



NECRON TACTICS

By Elan Stein

The following is a fleet analysis of the Necrons in Battlefleet Gothic. The article is broken down into five segments: Necron Advantages, Necron Disadvantages, Individual Vessel Capabilities Assessment, Commonly Used Tactics, and Common Necron Player Errors.

NECRON ADVANTAGES

The Necrons' offensive advantages stem mostly from their unique weapons systems. The weapons available to the Necrons are the Star pulse generator, gauss particle whip, lightning arc and portals.

Gauss particle whips act as lances, but with a pair of advantages over typical Battlefleet Gothic lances. Not only do these weapon systems hit on a 4+, but any hit of a 6 will bypass a target's shields. In addition, particle whips, unlike other lances from any other race, will automatically bypass an Eldar vessel's holofields or shadowfields.

The lightning arc is the Necron equivalent of batteries, but once again has a pair of advantages over typical weapon batteries. Firstly, all targets count as closing, regardless of the target's actual orientation to the firing vessel or vessels. Secondly, the lightning arc is completely unaffected by holofields or shadowfields, and not only ignore the 2+ Save like every other battery, but – and this is the unique part about it – never getting a right column shift for firing at such a vessel.

The Star pulse generator is a unique Necron area-effect weapon, which can potentially strike any ship within 20cm. Like most Necron weapons it has the ability to ignore holofields and shadowfields.

Finally, the Necrons' portal arrays are an entirely unique ability on the fleet's part and gives additional teleport attacks to the vessel.

The Necron defensive advantages lie with their reactive hull plating and their Armour Save capabilities, in addition to their turret protection and ability to phase out on a whim.

Necrons lack true shielding in preference for an Armour Save system (much like the saves earned by ships on Brace for Impact). This allows Necron vessels to make Armour Saves against ordnance and attack craft which otherwise would have been far more dangerous to a ship which relies on shields.



Reactive hulls provide numerous benefits to the Necrons' vessels. First off, it gives the ship immunity to the affects of any solar flares, radiation bursts, dust clouds, gas clouds, or Blast markers. This extends into a benefit towards damage repair checks, as they will never be halved due to being in contact with Blast markers or dust and gas clouds. Secondly, any repair checks done are successful on a D6 roll of 4 or higher, unlike everyone else who must score a 6. This means the Necron fleet can make many more repairs than most fleets per turn. Thirdly, the reactive hulls allow Necron vessels to increase their Armour Save to a 2+ if braced, rather than its typical save. Finally, all Necron ships, escorts included, start off with the highest Armour rating possible from all angles, making it difficult to hit them with battery fire.



Add to that the large amount of turret coverage on Necron capital ships and one ends up with a fleet that is difficult to harm using ordnance and fairly resilient against other forms of attack too. Also, Necrons possess the ability to phase out vessels at the player's choice without needing to roll a Leadership test at the end of the Necron Movement phase, thus avoiding the death of certain high priced vessels.

The Star pulse generator also provides a considerable defensive advantage, since it can also be used for the job of ordnance removal. As a defensive weapon, it can do a lot of damage to enemy ordnance within its 20 cm radius of effect, all the more so when two or more Star pulse generators are 'layered' or used at the same time on the same slice of space. As it hits all targets within its range like a turret, and as it can take on all types of ordnance simultaneously (ie, both attack craft and torpedoes), it can clear a swathe through ordnance filled space very quickly and very efficiently.

The Sepulchre is a 0-1 choice available as an upgrade to the Cairn. This means that the upgrade is optional, but if one is taken, it is the only one that may be used, and a fleet may have only one Sepulchre because of it. Against ordnance, it functions like a Star pulse generator with the exception that it destroys all ordnance on a 4+ including pesky Eldar, Space Marine or Tau ordnance which normally require a 6 to destroy.



In addition, the Sepulchre may also be fired against an enemy ship. If so, it can potentially reduce the enemy vessel's Leadership permanently, as well as disallow that vessel any special orders for the turn, including Brace for Impact. It also gives the Cairn using this upgrade a Leadership value of 10.



Finally, although not a weapon system per se, the Necrons' speed is a major advantage. It can be used to flee, fight, or reposition them to do one or the other quickly. The fleet is amongst the fastest in Battlefleet Gothic, only matched by the Eldar and Dark Eldar. However, even the Eldar are blown away as soon as the Necrons' special Inertialess Drive is given All Ahead Full orders. This makes the Necrons both the most manoeuvrable fleet under All Ahead Full as well as the fastest possible fleet in the game.

NECRON DISADVANTAGES

For every advantage, the Necrons have a disadvantage.

The offensive disadvantages are found in the Necrons' firepower. Point for point, the Necrons are undergunned compared to most fleets. This means that in an equal points engagement, the Necrons will be unable to cause as much damage to the enemy fleet per turn as most other fleets could. In addition, the ranges of Necron weapon systems are decidedly short, with the one weapon reaching past 30cm being their gauss particle whips. This forces the Necron fleet to fall back on their defensive advantages to win through attrition, sometimes utilising their Brace for Impact 2+ save, which in turn has the disadvantage of halving the ship's already low levels of firepower in addition to disabling any Portal and Teleport attacks, and can cause their defensive disadvantages to become more telling.

Defensive disadvantages for the Necron fleet can be found in the Armour Save system. While it is true that having an Armour Save will prevent damage under a hard bombardment in a way superior to shields, and whilst it may prevent damage by ordnance, it offers worse protection per hit inflicted than shields.

This makes the Necron fleet more susceptible to taking damage from pot shots. This is especially true when faced with the prospect of lances being fired towards them, which bypass the Necrons'

typically high armour of 6+ by hitting them on a 4+ instead. This could make it necessary for the Necron vessel or squadron to Brace for Impact, which brings with it yet further difficulties.

Like portals and teleport attacks, the Star pulse generator and Sepulchre cannot function when under the Brace for Impact special order. In addition, since a ship can use only a single special order at a time, Bracing for Impact will prevent the use of All Ahead Full special order, and so the extreme mobility of the Necron fleet is lost.

As a final disadvantage, the Necron Victory Points table is extremely severe if any ships are lost. At all costs, one must never lose a capital ship, or else they might very well lose the game then and there, even if the enemy fleet is completely neutralised. Even worse, the harsh cost of Victory Points against the Necron fleet provides yet another incentive to Brace for Impact, imparting all the negative side affects of this special order.

INDIVIDUAL VESSEL CAPABILITIES ASSESSMENT

The Cairn class Tombship

This vessel is the closest to a battleship the Necrons possess. As far as its basic stat line is concerned, it is no faster than most battleships, and certainly is not the fastest of its equivalent class. However, it possesses perhaps the biggest firepower levels of any battleship in the game. Its total capabilities are nearly on par with those of a pair of Scythes working together. It is also the only vessel in the Necron fleet which can take a Sepulchre. Able to reap an impressive amount of damage at 30cm or less, this ship is a threat on the battlefield. Even at 45cm, this ship's lances are able to keep an enemy cruiser at bay. It is both a powerful weapon and a serious liability. Powerful in its weapon systems, but due to the Victory Points table the Necrons suffer from, if this vessel becomes hulked or even destroyed, it could spell end game to Necron fleets at or below 2,000 points.



The Scythe class Harvester

This is the Necron equivalent to a full on cruiser. With a strong, multidirectional lance array and a respectable battery load out, this ship forms the backbone of many a Necron fleet. Highly capable against any adversary, it has no single glaring weakness other than the Necrons' typical capital ship Victory Points table and minor undergunning for its points value. A pair of these are much more preferable than a single Cairn with a Sepulchre, offering tighter turns, faster speed, double the Star pulse generators, 2 more teleport attacks, 2 more gauss particle whips, and 4 more combined Hit Points at the cost of 4 less lightning arcs, and under the mass turrets rules the duo can put out just the same amount of turret coverage per vessel. In addition, having a pair of Scythes act as damage control as far as VP are concerned over taking a single Cairn. For example, a Cairn with Sepulchre which takes 6 points of damage puts out 275 points to the enemy, but if the two Scythes take 6 points of damage between them, it is, at most, 138 VP. It could even be no VP if both ships took 3 hits.



The Shroud class Light Cruiser

This ship can provide invaluable Leadership boosting capability to the rest of the fleet. It can also provide an Achilles heel as well. With its sensor abilities, one's fleet can get between +1 and +2 Leadership to all vessels so long as one Shroud is not crippled.

However, if it is crippled, those abilities go away, and as a Shroud only has 4 hits, only 2 hits must be inflicted to render its gift to the fleet dead. That is why, if this ship is taken, it should be used with care. Never field it alone. Always have it paired up with at least 2 Scythes to run interference against attack runs made towards it. Keep it as far away from the enemy itself as possible. It does, however, boast a potent lighting arc array which can come in handy as extra attacks against an enemy vessel. This ship is a true double-edged sword as it can either help the fleet's Leadership out in an important time, or else hurt the fleet severely if killed due to the Victory Points table the Necrons possess.



The Jackal class Raider

This is one of the two escorts that the Necrons possess. It is a fast, very well armed vessel with the unique ability amongst any fleet's escorts to initiate teleport attacks against other vessels, so long as the target has 6 hits or less remaining, that is. Jackals are powerful ships, and as they are escorts, they do not suffer from the Necron Victory Points table.



The Dirge class Raider

The Dirge is the other escort available to the Necrons. It is a lighter armed, faster ship than the Jackal. This makes it ideal to take on the faster fleets in the game, such as the Eldar or Dark Eldar. Once again, as an escort, it does not suffer from the Necron Victory Points table.



COMMONLY USED TACTICS

Necrons can epitomise the meaning of shoot and scoot. They were designed originally to be a true raiding fleet, to hit hard and fast, than get out before taking too much damage. However, while the Necrons are capable of such a thing, they can also be capable of full on, drag out fleet engagements. Listed below are a few common broad Necron tactics favored amongst players of the Necron fleet, as well as a short description of each:

The Pincer: Deployment of the Necron fleet would be so that all the vessels would be angled towards the closest edges of the table, towards the enemy of course. This would be done on both sides of the deployment zone. On turn one, as many ships as possible are to activate their inertialess drives to race down both sides of the table with the hopes of getting to the sides and behind the enemy fleet.

The Anvil and Two Hammers: A modification of The Pincer, the fleet is split into thirds. 2/3 of the fleet does as in The Pincer, but 1/3 is pointed directly at the enemy. This third is not to go on All Ahead Full, but instead is to move slower. It is preferable to use escorts in this roll as this group will be the attractive bait, as well as a

massive speed bump in the enemy fleet's movement. As capital ships have the Victory Points table working against them, the escorts are the logical anvil; however the inclusion of a lone capital ship in the anvil might pose useful to entice the enemy to go after this central force. Meanwhile, the two 'hammers' are to move up and around the enemy fleet as in The Pincer. Typically this tactic works better than The Pincer alone, but depending on one's fleet composition and points limit, one might be preferable over the other.

The Blind Charge: The name says it all. The entire fleet heads directly towards the enemy, trusting in the protection their armour gives them, and locking onto individual clusters of ships at a time whenever possible. The idea behind this tactic is to cause crippling damage as quickly as possible so that the damage inflicted to the Necron fleet is made up for easily, later on, once the fleet is at close quarters with the enemy.

The Tacking Charge: This is similar to The Blind Charge, but slower and less likely to result in catastrophic failure.

This is done by zigzagging across the table to present the side arch as often as possible, making it much harder to harm the fleet with battery fire.

It also, however, exposes the fleet to an increased time out in the open, meaning more time for the enemy to fire upon the fleet.

In addition to broad tactics, there is also a universal pair of secondary tactics that can also be utilised by any fleet. These would be to either Focus Fire on a particular ship or group of ships, or to Spread the Firepower out amongst multiple ships and squadrons. Both methods have their own advantages and disadvantages. For example, by focusing fire, one can be rid of individual enemy ships faster, but leave most of the rest of the enemy fleet unharmed and still fully dangerous, and by splitting fire amongst multiple targets one can hope to damage a large number of enemy ships and squadrons relatively evenly, causing a dramatic decrease in the enemy fleet's firepower at a sudden time in the game, but unfortunately it also takes longer to pull off as each target ship or squadron gets relatively little incoming weapon's fire.

This was just an outline of commonly used Necron tactics. There are definitely more tactics out there, but these are used quite often by Necron fleets.

COMMON NECRON PLAYER ERRORS

Necron players usually do worse when they get arrogant in their fleet's capabilities and special rules.

In fact, it is at the root of most Necron losses. At times, it may actually be prudent to charge the enemy and rely on the vessels' armour to get them through the worst the enemy can fling at them, but at other times – most of the time – it is not a very good idea.

Knowing when to do this and when not to is

a deceptively difficult skill for some new players to understand, and to learn this skill is a great step towards mastering the game. However, Necron players tend to charge when they become arrogant and stuck in the mire of their special rules, thinking that they will be fine because of their special abilities.

Still others who get too into using their Inertialess Drives might find themselves shooting off the battlefield, even with the steerable nature of Necron All Ahead Full. Once again, arrogance in the special rules

of the fleet could cause one to miscalculate just how much room there really is, and take unnecessary risks doing so.

Holding off on a chance in order to use the special attack methods is another issue with new Necron players. They get eager to use their portals, Star pulse generators, and Sepulchres when they find they just so happen to be in range to do so, and sometimes lose out on the possibility of killing off an enemy vessel by instead using these secondary attack methods and doing next to nothing to the enemy. Just because an option is available does not mean it should always be used. Once again, it is an option that must be weighed heavily before being decided on; is it worth the risk if I use it, and what are the immediate risks if I don't use it?

These are the common Necron player errors, and do not encompass all the possible mistakes one might do while playing as Necrons.

Conclusion

This concludes the analysis of the Necron fleet for Battlefleet Gothic. It was intended to help those new and old who utilise this fleet, and even, perhaps, as a means to defeat the Necrons by those who use other fleets. It is my hope that the information contained in this article will be of some use to any who read it.

Author

Elan is a BFG veteran and is also a member of the Battlefleet Gothic Yaboo group community.

Further Information

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

Websites

www.BattlefleetGothic.com





ELFHEIM EAGLES

The Elves were slow to take up Roze-El's challenge, but once they saw how popular the game made their Dwarf, Human and even Halfling allies, they hastily formed several teams. The Eagles developed out of two of these when, in a move similar to the recent Giants relaunch, their old image of daisy-sniffing pastoral weirdos was replaced with a more dynamic, business-like demeanour. Judging by their hard-fought Blood Bowl win in the 2480 final, this has paid off well for the young team (that's young in terms of Elves, of course; many players are 250 or over!). Orcs still declare that one should never trust an Elf in a suit, but that hasn't stopped the Eagles realising their true potential as one of the finest passing play teams in the Old World.

2468 The Dar-Ellerath Beechtrees and the Ashvale Valar combine to form the newlook Elfheim Eagles after some clever business moves by half-Elven entrepreneur Galantë (the standard joke is that his mother was an Elf and his father was a Cost Accountant).

2471 Scandal breaks when the Eagles are thrown out of the Chaos Cup for no other reason than being Elves, when the competition's sponsorship is taken over by Orcidas. After a lengthy court battle – and not a little real warfare besides – the NAF rule that Orcidas were wrong. The company pass up the chance to renew their sponsorship in the following season, but Elfheim vow never to play in the Chaos Cup again.

2480 Many Elves make absolute fortunes by betting on their team when the Eagles beat the revolting Nurgle's

Rotters in Blood Bowl XX. How they actually managed this incredible feat – and without a single fatality either – is still being investigated by an official NAF committee. The investigation is unfortunately being hampered by the fact that investigators keep dying after interviewing the relevant Rotters players, but it has uncovered evidence of widespread use of Elven High Magic, animated grass, a huge vat of antiseptic and a covert team of troubleshooters from the Acne-Clear Corporation.

2488 Still, the investigation hasn't hampered the Eagles' recent winning streak, which has been led by charismatic Valen Swift, whose brother Lucien is captain of the Galadriath Gladiators.

There is a spirit of confidence growing at beautiful Vale Stadium, Laurelorn. Amidst the vines rising up the columns

(Former) Conference: AFC

(Former) Division: Western

Team Colours: Purple and Orange

Symbol: An Eagle's Head

Owner: Valahar Galantë

Head Coach: Perellian Ashblade

Home Stadium: The Vale, Laurelorn (capacity c.68,822, surface grass)

Players: Elves

of the main stands, and the sun-ripened marigolds in the borders by the Dugouts, the bones of last season have been swept away, to make room for the challenge of the new. The investigation into that classic demolition job in Blood Bowl XX has been forgotten; the NAF have found – to their cost – evidence of any malpractice in that famous final disappearing as fast as the Elves can get to it. The Elves never attempted to use the magic that won them that game again, so NAF observers have reported that the sudden transformation of the Nurgle's Rotters team into no worse than college students was the work of Fate.

With the stigma of their sole championship removed, the Eagles are said to be very keen to have another

Soaren Hightower prepares to pass the ball to Ibrahim Gold dawn, right over the top of the vampire players heads. The team is pictured here playing in the away strip rather than the usual purple and orange.



try. And, to their credit, they have built up a team like the classic 2479-80 team, founded on the solid passing game for which the Eagles are rightly famous.

Make no mistake, the Eagles are interested in more than the sales of team posters, mirrors and hair gel; they want their purple and orange to be back in style, and that requires a Blood Bowl win. So, they have groomed the very best squad they could; combining the elegance of good play with a strong sense of mayhem and the right designer labels.

The Eagles' game depends upon their ability to move the ball rapidly from player to player before some noisome Orc arrives like a battering ram. To this end, they have found themselves two top-rate Throwers in a league that rarely sees one in each team. Valen Swift, the articulate team captain and fashion advisor (his brother is captain of the Galadrieth Gladiators), has been joined by Soaren Hightower, whose disguised pass has become such a brilliant attack form. Is he using magic to make the ball partially invisible? Few seem prepared to condemn him out of hand, but there were a number of instances last season when lesser teams intercepted pigeons while the Eagles ran in scores. No doubt time will tell, though few non-Elves will still be alive when he publishes the truth in his memoirs.

The Eagles have a solid pool of Catchers, undoubtedly the best of whom is Ibrahim Golddawn from the

University of Kayro in Araby, a surprise graduate of the 2486 Crush (not a normal Elf recruiting technique). Expect him to have a brilliant season. Also, there is Highelm Lyrpadre, who seems to have a telepathic link with Hightower, and picks up some outrageously long passes. Some commentators expect that this "link" may be the subject of the next investigation into this rather publicity prone team.

However, what the Eagles have realised this year, as have all the classic Elf teams throughout the history of the game, is that the pretty play can only begin when there are fewer than 11 homicidal maniacs on the pitch whose view of the game is at odds with yours. If you field 2 Throwers and 3-4 Catchers, you are demanding a great deal of your heavier troops. Orcish teams in particular have given up ever hoping to catch the "pransin' little gits who don' stand'n'fite" and have settled for trying to get to Swift and Hightower before they can dance off the pitch to the applause of approving fashion-watchers.

So, although we can expect to see Golddawn operating behind the lines from the word go, don't expect the Eagles to miss any opportunity to crump unwary opponents who expect only minimal opposition from Elves. And watch out for Ffarren Branchstrength, who might just be the Eagles' ace if he can average a little better than the 120 paces a game he achieved in 2487/88.

Elfheim Eagles' 'Thunder Claw' Offensive Line-up



Erewine Ar-Khorigan

Rowan 'Rootstem' Elderbranch

Ruatha Tembilin



Blood Bowl Winners 2480

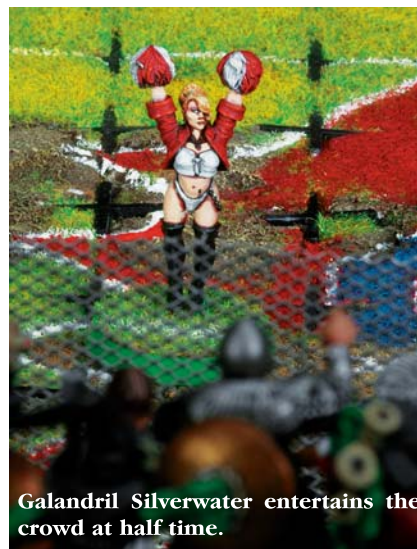
Blood Bowl XX

AFC Championship Winners 2480

1. **Valen Swift**.....Captain
2. **Soaren Hightower**.....Thrower
3. **Ibrahim Golddawn**.....Catcher
4. **Highelm Lyrpadre**.....Catcher
5. **Fanafriel Cleardawn**...Catcher
6. **Cathdrien Waterfall**...Catcher
7. **Kaprica Rootstem**.....Lineman
8. **Ffarren Branchstrength**...Blitzer
9. **Kerredith Morr**.....Lineman
10. **Opaldawn Mardiell**...Lineman
11. **Tall Erreden**.....Lineman

Substitutes

Sussurrus Morr.....Lineman
Fennel Tallelm.....Lineman
Oakwarmth Salladrien...Lineman
Pinedweller Cumulus.....Thrower
Ullerien Morr.....Lineman



Galandril Silverwater entertains the crowd at half time.



Team Rating

299

BLOOD BOWL



ELF PLAYBOOK PT2

by "Harry" Harrington

This article follows on from Harry's article last month, as the more astute of you will have guessed from the cunning title. Having already covered the basics, this time he delves into the Dirty Tricks box to see what the Pro Elves have in there alongside their skipping ropes and Barbies.

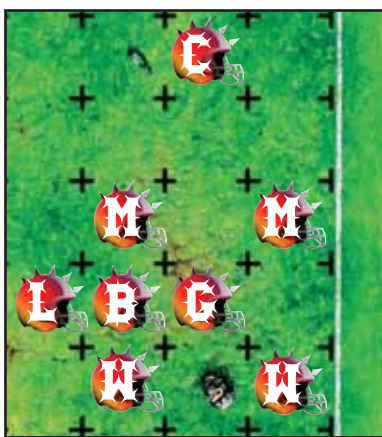
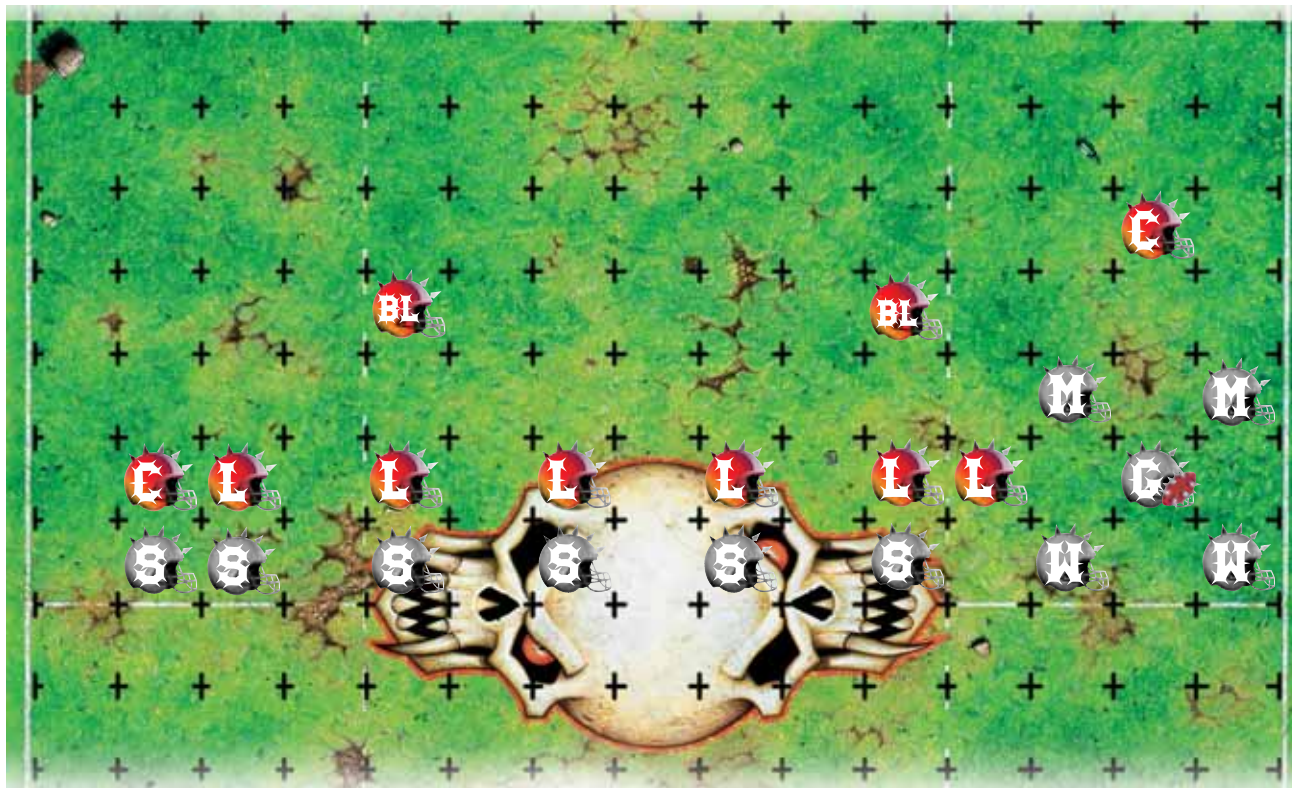
After the first few matches, your opponents are certain to have picked up a couple of skills and can really put the pressure on what is a very fragile line up. Remember that keeping your team alive is a priority; unless the dice gods decide to desert you there should be no team that can outscore you in the league. What you need is the durability to keep a full roster on the pitch for the entire game. There are two ways to do this. For the more aggressive minded among the Elf coaches (like myself) Block is the first skill I give every player (doubles notwithstanding) whereas other, more testosterone challenged, coaches prefer to take Dodge across the board. There are plusses and minuses to each strategy. By taking Block your guys are more durable in defence and offence, whereas a "Dodgy" team should leave you with no one in a square next to an opponent at the end of each turn – meaning you only have to withstand one blitz a turn. I personally feel this is quite a negative way to play and take every opportunity to beef up the durability of my team by reducing the number of opponents they're facing.

Where both the aforementioned tactics fall apart is against some of the power teams in the League. Chaos, Orcs and especially the latest version of Chaos Dwarves can grind out a victory simply by scoring after the other team has taken a trip to the morgue. The tactic of receiving the ball and crawling up the park two squares a turn whilst battering the enemy before falling over the line for an eighth turn touchdown is an absolute killer to a team like the Pro Elves. The coach has one of two choices: pick on the stragglers as mentioned in the last issue, or try a snatch and grab. If the opposition is Orcs or Humans I tend to go for option one, and when facing Dwarves, Chaos Dwarves and against other high Strength, high AV teams I go for option two. Why? Because if you're lucky enough to catch a Dwarf straggler it would be a miracle if you get through the armour and actually cause some damage, and against Chaos Dwarves and Undead the stragglers are usually the 30K cannon fodder that the coach won't mind sacrificing. If this is the case a smash and grab is the only real option.

In the case on the next page, the nasty Undead coach has formed a cage and is trundling up the pitch in the Funeral March (slowly plodding towards an eighth turn touchdown).

The ball carrier is a Ghoul and some hard hitters designed to keep him safe surround him. The Elf Blitzzer has Leap and Strip Ball so as the Lineman has cancelled the two assists the Blitzzer leaps between them to Blitz the Ghoul and most likely knock the ball to the floor. Now if he's feeling lucky he can follow up and attempt to pick up the ball. If his luck holds then he can look to dodging clear, but even if he fails the ball will scatter and it will be very hard for his opponents to grab it. Since failing to pick the ball up would cause a turnover, it might be better to sneak a Catcher with Dodge into the cage to pick it up and slip free. OK, the risks are high, but if it succeeds once in a game you will have a two-goal cushion to play with and you can start to play a little more conservatively.





The other way to deal with the cage is to slow it down so much that they eventually have to make a break for it. By surrounding the cage, but keeping one square away, you can slow the march down to a crawl forcing the opponent to leave the cage behind and

dart for the end zone. If you have your guys in position you can swipe the ball on your own touchline and still score a TD that Turn. The Blitz/ Defensive Tackle with Strip Ball will force the Catcher to drop the ball then your Thrower can pick it up and race up towards the halfway line before throwing a quick pass to one of the Lineman who in turn hands off to the Catcher for an end to end touchdown! By always keeping a Catcher within range of the opponent's end zone you will instill a sense of desperation in the away team's coach who knows that even the slightest mistake can be punished with a one turn TD. If you prefer you can leave a Lineman in range of the end zone so he can gain the SPPs and you can keep the more skilled Catcher closer to the action.

This technique has its faults too. You will need to have most of your Linemen with the Dodge skill to assist in keeping one square away and hope the opposition hasn't got Tackle. In games against Tackle-heavy teams it's better to try the smash and grab rather than slowing them down as your team will fall down on a regular basis. Remember though, that if the ball is on the floor your high Agility Elves will have a much better chance at picking it up than the lower Agility teams that usually form the cage.

SPECIALIST SKILL PROGRESSION

You'll find there are at least two types of player for every position and deciding which of these you want to take will determine how your team plays.

Thrower

There's the quintessential quarterback who stays back on his own touchline before launching a beautifully spiralling pass three quarters the length of the pitch. His skill progression is designed to make him the ultimate passer without ever getting close to an opposition player. Ultimately the most headhunted player on the pitch, he relies on others to save him from getting squished whilst he perfects his throw. Accurate, Strong Arm*, Nerves of Steel, Dump off, and Safe Throw, make him the ultimate Thrower in the game.

The other Thrower is a lot more down and dirty: Sure Hands, Dodge, Block, Sidestep and Nerves of Steel makes for a lot more durable Thrower who relies on chucking short or quick passes to free Catchers so they can sprint away for the TD. He still has a better than average chance of launching a long pass (AG 4 with a re-roll), but can mix it up with the big boys if he has to.

Catcher

There are both offensive and defensive positions that need to be filled by a Catcher (if you think of a rugby winger who has to tackle as much as he gets to run with the ball, you can see why matching skills to positions can really help). In my team I take four Catchers as quickly as possible, two become the scorers whilst the other two become defensive tackles.

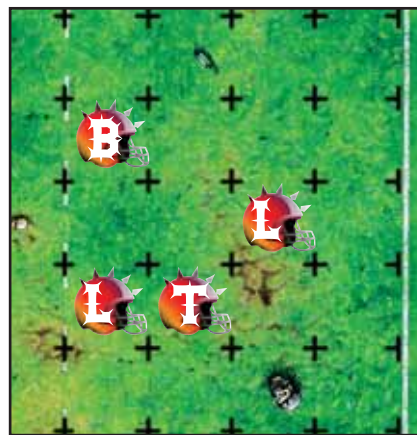
Offensive Catchers are, not surprisingly, designed to survive a blitz and sprint clear for the TD. Skills revolve around keeping him upright and increasing his chances of reaching the end zone. Dodge, Jump Up, Sidestep, Sprint and Sure Feet can really make him almost impossible to stop, but since he is only Strength 3 and won't stay upright for ever, you should try to keep the ball out of his hands until he is ready to score.

Defensive Catchers are there to take down the enemy ball carrier swipe the ball and get it to the Thrower. Block, Strip Ball, Tackle, Sure Hands and Dodge means he can regularly nip into the opponent's cage, swipe the ball and skip clear, or against faster teams he can catch those pesky Gutter Runners, beat them up and rob the ball.

Blitzers are probably the easiest players to gain SPPs in the early days of a league and can become absolutely awesome at taking down even the toughest opponents.

The more aggressive coach can turn his Blitzzer into an enforcer who can take down the biggest baddies on the pitch and make sure they stay down.

Dauntless, Tackle, Dodge, Pile On*, can cause fear in even the hardest Big Guy.



make attempting to throw around this player extremely difficult.

The other type of Blitzzer is the ball thief who nips in and spoils the enemy play by either blitzing the ball carrier or slipping through for the intercept.

Catch, Pass Block, Dodge, Strip Ball and Nerves of Steel

make attempting to throw around this player extremely difficult. In the position above there is nowhere on the pitch that the attacker can throw the ball without the Blitzzer ball thief nipping in the way and getting two 5+ chances to intercept (Pass Block, Nerves of Steel and Catch).

Lineman

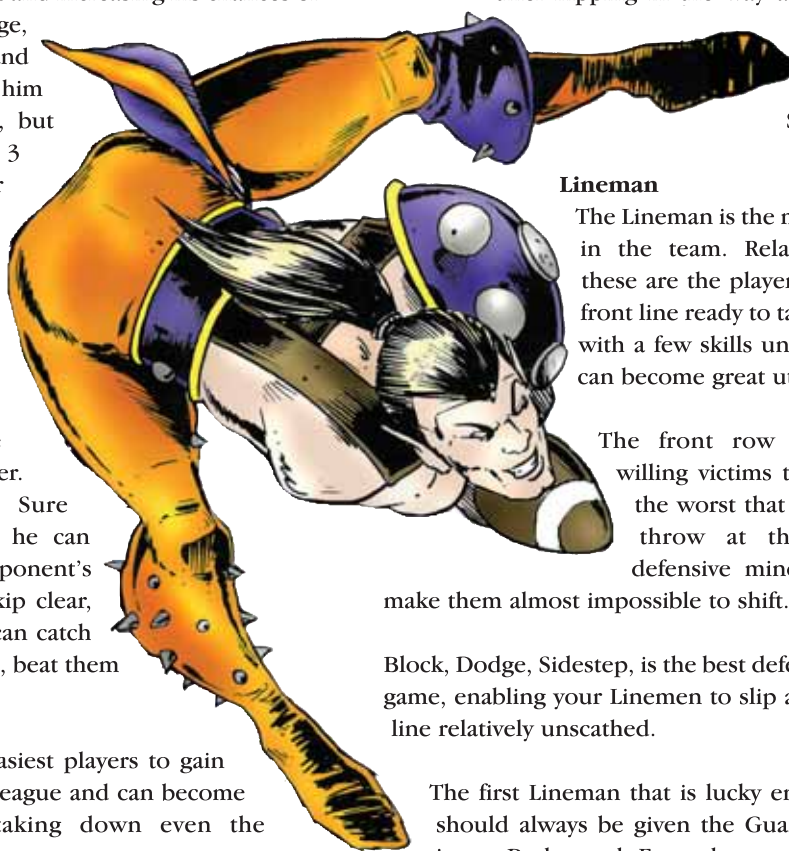
The Lineman is the most versatile player in the team. Relatively inexpensive, these are the players you stand on the front line ready to take a pounding, but with a few skills under their belts they can become great utility players.

The front row Linemen are the willing victims that line up against the worst that the opposition can throw at them. With a few defensive minded skills you can make them almost impossible to shift.

Block, Dodge, Sidestep, is the best defensive combo in the game, enabling your Linemen to slip away from the front line relatively unscathed.

The first Lineman that is lucky enough to get a skill should always be given the Guard skill and turned into a Bodyguard. From then on you can either use him to shadow your Thrower to prevent him getting squished, or use him in conjunction with the Enforcer Blitzzer to take down the Big Guys anywhere on the pitch.

Knocking down a Star Player or Big Guy is good, but unless he stays down it's often just a waste of time and effort; one or two Dirty Players in the squad can make sure anyone foolish enough to fall over never gets the



opportunity to stand back up. The easiest way to protect your own team and win the game is to reduce the number of opponents that can hit back. Don't worry about getting sent off – if you do get shown the red card it's likely that you've already stomped your way through a couple of the opponent's team and it's well worth the risk (have a look at Doubleskull's article on Fouling in issue 7).

For every Lineman you should try to get Block and Dodge then choose between Sidestep, Leader, Dirty Player and even Kick.

Author

Mark 'Harry' Harrington has been very busy of late, not only has he written this ten page monster but he is one of the creators of the Necromunda Dust Falls campaign that started in last month's issue!



Further Information

Elf teams are available from GW Direct (See the How to Order pages).

More BB

Turn to page 70 for Mr Tournament Organiser.

Website

www.BloodBowl.com

MY VIEW ON SPORTSMANSHIP

If you play a high Agility low AV team you can find yourself in a position where hanging on to the ball near the opponent's end zone for a turn or two may seem an attractive option. In my view this is not in keeping with the idea behind these elegant sportsmen, and in a fun game between friends I recommend not using this tactic. However, this is only if your opponent keeps to the same spirit. There is no team in the game that can't get a player from the line of scrimmage into the end zone in two turns. Those players who regularly take eight turns to crawl over the white line for a TD and spend these turns dismembering your team are being just as beardy, so feel free to resort to the run and hide tactic.

Fouling is a part of the game. Anyone who says I won't foul you if you don't foul me is, in my opinion, a big girl. If you don't want your players broken and bleeding, go play Snap! and leave Blood Bowl for the real men (grrr...). This sort of agreement over illegal procedures is, however, perfectly acceptable in my view. I always thought that Blood Bowl was the greatest friendly game GW have ever made, packed with tongue in cheek humour, sick jokes and fun. The one thing that can spoil it is when your opponent spends the entire game shouting "Illegal Procedure" time and again. I am not a cheat (much), I do, however, get caught up in the game and sometime forget to move my turn counter. In the Blood Bowl Tournament this year EVERY player I faced asked to ignore the Illegal Procedure rule and that made the game a heck of a lot more fun even in the competitive atmosphere of the biggest Blood Bowl Tournament of the year.

Point out mistakes to your opponent and only if he repeatedly offends should you even think of calling him for it. Winning a game because you called an Illegal Procedure on turn eight when he was one square from the end zone is bad sportsmanship pure and simple, and winning on such a technicality won't give you as good a feeling as drawing a hard-fought game.



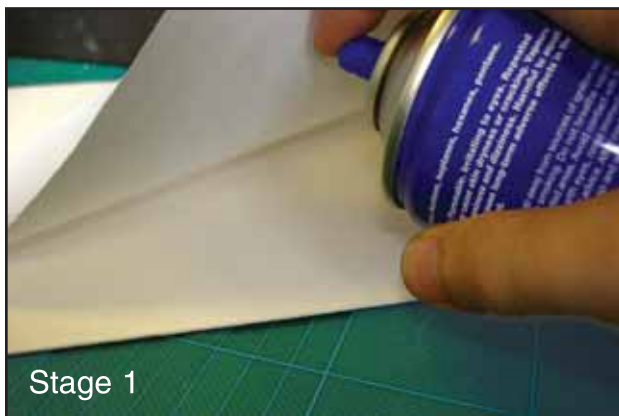
WARMMASTER

BUILDING A WARMMASTER SHIP

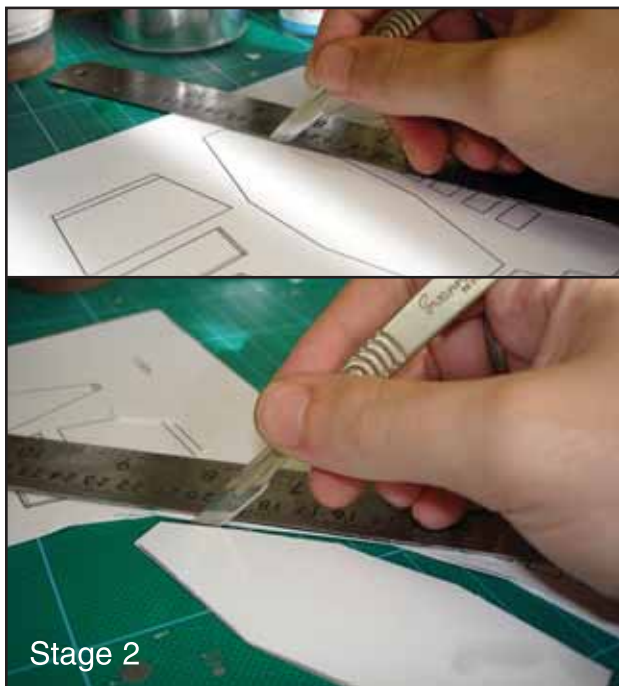
By Tony Hardy

Following last month's new rules for ships in Warmaster, we thought we'd show you how to make a quick and simple Warmaster ship.

Stage 1. Photocopy the plans for the ship and adhere them to a piece of strong card. The easiest way to do this is by applying a quick coat of spray mount to the back of the plans and then laying them carefully down on the card to dry.



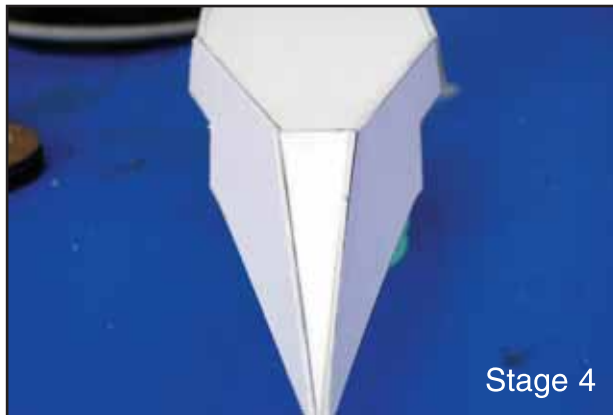
Stage 2. Using a sharp scalpel or craft knife, and a steel rule for straight lines, carefully cut out all the pieces.



Stage 3. Take the base of the ship and score round the edges, then carefully fold up the side tabs where the sides of the ship's hull will be attached.



Stage 4. Take the sides of the ship (a single piece with the back of the ship) and score them at the point where the hull becomes the prow and where the sides join the back of the ship. Once this is done you can take the sides of the ship and attach them to the base by gluing along the tabs. Begin at the back of the ship, then fold the sides round to meet the hull, then carefully bend the sides round where they are scored so that they follow the prow and form a point at the end.



Stage 5. At this stage, you can add some additional supporting struts inside the ship's hull if you feel your model needs them.

Stage 6. Now take the deck of the ship. As with the base, score round the edge of the deck, then gently fold the tabs down. Put a little glue along each of the tabs and then carefully lower it into place in the hull, taking care to ensure it lies flat. If you've positioned a few supporting struts inside the hull then you can use these to keep the deck level.



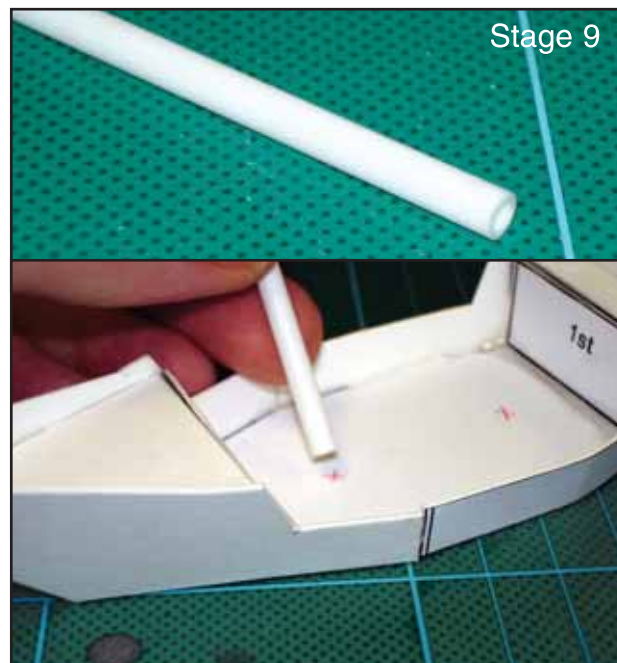
Stage 7. Next is the small building at the back of the deck (the deckhouse). Score the piece along the line where wall becomes roof and attach it between the sides of the ship, running down to the deck.



Stage 8. The next part is known as the forecastle deck. This is the slightly raised deck which occupies the prow of the ship. This, like the deckhouse (Stage 7) is a single piece which will need to be scored and folded and then glued in. At its base it joins the main deck while the upper piece is folded over and attached to the inside of the prow to give a raised deck, just a few millimetres lower than the sides of the ship itself. Again you'll need to be careful to make sure the deck stays level.



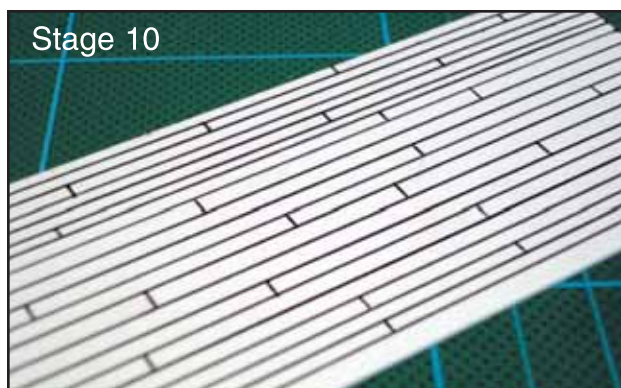
Stage 9. At this point it's a good idea to add your masts. We haven't included any masts on the plans, since these are best made from other materials, such as wooden dowel, plasticard rod or even the casing of a biro. Our ship has two masts, though the model could equally well have one, two or three depending on personal taste. Take any sturdy cylinder you can find and cut it to an appropriate height. Both masts on our ship are 125mm high. Attach the masts at any suitable point. If you want to follow our example precisely, we've indicated points for the masts on the plans, though you can place them elsewhere if you prefer the look.



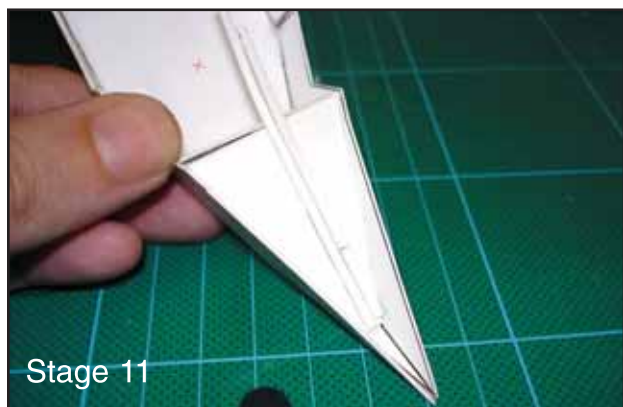
You can finish off the masts in any way you like, be it a simple flat top, perhaps a flag or even a more intricate crow's nest.



Stage 10. At this point, the detailing begins. The plans include a number of 'frames' – pieces of card which match the shapes of the ship but are made up of loose beams rather than being solid pieces. Cut out all the excess card from inside these frames.

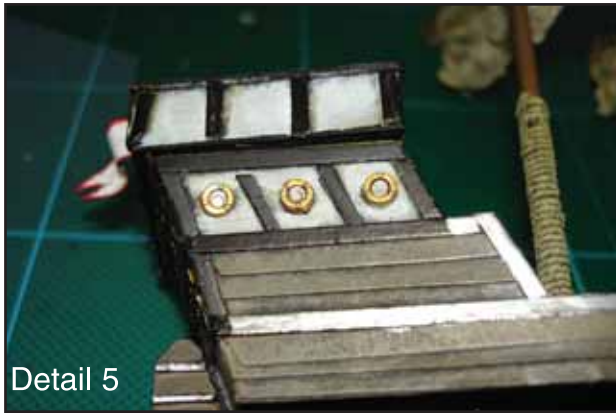


Stage 11. Glue each of these frames of card over the relevant area of the ship – along the sides to give a sense of great planks of timber held together by a set of braces and ribs along the ship, around the deck building to provide doors and windows and so on. These frames provide raised areas and give the impression of timbers and beams holding the ship together. They help to give the ship both detail and shape, and can be picked out as interesting areas when painting the model.

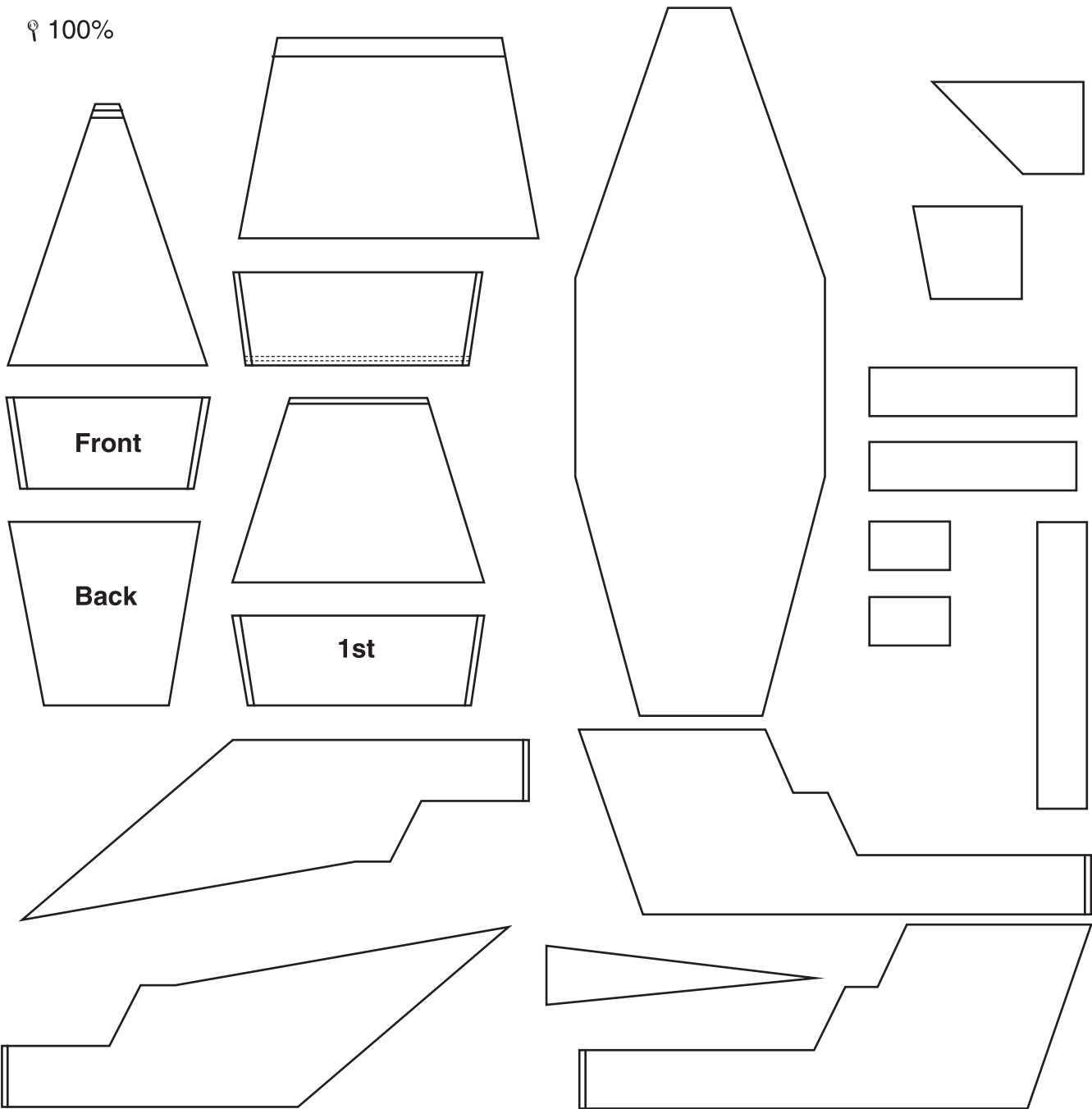


Stage 12. At this point you can add any further detailing you want. We've decided to characterise our model as a High Elf ship, though the basic galleon design lends itself easily to conversions suited to most of the races of the Warhammer world. We've added two bolt throwers to the front of the ship along with some High Elf style sails. You should add any amount of detailing you want, though there's no real need as the ship, as it stands at Stage 11, is finished to all intents and purposes.





100%





WHERE'S MY BACK-UP!

By Benjamin Dell

Ben Dell is a new contributor to Fanatic magazine, and his first article is this great exposition on how to bring an Inquisitor's vast resources to bear in your games, should you so wish.

GREATEST ASSETS

If you're an Inquisitor player, and you've read Dan Abnett's fantastic Eisenhorn trilogy, then you may have noticed that many of Eisenhorn's greatest assets as an Inquisitor are not his psychic powers, weapons or combat-veteran companions. The most important assets he has support him away from combat; ie, the Distaff (his school of psychic nulls), his mansion libraries, Amos his Savant, his network of agents, his association with the Rogue Trader Maximillion, and even Eisenhorn's own ability to adopt cover identities. All these elements give Eisenhorn powerful resources to call on.

This article is a way for players and GMs to determine what support and assets their Inquisitors have away from the battlefield. As well as the benefits of having a support system for your Warbands the article gives nine sample background elements and concludes with an example Warband that has benefited from the system.

WHY BOTHER?

You may say that Inquisitors, by their nature, have access to the whole of the Imperium, so why try to work out their support? This is of course true (and this article won't stop that), however being theoretically in charge of anything often feels like being actually in charge of nothing. Ships, gadgets and even specialised followers can be allocated by the GM for specific campaigns without back-story, and removed without explanation to facilitate campaign plot, particularly in the 'stand-alones' created for the Inquisitor Conspiracies. Having a support network gives GMs ways to introduce these things consistently.

As there are no doubt Inquisitors who prefer to commandeer what they need as they need it, there are just as many Inquisitors, like Eisenhorn, who build up networks of reliable support that are constantly at their disposal to aid investigations. This article introduces a system of 'Resources' that warbands can use.

For players, the benefits of this system are that it's an easy way to customise and give personality to a warband and it allows them to feel more in control of the warband's development, too.

For GMs, 'Resources' can be an extremely useful tool as well for the following reasons:

- It allows GMs to control what warbands can do away from, and even what support they have on, the battlefield.
- It provides plot hooks, recurring locations, characters and back-stories to campaigns that can help build up a sense of story momentum by stringing together 'compartmentalised' games that would otherwise seem to lack progression.
- It can help players think about their warbands as characters rather than models, giving them personality, cohesion and more interesting links to stories. This can be even more of a bonus for non-Inquisitorial warbands (like Genestealer Cults, Mutant bands and Rogue Traders) as they rarely have the Inquisitor 'standby-plot' of looking to bash the next *(Alien, Heretic, Daemon – delete as appropriate). Finding a believable plot hook for these interesting and unusual groups can be difficult. Tying up a warband's vested interests and assets into a campaign is a sure-fire way to involve them.
- These assets can also raise whole new aspects of the campaign as players' warbands take part in, often shorter, game sessions to protect, enlarge or squander their Resources.

HOW TO INCLUDE RESOURCES IN YOUR WARBANDS

Resources are how warbands represent all the elements of their 'organisation' (or lack of) that don't enter the battlefield. Players **MUST** be responsible when picking and using Resources because they are a 'story-telling' tool not game-balanced rules. Min/maxing using this system may be possible but should be strongly discouraged by the GM!

I should mention here that if you use Resources simply as a list of things the Inquisitor has access to, then you are missing one of the best parts of this system – linking these into the warband's story. For example, so your Inquisitor travels in a Rogue Trader's clipper... why? Is it part of a cover identity? Is the Rogue Trader still aboard – does he fully support the Inquisitor or is he coerced? Always (as a player or GM) try to establish why a warband has a Resource and it will be much more likely to generate ideas for future game sessions.



Use Resources to drive the story line of your campaigns and give your warbands motivation and it should enhance your gaming; use them to power game for a warband and you could have problems.

There are three ways I've suggested below to include Resources in your warbands; each one has benefits that I'll mention.

- **Wish-list** – Players take whatever Resources they need to create the support the Inquisitor has at his disposal. This should DEFINITELY be under GM supervision as it will be easy for players using this method to list 'everything-but-the-kitchen-sink'. This method is particularly good at creating high-level Inquisitors, fully embroiled in sector wide, or even Imperium wide conspiracies. The drawback is that if players or GMs can't cope with the large amount of Resources available to them it becomes overwhelming and can ruin games.
- **Bolt-ons** – The GM assigns a number of 'Levels' of Resources to the warbands and the players can pick their Resources from the list until they have used up those Levels. As a rough guide;

A. Warband receives 5 Levels to choose from the Resources list. This is a good starting point if you are not sure about using this campaign aid – for example, if you don't want to unbalance an on going campaign. It's also easy to build up in blocks of 5 if you find you do want more Resources available to players, and so introduce more of their support networks.

B. Warband receives 10 Levels to choose from the Resources list. A good compromise point, giving players freedom over whether to specialise in one Resource or have a more diverse but less powerful selection. This should be enough Levels to get players seriously thinking about what they can do with their warband and will provide a couple of major elements for plot hooks and characterisation but still leave them with ideas about all the things they would like to work towards in the future.

C. Warband receives 20 Levels to choose from the Resources list; this should be enough to provide a full spectrum of tailored Resources for the Inquisitor. Like the 'Wish-list' method, there can be problems if it provides more Resources than either the players or GM can handle.

- **Ready Reckoner** – This last method can only be used with newly created Warbands. The GM assigns a rough points value (using the Ready Reckoner system at the back of the Inquisitor Rulebook) to the players and, like building an army, they create their force within that point limit, the only addition being that they can buy Resources for 10 points per Level.

The advantage is that it allows warbands different options about what areas they would like to favour – battlefield prowess, an Inquisitorial Black Ship, spy networks, a well-defended base etc. GM's should allot about 1,000–1,500 points for warbands, more than that and players no longer have to make choices – they have enough points to

be 'good' in most areas. This method can ensure that warbands are roughly matched in power but still tailored individually. The only problem is that 'point-counting' can be at odds with the style and ethos of Inquisitor.



HOW RESOURCES WORK

Below are a small number of 'rules' on how Resources work:

- **What is Represented** – All Resources represent something; a player must pick what this is at the time it is purchased. With some of the Resources this will be obvious (like Transport), with others it may be less so, eg, Favours – what this means is the Inquisitor has contacts in a particular sphere of influence; pick from Underworld, Guilds, Law Enforcement, Administratum etc.
- **Multiple Levels** – Resources can be acquired more than once – eg, an Inquisitor can have a mansion Base (worth 5 Levels) but also 3 back-alley hideouts (of 1 Level each) making a total of 8 Levels spent in the Resource - Base.
- **Make Sure it's Applicable** – Resources Levels can only be counted towards applicable scores. So with an Occult Library (Information 3 Levels) and a Spy Network (Information 3 Levels) while you have spent 6 Levels in Information you couldn't use all 6 to look for a Rebel Leader. Occult Library would not be appropriate, so you could only count the 3 Levels of Spy Network.
- **Bonuses** – Each listed Resource has its own suggested way of being used, the 'bonus' owning it confers. These have been kept deliberately simple, if you wish to add more detail or create your own Resources feel free.
- **Tapping or Spending** – Some Resources can be either spent or tapped. 'Tapping' a Resources Level means using it in its normal capacity. 'Spending' Levels increase their potency but permanently loses the Levels (the effects of this will be described in more detail in Resources where it applies).

A. Spending can allow warbands strapped for time to get a boost when they need it, but at the cost of more long-term growth.

B. Levels can be spent individually or in groups and added to tapped Levels for the purposes of making rolls, (ie, 4 Levels of Information – one Spy dies

FOLLOWERS

SUMMARY – Represents the people who can fight for a Warband but are not included. They can be considered to be 'new recruits' to replace injured / dead troops or as specialists only used for certain missions. Choose either 'Ragtag Bunch' or 'Loyal Crew' when you buy the Levels.

'RAGTAG BUNCH' – When tapped each Level generates 10 points (using the Ready Reckoner) each game week. These can only be used to purchase new characters for the warband – not improvements to old ones. Characters can be any type but the player should know how he 'recruited' the character.

'LOYAL CREW' – When tapped each Level generates 20 pts each game week but these points can only be spent to recruit a specific type of character (ie, Death Cultists, Pirate Crew, Imperial Guard etc). These characters can and should be created as individuals though. All other rules apply as above.

NOTES:

- Just because an extra character has joined the warband, it doesn't mean that they are automatically included next game, the GM is the final arbiter of when a character is available and how many characters the warband can field in each mission.
- Permanently spending Levels triples the amount of points received.
- 'Elites'; Space Marines, Imperial Assassins, or other characters with starting stats of 100+ cannot be bought in this way they must be recruited in-game.

getting the important secrets to you but the spy network is not destroyed [-1 Information Level but add three dice to that particular roll, making a total of 6 dice rolled]).

C. If Resources are tapped they remain that way for a minimum of 1 game week (more if the GM feels it is appropriate) and cannot be used (tapped) again until they have been untapped.

D. Levels of Resources that are tapped for one purpose can still be spent on another purpose; this represents Inquisitors pushing their Resources to breaking point.

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Campaigns - If you are using the Experience Points rules from Inquisitor, it costs 2 Experience Points per Resources Level. Any increases should be explained.

Need a quick idea for a game? Pick a Resources category, roll a D6 – odds: something bad happens to a warband's Resources (1 = lose a level). Evens: something good happens to a warband's Resources (6 = gain a level). For example: Odds – (Transport) the warband's spaceship is boarded by pirates, time for a battle. Evens – (Information) the Inquisitor has the chance to get a rare tome to boost his library, now all he needs to do is steal it from a Noble collector.

TRANSPORT

SUMMARY – This represents the vehicles that your warband have access to and how they routinely travel.

'VEHICLES' – Number of Levels.

- 1 – Civilian Ground-Vehicle (Car / Truck)
- 2 – Military Ground-Vehicle (Arbites Tank / Armoured Jeep) or; – Civilian Planet-Bound Flyer (Skimmer / Land Speeder)
- 3 – Military Planet-Bound Flyer (Armoured Land Speeder) or; – Civilian Interplanetary-Ship [Non Warp] (Shuttle / Cutter)
- 4 – Military Interplanetary-Ship [Non Warp] (Gun Cutter / Starfighter)
- 5 – Civilian Small-Interstellar Ship (Star-Yacht / Diplomatic Ship)
- 6 – Military Small-Interstellar Ship (Exploration Ship / Patrol Vessel)
- 7 – Civilian Medium-Interstellar Ship (Sprint Trader)
- 8 – Military Medium-Interstellar Ship (Frigate)
- 9 – Civilian Large-Interstellar Ship (Guild Clipper)
- 10 – Military Large-Interstellar Ship (Battle Ship / Black Ship)

'EXTRA FEATURES' – (Each +1 = 1 Level)

+ 2 **Teleporter** (Large ships only [Levels 9-10] – Warband can deploy anywhere on the field, percentile test 01-50 = on target, 51-95 = scatter, 96+ Teleporter malfunctions – GM decision on effects eg, mutation, possession, alternate reality / dreamscape battle, death).

+ 1 or 2 **Rogue Trader Charter** (Minor – 'Trader' [is there a trade route or contracts?] / Major – 'Explorer' [highly sought after])

+ 1 or 2 **Smuggling Compartment** (small – up to 1 person size, large – up to 5 people size).

+ 1 **In Game Role – Minor: Insertion & Evacuation** (1-4 Level Vehicles only – Vehicle can give cover fire on turn it arrives to drop off or pick up warband, pinning tests against targets – GM discretion whether it hits/wounds).

+ 2 **In Game Role – Major: Combat Role** (1-2 Level Vehicles only – create a vehicle using the Vehicle rules from the Inquisitor Annual).

+ 3 **Bombardment Capable** (Level 10 ships only – GM Discretion).

+ 2 **Ship-board Base** (may buy the 'Services' for 'Base' Resource – only Interstellar ships are big enough [Levels 5-10]. Small ships may have 1 Level of Services, Medium ships may have 2 Levels and Large ships may have 3 Levels of Base Services on board – these must still be bought).

INFORMATION

SUMMARY – Information is one of the most important commodities an Inquisitor trades in and they get it from a wide range of sources; spy networks, libraries (occult, mundane, heretical), tip offs, Administratum records, Street Fixers, Information Brokers etc.

'FINDING THINGS OUT' – When tapping, roll Level number of D10 versus a GM set difficulty number. The successes equal the quality of information received and the time-scale for getting it (GM's call). If the type of information searched for matches what the player has selected as the source of his Information then the player gets a reduction to the difficulty level of the roll.

-2 difficulty = the information source matches well (using an occult library to look for daemonic names).

There are no reductions if source matches generally (using the occult library to look for tactical weaknesses in psychic enemies).

A source of Information cannot be used to gather info if it is completely illogical (looking for information on a new street gang using an occult library).

NOTES:

Spending Levels triples the number of dice rolled for those Levels to determine quality and speed of information gained (but loses the Levels – the Information of that source is now depleted).

FINANCIAL CLOUT

SUMMARY – Money, trade goods, credit rating, noble titles, deeds and other holdings that the warband can use to get what they need.

NOTES:

Financial Clout Levels work by emulating other Resources, and can be used either to 'Rent' or 'Purchase'.

'RENTING' – By 'tapping' Levels, warbands may rent and are given an equivalent number of Levels in the Resource to be emulated. Warbands can hire 'specific things' that last for D6 games (ie, – the character cannot 'buy' an ability to attract followers but can pay for hired guns. They can pay a Rogue Trader to work with them but cannot keep the ship).

'PURCHASING' – By 'spending' the Financial Clout Levels they can be used to emulate double the amount of other Resources Levels but this time the character permanently purchases it for the warband – cross off the spent Financial Clout Levels and mark the gained 'item' on your sheet, for example the character buys a vehicle or library outright.

MENTOR

SUMMARY – You have a powerful backer, boss, or interested party supporting you. Though you are expected to fight your own battles this mentor will occasionally provide you with aid in one form or another, and may also expect you to undertake tasks in repayment.

NOTE:

Mentor Levels work by emulating other Resources.

'SUBTLE AID' – By 'tapping' Mentor Resources Levels players are given an equivalent number of Levels in the chosen Resource, but these MUST be specific things that last for D6 games (ie, – the mentor cannot lend an ability to attract followers but can pay for mercenaries or send reinforcements).

'DIRECT HELP' – By 'spending' Mentor Levels it represents substantial help for the warband, the Mentor permanently transfers items of double the Levels spent – cross off the spent Mentor Points (they are unwilling or unable to help more – at least until you get back in their good books), mark the gained 'item' on your sheet.

BASE

SUMMARY – Bases are bought to give your warband a place to rest and to grow stronger. A Base may contain its own special features, called Services. These Services must all be bought on top of purchasing the Base itself. To create anything larger than a 'Large' Base add extra Small or Medium 'wings' to it.

'BASE TYPES'

Fortified bases – have high walls, gun emplacements etc, anyone local knows what's there and they cannot be hidden except with the 2 Level Service - 'Concealed'.

Unfortified bases – are not undefended but lack obvious deterrents and are not likely to be as well laid out for defence, they are automatically considered to be concealed.

The size affects how many services can be housed at the base.

Levels:

- 1 – Unfortified Bolthole (no Services Levels)
- 2 – Fortified Bolthole
- 3 – Small Unfortified Base (1 Service Level)
- 4 – Small Fortified Base
- 5 – Medium Unfortified Base (2 Services Levels)
- 6 – Medium Fortified Base
- 7 – Large Unfortified Base (3 Services Levels)
- 8 – Large Fortified Base

'SERVICE'

Services can be either Basic or Advanced

+1 Level = Basic Service

+2 Levels = Advanced Service

(A Medium Base could therefore hold either one Advanced Service or 2 Basic Services).

Extras are written so that the bonus for Basic Services is listed first, then Advanced (in the format Basic OR Advanced).

Ammo Dump (contains a supply of Common ammo for 1 OR 3 ammo types, exhausted on a D10 roll of 0).

Library (adds +1D10 OR +3D10 to appropriate Information rolls).

Research Lab (adds +1D10 OR +3D10 to appropriate Information rolls – GM discretion as to whether players can invent new items or tinker with existing items here).

Medical Facility (reduces the length of time between Recovery tests [from 1 a week] to '1 every 5 days' OR '1 every 3 days' – they also have access to Cybernetics

- Basic Facility = 50% Crude / 50% Average.
- Advanced Facility = 50% Average / 50% Advanced.

Armoury (contains a supply of Common Weapons 1 type OR 3 types, exhausted on a D10 roll of 0).

Early Warning System (alerts Defenders to Attackers presence, allows Defenders to be unsurprised by an attack OR have set an ambush).

Secret Escape Route (a simple escape tunnel OR secret passages criss-crossing the Base).

Prison or Torture chamber (Willpower tests must be made by prisoners each week OR each day; if failed they give up information. If a prisoner has no more information to give and fails a test they lose D10 from a Mental stat permanently as they slowly go mad).

Ritual site (a ritual's [not a psychic power] purpose can be researched each month OR every two weeks, a ritual can be learned to be performed in 2 months OR every month).

Training Facility (characters using the facility gain +1 Experience Point per full week of use, maximum benefit is 1 month, 1 OR 2 characters only can use the Facility at a time).

Business (generates Financial Clout Resources Levels +1 OR +3, if Levels are 'spent' the Business dies).

[+2 Only] - **Concealed (Fortified Base)** (it appears to be an ordinary building or area of land)

Household Guards (the Defender has D6 OR D10 extra guards who can only defend the Base, GM determines stats).

Maze OR Labyrinth (Attackers become lost, Sagacity rolls to orient every turn OR Attackers lost and attacked by D10 Traps).

DEALS

SUMMARY – This Resource covers the contacts that owe you, the allies who aid you and the groups over which you can exert influence. Players must pick whether they have either 'Favours' or 'Pacts' at the time they are acquired. Permanently expended points represent you forcing people to help – burning them in the process.

'FAVOURS' – Represents that there are a number of people in a particular sphere of influence that can help you (examples might be; loyal Imperial Citizens, Medicae, Adeptus Mechanicus, Rogue Traders etc). The number of Levels of Favours indicates the levels of aid these contacts give you – roll Level number of D10 versus a GM set difficulty number. If this is failed there is no contact that can help.

'PACTS' – Represent that certain groups or individuals have a special relationship of mutual aid with you – Noble Hive Houses, Traders Guilds, Arbites, Imperial Guard Regiments, Planetary Governors, Rogue Traders, Pirate Fleets, Eldar Outcast etc. The number of Levels of Pact indicates the strength of the relationship – roll Level number of D10 versus a GM set difficulty number. As these are close allies you may re-roll one dice but for every thing you ask of them they have the right to ask you to do something of equal difficulty.

'OUR MAN IN THE FIELD' A WORKED EXAMPLE.

Below is a mock up of how a warband might use Resources to complement its concept; I've assigned 10 Levels.

Interrogator Ely Frost has served Inquisitor Truman for decades; he has long had command of his own team of agents and has full authority from the Inquisitor. In recent months they've been tracking and infiltrating a Rebellion movement; going undercover is Frost's speciality [Cover Identity – 'Imperial Citizen'; 4 Levels] In case of problems on the missions, Frost has nominated a Safe-House [Base 1 Level – Unfortified Bolthole].

Frost has a good relationship with Truman, but has repeatedly turned down offers of becoming an Inquisitor; he is content to serve Truman [Mentor 2 Levels, with potential to grow as Frost progresses].

Truman often assigns promising Interrogators to Frost's team. Frost puts them through their paces and sets the standards expected of an Inquisitor. [Followers – 'Loyal Crew' 2 Levels; Interrogators/Inquisitor Acolytes].

Frost is hard-bitten and has always had an eye for the seamy side of life so has garnered several favours from underworld sorts that he can call in [Favours 1 Level - Underworld/Criminals].

By deciding on Resources I liked I've created a concept of what this warband will be like that:

- Influences the way I create them (As 'undercover agents', Frost's boys are armed with high-tech but concealable weapons and easily obtained 'guerrilla' weapons).

- Influences the way they are played (I can see Frost's 'no-nonsense Agent' style taking form already).

- Provides scope to develop (Frost's relationship with Truman, a more advanced Base-of-operations, building a spy network, a shuttle for insertion and extraction).

- Gives plot hooks for the GM to consider (Frost's criminal past? What happens to the Rebellion? Will they want revenge and track down Frost? What of Truman's schemes and enemies? Is the latest 'new recruit' more than he seems?)



While a background with these elements wasn't impossible to do without the Resources, it made it a lot easier to develop the bones of a detailed back-story.

I hope you find this article useful but at the end of the day it's personal choice for players and GMs – If you don't want to use the system, don't.

Author

Ben has been playing GW games and roleplaying for too many years to want o recall them all, this is his first attempt at an article and he's living proof that if you give an infinite number of snotlings an infinite number of typewriters what you end up with is a Fanatic article (or a Gargant!).

Further Information

The Inquisitor range is available from Games Workshop Direct, See the How To Order section for more details.

More Inq Website

*Go to page 17 for the Scenery Workshop.
www.Exterminatus.com*

COVER IDENTITY

SUMMARY – Allows you to travel incognito, whether this is to hide from the authorities, assassins & bounty hunters or just to mask your own movements. Cover Identities are divided into those that are average citizens and those Identities that have more convoluted stories and possibly special circumstances – pick at purchase.

'IMPERIAL CITIZEN' – Cover Identity works by opposing any attempts to discover a character's whereabouts, or identity. 'Imperial Citizen' gives characters the personas of minor merchants, workers and refugees etc – anything that cannot pass as a regular Imperial citizen cannot utilise this Resource (eg, – Marines, Outlandish Aliens or Mutants). The number of Levels affects the quality of the Cover Identity and the number of characters who can benefit. Resisted rolls made between searcher and hider before a battle,

- Hider wins – Start game disguised.
- Hider doubles Seeker's successes – totally hidden.
- Seeker wins – Start game undisguised.
- Seeker doubles Hider's successes – loses a Cover Identity Level

'SPECIFIC COVER IDENTITY' – Allows Cover Identities that have special circumstances attached to them – low Levels represent few advantages – a Maintenance crew cover identity for example. Higher Levels are identities that attract considerable advantages such as diplomatic envoys, Inquisitor Status, Imperial Cult leaders etc. Specific Cover identities can be made to accommodate those who would not usually pass inspection (see above) however this costs a further Level per warband member who falls into this category (these extra Levels do NOT add to the overall score for tests!). These unusual Cover Identities must be explained/justified.

NON-COMBAT

SUMMARY – Represents dedicated people who work for your warband in a non-combat manner. These could be Adeptus Mechanicus researchers, grease monkey ship's crew, Adeptus Biologicus medical staff, daemon banishing ritualists, savants, astropaths, street-wise fixers, seneschals (good for leaving in charge of a Base) etc. Players must pick at purchase whether the levels are for teams or specialists.

'TEAMS' – Represents a group dedicated to their purpose, though they are not specialists. A group of NCF's get -2 to the difficulty of any rolls made related to their field (eg, – ship's crew add bonuses for navigating through dangerous space or repairing the ship but a team of medics get the bonus for medical aid / rehabilitation / studying alien physiology for weakness etc).

'SPECIALISTS' – Represent leaders in their chosen field, Specialists give -4 to the difficulty number of related rolls – specialists can also manage their own Resources holdings and players should have a particular concept / background ideas. In addition, for each time they are used Specialists make demands (GM determines what – eg, rare equipment and materials which must be hunted down).

NOTES:

Roll Level number of D10 versus a GM set difficulty number. The successes indicate the quality and timescale of task performed. Spending Levels permanently triples the dice rolled but you lose the Levels as teams work flat out in dangerous conditions or specialists refuse to work in intolerable situations etc.

* CREATE YOUR OWN

GMs (or players with approval) can create many new Resources. When designing 'bonuses' try to limit the impact on the tabletop games to aid before or after the battle (or at least keep them at a minimum during the game).

NECROMUNDA

SCAVVIES

By Jake Thornton

In this latest trip into the depths we find ourselves in the worrying company of the least savoury of all the Necromundan Gangs.

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a Scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its period of rulership by the so-called Beggar King.

Fortunately Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SPECIAL RULES

Scavvies may use Hired Guns (who will fight for them) as normal, and will both take captives and try to rescue their own as other gangs. Other than that, Scavvies need some

special rules of their own to cover the fact that they just aren't like 'normal' gangs such as Escher or Van Saar.

Territory

Scavvies start with a single piece of territory and they cannot hold more than a single piece of territory at a time. This original territory will always be Scrofulous Wastes. Scrofulous Wastes are foul-smelling and disease-ridden piles of refuse and decay that generate no income.

Scavvies may move their camp to another piece of territory if they capture it. However, their disgusting and degenerate way of life quickly reduces even the finest of territories to a similar level of degradation as their original home. For this reason, the Scavvies can only gain income from a territory after the battle in which they capture it. This will take one Scavvy to collect, and will yield the maximum value of the territory or 100 credits (whichever is smaller) as everything useful in it is either removed or contaminated by filth. After that it is changed to Scrofulous Wastes and all its original values are lost, even if it is subsequently recaptured.

If the Scavvies lose their current base camp they quickly find another place to defile. Give them another Scrofulous Wastes.

Feeding the Masses

Scavvies need to eat like everyone else, though they are famously broad-minded when it comes to deciding what counts as food. Each warrior needs 2 credits worth of supplies per battle. Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers. Zombies, Ghouls and Scavvy Dogs are assumed to forage their own supplies and do not need to be accounted for by the gang.

Foraging

Anyone who wasn't seriously injured in the previous battle can go foraging. This includes Bosses, Scavvies and Scalies, though they can't perform any special tasks such as visiting the Outlaw Trading post or working the gang's territory if they forage. Each forager collects D3 credit's worth of stuff from the wastes. Hired Guns and special characters never forage. That's not what they're paid for.

Cannibals

Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 2 credits per gang member to avoid suffering the effects of starvation, the Scavvy player can decide to put one or more members of the gang or prisoners in the pot instead. You may choose to feed your gang with bought supplies, a cannibal stew, or a combination of the two. Each victim that goes in the pot will feed a number of gangers equal to:

$$\text{Victim's Strength} \times \text{Toughness} \times \text{Wounds}$$

So, for example, if a normal Scavvy is put in the pot he will feed $3 \times 3 \times 1 = 9$ members of the gang.

You may not eat the Boss' followers (even Scavvies draw the line at that).

Disloyal

One thing that Scavvies are seldom accused of is loyalty. They're fickle and untrustworthy (as well as smelly and disease-ridden) and this makes it hard to hold together a big horde for long. Couple this with the naturally conniving and untrusting Boss, and you've got a gang that suffers an appalling rate of desertion.

After each battle, once all the Experience, Injuries, Trading Post purchases, hiring new gang members and so on have been completed, make a Leadership test for the Scavvy Boss. This represents how convincing he's been in his drunken speeches at the post-battle feast, and how many gifts he's given out (and to whom). The more he passes this test by, the more of his merry band of scabrous vagabonds remain loyal. For each point he passes the test by he retains the loyalty of an extra 3 gang members on top of a base of 16. For each point he fails his test by he loses 1 from this starting value. So, for example, if the Boss has a Leadership of 7 and rolls a 6 then he can have a maximum gang size of 19. If he rolled a 10 his gang will have a maximum size of 13. Followers don't count towards this maximum size, but the Boss does.

If the current gang size is equal to or smaller than this limit then all is fine. However, if the gang is larger than the current limit then the Scavvy player must choose which gang members stay (are bribed) and which leave, slinking off into the darkness. Any that leave are lost to the gang permanently. Cross them off your roster.

What this means is that Scavvy Bosses can hold together a core of a dozen or more members fairly reliably with bribes and threats. However, really big gangs of over twenty members won't stay together for long (though they're really dangerous while they last).

Trading

Scavvies use the Outlaw Trading post rather than the normal one (where they'd be shot on sight). See Fanatic issue 6.

In addition, Scavvies have access to a unique piece of equipment: the pockets full o' nails.

Bounty

Scavvies are exactly the type of people that the Guild invented bounties for in the first place, and so there's always good coin waiting for those that turn up with proof they've helped reduce the population.

If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor gang captures or kills a Scavvy they may claim this bounty. The bounty on a dead Scavvy is equal to his current cost in credits (including equipment). A captured Scavvy may be ransomed back or traded (after any rescue attempt), as with any other prisoner, or may be turned over to the Guilders for a bounty. The bounty on a live Scavvy is equal to his cost (without equipment) + D6x5 credits. You must decide whether or not to turn him over before you roll to see what the bounty is.



SCENARIOS

Scavvies choose scenarios in the same way as Outlaws (see Fanatic issue 6, page 31).

RECRUITING THE GANG

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

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

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

Scavvies: Your gang can include any number of Scavvies. Also, see the Recruitment special rule for Scavvies, below.

Scalies: Your gang can include up to 2 Scalies.

Note that Plague Zombies, Scavvy Dogs and Ghouls accompany the gang whether it likes it or not, and so are in addition to any restrictions above.

SCAVVY BOSS

Cost to recruit: 130 credits

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

Weapons: The Scavvy Boss may be given equipment chosen from the Ranged Weapons, Close Combat Weapons and Grenades and Shotgun Shells sections of the special Scavvy list.

Special Rules

Leadership: A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies within 6" of the Boss may use his Leadership value when they take Leadership tests. A Scavvy Boss can always attempt to recover from being pinned even if he has no gang members within 2" of him.

Followers: Among the scabrous mutants and vile dregs that share the margins of the wastes with the Scavvies are those that are either attracted to the warmth and smells of the Scavvy camp, or can be easily be enticed into fighting for a few scraps. These are treated as expendable cannon fodder by both sides in a battle and their chances of surviving are marginal at best.

To represent this, a Scavvy Boss can decide before each battle whether to be accompanied by either:

- D3+2 Plague Zombies
- D3+1 Scavvy Dogs
- D3 Ghouls.

Followers set deployed at the same time as their Boss, and are considered part of setting him up rather than setting up separate fighters. This means that they will turn up to a battle or not depending on whether the Boss is fighting. This also means that they do not count towards any scenario limits on gang numbers present.

Followers are completely ignored for purposes of Bottle tests, are never counted as closest model when determining the ability to escape pinning, and do not count for achieving any scenario special victory conditions whether good (capturing or destroying objectives) or bad (losing territory in Gang Fights).

Followers gain no Experience and will be present for just a single battle, even if they survive. After that they drift back into the wastes again. This isn't a problem as there will always be more for the next fight...

SCAVVIES

Cost to recruit: 25 credits

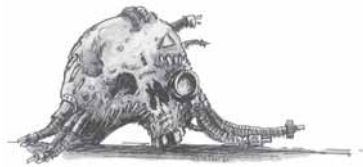
M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

Weapons: Scavvies may be given equipment chosen from the Ranged Weapons and Close Combat Weapons sections of the list.

Special Rules

Recruitment: Unsurprisingly enough Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models (not counting Mutants, Plague Zombies, Scavvy Dogs or Ghouls) in the gang must be Scavvies. If the number of Scavvies falls below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

Mutants: Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crab-like claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.



Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the list to the right. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on.

For example: A Scavvy gang has already got one tentacled mutant and recruits a second: this mutant costs 25 credits for the Scavvy plus 20 credits for the tentacle (double normal cost) for a total of 45 credits. If the same gang subsequently recruited a third tentacled mutant (don't ask me why) he would cost 55 credits.

O-2 SCALIES

Cost to recruit: 120 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common of these in Hive Primus is the Scaly: massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match. They are undoubtedly intelligent, but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	4	2	2	2	9

Weapons: A Scaly may be given equipment chosen from the Scavvy Close Combat Weapons and Scaly Weapons lists.

Special Rules

Scaly Skin: A Scaly's tough skin confers a 5+ Armour Saving throw. This combines as normal with any armour worn.

Killer Rep': Scalies cause fear.

Regenerate: Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster. Note that this applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.



Dumb: Scalies are impressive in a fight, but aren't smart enough to become the gang leader. Their high Leadership represents their courage (or stupidity) in adversity rather than their ability to command. If the gang leader dies, ignore Scalies when you're deciding who takes over.

MUTATIONS

Mutations are entertaining little modelling projects as well as nice ways to individualise your gang. However, be aware that they sometimes cause complications in the rules, especially when dealing with injury results.

Eyestalks.....(10 credits)

The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.

Claw.....(5 credits)

The mutant gains +1 Strength in hand-to-hand combat.

Tentacle.....(10 credits)

The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce the opponent's number of Attacks by 1, to a minimum of 1.

Two Heads.....(25 credits)

Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same Shooting phase.

Spikes.....(30 credits)

A mutant with spikes gains an Armour Save of 5+, but may not wear any other form of armour.

Extra Arm.....(10 credits)

The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 Attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 Attack dice).

Wings.....(30 credits)

The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only costs 1/2" per 1" down.

FOLLOWERS

PLAGUE ZOMBIES

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

Zombie plague still breaks out from time to time in the Underhive and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

Plague Zombies have forgotten the meaning of fear and do not experience pain so they are hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie.

M	WS	BS	S	T	W	I	A	Ld
2d6	2	0	3	3	1	1	1	5

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

Special Rules

Zombie Shuffle: Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they will break into a loping, shambling run. To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

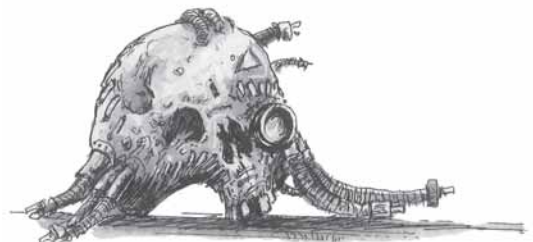
No Pain: Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear: As the reasoning parts of their brains are long gone Plague Zombies lack the intellect to be afraid of anything. This means that Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Plague! Naturally, Plague Zombies carry the zombie plague. If another model is wounded by a Plague Zombie in hand-to-hand combat he may contract the disease and turn into a Plague Zombie. Note which gang members are wounded by Zombies on the gang roster and at the end of the game roll a D6 on the table below to see whether they are infected. Note that this is in addition to the Serious Injury roll if the fighter goes out of action.

D6 roll Result

- 1 **Clear:** After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.
- 2-5 **Sickness:** The victim feels weak and ill for days and must miss the gang's next fight while he recovers.
- 6 **Zombie Time!** The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.



SCAVVY DOGS

Wherever humans go, dogs follow, and the Underhive is no exception. Packs of mangy curs roam the streets of the shanties, terrorising locals and attacking those who are too weak to defend themselves or foolish enough to be unarmed. They also perform some of the clean up duties after the inevitable firefights which break out around the many drinking holes. Injured fighters abandoned by their erstwhile comrades are easy prey, and corpses are even easier. Periodic sweeps of the more organised holes cull the worst of the packs, but they always creep back.

The few that survive to maturity are scarred and twisted beasts, savage and merciless and utterly unlike the pampered lapdogs of the upper spire. Almost invariably they have contracted a disease or three from eating dead Scavvies, sleeping in piles of refuse or drinking from toxic pools.

Scavvies sometimes befriend these deranged canines, though in this case ‘befriend’ means simply that the beasts will look elsewhere for their meals before they turn on the Scavvies in question. Small titbits of food can bribe these dogs into battle where they will gladly attack anyone they aren’t familiar with.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	3	1	3	1	4

Weapons: Scavvy Dogs do not have any wargear; they are armed with claws and teeth.

Special Rules

Frenzy: The frothing mongrels ushered into battle by the Scavvies are subject to frenzy. See page 31 of Necromunda: Underhive for details.

GHOULS

The Underhive is a dangerous place, full of depraved killers and desperate cutthroats ready to murder a stranger at the slightest insult. But even in this haven of lawlessness there are still some taboos, and one of these is eating the dead.

Ghoul's are the unfortunate creatures who have broken this ancient ban and feasted on the fallen. Many times they are the innocent victims of famine and disaster who would simply not lie down and die. When the fungus crops failed, the roof caved in or the Ratskins stole all the supplies some held true to their beliefs and starved. These moral folk fed the rest.

Even so, their transgressions torment them, gnawing at their minds like rats at old bones, and it drives them mad. These insane rejects hide from the rest of society, inhabiting the margins of the most desperate and remote



settlements, sharing some of the same abandoned spaces as the Scavvies. The Scavvies aren’t particularly happy about their neighbours, but beggars can’t be choosers and so they’ve learned how to coax them into fighting on their side with promises of “all you can eat” feasts...

M	WS	BS	S	T	W	I	A	Ld
5	3	0	3	4	1	4	1	5

Weapons: Ghoul's use a variety of old bones, sticks and lumps of rock that count as a single club.

Special Rules

Ain’t Natural: Underhivers are used to all manner of shocking sights and even Plague Zombies don’t rattle them, but there’s just something plain wrong about these degenerate carrion eaters. Ghoul's cause fear.

Lunch Break: If a Ghoul takes the last wound off an opponent in hand-to-hand combat they do not roll for injury. Instead, they will always go down.

If all of a Ghoul’s hand-to-hand opponents have gone down then he will stop to feed. The models are considered to be taken *out of action*, but do not remove the victims as you usually would – just leave them at the Ghoul’s feet as a reminder.

At the start of the Ghoul’s next turn, roll a Leadership test on his own Leadership. If the Ghoul passes then he has finished his snack and returns to the battle. He may move and attack normally. If he fails then he carries on feeding. Leave the victim in place as a reminder until the Ghoul either stops feeding or is interrupted. After that, remove it as you would any other *out of action* model.

If a Ghoul is interrupted (eg, by being shot and injured or charged), then it will forget its feeding and defend itself as normal.

Models that are taken *out of action* by a Ghoul must roll twice on the Serious Injuries table and use the lower result.

SCAVVY WEAPONS

RANGED WEAPONS

Weapon	Cost in Credits
Autogun	16
Autopistol	12
Blunderbuss/Scatter gun	7
Stub gun	8
Pockets full o' nails	4

SCALY WEAPONS

Weapon	Cost in Credits
Spear gun	55
Scatter cannon	80
Discus/Throwing axe	6

CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, mauls and bludgeons	free/10*
Chains and Flails	5
Massive axe, sword or club	15
Knife	5
Sword	15

* The first club/maul a Scavvy has is free. If the Scavvy is equipped with an extra club it will cost 10 credits.

GRENADES & AMMO

Weapon	Cost in Credits
Frag grenades	30
Tox bombs	20
Dum-dum bullets for Stub gun	5

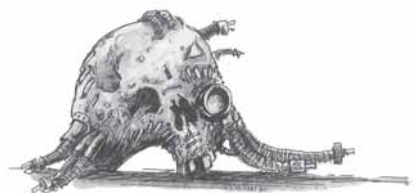


BLUNDERBUSS/SCATTER GUN

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

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

Special: None



POCKETS FULL O' NAILS

Scavvies are particularly fond of scatter guns, partly for their simplicity and ability to survive the rigours of Scavvy life, but also because they fire almost anything. Scavvies often go into battle with pockets stuffed full of nails, sharp stones and other refuse that they can use to reload their scatter guns.

Each Scavvy can carry one set of pockets full o' nails at a time. The pockets full o' nails allows the Scavvy to ignore the first failed Ammo roll for a scatter gun in a battle. Pockets full o' nails are a one-use item.

Note: Scalies are either not smart enough, or haven't got enough pockets to use this item for their scatter cannons.

SCATTER CANNON

A scatter cannon is simply an enlarged version of a blunderbuss or scatter gun with a heavy barrel and a fist-sized bore. The greater weight of shrapnel and explosive charge used in a scatter cannon increase its range and make it a lot more deadly in the confined conditions of the Underhive. The recoil of a scatter cannon is so ferocious that only a creature with the massive strength of a Scaly can fire it.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-8	8-16	+3	+1	4	1	-1	6+

Special: 2" Blast marker

DISCUS/THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a Scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off anyone unfortunate enough to be in their path.

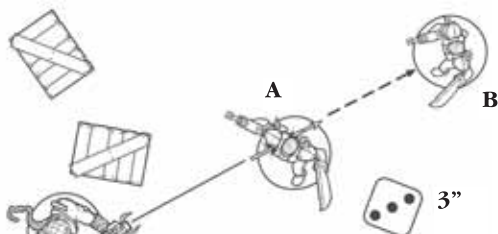
Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-12	-	-	5	1	-1	6+

Special: None

SPEAR GUN

Scaly spear guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short-hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 Save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 Save modifier and so on.



Model A is hit by a spear gun and carried 3" into model B. Model A is hit with S6 & D3 damage. Model B is hit with S5 & 1 damage.

Suffice to say that any models knocked off high ledges by a spear gun suffer normal falling damage.

Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not be fired until the model misses its Shooting phase to reload it. Note that the model may not run, charge or set overwatch and reload the spear gun, nor may it fight in hand-to-hand combat.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-1	6	D3	-3	6+

Special: See Above

TOX BOMB

A tox bomb is basically a sealed pot or flask containing some truly noxious (and lethal) toxic waste collected by Scavvies out in the wastes. When a tox bomb is thrown it cracks open and the deadly pollutant inside splatters across the target area, forming puddles of corrosive slime and noisome poisonous gas.

Strength	Damage	Save Modifier	Special
4	1	0	See below

The standard grenade rules apply for throwing a tox bomb. Place a Tox marker where the bomb lands. Any models within 2" of the marker will be hit on a D6 roll of 4 or more, 6 if they are wearing a respirator (filter plugs alone don't help). Leave the Tox marker in place for the rest of the game. Anyone who subsequently moves within 2" may be hit as above.

MODELLING TOX MARKERS

Tox Markers can be made quite easily using whatever bits and pieces you have lying at the bottom of your bits box. In the photo below you can see that we made ours by using a left over melta-bomb from the Warhammer 40,000 Space Marine sprue and a plastic base.



Simply cut the melta bomb in half and glue it to the plastic base at a suitable angle. Then mix some suitable toxic coloured paint (we used Scorpion Green) with some PVA/Woodworking glue and paint on as desired. Once dry simply paint some more PVA/Woodworking glue over the top to give it a slimy look.



SCAVVY EXPERIENCE

SCAVVY STARTING EXPERIENCE

Type	Starting Experience Points
Scavvy	10+1D6
Scaly	60+1D6
Boss	60+1D6

SCAVVY EXPERIENCE TABLE

Experience Points	Title
0-5	Scavvy
6-10	Scavvy
11-20	Scavvy
	Starting level for Scavvies.
21-30	Scavvy
31-40	Scavvy
41-50	Scavvy
51-60	Scavvy
61-80	Boss
	Starting level for Bosses and Scalies.
81-100	Boss
101-120	Boss
121-140	Boss
141-160	Boss
161-180	Boss
181-200	Boss
201-240	King
241-280	King
281-320	King
320-360	King
361-400	King
401+	Great King
	Anyone who reaches this level may not improve any further.

MAXIMUM VALUE TABLE

Boss or Scavvy

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	6	3	8

Scaly

M	WS	BS	S	T	W	I	A	Ld
4	7	6	6	5	4	5	4	10

SKILL TYPES AVAILABLE

The following skill table is used for Scavvies.

Skill Type	Scavvie	Scalies	Boss
Agility	✓	-	✓
Combat	-	-	✓
Ferocity	✓	✓	✓
Muscle	-	✓	✓
Shooting	-	-	✓
Stealth	✓	✓	✓
Techno	-	-	-

SCAVVY ADVANCE ROLL TABLE

2D6	Result
2	New Skill (any table).
3	New Skill.
4	New Skill.
5	Characteristic Increase. Roll again: 1-3 = +1 Strength 4-6 = +1 Attacks
6	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds 4-6 = +1 Toughness
10	New Skill.
11	New Skill.
12	Mutation. Roll again: 1 = Eyestalks* 2 = Claw* 3 = Tentacle* 4 = Extra head* 5 = Spikes* 6 = Extra arm*

* You may only have one of each mutation per model. See the Scavvy mutations for rules. Any characteristic increases from these mutations count towards the maximum value for that model.

Author

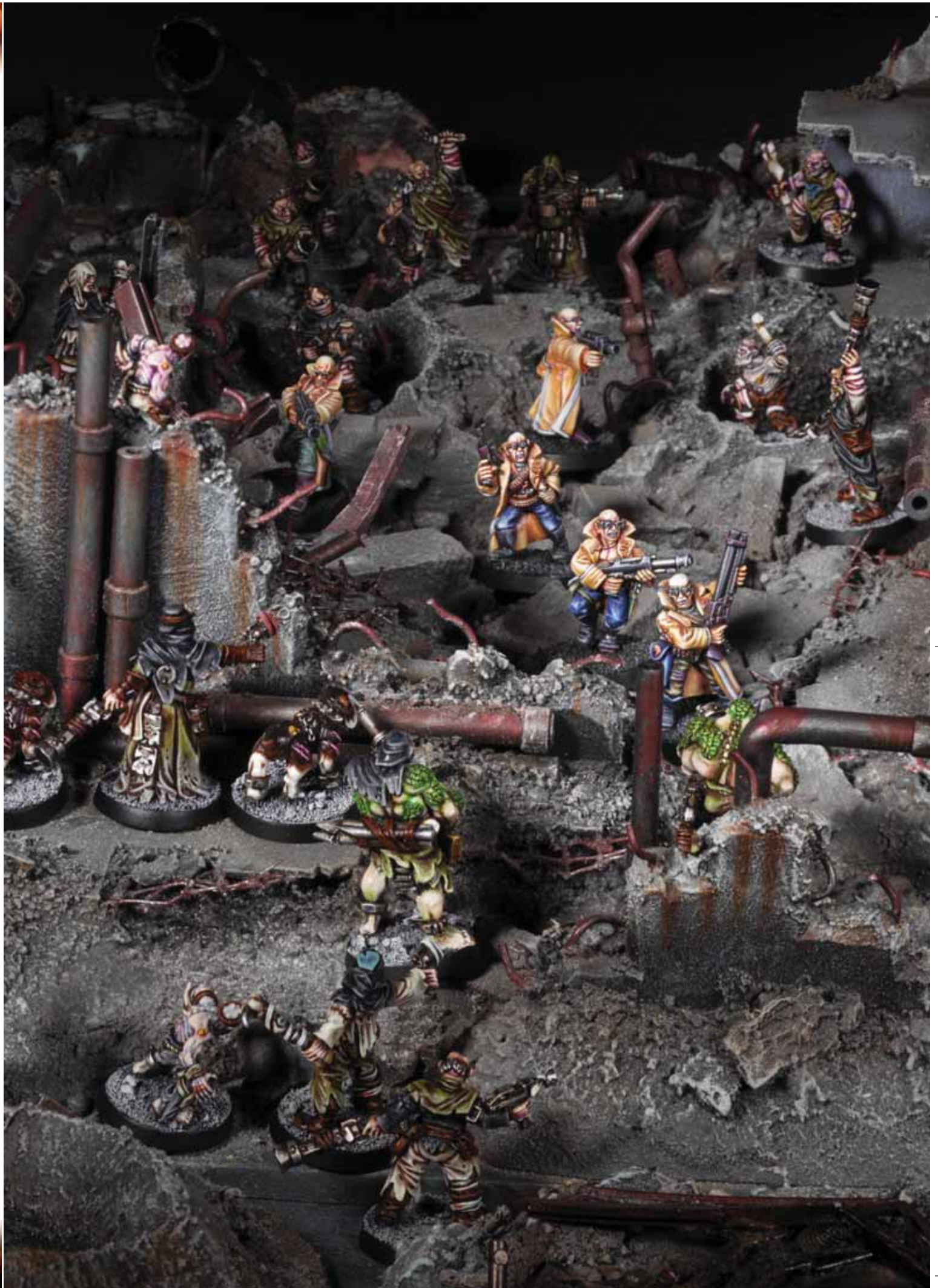
Jake has used the Necromunda Playtester's Vault to help develop these rules. If you'd like to help with future gangs then simply head over to the Necromunda website.

Further Information

The Scavvie gang is now available from Games Workshop Direct.

Website

www.Necromunda.com



MR TOURNAMENT ORGANISER

By Stephen Babbage

A 'Tournament Organiser' is a big, important title to have. There is real money involved, lots of organisation and time required to do a good job. The payoff however, is happy gamers, an event people will travel long distances to get to and the satisfaction of running an event people will remember fondly for the rest of their lives, or until dementia sets in! This article is intended to be the sequel to the article found in Blood Bowl Magazine 11, 'Mister Commissioner'. The advice and recommendations in this article are intended for those people who want to move one step beyond being a commissioner of a league, and run a tournament. I highly recommend running a weekly gaming session at your local gaming club (being in charge) for a while or being the commissioner of a Blood Bowl league before running a tournament.

What is a tournament?

A tournament is an event, normally held annually, where players come and play several games over at least one day.

A winner of the tournament is declared. This is different to a league, where players will come once a week or once a fortnight to play one or two games in a game club. Tournaments can be as small as a one day event held in your spare garage on trestle tables with your friends. They

can be as big as an event held as part of a gaming convention (such as GenCon) that players travel from different countries to attend, where the tournament has over 50 players and runs over a long weekend (3 days).

Before you start a Tournament...

Tournament Organiser checklist (this should be done several months in advance):

- Advertise the event. On websites such as the NAF website (www.bloodbowl.net), in hobby stores and at other nearby gaming conventions.
- Find out the costs for each player to attend. There are lots of factors in this including:
 - Covering the cost of prizes not donated to the tournament.
 - The cost of hiring the venue or being a part of the convention (more later).
 - A joining fee to something like the NAF which ranks coaches/players around the world.
 - Finding reasonable accommodation if your tournament runs for more than one day.



- Make sure you have a method for player entries/registrations to be taken, recorded and money to be collected before the event (and maybe on the first day). Think about issuing a confirmation of entry or a receipt of payment.
- Make sure that your rules are clearly spelt out so that there will be no confusion about the rules used.
- Make sure that you have clearly worked out how people are going to be ranked and how people progress through the tournament. (Do winners play other winners? Is it a round robin tournament? How is painting/sportsmanship judged?)
- Read other articles and get advice. Two suggestions are 'Mr. Commissioner' in Blood Bowl Magazine 11 and 'Tournaments – a Practical Guide' in Blood Bowl Magazine 2.

When you are running a tournament...

- Make sure you check people's teams/gangs/armies before they begin.
- Show or make available a ranking table so people can see how they are going.
- Collect and update people's results, including sportsmanship.
- Wander around the tables and make sure that people are having a good time, answer rules questions and generally oversee the event.
- Make sure that there is a method to give a winner for the best painted team/miniature and other prizes being given not tied to the rankings.

Some of the points in more detail:

1. NAF

Does the game you are running a tournament for have an international body that ranks coaches/players? Blood Bowl does, and it's called the NAF. (Other bodies such as Rogue Trader may be worth looking into.) Membership to the NAF costs US\$10 per player. Coaches (as players are called in Blood Bowl) are ranked according to how well they do in tournaments. The Tournament Organiser needs to record information on how NAF coaches perform, and give this information to the National Tournament Organiser (who happens to be me in Australia/New Zealand/the Asia Pacific) who then uploads the results to the NAF website. The end result? NAF coaches will come

to NAF approved tournaments to get better rankings on the website and to play other NAF coaches.

If you are interested in your tournament being NAF approved, then several months in advance you need to register your tournament on the NAF website (www.BloodBowl.net), and talk to your National Tournament Organiser. They will approve your tournament if you meet the requirements. This will mean that very good coaches from all over the world may come to your event. The same would apply to other organisations such as Rogue Trader events.

2. Organisation and prizes

You need to be organised to run a tournament, hence the name Tournament Organiser. If you can't keep your bedroom tidy, then running a tournament may not be for you. Make sure that you have plenty of running time to get organised before the tournament. I would recommend that you start advertising 6 months ahead, particularly if you have players coming from some distance to play. Some advertising takes that long (or longer!) to get printed and distributed, such as a convention booklet. Before the event actually takes place you need to make sure that you have the right number of tables/chairs and other things you need for your game such as scenery. These days it makes things a lot easier if you can bring a laptop to record results (but keep a close eye on it as you don't want it to go missing!). Making sure that you have all the official rulebooks you need (that are up to date) on hand will help for any obscure rulings you may need to make. Ensuring that you have photocopied spare team sheets (as are needed in Blood Bowl), results sheets (and other sheets players need to give you information) a week in advance makes sure they all reach the tournament with you (pack them early and double check).

The other think you can do is approach businesses for sponsorship of prizes. These don't need to be gaming and miniature stores, although that's the logical place to start. Maybe try approaching hardware stores (they have useful tools for miniature conversion and flocking and their toolboxes make nice miniature cases), art stores (paintbrushes, paints, glues and other hobby tools such as knives) or music stores (DVD's or CD's are always popular prizes).

These are just some possibilities. I was at a recent tournament where one of the prizes was a climb up the Sydney Harbour Bridge, and it was a hotly contested prize! If a business sponsors you, make sure that you note that on your advertising, and then thank them afterwards (with an appreciation certificate) and at the end of the

tournament to the players (so they know where the prizes came from and can support those businesses with more purchases!).

3. Location

Most tournaments are a part of a gaming convention. A gaming convention is in one sense just a whole pile of tournaments for different games all happening at the one venue at the same time. But it's a lot more than that. It also often has gaming vendors with stalls at the convention, a much larger number of players in the one location and trophies and prizes available through the entry price and sponsorship of the convention of a whole. Other advantages exist too, such as food being available near the tournament, players being able to transport share with players of another game to get to the convention, having an admiring crowd always passing by, and raising the profile of the game you are running to other gamers.

(I guess this is called economy of scale!) Advertising for a convention often happens by a booklet being produced for the convention with a list of the games available at the convention, containing brief explanations of rules and advertising blurbs for each game on offer. This booklet is then left at hobby stores, gaming clubs and other conventions. Often a website is also made which has the same information as the booklet. If you're planning to run a tournament as part of a convention, you must get in contact with the organiser(s) of the convention and make sure that this is ok. There can be many things you need to discuss, such as whether you can organise your own prizes, what the entry price will be, when you need to submit your blurb and rules spiel for their booklet and so on. I find that conventions generally cost a little more per



player, but I believe the extra costs are justified and the benefits outweigh them. One of the big advantages of being a Tournament Organiser as a part of a convention is they will handle registrations (entries) to your event and will tell you who is playing and who has paid. You will have to handle this yourself if you are running a tournament which is not part of a convention. If you're planning to run a tournament separately, a venue will need to be found. Some tournaments are run in a remote boutique hotel (eg, the Halfling Dinner Mug), where a room is booked for the gaming, and accommodation is provided at the hotel at a reduced rate (the hotel sponsors the tournament). Others are held at the same place as where a gaming club meets, such as a Scout hall. If the tournament runs over several days, then accommodation needs to be advised or players will need to fend for themselves. Make sure that you recoup costs for hiring the venue through the player entry fees. Remember that if you don't have enough guaranteed players for your tournament you could be left out of pocket quite substantially!

4. Advertising

In addition to advertising as part of a convention (in the convention booklet and on their website), lots of advertising can be done for just your game. Make sure that you let the players of your gaming system know about it! I find the humble A3 poster (preferably in colour), left on a noticeboard of your local gaming stores, hobby shops and gaming clubs generates a lot of interest.

There are a lot of websites around where people talk about your game. Make sure that these online communities know about your tournament. For Blood Bowl there are lots of forums where a tournament can be advertised to let fellow Blood Bowl coaches know about the tournament, including:

- The forum on www.bloodbowl.com
- The NAF website Forum (and tournament sections) (www.bloodbowl.net)
- The TalkBloodBowl Forum (www.talkbloodbowl.com)
- BloodBowlCentral (www.bloodbowlcentral.com)
- The online Blood Bowl leagues (<http://fumbbl.com> and www.olbbl.com). I often also e-mail everyone I know living in my country who I know plays Blood Bowl, let them know about the tournament and ask them to tell all their gaming communities.

If you have contacts like that, you are crazy not to advertise through them, even if it's just ringing the people who you normally game with and getting them to come!



Make sure that in your advertising you have a contact phone or e-mail so that interested people can ask questions. Email is a good way for this, but if you put your phone number make sure that you specify the times that are good to call you, as some gamers keep to strange hours of the day and night!

5. Rules

Make sure that you use the current rules for tournaments where possible, unless you very clearly state that you are doing something unusual and it would be worth repeating often if you are doing something very different (like using an old rule set). See if you can find how other tournaments are run for your gaming system, like getting your hands on the Rogue Trader tournament rules, or asking around on forums on the Internet that discuss your game. If you are changing rules to be different in some way, this should be very clearly spelt out in your advertising. If there are many changes, it may be worthwhile producing a 'house rules' document listing them all very clearly, and make this available to players before the event (e-mail is wonderful). It is very worthwhile finding some other veterans of the game and discussing changes to the rules you are planning. They may find an effect that you hadn't anticipated that they may be able to show you. Another way to go is to actually test the rules you are proposing with your local gaming group or club to see how they work. By doing this you should avoid having someone win the tournament who did so by exploiting the rules rather than by superior strategy/luck. If someone does breach the rules, make sure that you are firm but fair. Occasionally you will have to deal with someone who is acting in an unsportsmanlike manner. This can be the most stressful part of being a Tournament Organiser. It is important to realise when dealing with this sort of person

that the main reason of participating in a tournament is to have fun. If someone is jeopardising that fun, it may be necessary to do something. It might be as simple as quietly discussing it with them away from the rest of the players, or in extreme cases expelling them from the tournament with or without a refund. By having clear rules and expectations, such as making sure that rolls take place in a public place with an accountable witness, you should minimise this difficulty.

6. Points and rankings

Make sure that you have decided well in advance what method you are going to use to work out who will be the winner of your tournament. There is no reason to reinvent the wheel here, many tournaments use the same methods (such as Rogue Trader tournaments) and it is worth exploring what is done elsewhere. Whatever you decide, make sure it is clearly spelt out well before the tournament starts, and consider putting it into your advertising. Be aware that the way you calculate the points will change the emphasis of your tournament. If you place a large number of points per round on decimating your opponent, then players will arrive with that objective in mind, and play that way. (I would recommend against that.)

I'd also think about how things such as sportsmanship and painting of the models used affect the rankings. I tend to give separate prizes for these things, but some tournaments include these factors in the ranking of players. How many points can a player earn per round/game? The more points that separate a totally one sided game from a closely fought game, the more spread out your rankings will be and it will be harder for players to get back into the running to be the tournament winner



later on. In Blood Bowl tournaments, I normally run with 7 points handed out each round, distributed between the two coaches playing each other. A total decimation means 6 for the winner and 1 for the loser, while a very close result would mean 3 1/2 points for each coach.

This enables a coach who has had a couple of bad losses to still be able to come back and win a tournament with some good coaching and luck. It also means that a coach not doing so well at the bottom of the table doesn't feel so bad with people not miles above them in the points count.

Think carefully about your points in relation to how long your tournament goes on for. If players will only play four games across the tournament, every game will be critical. If, however, there are seven games across three days then losing one game is acceptable to still be able to win the tournament. Also think about how you will work out who plays who in each round. Using a Swiss style system where winners will play winners and losers will play other losers is good for keeping games close in each round, and makes it hard for coaches to keep winning (as they are playing the other 'better' coaches who have also won). The disadvantage of this method is that opponents need to be calculated at the end of each round and this means that every player needs to have finished before the next round can be worked out and then begun. This can be quite a complicated method to calculate. Brian Horton is working on a computer program to help Tournament Organisers of Blood Bowl calculate each round quickly using the Swiss system. This program takes into consideration factors such as making sure players don't play the same type of team twice in a tournament or the same style of team (bash, agile, running) twice in a row, and allows people to choose one other coach to not play (because they may be their brother and play them all the time, or always play

them in a local league). This program worked well at CanCon '04, and will actually be used at MOAB 2004. Another method that works well with a smaller number of players is a round robin method where each player plays each other player once, or several other players based upon some preset criteria. This enables the rounds to be developed in a way so that they can all be organised early and no calculation for the next round needs to happen while all the players are waiting.

One other consideration is how you show ranks to players. Some unsportsmanlike players can even leave and not return if they find out they are ranked poorly. One way to help minimise this is not to release rankings to players until they are into the next round. This is particularly worth considering between rounds/games from one day of the tournament to the next. Many Tournament Organisers including myself have been left in a pickle after players have not turned up for a second or third day of play in a tournament after competing in the first day. It is worth considering points for a player who has to sit out a round (a bye) because there is an odd number of players in the event. I would tend to be generous as they don't get to play in as many games as the others – and that's what they paid for!

7. Things to do during the tournament

The most important jobs for a Tournament Organiser to be there for during a tournament are:

- To calculate the rankings and other statistics that are necessary for prizes and things like the NAF.
- To be available for rules queries and to check that people are playing by the rules.

One thing that's nice is to take photos of your winners and the tournament for memories for years to come and to help in advertising for future years. It may also come in handy for other uses, such as newsletters or articles. :-)

As Tournament Organiser, I always ask for a copy of their team sheet (gang list/army list) before the games commence, to make sure that they haven't made any 'mistakes' which would be contrary to the rules of the tournament. Some people are unscrupulous and will win at any cost so it is well worth setting up an atmosphere where cheating is not tolerated but yet not having to act like a brute squad or overbearing rules lawyer. People are at tournaments for fun and most players will gladly change their teams/armies/gangs if a 'mistake' is found.

Sometimes it is a genuine miss by the player, sometimes they have not understood the rules, and sometimes it is an attempt to undermine the tournament rules. Always assume that it isn't the latter reason.

8. Should you play in your own tournament?

Short answer: No

Slightly longer answer: Preferably not, although it can be more fun if you do. The only time I would consider playing in a tournament I was running would be if:

- Other people were playing who could make independent rules decisions.
- There were only a small number of players (12 or less) and you could still do all your rankings and calculations without holding up other players because you yourself were playing.
- Playing in the tournament meant that no one had a bye round.
- It wasn't your first tournament as Tournament Organiser

Because people pay money for a tournament, and the competition can be serious, playing in your own

tournament (particularly where there are a lot of house rules) can cast aspersions on your own integrity as a Tournament Organiser. If everyone competing are friends then it's normally not an issue and you should go ahead and have fun!

9. Fancy Schmancy

Little details to be considered:

- Table Layout – should it be in a grid format, or one long line of tables. Think about what's easiest to observe, what looks best for players and passers by and what fits in your venue.
- 'Top Table' – do players move around according to how well they are going? If so, having a fancy table at the top of the ranked players with a custom board or special scenery to reward those who are doing well might be a nice way to clearly emphasise winning.
- Mini Tournaments included as a part of your tournament for players to compete in for fun or prizes if they finish their games early – like Blood Bowl Sevens, Squig Races or Chariot Races.
- Sportsmanship – some people can feel pressured to give good sportsmanship results because their opponent can see what they gave them. Think about clearly distinguishing what a top score means, what a low score means and if players can record sportsmanship without their opponent seeing.
- Have an assistant to step in, in case of you being sick during the event or a family emergency. I've missed parts of tournaments I've been running because of funerals and weddings. The assistant can also just help out with rules queries, results calculations and so on to make your work easier. This is particularly important if you have more than 40 players in your tournament.

This article discusses many different aspects of running tournaments. Tournaments can be big or small, and hopefully this article can help you to think through the issues involved. At the end of reading this article I hope that you've now got a better understanding of what's involved. It may inspire you to run your own tournament, it may turn you off ever thinking of running one. If all this article does is give you more respect to the organisers of the tournaments you're a part of and makes you be nicer to them, then this article has been worth it!

Author	Stephen Babbage is a member of the BBRC and tournament organiser for Australia's biggest Tourney. Yes, he knows what he's writing about!
Further Information	The Blood Bowl box set is available from all good GW stockists.
More BB	Turn to page 38 for part 2 of the Elf Playbook.
Website	www.BloodBowl.com



PAINTING ELDAR

By Tom Merrigan

The latest incarnation of Epic has been available for approximately a year. With a great set of new rules and some fabulous new models I knew it wouldn't be long before I took the plunge and painted an army.

However, my favourite army from Warhammer 40,000, the Eldar, was not one of the armies available upon launch. And although Space Marine, Imperial Guard and Ork armies have their own strengths and character I have always had a love affair with the Eldar. So, with the imminent launch of the Epic Eldar range, and some fantastic new models to boot, it was time to work out an army and get painting and gaming.

What you will find over the following pages is a variety of stage-by-stage articles that outline some of the techniques I've used to paint my own army. I've purposely chosen to keep things simple and paint the army to a gaming level standard. After all, I want to be able to play games with my

army and not worry about models getting damaged. As Epic models are small, flat colours and layering can produce a cohesive and attractive looking army for the tabletop that's not possible on 28mm miniatures and, as painting to a higher quality would take a considerably longer period of time it seemed sensible to keep things simple.

I've chosen to paint a Biel-Tan army, as that is what the army list in the Swordwind companion represents. This means the majority of colours used are green and white. However, the techniques shown can just as easily be applied to your own army, even if it is from a different craftworld and of a different colour.





Eldar Guardians



This stand of Biel Tan Eldar Guardians was painted using a combination of drybrushing and flat colours to quickly produce an attractive looking highlighted model. The Guardians are painted with a black undercoat with a second undercoat of Shadow Grey being added once the first undercoat is dry.



Drybrush the entire model with a thick coat of Space Wolves Grey.



Drybrush the entire model with Skull White.



Paint the Shuriken catapults Chaos Black.



Paint the ends of the Shuriken catapults with Chainmail.



Paint the helmets of the Guardians Snot Green.



Paint the sash at the back of the model Red Gore. Paint the bag on the side of the model with Snakebite Leather. At this stage you have finished painting the individual models.

Basing Your Figures

A model's base is every bit as important as the model itself and can easily make or break the finished piece. It's a good idea to use the same technique for basing all your models. This will give them a level of uniformity, even if they themselves are painted different colours (for example, if you include a lot of different Aspect Warrior units in your army). The army will also look like it is fighting across the same area of ground during the battle.

The example below shows how to paint the models base in a relatively straightforward manner that produces results that are well worth the extra time it takes. For future painting articles, when it comes to basing your models, simply refer back to this section. This will save going over ground we have already covered.



Apply a layer of PVA glue to the base then dip the base into a small heap of sand. Try to get a good coverage and don't hesitate to re-glue and re-dip to cover any bits you might of missed. Once dry, shake of any excess leaving the surface ready to be painted.



Paint the entire base with Bestial Brown, making sure you paint the edge of the base as well.



Drybrush the sand with a thick coat of Snakebite Leather, being careful not to get any paint on the Guardians or the edge of the base.



Drybrush the sand with a light coat of Desert Yellow, again being careful not to get any paint on the Guardians or the edge of the base.



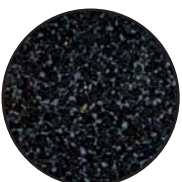
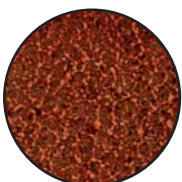
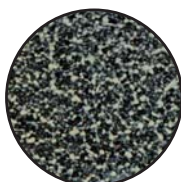
Apply a small amount of PVA glue to sections of the base then dip the base into a small heap of Citadel Static Grass. Then take a toothpick (or something similar) and push the grass flat so it doesn't dry in clumps, otherwise the Guardians will look like they are wading through knee high long grass.

Ash Waste
Codex Grey
Bubonic Brown
Rotting Flesh

Sulphur Desert
Desert Yellow
Bubonic Brown
Bleached Bone

Red/Martian
Terracotta
Blood Red
Vomit Brown

Death World
Chaos Black
Codex Grey



The techniques shown above can be used with a variety of different colours. So you can match the bases on your figures to your gaming table. Above are a few examples you may like to try.





Striking Scorpions

This stand of Striking Scorpions was painted using the same techniques as the Eldar Guardians. The Striking Scorpions are painted with a black undercoat with a second undercoat of Dark Angels Green being added once the first undercoat is dry.



Drybrush the entire model with a thick coat of Snot Green.



Drybrush the entire model with Striking Scorpion Green.



Paint the chainsword and Shuriken pistol and Shuriken pistol Chainmail.



Paint the Shuriken pistol Chainmail.



Paint the helmet of the Striking Scorpion Scab Red. Lastly, finish the model by basing it as described earlier.





Falcon Grav-Tanks

For this Falcon grav-tank a combination of simple two-toned layering and flat colours was used. Layering gives the perception of depth, emphasising certain areas and giving the model a striking appearance.

The model comes in two parts. Each part is painted separately and then glued together once finished. The Falcon's hull is sprayed with a Dark Angels Green undercoat from the top and then sprayed with a white undercoat from the bottom, once the first undercoat is dry. The turret is given an undercoat of Dark Angels Green.

This Falcon has been converted so that it can be attached to a small flying base, giving the impression that the model is skimming across the ground. This was done by trimming down a flying stand peg and attaching it to the underside of the Falcon's hull. A little Green Stuff was used to make everything look neat.



Tidy up the bottom undercoat with Skull White. Tidy up the top undercoat with Dark Angels Green.



Paint the top and sides of the Falcon hull with Snot Green. Layer the Snot Green over the Dark Angels Green undercoat to produce a two-toned effect.

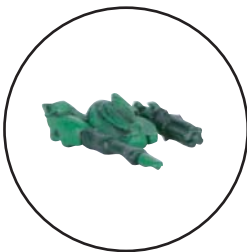


Paint the Shuriken catapults Skull White.



Paint the engines, engine vents, sensor and cockpit windows Chaos Black.

The Turret



Paint the Falcon turret with Snot Green. Layer the Snot Green over the Dark Angels Green undercoat to produce a two-toned effect.



Paint the barrel of the pulse laser Skull White.



Paint the scatter laser and turret cockpit windows Chaos Black.



Lastly, the turret and hull are glued together, and the model is based as described previously. The Falcon is now finished.





Wraithlord

Like the Falcon grav-tank, this Wraithlord was painted using a simple two-toned layering technique. With the Falcon this technique was only applied to one colour, but on the Wraithlord it is applied across the whole model. The Wraithlord is painted with a black undercoat with a second undercoat of Shadow Grey being added once the first undercoat is dry.



Paint the head, back wings, and the end of the bright lance Dark Angels Green.



Paint the head, back wings, and the end of the bright lance with Snot Green. Layer the Snot Green over the Dark Angels Green to produce a two toned effect.



Paint the bright lance casing and piping on the front Chaos Black



Paint the rest of the model with Skull White. Layer the Skull White over the Shadow Grey undercoat to produce a two-toned effect. Lastly, finish the model by basing it as described earlier. The model is now finished.



Author

Tom Merrigan is Fanatic's very own office aussie. We still don't know what he does.

Further Information

The first batch of Epic Eldar models and the Swordwind supplement is now available to buy. See the How to Order section on page 94 for information on purchasing.

Websites

www.Epic-Battles.com





Jetbikes



This stand of Jetbikes was also painted using the simple two-toned layering technique. Afterwards, unit markings were added to the front canopy of each model. Marking such as this enable you to tell individual units apart easily on the battlefield, and are a great way of personalising your models. The Jetbikes are given a black undercoat with a second undercoat of Dark Angels Green being added once the first undercoat is dry.



Paint the rider with Shadow Grey.



Paint the rider with Skull White. Layer the Skull White over the Shadow Grey to produce a two-toned effect.



Paint the Jetbike and rider's helmet with Snot Green. Layer the Snot Green over the Dark Angels Green undercoat to produce a two-toned effect.



Paint the grav engines under the front canopy, the Jetbike handlebars and the seat headrest Chaos Black.



Add unit markings using Skull White. Paint one line at a time, touching up any mistakes with Snot Green as you go. The top line is painted first, measured from the middle of the canopy front left edge to the middle of the canopy back right edge. The second line is added a few millimetres below the first.



The jetbikes on the left have been painted in the colours of the Saim-hann craftworld, where as the ones on the right are in the colours of the Ulthwé craftworld.



The techniques shown throughout this article can be applied to any of the models in the army. I've chosen to continue the white colour scheme onto the Wraithguard, Wraithlords and Titans within the army, whilst all the vehicles (including the War Walkers) are painted green. This creates a distinction between the two groups within the army that contrasts well and is visually pleasing. Later, the addition of Aspect Warrior Warhosts will add further colour to the army to create an attractive, yet simply constructed army for gaming with.





Tales Of Stirland

By Nicodemus Kyme, models by Paul Scott

This month, our congenial guide, Nicodemus Kyme takes us through the Imperial province of Stirland. As you will find out, it's not the most hospitable of places during the time of The Three Emperors.

Day One

At dawn, I set out from Altdorf, the temple of Sigmar a diminishing silhouette in my wake. My quarry had time on his side, and in a manhunt such as this, time was of the essence. Even so, I would seek him out, the creature once known as Simius Gant, and dispense Sigmar's justice.

Borne upon a plain river barge, I went the way of the Reik, my destination Stirland, reports having reached me that the wretch I sought was last sighted in its rural backwaters. From what little I know of the place it is an impoverished county, given to heathen ritual and customs. I took care to pack additional rope and torches in light of that.

By way of the town of Kemperbad I travelled, the Great Forest filling the horizon to the north, towards the neighbouring province of Talabecland. I saw figures walking their borders and the fires of distant watchtowers lit up like baleful eyes as the evening dark encroached. It was a bad omen and I made the sign of Sigmar over my chest.

It was fully night by the time I made landfall, concealed under the garb of a travelling merchant trader lest Gant have minions who would alert him to my presence. I approached the wan light of a small village. A crude wooden sign, rotten and mould-ridden, read: 'Kraghaben'. It swung from a single rope like a hanged man.

I found lodgings there at a simple travelling inn, the Haven, although I doubted the strength or veracity of the name.

Day Two

I set out early in the morning, the sky still dark and brooding, after sleeping for four hours. I was fully rested having been taught meditative techniques by my priestly brethren at the temple. I would need my wits about me, and was glad of the knowledge they had imparted.

From what I can gather thus far, these people are a rustic, almost backward folk. Mercifully, they are Sigmar-fearing. His symbol is prevalent throughout the village, an iron hammer hung alongside horseshoes above the bar. I wanted to chastise the barkeep, and advise him sternly that such an icon should be venerated in a more appropriate location, but these rural folk have their superstitions and it was muttered that above the bar and at the door of the inn would ward off evil forces. I overheard other folk speak of men driven to madness, entire crops wasted and dead, of dire portents and anarchy and lawlessness.

Despite their apparent piety, I have noticed a profusion of so-called wise men and women who will have to burn for their heresies. They speak of the 'evil eye' and would ward it off for travellers, such as myself, with incense, tokens and false idols. The temple will not stand for such base idolatry, but there is a greater evil afoot here and I intend to find it and quash it.

For all their simplicity and suspicious nature these Stirland folk stood up well to subversive questioning. I gleaned little of the whereabouts of Gant or his kind. So, I left the inn in the small hours with little save for a rumour – a hooded man seen two nights ago upon a grassy heath.

As I made my way up a rocky crag, the land stretched out before me. If indeed anyone were practising foul deeds in the dark wilds then they would find it hard to secrete themselves. From my vantage point on the heath I saw little, save for a black shadow far on the horizon, a large and ruined tower that I resolved to investigate more closely after my business here was complete. Through a telescope I espied the mighty shadow of the Worlds Edge Mountains to the east, but I doubt sincerely that my quarry made it as far as that. It was then that I noticed something in the dark, a glimmer of light in the charcoal black.

Drawing closer I saw three figures, chanting around a fire. They were hooded, exactly as the barkeep had described, but my quarry was not amongst them. A body lay next to the flames. The stench of dead flesh wafted up to me on the breeze. Its stink was bitter and caught in my throat, along with the rising bile I felt towards these debased creatures.

I dealt with them swiftly. The first I killed with a pistol shot through the neck, his heretical words caught in his throat like poison. The second, alerted by the sound, came at me with dagger raised. I parried the blow and gutted him with my sabre. The third had little stomach for a fight and tried to flee. Picking up a stone from around the fire I brought him down with a well-aimed shot. This one I tried to keep alive so that I could interrogate him, but as I approached the corpse lying in the dirt began to stir. Whatever heinous act they were performing had taken hold and the dead rose once again! The beast grabbed at my ankle with surprising strength and I was brought down. It clawed at me, filth-encrusted talons ripping my shirt. I was disarmed but punched the creature hard in the face. Its head snapped back with a crack and I realised I had broken its neck. Head hanging limply like some macabre marionette with cut strings, it came at me again. But I was ready this time and from my belt I took a vial of blessed water and



smashed it over the creature's head. Kicking the thrashing corpse away, I got to my feet and watched it dissolve. Taking up my fallen sabre I cut off the creature's head, arms and legs, and buried the parts face down in the earth, sanctifying it with another vial of blessed water. By this time, the hooded one was stirring and I went over to question him.

I learned my quarry had fled by way of the River Stir, a natural border between Stirland and their northern neighbours Talabeccland and Ostermark. I knew from my readings that the Stir was watched vigilantly by the famous Stir River Patrol and I doubted that Gant could have crossed there easily. No, the cur would have continued through Stirland. Applying the interrogation techniques of the devout, I learned through my prisoner's screams that Gant was indeed upon the heath two nights ago, that he had instructed his followers to raise the dead of the village and invade it. Gant had been making for Wurtbad, a principle town of this province lying upon the Old Dwarf Road all the way from the south.

Since Gant's trio of acolytes had been put down I doubted the threat of the village dead. I also doubted that Gant would have made it to Wurtbad in two days and nights. Necromancers and their kind are oft exhausted from their dark deeds and I was certain he would have taken refuge in some dark hollow or ruin, away from the prying eyes of the Roadwardens and Bounty Hunters that roamed these rural pastures. My thoughts went back to the tower ruins I had spotted in the distance earlier.

In any case, I had broken the underling and looking about me I noticed a gibbet set upon a hill not too far away. I was glad of the extra rope and set about tying the noose.

Day Three

The hanging acolyte was a message to all the occupants of Kraghaben of what fate befell those that deviated from the light of Sigmar. Since Gant was not here and his acolytes were slain, I revealed my true calling to the villagers. In doing so, and with gathered help, I rounded up the so-called wise men and women and had them burned upon a massive pyre in the village square, along with their heretical icons.

Leaving Kraghaben I learned from the barkeep that the ruins I had spotted upon the heath were known locally as the Blighted Towers and that a dire and terrible curse was upon them. It seemed to me a likely refuge for Gant.

Day Four

I could still see the smoke from the pyre as I set forth for the ruins. I passed a militia patrol on my way, a scurvy looking lot, led by one Claus 'Ox' Jaeger, a blood relative of the Elector of these parts, Demitri Jaeger, a minor lord and with scant power to lend to the aims of one of the Imperial claimants, his own allegiance betwixt the lord of Sylvania to the east and the Ottilans of Talabeccland to the north.

I reached the Blighted Towers at dusk. They were a three-pronged shadow like skeletal fingers in the distance. As I

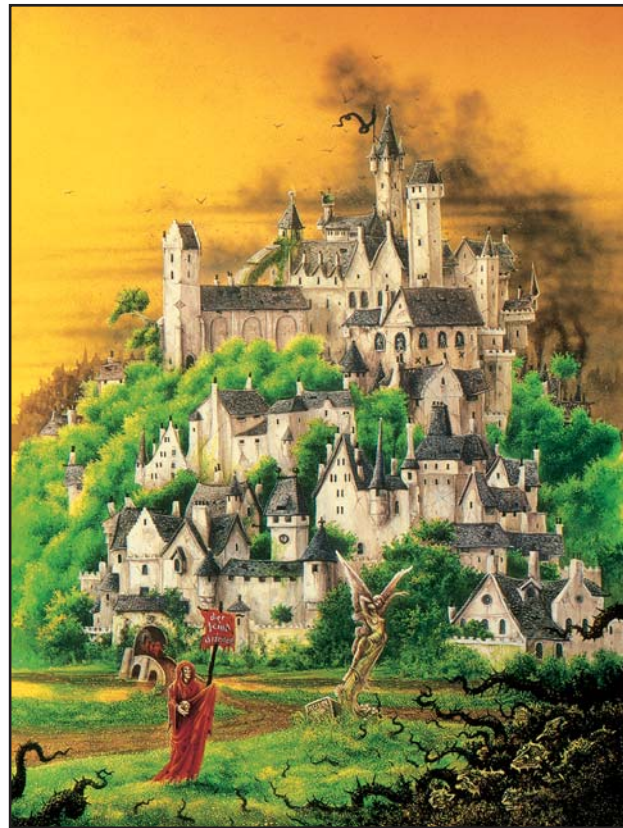
came closer, something moved within. Pressing my icon of Sigmar to my chest and drawing my pistol I advanced. Cowering in the ruins I encountered a thing that was surely cursed, shaped like a man, but with a bull's head and forelegs. I had barely shot the beast through the head when another emerged from the shadows. It roared as if in pain, and looked upon me with murderous rage. With no time to reload, I cast my icon at it like a throwing hammer. It struck hard and burned its foul flesh. I didn't hesitate and gutted the creature with my sabre.

They had been men once. I found ragged clothes, torn and split with the exertions of Chaos-filled muscles. I searched around the towers in turn, looking for clues. There was a circle, marked in blood, a collection of small bones within. They were some kind of crude divining method – a tool of so-called wise folk. But just like all tools of the enemy, it had turned upon its user. The wise man's bones were not too far from them, gnawed upon with fleshy strips still clinging to them. I burned all of it, obliterating and sanctifying the ground where the circle had been.

Day Five

My time at the Blighted Towers had been fruitless. Whatever malady plagued it in the minds of the villagers of Kraghaben, I had not seen it manifest. Although as I left, I felt tired and my skin burned from where my icon had rested.

I decided to make for the river. If indeed my quarry was headed east, towards the mountains, then perhaps he might try to secure a boat, bypass the river patrol and make his way down it.



Sigmar was with me. I found a small ferry port and bought passage down the Stir. The ferryman was toothless and simple. He told me that he usually took poachers down the river after they had crossed the border illegally, slipping past the warden's watch into the Great Forest, bringing their quarry back to into the province. He added that for turning a blind eye, they would give him a portion of what they had stolen. Upon seeing the icon of Sigmar around my neck and the pistol at my belt he said no more. I told him I was looking for a different quarry, a man, a foul servant of evil and that he would turn a permanently blind eye if he spoke of it to anyone. The rest of our journey together passed in silence as I kept a look out at the prow.

I reached Wurtbad in the early evening, with the trail growing ever colder.

One of the principal townships of Stirland, Wurtbad looked more like a large village than an established town. The trappings of a backward culture were for all to see. Wise men and women sold wards against the 'evil eye' once more, but I doubted I had enough torches and rope to redeem them all. There were no temples of any great import, just small shrines, often dedicated to Taal, the river god, rather than Sigmar, another fact that boded ill for these folk. Halflings were a common sight, which was little wonder given Stirland's proximity to the Moot. I began to wonder whether I should return to Wurtbad after my mission with a regiment of Knights Panther and purge these heathens once and for all.

I made lodgings at the Fallow Field inn and heard talk of strange men seen up at the Crow's Feast, a local landmark in these parts, barely three nights ago and again at the Cairn Circle, a rural cemetery at the border

to Sylvania in the east. I could learn no more though. The man who had seen them had died of fright, after giving his account to a Road Warden patrolling there. He had seen nothing and the trail grew cold once more.

Day Six

The next morning I intended to make for Crow's Feast when my attention was arrested by a group of marksmen practicing in the town square. The crowd watching them looked worn and afraid. Practicing in case of invasion rather than for sport it seemed.

It was here that I found my quarry's trail once more. A public hanging was taking place, a few feet from the marksmen. A large crow perched upon the gibbet seemed to eye me suspiciously and cawed at my approach. At once I suspected it as a familiar of Gant's. The bird flew off, doubtless to warn its master, as I questioned the warden who was overseeing proceedings. I discovered the condemned was guilty of witchcraft and necromancy. I demanded immediately to interrogate him and he was cut down. A look of relief on his face at his apparent reprieve, turned to dread as he saw my face. That was good; fear was a tool I intended to exploit to the full.

I had worked up a sweat and used the last of my tongs, but the condemned finally broke. Gant was indeed in Wurthbad. I made haste from the cell where I had interrogated him. As I was leaving, the warden came with fresh rope. I told him there would be no show today. He had already expired from my attentions.

Day Seven

I knew my quarry was not far now. I managed to garner passage aboard another vessel, Gant's trail leading back to the Stir. I was certain now he intended to cross over into Sylvania and become lost in the even murkier shadows there. I travelled with the Stir River Patrol.

These are dour men, well-trained and disciplined, utterly unlike the yokels, poachers and wise folk that made up the rest of the population in this province. We encountered river pirates on our journey down the Stir and the mercenaries aboard our boat dispatched them quickly and precisely with deadly bow fire. A watchtower nearby lit a flaming beacon and the archers garrisoned there finished off the fleeing survivors. Perhaps there was merit to this province after all.

As night drew in, thick and black, I found him. In the distance there was another boat and my senses told me it was Gant. His vessel moved silently and without disturbing the water. He must have enchanted it through some nefarious ritual and this was how he had slipped by the river patrol. A crow perched at the stern and cawed as we advanced. A huddled figure, nothing more than a shadow silhouette, stirred and a great mist engulfed us. The mercenaries would go no further and brought the boat in to the bank. There they disembarked, leaving me alone to continue after the creature. I did so gladly and stood tall upon the deck, holding aloft an icon of Sigmar. It glowed with inner light and the mist around me dispersed. I saw the boat again, although now it was very distant and had crossed over the border into Sylvania where it inexplicably vanished from my sight.

As I write this entry I am nearing the border myself. There will be a reckoning on the other side and I want to ensure my thoughts are documented and my mind clear when I confront Gant for the last time.

An Extract from the Journal of Hermann von Steiner, Witch Hunter



Fighting Battles in Stirland

Like many of the provinces in the Empire that are situated away from the large urban city-states like Altdorf and Middenheim, Stirland is something of a backward, rural land. The people of Stirland are made up of farmers, poachers, wise folk and other earthy professions. There is also a strong community of Halflings in evidence, which is explained by Stirland's close proximity to the Moot.

Stirland is poor; an indisputable fact that riles and rankles its proud people when they consider themselves alongside their neighbours in Talabecland and Averland. There are no cities to speak of, with Wurtbad the only major town of note. These facts tend to conspire to make Stirlanders openly reckless, with an eagerness to prove their worth alongside their wealthier counterparts.

One of Stirland's principal neighbours is the dark and haunted province of Sylvania. At the time of the three Emperor's Sylvania was still a state in its own right and it too had a powerful claimant who sought the throne. Rumours persisted across its borders of dark deeds and fell creatures which engendered fear and suspicion in the Stirland folk. Fear of the things that crossed the borders at night, of the evil men under cloaks of shadow, slipped past their vigilant River Patrol and into their villages and homes. Accounts are many of men driven mad for no reason, of dark cults daubing evil sigils in the wild and dark places, of children taken from their beds and never seen again. Such a reputation draws the servants of Sigmar like a moth to a flame and the wild rural lands of



Stirland are often visited by Witch Hunters and Warrior Priests. It had also drawn the attention of the Count of Stirland, Demitri Jaeger, who watches the border astutely, ready to defend it should the evil lurking there decide to stir.

One of Stirland's few saving graces is the great River Stir which runs along its border. Not only does it provide a





natural defence against enemies north in Tatablecland, it is also an important ferry way. However, this river also runs through the cursed city, Mordheim and while it is long and deep, there are times when plague and worse things still come washing up on its banks.

Fighting battles in Stirland is similar to most provinces of the Empire. Stirland is largely flat, wild and rural. There are a few low-lying hills and many modest settlements, small hamlets, dishevelled villages and isolated hovels. There are also many ruined places. Of particular note is the Blighted Towers, a place recounted in dark fables, but whose legend is saved for another chapter. Since its peoples are poor, loved ones succumbed to plague or some other malady are often buried away from the towns and villages, lest their taint somehow return and so the countryside is pockmarked by crude stone cairns.

The River Aver and the River Stir both have tributaries that lead into the province and these are often forded by crude bridges. All along the Stir itself there are stout watchtowers, garrisoned by the River Patrol, the one true military force in the area. Stirland's standing army, such as it is, is made up mostly of local levies and militia.

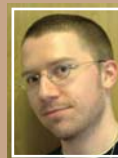
Games in Stirland are played in exactly the same way as they are in Mordheim. Although the scenery here should be represented by barren plains, hills, rivers, villages and isolated ruins rather than a sprawling devastated cityscape. The Empire in Flames book has some excellent scenarios and rules that are suited perfectly to a game set in Stirland and is a perfect accompaniment to this setting.

Stirland Warbands

The mercenaries of Stirland are drawn mainly from the River Patrol. Whilst the province is not as wealthy as some others, its mercenaries tend not to suffer from this, their weapons and armour as readily available as any other of that profession. The common colours of Stirland are predominantly green and yellow. They favour traditional motifs – the crowned skull, eagle and sword – are popular. The warriors of Stirland, although few, are well-trained and disciplined, as Stirland warbands are treated in exactly the same way as Reiklanders. Their River Patrol boast excellent archers and so their Marksmen add +1 to their BS, and the rash bravery of their leaders is an example to all of the warriors in the warband, allowing them to use their Captain's Leadership within 12". The remainder of the warband is often made up of militia troops, which are armed and equipped as well as any other poor sell-sword, with ramshackle armour and ageing weapons.

Author

Nick has been writing about Mordheim right from the early days of Town Crier magazine. Since then he has joined White Dwarf and has just had published a cracking series of articles set around Bugman's Brewery.



Further Information

Mordheim's next set of releases will be a brand new human warband, due out in June. In the mean time the current Mordheim range is available from Games Workshop Direct.

Websites

www.Mordheim.com



Scenario 1: River Watch

The waterways of Stirland are rife with piracy, smuggling and other even less salubrious dealings. Often, mercenaries are hired to garrison the many watchtowers at the Stir's banks, keeping a sharp eye for any ne'er do wells trying to cross into Stirland unbecked.

One of the warbands has been hired by a local Burgomeister to watch over part of the River Stir at one of its many crossings. Another warband, laden with smuggled loot, is trying to cross unseen.

Terrain

A river 6" wide runs across the table east to west, 18" in from the north table edge. There is a narrow bridge roughly half way down it. A watchtower or similar piece of terrain should be placed within 3" of the river bank, around 3" away from the bridge, on the north side of the river. The rest of the terrain should be placed by the players in turn. Trees, small outbuildings, low walls and so on are particularly suitable, although the only high vantage point should be the watchtower. The battle takes place in an area roughly 4' x 4'.

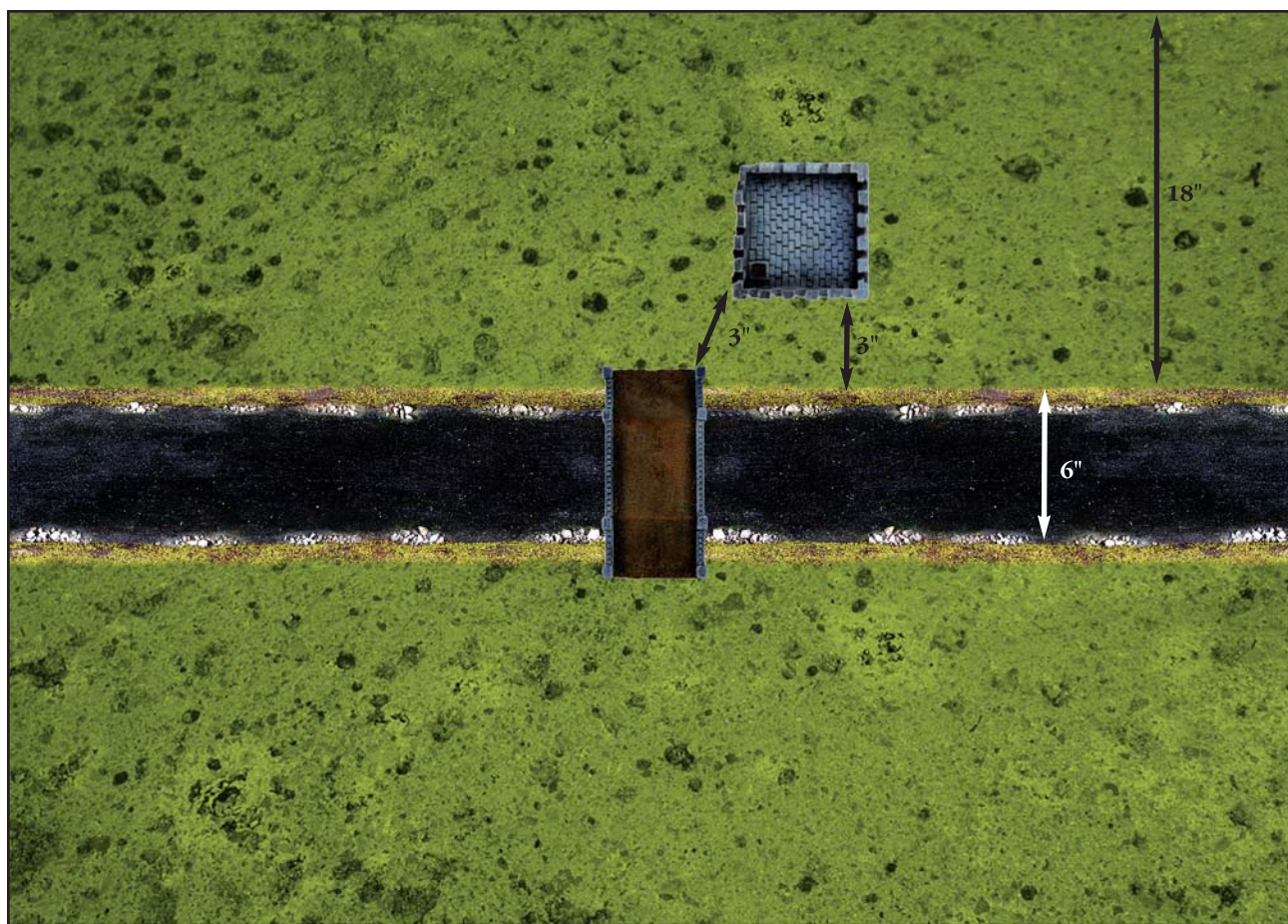
Set Up

Both players roll a D6. The highest roll may choose whether to be the attacker or the defender, unless one of the warbands is overtly 'evil' in its alignment eg, Possessed, Skaven, Undead, etc. This type of warband will always be the attacker in this scenario, unless both players have 'evil' warbands, in which case roll off as normal and devise some other likely narrative for them fighting each other (perhaps one warband has slain the tower garrison?).

The defender deploys his entire warband first within 18" of the north table edge on the north side of the river. They may set-up in the watchtower if they wish. The attacker then sets up his warband within 8" of the south table edge (ie, opposite the defender).

Special rules

Creeping in the dark: The attackers choose wisely to conduct their raid at night. Vision is reduced to 2D6x3", which must be rolled separately for each model when they intend to charge, shoot or cast spells at an enemy. Any





model beyond another model's vision is considered hidden and so cannot be targeted. Any model with a lantern/torch or within 3" of a lantern/torch may multiply the amount they can see by 5 instead of 3. The watchtower counts as a lantern/torch for this purpose. Any model within 3" of a lantern can automatically be spotted, regardless of distance.

Sentry duty: The defenders are initially unaware of the attacker's presence. They can only move D6" each turn, until one of the attackers has been spotted or when one of the defenders is hit by shooting, magic or is charged in close combat. Until this happens each players must roll a D6 for every model in the defender's warband. The player that rolls the highest may move that model this turn up to the amount rolled for its movement, although the attacker may not move a model off the board or into the river. If the result is a draw then the defender may move his own model. Whilst in 'sentry duty' the defender may not shoot or cast spells. As soon as an attacker is spotted the entire warband may move and fight as normal.

The river: The river follows the rules given on page 14 of the Empire in Flames rulebook. It counts as deep and flows from east to west.

Starting the game

The attacker automatically goes first.

Ending the game

The game ends as soon as one warband fails its Rout test, with that warband losing. The game will end immediately if the attacker gets 25% or more of his warband off the north edge (animals do not count for this purpose). Note that because the defender is in a well-fortified position they will only have to take a Rout test when 50% of the warband is *out of action*.

Experience

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

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

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action* (this also counts for Outriders too).

+1 Escapes: Each Hero or Henchman group that manages to escape off the north board edge in the attacking warband gains +1 Experience.

Reward

If the defender wins they are paid D6x20 gold crowns + 5 gold crowns extra for each enemy they take *out of action*.



Scenario 2: Hunt the Heretic



The rural provinces of the Empire, like Stirland, are a haven for warlocks, necromancers and other foul creatures. Too easily in the wild and untamed backwaters do dark deeds go unchecked and unchallenged. Such men are hunted though, by men of courage and steel – those who would not sit idly while evil was wrought...

One warband has been hired to aid a Witch Hunter who has tracked down a nefarious Warlock of some local repute. However, the Warlock has allies of his own and the hunt for his head won't be as straightforward as was first supposed...

Terrain

There is a ruined tower in the centre of the board which represents the Warlock's lair and the place to which the Witch Hunter and his allies have tracked him. Other than that players take it in turns to place a piece of scenery; a rocky outcrop, scrub or anything to represent the wild and distant outskirts of a town or village. The battle is fought over an area roughly 4' x 4'.

Set Up

Each player rolls a D6. The highest roll may choose to fight for the Witch Hunter or the Warlock. If one warband is overtly 'evil' (see the previous scenario) then they will automatically fight for the Warlock, and if a warband is overtly 'good' eg, Witch Hunters, Dwarfs, etc (but not Sisters of Sigmar) then they will fight for the Witch Hunter. (Note: if you want to use Sisters of Sigmar in this scenario they will fight for the Warlock, having been duped and believing him to be some wandering hedge wizard, wrongly accused. A fact they are all too familiar with).

The Warlock and up to four members of the warband protecting him are set up first inside or within 3" of the ruined tower.

The Witch Hunter and his allied warband are then set up within 8" of any table edge.

Special rules

Witch Hunter: The Witch Hunter counts as a Witch Hunter Captain. He may use his Leader skill along with the warband's leader for the Leadership tests of the allied warband. He has +1 Wound, +1 Attack and +1 Leadership. He wears light armour and carries a sword, a torch (see Empire in Flames page 16) and a brace of pistols. He has the skills Fearsome and Resilient and also carries a Holy Relic and three vials of Blessed Water.

Warlock: The Warlock counts as a Warlock hired sword. He has +1 Wound and +1 Leadership. He carries a sword and staff and has a Tome of Magic and the poison Black Lotus (which is upon his sword). He has the skill Sorcery and knows the following three spells from the Lesser Magic list: Fires of U'Zhul, Dread of Aramar and Silver Arrows of Arha.

The trap is sprung: The Warlock, knowing the Witch Hunter was on his trail, has lured him and his allies into a trap. Starting with the second turn roll a D6 at the start of each of the Warlock player's turns. On a roll of 4+ the rest of the warband protecting him arrives from any table edge. They may move onto the board as normal, but are unable to charge that turn. On the third turn the reinforcements will arrive on a 3+, the fourth turn a 2+ and on the fifth turn automatically.

Rout tests: As it is the Witch Hunter's will that drives the allied warband, they must take an immediate Rout test if he is taken *out of action*, regardless of casualties. This is in addition to any normal Rout tests that need to be taken.

The Warlock's warband are effectively cornered in the tower and so will only have to take a Rout test when 50% of the warband have been taken *out of action*.

Starting the game

Each player rolls a D6 with the player rolling the highest choosing whether to go first or second.

Ending the game

The game ends as soon as one warband fails its Rout test, with that warband losing. The game will end immediately if the Warlock is taken out of action with a win for the Witch Hunter's allied warband.

Experience

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

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

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action* (this also counts for Outriders too).

Reward

If the Witch Hunter's warband win they gain D6x15 gold crowns as payment and D3 vials of Blessed Water.

If the Warlock's warband win he concocts D3 doses of any poison or drug of their choice.

