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WARMMASTER

STORM OF CHAOS

By Matt Keefe and Tom Merrigan. Map by Nuala Kennedy

Storm of Chaos is a worldwide campaign, running throughout the summer of 2004, which follows the events of Archaon's invasion of the Old World in the year 2522. It's such a large event in fact that it will encompass two whole games – Warhammer and Warmaster – whilst spawning a new Warhammer Armies book, the pages of new Warmaster background and scenarios you see here as well as an interactive website and countless hundreds of organised gaming events in Games Workshop stores, independent retailers, gaming clubs and tournament events around the world.

The forces at play in the Old World represent some of the largest armies ever amassed, and as such Warmaster is an integral part of the campaign. Over the following pages, you'll find everything you need to participate in Storm of Chaos, whether you want to join the interactive campaign and report your results to help decide the fate of the Old World, or simply fancy playing a few games based on events from the Storm of Chaos. Other players may wish to add a few new units to an existing army or even paint up a whole new army to represent some of the notable forces from the campaign, and Games Workshop will be releasing quite a selection of new units to that end.

Participation

If you wish to join in the Storm of Chaos campaign and report your results, all you need to do is register online at **www.Games-Workshop.com/StormofChaos**. You can provide details of your army, which side you will be fighting for, where you live in the world and other information, allowing Games Workshop to monitor the results as they come in, and tally them up to decide the fate of the Old World. Once you've registered you can log on to the site at any time to report the results of any games you've played or make use of some of the site's other features, such as community areas where players can discuss combined strategies and discuss all the latest developments.

New Background & Scenarios

Over the course of the Storm of Chaos campaign we will be presenting a number of new scenarios for Warmaster. Each of these will reflect a particular battle (or a common type of battle in some cases) taking place across the Old World throughout the course of Archaon's invasion. You'll find each of these battles described in the accompanying background (and usually marked out on a map, too, for useful reference).

If you want to play in the Storm of Chaos campaign you can use any of these scenarios, or any other Warmaster

scenario – in fact you can play any game of Warmaster you want to, using any armies, you certainly aren't restricted to using the scenarios presented here.

Many of the scenarios also list alternative forces and can be used to represent battles outside of the Storm of Chaos campaign, so you should certainly feel free to use these scenarios in any situation you want, really.

Forces

Obviously the main forces involved in the Storm of Chaos are the Chaos Hordes of Archaon and the armies of the Empire seeking to defend their homeland. They are each aided by a number of allies, such as the High Elf and Dwarf contingents which pledged allegiance to the Empire of Men. However, you should feel free to play games using whatever armies you have available – the Games Workshop Army Selection Police won't come round knocking on your door if you decide to sneak a Lizardmen army into a game somewhere. However, we likewise, won't necessarily be covering these races in any real detail as part of the campaign, since we really don't feel it's necessary and it may result in all manner of spurious and unconvincing explanations. Understandably, the focus of our coverage will be the main clash between Chaos and the Empire.

Right, that's about enough for the introduction. Over the page, you will find a history of the campaign, detailing events leading up to the invasion, overviews of the forces and characters involved, and events from the early stages of the war. This is accompanied by a map showing the movement of all the main protagonists, and finally four scenarios representing battles described in the background. Since the event runs all summer, you can look forward to more Storm of Chaos coverage next month.

The Council of Light

That so many came unbidden was a sure sign. That they came so swiftly, an omen. That they were the greatest each of their peoples, a portent. And all of these symbols augured so ill...

- Beladoc Tong, Chronicler of Altdorf

Only the Electors had been summoned by the Emperor Karl Franz, but nonetheless delegates from Ulthuan, the Dwarven Holds and the Duma of Kislev all arrived at Altdorf, just as many had expected they would. Men had long watched the burgeoning strife all around them, long felt darkness on their backs and now it was clear that the Elves, Dwarfs and many other peoples of the world had also long been aware this coming danger.

There were few certainties to begin with. All were aware of some growing threat, though as yet none could be certain of its form, or confident of its name. As the Council of Light progressed, however, each of the delegates brought what news they could, shared what little information was known to them and soon the shape of things to come emerged a little clearer for all to see.

Representatives of the Colleges of Magic related how, for some months, the winds of magic had been felt to blow ever stronger, a fact confirmed by the mighty Teclis himself. Reports from roving hunters and Dwarven Rangers all spoke of a rising tide of mutants, Beastmen and other monstrosities in the hidden places of the Old World.

The Empire generals present there keenly recalled the brutal attacks led by the Chaos Champion, Surth Aenk, just months previously and reported that the city of Wolfenburg had been sacked before the incursion had been repelled.

From the east, word came that Vardek Crom, the man they called the Conqueror, was leading a vast Kurgan warband westward and southward, marching towards the Worlds Edge Mountains, from where he would surely attempt to break through and invade the Empire.

The High Elves also reported that their own Sea Patrols had ventured north and discovered dozens of marauder tribes amassing along the Norscan coast where a vast fleet of longships were being readied. The Sea Patrols had

done what they could to disperse these tribes with lightning fast attacks from the sea, but the Empire now clearly faced the very real threat of attack from many sides.

From what they now knew, those assembled could draw only one conclusion; a great Champion of Chaos had arisen, a Lord of the End Times beneath whose banner the hordes of Chaos were prepared to invade the Old World and seek to smother the light of the world. And what's more, they now knew the name of their enemy – Archaon.

To Defend an Empire

If an army so vast had ever before been mustered, I can only presume that it must have been victorious, for had it been defeated, and its soldiers slain, Men would today be a rarity upon the earth.

- Beladoc Tong, Chronicler of Altdorf

There was no other choice left open to him – Karl Franz mustered the army of the Empire in all its might, from the Reiksguard Knights of Altdorf to the artillery of Nuln to the Halflings in the Moot. Thousands of soldier marched to a series of staging points in order to meet up with Karl Franz's own army as it marched out of Altdorf and towards a final rendezvous at Talabheim.

Even now, however, amidst this undoubtedly greatest of needs, not all the fighting men of the Empire could be spared. Crom's advance from the east left the Elector Counts of Stirland and Averland reluctant to send their own armies to join with those of the Emperor, for fear of leaving their homelands unguarded. For his part, Karl Franz dared not risk leading his own army eastwards to meet Crom for fear that Archaon himself would begin his advance before the Empire's armies could complete the march north. A most unlikely saviour emerged when Ungrom Ironfist, Slayer King of Karak Kadrin, vowed to hold Peak Pass against Crom's horde or die in the attempt. This powerful pledge of allegiance lifted some of the fear from the shoulders of the Electors of Stirland and Averland, who now sent a portion of their own forces to march to Talabheim.

As the heads of the Empire made good their final preparations, news came that Archaon's Horde in the north had begun its full-blooded invasion of Kislev. The Storm of Chaos began to thunder across the Old World...



He Who Would See It All Fall

Six Treasures shall be his Mark. Forged from the Other World, six Treasures shall be Possess.

Upon his head, the Crown shall see all, and Open Eye will prove woe to mortal kind.

Then shall he ride unto the world. Here will be Four united unto One.

And five shall be the armies of Doom. Then will the world know that the Last War has begun.

With the coming of doom will march a lowly boy. Anger shall be his nourishment and blood his wine.

And from the land tamed will rise a champion. Disease shall be his downfall and saviour divine.

A King's son shall be the Chosen. In power will he thrive and glory in his name.

And with the coming of the End of Times, the Old will fall by the Hand of the New.

- The Prophecy of Fate

Archaon has stood as the world's greatest threat for far longer than a single lifetime would allow, and his origins now lie far distant. That is not to say, however, that his own story and his own beginnings are entirely unknown to his enemies, far from it. There are those who have woken screaming in the night, roused from dreams in which they stood and gazed upon Archaon's trials as spectators in a crowd, though the infernal one himself resided far away. There are also those brides of Chaos, visited by daemons, or even Archaon himself, and faced to hear the story of his ascent, simply so that the powers of Chaos might revel in watching Mankind made to tremble in fear of its own fate. There are others still, who would consider themselves scholars or wise men, who have trawled the earth for evidence of Archaon's past and all speak of many different things, for no mortal mind could ever truly know what it is that Archaon has become, what he has suffered, what he has endured, and how he has triumphed. There is, however, much of his tale which remains widely accepted amongst those who even know of Archaon (within the Empire at least, for the Men of other nations believe it to be otherwise).

They speak that Archaon was once a Templar, a loyal servant of Sigmar charged with the defence of his Empire against the lurking threats of impurity, taint and corruption. That Archaon was vigorous and demanding in this duty is undoubted, if the zeal with which he now carries out the will of Chaos is anything to go by. All the same, Archaon would soon turn against all that Sigmar stood for, and instead, carve for himself a place as Sigmar's would-be destroyer. How Archaon came to turn so is perhaps the most questioned passage of this tale, not least because the mere suggestion of its truth would be enough to turn countless others likewise. The boldest tell that Archaon became privy to some of the greatest secrets of the world, and so his god was revealed to him as a liar

and a fraud. Unable to deny this truth with which he was presented, Archaon could only be consumed by the betrayal he now felt, and turned instantly and irredeemably against Sigmar.

There are men enough who would see Sigmar's legacy shattered – countless dozens of them running gibbering and screaming throughout the streets of Altdorf, Middenheim and countless other cities, but these men fall babbling into madness and are soon forgotten. Archaon was both stronger and wiser. He turned to the same tomes in which he had uncovered the truth of the world, gorging himself on the forbidden knowledge which would allow him to avenge his betrayal. And so it was that Archaon came to seek six treasures with which to make himself all powerful.

It was the most ancient servants of Chaos, they say, who imparted Archaon his first treasure, branding him with their mark in acknowledgement of that which he would surely become. For his second, Archaon travelled to lands unseen by even the eyes of the heavens, untouched by all lights, and there he would claim for his own the Armour of Morkar. The slaying of the greatest of Wyrms would next earn him the Eye. Wings of gold and silver carried him to moons unseen from the world below, and here even Hepterugeon could not prevent him taking the Slayer of Kings in his hand. In the stables of Agrammon, Archaon cut a more cautious figure, thieving from that great King the steed W'Soraych before fleeing, pursued by all the armies that have ever lived and all those that ever will. With this most treasured of steeds beneath him, none could catch Archaon and so it was that he circled the world endlessly until those who trailed him weakened and fell, whereafter his horse feasted upon their corpses and was much restored.

As for the claiming of his sixth, and final treasure, none now speak. It was said that Volkmar himself had come to know the tale of Archaon's coronation (and perhaps the tale of Archaon's entire life), but he ventured northwards and was lost soon thereafter, and with him the truth of the matter. As Archaon's victory draws ever nearer, those who would see him fail must turn more than ever to study of his past, for it may be that only there can a means be found by which he might be defeated.

That Archaon himself was once a man of the Empire, few can doubt. Hatred of the Other, of the stranger and of those unlike is one thing, but the greatest of hates can only ever be born of familiarity. Sigmar is his enemy, Sigmar is that which Archaon despises beyond all else. It is Sigmar he would see beaten and cast down from the pantheon of Men. And as for his Empire? He would see it all fall.

LOTHERN SEA PATROLS

As Archaon's hordes marched south across the Troll Country and Kislev and Crom's army sought to cross the mountains, vast numbers of Norse tribes began to mass all along the coast of Norsca. Here they began much feasting and raucous celebration, as is traditional before going to war, whilst amongst their makeshift encampments thousands of slaves laboured to construct the many longships which would be needed to carry them to the Old World.



These musterings did not go unnoticed. Lothern Seaguard began frequent patrols of the Sea of Claws and Sea of Chaos. It soon became clear that the number of Norse marauders present there would be too great to repel once they were at sea. If such a vast fleet was able to reach the coast of the Old World, it would present the Empire with assaults on three fronts, a situation too grave to contemplate.

Instead, the Seaguard elected to mount a series of lightning fast raids against the Norscan tribes before they could take to the sea. High Elf sea patrols made surprise landings under the cover of magically constructed shrouds of mist, storming the beaches in an attempt to disrupt and disperse the Northmen.

KARL FRANZ & THE ARMIES OF THE EMPIRE

The army of the Empire is a thing rarely mustered in its entirety, and, even ahead of Archaon's impending invasion, the Emperor's forces were greatly divided. With news of Crom's advance over the mountains, the Elector Counts of Stirland and Averland showed great reluctance to commit their forces to war elsewhere. The assurances of the Dwarfs that the Worlds Edge Mountains would hold was some comfort, but still the Empire's defenders remained dispersed across the entire realm.



To gather them in the numbers necessary to repel Archaon, Karl Franz himself led out the army of Altdorf and marched northward. En route it joined with forces from Wissenland, as well as militia and small brigades of men from countless towns along the way. Karl Franz' march led him to Talabheim, where a rendezvous was arranged with the armies of Averland and Stirland, plus the army of Talabecland itself which had suffered defeat at the hands of Chaos some months earlier.

From here, this combined force, too vast to move as a single contingent, divided in two and set off for what must surely be Archaon's ultimate goal – Middenheim and the Temple of Ulric itself...

THE STORM



CROM THE CONQUEROR, HERALD OF ARCHAEON

Already facing Archaon's horde from the north, the Empire has found itself greatly threatened by attack from a second front – that of Vardek Crom and his Kurgan attacking from the east. With Stirland, Averland, the Ostermark and even the Moot in his sights, the threat posed by Crom cannot be ignored. His advance has already led to clashes



OF CHAOS, 2522.



with Grimgor Ironhide and his Orc boys, from which the Kurgan horde emerged the undeniable victor.

Though his march may seem unstoppable, there is an unlikely enemy who yet awaits him on the Empire's eastern border. Vlad von Carstein, Vampire Count of Sylvania, has no desire to see Chaos overwhelm the world and deprive him of his everlife. If Crom truly intends to cross the Empire and unite with Archaon's force, he may find that the dead are his greatest enemy...

ARCHAON, LORD OF THE END TIMES

At the very heart of the Storm of Chaos is the advance of Archaon's own horde of Chaos, and at its fore the Swords of Chaos, Archaon's own warband and personal bodyguard. Centuries in the mustering, Archaon's army is vast, though even such might can never be enough to conquer the Old World if Man, Dwarf and Elf stand united against him, as Archon well knows. With the odds against him, Archaon's best hope of victory lies in a single, swift assault on the Old World.



Archaon's march swept first through the Northern Wastes and the Troll Country, defeating all manner of border reavers and drawing others to his cause. Kislev fell under the boot of Archaon as his invasion at last reached the lands of Men, and the cities of Praag, Erengard and Kislev itself all came under attack. Powerless to halt him, the Kislevites found themselves able only to gaze on as Archaon's Horde next drove on into the lands of the Empire...

GRIMGOR IRONHIDE

Coming hard in the wake of Chaos, Grimgor's early attacks brought fear and destruction to several Kislevite towns, before his attention was drawn to the Skaven stronghold of Hell Pit and the mutated playthings he could there do battle with. In time this too would fade from Grimgor's interest and he and his boys set out in search of a new challenge. They would find it in the shape of Crom, the self-proclaimed Conqueror, who had begun an eastward march to the Empire, via the Worlds Edge Mountains. Orc and Man battled at High Pass. Grimgor and Crom's battle was relentless and equal in every measure, yet the Orc hordes fared rather less well, and, seeing his forces utterly driven away from him, Grimgor was forced to concede, and withdraw from battle with nothing more than the honour of knowing Crom had at least respected his enemy.



Intent on redeeming himself in the face of Gork and Mork (who, some say, spoke to Grimgor and demanded just such a response), Grimgor led his horde back northward, slaughtering whatever Chaos followers he could find. It soon became obvious to Grimgor that his enemy was in fact just the tail of a vast army, amassing somewhere to the north. Now aware of Archaon's own advance, Grimgor led his Orcs eastward on his path to war, ready to face the Storm wherever it might fall...

THE SEA AGAINST THE SHORE

As Archagon's forces began their march on the Old World, vast numbers of Norse tribes began to mass along the coast of Norsca, preparing to make their assault on the Empire. Slaves laboured to construct the many longships that would carry the Norse tribes across the sea to the Old World, and launch a third assault on the lands of the Empire.

But these musterings did not go unnoticed. High Elf sea patrols in the Sea of Claws and Sea of Chaos had been monitoring the movements of the Norse tribes for some time and resent reports suggested that once the marauder force set sail it would be too great to repel at sea. The threat this posed to the Empire was to grave to contemplate and led to an assault by Lothorn Seaguard against the marauder force whilst it remained encamped along the coast in an attempt to disrupt and disperse the Northmen.

Battles such as this were typically fought between Lothorn Sea Patrols and Norse (Chaos) Marauders, but could equally well be fought between most armies. The main feature is that one army is attacking from the sea whilst the other remains ill-prepared for the coming battle.

Both armies are unusual, in that they only contain units which can be mounted in ships (since the Norse themselves are preparing to take to their longships and assault the Old World). The armies, therefore, may not include any cavalry or chariots, whilst the Chaos army may include only the minimum number required of Chaos Warriors.

One long table edge represents the shoreline. The opposite table edge should be raised ground, or some other form of defended position, along the entire length of the table (representing the naturally superior position at the top of the beach). Other terrain can be placed as desired.

In this game the defenders (Chaos) set-up first on the table edge opposite the shoreline. Remember that the Chaos deployment zone should be a defended area.

The Chaos army is in the midst of frenzied preparations and, hence, is not entirely ready for battle. After all the Chaos units are deployed, roll a dice for each Chaos character. On a 1-3, the character is out of place and unready to lead his men, and so is deployed by the High Elf player. On a 4 or more, the character reacts quickly to the imminent High Elf attack and is deployed by the Chaos player as normal.

The attackers (High Elves) deploy next. At the start of the game, the High Elf player can deploy up to four units for every 1,000 points, or part of, which his army is worth. These are assumed to be the initial units which have landed in the first few boats. The High Elf player may also deploy any number of characters along with these units. Any flying units in the army can also be deployed at the beginning of the game.

All other High Elf units are assumed to be just offshore, and will make their landings throughout the game. The name of each remaining unit should be written on a scrap of paper, folded up and placed in a pot, cup or other small container, from which they can be drawn at random.

The attackers take the first turn.

They Come from the Sea...

At the end of each of his Command phases, the High Elf player should roll two dice and pick the highest. This is the number of units which the High Elf player may draw at random and place anywhere along his own table edge. These are the new units which have just landed. If the High Elf player chose to keep any characters in reserve, these may be freely deployed with any of the arriving units.

Units may not move during the turn in which they land, but can shoot. In addition, each 'ship' (ie. each landed unit) may fire once in the Shooting phase immediately after landing. The ship is assumed to be in the exact same position as the unit it was transporting, so all lines of sight should be measured from the unit as though the unit itself were a boat. Each boat has two Elven bolt thrower units, with the same profile as listed in the High Elf army selector. The only exception is that these more powerful, boat-mounted bolt throwers have an unlimited range, but may fire only once during the game. After these shots have been taking, the ships have no further effect on their game, so there is no need to keep track of their position.

Newly landed units may move freely in the Command phase of the turn after they were deployed. Each newly landed unit may automatically make one move, without the need for an order, as their very first move of the game. It is assumed they leap off the boats, well aware of what must be done, and hence are ready to move without the need for further guidance. You can, of course, issue further orders to the unit in the normal fashion. In subsequent turns, units function as normal (ie. they only benefit from a free move during the turn in which they first move).

Caught Unawares

Chaos units may not use their Initiative. In addition, all orders by the Chaos army suffer a -1 modifier due to their state of unreadiness. Both of these effects last until the Chaos army first wins a combat, after which they cease to apply.

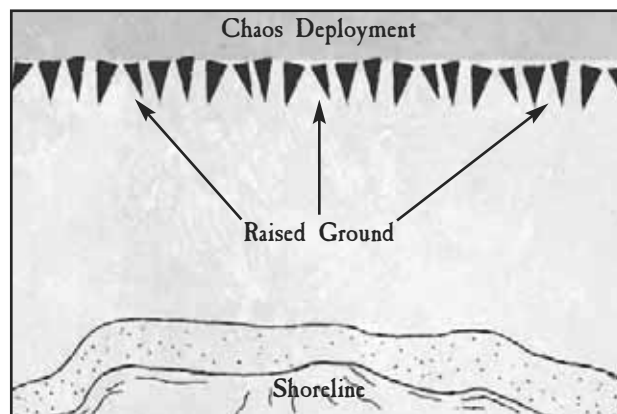
Bonus Victory Points

Attackers (High Elves)

Win! – The attacking player wins if he manages to break the defending army.

Otherwise, the game continues until the attacking army breaks or until the chosen number of turns have been played. Breaking the High Elf army will not win the game for the defenders (since the High Elves are intent only on a swift, disruptive raid and are quite happy to break and flee back to their boats once their job is done). Therefore, at the end of the game, victory is determined by Victory Points unless the High Elves break the Chaos army.

The High Elf break point is determined by halving the number of units which have already landed on the table (ie. don't use the full break point until the entire army has



landed). Obviously, this means the High Elf break point will increase throughout the game as more ships arrive.

Other Forces

This battle could be fought with a variety of different armies. For the attackers, any army with the ability to attack from the sea (Dark Elves, Marauders, Arabyan Corsairs, Sartosan Pirates and so on) would make ideal attackers. The defenders can really be any army unfortunate enough to have its coast preyed upon by seaborne raiders!



The High Elves face stiff opposition as they attempt to land

BATTLE AT THE EDGE OF THE WORLD

The journey over the mountains will not be straightforward. Since the founding of the Empire, the armies of the Dwarfs have defended the mountain passes as part of the alliance forged during the time of Sigmar. The Dwarfs will not stand idly by and watch Crom's army descend on the Empire. Messengers have been dispatched west to Nuln and Aldorf and every day they can hold the Chaos forces at bay gives the Empire more time to marshal a defence.

Crom's army was to cross the mountains at several different points, by a number of different routes, as the army was too great to manoeuvre easily across one pass and would be left vulnerable to attack. Obviously, the number of different routes used meant that in most cases Crom himself was not present, and instead entrusted leadership to one of his lesser generals.

This battle is representative of the many battles fought by the Chaos army of Crom the Conqueror as it fought its way westward in an attempt to assault the Old World on two fronts. Crom's army has been continually harrowed by warring Orc tribes and his forces weakened during the long march, and to reach the farmlands and plains of the Empire Crom must first cross the dangerous mountain passes of the Worlds Edge Mountains.

The size of Crom's army meant that not every individual force could be intercepted and so some made it through with little or no resistance, but many were brought to battle in the passes and valleys of the mountains, finding themselves faced by implacable Dwarf defenders, such as in the following battle.

The battle was fought between the forces of Chaos and an outnumbered Dwarf army. You could easily fight this battle, however, between any two armies. The important features are that the defenders are outnumbered and must hold off the attackers for as long as possible.

The game is fought along the full length of the table with the opposing armies deploying at either end (ie. along the short table edges). The attacking (Chaos) army deploys first at the broad end of the pass and the defending (Dwarf) army deploys afterwards at the narrow end where it will attempt to hold off the attackers.

The game takes place in a steep-sided pass, the impassable sides of which are represented by the long table edges. No

troops may leave the table by these edges. Units may leave the table by either narrow edge. Attacking (Chaos) units which leave by the defenders' (Dwarfs) edge before the end of the game are assumed to have made it over the pass and will be free to regroup with Crom's main Chaos force and his assault on the Empire.

As this is fought along the length of the table, the battle lasts for eight turns. The Dwarf force is prepared to sell its lives to honour their race's ancient alliance with the Empire, and, as such, the Dwarf army will not withdraw and will fight on to the bitter end if necessary, regardless of how many units are lost throughout the game.

The Armies

Crom's march around the edge of the Worlds Edge Mountains has remained all but hidden from the forces of good. As with previous Chaos incursions they are expecting the war to be waged in the north and have few defences against an attack from the east. Because of this, some limitations apply to the forces which each player will use in the battle.

Use the table below to figure out the size of each force. This represents the limited resources of the Dwarf player spread across the Worlds Edge Mountains.

In addition to this, the following restrictions also apply:

Dwarfs

The portents of doom have pointed to the gathering of Chaos and a great war in the north. In response to these omens the Slayers of the Old World have gone north to Kislev to seek their doom in what will surely be the greatest battle of this age. This means the Dwarf player may not include any Slayers in their force. Otherwise, all the usual restrictions for the number and type of units allowed apply.

Chaos

Crom's army is composed mostly of Marauders who have flocked to his banner on his march southeast. To represent the sheer number of these troops within his army the Chaos player may not have more units of Chaos Warriors or Chaos Knights in his army than he has units of Marauders or Marauder Horsemen. Apart from this, all the usual restrictions for the number and type of units allowed apply.

Table showing size of forces to use

Chaos Army (points)	1,000pts	1,500pts	2,000pts	2,500pts	3,000pts
Dwarf Army (points)	800pts	1,200pts	1,600pts	2,000pts	2,400pts



Bonus Victory Points

Attackers (Chaos)

+100 VP For each unit of two or more stands that makes it off the defenders' table edge to join up with Crom's force. Units of one stand or flying units do not count.

Defenders (Dwarfs)

+250 VP No attacking units of two or more stands make it over the pass by the end of turn 6.

Bonuses are given based on 1,000 points a side, and should be increased proportionately if fighting bigger battles.

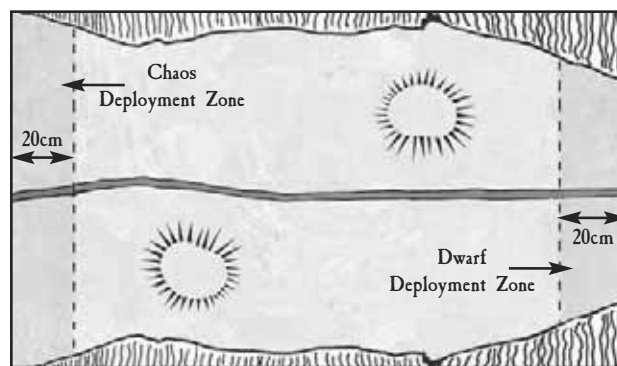
Other Victory Points are awarded normally for units reduced to a single stand or destroyed, as described on page 63 of the Warmaster rulebook. The army with the highest Victory Points total at the end of the game is the winner. It is even possible for the entire Dwarf army to be slain but claim victory due to a greater Victory Points total. In this case, it is assumed that the Dwarf army's 'triumph' comes from having nobly sacrificed their lives to greatly delay Crom's advance.

Using Other Forces

This battle can easily be played between different armies, but because of the nature of this scenario it suits the Dwarfs' natural defensiveness, and some more mobile armies may struggle in the role of defender. You could easily adapt this scenario so it involves the Dwarfs defending against Orcs, Skaven or any other Warmaster army in place of Chaos. Some examples are described below:

Orc Armies vs. Dwarf Armies

In this game the Dwarfs are trying to hold back an Orc Waaagh! that has been gathering in the Worlds Edge Mountains, and seeks to spew forth into the lands of the



Empire. At the fore of the Orc Waaagh! is Grimgor Ironhide, who eventually ceased his attacks against Crom and united the Orc tribes to wage war against the Empire. This fits nicely within the background of the Storm of Chaos campaign and gives a suitable alternative to using Chaos as the attacking force.

Skaven Armies vs. Dwarf Armies

In this scenario the Skaven are using the portent of war in the north to expand their own realm and attack the Dwarfs, whose numbers are diminished because they have sent aid to the Empire and Kislev. Rather than defending a pass over the mountains a small Dwarf force stands guard at an entrance to the Dwarfs' ancient tunnel network, or perhaps at the gates of one of the many ancient Dwarf Holds in the area.

Undead Armies vs. Empire Armies

In this version the Undead are marching north, ravaging the Border Princes and attempting to cross over Black Fire Pass and assail the Empire. A small army, made up mostly of mercenaries and city troops from the Border Princes and the southern Empire, stands in their path. This motley army of Men are ready to sell their lives in an attempt to halt the Undead advance.



The Dwarfs stand their ground against the Chaos hordes.

THE STORM BREAKS

As Archaon's unstoppable army marched south towards the Empire, towns and villages throughout Kislev were sacked, ruined, and burnt to the ground. During this time the people of Kislev fought a hopeless and forlorn battle to save their homes, whilst in Aldorf greater plans were drawn up, ready to begin the defence which would decide the fate of the Old World.

This scenario represents one of the numerous attacks made against the Kislevites as the first wave of Chaos invaders swept southwards at the outset of Archaon's long-heralded invasion of the Old World. It is typical of the dozens of battles raging across the north of the Old World during the time of Archaon's invasion (such as the Battle of Krakjunov, below).

These battles were typically fought between Chaos armies (be they mortal Hordes of Chaos, or the nightmarish Daemonic Legions) and Kislevites but can just as easily be played between any two forces. The important feature is the multiple objectives, one of which the attacker will have to complete if they are to stand a good chance of winning the game.

The Battle of Krakjunov

This game takes place in and around the village of Krakjunov. Although not a large village, a garrison of Kislevites has been stationed there to guard the arterial road south, and waylay the oncoming Chaos forces as best they can. The Kislevites are a grim and determined people, ready to play their part in the oncoming war. The lands of Kislev have always been at the fore of any Chaos incursion, and their histories tell of countless brave deeds and heroic battles where the tide of Chaos was thrown back from their homelands.

The attackers (either Chaos or Daemonic Legions) deploy first on the far side of the battlefield opposite the village

of Krakjunov. The defenders (Kislevites) deploy afterwards in and around the village. The defenders have the advantage of deploying second because they are well prepared, their scouts reporting the movements of the advancing army over the preceding days and weeks.

The game lasts for a random number of turns. Roll a dice to determine how long the game lasts in the usual manner. The attackers are on the attack, and so take the first turn.

The Objectives

Since this scenario represents a variety of similar attacks occurring all across Kislev and the Old Worlds northern border, the goals of individual Chaos armies also varied somewhat. The actually Battle of Krakjunov featured a Chaos army intent on destroying the village, but other similar attacks appeared to be an attempt by the Chaos armies to break quickly through the enemy lines, or even just slaughter as many of the Kislevites as they could. Before commencing play (but AFTER picking the forces) the attacking player must roll a D6 and consult the table below to see what their objective for the battle will be. Completing this objective will help the attacker win the game, whilst ignoring it will almost certainly hand victory to the defender.

D6 Roll	Objective
1-2	Break the Enemy
3-4	Raise the Village
5-6	Slaughter the Enemy

For each objective there is a set of bonus Victory Points awarded to the attacker and defender. Bonuses are given based on 1,000 points a side, and should be increased proportionately if fighting bigger battles.

Both armies use the same objective (ie. just roll once for both armies). Armies only receive bonus Victory Points for



The Kislev forces defend their village.

the objective rolled, and should ignore special conditions or bonus Victory Points described for other objectives.

Break The Enemy

The Kislevites' stalwart defence is slowing the advance of Archaon's armies, so, to complete this objective, the attacker must achieve a quick victory and break the opposing army to clear the way for a speedy march to the Empire. The attacking player must break and scatter the opposing army as quickly as possible.

Bonus Attacker Victory Points

Win! Defender withdraws before the end of the game.

Bonus Defender Victory Points

+250 VP If the defender hasn't withdrawn by the end of the game.

Raise The Village

For this battle the attackers aim to set fire to the defenders' buildings and burn them to the ground. For this purpose the attacking troops are assumed to carry flaming torches as well as their regular weapons. Any troop stand that is touching a building, and not part of a unit engaged in combat that turn, can start a fire on a dice roll of a 6. Once a building is burning it is uninhabitable and deemed to be destroyed at the end of the game.

Bonus Attacker Victory Points

+100 VP Each building destroyed by the end of the battle.

Bonus Defender Victory Points

+500 VP No buildings in the village of Krakjunov are destroyed.

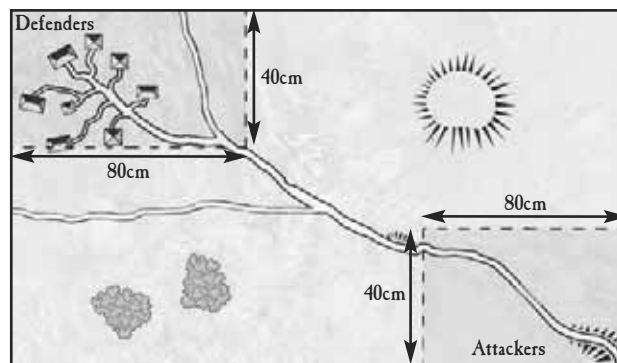
Slaughter The Enemy

In this version the attacking force is hell-bent on slaughtering the enemy. As the forces of Chaos move south they will kill all those that stand in their way, offering the souls of the slain to their chosen God to gain favour, rewards and riches. In this scenario, neither army will withdraw. The forces of Chaos are too blood-crazed to care for their own lives, whilst the Kislev army is grimly determined in the face of such wanton violence.

Normal Victory Points apply for destroyed units, or units destroyed to a single stand. The side with the highest total of Victory Points wins the game. In the case of a draw, the defender is victorious.

Using Other Forces

This battle can easily be played between any of the different Warmaster armies. The easiest adaptation is to fight the scenario between the forces of Chaos and the Empire, rather than Kislev. In this case we assume that



Archaon's invasion has overrun Kislev and pushed forward into the Empire. Two other examples are given below:

Skaven Armies vs. Bretonnian Armies

In this game the Skaven have erupted from their tunnels to strike at the heart of Bretonnia. As the Old World shudders under the Storm of Chaos breaking over the north, and the Bretonnians prepare to march to the aid of the Empire, the Skaven attack. They are intent on expanding their empire and claiming what spoils they can amidst the turmoil sweeping the lands of Men.

High Elf Armies vs. Dark Elf Armies

In this version the Dark Elves have launched a raid on the lands of Ulthuan, timed to coincide with Archaon's attack on the Old World. They are intent on ravaging the lands of their High Elf kin and despoiling the towns and cities they once called home. The Dark Elf army has breached the High Elf sea patrols and has landed on the northern point of Ulthuan, pushing inland burning homes and making slaves of all those they capture.

Multi-player Games

This game can also be easily adapted to involve more than one player on each side. In larger games the attacking army could be split into two forces: one made up of Chaos and the other of Daemonic Legions. It is quite suitable for both these armies to attack together during the Storm of Chaos campaign as Archaon's force is sufficiently large to include both. In this instance there would be two generals on the attacking side. One would choose a conventional Chaos army and the other a Daemonic Legion army. The combined totals of these two forces should match that of the defending army.

Similarly the defending army could be made up of two forces. Perhaps the Empire have sent a relief force north to help contain the marauding hordes of Archaon's force and will fight alongside the Kislevites, or maybe a Dwarf army of Slayers has journeyed north to seek their doom. Whatever the combination, it is easy enough to involve more than two players in the game, and you may even want to have two or more generals on each side.

THE DAEMONIC LEGIONS

Daemons inhabit the shadowy Realm of Chaos where they draw succour from its endless sea of life giving magical energy. They can only exist in the real world if magically sustained, and even then they are vulnerable. Close to the Chaos Gate in the far north the power of Chaos is at its strongest, and daemons are able to take on material form and walk the earth. Only when Chaos is at its most potent are daemons able to accompany Chaos armies as they march southwards to war.

There are many types of daemon, from lesser and greater daemons through to daemonic beasts and mighty daemonic overlords. All of them are blasphemous offences to the order of the world, consisting of pure magic energy drawn from lies, fear, desperation and rage. They are the only true, pure creatures of Chaos, born

from the raw power of it and shaped by the whims of mad Sorcerers who know not truly what they do. Capable of withstanding all kinds of damage and shrugging off the most horrifying wounds they are truly monstrous to behold and only the bravest of warriors can stand before them with a steady blade and courage enough to use it.

Archaon's invasion of the Old World was accompanied by a sweeping tide of magical energy, a blustering storm amidst the so-called winds of magic. This allowed vast numbers of daemons to march southwards with impunity, walking the mortal realms as though they themselves were real, living beings. As the Storm of Chaos consumed the Old World, these children of Chaos banded together to form the horrific Daemonic Legions.

DAEMONIC UNITS

Daemons, by their very nature, vary greatly in appearance, and many different names may be used for even a single Daemon. As such, the units in the army selector have broad titles which cover a variety of different, specific units. An outline of what each unit represents is included below.

Greater Daemons are the largest and most feared servants of the Chaos gods, amongst them the Bloodthirster, Changer of Ways, Great Unclean One and Keeper of Secrets.

Daemonic Hordes represent all manner of lesser Daemons, such as Bloodletters of Khorne, Plaguebearers of Nurgle, Daemonettes of Slaanesh, Horrors of Tzeentch.

Daemonic Swarms are masses of small, ravenous Daemons, such as Nurglings, evil sprites or even clouds of bloated Daemonic flies which harass their enemies in great numbers.

Daemonic Cavalry represent lesser Daemons riding exotic mounts of their patron god, such as Daemonettes on Mounts of Slaanesh.

Daemonic Chariots are horrifying constructs, crewed by Daemons and pulled by powerful Daemonic Beasts. They include Bloodletters pulled by Juggernauts of Khorne, Plaguebearers pulled by Beasts of Nurgle, Daemonettes pulled by Steeds of Slaanesh, Flamers pulled by Screamers of Tzeentch, and so on.

Daemonic Hounds are packs of insubstantial Daemonic hunting animals. Most infamous amongst these are the Flesh Hounds of Khorne, but this category could also include packs of spectral black dogs and other savage beasts.

Daemonic Beasts are sturdier than Daemonic Cavalry, and represent Daemons riding larger, almost monstrous mounts, such as Bloodletters mounted on Juggernauts of Khorne or Plaguebearers mounted on Beasts of Nurgle.

Daemonic Flyers include all the packs of winged, levitating or magically-flighted monstrosities which blacken the skies around Daemonic legions, such as Screamers of Tzeentch, Chaos Furies and other unspeakable things.

DAEMONIC LEGION ARMY SELECTOR

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
<i>Daemonic Hordes</i>	<i>Infantry</i>	4	3	5+	-	3	75	3/-	-
<i>Daemonic Swarms</i>	<i>Infantry</i>	2	4	6+	-	3	45	-/4	1*
<i>Daemonic Cavalry</i>	<i>Cavalry</i>	4	3	5+	-	3	110	-/3	-
<i>Daemonic Hounds</i>	<i>Cavalry</i>	3	3	5+	-	3	85	-/2	-
<i>Daemonic Chariots</i>	<i>Chariot</i>	3	3	5+	-	3	95	-/3	-
<i>Daemonic Beasts</i>	<i>Monster</i>	5	4	5+	-	3	220	-/1	-
<i>Daemonic Flyers</i>	<i>Monster</i>	2	3	5+	-	3	80	-/1	2*
<i>Greater Daemon</i>	<i>Monster</i>	8	6	4+	-	1	300	-/1	3*
<i>Daemonic Overlord</i>	-	+2	-	-	9	1	-	1	4*
	<i>General</i>	-	-	-	-	-	135	-	-
	<i>Wizard</i>	-	-	-	-	-	160	-	-
<i>Daemonic Lord</i>	-	-	-	-	8	1	100	-/2	5*
	<i>Hero</i>	+2	-	-	-	1	-	-	-
	<i>Wizard</i>	+1	-	-	-	1	-	-	-
<i>Daemonic Power</i>	<i>Monstrous Mt</i>	+1	-	-	-	-	+50	-/1	6*

Common Daemonic Special Rules

Unless otherwise stated the following rules apply to all units in a Daemonic Legion army:

1. All units in a Daemonic Legion army ignore the -1 Combat penalty for fighting terrifying troops – you can't frighten them at all.

2. Daemons are insubstantial beings that may be banished back to the Realm of Chaos at any moment. Any unit reduced to one stand by either the end of the Shooting phase or Combat phase is removed from play, as their hold on reality is lost. Units removed in this way count as destroyed for the purpose of calculating Victory Points.

Special Rules

1. **Daemonic Swarms** can't be driven back by shooting and do not roll for drive backs. A Daemonic Swarm can never be equipped with magical items.

2. **Daemonic Flyers** can fly, and follow the rules for flying units given in the Warmaster rulebook. Daemon Flyers are an exception to the normal conventions for basing monsters, in that they are based along the long edge in the same way as infantry, rather than the short edge like other monsters.

3. **Greater Daemons** can fly, and follow the rules for flying units given in the Warmaster rulebook. Some Greater Daemons have huge wings, whilst others can teleport or move themselves over great distances through sheer force of will.

Greater Daemons are terrible creatures to behold, and all but the bravest warrior would be paralysed to the spot if ever they saw one. A Greater Daemon causes *terror* in its enemies, as described in the Warmaster rulebook.

A Greater Daemon cannot be banished like other Daemons but if it has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Greater Daemon is badly hurt all cumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 3 Hits and 4 Attacks).

4. A **Daemonic Overlord** is the army's general. When choosing your army you must select a general from the list, paying the points cost as indicated. You can choose to select either a standard general or a general who is also a wizard. If you choose a general that is a wizard he has the same abilities as a general and a wizard, but does not reduce his Command range. He can cast spells as a wizard and may carry a magical item allowable to either a general or wizard.

A Daemonic Overlord can fly as described in the Warmaster Rulebook for characters that can fly. Some Daemon Overlords have huge wings, whilst others can teleport or move themselves over great distances through sheer force of will.

5. A **Daemonic Lord** may be either a hero or a wizard. You may have any combination of heroes or wizards in your army, but the total number may not exceed the maximum number of Daemonic Lords allowed for the size of game you are playing. A Daemonic Lord can fly in the same manner as a Daemonic Overlord.

6. **Daemonic Power.** A Daemonic Overlord or Daemonic Lord can be granted the gift of Daemonic Power for the additional points indicated. This gives the Daemon +1 Attacks and it counts as causing *terror*, as described in the Warmaster rulebook. Daemonic Power is treated as a Monstrous Mount for Daemonic Characters because characters of this strength and stature need to be treated as such for the purpose of movement, terrain, etc.

Daemonic Spells

Summon Daemon

4+ to cast.....Range: 60cm
This spell may be cast on any Daemonic unit that has lost one stand (ie. has two stands remaining). The wizard must be able to see his target to use this spell. If successful, the unit is immediately returned to full strength (3 stands).

You must be able to place the summoned stand in formation with the existing stands in the unit. If cast on a Daemonic unit in combat, then summoned stands may be placed so they are touching enemy models, and will count as charging.

Daemonic Rage

5+ to cast.....Range: 30cm
This spell affects each friendly unit within range regardless of whether the wizard can see his target or not. The spell takes effect for the duration of the following Combat phase and adds +1 Attack to every friendly stand within 30cm of the wizard, including character stands. A unit or character can only have one *Daemonic Rage* cast successfully upon it at any time.

Sorcerous Blast

5+ to cast.....Range: 30cm
The wizard must be able to see his target to use this spell and it cannot be directed against a unit engaged in combat. *Sorcerous Blast* is treated like three ordinary shooting attacks, except that armour has no effect (all targets count as having no armour). A unit can be driven back by *Sorcerous Blast* as with ordinary shooting.

Daemonic Frenzy

6+ to cast.....Range: 30cm
This spell can be cast on any Daemon unit that is in combat and within 30cm of the wizard. The effects last for the duration of the following Combat phase and allow the unit to re-roll any failed To Hit rolls in combat.



Authors	<i>Matt Keefe is in charge of Warmaster as well as looking after Epic and BFG.</i>
	<i>Tom Merrigan looks after the Fanatic studio and is an avid writer and all-round Aussie.</i>
Further Information	<i>The Storm of Chaos Campaign will continue throughout summer. The Storm of Chaos Warhammer Armies book is available from all GW hobby centres as well as GW Direct. Keep up with the campaign on the Storm of Chaos website.</i>
Websites	<i>www.Warmaster.co.uk</i> <i>& www.Games-Workshop.com/StormofChaos</i>

ARCHAON'S IMMORTAL ALLIES

Khornc



Nurgle



Slannesh



Tzeentch





THE DAMOCLES GULF CRUSADE

Part II, by Nate Montes

Having only expanded into space in the last thousand years, the Tau have only recently been encountered by the Imperium. Though frontier colonies, Rogue Traders and dissident Imperial elements may well have long known of the Tau and their emergent empire, but for the fighting men of the Imperial Navy first contact did not come until the dawn of the war known as the Damocles Gulf Crusade. Here, continuing from his article in issue 19 of Battlefleet Gothic Magazine, Nate Montes presents background and scenarios from the war...

SCENARIO THREE: PURSUIT AT RESVAR SIX

Forces: The attacker may use up to 1,000 points of ships, but may NOT use his or her fleet commander's flagship or re-rolls for this scenario. The defender may use either a Demiurg Stronghold commerce vessel or two Demiurg Bastion cruisers (see BFG magazine #6, p.4 or #10, p.4 for appropriate rules) along with a Tau fleet consisting of any vessels on the current Tau fleet or allies list, as outlined in BFG #17 except Hero class cruisers. The entire defending fleet cannot total more than 2,000 points. In addition to this limit, the Tau fleet may separately include any number of ships that survived the first scenario, as described below. The Tau player, is encouraged to use or proxy, Nicassar Dhows for this scenario.

Battlezone: This scenario is set in the flare or Mercurial regions, where Demiurg vessels will typically hide owing to the unique properties of their shields. Roll for celestial phenomena normally.

Set-Up: Forces approach each other from opposite short table edges. The Demiurg vessels are placed in the centre no more than 60cm from the attacker's table, facing

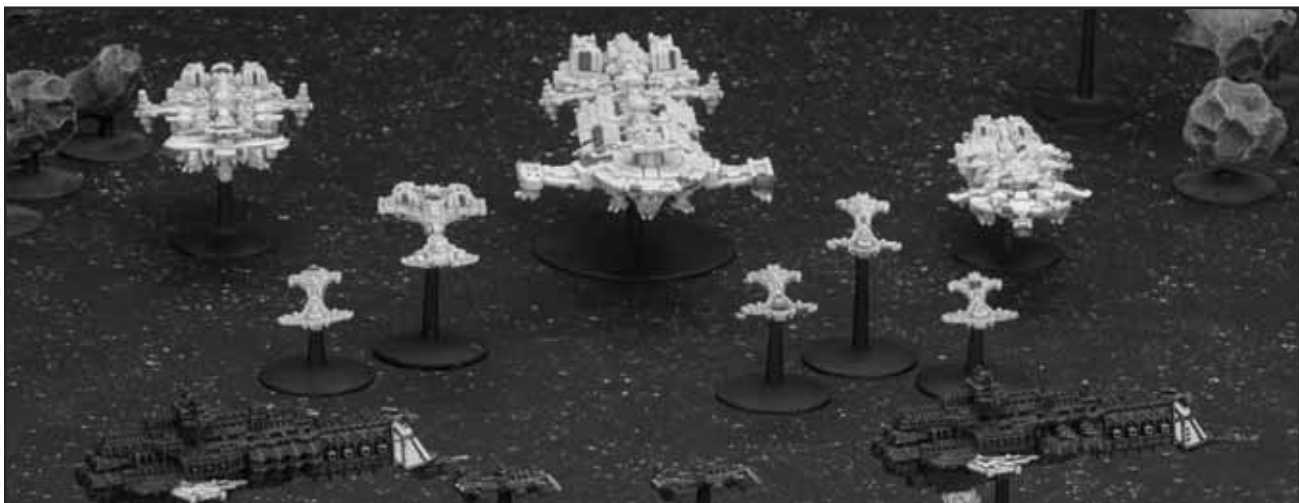
directly away from it. The attacker's vessels are then situated anywhere up to 15cm away from the short table edge closest to the Demiurg ship. The Defender then situates the remaining Tau fleet along the opposite table edge, but the additional ships from the previous scenario are kept off the table for now.

First Turn: The attacker takes the first turn.

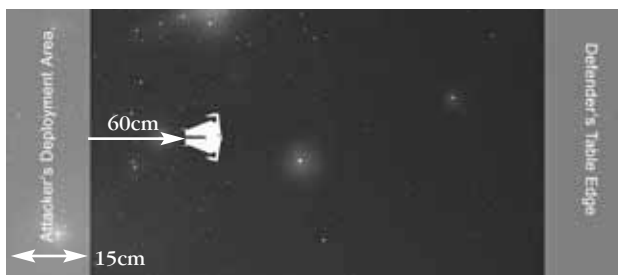
Special Rules: Demiurg ships may move, shoot and make special orders normally. However, as they understand that the approaching Tau fleet is coming to relieve them, any circumstance that would result in their attempting to disengage or turning toward the nearest table edge instead results in their moving directly toward the opposite short table edge.

Game Length: The game ends when all Demiurg vessels in play leave the opposite short table edge or are destroyed.

Tau Reinforcements: On every turn after the first turn after the Tau player has declared special orders, he or she may roll a D6. Tau reinforcements from the first battle may



The Tau fleet launches a surprise attack upon the imperial ships



be placed on the defender's table edge on a roll of 6, with the required roll reducing by one after every game turn (5+ in Turn 3, 4+ in Turn 4, etc.). Any number of Tau ships or escort squadrons (Orcas can only be used if their carrier vessels are included in the fleet) that survived the first battle may be used if desired. However, as they have arrived directly from another battle via the slow method that Tau vessels travel through interstellar space with little turn-around time, escort squadrons may only use surviving vessels, and capital ships with sustained damage may only repair D2 Hits before entering play, though all critical damage is repaired.

Victory Conditions: Victory Points can be tallied normally for crippled and destroyed ships to determine the winner in addition to the following modifiers:

Defender's Major Victory (+2 renown): The Tau fleet not only manages to safely escort the Demiurg vessels out of harm's way (even if crippled), but every enemy capital ship that approached within 30cm of the Demiurg vessel, or any Nicassar Dhows, was completely destroyed to prevent the Imperium from discovering the extent of the Tau's relationship with other races. If Bastion class cruisers are used for this scenario, either both must survive in any condition or the one remaining survivor must not be crippled to count this bonus.

Attacker's Victory (+1 renown): The Imperial task force manages to completely destroy the Demiurg vessels before they make good their escape regardless of the losses sustained, straining the Tau's delicate alliance and temporarily cutting off their access to advanced technology.

Attacker's Major Victory (+2 renown): Not only was the Demiurg vessel completely destroyed, but at least one capital ship that approached within 30cm of either a Demiurg or Nicassar vessel managed to escape by moving off the closest table edge. The Imperium must find out the extent to which this upstart race has polluted the galaxy by trucking with other races not graced by the Emperor's benevolent light.

THE BATTLE OF RESVAR VI

The Imperial fleet, led by Captain Arvin Stenhoffor aboard the battlecruiser *Strominger*, had received signs for more than three months that at least one Demiurg vessel was operating in the system. Even with detailed information about their known behaviours, provided by Genetor Makim Fresnle, it was a vast volume of space that had to be covered, and even with constant scouring with attack craft patrols ranging out to nearly the limits of their endurance, the elusive Demiurg vessel slipped from their grasp again and again, playing hide and seek among the many gas, dust and plasma clouds that swirled around the nearby star. As the flotilla entered its fourth month of seemingly fruitless patrols, they seemed to be blessed by the Emperor. A major plasma leak had apparently caused the Demiurg ship to come out of hiding, for sudden augury spikes brought them into plain view as they suddenly turned and headed out-system, struggling to make it far enough from the star to make a safe transition into the Warp.

Captain Stenhoffor ordered the fleet to converge on the xenos vessel as his bombers quickly leapt from their launch cradles in pursuit. As the fleet closed to intercept, reports started coming in of multiple undefined contacts at extremely long range coming out from behind one of the scattered asteroid fields. A Tau fleet was approaching, and it was a large one from the looks of things.

As the fleets came together and began rebuffing scattered waves of automated Demiurg attack craft, Tau Mantas pushing far ahead of the main thrust began interspersing themselves between the Demiurg vessel and the attacking fleet. The Imperial commander could not know that this was little more than an elaborate ruse, a carefully orchestrated example of the Kauyon, the "Patient Hunter" school of thought so favoured by Kor'O Mesme. Literally translated as "combination" or multi-talented, his skill at handling the fleet as an extension of himself as he drew the enemy into combat on his terms was legendary. Surrounded by the tactical displays that would be his eyes and ears for the coming battle, he glanced up as Aun'Shear, the Ethereal guiding them during this voyage, nodded approvingly before settling into his blast couch. He was fully aware of the significance of the battle taking place here. Two Il'fannor starships had elegant Nicassar Dhows in tow, and it would be beneath him to withhold such useful assets from the coming battle. On the other hand, it was likely that the humans had no knowledge of their existence, and Aun'Shear stressed repeatedly how, in the interests of the Greater Good, this must remain so for the time being.

"No matter," was his reply when presented with this 'information'. Our crews are skilled, and our ships are strong. We will not falter at this task. Should the need arise, the Gue'la will not be given an opportunity to take this

information away with them.” He wished no ill toward the Gue’la that approached, and in fact held a passing fascination for their ships that individually were technically superior. He knew confidently, however, that this particular gap between their races was only temporary, and they did not, and could not, understand the rigorous discipline the Kor’vattra brought to the Greater Good. If they approached too close, they would be stopped. He would make it so, for was he not O’Mesme? Should the need arise, he could easily reconfigure his carefully drilled formation to deliver Mont’ka, the Killing Blow. They would be given a chance to withdraw, but should they engage, none would escape.

SCENARIO FOUR: ASSAULT ON PRA’YEN

For almost two years Admiral Jallaque made preparations for the fleet to cross the Damocles Gulf and put an end to the emerging threat once and for all. Expeditionary and reconnaissance forces were sent throughout the region of the Perdus Rift and the Damocles border stars, attempting to size up the foe they were arrayed against. There were notable successes, such as the planetary assault in the lightly-defended Viss’el system that eliminated all Tau presence in the area. These were tempered with considerable concerns, however. The task force sent to Resvar had seemed to disappear without a trace, and Imperial Fists Captain Taelos returned with an envoy from the distant world of T’olku with disturbing intelligence that the Tau had significantly more military resources at their disposal than originally anticipated. When collated with reports of new ship types being sighted by transport captains supplying the Imperial colony worlds along the Perdus Rift, only one course of action seemed clear. There was no way the fleet would be able to defend Nimbosa, Fris and the other dozen or so colony worlds simultaneously from the alien threat intent on establishing colonies of their own; not merely intending to conquer but instead apply the much more insidious, subversive and seductive concept of peaceful cohabitation, as if any truly loyal Imperial citizen would be willing to cast his lot with the alien. There was, however, only one major system from which the Tau could launch a major push against the colonies of the Rift, and that was the system the aliens referred to as the Dal’yth Sept. Reconnaissance indicated that with the exception of the Dal’yth homeworld, only the seventh, outermost planet

mounted any sizable defence. Known as Pra’yen, its defences seemed as woefully inadequate as the orbital colonies that were easily swept aside at Viss’el, and the decision was made: the Crusade would begin in earnest. In late 744.M41, two years after the Crusade was first assembled, the fleet set out on the five-month voyage across the Damocles Gulf. Approaching as close to the system as they dared in the turbulent Warp, the fleet smashed into normal space, bent on either taking or destroying the system. The fleet approached the outer planet with little concern, intent on brushing its defences aside and cleansing it so that they could quickly move on to the primary world. Little did they know, however, that despite its similarity to the habitat clusters around Viss’el, this was a fully armed and operational military outpost, and an entire fleet was hiding nearby waiting as the patient hunter, ready to spring their trap...

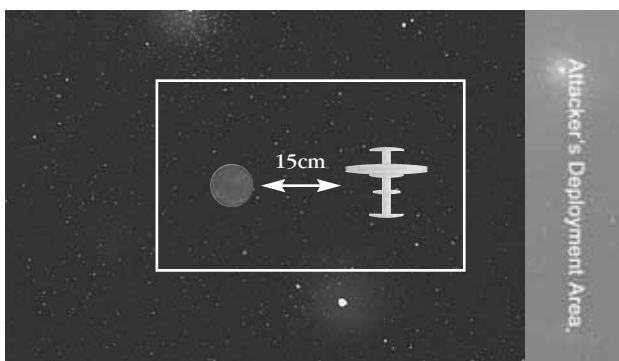
Forces: Both sides have an equal number of points for this scenario. The attacker can use any number of ships desired from his available fleet list (including fleet replacements and reinforcements). The attacker must use his fleet commander’s flagship and any number of ships required to field it (such as two cruisers, if the flagship is a battlecruiser), as well as at least two Space Marine strike cruisers. The attacker may also have two transports for every 500 points of Imperial Navy vessels (NOT Space Marine ships) in the attacking fleet, and for 30 points each may substitute a heavy transport for every two regular transports counted against the attacking fleet list’s point total.

The Tau fleet can use any number of ships in his or her fleet list (including fleet replacements and reinforcements), but may not use Nicassar vessels for this battle. The defender may also include, for free, a Tau Orbital cluster with the characteristics shown opposite:

Additionally, the defender may have up to D6x10 points worth of planetary defences for every 500 points in the attacker’s fleet list, arranged in any combination desired. If high-orbit defences are desired, orbital platforms can only be used as per the characteristics on the following table. Each platform can only use one weapon system, for the total cost as indicated.

Battlezone: Pra’yen is a medium planet set in the Outer Reaches region of the system. Set a medium planet on the table, as it would be for the Planetary Assault scenario on p.76 of the rulebook (roll for a moon if desired). Roll for Outer Reaches celestial phenomena normally, ignoring any result that produces another planet.

Set-Up: The defender sets up first, as described on p.76 of the rulebook, but the Tau Security Orbital Station must be placed at an equal distance from the long table edges on



Tau Security Orbital Clustervarious points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	1	5+/4+ Rear	5
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	PTS	
Railgun Batteries	45cm	3	All Around	30 points	
Ion Cannon Batteries	30cm	1	All Around	30 points	
Launch Bays	Barracudas: 25cm Mantas: 20cm	1 squadron	N/A	35 points	
Gravitic Hook	Capacity: Up to 1 Orca			25 points (+ cost of Orca)	
Torpedoes	Speed: 40cm	4	All Around	35 points	

Tau Security Orbital Station120 points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12	0cm	n/a	1	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Railgun Batteries	45cm	3	All Around		
Ion Cannon Batteries	30cm	3	All Around		
Launch Bays	Barracudas: 25cm Mantas: 20cm	1 squadron	N/A		

Note: Forgeworld's new Tau Space Station model for Battlefleet Gothic would be great for this scenario.

the side of the planet facing the attacking fleet, no more than 15cm from the template edge. All other planetary defences may be set up normally. As the attacking fleet is not anticipating major resistance, it is not approaching the planet with intent to surprise the enemy, giving the Tau defenders time to properly situate their fleet. The attacker does not get a chance to position any of the defender's vessels. The attacking fleet sets up normally for planetary assaults. A separate low-orbit table will be required.

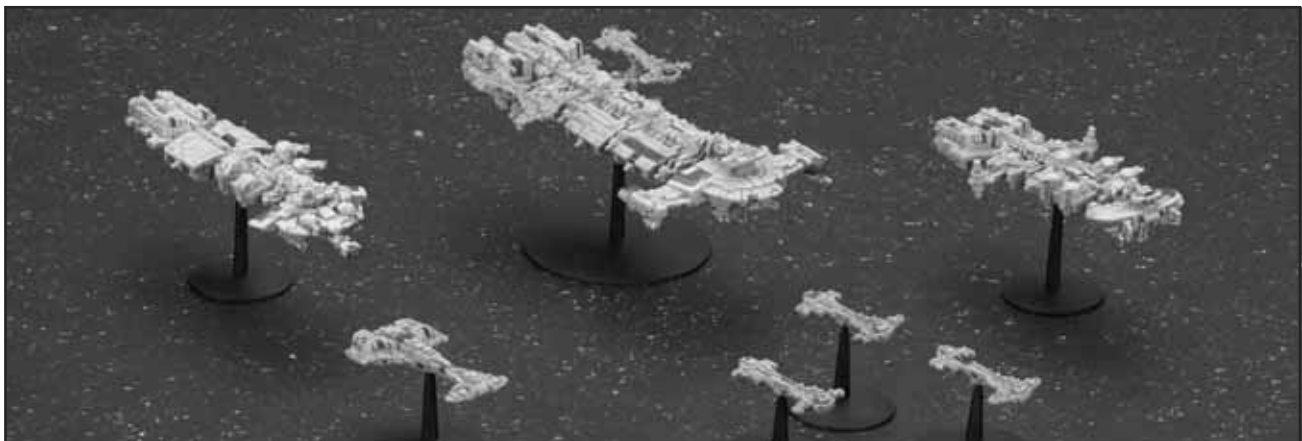
First Turn: The players roll a D6. Whoever gets the highest may take either the first or second turn.

Special Rules: Except where described differently, this scenario follows all rules set on p.76 of the rulebook.

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

Victory Conditions: These are determined normally for Planetary Assaults as described on p.76 of the rulebook.

Author	Nate Montes is a long-time Battlefleet Gothic player, and a member of the Rules Review Committee. He has playtested the Tau since their earliest development.
Further Information	Interested in the Tau? Full rules for the Tau in Battlefleet Gothic can be found in Battlefleet Gothic: Armada, whilst the full range of Tau models is available from Games Workshop.
More BFG	Turn to page 50 for Tau Tactics.
Website	www.BattlefleetGothic.com



The Tau fleet in all its glory



AN ELDAR ENCOUNTER

A Battle Report by Jervis Johnson & Matt Keefe

The Epic game rules allow you to take command of armies of mighty warriors and powerful war engines as they clash in apocalyptic conflict with their foes in order to decide the fate of the entire galaxy. Epic models are smaller than the miniatures used for Warhammer 40,000: a warrior stands 6mm high, and a tank is only a centimetre or two long. This small scale allows you to command armies made up of hundreds of infantry and dozens of armoured vehicles, as well as gigantic war engines and countless weapons of world-shattering power. Epic provides rules that will allow you to represent all this on the tabletop – and much more besides!

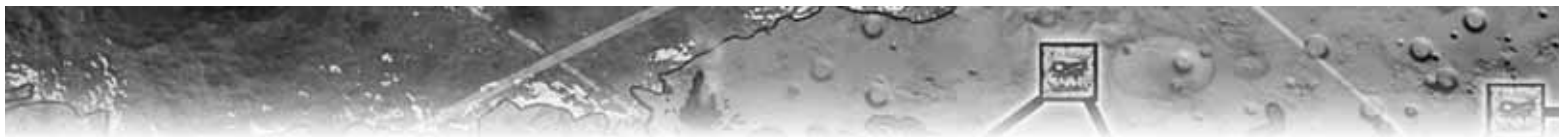
It is traditional that battle reports start off with the words something like this: “The kindly editor of this magazine asked me if I would like to take part in a battle report with a Space Marine army, and I leapt at the chance!”. The reality is, of course, rather different. Over the years battle reports have become an integral part of the magazines that Games Workshop publishes, to the extent that it is really impossible to imagine an issue of White Dwarf without at least one battle report in it. This is understandable, after all, battle reports cut to the heart of what the Games Workshop hobby is all about – playing games with toy soldiers – and they also provide an admirable vehicle for introducing players to new armies and alternative ways of playing games.

For these, and numerous other reasons, the same rule will apply in Fanatic magazine. In other words, you can expect to see at least one battle report per issue of this magazine! This being the case it was no surprise when Andy started hassling me about a report for Issue One of Fanatic. The trick was to come up with a subject matter for the report that would avoid the pitfalls that battle reports can easily fall into. Now I’ve been writing battle reports for quite a few years now, and I know from experience that it’s very easy for the writer to produce a battle report that is simply a turn by turn description of a game that they have played. On the face of it, this doesn’t seem like much of a problem, after all if there is one thing that all battle reports have, it’s the description of a battle. However, while this is true up to a point, what it disguises is that a battle report is also a magazine article, and magazine articles really need to have a point. To put this another way, a good battle report needs to illustrate a specific point, not just be the description of a game that was played.

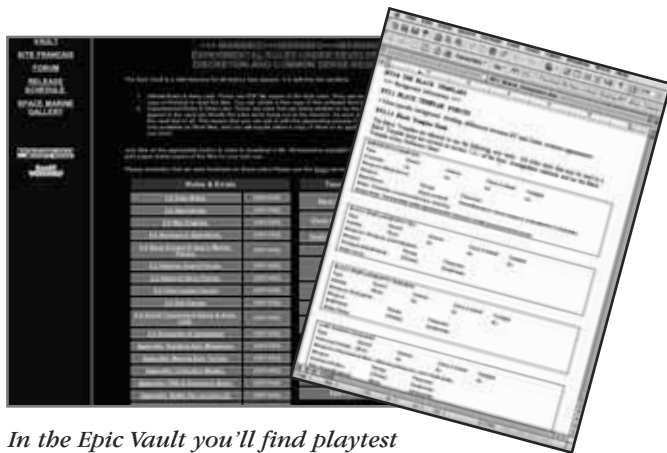
Anyway, Andy knew that he needed a battle report for this issue of Fanatic, so he asked me if I would do an Epic battle report for him. I agreed (well, I couldn’t leave him with an eight page gap in his magazine, now could I?), and

started to ponder what the report would be about. The obvious choice was simply to fight a battle between Space Marines and Orks, and use the report as a way of introducing players to the new Epic game system. However, I’d already done exactly that for White Dwarf magazine some three months earlier, and it seemed rather pointless to me to cover the same ground again so soon (you can check out the report in WD290, or you can download it from the resources section on the Epic website at www.epic-battles.com). Instead, I decided to do a report of one of the playtest games of the new Eldar army list we’re working on for Epic. On the face of it this may seem like a rather perverse choice, if only because we won’t actually be releasing the Eldar army until early in 2005. However, I wanted the chance to explain a little bit about how the development process is working for new armies for Epic, and I also knew that there are quite a few players out there who have Eldar armies from previous editions of Epic, and I wanted to show them how they can use those armies with the playtest army list we’re working on. Doing a battle report with the Eldar seemed like the perfect way to address both issues.

So, how does the development process work for new Epic armies? Simply put, it is an ‘open’ or ‘transparent’ process, where the new army lists I am working on are placed on web page, where they can be downloaded freely by anybody that wants to do so. This web page is known as the Epic Playtesters Vault, and it can be found at <http://www.specialist-games.com/epic40k/Vault.htm>. Connected to the Vault is a forum, where people who have tried out the army lists in the Vault can provide me with feedback, and where I can do my best to explain the reasoning behind the lists being the way they are. At the time of writing there are army lists up in the Vault of the Eldar, Tyranids, and Chaos, and hopefully by the time you read this there will also be lists for Necron and Tau armies. Now, it’s important to understand that the material you find in the Playtesters Vault is not the highly polished stuff you’d expect to see in our rulebooks or magazines. The



files are simple Word files (or PDFs of Word files), with no illustrations, and often very little background material. Basically, as I write the material, it goes up in the Vault, so the files represent the 'raw' rules that we are trying out ourselves in the Fanatic Studio, complete with typos and grammatical errors, and other gaffs. As I get feedback on the rules, I update the files, putting the newly updated material in the Vault as soon as its written.



In the Epic Vault you'll find playtest material and forums to feedback.

This process has resulted in some of the most carefully tested and balanced army lists I've ever worked on, thanks mainly to the tireless efforts of the members of the Vault, who willingly sacrifice their time to try out the new lists, and then post reports on the forum explaining what happened in their games, and what areas of the new lists require tweaking, fine-tuning or whole-sale changes. Meanwhile, at the Studio we're playing games too, and, between the feedback from the testers in the Vault and our own experience, we're able to refine the lists so that they provide a pretty well-balanced game.

Aside from answering questions about Epic on the forum, the main part I play in the design process is to concentrate on ensuring that each army list retains a unique character and style, and doesn't end up getting 'blanded out' as we try to balance out the army lists. One of the problems with developing army lists is that the desire to create equally balanced armies can end up creating armies that are basically the same, or at least very similar, and this can end up making them very similar and therefore dull to play. One of my principle design goals with Epic was to try and ensure that each army 'played' differently, which basically boils down to making sure that tactics which will work well with one army, won't necessarily work well with another. This is actually rather harder than it sounds, but I think we've got pretty close to achieving balanced armies that play very differently in Epic.

With the Eldar my aim was to create an army that excelled at hit and run tactics, using high speed and

manoeuvrability to compensate for its relatively low numbers of lightly protected troops. On the other hand, I wanted to make sure that if the Eldar tried to go 'head-to-head' with an enemy, they would probably end up the worse off for it. Combined, these two things would mean that a successful Eldar player would have to concentrate on maximising the Eldar's strength at hit and run combat if they wanted to have a good chance of winning.

There were two ways I went about achieving this goal. The first was on the unit data sheets, which provide the Eldar with a wealth of units with excellent firepower and speed, but very little in the way of heavy armour. In addition, a high proportion of the units in the Eldar army are either skimmers (ie. units that can fly over difficult terrain), or are units that can be transported in skimmers. A quick comparison of the unit data for the Eldar units used in the battle report compared to the Space Marine units we used will show exactly what I mean. The other thing worth noting is that Eldar weapons are quite short ranged. This is quite deliberate, and encourages the Eldar to use their high speed and special abilities (more of which below) to engage the enemy from short range, rather than getting involved in long range firefights. However, while the unit data sheets were an important element in creating the character of the Eldar army, it was the special rules that apply to the Eldar army as a whole that really sets it apart from the other armies already used in the game. I've included the Eldar special rules along with this article, so you can see how they work.



For our battle report we decided that I'd take the Space Marines and that Matt Keefe would command the Eldar. At the time of writing we'd only just got the core Epic rules off to the printers, and although quite a lot of work had been done on playtesting the Eldar, Matt hadn't had a chance to use them before. Because of this, and also in order to keep this battle report down to a reasonable size, we decided to play a small 1,500 point game based on one of the training scenarios in the Epic: Armageddon rulebook. These training scenarios pit Space Marines against each other in a series of games that slowly introduce new players to the nuances of the new Epic rules. We simply took one of the larger training scenarios from late on in the rules, and swapped one side for a small Eldar force, carefully chosen to include some of the most important elements in the Eldar army list. The games was played on a small 4' square gaming table, with the aim being to capture two out of three Objective markers and hold them for a single turn. I'll let Matt take over and explain in his own words what happened during the game...





ELDAR ARMY



The Host of the Golden Shrine 300 points

Eldar Aspect Warrior Warhost: Three Howling Banshee units, three Striking Scorpion units, plus two Exarchs



The Host of the Ebony Tower 425 points

Eldar Guardian Warhost: Nine Guardian units, including one Farseer, three Falcons and three Wave Serpents



The Stormriders 200 points

Eldar Windrider Squadron: Six Jetbike units



Lii-yf'Roshy' Squadron 300 points

Eldar Falcon Squadron: Six Falcon units



Rhiatha-Rhiatha 250 points

One Eldar Storm Serpent

TOTAL: 1,475 points

JUGURTHA'S IMPERIAL FISTS FORCE



Detachment Jugurtha 350 points

Tactical Detachment: Six Space Marine Tactical units, including the Commander, plus three Rhinos



Detachment Seleucus 350 points

Tactical Detachment: Six Space Marine Tactical units, plus one Dreadnought and three Rhinos



Detachment Tarsis 175 points

Assault Detachment: Four Space Marine Assault units



Detachment Porus 400 points

Land Raider Detachment: Four Space Marine Land Raiders



Detachment Hermes 200 points

Five Space Marine Land Speeders

TOTAL 1,475 points



Imperial Fists Jugurtha's Detachment

This Battle Report was played before the new metal Rhinos and Land Raiders were released, so we used plastic versions from our collection instead.



Eldar Army



ELDAR REFERENCE SHEET

Strategy Rating: 5+ **Initiative:** Avatar, Aspect Warriors, Harlequins, and War Engines 1+, all other formations 2+

SPECIAL RULES

Keep The Initiative: Eldar formations that include a Farseer may ignore the -1 penalty for trying to retain the initiative. In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row.

Hit & Run Tactics: Eldar formations that take advance or double actions may choose to shoot either before or after each move. In addition Eldar formations that win an assault are allowed to move any distance up to their Speed value when they consolidate.

Lance weapons: A unit with reinforced armour that is hit by a lance weapon is not allowed to re-roll its saving throw.

Pulse weapons: If a pulse weapon hits, then you may roll to hit again, and you may keep on rolling until you miss or the pulse weapon has scored a total of 3 hits.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols Witch Blade	(15cms) (contact)	Small Arms Assault Wpn, MW, +1A	Commander, Invulnerable Save, Keep The Initiative
Guardians	INF	15cm	none	6+	4+	Shuriken Catapults	(15cms)	Small Arms	
Jetbikes	INF	35cm	4+	6+	4+	Shuriken Catapults	(15cms)	Small Arms	Skimmer, Mounted
Exarch	CH	na	na	na	na	Exarch Weapon	(contact)	Assault Wpn, +1A	Inspiring
Howling Banshees	INF	15cm	5+	3+	5+	Shuriken Pistols Banshee Mask	(15cms) (contact)	Small Arms Assault Wpn, 1st Strike	
Striking Scorpion	INF	15cm	4+	4+	5+	Shuriken Pistols Mandiblaster	(15cms) (contact)	Small Arms Assault Wpn, +1A	
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Reinforced Armour, Skimmer, Transport (2)
Falcon	AV	35cm	5+	6+	4+	Falcon Pulse Laser Scatter Laser	45cm 30cm	AT4+, Pulse AP5+/AT5+	Skimmer, Transport (1)
Storm Serpent	WE	20cm	5+	6+	5+	Storm Serpent Pulse Lasers Twin Shuriken Cannon	45cm 30cm	2 x AT4+, Pulse AP4+	Reinforced Armour, Skimmer, Transport (6), DC3, Critical = see sheet

TURN 1

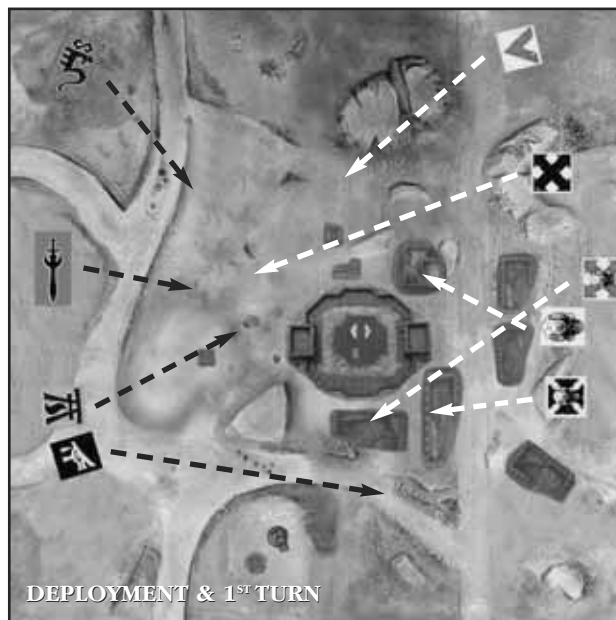
The Eldar take the initiative, and choose to take the first action.

Eldar Action

Matt nominated the Falcon troupe as the first formation to move, and attempted a March action with them. The Action test scored a 3 (a success!) and so the Falcons carried out their action. Since Matt had deployed the Falcon troupe on the road, and chose to keep them on it for their entire move, the action became a Road March. This is a special action which applies to any unit making a March move along a road, and adds +5cm to the Speed of each individual move (remember, a march is three separate moves, not one triple-sized move), and with the Falcons' already impressive Speed of 35cm, this extra move allowed them to speed right across the board and take up position behind some ruins well into the Space Marines' half of the board. With Matt declining to retain the initiative, play passed to Jervis' Space Marines.

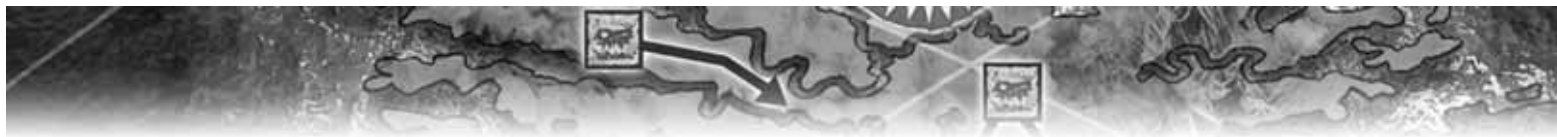
Space Marine Action

The Tactical Detachment containing a Dreadnought was named as the first Space Marine formation to attempt an action, in this case a Double action. Space Marines have a 1+ Initiative, and with no penalties to deter them, they passed their Action test without the need to roll a dice. With their speedy Rhino transports, Space Marine detachments usually move quite swiftly, but the presence of a Dreadnought slowed the formation to just 15cm per move. The Double action allowed the Space Marines to move twice, giving them enough speed to reach the cover



of a large set of ruins just ahead of their deployment position. A Double action also allows the formation to shoot (albeit with a -1 To Hit penalty), and from here the formation opened fire on the rapidly advancing Falcons on the road ahead of them, destroying one of the skimmers and placing two Blast markers on the formation.

Jervis decided not to retain the initiative, and play instead passed back to the Eldar.



Strategy

The Eldar have a strategy rating of 5, as do the Space Marines, meaning that in this game the two sides are so evenly matched that who gets to go first in a turn will be decided solely by the throw a dice – ie. by complete luck!

Eldar Action

For his next action, Matt nominated the Storm Serpent to make a Double action. As a war engine, the Storm Serpent benefits from an Initiative rating of 1+ and so no dice roll was required. Unfortunately, again due its war engine status, the Storm Serpent is relatively slow with a move of just 20cm, but, like the Falcons, the Grav Tank had been deployed to the road, so again benefitted from +5cm per move. This 50cm total move was enough to carry the Storm Serpent and its valuable cargo of Aspect Warriors forwards to a bluff overlooking the battlefield.

Space Marine Action

In response, the advancing Storm Serpent, Jervis decided to take a Double action with his Land Raiders. As normal, no Action test was required, due to the Land Raiders' Initiative of 1+. The Land Raiders moved to within range and line of fire of the Storm Serpent, and opened fire. Land Raiders are usually extremely powerful against other vehicles, each possessing two AT 4+ shots. Even with the -1 penalty for doubling, you would expect to score a fair number of hits, but Jervis' dice betrayed him and only a single hit was scored, which was promptly saved by the Storm Serpent 5+ armour. Still, a Blast marker was placed on the Storm Serpent.

Eldar Action

Alongside the Storm Serpent, the Eldar Guardian Warhost made an Advance action inside their Falcon transports. The Falcons then opened fire on the Land Raiders, destroying one of them, even with their 4+ save and reinforced armour (which allows a re-roll of a failed save).



Land Raiders guard the pass

At this point, Matt decided to try and retain the initiative for the first time in the game. The Jetbikes were nominated for a March action, but a dice roll of 2 meant a failed Action test and hence the formation was forced to make a Hold action. The Jetbikes chose to make a single move, and then received a Blast marker for the confusion resulting from a failed Action test.

Space Marine Action

With all Eldar formations having already taken an action, Jervis was now free to take actions with his remaining formations. Once one player has finished moving all their forces, the other player no longer suffers the -1 penalty for retaining the initiative, so all further actions by the Space Marines were automatically successful.

First up, the Assault Marine detachment marched, using their jump packs to move halfway across the board and take cover in a set of ruins just back from the Falcon detachment on the road.

The Tactical detachment, led by a commander, followed next. They Doubled and took up position in a ruined building just behind the helipad at the centre of the battlefield. The Double action does allow shooting, but with no target in range the detachment could not fire.

Finally, the Landspeeder detachment also Doubled, moving from their position at the rear of the table, right up towards the middle, skimming over the helipad and halting alongside the Eldar Guardian Warhost. The Jetbikes opened fire, scoring two hits and, since the Land Speeders are armed with macro-weapons, one Guardian unit and one Falcon were immediately destroyed, resulting in three Blast markers on the Warhost. The Eldar were already beginning to look distinctly mauled.

TURN 2

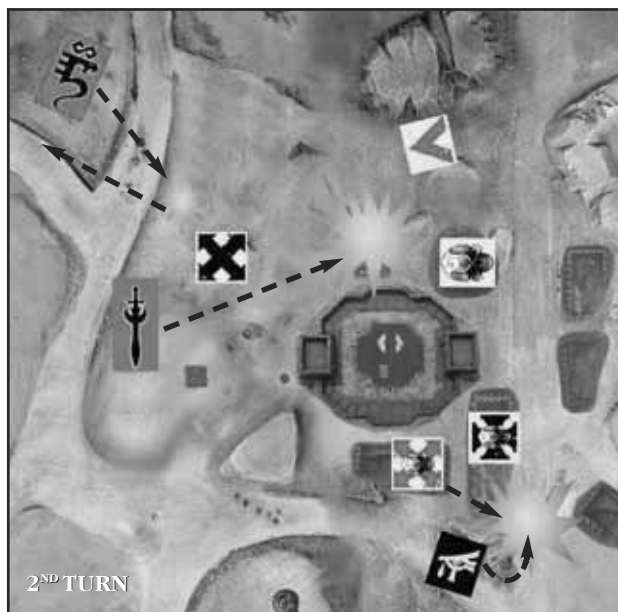
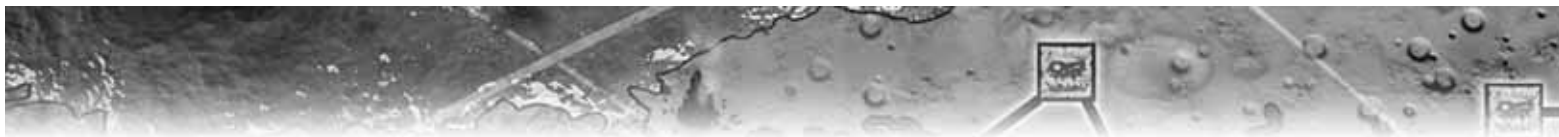
Strategy Phase

Another turn, another dice roll and again the Eldar came out top, taking the first action yet again.

Eldar Action

The Eldar Falcons again moved first, advancing then opening fire on the Tactical detachment hidden amongst the ruins. The cover proved very effective for the Space Marines and only the accompanying Dreadnought fell victim to the Falcons' laser weapons.

At this point, Matt again chose to attempt to retain the initiative. Having realised his earlier mistake, Matt used the Guardian Warhost for the attempt.



The accompanying Farseer allowed the formation to ignore the -1 penalty for retaining, though they were still subject to the -1 penalty for carrying Blast markers. The Action test dice roll was a 4, a success (but only due to the presence of a Farseer) and so the Guardians engaged the tactical detachment along the back of the helipad.

The Eldar entered the assault with a decent set of firefight attacks, though hadn't reckoned on two things – the Space Marines' impressive armour and the Eldar's own lack of it. Worse, the size of the formations involved meant that the stands had necessarily spilled out across a wide area, and now the Land Speeders were close enough to provide supporting fire, bringing a hefty number of macro-weapons into the equation.

Most of the Eldar's own successful attacks simply bounced off the Space Marines power armour, making the combat rather one-sided and, despite causing a number of hits on

The Storm Serpent

The Storm Serpent is a new addition to the Eldar army, currently being playtested ahead of the Swordwind supplement. The Storm Serpent is a super-heavy grav tank (like the Cobra and Scorpion from previous editions of the game), but has the capacity to carry up to six stands of troops. The Eldar haven't previously had a super-heavy tank with a transport capacity, and so with no model to represent this new war engine, you'll notice that we've used the Cobra model throughout this battle report.

the enemy, the Eldar were soundly beaten. The difference in combat scores was so great that all surviving Eldar units were wiped out at the end of the assault, including the precious Farseer, the army's supreme commander.

Space Marine Action

With the heart torn out of the Eldar attack, Jervis launched a counter-attack on the Falcons. The Tactical detachment in the ruins took an Advance action, using the move to close with the Falcons and then shooting down one with their missile launchers. Next Jervis retained the initiative and engaged the Falcons with his Assault Marines.

The Assault Marines piled into the Falcons, receiving supporting fire from the Tactical detachment who had used their move to get within supporting fire range of the Falcons. The result was a whitewash, destroying all of the remaining Falcons for no loss to the Assault Marines.

Eldar Action

Realising that things were getting out of hand, Matt tried to launch a counter-attack of his own with his Jetbikes against the Space Marine Land Speeders. Unfortunately Matt's luck now completely deserted him, and the Jetbikes were roundly beaten in the ensuing combat. Broken, they fled back to the Eldar's table edge.

At this point we stopped the game, as it was clear that the Eldar had lost. They had suffered heavy casualties for almost no loss at all to the Space Marines.

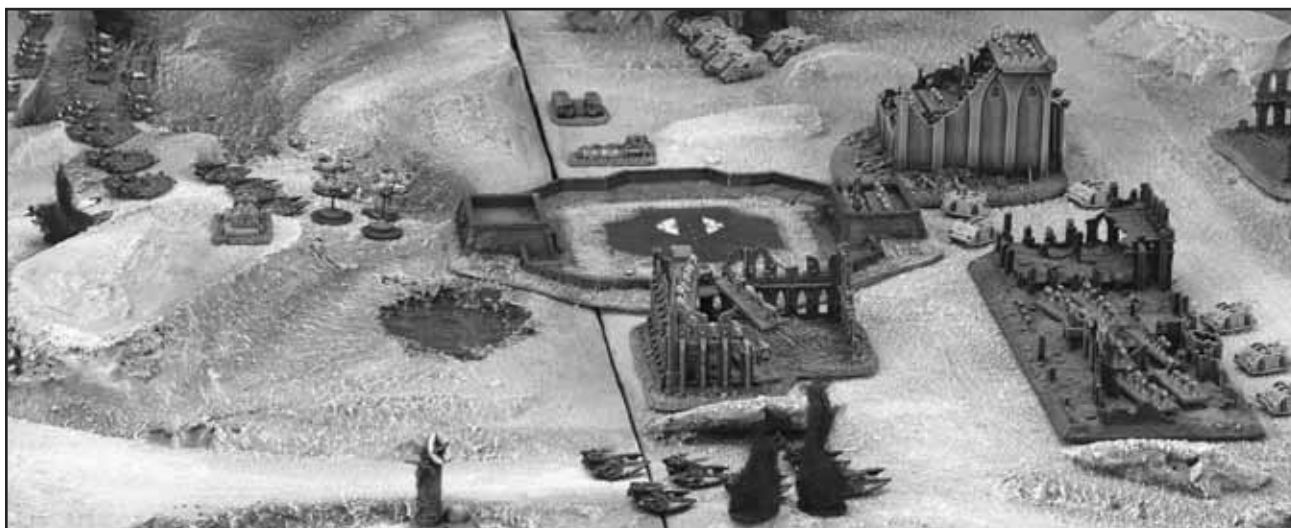
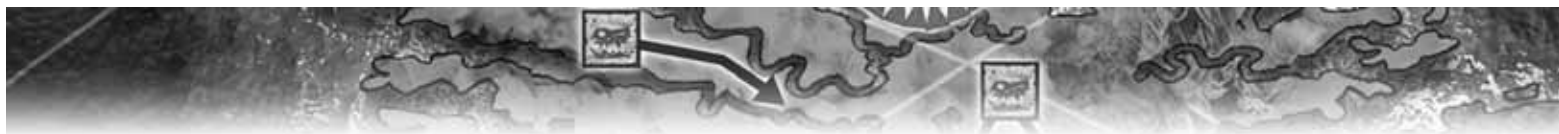
CONCLUSION

By Jervis

Yes, I know, ouch! By now most Eldar players must be tearing out their hair, and saying something along the lines of "Well, gee thanks Jervis, you have managed to well and truly crock the Eldar army in the new edition of Epic!", and now I'm going to make things worse by saying that I was actually rather pleased with the way the game went, and don't think that the Eldar need much more work until they are finished!

Why do I think this, when the Eldar were so thoroughly duffed over in the game that we played? Well, for a start, I was rather lucky in the game we played, while Matt had a run of bad luck that would have made the late Steve Hambrook proud (Steve was famous for his ability to roll 1s when he needed 6s, and vice versa). However, although players often complain that bad luck lost them a game, it very rarely manages to do it all on its own, and that was the case in this game too. Nonetheless, the roll of the dice made a bad situation for the Eldar into a disastrous one, and ensured that there was no way back for Matt once things started to go wrong.





The Space Marines continue to defend the outpost

For me, though, the crucial factor behind the Eldar's defeat was not Matt's bad luck, but the assault he made on my central position with his Guardians. Space Marines are arguably the best close combat troops in the game, and their high close combat, firefight and Armour values mean that they can only be beaten if they have either taken a hard pounding already (ie. the enemy has already got a few Blast markers on them), or if they are heavily outnumbered. Neither of these applied during the Eldar assault. The Space Marines were fresh and ready for action, and by piling up the middle of the battlefield the Eldar attack force placed itself in a position where several other Space Marine formations could lend supporting fire. The result was devastatingly one-sided, and took the heart out of the whole Eldar attack.



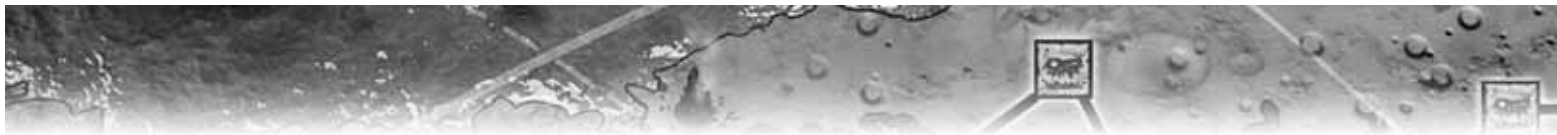
Keep the Initiative

Matt's plan here had been to use the Eldar Farseer's 'Keep the Initiative' special ability to press home what he had hoped would be a successful assault in the middle of the table. This ability allows the Eldar player to retain the initiative twice in a row (ie. attempt three actions), once per turn. With the Farseer slain, however, this ability was lost to the army, meaning that play passed back to the Space Marines, now in a position to capitalise on the Eldar's ill-advised assault.

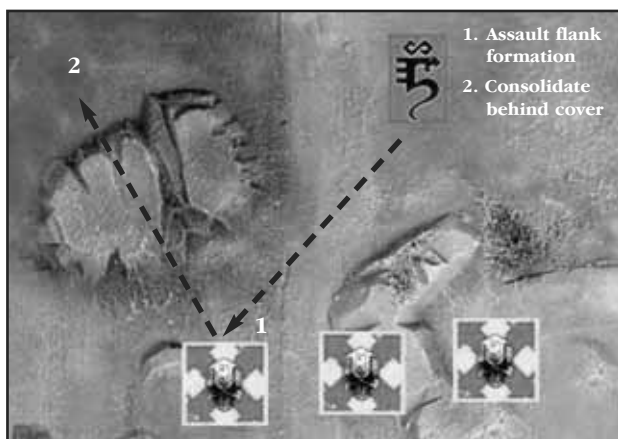
Farseers

At this point, Matt's inexperience with the Eldar showed. The Guardian Warhost (which moved first in the previous action) actually contained a Farseer. Eldar Farseers benefit from a special rule which allows any formation they are with to ignore the -1 penalty for retaining the initiative. Had the Jetbikes then moved first, followed by the Guardians, the chances of succeeding with both actions would have been somewhat higher and the Jetbikes would probably not have accrued a Blast marker.

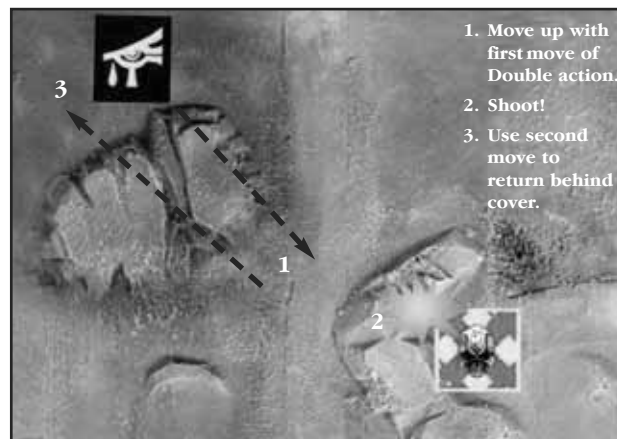
More importantly, it really didn't need to happen. Eldar Guardians are actually rather good troops in an assault if used correctly, as both the Guardians and their support vehicles have excellent firefight values. The trick is to launch the attack from a position just outside counter-charge range (ie. with the Eldar units about 6-15cms from the enemy they are assaulting). The Eldar also need to minimise the amount of return fire they will take, as their low Armour values mean that any return shots can cause serious damage (as happened in this case). All in all these things mean that the Eldar are better operating against the flanks of an enemy formation, rather than going up the middle. The Eldar's high speed means that they can easily work round to a flanking position, from where they can pick off isolated and (preferably) already weakened formations. As long as the Eldar win the assault, they can then use their ability to 'consolidate' up to their full movement allowance in order to pull away from any enemy formations that may want to launch an assault of



their own, or to get behind cover in order to avoid enemy return fire. The diagram accompanying this article shows how this works in practise. *See diagram below.*



Matt also failed to use the Eldar's special abilities to their full advantage, most notably the special rule that allows them to make hit and run attacks. This can be seen most clearly with the way that Matt used the Falcon squadron on his right flank. Rather than shooting and then moving behind cover, the Falcons moved first and then shot, leaving themselves exposed to return fire. This meant the Falcons took heavy casualties they could easily have avoided, as they lacked the heavy armour of their Marine opponents and so couldn't soak up the return fire they received. As the Marine player I was thankful that Matt left the Falcons out in the open, as their pulse lasers were a scarily effective weapon which would have caused me some serious damage if I hadn't had the chance to take out the Falcons as quickly as I did. I've included a second diagram to show how Eldar vehicles can make use of the hit and run rule to shoot up the enemy and then avoid return fire. *See diagram next column.*



In summary, Matt's inexperience with the Eldar meant he used tactics that might have worked well if he was fielding a Space Marine army, but which were a disaster for an Eldar force, leading to a terribly one-sided game that was over within a couple of turns. Fortunately, the reports by other Eldar players that I've read on the Epic Forum show that the Eldar can happily win games, and in fact seem to be rather well-balanced against other armies once you've got the hang of how to use them. It is quite a steep learning curve though! Bearing this in mind, it was rather a good thing for myself to see that the Eldar will lose badly unless their specific strengths are exploited to the full, and, in my opinion, this shows that the Eldar army list is developing in exactly the right direction. I'll just have to wait and see how Matt fares the next time out with the Eldar, now that he knows from bitter experience how *not* to use them. I have very little doubt that our next game will be much less one-sided...



Authors	Jervis is the Head Fanatic and has worked at GW for donkey's years. His many other credits include Blood Bowl and the very first version of Epic. Matt Keefe looks after BFG, Warmaster and Epic. He's also from Sheffield but you can't have everything.
Further Information	The Epic Armageddon rulebook and accompanying range are now widely available from all good hobby stores. At the time of writing the Eldar range is due for release around the beginning of 2005. Contact your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94).
Website	www.Epic-battles.com



NECROMUNDA

NECROMUNDA ENFORCERS

JUSTICE IN THE UNDERHIVE

By Jervis Johnson, based on original material by Andy Chambers

In the Underhive of Necromunda there is one force whose word is law. They are the Necromunda Enforcers, and it is their unenviable task to impose the rule of Lord Helmawr on the citizens and outlaws that inhabit the lower reaches of Hive Primus. The Enforcers are hated and feared by the bulk of inhabitants of the Underhive: they are hated for being implacable and authoritarian imposers of Lord Helmawr's often unfair legislation, and feared for the ruthless efficiency with which they impose the laws of the Underhive.

Necromunda Enforcers are modelled closely on the Adeptus Arbites. The Judges and Arbitrators of this huge organisation serve primarily to remind Imperial servants of their duties and loyalties, and to enforce the Imperial Decrees passed by the High Lords of Terra. The Imperium is incredibly vast, unimaginably so. It stretches to the edges of the known galaxy, its worlds thinly spread across the stars. On many of

these planets, the Emperor and the Imperium he represents are but dimly remembered myths. All too often an Imperial Commander can forget the power he serves, either through incompetence or malice. This is why the Adeptus Arbites was formed. If a Governor ever considers skipping his tithes for a year, or perhaps ignoring the request for troops from an embattled neighbour, one glance towards the armoured Courthouse of the Arbites should be enough to make him reconsider.

"Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn."

*Enforcer High Marshall Traggit.
Selected Sayings. Vol 11, Chapter IX.*

The bulk of the Adeptus is made up of the Arbitrators. They are well armed and armoured, as they are often the first line of defence on a traitorous world, operating in the depths of hive cities, the shanties of mining worlds and other savage environs. If planetary control is ever lost, the Arbitrators and Judges of the Arbites are empowered to take over and rule



An Enforcer team prepares to storm an Escher stronghold

the world in the Emperor's name until a suitable Imperial Commander can be found. Where civil unrest and crime threaten the stability of a world or the power of its ruler, the Arbitrators may be released to restore law and order.

However, while the Adeptus Arbites are responsible for ensuring that Imperial Decrees are obeyed across the galaxy, the role of everyday control and policing usually falls to local security forces, working under the orders of the Imperial Commander and his staff. Such is the case on Necromunda, where policing is carried out by Necromunda Enforcers.



Every hive on Necromunda is divided into Precincts, each with its own fortified courthouse and a substantial number of Enforcers. In addition there are thousands of small Precinct Houses scattered through the hive, each of which is manned by a ten-man Enforcer Precinct squad. Necromunda is a vital planet to the Imperium, but population pressures mean that it is in constant danger of devolving into anarchy and civil war. The Enforcers maintain a constant vigilance from their Courthouses and Precinct Houses, constantly on the watch for signs of disloyalty, subversion, or criminality. They are grim and uncompromising reminders of Lord Helmawr's authority. They cannot be bought off, threatened, corrupted or negotiated with. Indeed, the Enforcers in Hive Primus are recruited into their ranks from other hives on Necromunda, thus ensuring that they do not have any loyalties to local citizens. They do not communicate with the citizenry unless absolutely necessary and only leave their Precinct Courts on official business.

Individual Enforcers, particularly grizzled veterans which have been hardened by years of dispensing justice, act as law enforcers within some settlements in the Underhive. These are tough, no nonsense characters who command the local Watchmen and direct freelance bounty hunters in the constant battle against outlaws and Outlanders. They also monitor local loyalties and the activities of the Merchant Guild to ensure that the Imperial codes of law are maintained even on the frontiers of anarchy.

Other than individual Enforcers, the most commonly encountered Enforcer tactical units are the Enforcer Patrol squads. Patrol squads are the standard law enforcement teams on Necromunda, that can be seen patrolling hive levels around Imperial establishments and important areas of the Underhive. They are also called in to quell serious disturbances, such as mob riots, or to suppress unruly gangs and poorly equipped Deviant Scum.



Freeze!

The equipment worn by Necromunda Enforcers is based upon imitations of the equipment used by the Arbites, and is very similar in appearance. They generally wear carapace breastplates, with padded flak armour or additional vambraces and plating. This can be highly ornate on ranking officers, often gilded and inscribed with oaths of justice and Imperial commands.

The combat shotgun used by the Enforcers is as much a badge of office as a weapon, and the homing Executioner ammunition they sometimes use is feared throughout the Underhive. Although most Enforcers won't hesitate to kill, they often carry weapons to subdue foes wanted for interrogation or trial, of which the power maul is most common. They also make use of Cyber-mastiffs for hunting down their prey and to catch fugitives who attempt to escape.

USING ENFORCERS IN NECROMUNDA

A player may decide to control an Enforcer Precinct squad instead of a normal Underhive gang. A Precinct squad represents the team that mans one of the Precinct Houses in an Underhive Precinct. Note that a Precinct squad is not purchased by spending 1,000 credits, as is the case with other gangs. Instead, it always consists of a Sergeant, eight Enforcers, a Handler and a Cyber-mastiff. When you pick the squad you may choose what equipment each member of the squad carries, as described in the equipment section of the list below.

Very Important Note: Although taken as ten-man squads, you will usually only be able to use a five-man Patrol team when you fight a battle – you won't normally be able to take the whole squad! See the rules for Patrol Teams below.

ENFORCER PRECINCT SQUAD

	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	3	3	1	4	1	8
Enforcer	4	3	3	3	3	1	3	1	7
Cyber-mastiff	6	4	-	5	4	1	3	1	-
Handler	4	3	3	3	3	1	3	1	7

Precinct Squad: An Enforcer Precinct squad consists of a Sergeant and eight Enforcers, a Cyber-mastiff and a Handler.

Weapons: The Sergeant, Enforcers and Handler are all armed with a knife, bolt pistol and choke gas grenades. The Cyber-mastiff is armed with its teeth(!). Any member of the squad may replace their bolt pistol with a laspistol. The Sergeant may replace his bolt pistol with a plasma pistol if desired.

In addition each member of the squad may be armed with one of the sets of weapons from the following list. Equipment may not be changed during the campaign.

- Up to one member of the squad may have a heavy stubber.
- Up to one member of the squad may have a flamer, or a plasma gun, or a grenade launcher equipped with choke, frag and Krak grenades.
- Any member of the squad may be armed with a bolt gun or combat shotgun or power maul or suppression shield.
- Any model may replace their bolt pistol with a power maul and suppression shield.
- Any member of the squad may be armed with melta-bombs and photon flash flares.

Armour: All members of the squad have carapace armour (4+ save), including the Cyber-mastiff. The carapace armour includes a helmet with a respirator, photo visor and infra goggles. The Initiative penalty for wearing carapace armour does not apply to the Cyber-mastiff, but does apply to the rest of the squad.

Skills: The Sergeant starts with the Iron Will skill. All members of the squad have the Specialist and Nerves of Steel skill.

Ammo: The weapons and equipment of the Enforcers is better maintained than that available to the population of the Underhive. Consequently, members of an Enforcer squad may ignore their first failed Ammo roll. Simply treat the failed roll as if the Enforcer had passed the roll instead. This includes failed Ammo rolls for weapons like grenades that normally fail their Ammo roll automatically. If the Enforcer fails a second Ammo roll then they suffer the normal penalties.

THE PATROL TEAM

An Enforcer Precinct squad has numerous duties to perform. At any one time there will be paperwork to fill in, prisoners to guard, and numerous other tedious tasks that need to be performed. Because of this, half of the squad has to remain in the Precinct House at all times, leaving the other half of the squad to carry out patrols in the Underhive.

This means you may not usually use your entire Precinct squad when you fight a battle, and must instead select a five-man Patrol team that will take part in the battle. You may select any five members of the squad to take part. The Cyber-mastiff and its Handler must be taken together (you can't split them up) but only count as a single member of the five man patrol (ie. you can take the Cyber-mastiff, its Handler and four other squad members).

The Patrol team is treated as the members of the 'gang' for all rules purposes. So, if a scenario calls for only certain members of a gang to be used, then this rule would be applied to the members of the Patrol team rather than the whole squad.

If any member of the squad takes part in two patrols in a row, then he may not be selected for the next patrol. Any member of the squad must take a rest after taking part in two consecutive patrols.

If the sergeant is included in a patrol then he counts as the 'gang leader' for purposes of the Necromunda rules. If he is not included then you must nominate a member of the Patrol team as its leader (and no, you can't choose the Cyber-mastiff!). For the purposes of working out the Patrol's 'gang rating', it is assumed to have a value of 1,000 plus the Experience Points totals of the members of the patrol. Note that the base value of 1,000 takes into account the value of the members of the patrol and any equipment they may have.

Please note that only the members of the Patrol team are eligible to gain Experience after a battle.

Very Important Note: If the opposing side's Gang Rating turns out to be twice as high or more as the Patrol team's, then the rest of the Precinct squad will be called out to help deal with this especially tough opposition, and the entire squad is used instead of the five-man Patrol team. In this case the squad's 'gang rating' is equal to 2,000 plus the Experience Points totals of all of the members of the squad.

SCENARIO IDEAS

Enforcer Patrol teams or Precinct squads can take part in scenarios normally, using the rules in the Necromunda: Underhive rulebook as modified above. However, Enforcers uphold Lord Helmawr's law and keep the peace



The Enforcer team storms the entrenched Van Saar gang.

in the hive, and because of this they often take part in actions that are very different to those that typical Underhive gangs participate in. An attack on a Merchant Guild, a huge riot, rounding up suspected anarchists or subversives, or arresting a major Underhive crime lord are all events in which the Enforcers would take a part. Because of this it is a good idea for a Campaign Arbitrator to occasionally create scenarios to use Enforcers in this way. In addition, any scenario in which a gang goes against Imperial law or causes unrest in the hive is perfect for use with Enforcers as the opposing side. Whether the Enforcer player will have to use a Patrol team or a whole squad will depend on the number and the Experience of the opposition. If the Enforcers are going up against especially tough odds they may also be reinforced by members of other Precinct squads, and could even receive help from the Enforcers that man the Precinct's Courthouse.

Enforcers are equipped to deal with any situation that demands their attention. Each Courthouse has a large armoury that includes equipment available in the hive and some from other Imperial worlds. If the Enforcers are performing a special scenario, then they will be equipped with any relevant equipment. If, for example, the Enforcers were attempting a rescue then all their weapons would come with silencers and they would take some screamers as well. What extra equipment, and how much the Enforcers take, is for the Arbitrator designing the scenario to decide. It is tempting to give them everything, even a Mung Vase each, but they should only carry items that will be specifically useful in their mission.

TERRITORY, INCOME AND LOSS OF FIGHTERS

Enforcer squads do not own territory, do not have any income, never trade, and can never buy extra members of the squad. Enforcers are provided with food and drink at their Precinct House so they are immune to the effects of starvation.

Enforcers are not allowed to ransom or 'trade' for captured Enforcers – they must mount a rescue mission instead, or do nothing at all. Captured Enforcer equipment may not be used, traded or sold by opposing gangs – it is too hot an item to be found in possession of, and is rumoured to include tracking chips that allow the Enforcers to quickly reclaim any item they lose.

If any Enforcers are killed in combat then the squad will be reinforced from the garrison of the Courthouse. In addition, a player may choose to retire an Enforcer at any time and replace them with a new recruit if they wish to do so. Before the next battle the dead or retired Enforcer is replaced and the replacement starts with the initial profile, weaponry and Experience Points for a fighter of his type (Sergeant, Enforcer, Handler or Cyber-mastiff). The new member of the squad can have any of the equipment allowed to a member of the squad, as long as none of the maximums for the squad are exceeded. For example, if the squad already included an Enforcer armed with a heavy stubber, then a new recruit could not be given a heavy stubber as well, as only one is allowed per squad.

Enforcers that have suffered injuries which force them to miss battles may not be chosen as a member of a Patrol team until the required number of battles have taken place. Enforcers that suffer injuries that reduce their characteristics or disable them in some way may be sent for a medical. This happens in the Post Battle sequence, after allocating Experience Points and before recruiting new fighters. Note that fit members of the squad may not be sent for a medical! An Enforcer may be sent for a medical at any time – not just when an injury is suffered. They may be sent more than once, as long as they still have persistent injuries.

Roll a D6 for the Enforcer going to have a medical: on a roll of 1 they are forced to retire on medical grounds (immediately replace them with a new recruit as described above); on a roll of 2-3 they are returned as being 'fit for service' but must miss the next battle while away having the medical; and on a roll of 4-6 they may be given one bionic upgrade chosen from the following list. Any Enforcer that receives an upgrade in this way must miss the next D3 battles while the surgery is performed and they recover. Only one Enforcer may be sent for a medical after each battle, and no other Enforcer may be sent for a medical while another member of the squad is away having surgery performed.

Upgrade	Notes
Bionic Eye	May only be given to Enforcers that have suffered a serious eye injury.
Bionic Leg	May only be given to Enforcers that have suffered a serious leg injury.
Bionic Arm	May only be given to Enforcers that have suffered a serious arm or hand injury.
Bionic Implant	May be given to any Enforcer, and cancels the effect of one serious injury.

In situations where an opposing gang would normally take one of the Enforcers' territories, then the opposing gang may generate a new random territory from the Territory table on pages 102-103 of the Necromunda: Underhive rulebook instead. This extra territory represents the gang being able to take over an area close to the Precinct House, where they would not have dared to go before. If, on the other hand, the Enforcers are allowed to take a territory from an opposing gang, then they are allowed to force their opponent to lose one territory instead.

Finally, should a member of the squad ever attain a higher Leadership value than the squad Sergeant, then they must leave the squad and be replaced by a new recruit (ie, there is no leadership challenge). The 'retired' squad member has actually been promoted to command his own squad.

NEW WEAPONS AND EQUIPMENT

The Combat Shotgun

The combat shotgun is a simple shotgun with a number of

adaptations that allow it to fire a special ammunition type available only to Enforcers. In addition to the standard solid and scatter rounds fired by ordinary shotguns, the combat shotguns used by the Enforcers can fire 'Executioner' adamantium-tipped armour piercing rounds, that are designed to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain that locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the combat shotgun a uniquely flexible weapon.

Combat Shotgun Profile

Solid Shell

Range		To Hit		Str.	Damage	Save		Ammo Roll
Short	Long	Short	Long			Mod.	Roll	
0-4	4-18	-	-1	4	1	-		4+

Scatter Shell

Range		To Hit		Str.	Damage	Save		Ammo Roll
Short	Long	Short	Long			Mod.	Roll	
0-4	4-18	+1	-1	3	1	-		4+

Executioner Shell

Range		To Hit		Str.	Damage	Save		Ammo Roll
Short	Long	Short	Long			Mod.	Roll	
0-4	4-18	-1	+1	4	1	-2		6+

Special Rules

See the Necromunda Rulebook for the rules on Scatter Shots. Executioner rounds lock onto a target's energy signature and so may even be fired at hidden targets. The Executioner round is unusual in that it receives a +1 To Hit modifier at long range and a -1 To Hit modifier at short range. This is because the shell's tiny brain cannot lock onto its target until it has travelled several metres.



The Suppression Field

The suppression shield is a special piece of equipment used extensively by law enforcement agencies all across the Imperium. It consists of a metal or fibre-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to 'bash' an opponent, at which point the stored charge is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.

Range	Strength	Damage	Save Mod.
Close Combat	3	1	-1

Special Rules

Enforcers armed with a suppression shield receive a +2 save modifier against any attack that originates on the 90 degree forward arc of the model using it.

In addition, a suppression shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1.

The Cyber-mastiff

All Enforcer squads include an artificial attack-construct known as a Cyber-mastiff. They are also commonly known as kill-dogs, razorfangs and rending rovers by the inhabitants of the Underhive. Cyber-mastiffs have in-built hunting and attack instincts, but require a specially trained Handler to direct them with a set of simple verbal commands. The following special rules apply to Cyber-mastiffs:

- Cyber-mastiffs ignore flesh wounds. Treat a roll of 1 when rolling for injuries as having no effect.
- Cyber-mastiffs do not have to test to 'keep their nerve' if a friend goes down or out of action within 2". In addition they are immune to the effects of *fear* and *terror*.
- The Cyber-mastiff must remain within 18" of the Handler at all times. If the Handler is taken down, or out of action, then the Cyber-mastiff must remain within 18" of his body, but may otherwise continue to move and fight normally.
- As long as the Cyber-mastiff is not out of action, then his Handler may not be captured (the Cyber-mastiff will protect him). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.
- Cyber-mastiffs cannot gain Experience.
- If a Cyber-mastiff is taken out then they are assumed to have been destroyed, and will be replaced with a

new Cyber-mastiff in time for the next battle. Consequently you should not roll on the Serious Injury table for Cyber-mastiffs that were taken out of action.

ENFORCER EXPERIENCE

The table below shows the starting Experience for members of Patrol teams and the skills available to them. Enforcers use the standard Advancement table in the Necromunda Sourcebook. Enforcers have the same max/min values for characteristics as normal Underhive Gangers.

Type of Fighter	Initial Experience Points
Sergeant	60+1D6
Enforcer	20+1D6
Handler	20+1D6
Cyber-mastiff	25*

*Cyber-mastiffs do not gain Experience, but we have included a value to help work out the 'gang rating' of a Patrol team that includes one.

SKILL TYPES AVAILABLE

The following skill table is used for Enforcers.

Skill Type	Sergeant	Enforcer	Handler
Agility	-	-	-
Combat	✓	✓	
Ferocity	✓	✓	✓
Muscle	✓	✓	-
Shooting	✓	✓	-
Stealth	✓	✓	✓
Techno	✓	-	✓

Cyber-mastiff's can't gain skills.

Notes On Skills

Bulging Biceps: This skill may only be taken by Enforcers that are equipped with a heavy stubber.

Inventor: This skill may be taken by an Enforcer. Items invented by the inventor can be given to any member of the squad.

Iron Will, Fixer, Gunfighter: These skills may not be taken by Enforcers. Pick any other skill of the same type instead.

Author	<i>Jervis is the Head Fanatic and GW veteran, he was one of the original authors of Necromunda.</i>
Further Information	<i>The Enforcers and Necromunda: Underhive rulebook are available from your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94).</i>
More Necro Website	<i>Turn to page 82 for Gang Leadership. www.Necromunda.com</i>



After the Eye of Terror



By Andy Hall

Last year's Eye of Terror campaign was the largest event Games Workshop had ever undertaken, in terms of storyline and participants. Millions of troops, ships and a multitude of races fought over whole sectors as Abaddon launched his Thirteenth Black Crusade from the Eye of Terror – his ultimate objective to seize the Chaos Gate. Whilst the Inquisition was kept busy during the war it is now, in the aftermath, that the agents of the Emperor's Holy Order are most active. There are many mysteries and puzzles to solve; it is no longer the time for the Emperor's armies but that of the Inquisition!

In the aftermath of the Eye of Terror the forces of Disorder have won a pyrrhic victory – whilst the Cadian and surrounding sectors are in anarchy, the planet Cadia itself remains in the hands of the loyalists. However, with Abaddon still free and the loyalist forces fractured throughout the theatre of war, the Imperium is still under series threat. This rich narrative that has been developed during and after the campaign is the perfect setting for Gamemasters to place their own Inquisitor campaigns. In this article I'm going to present some ideas and story threads that lead from the events set after the Thirteenth Crusade. Inquisitor players should feel free to use what is written here as a starting point or make their own adventures, as it's not too late for the Inquisition to have an effect on the Eye of Terror.

Whilst doing the research for this article I found the final White Dwarf Eye of Terror article, the Codex and the campaign website to be an invaluable resource. The website can be found at www.eyeofterror.com where there is also a downloadable PDF of the White Dwarf article.

The Kidnapping of Inquisitor Czevak

Just before Abaddon broke out from the Eye of Terror the venerable and respected Inquisitor Czevak went missing. Czevak was a noted scholar of the Eldar race and one of the few non-Eldar to visit the Black Library hidden deep within the Webway. Obviously this information was known only by a few, nevertheless, after investigations by concerned colleagues, it turned out Inquisitor Czevak had been taken by Ahriman, damned Sorcerer of the Thousand Sons.

Ahriman had been obsessed with entering the Black Library for a millennia and, using information torn from the mind of Inquisitor Czevak, came dangerously close to achieving his ultimate goal. It was only the combined forces of the mysterious Harlequins and the Ulthwé Strike Force that held him from its gates. How the Eldar knew about Ahriman's move on the Black Library is still uncertain; was

What is the Cadian Gate?

The planet Cadia bestrides the one stable route out of the Eye of Terror, an infernal region of warp storms, daemon worlds and indescribable extra-dimensional horrors. This and other imperial bastion-worlds in the region kept the direst foes of the Emperor, the servants of the Chaos Gods, in check. The objective of Abaddon's Thirteenth Crusade was to seize control of the Cadian Gate, leaving him free to unleash the innumerable hordes of the Ruinous Powers against the heartland of the Imperium, the huge volume of space surrounding Terra known as the Segmentum Solar.

it Czevak's colleagues in the Inquisition alerting the Eldar fearing what may happen if Ahriman gains entrance? Or was it simply the scrying abilities of the Eldar seers?

Whilst Ahriman battled the Eldar the Harlequinade of the Red Masque managed to free Czevak, although what they have since done with him is unclear; it is unknown if he is now a prisoner or guest of the Eldar but he has yet to be returned to the Imperium.

The Ahriman/Czevak thread is an extremely exciting storyline that can be played in different ways. The campaign can be started in a couple of places – perhaps the Inquisitor players (from two different factions) have been sent to rescue or capture Czevak from the Eldar. If so, how would they gain access to the Webway? Even if they did manage to enter the Webway they would need some guide or map and, once Czevak had been found, how aggressive would his Harlequin hosts/captures be? Is Inquisitor Czevak even willing to be rescued and what is his mental state after been interrogated by Ahriman?

You could even start the campaign back before the events of the Eye of Terror, maybe the players are close allies of Czevak and, after learning of his disappearance, must solve the mystery and hunt down Ahriman before he rips the location of the Black Library from Czevak's mind.

*To: Lord Inquisitor Goreden, Ordo Xenos,
Nemesis Tessera*
*From: Interrogator Kieras, Clearance
Omicron*
Subject: Ahriman of the Thousand Sons
Priority: Ultra High

Received: 999.M41
Message Format: Telepathic
Astropathic Duct: Chima Lomas
*Thought for the Day: Wisdom is the
beginning of fear.*

Honoured inquisitor, allow me to introduce myself to you. My name is Ferdan Kieras, a loyal servant of the God-Emperor and former pupil of Inquisitor Czevak. It has been both my pleasure and honour to serve the honourable Inquisitor for nearly five decades in an investigative capacity, seeking out information as well as undertaking other, more esoteric missions involving xeno creatures. As sign of my truth, I urge you to seek counsel from the Biologis at Nemesis Tessera and verify the gene sequence data attached to this message. But now to the substance of this missive.

It is with heavy heart I bring to your attention the disappearance of my master. I fear a terrible fate has befallen him, and it was his instruction that in such circumstances, I should contact you and seek guidance. It had long been a dread to my master that the being known as Ahriman of the Thousand Sons discover his whereabouts and force him to reveal hidden knowledge imparted to him by the Eldar. To fully understand the dire implications of this, I must unfortunately reveal to you much knowledge that should best remain secret.

As I am sure you are aware, Ahriman was once a Librarian in the Thousand Sons Legion of Space Marines, and under the tutelage of his Primarch, Magnus the Red, learned much of the ways of sorcery. In time his mastery of blasphemous magicks was almost the equal of his cyclopean Primarch and his knowledge of forbidden lore corrupted him beyond redemption. The Thousand Sons were also tainted and Ahriman realised that the Legion would soon be reduced to little more than gibbering monstrosities. He conceived a great spell to save the Legion, called the Rubric of Ahriman. Its energies were more powerful than he could possibly have anticipated and its effects on the Thousand Sons devastating. Only those with sorcerous powers were spared its effect, while the remainder of the Legion were reduced to dust within their sealed suits of armour, becoming little more than fighting automatons. Enraged with Ahriman's betrayal, Magnus cast him out and, since that day, Ahriman has sought ever more powerful artefacts to increase his understanding of the Warp.

One source of lore that has always eluded him is the Black Library, a vast repository of ancient secrets collated by the Eldar and gathered together in a hidden place, unknown to the eyes of Man. Only those pure of heart and with the strength of mind to comprehend the scale of such awful knowledge may enter this place and sup from its wisdom, and my master was one such individual. Ahriman has long sought Inquisitor Czevak in order to wrest the location of the Black Library from his mind, but through cunning and machination, my master has thus far eluded his nemesis. But recent developments lead me to believe that the dread sorcerer has finally caught up with him. A Savant in my employ, having accessed secret files of the Ordo Malleus regarding Ahriman, was recently found dead, and psychometric readings revealed an individual who could be none other than Ahriman himself as his killer. A number of other incidents, at first glance unconnected, but upon further scrutiny linked in the subtlest of ways, all point to the same dire conclusion. My master's last contact was in the region of space known as the Sentinel worlds and it is here that I shall begin my search. I shall investigate further, but it seems clear to me that Ahriman of the Thousand Sons has ensnared Inquisitor Czevak.

If this proves to be the case, then I urge you to use whatever power you can bring to bear on this matter and despatch all force that can be gathered to hunt down this heretic sorcerer and stop him before he achieves whatever nefarious plan he intends to implement.

Yours in desperate need,
Interrogator Kieras.

Additional: Sweet merciful Emperor, the secrets of the Black Library unlocked by the sorcerer of the Red Cyclops! Better that Czevak has perished to some foul xeno creature than fall into his clutches. I shall mobilise the 34th Gudrunite Rifles and petition the Chapter Master of the Iron Hands for his warriors' aid.

I pray I am not too late.

Lord Inquisitor Goreden



Nemesis Tessera

If there was any place during the Thirteenth Crusade where the Inquisition was attacked directly then it was the Nemesis sector, which was home to a supposedly highly secret Inquisitorial fortress oubliette. The systems surrounding the Inquisitorial fortress experienced hitherto unknown levels of civil insurrection. The most worrying of such incidents was when a previously ancient and peaceful sect of contemplative and loyal monks turned on the populace of Trinora in a series of bloody massacres. Ordo Hereticus Strike teams were despatched to the planet's surface only to find the barricaded monasteries to be full of corpses, the monks having chosen to end their lives in a sickening orgy of mutilation. It is worth noting that the body of the High-Abbot of the sect has yet to be found.



Anarchy reigned throughout the Nemesis sector, many Inquisitors believed it to be the symptoms of the invasion as it drew nearer, a few of the more puritan-inclined Inquisitors disagreed and thought there was something more going on. It was Inquisitor Van Hel who proved the more cautious members of the Inquisition to be right. Van Hel had listened to beings far older than he and had accidentally opened a warp rift in the bowels of the Inquisitorial fortress. As well as condemning his own soul he nearly destroyed all on the entire planet if it was not for the quick thinking and heroic actions of Inquisitor Cyarro. Whilst this was going on inside the fortress a large force of Chaos Space Marines attacked, the despicable plans of the Ruinous Powers finally revealed. The fortress was besieged for an entire month with only the arrival of the Space Wolves preventing a breach in the fortress. The combined forces of the Space Marines, the militant arms of the Ordos stationed at the fortress, and the surviving Inquisitors themselves drove off the Chaos attack.

In the aftermath of the attacks on the Nemesis sector there are plenty of threads for Inquisitor Gamesmasters to pick up on. Why did the peaceful monks suddenly turn? Was this linked to meddling of Inquisitor Van Hel? And where is the High Abbot? There is a whole campaign here that could be played as a one off series of linked scenarios (perhaps ending with the discovery of the High-Abbot). This campaign could then be continued and linked back to the traitorous acts of Inquisitor Van Hel. Was he working alone

or are there other Inquisitors residing at the fortress who have yet to show their true colours? There is plenty of opportunity for conflict here as Inquisitor could charge fellow Inquisitor with acts of heresy that would soon resort to clashes and open conflict within the very halls of the fortress oubliette.

The final confrontation between Inquisitor Cyarro and Inquisitor Van Hel would be heroic action perfect for an Inquisitor scenario. Ambitious Gamesmasters could replay it, with the catch being that if the warp rift were open too long something nasty would come out, and with Chaos Space Marines laying siege to the fortress at the same time, it would prove a very exciting and intriguing game. And what of Van Hel himself? When and how did he turn his back on the Emperor; this would need investigating and any artefacts or texts that were formally in his possession would need destroying or removed for research, depending on the Inquisitor's point of view.



A portal is opened deep within the fortress.

Expedition to Eidolon

The forces of Order did not just fight on the defensive, on rare occasions, most notably the Eldar, would fight an offensive into the Eye of Terror itself. The mysterious and peculiar sector of Eidolon was one of those battlefields. The daemon world Eidolon was once an Eldar maiden world but now is divided into several continents, each reined by a different Chaos power. During the war the Eldar of Biel-tan have managed to establish several enclaves on the planets surface. Even now these pockets of sanity are being attacked by Eidolon's unnatural inhabitants so it is unknown whether this beachhead into the Eye of Terror will last.

As it is the Eldar who have established a hold on Eidolon there is no reason why the Imperium would know of its existence. However the Inquisition is a different matter, and perhaps are aware of it through coercion of a captured Xenos or maybe a player's Inquisitor is one of the few that does retain good relations with the Eldar – Gamesmasters are encouraged to think of even more novel ways of how an Inquisitor would come across such information. For an Inquisitor with a more Radical bent, a chance to land on, and explore, a daemon world would be an opportunity too great to miss. Players who use Rogue Trader characters would be extremely curious about such a place. There are a couple of scenarios worth in just getting the players to the daemon world, whether it is on the Inquisitor's own ship

Eidolon

Eidolon is a daemon world deep in the festering heart of the Eye of terror. The Eidolon sector, a paradise before the birth of the Eye ten millennia ago, is unusual in that all four of the major Chaos powers wield influence there. The shifting landscape of Eidolon



itself is divided into several realms, each horrifying and unsound in its own way. To visit Eidolon even in a dream would cost the intruder his sanity. Although it is rumoured that great artifacts lie hidden among the blasphemous palaces, only a madman would dare to venture there.

or through commandeering one, or even hitching a ride with the Eldar (whether they are aware of this or not is another matter!). Once (or if) the players arrive on Eidolon the real fun can start with opportunities for conflict with the Eldar, daemon world inhabitants or both!



Inquisitors explore the daemon world.

The Traitors of Agripinaa

The Agripinaa sector was at the forefront of the war throughout the entire campaign and even now much of the sector remains in Chaos tying up the majority of the Inquisition's resources. The assassination of the newly in stored governor on the planet of Lelithar proved to be the catalyst that started insurrection throughout the entire system. Most distressing of all was the seeming betrayal of the Relictors chapter of Space Marines. Typhus, the self proclaimed Herald of Nurgle has based himself on the agri-world Ulthor where, no doubt, he will continue to make attacks upon the Imperium. Many planets in this sector were hit badly; the planet of Agripinaa itself still remains loyal but with all the surrounding agri-worlds either corrupted beyond cleansing or still in the hands of Abaddon's lackeys Agripinaa's populations faces the bleak prospect of starving to death.

To further complicate matters, there have been unconfirmed reports that a Blackstone fortress appeared and was then attacked by the Necrontyr near the Lustitia belt. Members of the Ordo Xenos are en route to the area whilst Deathwatch strike cruisers have placed an embargo around the whole area.

The events of the Agripinaa sector have plenty of seeds a Gamesmaster could turn into a full-blown campaign. The obvious one is the appearance of the Blackstone fortress and the subsequent attack by the Necrons. Inquisitors of the Ordo Xenos will be racing to get to it first, to take control, many power plays, and political, will be used to gain control of such an alien artefact. This maybe fun to play through if you have an experienced Gamesmaster. Once on-board the Blackstone fortress, can the Inquisitors

unlock its secrets, will the Eldar make a play for it or will the Necrons return?

A Space Marine chapter defecting is a rare event ten thousand years on from the demise of Horus. The Inquisition would definitely be interested in what happened to the Relictors; how were they seduced, how long have they been in the service of the Dark Gods, and could it happen again to other chapters? Are all questions Inquisitors would want to ask. A campaign could be played around tracking a lone Relictor who has been spotted in one of the more unstable (but not yet totally destroyed) planets in the sector. The planets of Dentor, Finreht and Bar-el are all 'unreliable' and would be a good location for such a campaign.

One of the more intriguing concepts would be on the planet of Agripinaa itself, where the situation is desperate. The planet's population would be leaderless and starving so it is quite within the realms of possibility that Inquisitors would take control in the interim, leading Kill-teams to take out groups of insurrectionists, looking into incompetence in the planet's ruling elite and Planetary Defence Force. A cool and very different campaign to play would be an Inquisitor's attempt to get a food shipment to the planet's population centres. All manner of obstacles would make this a difficult task from the hungry mobs who would not be prepared to wait, to corrupt PDA agents and local criminals who are hungry themselves and see the shipment as a quick way of making a profit, right though to the forces of Chaos and traitors who quite happily watch the population starve, killing an Inquisitor into the bargain as well. Inquisitors are heroes and this would be a very heroic thing to do!



Chaos storms a space port on Agripinaa

Secrets of the Sentinel Worlds

The Sentinel worlds have always thought to have been featureless rocks. The Adeptus Mechanicus have been aware of ancients held within the fastness of the planet for some time – it is unsurprising that the priesthood of Mars would hide their discoveries, as they have on so many other worlds. However, events triggered by the Thirteenth Crusade meant that not even the Mechanicus could hide the secrets of the Sentinel worlds. Early on in the campaign strange power surges and dire omens foreseen in the Emperor's Tarot drove a large group of Inquisitors to the Sentinel worlds. The Conclave discovered an ancient Eldar Warp gate that was being used to transport through an ancient Daemon Prince of immeasurable power. The Conclave fought not only Chaos and Eldar but also itself, as Inquisitors from different factions could not agree on a single course of action. This ended with the radical Inquisitor Cromwell being declared a traitor and the loss of Puritan Allysa Collack through the Warp gate to prevent the Daemon Prince materialising in this realm.

Later in the campaign hordes of Necron Warriors emerged from tombs deep within the Sentinel worlds themselves. The Imperial forces stationed nearby feared the worst, but were amazed when the Necrontyr fell upon the soldiers of Chaos, turning the tide in favour of the forces of Order. Since that time, increased Necron activity in the sector has prevented any Imperial forces from capitalising on these victories. Remote orbital pict-captures have revealed structures almost identical to the Cadian Pylons sprouting across the landscapes of the Sentinel worlds.

The Inquisitor Cromwell and Daemon Prince thread was played out at the Shadows of Chaos Inquisitor Campaign weekend last year. As well as being great fun there were lots of narrative threads that could be used to continue the campaign including the slow regeneration of Inquisitor Cromwell's body (he got toasted by a flamer in the final game!).

Ordos Xenos Inquisitors would be hell-bent on getting to the Sentinel worlds. And a whole campaign based upon the Warband's insurgence on the Sentinel worlds, constantly evading the Necrons and the mystery of the Pylons sounds intriguing – if a lot of work for the Gamesmaster. This could be worked as a cooperative campaign between two Inquisitors but would play just as well as two rival Inquisitors fighting each other, as well as the Necrons!

Hunting The Voice

During the early stages of the Thirteenth Crusade a powerful figure arose on the planet of Lelithar in the Agripinaa sector. An orator of fearsome skill, this mysterious individual roused entire populations with his passionate speeches encouraging once loyal subjects to

overthrow what little authority remained. His emissaries took to the stars and spread through out the sector and beyond. Where the Cult of the Voice became a constant thorn in the side of the loyalists throughout the entire campaign. The Voice was eventually caught by the Dark Angels, although rumours persist that escaped en route to the Tower of Angels. The Inquisition, as well as the Dark Angels, would like to detain him; no doubt it will become a race between the two organisations for his capture.

The Inquisition had also learnt that one of the Voice's agents was Mynarc the Unforgiven, also known as Mynarc the Butcher in certain systems. Once an Inquisitor, now turned arch-heretic, Mynarc has been on the run from the Inquisition for centuries; news that he had been tracked down to the planet of Subiaco Diablo meant that Ordo Malleus tracking teams were immediately despatched to bring the heretic to justice.

The Cult of the Voice provides some rich pickings for Inquisitor Gamesmasters. The Voice has escaped from the custody of the Dark Angels so a series of scenarios based upon a lead to catch the Voice, either working with or against the Dark Angels, would work well.

The hunt for Mynarc is in the tradition of an Inquisitor game, the twist being that he is on a planet that he is being wrested from Imperial control and populated with Plague Zombies. It may not be the most original concept but it sounds great fun and that's what matters!

Conclusion

Well that's it for now. I've highlighted 'some' of the thousands of campaign hooks that can be found in the aftermath of the Eye of Terror. There are loads more hidden away but these can be easily found simply by reading the Eye of Terror Codex or having a look at the website. If you do play any of these campaigns, or have even more ideas then please let me know – I have a letters page to fill!

Author

Andy Hall is editor of this very magazine and the game producer for Inquisitor. His ugly mug appears on page 1.

Further Information

Inquisitor is a narrative war game using 54mm scale models. The Inquisitor rulebook is available from Games Workshop (see the How to Order section). Codex: Eye of Terror is still available from most Games Workshop stores or through your local games Workshop Direct, via the Online store or by phoning.

The Eye of Terror conclusion article can be downloaded free from the Eye of Terror website.

More Inquisitor Websites

Turn to page 30 for Converting the Masses.

www.Exterminatus.com & www.eyeterror.com

Pit Fighter

by Jervis Johnson

Brutal warriors are forced to take up arms against each other in lethal hand-to-hand fighting, often to the pleasures of the baying crowd.

Pit Fighter is a game that allows two or more players to recreate the vicious gladiatorial combats that are fought in the Empire before blood thirsty crowds of spectators. Each player controls one Pit Fighter, chosen from a variety of different types. Each type of Pit Fighter has its own Pit Fighters scroll that shows all of the different moves the Pit Fighter can make and also provides information on the armour and weapons that the Pit Fighter uses.

Before the combat starts the players must determine the abilities of their Pit Fighter by assigning points to five characteristics. The characteristics are Weapon Skill (WS), Strength (S), Toughness (T), Initiative (I) and Wounds (W). Each Pit Fighter's characteristics are noted down on a roster, and will have an important effect on how the Pit Fighter performs during the combat.

The combat is fought out on a hexagonal grid representing the floor of the pit fighting arena. Each Pit Fighter starts out located in one of the hexagons near the edge of the arena. At the start of each turn all of the players pick one of the moves from their scroll and write it down. Once all of the players have picked their moves, then these moves are revealed and the Pit Fighters are moved as shown on their scroll. After all of the moves have been carried out any Pit Fighters that are in weapon range of an opponent may attack them.

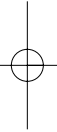
In order to resolve an attack the player controlling the attacker and the player controlling the target each secretly write down a hit location from amongst those listed on the target's chart. The choices are then compared and this will determine if the attack hits or misses (basically, the more accurately the defender can guess the attacker's

chosen hit location, the greater a chance the defender will have of avoiding the attack). If the attack hits then the Strength of the attacker is compared to the Toughness of the defender to determine what type of dice is rolled to inflict damage, with the dice roll being modified by any armour being worn in the location that is hit. Any damage is knocked off the number of wounds that the Pit Fighter has and, depending on the location hit, may reduce other characteristics as well. Once a Pit Fighter's Wounds are reduced to zero or less then the Pit Fighter collapses and is out of the fight.

Pit Fighters that inflict any damage on an opponent receive a special Adrenalin Rush bonus. This may be used during the next turn to increase a characteristic or carry out a special action.

Usually the combat carries on until half or more of the Pit Fighters have been taken out, at which point the combat ends. This style of combat is known by aficionados as the 'classic' style and is thought to have its roots in the origins of pit fighting many hundreds of years ago. Sometimes special types of combat will be fought which have different victory conditions; for example, a combat may pit one particularly fearsome opponent, such as an Ogre, against a team of lesser fighters, or the Pit Fighters may be split into two teams that will battle until the fighters in one of the teams have been taken out.

If players wish they may link the games they play together into a campaign. If this is done, and it is highly recommended that it is, then once the combat is over all of the survivors will have the chance to improve their skills and learn new combat abilities.





The Board

Pit Fighter is played on a board divided up into hexes. These photographs show the board that Mark Bedford made for our games. You will need to make your own board, either by drawing out a hex grid, or downloading and printing out the Pit Fighter map we have on the Mordheim website at www.mordheim.com, or by scratch-building a board like Mark's.

Dice

To play the game you will need a D6, D10, D12 and a D20.



Core Game Rules

The rules that follow are split into two sections. This first section is printed in this issue of Fanatic and is called the core game rules. It tells you everything you need to know to fight pit fights in the classic style. The second section will be printed in Issue 3 of Fanatic, and will contain additional rules for other styles of combat, new types of Pit Fighter, and also contains the campaign rules. It is recommended that players only fight one or two battles using the core game rules before moving on to the rules in the Additional Rules section (not that you'll have much choice until Issue 3 is out!)

1.0 Game Components

In addition to these rules you will need the following things in order to play a game of Pit Fighter:

Pit Fighter Miniatures: Each player will require a Pit Fighter miniature to represent their Pit Fighter. The miniatures we use are part of the Mordheim Pit Fighter range of Citadel miniatures. You can get hold of these miniatures by visiting your local store or contacting your local Games Workshop Direct Sales department, or by going to the online store on the Games Workshop website.



Roster: A roster must be completed for each Pit Fighter, listing their characteristics. The roster is also used to record moves and attacks during the game, and we've provided a sample roster with this article.

The Arena: You will require an arena to fight in. You can download an arena from the Mordheim web page at www.mordheim.com, or you can easily make one yourself by drawing up a suitably sized hex grid based on the diagram shown below.

Pit Fighter Scrolls: You will require a Pit Fighter scroll for each player. There are a number of different types of scroll, one for each of the different types of Pit Fighter miniature. Four scrolls are included with this article, and an example is shown on the next page.

Dice: You will require quite a lot of different sorts of dice to play Pit Fighter. In addition to plain old six-sided dice (D6), you will need ten-sided dice (D10), twelve-sided dice (D12) and twenty-sided dice (D20). You can get hold of these dice by visiting your local games store or contacting your local Games Workshop Direct Sales department, or by going to the online store on the Games Workshop website.

Paper & Pencils: Each player will require a piece of paper and a pencil.

Adrenalin Rush Tokens (optional): If you wish you can mark a Pit Fighter that has received an Adrenalin Rush bonus with a token of some kind, such as a small coin or tiddlywink. If you decide to do this you will need a token for each Pit Fighter.

2.0 Preparing for Play

Before you can start your pit fight you need to carry out the following pre-combat steps:

1. Select Pit Fighters
2. Take Pit Fighter Scroll
3. Complete Roster
4. Set Up Pit Fighters

2.1 Select Pit Fighters

Each player needs to select a Pit Fighter miniature from the list below, and take a miniature and a scroll that corresponds to the type of Pit Fighter chosen. Scrolls for the Pit Fighters are included with this article.

Empire Pit Fighter
Chaos Pit Fighter
Orc Pit Fighter
Undead Pit Fighter

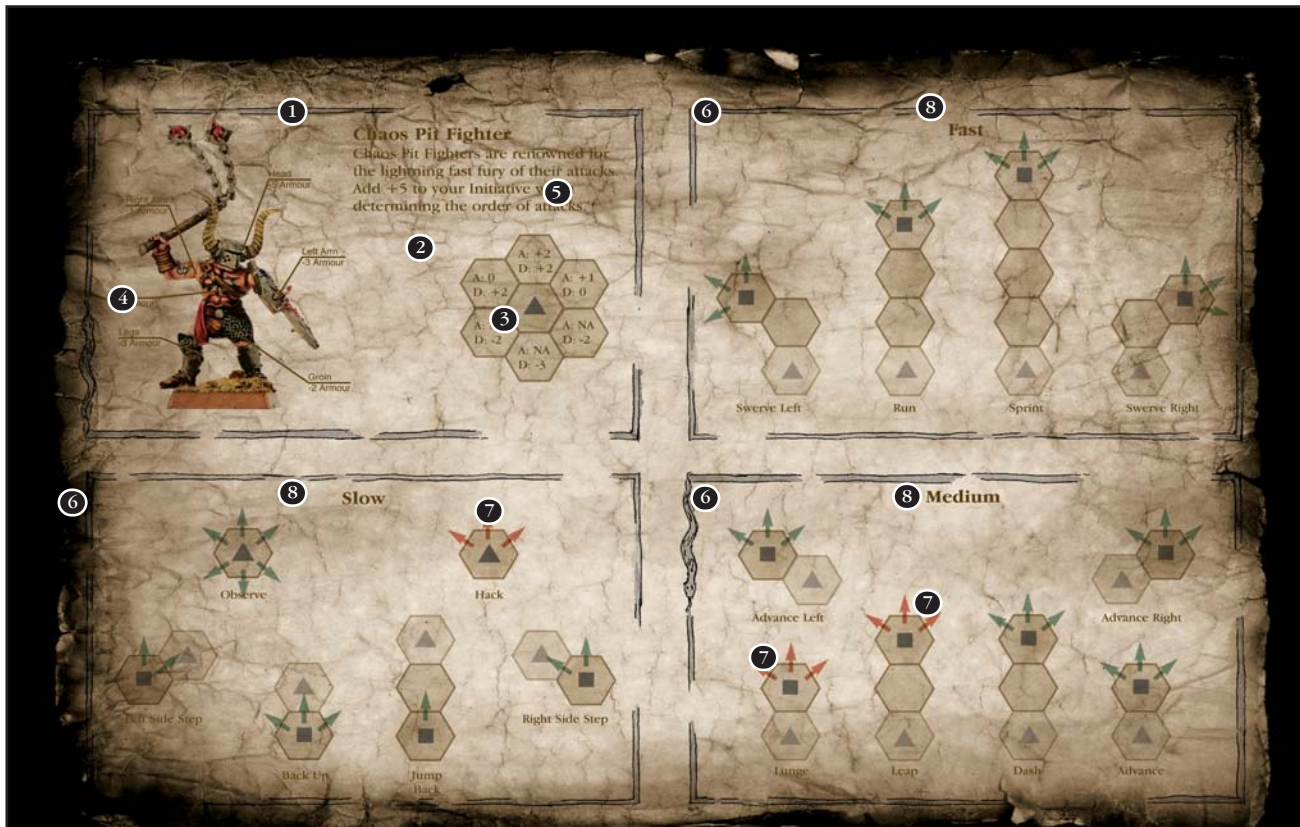
Historical Note: The equipment of the original Pit Fighters was based on the races with which the early Empire found itself at war, such as the Chaos Warriors from the north, the Orcs from the east and the Undead from the province of Sylvania and from the desert lands of Khemri to the south. To differentiate the different types the Pit Fighters would be known as having the fighting manner of the race that their equipment was based on. For example, a Pit Fighter might fight in the Chaos manner, or in the Orc manner, and so on. Over the centuries many new types of Pit Fighter have become popular, either fighters belonging to non-human races, such as Dwarven Trollslayers and Ogres, or fighters with lighter equipment, known as Pursuers. However, when fighting in the classic style only the original types of Pit Fighter may be used, and this means that players should choose their Pit Fighters from the list above. Rules for the other types of Pit Fighter will be printed in Issue 3 of Fanatic magazine.

2.2 Take Pit Fighter Scroll

Each type of Pit Fighter has a corresponding Pit Fighter scroll. Each player must take a scroll for the type of Pit Fighter they have selected. Each scroll contains the following information:

1. **Type:** The type of Pit Fighter represented by the scroll.
2. **Attack/Defence Modifiers:** This section of the scroll lists any modifiers that apply to the Pit Fighter's attacks or defence rolls depending on the location of the enemy Pit Fighter. There are two types of modifier in each hex: Attack modifiers, denoted by 'A' and Defence modifiers denoted by 'D'. The number shown is added or subtracted from the Pit Fighter's Attack or Defence roll (see 6.3). 'NA' stands for 'no attacks', and means that the Pit Fighter may not attack enemy Pit Fighters located in these hexes.
3. **Pit Fighter's Location:** The triangle shows the location of the Pit Fighter. The top point of the triangle shows the direction the Pit Fighter is facing (see the diagram below).





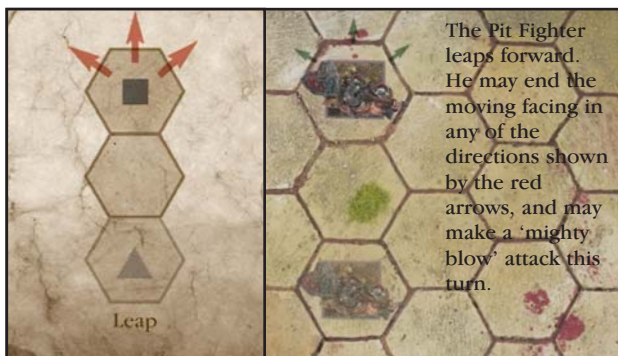
4. Armour/Hit Locations: This section of the scroll shows the Pit Fighter's hit locations and also the armour worn on each location (if any).

5. Special Rules: If any special rules apply to the Pit Fighter then they are listed here.

6. Moves: This is the most important part of the chart. It shows all of the different moves the Pit Fighter may make during a turn. Each move has a name, a start location (shown by a triangle), an end location (shown by a square), and a set of facing arrows.

7. Red Arrows: Some facing arrows are printed in red; these denote what are called 'mighty blow moves', mainly because they allow the Pit Fighter to unleash a really devastating attack that can cause additional damage.

8. Speed Bands: In addition, moves are split into three 'speed bands'; slow, normal and fast. See the diagrams below and to the right for examples of how the move section of the scroll works during a game.



2.3 Complete Roster

At the start of a game each player must fill in a roster for their Pit Fighter. The player must record the name and type of their Pit Fighter at the top of their sheet, and then fill in the Pit Fighter's characteristics.

Each Pit Fighter has five characteristics that determine how fast, strong and skilled they are compared to other Pit Fighters. These characteristics are:

Weapon Skill (WS): A Pit Fighter's Weapon Skill represents how skilled they are at attacking or defending with their weapons. A Pit Fighter with a high Weapon Skill is more likely to hit an opponent or avoid an opponent's blow than a Pit Fighter with a low Weapon Skill.

Strength (S): A Pit Fighter's Strength represents how physically strong they are. The stronger a Pit Fighter is the more damage they will inflict when they score a hit.

Toughness (T): A Pit Fighter's Toughness represents how physically tough they are. A Pit Fighter with high toughness will suffer less damage from a blow than a Pit Fighter with low Toughness.

Initiative (I): Initiative represents how quick a Pit Fighter's reactions are. A Pit Fighter with high Initiative will act before a Pit Fighter with a lower Initiative.

Wounds (W): A Pit Fighter's Wounds represent how much damage they can take before they collapse. A Pit Fighter with a lot of Wounds will keep on fighting when a lesser fighter would have passed out.

In the core game rules all Pit Fighters start off with the following characteristics:

Weapon Skill	Strength	Toughness	Initiative	Wounds
30	30	30	30	10

In addition, each player has 10 bonus points which they can add as they see fit to their starting characteristics. For example, you might choose to add all 10 points to one characteristic, or divide them evenly adding 2 points to each characteristic, or use them in any other way you see fit.

We have included a Pit Fighter roster with this article that you can photocopy, and you can also download a roster from the Pit Fighter web page. If all else fails, you can simply use a piece of scrap paper for the roster.

2.4 Set Up

The players know take it in turn to set up their Pit Fighters in the arena. The oldest player has to set up his Pit Fighter first, and then so on in order of age. Each Pit Fighter must be set up so they are touching the outer edge of the arena and so they are at least five hexagons away from any other

Pit Fighter Roster

Name

Type of Fighter

Weapon Skill	Strength	Toughness	Initiative	Wounds
30	30	30	30	10

In addition each player has 10 bonus points which they can add as they see fit to their starting characteristics. For example, you might choose to add all 10 points to one characteristic, or divide them evenly 2 points to each characteristic, or use them in any other way you see fit. Each player should record their Pit Fighter's modified characteristics in the blank area next to the starting value.

Moves	Attack/Defence

Moves	Attack/Defence

Pit Fighter. In addition, each Pit Fighter must be set up so they are clearly facing one edge of the hex they're set up in, as shown in the diagram below.



Facing is very important in Pit Fighter. Because of this each player must declare out loud which direction their Pit Fighter is facing when they set the model up. If it is not clear which direction a model is facing (it isn't always) then you must tell all of your opponents how facing will be determined when the model is set up, and this will apply throughout the game.

3.0 Sequence of Play

You are now ready to start fighting. Each turn of a Pit Fighter game has a strict sequence of play that must be followed carefully. All players must complete each step in the sequence before the next step is started. The sequence of play is as follows:

- a) Pick Move
- b) Carry Out Moves
- c) Resolve Attacks
- d) End Phase

How to carry out each of these steps is explained next.

4.0 Pick Moves

At the start of each turn all of the player's must pick a move for their Pit Fighter and write it down on their roster. A player may pick any move they like from their scroll, except that Pit Fighters that either were involved in an attack (as attacker or target) last turn, or made a slow move last turn, may not pick a fast move this turn. On the first turn of the game all Pit Fighters are assumed to have picked 'Observe' as their last move.

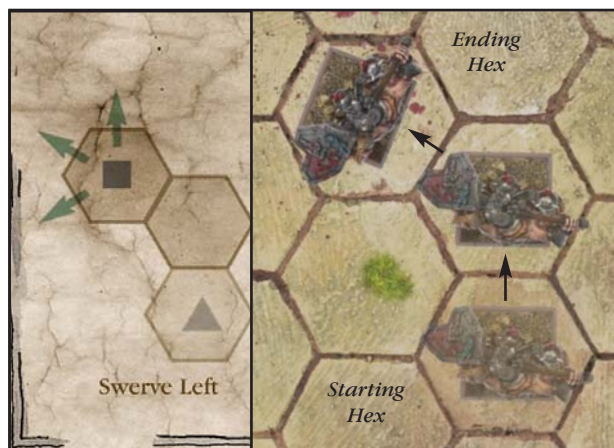
Players must secretly write down the move their Pit Fighter will carry out on their roster. Once all players have written down their moves you may carry on to the next step in the sequence of play.

5.0 Carry Out Moves

Players must carry out the move for their Pit Fighter. The moves are carried out in order of Initiative, starting with the Pit Fighter with the lowest Initiative. In the case of a tie the older player must carry out their move first. Before carrying out their move, the player must ask if anyone wants to interrupt (see 5.2). As long as the player is not interrupted they may then carry out their move. Once all Pit Fighters have made their moves you may proceed to the next step in the sequence of play.

5.1 How To Move

Pit Fighters are moved one hex at a time, exactly as shown on their scroll. If the move takes them into an occupied square then a push-off must be resolved (see 5.3). Assuming this doesn't happen then the Pit Fighter is moved to the final hex shown on its scroll and then must be turned to face one of the hex-sides marked with a facing arrow. The Pit Fighter's move is then complete, and the Pit Fighter with the next highest Initiative may then take its move, and so on.



5.2 Interrupts

Designer's Note: The intent of the Interrupt rule is that someone higher up the turn order can always choose to make a move before someone that is lower down. Keep this in mind and you won't go wrong!

Normally moves are carried out in order of Initiative, starting with the Pit Fighter with the lowest Initiative value, and using the player's ages to resolve ties. However, player's whose Pit Fighters have a higher Initiative (or the younger player in the case of a tie) may choose to interrupt this sequence and take their move before a slower/older opponent takes their move.

Because of this, each player must ask "Does anyone want to interrupt?" before they make their move. If you wish to interrupt then simply say so at this point and carry out your own move before the opposing player carries out theirs. If several players want to interrupt at the same time then the fastest/youngest Pit Fighter goes first and so on.

Very Important Exception: A Pit Fighter that is carrying out a mighty blow may **not** interrupt an opponent's move, but they can be interrupted themselves.

5.3 Push Offs

A push off takes place if a Pit Fighter is ordered to move into an occupied hex. Move the Pit Fighter so he is half in the contested hex and half in the last hex he occupied. Then each player with a Pit Fighter involved in the push off rolls a D20 and adds their Pit Fighter's Strength to the score. Whoever rolls highest wins the push off. In the case of a tie, roll again.

The winner of the push off 'captures' the contested hex, and the loser is forced out. If the loser was the moving Pit Fighter, then they are forced back into the last hex they occupied and their move ends.



If the loser was the Pit Fighter that originally occupied the hex then they must move into the hex that is directly away from the hex that the moving Pit Fighter entered from, as shown in the diagram below. If this hex is occupied or is a wall, then the losing Pit Fighter remains in the contested hex and the winner goes back to the last hex they occupied and ends their move, but all of the loser's characteristics, apart from Wounds, are halved for the rest of the turn.

Once a push off has been resolved the moving Pit Fighter's move ends (ie. they lose any further moves they may have). In addition they **must** keep the same facing that they had at the start of the turn. A Pit Fighter that loses a push off before they take their move loses their move for the turn. A Pit Fighter that wins a push off before they take their move may carry out their move normally. Note that Pit Fighters involved in a push off may still attack later in the turn, and can make mighty blow attacks if they win the push off.

5.4 Illegal Moves

Every now and then a player will make an illegal move, usually because they try to move too fast (ie. they move up two speed bands rather than only one). If this happens, and it is spotted when the move is being made, then the move is cancelled and replaced with an Observe move instead. If an illegal move is spotted later on, after at least one other Pit Fighter has moved or attacked, then the illegal move is allowed to stand.





6.0 Resolve Attacks

Attacks are resolved after all moves have been made. In the core game rules each Pit Fighter may make one attack per turn. Attacks are resolved in order of Initiative in exactly the same manner as moves and may be interrupted (see 5.0 and 5.2). Fully resolve each attack, including damage effects, before moving onto the next one.

Important Note: Any Pit Fighter that takes an Observe move may add +10 to their Initiative when determining the order of attacks.

6.1 Choose Target

In order to make an attack there must be a target in an adjacent hex (the additional rules section published in Issue 3 of Fanatic will include weapons with a greater range than one hex). Hexes that may be attacked will have an Attack modifier shown in the Attack/Defence modifiers section of the attacking Pit Fighter's scroll (see 2.2).



Target's located in hexes where the Attack/Defence modifiers section of the attacking Pit Fighter's scroll has the letters 'NA' may not be attacked. An attacker with a choice of targets must pick **one** to attack.

6.2 Pick Hit Location

To resolve an attack both the attacker and the target must secretly write down one of the hit locations shown on the target's scroll on their roster. Once both players have picked a hit location then they are simultaneously revealed. If the defender guessed the location the attacker was going for, then the attack automatically misses. If the defender chose an area that is not even adjacent to the location chosen by the attacker, then the attack automatically hits. For any other circumstance then an attack roll off must be made to see if the attack hits or misses (see 6.3).

For example, assume that an Orc Pit Fighter is fighting another Orc. If the attacker chose to attack the head, then the attack would automatically miss if the defender also chose the head, the attack would automatically hit if the defender chose the groin or legs, and an attack roll off would be required if the defender chose the body or either arm.

6.3 Attack Roll Off

Assuming that the attack did not automatically hit or miss, then there is a roll off to see what happens. Each player must roll a D20 and add their Pit Fighter's Weapon Skill to the score. In addition the attacker is allowed to add any of the Attacker (A) modifiers from the Attack/Defence Modifiers section of their scroll, and the defender can add any of the Defender (D) modifiers from their scroll. If the attacker rolls higher he hits, if he rolls equal or lower he misses.

6.4 Critical Hits and Misses

If either the attacker or the defender rolls a 1 or a 20 on their Attack rolls, then something special has happened.

A roll of 1 always fails, so if the defender rolls it he will be hit, no matter what the attacker rolled, and if the attacker rolled it he will miss, no matter what the defender rolled. If both players roll 1s then the attacker's roll takes precedence and will apply, and the defender's roll is ignored (ie. the attack misses).

A roll of 20 is always a success, so if the defender rolls it he will not be hit, no matter what the attacker rolled, and if the attacker rolled it he will hit, no matter what the defender rolled. If both players roll 20s, then the attacker's roll takes precedence and will apply, and the defender's roll is ignored (ie. the attack hits).

6.5 Damage

If the attack hits, then compare the attacker's strength to the target's Toughness to find what type of dice is rolled for damage.

Difference between

Strength & Toughness	Wound Dice
Strength ten or more points higher	D20
Strength higher	D12
Strength equal or up to ten points lower	D10
Strength more than ten points lower	D6

Armour: Subtract the value of any armour worn on the location that has been hit, down to a minimum of 1 point of damage. Note that any attack that hits will always inflict at least 1 point of damage.

Mighty Blow Bonus: Any Pit Fighter that has taken a move that gives a Mighty Blow bonus may roll an extra D10 and add the score to the roll of its other dice. The value of any armour is subtracted from the total score of *both* dice. Remember that a Pit Fighter that loses a push off also loses their Mighty Blow bonus.



Any damage inflicted is subtracted from the target's Wounds, and may cause critical damage, as described next. Once a Pit Fighter's Wounds are reduced to 0 (zero) then the Pit Fighter is taken out – remove them from play. In a campaign, a Pit Fighter that has been taken out may well survive to return to the arena, but for the purposes of the core rules they count as having been killed. Campaign rules will be included in the follow-up article appearing in Issue 3 of Fanatic magazine.

6.6 Critical Damage

As well as reducing the target's Wounds, damage may also cause special critical effects. To find out what critical effect is caused simply refer to the Critical Damage charts on the next page and cross-reference the amount of damage caused (after any reductions for armour etc) with the location that was hit.

6.7 Adrenalin Rush Bonus

A Pit Fighter that inflicts one or more points of damage on an opponent receives an Adrenalin Rush bonus. An Adrenalin Rush bonus must be used before the end of the following turn or it is lost. An Adrenalin Rush bonus may be used to do **one** of the following things:

- The bonus may be used at any time to add +10 points to a characteristic. This bonus will last until the End Phase of the turn and then wears off. Note that you can take the bonus at any time, so you could, for example, roll the dice and see the score before deciding if you want to take a bonus. Also note that you can use the bonus to add +10 Wounds, which may result in a Pit Fighter staying on their feet until the End Phase of the turn and then collapsing when the bonus is lost.
- The bonus may be used to move one extra hex just before the Pit Fighter carries out its move. The extra hex of movement is always straight ahead. Take the extra move and then carry out the Pit Fighter's chosen action normally.
- The bonus may be used in the End Phase of the turn it is received or in the End Phase of the following turn to recover 5 points of lost damage. The recovered points may be added back to Wounds or any other characteristics that has been reduced, as the player sees fit. No characteristic may be increased beyond its starting level.

7.0 End Phase

The End Phase is basically a tidy up phase used to see if the combat is over and also to resolve the effects of some rules and mark the end of a turn. Once all necessary actions have been carried out the turn is over and a new turn can begin.

Author

Jervis is the Head Fanatic and has worked at GW for donkey's years. His many other credits include Blood Bowl and the very first version of Epic.

Further Information

The Pit Fighter Warband boxed set is available to buy from Games Workshop (see the How to Order section on page 94). An hexagonal matrix template to allow you to begin making your arena can be downloaded from the website.

More Mordbeim Website

Turn to page 34 for the League of Ostermark.
www.Mordbeim.com

7.1 Winning The Combat

A pit fight continues until half or more (rounding fractions up) of the Pit Fighters that started the combat have been taken out. For example, in a pit fight with five Pit Fighters, the fight would end once three had been taken out. The winner is the Pit Fighter that is still standing and that caused the most damage during the combat. In the case of a tie the Pit Fighter that first inflicted any damage is declared the winner.

Note that you should keep track of the amount of damage inflicted by your Pit Fighter so you can determine who the winner is.

This is all you need to play the Pit Fighter game, however, we will be publishing expanded rules for the game in Issue 3 of the Fanatic magazine.

Arm Critical Damage Chart

Damage	Critical Effect
1-4	None
5-6	Arm Hurt
7-8	Lose Finger
9-10	Arm Broken
11+	Arm Chopped Off

Arm Hurt: The Pit Fighter suffers a -1 A/D modifier for the rest of the fight.

Lose Finger: The Pit Fighter suffers a -1 A/D modifier permanently for each finger that is lost.

Arm Broken: The Pit Fighter suffers a -3 A/D modifier for the rest of the fight. In a campaign a Pit Fighter with a broken arm must miss the next two pit fights while the arm recovers.

Arm Chopped Off: The Pit Fighter suffers a -3 A/D modifier permanently. In addition the Pit Fighter will lose one additional Wound in the End Phase of each turn due to blood loss. In a campaign the Pit Fighter must miss the next two fights in order to recover from the wound, but the arm is permanently lost and they will continue to suffer the -3 A/D modifier.



Leg Critical Damage Chart

Damage	Critical Effect
1-2	None
3-6	Leg Hurt
7-8	Kneecap Damaged
9-10	Leg Broken
11+	Leg Chopped Off

Leg Hurt: The Pit Fighter's Initiative is reduced by 1 point for the rest of the fight.

Kneecap Damaged: The Pit Fighter's Initiative is reduced by 1 point permanently. In a campaign they must miss the next pit fight in order to recover.

Leg Broken: The Pit Fighter's Initiative is halved and they may not pick fast moves for the rest of the pit fight. If the other leg is broken then the Pit Fighter is taken out; remove him from play. In a campaign the Pit Fighter must miss the next two fights in order to recover.

Leg Chopped Off: The Pit Fighter's Initiative is halved and they may not pick fast moves for the rest of the pit fight. In addition the Pit Fighter will lose one additional Wound in the End Phase of each turn due to blood loss. In a campaign the Pit Fighter must miss the next two fights in order to recover from the wound and have their missing leg replaced by a wooden one. A Pit Fighter with a wooden leg has their Initiative reduced by 5 points, and they are not allowed to take fast moves. A Pit Fighter with two wooden legs must retire.



Groin Critical Damage Chart

Damage	Critical Effect
1	None
2-4	Stunned
5-8	Floored
9-10	Emasculated
11+	Hacked In Half

Stunned: The Pit Fighter suffers a -1 A/D modifier until the End Phase next turn.

Floored: The Pit Fighter suffers a -1 A/D modifier until the End Phase next turn, and he is only allowed to choose a slow move next turn.

Emasculated: The Pit Fighter is floored (see above). In addition he will lose one Wound in the End Phase of each turn. In a campaign he must miss the next pit fight in order to recover, and he will hate the opponent that inflicted the damage. A Pit Fighter that hates an opponent rolls an extra D6 when working out damage against them.

Hacked In Half: The Pit Fighter is hacked into two halves and he is dead, dead DEAD! Remove him from play.

Head Critical Damage Chart

Damage	Critical Effect
1-2	None
3-6	Stunned
7-8	Stunned & Scar
9-10	KO'd
11+	Decapitated

Stunned: The Pit Fighter may not attack for the remainder of this turn or next turn.

Scar: Roll a D10 and refer below.

1-8 = Impressive facial scar with a length in inches equal to the dice roll. This has no game effect but is cool!

9 = Ear hacked off (roll randomly for which). -1 Initiative permanently.

10 = Blinded in one eye. -1 A & D permanently.

If an eye or ear that has been lost is hit again then ignore the result. A Pit Fighter can lose both ears (-2 Initiative), but a Pit Fighter that loses both eyes must retire.

KO'd: The fighter has been taken out. Remove him from play. If playing a campaign then the pit fighter will fully recover in time for the next pit fight unless the wound also reduced them to zero or less Wounds, in which case they must roll on the Recovery chart as normal.

Decapitated: The Pit Fighter's head has been lopped off and he is dead, dead DEAD! Remove him from play. The opponent that did the damage may grab the severed head and brandish it aloft by taking an Observe action next turn. This makes the crowd go wild and allows the Pit Fighter to take an extra Adrenalin Rush counter. In a campaign the victim counts as being worth three opponents towards the five opponents required to learn a skill.

Body Critical Damage Chart

Damage	Critical Effect
1-4	None
5-6	Rib Broken
7-8	Bleeding Wound
9-10	Disembowelled
11+	Chest Ripped Open

Rib Broken: The Pit Fighter suffers a -1 A/D modifier for the rest of the pit fight for each broken rib. In a campaign the Pit Fighter must miss the next fight in order to recover.

Bleeding Wound: The Pit Fighter loses one extra Wound in the End Phase of each turn.

Disembowelled: The Pit Fighter must use one arm to hold his guts in! The Pit Fighter suffers a -3 A/D modifier for the rest of the fight. In addition, the Pit Fighter may not choose to take any fast actions, and loses D3 wounds in the End Phase of each turn.

Chest Ripped Open: The Pit Fighter's chest has been ripped open and he is dead, dead DEAD! Remove him from play. The opponent that did the damage may pull the victim's heart from their exposed chest cavity and brandish it aloft by taking an Observe action next turn. This makes the crowd go wild and allows the Pit Fighter to take an extra Adrenalin Rush counter. In a campaign the victim counts as being worth three opponents towards the five opponents required to learn a skill.



Chaos Pit Fighter

Chaos Pit Fighters are renowned for the lightning fast fury of their attacks. Add +5 to your Initiative when determining the order of attacks.



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

Fast



Medium



Slow

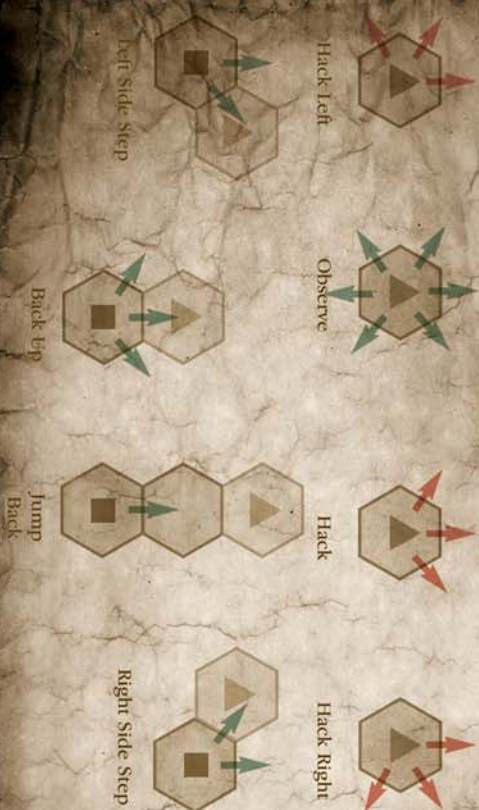




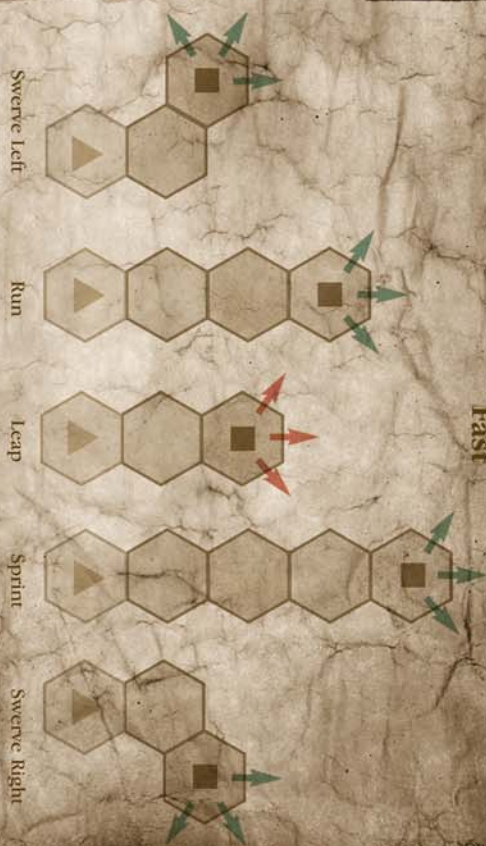
Empire Pit fighter
 Empire Pit fighters roll an extra D20 when they make a mighty blow, rather than an extra D10 as would normally be the case.

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

Slow



Fast



Medium

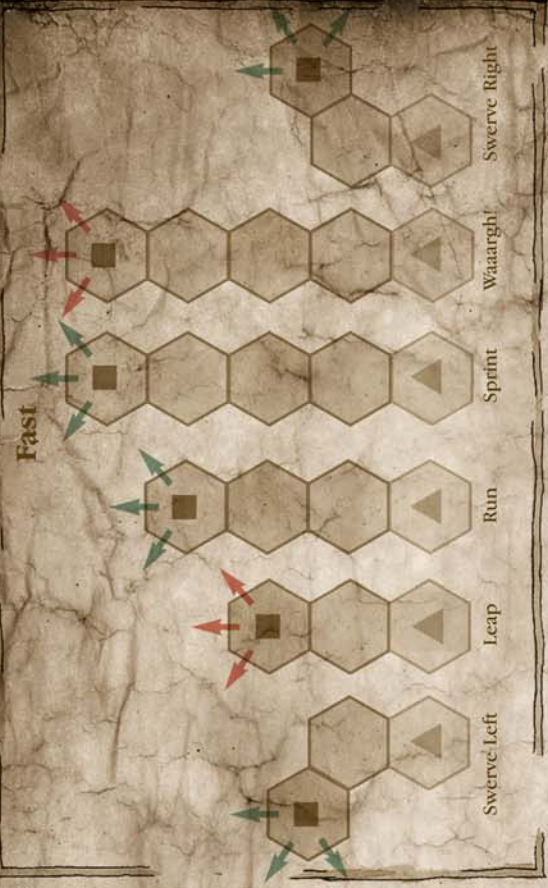


Orc Pit Fighter

Orc Pit Fighter's Damage rolls receive a +1 modifier. If the Orc makes a mighty blow add +1 to each dice.



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





Undead Pit Fighter

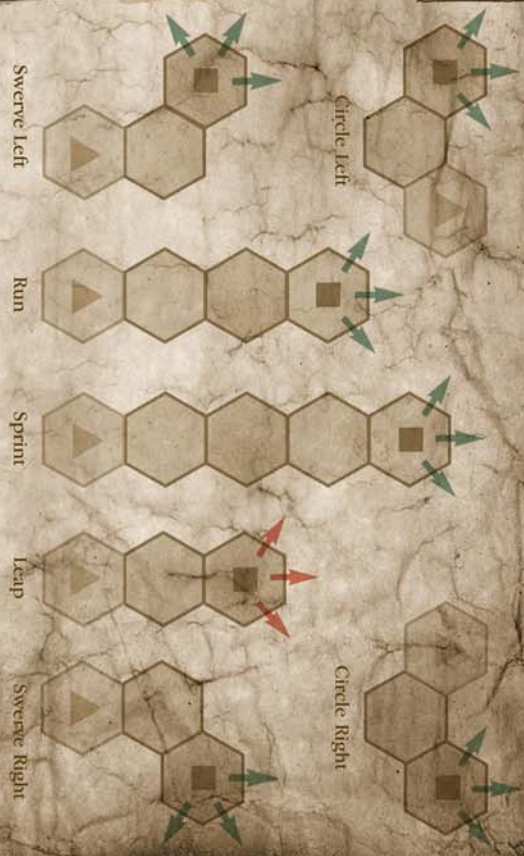
An Undead Pit Fighter may make an extra attack. The first attack takes place at the Pit Fighter's full Initiative and Weapon Skill, the second-at-half his Initiative and Weapon Skill. The attacks may be made against the same or different opponents.

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

Slow



Fast



Medium



GANG LEADERSHIP

KEEPING RESPECT IN YOUR GANG

By Andy Chambers

One thing that many Necromunda players have asked us is "what happens if my Gang Leader is killed, or another member of the gang ends up with a higher Leadership value?". This article answers those questions, and introduces the idea of leadership challenges into your Necromunda campaigns.

SLAIN LEADERS

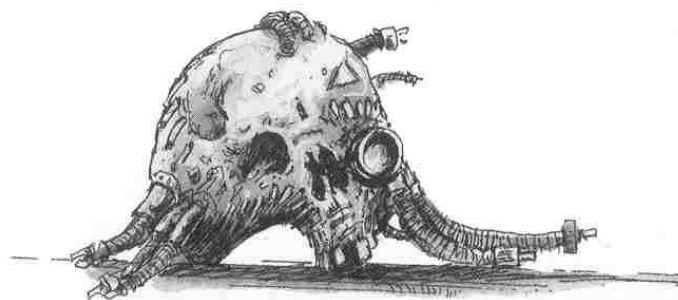
If the leader of a gang is slain, the gang fighter with the next highest Leadership characteristic takes over the gang, and gains the Leadership skill along with any other special rules and Equipment lists available to the old leader. This means that fighters within 6" can use his Leadership characteristic for Leadership tests and the leader can try to escape from pinning even while alone. If there is more than one gang fighter eligible to assume command, the gang fighter with the most Experience Points assumes leadership of the gang.

LEADERSHIP CHALLENGES

During a campaign it is possible for members of a gang to end up with a higher Leadership characteristic than the Gang Leader. Naturally this will cause friction within the gang as the upcoming fighter will start winning more and more support from the other gang fighters because he always seems to have the best ideas and the smartest plans.

The gang risks being irrevocably split if it has to fight while leadership is uncertain – the fighters will not know who to follow and risk arguing amongst themselves at the worst possible time. This will soon bring about a leadership dispute as the old leader strives to keep the gang together and confronts his potential usurper, or else the young blood makes his play for leadership and challenges the old leader for his position.

In the case of a challenge, roll a D6 to determine the outcome of the dispute. (See table on opposite page.)



There's mutiny afoot

D6 RESULT

- 1-2 Both contenders must fight it out in hand-to-hand combat before the gang. They may only use knives and must wear no armour. The first contender to go down or out of action is the loser. The winner assumes leadership. A defeated contender has no alternative but to accept the victor as leader. The contest must be actually fought out as a hand-to-hand combat, preferably with another player rolling dice for the old leader or his would-be usurper.
- 3-4 As above, except that the matter is resolved as a shoot-out between the two rivals. Both contenders are allowed to use any and all weapons that they possess.
- 5-6 The potential new leader is utterly loyal to the old leader and remains his trusted henchman. He will never challenge for the leadership again.

Notes

Van Saar gangs treat a roll of 1-2 as a roll of 3-4 instead.

Goliath gangs and Ratskin Renegades treat a roll of 3-4 as a roll of 1-2 instead.

Redemptionists treat all results as 5-6.

DEFEATED USURPERS

If the challenging gang fighter is defeated by the old leader he can be dealt with as the leader sees fit. The defeated gang fighter will not challenge for leadership again until he gets another Leadership characteristic increase. Some ireful leaders are inclined to sell challengers into slavery or give them swimming lessons in the Sludge Sea and other unpleasantness, but this is far less common than you might think (honest).

OUSTED LEADER

If a gang fighter defeats the old Gang Leader, he will replace him as leader of the gang and the old leader will be ousted. The new leader gains the Leadership skill, while the old leader loses it. Roll a D6 to determine the reaction of the ousted leader.

D6 RESULT

- 1 The ousted leader slinks away from the gang and disappears forever.
- 2-4 The embittered old leader deserts the gang and becomes a Hired Gun. The old leader's hire fee is one fifth (20%) of his total cost plus Experience Points.
- 5-6 The ousted Gang Leader accepts he has been beaten by the better man and becomes utterly loyal to the new leader. He will never challenge the new leader for leadership of the gang again.

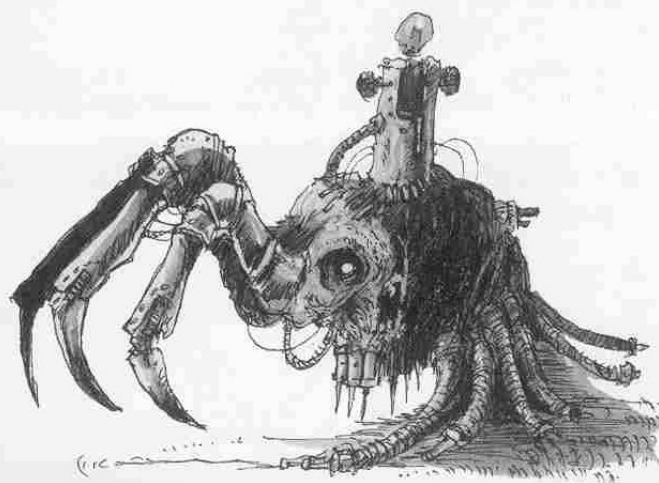
Dogan spat on the ground mere inches from Vorgar's feet, a clear sign he was challenging Vorgar's leadership.

"You want the crown, you're gonna 'ave to take it from me" growled the Goliath leader.

Dogan wasted no time and produced a heavy mace which he swung high in an attempt to take off Vorgar's head. The veteran leader parried at the last moment with his ancient sword. He'd seen off young whelps before and there was nothing that made Dogan any different. With a cry Vorgar placed his heavy nailed boot into Dogan's stomach, who was still over-extended from his last attack.

It was only then Vorgar had realised his mistake, Dorgan was different from the others, he had a brother. The dying Gang Leader felt the blade buried deep into his back. Dorgan's attack was nothing but a feint, a distraction so the real challenger could deliver the killing blow.

Vorgar's brother would become the new leader.



Author

Andy Chambers was one of the original Necromunda authors and continues to produce excellent work to this day. Check out *The Last Word* on page 96.

Further Information

The *Necromunda Underhive* rulebook is available from most GW stores as well as online.

More Necro Website

Turn to page 56 for the Enforcers.
www.Necromunda.com

BLOOD BOWL

HIT EM HARD, AND HIT EM OFTEN

A GUIDE TO BLOCKING IN BLOOD BOWL

By Ian 'Double Skulls' Williams

Blocking is one of the fundamental elements of Blood Bowl, and, for many of the 'bashing' teams it is absolutely crucial to having a successful team. For many of the 'flair' teams it can be just as important to understand how your opponent may exploit your weaknesses. Get your blocks wrong and you won't win many games; get them right and victory will be yours. This guide is intended to help coaches get the most out of their blocking.

The first thing you need to do is to understand the strengths and weaknesses of your team and your opponent's. Try to block like Dwarfs when you are playing Halflings, and you'll probably lose, but going around blocking everything in sight, can lead to disaster too. As with everything in Blood Bowl, it's all down to balance.

SKILLS

The most important skill for blocking is Block. Block has 3 effects:

- It massively reduces the chances of you falling over when blocking. A 2 dice block without Block is 4 times more likely to fail than one with Block. Players who do the hitting need Block, otherwise they will burn team re-rolls and cause turnovers.
- It increases your chances of putting opponents on their backside. One extra pip on the dice doesn't sound much, but when rolling 2 dice it improves the chances of putting your opponent on the ground by 36%. That means more opponents off the pitch and more SPPs.
- Block stops you being put down by opponents that do have Block; this is why so many receivers take Block. It can also play havoc with an opponent's blitz, because he can't guarantee either knocking you down or pushing you back.



There are other skills that are important for blocking. Dodge and Tackle are important because they affect the amount of knock downs. At a later stage of development Pro can also help out.

The table on the right really shows how dangerous it can be to make 2 dice blocks if you don't have Block. One turnover in nine doesn't sound like much, but what happens if it's the 1st block of your turn and you haven't even thought about the ball? What if you don't have any re-rolls?

Chance of putting defender down with a 2 Dice Block				
Attacker's Skills	Defender's Skills			
	None	Block	Dodge	Block/Dodge
None	56%	56%	31%	31%
Block	75%	56%	56%	31%
Pro	68%	68%	41%	41%
Block/Pro	84%	68%	68%	41%
<i>Tackle isn't included because it negates Dodge - so just look at the appropriate defender column without Dodge.</i>				

Chance of falling over when blocking					
Attacker Skills	3 dice Defender's Choice	2 dice Defender's Choice	1 dice	2 dice Attacker's Choice	3 dice Attacker's Choice
None	70.4%	55.6%	33.3%	11.1%	3.7%
Block	42.1%	30.6%	16.7%	2.8%	0.5%
Pro	52.9%	39.5%	22.2%	4.9%	1.1%
Block/Pro	26.4%	18.5%	9.7%	0.9%	0.1%

STRENGTH

High Strength is important, but normally a skilled Strength 3 player is better at blocking than an unskilled Strength 4 player. An unskilled player making a 3 dice block has less chance of putting an unskilled opponent down than a 2 dice block with Block. On top of which the player with Block has a considerably lower chance of causing a turnover. Also a 1 dice block with Block on a player with Dodge has a better chance of knocking them down than a 2 dice block without Block.

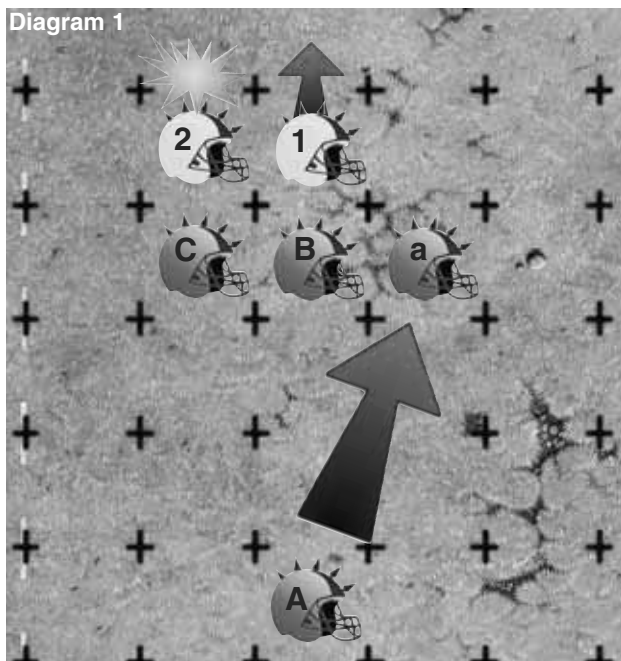
ARMOUR

The difference between AV7 and AV8 doesn't sound like much but it equates to a 50% higher chance of having your armour broken. Similarly AV8 has 66% more armour breaks than AV9. High Armour really is vital if you are going to get hit. The combination of armour and skills actually mean that an AV7 player with Block or Dodge is still more likely to get hurt than an AV8 player without either.

ASSISTS

Make sure you understand who can give assists and who can't. Ending up making a 1 dice, or 2 dice opponent's choice block can be disastrous.

Diagram 1. In this example, neither B nor C can give an assist against No.1 or No.2. So unless you have higher Strength you can only make a 1 dice block. Player A moves forward, from A to a, to give an assist against No.1. Now B can block No.1 and then assist in C's block on No.2. If C were a Guard he could have given B an assist against either No.1 or No.2, and then B could return the favour. That would mean that A could be used elsewhere.



MAXIMISE THE NUMBER OF BLOCKS YOU MAKE

The easiest way to win the blocking war is to hit them more than they hit you. Want to knock that War Dancer into the back of beyond? Hit him as much as you can. The simple way to do this is to have as many players in contact with your opponent at the beginning of your turn. However, this isn't very useful if they are all outnumbered so make sure you have a reserve to commit.

Diagram 2. You can see below a simple example of how to maximise your blocks. If No.2 blocked No.16 and got a push back, then No.1 can't block him as he has to go backwards. However if No.1 makes the initial block, and only gets a push back, then he can follow and No.2 can make another block. So you've just doubled your chances of getting him down.

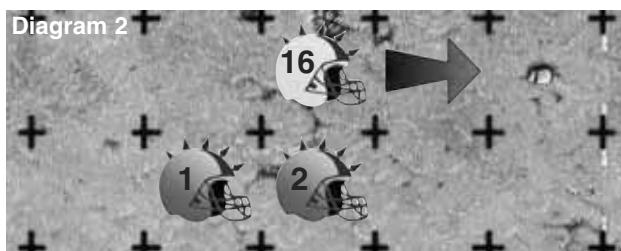


Diagram 3. In the next example No.3 isn't next to any opponent, so can't make a block, but if No.1 pushes No.16 sideways then No.3 can block him in addition to No.2 – this gives you 3 bites at the cherry, as well as potentially allowing you to make a block with a player who previously couldn't.

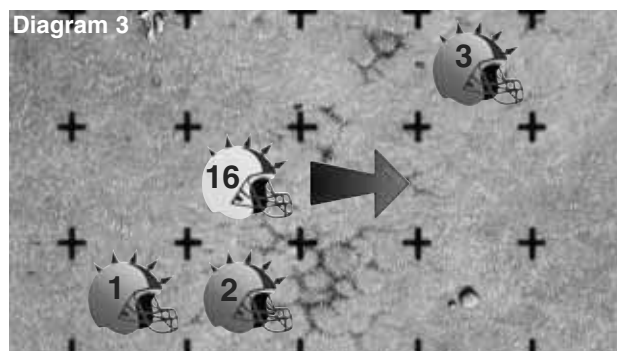
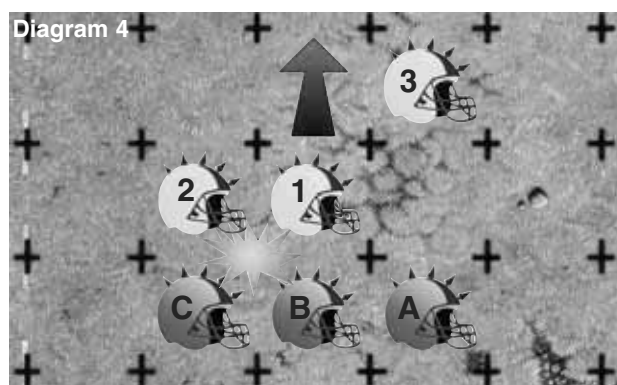


Diagram 4. Below, if B blocks No.1 then he can't follow up as he will no longer be able to assist as he will be adjacent to No.3. So, by not following up, you are still ensuring that C can block, without having to bring an extra player in to give an assist.



Always watch out for the bigger opponents...

Diagram 5. Use secondary push backs to get extra blocks. A is prone, having been knocked over last turn. B now blocks No.1. As all 3 squares behind No.1 are occupied you can choose which one to push No.1 into. Make the secondary push back into A. A now stands up and D gets to block No.1 with an assist. If he only gets a push then C gets another chance to hit No.1 too. Secondary push backs can be very useful if you are in a crowd, both for freeing your own players and for putting opponents into a vulnerable square.

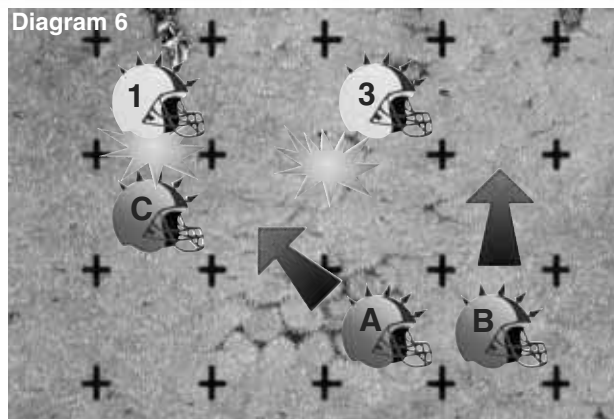
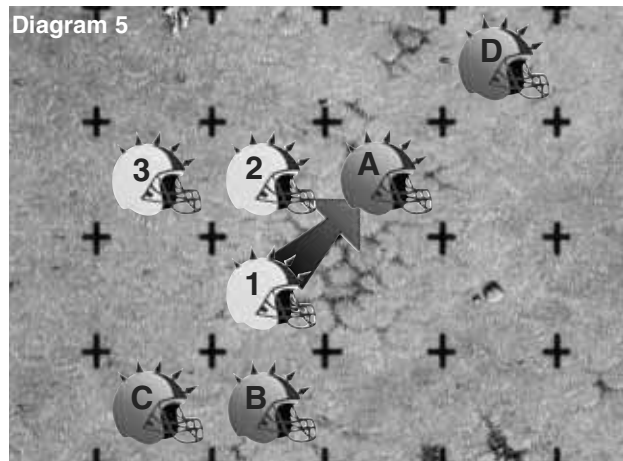


Diagram 6. Use your blitzes to get extra assists. In this example C can only get a 1 dice block on No.1. So B moves up to No.3, who A then blitzes, but A finishes his blitz move next to No.1, allowing C to make a 2 dice block.

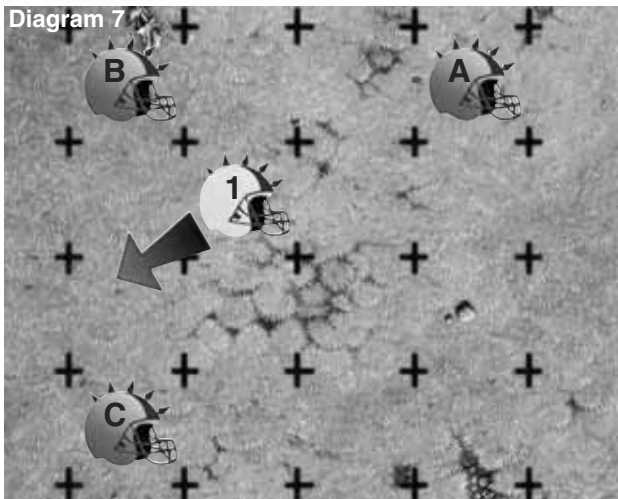
Diagram 7. Sometimes you can blitz, and then ensure that another player will have a chance of blocking the opponent if you only managed a push back. In the diagram on the next page B starts prone. He stands up, A comes in for the blitz and pushes No.1 next to C, so that C can now get a second block against No.1.



***Did you know...

The worst tackle on record happened in 2488 when six players from *Khain's Killers* tried to bring down Elfheim Eagle Star Thrower, Valen Swift, once and for all. As Khain's men piled on the seemingly helpless captain, a stunned Elfheim crowd held its breath. Long moments passed as the refs pulled apart the bodies, but when the dust cleared, the Elf was still standing. Swift protest to this day that rumours that it was only a projection of him are untrue!

Diagram 7



HIT THEM BEFORE THEY HIT YOU

What you want to do is ensure that those players you want to be blocking with are next to an opponent at the beginning of your turn. Now moving all your players to man mark the opposing team is normally a good way to ensure that you get knocked into the back of beyond. Sometimes it can be a brilliant idea against teams that are outnumbered or hopeless at blocking.

Some teams (eg. Dwarfs) can risk putting a lot of their players next to opponents at the end of their turn. High Armour, Block on most players and probably some useful skills, like Guard and Stand Firm, can cause opponents all sorts of problems in their own turn. Most teams are not as tough as Dwarfs, but still need to make their blocks count. Norse are the perfect example of this. Having every player start with Block makes them very effective when blocking, but AV7 means getting hit hurts.

Some teams, notably tree-hugging Wood Elves, are so fragile that they need to avoid any contact at all. Very often they will try to stand off, so that you can't hit them. So, how do you drag your opponent into your blocks and avoid getting hit back?



Even stronger players will not be able to open the way if you manage to cage 'em.

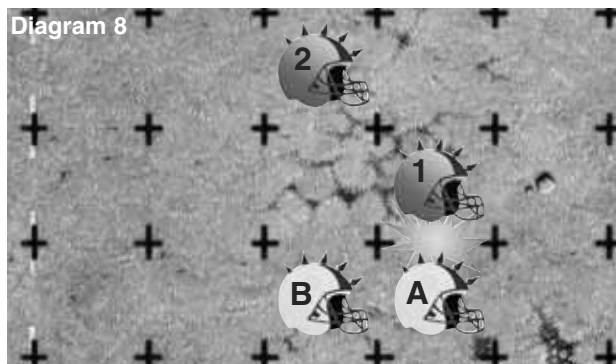
FOLLOW UPS

First of all you can follow up when you knock opponents down. Against average or low AG opponents this is quite an effective way of tying them down. Against high AG players they may well just dodge away, but at least you are forcing them to roll dice.



Diagram 8. In the example below A knocks over No.1. Should he follow? If No.2 is also prone, yes. That way both those players are tied up and neither can make a Block action. If No.2 is not prone then the question becomes more difficult as you are giving your opponent the opportunity to block you back. If A has higher Strength then often it will be a good idea to follow up, as not only will No.1 have to stand up but at least one other player will have to be thrown in to get a 2 dice block against you. Saying that, if No.2 has Block and you don't it is more debatable.

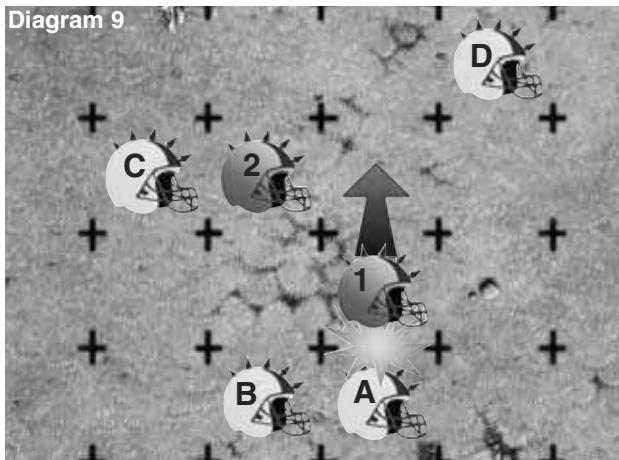
Diagram 8



If you have the same Strength then you ought to expect to have a 2 dice block against you. Normally that means you either have some other reason for tying those players up, or are well protected against getting hurt (Block, Dodge and/or high Armour). Also you need to consider what happens if A does follow, and gets blocked. Will your opponent follow up and give B a chance of blocking him next turn? This can be a good way to bring the battle to you – sacrifice a few linemen to get the opponent where you want him.

Diagram 9. In this example, because you have No.1 and No.2 surrounded there is little risk associated with following up – and next turn you ought to be able to block both of them. You could choose to follow up with A, safe in the knowledge that No.1 is now pinned by D and doesn't have any easy dodges out. Normally this sort of situation will only occur if you've already managed to remove a few opponents from the pitch.

Diagram 9

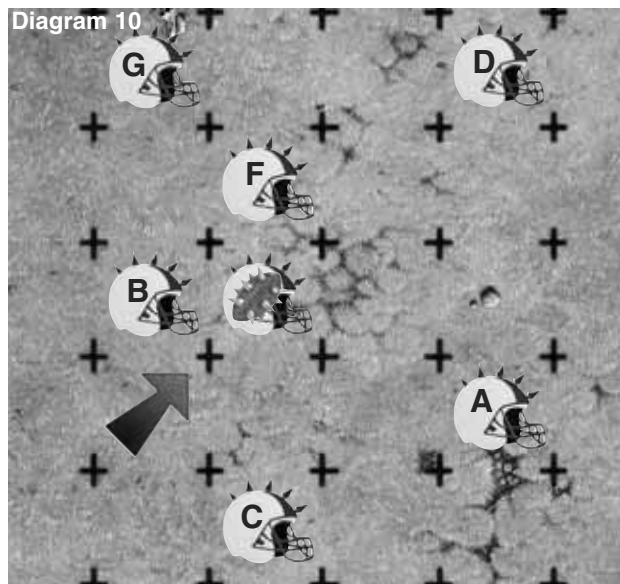


SUCKING THE OPPONENT IN

If you are up against some pansy Elf, or other cowardly opponent who doesn't want to get stuck in, then sometimes you have to lure them on to you. On offence this normally means giving them a chance of blitzing the ball carrier. Make no mistake that this is a risky play, some lucky blocks, and a bad scatter, can result in you getting turned over and having the ignominy of being scored against.

Diagram 10. In the next example the ball carrier is vulnerable to being hit from the direction of the arrow. To get a 1 dice block your opponent will have to mark B and C. If the ball carrier does get hit then he can only be pushed into the empty squares to the right – so even if the ball pops loose it's very likely to remain in at least one of your player's tackle zone – and probably inside the cage. With your opponent's blitz used he may try to swamp the players around the ball with additional tackle zones to make your next turn harder – so hopefully you've managed to suck in a sizeable proportion of his team. I would not recommend this sort of play if you haven't got any team re-rolls left.

Diagram 10



The Ogre's 'sucker in' the Elves, as explained on diagram 10.

PUSHING OPPONENTS OUT OF BOUNDS

One extremely effective method of establishing numerical superiority is to push opponents out of bounds. Not only do you leave your opponent with one less player for this drive, but you've got a good chance of keeping the player off on future drives too. However, most coaches are aware of this and will avoid placing players on the side lines, for obvious reasons.

Diagram 11

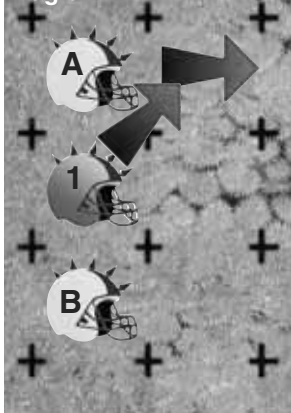
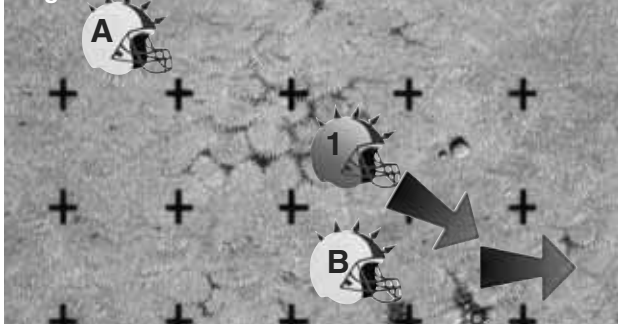


Diagram 11. To the left you can see how an opponent a square away from the sidelines can still be pushed out of bounds, without having to use a blitz.

Diagram 12. Here you can see how a blitz can be used to move an opponent out of bounds by using your blitz. A blitzes No.1 so that he is to the right of B, who then blocks in turn. Obviously you

can combine these two examples to get opponents out of bounds that are at first glance safe. You should also consider how secondary push backs can be used to push opponents out of bounds, or at least put them in a position where they are vulnerable.

Diagram 12

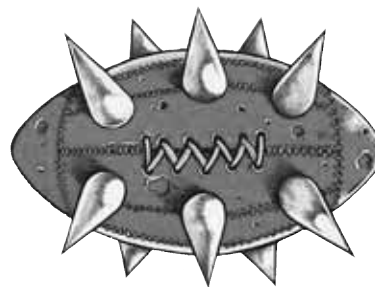


"Oi! Get back on this pitch!"

There are some skills that help enormously when pushing players out of bounds. Obviously Frenzy is very useful; that 2nd block means far more players are vulnerable to the blitz. Remember that Frenzy forces you to always follow up (even if the opponent is knocked down) so you have to be careful, or you'll find yourself pushed out in turn.

Stand Firm and Side Step effectively make players immune to being pushed out of bounds. Many coaches will try to ensure that vulnerable players have these skills. It also makes those skills extremely useful on players with Frenzy!

One tactic often adopted by 'strength' teams is to run their cage down one side of the pitch – this often opens up opportunities to push opposition players out of bounds.



MAKE YOUR BLOCKS COUNT

"Hit the player you are most likely to injure, with the highest value to your opponent."

Against most teams you'll find their players have different Armour, some will have Block, some Dodge, others Stunty. Ensure you hit the targets that are most likely to hurt your opponent, for example:

- If you have a choice between blocking a Zombie (AV8) or a Skeleton (AV7), always hit the Skeleton. They are of equal value, but the Skeleton is an easier target.
- Between an unskilled Human lineman and thrower, always hit the thrower. His loss will hurt your opponent more, and you are just as likely to flatten him.
- If there is a Ghoul with Dodge and one with Block & Dodge, always hit the one with just Dodge if you have Block, otherwise hit the higher value Block & Dodge one.

By reducing the numbers of the more vulnerable players you will be more able to gang up on the tougher ones.

“Make your skills work for you.”

If you have players with skills like Mighty Blow or Piling On try to ensure they have the maximum chance of putting their opponent down, otherwise they'll never get a chance to break armour. Another tactic is to leave them behind another one of your players who is going to get hit in your opponent's next turn. Then, if your opponent follows up, they will be able to make the block, instead of a player who doesn't have the extra skill.

Beware of over committing your “tackler”. If your tacklers are outnumbered by opposing dodgers, be sure not to fall into the trap of sending him off after one dodger who (get him or not) leaves your tackler out of position to attack the other tacklers.

“Maximise your blocking dice.”

Strength 5 players need 2 assists against S3 to make a 3 dice block. Not only does this increase the chances of you putting the opponent down but it also cuts the chances of you going down yourself. Don't forget that S4 players only need 1 assist to get 3 dice against S2 players, or 3 assists for 3 dice against S3 players; Guard can help a lot with getting those assists! But don't go mad – overcommitting players to one block may leave your team out of position, or you may miss out on opportunities to get 2 dice blocks elsewhere. Don't necessarily be tempted to 1 dice block with Block at the end of a turn, simply for something to do. Often you will end up in a worse position than you would had you never made the block. A late “skull” in a turn can turn a really tough-looking situation for your opponent into a very simple play. Don't make your opponent's job easier.

CONCLUSION

Games of Blood Bowl are won and lost by the number of touchdowns scored, not the number of casualties. If you emphasise the blood in Blood Bowl too much, you might win on casualties but you will lose the game. Never lose sight of the fact that you must out-score your opponent. If you've got no re-rolls and it's the last turn of the half, there aren't many occasions where you should block before scoring.

Understanding the strengths and weaknesses of your team is crucial to making effective blocks. Combine that with a good use of push backs and follow ups and you can pulverise your opponent. Effective blocking can open up the route for you to score more easily, and frustrate your opponent when you are defending. Don't forget to thank Nuffle for the skulls!



Author

Ian Williams is known as 'Double Skulls' online and is a prominent member of the online Blood Bowl community as well as being a veteran coach.

Further Information

The Blood Bowl boxed set is widely available from Games Workshop and GW Direct (See the How to Order pages). Ever thought about joining the NAF? The NAF is a independant and international organisation that supports Blood Bowl coaches.

Website

*www.BloodBowl.com
& (NAF website) www.BloodBowl.net*



'Da Putrids player, Burb'abal Plagueboots, leaves a trail of destruction in his wake.

