less: 3 shields and 3 Structure Points total in the squadron, vs 1 shield and 6 Structure Points for the Dauntless), weaponry fired their way is invariably always more telling, but that's the usual plight for escorts. Thus, through the Infidels, it's easy to include torpedoes in a Chaos fleet, but there are some catches to getting the most out of them.



Torpedoes work best against Chaos, rather than for them. Their 5+ armour rating from every quarter makes them ideal targets for torpedoes. Against their enemies, they have questionable uses. Imperials and Orks have 6+ armoured prows. The Space Marine enjoy the same rating all around as do the Necrons. Tyranid spores are proof against torpedoes. Eldar annoyingly skip out of the way with their 2+ save. So how can a Chaos player make them work for him?

Here's the ideal tactic: Wait until your opponent swings his ships to bring his side batteries to bear and then punish him with short ranged torpedo strikes. Infidels are thankfully quite quick and you needn't wait for this opportunity. However if they're isolated they will be picked off in short measure. It's best to wait for the opponent to begin to swing his guns to bear and then race your Infidels to the end of his gunline. Slip behind the last

cruiser and then fire torpedoes up his exhaust ports. If they don't strike that cruiser, they will strike the exhaust ports of the next, and then the next, and so on. With luck, you might induce that one ship to brace for impact or even damage it severely.

Chaos battleships and the Repulsive grand cruiser also enjoy torpedoes. I have found that this is usually an afterthought to their weapons batteries. Unfortunately, I have seen their ordnance used ineffectively, launched at extreme ranges only to be easily avoided or snuffed out by a single fighter counter if it was well placed. The ideal use of their torpedoes occurs when the battleship bullies its way into the enemy gun line. While its dual broadsides wreak havoc, it launches torpedoes at a third enemy vessel caught to the fore. With a little luck, it's possible to damage three ships at once.

There's one thing to keep in mind: The Chaos fleet is based around long range guns and ordnance. With torpedo craft lurking within your fleet, that is one more special order that needs to be taken care of. In smaller games, you will not feel it so much. However, when your entire fleet has demands, the torpedo ships can often be left waiting in favour of assault boats and fighters, lock on orders and manoeuvres.

Author

Adam Brown works for Games Workshop Canada and is currently a staff member at the Battle Bunker in St. Laurent, Ottawa. Any of our Canadian readers should pop in and say hi. Adam is a keen player of all Games Workshop games, and has been an enthusiastic Battlefleet Gothic admiral since the game's release.

Further Information

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

More BFG

Turn to page 14 for the second part of Doom of the Eldar.

Websites

www.BattlefleetGothic.com



REIKLAND REAVERS

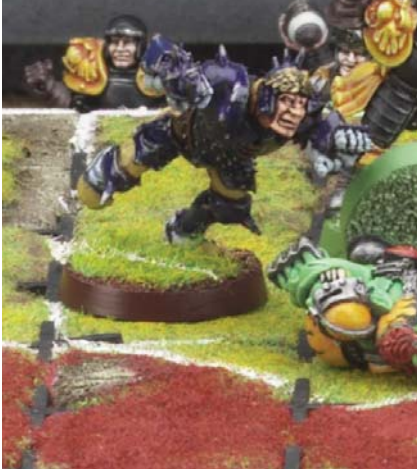
The Reavers were formed almost a century ago, in 2389, when a vacant franchise came up in what was then the Oldlands Conference. Known during their first few years as the Altdorf Acolytes, the team quickly established their reputation for great skill and ability, as original owner DD Griswell Snr poached and bought up the best players throughout the western lands! This policy of marrying awesome buying power with the best money can buy has seen the Reavers in good stead throughout their long life. Today, under DD's great-grandson JJ Griswell Jr, the Reavers are probably the finest all-round team in the AFC.

2389 Altdorf Acolytes formed by business consortium in association with the people of Altdorf. Make their base at the Griswell Memorial Stadium. Thanks to the sterling efforts of head coach Johann Weisshaupt and the large chequebook of DD Griswell, in their first season they come fourth in the Whiteskull Challenge Cup (now the Chaos Cup).

2396 When the Griswell Memorial Stadium collapses during a storm (amid rumours of paybacks and cost-cutting by the firm who built it), the team changes its name to the Reikland Reavers and sets up home at the new Altdorf Oldbowl. No one is quite sure where either of those names comes from, but both help the Reavers to their first cup win, beating the Wüppertal Wotans in the final.

2399 Legendary match against visiting Dwarf Giants team ends in uproar when it's discovered that each team is using its own version of the rules. Game abandoned at 17-4.

Reavers' Star Player and Team Captain Griff Oberwald



2411 DD Griswell Jr takes over as owner of the team on the death of his father. Head coach at this time now Blind Willy Müller. Reavers slump to their worst placings ever. Müller reputed to have got the job through blackmailing DD Jr over some rather indiscreet moments with the entire Reaver's cheerleading squad.

2432 Reavers start the first season of a fourteen-year low patch when eleven members of the first team are infected during an injudicious Nurgle's Rotters game. Transfers of eight players to the Subterranean Slimeballs helps ease the crisis, but the loss hits the Reavers hard. DD Griswell Jr replaced by son JJ Griswell Snr.

2468 JJ Griswell dies after getting too close to the sidelines during an Asgard Ravens fixture, and is replaced by current owner JJ Griswell Jr. New head coach Helmut Zimmer arrives soon after, and institutes his 'New Order' of training and preparation.

2485 Reikland thrash the Darkside Cowboys to win Blood Bowl XXIV, but only after surprise substitute Orlak Stürmdrang replaces fatally-injured captain, Wolfram von Beck, after only ninety seconds. The legendary Zug sets up his still-unbeaten Most Opponents Bitten In One Match record.

2487 Griff Oberwald (incidentally, Stürmdrang's half-cousin) replaces Orlak as team captain after his predecessor finds the pressures of running the team and posing for the girls as an all-round Blood Bowl megastar too much. The team go from strength to strength, winning their fourth Blood Bowl.

(Former) Conference: AFC
(Former) Division: Central
Team Colours: Blue and yellow
Symbol: Skull and blade
Owner: JJ Griswell Jr
Head Coach: Helmut Zimmer
Home Stadium: The Altdorf Oldbowl (capacity 71,411; surface astrogranite)
Players: Humans

2487 The Reavers are one of the few teams to survive the collapse of the NAF unscathed, thanks mainly to the astute financial planning of team owner JJ Griswell Jr.

Present The Reavers silence sceptics who said they couldn't adjust to the new style of the open tournaments by coming back to win Blood Bowl XXXI in a hard fought final against the Marauders.

Behind the Scenes

Behind every good (and bad!) Blood Bowl team there's a large team of very highly skilled professionals who handle everything except the actual playing of the game. The Reikland Reavers, for example, include the following 'backroom boys':

Management: At the very top there's owner and president JJ Griswell Jr, together with his staff of eleven directors, yes-men and secretaries. These follow JJ everywhere, noting down any important decisions, ideas or pearls of wisdom which may fall from his lips as he strides through the stadium sacking people. Behind this lot are a further ten financial, legal and administrative staff who handle the day-to-day running of the club.

Coaching: Helmut Zimmer has the responsibility of getting the team in peak fitness, assisted by ten further specialist coaches and two assistants. The specialists each teach and train the players in one particular aspect of the game, be it throwing, catching, maiming, throttling or whatever.

Health: The Reavers employ a medical team of four apothecaries and healers, and also have a full-time counsellor (and lawyer) whose job it is to look after the players' well-being between matches, or in the Reavers' case to bail them out so they can play the next day!

Public Relations: This department employs eighteen people, whose various jobs include producing the programmes and club magazines and selling tickets. They also organise the half-time entertainment and train the team of 26 cheerleaders, the Reavettes (and their two bodyguards!).

Add to this number all the locker room boys, equipment cleaners, washerwomen, crowd security men, bar staff, merchandise sellers, rat-on-a-stick vendors and general hangers-on and dogsbodies, and you've got much more than just a team of 11 battle-trained psychos!

Griff Oberwald

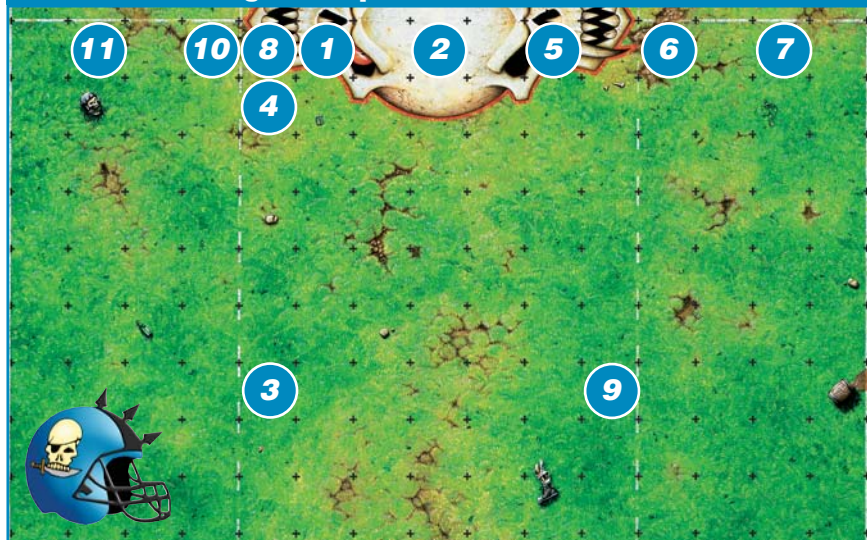
It isn't often that Head Coach of the Reikland Reavers, Harry Zwimmer, has a nice word to say about any other human being, but it is recorded that when he first saw the young Griff Oberwald play, he actually declared: "Zat boy is almost above average!" Such immense praise from the tight-lipped coach was only the first in a great many compliments paid to the young superstar from Streissen, who has since been called "Griff the godlike!" (Spike! magazine), "Phew! what a scorer!" (Middenheim Mirror) and "The greatest single gift to our profession since Morg'th N'hthrog first bit a Goblin's head off in the Chaos Cup!" (Undertaker's Gazette). High praise indeed.

The young Oberwald first came to the attention of Reavers fans in his first game for the team at the end of 2483, in which his ferocious tackle play garnered him three ears, a nose and a two-match suspension. Undaunted by this minor setback, Griff gained a permanent place in the Reavers' first team, where he battled his way through the lines alongside his half-cousin and team captain Orlak Stürmdrang. A quite remarkable second season for the Reavers earnt him a precious Best Newcomer Medal, and culminated in his scoring the winning Touchdown against the Darkside Cowboys in the full-scale rout that was Blood Bowl XXV.

Oberwald's qualities are those of the classic Blood Bowl hero. He's tall, super-fit and strong, with a grace and co-ordination that can leave most other players standing. Instantly recognisable across a murky Blood Bowl field by the usual splattering of gore across his kit, Oberwald cuts a very dashing figure and it's no surprise the girls go wild when he has the ball in his capable hands.

At the beginning of last season, after leading the Reavers through some of the best years in their 91-year history, captain Orlak Stürmdrang decided to step down from the post and return to simply being a player. There was only one man to replace him, and Oberwald duly started the second match of the '87 season as team captain. He immediately made his mark on the team, driving them harder than ever with startling results. Reikland finished the year as Blood Bowl champions yet again, and Oberwald was voted AFC Player of the Year by a panel of his peers. Quite simply, this young man is a star!

Reaver's Starting Line-up



Hall of Fame

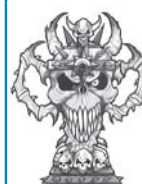
Walter damm Kempft

Erdrich Holstein

Coach Johann Weisshaupt

Jules Winder

Team Honours



Chaos Cup Winners
2396, 2399, 2400,
2401, 2402, 2403,
2405, 2412, 2422,
2423, 2424, 2425,
2426, 2427, 2448,
2461, 2463, 2470
2498



Blood Bowl Winners
2471
Blood Bowl XI
2479
Blood Bowl XIX
2485
Blood Bowl XXV
2487
Blood Bowl XXVII
2491
Blood Bowl XXXI
2499
Blood Bowl XXXVIII

Reavers' Starting Eleven

- 1. Griff Oberwald**Captain
- 2. Zug**Blocker
- 3. Jacob von Altdorf**.....Thrower
- 4. Gregor Meissen**.....Catcher
- 5. Ritter von Baum** ...Lineman
- 6. Ziggi Abschuss**Lineman
- 7. Ivan Kellhooper**Lineman
- 8. Hans von Broken**..Lineman
- 9. Fat Mittbrot**.....Thrower
- 10. Pieter von Gullet**....Blocker
- 11. Matthias Meier**.....Blitzer

Substitutes

'Fast' Ben JansenCatcher
Luigi di PassellaLineman
Helmut RoksteinBlocker
Gerhard Linebreaker..Lineman
Jean-Paul Mussen.....Lineman



Spike!magazine

Team Rating

321

TREACHEROUS CONDITIONS

By Andy Chambers

The Underhive is an ever-changing environment: sludge flows and sump overflows can turn dry ground into swamp in hours, lighting failures can plunge whole areas of the hive bottom into darkness and the ground can suddenly fall away into a bottomless pit. Worst of all, terrifying hive quakes shake the whole area as the massive structure of the hive above slowly settles on its foundations.

The Treacherous Conditions rules in this article bring just some of the many dangers of the Underhive into your games of Necromunda, and can be used in almost all of the scenarios in Necromunda. The one exception we came across is the Shoot-out scenario which takes place inside a settlement or a drinking hole, where the only really treacherous conditions are in the kitchens!

Both players can agree not to use treacherous conditions if they want (wimps!) but otherwise they must be rolled for even if only one player wants to use them.

Roll for treacherous conditions after the scenario has been chosen and the terrain has been placed but before players set up their gangs. The table uses a D66 roll in the same way as the Serious Injuries chart in Necromunda. Roll two dice: the first roll represents tens and the second units, so a roll of 1 and 5 is 15, 6 and 3 is 63, and so on.

Ratskins

Ratskin Scouts and Ratskin Renegades are immune to all the effects of treacherous conditions. Ratskins are born and bred in the dangers of the Underhive so they learn how to avoid them or die at a very early age.

11-16 BUBBLING SLIME

Something extremely nasty has bubbled up from the Sump...

11 Sea of Goo

A thick layer of stinking black slime covers the entire tabletop. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway, and moving is extremely difficult in this glutinous slime. Movement is restricted to 2" per turn when wading. Models can't double their movement by running or charging in the goo, as the disgusting stuff is too thick to move fast through. Gantries and walkways aren't slimy so models on them aren't affected by this rule.



12 Sludgy Surface

A thin layer of luminous green slime covers the tabletop. Models may move as normal but if they double their movement by running or charging in these conditions they must roll equal to or under their Initiative on a D6 or they will slip over and count as being pinned. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

13 Slimy Film

The whole area is covered with a horrible thin film of slime but it is nothing more than an annoyance. Continue the fight as normal.

14 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once a huge gunk tank of some kind but has long since been drained. Carry on with your fight as normal.

15 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew forth the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of the edge of a structure or walkway. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect. Models that attempt to use tunnels or vents to sneak around the opposition must roll a D6 each: on a roll of 1, 2 or 3 they are driven back from the gunk tank by rising slime and do not fight in the game at all.

16 Pit of Despair

The entire level of the tabletop is covered with a seemingly bottomless layer of sludge. The whole game must be fought on the higher levels, though any models that fall from gantries and walkways onto the tabletop will not suffer any damage as their fall is cushioned by the sludge. Unfortunately, the model must also roll equal to or under their Strength on a D6 at the start of each of their turns. If they succeed, they can move at 2" per turn to the nearest gantry and climb out. If they fail, the model is automatically swallowed and suffocates in the thick sludge (gloop!). Any equipment or weapons carried by models drowned in the slime is lost.

21-26 HIGH WINDS

Your fight is taking place near an intersection of gigantic air tunnels that feed cleaner air around the hive. Large domes can also generate their own micro-climates which create powerful air vortices in the right conditions. These swirling winds can make conditions on the gantries and walkways extremely dangerous.



21 Howling Winds

The winds are so powerful that no one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more shelter. Players may not use vents to work their way around their opponent in howling winds.

22 Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially over distances. Anyone firing a weapon at long range suffers an extra -1 to hit penalty. Because of the difficulties in holding a bead on their target, models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

23 Steady Air Flow

It's windy, but hardened gang fighters are used to such difficult conditions and can fight on as normal.

24 Fans Down

The gigantic fans that drive the air around the wind tunnels are either switched off or just not working at present. Continue your fight as normal.

25 Blown Away!

Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must roll equal to or under their Strength on a D6 at the beginning of each of their turns to remain standing. If the roll is failed, the model is pinned and may fall if it is within 1" of the edge of a structure or walkway.

26 Hang on to Your Hoods!

Powerful, blustery winds make shooting especially difficult. Models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty. Because of the difficulties in holding a bead on their target models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.



Same old story: a couple of rats and the girls run away screaming...

31-36 TOXIC FOG

The Underhive is an extremely unhealthy place to live. The mixture of heavy industry, squalid living conditions and fumes from the Sump combine to create clouds of noxious fog that drift around the Underhive. As well as being nasty to inhale, toxic fog hampers vision, particularly at long range, masking fighters behind rolling clouds of vapour.

Models that don't have respirators or filter plugs may be poisoned by toxic fog and unable to fight. Roll a D6 for each model without such protection before set-up: on a 1 the model may not fight in the game but is still able to collect income, inventory and so forth afterwards.

31 Pea Souper

Billowing clouds of greeny-yellow fog drift through the Underhive. Vision range is reduced to a maximum of 10". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

32 Thick Fog

Clouds of fog make the going tough. Vision range is reduced to a maximum of 16". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

33 Fight On

The fog clears for a while enabling you to continue your fight as normal.

34 Conditions Normal

The fog has drifted to another section of the Underhive and won't affect your fight.



35 Patchy Clouds

Drifting fog hampers your fight. Vision range is reduced to a maximum of 20". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

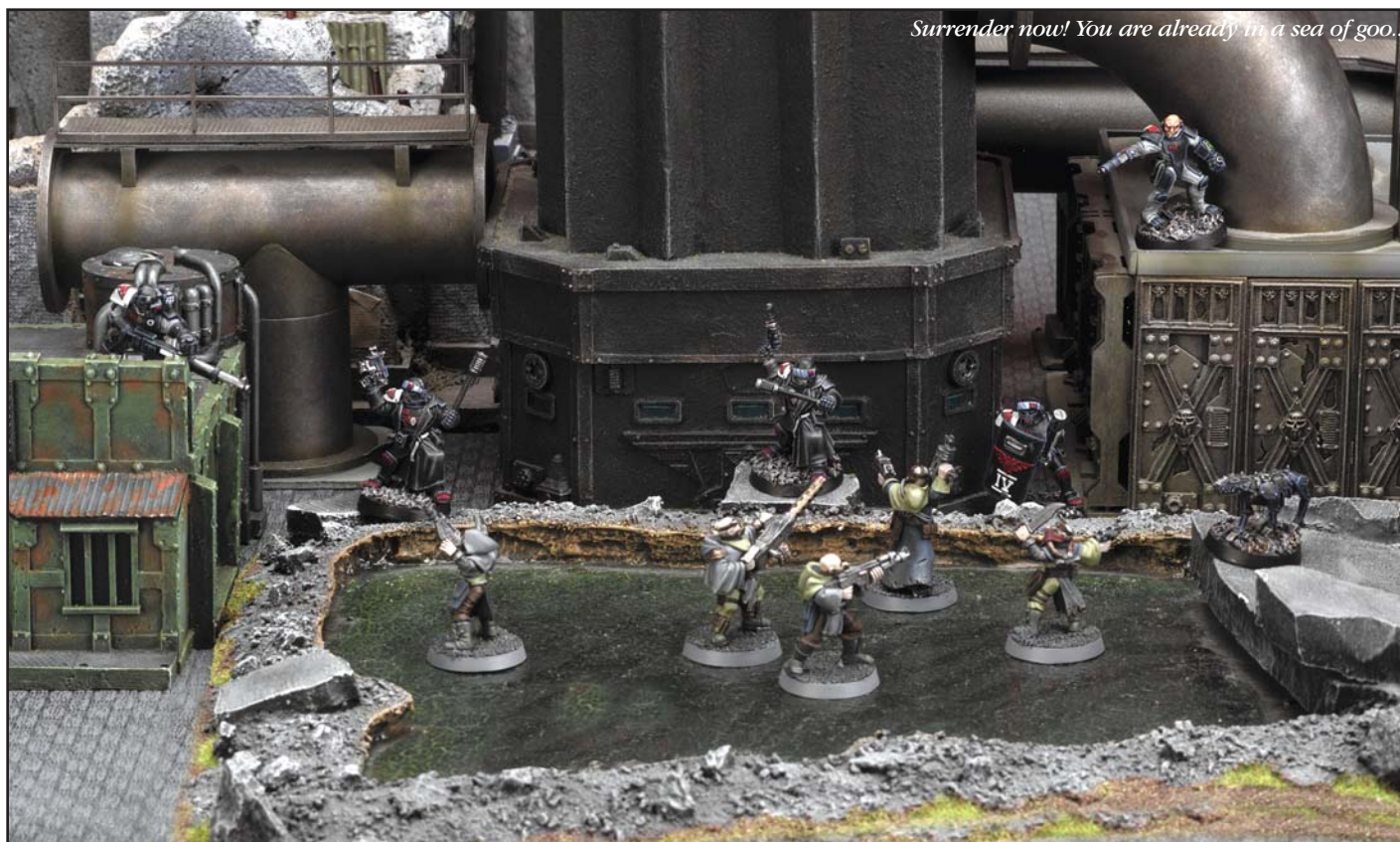
36 Charge!

Both gangs were ready for a scrap but a thick orange fog descended a couple of hours ago. Both gangs are about to retreat when the fog suddenly lifts. One gang takes advantage of the situation by quickly advancing on the enemy.

Both players' leaders take a Leadership test on 2D6. The player who passes by the most may set up his models again, now within 12" of the table edge and automatically gets the first turn. Re-roll in the case of a draw. If both players fail their tests, they miss their chance to take advantage of the situation and proceed with the game as normal.

41-46 BAD LIGHT

The Underhive is a dark and dingy place at the best of times, and the variable lighting conditions can affect the fighting. Models equipped with infra-red goggles and sights are unaffected by bad light. Models with photo-visors or contacts can see at double the maximum vision ranges in bad light.



41 Pitch Black

This section of the Underhive is so badly lit that visibility for shooting is down to a maximum of 8". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

42 Grim Darkness

This badly lit area means targets are only visible within 16". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

43 Gloomy

You can see well enough to fight on as normal.

44 Shadowy

The lighting is poor, but you fight on as normal.

45 12 O'clock High

Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge.

46 Long Shadows

Plenty of hiding places amongst the long shadows enables all players to run and hide in the same turn.

**51-56 SWARMS**

The Underhive is prime breeding ground for all sorts of nasty life forms: insects and rats do particularly well in the squalid conditions. Underhive fighters are used to avoiding or killing dangerous creatures most of the time but some areas are literally teeming with life. Beastmaster Wyrds (which we will cover in a later issue) are never affected by Swarms.

51 Carrion Bats

Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a Leadership test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of the edge of a structure or walkway.

52 Plague of Flies

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. All models shooting suffer a -1 to hit penalty for the whole game. The distraction caused by the flies also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

53 Cockroaches

A carpet of scuttling red cockroaches covers the ground, but they don't affect the fight.

54 All Clear

There's nothing nasty in the area. Continue the fight.

55 Rats

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and also give you a nasty bite. This is especially annoying when you're in hand-to-hand combat. Any models in hand-to-hand combat must count rolls of 1 and 2 on their Attack dice as fumbles. The distraction caused by the rats also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

56 Big Rats!

These are mean and nasty. Thankfully there are not as many of them as there are of the smaller ones. Each player rolls a D6 for each of their models. On a roll of 1, the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the model's BS and WS by -1 for the duration of the game.

61-66 SPECIAL CONDITIONS

Some of the most dangerous hive conditions occur quite rarely, making them all the more deadly because fighters aren't ready for them.

61 Acid Rain

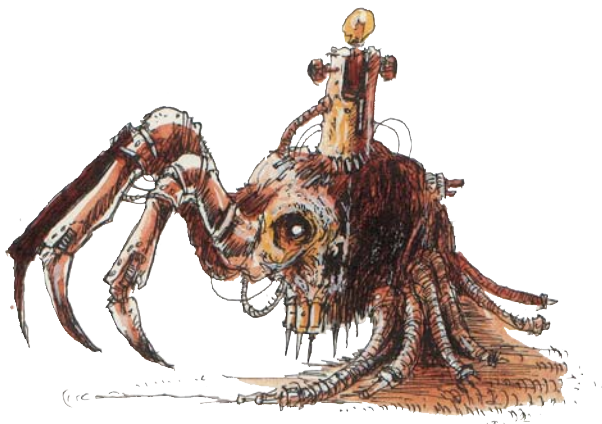
This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for any models out in the open at the start of the game. On a roll of 1, the model is burned by acid and must pass a Leadership test or go out of action. However, all models that fight on valiantly are left with 'Impressive Scars' as described in the Injuries section of the Necromunda rulebook. The acid rain slows to a trickle as the game begins and has no further effect on play.

62 Methane Gas

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them.

Any model in cover who shoots and rolls a 1 on their dice to hit sets off a gas pocket, which promptly explodes with the same effect as a frag grenade centred on the firing model. Models out in the open will not trigger gas pockets.





63 Choking Gas

Noxious, sulphurous clouds of gas rising from waste chemicals pervade this area, making fighters choke and cough. Both players roll a D6 for each model at the start of the game. If the roll beats their Toughness (models with respirators or filter plugs get a re-roll) the model has been affected by noxious gas and stumbles around in a daze, fighting to remain conscious. Roll the Scatter dice to determine which way they stumble. Each model affected stumbles D3", if they fall they suffer damage as usual. Once the bullets start flying, fighters recover their wits sufficiently to ignore the gas so it has no further effect once the game is underway.

A Van Saar gang fights the Spyrer Patriarch during a terrible hive quake!



64 Ash Layer

A thick layer of choking ash and clinker from the forges above covers the area. The ash layer counts as difficult ground and restricts movement on the tabletop to half its normal value. Structures, walkways and gantries are clear so they are unaffected.

65 Massive Electrical Discharge

The gigantic hives on Necromunda have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. Unfortunately, this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground.

Roll a D6 for each model once both gangs have set up. On a roll of a 1, the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits inflicting 1 wound each.

66 Hive Quake!

The Underhive is an unstable place and many gang fighters end their careers under piles of falling rubble. After set-up, each player rolls a D6 for each of their models. On a roll of a 1, the model is buried under a pile of rubble and goes out of action immediately! What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this, make a second Treacherous Conditions roll once the hive quake itself has been resolved.





The Province of Reikland

By Nicodemus Kyme



"Ah, Reiklanders, the finest of men! Disciplined, magnificent archers and good, solid warriors! Reiklanders need the best leaders, so you'd better shape up boy! For these warriors are good at almost all the skills of war, and they are more likely to hold their nerve than others in Mordheim..."

Luthor Wolfenbaum.

Personal log of General Claus Steinbad of Reikland

2nd Kaldezeit

"Winter still holds us in its grip, the roads through Reikland beset with drifts and icy hail. With the onset of the heavy weather many of our provincial troops have been sent home. What few remain garrison our watchtowers and barrack houses. Despite the terrible weather there is still no respite from the running battles in which our great province, the noble land of our Count Siegfried, is embroiled.

At Carroburg a small force of Middenland raiders persist with their attempted incursions into the Reikland. From here, at the fortress of Helmgart, I heard reports of their savagery. They are madmen, more akin to the cursed Kurgan tribes beyond Kislev than true men of the Empire. Barbarians and curs, they were put to flight. A force of Carroburg Greatswords, their ancestral hatred of the Middenlanders still strong, and a commission of fifty Wissenland spearmen paid for from the Imperial treasury, bolstered our own troops at the border to repulse an attack by a bandit of some repute – Wulgan and his so-called, Red-scar raiders. That lap-dog of

Ulric, Mannfred Todbringer will find his lackeys bloodied and beaten when next they return to Middenheim.

Upon the same day, and to the west, the false Empress of Marienburg sent her pompous rogues to harry trade upon the Reik. Captain Steingart of the Reikland Swordsmen is detailed in his description of these whoreson dogs, who hide their true cunning and viciousness beneath foppish finery and fancy tailoring. But death is death, whether it is by a jewelled sabre or rusty broadsword. I find myself with grudging respect for these villains. Upon this news, I doubled patrols there, sending a group of militia hired from the Border Princes to expel the merchant fops decisively. There were some casualties; the Reikland Swordsmen were reduced to a third of their original number. I visited the site personally, the earth churned with Imperial blood, and for a moment it seemed like madness, but when I noted the tattoo of the Freetraders upon one of the fallen attackers, my anger was renewed. Despite the efforts of these Marienburg scum, trade is flowing upon the Reik once more."



5th Kaldezeit

"We are beset on all sides. I heard four days ago, upon travelling back to my garrison at Helmgart, that a group of our own finest Reikland marksmen and local militia, with conscripts from Grunberg and Kemperbad, repelled a force of Stirland swordsmen and halberdiers. The arm of von Carstein has grown long indeed, as has the lord's ambition. A dark cloud hangs over that realm. Such devotion he commands in his troops! Or is it fear. As I read the death records, I was dismayed to see we took heavy losses with the Stirlanders' attempts at widening their own provincial lands to establish a foothold in eastern Reikland. Their march was stopped at Kemperbad but at some cost. I have a requisition order for troops to bolster those already stationed there, and the town's defences are currently under repair in case of future attacks. I may have to send out messengers to recall our troops to arms from their winter quarters.

Retaliatory strikes must be made against Stirland. We are Reiklanders, the greatest and most disciplined military force in the Empire and will not be pressured by a backwater like Stirland! Letters were dispatched this very day seeking a council with the Grand Theogonist himself. I feel certain his interests in Altdorf and the Temple of Sigmar will implore him to respond; especially when he reads the transcript I have included pertaining to Captain Grunwald's account of the battle, which arrived today along with the death records. A disturbing incident; he swore he had fought and killed the self-same men at Kemperbad in an earlier sortie at the fringe of the Great Forest no less than five days earlier. I fully expect the Grand Theogonist to despatch Witch Hunters within days. Such an ally will prove useful in the coming conflicts, of this I am certain. For although, thus far, only skirmishes have broken out along the Reikland border, I fear the situation is tenuous and we are mere footsteps from open civil war. Upon Count Siegfried's approval and signature I will have notaries draft treaties to both Wissenland and Carroburg, our closest neighbours, petitioning them to support our claim to the throne and the debunking of the others."

11th Kaldezeit

"A problem has arisen upon the Old Forest road through the Reikwald. The numbers of bandits and rogues dwelling there grows daily and I am forced to take action. Several merchant caravans have been ambushed en route to Altdorf. Three such beleaguered travellers entered these very gates but yesterday, bloody but unbowed. I admired their courage, though as men of Reikland I would expect no less. Merely three days ago I was reviewing the watch records at Altdorf. There have been an alarming number of disturbances in the city of late, and a consequent rise in the number of outlaws ejected from the city. These men flock to the forest seeking a haven from our law. Rumours have even reached me of a sort of bandit-king, going by the name of Hans Hood. I can find no record of such a man and find the notion preposterous; the Reikwald is like no other hive of villainy in the eclectic nature of the scum cowering there. To think one man could unite the disparate bandit groups of Man, Dwarf and mutant... But even still, I will support the fine work done by the Roadwardens there, who are now hard-pressed to tackle this growing problem and break up the bandit borders. I myself led a party into the forest but could find no sign of the rogues. Doubtless, they were deterred by the halberdiers in my charge. But the forest is vast and a more thorough and expansive purging is required whilst I attend to provincial matters and orchestrate the operation from here. To add to the existing state troops, commissioned forces should have already begun their first raids into the Reikwald; thirty halberdiers from Grunberg wearing half-plate, a

regiment of twenty demi-lancers from Bogenhafen and forty free company huntsmen from Ubersreik. There has been talk of Dwarfs and Ogres as well as men of all races cowering there, but with such a commitment of troops to this endeavour, I fully expect the roads to be clear by the time the week is out."



15th Kaldezeit

"The candle is almost spent as I write this entry. Looking out over the snow-kissed peaks of the Grey Mountains I feel a chill in the wind and a profound weariness. The day has been long with much fighting reported throughout the province. I feel the inadequacy of our funds and our provincial forces like a heavy burden. Mercenary units are spread across the Reikland, bolstering state troops and conscripts alike. They exact a heavy toll upon the treasury and I doubt it will be enough to last the winter. A sickness grips many of the camps and now almost all of the provincial levies have been recalled. Never have I seen forces spread so thin. Such is the banditry and lawlessness that I find it almost impossible to police it. This, combined with the ambitions of Middenland, Marienburg and Sylvania, has meant state troops are at breaking point. A strong, solid military defence must be affected; it is our way as Reiklanders, the very backbone of our society. I will have notaries scribe papers come the morn for the drafting of further mercenary contingents from Wissenland and Carroburg to relieve our beleaguered army."

16th Kaldezeit

"Demand for these dogs of war is high. I had not bargained with the spiralling costs of sell-swords. And still I have heard nothing from Fernandez pertaining to the commissioning of thirty free company militia to reinforce the river patrols along the Reik, although Reikland pikes and crossbows are in place at the northern and eastern borders. Clearly Fernandez was not to be trusted, the cur. With the waning funds at my disposal I have sent bounty hunters, known as the Daggersmen, to recover the gold he stole and exact punishment for the promised free company's failure to

materialise. As well as the loss of the free company militia, casualties continue to blight our state levies. The barrack houses of Altdorf and Grunberg are scarce half-full and guards are eating their meals at their posts as there are none spare to relieve them."

20th Kaldezeit

"Mercenaries flock to the cities and prices continue to rise. For the love of Sigmar, these are meant to be professional men! Nothing I have seen so far convinces me of that. I sincerely doubt the quality of some troops but I am over a barrel with the state forces so hard-pressed and undermanned – our numbers are the lowest I have ever seen. I suspect the mercenary captains have been press-ganging local villagers into service, that, or promising false fortune and glory."

Yet, my hands are tied. Even in our great capital I have been forced to employ additional watchmen. Hordes flock to the Temple of Sigmar. Men and woman from throughout the Empire come in search of salvation. These throngs are choking the city. The elite Reiksguard, accompanied by a regiment of mounted freelancers, had to disperse a mob converging in the centre of the city. A riot threatened as they demanded sanctuary. Our own watchmen have been overrun and doomsayers roam the streets, spreading panic and discord."

25th Kaldezeit

"Today, an attack, was made on Helmgart by Orcs and Goblins moving through Axe Bite Pass. By Sigmar, our men fought with a bravery and discipline that would make any Reiklander proud. I stood with the Reiksguard at our gates to repel the greenskin hordes. As I write this entry my blood is still up although the Orcs have been long since despatched and sent fleeing into the mountains. Could I spare them, I would have sent to give chase and break up the horde, but there are pressing matters here. Considerable damage was done to the western wall and the gatehouse is in need of re-fortification. I await Nuln engineers to affect permanent repairs as soon as possible, but in the meantime have the men working on a makeshift alternative. Many of our remaining state troops are now barracked here, and at Blood Keep. Ostland trappers and sell-swords from Averland have been commissioned to scour the mountains around Helmgart for any greenskins still lingering there but by the time they arrive I believe the horde will have moved on. I have requisitioned a contingent of fifty Reikland pike to Helmgart from Blood Keep to bolster the army here directly, along with a regiment of Tilean crossbows. With the western wall so badly damaged and so many wounded or incapable, the guards must be redoubled."

29th Kaldezeit

"I despair at the quality of these curs! Mercenary captains continue to produce numbers short of that paid for, and what does arrive is little better than half-trained rabble. These men, little better than town militia, are a disgrace. They know nothing of tactics, cannot even follow simple orders and are poorly equipped. I could find little use for them but to patrol the ferryways of the Reik in the vain hope that their presence will deter pirates and ensure that traders enjoy safe passage. I had originally petitioned a force of Stir River Patrol, to bolster the Reikland pikes and crossbows thinned out by sickness. These men are well experienced in marine defence, but they have doubled their prices, claiming to be part of a 'union' and replying that "union men come at union prices". I know not the strength of this rogue's guild, but I recently received a substantiating report, dated two weeks since, of a Sergeant commanding the Grunberg Pike company spotting bands of recruiters around all the mercenary encampments, soliciting their membership."

31st Kaldezeit

"Snow continues to fall and great blizzards are blown in from the south across the mountains. Helmgart is engulfed by it and I am painfully reminded that Reikland is stretched across all fronts. In my heart I know our soldiery is by far the best trained and equipped in the entire Empire and our tactical discipline and superiority are second to no one. Alas, I fear that this may not be enough. Our borders have been kept safe so far but we are pressed and in need of reinforcement. I cannot keep relying upon mercenaries – their costs are exorbitant, but I fear it is only a matter of time before victory may be bought and won by simple numbers. I feel it will be a long and cold winter."

Fighting Battles In Reikland

Reikland is a highly populous area, especially given its size. The major townships of Grunberg and Bogenhafen are teeming with people from across the Old World and full of mercenaries, adventurers and sell-swords. Bogenhafen is a key market town in this area and as such attracts numerous traders and marketeers eager to benefit from Reikland's relatively stable economy. The third major township, Ubersreik, is less so but its proximity to the Grey Mountains ensures a strong Dwarf population as well as its fair share of hunters, rangers and trappers. By far its most influential and important city is Altdorf. This sprawling metropolis, although still a mere shadow of what it is to become, is a hive of varying nationalities from across the globe. Elves, Dwarfs, Tileans, Bretonnians and men of a multitude of other subcultures all have roots here, along with specific quarters of the city dedicated to their gods and customs. Altdorf is highly cosmopolitan in



nature, quick to embrace new ideas and well protected; its thick walls designed to be defensible in a siege, something which the city has endured several times in the past.

Situated on the western border of the Empire, the Reikland is largely flat with a small group of low-lying hills to the north of Ubersreik. The Reikland was once entirely covered by forest, but its fertile land has encouraged farmers to clear spaces and plant fields full of crops. Now the forest is broken up by farmsteads, roads and towns, though there are still plenty of dark woods for undesirables to lurk in. Small farmsteads nestled within the forest make great places to fight over.

Various tributaries make their way down to the Reik from the Grey Mountains, crossing the province east to west. The Reik itself is an awesome river: a mile or more wide in parts, hugely powerful and dangerous in flood, with heavy ferry traffic in the peak of trading season even in these lean times. Altdorf itself is built upon a series of islands that rise slightly from the mud flats at the confluence of the Reik and Talabec.

Fighting Mordheim battles in the Reikland is much like fighting Warhammer battles when it comes to general appearance, though the nature of the game means that you'll want a more densely packed tabletop. Even so, Warhammer scenery can generally be 'borrowed'. Low lying hills are quite commonplace, as are streams and rivers. As the Reikland is relatively highly populated, roads often have toll-houses and/or coaching inns, whilst navigable waterways may have docks and waterside hostelries. Watercourses also need bridges if navigable so you can move across them, or fords if not passable to boats.

The Reikland is also a state at war, much like the rest of the Empire. However, such is its importance and strength as a claimant to the Imperial throne that the threat of internal conflict is treated more seriously. Keeps and watchtowers are commonplace throughout the land, particularly at its borders and in close proximity to the mountains.

Of the areas to fight battles in Reikland there are two of particular notoriety that provide an interesting narrative. The Reikwald is notorious as a haven for bandits, brigands, rogues and all manner of outlaw, cast out from the cities. The Reikland is quite heavily forested as a whole, but the Reikwald is especially dense, dark and foreboding and makes for an ideal setting for your games. The other area is Axe Bite Pass. Cloaked by the Reikwald, like many passes through the mountains, it is plagued by ambush and the constant threat of Orcs, Goblins and other creatures that dwell there. Since it winds through the mountains, these battles will benefit from numerous crags, rocks and cliffs, with perhaps the occasional ruin to evoke the right kind of atmosphere for your games. Remember though that the great castle of Helmgart blocks one end of this pass, so necromancers, Beastmen and other undesirables will have to use cunning to get past.

Games in Reikland are played in exactly the same way as games set within Mordheim, but with scenery more in keeping with the lawless wilds of the anarchic Empire of the twentieth century. Whilst the scenarios and warbands in the Mordheim rulebook are excellent for fighting battles in Reikland, the Empire in Flames rulebook offers some cool alternative scenarios, warbands and campaign ideas for battles in this setting.

Reikland Warbands

The Reikland is a heavily populated area with many autonomous cities and townships, and warbands could be affiliated with any one of them. The state colour for Reikland is white. As Reiklanders are so militaristic and disciplined in nature, their equipment is well kept and ordered. They tend to favour traditional soldier's weapons like swords and halberds and are excellent marksmen. Of the other townships and cities in Reikland, two of particular import are Altdorf and Bogenhafen. Mercenaries affiliated with Altdorf wear blue and red, whilst men hailing from Bogenhafen sport white and purple. Warriors of this area tend to wear functional and practical clothing and equipment, so feathers, plumes and associated finery are at a minimum. Motifs associated with Reikland warbands are highly militaristic in nature. A crowned skull, sword or iron cross are common insignia wrought up shields and armour plate equally.

Scenario: Brigands in the Wasturelands

A warband has been commissioned by a wealthy Reikwald Baron to enter the Reikwald Forest and hunt down the brigands and outlaws dwelling there. Bolstered by the Baron's own men and the local Roadwardens, the warriors should have no problem bringing the thugs to justice. But when those outlaws are hardened men, mercenaries like the warriors sent to capture them, the hunt may not be quite so straightforward...

Terrain

As this battle is staged within the Reikwald forest the vast majority of the battlefield should be covered by trees. A strip, around 4" wide, should wind from one end of the battlefield to the other to represent the path that leads through the forest and onto Axe Bite Pass. The woods should be considered open ground for the most part, but players may also wish to include some particularly dense areas of thick forest, barbed bracken or rocky outcrops which count as difficult ground. Besides this stipulation players may place terrain in any mutually agreeable manner.

Warbands

The warband with the lowest number of warriors is the defender. This warband is the outlaws and are being hunted by the other.

The attacking warband is placed first, at one end of the path. They may be set up within 12" of the table edge and anywhere within 2" of the path.

The defenders are placed second and may be set up anywhere on the board that is out of line of sight and at least 10" away from the attackers. The entire defending warband counts as being 'hidden' at the start of the game.

Special rules

Hirelings: Both warbands are bolstered by hired swords, either those that have been hired to hunt down outlaws in the forest or the outlaws themselves who dwell there.

The attacker adds two Roadwardens (see Empire in Flames p.80) a Freelancer on foot and a Bounty Hunter (see Town Cryer 13) to their warband for this battle only, to represent the hired muscle the Baron has brought in. Furthermore the attacking warband may equip three of its warriors with lanterns and wardogs for free, to help them spot the bandits amidst the forest gloom.

The defender adds a Highwayman (see Empire in Flames p.79), Warlock and a Pit Fighter to their warband to represent the other outlaws hiding in the forest with them.



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Surrounded by the forest gloom: The attackers are very cautious as they search the forest and may not run or charge, until one of the defenders has been discovered.

Shadows in the depths: The defenders are well accustomed to moving around the Reikwald undetected. They are immune to All Alone tests for this scenario. Furthermore, as they are shrouded by the thick shadows cast from the overhanging forest canopy, the actual models for the defending warband are not placed on the board at the start of the game. Instead, use the Hidden counters to represent the position of the model. The defender should number all of his models on his roster in secret along with the hired swords, and indicate their position by placing a dice with the corresponding number next to the Hidden counter. Once the model is no longer hidden, replace the counter with the appropriate model.



Starting the game

The defender automatically gets the first turn.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience if they were among the attackers, and +2 Experience if they were among the defenders.

+1 Winning Leader: The leader of the winning warband gains +1 Experience if he was an attacker, and +2 Experience if he was a defender.

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action*.

Gold

If the attackers win they gain D6 gold crowns for each Henchman they put *out of action* and D6x5 gold crowns for each Hero put *out of action*. If you are playing as part of a campaign and a Hero rolls a 'Captured' result on the Serious Injuries chart the Baron will pay an additional D6x10 gold crowns for that Hero.

If the defender wins, the outlaws who have fought alongside them are so impressed that one of them offers to join the warband free of charge. The defender may choose one of the hired swords still standing to join his band. This hired sword joins the warband for free (even if it is a hired sword not normally allowed to the warband) but his upkeep must be paid for as normal if the warband wishes to retain him.



Scenario: The Watchtower

As a land in anarchy, the Empire offers up many opportunities for mercenaries. One band has been charged with a border patrol, centred around one of the many watchtowers that dot the countryside, whilst another warband has been sent to raid the area.

Terrain

A watchtower, stationed upon a hill, should be placed 12" in from the defender's board edge and in the middle of the battlefield. This is a well-defended position and as such may include sections of low walls up to 6" in front of the tower itself. The area around the watchtower has been cleared of random trees and debris and so scenery that isn't part of its defences should not be placed within 12" of it. The rest of the battlefield may be set up in any mutually agreeable manner with trees, hills, ruins, small buildings, etc.

Warbands

The warband with the lowest number of warriors is the defender. They have been charged with the task of patrolling the border for raiders. The defender's warband is spread thinly across the area and do not all start the battle on the tabletop. A beacon in the watchtower must be lit to alert the other members of the warband.

Half (rounding fractions up) of the defender's henchmen and heroes do not start the battle with the rest of the warband (the player may decide which). Those that do

start on the tabletop must be set up within 6" of the watchtower.

The attacker is set up a variable distance from the board edge opposite the watchtower with his entire warband (see special rules below).

Special rules

The Beacon: The other members of the defending warband can only be alerted by lighting the beacon atop the watchtower. This may only be attempted once the attackers have been spotted. Any model which begins its turn next to the beacon may try and light it. Roll a D6 at the start of the turn. On the first turn he tries, a model needs a 6 to light the beacon; on the second, he needs a 5 or 6; on the third, a 4, 5 or 6, and so on. If a model is hit or wounded, or moves away for any reason whilst trying to light the beacon, they are interrupted and must start from scratch (needing a 6+) next turn. In this way the attackers can harry the warrior trying to light the beacon to prevent the rest of the defenders arriving.

As soon as the beacon is lit the rest of the warband arrives. They may move on from any table edge, charging or running if they wish and may shoot, attack and act normally from then on.



Arsenal: The watchtower also has a well-stocked arsenal in its base and the defender has the following list of additional free weapons to equip his warriors with for this battle only: 3 crossbows, 1 hunting rifle, 2 longbows, 3 halberds and 2 spears. Each model may be given one free weapon each, and the normal maxima for weapons apply (see 'Weapons and Armour' on page 65 of the rulebook).

Resolute: The defenders are determined to hold the tower until help arrives and will not have to take a Rout test until 50% on the warband are *out of action*.

Sneak Attack: The raiders are well aware of the guards at the watchtower and are using stealth to creep up on them. The raiders automatically begin 8" from the board edge. Instead of moving normally they may try to sneak further up the board in their Movement phase. If they are sneaking the attackers all move the distance rolled on a D6 and, as long as they don't attack, shoot, cast magic, etc, the defenders may not attack them or try to light the beacon. At the start of the defender's turn roll a D6. If this matches the roll of the attacker then they have been spotted and may be shot at or attacked as normal and they may attempt to light the beacon. The attackers will also be spotted as soon as they are within 8" of the watchtower or within hiding spotting distance, as described on page 27 of the Mordheim rulebook. Otherwise the attacker may continue to sneak until they choose to launch their attack. Note: if a model is moving through terrain that hides it from the enemy they may move their normal move distance instead if they wish, whilst the rest of the warband sneaks. Once the attackers have been spotted they can no longer sneak.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

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

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

+1 per Enemy Out of Action. Any Hero earns +1 Experience for each enemy put *out of action*.

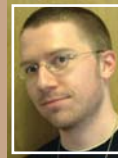
+1 Lights the Beacon. Any Hero who successfully lights the beacon gains +1 Experience.

Gold

The winning warband gains D6x15 gold crowns from their employer for a successful raid/defence. If the raiders won the battle they also gain any of the weapons from the watchtower's stock that were unused by the defender in the battle.

Author

Nick Kyme is never tired of writing about Mordheim! Here in the Fanatic Studio we are wondering what does he do during the weekend...



Further Information

The rules for Reiklanders bands can be found on the Mordheim rulebook.

More Mordheim Website

Page 24 for Future of Mordheim.
www.Mordheim.com





STREET BOWL

By Ramsay "Norse" McPherson, Niels Vegter, Louis X Dauguet and Ruediger Rickkassel

This amusing Blood Bowl variant is a perfect example of what we call "By Gamers, for Gamers" articles, because it is exactly that. Ramsay and his friends worked out the rules for their own games, doing all the work themselves, even down to building boards and running tournaments! I think it's great fun, and a brilliant example of what you can do if you put your mind to it.

"...the origins of this disgraceful and violent version of Blood Bowl are uncertain, though it is clear to me and all of my kinsfolk that it comes from the minds of convicts and drunken madmen!"

"Air" Jordell Freshbreeze

Most experts maintain that Street Bowl was devised by drunken Blood Bowl fans, making their way home from a Beach Bowl match. Some, however, claim that Blood Bowl is actually a larger scale version of Street Bowl, played on grass instead of cobbles, and that Street Bowl was, in fact, the first game to evolve! One thing is certain however... although Blood Bowl attracts a great deal of attention and funding, there are many more Street Bowl teams honing their skills in the back alleys of the Old World, hoping one day to find their way to a lucrative Blood Bowl contract.

Due to the damage caused during and after a match, Street Bowl is illegal in almost every city in the Old World, and is usually organised by local crime bosses or underground leaders. Often taking place at night to avoid detection, the game is played in narrow back alleys and sometimes even open sewers, with all exits boarded up to avoid losing the ball. What few spectators are present observe from nearby rooftops and from the ends of the alleys where they pack in to watch the action and occasionally, also, to exact revenge on players caught cheating!

Although the majority of Street Bowl teams are Human, often comprised of local gangs or tavern regulars, other races can also be found playing Street Bowl if they can be smuggled past the City Guard and paid well enough to turn up. These other teams often use Street Bowl as a way of gaining popularity or learning some important techniques before entering the main



arena of Blood Bowl itself. Skaven often emerge from the murky depths to demonstrate their legendary speed, Orcs and Dwarves can be encouraged to play for money or beer and even skillful Elves have been known to take to the street, though only during the largest tournaments.

In fact, and little known to most fans, half the current Reikland Raiders' line-up originally started out as a Street Bowl team called the Altdorf Ale-Hole, which was the squalid local tavern where they all drank. The now famous Mighty Zug was the surly doorman and fleet-footed Griff Oberwald was the stable boy! Of course, both stars now deny ever having played Street Bowl, but it is certain their careers started in the back alleys of Altdorf along with the other stars of the now famous Reaver line-up.

Becoming ever more popular because of the violence and speed of the game, Street Bowl tournaments are now being organised in some of the largest cities, like Praag and Kislev, where guards can readily be bribed to turn a blind eye. Many teams often turn out for these clandestine events as it is well known that talent scouts from leading Blood Bowl teams attend these events, and may even go some way to funding them (unofficially of course). Players, and possibly even whole teams, can be plucked from obscurity and offered wealth they would never have thought possible. With such stardom within reach, it is no surprise that young Street Bowl players are willing to take enormous risks to demonstrate their skills.

Street Bowl is played using standard LRB rules, except for the following changes.

THE PITCH

Because it is played on the streets, it is quite simple to mark out an area the same length as a normal Blood Bowl pitch. Unfortunately, the narrow streets and alleys of the slums mean that the Street Bowl pitch is only 7 squares wide, 3 squares in the centre and 2 squares in each of the wide zones.

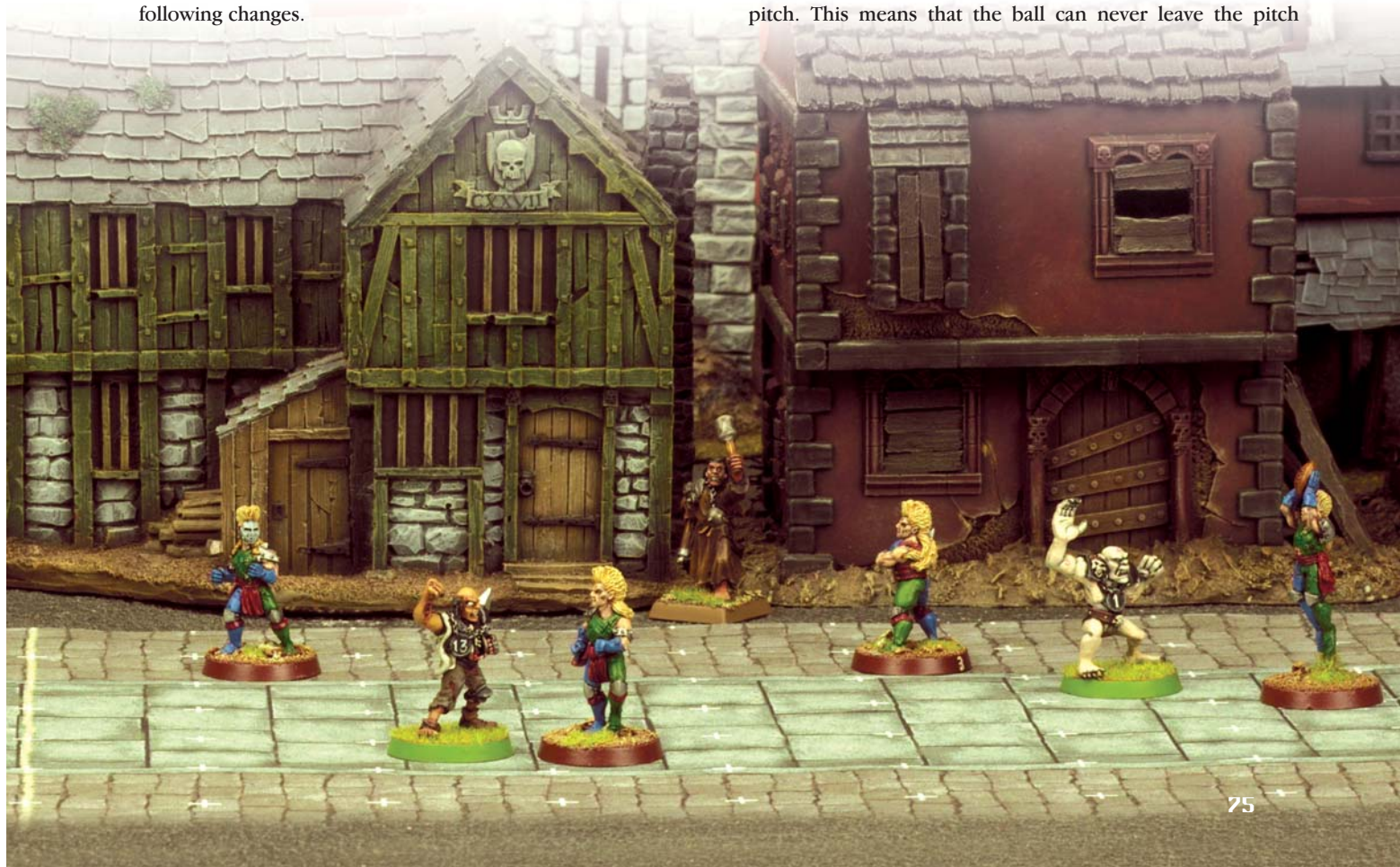
THE COBBLESTONES

The hard playing surface is much more dangerous than playing on grass. Add +1 to the Armour roll for any player that is knocked over while playing Street Bowl (whether by a block or a failed action or in any other way). This helps to explain the violent reputation of Street Bowl and the fact it is extremely unpopular with Halflings!

In addition, the hard surface makes the ball bounce much more than on grass. The ball scatters as normal when kicked or thrown, but bounces twice if it is dropped after a failed catch, or hits the ground after a pass, kick or throw in. If a ball does hit the ground roll a D8 and scatter the ball in that direction. If the square is not occupied, roll another D8 to bounce the ball a second time. After this the ball will stop bouncing and play can continue as normal. The ball may be caught if it bounces into an occupied square, but it scatters twice more if it is not caught.

THE WALLS

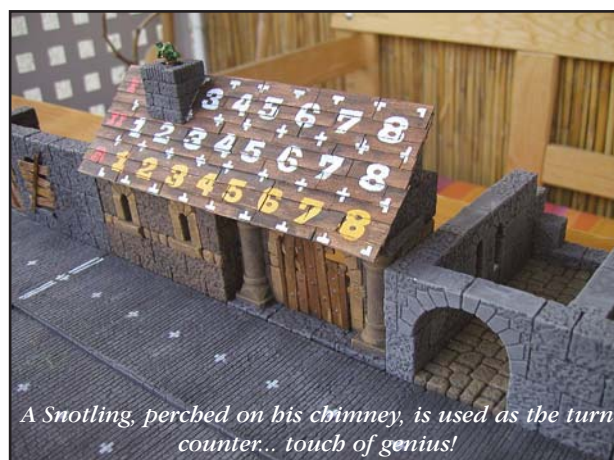
The playing area is surrounded on both sides by walls, boarded up windows and metal grates. Even in each end zone blockades are put up to stop fans running onto the pitch. This means that the ball can never leave the pitch





except over the low barriers at each end of the street. A ball which bounces out during play will be thrown back by the fans using the same rules as Blood Bowl.

If a ball bounces into a wall during play then it will scatter D6 squares in a random direction using the standard Throw-in template, and then bounce twice upon hitting the ground as described above. This rule affects bouncing balls, and also any kick offs which hit a wall. Note that there is no touchback in Street Bowl unless the ball bounces back into the half of the kicking team or out the end of the street.



BLOCKING PLAYERS INTO WALLS

Being pushed into a brick wall hurts, even if the player is not knocked over! A player can only be pushed into a wall if there is no available unoccupied square. When a player is pushed back against a wall, but not knocked over, leave the player standing, but make an Armour roll adding +1 because the wall is as hard as the cobbles! If the armour is penetrated the blocked player falls down, and you may roll for injury straight away.



If a player is pushed back against a wall and knocked over, then the blocking player may add +2 to the Armour roll (+1 for the wall and +1 for the cobbles!). If the armour is penetrated, roll to injure as normal.

If a player is pushed into the crowd at either end of the street, roll to injure using the same rules as Blood Bowl.



THE PASS

Passing the ball in Street Bowl often involves more risk as the narrow pitch makes interceptions more likely. To counteract this, some throwers will deliberately try to pass the ball to another player by bouncing it off a wall. Passing a ball off a wall is extremely difficult, as well as quite unpredictable. Any such pass suffers a modifier of -1 to the Agility roll to pass the ball. A pass which is bounced off the wall can never be intercepted, though players with Pass Block may still move to place tackle zones on either the thrower or intended receiver.



Holding the range ruler sideways, it is possible to bend the ruler so that it goes from the thrower to the intended receiver (or empty square) and also touches one of the walls along the side of its intended path. This marks the section of the wall which the thrower is aiming for when he makes the pass. Make the Pass action taking into account the -1 modifier for bouncing it off the wall as described above.

If the throw is fumbled it lands at the thrower's feet as normal and bounces twice.

If the throw is inaccurate it hits the wall, but then scatters unexpectedly D6 squares in a random direction using the Throw-in template. An inaccurate pass which bounces off the wall in this way may be caught by any player on either team in the same way as a bouncing ball, failing which it will hit the ground and bounce twice.

If the pass is accurate it may be caught by the receiver as normal.

THE TEAMS & ELIGIBLE PLAYERS

Teams are made up of at least 7 players and no more than 11 players, purchased as normal from the official teams as outlined in the LRB. The head coach has 600,000 gold pieces with which to choose his starting line-up.

Street Bowl teams are not famed for their specialist players, and linemen tend to dominate the teams. The number of available positional players is halved compared to Blood Bowl teams when making up a Street Bowl team, for example, Human teams may only have 1 Thrower, 2 Blitzers, 2 Catchers and 6 Linemen. This limit on positional players does not affect Big Guys, so teams may have their usual allocation of Ogres, Treemen, Trolls, etc as normal.

In addition, because most Street Bowl teams are made up of enthusiastic fans, rookie players and drunken hooligans, they have not

trained together in the same way as Blood Bowl teams, therefore Re-rolls cost double the normal amount, eg 100,000 for Human teams.

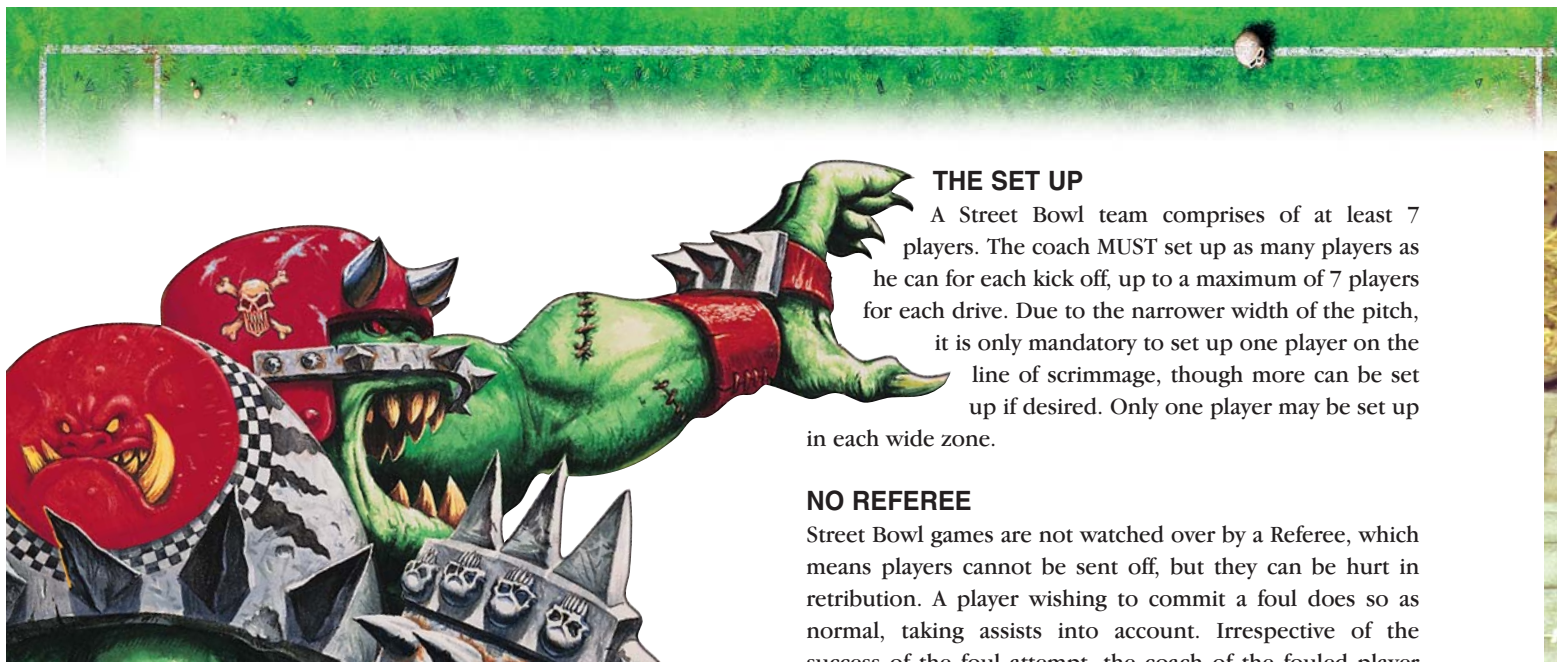
Star Players do NOT play Street Bowl and so may not be chosen for a team (even if they did start their careers here, they would never admit to it now they are famous).

THE STAFF

Aside from the head coach, there are no other staff members on a Street Bowl team. Wizards have little time for such violent nocturnal pursuits and there are no Apothecaries who would dirty their hands with the blood of Street Bowl players. Therefore no Wizards or Apothecaries may be included in a Street Bowl team.

Some unscrupulous herbalists have been known to sell what they claim to be "magic potions" to unsuspecting coaches before a game. All coaches may roll D3 before each match. The result represents the number of potions that the coach has been able to purchase for this match only. If any potions are left after the match, then they may not be carried over for future matches as the "magic" of the potion wears off. Teams which do not normally employ an Apothecary, (Undead, Nurgle's Rotters, Necromantic, etc) cannot use "magic potions".





THE MAGIC POTIONS

In order to use a “magic potion” the coach must be present to administer the elixir and the player must be either Badly Hurt or Seriously Injured. Given the rarity of the potions there is no way a player would be allowed to consume one (or want to!) unless they were already injured. Using magic potions on dead players is not possible. If an injured player recovers due to a “magic potion” and is subsequently injured again, they lose any special modifiers from previous potions. It is not possible for a player to have more than one “magic potion” in effect at any one time.

Before each kick-off (and NOT during play itself) the coach can choose to give potions to any player who is injured. If he does so, roll a D8 and consult the Magic Potions table below.

THE SET UP

A Street Bowl team comprises of at least 7 players. The coach MUST set up as many players as he can for each kick off, up to a maximum of 7 players for each drive. Due to the narrower width of the pitch, it is only mandatory to set up one player on the line of scrimmage, though more can be set up if desired. Only one player may be set up in each wide zone.

NO REFEREE

Street Bowl games are not watched over by a Referee, which means players cannot be sent off, but they can be hurt in retribution. A player wishing to commit a foul does so as normal, taking assists into account. Irrespective of the success of the foul attempt, the coach of the fouled player may roll a D6, adding +1 to the roll for every 3 points, or fraction thereof, of Fan Factor the team has (as there are more people to spot the foul!). If the roll is 4 or more then the foul has been seen and the fans take action against the fouling player. A roll of 1 before modification always fails.

The moment the foul is spotted, the opposing team’s fans throw bottles, bricks and other available heavy objects at the player who committed the foul. Measure the distance from the middle of the nearest end zone to the player committing the foul as if the fans were making a Pass action (they are, sort of!). Roll a D6 to hit the fouling player treating the fans as if they have an AG of 3 (fans do NOT have Accurate or Pass skill).

Magic Potions table

1 - Squig Pish!

That damned herbalist sold you poison! The player is dead. Steal some money and call the undertaker before his corpse starts to smell too bad.

2 - Sewer Water

You’ve been duped! You curse the herbalist while trying not to get the player’s vomit on your boots. He misses the next drive, but you could try again after that if you like to take stupid risks...

3 - Laudanum

The player slowly rises to his feet, asks who you are and stumbles onto the street. He suffers from Really Stupid and -2 AG for the remainder of the match, but benefits from Thick Skull as he is almost totally immune to pain.

4 - Dwarf Ale

Player returns to play, but is well past his best. He suffers -1 AG and Boneheaded for the rest of the match and, most probably, a bad hangover tomorrow...

5 - Healing Balm

Well, the herbalist got it right for once! The player looks considerably healthier as he retakes to the field in time for this drive!

6 - Warpstone!

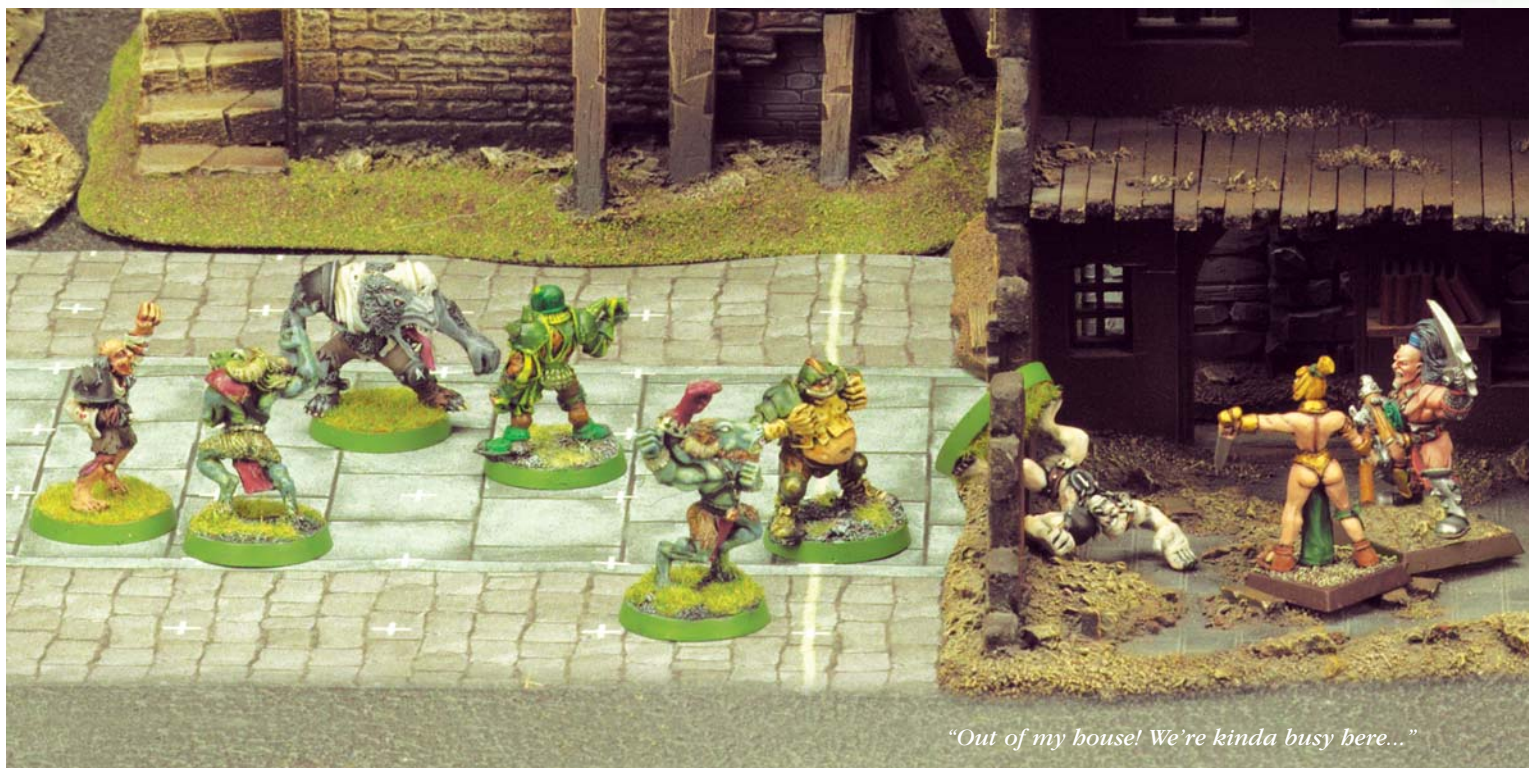
Wow! The player sprints off and retakes to the field immediately! He has gained Sprint and Jump Up for the rest of the match, but he MUST be the first player on his team to act each turn as he is too excited to stand still for more than a few seconds at a time!

7 - Elven Dust

After a quick snort of magic powder, the player jumps up and somersaults onto the pitch. The player has gained Pro and +1 AG for the rest of the match, but is now fixated with Elven dust. If this player starts or ends his move next to any of the white lines on the pitch he must roll a 3+ on a D6 or be placed face down immediately (exactly as if he was stunned).

8 - Fungus Beer

Somehow the herbalist managed to get some Goblin Brew. The player suddenly roars out as his muscles double in size and he bursts into the opposition. He counts as having +2 ST and Frenzy for the rest of the match, but also has Wild Animal as his body struggles to contain the rage. After each turn, roll a D6 for the affected player. On a 1 he dies of a heart attack and cannot be revived again by any means.



If the throw is accurate then a missile hits the fouling player. If the throw is inaccurate then it scatters three times and hits any player that might be in the resulting square. If this square is unoccupied the missile bounces harmlessly off the ground. Roll 2D6 to injure any player struck by the object, just as with the 'Throw a Rock' result on the normal Kick Off table. If the thrown object results in the fouling player being stunned or injured, it is NOT a Turnover unless he was also carrying the ball when he committed the foul.

***Did you know...

...that the infamous Riskit Squeel is the calmest and most debonair Skaven coach that the Old World has ever seen? Even when his best laid plans dramatically fail, he never loses his famous whiskered smile! That's because he always has a second plan up his sleeve... and because he doesn't rely on his players too much either. So even when Rashn'eeek nine fingers, the star thrower of his team, failed to pass the ball eleven times in a row, Riskit was undaunted. Strongly believing in old-fashioned methods of training, Riskit Squeel knew exactly how to re-motivate his player. Rashn'eeek eight fingers is now said to be the best thrower in the back alleys of Marienburg.

THE WEATHER TABLE

Roll 2D6 at the start of the match and consult the Weather table on the other column and the Kick Off table on the next page.

Author

Ramsay's a polar explorer by trade, who spends his time between blizzards playing Blood Bowl and sending us articles by express carrier penguin.

Further Information

To download your Street Bowl pitch:
<http://bloodbowl.denes.nl/extras/streetbowl.jpg>
<http://bloodbowl.denes.nl/extras/streetbowl.alt.jpg>

More Blood Bowl Website

Go to pages 60-61 for Team Feature article.
www.BloodBowl.com

THE WEATHER TABLE

2 - Smog

An impenetrable mist has filled the alleyway reducing visibility to a few inches. All players count as Boneheaded as long as the smog lasts. In addition, it is not possible to make any Pass action, although each team may still make 1 Hand Off per turn.

3 - Very Windy

Strong winds are whistling down the street, making passing the ball very difficult. All attempts to pass the ball are subjected to an additional -1 modifier.



4-10 - Nice

Perfect Street Bowl weather.

11 - Pouring Rain

It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.

12 - Blizzard!

It's cold and snowing! The ice on the streets means that any player attempting to move an extra square will slip and fall on a roll of 1-2, while the falling snow means that only quick or short passes can be attempted.

THE KICK OFF TABLE

2 - Riot

A riot suddenly flares up in a nearby district, distracting all the players. Roll a D6 for all players (including those in the dug-out). On a 1, the player runs off to join in all the looting fun and misses this drive. After rolling for all players, roll another D6 for any players who ran off to join in the riot. On a second roll of 1, the player is arrested during the riot and misses the rest of the match.

3 - Stray Pony

The stable boy at a nearby tavern forgot to bolt the door! Suddenly a galloping pony runs right across the street, throwing the game into disarray. Each player on the Line of Scrimmage must make a successful Dodge roll (directly back) to avoid being sent flying. If they fail, they are knocked over into the square directly behind them. If another player is occupying that square then he is pushed backwards and stays on his feet. Roll armour for the knocked over player as normal, adding +2 to the roll: +1 for the cobblestones and +1 for the trampling hooves of the horse.

4 - Perfect Defence

The kicking team's coach may reorganise his players – in other words he can set them up again.

5 - Happy Hour!

A local tavern opens its doors just as the kick-off is about to take place. Roll a D6 for all players (including those in Reserves). On a 1 the player is put in the Knocked Out box as they nip off for a swift pint and may decide to stay for a few more!

6 - Bad Kick

The ball scatters a number of squares equal to the roll of two dice on the kick off, instead of only one die.

7 - Changing Weather

Make a new roll on the Weather table (above).

8 - Quick Snap

The offence start their drive a fraction early, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.

9 - Scramble!

Just as the kick off has taken place, an overexcited spectator accidentally drops a bag of cash into the middle of one of the end zones. Roll a D6 to determine which end zone the purse has been dropped into and then roll a D6

for every player on the pitch. On a roll of 3 or less, the player moves D6 squares, up to their maximum movement allowance (eg, a Long Beard rolling a 6 would move 4 squares), towards the square where the purse landed as they all race to grab the cash! Players may enter the opposing half and ignore tackle zones during this free move. Once resolved, the drive continues as normal. The first player who reaches the purse allows the coach to add +1 to the match winnings roll at the end of the game. If this Kick Off result is rolled more than once, the modifiers are cumulative.

10 - Blitz!

The kicking team gets a bonus team turn and may move before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move their Turn marker along a space, and he cannot be called for Illegal Procedure for failing to move the Turn marker.

11 - Mrs Miggins

An elderly neighbour has been awoken by all the noise and decides to exact some revenge. Each coach rolls 2 dice and adds their team's Fan Factor to the score, re-rolling ties. The high scorer's fans convince the old crone that it was the other team making all the noise and she sends out her Rottweiler, Fluffy, to get one of them! Decide randomly which player on the other team was bitten (only players on the street are eligible) and roll for the effects of the injury straight away. No Armour roll is required.

12 - The Guards!

Suddenly a cry goes up warning the players that the City Guard are approaching, causing panic amongst the players. Roll a D6 for all players on the pitch, starting with the lowest-numbered player on the receiving team and then alternating from kicking to receiving team. On a roll of 6, the player has seen this all before and defiantly stands his ground. On a 5 or less, the player races off to try and avoid being arrested! Move the player D6 squares in a random direction, up to their maximum movement allowance (eg, a Long Beard rolling a 6 would move 4 squares), ignoring all tackle zones. If during this move they reach the wall, then they will remain there trying to hide. If during the move they run into another player from either side, knock both players down and roll for armour taking into account the modifier for the cobblestones. Once all of this pandemonium has been resolved, roll a further D6. On a 2+ it was a false alarm and the game continues as normal. On a roll of 1, the Guards arrive and arrest one random player from each team. An arrested player misses the rest of this match.

Escape from Cephalon

A bombastic battle report by Graham McNeill, Rowland Cox, Gavin Thorpe, Phil Kelly and Humpy the Servo-skull

Witch Hunter Tyrus lifted the sprawled body of Kessel from the cell floor, unable to mask the relish he felt at finally having the rogue inquisitor within his grasp. Kessel's features were bruised and battered, testament to the ministrations of Bravus and Stone. They had worked him over brutally and the only reason he had not allowed Malicant near him was the fact that the zealot would have killed him without thinking. No, Kessel was going to be made to face his crimes, and his accusers, face to face. His foe was shackled with a null-collar, a gold and silver artefact with bands of chased ormulite that negated Kessel's psychic abilities and kept him docile.

"Time to go Kessel," said Tyrus.

Kessel looked up and the Witch Hunter was pleased to see the defeated look in his eyes. He knew now the folly of breaking faith with the Emperor and his servants.

"You are strong and have resisted well, but that ends now. My ship is equipped with those who have had some of the greatest excruciations of all time implanted in their heads. You will break, and you will beg for death."

"Never..." spat Kessel, a defiant spark still burning within him.

"A shame that such strength is to be found in a heretic such as you," lamented Tyrus.

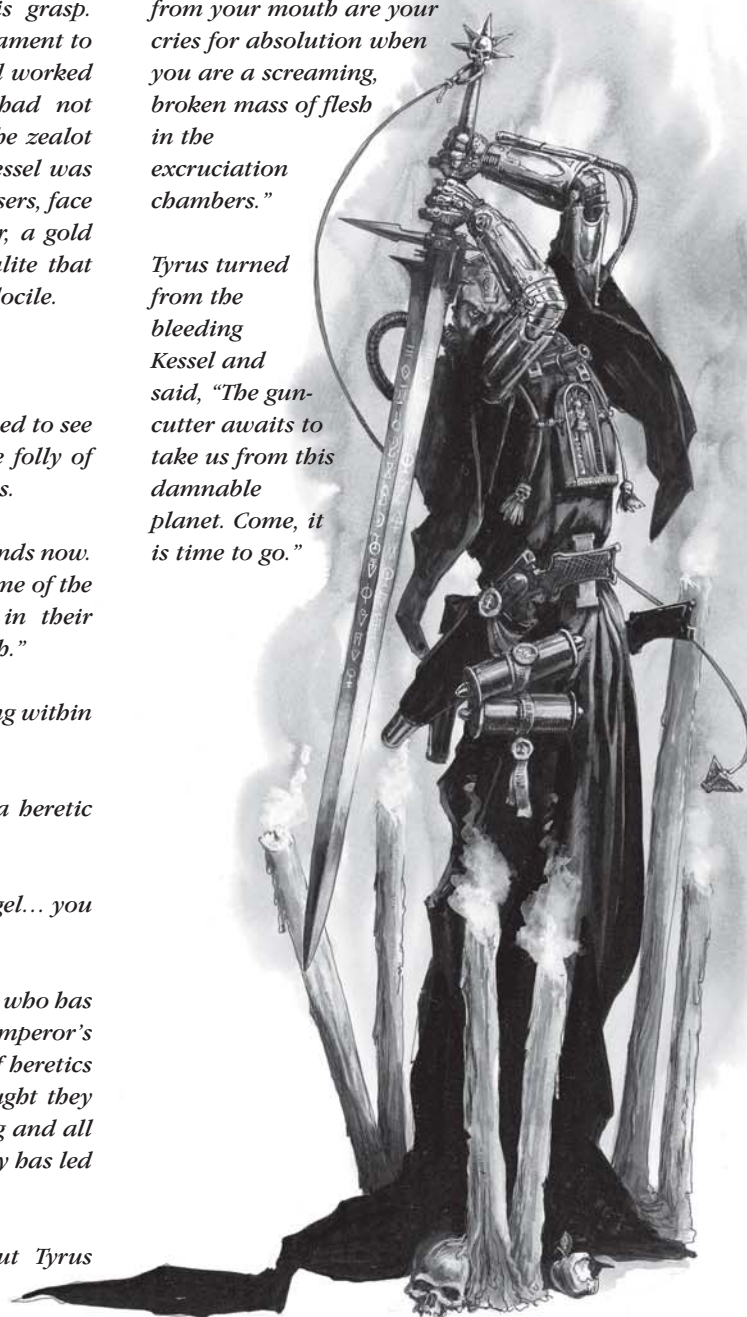
"You do not understand," gasped Kessel. "The Angel... you must not stand in my way."

"So like a heretic to feel he knows better than one who has been divinely appointed to enact the God-Emperor's will," sneered Tyrus. "I have broken thousands of heretics who thought they knew better than I, who thought they alone knew the true path. All were proven wrong and all are now dead. Do you see now where your heresy has led you?"

"You don't understand," continued Kessel, but Tyrus backhanded a blow across his chin.

"Silence!" he roared. "The words of a heretic mean nothing to me! The only sounds I shall enjoy hearing from your mouth are your cries for absolution when you are a screaming, broken mass of flesh in the excruciation chambers."

Tyrus turned from the bleeding Kessel and said, "The gun-cutter awaits to take us from this damnable planet. Come, it is time to go."



Last season on Inquisitor...

Obsessively searching for the Librarium Hereticus, Inquisitor Lichtenstein followed the words of the heretic Tech-Adept, Corteswain, to the world of Karis Cephalon, where he sought to question a bound Daemon Prince named Pharaa'gueotla. Following rumours of a haunted mine workings, he discovered its prison and, after fighting off the warband of Witch Hunter Tyrus, succeeded in interrogating a fragment of its consciousness. Using his bound Daemonhost, Ghaustos, Lichtenstein was able to learn the location of a warp portal that apparently led to the Librarium, housed in a forgotten temple known as the Paraelix Configuration.

Lichtenstein immediately set off, little realising that Pharaa'gueotla had lied to him and had escaped the shackles of its ancient imprisonment. The Paraelix Configuration was in fact a dimensional plug, set in place thousands of years ago to prevent the Immaterium from pouring into real space. Inquisitor Kessel also knew of the

Paraelix Configuration and was able to prevent

Lichtenstein from unleashing hell on the planet's surface. The two

Inquisitors were to meet again in the capital city of Cephalon and formed an uneasy alliance, despite the violent intervention of Tyrus.



Graham: Welcome to this issue's battle report, a clash between rival Inquisitors as they fight to achieve their disparate goals on the bedevilled world of Karis Cephalon. Those of you with good memories might recognise the characters in this game from the battle reports we ran in White Dwarf at the release of the Inquisitor game. The last battle report we played saw Inquisitor Kessel banish the Daemon Prince, Pharaa'gueotla, only to be taken into captivity by the Monodominant Witch Hunter Tyrus. We always planned to come back to this storyline and play out more of the events surrounding them, but somehow never got round to it, what with things like the Studio campaigns rearing their time-consuming heads...

But not any more...

However, Lichtenstein was still furious at having been fooled by Pharaa'gueotla and bent his every effort to hunting and destroying the Daemon Prince. He was to get his chance in the remote mining town of Paganus Reach, where Kaludram the Deceiver, a Chaos Magus in the service of the Daemon Prince, had discovered a nascent psyker of frightening potential to utilise as a host body for Pharaa'gueotla. Kessel and Lichtenstein tracked the Daemon Prince to Paganus Reach, and in a titanic battle, Kessel was able to destroy the daemon's host body and banish the fiend back to the Warp. In the confused aftermath of this struggle, Witch Hunter Tyrus, with his trademark bombast, entered the fray with his guns blazing and downed Kessel with a shot to the head. Lichtenstein escaped, but Kessel was not so fortunate...

Witch Hunter Tyrus's Warband



Phil - Inquisitor Lichtenstein

After the daemon-slaying battle at Paganus Reach, you watched as Kessel's words of conciliation to Tyrus fell on deaf ears and the Witch Hunter shot him in the head. The daemon had been defeated, banished back to the

Warp by Kessel's own hand, but regrettably, unseen by the notorious Tyrus. With the Daemon gone, you and your warband made your escape back to Cephalon, learning that Kessel had been taken to an Arbites Precinct House, where he was no doubt forced to endure hours of painful excruciation and ordeals – much like the ones you yourself endured at the hands of Tyrus. Soon after, you watched him being taken to Cephalon Spaceport, shackled by a null-field collar to dampen his psychic abilities. Kessel, while not an ally, has helped you in your quest for the Librarium Hereticus (notably by preventing the opening of a warp gate below the southern mountains). The Witch Hunter's gun-cutter waits to take Kessel into orbit and to his starship and as you infiltrate the spaceport's perimeter, you feel the unmistakable presence of another daemonhost. Might Loa Gorg and the remainder of Kessel's warband be attempting a rescue? Freeing Kessel is your goal, but remember, he is merely someone you owe, not a friend, and it is likely he may still try to thwart your ultimate quest...



Rowland - Witch Hunter Tyrus

After the battle at Paganus Reach, you watched as the heretics Lichtenstein and Kessel consorted with daemons and filthy traitors to the God-Emperor. The daemon was defeated, banished back to the

Warp by your divine purity, but regrettably, Lichtenstein escaped, though you were able to drag him down Kessel with an expertly placed bolt round. Dragging him in chains to Cephalon, you subjected Kessel to many hours of painful excruciation, though the heretic refused to break and confess his evil. No matter, the facilities and Excruciator Specialists on your starship will break him before long. Shackled by a null-field collar to prevent the traitor's psychic abilities from swaying your followers in the same way as they were controlled at Paganus Reach, his daemonsword (as well as his other equipment) is carried in a pentagrammically warded stasis locker borne by Enforcer Bravus. Marching out into the hanger, your gun-cutter awaits to take you into orbit and to your starship. It is possible, probably even likely, that there will be some attempt to rescue the heretic, so you must be on your guard...



Inquisitor Lichtenstein's Warband



Inquisitor Kessel's Warband



Gav - Inquisitor Kessel

After the terrible battle at Paganus Reach, your words of conciliation to Tyrus fell on deaf ears and the Witch Hunter shot you in the head. The daemon had been defeated, banished back to the Warp by your own hand, but regrettably, unseen by the zealot Tyrus. Taken back to Cephalon, you were forced to endure hours of painful excruciation before being taken to Cephalon Spaceport. Shacked by a null-field collar, your psychic abilities are held in check and your daemonsword (as well as your other equipment) is carried in a pentagrammically warded stasis locker carried by one of Tyrus's goons. As you are marched out into the hanger, where the Witch Hunter's gun-cutter awaits to take you into orbit and his starship, you feel the unmistakable presence of Loa Gorg. Too close a connection exists between you and the Daemonhost for you to not register its presence; even with a null-field collar. You must be ready to act when your would-be rescuers make their move...

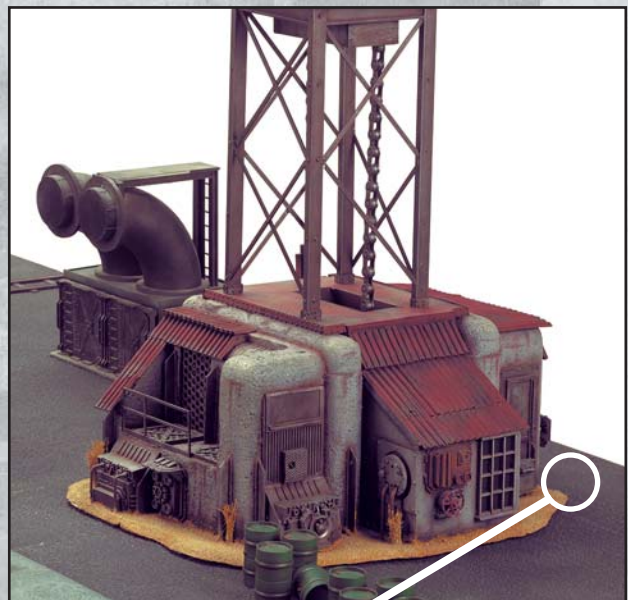
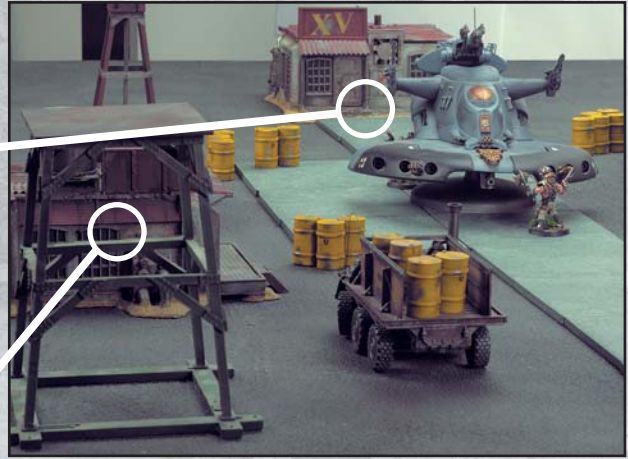


The Gamesmaster

I've been meaning to get back to the story of Inquisitor Lichtenstein and his fellow Inquisitors at some time, and the launch of Fanatic Magazine was a perfect excuse to get everyone together again for another bloody romp around the streets of Karis Cephalon. Given where we left off last time, the obvious next step of the campaign was to have Lichtenstein attempting to rescue the captured Inquisitor Kessel while Tyrus is transporting him to his ship. Rather than just a simple rescue, I planned to have some little twists along the way that would add a little spice to the game. Seeds of suspicion were planted in Lichtenstein's mind after the inconsistencies in his daemonhost's behaviour in the last few months, and Loa Gorg, Kessel's Daemonhost, has its own agenda after basking in the Immaterial energies of the Paraelix Configuration. All this, combined with the rules for vehicles and unbound daemons that I'd written for Exterminatus Magazine (and now appear in the Inquisitor Annual 2004), should also prove to be interesting...



Deployment



The hangar was noisy, echoing to the sound of conveyors, working servitors and the whine of the gun-cutter's engines spooling up. Tyrus scanned the busy hangar, alert for any signs of danger, knowing that this was the most dangerous phase of his operation. He glanced round to ensure Enforcer Bravus and Sergeant Stone had the bound Kessel secured and that the warded container with the heretic's daemon weapon was safe. Satisfied, Tyrus waved his hand forward, stepping into the hangar towards his ship with the gamine Jeremiah behind him. The presence of the untouchable unsettled Tyrus, but he knew that the repulsive little wretch was his best defence against the heretical powers that Lichtenstein and the daemon creatures possessed. Malicant, pushed Kessel forward and, despite the zealot's often bumbling incompetence, Tyrus was forced to admire his purity of hatred. Soon Kessel would be shackled within the fully-equipped penitence chambers of his vessel and begging for mercy at the hands of mono-tasked Excruciators.



Further back, amidst the clanking machineries of the hangar, a lone figure clambered up an iron tower, a long-las slung over his shoulder. Below, Inquisitor Lichtenstein, his Mechanicus henchman, Dimitri, and the Daemonhost Ghaustos advanced through the flickering light of the hangar. Dimitri paused at the edge of the tower the sniper, Dante, was climbing, and focussed his mind to commune with the Machine Spirit of a nearby ore-transporter truck. Lichtenstein was troubled. Should he even be here? A foolish sense of obligation to Kessel had brought him here, but a dark prescience whispered at the back of his mind that this mission reeked of trouble. He could sense the presence of others here and could not shake the suspicion that he was walking to his doom.



Dante takes position over the tower...

The Daemonhost Loa Gorg, former servant of Kessel, smiled to itself as it felt the gnawing doubts worm their way into the other Inquisitor's mind, knowing that even a moment's hesitation would be all it needed. It flexed its mind, smiling as it felt the bonds that Kessel had placed upon it to hold it in this cage of flesh weaken yet again. But without the sword it was yet bound to Kessel and doomed to endless service. The sword was the key and it would allow nothing to get in the way of its desires. The gladiator creature known as Mechsimus ambled alongside it, his chainblade arms whirring as they idled, ready to roar into life when battle called. Alongside the cyber-warrior, the pitiful Logan Storm, whose body was now more machine than flesh, rolled forward on the track unit that had replaced the legs that had been seared away in a deadly conflagration below the surface of the world. Both were foolish creatures, easily swayed to aid Loa Gorg in its ambitions, but useful nonetheless.



Tyrus advances with his loyal retinue



Gav on Logan Storm: *"Poor bastard doesn't have much luck..."*

Lichtenstein ghosted his way through the hangar, pistol drawn and looking to secure a vantage point to better plan his strategy. Ghaustos floated alongside him and he craned his neck upwards, spotting a ladder leading to the roof of a nearby structure. He gestured for Ghaustos to continue round the building and nodded to Dimitri. The Mechanicus lumbered towards the truck as Lichtenstein headed for the ladder, but pulled up short as a man in filthy overalls at the corner of the building looked up to see him and the hideous form of Ghaustos. Too far away to reach in time. The man's eyes bulged in terror and he shouted, "Intruders! Intruders in the hangar!" before pressing himself flat against the building's wall. Lichtenstein cursed, knowing it would do no good to kill the man, everyone in the hangar would have heard his cries by now. Instead, he forged onwards, climbing to the roof of the building and running to its edge.

Tyrus heard the shout and drew his bolt pistol, knowing he had been right to trust his instinct for danger. The shout had come from the right, but further to the left he saw a mechanised figure rolling into sight. He relaxed for a second until he realised that this figure was no servitor, but one of Kessel's damned acolytes, a gun-carriage with a fearsomely powerful weapon. Tyrus shouted, "Get him to the cutter!" and raised his pistol as his enemy aimed his weapon. But Tyrus was faster and squeezed off a burst of shells before the machine man could fire.

Loa Gorg watched with faint amusement as Logan Storm's chest was ripped apart by heavy calibre shells. Each round detonated within his body, leaving giant craters in his flesh and spraying blood into the air. Loa Gorg could taste the man's blood and savoured its bitter tang. If Storm survived this latest wounding, the Daemonhost would be very surprised, but the man had proved his resilience

before. Blood was power and together with his own psychic energies, Loa Gorg summoned a crackling firestorm of electrical energy and hurled it towards Tyrus and his warband. Kessel was sure to be hurt in the ensuing blast, but that was a price Loa Gorg was only too willing to pay.



"Damn you!" Lichtenstein cursed...



This worker has a tête-à-tête with a late night visitor

Kessel's senses were dulled, his vision grey and colourless. The null-collar Tyrus had fitted him with dimming his psychic awareness and rendering him muzzy and thick-headed. He had not realised how much his abilities had enhanced his perceptions until now. Dimly he could hear the sound of gunshots and looked up in time to see a blazing corona of fire hurtling towards him. He opened his mouth to scream, but the pellucid blue fire swept over him. He heard Tyrus roar in pain and smelt the stench of scorched flesh. Pain wracked him as lightning arced from the bodies around him and a bolt struck him on the side of the head. Coils of electrical discharge wreathed his head and he gasped as though suddenly immersed in ice-cold water as the full spectrum of his senses returned to him and he knew the null-collar had been damaged in Loa Gorg's attack...

Another shot rang out, the distinctive crack of a long-las saw Sergeant Stone ducked as he felt the hot snap of a las round graze his cheek. Bravus scattered, running towards the cutter and taking aim at the floating daemon creature that had attacked them. Malicant charged towards the creature and Stone could see blood pouring from a terrible wound in the Fanatic's side. The man would bleed to death before long and Stone ran to join him, breaking out his medi-pack as he heard the unmistakable roar of chainblades powering up.

With Lichtenstein having ascended, Ghaustos drifted towards the cowering worker and lifted him from the ground, the mass of waving tentacles that surrounded the Daemonhost writhing in obscene hunger as they pressed against the man's flesh and wormed their way into his body. He tried to scream, but a thick, slug-like tentacle slithered into his mouth and down his gullet. Within moments, the man's body was little more than a shrivelled sack of bones wrapped in desiccated, leathery skin. The Daemonhost tossed aside the corpse, feeling a murderous sense of purpose fill it as it moved towards the ship in the centre of the hangar and the gunning roar of a truck's engine sounded from behind it.

Tyrus picked himself up from the ground, sparks still dancing before his eyes. The holy symbols etched on his armour were little more than smeared scorch marks now, but they had done their job, protecting him from the worst of the hell-beast's attack. Lichtenstein was insensible, also suffering from the attack and Tyrus's lip curled in a sneer, "Is there no end to your follower's blasphemies, that they would see you dead too?". The heretic didn't answer, but Tyrus didn't expect him to, the null-collar would be keeping him largely insensible to the outside world. He turned as he heard fresh screaming and saw Malicant fall before Kessel's frothing maniac who had twin chainswords where his hands ought to have been. Blood sprayed from the whirling teeth of the swords as the warrior leapt the prone Malicant and ran towards Tyrus. Seeing the danger, Bravus shifted her aim and fired



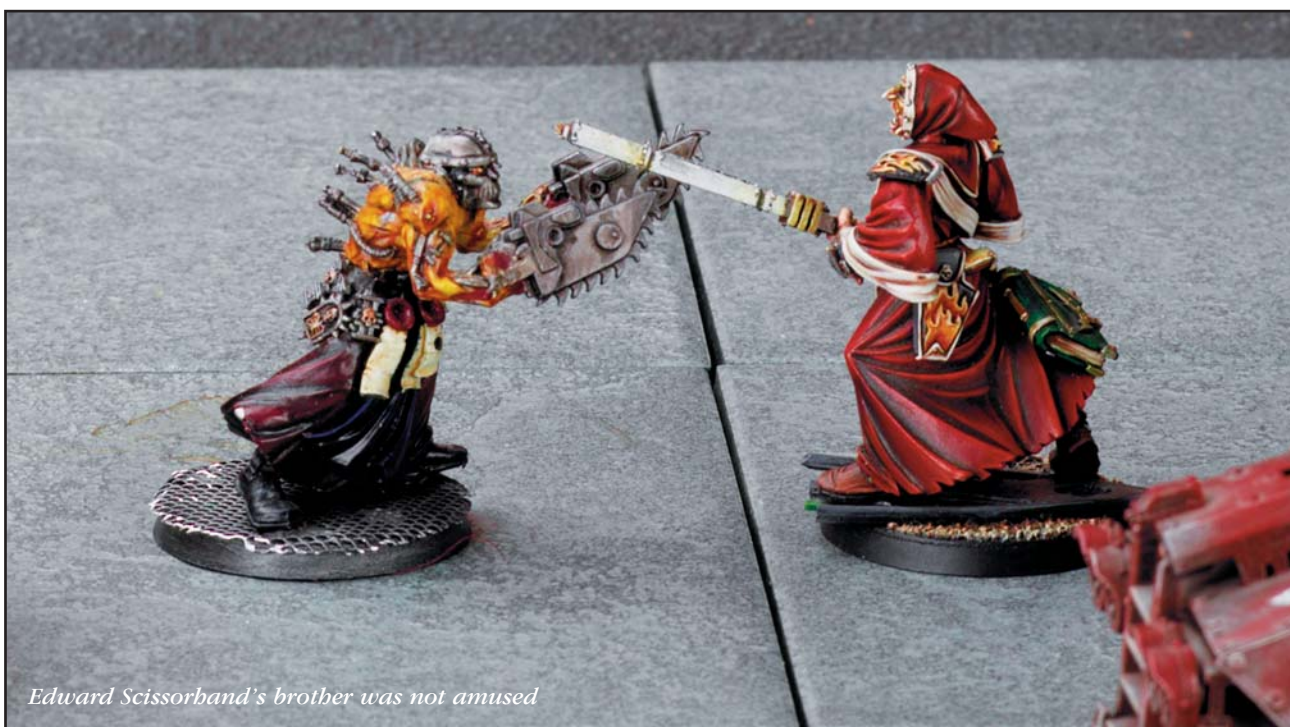
at the gladiator-warrior, a bullet from her stubber taking him in the leg, but failing to slow him.

Lichtenstein saw Tyrus wreathed in the after-image of a psychic attack and snapped off a quick, but well-aimed, shot. The round clipped Tyrus on the side of the head and he staggered. The Witch Hunter reeled from the powerful impact and crashed to the ground. Lichtenstein knew that with a wound to the head and his followers scattered, there would never be a better chance to get Tyrus away from the prone Kessel. He drew his psychic power into a focussed lance of energy and stood, ready to hurl a bolt of pure force towards the Witch Hunter. Almost immediately, he knew something was wrong as he felt the power well up inside him, blocked from release by some incredible barrier. He caught a glimpse of a small, blurred figure behind Tyrus and instantly recognised him for what he was; an untouchable, a psychic blank. Anathema to psykers, Lichtenstein desperately attempted to drain the power from his mind, but it was already too late and he felt the psychic feedback ravage his mind with agonising fury. He collapsed, blood pouring from his eyes and mouth, clutching his head as though his very skull might explode.

Despite wounds that would have felled a normal man, Malicant stood, his chest a ravaged ruin thanks to the none too tender attentions of a chainsword. He saw a floating creature, wrapped in glistening tentacles drifting towards him and lifted his massive eviscerator, though the effort of even holding the weapon was almost too much for him. Bravus's Cyber-mastiff stood beside him, ready to fight this abomination, but even as he shouted a prayer of



thanks to the God-Emperor, a ball of incandescent light exploded before him, blinding him suddenly, and he yelled in frustration. He swung his eviscerator wildly, but could see nothing to hit as a chill seized his heart and he felt a numbing lethargy sweep over him. He cried out in pain, dropping his sword and clutching his chest as his heart began to freeze within his chest and ice-crystals started forming in his bloodstream. His vision dimmed and he collapsed, cursing the fates that had damned him to such an ignominious end.



Edward Scissorband's brother was not amused



Ghaustos bites the dust but Lichtenstein doesn't seem to be worried...

Lichtenstein felt a tremor shiver up his arm, a snaking invasion of his flesh from the sword in his hand. The blade leapt with fire and he could feel the daemon bound within its steel surge into his mind, its fury at its enforced captivity a terrible thing. He fought its malign influence, but already weakened by the psychic backlash, he lacked the strength and moaned as he felt the daemon claim his flesh for its own. His eyes blazed with daemonic power and he leapt from the roof of the building, the daemon now in control of his body revelling in its sudden freedom and sensing the hateful presence of another daemonic creature. The fragments of Lichtenstein's will that remained fought the daemon's possession, but he was too weak and could only watch as he ran towards Ghaustos and swung his blade at the Daemonhost. Ghaustos was a denizen of the Warp and powerful, but the creature within him was a scion of the god of battle and blood and knew exactly where to strike, driving the blade deep within his chest. A truck roared past, with Dimitri at the wheel, heading towards the gun-cutter, but the daemon-Lichtenstein cared not. It could feel Ghaustos's fury at this attack, and laughed, sweeping the sword around and hacking its

head from its body. Ghaustos dropped, its flesh destroyed and its daemonic essence hurled back to the Immaterium. But there was another... and daemon-Lichtenstein charged towards yet another Daemonhost.

Towards the rear of the gun-cutter a furious battle raged between Sergeant Stone, Mechsimus and Bravus. Stone and Bravus were courageous, but Mechsimus had been



Who's gonna be the first to stand up?

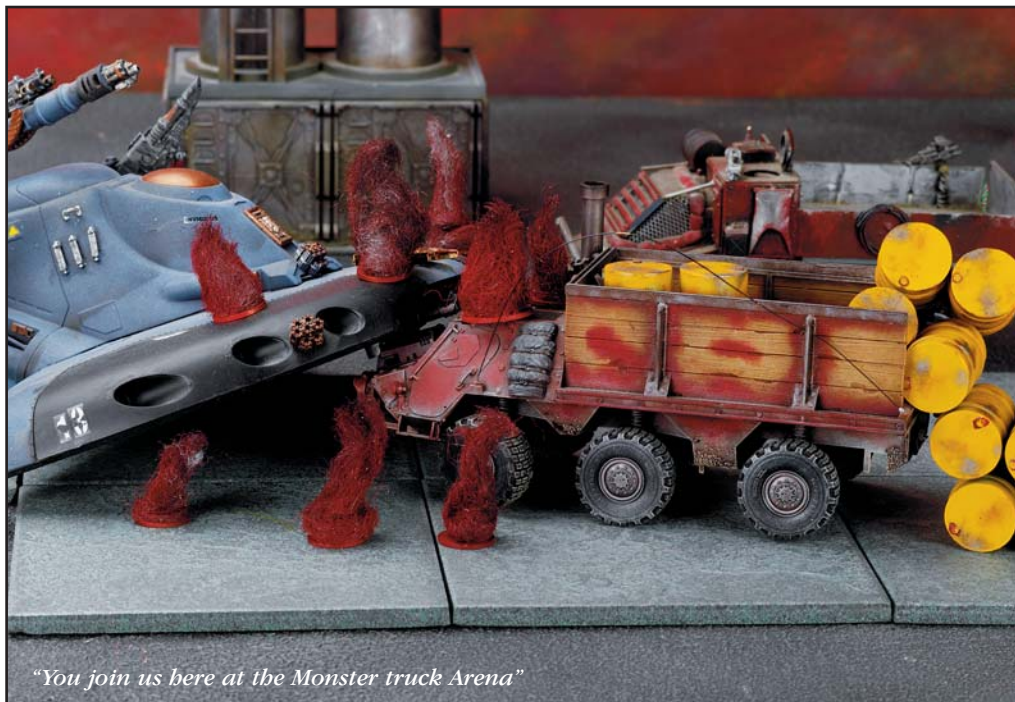


bred and trained for battle, and avoided every strike, hammering one of his lethal arms into Stone's head. The man screamed and fell, blood pouring from a deep wound in his face. Bravus struck at Mechsimus, but could not penetrate his defences and the two leapt back and forth, attacking, counter-attacking, parrying and dodging in a dazzling display of skill and fury. But such a contest could end only one way, and Mechsimus smashed the shock-maul from Bravus's hand before ramming his chainsword through her head.

Loa Gorg desperately dodged another stroke from the possessed mortal, knowing that the daemon within the man's flesh would not stop until it had destroyed all other daemonic creatures in the vicinity. The man was fighting its possession, but Loa Gorg could not yet tell whose will was the stronger. The man screamed and dropped to his knees and Loa Gorg took advantage of the struggle within his skull to break away and head towards its goal, the case containing its

former master's sword. Even as it slipped away from its opponent, it saw a pair of trucks careening through the hangar. A red-robed figure leapt from one, aimed towards the gun-cutter, and a servitor controlled the other. The first truck hammered into the nose of the cutter and exploded, crumpling its front and showering the area with burning fuel and red-hot fragments of metal. Stray shots, Loa Gorg couldn't tell from where, struck a collection of barrels and a blinding explosion filled the hangar as they exploded. Burning fuel sprayed through the hangar and a billowing mushroom cloud of smoke rose from the centre of the blast. Dazed by the blast, Loa Gorg didn't see the second truck as it veered wildly out of control, narrowly avoiding the supine Malicant and slamming him into the side of the gun-cutter. The Daemonhost screamed in pain as the augmented servitor hurtled through the trucks windscreen and splattered itself against the side of the now crippled gun-cutter.

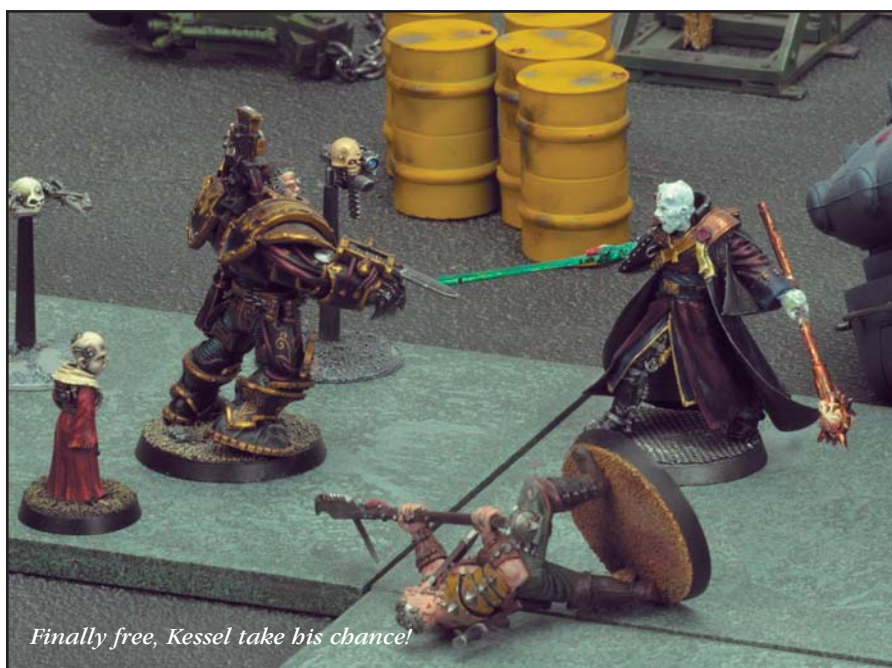
Lichtenstein felt the daemon's grip loosen a fraction and pushed harder to expel it from his body and back into the sword. He felt its rage at his resistance, but summoned every discipline he had been taught to ward out the daemonic, screaming in pain as he forced it from his mind. His flesh was ravaged and exhausted, but he was an Inquisitor of the Emperor and he was no weakling psyker to be dominated so easily. He felt the daemon's screaming frustration as he forced it back into the sword and hurled the weapon away from him, clattering towards Dimitri. "Secure the weapon, but for the Emperor's sake do not touch it with flesh!" he shouted. Even as he felt his body become his own once more, he saw Tyrus stand, his face a mask of blood and rage.



Kessel watched as Tyrus drew himself to his full height. Dripping in blood and silhouetted in the flames of his cutter's destruction, Tyrus was a fearsome sight, a fiery avatar of death and unthinking destruction. Kessel was still bound, but he had been captured before and shackled by more complex fetters than these. With his training and the full power of his psychic abilities at his disposal, it was a simple matter to cast them off then reach up to pull of the broken null-collar. Though he was no slouch in unarmed combat, he knew that were he to stand a chance against Tyrus, he would need his weapons. He could see the case where his guns and sword had been stowed and set off to retrieve them, when he saw Loa Gorg heading for the same objective. His blood ran cold as he realised that Loa Gorg had not come to rescue him at all, but to retrieve the sword...

A sniper shot rang out, grazing Tyrus's armour, and though he could see no shooter, he ducked back, seeing Lichtenstein climbing to his feet and run towards the walls of the hanger and a conveyor track as his damned Mechanicus stooped to retrieve a brazen sword with his swaying mechadendrites. The sword secured, the Mechanicus turned and ran off. Lichtenstein... he should

have known. Now more than ever was there proof that these two heretics were in league with one another. He heard movement behind him and saw to his amazement, that Kessel was free. Tyrus paused, unsure as he tried to choose which enemy to kill first. Both his foes were within reach, but which to attack? He directed his gun-skull to fire on Kessel as the choice was suddenly taken from him. The cyber-warrior who had felled Stone and Bravus leapt towards him, a blade scoring a bloody gash across his leg. This warrior may have felled his followers, but he had bitten of more than he could chew here. Tyrus activated his power fist and blocked a downward sweep of the



Finally free, Kessel take his chance!



Meschimus Oirelius charges the Witchhunter...



... just to find that Tyrus ready to fight back!

gladiator's chainswords, the deadly energies destroying both blades in a bright explosion. The warrior stood dumbfounded for a second and Tyrus did not give his opponent time to recover, slamming his fist into his face and virtually pulverising his skull with one blow.

Kessel grunted in pain and stumbled, dropping to one knee as a lasbolt blew out his kneecap. He could only watch as Loa Gorg approached the container with the daemonsword inside, and agonisingly dragged himself towards the Daemonhost. He watched as Loa Gorg took hold of the container and then roared in pain, floating rapidly away from it as though it stung. Only then did Kessel notice the mystical warding symbols on the container, realising that it had been pentagrammically warded against the daemonic. Gritting his teeth against the pain, he limped towards the container and began dragging it towards the exit on the far side of the hangar. Tyrus was occupied with some other foe and he was never going to get a better chance than this to escape.

Lichtenstein saw the cyber-warrior fall and Tyrus march towards him, furious and vengeful. The hangar was a broken, flaming ruin, pillars of smoke billowing towards the roof fans and pools of burning fuel flickering like a vision of hell itself. Tyrus said, "No mercy for you, Lichtenstein. No capture, no interrogation. This time I will kill you."

Lichtenstein knew that Tyrus meant every word; he would forego the pleasure of his disgrace for the simple pleasure of killing him right now, and Lichtenstein knew he could

do it. Without his sword, there was no way he could stand before the hulking figure of the Witch Hunter. Beside him was one of the railcars used to ferry fuel canisters from the blast-shielded stores and Lichtenstein knew there was but one way out of this. Kessel had already made his escape and it was now time to get the hell out of here. He clambered painfully into the rail cart and hauled the brass lever on the control panel, sketching a mocking salute to Tyrus as he was carried away into the darkness.





ESCALATION

My dear friend, Jens, I am afraid it is bad news that this message brings you. My attempts to quell the instability on Karis Cephalon have run into serious obstacles that I can no longer overcome with my current resources. The meddling of Lichtenstein has incurred the

ire of Tyrus, and the bombastic, blinkered fool has failed to see reason. My allies have recently informed me that he is moving for me to be declared Traitoris Excommunicate. Despite my centuries of dedicated service and sacrifice, and the influence of those who believe in my cause, I am aware that my enemies hold the trump hand at the moment. I expect Tyrus to move against me in force in the near future.

As you may have now guessed, dear Jens, it is time for you to fulfil your end of our bargain. First, I appeal to you as a comrade-in-arms, who requires your assistance now more than ever. Secondly, I require your co-operation as an Inquisitor of the Emperor. Thirdly, I demand this return of favour, under threat of disclosing certain facts that we are both aware of. As I am sure you understand, your current vaunted position would perhaps not survive if the less than salubrious activities of your youth were made aware to your colleagues and superiors.

I await your arrival with anticipation.

Kessel

Addendum – The Sisters Sanguis will meet you before departure, do not fail me.



NO MERCY

+++ TIGHT BEAM SECURE TRANSMISSION BEGINS +++

Following my report to the Grand Masters of my Ordo, of the escape of the heretic Kessel and his accomplice, the accursed Lichtenstein, it is necessary to inform all high-ranking Imperial servants of the outcome.

The Grand Masters of the Inquisition will not tolerate rogue Inquisitors. Following an Inquisitorial conclave, Inquisitors Kessel and Lichtenstein have had their Inquisitorial status revoked, their absence merely convicting them more. Currently, a force of Grey Knights has been dispatched to exterminate Kessel and his deluded followers. Given our convoluted histories, I will personally lead the effort to hunt down Lichtenstein. The Governor of Karis Cephalon will assist in this effort with anything I require. The Adepta Sororitas and Adeptus Astartes have pledged warriors should they be needed, and the Adeptus Arbites and Officio Assassinorum have offered their best agents in the pursuit and extermination of the heretic Lichtenstein. The Imperial Navy has blockaded the system – escape is impossible.

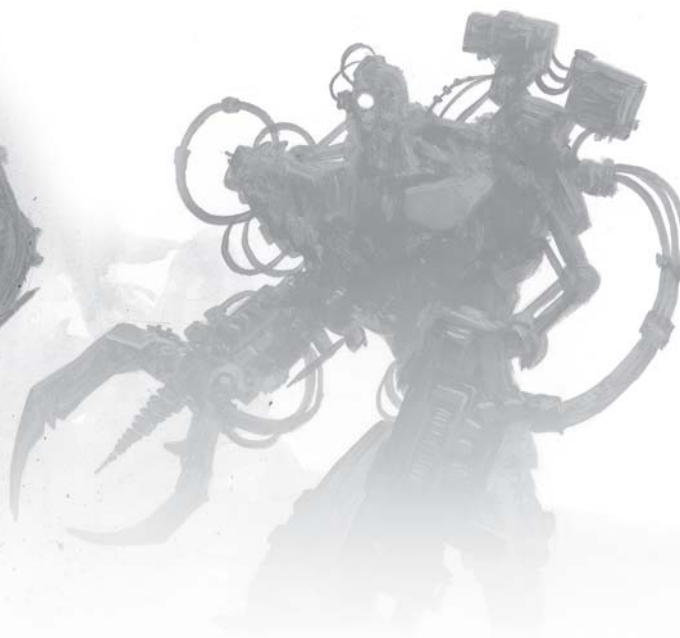
No Imperial organisation will grant them succour; no person will go unpunished for failing to follow leads that might lead to their capture. The Imperium of Man is focused on Karis Cephalon. Its will; the termination of the vile heretics Lichtenstein and Kessel.

The noose tightens and soon both heretics will be hanging by rope of my making.

Inquisitor Tyrus

Thought for the day: The rewards of tolerance are treachery and betrayal.

+++ TIGHT BEAM SECURE TRANSMISSION ENDS +++





TO EQUINOX!

+++TRANSMISSION BEGINS+++

+++DESTINATION "ASURYAN'S SWORD", VOIDSTALKER CLASS XENOS BATTLESHIP+++

My task upon Cephalon is finished; we can continue our works unbindered by any obligation. It irks me that I

found myself pandering to the dictates of honour, but Kessel has aided me in the past. Besides, I would not see such a talented and... open-minded ally reduced to a mewling wretch by Tyrus's excruciators. Now that debt is paid in full, though, in truth, I would have considered coming to Kessel's aid merely to rob the short-sighted buffoon of his ill-gained victory.

I fear the Witch Hunter will pursue me yet, however, as to thwart him is merely to inflame his obsession further. He will do everything he can, pull in all the might of the Imperium available to an Inquisitor of such high standing, merely to see me burn. That I use the powers of Chaos to thwart the designs of the Yngir is as nothing to him. Only the Librarium Hereticus and the artefact within it hold the key to our success, but with the full might of the Inquisition at my heels my passage to Equinox will be fraught with peril. It is imperative Tyrus is removed from the equation.

Therefore I ask you in turn to make good your debt – you were ever a slave to such notions, and I cannot kill Tyrus myself, or I would have done so thrice over already. Summon your fleet. Join me at the coordinates and time encrypted in my last missive. For my part, I have yet influence within the armies of Mankind. Tyrus will find his 'prey' a far more formidable foe than he could ever realise.

Pick up your sword and make ready for war. For though we do not look for it, it will find us soon enough.

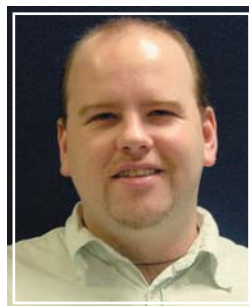
Lichtenstein

+++TRANSMISSION ENDS+++

Tyrus surveyed the wreckage, knowing that his captive had escaped him. But ahead of him, disappearing into the depths of the storage facility was Lichtenstein. One of his prey had escaped him, but this one would not. There was no way out of the facility, and Lichtenstein had unwittingly fled into a trap of his own making. None of his followers still stood, either dead or out of action – he had no way of knowing nor did he care. Lichtenstein was all that mattered.

He limped towards the next railcart as it appeared from the facility, laden with barrels of fuel. Angrily he lifted them out, his power armour easily granting him the strength to do so, and climbed in. Behind him, all he could hear was the crackle of flames and the moans of the wounded. He spared neither a backwards glance as he pulled the lever and set off after Lichtenstein.

Only one of them would walk away from this day's struggle.



HIGH OCTANE THRILLS

Blimey Charley! Well, there wasn't much left in that hangar that hadn't been blown up, smashed beyond repair or had a chainsword stabbed through it. That was a fantastic game and was a fitting coda to the battle reports we played for White Dwarf – in fact, I think this one surpassed them all. From the

insanity of Lichtenstein's possession by the daemonsword, to the explosion of the gun-cutter and the man of the match heroics of Mechsimum, I don't think we could have crammed any more cinematic moments into the battle. Originally, I'd planned this as a final scenario, but, as is often the way with such in-character players, more plot threads came out of this game than expected.

Loa Gorg's true agenda is now clear to Kessel and he will have to ask himself how much he can trust the bindings he placed upon his daemonic creation. Lichtenstein has escaped into the darkness of the storage facility, but Tyrus has been pushed so far now, all thoughts of reason are beyond him and stands ready to give pursuit. Matters have gone too far now for the enmities built up here to be solved by mere warbands and calls have gone out to the Chambers Militant and the armed forces of Cephalon. Much blood remains to be spilled, that's for certain.

After we finished this game, we headed off to Bugman's for a nice, relaxing pint to chew the fat over what had just happened. Excited by the possibilities that had been opened up, we knew we could keep this going for much longer. I plan for a game just involving Lichtenstein and Tyrus as he hops onto the next railcar and follows Lichtenstein. I can just picture it now, the two of them being carried along, Indiana Jones and the Temple of Doom style as they careen along towards the storage facility, then creeping around, cat and mouse as one tries to escape and the other to capture.



Beyond even that, we plan to play some Warhammer 40,000 games as well. What with Codex: Daemonhunters and the newly-released Codex: Witch Hunters, it would be a crime not to. Rowland already has his plans to add in units from the Witch Hunters army list to add to his existing Imperial Guard army and Phil has a fully realised Daemonhunters army ready to take him on. It's things like this that make Inquisitor such a joy to a Gamesmaster, because it allows you to vary the scale of a campaign easily, with the ongoing narrative developing as you see fit, with one-on-one games and battles of 40K merging back and forth. Who knows, matters may get so out of hand on Karis Cephalon that we may need to get some games of Epic in...

Rest assured, that whatever happens, we'll be sure to tell you all about it!

THE HORDES OF NURGLE

Nurgle Daemon Armies in Warmaster

Back in issue 1 of Fanatic magazine, we featured the Daemonic Legions army list for Warmaster. Since then, we've released models for all the major Powers of Chaos, culminating in this month's release of the Nurgle Daemons. There's still a few Daemon flavoured releases to come (the Beasts and Chariots, for instance), but we thought it was about time we looked back at the Daemon army and presented some suggestions on using these figures, with the brand new Nurgle Daemons as an example.

Daemon Units

The Daemon army list describes units in fairly broad categories, such as 'Daemonic Hordes' or 'Daemonic Beasts' with different names given to each of these units depending which Power of Chaos they hail from. Some of the units in the army list are represented by models for only one power (such as the Daemonic cavalry, where the only models available are the Daemonettes on steeds), while other units are common to all the powers (such as the Daemonic Hordes).

In the Nurgle army are, of course, the corpulent Great Unclean Ones. Daemonic Hordes are the deadly Plaguebearers of Nurgle. Nurgle armies also benefit from being the only Chaos power to have models representing Daemonic Swarms in the range – Nurglings. Nurgle armies also benefit from the Beasts of Nurgle ridden by Plaguebearers, also released this month. There's no models for Daemonic Chariots yet, but the Beasts of Nurgle, Plaguebearer units and regular Chaos chariots

should provide plenty of conversion opportunity to modellers. See the article in issue 2 of Fanatic magazine for some ideas.

Of course, there's nothing to stop you converting models to represent some of the units which don't appear in the model range for Nurgle Daemons. Vile plageridden zombie dogs would make fine Daemonic Hounds for Old Papa Nurgle, for instance. Cavalry and flyers are harder for Nurgle, and you might, quite legitimately, choose to miss these out of a Nurgle army simply for not keeping with Nurgle's theme. That said, flyers are an important part of the army, and rather than simply take the soft option and include Screamer of Tzeentch in an otherwise Nurgle army, you could think about using units of Furies instead (unaligned Daemons, so a little less incongruous when placed alongside Nurgle armies). Alternatively, flocks of rotten, maggot-ridden birds (perhaps based on carrion models) ridden by Plaguebearers would make quite characterful Nurgle flyers.



The Hordes of Nurgle



*Above (left to right): Daemon Prince of Nurgle, Beasts of Nurgle, Great Unclean One
Below (left to right): Plaguebearers, Nurglings.*



Nurgle Daemons in Other Armies

Sometimes a mortal or beast army of Chaos will earn such favour from their patron deity that they will be rewarded with the services of a handful of their chosen god's most deadly of followers – the Daemons of Chaos. Because of this, you can easily include a few units of Nurgle Daemons in mortal (Chaos Warrior) or Beastman armies, as alternative models representing units chosen from the army list in the usual manner. For example, in a Chaos Warrior army, you could replace a few of the Chaos Warrior units with Plaguebearers or replace a few units of Chaos Knights with Beasts of Nurgle, while a powerful character such as a hero or sorcerer on a Chaos Dragon can easily be represented by a Greater Daemon of Nurgle model. In this way, you can give a real 'Hordes of Chaos' appearance to your army, without needing to stray outside the boundaries of the official army lists.

Other Units in Nurgle Daemon Armies

Just as other Chaos armies can quite cheerfully include a unit or two of Daemons, there are other devotees of Nurgle that you might like to include in your Daemonic Legion of Nurgle, again to enhance that 'Hordes of Chaos' feel about the army.

Mortal followers of Chaos will from time to time band with Daemonic Hordes, no doubt seeking to further their favour with their patron god by allying themselves more closely with his own chosen followers, the Daemons. Units of Chaos Warriors, Marauders or Knights devoted to Nurgle could easily be included on this basis. Keep in mind, though, that few mortal men would dare accompany the Daemonic Legions to war, and only the most devoted followers will be tolerated in the ranks, so just using regular Chaos Knights or Warriors pinched from your Chaos army isn't really in the spirit of things – far better to convert some units specially, Warriors, Knights and Marauders marked utterly by Nurgle, intestines hanging out, covered in pustules and hives, wreaking of decay.

Nurgle has his followers amongst the Beasts of Chaos, too – the so-called Festigors. As with the Warriors, converting a few units of Beastmen to reflect their absolute devotion to Nurgle is an ideal modelling project to compliment an army of Nurgle Daemons. Simply painting a unit of Beastmen green, however, is perhaps a rather lazy way of adding units to your army..



EPIC ARMAGEDDON FAQ

By Jervis Johnson, Zac Belado & Friends

The following FAQ is a compilation of answers to questions that have been asked on the Epic forum, and 'officially' answered by Jervis Johnson. They have been collected together here as an official supplement to the FAQ & Designers' Notes at the end of the Epic: Armageddon rulebook.

If you can't find the answer to your question here, then try looking in the Epic forum at www.epic-battles.com. The FAQs on the forum contain official answers to questions that we have not had time to add to this document... yet! If you can't find the answer you need either here or in the FAQs on the forum, then you can raise the question yourself in the Rules Discussion area of the Epic forum.

1.7 MOVEMENT

1.7.3 Zones of Control

Q: What are the options for a unit that finds itself in an enemy zone of control at the start of its activation?

A: *If a unit finds itself in an enemy zone of control for any reason then it must either charge the enemy or leave the zone of control when it next takes an action. It cannot choose to remain stationary and stay in the zone of control, which means that the formation it belongs to will have to choose an action that allows the unit to move away or charge.*

1.7.5 Transport Vehicles

Q: What happens to transported units if their transport is destroyed?

A: *The units must make an Armour Save or a 6+ Cover Save to survive.*

Q: Do troops in a transport lose their Armour Save when the transport is hit by an macro weapon or Titan Killer weapon?

A: *Saves that could be taken if the unit were hit directly by a macro weapon may still be taken, but otherwise, yes. So, for example, Terminators with reinforced armour would get a save against a macro weapon hit, while a Space Marine Tactical unit would not.*

Q: Do transports that are destroyed in close combat (or via AP fire for light vehicles) cause transported units to possibly be destroyed, as with AT and macro weapon fire?

A: Yes.

Q: If a transport with two troops inside is destroyed, and all of the troops inside it are destroyed, how many Blast markers are placed on the formation?

A: *Four. One for being shot at, one for destroying the transport unit and two more for the units inside the transport*

Q: If a withdrawing transport is caught within 15cm of an enemy unit after finishing its Withdrawal move, are the transported units destroyed as well?

A: Yes.



Q: Are transported units considered to be in specific transporting units of their formation?

A: *You can play it either way. If it looks like being an issue for you, then bring it up in the five minute warm-up period at the start of the game.*

Q: The Transport rules say that if a transport unit has two enemy units in base-to-base the transported units cannot disembark since they are trapped inside. Does this mean that they die without saves if the transporting unit is killed during the Assault?

A: *No, the normal rules would apply (ie, the units get their saves), as the rules do not say otherwise. As a rule of thumb you should strictly apply the core game rule unless an exception is specifically noted.*





Q: If a formation loses an assault and has to remove a transport with units inside it, are the transported units removed without saves as well?

A: *No. The transport unit would be destroyed and any units inside would disembark. These units can then be removed to satisfy the number of extra kills suffered by a formation that loses an assault. For example, a Space Marine formation loses an assault and must eliminate two units. The first unit to be eliminated is a Rhino carrying two Marine units. The Rhino is destroyed, the Marines disembark, and then one of the Marine units is destroyed. The remaining Marine unit survives unscathed and does not have to make a save.*

1.9 SHOOTING

Q: Can you withhold fire for later turns?

A: *The player can choose which units/weapons to shoot with and never has to fire if he doesn't want to.*

1.9.2 Who May Shoot

Q: In the rules for Suppression it states: "One unit that has a line of fire and is within range may not do so for each Blast marker on the formation". How should this rule be interpreted for units, like a Deathstrike Missile, that don't require a line of fire in order to fire?

A: *Units that do not require a line of fire in order to shoot are suppressed if they are within range of the enemy, even if they don't have a line of fire to the target.*

Q: Can a transported unit be suppressed when a formation fires?

A: *Only if it can shoot (only units in a position to shoot can be suppressed).*

Q: Can a unit without ranged weapons (something with only FF or even lacking that, like an Ork Wildboy) be suppressed when a formation fires?

A: *In order to be suppressed a unit must have a line of fire and be in range. This means that units within small arms range (15cms) may be suppressed (even*

though they cannot shoot), but the Wildboy could not be.

Q: Can units armed only with small arms that are within range of the enemy be chosen as unit to be suppressed by Blast markers?

A: Yes.

1.9.4 Place Blast Marker

Q: What happens when a formation fires at a target but has no weapons that can affect the target? For instance a formation that only has AP weapons fires at a vehicle formation – Does the target still get a Blast marker for taking fire?

A: *Yes. A target formation always receives a Blast marker for taking fire even if that fire cannot have any effect on the target formation.*

1.9.6 Supporting Fire

Q: Are modifiers to an Armour Save cumulative? For example, is a Sniper firing at a unit in crossfire a -2 to the unit's Armour Save or just a -1?

A: *All modifiers apply unless the rules specifically say something different. So the total Armour Save modifier would be -2.*

1.11 CROSSFIRE

Q: Does a barrage get the Crossfire modifier if applicable?

A: *Yes. The firing formation needs to be within 30cm of the target so this isn't possible with indirect fire.*

1.12 ASSAULTS

Q: Do assaults only occur when one player or the other takes an Engage action?

A: *Yes. An assault does not occur automatically in the Epic rules. An assault is only possible when one player issues an Engage action to a formation. Not in any other case... so you can't move into an assault, either on purpose or accidentally, unless you take an Engage action.*

1.12.3 Make Charge Move

Q: How should we interpret section 1.12.3 when it says "Remember that a charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered"?

A: *The intent of the rule is that if you enter a zone of control, then you must move into base contact with the nearest enemy unit whose zone of control you have entered. If you start a move in a zone of control, you can either move into contact with the closest enemy unit, or exit the zone of control by the shortest possible route.*

1.12.4 Counter Charges

Q: Does a countercharge or withdrawal stop me from activating a formation later in the game if they were not activated before the assault?

A: *A countercharge does not change the activation status of the formation doing the countercharge. A withdrawal is done by units that lose an assault and are broken, and as such the formation cannot do anything further that turn so it couldn't be activated in any case.*

Q: If one of my formations is charged do I countercharge the nearest enemy unit even if it is in a supporting formation?

A: *Yes; a countercharging unit may engage enemy units from supporting formations, as long as they were the closest enemy units.*

Q: Does the formation Coherency rule still apply during a countercharge?

A: *Yes. The Coherency rules apply to countercharging units.*





Q: If the closest enemy unit is already engaged (it has two units in base-to-base contact with it) do I still need to countercharge that unit or can I countercharge another enemy unit?

A: *If the closest enemy is already fully engaged, you may carry on the countercharge and try to contact the next closest enemy unit.*

1.12.5 Resolve Attacks

Q: In an assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?

A: *No. Hits in an assault can only be allocated to units that are within 15cm of an enemy unit.*

Q: If units are assaulted/engaged while in cover, do enemy attacking with FF values get a -1 modifier (cover) to hit?

A: *No. Modifiers never apply to a unit's FF or CC values.*

1.12.6 Supporting Fire

Q: The rules state that a formation that marched may not lend supporting fire. Does this apply if the formation marched last turn?

A: *No. With the exception of Overwatch, actions end in the End phase, and the formation is assumed to go on to ready status for the next turn.*

1.12.7 Work Out Results

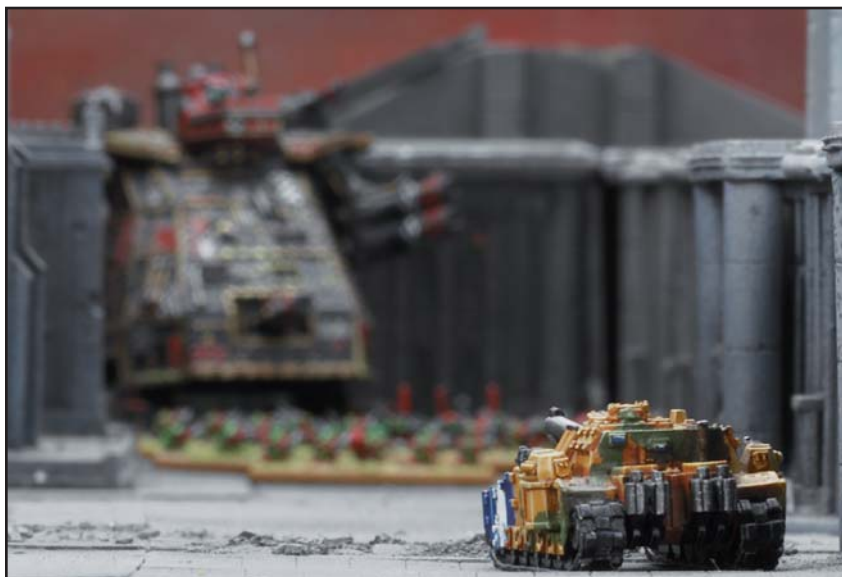
Q: What happens if a combat round in an assault is a draw, do you immediately fight another round? And this round is also a draw do you fight a third successive round (and so on)?

A: *Yes. An assault has to result in one side winning. You would continue to fight until one side or the other had won the assault.*

1.12.9 Winner Consolidates

Q: Can a transport pick up the units as part of its Consolidation move?

A: *Yes. However only one of the units is allowed to make a Consolidation move, and the other unit must remain stationary. Usually the unit that moves will be the transport vehicle, as transports need to 'move over' units to pick them up (see 1.7.5). However, with war engines it may be the unit that is embarking that will need to move and the war engine that cannot, as sometimes units can only embark by moving into contact with the war engine (see 3.1.3).*



1.13 REGROUPING & BROKEN FORMATIONS

Q: Do broken units still exert a zone of control?

A: *Yes. The only way a unit loses its zone of control is if it is in base-to-base contact with two enemy units (or a number of enemy units equal to twice its starting Damage Capacity if it is a War Engine).*

Q: Broken formations do not receive Blast markers if they are fired on or assaulted after they have been broken and before they rally. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no Saving throw allowed. Are these hits allocated like regular hits (from the front to the back) or does the player get to take them how they like?

A: *The hits are allocated normally, from front to back.*

1.14 THE END PHASE

Q: When exactly in the End phase does the additional damage from Plasma Reactor hits or Gargant fires happen? Is it before or after rallying or repairing shields?

A: *Unless noted otherwise, things like this happen at the start of the End phase, before you do anything else.*

2.1 SPECIALIST UNITS

Q: Can units in a transport use their special abilities (eg, Ork Nobz in a transport use their Leader ability to remove Blast markers)?

A: *Yes. Additionally, characters or units with special abilities in broken formations can also use their abilities. The only time a special ability can not be used is when the unit or character in question is off-board (eg, in reserve, or in a spacecraft or transport waiting to be deployed).*



2.1.1 Characters

Q: If a character has an macro weapon attack does it modify the attack of the unit it is attached to or does it add an attack?

A: *Most character's weapon stat lines also include the Extra Attack ability. This means that the character's attack is considered to be its own weapon entry, and doesn't modify the unit's existing weapons, it simply supplements them.*

Q: When I purchase a character upgrade does it replace one of the units in a formation? So if I buy a Chaplain for a Space Marine Tactical formation does the Chaplain replace one of the Marine Tactical units?

A: *No. The Chaplain (or any character for that matter) is added to one of the units in the formation. The Character's abilities are also added to the unit. So in the case of the Space Marine Tactical formation one of the Marine units has the Chaplain added to it (you should use a special stand of Marines with a Chaplain figure on it to represent this) and that unit now has the Chaplain's abilities (Inspiring, Invulnerable Save, Leader and the power weapon).*

2.1.2 Commanders

Q: In a combined assault, the rules state that the formations in the assault are treated as a single formation for the duration of the assault. If the combined formation wins the assault, does this mean that each formation takes Blast markers based on the total number of kills to all formations, or just the kills inflicted on each individual formation?

A: *As the sub-clause about each formation taking a number of Blast markers equal to the kills they suffered comes after the earlier statement about 'a single formation for the duration of the assault', it overrules it. So each formation would take a number of Blast markers equal to the number of kills inflicted on it. A sub-clause is always assumed to override an earlier rule.*



Q: Can a commander give assault orders to a several formations even if the commander himself isn't in charge range?

A: *Yes, but the commander's formation must be one of the three formations taking part in the combined assault. If he issues the order successfully (ie, passes his Action test), then his formation and the other two are treated as one large formation for the assault. This would mean that neither the commander nor any units from his formation would need to get within 15cm of the enemy, so long as at least one unit from the combined formation does so. Note that the commander and the units in his formation would be bound by the coherency rules, so would need to end the charge with at least one unit within 5cm of one unit from at least one of the other formations.*

2.1.3 Fearless

Q: If a Fearless unit has remained in base-to-base with an enemy unit after losing an assault, does that affect other formations ability to fire at the two formations?

A: *No, apply the normal rules.*

2.1.6 Invulnerable Saves

Q: Does crossfire or the Sniper ability affect an Invulnerable Save?

A: *The Invulnerable Save is a second bonus save and therefore is not modified by any modifiers or special effects.*

2.1.11 Reinforced Armour

Q: Does reinforced armour allow me to re-roll an Invulnerable Save?

A: *No.*

Q: Does reinforced armour allow me to re-roll a Cover Save?

A: *Yes. However, the re-roll is made using the unit's own Armour Save value, not the Cover Save value.*

2.1.12 Scouts

Q: Should Scout units count as being 'intermingled' if a friendly unit is within 10cm, rather than 5cm as would normally be the case?

A: *Yes.*

2.1.13 Skimmers

Q: Can a Skimmer formation/unit do a pop-up attack as part of their Sustained Fire action?

A: *Yes. Note that the Sustained Fire pop-up attack will trigger Overwatch fire as well.*

Q: What happens if I want to embark an infantry unit in ruins (dangerous terrain) in a skimmer which begins and ends its movement in normal terrain, but embarks the infantry in the dangerous terrain as it moves over it?

A: *A transport skimmer must take a Dangerous Terrain test if it embarks units that are in dangerous terrain.*

2.1.14 Sniper

Q: The Sniper rule states that the player can allocate Sniper hits to any unit in range and line of fire. Does this mean that you can allocate Sniper hits to units that have already been allocated a hit?

A: *Yes.*

2.2 SPECIALIST WEAPONS

2.2.2 Disrupt

Q: Do the effects of the Disrupt ability apply to hits generated as a result of a transport being destroyed by the disrupt weapon?

A: *No. The Disrupt ability does not apply to damage inflicted on transported units when their transport is destroyed.*

2.2.4 First Strike

Q: How does First Strike apply to units with Extra Attacks?

A: *Special Abilities that appear in the Notes section for a weapon only apply to that weapon, while Special Abilities that appear in the Notes section for the unit (the one at the bottom of the sheet) apply to all attacks the unit makes.*

Q: If a unit has a weapon that has the First Strike ability and is a small arms weapon can it use the First Strike ability if it is providing supporting fire?

A: *Yes.*

2.2.6 Macro weapons

Q: If a unit (with a macro weapon attack) in an assault is killed before its macro weapon hits are allocated, are those macro weapon hits discarded?

A: *No.*

2.2.7 Single Shot

Q: Do single shot weapons that have fired count for Suppression purposes?

A: *They can count for suppression. All you need is to be in range and have an line of fire. Actually being able to shoot is not a requirement.*



2.2.8 Slow Firing

Q: Are slow-firing units that fired in the previous turn eligible for suppression even if they are unable to fire this turn?

A: *Yes.*

3.0 WAR ENGINES

3.1 War Engine Movement

Q: Can a war engine transport carry more than one formation?

A: *Yes, as long as all the units of each formation can be fully contained within the war engine. For example, a Space Marine Thunderhawk can carry eight units. That means that it could carry two separate Assault formations (four units each for a total of eight units) but you couldn't split formations across multiple war engine transports.*

Q: Are troops trapped inside a war engine Transport if it is in base-to-base contact with two enemy units?

A: *Troops are trapped inside a war engine transport if it is contacted by two enemy units per point of starting Damage Capacity.*

3.2 WAR ENGINE SHOOTING

Q: Is it only Titan Killer and macro weapon attacks that can hurt a war engine?

A: *War engines may be affected by AT attacks, macro weapon and Titan killer weapons.*

Q: Does a war engine that is under two or more templates from the same barrage suffer hits from each template? For example, if it were under the centre of one template and partially covered by a second, would it take hits equal to half its DC, or half its DC+1?

A: *It's only affected by one of the templates. By the same token a normal unit that happens to be partially covered by two templates (ie, half of the unit under one template and the other half under a second template) will only be attacked once.*

Q: If a Titan loses an additional point of DC due to the effect of a critical hit in the End phase, will this place a BM and/or can this loss of DC inflict further critical damage? Can this loss of DC be avoided by shields??

A: *Additional damage inflicts Blast markers and can cause critical hits normally. Such damage may not be avoided by shields.*

Q: What happens to a war engine that sustains multiple critical hits? Are they cumulative or are the additional critical hits ignored?

A: *The effects of the critical hits are cumulative.*



Q: In the rulebook in section 3.2.3 it says to roll for a critical hit for every hit made on a war engine. Do you actually roll of each hit or for each point of damage that the war engine takes?

A: *Roll for a critical bit for each point of damage, not for each bit.*

Q: How many Blast markers does a formation get if you manage to destroy a war engine with a critical hit?

A: *The formation receives one Blast marker for being shot, one Blast marker for each point of damage caused, and one Blast marker for each point of damage remaining on a war engine that was destroyed by a critical bit.*

3.3 WAR ENGINE ASSAULTS

Q: Is a war engine transport that is carrying a broken formation allowed to make an assault?

A: *Yes, however, any broken formations on board the war engine are not allowed to disembark to take part in the assault (they remain covering inside instead!). If forced to disembark because the war engine is destroyed during the assault then they are automatically destroyed*

with no Saving throws of any kind allowed. Also, note that the Blast markers on the transported formation are counted when working out the result of the assault (ie, for who has the most Blast markers, etc).

Q: Can war engines barge units out of the way in a countercharge?

A: Yes.

4.2 AIRCRAFT

Q: If I have multiple Thunderbolt formations on CAP, can I only send one to intercept an enemy ground attack?

A: Yes.

Q: If an air transport gets attacked by flak during an air assault, can it still jink and still participate in the assault?

A: Yes. The rule for jinking (4.2.3) does not specify any other effect of jinking other than the aircraft losing its attack so there would be no other effect of jinking other than this.

(4.2.4) Flak Attacks

Q: If an IG Infantry Company with a Hydra upgrade has one Blast marker, can the Hydra fire at aircraft?

A: The normal suppression rules apply when making flak attacks. However, please note that any units in the formation may be suppressed, even if they don't have AA weapons, just so long as they are within range of the aircraft unit. Apply suppression 'from back to front' as normal.

Q: Ork Fighta-Bommerz make a ground attack. When my Hydra battery fires, only one of the three Hydras is in range of the Fighta-Bommerz. I shoot with that one. When the Fighta-Bommerz disengage at the end of the turn the aircraft come within range of the other two Hydras in the formation. Am I permitted to fire the other two Hydras because those units did not previously shoot at that enemy formation?

A: Yes.

Q: A formation of Ork Fighta-Bommerz attack a formation that has a Hydra attached to it. The Fighta-Bommerz are also intercepted by two Thunderbolts. What is the order of fire for the Thunderbolts, Hydras, Fighta-Bommerz AA and Fighta-Bommerz ground attack?

A: The attacks would be resolved in the reverse order that they were initiated, following the rule of approach, flak, attack. So the Fighta-Bommerz would get a Flak attack at the end of the Thunderbolts' approach move, the Thunderbolts would get their air attack, the remaining Fighta-Bommerz would then take fire from the Hydras and then the Fighta-Bommerz would finish their ground attack.

(4.2.5) Transporting Ground Units

Q: Can an aircraft land in an enemy zone of control?

A: Only if they are making an air assault. In such a situation the aircraft could land right in the middle of a formation, and, assuming it was a war engine, it could barge enemy units out of the way in order to make space in which to land.

Q: Do troops held off board in an aircraft transport have to be deployed on the first turn? Or can they come on whatever turn you wish?

A: They can be deployed on any turn.

Q: The rules say the following about units that are picked up by transport aircraft: "Any units that are picked up and transported off the table may later return to play in the same transport aircraft". If the unit had the Teleport ability could it choose to return to play by teleporting instead?

A: No.

Q: Can aircraft like Marauders land?

A: No. Only aircraft with the Transport ability can land. From section 4.2.5 Landing: Aircraft with a Transport capability can land after making their approach move and having being fired upon by any enemy flak.

4.3 SPACECRAFT

Q: Do spacecraft count for the Break Their Spirit goal if they are the most expensive formation in an army?

A: No. Spacecraft (or any off-board units or formations) do not count towards goals.

Q: Do formations that are under an Orbital Bombardment template receive a Blast marker for being shot at?

A: Yes.

Q: Under section 4.3.3 of Orbital Bombardments it states: "Take one of the templates and place it with its centre at the coordinates you recorded at the start of the battle. Place the two other templates so they are touching the first one..." Does this mean that the minimum number of templates for an orbital bombardment is three and can go up to five depending on the size of the bombardment?

A: No. They get the same number of templates as it says on the Barrage table in section 1.9.8.

4.4 PLANETFALL

Q: Do the Space Marine and Chaos Space Marine Drop Pod figures represent an actual unit or are they just a marker to indicate a landing location?

A: They are just used to represent the location of the Planetfall.

Q: Let's say I have a Battle Kroozer. I also happen to have four Ork Landas. Do they all have to land within 15cm of the same drop zone marker or is it possible to set up multiple drop zones? Or, is the only way to have multiple drop zone markers to get multiple spacecraft?

A: Each transport formation may have its own drop zone. In this example there could be up to four drop zones, one for each Landa. If you use multiple drop zones, you will need to record clearly which Landa is allocated to each drop zone.

5.1 SPACE MARINES

Q: Do broken Space Marine units count as having one Blast marker per unit or one-half Blast marker per unit in assault resolution?

A: One Blast marker per unit.

Q: If I shoot two times on a broken Space Marine formation (killing no units) do I generate 2 separate Blast markers?

A: No. Broken units do not retain Blast markers. So in this case the Space Marines would ignore the one Blast marker you place each time and would not lose any units. You would have to place two or more Blast markers on a broken Space Marine formation before it loses a unit.

Q: Can a Space Marine Librarian use his Smite ability in an assault if he is in base-to-base contact with an enemy unit?

A: No. The Smite ability is listed as being a small arms weapon. Small arms weapons are used in assaults when the unit is not in base-to-base contact.

5.2 IMPERIAL GUARD

Q: How do you determine the number of autocannon shots an Imperial Guard infantry formation has if units in it are suppressed?

A: Work out suppression for Imperial Guard infantry before working out the number of autocannon shots. Any Guardsman within 45cm of the enemy is assumed to be in range and may therefore be suppressed as long as they have a line of fire. Count the number of remaining Guard units and halve this total, rounding up, to find the number of autocannon shots you may take.

5.4 TITAN LEGIONS

Q: If a war engine with void shields is hit by a weapon causing multiple points of damage, will any points left over after knocking down shields carry over to the war engine itself?

A: Yes, they will carry over to damage the war engine.

Q: When void shields recharge in formations with multiple units, is one dice rolled for the formation or one dice for each unit?

A: One dice roll per unit. Then pick the highest dice. Each pip can be used to remove one Blast marker or recharge one shield on every unit in the formation that has void shields.

Q: Does AP fire take down a void shield?

A: No.

Q: How does allocation work with void shields in formations with multiple war engines?

A: The void shields are not considered as part of the war engine's Damage Capacity when allocating hits. So when allocating hits to a war engine that has void shields or power fields, only consider the war engine's starting Damage Capacity and not any other factors.

5.5 ORKS

Q: The free Ork Warlord Character upgrades the abilities of a single unit in the mob, correct?

A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

6.2 TOURNAMENT ARMY LISTS

Q: Some vehicles' notes mention that they can carry particular troops but the army list doesn't allow me to add that vehicle as an upgrade to all the troop types it can carry. Why is that?

A: The vehicle's notes cover all the troops a vehicle could carry, not necessarily the troops that it can possibly carry as described in the army list. The army lists are intended for tournaments or point-based gaming but if you are having a friendly game or you are designing a special scenario the possible units a vehicle can carry allows you to play games that aren't bound by the army lists.

6.3 CODEX ASTARTES ARMY LIST

Q: The Razorback upgrade in the Space Marine army list states replace any number of Rhinos with 1 or 2 Razorbacks each. If I take 3 Razorbacks how do I determine how many Rhinos I have left in the formation?

A: You'd take the minimum number of Rhinos to carry the units not being transported in Razorbacks. This might leave one Rhino with one spare space in it but that is okay as long as you don't take Rhinos in excess of the transportation needs of the formation.

Q: Does the Land Raider upgrade available to the Devastator formation replace that formation's Rhinos? And if so how do you add Razorbacks to the formation if they do?

A: A Devastator formation can be given up to four Land Raiders. However, including Land Raiders in this way will mean that the number of free Rhinos the formation will receive will be reduced to the minimum number needed to carry any Devastator stands that can't fit inside the Land Raiders. Then, once the number of Rhinos needed for the formation is known, you may replace each remaining Rhino with 1-2 Razorbacks.

6.5 ORK WAR HORDE

Q: Can the Ork Warlord join any Ork unit if you do not have a Gargant in your army?

A: The Ork Warlord has to join a Greater Gargant if you are fielding one. If there is not a Greater Gargant in the army then the Warlord Character can be added to any Nobz or Gargant unit. Conceivably if your army has no Nobz or Gargant units then it could join any Ork unit.



EPIC ARMAGEDDON ERRATA

The following mistakes crept into the first and second printings of the Epic: Armageddon rulebook. All will be corrected in the third and subsequent print runs of the book. My sincere thanks go to the members of the Epic playtesters vault, and especially Nick Johnson, for helping to track down all of these errors.

Page 16, 1.7.5; Paragraph 3: Change the end of the paragraph as follows: "... or if the formation is broken by Blast markers, etc). If the transport unit is destroyed, then any transported units may make their normal Armour Save OR make a 6+ Cover Save. See 2.2.6 if a transport is destroyed by a macro-weapon."

Page 38, 2.2.1; Sentence 4: "... has a Firepower of AT4+/AA5+" should be "... has a Firepower of AT4+/AA4+"

Page 84; Space Marine Landing Craft datasheet: "Type War Engine" should be "Type War Engine Aircraft", AND "3 x Twin heavy bolters, Firepower AP4+" should be "3 x Twin heavy bolters, Range 15cm, Firepower AP4+/AA5+"

Page 139; Warband Core Units: "...and two Gretchin" should be "...and two Grotz".

Page 164; Imperator Titan datasheet: "Speed 30cm, Armour 5+, Close Combat 4+, Firefight 4+" should be "Speed 15cm, Armour 4+, Close Combat 3+, Firefight 3+".

Page 165; Quake Cannon: "Firepower 3BP, Macro weapon" should be "3BP, Macro weapon, Slow-firing".

Page 171; Salamander Command and Salamander Scout: "Count as Salamander" should be "Count as Chimera"

Page 188; Warlord Titan: "Gatling Blaster Firepower 4 x AP5+/AT3+" should be "Gatling Blaster Firepower 4 x AP4+/AT4+".

Page 189; Landing Craft: Add "DC 4, Crit – see datasheet" AND "Transport" should be "Transport 12+4/6".

Page 189; Strike Cruiser: "Transport (20)" should be "Transport (One Company)".

Page 189; Battle Barge: "Transport (60)" should be "Transport (Three Companies)".

Page 190; Imperial Guard Infantry: "Close Combat 5+, Firefight 4+" should be "Close Combat 6+, Firefight 5+".

Page 190; Imperial Guard Support squad: "Firefight 5+" should be "Firefight 4+".

Page 190; Shadowword Volcano Cannon: "Firepower MW2+ TK(D3)" should be "Firepower MW2+ TK(D3) FxP".

Page 191; Oddboyz Suppa-Zzap-Gun: "Firepower MW3+ TK" should be "Firepower MW3+ TK (D3)".

Page 191; Kommandos: "Firepower AP5+/AT6+" should be "Firepower AP6+/AT6+".

Page 191; Warbikes: "Firepower AP5+/AT6+" should be "Firepower AP5+/AT5+".

Page 191; Warbuggies/Wartraks: "Firepower AP5+/AT5+" should be "Firepower AP5+/AT6+".

Page 191; Flakwagon: "Firepower 2 x AP5+/AT5+/AA6+" should be "Firepower AP6+/AT6+/AA6+".

Page 191; Supa Stompa: "Type AV" should be "Type WE".

Page 191; Great Gargant Lifta-Droppa: "Range 45cm, Firepower AP5+/AT5+, FXF, OR Range base contact, Firepower Assault Wpn, TK (D3), +1A" should be "Range 60cm, Firepower MW3+, TK (D3) FXF, AND Range base contact, Firepower Assault Wpn, TK (D3), +1A".

Page 191; Landa: "Transport (10)" should be "Transport (10+4)".

Page 191; Battlekroozers: Add "Transport (10 Landas filled with troops)".

