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THE LONG ARM OF THE EMPEROR'S LAW

ADEPTUS ARBITES IN INQUISITOR, BY ANDY HOARE

"They live there in that great plascrete tower surrounded by walls and razor wire, only emerging to seize some unfortunate who has transgressed against the Imperial Laws or to patrol the city to prove that it belongs to them. There are crystal lenses and sound wave detectors on that tower that can watch citizens and listen to their conversations 100 leagues away, Imperial spy satellites watch what they can't see directly and even the Governor fears them. They aren't from here and have nothing to do with us, no more than Orks or Eldar, if they have families or children we don't know about them and we don't care. They wouldn't so much as buy a glowbulb from us and we would not sell it to them. It's ironic that they have the rather benevolent title of Arbitrators."

Vorkas Zolowski prior to his arrest for pernicious sedition against the Emperor of Mankind.

The Adeptus Arbites are the conspicuous and ever-watchful long arm of the Emperor's law. From their Fortress Precincts upon almost every world of the Imperium, they administer the harsh justice as laid down by the Dictates Imperialis. None are above, or indeed below, their notice, and they will stop at nothing to ensure wrong-doers are punished for even the smallest crime.

The men and women of the Adeptus Arbites are recruited from Schola Progenium facilities all over the Imperium. It takes a very special individual to be selected, and it is often those who have risen to dominate their fellow progenia through force of will or brute strength who prove ideal for the role. The Arbites must be harsh in the execution of their duty, and mercy is a weakness unbecoming of an officer of the Emperor's Law.

Unlike the individuals in the service of the Holy Orders of the Emperor's Inquisition, the Proctors, Arbitrators and Judges are not free to administer judgement as and how they see fit. They are instead bound by the Dictates Imperialis. This is a prodigious body of laws,

rulings, precedents and more compiled over ten millennia, and ranging from the words of the Emperor Himself from the days he walked amongst men, to the most recent proclamations of the High Lords of Terra. By its very nature, this body of law is vast, and many servants of the Arbites spend their entire lifetime researching a particular point of law so that a criminal may be brought to justice.

The Arbites administer the galaxy-wide laws of the Dictates Imperialis with ruthless efficiency. Though there are many other local law enforcement bodies on every world, it is the Adeptus Arbites that enact the definitive word of the law, above all others.

Arbites Precincts are present in most every major city ruled by the Imperium. They are huge, threatening buildings that dominate and inspire fear and paranoia for many miles around. The officers of the Arbites are utterly incorruptible, and never serve on or near their homeworld: the law is their life and they are utterly and ruthlessly dedicated to it.

Arbites Precincts are often the first line of defence against the corruption of an Imperial world. The Arbites owe no direct allegiance to the world's Imperial Commander, and so are free to react to the slightest hint of treachery. Many governors resent this autonomy, but are later thankful for it when rebels attack their palaces and the Arbites are the only force able to stand against them.

On many occasions, the Arbites Fortress Precincts have held out against full-scale invasion for many weeks, acting as a rallying point for the defenders when all else seems lost. Often, it is the Arbites' Astropaths who get out the crucial plea for aid, to which surrounding systems respond. By the time a response is mustered the Fortress Precinct will most likely have fallen, but the Arbites will have sold their lives dearly, and will have ultimately succeeded in bringing down retribution upon the heads of those who would defile the Emperor's Domains.

On occasion, an officer of the Adeptus Arbites may find that his line of enquiry leads his path to cross with that of an Inquisitor. What appears a criminal enterprise may manifest itself as a heretical cult; traffic in illicit goods may turn up an exclusive trade in highly illegal xeno-tech. When the particular skills of the Arbites are matched to the limitless mandate of the Inquisition, the enemies of Mankind will find nowhere to hide from the blinding light of justice.



ADEPTUS ARBITES CHARACTERS

Equipment: The Adeptus Arbites is well equipped for its many and varied duties, but tend towards a rigid doctrine when it comes to the weapons it employs. For this reason Arbites characters rarely use Exotic or Legendary items.

Special Abilities: Pyskers are not employed amongst the ordinary members of the Adeptus Arbites, but GMs are free to allocate powers to sanctioned specialists working with the Arbites if they deem it appropriate to their setting.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Proctor	45	70	60	60	65	80	75	80	75
Arbitrator	55	75	60	60	70	85	80	85	80
Judge	50	75	55	55	65	90	90	90	85
Random Arbite Profiles									
<i>Random</i>	40+3D10	55+2D10	55+2D6	55+2D6	55+3D6	75+2D10	70+2D10	80+2D10	70+3D10

JUDGE JEREMIAH PAVO

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Jeremiah Pavo	52	68	58	61	57	92	90	92	82

Jeremiah Pavo is a product of the Saint Darkus Schola Progenium on the hive world of Avellorn, and was noted from an early age as an individual gifted with a particular single-mindedness and sense of duty. He came to the notice of the Drill Abbots when he single-handedly exposed a plot to indoctrinate the other young progenia of the Schola into the fold of a proscribed cult, and he was soon recruited by the Adeptus Arbites as a Proctor.

Pavo was shipped to Terra, where his dedication to duty saw him rise rapidly through the ranks. It was when he put down the Bureau of Standard Measures Queue Wars of 978.M41, detaining over ten thousand rioting petitioners, that he came to the notice of the Ordo Hereticus, and was detached from his duties as an Arbitrator to join the retinue of the celebrated Inquisitor Tannenburg of the Ordo Hereticus. Since then, his skills have proved invaluable to the Inquisition on numerous occasions, and he has taken part in the Scourging of the Cult Exactus, the Hunt for Inquisitor Malich and the trial of the heretic Confessor Argon.

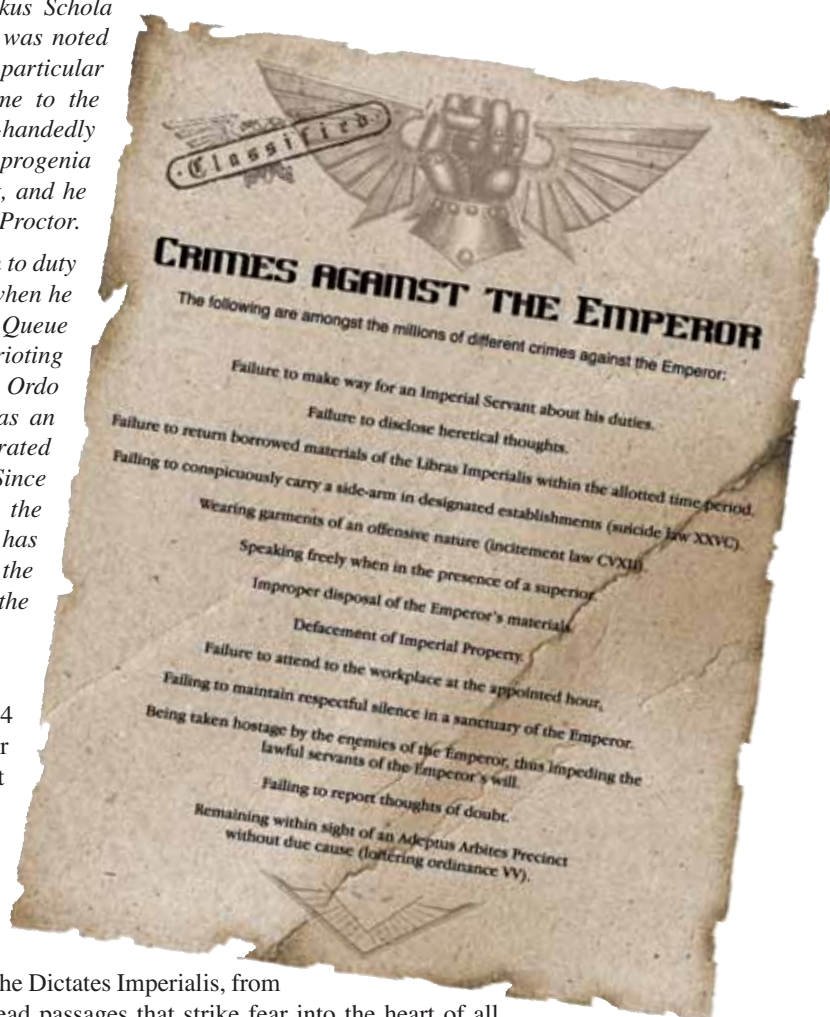
Pavo is right-handed.

Equipment: Automatic combat shotgun with 4 scatter shells and 12 executioner shells; power maul; carapace armour on all locations except head; the Book of Law; bionic eye (average) incorporating motion tracker.

Special Abilities: *Force of Will; Heroic; Nerves of Steel; True Grit.*

New wargear: *The Book of Law*

The book of law contains but a small portion of the Dictates Imperialis, from which an officer of the Adeptus Arbites may read passages that strike fear into the heart of all wrong-doers. The Book of Law grants the character the Word of the Emperor ability, with the exception that Daemonic creatures are unaffected (the lore does not apply to them!)





MASTERCLASS

Adeptus Arbites Judge by Steve Buddle



Readers of this magazine's previous incarnation (well, for Inquisitor players anyway), Exterminatus, may just about recall that I wrote a painting article for Madam Inquisitor Jena Orechiel. Not particularly relevant in itself but I had also sculpted the figure which I felt gave me an interesting perspective on the subject. I mentioned towards the end that I wouldn't mind giving this another shot at some point. Well, the madmen at Specialist Games did

commission me to sculpt another figure for Inquisitor. An Arbite Judge. Dutifully, I painted one.

First up I should make something clear: the Judge figure that is out there for sale isn't quite the same as the one in this article. The GW moulding department cast me up a Judge before he was complete. He's not too different but you may notice a little less detail on him. The good news is that the final model is better, with variant heads to choose from and sculpted details to make it easier for painting. I was happier with a more blank canvas considering what I had planned for the figure. I decided that I wanted to paint the figure for the Open contest at the 2003 Golden Demon Awards. All those blank areas, like the shoulder and knee pads, were opportunities for me to show off my painting skills with freehand designs. Always handy for impressing the GD Judges.

I started with my bag of Judge bits. I didn't have to go through the process of selecting a head as he only had the one at the time. I also decided not to convert him. A conversion seemed a bit pointless considering I sculpted him in the first place – if I wanted him different I should have sculpted him that way. Still, he needed something more than just being a stock miniature as the competition in the Open is ferocious. I felt that my best plan was to give

him an elaborate base. I cleaned up and assembled the Judge with superglue and then attacked the base.

THE BASEWORK

First important thing was to decide on the size of base. I

felt that 40mm was a little too small for me to do anything especially eye-catching so I went to a 60mm flying base (without the column of course).

This was large enough without overwhelming the figure. I went with an urban ruins style as it seemed appropriate for a Judge who'd most likely be found in a

hive or something similar. I don't want this to descend into a terrain making article so I'll keep this brief before I go onto the meat of the article: the painting of the figure. I built the girders from sheets of plasticard glued together. Nice and easy really. The bricks were also cut from sheets of plasticard.

Again, this was easy but pretty time consuming. There's also part of a Space Marine Dreadnought arm embedded in the rubble. I just thought it looked like a general piece of industrial scrap once it was half buried. There's part of some 40K Imperial ruins, also half buried, and a lot of



plastic rod masquerading as lengths of steel or pipes. There's also a nicely buried hand sticking out from beneath the rubble. I spent ages deciding the best way to do it as I couldn't find a suitable 54mm hand. Then I saw how big the hands are on the plastic zombies from Warhammer Fantasy Battle. Big enough to be mistaken for 54mm hands in fact. Useful really, so I modelled the end of a sleeve over the wrist and buried it with everything else. And there I had myself a base worthy of my competition entry.

Okay, you're probably going to be shocked at this but I almost always paint bases before I paint the rest of a figure. Seems crazy but I find base painting a messy process compared to most things. I find I am more likely to mess up a figure by painting the base last than mess up a base by painting it first!

I sprayed the base with Chaos Black undercoat and then went about the task. All the bricks and sand, were painted with a few coats of Graveyard Earth. I then painted up the girders, exposed sections of the dead arm and pipes in Boltgun Metal. Nice and simple so far. Next I washed the whole base with my special armour wash.

PAINTING THE BASE

Once that wash was done I drybrushed the sand, first with Graveyard Earth and then with Kommando Khaki. The fallen Imperial ruin was first drybrushed with Graveyard Earth and then with multiple mixes of Graveyard Earth and Kommando Khaki, adding more and more Kommando Khaki until it was the pure colour. The extra levels of drybrushing gave the ruin a more subtle look that'd be lost on the sand which is quite coarse.

I then painted each brick, individually, with Graveyard Earth to restore their colour while leaving the shading between them. Highlights were added with increasing amounts of Kommando Khaki added to the base colour.



These were painted on rather than drybrushed to get away from a rough look. You hear me say that and reply "but there's got to be a ton of bricks". Yep, drove me barmy for a while. Got there eventually though after four or so levels of highlights!

The girders and metal sections were re-highlighted with Boltgun Metal then again with Chainmail. I tried not to be too neat with that and left much of the shading visible to give the metal an old, rusted look.

The severed hand was painted in the same way as the Judge's face (so I'll get to that later). The blood was Scab Red (for a dry look) and was stippled onto the fingers and a few spots. Don't go overboard with this.

Finally I painted the housing of the dead arm in Regal Blue and the metal plate in a mix of Dark Angels Green and Catachan Green. Both were highlighted with a few layers around the edges by adding Bleached Bone to the base colour. I painted a few scratches, dents and bullet holes using Chaos Black and then highlighted them with Chainmail.

THE JUDGE

And then we come to the meat of this article. The Judge himself. Like the base, he was sprayed with Chaos Black undercoat.

ARMOUR WASH

And, as if by magic, we take a break from our normal service. My armour wash is designed to be more straightforward to use than a basic ink wash. I wanted a wash that would leave surfaces pretty clean but give me decent, blended in, shading. It didn't need to be perfect as my aim was a slightly oily quality. What I came up with was based around Liquitex Matte Medium. This is kind of like clear paint. It behaves like paint rather than water and is, therefore, easier to control. I took the Matte Medium and added equal quantities of black and brown ink. You'll have to experiment with how much ink to add to the medium. It'll depend on how harsh you want the effect. Once I have this mixture I usually water it down a little to make it flow better. I'll now return you to our regular programming.

Painting began with his armour which was one of the few areas where I decided to stick with classical Arbite colours. So, black it is then. I started by painting a few coats of Chaos Black. I know it seems silly over a Chaos Black undercoat but I find that this gives a purer, deeper black. It's much nicer for highlighting over. I began the highlighting process by adding Regal Blue to the Chaos Black and painting the edges of the armour and continued adding more Regal Blue until the mix was about 50:50. Then I started adding Skull White instead of the blue. By doing this I got a slightly more interesting effect than the dead grey I'd get otherwise. The blue in the midtones lifts the figure a bit. I continued adding the white until it was almost pure but those final highlights were very small and fine. Just on the corners really.

The symbol on the knee and chest plate were both basecoated with a mix of Chaos Black, Regal Blue and Skull White. I painted them as basic boxes then neaten them

up by outlining them in Chaos Black. Highlights were achieved by adding white to the base mix.

Next up was the coat. Very important for this figure as much of his individuality is tied up in it. The choice of red was quite a hard one. I was going to go for either deep red, deep

green or brown. In the end I decided brown was too neutral, especially with the dusty base and that green seemed to work better as an accent colour than a main colour (I thought it wouldn't look so authoritative). So I went with the deep red. The basecoat was quite a dark mix of Chaos Black and Blood Red.

I could have used Scab Red but I wanted a rich, burnt red and Scab Red is quite pinkish. After a few thinned basecoats to build up the colour I started adding more Blood Red to the mix and highlighting up. I tried to leave quite a contrast



to give it the look of a heavy leather coat. I highlighted all the way up to pure Blood Red. Once this was done I really felt that the coat had the right look. I'm glad I persevered as I thought the coat looked awful until the last highlight went on. It needed that rich, pure, red to make it pop.



In my haste to really see if my colour selection was working I tackled the boots, gloves, and Book of the Law next. I picked up on that choice of green that was dismissed for the coat as it would contrast the red. The basecoat



was Dark Angels Green. Highlights were by adding increasing amounts of Snot Green. Once I'd built to pure Snot Green I added a few subtle highlights by adding a little Bleached Bone to the Snot Green.



The pages in the book were painted Graveyard Earth and highlighted up to Kommando Khaki.



At this point I was able to sit back and take a good look at the Judge. This is always a good plan when painting figures (or sculpting them come to that). It gives you a chance to change direction if needs be. My only major decision at this point was to change my plans for his belt and holster. These were planned to be a dark brown but I immediately saw that the darkness at this point was losing the figure its definition so I needed to go lighter. I decided to tackle this next.



The basecoat for the belt and holster were Bestial Brown. Highlights were added by using Kommando Khaki mixed into the base tone. I took it all the way up to pure Kommando Khaki for some fine highlights. Stepping back again I was much happier. With hindsight, I think



the choice of brown for the belt and holster was the make or break for this figure. That may seem silly but the figure really did look wrong before this was done.

Now the time had come for the face. I know most painters tackle the face first of all. I prefer to tackle it later on when I can match the skin tone to the rest of the colours. The exception to this is when I paint a figure that has a lot of exposed flesh.

The basecoat is a mixture of Dwarf Flesh, Bestial Brown and Scorched Brown. The Scorched Brown is in there to give the shading a slightly pinkish quality. On a large figure like this I don't like shading to look too rich preferring a more muted approach.



Highlights were by adding Dwarf Flesh to the base mix. I highlighted all the way up to pure Dwarf Flesh. The pure Dwarf Flesh highlight was applied two or three times just to build up the colour. A few sharp highlights were added using a mix of Dwarf Flesh and Skull White.



I painted the eyeballs with a coat of Chaos Black. Then I painted them Skull White leaving a fine line of black around the edge to define them. Finally, I dotted in the pupils with Chaos Black. Make sure that you paint the pupil quite large as, otherwise, the figure will look startled.



The hair was basecoated in Chaos Black. Highlights were drybrushed on just around the



edges using the same highlight mixes as the armour (Regal Blue then Skull White). This time I stopped highlighting way before I hit pure Skull White though. The blue in the hair not only picks up the armour tones (for an aesthetically pleasing quality) but also makes him look slightly younger than if his hair had been too grey. Of course you may want him to have grey hair.

Next up for painting were the weapons and other metal areas.





Everything that needed to end up as steel was given a basecoat of Chainmail.



Then I gave each piece a wash (return to the interlude for reference). I then re-highlighted the metal with Chainmail and added a few highlights with Mithril Silver. The shoulder pads are worth a little extra



comment. As they are a large, flat surface the wash pooled slightly giving a vaguely mottled feel. I decided that I like this as it gave the pads a battered look.



Instead of neatly redoing the Chainmail, I painted around the shapes formed by the wash and I think it gave them a very cool look.



The black sections of the weapons were painted in the same way as the armour. I added a few scratches and scrapes as described earlier in the base painting section.



I decided not to add much in the way of gold/brass to the figure as I preferred a grittier look. That said, I felt that it would look quite appropriate if the coat had some brass buttons.



These were basecoated with Brazen Brass, then highlighted with Shining Gold and finally with a mix of Shining Gold and Mithril Silver.



With that done the figure was essentially complete. I refer to this as the minimum stopping point. Everything is painted and you can then decide if any embellishments are needed. I may have stopped if this wasn't a competition entry. But it was, and for the Open no less, so I soldiered on a little more.

First up was to address the planned iconography for his shoulders. I decided against it in the end. I was so pleased with my battered metal that I didn't want to hide it. Instead I did some fine detail painting



on the side of the gun. A winged skull seemed appropriate. This was basecoated in Bestial Brown. I built up the shapes by adding Bleached Bone, then Skull White to the base colour until I was painting with just pure Skull White. That's the easy way to describe the process but painting freehand like this requires a bit more than just "highlight using this colour". For me, the trick is extremely thinned paint and to have very little of it on the brush. Basically you are practically drybrushing the highlights on using very watery paint. You want the bare minimum amount of paint on the brush as this gives you a great deal of control. The process of painting the symbol was slow and painstaking. It actually got a sitting of its own. I got myself psyched up first, did the painting then left the figure for another day. I'm not generally known for my fine detail and freehand painting so I tend to do this. It comes much easier to some others.

Next up I decided that the figure needed defining more. It just didn't feel quite as sharp as it could be. I thinned down some Chaos Black and blacklined nearly the whole figure. This can be quite daunting over a near-finished fig and I recommend treating it in a similar way to the freehand

above. Thinned paint and not much on your brush. Keep the level of control high. The black lining made a colossal difference to the look of the figure. It looked neater, more dynamic and leapt out more.

The final touch was to get him a bit dirty. I don't like figures to be messy but he needed to be a bit dusty at least. I'd recently been experimenting with a new technique for just this sort of thing using washes rather than the traditional drybrushing. It had worked well on one of my other Golden Demon entires (and that one went on to win a Bronze Demon) so I employed it on this figure too. I heavily thinned down some Graveyard Earth to the level where it was basically dirty water. Then I started washing this over the areas that needed to be dirty. These were the base of his coat, his boots and the plate and Dreadnought arm on the base. I didn't flood the areas, instead I just painted the wash on. It was practically invisible, but I applied many coats. Something like 30 coats and the dust slowly built up. It gives quite a pleasing effect that is a lot more subtle and attractive (to my eyes) than a drybrushed effect.



So that was about it. I glued the figure to his base and gave him a coat of varnish to protect him on his trip to Golden Demon. I also mounted him on a display plinth to show him off better.

He didn't win a trophy at the 'Demons' that year but, from what I understand, he wasn't far off. And there was a lot of great stuff in the category that year. I wonder what I'll get up to for this year's contest. Hmm...

Author

Steve Buddle is a professional sculptor and a Golden Demon standard painter.

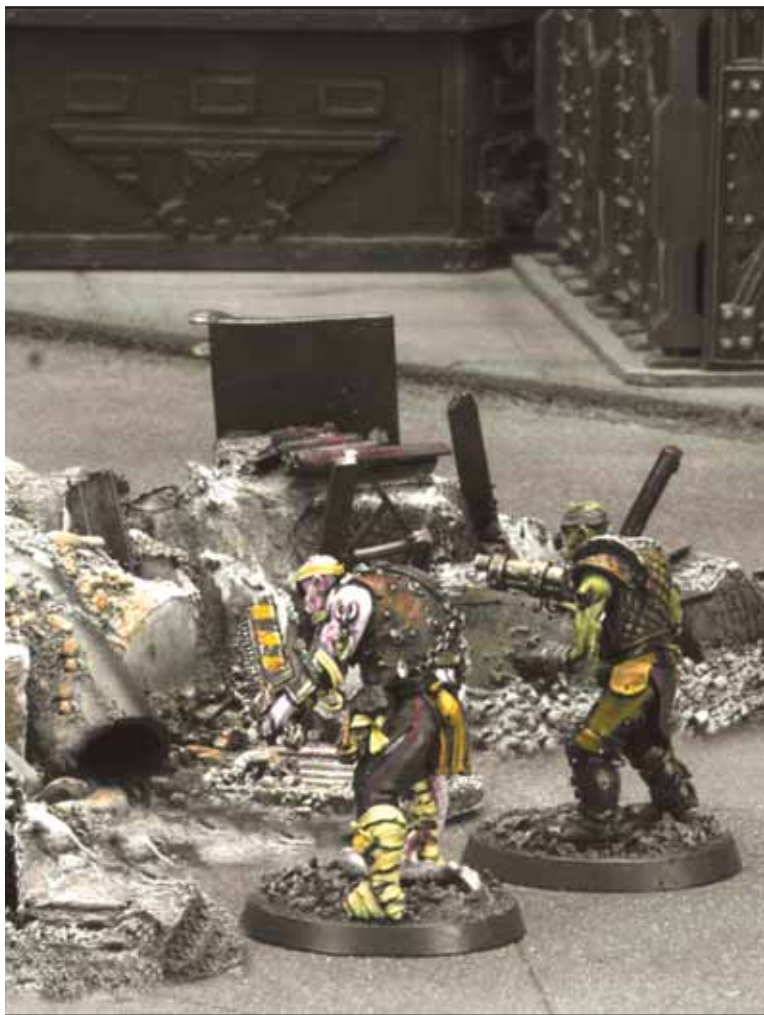
We owe Steve an apology, in issue one of Fanatic we credited his work on the Slaaneshi Daemon Warmaster figures to Colin Grayson when they were in fact Steve's work.

Further Information

The Judge and all models from the Inquisitor range can be purchased from GW Direct Sales. See the 'How to Order' section on page 94. A Licensed Bounty Hunter is the next model due for release.

More Inq Website

Go to page 6 for the Adeptus Arbites rules.
www.Exterminatus.com



WARMASTER

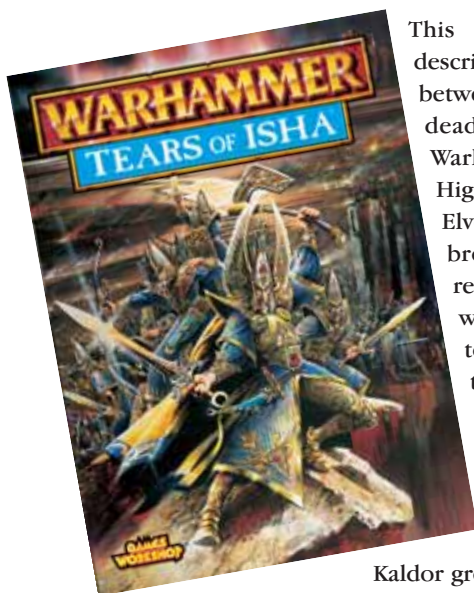
TEARS OF ISHA

By Matt Keefe and Tuomas Pirinen

This is the first part of our re-telling of the Warhammer Campaign pack, Tears of Isha. The campaign works as a series of conflicts between two rival forces and culminating in a final decisive battle to decide the winner.

HIGH ELVES AND DARK ELVES

Tears of Isha and other campaign packs in this series are intended for players who already have suitable armies. The campaigns are designed so that players who have typical Warmaster armies should be able to field appropriate troops without needing to purchase vast numbers of new models. On the other hand, players who wish to boost their armies by adding a few more units or characters especially for this campaign can take the opportunity to do so.



This campaign pack describes a major conflict between two of the most deadly enemies in the Warhammer world: the High Elves and the Dark Elves. It is the tale of twin brothers, sons of a respected High Elf lord, who both have a claim to the inheritance of their father's lands. When the younger of the brothers, Calaidan, is chosen as heir to the title, his older brother

Kaldor grows increasingly bitter and escapes to Naggaroth to serve the evil Witch King. Years later he returns leading an army of Dark Elves against his kinsmen.

If the Dark Elves led by Kaldor manage to crush the High Elf forces in the Shadowlands, the Witch King will be able to push the borders of his evil kingdom to the mainland of Ulthuan itself.

THE CAMPAIGN

In this campaign, there are three preliminary battles which then lead up to an all-out, death-or-glory final conflict. The first three battles are relatively small actions with up to 1,500 points per side. The final battle involves massed armies of 3,000 points or more.

The campaign you are going to fight is set in a particular time and place, and involves two of the great races or kingdoms of the Old World. The events leading up to each battle, the motives of the leaders and the story behind the campaign are all described. There are also hints on transporting this campaign to another time or place, and fighting it using different armies.

THE SPIRIT OF ISHA

The scenarios in this campaign pack are designed to give players a number of interesting and varied battles to challenge their already established tactics. They are also intended to be fun, and demonstrate how Warhammer rules can be varied and expanded to cover lots of different situations.

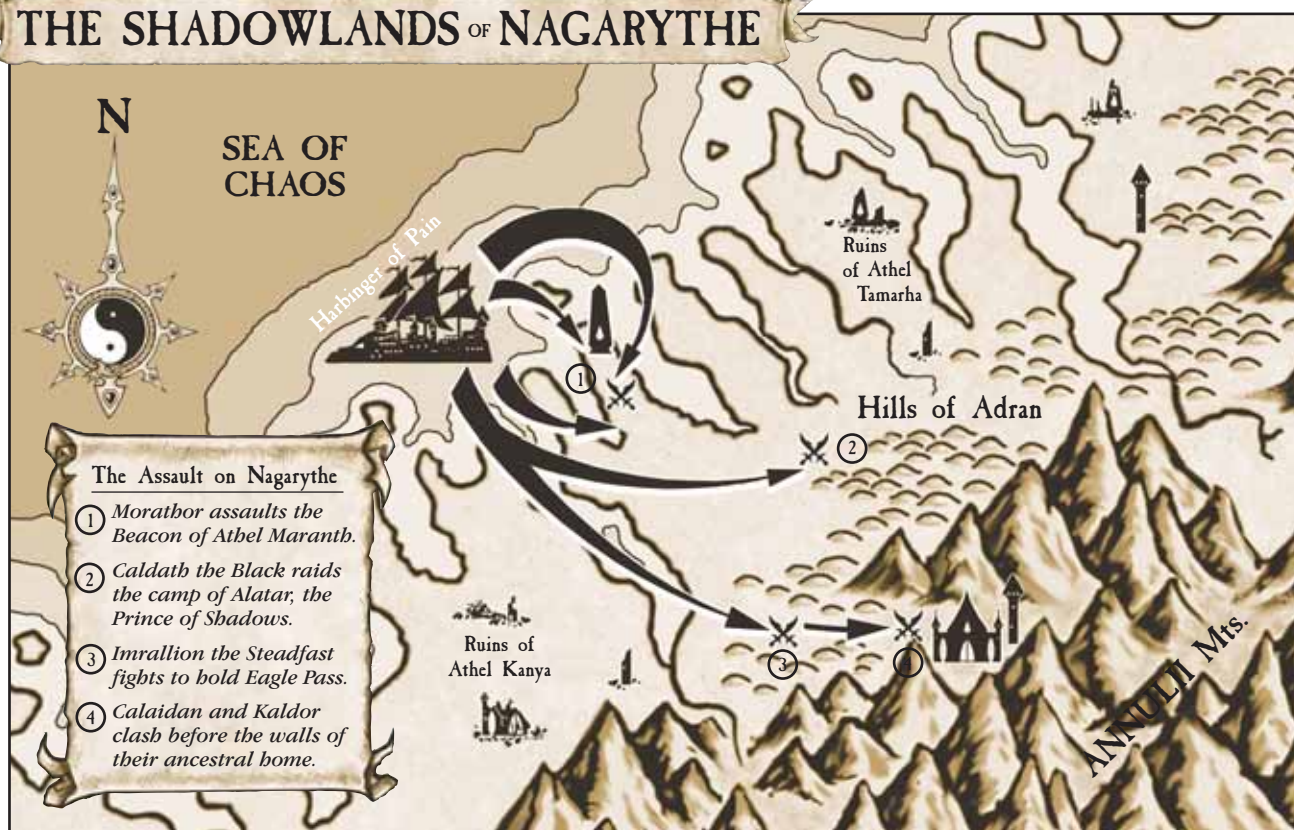
Although the scenarios have been rigorously tested, it's still possible that there are a few 'unbeatable' army choices and troops available. Hopefully, players will get sufficient enjoyment from the scenarios in themselves, with winning and losing only secondary to the thrill of the battle. If you prefer to exploit every loophole to its maximum, go ahead and enjoy yourself, but don't be surprised if you soon have no one to play against!

RECONQUEST OF THE SHADOWLANDS

It was in the year 250 during the reign of Finubar the Seafarer that the princes of Ulthuan gathered in Lothorn to discuss the fate of the Shadowlands. After much heated debate it was decided that an attempt should be made to return Nagarythe to the control of the High Elf kingdom and so they sent forth one of their most trusted nobles to reconquer the Shadowlands. The Elf entrusted with this mission was Melenar of House Coraith who was known to be as wise as Hoeth himself, a great leader and a powerful mage. He had served under Finubar with distinction before, and it was he who had led the ranks of the citizen-soldiers of Eataine during the siege of Lothorn.

With him Melenar brought two of the greatest treasures of his House. These were the twin blades of Vaul. Each hilt was set with a splendid jewel, a Tear of Isha, and both swords had been carried by the heir of House Coraith for generations.

THE SHADOWLANDS OF NAGARYTHE



Melenar gathered together his followers and marched north. In the years that followed he managed to establish a stronghold in the Shadowlands. Melenar's forces fought many battles with the Dark Elves and eventually they began to drive their evil brothers northwards as the Dark Elves suffered defeat after defeat. His wisdom and leadership skills impressed the mysterious Shadow Warriors so much that he formed an alliance with them and, using their knowledge of the land, was able to gain the upper hand in his struggle against the Dark Elves.

THE BROTHERS OF CORAITH

In time Melenar and his wife were blessed with the birth of twin sons. They were born on the night of Khaine, under the stars of the war god, a mark of greatness amongst the High Elves.

The first to be born was Kaldor, who was named after the star of the night. But Melenar's second son, Calaidan, was named after the great dragon of legend, the symbol of true wisdom and dominion.

When the oracles of the Gaen Vale were consulted about the fate of the twins, as was the way of the High Elf nobles, they gave a curious prophesy. The oracles of Isha told the messenger of House Coraith that neither of the brothers would suffer a violent death unless they died at the hands

of each other. Lord Melenar was pleased, surely there would never be a time when his sons would be rivals so he decreed that when they came of age, both brothers would be gifted with one of the swords decorated with the blessed Tears of Isha.

The brothers spent their youth pursuing different goals. Kaldor became a hunter and warrior, a great archer and magnificent horseman. He led the coastal patrols of the High Elves in many a skirmish, and always succeeded in defeating his foes.

Some say that he was quick-tempered and merciless in battle, but the need for warriors at that time was so great that instead of scorning his lust for victory he was praised by his peers. It may have been that these long dangerous years of violence and struggle somehow tainted Kaldor, for he became increasingly moody and quick tempered. Still, High Elf nobles are infamous for their haughtiness and arrogance, so no one took much notice of his behaviour.

Calaidan, meanwhile, studied magic in the Tower of Hoeth under the watchful eyes of the shadowy Loremasters. Whilst there he learned the art of discipline and mastery of arms from the Sword Masters who guarded the Tower. His way was serenity, wisdom and study and in time Calaidan learned the secrets of alchemy, statesmanship and astrology.

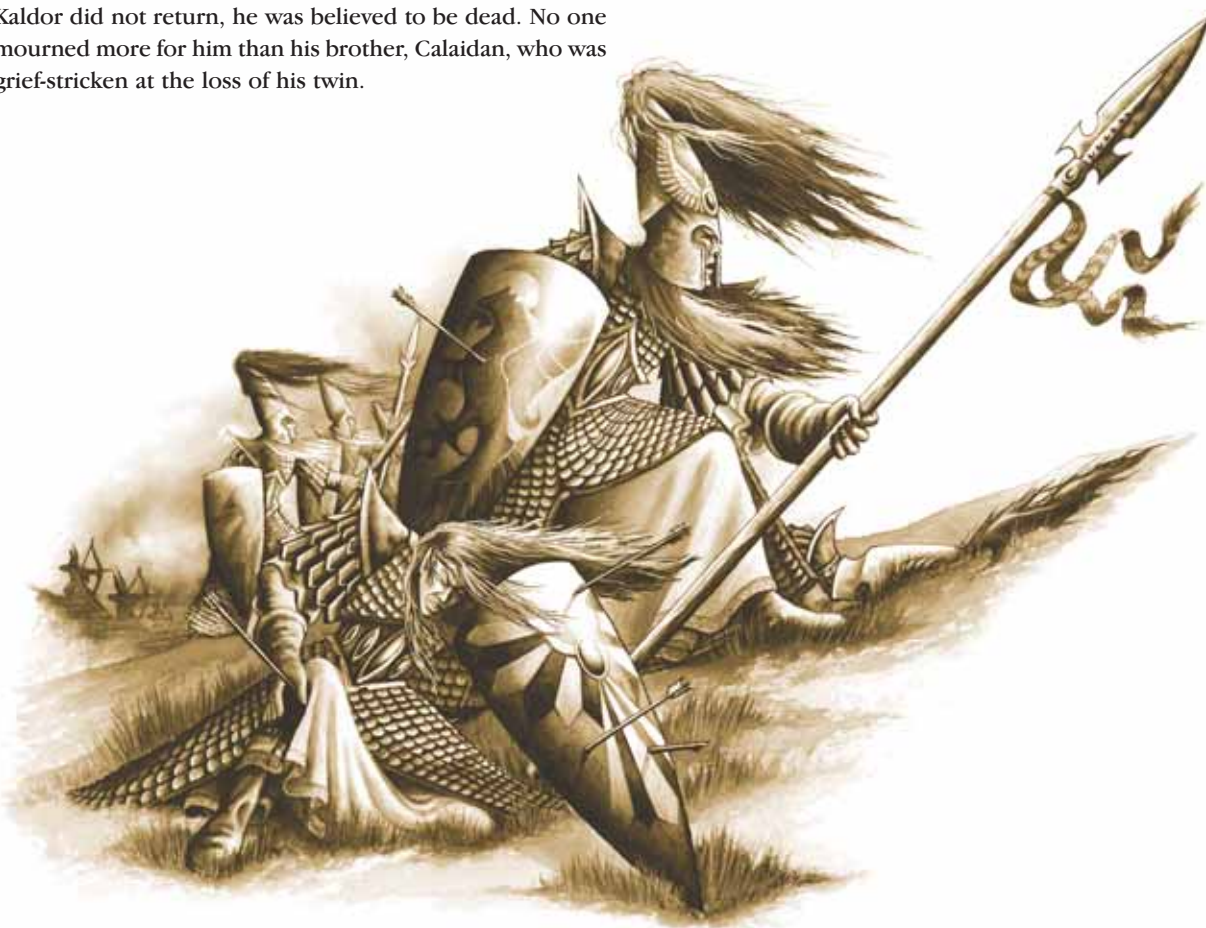
The years went swiftly for the two brothers and soon the time arrived for old lord Melenar to name the heir to his title. As Calaidan was more learned (and many believed wiser) than Kaldor, he was chosen as the future lord of House Coraith. The High Elves of the Shadowlands rejoiced and a great banquet was held in Calaidan's honour. Many believed that great days lay ahead. With the strength of Kaldor protecting the land against invaders and the wisdom of Calaidan guiding the citizens of the Shadowlands, surely House Coraith was destined for greatness? But Kaldor was outraged: was he not the first of the warriors of his House? Had he not protected their holdings through the long years when Calaidan was away in Saphery wasting his time on meaningless studies?

With each passing day Kaldor's bitterness and hatred grew, and soon he began to despise his brother. The young High Elf nobles who followed him believed likewise. They had fought with Kaldor and had been expecting their loyalty to be rewarded once he was nominated heir to House Coraith.

Soon his anger grew too strong for him to suffer any more and one dark and stormy night Kaldor boarded a small vessel with a group of his followers. He claimed that he had received word that the Dark Elves would attempt landfall that evening and despite the advice of his councillors and brother, he left the harbour. A week passed and when Kaldor did not return, he was believed to be dead. No one mourned more for him than his brother, Calaidan, who was grief-stricken at the loss of his twin.

But Kaldor's ship did not perish in the storm. He set sail toward the Land of Chill, the kingdom of the mortal enemies of Ulthuan, the Dark Elves. His battered ship made landfall near the city of Karond Kar and there he and his retinue approached the city. By some evil twist of fate, Malekith, the Witch King was visiting the city, eager to learn why the war in the Shadowlands was turning against him.

Kaldor was brought before the Witch King himself. Expressionless, the Evil One listened to his bitter tale. But inside his twisted mind the Witch King rejoiced. Malekith saw the value of such a servant. Kaldor knew the secrets of House Coraith, their plans and preparations, their passwords and the secret of their war magic. Kaldor offered his knowledge in exchange for dominion of the Shadowlands under the Witch King. Kaldor was eager to lead the Dark Elves to the Shadowlands, but the Witch King knew that he was not yet ready. He sent Kaldor to be trained as one of his own nobles and began to plot the conquest of the Shadowlands. His advisors argued that Kaldor should be tortured until he revealed his secrets, but the Witch King liked the young Elf noble, his arrogance and hatred reminding him of his own fall from grace when he was still Malekith, the heir of Aenarion.



THE WAR OF BROTHERS

After fifty long years the Witch King called Kaldor before him again, and was impressed with the progress of his new servant. Kaldor had become a mighty swordsman under the tutelage of the Dark Elf Assassins and his cunning and shrewd mind had been vastly improved by the twisted scholars of Karond Kar. But above all Kaldor was now known for his cruelty and ruthlessness, and it was said that his slaves could not stand in his presence without trembling. Malekith declared that Kaldor should now return to the Shadowlands as Melenar had died, poisoned by one of the master Assassins of Naggaroth. Now all that stood between Kaldor and control of the Shadowlands was his brother.

Once preparations for the voyage had been completed the Black Ark *Harbinger of Pain* sailed out of the harbour at Karond Kar taking Kaldor of Coraith back to his homeland. There he would lead the Ark's bloodthirsty warriors against the House he had once sworn to protect. He knew that his name would live on in infamy in all High Elf chronicles forever more but his vain pride drove him on, beyond redemption. He had given his black soul totally to Khaine, the Lord of Murder, the Elven god of war. Kaldor's plans were laid out and ready. No one could stop him from taking what he believed was rightly his.

One of the oldest legends of the Elven kingdoms is the tale of the Tears of Isha. It is said that back at the beginning of time, when the first of the Elves were born to Isha, the Earth Mother, and Kurnous, the Lord of Beasts, Asuryan, the lord of the Elven gods, passed judgement upon their children. He decreed that the Elves were to have prodigiously long lives, but in the end would grow weary of the world and die. "Otherwise," said Asuryan wisely, "they might begin to covet the thrones of the gods themselves." But the goddess Isha who loved her children above all others wept great tears of sorrow for their fate.

Vaul the Maker, the Elven god of smiths, felt pity for Isha and her children and took her gleaming tears to his forge where he fashioned them into shining gems. Then with the blessing of Lileath, the mistress of magic, he changed them so that Isha could watch and communicate with her children when they gazed at the gems.

The power of the goddess Isha is reflected in the Tears. Some of them can be used to heal whilst others may be used to cast powerful enchantments that grant their bearers great wisdom and knowledge. Elven legends say that there were twelve of these jewels called Quyl-Isha, or the Tears of Isha, though some say there were only seven. Others claim that their number is two score.

One of the Tears is rumoured to be guarded by the Sword Masters in the great spire of the Tower of Hoeth. There, the High Loremaster is said to use it for communicating with the goddess.

One is thought to be hidden in the Gaen Vale, watched over by the oracles of the Everqueen. The Wood Elves of Loren are said to keep another of the Tears hidden inside the Oak of Ages and two of the jewels are held by House Coraith, embedded in the twin runeswords made by Vaul. Other Tears of Isha have peaceful and protective powers, but these two were marked with the runes of dominion. Whoever held both of them could command loyalty from all around him. These blades were used in the forgotten wars when the very gods fought against each other. These warriors fought alongside the gods and performed great deeds with the help of the Tears of Isha.

The swords used in the campaign to return the Shadowlands to the High Elves were made for two Elven warriors who were the champions of Isha in ancient times. The two Elves were named Asurcain and Caradan in Elven fables and the lords of House Coraith are descendants of these mighty heroes. Their heirs have always carried the blades decorated with the Tears of Isha as a symbol of their ancestry and heritage.

It is said that the blades will burn the hand of any who touch them unless they are descendants of Asurcain and Caradan, and that in the hands of the true heir of House Coraith the blades are the deadliest of all weapons save for the blade of Khaela Mensha Khaine.

The Tears of Isha have tremendous spiritual importance to all Elves, including the dark kin of Naggaroth. For the Dark Elves seek ways to commune with Khaine, the Bloody-Handed God, and they are jealous of the High Elves because they themselves possess none of the gems. Time and again the followers of the Witch King have tried to capture them, but each time the High Elves have managed to save their treasures.

To this day the legions of the Witch King are ever vigilant, just waiting for an opportunity to capture any of the Tears of Isha and carry them back to their master, Malekith. It is said that if the Witch King gains possession of all the Tears, he will finally be strong enough to become master of all the world.

It is because of this the Tears are kept in secret places, safe from the black talons of the Witch King. Of all these sacred stones, only the two owned by House Coraith are not kept hidden. These swords, named Elthraician or Doomsinger and Cynatcian or Deathsinger, both carry one of the Tears of Isha. For no matter how much the Dark Elves covet them, they can never lay a hand on them. Only a true heir to House Coraith may carry them.

THE BLOODED SHORES

THE DIVERSION

Kaldor knew the plans and preparations of his brother well. He knew the number and strength of his patrols, and how quickly the defenders of House Coraith would respond to any threat to their homeland.

So he sent small token forces to engage the patrols of the shores in an attempt to draw the attention away from his main force. But they also had additional orders. They were to regroup and destroy the great Beacon of Athel Maranth so it could no longer guide the Elven ships plying the northern seas. Plans within plans within plans. This was the way of Kaldor as had been taught to him by the great conspirators of Naggaroth.

If the Beacon was destroyed, it would no longer guide the High Elf warships to the aid of House Coraith. In addition it would draw attention from his main assault and sow confusion amongst the High Elf defenders. Kaldor expected that the High Elves patrolling the coastline would split into small scouting groups in a futile attempt to hunt down the invaders, leaving the Beacon undefended.

Mortharor, the captain of the Black Ark *Harbinger of Pain*, led the attack against the lighthouse with his loyal

Corsairs. The Helldrakes they were riding negotiated the treacherous shallow coast of Nagarythe, and made landfall near the Beacon, disgorging regiment after regiment of Dark Elf warriors.

But the shores were guarded by a strong contingent of seasoned High Elf troops, led by Kelendar, a veteran of hundreds of battles and skirmishes against the Dark Elves. Whilst a younger and more inexperienced leader might have been fooled by the cunning ploy of Kaldor, the wily old warrior instantly recognised that the small Dark Elf patrols his rangers had sighted were but a clever diversion sent to attract as much attention as possible. The full force of a Black Ark was many times greater than this. He also knew that the only significant target for the Dark Elves in this region would be the great Beacon itself.

Kelendar pondered long and hard whether he should march to the aid of Coraith immediately or instead concentrate his forces at the Beacon. In the end he decided to first crush the Dark Elves then gather all available reinforcements, and light the Beacon to call as many High Elf ships to aid them as possible. But before reinforcements came the Dark Elves under the command of Mortharor arrived.



THE BEACON

Kelendar had mustered all his available forces around the Beacon. He had prepared a careful defence, and knew that if he could fight a successful battle here, aid from Tiranoc and troops from Lothorn would eventually arrive.

Mortharor knew that instead of a minor skirmish, a grim conflict awaited him. No easy victory would be gained today. Mortharor smiled: this was exactly as he wanted it. Now cold steel would determine the fate of the Beacon. Filled with hate the Dark Elves advanced.



FIGHTING THE BATTLE

The Blooded Shores is the first in a series of clashes between Kaldor's Dark Elves and Calaidan's High Elves that will eventually climax in a huge final battle. Each of these encounters will influence it in some important way. The outcome of this battle decides whether the ruse of Kaldor works.

THE BATTLEFIELD

The battlefield is dominated by the pearl Beacon of Athel Maranth. The land around it is a typical coastal setting, with low sand hills and jagged rocks.

THE BEACON

Set-up the terrain as shown on the map, or in any other fashion you and your opponent agree upon. The key feature is the Beacon, which must be placed in the High Elf deployment zone, as shown above.

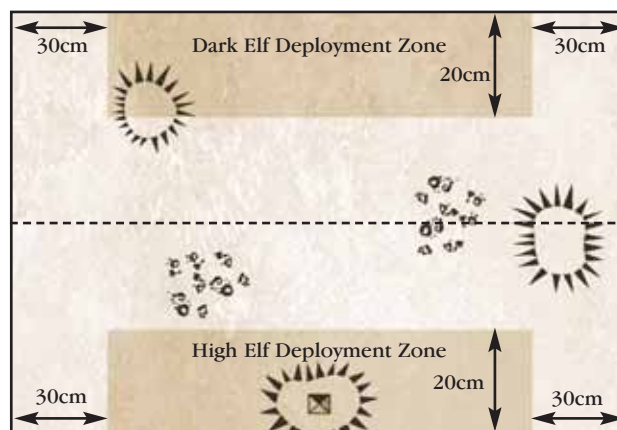
THE ARMIES

Both armies consist of 1,500 points of troops chosen from their respective army lists. However, as a lightly armed shore patrol, the High Elf army may not include any chariots, eagles or bolt throwers. Likewise, having hastily disembarked from their vessels, the Dark Elf army may not include any repeater bolt throwers.

DEPLOYING FOR BATTLE

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

The Dark Elves aim to destroy the Beacon to prevent the High Elves raising the alarm. The beacon is very sturdy, so has an Armour Value of 3+ and can sustain 6 hits before it is destroyed.



VICTORY POINTS BONUS

Attackers (Dark Elves)

+500 points The Beacon is destroyed. The Dark Elves gain a +500 Victory Points if the Beacon is destroyed by the end of the game. Otherwise, the game is resolved as normal, ending either when one side withdraws or when the randomly determined number of turns have been played.



THE BATTLE OF SHADOWS

THE HIDDEN CAMP

Time and time again, the plans of the Witch King had been foiled because of the Shadow Warriors who tirelessly patrol the plains and hills of Nagarythe. But this time the Dark Elves were led by a general who knew all their secrets, including the locations of their hidden camps. Kaldor knew that he had to eliminate the Shadow Warriors' main camp, or else his supply lines would be continually harassed and his main force would never be safe from ambushes. In addition these troublesome meddlers could warn his accursed brother of his approach too early, robbing him of the element of surprise.

Kaldor sent Caldath the Black, the master assassin of Karond Kar, to deal with the Shadow Warriors. He bid the master of the Poison Sword to rid him of all the Shadow Warriors or die trying. Caldath readily agreed. He had long wanted to test his mettle against the vaunted skills of the Shadow Warriors. Now he had his chance. Caldath gathered his flock of assassins, scouts and Dark Riders, and under the shadows of the night he marched to the Hills of Adran.

Kaldor's plan might have easily succeeded had not the Dark Elf force been observed by the Great Eagles that still soared over the Shadowlands watching for intruders. One of them, Khaltar, the Wind Lord, surveyed the black-cloaked Dark Elves and immediately sped to warn the Shadow Warrior camp.

The warning came at the very last minute. The camp was almost completely surrounded, and the enemy was fast bearing down upon them. But the Shadow Warriors always slept with their armour on, using their shields as pillows and keeping their weapons to hand, knowing that such a surprise attack was always possible no matter how much they sought to conceal their camp. As soon as the warning cry of Khaltar woke them the camp was on its feet, ready to break out of the trap.

The Dark Elves, sensing their prey had been alerted to their presence, rushed in to slaughter the High Elves while they were still disorganised. They had numerical superiority and had almost completely surrounded the Shadow Warriors. In the dim light of the morning Caldath scanned the hastily grouping Elves, eager to test his skills against the legendary Shadow Warrior, Alatar. Caldath did not have to wait long. A tall Elf, giving reassuring orders to his troops, stood in the middle of the camp. On his brow was a circlet of silver set with a single starstone. It was Alatar, the Prince of Shadows.

In Alatar and his Shadow Warriors the Dark Elves had met with a deadly hatred that matched their own. These were the Elves of the northern High Elf kingdoms who had lost everything in the wars against the Naggarothi. In the cold morning steel gleamed as the both groups of warriors drew their swords. A grim battle was about to commence.



FIGHTING THE BATTLE

The Battle of Shadows is the second in a series of clashes between the Dark Elves and High Elves that will eventually climax in a huge final battle. Each of these encounters will influence that battle in some important way. The outcome of this battle decides whether Kaldor's forces manage to destroy the main Shadow Warrior camp and thus secure the route over the plains of Nagarythe.

THE BATTLEFIELD

The setting for this battle is the camp of the Shadow Warriors high in the hills of the Shadowlands. Surrounding the camp are trees that hide the camp from the view of curious onlookers, and a large campfire around which the Shadow Warriors rest.

Set up the battlefield as shown on the map, or in any other fashion you and your opponent can agree on.



THE ARMIES

The High Elf army is composed almost entirely of Shadow Warriors (represented by spearmen or archers) and so cannot include any Silver Helms, chariots or bolt throwers. The Dark Elves are still intent on moving swiftly over the Shadowlands, and so their army may not include any repeater bolt throwers. The High Elf army is also severely outnumbered, and so must pick its forces up to a total of 1,000 points, while the Dark Elf player may choose forces totalling up to 1,500 points.

DEPLOYING FOR BATTLE

The defenders (High Elves) are caught unawares, and so must deploy first within 20cm of the centre of the table. The attackers (Dark Elves) can then deploy anywhere along either long table edge or one of the short table edges, up to 20cm in from the edge. The remaining short table edge will be the High Elves escape route. The attackers take the first turn.

The High Elves cannot hope to win this battle outright and so their main hope is escape. After deployment, the vacant 'short' edge of the table is designated as their escape route.

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.

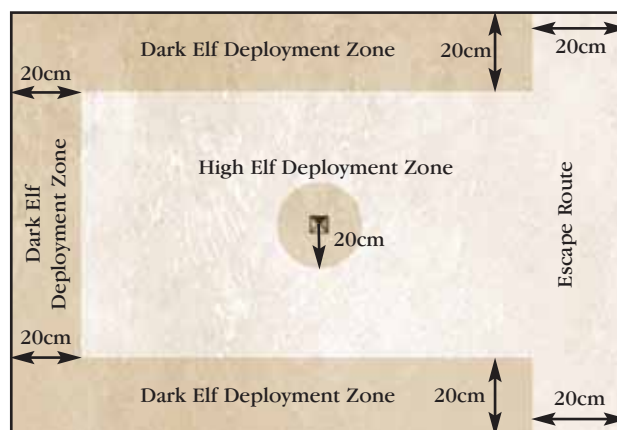


Further Information

The second part of Tears of Isba will be in issue six of Fanatic magazine. The other Warhammer campaign packs have also been updated, check out back issues of Warmaster magazine.

More Warmaster Website

Turn to page 86 for Warmaster Terrain.
www.Warmaster.co.uk



VICTORY POINTS BONUS

Defenders (High Elves)

+100 points Each High Elf unit of two or more stands which escapes via the relevant short table edge. Other than this, the game is resolved as normal, either when one side withdraws or when a pre-determined number of turns have been played. In the event of a draw, the game counts as a Dark Elf victory instead, since the outnumbered and surrounded High Elves can gain no possible benefit from a draw.





ORK FLEETS

by Andy Chambers and Matt Keefe

Orks are not the greatest space-faring race in the galaxy. Their ships are often ill-kempt, unreliable rust buckets kept in operation only by the constant efforts of Ork Mekboyz and their Gretchin slaves. They make great use of salvaged hulks and their largest vessels are often refitted space hulks that providentially drift out of the Warp near one of their worlds. Ork pirate attacks are brutally direct, with their ships rushing headlong towards their target, guns firing wildly as they come. Unfortunately Ork ships are exceedingly heavily armed for their size, so this tactic is harder to defeat than might be imagined.

ORK SPECIAL RULES

Ork vessels use the following special rules.

Leadership

While Orks approach space combat with the same gusto they reserve for all forms of violence, the technical nature of the fighting is often at odds with their ability. This means that all Ork ships reduce their Leadership by -1 from whatever they rolled, giving them a Leadership range of 5 to 8.

Young Gunz

While not technically skilled, Orks do possess boundless enthusiasm for fighting, and mobs of young Orks, eager to prove themselves to their elder and larger peers often pack themselves aboard rickety old escort vessels and tag along to any battle they can find. Any Ork escort skwadron with a Leadership of 5 or 6 gets a bonus escort ship added for free, demonstrating quantity has a quality all of its own. The free escort can be any class of Ork escort chosen from the fleet list which has a cost equal to, or less than, that of the cheapest escort paid for in the skwadron.

Mob Rule

Big groups of Ork escorts are surprisingly coordinated. Ork escort skwadrons gain a +1 bonus to their Leadership while they contain more than five models (or 'lotz' as the Orks call it – Orks aren't very good at counting).

All Ahead Full Special Orders

One thing Orks need very little encouragement to do is go fast. Their ships commonly mount a plethora of excess (and excessive) thrusters, boosters and extra drives – usually all wired up to a prominent red button in the cockpit.

Because of this, Orks do not need to pass a Command check to use All Ahead Full special orders. However, Ork drives are less efficient than those of other races and are often short on fuel, so they only travel an extra 2D6cm on All Ahead Full orders instead of 4D6cm.

Boarding

Orks are ferocious close combat opponents and exceptionally good at boarding actions, where their brute





strength and hardness is most useful. To represent this, they get a +1 bonus in boarding actions.

Launch capacity

Some ships in an Ork fleet may possess a variable launch capacity (as is the case with many Ork capital ships). In the Ordnance phase of each Ork turn, an Ork fleet with variable launch bay Strength must roll to check its attack craft capacity. Roll the relevant dice for any vessel with variable launch bay Strength and add on to this the launch bay Strength for any ship with fixed Strengths to find the total launch capacity for the fleet. Any excess attack craft above this total are removed at the end of the turn as they run out of fuel – use 'em or lose 'em. Torpedoes are not subject to this rule (fire and forget).

ORK WEAPONS

Ork weapons are mostly limited to fairly crude but efficient slug-throwers and missiles, mixed with other captured weaponry salvaged from hulks and defeated ships. The effectiveness in battle of Ork firing varies wildly from moment to moment as different weapons break down or are repaired, or even improved during combat.

Gunz

Standard Ork weapons batteries are referred to as 'gunz'. These have a random firepower which is rolled each time they are fired. The dice roll and modifier for different gunz is indicated on the Ork ship's characteristics.

Heavy Gunz

The Orks commonly mount massed batteries of very powerful but short ranged weapons on their ships, as well as more standard weapons batteries. At close ranges, the barrage of fire from these weapons has spelled the doom of many ships.

Heavy gunz roll to hit like ordinary weapons batteries but do not count gunnery modifiers for range. Each hit scored by heavy gunz causes double damage, ie, two hits instead of one.

Torpedo Launchers

As with their gunz, Ork torpedoes can vary wildly in their effectiveness. The Strength of a salvo from an Ork torpedo launcha is randomly generated each time it is fired by rolling the dice indicated on its characteristics. Ork ships in squadrons may not combine torpedoes into larger salvos.

Fighta-bommerz

Ork attack craft are known as Fighta-bommerz and perform the roles of both interceptor and bomber. They carry heavy bombs and rockets for attacking at close range, but gladly pounce on other attack craft they encounter. This hybrid approach means that they function as fighters normally but can attack ships as if they were bombers in some circumstances.

In order to attack a ship, you must declare that the Fighta-bommerz are making an attack run. When doing so the markers move only 15cm (the crude targeting systems on Fighta-bommerz force the craft to slow down when making a bombing run, or risk overrunning their target entirely). When making an attack run the Fighta-bommerz function exactly as bombers, except that they roll only a D3, not a D6, for the number of attacks they inflict. Fortunately, the Orks' sturdy construction techniques mean that this number of attacks is not reduced by enemy turrets (turrets are ignored entirely for attacks from Fighta-bommerz).

Assault Boats

Ork assault boats are rather crude constructions, little more than metal shells crammed full of eager Ork boyz which are hurled unceremoniously towards enemy vessels, more akin to a boarding torpedo than the sophisticated assault boats of other races. Lumbering Ork assault boats have only limited steering capabilities, so move like boarding torpedoes but get +1 to when rolling for the result of their hit-and-run attacks.

ORK SHIPS

Ork fleets are made up from the list that follows. See the relevant publications for the rules.

ORK HULKArmada page 60
DETHDEALA ORK BATTLESHIPArmada page 64
GORBAG'S REVENGEArmada page 65
ORK BATTLESHIP
SLAMBLASTA ORK BATTLESHIP.....Armada page 66
KROOLBOY ORK BATTLESHIP.....Armada page 67
ORK 'AMMER CLASS.....Armada page 68
BATTLEKROOZERArmada page 68

ORK KILL KROOZER.....BFG, page 136
ORK TERROR SHIPBFG, page 137
ORK SAVAGE GUNSHIPBFG, page 138
ORK BRUTE RAM SHIP.....BFG, page 139
ORK ONSLAUGHT ATTACK SHIPThis Article
ORK RAVAGER ATTACK SHIP.....This Article
ORK GRUNT ASSAULT SHIPThis Article
ORK ROKS.....Armada, page 63

ORK ONSLAUGHT ATTACK SHIP.....40 points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	45	1	6+ front/4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Gunz Batteries		30cm	D6		Front

ORK RAVAGER ATTACK SHIP40 points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90	1	6+ front/4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Torpedoes		30cm	D6		Front
Gunz Battery		30cm	2		Front

ORK GRUNT ASSAULT SHIP30 points

Easily mistaken for the Brute ramship visually, energy readings show the Grunt to have the graviometric imprint of a battleship class vessel, a trait the Orks have employed with typical low cunning on many occasions. The Grunt is in fact fitted with a huge tractor field generator which occupies a considerable portion of its mass. Like the Brute it carries a heavily armoured piercing prow but it also includes boarding chambers for a mass of Orkish warriors ready to rush aboard any vessel pierced by the armoured

beak. In action it uses the traktor field to pull itself on target to vessels in it path, ramming and boarding them. Were it not for the poorly distributed mass of the Grunt limiting its manoeuvrability it would make a truly fearsome opponent against other escorts, however its lumbering approach run is more typically directed against capital ships.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45	1	6+ front/5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Gunz Battery		30cm	2		Front

Notes: The Grunt assault ship is built for smashing into an enemy vessel at top speed, hence it rolls two dice to damage an opposing ship when it rams and/or boards. The poorly distributed mass of the ship means it is unable to use Come to New Heading orders.



CHOOZIN' DA FLEET

WARLORD

One free Warlord per 500 points

Ork fleets always include one Warlord for every 500 points, or part, that the fleet is worth – no more, no less. The Warlord costs no points.

Ork WarlordFree

A Warlord adds +2 to one boarding dice roll. A Warlord has one fleet commander re-roll, and may purchase one or two more for the points cost shown below.

One extra re-roll20 pts

Two extra re-rolls40pts

A vessel carrying a Warlord may be given up to one of the following upgrades per Command re-roll the Warlord has. Each upgrade can only be applied once. Note: Players are actively encouraged to change their upgrades from battle to battle in typically restless Orky fashion. We recommend that tournament organisers arrange some scheme which rewards Ork players for changing upgrades from game to game – for Orks this is simply in keeping with the theme of the fleet.

Big Boostas+25pts

Add +5cm speed, the ship rolls 4D6cm on All Ahead Full Orders.

Extra Power Fields+25 pts

The ship's shield value is increased by +1.

Extra Turrets.....+20 pts

+2 Turrets.

Looted Lances+30pts

Any heavy gunz batteries on the ship can be replaced with a Strength 2 lance battery. Range is 15cm for escorts, 30cm for port/starboard batteries, 45cm for prow batteries.

Looted Torpedoes.....+20 pts

The ship may re-roll the dice for the Strength of torpedo salvos when it fires.

Mad Meks+25 pts

The ship may re-roll the dice for damage control.

Maniac Gunners+25 pts

The ship may re-roll the dice for the firepower of its gunz when it fires.

Mega-armoured Boarding Parties+15 pts

+1 modifier on boarding.

Ram Prow+15 pts

Add one dice when ramming, add +1 to all ramming dice rolls.

Tellyporta+30pts

Hit-and-run teleport attacks can be made to 30cm.

In addition, any Ork ship can be equipped with the following upgrades:

Traktor field+5 pts

Upgrade to battleship base size, may not use Come to New Heading special orders.



SKWADRONS

A Warlord must have one of each of the following skwadrons for each Command re-roll he has. The Warlord will take residence in the most expensive ship at his command. Each skwadrone must be fielded with the number of ships chosen for it – you can't split up skwadrons or add more ships to them.

'Uge Ships

0-1 Battlekroozership, chosen from the following list:

Dethdeala Ork Battleship	275 pts
Gorbag's Revenge Ork Battleship	310 pts
Slamblasta Ork Battleship	295 pts
Kroolboy Ork Battleship.....	270 pts
'Ammer Class Battlekroozership	245 pts

Big Ships

1-2 Kroozers, chosen from the following list:

Ork Terror Ship	185 pts
Ork Kill Kroozership	155 pts

Tiddla Skwadrone

3-10 Escorts, chosen from the following list:

Ork Onslaught Attack Ship	40 pts
Ork Savage Gunship	40 pts
Ork Ravager Attack Ship	40 pts
Ork Grunt Assault Ship	30 pts
Ork Brute Ram Ship	25 pts

Rok Skwadrone

*0-2 Rok*s:

Ork Rok.....	80 pts
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Example: So the minimum ships per Command re-roll a Warlord has is one skwadrone of one kroozership and one skwadrone of three escorts. The maximum is one battleship or battlekroozership, one skwadrone of two kroozers, one skwadrone of ten escorts and a skwadrone of two roks. Additional re-rolls add extra skwadrons, they don't increase the size of existing ones, so an Ork Warlord with two re-rolls would need a minimum of two skwadrons of one kroozership each, and two skwadrons of three escorts each. The maximum for such a Warlord would be two battleships or battlekroozers (in separate skwadrons), two skwadrons of two kroozers each, two skwadrons of ten escorts each and two skwadrons of roks, each consisting of two roks.

'ULKS

The fleet may include one hulk for every three Warlords present. One of the Warlords must be placed aboard the hulk to command it, and it takes up all of his skwadrons to do so.

Ork Hulk.....	600 pts
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ORK CLANZ

Orks live in tribes, individual armies each led by a Warlord. However, Orks are also divided into clans, ancient allegiances to which the Orks remain loyal throughout their lives, no matter which tribe they fight for. Tribes frequently break apart or are conquered by larger, more powerful tribes, but no matter what an Ork will retain the colours of his clan. Tribes usually contain Orks from several clans, but an Ork's first loyalty is always to his Warboss. Members of the same clan may well end up fighting one another if their tribes clash, though this doesn't really bother the Orks too much, who will cheerfully fight anyone they can. Each clan has its own distinctive character and abilities, and an Ork will retain these no matter which tribe he belongs to.



CLAN UPGRADES

Any skwadron can be given a clan upgrade by paying the points cost shown, but the skwadron must show clan colours. In case players have any smart ideas about showing all the colours on their Ork ships for maximum flexibility, a skwadron only counts as showing clan colours if the majority of the ships in the skwadron have their clan colour covering more than half of the model. The colours for each clan is shown after the points cost for the upgrade.

Note that although these rules refer to skwadrons, this also applies to single vessels (since battleships, battlekroozers and kroozers can, of course, be fielded in 'skwadrons' of one).

Goffs+15pts/Black

The Goffs are the most aggressive of the Ork clans, born fighters amongst a race born for fighting. Goffs like it up close and personal, and consider the other clans wimps for hanging back and shooting. All Goff ships gain a +1 bonus to the dice roll during boarding actions and a +1 Leadership bonus when attempting to ram.

Evil Sunz+20ps/Red

Evil Sunz are obsessed with speed, endlessly tinkering with the engines of all their vehicles and ships, trying to get as much speed out of them as possible. All Evil Sunz ships gain +5cm speed.

Bad Moonz+50pts/Yellow

Bad Moonz are the richest of the clans, using their own fast-growing teeth as currency (this also has the effect of making Bad Moonz a valuable target for other Orks). Bad Moonz don't mind being a target though, and proudly display their wealth through a combination of gaudy colours and all the best gizmos that money can buy. All ships in a Bad Moonz skwadron gain the Maniac Gunners upgrade.

DeathskullzFree/Blue

The Deathskulls are the masters of salvage. After a good old scrap it will always be the Deathskullz who are whizzing about scrounging what they can from any wrecks left floating across the battlefield. Any ship in a Deathskullz squadron can be given 'looted' upgrades (torpedoes or lances) at the listed cost.

Blood AxesFree/Green

Most Orks distrust the Blood Axes, who they consider to be treacherous gits and cowards who sneak around in poncey clothes to make themselves look like trees. Most of all the Blood Axes are disliked for their dealings with humies and other non-Orks, from whom the Blood Axes proudly 'acquire' various practices and even bits of equipment. A Blood Axe escort squadron may replace the normal Ork escorts with up to three Imperial Navy Escorts at their listed cost. These kommandeered vessels must have an Orky colour scheme and kustom-job – you can't just borrow the ships from your Imperial fleet.

SnakebitesFree/Brown

The Snakebites are a primitive clan (even by Ork standards) and use technology only reluctantly. Snakebites will indulge in space travel if it's likely to take them to a new scrap, but are likely to spend much of the journey clinging on to the sturdiest (and least tekky looking) thing they can find. Snakebites can only use space hulks or roks – no other kind of skwadrons is permitted to bear the clan colours. Snakebite skwadrons gain a special +1 bonus to Command checks when attempting to Brace for Impact.

Authors

Andy Chambers is the author of *Battlefleet Gotbic* and a rapid Ork Admiral.

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



Further Information

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

Websites

www.BattlefleetGotbic.com



THE EPIC PLAYTESTER'S VAULT

The Epic Vault is a vital resource for all serious Epic players. It contains experimental rules & army lists. They are available as PDF files that can be downloaded for free. You will require a copy of Acrobat to read the files. You can obtain a free copy of this software from Experimental rules (sometimes called trail rules) are literally the rules that are being worked on by the Epic development team at the moment. As soon as any changes are made they go up here in the vault first of all. This means that you can join in with the playtesting process if you wish to do so.

PLAYTEST ARMIES

When we recently released the new edition of the Epic rules, in the splendid Epic: Armageddon rulebook, practical considerations limited the number of armies we were able to release alongside the game. Each army requires several dozen different boxes and blister packs (or 'codes' as we collectively refer to such products), and releasing so many new codes obviously places a great demand, and a great deal of strain on our ability to sculpt the necessary new miniatures, have them moulded, begin production, package them and ship them all over the world. In short, releasing armies representing all the races of the 41st millennium simply wasn't practical.

Instead, we chose the solution you see now – Epic Armageddon. This meant we could release the Epic rules in a single neat volume, with a small number of armies in it. To make the book an altogether more cohesive product, we themed the armies and the background it contained around the Third Armageddon War. Conveniently, this allowed us

to focus on the three most popular Epic armies – the Space Marines, the Orks and the Imperial Guard. Between them these three armies still accounted for several dozen boxes and blisters (and a great deal of work for our valiant sculptors, mould makers, casters and warehouse staff), but were nonetheless a manageable quantity of releases for a small outfit like Fanatic.

So, all well and good, we had managed the fairly colossal task of releasing a new edition of the Epic rules and releasing a sizeable enough miniature range to revive the entire game system. However, that certainly wasn't an end to it. There were obviously thousands of Epic players out there with existing armies not covered by the Epic: Armageddon book. With work on the rulebook complete, we realised some provision would have to be made for those players...

NEW RACES

Some games, like Battlefleet Gothic and Warmaster, are in their first editions, and while they may lack some races, that's just a simple fact of life – we'll get around to releasing them one day, but until then they simply aren't part of the game. The matter wasn't nearly so simple with Epic, where several previous generations of the game inevitably left many players with existing (and, in many cases, substantial) armies. In the past, Eldar, Chaos, Tyranids, Squats and the Titan Legions had all had their own miniature ranges and army lists, so we could be fairly certain there were still players out there with those forces.

The solution, as it transpired, was the Playtester's Vault. During early development of the game, Fanatic's limited resources had made it an absolute necessity for us to find other means of playtesting the rules, so free, downloadable versions had been made available via the website on condition that anyone downloading them respond with all the useful comments and suggestions which are needed while a game undergoes its initial development. Even with the rules complete, it seemed the obvious solution to make Vault a permanent fixture of the Epic community, and use it as the place where we could provide all future playtest material for comment. The mainstay of this material would be the playtest versions of army lists for all the existing races not yet covered by the Epic rules – Eldar, Chaos and Tyranids. What's more, we thought, with a such convenient resource at our fingertips, why not make playtest lists



available for races who don't yet even have a figure range. Inside GW, all playtesting begins using stand-in figures, long before the figures are sculpted, so why not offer the same opportunity to dedicated players the world over. Accordingly, lists for Tau and Necrons were added to the vault.

As well as lists for races not featured in the Epic: Armageddon rulebook, the Playtester's vault is also home to a number armies for existing races, so players of Imperial Guard, Space Marine or Ork armies will still find plenty to interest them. Currently, the Vault contains the following lists:

- Ulthwe Eldar
- Tyranid Army List
- Eldar Army List
- Feral Ork Army List
- Black Legion
- Black Templar Army List
- Tau Army List
- Necron Army List

All of the lists are available as downloadable PDF files, which can be opened with the freely available Adobe Acrobat PDF viewer. As new versions of the list are written, they are uploaded to the site, so check back often for updates!

PLAYTEST MODELS

Perhaps the only real drawback of the Vault is that it includes rules for many miniatures which aren't available anymore, or in some cases are brand new and have never been available, even in previous versions of the game. The lack of appropriate models can be offputting for some would-be playtesters, so there are a couple of alternatives.

Stand-in models can be used, basically any appropriately sized model which won't be confused with other figures in the game. In this way, you might use a Space Marine army to represent a Necron army.

The other alternative is to scratchbuild, thus avoiding the need to wait for the release of the new models in question. Over the page, to show just how easily this can be done, experienced gamer and modeller Audrey Ewing takes a look at two as yet unreleased units from the Chaos list – the Doomwheel and the Defiler....



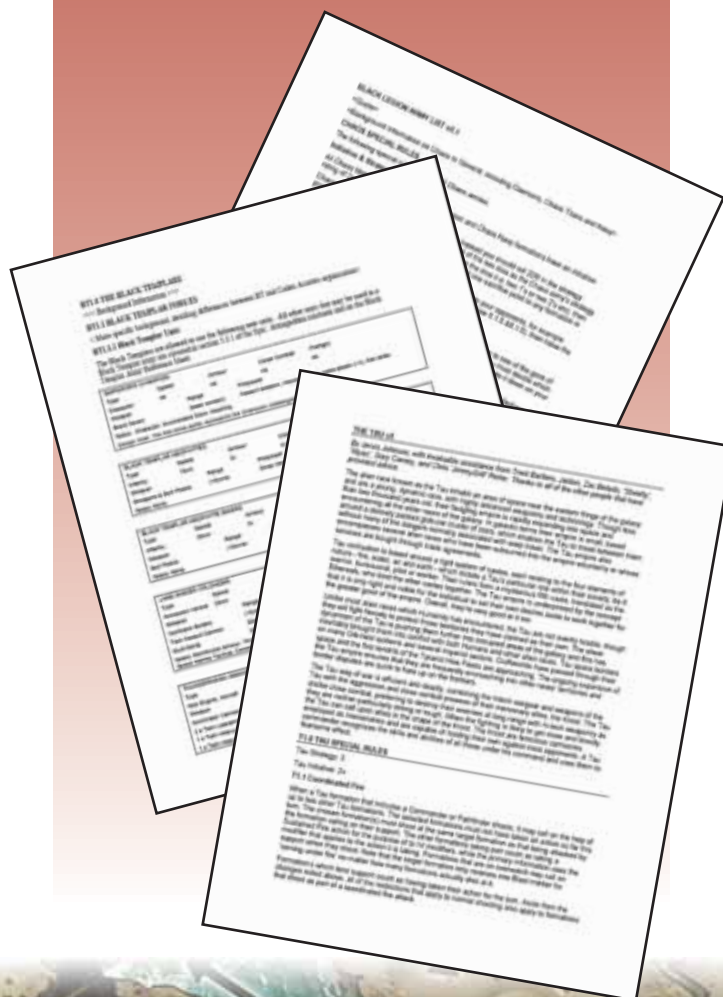
Keith Krelle
Southampton Fan

EPIC WEBSITE

The Playtester's Vault isn't the only useful resource on the Epic Website. Fanatic webmaster, and Captain Ahab wannabe, Keith Krelle faithfully ensures that the website is full of all manner of useful downloads, news items, photos and other stuff for the dedicated Epic player.

Not only does Keith's site include the Vault, but it also houses an archive of all previous Epic articles from Fanatic magazine, which are available for download free of charge. A Living Rulebook (updated to take into account any changes to the game rules themselves) and a full catalogue of the Epic range are also vitally useful resources, well worth checking out.

www.epic-battles.com



CHAOS DEATH WHEEL

by Audrey Ewing

Want to play with Death Wheels and Defilers? Audrey shows you how.

I'd seen the Epic Armageddon Chaos test list in the vault and wanted to try out some of the new Chaos War Engines. There are no models for them yet, so I thought about what weapons were on the Death Wheel and how I could create it. I went to my bitz collection and searched for parts that matched what I imagined. Here's how I did it.

Items List:

- 2 x 40mm round bases
- 2 x Imperial tank track - 8 link piece
- 1 x Imperial tank track - 2 link piece
- 1 x Imperial tank track - 1 link piece
- 4 x Chaos vehicle spike rings (The 'older' half circle rings)
- 2 x Epic Chaos Land Raider turrets
- 2 x Imperial cupolas (the newer Imperial cupolas should work)
- 2 x Chaos autocannons (an old part from hoarding bitz for years)
- 2 x Battlefleet Gothic Chaos towers
- Plasticard to fill some holes and make a base
- Various Chaos bitz

First, glue together the two 40mm bases with the flat sides facing out. Match up the circles on the underside of the bases and glue those together. Do not glue the outer edges.



Next, cut off the bevelled outside edge with a jeweller's saw to create a flat surface for the tank track to fit onto. The cut doesn't have to be perfect, the tracks hide the outer edge and will cover minor imperfections.



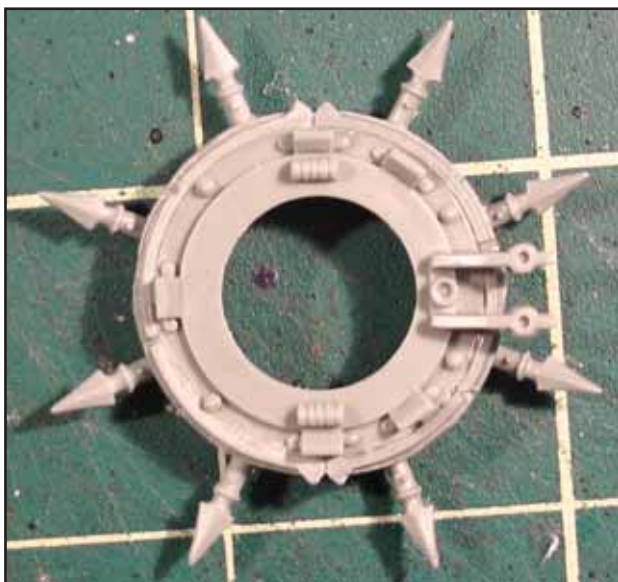
Bend the tank tracks between each link to match the curve of the 40mm bases. Glue on the tracks, starting with the 8 link pieces. Next, glue on the 2 link piece and lastly the 1 link piece. The tracks do not fit perfectly, so just slide the 2 and 1 link pieces so they look evenly spaced. Glue the Death

Wheel onto the base with the 2 and 1 link pieces on the bottom so any gravel and flock will hide them. Cut off the three longer spikes on all four of the Chaos spike rings.

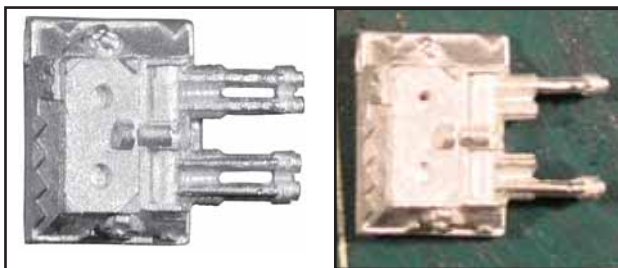


Side sponsons - Glue the cupola to the upper inside of one Chaos spiky ring. Next, glue a second Chaos spiky ring to the cupola to make a complete circle. Be sure to glue the cupola to the inside of the rings, not on the top, as it won't fit correctly on top of the ring. I created both sponsons this way.





Weapons turrets – Cut off the inside linked lascannons from the Epic Chaos Land Raider Turret. I cut a small U shape for the battle cannon to fit in between the new Reaper autocannons.



Battle cannon – Use the ends of the Chaos autocannon. I feel the autocannon heads look Chaos-like and add to the model. You can easily make a battle cannon out of some tubing, a 40K lasgun or other suitable weapon.



Glue the battle cannon into the U-slot between the Reaper autocannons on the turret. Do the same for the other turret.



Void shield generator – Cut off the top deck of the BFG Chaos tower and glue it to the bolter mounts of the cupola. Use extra skulls or symbols from your bitz collection and glue them on to the void shield generators.

To finish the sponson, glue the turret piece to the centre of the sponson. It should almost fit perfectly, although I had to file the cupola a little. After the turret is glued into place, fill the two gaps with a circle cut out of thin plastic glued inside of the sponson and add some Chaos bitz to cover the two holes on the turret. I made the second sponson the same way.



All that's left is to glue the sponsons to each side and add some battle damage. That's it, finished!!!



Here you can see Audrey's Chaos Death Wheel glued to a movement base soon after the stage by stage you've just finished reading.



Here you can admire the Death Wheel painted and based, ready to crush the enemies of the Dark Gods.



CHAOS DEFILER

Wanting to playtest all the units in the Epic Armageddon Chaos list, I kept looking for appropriate stand-in models. Even when play-testing I want models in a game to look as closely as possible like whatever they're representing. After some planning I came up with a way to build a Defiler. This is my general guide of how to create a Defiler:

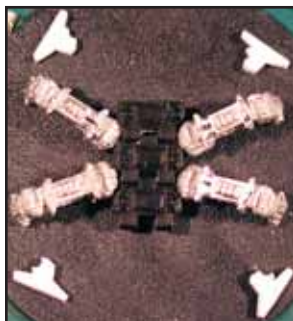
Items List:

6 x MOW Hulk iron claw
1 x Epic Chaos Predator left heavy flamer sponson
1 x Epic Chaos Predator right lascannon sponson
1 x Epic Chaos Predator turret 2
1 x Imperial tank track – 2 link piece
1 x Imperial tank track – 1 link piece
1 x Epic Chaos ram bar 1
1 x Epic Chaos Land Raider left and right side twin lascannon 2
1 x Plastic Orlock lasgun
1 x BFG Chaos tower
Plasticard

A number of the items in the list above are optional bitz I used to complete my Defiler. You can substitute various pieces with others that work as well.



First, cut off the parts with the reddish marked areas from all six MOW iron claws.



Next, take the tank tracks and glue the 2 link & 1 link together. Cut out a strip of plasticard and glue it under the bottom to give it more strength. This is the body of the Defiler.

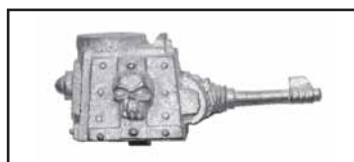


Cut out four foot blades from plasticard using the template. Cut off the small 'pins' on the tank track. Glue the four legs into the indentions on the tank track. You may have to trim the tank track indentions so the legs fit. See Foot Blade template.



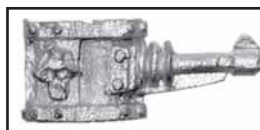
Cut off the tip of the Orlock lasgun for the battle cannon.

Cut off the two lascannon barrels from the right Land Raider sponson and the single lascannon on the Predator sponson. Glue the two barrels onto the Predator sponson giving you a Reaper autocannon. You can order both the left and right Predator flamer sponsons to have a Reaper autocannon on a different side or position.

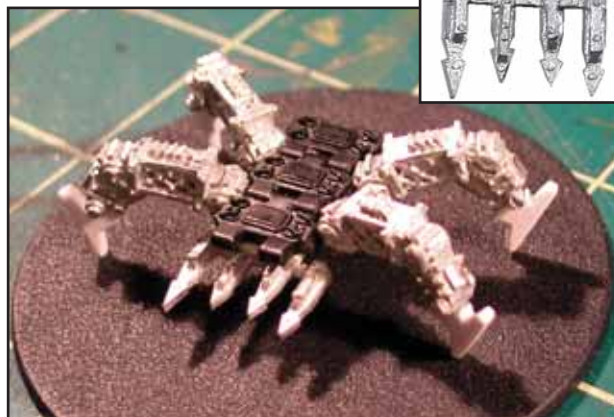


Taking the Predator turret, cut off the autocannon barrel and the skulls on the sides of the turret. Take care not to ruin the skulls

when cutting them off, they will be used later. Glue the battle cannon to the front of the turret and the sponsons to the side of the turret. Now you have a Defiler turret. Take a close look at the picture of the three turrets and you will see I have used a different battle cannon for each and the sponson weapons are in different positions and/or locations.



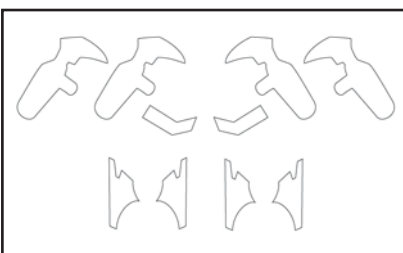
Next glue on the 'foot blades' to the legs and the Chaos ram bar to the main body. It is now starting to look like a Defiler.



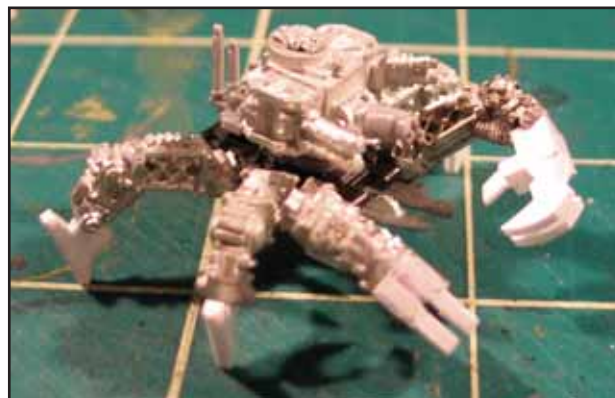
Put aside the main body and turret to work on the claw arms. This is the most difficult part. Glue the claw template to a piece of plasticard and cut out the shape with a jeweller's saw. Cut out 4 claw pieces (2 for each claw). See Claw template.



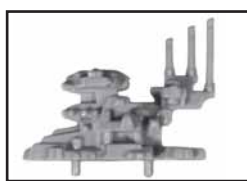
Glue two claw pieces together with the 'thumb' piece in between and a strip of plasticard between the 'wrist' to separate the two claw pieces. Trim down the 'wrist' length of the claws and cut a 'C' shape in the end, then glue it to the arm piece.



Cut some armour plating out of a plastic blister packaging for the claws and glued it on to the top and sides of each claw 'wrist'. Then glue the claw arms to the main body.

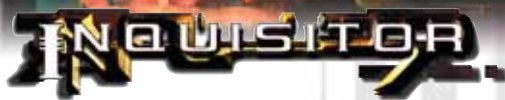


To finish, glue the first turret spacer ring (an Epic infantry base) and the second smaller turret spacer ring cut from plasticard to the body. Glue the turret on. Glue one of the saved skulls on top of the turret hatch. I don't like the Defiler 'head on a machine' look, so you



are on your own if you want to do that. Cut down the BFG Chaos tower and glue it to the back body to look like a set of exhaust pipes. That's it. Finished!!!





Explorator Warbands

By Gav Thorpe,

With help and additional ideas by Andy Chambers and Jes Goodwin

In this article Inquisitor author, Gav Thorpe, investigates some of the inner workings of another of the Imperium's most secretive organisations – the Priesthood of Mars.

When I sat down with Andy and Jes to discuss the Adeptus Mechanicus, with the aim of writing an article for Inquisitor, it soon became readily apparent that one article could never hope to encompass the wealth of material regarding the adepts of the Machine God.

So, I decided that this article needed a definite focus in order to contain something useful for Inquisitor players and GMs. Of the many and varied types of Techpriests across the galaxy, there was one particular group that struck me as being almost tailor-made for Inquisitor games and campaigns – the Explorators.

Physically independent, possessed by a singular purpose in their Quest for Knowledge, and with the vast and diverse resources of the Adeptus Mechanicus at their command, an Explorator-led warrior band is fertile territory for players inclined to characters with more metal than muscle.

So, in this article I'll be taking a look at the role and motives of the Explorators, the sorts of characters that might exist in their warrior bands, and the unique wargear that such individuals may possess.

The Adeptus Mechanicus

With its foundations stretching back to before the Horus Heresy, right back through the Age of Strife to the Dark Age of Technology, the Adeptus Mechanicus is the oldest

institution in the Imperium. In fact, it is so old and the power it wields so great, the Adeptus Mechanicus is more akin to an allied empire than part of the Imperium itself.

The reason for this power is straightforward in its origins. The Adeptus Mechanicus has a monopoly on perhaps the most vital resource in the galaxy – knowledge. They control the means by which mighty battleships are constructed, the secrets of Space Marine gene-seed, and the building of warp engines and plasma reactors. Put simply, without the cooperation of the Adepts of Mars, the Imperium would not exist.

Isolated during the Age of Strife, the Adeptus Mechanicus suffered its own trials and tribulations, and from this time arose the worship of the Machine God. The Machine God is the ultimate object of the Techpriests' veneration. It is the Machine God that gave rise to all technologies and made them manifest through his chosen Illuminati among Mankind. To the Mechanicus, machines represent a higher form of life than that thrown up by the crude processes of evolution. The planned perfection of form and function embodied in a machine could only originate from a divine source, using biological or mechanical vessels to embody and pass on its great knowledge. The Machine God can be interpreted as the combined power of machines everywhere, or a self-replicating idea that leads to technologies being the ultimate expression of perfection that can be created by evolved life.



The Quest for Knowledge

To understand the mind of a Techpriest, one must understand the purpose of his being. This is encapsulated within the tenets of the Cult Mechanicus, which dictate the goals and behaviour of every Techpriest. In essence, the Sixteen Universal Laws that rule the thinking of a Techpriest help him understand the nature of life and its relevance to the Machine God, and the ways that a mere mortal can come to comprehend the Machine God. To fully understand the Machine God is the ultimate goal of the Cult Mechanicus, and Techpriests strive to achieve a kind of enlightenment through their studies and biological/mechanical symbiosis. This is generally known as the Quest for Knowledge. Several of the Sixteen Universal Laws deal specifically with the Quest for Knowledge:

The Fourth Universal Law – Intellect is the Understanding of Knowledge: The ability to understand and use knowledge forms the measure of intellect. It is entirely possible for a sentience to realise the value of knowledge/stimulus and yet possess only simplistic levels of it. It is also possible for an archive or holomat to contain a vast font of knowledge and the understanding thereof without apprehending the value of that knowledge. Neither of these two examples would be rated as possessing intellect by Techpriests.

The Fifth Universal Law – Sentience is the Basest Form of Intellect: The commonly held trait of sentience is hence only the first 'tier' of intellect. Intellect is attained through the acquisition and understanding of knowledge.

The Sixth Universal Law – Understanding is the True Path to Comprehension: What all knowledge leads to is comprehension, a level of intellect that encompasses all the knowledge there is to be understood.

The Seventh Universal Law – Comprehension is the Key to all Things: Comprehension of the forces of the universe brings with it the keys to reality, the ability to affect any change or creation desired.

The Eighth Universal Law – The Omnissiah knows all, comprehends all: The Omnissiah is the supreme being, the entity able to comprehend all knowledge in the universe.

It is thus the logic of the Cult Mechanicus that if the Machine God exists (which, of course, it does as far as they are concerned), then all knowledge must already exist, and it is really just a matter of time and effort to put it all into one place. The fact that this Quest for Knowledge has lasted well over ten thousand years does not seem to deter the Techpriests!

All other considerations, including personal comfort, are secondary to the Quest for Knowledge. A devout Techpriest will sacrifice his comrades to heighten his intellect, and will even willingly lay down his life if, in doing so, he can assist the Cult Mechanicus in the Quest for Knowledge.

The Fifteenth Universal Law – Flesh is Fallible, but Ritual Honours the Machine Spirit: Organic components (people) are weak, forgetful and ultimately expendable for the greater glories of the Machine God. The fallibilities of the flesh can be assuaged through the correctly prescribed rituals to enable the enlightened to interact with the Machine Spirit. To so dishonour a Machine Spirit by not undertaking the correct rituals to honour it is a grave crime, and considered extremely risky with certain spirits, for example failing to undertake maintenance rituals on a plasma reactor is sure to end badly.

The Sixteenth Universal Law – To Break with Ritual is to Break with Faith: Techpriests rely on ritual over understanding, every screw turn and button press is precisely documented for every mechanism they build or use. Many Techpriests believe that the slightest deviation is an invitation for disaster and unleashing uncontrollable forces. Others take a more pragmatic view, believing ritual is mainly there to placate Machine Spirits and it can be hurried or even (horrors!) dispensed with altogether if the circumstances dictate – although the Machine Spirit will have to be appeased later.

The Fifteenth and Sixteenth Universal Laws open a window into how the Techpriests approach most situations and deal with unfolding events. They are, on the whole, predictable, unimaginative and low on intuition. Before making an important decision, a Techpriest will always endeavour to seek a precedent that that can accede to – or in their terms, to see if this particular piece of Knowledge has already been discovered.

This means that Techpriests are disinclined to rash or emotional reactions, and it is this attitude that gives them their inhuman air, which in many ways serves to separate them from Humanity as much as their physical alterations. This is not to say that Techpriests are without feelings, and certainly they can be angered or feel fear, but as they grow in experience they are more able to detach themselves from these fleshly weaknesses. A Magos several centuries old will make decisions based upon the relevance of the situation to his Quest for Knowledge and the probabilities of this being advanced or hindered. When confronted by an armed man, the threat to the Magos and the Knowledge he has uncovered and may potentially uncover in the future is paramount, and he is likely to retreat to preserve this. If,

on the other hand, the armed man is guarding a repository of potentially important Knowledge, then the Magos is likely to be confrontational.

When playing an Adeptus Mechanicus character in a scenario or campaign, it is important to understand that these tenets are not guidelines, or even rules. To a greater or lesser extent they are the foundations of the Techpriest's thinking, the paradigm that provides him with a framework to deal with the outside world.

Pro-xenos and Anti-xenos

Individuals may on occasion break one of the Sixteen Universal Laws, through quirk of personality or personal interpretation, active sabotage of their psyche or incorrect instruction into the Cult Mechanicus. Often this will cause great angst within the individual at a later date, suffering the biological equivalent of a repeated error message in his mind. This can be cured with re-programming (or Bio-error Purgation as it is commonly referred to by the Techpriests), but if it is not treated can lead to all manner of psychological problems, leading to greater and greater heresies. This is no more evident than in the conflict between the pro-xenos and anti-xenos factions within the Cult Mechanicus. In many ways this mirrors the Puritan and Radical divide that exists

within the Inquisition, but originates not from a philosophical viewpoint, but rather on interpretation of the Sixteen Universal Laws. As such, in some areas this is an open, theological debate, while on some forge worlds such discussion may itself be deemed worthy of castigation. Much of this stems from the contradictions thrown up by the Eighth Universal Law (often known as the Xenos Testamenta, and also the Prime Warning).

The Eighth Universal Law – The Alien Mechanism is a Perversion of the True Path: Alien science is twisted and perverse, a corruption of the pure thought of the Machine God. Most aliens enslave Machine Spirits to their will without showing them proper respect, hence their creations are invariably rebellious, dangerous and corrupt – rather like bound Daemons in Mechanicus Lore.

The pro-xenos believe that even though it has been corrupted, the knowledge to be found within alien technology, and ancient archeotech for that matter, can be salvaged for the Quest for Knowledge. Thus comprehension of xenos tech is paramount to the continued mission of the Adeptus Mechanicus and should be embraced.

Opposed to these thinkers are the anti-xenos, who believe that the corrupted knowledge within alien technology is no different from the knowledge that can be found in honest-to-goodness human technology. They ridicule the idea that somehow aliens could be privy to different knowledge to Humanity, and instead point to the perversions of the Machine God that have been created as lures away from the true path to understanding.

There are also those who think that much can be learned from xeno artefacts in the right conditions, but Techpriests are at risk of being immolated in some accident or corrupted by alien ideas. Many forge worlds officially ban the study of alien artefacts, others allow it but only under the most rigorous monitoring and restrictions. Nonetheless many Magos study alien artefacts in secret, hoarding their knowledge for fear of reprisals.

Just as with the Inquisition, this conflict can sometimes become physical, and the weight of belief varies widely from one forge world to the next, and may even be influenced by the beliefs of the most senior ranking Magi at any given time. Thus a pro-xenos inclined Fabricator General of a forge world may instigate several programs of research into alien tech, and direct his Explorators to locate such things for study. By the time the Explorators return, if ever they do, an anti-xenos Fabricator General has ascended to command and the expedition may well be declared heretical and hunted down.



Character Types

All of this is very interesting of course, and should help players and GMs devise suitably tenet-shattering revelations for their Techpriests to endure. However, I promised at the start of this article to look at some of the unique character types that the Adeptus Mechanicus provide.

Explorators

Explorators form something of a breed apart in the Cult Mechanicus, though any Techpriest is free to join their ranks. Explorators undertake the Quest for Knowledge across the stars, seeking out undiscovered data and uncatalogued phenomena, forgotten archeotech hordes and unknown life forms. Research stations, exploration ships and outposts any distance from a forge world are likely to be manned by Explorators, intrepid (most Techpriests would say foolhardy) adventurers delving in the unexplored reaches of the galaxy.

Explorators have found many of the greatest prizes in the Quest for Knowledge, and their role in many other affairs has been key to their success. However, countless Explorators also meet with grisly deaths in the hostile galaxy they discover and, on mercifully rare occasions, their ill-conceived prying has unleashed cataclysmic horrors on Mankind.

An Explorator is not physically different from the Techpriest and Magos as defined in Inquisitor already. However, he will be the senior-ranking official in the warrior band. In addition, you should decide how far along the pro-xenos/anti-xenos track your Explorator is, as this can give rise to all manner of interesting scenarios, and in the case of a pro-xenos Techpriest, also some intriguing options for using alien wargear (whether suitably modified or unmodified by the bearer is up to you).



Engineers

Engineers are highly trained members of the Cult Mechanicus, often assigned to duties in the Imperial Guard or other parts of the Adeptus Terra. An Engineer is well versed with Machine Spirits of all kinds, and capable of coaxing the most recalcitrant into operation with the correct liturgies and rituals. Within the Cult Mechanicus Engineers are accorded little respect as their skills are seldom used directly in the Quest for Knowledge, rather they are viewed as lowly but essential cogs in the workings of the Cult.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Engineer	45	40	45	50	45	65	60	55	55
Random	40+D10	35+D10	35+2D10	40+2D10	40+D10	60+2D6	55+D10	45+2D10	50+D10

Servitors

Servitors are altered humanoids that have had limbs and other body parts replaced with cybernetics and machinery. They are mind wiped and mentally reprogrammed to be able to perform simple tasks and obey specific instructions. Often a criminal, and particularly those who have offended the Cult Mechanicus, will be sentenced to Servitude Imperpituis and will be handed over to the Techpriests for modification. There are many different types of Servitors, but a few are detailed below.

Servitor command: All Servitors use the basic profile given below, modified by type as noted later. A Servitor must be given commands otherwise it will default to its programmed behaviour. Commands must usually come from a single authorised individual (the Inquisitor or Techpriest in charge) but in some circumstances secondary authority may be given to other members of the warrior band. These commands must usually be given verbally, by some Techpriests may have MIUs installed into a Servitor, or allow some other form of remote activation.

Equipment: Servitors are usually heavily modified with bionics, although these will almost always be crude or average in terms of their sophistication. If you wish to randomly generate a Servitor, then D6+1 body locations will be bionic. For each location, roll a D6, on a 1-3 the part is crude, on a 4-6 it is average. If the chest is bionic the character will have bionic lungs and heart. If the head is generated, the character will have bionics for all senses.

Special Abilities: Force of Will (or No Will would be more appropriate); Nerves of Steel; True Grit. A Servitor may have a remote MIU implanted in which case it will count as a Familiar.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Servitor	0	30	60	60	25	90	10	120	5
Random	25+D10	25+D10	50+2D10	50+2D10	20+D10	85+2D6	5+D10	100+4D10	D10

Technical Servitors

Technical Servitors are a common sight in the Imperium, they are not really intended for combat but are very useful in assisting battlefield operations. These are often referred to as mono-tasks, being physically changed and augmented to perform a specific function. Commonly they are used as load-lifters and cranes, but more exotic mono-tasks include the heavy weapon mount and the mobile weapons rack. These are the standard Servitors that accompany a Techpriest.

Combat Servitors

Combat Servitors are modified mono-task lifters intended to fight in close combat, they are normally equipped with the equivalent of a power fist and close combat weapon (claw, chainblade, saw, breacher). This will is an Implant Weapon. Combat Servitors have +20 WS.

Gun Servitors

Gun Servitors are intended to provide fire support for the Techpriest while he works. Often they will have whole limbs replaced as an Implant Weapon. This can be any type of basic weapon. Gun Servitors have +20BS, and the Hipshooting ability. They may also be fitted with ammunition hoppers to confer the quickload ability.

Praetorian Servitors

Praetorians are intended to provide complete protection for the Techpriest on the battlefield. They are elite cyborg warriors which bodyguard the Magos and protect temples, shrines and other facilities threatened with direct attack. Heavily armed and armoured they typically mass over twice the bulk of a man or more, with tracks or jointed legs to carry their immense weight. Some Praetorians are created from vat-grown giants or mind-scrubbed Ogryns. All are designed to intimidate, and if necessary, obliterate. Praetorians may be either Combat or Gun Servitors as detailed above. In addition to the rules listed for these Servitor types, a gun Praetorian may mount a heavy weapon. Praetorians also gain the Deflect Shot ability, although this is to represent their extremely armoured nature rather than preternatural reflexes, and this may never be deflected back to the firer. They also receive the following bonuses to their characteristics:

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Servitor	+15	+15	+20	+20	+10	-	+10	+20	-
Random	+4D6	+4D6	+4D10	+4D10	+3D6	-	+2D10	+4D10	-



Skitarii

The Skitarii are forge guards, human soldiers with basic bionic augmentations for communication, weapon links and sensory feeds. Some are more favoured than others, and those in the retinue of an Explorator may well have been blessed by mechanical and alchemical manipulation by their master.

Treat Skitarii as Imperial Guard veterans, although they are more likely to have wargear such as combat drugs, and also at least one body part is likely to be bionic. Their weaponry may well be implanted and they are generally issued with plenty of ammunition!

Electro-priest

Also known as Luminen or 'the spark of life', Electro-priests are living generators, capable of coursing energy into anything they touch. The bodies of Electro-priests are covered in spiralling electroo circuits, metal-based tattoos which coil about their bodies like a magneto. Electro grafts in their nervous system allow them to generate a crackling fount of electrical energy through their copper etched palms, the charge building as the Luminen works himself into a ecstatic frenzy until the priest collapses from physical exhaustion. Electro-priests use their power to 'resurrect' powerless artefacts or to destroy enemies of the Machine God like bolts of living lightning.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Electro-priest	65	50	55	65	65	80	70	70	50
Random	55+2D10	45+D10	45+2D10	55+2D10	60+D10	75+2D6	65+D10	50+4D10	45+D10

Abilities: Furious Assault

Wargear: Electroos; Rite of Pure Thought

Wargear

The following are new pieces of wargear available to Explorator Warrior bands and other Techpriest characters.

Familiars

Each of the following is 'wired-in' to the Techpriest and therefore follows the rules for being a Familiar.

Haemoncolyte

Haemoncolytes are vat-grown creatures formed from the Techpriest's own flesh and blood. They are typically created to cleanse the Techpriests' organic components of poisons and tumours, any such imperfections being passed along an umbilical and absorbed by the Haemoncolyte. They are ugly and dwarfish to begin with and over time they age rapidly, becoming covered in liver spots and lumpy growths. A Haemoncolyte adds +30 to all of the Techpriest's resistance rolls.

Techno-mat

Techno-mats are tethered Servitors which attend to the functions of a Techpriest's organic components, freeing them from the fallacies of the flesh in the pursuit of knowledge. Carefully monitored nutrients and stimulants are fed to the Techpriest continuously from the attendant servo-mat. A techno-mat allows the Techpriest to re-roll his Toughness test when attempting to recover.

Grafts and Implants

These are specialised bionic upgrades available to Techpriests and their minions.

Electoos

Metallicised strips bonded sub-dermally enable the Techpriest to channel limited amounts of energy like the renowned Electro-priests. Any close combat attack by the character also counts as a shock weapon.

Electro-grafts

More extensive subdermal implanting which allows users to interface directly with data sources and instantaneously acquire skills. Vulnerable to hard knocks and shocks. Essentially these convey an ability such as Deadeye Shot, Fast Draw or similar. A character with electro-grafts reduces their Toughness by 10 when testing for system shock.

Rite of Pure Thought

Considered an extreme measure even among some Techpriests, the rite of pure thought has become accepted practice over the millennia. The creative, emotional, illogical right hemisphere of the brain is replaced with a cogitator linked directly to the left hemisphere. This gives the devotee pure thought clear of distraction from emotions or any annoying sense of self-preservation. The character gains the Force of Will and Nerves of Steel skills.

Servo-harness

An articulated armature cage employed by Techpriests when undertaking arduous rites in plasma reactors or the maintenance of substantial Machine Spirits like Super-heavy tanks. The character is at half Initiative (including calculating Speed), but his Strength is doubled. He may fire heavy weapons one-handed.

Autosanguination

Some Techpriests exsanguinate themselves in order to replace their blood with a more efficient medium, usually topped up from a portable alembic carried externally. The sanguinous medium is able to plug holes and rebuild torn flesh with remarkable efficiency. The character adds +20 to his Toughness when working out his base Injury value.

Binary cortex

It is not uncommon for two Techpriests working on the same mysteries to coincide so entirely in their thinking that they decide to link up in a very literal sense. Both brains are linked to a single body so that they can work more efficiently together, a choice much admired by other priests, particularly for the one who accepts the burden of remaining clothed in flesh. Unfortunately,

these two personalities do not necessarily agree on the best course of action at any given moment. The character adds 70 to his Sg value, and gains the Heroic skill. However, roll a D6 at the start of any turn, on a roll of a 1, the two minds have a disagreement and the character is at -1 Speed that turn.



Archeotech wargear

Explorators unearth all manner of strange weaponry from alien civilisations and the Dark Age of Technology. This presents some interesting gaming opportunities for players with an Explorator warband.

A character may have one or more pieces of archeotech, which must be given a suitably impressive and yet informative name. A few characterful examples are given



later. The effects of the archeotech can be represented by one of the psychic powers given in *Inquisitor*. In the same way that psychic powers are used, the Techpriest can attempt to use his archeotech as an action. Instead of using his Wp, the Techpriest must use his Sg for the test. The difficulty of the ability (or in this case complexity) is applied as normal.

Like a Psychic test, using archeotech is a risky action, the Techpriest can attempt to concentrate first and may suffer the equivalent of a psychic overload. In the case of Sg test failure, there is a chance of the archeotech being rendered useless for the remainder of the game, equal to the amount the test was failed by. If the risky action is failed, this chance is equal to 150 minus the character's Sg. Obviously, archeotech cannot be nullified. In the case of an ability that is a ranged attack, there is no modifier to the test and, if successfully used the Techpriest must roll to hit as normal, counting the archeotech as range band D. You may also want such weapons to have ammunition capacities and recharge times. Archeotech has a weight equal to its complexity rating.

Example archeotech items

The Spatial Impasse Generator: This suit of Eldar origin enables the bearer to briefly slip into warp space and shift their location, passing through enemies, walls and any other type of barrier. The spatial impasse generator uses the Teleportation ability.

Tac-nuke Pistol: Though not much larger than a stub pistol, this potent weapon can fire a projectile capable of blowing up a small building. The tac-nuke pistol makes a ranged attack like the Firestorm ability.

Sub-conduit Cortex Scanner: Able to measure the minute variations in the electrical field of a creature's brain, the sub-conduit cortex scanner is able to relay this information via an implant in the sensory arrays of the wearer. This effectively gives the character the Mind Scan ability.

Author

*Gav Thorpe is a Games Workshop stalwart as well as being author to many books and *Inquisitor*.*

Further Information

*There are currently two *Inquisitor* Techpriest models in the range. These are Delpban Gruss and Techpriest Tezla. Both can be purchased from Games Workshop Direct.*

More *Inquisitor*

Turn the page 6 for the Judge.

Website

www.Exterminatus.com



NECROMUNDA

RATSKIN RENEGADES

By Jake Thornton

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to cleanse the Underhive of intruders.

Other Ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The Ratskins themselves dispossess these individuals and call them Badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the

Watchmen and are driven out of the settlement for good. There can be no return home for Ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

OUTLANDERS

Ratskins may use Hired Guns (who will fight for them) as normal, and will both take captives and try to rescue their own as other gangs. Other than that, Ratskins need some special rules of their own to cover the fact that they just aren't like 'normal' gangs such as Orlocks or Delaques.

TERRITORY

Ratskins start with one piece of territory generated on the Ratskin Territory table. This is the Renegades' camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Ratskins can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Ratskin Territory table below immediately. Similarly, if they lose their territory to another gang they simply generate a new one.

RATSKINS TERRITORY TABLE

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

Captured Territories

Any additional territory captured from other gangs is looted and destroyed by the Renegades as soon as it is captured. This looting removes the territory from the campaign as the Ratskins rampage through it, stripping it of anything of value and destroying the rest. If the Ratskins loot a territory they gain double its basic value. In the case of a territory with a variable income they gain double the maximum. For example, looting a holstead or drinking hole would yield 120 credits.

Archeotech Sites

Archeotech sites are sacred to Ratskins and they will always try to drive Underhivers away from them if they can. If a gang owning any Archeotech sites loses a territory to the Ratskins it will automatically lose one of its Archeotech sites without recourse to a random dice roll. Any Archeotech sites which are captured by the Ratskins must be left unmolested and will not generate any income. Instead they will be hidden and guarded by the Ratskins to prevent greedy Underhivers disturbing them. The only way in which Ratskins can hold more than one territory is by capturing Archeotech sites, but they can hold any number of such sites in addition to their camp, using traps, sentries and hidden tunnels to keep them safe and move between them rapidly. Ratskins derive no direct benefit from possessing Archeotech sites, but these special places do give them the favour of the hive spirits. This favour aids Ratskin Shamans that join the gang, full rules for which will be in a future issue of Fanatic.

SO MANY MOUTHS TO FEED

Ratskins need to eat, just like everyone else, and will need to find 3 credits per warrior per battle to keep everyone supplied. Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers.

The credits to pay for these supplies come from one of two sources: income or foraging. Any spare cash goes in the gang's stash as usual.

Income

Ratskins collect income from their one piece of territory, like any other gang. However, this income is not cross referenced with the size of the gang on the income table – it's simply the amount they earn.

Foraging

Anyone who wasn't seriously injured in the previous battle can go foraging. This includes Chiefs, Totem Warriors, Ratskins and Braves, though they can't perform any special tasks, such as visiting an Outlaw trading post or working the gang's territory, if they forage. Each forager collects D6+1 credits' worth of stuff from the wastes. Hired Guns and special characters never forage: that's not what they're paid for.

TRADING

Ratskin Renegades roll on the Outlaw Trading chart. See the section at the end of this article.

BOUNTY

Ratskin Renegades are considered extremely troublesome by the Guilders and so they have a bounty on their heads. If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor gang captures or kills a Ratskin they may claim this bounty. The bounty on a dead Ratskin is equal to his current cost in credits (including equipment). A captured Ratskin may be ransomed

back or traded, as with any other prisoner, or may be turned over to the Guilders for a bounty. The bounty on a live Ratskin is equal to his cost (without equipment) + D6x5 credits. You must decide whether or not to turn him over before you roll to see what the bounty is.

Ratskins may trade or ransom any foes they capture as normal. However, Ratskins may not claim bounty on anyone – they'd be shot on sight if they tried to!

Scenarios

Ratskins can add or subtract up to 2 from the dice roll when rolling for scenario. If the opposing gang has a Ratskin Scout in their employ this modifier is reduced to plus or minus 1 instead. If the Renegades can choose which scenario to play they can pick whichever they like.

RESILIENT

Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action may re-roll a result on the Serious Injuries table if he doesn't like the first roll. However, if he chooses to re-roll he must accept the second result.

NATIVE

Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. In fact, they are so in tune with the hive that they use it as a weapon in their fights. They open sluice gates to flood areas with slime, block vents or open others to send toxic fumes or smogs across their enemies' paths; they can even cause minor hivequakes by undermining supporting pylons.

Important: Any battle involving a Ratskin gang **must** use the Treacherous Conditions rules.

So in tune are the Ratskins with the ways of the hive that they feel it as a living entity in its own right, and are trained from birth to survive its sometimes murderous moods. Because they are so at home in the Underhive, Ratskins are completely immune to the effects generated on the Treacherous Conditions table (see Fanatic Magazine 4). Ratskins can track their opponents unerringly in fog or darkness with their sharp hearing, they can always find their way through or around bottomless slime and bubbling tox pits, they don't get attacked by wild creatures and automatically dodge acid falls and hivequake debris and so on.



RECRUITING THE GANG

A Ratskin gang is recruited in the same way as a normal gang. You have 1,000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum of 3 fighters: A gang must have at least 3 models

Chief: Your gang must include one Chief; no more, no less.

Totem Warriors: Your gang can include up to four Totem Warriors, but no more.

Ratskins: Your gang can include any number of Ratskins.

Ratskin Braves: Your gang can include any number of Ratskin Braves.

1 RATSKIN CHIEF

Cost to recruit: 120 credits

A Ratskin Chief is not born to the position but is elected by his elders and his peers. A Chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some Renegade Chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The Chief's words are always listened to with respect by the Ratskins, and even once he has become a Renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

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

Weapons: A Ratskin Chief may be given equipment chosen from the Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment: A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Leadership. A Ratskin Chief commands respect from his followers and they are heartened by his presence. This means that any Ratskins within 6" of the Chief may use his Leadership value when they take Leadership tests. A Ratskin Chief can always attempt to recover from being pinned even if he has no Ratskins within 2" of him.

0-4 TOTEM WARRIORS

Cost to recruit: 85 credits

Totem Warriors seek to purify themselves in the eyes of the hive spirits so that they may join with their ancestors after the death of their bodies. To this end they spend much of their time in prayer trances, fasting or undertaking insanely dangerous treks across the uncharted and labyrinthine wastes of the Underhive. They are revered by the normal Ratskins and Badskins alike as wandering holy men of sorts. They are also utterly fearless, trusting entirely to the protection of the spirits of the hive.

M	WS	BS	S	T	W	I	A	Ld
4	4	2	3	4	1	4	1	7

Weapons: A Totem Warrior may be given equipment chosen from the Close Combat and Spirit Weapons sections of the special Ratskin lists.

Equipment: A Totem Warrior may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Pure of Spirit. Through fasting, trances and ritual suffering this warrior has attained a purity of spirit that attracts the guardianship of one or more of the ever-present spirits of the hive. Only warriors who are Pure of Spirit may use the Ratskins' special spirit weapons.

In addition, a warrior who is Pure of Spirit may never use any kind of shooting weapon (including pistols in hand-to-hand combat). When a foe is slain his departing spirit can be absorbed by the Ratskin, but only if he is very close by. Beating foes at a distance gains less honour and means that the Ratskin cannot absorb their spirits. If an enemy's spirit is allowed to escape in this way, the Ratskins believe that it will be reborn and seek revenge. A spirit that is absorbed adds its power to the Ratskin and will not be reborn as a new foe.

Fearless. Totem Warriors have an unshakeable belief in their protective spirits and fear nothing. They automatically pass any Fear or Terror tests they would be required to take. In addition, they automatically pass any Leadership tests to keep their nerve. They will, however, accompany the rest of the gang if it bottles out.

ANY NUMBER OF RATSKINS

Cost to recruit: 60 credits

Ratskins are fully-fledged fighters and hunters from the Ratskin tribes. Many of those who follow a Renegade Chief are bitter, dispossessed men who have lost friends and family to raiding Outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and culture.

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

Weapons: A Ratskin may be given equipment chosen from the Close Combat, Ranged and Special Weapons sections of the special Ratskin lists.

Equipment: A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

ANY NUMBER OF RATSKIN BRAVES

Cost to recruit: 35 credits

Ratskin Braves are young warriors who follow the Chief into the wastes looking for excitement and glory. Ratskin settlements always have a few Braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful Chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The Braves' determination to prove themselves makes them fierce and bloodthirsty warriors, greatly feared by hivers and settlers alike.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons: Braves may be given any amount of equipment chosen from the Close Combat and Ranged Weapons sections of the special Ratskin lists.

RATSKINS WEAPON LIST

Ranged Weapons		Cost
Autopistol		15
Blunderbuss/scatter gun		8
Handbow		5
Musket		6
Stub gun		10
Special Weapons		
Shotgun (with solid shot and scatter shells)		20
Autogun		20
Lasgun		25
Close Combat Weapons		
Clubs, mauls and bludgeons	free/10*	
Chains and flails		5
Massive axe, sword or club		10
Knife	free	
Sword		15
Coup stick		15

* The first club/maul etc a Ratskin has is free, if the Ratskin is equipped with an extra club it will cost 10 credits.

Spirit Weapons		
Spirit Totem		45
Spirit Staff		55
Grenades & Shotgun Shells		
Frag grenades		30
Man Stopper shell		5
Hot Shot shell		5
Bolt shell		15
Dum-dum bullets for stub gun		15



COUP STICK

A coup stick often appears to be a simple stick, usually decorated with trinkets in a similar fashion to the Spirit Totems. It requires one hand to use, and must be equipped in close combat to gain its special rule, below.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
Close	Combat	Only		-	0	-	-

Special Rules

Great Glory. The coup stick isn't a weapon, as such – it adds no additional attack and causes no damage, though it will take up one of the Ratskin's hands. However, using one is the mark of a brave and noble warrior among the Ratskins, and so they are frequently carried into battle instead of more dangerous items.

If a warrior with a coup stick takes an opponent out of action in close combat then he may 'count coup' with his coup stick. Roll a D6 and gain that many Experience Points for the warrior in addition to any points awarded by the scenario for wounding enemy models.

SPIRIT TOTEM

A Spirit Totem looks like a club, mace, axe or other one-handed close combat weapon that has been decorated with all manner of trinkets and fetishes to attract the spirits of the hive to the wielder. It is suffused with the powers of the hive spirits and can cause enormous amounts of damage in the hands of a pure-hearted warrior.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
Close	Combat	Only		5	1	-3	-

Special Rules

Spirit Weapon. This weapon can sense the true spirit of the wielder, and it will only aid the pure of heart. If a warrior with the Pure of Spirit special rule uses this weapon then it will have its full stats, described above. If a warrior without this special rule uses this weapon, treat it as a normal club.



SPIRIT STAFF

This is basically a larger and even more ornate version of the Spirit Totem described above. It requires two hands to use in close combat.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
Close	Combat	Only		6	D3	-4	-

Special Rules

Spirit Weapon. This weapon can sense the true spirit of the wielder, and it will only aid the pure of heart. If a warrior with the Pure of Spirit special rule uses this weapon then it will have its full stats, described above. If a warrior without this special rule uses this weapon, treat it as a massive club.

BLUNDERBUSS/SCATTER GUN

A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully in the general vicinity of the target.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-9	+3	-1	3	1	-	6+

HANDBOW

A handbow is a compact crossbow or speargun made using scavenged springs or twisted gut to supply its strength. Ratskins particularly favour handbows because they are silent and fire ammunition that can be collected and reused.

The handbow fires a short, heavy arrow that is best turned out of iron or steel and barbed so it is hard to remove from the target's flesh. The handbow can be fired one-handed, but is too cumbersome to use like a pistol in close combat. A handbow can't be reloaded on the move.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	-	-1	4	1	Special	4+

Special Rules

Move or Fire. A handbow takes both time and attention to use and so cannot be reloaded or fired on the move. A warrior with a handbow can move or fire, but not both in the same turn.

Low penetration. While the heavy arrow of a handbow can pierce flesh easily, it lacks the momentum to punch through thick, rigid armour. Any target with an Armour Save of 4+ or better has its Armour Save increased to 2+ when hit by a handbow arrow.

MAXIMUM VALUE INCREASE TABLE

	M	W	S	B	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9	

MUSKET

Muskets are primitive weapons which comprise a long, narrow barrel strapped to a stock. A small amount of explosive packed into the barrel fires a solid slug or ball of metal. Muskets are easy to construct and maintain, though they are inaccurate at long range in comparison to more modern weapons. Muskets are very common among young Ratskins, but they are generally keen to acquire a better weapon from elsewhere.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-1	3	1	-1	6+

Special Rules

Move or Fire. The loading process for a musket is time-consuming so the firer must remain stationary to fire. A warrior with a musket can move or fire, but not both in the same turn.

RATSKIN EXPERIENCE SYSTEM

Type of Fighter	Initial Experience Points
Brave	0
Ratskin	20+1D6
Totem Warrior	60+1D6
Chief	60+1D6

RATSKIN SKILL TABLES

	Agility	SKILL TYPES AVAILABLE				
		Combat	Ferocity	Muscle	Shooting	Stealth
Braves	3	-	-	-	-	3
Ratskins	3	3	-	-	-	3
Totem Warriors	3	3	3	-	-	3
Chief	3	3	3	3	3	3

IMPORTANT

NOTE

Ratskins may never learn Techno skills



EXPERIENCE ADVANCE TABLE

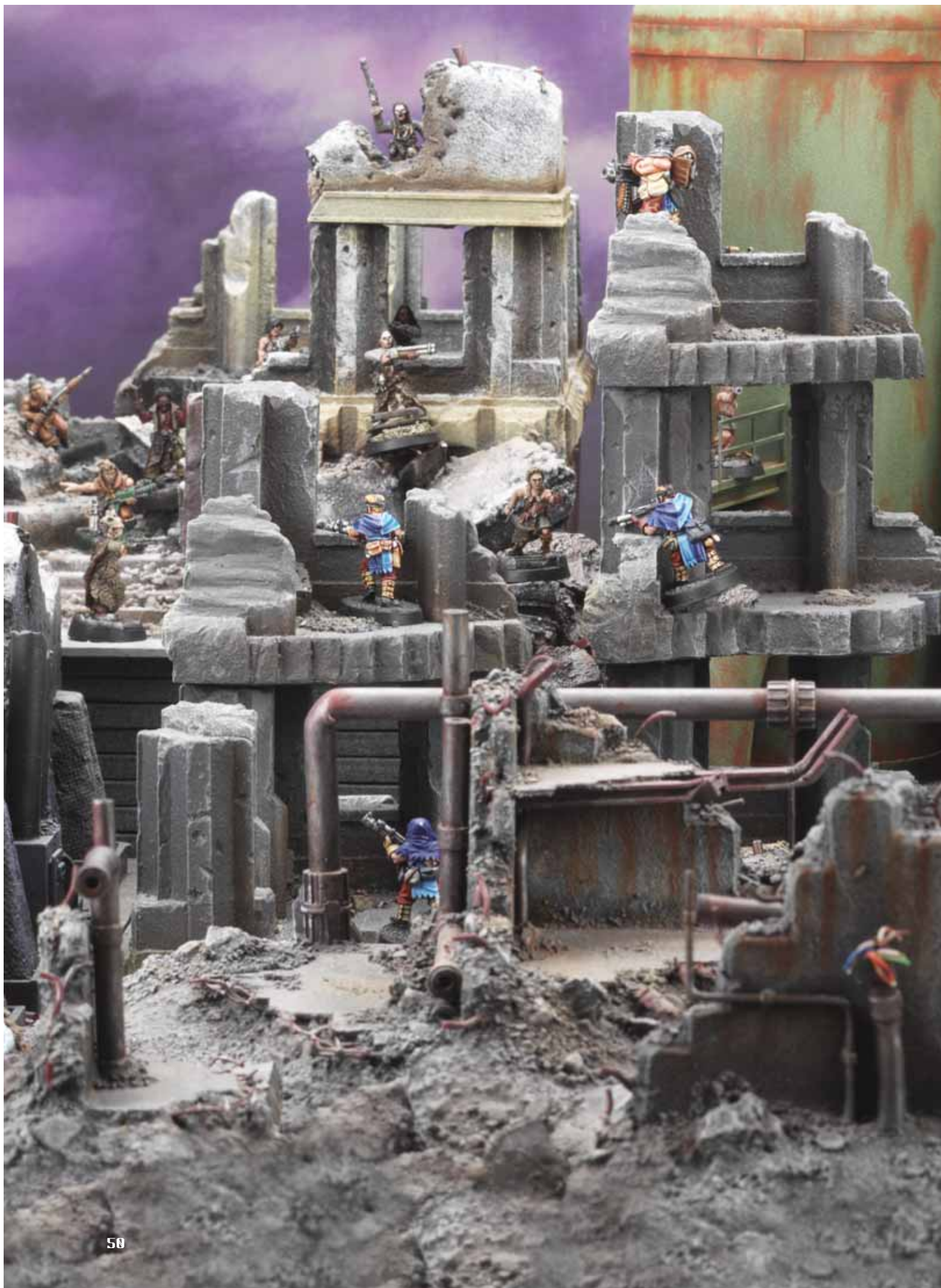
Experience Points	Title	Notes
0-5	Brave	Starting level for Braves
6-10	Brave	
11-20	Brave	
21-30	Ratskin	Starting level for Ratskins
31-40	Ratskin	
41-50	Ratskin	
51-60	Ratskin	
61-80	Ratskin Warriors	Starting level for Chiefs & Totem Warriors
81-100	Ratskin Warriors	
101-120	Ratskin Warriors	
121-140	Ratskin Warriors	
141-160	Ratskin Warriors	
161-180	Ratskin Warriors	
181-200	Ratskin Warriors	
201-240	Spirit Warrior	
241-280	Spirit Warrior	
281-320	Spirit Warrior	
321-360	Spirit Warrior	
361-400	Spirit Warrior	
401+	Great Warrior	A Ratskin that reaches this level may not advance any further.

ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

2D6	Result
2	New Skill. Choose any of the Skill tables (except Techno) and randomly generate a skill from it.
3-4	New Skill. Select one of the standard Skill tables for your ganger and randomly generate a skill from it.
5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	New Skill. Select one of the standard Skill tables for your ganger and randomly generate a skill from it.
12	New Skill. Choose any of the Skill tables (except Techno) and randomly generate a skill from it.







It was fitting, thought Two-Shadows, that the zealotry of these fools should lead them to their deaths. After all, those that followed the false gods and shunned the Hive Spirits were courting an everlasting death for their spirits anyway. Why not help them on their way?

He peered over the low wall once more at the as yet unaware Cawdor gangers spread out below. They were chanting their uncouth slogans again – they were almost as bad as the redemptionists. On either side of them ratskins crept into position for an ambush, silent out of habit rather than necessity.

Shakar slid down behind the wall beside Two-Shadows, interrupting his thoughts. “We are ready”, he whispered, indicating the large rusted green tanks behind them.

“Good”, replied Two-Shadows. “Let them come in a little further, then we open the sluices...”

THE OUTLAW TRADING POST

Outlaw trading posts are scattered unevenly throughout the Badzones. The most famous is Heretics Hole, which is so well established that even the Guilders use it illicitly, though they're the ones who had it declared Outlaw in first place. Other infamous Outlaw trading posts include Blood Spill, Hellhole, Sump Town, Black Crack and Widow's Pipe, many of which are actually settlements ruled by Outlaw bosses. Small, heavily armed caravans of illegal traders ply the desolate areas between the Outlaw posts to supply booze and guns to Scavvies and Ratskins.

Some outlander trading post are run by those that have fled the rule of the law up hive, others are staffed by mutants. All are non-Guilders, and as such have been declared Outlaw. Despite this, or perhaps because of it, they are very cosmopolitan places. Spies lurk everywhere in these settlements and sporadic expeditions are undertaken to eradicate Outlaw holes situated too close to bona-fide settlements. The inhabitants are normally long gone by the time the authorities arrive but surprise attacks have resulted in some bloody conflicts. Heretics Hole has been destroyed (and rebuilt) many times over and the Blood Spill massacre is still remembered as a day of infamy.

SPENDING CASH

WHEN YOU'RE IN THE WASTES

After every game a gang can collect income from its territory and by foraging. Cash can be spent on recruiting new fighters and on new equipment for the gang. When you are in the Wastes, spending cash must be done at the Outlaw trading post – there are no legal trading posts.

NEW RECRUITS

The Outlaw trading posts are full of young punks and old soaks so new fighters are recruited in the same way as normal. Refer to the appropriate Recruiting a Gang section of the Necromunda rulebook. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies, Totem Warriors and so on.

RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns sections of Necromunda for details. Hired Guns are criminals, outcasts and wanderers who are willing to sell their expert skills to anyone prepared to pay. Obviously, Bounty Hunters won't hire out to Outlaws of any type.

WEAPONS

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the weapons and equipment available at an Outlaw trading post, though many items are not always available and vary in price.

TRADING

Common items can normally be found quite readily among the noisy stalls and bazaars of an Outlaw trading post. Players can usually purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trade post and visits his contacts there.

Roll a D66 for each item and consult the Outlaw Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading and one player cannot buy goods offered to another.



GANGERS AND TRADING

If a player wishes he can use extra gangers to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn or forage. Searching out rare items is an alternative to collecting income.

For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale.

OUTLAW TRADE CHART

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item
11	Special: Gamble and Lose
12-13	Special: Robbed
14-15	Special: Cheated
16	Special: Gamble and Win
21	Power Weapon. Roll a D6: 1 – Power axe 2-3 – Power maul 4-6 – Power sword
22	Gas Grenades. Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 – Hallucinogen
23	Grenades. Roll a D6: 1 – Melta bomb 2-3 – Photon flash flare 4 – Plasma grenade 5-6 – Smoke bomb
24	Gun Sight. Roll a D6: 1-2 – Red-dot laser sight 3 – Mono sight 4 – Telescopic sight 5-6 – Infra-red sight
25	Armour. Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh



26	Bionics. Choose one of: Bionic arm, bionic eye, bionic leg.
31	Archeotech
32	Bio-scanner
33	Blade Venom
34	Blindsnake Pouch
35	Bottle of Wild Snake
36	Infra-goggles
41	Icrotic Slime
42	Kalma Fixer
43	Rad Counter
44	Ratskin Map
45	Screamers
46	Silencer
51	'Slaught Fixer
52	Spook
53	Spur Fixer
54	Stinger Mould Patch
55	Stummers
56	Weapon Reload
61-62	Special: Rumour
63-64	Special: Tip-off
65-66	Special: Inside Information

SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the Outlaw hole. Each of these events is a one-off, so if you roll the same result twice in the same trading session re-roll the dice.

Gamble and Lose. You have to gamble at an Outlaw trading post, though it's not a law (because there aren't any). However most of the business is conducted around the gambling tables and it's considered a character flaw not to gamble – it implies you're not prepared to take risks, and that makes you an easy roll. You lose 2D6 credits and come away a little wiser.

Robbed. You reach for your creds and find them gone, some scrag has stolen them from right under your nose. You look around but there are dozens of likely candidates at hand. Roll a D6. On a 6 you spot the culprit flinch from your gaze and grab him before he legs it. You get your money back and give him a lesson in manners. On a 1-5 you draw a blank and have to count the cost of losing 3D6 credits (nobody's fool enough to keep all their creds in one place).

Cheated. You trade for a bargain piece that seems sound at first but is in fact flawed, damaged, badly-made or counterfeit and basically useless. Lose 3D6+10 credits and look a bit closer next time.

Gamble and Win. You gamble away a pile of credits but then luck smiles on you and you win it back with some interest. Gain an extra 2D6 credits.

Rumour. You hear a rumour about what's going on in the Wastes, which gangs are going where and what they're looking for. You may modify your next dice roll on the Scenario table by +1 or -1; the modifier is applied after the dice have been rolled.

Tip Off. An old contact gives you some good information which alerts you to an opportunity for making some creds. The next time you roll on the Scenario table you may re-roll the dice if you wish.

Inside Information. An insider informant offers to sell you vital information for 10 credits. If you pay the man his credits the next time you play a game you may choose the scenario instead of rolling on the Scenario table.



PRICE CHART

The chart below indicates the cost of items available for sale at the Outlaw trading post. The cost of rare items is included on this chart, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable; it includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, maul or bludgeon	10	Common
Chain or flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive axe, sword or club	15	Common
Power axe	35+4D6	Rare
Power maul	35+4D6	Rare
Power sword	40+4D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt pistol	20	Common
Hand flamer	20	Common
Laspistol	15	Common
Needle pistol	100+5D6	Rare
Plasma pistol	25	Common
Stub gun	10	Common
Web pistol	120+5D6	Rare

BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common



SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade launcher (grenades extra)	130	Common
Meltagun	95	Common
Needle rifle	230+5D6	Rare
Plasma gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Autocannon	300	Common
Heavy stubber	120	Common
Heavy bolter	180	Common
Heavy plasma gun	285	Common
Lascannon	400	Common
Missile launcher (missiles extra)	185	Common

GRENADES

Item	Cost	Availability
Choke gas grenades	15+3D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+5D6	Rare
Krak grenades	50	Common
Melta bomb	40+4D6	Rare
Photon flash flare	20+3D6	Rare
Plasma grenade	30+4D6	Rare
Scare gas grenades	20+3D6	Rare
Smoke bomb	10+4D6	Rare

MISSILES

Item	Cost	Availability
Frag missiles	35	Common
Krak missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper shotgun shell	5	Common
Hot Shot shotgun shell	5	Common
Bolt shotgun shell	15	Common
Dum dum bullets for stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red-dot laser sight	40+4D6	Rare
Mono sight	40+4D6	Rare
Telescopic sight	40+4D6	Rare
Infra-red sight	30+4D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+3D6	Rare

Carapace	70+4D6	Rare
Mesh	25+4D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+4D6	Rare
Eye	50+4D6	Rare
Hand	50+4D6	Rare
Leg	80+4D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Archeotech	D6x10	Rare
Bio-scanner	50+3D6	Rare
Blade venom (per dose)	10+1D6	Rare
Blindsnake pouch	30+2D6	Rare
Bottle of Wild Snake	10+1D6	Rare
Clip harness	10	Common
Filter plugs	10	Common
Infra-goggles	30+3D6	Rare
Icrotic slime	50+3D6	Rare
Kalma (per dose)	5+1D6	Rare*
Photo-contacts	15	Common
Photo-visor	10	Common
Rad counter	10+3D6	Rare
Ratskin map	D3x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
'Slaughter (per dose)	5+2D6	Rare*
Spook (per dose)	10+3D6	Rare
Spur (per dose)	5+3D6	Rare*
Stinger mould patch (each)	15+2D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon reload	Half Weapon Cost	Rare

* Becomes common once a fixer has been found.



NEW EQUIPMENT

ARCHEOTECH

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation. By law, all archeotech must be sold to the Guilders as soon as it's discovered, but odd pieces do find their way to Outlaw trade posts to be sold illegally.

The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight.

Special Rules

If you decide to buy a piece of archeotech you must give it to a member of your gang so that he can try to puzzle out its secrets. Roll a D6 to find out what happens. You may not transfer the artefact to another fighter once it has been examined – only the person who examined it knows how to make it work.



D6	Result	
1	Dangerous	The operator accidentally triggers the device as he's messing about with it. He suffers D6 S2 hits and the archeotech is reduced to a pile of worthless molten slag.
2	Viewer	The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move, shoot or fight in close combat in a turn he can spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around. Creative players may well find other uses for this device.
3	Cutting Beam	The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. Against doors, walls, objectives etc, the device will cause a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third and so on up to S10. The operator can do nothing else while operating the cutting beam.
4	Lifter	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down pieces of terrain even if there is no ladder for him to climb up. In addition, he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.
5	Holo Projector	The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a saving throw of 4, 5 or 6 on a D6 against any hits from shooting, which is not affected by weapon Saving throw modifiers. As soon as the Saving throw is failed the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks and weapons with a template or Blast marker.
6	Weapon	The device is a powerful and compact weapon. It is only pistol-sized but is as effective as a much larger piece of ordinance. Roll a D6 to find out what it is: 1-2 – Boltgun, 3 - Flamer, 4 - Meltagun, 5 - Plasma gun, 6 - Grenade launcher with frag grenades The weapon has the standard profile for a weapon of its type but is small enough to use one-handed so it can be used in close combat as well. However, in close combat only one hit can be scored with the archeotech weapon as it has a slightly delayed recharge time. Because the weapon is compact and self maintaining it can be used by anyone, not just heavies or leaders.

BLADE VENOM

Many of the mutant fungi strains found at the hive bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them. The Black Death grows over the victims of its deadly toxins, supplying itself with a ready source of nutrition and a lure for other organisms hunting for carrion.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally will only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other Outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

SPECIAL RULES

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to normal swords and knives, not for example, to chainswords or massive swords. Blade venom has two effects:

- 1 Any hits inflicted with the weapon cause D3 wounds instead of 1.
- 2 The model using the envenomed weapon suffers a S1 hit for every 1 (fumble) it rolls on its Attack dice.

BOTTLE OF WILD SNAKE

Wild Snake is a rare and potent liquor brewed out in the Badzones where it commands a price to match. If they can find some, it's not uncommon for an Outlaw gang to get tanked up on Wild Snake before a fight – "Snake Courage" as it's called.

Special Rules

If you send any gangers to look for rare items for trade and you roll a bottle of Wild Snake then you have to buy it, the gangers just can't resist good (or bad) liquor. Fortunately a cunning leader can still use the Wild Snake to instil a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wild Snake is used up and the whole gang's Leadership is increased by +1, up to a maximum of 9. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism – a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly

absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encysts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within a couple of hours the pressure of the feeding, growing baby slimes is so great that the victim's skull cracks open and millions of tiny icrotic slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the icrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using icrotic slime are considerable, even using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of icrotic slime that have become immune to the anti-parasite drugs.

Special Rules

Effect. Icrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the slime to reproduce successfully.

At the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6 Roll Result

- | | |
|-----|--|
| 6 | Increase the characteristic by +3 points for the duration of the game. |
| 4-5 | Increase the characteristic by +2 points for the duration of the game. |
| 2-3 | Increase the characteristic by +1 point for the duration of the game. |
| 1 | The characteristic is unaffected. |

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is not pinned by shooting attacks.

Duration. Ictrotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Side effects. Roll 2D6 at the end of the game. If the roll is a 2 the ictrotic slime encysted before the fighter's comrades could remove it and he dies screaming in agony. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

KALMA

The 'Kalma' result on the Outlaw Trade chart indicates you have contacted an individual who can supply you with Kalma whenever you trade from now on. This means that even though Kalma is listed as a rare item on the price chart you treat it as 'common' once you have rolled it on the Trade chart.

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of Kalma renders the individual docile and compliant. A Kalmed character can be led about and will remain passive while unattended. Kalma is sometimes used to sedate captives and hostages so that they can be led away quickly and easily from the battle zone.

Special Rules

Effect. The only time Kalma is likely to be used in a game is if the *Rescue* scenario is being played. In this case the defender can choose to feed Kalma to the prisoners, in which case they are treated in the same way as a 'down' model throughout the scenario (ie, they are placed face down and can only move 2" per turn), though they don't make Recovery rolls.

Duration. Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 the model recovers from its stupor and may act normally; if the total is 12 or less the model is still affected and grinning beatifically.

Side effects. There are no long-term side effects to Kalma.

RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore

its more heavily contaminated areas by using the rad counter to warn him of the radioactive hot spots.

Special Rules

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

'SLAUGHT

Like Kalma, the 'Slaughter' result on the Outlaw Trade chart indicates you have contacted an individual who can usually supply you with 'Slaughter whenever you trade from now on. Roll a D6 in each trading session: on a 2-6 'Slaughter is available and on a 1 it isn't.

'Slaughter is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaughter enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side effects it would be an ideal combat drug.

Special Rules

Effect. A model may take a dose of 'Slaughter before the start of a game. 'Slaughter increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.

Duration. Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the influence of 'Slaughter. Only a single dose of 'Slaughter may be taken in a game or the cumulative effects would kill the user.

Side effects. There are dangers associated with long-term use of 'Slaughter. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of 3-12 the drug has no long-term effects (though it may have worn off as noted above), but on a roll of 2 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'Slaughter are called 'Slaughters. As 'Slaughters get older they become 'Slaughtered, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

SPOOK

Spook is extracted from certain decayed synthidiet deposits or 'raw Spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by Scavvies and Ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most Spook-induced Wyrds will be devoid of any inherent mental strength (otherwise latent Wyrds powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many Wyrds.

Note:

Full rules for Wyrds will be in a future issue. Until then, re-roll the result or keep it in your gang stash for later.



SPUR

Like 'Slaughter and Kalma, the 'Spur' result on the Outlaw Trade chart indicates you have contacted an individual who can occasionally supply you with Spur whenever you trade from now on. Roll a D6 in each Trading session: on a 4-6 Spur is available and on a 1-3 it isn't.

The name Spur is given to a number of similar stimulants. Spur has some unusual side effects which discourage most individuals from using it. Taking Spur involves extra risks because not all Spur is the same, and so the potency of any side effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective.

Author

Jake is working on the Necromunda Living Rulebook which will be published when the all new Necromunda site goes live (by the time you read this!).

Further Information

The next gang to get the makeover treatment will be the Scavvys. Look out for them early next year.

Website

www.Necromunda.com



Special Rules

Effect. A model may take a dose of Spur before the start of a game. Roll a D6 on the table below to determine its effects.

D6 Roll

- | | |
|-----|--|
| 6 | Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically. |
| 4-5 | Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the Spur lasts. |
| 2-3 | Increases Movement and Initiative by +D3 points. |
| 1 | Ineffective – the batch is old or bad. |

Duration. Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of Spur may be taken in a game or the cumulative effects would kill the user.

Side effects. There are no long-term side effects to Spur.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the Badzones. Stinger mould can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores (the stingers it takes its name from) into the air currents. The mould then shrivels and dies.

If the mould is harvested before it matures its spores can be rendered into a curative paste or compress which vastly stimulates the body's own healing process. The recuperative effects of Stinger mould are renowned amongst surgeons and doctors, and it is heavily harvested in some areas for use in the hive, the Spire and even offworld.

Special Rules

A Stinger mould patch can be used to either:

- 1 Cure an existing serious injury on a fighter.
- 2 Re-roll a result on the Serious Injury table apart from 'Dead', 'Captured' or 'Multiple Injury' results.

The Stinger mould is good for one use only.




ORC PLAYBOOK

Or “Duffing ’em up good an’ propa!”

By Carl Brown

No matter what team you use when playing Blood Bowl you quickly notice that each team has its own strengths and weaknesses. Elves are agile but lightly armoured, Dwarfs are slow but good at blocking and Orcs? ...well, they pack a punch in a fight, but that’s not all!

Back in 1993/94 I was involved in the playtesting and development of the third edition of Blood Bowl and during that period I played with a fairly successful Orc team getting to the semi and/or final stages of all of the major tournaments in the Studio league. I also wrote a tactics article that was featured in White Dwarf magazine and looked at general Orc tactics, including a few optional plays for Orc coaches to try out.

Since that time Blood Bowl has been played by thousands of coaches worldwide and the rules themselves have been developed further, following feedback from enthusiasts everywhere, culminating in the current living rulebook. With the rules changes and modifications that have been made it seemed appropriate to revisit my previous ruminations.

I hope the following article goes some way to helping budding new Orc coaches (and a few seasoned ones) take their ‘Green Dream Teams’ onto the hallowed turf and well-deserved victory. (Of course they deserve to win, “touched by Nuffle himself, they is; green as da turf itself!”).



GAME FORMATS

There are three distinct formats for playing Blood Bowl.

The first is one-off games 'out of the box' style; this sort of play generally uses whatever models are in the boxed game and is played by casual gamers every now and again. If this describes you then this article may well be useful, but to gain maximum benefit you should really play in a league, even if it's just you and a mate running two teams each (there's so much fun that you miss by not running a team over a series of games).

The second is league play which the majority of this article is about.

The third is tournament play. With the growing popularity of Blood Bowl more and more tournaments are springing up every year and the style of play during these events often differs slightly from those used in an ongoing league. I'll touch on this at the end of the article.

****Did you know...*

Merchandising and advertising has become a very large part of a Blood Bowl player's job. Varag Ghoul-Chewer of the Gouged Eye team, for example, plugs a mouthwash for getting rid of those really stubborn bloodstains and bad breath problems.

TEAM SELECTION & PLAY STYLE

If you're going to be playing in a league you should consider how you want your team to develop. The Orcs have one of the most versatile rosters in the game with access to hard-hitting Blockers and Blitzers, nimble Goblins and a huge selection of Star Players (for Freebooting purposes).

The options available on the Orc roster mean that you can take your team one of two ways: Da Fighty team or Da Cunnin' team.



DA FIGHTY TEAM

The most common Orc team is the grinding, running play, 'fighty' team. As I mentioned in the introduction, Orcs pack a punch in a fight and with four each of Black Orcs (ST4) and Blitzers (Block) available, combined with a high Armour Value (AV), you can quickly put together a formidable front line. Throw in a Troll and you're really going to be dealing out some pain to your opposition. In the early stages of a league, 'fighty' Orc teams can be hugely successful. Their high AV protects them through even the fiercest line of scrimmage battles and the Blitzers can quickly start to rack up Star Player Points (SPPs) through Touchdowns (TDs) and casualties.

If you like this kind of team then getting all of your Black Orcs on the roster as early as possible is a must, as they are going to have a slow progression with SPPs – gaining them mostly from casualties.

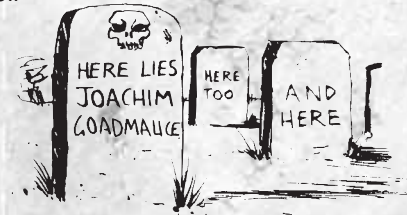
A good starting team selection for a 'fighty team' is: 3 Black Orcs, 3 Blitzers, 2 Throwers, 4 Linemen, 2 Re-rolls, 6 Fan Factor. This line-up gives you a good solid front line with which to batter your opposition, two good ball carriers (Throwers with Sure Hands skill) and a Fan Factor high enough to ensure you earn reasonable money to buy new players and Re-rolls with. Adding a Troll as early as possible helps to toughen up an already hard front line.

One downside to playing with a team solely devoted to battering the opposition to a bloody pulp is that your tactics can be a little one dimensional. On offence, you gather the

***Did you know...

Freebooter Blitzzer Joachim Goadmalice believed in training very hard. While with the Oldheim Ogres, he caused them more casualties in a training session than the Ogres had suffered in their ten previous games. In posthumous honour of his technique, the Ogres renamed their

training park Goadmalice Park because, in the words of team coach Rakan Gold, "That's where most of him his."



ball, put it in a protective pocket (or cage) of players and slowly pummel your way to a 7 or 8 down Touchdown. (See Stalling or Clock Management). On defence, you should try and work a Blitzzer or two into position to sack the opposite ball carrier. If your opponent is a throwing team then it's also wise to keep a Blitzzer in your backfield to use as 'cover' for taking out any receivers that break into your backfield.

Unfortunately for you as the league progresses the other teams will also gain skills and extra players. You can soon find yourself facing an Elf or Skaven team which quickly dodges from your players leaving you with a single Blitz action each turn to cause damage with – not an ideal situation for a 'fighty' team. A good way to counter this eventuality is to have an ample sprinkling of Tackle skill (more on skills later).

STALLING, OR CLOCK MANAGEMENT

A subject that often causes heated discussion in the Blood Bowl community is the slow grinding 7-8 down drive. The objective is to score a TD while leaving your opposition no time to respond before the end of the half. The part that can cause arguments is if a team gets to the End Zone early and stops or stalls with the ball, forms a defensive shield around the ball carrier and then proceeds to run the clock down, scoring on the final down.

Whether this is an issue for you or not depends on your gaming group. Personally I don't have a problem with it and the players that I play with all see it as an acceptable tactic.

Our view is that it's one of many tactics – deal with it! Even throwing play specialists do the same thing – just with a slight variation. Instead of carrying the ball to within one or two squares of the End Zone and stopping they simply hold the ball way back from trouble for several turns in the hands of their Thrower. He stands deep in his own half until a clean 'Touchdown pass' presents itself then moves up to release the ball and the team scores a TD, leaving slower teams little or no time to respond. The stalling tactic has both benefits and risks for whoever tries it.

The key thing for Orcs is that slow, grinding plays give ample opportunity to smash the opposite team up so that they can't put up much of a fight in the second half. The risk is that if you make a mistake during your slow advance and your opponent grabs the ball you may find yourself in the position where you can't respond quick enough – so you'd better learn to do it right!

But hey! This article is for Orc coaches so who cares what the opposition thinks? Use the slow drive if you really want to dish out some pain.

"Smash 'em up, and Zog 'em if dey don't like it!"

DA CUNNIN' TEAM

The second style of Orc team (and my personal favourite) is da cunnin' team.

The benefit of the Orc roster is the high number of 0-4 entries. Not only can you have loads of tough guys you can also have up to four Goblins. On the face of it the average Goblin isn't much to look at, but with the inclusion of a Troll they suddenly become a 'special play'. The second style of Orc team follows a slightly different path from the 'fighty' team. Sure, you need to utilise the power and strength of the Black Orcs and Blitzers but, by including Goblins with a Troll (just remember to put someone next to him before he does anything) you open up a whole new avenue of tactical options – 'Dat's cunnin' dat is!'

You can be very flexible with your tactics when playing with this type of team; it has muscle but isn't as tightly focussed as a 'fighty' team. In general it is quicker (the Goblins combined with the Blitzers) and much more difficult for your opponent to predict – you have more play options.

A good starting line-up would be: 2 Black Orcs, 2 Blitzers, 1 Troll, 4 Linemen, 1 Thrower, 3 Goblins, 2 Re-rolls, 7 Fan Factor. This gives you a good foundation on which to build a flexible team able to 'fight it out' or utilise the 'pass option' as the need arises.

You may find that this team is slow to get going and it's not always as effective in the early stages of a league as the 'fighty' team, but stick with it. Once you have a few skills scattered

throughout the team you'll have excellent play options to keep your team competitive through even the longest of seasons.

GENERAL GAME PLAY

Versus Low AV, High AG

So how do you actually use Orcs on the field of play then? Well, when facing the fast, low AV, high AG teams, such as Elves & Skaven, you've got to face facts – they're going to score.

Now before you throw this article down in disgust and start yelling "this guy obviously doesn't do defence" (expletives removed) let me run the last bit of that sentence by you again with a few extra details.

"...you've got to face facts – they're going to score... once... maybe."

When you're playing with an Orc team and you come up against a team which is quicker, more agile and, well, basically better at playing with the ball than you, you have to be prepared for them to score.

With that in mind you can prepare a game plan that won't fall apart (have you stressing out) if the opposition grab a quick TD in the early stages of the game. When you're on offence, Wood Elf coaches will have Wardancers leaping over your lines and heading for the ball either before you've picked it up or just as you get it. Skaven players will have a pack of Gutter Runners swarming after the ball through any tiny gap

KEY PLAYER FOCUS: GOBLINS?

Despite their diminutive stature Goblins really are great little players when included in an Orc team.

Goblins can be 'groomed' (though you'll need to wear gloves) to become your catchers. Seeing as they already start with Dodge and Stunty you've got a nimble little critter that just needs Catch to make your opponent pay more attention to him sneaking down the sidelines.

On defence if you have several Goblins on your team you can send them through the opponent's lines to 'team up' and hunt down the ball carrier. Alternatively you can use their useful Dodge skill to get them into position to add that all important assist or nip in and deliver a nasty foul action on opponent's key players after the Black Orcs have knocked them down.

A particularly sneaky ploy when facing an opposing cage (usually against Dwarfs, Chaos or Undead) is to throw the Goblin into the cage. Target an empty square next to the ball carrier, your Troll will most likely miss the throw so the Goblin will scatter into a different square, potentially hitting an opposing player. This has a good chance of opening up the cage for your Blitzers to exploit and sack the ball carrier. The Goblin may well get injured in this play, but hey! Who cares? There are plenty more where he came from.

Goblins can also be used as a great diversion to pull opposition players away from defending against your running play – threatening the Pass action as they dodge their way into range of the End Zone.

And obviously there's the straight 1 down TD, Throw Team-mate play – you know what that is so I'll not go into it in detail (okay it's risky, but it can work sometimes).

that's appeared in your front line. More importantly, most coaches will probably have a player with Kick so will be putting the ball deep in your backfield, usually in the corner. Which means you're going to have to move it a long way to score – and that means protecting the ball carrier for a long time.

When you're on offence the first few turns of the first half are critical against agile teams (Wood Elves & Skaven in particular). Your main aim is to take out their key players (Wardancers/Gutter Runners) as quickly as possible. Oh... and stop them from getting the ball off you – yep there's a ball... must remember that.

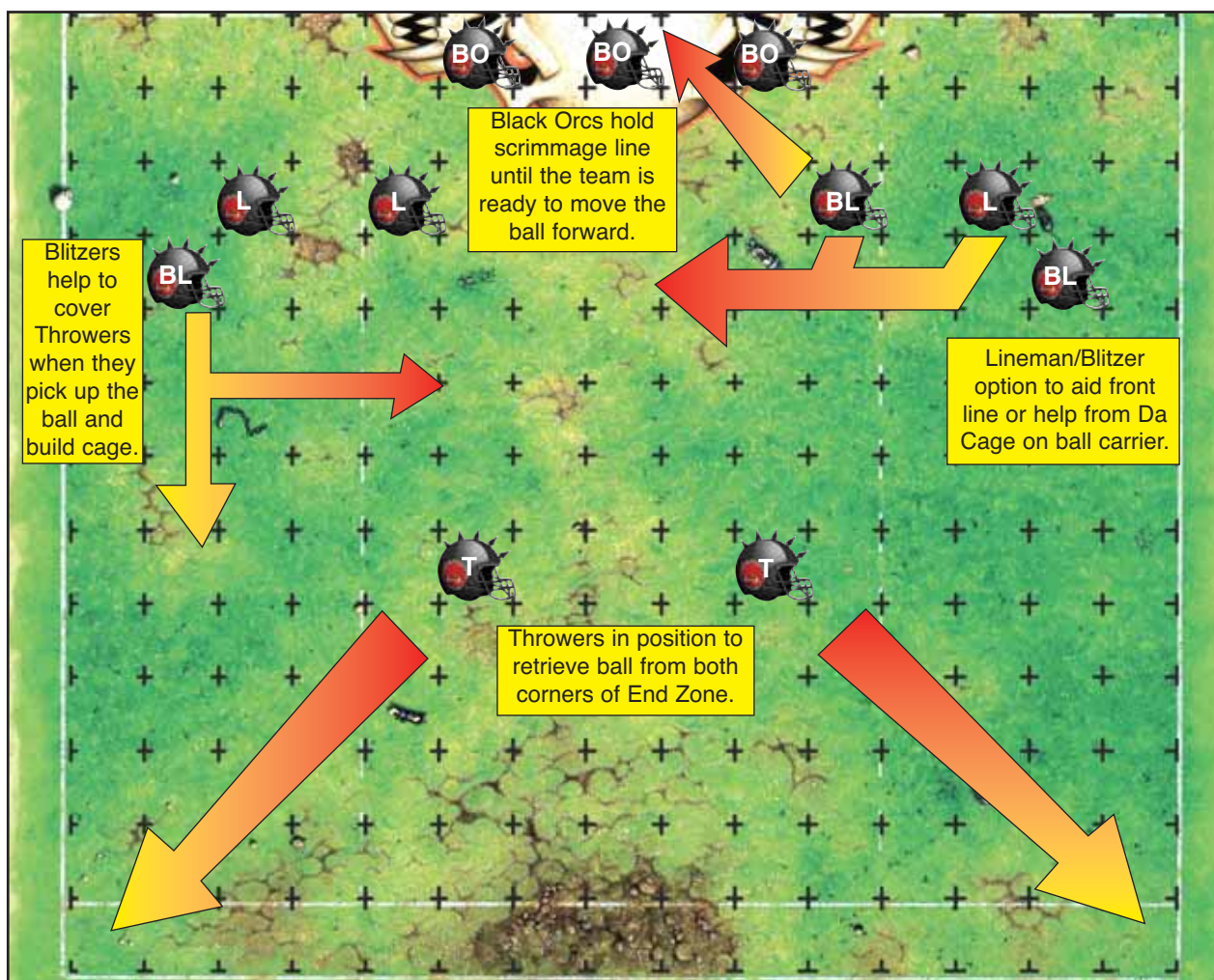
The initial couple of turns after the kick-off when you first grab the ball is when the agile teams have their best chance to score against you. Now you may think that by playing deep with as many players as possible you reduce the chances of having the opposition steal the ball. It doesn't quite work that way as the more players you pull back the weaker your front line and the harder it will be to push forward once you have the ball.

Take a look at the sample formation: 'Da Grappla':

This line-up gives you two players in position to reach both corners of the field to collect the ball if necessary. Whichever direction the ball ends up going in you can use the player not going for the ball to protect the player that does. The rest of the team is set up to be able to react to a fast strike on your ball carrier while maintaining a formation that can quickly form a protective pocket (cage) around the ball and drive downfield in a running play.

If you're really struggling by Turn 2 and the agile players are all over your ball carrier I'd suggest taking a deep breath and then giving them a good kicking. Don't worry too much about clearing the ball out of the Danger Zone – they're quick and agile remember! They'll bring the ball right back in no time if you throw it upfield and fail a catch. Worse still, if you fumble and have the ball at your feet they'll stand a good chance of picking it up even in tackle zones. So, bearing in mind that they may score on down 2 or 3, try to take out the danger men that are causing you so much trouble now – they might score but it'll cost them 2-3 players to do it.

Worse case scenario. For the sake of argument let's say they turned you over and scored on down 3. Give a sarcastic "Boo Hoo... what do I do now?", and then smile menacingly – it's



all going to plan (you did take out those Wardancers/Gutter Runners/'danger men' right?).

Now when you receive the next kick the agile player may try the same trick again, but with several key players missing it should be easy for you to brush them aside and grind downfield to equalise at the end of the half.

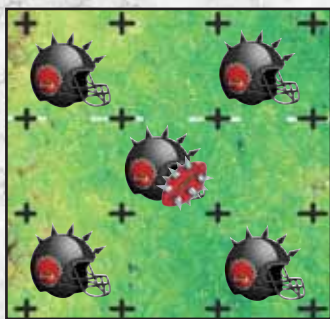
If by some chance your agile opponent doesn't play the 'sack the ball carrier quick tactic', all the better. Gather the ball into a protective cage and slowly batter your way through his team. Even if he rolls back from your line (only giving you a blitz each turn) make each blitz hurt, target his specialist players. The low AV of agile teams means that with a concentrated effort in the first half you can leave your opponent with not much more than linemen in the second half.

On defence against agile teams use either a Blitzzer or some Goblins to put pressure on their thrower deep in his own backfield, but concentrate the majority of your effort on clearing out the potential receivers he will try to rush through your lines. If this is the second half then he should struggle to work his players through – you've already battered his best players (see above). If it's the first half then apply the tactics I've already mentioned and target the 'danger men'. Don't worry too much about conceding an early TD.

PLAYBOOK HIGHLIGHT – DA CAGE

There are many ways to protect a ball carrier in a pocket or cage but I've found the most versatile and some would say most effective way is:

This maximises the level of potential assists you can give the ball carrier should your opponent get into a position to block him (also if they knock him over he'll fall into a square covered by the tackle zones of two of your players so the ball might still be 'safe'). More importantly, it only uses four players to do so, leaving the rest of your team to fight a route downfield to the opposite End Zone, create a screen or 'outer ring' around 'da cage', or generally get on with duffing up the other team.



Versus High AV, Low AG

Games against the High AV, low AG teams are going to be tough. It's going to be a toe-to-toe slugfest, make no mistake, so how can you come out the winner?

Once again the basic rule of targeting their key players applies. Most hard-hitting teams have a proportion of players with AG2 (or less) this makes the AG3 players critical for moving the ball (Dwarf teams only have a maximum of four players that have AG3 available!). So the number one priority is to take out the opposite team's potential ball carriers.

Obviously they're going to be thinking the same about your team so protect your Thrower(s), his Sure Hands skill could make the difference in grabbing the ball out of a midfield meatgrinder when your team starts to 'dook it out' with theirs.

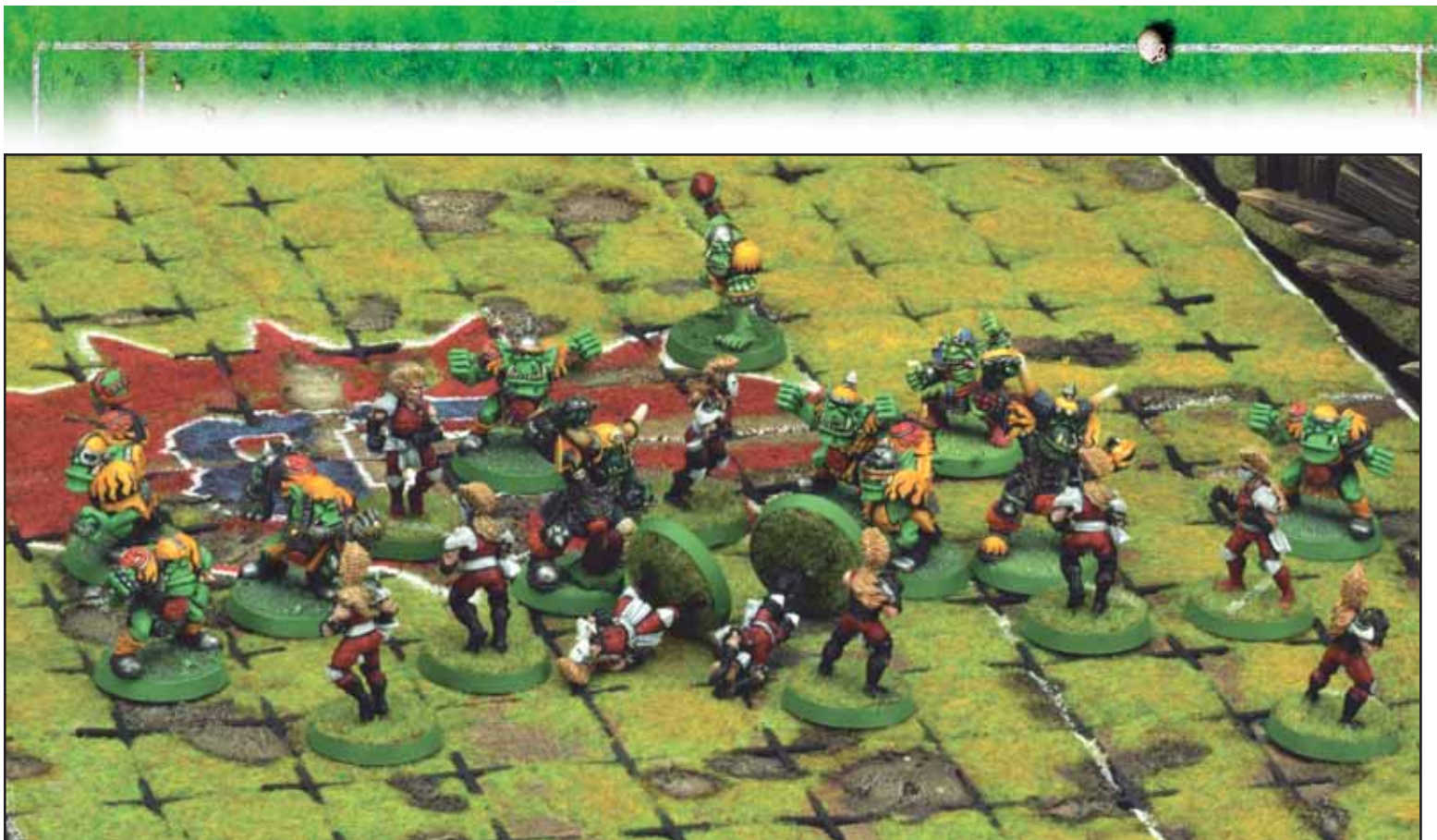


If you're playing with a 'fighty' team on offence, the motto is "do it to them before they do it to you". Slap 'em down with the Black Orcs (Mighty Blow and Piling On are useful skills for these games). Try to channel your running play towards the side of the field so that you can start to shove players into the crowd – it's easier to clear your opponent's lines (no need to roll to beat their Armour). If you're playing with a cunnin' team then these are the games in which to utilise your 'Passing play' option. Use your Goblins as receivers and work them deep into your opponent's half. While this is going on use the rest of your team to push for a running TD. This keeps the pressure on your opponent as he has to split his defence against two potential scoring tactics. If the chance arises for a short TD pass to a Goblin then take it!

On defence against running plays you need to try to reduce the amount of damage your opponent does to you while maximising the effectiveness of your own attacks. To do this, play a 'roll back' defence. This means you try to only give your opponent a Blitz action with which to block your players. You use your team to tie up the area in front of your opponent's team with tackle zones while working a Blitzzer or two into a position to pressure the ball carrier and hopefully make an attempt at sacking him. If you've got a Goblin, send him into a scoring position to annoyingly wait for a TD pass if you pop the ball loose. This can cause you opponent to get nervous and send a player to deal with him weakening his advancing line. Sure you've both got one player out of the main action, but your Goblin could be a game winner.

DEVELOPING YOUR TEAM – SKILLS AND ADVANCEMENTS

Over the course of a league you'll need to fill out your roster (and replace the inevitable losses). Fighty teams should grab a Troll, an extra Black Orc and another Blitzzer as their next purchases. Cunnin' teams should go for Blitzzers before Black Orcs as they keep the overall MV of your team higher, enabling more flexible play options. A second Thrower would also be wise. Of course, the addition of an Apothecary is a **must** whichever type of team you've chosen.



With regards skills here are a few suggestions:

Black Orcs: *Mighty Blow, Block, Piling On, Guard.*

I favour Mighty Blow over Piling On because with an MV of 4 I prefer my Black Orcs on their feet. However, if I have a full roster I'll have both scattered throughout my team.

Blitzers: *Tackle, Strip Ball, Sure Hands, Mighty Blow.*

I tend to develop a couple of Blitzers into defensive players (Tackle/Mighty Blow) and a couple into offensive players (Tackle/Sure Hands). Strip Ball is useful in the early stages of a league when the number of players with Sure Hands is quite low, but tends to be less effective as a league progresses.

Throwers: *Block, Accurate, Safe Throw, Hail Mary Pass.*

Linemen: *Tackle, Block, Dirty Player, Kick, Leader, Pass Block.*

I concentrate on keeping the proportion of Tackle and Block in the team at a high level, but also use Linemen to incorporate the useful, unusual skills into my team.

Goblins: *Catch, Sidestep, Diving Catch, Sure Feet, Nerves of Steel.*

Troll: *Block, Pro, Piling On, Break Tackle.*

A quick word about rolling doubles – Stand Firm is a great Trait and if you can get it on a couple of Blitzers or Black Orcs then do it! These players can then be used to help 'refuse' the wide zones when you're on defence (see the box). Strong Arm for a Thrower can help cause all sorts of problems to an opponent who thinks the Orc throwing game is restricted to short passes. Jump Up is really useful for Goblins (especially if they've survived falling over after a Throw Team-mate play).

PLAYBOOK HIGHLIGHT : REFUSING WIDE ZONES

Refusing a wide zone is when you have a player or two that can halt your opponent's advance down one of your flanks.

Agile teams use players with the Side Step skill to put tackle zones into places you don't want them, and this can really mess with your attempts to punch a hole in their line. Strength teams, like Orcs, use Stand Firm to 'hold position'. If your opponent tries to push your players out of the way to create gaps for receivers to run through into your backfield, Stand Firm stops your guys from being moved. This helps to refuse the wide zone.

If you can do this on both flanks you can force your opponent to play down the middle of the field, which is just what your Orcs, particularly the Black Orcs, want to happen...



TOURNAMENT PLAY

A quick word about playing with Orcs in tournaments. Tournament rules vary from event to event, but one thing that seems to exist in the majority of them is some form of skill selection. This is often restricted to one skill per player so with this in mind I'd suggest the following: Blitzers – Tackle, (one with Strip Ball if Star Players are allowed), Black Orcs – Mighty Blow (keeps them on their feet while helping to cause more damage).

After that it depends on what line-up you prefer – Accurate and Catch for a Thrower/Goblin combo, Piling On or Block for a Troll – whatever suits your play style and the environment that you'll be playing in.

SUMMING UP

Some people say that Orcs are one of the easiest teams to play with, and at the beginning of a rookie league I'd agree. But to do well in the long run you need to develop a team that can keep up with the pace as agile teams become TD machines and Strength teams become casualty generators. Doing this with an Orc team is the mark of a good coach. How you go about this depends on the environment of your own league, but hopefully this article will have given you some useful tips to keep you in amongst 'em at the top, and help you have some fun along the way.

Author

Carl Brown was one of the original play testers for the third edition of Blood Bowl. He is also the first and only coach of (in)famous Orc team, Da Deff Squad.



Further Information

The Orc team is available from all good GW stockists. The entire Blood Bowl range is available from Games Workshop Direct (see the How to Order section for more details).

Website

www.BloodBowl.com





THE GOUGGED EYE

The humans don't have things all their own way on the Blood Bowl field, and nowhere is this more true than at the Doom Dome, dismal dingy home of The Gougged Eye. Under the auspices of tribal overlord Gobsuck Skullcrush XII and the extremely sadistic training methods of Severlimb, the team have risen from being a laughing stock to chief contenders for top team on the continent. It is unfortunate that the Gougged Eye tend to play in the same leagues as the Reavers, as one side must defeat the other if they are to proceed into the upper reaches of the various cups and championships.

2403 Slaves captured by Orc raiding parties tell the Gougged Eye tribe of a wondrous game played by humans. A group of Orc spies manage to kidnap a coach, and soon the Gougged Eye are playing their first few matches. Unfortunately, since the man they captured was a specialist rushing trainer, the team have great trouble passing the ball – trouble which sees them lose all but one of their first seventy-two games.

2429 Undaunted by early failures, the Gougged Eye finally realise what they are doing wrong, and manage to kidnap passing expert Vimmy Gloam after a late-night Middenheim Marauders' training session. After just a little persuasion, he tells all he knows, and under his guidance the Orc team develops into a formidable fighting, er, playing machine.

2431 First year in the Central Division, and under the captaincy of

Eruk Ogrehack, the Eye manage a respectable third. A recruiting drive pioneered by Blood Bowl-fan Emperor Skullcrush XI allows Orcs a chance to choose between a spell in the army or in the team. Thousands flock to join the Gougged Eye.

2464 Unbelievably, the Gougged Eye beat the Reavers in a last-ditch play-off scramble bloodbath, and go all the way to the champions' rostrum when they defeat the Dwarf Giants at the Middenheim Stadium. Captain on the day was Hurk Verminsmasher, but Orc of the match must go to thrice-scorer Bolg Stonemangle (later known as "Dwarf mangle"!). The Giants' coach was too busy scribbling in his book of grudges to offer any comment.

2475 A rookie Varag Ghou-Chewer joins the Eye and is an immediate hit.

2488 The Gougged Eye, now under the inspired leadership of long-serving

(Former) Conference: AFC

(Former) Division: Central

Team Colours: Red and White

Symbol: Eyeball and scar

Owner: His Most Grossest Majesty Gobsuck Skullcrush XII

Head Coach: Gort Severlimb

Home Stadium: The Doom Dome, Drakwald (capacity c.88,000, surface astrogranite)

Players: Orcs

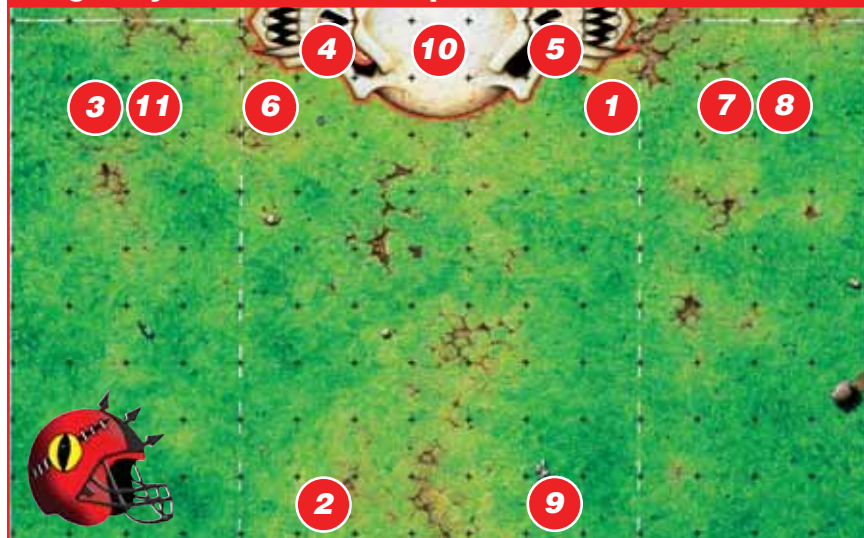
Varag Ghou-Chewer, go from strength to strength and massacre to massacre. Another Blood Bowl title cannot be far off.

Varag Ghou-Chewer

Major Blood Bowl stars come in all shapes and sizes from the ubiquitous Thrud to the diminutive Fungus. Some fans idolise players because they are handsome, or strong or very charismatic. A few rare aficionados actually notice and appreciate good tactical playing. However, all true Blood Bowl fans appreciate the enthusiastic vandalism and outright mayhem that Varag Ghou-Chewer brings to the game. Despite the regular handicap of having to lead a team who couldn't collectively count the segments of orange at half time, the mix of Varag's tactical brain and violent playing style has ensured him a good-sized crowd of rabid fans.

Varag was originally a foreman at the Wolfleg lead mines in eastern Drakwald, but was captured by slavers from the rival Gougged Eye tribe in 2471. The following year, he was spotted by the coach of their football team, the celebrated Gort Severlimb, while he was putting one of his captors in the critical list. Quickly recognising the potential playing advantages of having a player who could make a few rudimentary decisions, Coach Severlimb took a tremendous chance and put the inexperienced Varag at the head of his resurrected 2475 team (most of the 2474 Eye team had been

Gougged Eye Offensive Line-up



Gougued Eye Star Player and Team Captain Varag Ghou-Chewer, faces off against old rival Griff Oberwald.



massacred by 'Axe-face' Mangelsson of the Vynheim Valkyries in Blood Bowl XIV the year before).

Ghou-Chewer was an instant hit, and despite a few complications involving some over-drastring punishments for player insubordination, has remained at the head of the increasingly successful Gougued Eye team. His finest hour so far was leading his team of young braves to a second Chaos Cup win a few years ago. Now he has his sights set on moulding the Gougued Eye into a team worthy of winning the Blood Bowl championship too!

Going Strong

Coming out of the Reavers' shadow, watch the Gougued Eye this year. Forget their consistent failure to qualify for the later stages of the Championship; this is a team that is going to be able to boast "we'z kill'd summa dem" about any team which makes it to the Blood Bowl Final. This year, the Eye want blood! Their limited goodwill has been sapped by close-season rumours of internal division. Coach Gort Severlimb announced "We'z only lost a few 'n' a cuppal of boyz in traynin' dis yeer, datz better'n yushul". Was this a sign that the Eye weren't up to their normal tough-tackling game? We took the answer as "no" when Severlimb made an NBC forecaster eat his crystal ball. He'll be able to see where he's coming from in future.

Last season, the Eye shocked many people with the breadth and accuracy of their passing game. Harg Vainkill's transfer from the Ironcrag Decimators made the Eye's first season with him as starting thrower a strong improvement on the previous half dozen. The fans came back, there were some key pitch invasions that swung the tide in a few games, and the old attitude returned.

I've never seen so many referees with shoe-laces to tie as I saw this season when the Gougued Eye were trying one of their special plays.

But it was always going to take more than just calling for the heavy roller while the game was still in progress to make the Eye a formidable force. Harg Vainkill has opened up their game, although he is still dependent on some lesser lights to be under the bombs he fires! Skullhack lacks a bit of pace for my liking, and Izzi the Frog's vaunted jumping talents aren't so special, but defences are having to play with a bit more depth these days, which is leaving more room up front for class runners like Varag Ghou-Chewer.

Varag Ghou-Chewer is the most complete Blitzler any Orc team has ever had, and he's a great captain, able to keep the unpredictable Eye players in line. More of the violence is conducted on the pitch (or at least in the opposition dressing room where it has a chance of affecting the result) and less of it is directed at getting the last bit of fluid out of an already pulped opponent. Varag's motto is that his team should keep breaking legs until there are only enough left for the Orcs to count. A few teams have come to realise just how low numeracy is among the Gougued Eye players!

The Chaos Cup is still a better bet for the Eye than the Blood Bowl, since it is unlikely that they can make enough from their tougher games to challenge the Reavers; some say the Nightwings might be a safer wager in that department. The Chaos Cup is just the sort of trophy the Eye likes to see in the chief's hut; it slavers at all his best jokes, belches in unison and doesn't need dusting. Look out Chaos – the Eye will be after this bauble again!

Hall of Fame

Eruk Ogrehack,
Bolg Stonemangle,
Garg Worm-face

Team Honours



Chaos Cup Winners
2441, 2445, 2450,
2451, 2452, 2453,
2454, 2460, 2469,
2473, 2477, 2482,
2483



Blood Bowl Winners
2464
Blood Bowl IV
2473
Blood Bowl XIII
2495
Blood Bowl XXXIV

Gougued Eye Starting Eleven

1. **Varag**Captain
2. **Harg Vainkill**.....Thrower
3. **Krug Painspear**.....Blitzer
4. **Rip Soarpain**Black Orc
5. **Urfrick Skullhack**..Black Orc
6. **Hak Demoncutter**.Lineman
7. **Trok Elfspitter**Lineman
8. **Gort Skullhack**.....Blitzer
9. **Izzi the Frog**Lineman
10. **Da Rock**.....Black Orc
11. **Burnstuntie Joy**....Lineman

Substitutes

Gurk Halfload.....Lineman
Ugly RackspiteLineman
Cannonball Bennie.....Thrower
Igor Blazetown.....Black Orc



Team Rating

317



It's a Kind Of Magic

By Jake Thornton

There are many wizards, witches and mages that roam the Old World, many in search of the powerful wyrdstone that lies scattered across the ruins of Mordheim. However, not all are seeking wealth and power alone.

Elf Mage

45 gold crowns to hire

Unlike the staid and traditionally insular archmages of the Tower of Saphery, devotees of the smaller Djed'hi temple are wanderers. After a brief few decades study at the temple on Ulthuan, they leave to seek enlightenment in the true ways of magic by studying the ways of the world. There is no single path to this enlightenment, indeed there are said to be more paths than there are those that tread them.

The Djed'hi are not merely students of the academic arts. Their wanderings are perilous and inevitably lead them into dangerous lands where they must defend themselves. Thus, most of their magics are means to enable them to survive to explore the world another day.

Few of the Djed'hi own much in the way of possessions, and this saves them from some of the less savoury folk they encounter. However, although robbing them is generally not worth the effort, the mere fact that they are Elves is enough to attract bigots and small-minded fools to attack them. All this just underlines the natural feelings of superiority of the wanderers, which in turn makes their enlightenment all the more distant.

May be Hired: Human Mercenaries may hire Elf Mages.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Mage	5	4	3	3	3	2	6	1	8

Rating: An Elf Mage increases the warband's rating by +23 Points.

Equipment: Staff, Elven cloak.

Skills: An Elf Mage is a wanderer and will not stay long enough with a warband to learn new skills.

SPECIAL RULES

Wizard: Elf Mages are magicians and have three spells generated at random from the list on the opposite page. See the magic section of the rulebook for more details.

Sorcery: See page 123 of the rulebook.

Fey: Hostile magic spells will not affect the Elf on a D6 roll of a 4+.

Wanderer: An Elf Mage is a wanderer, and will only

stay with a warband for the duration of a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one.



Spells Of The Djed'hi

- 1 Divination of Shirath** **Difficulty 6**
Looking into the mists of the future, the Mage divines his best move.
 The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.
- 2 Shimmering Shield** **Difficulty 7**
The Mage is surrounded by a pale glow.
 This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.
- 3 Statue of Light** **Difficulty 7**
A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.
 The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 WS (minimum of 1).
- 4 Fleeting Shadows** **Difficulty 8**
The Mage slips between worlds, shimmering in and out of existence and becoming hard to pinpoint exactly.
 The first time the Mage is hit in close combat or shooting, the spell protects him and the hit is ignored. Move the Mage 2" from his current position in a random direction (but not off a cliff, etc). This is where he really was all along. The spell remains in play until it saves the Mage from a hit, whereupon it is dispelled. It may not be cast again whilst it is in play.
- 5 Hunter's Fury** **Difficulty 9**
The Mage gestures at the target, and glowing arrows shoot from his fingertips to fly at the foe.
 The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one S3 hit.
- 6 Silent Guardian** **Difficulty 9**
Glowing swords appear by the Mage, leaping to his defence if he is attacked in close combat.
 This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with WS5, S3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or dies.

State of the Empire's Soul

Being a treatise upon the diverse afflictions tormenting the spirit of the common folk of the Empire in these dark times of tumult and dismay.

Eminence,

Since the dire catastrophe that befell Mordheim, there has been a great rise in piety amongst the population of the Empire, in all walks of life from the most humble to the most high. Alarmingly, there has also been a manifold rise in the heresy of witchery, in all its black forms. As instructed, I have sent my emissaries far and wide across the land so that you might know the true and accurate detail of these assertions. These humble words are the result of their questionings of many hundreds of witnesses. Some of these morsels of information were given freely, others under close interrogation by experienced witch hunters. All has been checked as much as possible. However, you will appreciate that the lost souls who traffic with daemons are not the most reliable of witnesses. I have done my utmost to sift their lies from the truth.

The great comet which struck the cursed city of Mordheim is oftentimes seen as a punishment for some misdeed of the peoples of that city, and a sobering punishment it has been. Some have suggested that those who perished in that fireball were perhaps the lucky ones as their

suffering was momentary, though this observer would doubt that. Surely they will writhe in torment everlasting if it was indeed their faithlessness which precipitated the calamity.

It is instead my assertion that the comet was a sign for the peoples of the Empire as a whole to leave off their faithless and worldly behaviours and return to the One True Way of our Lord and Master Sigmar. It is a test of our faith and I regret to say that though many of our fellows show the utmost conviction and strength of spirit, there are many others who have taken the easy path of heresy.

Those that have turned from the faith are scattered all over the Empire from the wildest forest to the heart of our cities. Some are humble and uneducated labourers, but it is a taint which has also stained those who should know better. Indeed, some of the most eloquent and well argued of the heretics come from the universities or the clergy, much as it pains me to admit it.

Pieter of Nuln is an example of this type of learned heretic. When he first appeared he was thought to be another of the near-fanatic zealots who roam the roads, preaching of impending doom and the end of all things. Indeed, he did preach thus, but instead of explaining the true remedy of prayer, pilgrimage and support of the holy church as intercessionary with Lord Sigmar, may his name be praised, he preached increasing blasphemy.



Pieter was an educated man, of lower nobility. He attended the seminary and was an excellent theological scholar. His tutors speak highly of his conviction and his piety. It seems that he was almost at Mordheim when the comet struck, on his way to visit relations in that city. They were all slain. This appears to have turned his mind.

His first preachings were supported by the local churchmen as they seemed to encourage piety, and that cannot be a bad thing. However, as time went on it grew increasingly clear that he was peddling a false and unholy brand of heresy. Of late he has even proclaimed that the church itself is a corrupting influence on the faith rather than the central bastion of its defence and encouragement. Instead he claims that the only faith is to be found by a cleansing of the self inside and out. This would be no more than a repetition of the Grathbar heresy were it not for the fact that he encouraged all who would listen to help others cleanse themselves whether they wanted to or not. His followers set about burning churches, breaking up the shops of rich merchants and craftspeople, and denouncing any who stood in their way as irreligious blasphemers. A ragged following grew around him, as it was naturally the poorest that found most to attract them in this faith of denial. Spite and revenge drove them to attack their betters under the banner of their new, twisted faith, and all the while proclaiming themselves the most holy of Sigmar's children.

This following soon grew to the size of a small army, and with size it became bolder, marching across the Howling Hills from the Midden Moors where it had been assembling. Pieter led his deluded followers up the Talabec towards Talabheim in a mass, chanting and singing. By all accounts it was a striking sight.

The first of the armies that was sent against them was small, and after an impassioned speech from Pieter himself it was swallowed up by the mass, joining the heretics it had been sent to destroy. In time of peace Talabheim would have been doomed as there would not have been the men to hire, but in these times of strife there are mercenaries on every street corner, and those with deep purses can hire an army in short time. This is exactly what the frightened burghers of that city did, opening their coffers to buy a large army of veteran mercenaries led by the most irreligious and wordly of generals they could find: Otto Halfband. I will not delve into the history of this unsavoury character here, save to offer the view that he is not a man that one would normally have dealings with, but desperate times call for desperate measures. Having lost one force to the silver tongued charlatan they were loathe to lose another. If anyone could resist the call to his better nature or his immortal soul it was said to be Otto.

True to his nature, Otto led his army to a small ridge that blocked the path of the advancing heretics, and waited. As before, they offered parley, but this time the heretic emissaries were sent back in several sacks. Believing they might have some daemonic ability to turn men's minds with their words, Otto wasn't taking any chances.



Pieter hesitated, but it was too late for him to back out. The battle was a bloody one when it came, all but a handful of the heretics being slaughtered by the mercenaries. The few that were captured were questioned repeatedly and then put to the pyre. It was too dangerous for them to be suffered to live. Pieter himself was slain on the field of battle.

What this episode teaches us is that even those that are merely unbalanced and misled, as I believe Pieter was, can almost sack a city. Those that are truly evil may be even more dangerous.

Pieter is dead now, but he was far from the only itinerant preacher. The roads of the Empire are choked with mercenaries, homeless refugees from the fighting and in amongst these are many so-called holy men. This moving congregation is a fertile ground for recruits and there have been many cases of local disturbances on much smaller scale than the Pieterites. Local watchmen and roadwardens from all corners of the Empire have testified to my investigators to the growing unrest stirred up by these rabble-rousers. At present they are contained, for the most part. How long that will continue to be the case is uncertain.

True witchcraft is also to be found in many parts of the Empire, though it is more insidious and difficult to trace, for obvious reasons. For many years the holy church has largely tolerated the home remedies and curative simples of the local wise woman as they are, in the main, merely harmless traditions. At least, this is the argument of their apologists, a line of debate your Eminence knows I have never followed. However, of late these 'wise women' have

been used to disguise and excuse an increasing amount of undoubted witchery, and we can no longer tolerate any such traffic with heresy, real or imagined, large or small. Heresy is heresy, however seemingly innocent, and needs to be stamped out. As this practise is so widespread, I urge your Eminence to consider instructing our clergy to use extra diligence in rooting out this taint at the lowest level, and thus by removing all excuse we can leave the heretic without a place to bide. Once in the open the searing light of pure faith will burn away the corruption.

Of course, there are other witches who are more powerful than this and who practise their black arts openly. These are dangerous foes, and I have lost more than a few of my loyal inquisitors at their hands. Indeed, none who were sent to Sylvania returned, and I fear that this bodes very ill for that province. One can only hope for an innocent explanation or some commonplace mishap, though I am unable to find such solace in my heart.

Nor is this the only haven for such black arts. Reports come to me from all corners of our land. The Unbroken Circle from Altdorf, Black University of Marienburg (ever a haven for dubious foreigners) and the Unseen Hand from Bechafen are but a few of the various and sundry nameless groups of witches, blasphemers and heretics that harbour no love for our Lord Sigmar. The so-called City of the White Wolf has been a nest of heresy for centuries, and their well-practised witcheries are no doubt even more pronounced now. My men have not been able to find reliable sources from those unholy parts, but we can hope that their travails will bring them to their senses and a devout and penitent joining of the True Faith of Sigmar.

The centre of this renewed outbreak of sorcery is, of course, the ruined mass of Mordheim itself. By all reports, the city has been not only largely ruined, but also tainted with poisonous wyrdstone. Quite how this came to happen is uncertain, but it is clear that it is part of the comet's bane. This wyrdstone poisons the water and



twists the plants so that crops will not grow true. Living creatures are also twisted and rumours of mutants abound. For those that are already born, it corrupts the mind, and this is the realm of the witch. Those that survived the comet's strike have been corrupted by its leavings; those that were safely removed from its ire have been drawn by the lure of wealth (as the wyrdstone is much prized by many heretics), and so this black canker draws in more souls with each passing day.

Were it possible to contain the city I would suggest it, but the blighted area is too great, and the times we live in too uncertain to tie so many loyal troops down to such a task. Indeed, it is unknown how long even the most devout of fellows can sustain his purity in the face of such a corruption, and so I fear that any army we send may turn against us if it were left there too long.

I believe our salvation lies elsewhere. Just as there has been a rise in heresy, so has there been a rise in the zealot. My first council is to support these men, aiding them in rooting out the evils that lurk in the darkness.



These are driven men with a burning loyalty that heresy and taint cannot extinguish. They are fearless and untiring followers of our Lord Sigmar, and will brook no blasphemy. Moreover, they are, in general, not members of the clergy so we will neither be blamed for their excessive zeal nor required to foot the bill.

Hans-Jurgen Schwartzheim, self-styled Witch Finder General, is one such man, though there are many others. He scours the forests of Hochland and Ostland, south of the Middle Mountains. Mutants have roamed here for centuries, though they are now more prevalent than ever. Here too are dens and covens of witches, and these are the prey of the Witch Finder. Where he comes from is unknown, but he has gathered a small force of similarly ruthless and dedicated men to him, and he patrols the land, burning any with the taint of either mutation or heretical magic with a passion. I have heard that his family was murdered by half-man, half-beasts from the forest. Some say that his wife was abducted by a warlock for some dire sacrifice. Yet others suggest that he is beset by visions and is guided by the hand of Sigmar Himself. Whatever the reason, he is a most efficient and ruthless foe of the heretic and one we could do well to aid.

My last, but most important, council is prayer. Whatever we are doing now it is not enough. Corruption stalks the streets of the Empire and taints the minds of the impious. It is a snowballing blight that gathers more to itself with each passing day. Let Sigmar be our shield and our hammer to smash this blight. Let us show him that no sacrifice is too great in His Name. Let us empty the coffers to buy scented oils and incense to offer up. Let us hold ceremonies night and day, and scourge our unclean bodies that He may enter our souls.

In Sigmar's name

Ruprecht Spiessbingel

Author

Jake is currently recovering from two weekends of hectic tournaments. The first was the Blood Bowl (see the events pages) the second was Gang War, a campaign weekend for Mordheim and Necromunda.

Further Information

Next month's Mordheim release is the rather bountiful Kislev Ranger! This release and all current Mordheim products can be purchased from GW direct (See the How to Order pages).

Website

www.Mordheim.com





BUILDING AND USING EPIC ARMIES

By Moko Cwiklinski

Moko discusses the best tactics for putting an army together.

BUILDING THE ARMY

"I will be proud to lead you wonderful miniatures, anytime, anywhere."

There are three basic formation types in Epic: Grunts, Fast Attack, and Support. Each has a distinct role to play on the battlefield, and it is the interaction of these differing types that creates the unique flavor of the game. Some of these types contain subcategories of formations though overall their battlefield role remains the same. Also some formations are flexible enough to fit into two different categories, and how you choose to use them will determine the formation's type.

Grunts

These are the 'Dog Soldiers' who will do most of the fighting on the battlefield, and their importance cannot be ignored. Their basic job is to take ground, hold ground, and to provide a good solid battle line. Grunts must be able to threaten an enemy with firepower and/or assault, either through sheer numbers, or by being good at one or both.

Grunts must be able to absorb hits and still remain effective as a formation. They do this by having good armour, sheer weight of numbers, or a combination of both. Lastly, Grunts must be able to hold down a good chunk of ground so they can interfere with enemy movements, ie, get in the way. Grunts may not have the firepower of support formations, or the speed and hitting power of fast attack formations, but it is only the Grunts that can go toe to toe with enemy forces and still maintain their hold on a position.

Examples:

Imperial Guard: Infantry Company, Mech Company, Tank Company.

Space Marines: Tactical Detachment, Terminator Detachment.

Orks: Warband.

Fast Attack

These are the 'Daring Hussars' of the 40K universe, and like the cavalry of old, perform the role of shock troops. Their basic job is to use their speed and hitting power to





knock an enemy off balance, either by actually attacking them, or by the mere threat of what they could do if they attacked. As the name implies they are fast, having either a base speed of 30cm, or a base speed of 25cm with the Infiltrate ability.

Fast attack formations are often small, 5 to 8 units. Finally, fast attack formations are dedicated attacking formations that often excel at one form of combat action, either through its abilities in combat, or because of its speed. It is here that the weakness of fast attack formations lie – they are really good at taking ground, but they have a hard time standing and trying to hold on to it. Fast attack formations perform their best when they are working directly with Grunt formations, dancing around an open enemy flank, or slipping into the enemy's rear areas while the Grunts hold those areas from which the enemy has already been displaced.

Examples:

Imperial Guard: Rough Riders Platoon, Storm Troopers Platoon (in Valkyries).

Space Marines: Bike Detachment, Assault Detachment.

Orks: Kult of Speed, Blitz Brigade.

Support

This is by far the largest of the three categories, and covers a host of formations, with one thing in common – they all provide support to Grunt and fast attack formations while those formations carry out their own missions. They do this by providing long range fire support, close fire support, or by disrupting enemy movements. The three categories of support formation are: indirect support, close support, and direct support.

Indirect Support Formations are formations that have a long range, 60cm+, are often BP and/or MW, and sometimes have the ability to fire indirectly. Their job is to sit back and pound enemy formations from a range at which their target simply cannot retaliate. These shots are used to soften up an enemy formation before it is directly attacked, or to break up an enemy formation before it launches its own attack. In almost all cases, indirect support formations are poor in assaults, and do not have very good armour, which isn't a problem since they are best away from the front lines.

Examples:

Imperial Guard: Artillery (Battery and Company), Thunderbolt Squadron, Marauder Squadron.

Space Marines: Whirlwind Detachment, Thunderhawk.

Orks: Fighta-Bommerz Sqwadron.

Close Support Formations are formations that work closely with Grunt and fast attack formations. Close support formations use their firepower to soften up nearby enemy formations, or by adding their Firefight ability directly into an assault involving other friendly formations. While most close support formations are small, their presence close to the front line puts an opponent in the position of trying to decide whether to shoot at the Grunts in front or the close support behind. The result is often that the Grunts take the fire, as they are the biggest threat, and this often allows the close support to keep doing its job, turn after turn.





Most war engines fall into this subcategory (don't scream) for four obvious reasons: 1) they are not that fast so they cannot qualify as Fast Attack; 2) while they do have staying power, and excellent combat abilities, they cannot hold down anywhere near as much ground as Grunts; 3) they perform best when they are working directly with a Grunt or fast attack formation; 4) while some do have long-range firepower, and could perform the above indirect support duties, this is a total waste of their other excellent combat abilities, and hence a waste of points. There are exceptions, however. For example, a Shadowsword has no business rolling up into the front lines when its Volcano cannon reaches out to 90cm, and it has no other real abilities outside that, so it is indirect support.

Examples:

Imperial Guard: Demolisher Platoon.

Space Marines: Vindicator Detachment.

Orks: Big Gunz Mob.

Direct Support Formations are formations that provide support to other formations by using a unique ability that only they have. There is no need to further define this subcategory because the 'unique ability' they have is often self-explanatory. For example, a Hydra Battery provides support in the form of anti-aircraft fire, and Scouts use their extra large zones of control and unit coherency distance to screen other formations or delay enemy movements.

PUTTING AN ARMY TOGETHER

We all want to perform well on the battlefield, and the first step to accomplishing that goal is good army selection. One of the keys to this is to have the right proportions of each formation type in the army. This is called 'combined

arms' and was as true in Napoleon's day as it is today and in the 41st millennium. Think of it this way: if an army contains all fast attack formations it will have no trouble taking ground, or manoeuvring around the enemy. However, it will have loads of trouble trying to hold on to the ground it takes, and will have difficulty responding to indirect support. A 'combined arms' force would have little difficulty exploiting these weaknesses, and protecting against the fast attack army's strengths.

Basically your army should contain the following proportions of formations: 35% to 50% of its points in Grunt formations; 25% to 40% of its points in fast attack formations; 25% to 40% of its points in support formations. So, in a Grand Tournament game that is 945 to 1,350 points in Grunt formations, 675 to 1,080 points in fast attack formations, and 675 to 1,080 points in support formations.

Now, it is important to understand that this is by formation, not individual units, so a Space Marine Tactical Detachment of 6 x Marines, 6 x Rhinos, 2 x Vindicators, is a 450-point Grunt formation, NOT 300 points of Grunts and 150 points of support. Keep in mind while you are doing this that you must try not go below the minimums set in the list above, so in a Grand Tournament game you are going to want to spend a *minimum* of 945 points on Grunt formations, otherwise you will lose the advantages of combined arms. Having said that, they are not set in stone. If the best you can get is 925 points in Grunts, without getting another whole Grunt formation, then you are probably doing fine. The idea is to get as close as you can to each of them, while building an army you are going to enjoy using.





HOW MANY ACTIVATIONS

The next important factor to consider is activations, or “Just what is too many, or too few?”. There is no denying that it is important, and to a new general it’s something he will agonise over. An army with too many formations to activate often has loads of small formations running all over the place. Now, early in the battle he will definitely have an activation advantage and will be able to manoeuvre at will, but these are small formations, and they can be rendered combat destroyed or reduced to one unit very easily. What often happens is that by Turn 3 many of these smaller formations have been destroyed and the same player with the early advantage will be struggling to keep it and may well now be outnumbered by his opponent.

An army with too few activations usually has a couple of big lumbering formations, loaded down with every unit available, and a couple of small formations, if any, bouncing around the flanks. These big formations are tough to stop, but they couldn’t outmanoeuvre a crippled sloth, and are magnets for Blast markers! When you consider that a Blast marker is placed for every firing action (two if it’s a crossfire), one Blast marker is placed for each kill, each Blast marker pins a firing unit, and that even one Blast marker is a -1 to Initiative rolls, you quickly realise that these formations are collecting tons of Blast markers and spending most of the game trying to get rid of them! Get the activation advantage back or you’ll be lucky if they are still able to shoot and move by the end of Turn 3!

In general you want to have roughly three formations to activate per 1,000 points in the army, rounding down at the low end, and up at the top. So in a Grand Tournament game that is six to ten activations.

MOBILE WARFARE

While you often hear about modern warfare being fluid, many do not actually know what is meant by fluid. A fluid battle is one battle where the position of the front is constantly changing. This constant change of position occurs because modern forces can quickly change their point of attack, and it is this that creates a fluid environment.

In France, in 1940, the German Armoured Forces smashed through the Ardennes, blew a hole in the French Front Line near Sedan, turned north and headed for the channel coast. The entire time that Guderian’s Panzers were moving from south to north, German forces were being funnelled through the gap and establishing a corridor behind him. Initially two Infantry Divisions anchored the corners of the breach, and two more arrived later to expand it. Guderian himself detailed Kampfgruppen to screen the right flank of his advance from the French troops to his east, while he established a series of Recon Gruppen way out on his left flank to pick up any French activity before it got anywhere near his forces. At no time was his front line ever out of contact with any elements under his command. Convolved, yes, thin and stretched out, for sure, but it was never broken. In fact it was the French who lost control of their front line, and it was their inability to organise an effective counter-attack to re-establish that front line that cost them the battle.

In Epic, as in real warfare, you must maintain control over a continuous front. Now this isn’t a single line of stands stretching from one edge of the table to the other. Nor does this line have to be straight, in fact a convoluted line is normal for what we are discussing. Nor does this line have to be a connected line, through zones of control,





stretching from one table edge to another, though it can be. Formations maintain control over the continuous front using their zones of control, and using the threat of what they can do to an enemy.

Which type of formation to use depends a lot on what forces an opponent has in a particular area of the battlefield. If the enemy has fast, mobile troops then you want to use zones of control to contain them. If the enemy has slow footsloggers, the threat of what troops can do will often suffice. In any case, by maintaining control over a continuous front you protect the objectives the enemy is trying to get at, while at the same time limiting his ability to manoeuvre around your forces (ie, he has less table area because your forces are in the way). If both sides do this then the Epic battle becomes a battle of thrust and counter-thrust, with each trying to establish a breakthrough, or bend the enemy forces back until they break. This is how modern warfare works and, because Epic reflects modern warfare well, it is how it works in Epic too. If a player doesn't try to maintain a front against a player that does his loss is almost assured because his objectives are there for the taking, while his opponents are well protected, and objectives are how this game is won or lost.

FRONTAGES

"It is with these Order dice that miniatures are truly led"

Each unit in Epic has a frontage of 3-4cm, and when you combine this with each unit's 5cm zone of control they have a frontage of 13-14cm. Since a unit must stay within

5cm of a unit in its formation, the actual frontage is smaller, and this returns an actual frontage of 8-9 cm within the formation. As each formation doesn't have to stay within 5cm of another formation, and therefore has two 'open flanks', a formation can add a full 10cm to its frontage (5cms for each open flank). So the formula to determine the maximum frontage that a formation can hold is:

$$(Units \times 9) + 5 = \text{Frontage in centimetres}$$

With this simple formula you can now quickly determine what the frontage of a formation is relative to the number of units placed in the front line of the formation. Note: If you are using scouts, whose zone of control is 10cm, then the formula is:

$$(Units \times 14) + 10 = \text{Frontage in centimetres}$$

FORMATION DEPLOYMENTS

Another important factor in Epic is the deployment of the various formations. Because all losses are suffered from the front of a formation to the back of the formation, it's no surprise that the more depth a formation has when it is deployed the longer it will be able to maintain control over its frontage. Although a single line can exert control over a really wide frontage, it only takes the loss of two units to put a good hole in it, but despite this a single line deployment can still be useful in some circumstances. Also a formation deployed not only in width but also in depth is better able to concentrate its firepower. These deployments are referred to by using different numbers separated by a slash, with each number representing how many units are in each line of the deployment. Thus a 3/2 would be three units in the first line and two units in the second line; 4/4/3 would be four units in the first line, four units in the second line, and three units in the third line; 5/0 would be five units in the first line and no units in the second line, or in other words a single line of five units (the slash and 0 are still used even in a single line deployment for clarity). With the frontage information above and this deployment information a player can choose the type of deployment he wants to use with a formation and then quickly determine how much frontage it can exert control over.

FORMATION INTERACTION

"I don't want good Generals, I want lucky dice."

If there is one thing I just love about Epic, over Epic 40K and earlier editions, it is the interaction that occurs between differing formation types. In Epic 40K an all Land Raider army was a potent force, while in Epic it would get cut to pieces! Sure Land Raiders are good tank killers, but they are average in a shoot out with infantry, and down right mediocre in an assault. So, if they are not working





with a formation that can provide them some protection from an assault, they are a waste of points. Now, a Space Marine Tactical Detachment is a good all-round fighting force that can perform well in most situations, but it will have a tough time in a shoot out with tanks. Well, put a detachment of Land Raiders in behind them and the combination of the two detachments will be able to take on all comers. Now this is what I mean by formation interaction! Now when you put an army together, start thinking about the way each formation fights, its strengths, its weaknesses, and then buy formations that complement each other, either by protecting another formation's weakness, or enhancing its capabilities.

COMBAT GROUPS & RUNNING THE ARMY

"If you can't do the job then I will find some miniatures that can."

Now that you have all of the above put together its time to organise the army for battle. One way to do this is by putting each formation into a larger organisation called a combat group. You can call them brigades, or regiments, or anything else you want, but for convenience I'll refer to them as combat groups. Each combat group is made up of two to four formations of any type, though they should be able to work together, as explained in formation interaction above. Artillery is an exception to this as their range allows them to provide support from almost anywhere on the battlefield, so they are often left out of combat groups.

When you organise these groups think of 1) what mission is the combat group going to perform and/or 2) do the formations in the combat group complement each other and/or enhance the mission capability of the combat group? For example, if a combat group is going to carry out delay/containment duties for three turns then it doesn't have to worry too much about any possible weaknesses in the combat group (it only has to stay in the enemy's way for three turns). So, you decide to allocate 1 x Space Marine Bike Detachment, and 1 x Space Marine Tactical Detachment to this combat group, with the information on frontages, and depth above you can now figure out exactly how much frontage they will be able to hold.

If the combat group has to hold the line while at the same time pin the enemy in place, it's going to have to be a real threat to the enemy or it will not be able to perform its job. So, you might decide to use 2 x Space Marine Tactical Detachments and a Predator Detachment in this combat group. There is no doubt that this combat group is a threat and can take on all comers, so it will be able to pin the enemy in place.

DA BATTLE

"No battle plan ever survives contact with the dice."

Now that you have all the forces organised into combat groups it's time to come up with a plan for the coming battle. All you have to do is assign each combat group a mission to achieve in the overall plan, and then during the battle execute those orders for each combat group. If the battlefield situation changes then you can quickly and



easily modify the original plan by assigning new missions to the affected combat groups, or all if needed. You can even go so far as rearranging your combat groups (there's certainly nothing to stop you), and it is a good way to modify plans.

Why is this combat group stuff so important anyway? Because two military concepts are very important in war, and because Epic reflects war very well they are important in the game also – they are conservation of force, and unity of effort.

Conservation of force is ensuring that only a minimum of force is used in secondary efforts, thus allowing the maximum of force to be used in the main effort.

Unity of effort is ensuring that every single element that makes up the army is contributing to the success of the main effort. Nothing can or should be wasted.

If you organised your army into combat groups, and then assigned each of the combat groups orders, then you have, by default, obtained unity of effort. How? You know what you want to accomplish in the battle, and therefore you are going to give each combat group orders that help achieve that goal, so by default you have created a unified effort by all elements of the army!

As you have organised the army into combat groups, and you organised those combat groups with their particular mission in mind (ie, only chosen the formations that the combat group will need to accomplish its mission), then by default you have obtained conservation of force. You sure aren't going to put an expensive Dread Mob, or two Land Raider Detachments in a combat group that is being assigned a delay/containment mission, right? Especially when there are much cheaper formations that can



perform the same job just as well, right? So, by default, you have accomplished conservation of effort.

Thinking On Your Feet

"There isn't any problem that cannot be solved by the reasonable application of bigger dice."

War is a dynamic environment in which anything that can happen, will happen. There are three plans in every battle – yours, his, and the one that occurs when the two plans come together. You must have a plan for a battle, and you must try to implement the plan you have devised, but you must also be ready to change it. You can successfully accomplish this by, every turn, having a formation or a group of formations in reserve, and by being willing to shift formations from one combat group to another. Two major things can occur that will force you to change your plans: 1) you suffer an irrecoverable setback due to a failure by friendly troops, or successful enemy action; 2) the enemy presents an opportunity that must be exploited. In both cases you should have a reserve available to counter/exploit the above situations immediately, and then, because you have organised your army as above, you can quickly and smoothly modify your original plan to cover the new developments.





Objectives

"Infantry storm positions, Cavalry overrun them, but it is with dice that battles are won."

In Epic 40K and Adeptus Titanicus, the main objective in every battle was the destruction of the enemies forces, all other objectives were secondary. In the current edition of Epic, capturing actual physical objectives is of primary importance, and the destruction of the enemy has become secondary. So in an effort to put some life into those Grand Tournament scenario objectives, here is what I feel they represent.

Take and Hold: These represent key positions that are critical to maintaining your position along this front. The enemy also has these positions in his area of influence. As these positions are very obvious, their locations are known to both sides. While the loss of one of these positions is bad, it will not force you to abandon this position, but it does bring its long term stability into question. The loss of both of these positions renders your position here entirely untenable.

Blitz: This represents the point at which your lines of communication enter the front line in this sector. If we lose control of this position, the flow of supplies to your troops is going to drop off measurably, but that alone will not force you to abandon this sector. However it will make this position very unstable and it will take very little enemy effort to bust your position (ie, lose control of Take and Hold and the Blitz and you *do* lose the battle).

Defend the Flag: If all of the key objectives on the ground in the enemy area of influence are still under enemy control, you are fighting a losing battle. Most troops aren't stupid and they will recognise they are fighting a losing battle, as will the high command, so it's a sure bet that unless you pull off a miracle you'll be put in a penal battalion, while this position is abandoned because of your incompetence.

They Shall Not Pass: This is the same as Defend the Flag, only worse. Not only have you not taken any objectives in the enemy sector, but you can't even manage to push troops into the enemy sector. You'll be lucky if they put you in a penal battalion!

Break Their Spirit: This is what happens when the biggest, baddest, meanest formation in the army is broken in front of everybody else, BIG TROUBLE!! If you were a Grunt Imperial Guard infantryman and you saw a bunch of Blood Angels Marines running scared past your position, how long would it take you to catch up to them?

Old Saying I do Not Know From Where

"Keep your hands on your gun, but keep your eyes on the bear!"

Put more clearly, while the destruction of enemy forces is important (ie, keep your hands on your gun), you shouldn't do it to the point that you lose sight of your primary objectives, which are on the battlefield (ie, keep your eyes on the bear).

THE BIG DAY

"Give me a fast tape measure and a lot of dice, 'cause I am going into harm's way."

Are there sneaky tricks and traps that an opponent can pull on you with his favorite army? Sure there are, and so can you, but this article isn't about tricks and traps, it's about armies and tactics. Nobody can give you a style of play, or put together your favorite army composition for you. All that can be done is to give you the proper tools to use, and give you an idea how they work, and then let you develop your own style of play. Tricks are nice, and so are traps, but they will only work once against the same opponent; sound tactics, good organisation, and good play are always more effective. Every army is different, learn its weaknesses and its strengths and use them to your advantage, rather than some neat trick you found on some hidden website. If you follow the dictums given in this article, you are not going to win every game you play, but it's a sure bet that you're not going to get blown out either. And a close game is always a good game, and a good game is always a fun game. Since the entire object of these games is to have fun you will have obtained the ultimate prize, and this article will have succeeded in its purpose.

Authors

Moko Cwiklinski is a regular at the Epic forums. You can chat to him about anything Epic. Go on test him!

Further Information

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

More Epic Websites

Turn to page 30 for the Chaos Death Wheel.
www.Epic-Battles.com



Rivers and Houses

By Tony Hardy

We have featured some of Tony's stunning scenery before (way back in issue 5 of Warmaster magazine). Here Tony provides plans and detailed instructions on how to build a large house.



Terrain is an important part of all wargames. With such a small scale game as Warmaster, it's easily overlooked though, so we thought we'd try and combat that with a few articles on building Warmaster terrain. We begin this month with two terrain pieces from Tony Hardy – a house and a river section. In the not – too – distant future, we aim to continue with further terrain articles, hopefully including an article on making hills from none other than Rick 'Pink Foam' Priestley himself.

Both of this month's terrain pieces are fairly simple, though as ever you will need to collect together a few materials before beginning. These are as follows:

For the river sections you will need:

- Thick card
- Foamcard
- Gravel
- Sand
- PVA/ wood glue
- Static grass or flock
- Gloss varnish

For the house you will need:

- Thick card
- A photocopier (for the plans)
- Spray mount

For both pieces, some tools will be necessary:

- A sharp knife or scalpel
- PVA glue/ wood glue
- Citadel spray undercoat
- Citadel Colour paints
- Citadel varnish

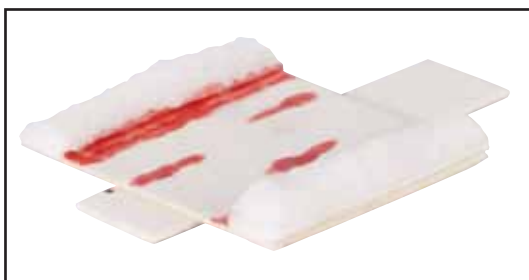
As with any kind of modelling, somewhere convenient to work is also important. A flat space, with a covering suitable for cutting on (such as a sturdy cutting mat) will be needed to prevent any unintentional damage to furniture, pets or relatives.

Both of these terrain pieces require the use of aerosol sprays, be it for undercoating, varnishing or spray mount gluing. Never spray indoors, always use aerosols in a well ventilated, open area.

Stage 1. The river is cut into its desired lengths and shapes. A small border of foamcard is then added to each side of the river. This will be used as the basis for the river bank.



Stage 2. The top layer of card on the foamcard is stripped off, and the foam itself chopped into form a smooth riverbank, like a small bump. At this stage texture is added to the river. This involves placing PVA glue so that it forms small ridges in the river's course. In our example, we've mixed red paint in with the PVA to show where the glue is applied, though there is obviously no need to do this on your own rivers.

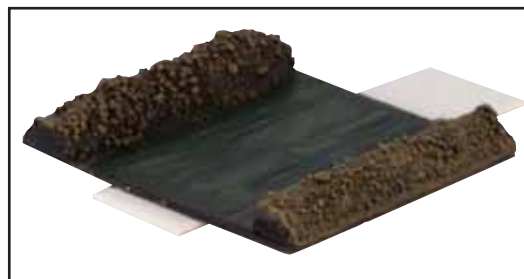


Stage 3. A thin layer of PVA is applied to the top of the riverbanks, which are then covered in sand. Shake any excess off and leave the pieces to dry.



Stage 4. Once the river sections are dry, painting can begin. The whole river section is sprayed black. The riverbanks are then given a basecoat of a dark, earthy brown. The river itself can be basecoated with anything from the obvious dark blue, to a more murky green or even grey basecoat.

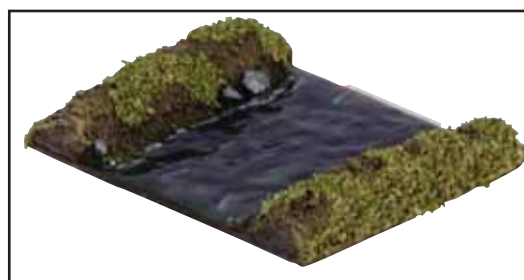
After this, several shades of lighter brown can be drybrushed over the riverbank to bring it up to any shade you like. The river (no matter what its basecoat colour) should be drybrushed with two or three successively lighter shades of blue.



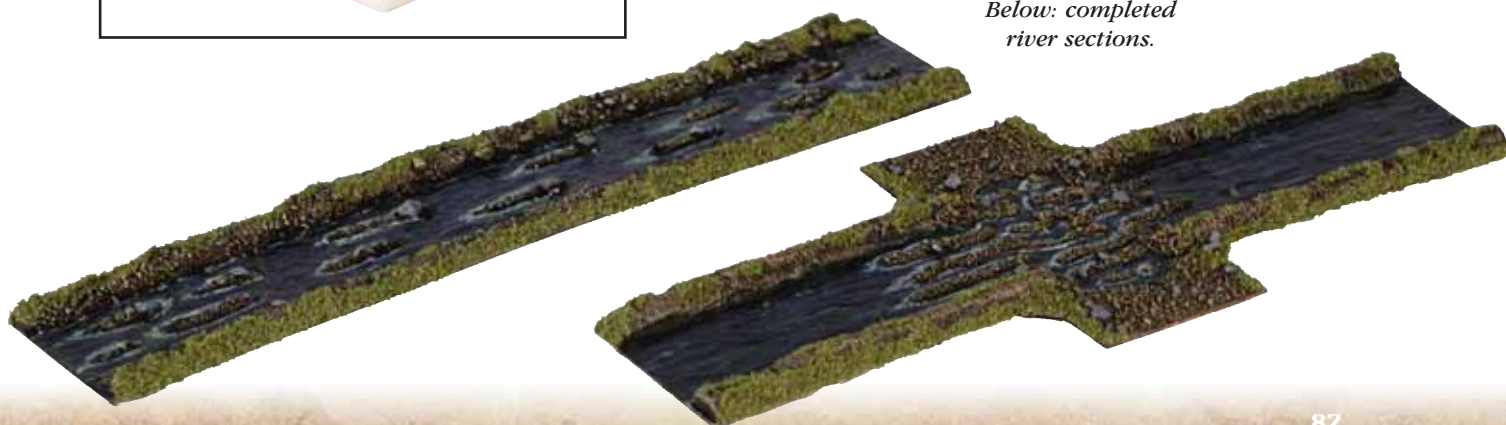
Stage 5. To finish off the river, a few small pebbles or pieces of gravel can be attached the riverbank, or else picked out from amongst the sand to represent stones.

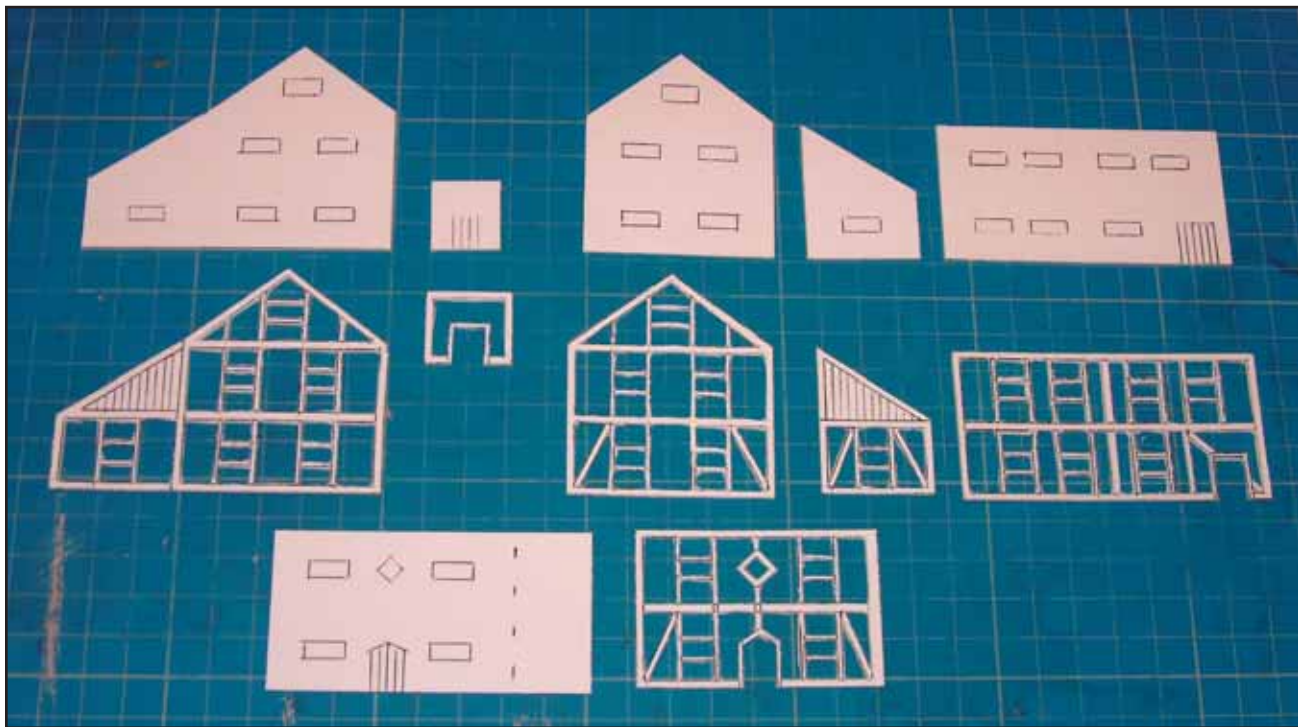
On the river itself, a layer of gloss varnish is applied to give a watery sheen to the surface.

For the riverbank, static grass or flock can be added, if desired, to represent small tufts of foliage dotting the river's edge. The river is now finished!

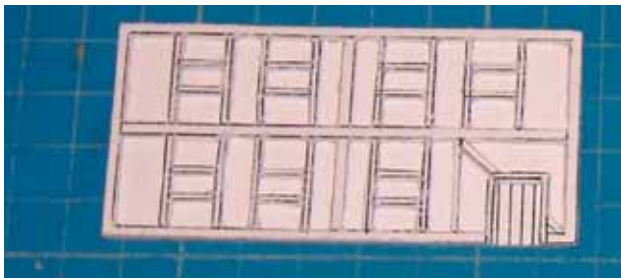


Below: completed river sections.





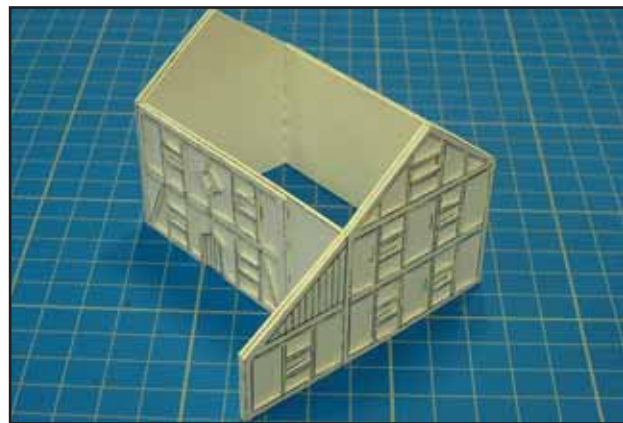
Stage 1. Above, the pieces which are all cut out and ready to begin. In particular, notice that the 'framework' pieces have had all the excess card removed so that they form thin frames with which to detail the buildings.



Stage 2. The framework pieces are glued firmly to the corresponding wall sections. At this stage, the planks in any doors, and the leading in any windows, are also scored in with a sharp knife to provide texture.



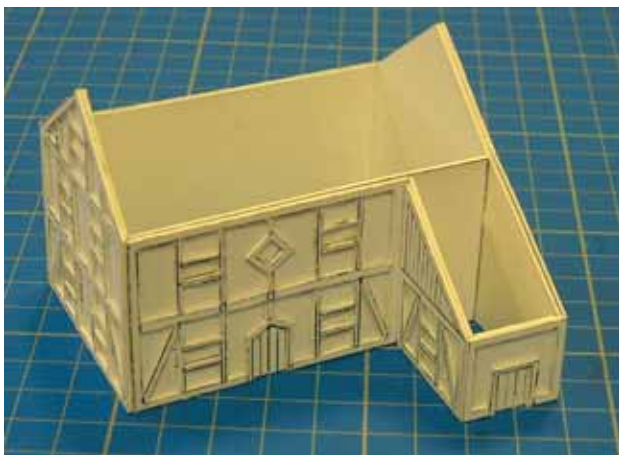
Stage 3. One at a time, the wall sections are glued together.



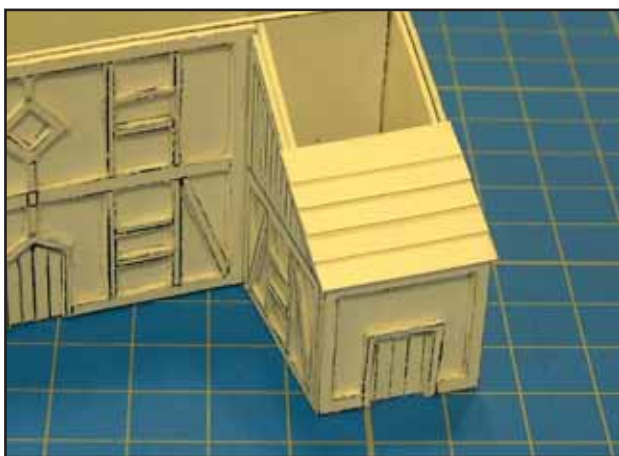
Stage 4. When the fourth, and final wall is glued in place, it will also provide the starting point for the small extension to the main building.



Stage 5. The second short wall of the extension is then added.



Stage 6. The short edge of the extension is finished, and it's on to the roof!



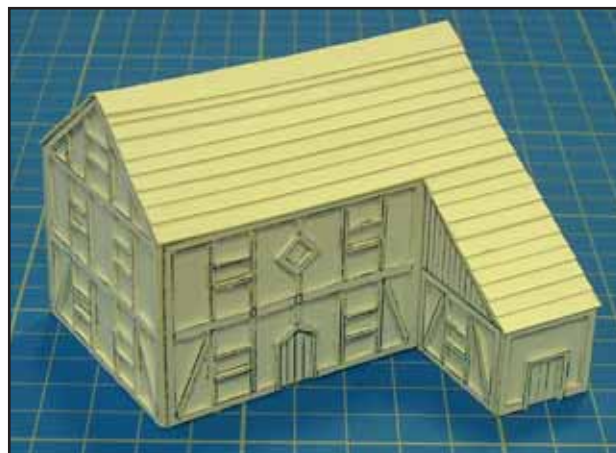
Stage 7. The roof is potentially the trickiest stage of construction, and can prove quite time consuming. To create the impression of roof tiles, cut short slats, approximately 5mm wide from card. These will need to be the same length as the area of roof you are covering, so begin with short slats for the roof over the extension, then longer slats running the full length of the building.

Finishing Touches

There are a number of small alterations you can make to each house to make them more readily distinguishable from each other. For one of the houses we made, we decided to create the impression of a ruined, burning building. This was done, simply enough, by cutting off one corner of the roof, adding a number of interior beams to represent damage, and adding a short puff of cotton wool for fire.

Other simple effects could be to use a thatched roof instead of the typical tiled one, perhaps using brush or carpet.

Beginning at the very bottom of the roof, glue each slat across the house in turn. Work your way up, with approximately a third of the slat's width overlapping the one beneath. This is a rather laborious task, and will take a little while, but once completed will create the desired effect of roof tiles.



Stage 8. At the peak of the roof, you will need to cut a single slat, double the width of all the others. Score this slat neatly down its middle and attach it to the roof, folding it over to cover both rows of tiles. The house is now complete and ready to be painted.

Painting. With all the hard work complete, it's on to painting! A house like this is pretty simple to paint, and the numerous textures on the building itself lend themselves easily to drybrushing.

In our example the entire model was undercoated with black spray. The roof was then drybrushed with increasingly light tones of grey. The walls themselves were basecoated with Snakebite Leather before being highlighted with Bleached Bone, while the beams and frames were left black with only a simple grey highlight needed.

