THE POWERS OF CHAOS

Chaos fleets in Battlefleet Gothic

By Matt Keefe & Pete Haines

The powers of Chaos, and likewise their fleets, are myriad. Abaddon may have led a fleet of Chaos Undivided during the Gothic War, but there are nonetheless numerous fleets dedicated solely to the service of one of the Great Powers of Chaos – Khorne, Nurgle, Slaanesh and Tzeentch. Over the next few months we'll be releasing a number of new models to provide additional specific options for each of the Powers of Chaos, beginning this month with the *Terminus Est*, flagship of the Plaguefleets of Nurgle. In a series of accompanying articles, we'll be looking at the Powers of Chaos in Battlefleet Gothic. In this first instalment, Matt Keefe and Pete Haines introduce the Major Powers, plus full rules for the *Terminus Est* and the Plaguefleets of Nurgle.

THE CHAOS POWERS

There are many paths to damnation, and over its long, sorry history Mankind has trodden all of them. The four greatest are Khorne, Nurgle, Slaanesh and Tzeentch, each a component fragment of Chaos and a route to Mankind's ultimate damnation. Khorne is the Blood God, in whose name men kill. Nurgle is the Lord of Decay, by whose will men hide from the mortality they deserve. Slaanesh is the Prince of Pleasure, in whose empty promises men find escape from the sorrows of the world. Tzeentch is the Changer of Ways, by whose gifts men unwisely hope to change the inevitable fate which befalls them.

Each of these routes to damnation, and many more, may be followed, often by men who begin with good intents. To wish to escape death is perhaps understandable, yet it sorely overlooks the true destiny of man and entirely neglects to consider that a man, a creature born mortal, must surely pay for immortality. To bring change, to better oneself, is perhaps equally understandable, but when that change is wrought by lies, trickery and manipulation it is change unjustified, unearned and illegitimate, and thus not Man's true entitlement – merely a costly lie for which he must ultimately pay. So on leads the path to damnation.

Marks of Chaos

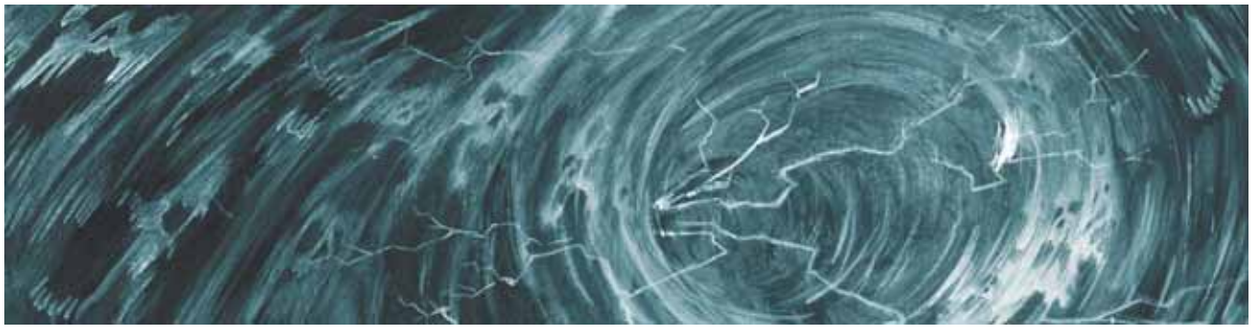
Once a man begins down the path to damnation, he is marked by it. Slightly at first, but marked nonetheless. A man might escape death, might survive the most virulent of plagues, but the boils and sores which strike at his flesh will scar him, mark him, nonetheless. These are physical marks, and perhaps nothing more than the marks made upon all men by the lives they lead, but once a man comes to know the path he is upon – once he can call its name, and the name of the power that leads him down it – then the mark may become something more. It becomes as a badge, a mark not merely inflicted upon him scar-like and accidental, but passed to him by the gods, taken and embraced knowingly, held up as a mark of devotion, of desire and of damnation. To have reached such a point is to no longer question one's own path, or one's reason for being upon it, and so damnation in itself becomes an end or a goal, not merely a risk run by men of good heart doing their best. So it is then that their mark becomes a mark of damnation, a mark, indeed, of pure Chaos.

With such a mark of favour comes many gifts – gifts the unwary may well believe they can use to their own ends: to escape death, to change the things they hate about the world, to bring them the joy they deserve and so on. Each of the Gods of Chaos has their own mark, each a totem of that god's will and bringing with it the most unique gifts of that god. The effect of these gifts is far from uniform. Some may be random and uncertain, perhaps even unwelcome, the blessing of Chaos pure and undivided. Others are brought about by favour of one particular, or patron, god and so will take a form pleasing to the god and rewarding to the servant. The form of such patronages depends entirely on the chosen god and their unholy will.

The Shape of Change

Just as the powers of Chaos visit their warped and twisted blessings upon those followers who prove themselves worthy, so too do their gifts fall upon the great and aged machines devoted to them. A ship's form, its very materials, may be warped by the touch of Chaos to take on a form ever more pleasing to its patron. So it is that a ship might come to truly bear the mark of its god.

It is not merely the will of a god that can alter a ship, though. A dedicated and worshipful crew will lavish much time on their vessel, reshaping it in their god's image, branding great runes all across it, covering it in colours, symbols, substances or geometries favoured by their god as testament to their fervoured devotion. By weird enchantments and dark rituals, daemons, spirits and other entities likewise in their service of their patron may be summoned up, or even gifted whole areas of the ship, invited to dwell within its engines, sustained in the material realm by the same bound psykers and warp



engines that once allowed the ship safe passage through the Immaterium. Alone amongst the material creations of man, his magnificent starships are designed to travel both the material and the immaterial, and so offer a sanctuary to daemons which cannot be found elsewhere. These beings of Chaos might slumber within a ship's guns, launching fire from them with an unnatural fury; sweep formlessly throughout the ship's decks like a wailing ghost, driving off would-be boarders; or even lurk deep within the hull of the vessel itself, binding their own ancient malice with the intangible, yet no less resolute, will of the aged machine, birthing a vessel with a true heart of Chaos.

KHORNE

When the tribes of Man first travelled abroad upon the lands and seas of ancient Terra, when first they met their distant kin, their first words were not of peace and brotherly love. They were of anger, hatred and rage. This is the tragedy and saddest irony of Mankind; that in a universe poised to destroy him at every turn, in a world where his only friend is his brother; Mankind is as likely to turn his weapon upon his fellow man as upon his enemy.

Khorne is the manifestation of this violent, irrational aspect of human nature. He is the living embodiment of every hate-fuelled blow, every brutal killing, every pointless murder ever committed in the long, sad history of the Human race.

The Blood God sits upon a brass throne atop a mountain of skulls. The remains are those of his victims and his champions both, for he cares not whose blood is shed in his name. The skull mount forms an island amidst a vast ocean of blood: the living sacrificial essence of every victim of violent death throughout the ages.

Khorne is generally the dominant Chaos god, for he draws on the rawest, most elemental forces of human nature. His armies heave with those ensnared by notions of courage, honour, martial pride and revenge: all such concepts lead ultimately to the base of the Blood God's throne.

On every one of the million and more worlds that make up the Imperium there exist bodies of armed men. From the smallest garrison to the most populous fortress-world guarding an entire sector, warriors gather and train. Amidst these groups grow elite cadres, warrior-cults for whom martial pride and honour is all. Honour may give these men strength on the field of battle, but against Khorne it will prove their undoing, for pride becomes conceit in the Realm of Chaos, and from conceit it is but a short step to tyranny.

The Imperium of Man is driven by war. Upon thousands of worlds, a billion warriors strive for nothing more than slaughter. Amidst bloodshed on such a scale Khorne finds his followers, for when war has stripped a man of all decency, compassion and humanity, then his soul is open wide to the howling, hate-driven oaths of the Blood God. The antithesis of Khorne is Slaanesh. The Blood God rails against his rival's decadence and love of luxury. Where a follower of Khorne conquers through the application of crude, brutal force, a champion of Slaanesh delights in each delicate stroke of the blade, only releasing his victims from his attentions when they are wasted and used. Khorne also finds an opposite in Tzeentch, the Lord of Sorcery, whose elaborate scheming and use of magic he scorns as cowardly.

Chariots to Slaughter

To all but the blindest and most deranged of Khorne's followers, the need for ships to transport them across the stars is obvious, though beyond such cold utility even the most ancient of vessels deserves little more reverance. To Khorne's followers, such vessels are little more than steeds, chariots even, to take them to slaughter. Where other gods might visit their blessing equally upon their followers both man and machine, Khorne cares little for the beasts of steel, and it is instead upon the deranged and bloodthirsty warriors that slay in his name that Khorne's blessing falls.

Khorne's lust for blood eschews as cowardly and unworthy long-ranged guns of many traitor vessels. Even a perfectly well-armed and equipped warship of Khorne may forgo all firing as its frenzied crew instead plough furiously forwards, impatient to fall upon their enemy

hand-to-hand. With little love of magic or arcance technology, followers of Khorne are often equally loathe to rely upon such tricks as teleportation and instead enact the will of their god with their frenzied boarding actions.

So insanely devoured by the lust for blood are some that they forsake any form of shooting entirely, and instead populate drifing hulks, from where they can fall upon enemy fleets, or even worlds, in an unstoppable tide of boarding actions. Khorne is not blind to the need for firepower, though he gives no favour to it, and his fleets remainly rigidly utilitarian in this regard, willing only to utilise those weapons and those tactics which will ultimately bring them closer to their target, closer to the slaughter.

SLAANESH

The hearts of mortals harbour the darkest of desires, and it is in Slaanesh that these desires find expression. Every culture imposes limits and standards on its peoples: Slaanesh is the manifestation of the desire to stretch these limits to breaking point, to exceed them, and to wallow in the act of violating ever more of civilised society.

Slaanesh is the youngest of the Chaos gods, having burst into being some ten thousand years ago at the moment of the Fall of the Eldar. Eldar society had, over the course of many centuries, regressed to a state of hedonism and self-indulgence, where every whim could be satisfied in an instant. The very nature of the Eldar race made them susceptible to excess. In one cataclysmic climax, almost the entire race was destroyed and Slaanesh was born with such force that the Eye of Terror came into being and the warp storms isolating Terra were driven away.

Slaanesh whispers to Man in many different voices; each whisper attuned to the most secret desires of the listener. Many desire perfection, whether in the intellect, the body or in ability, and Slaanesh will grant these individuals the power and drive to hone their desires to the utmost excellence. The artist will produce works beyond Human comprehension, the narcissist hones their visage so that other mortals are driven insane with desire, and the warrior develops such abilities that a casual gesture may decapitate the mightiest of foes. To the followers of Slaanesh, the material world is a riot of colour, sound and sensation. However, their senses soon become accustomed to these levels of stimulation and they are driven to extremes in search of the slightest fulfilment.

The followers of Slaanesh often exhibit the utmost physical perfection to the naked eye, and on the exterior it may be true that no mortal is capable of such beauty. But the soul of each follower screams in eternal torment, as the gifts bestowed by the Prince of Chaos are purchased at a price as high as that demanded by any other Chaos god: eternal damnation.

Slaanesh may appear as male, female, hermaphrodite or androgynous. Whichever form he takes, his physical beauty is such that no mortal may look upon him and resist the urge to submit. Slaanesh is the rival of Khorne, who he sees as crude and unsophisticated. The Prince of Chaos does not have the resources to seriously challenge the Blood God; the very nature of his power is such that it will ultimately expend itself long before Khorne's hordes have satisfied their bloodlust.

The Floating Palaces of Slaanesh

Those vessels favoured by Slaanesh are nothing short of palatial – the finest and most delicately crafted of galleons, carefully maintained and lovingly restored, their every inch bedecked in the most precious metals and glittering gems, smothered in the richest and most extravagant of dressings, details and iconography, decorated with the most exquisite portraiture, sculpture and art, invariably portraying acts of the most perverse kind of beauty. Within the followers of Slaanesh both slumber in a malaise of ecstacy, drawing themselves into action only to further their exhausting pursuit of pleasure.

Such are the delights within that these Palaces of Slaanesh are as beacons of seduction to those that look upon them. Vessels nearing them might find their comm-links bombarded not by the expected hails of identification, allegiance and intent, but rather by a cacophony of giggles, screams, moans and gasps, both disorienting and enchanting, broadcast by the fickle followers of Slaanesh, seemingly uncaring, perhaps even unknowing, who watches them in their revelry. For those whose inadvertent frequency scanning or attempts at communication open up such a channel, it is a voyeuristic gaze at pleasure beyond comprehension and an aural enticement that would bring the weak to their knees.

But pain is pleasure also, as the incautious should not forget. To turn their guns upon the entranced crews of nearby ships is as much ecstacy to the followers of Slaanesh as it is agony to their victims. To board their vessels and take what captives may be found for purposes that may not be spoken is, to Slaanesh, not remotely a betrayal of the apparently harmless sensation which first proved so alluring to those same unwary victimes. Such is the fate of any fool enough to stray close to the screaming Palaces of Pleasure which are the vessels of Slaanesh.

TZEENTCH

Tzeentch weaves the threads that connect every action, plot and subtle intrigue in a galaxy-wide game of manipulation and subterfuge. At the end of each of these threads writhes the ensnared soul of a Human puppet; his servants and agents who believe they serve the Lord of Sorcery in mutually beneficial pacts. The truth is that Tzeentch's every action is planned with its ultimate goal as his own establishment as the pre-eminent power in the Warp. Of course, the very nature of the Lord of Entropy is such that, were he to attain this goal, he would still strive for turmoil and change.

Tzeentch exerts his influence in the mortal realm through subtle manipulations and devious ploys. His victims are sorcerers drawn by the promise of forbidden knowledge, politicians lured by the power to outmanoeuvre their opponents. His power is sorcery, and as all sorcery flows from the fount of the Warp, so too is Tzeentch the master of that twisted medium. Tzeentch embodies mutability and change, the drive to evolve and manipulate. This spirit is present in the essence of every living creature from the first division of cells within the womb to the ultimate craving for survival. It is in the hearts of those with the strongest desire to prevail that Tzeentch whispers his insidious promise; offering a means to life eternal to those unwilling to accept death and oblivion as inevitable.

The main rival of the Lord of Sorcery is Nurgle. Where Tzeentch seeks to build and evolve, the Lord of Decay desires only to break down and dissolve. On innumerable occasions Tzeentch's intricate plots have been foiled by Nurgle's malign influence, and the two gods' servants clash as often with each other as with their mutual enemies.

Despite Tzeentch's rivalry with Grandfather Nurgle, he is nonetheless the god with the most influence over the others. At times, the Chaos gods must unite and act in concert if their individual plans are to reach fruition, and it is always Tzeentch who brokers these alliances. However, Tzeentch never acts out of altruism, and it can be guaranteed that every time he moves to unite the powers of Chaos he does so ultimately with his own unfathomable goals in mind.

Warp Entities

Alone amongst the Dark Gods, Tzeentch cares little to bring the vessels of Man under his service. The Warp is as much home to these vessels as the material universe, for they must travel through it at great length, and at greater peril, and cunning Tzeentch knows that it is here his power lies.

Within the Warp exist countless writhing entities, beasts of the Warp, born there or forged there by powers unspeakable. It is Tzeentch's great gambit that in his service these beasts are changed into the forms by which men might know them and fear them most – great, hungry leviathans and all consuming serpents are the pets of Tzeentch, creatures born from the hellish depth Man has conceived of ever since first his eyes gazed out upon the great oceans of Terra and knew that something truly terrible must lie beneath. That Man's own origins and birth lie also in such murky waters only adds to the instinctive dread and insurmountable fear such monstrousities awaken.

When his power is at its greatest, and when his loyal followers offer conduit and sacrifice enough that it might travel beyond the Immaterium, Tzeentch sends such beasts forth into the material universe itself, riding upon the tides of Chaos which surround the warfleets of Chaos, bouyed along by the surging waves of magick and eddies of unreality which Tzeentch's followers bring in their wake. Given form for a time, these leviathans fall upon Tzeentch's enemies like great predators, rending metal, flesh and soul apart with equal ease. The only mercy, perhaps, of such horrors is the inescapable impermanence of such Warp-spawned nightmares.

NURGLE

Death is the only constant in the realm of Man, and with death comes decay. Nurgle is the embodiment of disease and deterioration, the elemental forces that hold in check the energies of progress and evolution. There exists within every mortal the desire to let all around him rot, and to exult in the processes of disease and decomposition.

Nurgle empowers those who would see every accomplishment of Mankind reduced to mouldering ruin. He is the Lord of Decay, and his servants spread disease and contagion throughout the mortal realm in the name of their festering master.

Yet Nurgle's power embodies, by its very nature, the notion of the eternal cycle of life. Decay is inevitable, but so too is rebirth. The form that rebirth may take is, of course, rarely the ideal and if Nurgle has his way then it will take a form loathsome to Man.

Nurgle's appearance is the most abhorrent of the Chaos gods. His bloated body is home to every form of corruption imaginable, and his skin is covered in weeping sores. Foul Nurglings cavort amongst Nurgle's exposed organs, giggling with insane delight at the latest pestilence inflicted upon Mankind by their master.

Nurgle's followers suffer under the burden of his 'gifts' as much as they benefit from them. These gifts often take the form of repulsive diseases and hideous deformations which, while useful in spreading Nurgle's contagions, may often lead to the death of the carrier. The servants of Nurgle cry out to him to rid them of the gifts they so blatantly invited when they turned to worship him, and he takes great sport in prolonging their suffering through the granting of yet more of his marks.

Nurgle's power within the pantheon of the Chaos gods is inextricably linked to his workings in the mortal realm. When disease and pestilence are rife, then the Lord of Decay's influence is at its height. The very nature of Nurgle's power is such that it will inevitably consume all of its victims and leave few survivors to perpetuate the contagion. At this point the Plague God's might wanes and his plans falter. But one thing is certain: the plague is never truly eradicated, and its spores are often spread far and wide before exploding into yet another epidemic, when once again Nurgle's legions are swelled with the grotesque living dead.

The only power that can oppose deterioration and decay are those represented by Tzeentch: change and evolution. The two gods are engaged in a galaxy-wide struggle of opposing forces, and whichever wins, the inhabitants of the material realms will be the ones who pay the highest price.

The Plaguefleets of Nurgle

Ships who met their end through disease and decay are the most pleasing sacrifices to Nurgle. Ships are cramped, claustrophobic places at the best of times, and the air which feeds their living crews is a commodity that must be endlessly recycled and filtered back into the vessel. Such lifeless air as this often becomes stale, and the stench of sweat and grime hangs heavy in it. Under this mask of filth, Nurgle and his dedicated followers find little difficulty in spreading something rather more virulent throughout a vessel. Such plagues aboard ships are not uncommon and Nurgle laughs gleefully at such works. A ship's entire crew may ail and weaken beneath this malady, and in such desperation they will turn to Nurgle for protection – and so a plagueship is born, its crew spared the sorrow of death, but instead gifted an eternity beset by the same plague which first laid them low.

But decay does not affect merely the living. Nurgle beams all the more proudly to see the creations of Man broken down by decay. The most virulent of his ills do not only strike at flesh, but also bring with them a noxious, stinging acidic feel to the air which can sicken even the metal of a warship. Like the bloated and pocked carcasses of his human followers, Nurgle plagueships bear these scars of disease like a badge of worship – liquified rust running like blood across the hull of his plagueships, cankered and broken power supplies, plasma coils and radiation conduits seeping their magmas like puss while cracked, broken and pulped metals so utterly robbed of their shape as to appear masses of contorted, strangled flesh rise like sores from the once sturdy hull...

Author

Matt is Head of System for Battlefleet Gothic. That means he has to supply material for Fanatic magazine, plan ranges, devlop future products for the game, and worst of all, re-pin the studio's ships that have snapped off their stem.

Further Information

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

More BFG

Turn to page 52 for the Rogue Trader fleet lists, and turn to page 80 for the next part of Privateer.

Websites

www.BattlefleetGothic.com

THE PLAGUEFLEET OF NURGLE

FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 9.

Chaos Warmaster (Ld +2) 135 pts

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. In addition the Warmaster has the Mark of Nurgle.

Chaos Lords

Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a Mark of Nurgle.

Mark of Nurgle +35 pts

The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage Point and may not be boarded.

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet of 1,000 points or more may include the Terminus Est as one of its battleships, subject to the normal restrictions.

0-1 Terminus Est	430 pts
Despoiler class battleship	400 pts
Desolator class battleship	300 pts

Grand Cruisers

You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.

Repulsive class grand cruiser	230 pts
Vengeance class grand cruiser	230 pts
Retaliator class grand cruiser	275 pts
Executor class grand cruiser	210 pts

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers.

Chaos Styx class heavy cruiser	290 pts
Chaos Hades class heavy cruiser	200 pts
Chaos Acheron class heavy cruiser	190 pts

0-12 Cruisers

Chaos Devastation class cruiser	190 pts
Chaos Murder class cruiser	170 pts
Chaos Carnage class cruiser	180 pts
Chaos Slaughter class cruiser	165 pts

DEATH GUARD CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Death Guard Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine. A ship with a Chaos Space Marine crew may have a Mark of Nurgle, even if a Warmaster or Lord does not captain it. For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Death Guard Chosen Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

Daemonship

Up to a third of the capital ships in a Plaguefleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.

Battleship	+85 pts
Grand cruiser	+65 pts
Heavy cruiser	+60 pts
Cruiser	+55 pts

A Daemon ship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemon ships subject to these limitations.

All Daemonships in a Plaguefleet have the Mark of Nurgle (included in the cost to upgrade them to Daemonships).

ESCORTS

You can include any number of escorts in your fleet.

Chaos Idolator class raider	45 pts
Chaos Infidel class raider	40 pts
Chaos Iconoclast class destroyer	30 pts

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Death Guard Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

TERMINUS EST, DEATH GUARD BATTLE BARGE . . . . . .430 pts

The *Terminus Est* was one of the first capital ships assigned to the Death Guard by the Emperor. It was of a unique design that pre-dated the Great Crusade and which was copied in M36 as part of the Gareox Prerogative to create the Despoiler class. As might be expected the older vessel was considerably more powerful than the later copy.

Nothing definite is known of the pre-Heresy configuration of *Terminus Est*. References exist that suggest it was primarily employed as a planetary assault ship. This is not unusual as it conforms with the role assigned to the vessels of the Space Marine Legions. Many of the vessels used in the Great Crusade were, however, handicapped by system failures that the Imperium lacked the ability to repair. Often this would result in many systems being replaced with less efficient but more easily maintained alternatives.

The role of *Terminus Est* during the Heresy is better known. At Istvann the *Terminus Est* engaged and destroyed *Shadow of the Emperor*, the flagship of the Raven Guard. It is argued that this engagement was the earliest recorded conflict between battleships specialised to carry attack craft. The engagement was swift and deprived the embattled loyalist forces of any air support in the massacre that followed.

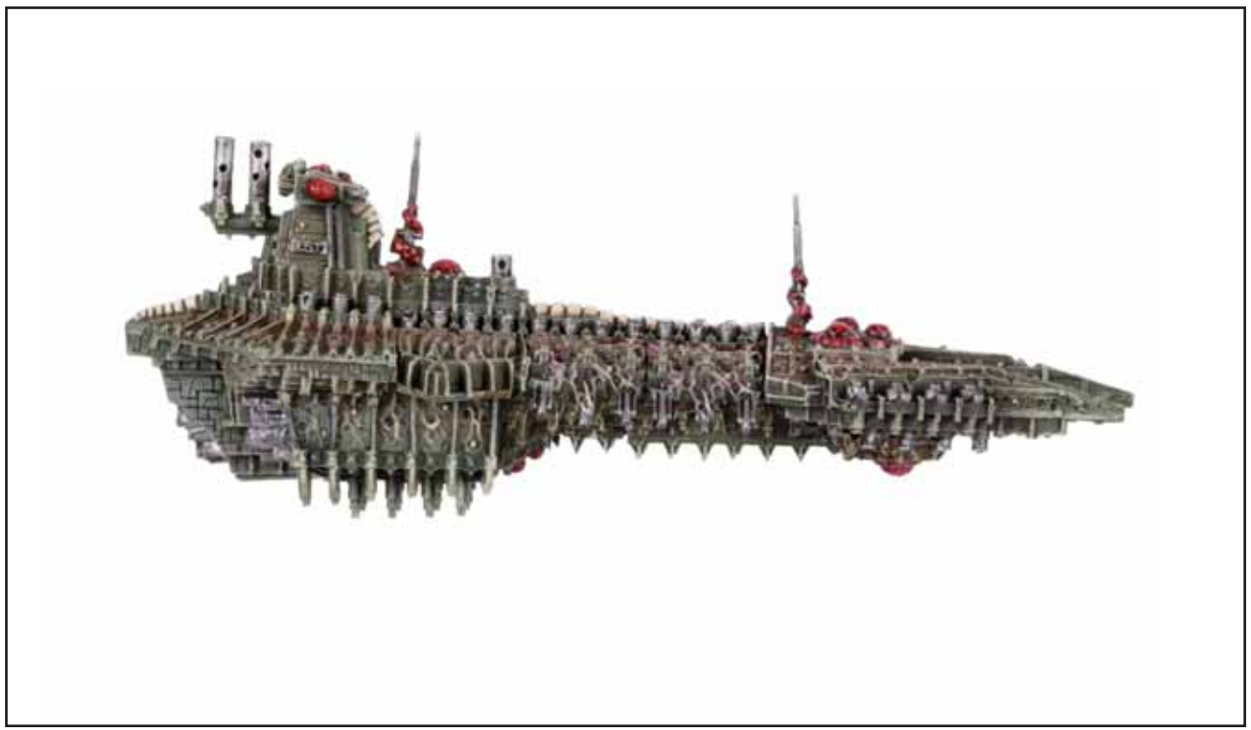
When *Terminus Est* was sighted as part of the armada that followed Horus to Terra it had changed. The Mark of Nurgle was upon it and all the other vessels of the Death Guard. When Mortarion led the assault on the Lion Gate starport Typhus controlled the Plaguefleet and it is suspected actually began the orbital bombardment of the Emperor's Palace.

Following Horus' death and the arrival of loyalist reinforcements the *Terminus Est*'s formidable reserves of attack craft were expended as a rearguard while the Death Guard were evacuated back to their ships. Along with the rest of the Traitor Legions the Death Guard fled to the Eye of Terror and disappeared from Human knowledge for centuries.

In the Eye it is suspected that the Traitor Legions fought amongst themselves. It is the boast of the Death Guard that their Primarch-turned-Daemon Prince Mortarion conquered a mighty empire within the Eye and transformed it to his own tastes. Typhus and the *Terminus Est* were among the first of the Death Guard to be sighted again when they brought plague to the Agripinaa system in M35. The success of the *Terminus Est* in defeating the battlegroups sent against it had a major effect on the thinking of the Imperial Navy. In M36 an Adeptus Mechanicus expeditionary force succeeded in finding schematics of its design on the perdita world of Barabus and began building the Despoiler class. Little were they to now that the core architecture and design of the class' warp shields hid a fundamental flaw. Only when in the following centuries the vessels of this class were either lost in the Warp or turned renegade did the realisation strike home.

The *Terminus Est* and Typhus did not assume a central role in the Gothic War. A single sighting near Anvil 206 was the only evidence of their presence. However, considering the later incidents traced back to Anvil 206 it is clear that a particular mission was accomplished.

In M41 the *Terminus Est* is one of the oldest ships known to the Imperium, the power of Nurgle holding its ancient hull together while the most virulent plagues seethe through its dank corridors. The *Terminus Est* is a part of Nurgle's realm given license to travel the stars, spreading death at the behest of its damned captain. There will be no rest for the Imperial Navy until it is finally hunted down and cleansed forever.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/13	20cm	45	4	5+	4* (Miasma of Pestilence)

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Launch Bays	Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	3 Squadrons	-
Port Launch Bay	Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	3 Squadrons	- - -
Starboard Launch Bay	Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	3 Squadrons	- - -
Port Hives of Nurgle	30cm	Firepower 6	Left
Starboard Hives of Nurgle	30cm	Firepower 6	Right
Prow Lance Battery	30cm	Strength 4	Left/front/right
Dorsal Lances	45cm	Strength 4	Left/front/right

Miasma of Pestilence. The *Terminus Est* is surrounded by vast swarming clouds of the same Warp-spawned flies which buzz and howl through its interior, and which first transformed Typhus into the Host of the Destroyer Hive. This miasma permeates outwards from the ship, through blisters, boils and fractures in its surface or through corroded, useless discharge tubes and weapon barrels. The miasma replaces the ship's turrets, and works in exactly the same way as turrets against attack craft, but has no effect against torpedoes.

The miasma is so thick that it obscures and distorts the shape of the *Terminus Est*, meaning that vessels within 15cm do not benefit from the normal column shift to the left when firing at the *Terminus Est*.

Hives of Nurgle. Along either side of the *Terminus Est*, row upon row of festering pustules, hives, boils and sores erupt outwards from the ship's cankered skin. These growths cover the rusted remains of what was presumably once the ship's main broadside batteries, growing in a diseased parody of these weapons like coral over rock. They seep and bloat, periodically erupting violently and hurling a mixture of corroded debris, ammunition and filth out into space. The Hives of Nurgle function in exactly the same way as weapons batteries. In addition, the Nurgle player may place a single Blast marker anywhere along the *Terminus Est*'s course after each move, to represent the constant seeping from these hives.

Mark of Nurgle (extra hit already included on profile). *Terminus Est* cannot be boarded.

Cumbersome. May not use Come To New heading special orders.

Flagship. The *Terminus Est*, if chosen, must be your fleet's flagship, and must have the fleet's Warmaster placed aboard it. This rule is ignored if (Emperor forbid) the *Planet Killer* is also present.

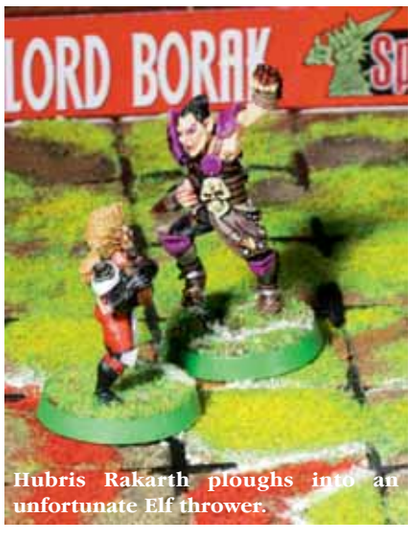
The twisted, degenerate Dark Elf race is infamous for the worship of weird and deviant violence, and Blood Bowl fits into their religious beliefs very well indeed. The Cowboys are a cruel, ultra-violent team, and consequently do very well at the game. The combination of high intelligence, natural grace, degenerate violence and hatred of all living things has helped them to the top several times.

2422 The Overearth (Dark Elf word for the surface world) first learns of the existence of the Darkside Cowboys when the Halfling Pinkfoot Panthers visit them for a friendly match and don't return!

2438 Several teams threaten to boycott the Cowboys when they apply to join the NFC, but the pale-skinned assassins are admitted anyway. Instantly, sordid revelations start to appear about their peculiar habits, such as using small trussed-up Troglodytes as balls to save wear on expensive imported ones. These rumours only seem to heighten the Cowboys' mystique with thrill-starved fans.

2461 The Cowboys play in the very first Blood Bowl, beating the Chaos All-Stars in a very sloppy game (literally – the Cowboys used illegal magic to turn most of the All-Stars' front row into slugs!).

2473 The Cowboys nearly disband after the infamous match against the Kishago Werebears (which lasted for 19 days before being abandoned at 2-2 on the death of the last player on either side). New NAF rules limiting the time of games come too late to save the Werebears, but the Cowboys manage to reform and rebuild their team under the skilled leadership of Jeremiah Kool. Their drive culminated in glory when they win Blood Bowl XXI, during which Kool set his unbroken passing record.



Hubris Rakarth ploughs into an unfortunate Elf thrower.

Present Although Kool retired in 2487, his place was more than filled by Hubris Rakarth, the latest in a long line of glamorous Darkside players. In his first season as team captain Hubris earned immortal fame by leading the Cowboys all the way to the Blood Bowl championships that were to prove to be the last organised by the old NAF league. While the match was in progress the NAF commissioner disappeared, along with the entire NAF treasury and most of the Cowboys cheerleaders! The Cowboys recovered from their loss very quickly – the NAF, unfortunately, did not and went into receivership before the next Blood Bowl championships were held.

Any other team which lost Jeremiah Kool from the active list would surely face a season of retrenchment, but not the Cowboys. Even while Jeremiah was setting all-time Individual Single Game Player Fatalities *(3 fatalities)*, and Individual Career Passing *(8,198 paces)* records, not to mention club records for Single Game Passing *(298 paces)* and Season Player Fatalities *(12 fatalities)* – they were grooming his successor. And, sure enough, Hubris Rakarth came good just in time to take over as captain, having set an NAF Individual Season Interceptions record in 2485 along the way (plus club Interceptions Leading to Touchdowns and Tackles That Injured records).

(Former) Conference: NFC
(Former) Division: Central
Team Colours: Blue and Yellow
Symbol: Crescent Moon
Owner: Prince Derren ar-lolovîa
Head Coach: Luxen Tuentir
Home Stadium: The Darkside Cavern, Underearth (capacity c.90,000, surface astrogranite)
Players: Dark Elves

Rakarth insists that comparisons are pointless. As a Blitzer, his is a different skill to the long arm of the great Kool. Rakarth likes to play from deep, hence the interceptions. He is, foremost, a defensive player who makes the crowd gasp with shattering tackles to halt breakthroughs or which send Catchers into the fifth tier from the back of the stands. "There's only one way to make the ball come loose in a tackle," he says. "Rip his arms off!'

The Cowboys are a dangerous team with him in the side. They are an even more complete team for the blossoming of Hawthorn Tullaris, who provides more attacking blitz options, and Moravis Curfew, who was taught by Kool himself. Expect to see Curfew and Asperon Thorn connect at least three times a game when the Cowboys are on song.

Are the Cowboys still potential Blood Bowl Champions? They won the last Blood Bowl in 2488, and this squad compares favourably. If they have a weakness, it is that unfortunate losses have caused them to bring some rookies in (remember the sad end to Nathan Greyfire's days as a Catcher when he was squished by the Mjolnir brothers' Double Whammy tackle?). Their Linemen look short of staying power, and Curfew may not have the time to weigh up the throw that Kool once had.

Even so, I think we have to expect them to be part of the semi-final line-up of any serious new Blood Bowl trophy. Major challengers might be the Warhammerers, Reavers, Champions of Death or the All Stars.

In the very first Blood Bowl, the Cowboys beat the All Stars by turning many of their leading players into slugs, and then insisting that the ground be sprayed with insect killer. However, other shape-change magic led to them being first suspended by the NAF, and then subjected to a barrage of contract killings by jealous rivals. Jeremiah Kool's 'retirement' to the Offensive Magic Co-Ordinator's role is bound to lead to more subtle chicanery. Watch out for some wierdness in the last few games of the regular season as they try out their play-off techniques.

The last word has to come from Hubris Rakarth. As the new glamour boy of the Cowboys, what did he think his chances were, as a Blitzer, in keeping his good looks for as long as Jeremiah Kool? The answer was sharp and to the point – a broken bottle followed by "Better than yours, stupid!". Yep, those Cowboys are ready for the new season!

HUBRIS RAKARTH

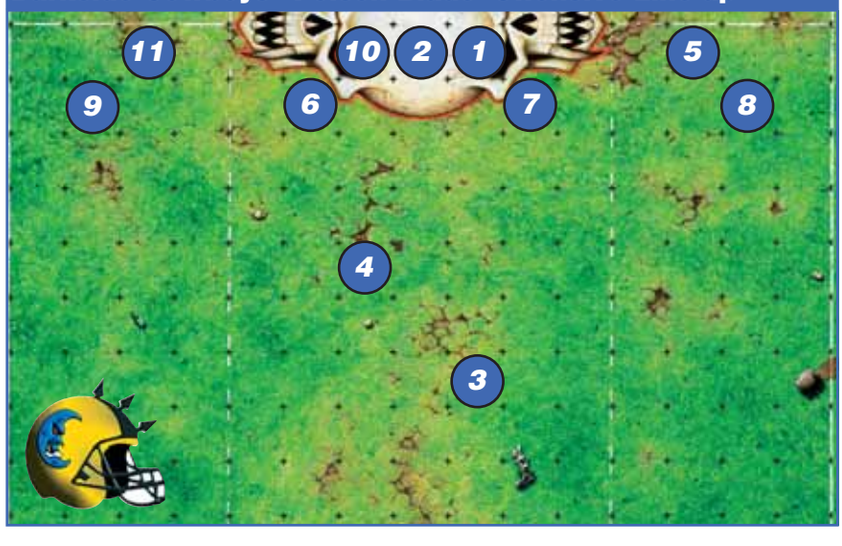
Despite his age, Hubris is one of the younger players on the highly experienced – and very successful – Cowboys side (Elves take time to mature). A perfect product of the Darkside Academy in western Underearth, Rakarth is clever, courageous but also an evil and cynical player. Like the rest of his team, he is perfectly prepared to cheat and foul to win, a fact that far too many of Darkside's opponents still fail to take into account.

Hubris Rakarth made his debut for the Darkside Cowboys in 2482, after being chosen in the Crush by the Dark Elf team (the other team bidding for him, incredibly, were the Holy Crusaders – he wouldn't have fitted in there!). Under the patronage of then-captain Jeremia Kool, the Flashing Blade, he soon developed into an excellently well-rounded player, able both to run with the ball and to throw with extreme accuracy. There were other strings to his proverbial bow too...

MAGIC

In 2479, the Darkside Cowboys team were the first to illegally use magical spells on the Blood Bowl field. Previous to this date, all magic had been confined to sneaky uses from off the field – sleep spells cast on an opponent's blockers before a vital manoeuvre, plagues of rats inflicted on the substitutes' bench, that sort of thing. But after years of experimentation in the rarefied atmosphere of the Underearth University research labs, the Cowboys perfected small, portable spells to be carried by individual players, which could be discharged at will, zapping a vital player into his consitituent atoms with the point of a finger! The spells were banned from championship matches almost immediately, but when the Cowboys feel they can get away with it, they'll often zap someone anyway!

Darkside Cowboys' 'Poison Blade' Offensive Line-up



Hall of Fame

Rokudan Fey

Jerimia 'Flashing Blade' Kool

Team Honours

Chaos Cup Winners
2491

Team of the Year
2481

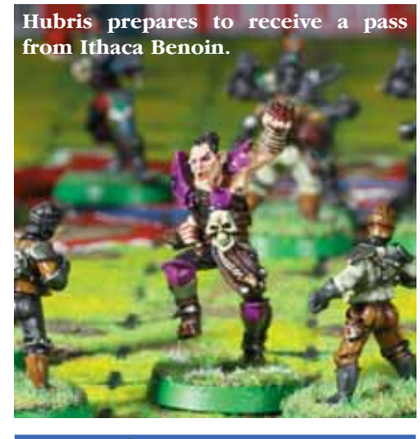
Blood Bowl Winners
2461
Blood Bowl I
2481
Blood Bowl XXI
2488
Blood Bowl XXVII

Cowboy's Starting Eleven

1. ***Hubris Rakarth*** .....*Captain*
2. ***Hawthorn Tullaris*** ....*Blitzer*
3. ***Maravis Curfew*** .....*Thrower*
4. ***Ithaca Benoin***.....*Thrower*
5. ***Asperon Thorn***.....*Catcher*
6. ***Autavic Hellebronn*** *Catcher*
7. ***Elon Surespite*** .....*Catcher*
8. ***Venom of Praetta*** .*Lineman*
9. ***Isiah Sulphuret***.....*Lineman*
10. ***Odium Khan*** .....*Lineman*
11. ***Eli Dwarfmalice*** ....*Lineman*

Substitutes

Rancour Orvarrin .....*Lineman*
Malachi Pique.....*Lineman*
Elijah Doom.....*Lineman*
Jeremiah Malice.....*Lineman*



Hubris prepares to receive a pass from Ithaca Benoin.

Spike! magazine

Team Rating

319

Putting The Boot In

By Ian 'Double Skulls' Williams

For as long as anyone can remember, kicking a player when he is down has been an integral part of the game. In fact, many Blood Bowl players would happily stamp on their own mother, let alone a dazed star player holding his bits, if they thought it gave them an advantage. Even the daftest Goblin knows that a well-timed kick can win the adulation of the crowd and maybe even the game! Love it or loathe it, whether you are the boot or the booted, fouling is a tactic you just have to understand.

For the most part this article isn't going to discuss the moral aspects of fouling – that is best handled within your league. Instead it focuses on the risks and rewards. Running around putting the boot in at random might be fun, but it is almost certainly ineffective.

So what are you trying to achieve when you foul? Likelihood is it's one of the following three goals:

Tactical Fouls: Sometimes you are looking to stun a prone opponent who for some reason is in a dangerous position should they be able to get up. Normally this is because they are the only player who can score, stop you scoring, or are able to blitz the ball carrier. In general, you don't care if you get sent off and the main measurement of success is breaking armour. A KO or a casualty is a pleasant bonus.

Key Players: Most teams have key players. War Dancers or Big Guys are classic examples, but it could be that super thrower or a one turn wonder. Removing your opponent's key player(s) from the game can give you a huge advantage. Being sent off can be considered a fair trade as long as you get them off the pitch. Normally you are trying to get rid of key players early on, so a knock out doesn't always help. Sometimes there are considerations beyond the current game. Killing a key player now might give you an advantage in the final...

Numbers: Sometimes you are fouling just to try and gain an advantage in numbers. If so, you will be looking for KOs and casualties. Being sent off without getting your opponent off the pitch as well can be a disaster as you will have given the advantage away. This is a particular favourite for teams with cheap Linemen as they can afford larger squads to absorb a couple of red cards. Remember, if you are going to foul, it always makes sense to target the most valuable opponent you can with the least important of your own players.

So you've worked out who you are going to foul and why. What are your chances of success?

Fouling with a Normal Player					
Effective AV	Break Armour %	Stun %	KO %	Cas %	Off Pitch %
10	16.7	9.7	4.2	2.8	6.9
9	27.8	16.2	6.9	4.6	11.6
8	41.7	24.3	10.4	6.9	17.4
7	58.3	34.0	14.6	9.7	24.3
6	72.2	42.1	18.1	12.0	30.1
5	83.3	48.6	20.8	13.9	34.7
4	91.7	53.5	22.9	15.3	38.2
3	97.2	56.7	24.3	16.2	40.5
2	100	58.3	25.0	16.7	41.7

Fouling with a Dirty Player					
Effective AV	Break Armour %	Stun %	KO %	Cas %	Off Pitch %
10	41.7	19.2	11.3	11.1	22.5
9	58.3	25.5	16.1	16.7	32.8
8	72.2	29.4	20.4	22.5	42.8
7	83.3	30.8	24.1	28.5	52.5
6	88.9	30.6	26.1	32.2	58.3
5	97.2	31.3	28.9	37.0	66.0
4	100	30.3	30.1	39.6	69.7
3	100	28.6	30.4	41.0	71.4
2	100	27.8	30.6	41.7	72.2

Effective Av is the Av including modifiers (so fouling an Av 10 Treeman with 3 assists is Effective Av 7. The +1 fouling bonus is included already).

Off Pitch % is the chance of getting your opponent off the pitch ie, KO or casualty.

So against a Human Lineman (Av 8) with 2 assists your opponent has an effective Av of 6. That means you've got a 12% chance of getting a casualty, 18.1% chance of a knockout (giving a 30.1% chance of getting them off the pitch) and will at least get a stun 72.2% of the time.

For a dirty player against a Wood Elf Catcher (Av 7) with 1 assist your opponent has an effective Av of 6. That means you've got a huge 32.2% chance of getting a casualty, 26.1% chance of a knockout (getting them off the pitch 58.3% of the time) and will at least get a stun 88.9% of the time.

What do these numbers mean in practice? One way of looking at them is to calculate what I'll call a "ratio of worth". That's the odds of you being sent off against the odds of actually getting a casualty. This is particularly important if you are fouling to establish a numerical superiority.

The odds of getting sent off aren't exactly 1/6 or 1/2 because you can argue the call. So long as you can argue you should. There is no effect if you should get sent off yourself, other than that you can no longer argue the call. So it's a 5/36 chance, or 15/36 if the Eye is on you, of getting sent off.

The Elves put the boot in whilst holding off the rest of the team.

Ratio of Worth without the Eye		
Effective Av	Normal Player	Dirty Player
10	5.00	1.25
9	3.00	0.83
8	2.00	0.62
7	1.43	0.49
6	1.15	0.43
5	1.00	0.38
4	0.91	0.35
3	0.86	0.34
2	0.83	0.33

Ratio of Worth with the Eye on You		
Effective Av	Normal Player	Dirty Player
10	15.00	3.75
9	9.00	2.50
8	6.00	1.86
7	4.29	1.46
6	3.46	1.29
5	3.00	1.13
4	2.73	1.05
3	2.57	1.02
2	2.50	1.00

So a normal player fouling an Av 8 Human lineman with 3 assists is an even trade as the ratio is 1.0. That means the odds of getting a casualty are the same as getting sent off. For a Dirty Player fouling an Av 7 Skaven Linerat with 3 assists his ratio is 0.35. That means he is nearly 3 times as likely to get a casualty as he is of getting sent off. If you only need a KO the ratio is significantly better.

Fouling when the Eye isn't on you with a Dirty Player is almost always in your favour. Even if you don't have a Dirty Player, getting enough assists means that the odds are in your favour for a good trade.

As is clearly shown above, if you aren't a Dirty Player the target must be significantly more valuable to your opponent than your fouler is to you. Dirty Players, particularly cheap ones when you have reserves to replace them, can still foul at reasonable odds. After all, a Hobgoblin isn't as valuable as a Mummy.

Obviously, the best chance of a successful foul is gained by using as many assists as possible. A lower effective Av means a better chance of breaking armour and achieving your objective. This means dedicating a significant proportion of your team to taking out one opponent – and having them all in one big lump. There are risks associated with this – you will leave space for your opponent to move into, potentially giving them a better chance of scoring or turning you over. Bear in mind that any player on the pitch is far more valuable than one off it. A skeleton might only cost 30k, but getting sent off might cost you a TD.

One tactic to help your positioning is to foul with the cage. By moving the cage up to the target and then fouling you can get several assists without those players being out of position. However, be wary of leaving your opponent with an easy blitz should you fail to break armour or get sent off. Another tactic is to ensure that your victim is knocked down into a position where you have several players that have already moved.

You also need to consider the timing of your fouls. If you foul early on in the turn, how badly are you going to be affected should you get sent off? On the other hand, you might have a prime target lying in the middle of your team just begging to be booted in the head. If you have players who are already in a position to assist, it may be better fouling early on and then moving the rest of your team.

The kick off result "Get the Ref" can win you a game if you have a Dirty Player and your opponent does not. Even if you lose the roll, having a Dirty Player can be a powerful incentive for your opponent not to foul at every opportunity.

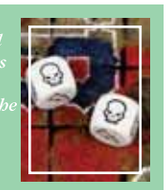
A quick note on etiquette; most opponents don't seem to mind losing players to blocks, but they can become seriously upset by what they deem to be unnecessary fouling. As there are no SPPs for fouls, don't expect a friendly post-game if you are still trying to kick your opponent into the middle of next week once the result has been decided.

Blood Bowl is a game of balance. Weigh up the risks and rewards of fouling and make your decision. You'll sometimes get it wrong and maybe those times will cost you the match, but don't worry, good judgement comes with experience. Experience comes from making bad decisions and learning from them.

If you decide to foul be clear of your objective, target the most important opponents and ensure that you have enough assists to get a good rate of return. That way your team will not only be winners, but "popular to boot!"

Author

Ian is a veteran coach and a prominent member of the Blood Bowl online community. He was the author of the infamous blocking article in issue one so he knows his tactics.



Further Information

The Blood Bowl box set is available from all good GW stockists.

More BB

Turn to page 90 for the Tourney Round up.

Website

www.BloodBowl.com

PICK A CARD, ANY CARD...

Magic Item & Tactics Cards in Warmaster
By the Warmaster Players Society

A number of members of Games Workshop, including Rick Priestley himself, recently participated in the Warhammer Players Society Warmaster Club Challenge in Nottingham. As part of their tournament set-up, the Players Society use a set of Magic Item and Tactics cards to bring a little unreliability and a feeling of event to the games. We were so impressed with the system that we thought we'd publish it here…

USING THE CARDS

Obviously, the tournament this system was originally used in had a number of other restrictions in effect, but we'll just concentrate on the event cards. The cards can be used in any kind of game, not simply in tournaments, so just arrange your game in whatever manner you are happy with and then add in the additional rules for the cards which follow. The full tournament rules as originally used are not repeated here, though they are available from the WPS website at **www.players-society.com** so visit there if you're interested.

MAGIC ITEM CARDS

Magic Item cards allow each army to receive magic items randomly, thus preventing particularly sneaky combinations of items. If you want to use the Magic Item cards you need to agree with your opponent beforehand. In games where the Magic Item cards are to be used, neither player is allowed to pick any magic items in their basic army list.

TACTICS CARDS

Tactic cards represent cunning ploys, unexpected events, units in a better or worse state of readiness than usual and so on. Tactics cards can easily be used in any game and don't need any particular planning.

Playing the Cards

The following rules are used to deal and play the cards:

1. At the beginning of the game, each player receives 4 cards from the Magic Item deck and 3 cards from the Tactics deck, dealt at random. The number of cards drawn is based upon normal size games (approximately 1,500 to 3,000 points). For larger games, players should receive 1 additional Magic Item card and one additional Tactics card for each full 1,000 points by which their army exceeds the 3,000 point mark.

2. After set-up players take it in turns to lay cards on target units, characters, players, table, armies or terrain. Each target may have no more than one Tactic and one Magic card played on it. Thus a unit with a Battle Honour may be gifted a magical item, but it may not get a Battle Damage card (since Battle Honour and Battle Damage are both event cards).

3. The player with the first turn places the first and last card. The player who moves second gets one less opportunity to play his cards.

4. The player with the first turn plays up to 4 cards and his opponent up to 3 cards to a combined total of 7 cards.

5. If a player has a card in their hand it must be played if at all possible, even if this is to their disadvantage.

6. All cards are normally played after set-up and before Turn 1 commences.

7. Cards are played face down on your own units and neutral terrain and face up on opponent's units.

8. Cards are revealed when used or when contacted by the enemy.

9. Some cards are playable prior to the normal sequence. These still count against the maximum number of cards which can be played.

10. The point values on the cards are the cost if lost – thus if you add, for example, Nervous to a unit, which has a listed cost of -15pts, then if the unit is killed its VPs are worth 15 points less. This is also the case if a banner is used and lost. Playing a card costs no points but units/characters with cards have their points value adjusted and this final cost should be used when determining Victory Points.

11. No cards can be played once the game has begun.

Due to the amount of pages it would need, we've only printed the Magic Item cards this issue. The Tactics cards will be in the next issue.

SWORD OF FATE

Cost: +5 points

The first time it fights in combat, a unit with this sword adds a +1 bonus to the Attack value of one stand in a similar way as the Attack bonus of a character. The Sword of Fate only works once in the entire game. Note that this gives +1 Attack in total and not +1 to each stand!

SWORD OF DESTRUCTION

Cost: +10 points

If a unit has this weapon then one enemy unit that it is touching is affected and must re-roll one successful Armour roll in each round of combat. For example, if three hits are scored and one is saved by armour then the successful roll must be taken again. Only one enemy unit can be affected by this.

SWORD OF CLEAVING

Cost: +10 points

A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.

SWORD OF MIGHT

Cost: +10 points

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!

CROWN OF COMMAND

General only
Cost: +80 points

If the General has this potent magic item he can choose to issue his first order of each turn against an unmodified Command value of 10. No command penalties apply when the Crown of Command is used. This only applies to the General's first order each turn; subsequent orders must be given normally. Should the General fail to issue his first order, by rolling an 11 or 12, then the Crown of Command ceases to work.

THE BATTLE STANDARD

Cost: +50 points

A unit with this banner increases the Attacks value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase.

BANNER OF FORTITUDE

Cost: +40 points

A unit with this banner increases the Hits value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase. Discard odd hits at the end of the Combat phase before discounting the effect of the Banner of Fortitude.

BANNER OF STEADFASTNESS

Cost: +30 points

One shooting hit inflicted on the unit after saves have been taken in each turn is ignored because the missiles are cast aside by the Banner of Steadfastness. This includes hits from magic spells inflicted in the Shooting phase. This effect lasts until the unit loses a stand. After the unit has lost a stand the banner has no further effect.

BANNER OF FORTUNE

Cost: +20 points

The player can choose to immediately re-roll all the unit's Attack dice once in either the Shooting phase or Combat phase should he wish to do so. This includes any bonus attacks from magic items or characters. The player declares that he is unsatisfied with the scores he has rolled, takes all the dice and immediately rolls them all once again. Note that the player must roll all the dice again, including any that have scored hits, so it is possible to be very unfortunate and roll an even worse score! The Banner of Fortune works only once during the entire game.

STANDARD OF SHIELDING

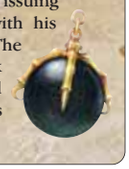
Cost: +50 points

A unit with this banner has its Armour value increased in effectiveness by +1. If the unit's Armour value is 5+ then this banner increases it to 4+ and so on. A unit's Armour value cannot be better than 3+. If a unit already has an Armour value of 3+ then this banner has no effect. This bonus lasts until the unit loses a stand. After the unit has lost a stand, the banner has no further effect.

ORB OF MAJESTY

General Only
Cost: +30 points

If the General has this magic item he may disregard a single failed Command test and roll it again as if he had a Command value of 8. The usual adjustments are made for Command penalties but note that the previously failed roll is disregarded so it doesn't count as a penalty. If the re-roll is successful the order is issued and the General can continue issuing orders in the usual way with his normal Command value. The Orb of Majesty will only work once in the entire game and only affects an order that has been issued by the General.



HELM OF DOMINION

General Only
Cost: +50 points

Only a General is allowed to wear the Helm of Dominion (only his head is big enough!). The General's Command value is increased by +1 up to a maximum value of 10. The Helm of Dominion works for one turn only during the entire battle. The player must specify at the start of the turn if he wishes to employ its powers.

RING OF MAGIC

Cost: +30 points

A Wizard with this ring is able to cast a spell without making the usual dice roll to do so. This item will only work once in the entire game.

STAFF OF SPELLBINDING

Cost: +30 points

If an enemy Wizard fails the roll required to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound wizard suffers a -1 dice roll penalty every time he casts a spell during the remainder of the battle.

SCEPTRE OF SOVEREIGNTY

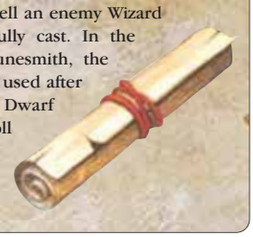
General Only
Cost: +30 points

If the General carries the Sceptre of Sovereignty, he may ignore one blunder made by one of his subordinates during the battle. Roll for the blunder first before deciding whether to ignore it or not. If ignored, the Command test is passed and the character may continue issuing orders as normal. The steely will of the Sceptre of Sovereignty reaches out and stays the incompetent wretch before the deed is done.

SCROLL OF DISPELLING

Dwarf Runesmiths and wizards only
Cost: +20 points

If a Wizard or a Dwarf Runesmith has the Scroll of Dispelling he can automatically cause an enemy's spell to fail. The Scroll can only be used once to nullify the effect of a spell an enemy Wizard has successfully cast. In the case of a Runesmith, the scroll can be used after a normal Dwarf anti-magic roll has failed.



ROD OF REPETITION

Cost: +10 points

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast a second spell. He can only do this once during the entire game. Note that it does not matter if the first spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the first spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast a second spell – this can be the same spell again or a different one. Note that the same spell can be cast upon the same unit if the first spell has been dispelled/anti-magicked. This second spell is cast exactly like any other – roll a dice to determine if it works in the usual way.

WAND OF POWER

Wizards Only
Cost: +10 points

A Wizard with the Wand of Power can add +1 to the chance of a spell working once during the game. The player must decide that he is using the Wand of Power before rolling the dice. As always, a spell fails on the roll of a 1 even when using the Wand of Power.

BOW OF POWER

Cost: +15 points

Play on any shooting unit or character.

+1 shooting attacks

HAMMER OF PAIN

Cost: +10 points

Play on any character or unit.

Enemy must re-roll any 1 successful Armour Save in each round of combat.

BANNER OF HOOHAA!

Cost: -15 points

Play on any Infantry unit.

Unit never counts as defended or fortified. Lasts entire game.

BANNER OF MISFORTUNE

Cost: -10 points

Play on any unit.

Opponent can force the unit to re-roll all its Attack dice once per game

WAS DIS DO DEN!?

Cost: 0 points

Play on any character.

No effect.

SCEPTRE OF SANCTIFICATION

Dwarf Runesmiths and Wizards only
Cost: +30 points

All unrevealed Magic Item cards within 60cm of the character, including your own, are removed from play.

MAP OF ALL PLACES

Cost: +20 points

Play on any unit.

Unit ignores the -1 Command penalty for dense terrain.

HORN OF GTHANK

Cost: +30 points

Play on any character.

+1 Command value for one entire turn to a maximum of Cmd 10.

SHIELD OF HEROES

Cost: +10 points

Play on any character or unit.

Make enemy re-roll any 1 successful hit inflicted by shooting or combat each turn.

BANNER OF DUST

Cost: +10 points

Play on any Cavalry, Chariots or Infantry.

Unit gains +10cm to its move when evading.

PLACE OF POWER

Cost: 0 points

Play on a terrain feature.

All magic attempts cast from within 20cm of the feature are at +1 to the dice roll.

LUCKY CHARM

Cost: +20 points

Play on any character one use only.

The character may use an additional dice for any one roll (magic, combat, command) and discard the worst dice.

HEALING POTION

Cost: +5 points

Play on any unit 1 use only.

Immediately cancel any 1 hit on the unit.

BLANK SCROLL

Cost: 0 points

Play on any Wizard or Runesmith.

No effect.

BANNER OF FERVOUR

Cost: +25 points

Play on Infantry/Cavalry/Chariot.

Unit is never driven back from shooting or magic (still roll for confusion) but must always use Initiative to charge.

RING OF POWER

Cost: +20 points

Play on any wizard.

+2 to a single Casting roll 1 use only. Casting value can not be improved to better than 2+.

SCRYING GLASS

Cost: +5 points

Play on any Wizard or General.

The enemy must reveal their Magic and Tactic cards. Turnover those already played, new cards are played face up.

TREASURE OF SOTEK

Cost: 0 points

Play on any unit.

If the unit survives the battle +50 VPs to you. If the unit is destroyed +40 VPs to your opponent.

RING OF NEGATION

Cost: 0 points

Play on any character.

No effect.

SWORD OF WEAKNESS

Cost: -15 points

Play on any unit.

All stands are -1 attacks for the entire game. Attacks can not be reduced to less than 1 before combat modifiers.

BANNER OF SHINY SPARKS

Cost: 0 points

Play on any unit.

No effect.

SWORD OF FUMBLING

Cost: -10 points

Play on any character or unit.

Re-roll 1 successful hit in each round of combat.

RANGE LIMITER

Cost: -15 points

Play on any Infantry or Artillery.

The range of the units shooting is reduced by 10cm.

TECHNOLOGY ADVANCE

Cost: +15 points

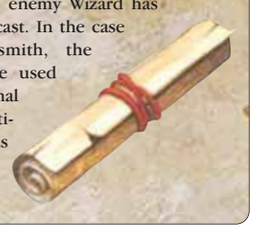
Play on any Machine.

The range of the units shooting is increased by 10cm.

SCROLL OF DISPELLING

Dwarf Runesmiths and Wizards only
Cost: +20 points

If a Wizard or a Dwarf Runesmith has the Scroll of Dispelling he can automatically cause an enemy's spell to fail. The Scroll can only be used once to nullify the effect of a spell an enemy Wizard has successfully cast. In the case of a Runesmith, the scroll can be used after a normal Dwarf anti-magic roll has failed.



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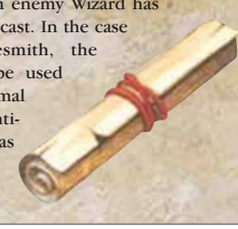

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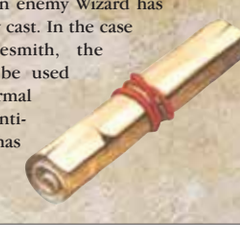

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SWORD OF FATE

Cost: +5 points

The first time it fights in combat, a unit with this sword adds a +1 bonus to the Attack value of one stand in a similar way as the Attack bonus of a character. The Sword of Fate only works once in the entire game. Note that this gives +1 Attack in total and not +1 to each stand!

SWORD OF CLEAVING

Cost: +10 points

A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.

SWORD OF MIGHT

Cost: +10 points

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!

LUCKY FIND!

Play before the game.

Does not count towards the total number of cards played. Trade this card for 2 Magic Item cards from the deck.

BAD LUCK IT'S THE BLANK!

This is a back for the cards, should you wish to use it. You can either photocopy this numerous times or go to the website where there is a sheet of card backs that can be downloaded.

AVICENNA'S WARBAND

by Peter "Avicenna" Bell

Peter is lucky enough to enshrine all that is great about Inquisitor. He has an active imagination that loves to tell stories, create backgrounds and play with his characters. He is also a fine painter and converter! Yes, I'm jealous as well! With all this in mind we asked Pete to tell us about his Warband, how he created and painted his characters as well as what's going on in his latest campaign.

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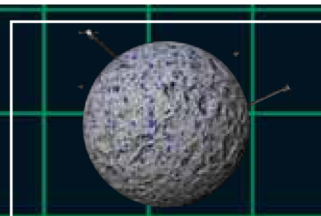
Ali Ibn Sina was born 942.M41. on St. Jowen's Dock in the Armageddon system. His parents were Lieutenant Jennifer Mannheim, assigned to St. Jowen's landing control, and Princeps Balthazaar Rahem from the 3rd Gryphonne Titan Legion, originating from the desert world of Tallarn. Balthazaar Rahem is recorded as commander of Canis Belli (Dog of War) Warhound Titan of a Jackal configuration.

As an illegitimate child of a Titan Legion Princeps, Ibn Sina was sent to the Schola Progenium at the age of 4. He was trained there (and often flogged) by Imperial Drill Abbots and retired Commissars until late 962.M41. when, after passing his final exams, he took on the duties of Imperial Commissar Second Class. He was assigned to the 276th Armageddon Mobile Infantry. His last duty before promotion to full Commissar was an anti-xenos purge campaign in the ash wastes south of Viterdo Hive.

963.M41. Ibn Sina's 3rd Company discovered the remains of an ancient Ork Titan – a remnant of the Second War for Armageddon, which had fallen backwards into a rock chasm under heavy artillery fire. Lieutenant Helgast of the 3rd Company ordered the securing of the Ork war machine remains with full approval of Commissar Ibn Sina. After initial success, 3-Company soon encountered massive resistance from Orkoid forces hidden deep within the Gargant. Leading from the front, Lieutenant Helgast lost his life in the fighting and, in accordance with Imperial Doctrine, Commissar Ibn Sina was forced to take over command. Against direct orders from Regimental Command to fall back and have the Gargant destroyed with an orbital strike, Commissar Sina ordered friendly units to mount a counter-offensive and retrieve the body of his Lieutenant.


St. Jowen's Dock – Now destroyed.

During the mission, Ibn Sina and a minor splinter group of 4th battalion had to barricade themselves on the main command bridge of the Gargant. Ibn Sina went to work at the command console, shutting down the main generator and re-directing super-hot plasma into areas suspected to be Ork strongholds. After the Orks were successfully repelled by Imperial forces under heavy losses, Commissar Ibn Sina emerged triumphant from the bowels of the Gargant only to be arrested by Regimental Commissar Vandenberg for disobeying orders. Although Ibn Sina insisted on Commissarial independence, court martial and probable execution was set for the next day.

Stories of the events on the Gargant's bridge caught the eye of High Inquisitor Violarus, who was called in to visit the captured crash site. Violarus, at nearly 200 years of age, was, and still is, commonly regarded the most well-read Ork anatomist and psychologist within the Ordo Xenos. Violarus suspended court martial and pressed the disgraced Commissar into his service. Ibn Sina soon took on the role of Inquisitor Aspirant. The bond between High Inquisitor and Acolyte soon lead Ibn to an investigator's role, and also a research post (directly under Violarus) at the main Xenobiological institute in Segmentum Solar on Io itself.

Ali Ibn Sina was approved Imperial Inquisitor 976.M41. with all rights and debts of this position. He adopted the High Gothic (and more pronounceable) name of Avicenna. His mentor Violarus equipped him with the standard Mk XXIII carapace armour and gave him an ancient heirloom – a venerable power sword.

Avicenna's deep involvement in very 'hands-on' research into Xenobiology and technology soon earned him the displeasure of some of his Ordo, including the puritanical (and some would say tyrannical) Lord Inquisitor Orianus. Orianus sought to put an end to what he termed Avicenna's rose' tinted glasses' regarding his attitude towards many xenos species, and sent him to the war zone of the Palatine

System to witness the destruction caused by the Orks for himself.

Inquisitor Avicenna left for Palatine III at the end of 979.M41. onboard the Inquisitorial black ship Pietas Divina.

Sub-Ref.: Palatine III – Forge World of the Adeptus Mechanicus. Invaded 965.M41. by Ork forces. Imperial control never fully re-established.

Avicenna's landing craft was shot down 2 miles south of the last remaining forge-spire by a large and mobile Ork flak emplacement. The Thunderhawk gunship crashed hard into what was once an old mining district, leaving Avicenna and a single crew member alive. Ork forces soon discovered the crash site, killing the remaining crew member and capturing a heavily wounded Avicenna. It is unknown why he was not killed on the spot, but it may be attributed to the Warlord's morbid curiosity in Avicenna's working knowledge of the base Orkish language.

According to the Inquisitorial report, he was held inside an underground bunker facility of basic Imperial design for approximately 14 Terran cycles. Repeated torture and interrogations in combination with massive de-hydration and the injuries following the crash took a heavy toll on the young Inquisitor. With his hope long gone, and the litany of faith on his lips, a saviour came to him in his darkest hour. A giant angel in black and steel reached down and lifted the broken Inquisitor with ease and strode out of the blood splattered chamber. 16 cycles after losing contact with the landing ship, a Deathwatch Space Marine Kill-team raided the Ork bunker and liberated Inquisitor Avicenna. He was immediately taken to the forge-spire and spent the next three months under the watchful eyes of the skilled Technicians of the Adeptus Mechanicus and underwent major bionic augmentation.

In 990.M41 Avicenna was sent to Rynn's World to lend his invaluable knowledge of Orks to the great warriors of the Crimson Fists. Much to his surprise he was met by Chapter Master Pedro Kantor himself, and a Sergeant with the sigils and signs of a member of the Deathwatch but in the deep blue armour of a Crimson Fist. Kantor introduced the Inquisitor to Sergeant Bellephron who had recently returned from this his Chapter during these hard times, after spending more than 30 years serving the Ordo Xenos in the Deathwatch.

Slowly it dawned on Avicenna that this hulking figure had been the same Angel of Death who had led the rescue operation back on Palatine III. Bellephron escorted Avicenna to some hastily cleared private chambers to discuss the problems facing Rynn's World and indeed the Crimson Fists chapter.

Avicenna learned of the ancient chapter artefacts still lost to the Orks and by now spread over several Ork realms. Bellephron had worked alongside the Inquisition before and knew of the importance of such holy relics and expressed his reluctance to be involved in the ongoing campaign against the Orks on Rynn's World instead of tracking them down. To Bellephron, this was a real opportunity to get off the forsaken planet and back among the stars. But first Avicenna's knowledge was needed on the front line. It was on his way to New Rynn City that the next chance encounter took place.

Avicenna and Brother Bellephron arrived in the city early one winter's morning and entered the Great Cathedral on the outskirts of city. Much to their surprise, in front of the altar was a single robed man, a massive hammer in his hand, screaming defiantly at the large Ork in front of him. The Ork charged... a full head and shoulders taller than the aged priest, the Nob would surely have ripped him in two... but each time the Ork charged, he received a blow on the head that sent him reeling back. On the third attempt by the Ork to close in, the priest was not quick enough. The Ork had closed the distance too quickly and in a splash of blood it was all over. Avicenna blew the smoke from the muzzle of his bolt pistol and, pushing the broken body of the Ork aside, introduced himself to the courageous priest. Father d'Angelus has been a close member of Avicenna's retinue ever since, and has taken on the mantle of Drill Abbott.

Bryt Nii was an Escher Ganger on Necromunda when the Warrior from the Stars had come for her. Avicenna's quest for the lost artefacts from Rynn's World had lead him to the archeotech of the Necromundan underhive, and more precisely a fist icon used by House Orlock in their headquarters. Bellephron went in alone, his sacred armour left in Avicenna's gun-cutter. Clad in his black syn-skin and armed with a myriad of weapons and grenades, the Marine prepared himself for battle. Dropped by a small tear-shaped pod deep into the sump, Bellephron moved stealthily to the Orlock HQ. Even he, with his genetically heightened senses, was unaware of the young girl that followed him. His audience with the elders of the House was short and bloody, and still nobody realised he was being followed. It was not until they had left the Necromundan System, during the jump into warp space that the frightened Bryt Nii came out of hiding. Inquisitor Avicenna took the young ganger into his interrogation chambers and explained to her what each and every instrument of torture was and how they functioned, the pallid girl absolutely silent, nodded in terror throughout. Happy that she understood, and impressed by her natural abilities, Avicenna pressed the young ganger into his service and she now serves as one of his most loyal enforcers.

993.M41. Avicenna's investigative work took him back to Segmentum Solar for a series of lectures on Necrontyr activity. On receipt of a personal invitation from High Inquisitor Julianus of the Ordo Malleus, Avicenna met with him to talk about his findings. It was not long before Avicenna was deep beneath the surface of Io working on the incorporation of Necron gauss technology into Imperial weapons.

There have been suspected connections between Inquisitors Julianus and Avicenna and the disappearance of Adept Corteswain of the Adeptus Mechanicus.

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Drill Abbot D'Angelus

So, how did I go about bringing these colourful characters to life? I started this warband way back when Inquisitor was first released, and you can see that these first models I did are basically 'stock' (ie, unconverted) models. The first members of the warband were based on Preacher Joseph and Enforcer Barbaretta. The only changes I made to the models to turn them into Drill Abbott D'Angelus and Enforcer Bryt Nii was add a little hair (joining Joseph's sideburns into a beard, and some hair sprouting out the back of Barbaretta's helmet). I also turned the Enforcer's left hand so that her shield was held to her side.

Enforcer Bryt Nii

I was also going through my 'red period' at that time, so they both ended up with red clothing – but both very different. I went for a more muted colour scheme for Drill Abbott D'Angelus, with a dull red and cream habit and grey hair. Whereas I painted Bryt Nii bright red which I glossed varnished to represent a red PVC catsuit. I felt that this gave the two models very different characters, appropriate to their background, whilst keeping the palette fairly consistent between them. For me, black and yellow hazard stripes are very much a reminder of Necromunda, so I painted black and yellow chevrons onto her shield. To add a point of interest to D'Angelus, I wanted his armoured gauntlet to be in distinct contrast to the rest of his clothing so I painted it flat Chaos Black and edged each plate in gold. I then gloss varnished the whole gauntlet and painted the putty (essentially a baby's face with wings… like a cherub but without a body…) in typical Renaissance colours.

It was also at this time that I painted Bryt Nii's Cyber-mastiff. As it is essentially a piece of equipment for the Enforcer, I went for a very basic colour scheme for him – black and steel. As usual, I painted the metallics first, as I find this to be the messiest part of painting any model. In this case I painted it Tin Bitz and successively drybrushed with a Boltgun Metal/Tin Bitz mix, increasing the amount of Boltgun Metal with each pass. The steel was painted in this way on all of my Inquisitor models. The black was then painted Chaos Black, highlighted up to Shadow Grey (in 3 stages) and the whole model was washed with thinned Black Ink. After painting the eyes in Red Gore, my first three Inquisitor models were complete.

The next model I came to was my Inquisitor himself… the most important model in the warband, I wanted him to be something special so I went through all the White Dwarfs and Exterminatus magazines I had and looked at all the possible pieces I had at my disposal. What I have ended up with is a character who has travelled the internet for a couple of years now, righting wrongs and generally poking his Inquisitorial nose into all sorts of other people's business… ANYWAY, how did I make him? The parts I used mainly came from Inquisitor Eisenhorn (legs), Inquisitor Covenant (body, backpack) and Rogue Trader Jan Van Yastobel (head, arms, and lanyard), with a few other odds and ends for good measure – Sevora's sword (which I curved to make look more like a Katana), random Inquisitorial insignia and a number of pouches. These bits really fit well, and only places that needed Green Stuff to fill gaps was a small layer between body and legs and also a ball in the top of the body to raise the head within the armour.

Inquisitor Avicenna

So then I was on to the colour scheme… I wanted Avicenna to be a 'real' field Inquisitor without fancy robes or overstated authority, so I went for a muted colour scheme with a brown leather overcoat and dull metal breastplate, but I also hinted at his status with a gold edged robe under the long coat. The leather coat was painted in layers starting from Scorched Brown and working up through Bestial Brown, Snakebite Leather and then adding a touch of Bubonic Brown. I mixed up mid tones between each colour along the way to create a smoother blend. I used the same colours on his pouches, but kept the main colours dark, and only edged with the lighter shades. His gold trimmed robe was also painted red to tie him in with the other members of his group.

The breastplate was painted in Boltgun Metal with a Shining Gold Inquisitorial symbol and washed with a mix of Black and Brown inks to give depth to the colour, and then highlighted again with Boltgun Metal and then with Chainmail. His flesh was painted with a mix of Scorched Brown, Dwarf Flesh and Elf Flesh, and highlighted up by adding more Elf Flesh to the mix, layering the thinned paint on the raised areas such as the bridge of the nose and his brow.

The skulls were painted in Codex Grey and highlighted up to Bleached Bone in a number of layers. This is a little different to the 'normal' brown coloured bone people paint, but I think it gives a nice contrast for these skulls which are 'trophies' of sorts, as opposed to dirty skeletons fresh from the earth. I then gloss varnished them for a polished look. I used the same technique on the skulls on Bellephron and D'Angelus.

Brother Bellephron

Bellephron is my pride and joy. I still consider this to be the best model I have ever painted. Being a Crimson Fist, the basecoat for Bellephron's armour was Regal Blue plus a little Chaos Black. I added more Regal Blue to the mix and gradually built up the highlights on the edges of the armour plates until I reached pure Regal Blue. I then went through the whole process again adding Enchanted Blue to the Regal Blue and then finally a very fine white highlight. There were a large number of layers involved, but because I kept the paint very thin, I have managed to keep it smooth. When this was dry I gave it a thin wash of a mix of Blue and Black inks to bring the colours together and blend any stark highlights.

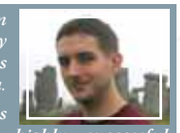
The Deathwatch shoulder pad and his gauntlets were first painted in a mix of Red Gore and Scorched Brown and highlighted in a similar way to the blue by adding more Red Gore, and then Blood Red to the mix. Final highlights were of Fiery Orange. A mix of thinned Red and Brown inks was then washed over the red to bring the colours together.

His chest eagle was painted with Codex Grey and highlighted up to white to give a stark contrast to the dark blue of the rest of the armour. I tried to use very precise highlights on all of his armour to give the impression of it being fanatically tended to by the Marine himself.

Bellephron's sword was a bone of contention for me for a long while. Originally painted in dark green to match my 40K Crimson Fists army, the colour didn't work so well in this scale, but it took a long time for me to pluck up enough courage to repaint it. The second colour I chose was a fiery red to represent the energy surging through the blade. Initially I painted the whole sword Scab Red, and gradually blended to Red Gore and then Blood Red working my way up the blade from the handle to the tip. I then worked in Fiery Orange, Sunburst Yellow and Skull White to the very end of the blade creating a white-hot edge to the sword. This made a massive difference to the model and really brought the colours out, with his red shoulder pad, gauntlet and fiery sword held across his body and again, the red ties the warband together.

Another thing that I feel is important to the whole look of the group is the basing. I have made sure the bases are all very similar using a mix of gravel and sand on the bases, along with other features such as rocks, bits of sprue or Green Stuff features. Before I sprayed the bases, I also added static flock to them. Although the static grass is already green, it can be very bright, so after I have painted the gravel, I painted it a dark green (Dark Angels Green then, Catachan Green now) and drybrush with Camo Green. The gravel was painted with Scorched Brown and drybrushed in successive layers of Bestial Brown, Snakebite Leather, Bubonic Brown and then Bleached Bone. Other features were painted in various greys.

So that is Avicenna and his small entourage (or not so small in the case of Bellephron). But what's next in store for the Inquisitor? Currently on my painting table is a female Inquisitorial Acolyte based on the Daemon Huntress, a Callidus Assassin stuck in Ork form made up of parts from the Chrono-gladiator, Krieger Krash Thrax, 40K Ork parts and a lot of Green Stuff, and also a wounded and more than slightly mad ex-adept of the Machine God. And finally, on the drawing board is a new Inquisitor… Avicenna again, but as High Inquisitor 150 years in the future… whether he has managed to stay Puritan or his obsessions with xeno-technology pervert his ideals and he becomes a Radical only time will tell.

Author	*Peter Bell is a well-known Inquisitor player who is very active on the web where he is known (of course!) as Avicenna.*  *Pete is also recently took over as the head honcho of the highly successful exterminatus.net website.*
Further Information	*Look out for more of Peter's stuff soon. See the How to Order pages (on page 110) for more information on how to purchase Inquisitor product.*
More Inq	*Go to page 46 for the rules of the new Bounty Hunter and page 64 for converting arms.*
Website	*www.Exterminatus.com & www.Exterminatus.net*

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SIEGELINE

By Greg Bak and Jervis Johnson

The Warlord strode purposefully towards his personal battlewagon, sending Gretchin assistants scattering before him. The battlewagon's crew saw his approach and quickly snapped to attention. "All is present and correct, Boss." Warlord Nah Badun glowered at the crew, a look that signalled his suspicion of the work-shy bunch. He clambered on board. The crew found a new urgency and dashed into position. The Boss was in a bad mood, best look lively!

In issue four of Fanatic magazine we printed an army list for the Baran Siegemasters, an Imperial Guard regiment famed for their use of fortified positions. This article is something of a follow-up to that article introducing a number of new types of fortified terrain, some new Imperial vehicles designed specifically for siege warfare, and a couple of new Epic scenarios that pit an attacker against a smaller force occupying a fortified position. The aim of these scenarios is to allow players that don't happen to have a Baran Siegemaster army to try their hand at this style of game.

The article is broken down into three sections. The first covers what I have called 'defensive terrain features', for want of a better term. The section gives rules for the various types of terrain that may be encountered on or around a fortified position, such as trenches, bunkers, minefields and razor wire. The second section introduces several new Imperial vehicles that are designed specifically for use when assaulting a fortified position. The third section ties the last two sections together by providing players with a variant of the Grand Tournament scenario that allows for the use of fortified positions.

DEFENSIVE TERRAIN FEATURES

For over a month now the Warlord and his Boyz had been cooped up inside this fortress. The humies had them besieged, his messengers never seemed to come back and none of the other Warlords ever showed signs of coming to help him. Nah Badun had become thoroughly fed up with this state of affairs. You'd have thought the ladz would be up for a scrap, but no, not a squeak, not a sausage, not a single Snotling! He had resolved to sort the situation out himself. Between him and the ladz they had come up with a master plan. They would break out. With this in mind he had gathered all his Boyz; the entire warband was here, da Chargerz and good ole Naffgul's Shooty Boyz. They would punch out through the humie lines and just keep on goin' – there had to be some Orks out there somewhere.

Since the dawn of time, armies have attempted to place obstacles on the battlefield to channel the movements of their opponents to their advantage. This simple tactic remains unchanged in the 41st millennium. Imperial and alien armies alike use a variety of means to make it difficult for an attacking army to overrun a defensive position. In this section we list the most common forms of this type of 'defensive terrain'.

The following rules are optional with no point values given, and therefore are only usable in scenario or campaign games. Of course there is nothing to stop you playing a tournament game across a battlefield that just happens to have unoccupied trenches, old minefields or any of the other terrain features described below upon it, but if you do this then we recommend you set up the features in a way that is fair to both players.

HASTY BARRICADES

The quickest form of defensive position to set up is a barricade of sandbags, rubble, crates, boxes, barrels, old furniture, commandeered civilian vehicles, and anything else that is to hand! Used primarily to protect infantry, they also serve to divert, delay, or harass the movement of vehicles.

Hobby Note: *Forge World sell some beautiful Epic scale barricade models, which they refer to as the defence line set or the "road block" as part of Road Set 2. Otherwise, use a small piece of cardboard made to look like a wall or little chips glued together to look like sandbags.*

HASTY BARRICADES

Type	Infantry	Vehicle	War Engine
Barricade	5+ Cover Save	Dangerous	No Effect

Notes: None

TRENCHES & EARTHWORKS

The easiest way for infantry to fortify a position is to start digging a trench, and then either pile up the earth to create an earthwork, or climb into the trench itself. A trench or earthwork can be anything from a fairly shallow hole if the ground, deep enough to hide a soldier from view and provide them with cover when they come under fire, through to well-crafted defence lines designed for use over a prolonged period of time. Trenches and earthworks are usually built in a 'zig-zag' pattern, to avoid the possibility of an enemy getting to one end of the trench and from there being able to shoot along its entire length. When built for use in a prolonged siege there will often be two or more lines of trenches, joined together by 'communication trench' that allow troops to move from one trench line to the next without having to expose themselves to enemy fire.

Hobby Note: *See the article in Fanatic magazine 4 for information on how to model trench lines.*

TRENCHES & EARTHWORKS

Type	Infantry	Vehicle	War Engine
Trench or Earthwork	4+ Cover Save	Dangerous	No Effect

Notes: None

GUN EMPLACEMENTS

Gun emplacements are similar to trenches in many ways, except that they are designed to protect vehicles or artillery pieces. Gun emplacements can either be small positions designed to hold a single vehicle or artillery piece, or larger positions designed to hold several such units. A trench line will often incorporate gun emplacements along its length.

Hobby Note: *See the article in Fanatic magazine 4 for information on how to model gun emplacements.*

GUN EMPLACEMENTS

Type	Infantry	Vehicle	War Engine
Trench	4+ Cover Save	4+ Cover Save	No Effect

Notes: Gun emplacements provide vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see 1.8.3).

BUNKERS

Bunkers are fortified buildings designed to provide their occupants with as much protection as possible. They can range in size from small buildings constructed from logs and earth, through to large fortifications made of steel and concrete capable of holding an entire formation. In some cases a series of connected bunkers will be built and linked together so as to create a massive fortified position capable of holding hundreds or even thousands of men.

Hobby Note: *See the article in Fanatic magazine 4 for information on how to model bunkers.*

BUNKERS

Type	Infantry	Vehicle	War Engine
Bunker	3+ Cover Save	Dangerous	Impassable

Notes: None

COMMAND BUNKERS

Sometimes bunkers are constructed to hold vital communications gear or weapons rather than troops. These positions are more like an immobile vehicle than a piece of defensive terrain, as the gear or weapons housed in them cannot be moved. They can range in size from small communication relay stations, through to large complexes holding an army's entire command staff.

Hobby Note: *A set of Epic objectives that can be used as Bunkers is available via mail order from your local direct sales team.*

SMALL COMMAND BUNKER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	4+	6+	6+

Weapon	Range	Firepower	Notes
None			

Notes: Reinforced Armour. No units may enter the bunker or gun position – it is off limits!

LARGE COMMAND BUNKER

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	6+	6+

Weapon	Range	Firepower	Notes
Varies (see below)			

Notes: Reinforced Armour. Damage Capacity 3. Critical Damage Effect: Internal explosions rock the position destroying it.

ORBITAL DEFENCE BATTERY

Many planets are defended by massive batteries of weapons designed to engage orbiting spacecraft. Although it is rare for the defence batteries to do serious damage to an attacking spacecraft, their mere presence can slow down and hinder sub-orbital attacks. Most defence batteries are housed in heavily fortified bunkers, designed to be able to withstand anything less than a direct hit from a spacecraft's weapon batteries.

Hobby Note: *See the article in Fanatic magazine 4 for information on how to model bunkers.*

ORBITAL DEFENCE BATTERY

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	-	-

Weapon	Range	Firepower	Notes
Orbital Defence Battery	Unlimited	na	Defence Laser (see below)

Damage Capacity 3. Critical Hit Effect: Internal explosions destroy the battery's command centre, rendering it inoperable (counts as destroyed).

Notes: Reinforced Armour. Fearless. May not take actions. However, each defence laser battery in play subtracts -1 from the Action test rolls of enemy spacecraft. No units may enter the bunker – it's off limits!

RAZOR WIRE

Razor wire is a generic term that covers a wide range of linear obstacles designed to slow down or stop infantry before they can reach a defensive position. The most common form is razor or barbed wire, but armies will also use wooden stakes, trenches filled with acid or lava, and in a prolonged campaign have even been known to grow swathes huge of stumbleweed or blood moss in front of their positions in order to disrupt an attack.

Hobby Note: *See the article in Fanatic magazine 4 for information on how to model razor wire. In addition Games Workshop make razor wire for Warhammer 40,000 that can be placed on a standard infantry base.*

RAZORWIRE

Type	Infantry	Vehicle	War Engine
Razor wire	Dangerous	None	None

Notes: None

MINEFIELDS

Minefields represent explosive devices, buried under the ground or left lying on the surface, that are designed to detonate when any infantry, vehicle or war engine moves within range. They are usually made up of numerous small explosive devices, but in some rare cases will consist of a single huge weapon designed to devastate a wide area when triggered.

Hobby Note: *To represent mines take a 2 x 2cms stand or piece of card, add a sign marked with a skull and crossbones, and perhaps a small crater or two. The minefield covers a circular area 15cm in radius centred on the Minefield counter. Or see the article in issue 4 of Fanatic Mag.*

MINEFIELDS

Type	Infantry	Vehicle	War Engine
Minefield	Dangerous	Dangerous	Dangerous

Notes: None

TANK TRAPS

Tank traps are man-made obstacles or deep ditches designed to stop or slow the movement of vehicles, in much the way that razor wire slows infantry. When well constructed it is impossible for a vehicle to move through a set of tank traps, forcing it to detour round them.

Hobby Note: *Forge World sell "tank traps" and "road blocks" in Epic scale as part of Road Set 2. Other means include using old Epic flag poles cut down to half their length and placed together in a "jack" style. Tank ditches can be modelled using the same methods as used for modelling trenches (see above).*

TANK TRAPS

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

Notes: None

NEW IMPERIAL SIEGE WARFARE UNITS

Although all races take part in siege warfare, the Imperium utilises a number of vehicles and weapon systems specifically designed for either attacking or defending fortified positions. Some of the more commonly used Imperial siege warfare units are described in this section. Please note that several of these vehicles appear in the Collectors' Models section at the back of the Epic rulebook. The rules below replace those in the back of the Epic Armageddon rulebook when there is a difference.

TARANTULA SENTRY GUN SYSTEM

Sentry guns are automated weapon systems, utilising simple logic engines and infused with the Machine Spirit to allow them to operate without a controller.

Many veterans refer to sentry guns as 'Tarantulas'; the origins of this name are unknown. Whatever their name, sentry guns are automated weapons systems, utilising simple logic engines and infused with the Machine Spirit to allow them to operate without a controller. Once placed, set and armed the weapon will remain active until it runs out of ammunition or is destroyed.

They are used in a variety of roles, often placed to cover approaches to key positions, such as roadblocks, or to defend a perimeter from surprise attacks. They are well liked by the troops, as sentry guns free them from long lonely cold nights on guard duty. The advantage of a sentry gun is that, unlike normal sentries, they never doze off or reminisce about the girls back home!

There are many types of sentry gun, the most common by far are those equipped with twin-linked heavy bolters or twin-linked lascannons, deployed in anti-personnel and anti-tank roles respectively.

As a relatively light support weapon, Tarantulas can be carried in the back of a Chimera or Rhino and are also often used by Storm Troopers and Drop Troops, rapidly deployed from the rear of a Valkyrie. They can even be packed in crates and airdropped on a grav-chute into a battle zone.

Many Space Marine Chapters also keep a small supply of sentry weapons in their armoury, finding them especially useful for routine guard duties due to their relative lack of manpower.

Other fighting forces of the Imperium also make use of sentry guns of one kind or another. Arbites use them for crowd control and riot surpression as well as for defending their precincts.

Tarantulas are only deployed for static defence, their lack of mobility severely restricting their use during fluid battle.

Hobby Note: *You can create a Tarantula by using the turrets from the Space Marine Razorback box set. Simply glue them to a base.*

TARANTULA SENTRY GUN SYSTEM

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	6+	none	6+

Weapon	Range	Firepower	Notes
Twin Heavy Bolter	30cm	AP4+	-
OR Twin Lascannon	45cm	AT4+	-

GORGON CLOSE ASSAULT VEHICLE

The Gorgon is a large, slab-sided vehicle with thick armour and monstrous tracks. It is used to carry infantry under heavy fire, such as in a siege or when attacking an enemy defence line. In many ways it is like a mechanical version of a heavily protected medieval siege tower full of combat troops and bristling with weapons.

The Gorgon is armed with short-ranged mine launchers which lob large barrel-shaped charges a short distance ahead of its advance to clear out enemy troops.

Hobby Note: *The Gorgon can be represented by a Chimera with a dozer blade attached to the front.*

GORGON CLOSE ASSAULT VEHICLE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Heavy Flamer	15cm	AP5+	Ignore Cover
Minethrower	(15cm)	Small Arms	Extra Attack (+1)

Notes: Reinforced Armour, Walker (represents wide tracks). Transport (may carry two Ogryn units OR any four of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Snipers)

MOLE & HELLBORE TUNNELLERS

The Hellbore is the largest of the tunnelling troop transporters known collectively as tunnellers or miners. These subterranean machines tunnel their way underground, bypassing enemy troops and fortifications and emerging behind the lines. Tunnellers can move over the ground surface as well as underground, but as they only move slowly overland it is usual to move them to battlefields on huge transporter vehicles. Although transporters don't have weapons and cannot move, they continue to act as guidance stations for the tunnellers.

The Hellbore may move along the surface of the ground, ploughing a deep furrow in its wake. The Hellbore is so huge that it is almost unstoppable in close combat, grinding infantry and lighter vehicles into the ground as it advances!

The Mole is the intermediate sized tunneller, carrying a single platoon of Imperial Guard tactical troops. All Moles carry special communication equipment which allows them to relay orders to the troops they carry.

Hobby Note: *Unfortunately there is no easy way to represent these models other than by scratch-building them, or by getting hold of the old 'classic' Citadel Miniatures representing the vehicles, or by using 'stand-ins' from your model collection.*

MOLE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	6+

Weapon	Range	Firepower	Notes
None			

Notes: Reinforced Armour, Tunneller. Transport (may carry two Ogryn units OR any four of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Snipers)

HELLBORE

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
None			

Notes: Reinforced Armour, Tunneller. Transport (may carry fourteen of the following Imperial Guard units: Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Snipers, Ogryns)

This new scenario is a variant of the standard Tournament Game scenario, which allows players to use the terrain and units described above. It pits a powerful attacking force against a smaller defender occupying a fortified position. The attackers need to overrun the defenders in their defensive positions, avoiding minefields, tank traps and razor wire as they go. The defenders must desperately hold their ground and pray that their reinforcements arrive in time to save the day.

SET-UP

Set up the terrain for the game in any mutually agreeable manner. If one player set up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating then dice roll to see who gets the choice of table edge. You can pick a long edge, or a short edge, or a corner (halfway up each long and short edge). The opponent sets up on the opposite edge. Once the terrain is set up you should take a five minute warm-up period to discuss the Epic rules, as you would in a tournament game (see 6.1.3 in the Epic Armageddon rulebook).

FORCES

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. Before the armies are selected randomly decide who will be the attacker and who the defender. The attacker picks their army as they would for a normal tournament game (but see the note below for attacking Imperial Guard armies). The defender is allowed to purchase fortified positions and orbital defence batteries for his army, but may not take any spacecraft.

FORTIFIED POSITIONS & ORBITAL DEFENCE BATTERIES

The defender in the Siegeline scenario is allowed to purchase any number of fortified positions for his troops to occupy. In addition he may include up to three Orbital Defence Batteries as part of his defending force. See the table below for points values.

Fortified positions and Orbital Defence Batteries are set up after terrain is set up, and before the coordinates for spacecraft attacks have been decided. They may only be deployed in positions where a vehicle unit would be allowed to deploy. You may split up the different elements of your fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position.

Once set up fortified positions may be used by any unit. They may be captured and used by enemy units too. Each Orbital Defence Battery counts as a 'formation' for the purpose of the game rules, but is never allowed to take an action.

IMPERIAL GUARD ARMIES

Imperial Guard armies taking part in a Siegeline scenario have the option of using some of the new units described earlier in this article. The choices available vary depending on whether the Guard are attacking or defending.

Attacking: If the Imperial Guard are the attackers, then any Regimental HQ formations or Steel Legion Mechanised Infantry formations may replace their Chimera with one Hellbore, or four Moles (one for the Commander), or four Gorgons (one for the Commander). If the formation includes an Ogryn upgrade with Chimera transport vehicles, then the Chimera may be exchanged for a single Gorgon or Mole for them to be carried in, but only as long as the Ogryns use the same transport vehicle as the rest of the formation.

Defending: If the Imperial Guard are defending they may take a Tarantula formation as a Support formation. The formation consists of six Tarantulas and costs 100 points.

PLACE OBJECTIVE MARKERS

After any fortified positions and Orbital Defence Batteries are set up, take it in turns, starting with the player with the higher strategy rating, to place one Objective marker on the table. If both players have the same strategy rating then dice roll to see who places the first Objective marker.

FORTIFIED POSITIONS

Fortified Positions	A fortified position may include any or all of the following things: • Up to 500mm of trenches, earthworks or barricades, or a combination of the three. • Up to 500mm of razor wire or tank traps (or a combination of the two), or one Minefield. • Up to 6 gun emplacements or bunkers, or a combination of the two. • Up to one command bunker (large or small).	125 points
0-3 Orbital Defence Batteries	1 Orbital Defence Battery	50 points

All the objectives must be set up in the defender's half of the table, at least 15cm away any table edge and 15cm away from any other objectives that have already been placed.

Keep placing objectives until six Objective markers have been placed on the table in total. You can use anything as an Objective marker but we would suggest using terrain pieces to represent them if you can. In our games we've found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

You capture an objective if you have a unit within 15cm of it in the End phase and your opponent does not. An objective is contested if both sides have a unit within 15cm of it in the End phase. Objectives that have been 'garrisoned' count as having been captured from the start of the game. Units from broken formations can capture objectives but not contest them.

Once an objective is captured it remains so even if your units move off, and will remain captured until the opponent has a unit within 15cm of it in the End phase.

SET-UP FORMATIONS

If the attacker is using spacecraft then they are set up now before any other units (see 4.3 in the Epic Armagageddon rulebook).

The defender is then allowed to set up table garrison units. No more than half (rounding fractions up) of the defender's formations may be set up as garrisons, and in addition any formations that are set up as garrisons must be:

- Formations where half or more of the units (rounding up) are Scouts OR
- Formations where no more than one of the units has a move of greater than 15cm, and where none of the units are war engines OR
- A formation that includes units with a Speed of 0

Garrisons may be set up anywhere in the defending player's half of the table. No units may set up in impassable terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!).

All of the remaining formations in the defending player's army are assumed to be in reserve just off their table edge, and will not be able to enter play until turn two or later (see the rules for 'Defensive Reserves' below).

All of the attacker's formations apart from aircraft and the units transported in aircraft or spacecraft must be set up within 30cm of the attacker's table edge.

DEFENSIVE RESERVES

Any defending formations that are not set up as garrisons at the start of the game are assumed to be set up nearby 'in reserve'. Note that this includes any aircraft in the defender's army. Reserves are released according to the following schedule. Until released, reserve formations may not be used in any way.

Turn	Reserves Released
One	Formations made up exclusively of fighter aircraft.
Two	All aircraft and skimmer formations, and any formations transported in them.
Three	All remaining formations except those made up exclusively of units with a Speed of 15cm or less.
Four	All remaining formations.

Aircraft formations and any units transported in them enter play normally. Other formations must enter play anywhere along the defender's table edge in the Action phase of the turn that they are released; formations that fail their Initiative test must choose to move as their hold action, and will enter play with a Blast marker for failing the Initiative test. Note that reserve formations must enter play on the turn they are released; you may not keep them 'in reserve'.

VICTORY CONDITIONS

You must check to see if the either player has won at the end of each game turn, starting from the end of the third game turn. Look up the number of objectives controlled by the attacker on the table below to see if either player has won:

	Defender		Attacker
Turn	**Wins**	**Carry On**	**Wins**
Three	0-1	2-3	4-6
Four	0-2	3	4-6
Five	0-3	4	5-6
Six	0-4	5	6
Seven	0-5	-	6

Authors

Jervis Johnson is, of course, the author of the Epic game. He is currently working on (amongst other things) Swordwind.

Further Information

The Epic: Armageddon rulebook and accompanying range are now widely available, See the How to Order pages on page 110.

website

www.Epic-Battles.com

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FABRIC OF THE IMPERIUM

The Merchant Fleets of Mankind by Matt Keefe & Nate Montes

In this article Matt and Nate turn their attention on the Merchant and Rogue Trader fleets of the Imperium.

It is a given fact that through the might and valour of the Imperial Navy, the raging tides of foul aliens and vile heretics that infest the galaxy have been stayed from overrunning the millions of worlds that over the millennia have come under the Emperor's beneficent rule. While these hulking, powerful warships are the most visible representation of Mankind's command of the stars, it is actually through the millions of humble merchant freighters, lumbering heavy transports and sleek fast clippers that make up the vast majority of Mankind's interstellar spacecraft by which its vast domain is held together. Only a very small fraction of the incalculable worlds which make up the Imperium can truly be called self-sufficient, and many rely on a steady stream of foodstuffs and raw materials to maintain their productivity and way of life. With the Navy constantly stretched thin defending its many worlds from grave threats both without and within, it falls to the slow, ill-equipped and poorly-armed merchant vessels to keep the lines of commerce and communication open in a vast, uncaring universe filled with many dangers to both the bodies and souls of Man.

Just like the Imperial Navy itself, the Merchant Fleet falls under the auspices of the Adeptus Terra, who rarely countenance private ownership of interstellar vessels. This is expressed in the form of charters, which grant varying rights and freedoms to the trade guilds, syndicates and merchant families that own and operate merchant vessels and fleets. These charters are granted by the Adeptus Terra, allowing their bearers to form part of the Merchant Fleet, and be registered through the Segmentum Fortresses and numerous other Administratum departmentoes and officios throughout the galaxy. Though they can be revoked at any time by Imperial authority, in some cases they date back hundreds or even thousands of years. Nearly all of the more lucrative trade routes are also managed through route licenses, purchased by merchant vessel operators for unrestricted or even exclusive rights to handle shipping to a particular world, system or small group of systems. The most valuable (and expensive) of these govern operation over long-established and highly profitable routes between primary worlds, and it is not uncommon for several competing consortia to operate simultaneously on the busiest routes.

Under escort, a rogue trader approaches a Tau outpost

Trade Routes, and their attendant fees, while effective for hundreds of years in some cases, can be wildly exorbitant and firmly out of reach for many smaller operators. Some of these are fortunate enough to acquire less profitable licenses to operate between the more sparsely populated secondary worlds of the many thousands of sub-sectors scattered throughout the stellar main. Still other small corporations, mercantile families and individual Free Traders operate under charter but without a route licence at all, forced to eke out a livelihood operating one or, at most, a very small number of vessels carrying whatever cargo they can, heading to dangerous or remote locations in the hope of generating enough income to recover the heady expenses of operating interstellar craft. If that were not enough, merchantmen could at any time find their ship and its cargo conscripted by an Imperial Navy task force needing logistic support, an Inquisitor or other such notable individual requiring transport, a passing inconvenience considering they may just as easily blunder into a rampaging pack of Ork pirates, Eldar corsairs or the foul minions of Chaos, never to be seen again, suffering fates far more terrible than the grim comfort of mere death.

Many merchant captains never veer far from their established transport routes plied over generations, reluctant to take on assignments that entail great risk for dubious reward. Such masters elect to remain where profits may be slim, but the course is well travelled and at least as relatively free of danger as can be expected from the stellar void. There are some, however, who after a time reject this meagre existence, choosing instead to embark on grand quests through wilderness space to seek out new worlds ripe for colonisation, to boldly go where no man has gone before. While many of these intrepid adventurers are never heard from again, the annals of the Imperium's long history is replete with stories of merchant captains and their crews coming across worlds teeming with indescribable riches beyond compare, lush prairie worlds suitable for agricultural harvest, or worlds inhabited by Man lost to the Imperium for millennia, ripe for re-indoctrination into the Imperial Creed as a ready workforce of willing servants of the Emperor. Still others bring back tales of encounters with alien races and strange new technology, rare and precious artefacts presented to the Adeptus Mechanicus for bountiful reward. These brave souls with the courage and wherewithal to undertake such adventures and live to tell the tale are known as Rogue Traders.

ROGUE TRADERS

To limit the moral pollution caused by contact with alien and non-Imperial cultures in millennia past, the Adeptus Terra outlawed trade and dealings beyond the Imperium. Only those individuals with Warrants of Trade or similar documents are allowed to explore planets not yet under Imperial control, encounter alien civilisations and regressed human societies, and claim barren worlds rich in minerals or other resources. Such men are the Rogue Traders. Operating beyond Imperial control, they are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond his rule; others are nothing more than glorified pirates and scoundrels. Not all who claim to be Rogue Traders actually are, while many Warrants of Trade are centuries old – handed down through family generations, exchanged in gambling dens, stolen from their rightful owners or have otherwise fallen into the hands of those who might abuse the power they bestow.

Rogue Traders exude confidence, they are highly charismatic, often charming and roguish, skilled diplomats (some would say confidence tricksters) and hardened killers when the situation demands.

Rogue Trader Fleets

Rogue Traders travel by a variety of means – as passengers aboard military vessels or as the guests of distant, non-Imperial cultures, but most of all they enjoy the freedom to travel of their own free will. Rogue Traders must journey vast distances, and hence are granted their right to maintain their own vessels, and on ocassion entire fleets. As befits their maverick nature, the Rogue Traders employ an incredible variety of vessels. Rights of Requisition allow many Rogue Traders to acquire Imperial Navy vessels, while others use their vast wealth and power, or other dubious means, to acquire vessels from a variety of sources – custom-built vessels, refitted merchant ships, captured vessels or even craft acquired from non-Imperial worlds. Rogue Trader vessels are unique, exotic things, often exhibiting many signs of their colourful histories, subject to constant adornment, much of it ancient, or even alien in origin.

Though their business is their own, from time to time a Rogue Trader may be accompanied by, or even granted command of, an entire fleet at the behest of the Priesthood. Likewise, though a Rogue Trader himself maintains no army, he may well be granted Imperial Guard, or even Space Marine forces, if it is felt that his mission warrants it. On such ocassions the Rogue Trader will turn his business to battle, leading the armies of the Emperor to worlds unknown, bringing war to the enemies of Mankind, even beyond the reach of the Imperium itself. Few Rogue Traders do so altruistically, however, for even in war and death a canny Rogue Trader will find profit and prize.

A rogue trader comes under attack from an Ork raiding fleet.

USING ROGUE TRADER VESSELS

Any fleet, except Necrons or Tyranids, may include a single Rogue Trader cruiser (and accompanying escort squadron, as described later) in their fleet. Tau and Imperial fleets (NOT Space Marines) may include up to one Rogue Trader cruiser for 1,500 points or part of their fleet.

Each Rogue Trader cruiser may also be accompanied by a single squadron of 2-6 escorts, chosen from the vessels in this article. A Rogue Trader may also be accompanied by any number of squadrons of armed cargo ships, but only one of its attendant escort squadrons may include the other vessels described below (ie, xenos, recommissioned and auxiliary vessels).

Sub-Plots

Rogue Traders are far from altruistic. Their presence in a fleet indicates that they have something to gain by forming a temporary alliance. Whether their own goals actually benefit their erstwhile comrades any is open to debate. If you use a Rogue Trader vessel in your fleet then you MUST use a sub-plot for the game. The sub-plot can be imagined as representing the Rogue Trader's own vested interest. Because of this, if you fail the sub-plot, the opposing player receives Victory Points as though the Rogue Trader's cruiser (but not any escorts) had been crippled. If the Rogue Trader cruiser actually was crippled as well the opponent receives Victory Points as though the vessel was destroyed.

If the Rogue Trader vessel disengages and you complete the sub-plot the enemy receives no Victory Points for the Rogue Trader cruiser (regardless of its condition), but if the cruiser disengages and you fail the sub-plot, the enemy receives Victory Points as though the vessel had been destroyed.

The Best Money Can Buy

Rogue Trader cruisers commonly bear refits of uncertain origin. Even the vessel's crew are unlikely to be anything as straightforward as regular sailors, since Rogue Traders have a knack for acquiring crowds of followers and hangers-on. To represent this, each Rogue Trader vessel has one xenotech system and one crew skill (both rolled randomly).

XENOTECH SYSTEMS

Roll a dice.

D6	Result
1.	**Long Range Sensors.** This doubles the Leadership test bonus for enemy contacts (ie, enemy on special orders) from +1 to +2.
2.	**Targetting Matrix.** The vessel counts all targets as closing when using the Gunnery table, and may re-roll a single missed shot each turn when shooting with lances.
3.	**Advanced Shielding.** The vessel increases its number of shields by +1.
4.	**Ship Defence Grid.** The vessel increases its number of turrets by +1.
5.	**Advanced Drive Technology.** The vessel adds +5cm to its speed.
6 .	**Pick one of the above.**

As well as the ship classes described in Battlefleet Gothic: Armada, some Space Marine fleets may make use of the following vessels.

Authors

Just to scare you a little bit more, here is another picture of Matt Keefe.

Nate Montes is also pictured. Nate can be found hanging out at the excellent BFG Yahoo group.

Further Information *See the How to order section for information on purchasing the Rogue Trader ships.*

More BFG *Turn to page 80 for Privateer*

Websites *www.BattlefleetGothic.com*

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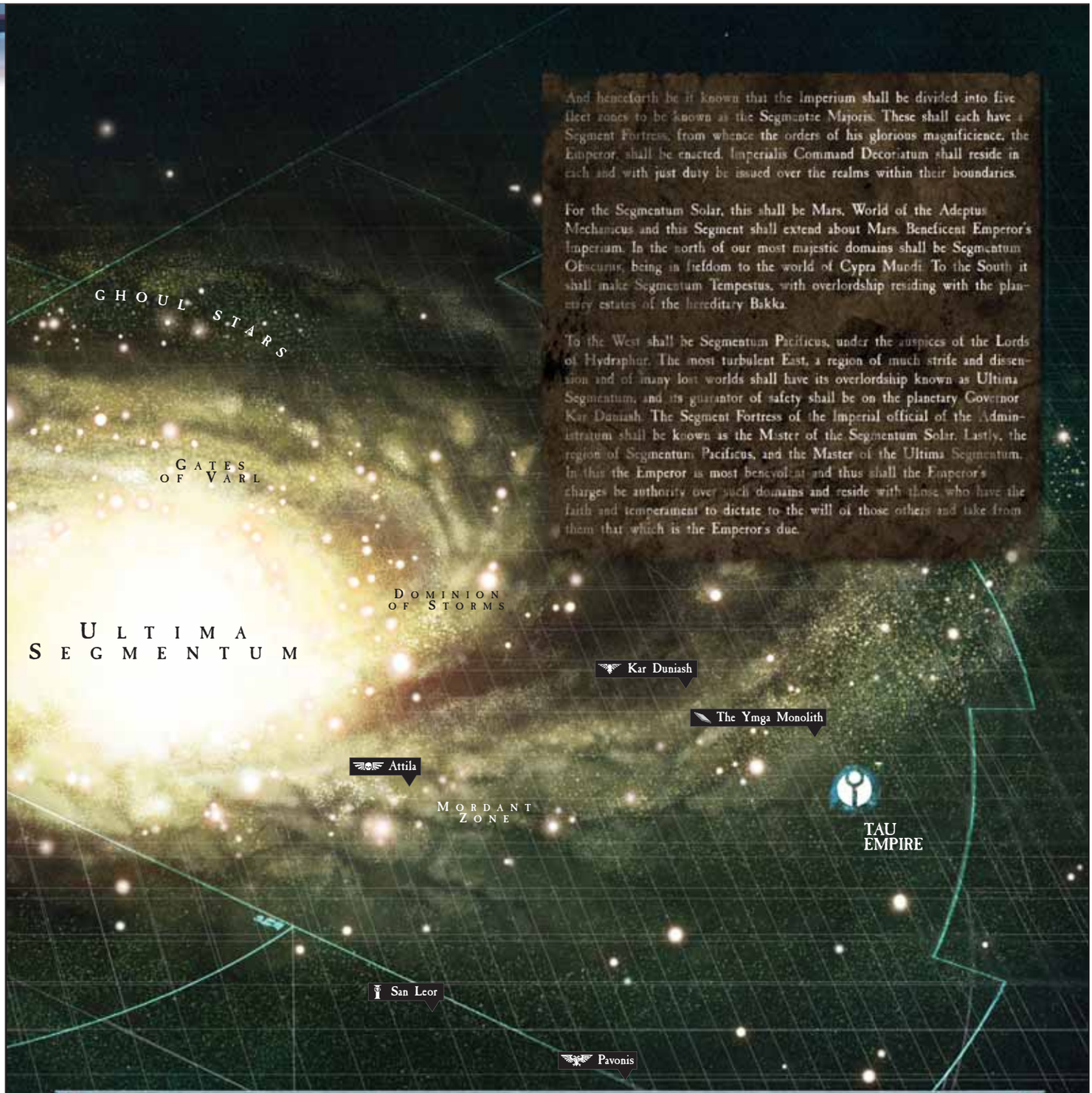

KAR DUNIASH: TRADER'S HAVEN

As the Segmentum Fortress for the Ultima Segmentum, Kar Duniash is the departure point for countless voyages to the Eastern Fringe. Accordingly, it is also the return location of many traders once their business in the Fringe is complete, and as such is something of a welcome haven to exhausted traders who may well have been beyond Imperium-controlled space for many years.

The Eastern Fringe is an understandably popular location for Rogue Traders in particular, and many being their journeys from Kar Duniash. A thriving and populous world, Duniash is also the source of many of the provisions Rogue Traders require when undertaking lengthy voyages, and its shipyards provide a great number of vessels to the Rogue Traders.

Kar Dunish Pattern Cruisers

The Rogue Trader model available from Games Workshop is based upon a Kar Duniash pattern cruiser, meaning the model is rather versatile and can be used to represent any class of Imperial Navy cruiser. Our painted example has been equipped to represent a Rogue Trader cruiser, but by replacing the weapons with the appropriate combinations of Imperial broadside batteries it's possible to create a Gothic class, Lunar class, Tyrant class or whatever.

Imperial Guard Homeworld | Imperial Navy | Imperial World | Cardinal World

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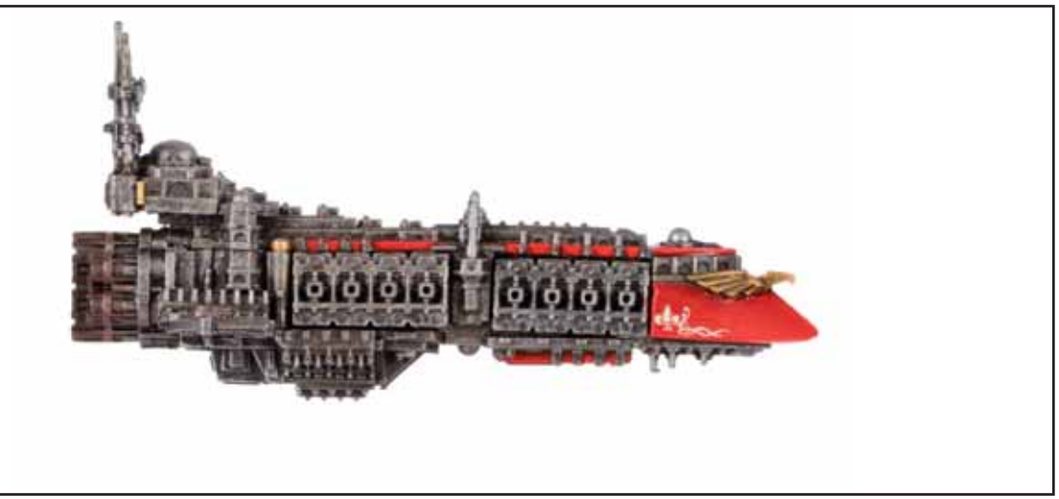
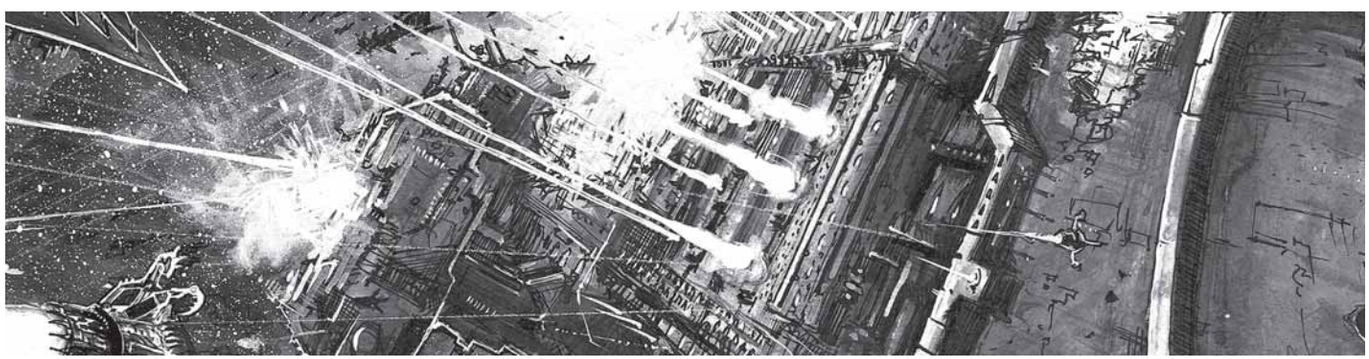
ROGUE TRADER CRUISER . . . . . 180 PTS



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapons Battery	30cm	4	Front
Port Weapons Battery	30cm	4	Right
Port Weapons Battery	45cm	4	Right
Starboard Weapons Battery	30cm	4	Left
Starboard Weapons Battery	45cm	4	Left



Imperial cruisers are vast constructions, most of them centuries or even millenia old. Those few which are constructed anew are often the result of years of toil by the population of an entire world – gigantic shipyards which might produce just a single vessel every few decades. Such gargantuan efforts are beyond the ken of even Rogue Traders, and so few possess a vessel of their own design or making (although a few particularly brilliant individuals may, on occasion, rise to the point where they control an entire world and hence turn that world to building a vessel in their name). Rather, most Rogue Traders rely on vessels built (and often owned) by others. Many cruisers are in fact part of the warrant of trade itself, an undeniably powerful aid gifted to the Rogue Trader by the Administratum as a gift to their agent abroad. Other vessels are loaned to Rogue Traders more temporarily, perhaps being themselves Navy vessels given over to a Rogue Trader for a time where Imperial command thinks it beneficial. Under such circumstances, a Rogue Trader may even be called upon to lead an expeditionary force with a full attendant fleet, perhaps numbering several dozen vessels. On such missions a Rogue Trader's authority is all, beyond the bounds of the Imperium where any could bring censure to them and in places so alien, so unknown that their uncanny leadership must be followed to the letter if any of their number hope to survive.

Rogue Trader vessels are unique, exotic things, often exhibiting many signs of their colourful adventures. Although typically based around the hulls of the more common Imperial cruiser classes, Rogue Trader vessels are subject to constant refit and adornment, much of it alien in origin, creating truly unique vessels. The business of a Rogue Trader can take him all over the galaxy and, while his vessel's class may be common in its sector of origin, it may be virtually unknown in the regions to which he travels, meaning even a relatively standard cruiser may stand well apart from its Imperial Navy counterparts. Drawing such flamboyant attention to one's self is something most Rogue Traders hardly seek to avoid.

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XENOS VESSEL . . . . . 60 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery*	30cm	2	Left/front/right
Lance Battery*	30cm	1	Front

Special Rules: The profile above represents a whole variety of alien vessels which might be found in a Rogue Trader's personal escort. Since Rogue Traders tend to choose vessels for certain specific purpose, many of the xenos vessels employed as mercenaries will be very similar, though never entirely identical. For this reason, a single ship profile is used, but to better represent the variety of vessels encountered in the 41st millennium, each xenos vessel also has one randomly chose xenotech system, as in the Rogue Trader special rules. This is included with the vessel at no additional cost.

Representing Xenos Vessels

There are any number of alien races spread across the galaxy, some of them virtually unknown to the Imperium, others frequent raiders whose names have come to be cursed by sailors the galaxy over. This incredible variation means that you can represent xenos vessels in pretty much any way you want. Xenos vessels provide an ideal opportunity to convert or scratchbuild vessels to your own taste. With each new vessel you build, you should make a name for the alien race, and perhaps a little bit of your own background. In casual games, you might even like to agree with your opponent that you can choose which xenotech system the ship possesses to allow you to represent it more accurately on the model and write some background explaining why the race in question possess the particular advancements that they do.

Contact with alien races is without doubt the habit for which Rogue Traders gain most notoriety. Their trading missions necessarily take them to regions of space beyond Imperial control, regions where there is every chance of finding thriving alien cultures, even alien empires. Rogue Traders can gain much of value and interest from these races, and are certainly not above employing them as mercenaries when the situation demands.

Far from home, where the protection of the Imperial Navy is but a hopeless dream, many Rogue Traders instead hire out alien vessels and their crews for protection. These vessels often provide much needed local knowledge, as well as the ability to overcome cultural or linguistic barriers along with a healthy dose of firepower where required. Particularly bold Rogue Traders will, from time to time, journey back to Imperial space with their alien employees still in tow, perhaps keen to make continued use of the exotic weaponry which their vessels provide. Rogue Traders typically favour vessels which make use of alien energy technology, since the huge power supplies and impossibly difficult upkeep needed for the Imperium's own laser and lance weaponry generally makes them unusable by Rogue Traders, isolated, as they often are, for years at a time, far from Imperial docks.

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ARMED CARGO VESSEL . . . . . 20 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery	30cm	1	Left/front/right

Notes: An armed cargo ship reduces its cargo capacity to carry bigger guns and reactors. It therefore counts as only half a freighter in scenarios that involve them. Round fractions down at the end of the game. Therefore, if only one armed cargo ship and nothing else escapes a Convoy scenario, you lose.

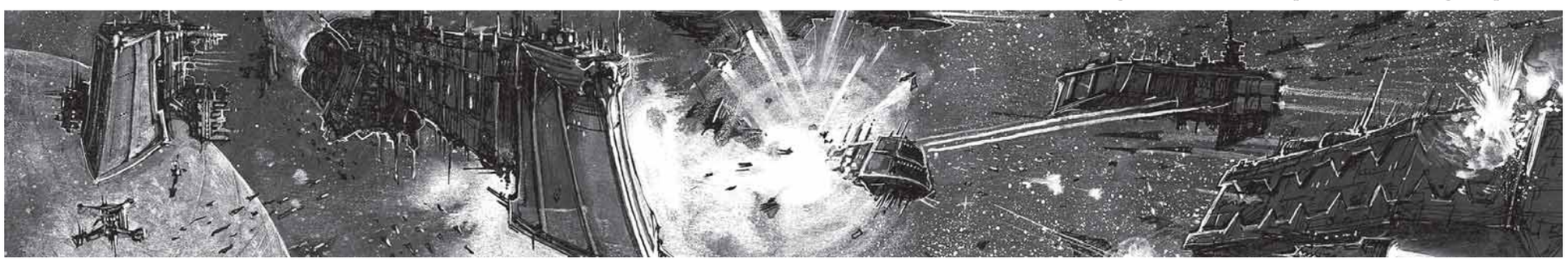
In scenarios involving transports, armed cargo ships earn 1 Assault Point for each turn it spends within 30cm of the planet edge.

Rogue Traders necessarily make use of a wide range of freighters and other cargo ships to transport their wares back to Imperial space. Such is the danger which Rogue Traders face on their journeys into wilderness space, or even beyond the Imperium's borders, that they will commonly upgun their cargo ships where capacity permits. Such alterations are rarely permanent, and Rogue Traders will often abandon some of their escort's weaponry to make space for more lucrative cargoes as and when they chance upon it, but where a Rogue Trader's business calls for him to actively engage in combat, armed cargo ships are likely to be a common feature of his personal escort.

An incredible variety of different vessels are used as armed cargo ships, but such is the limited space, power supply and support systems of the vessel that no matter what their original design most are likely to bear the same simple arrangement of weaponry, turrets and shields. In fact, the crew of an armed cargo ship are likely to be the same merchant sailors responsible for its operation even when unarmed, and so the weapons with which the vessel can be equipped are limited to those which the crew can hastily be trained to use.

Representing Armed Cargo Vessels

Armed cargo vessels represent a variety of specialised merchant transports with upgraded engines and modified armament. You should feel free to use any freighter or clipper type ship with a few additional guns stuck on it to represent armed cargo ships.



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RECOMMISSIONED VESSEL . . . . . 30 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery	30cm	2	Left/front/right
Prow Torpedoes	30cm	2	Front

Rogue Traders being the opportunistic individuals they invariably are, it is not uncommon for them to 'acquire' old Navy vessels which have either been de-commissioned or relegated to a segmentum's reserve fleets. Such vessels are typically in rather poor condition, though it is well within most Rogue Traders' means to refit a vessel (sometimes using systems and technology quite unlike the vessel's original components) and restore it to service.

Recommissioned vessels are especially useful to Rogue Traders since they often provide access to torpedo tubes (a weapon system rarely found on other vessels available to a Rogue Trader). An experienced crew is needed to man a true warship such as this, and so to utilise a recommissioned vessel a Rogue Trader will find it necessary to hire mercenaries, retired sailors or even deserters and mutineers.

AUXILIARY VESSEL . . . . . VARIES

Rogue Traders will commonly ask for the use of a fleet's vessels as part payment for their services, and on occasion may even retain the vessels permanently. Most admirals are more than happy to have a ship or two of their own acting in concert with any Rogue Traders in their employ, not least because they are likely to trust their own escort crews rather more than they trust the Rogue Traders.

Notes: Up to half the escorts in the Rogue Trader escort squadron may be vessels picked from the Escort section of your own fleet list, at the normal cost. So, if you include a Rogue Trader cruiser in an Gothic Sector Imperial Navy fleet, up to half the Rogue Trader escorts (up to 3, basically) can be chosen from the same Gothic Sector Imperial Navy fleet list, at the normal points cost.

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EMIL VAN VENKMAN – ROGUE BOUNTY HUNTER

A NEW DESPERADO CHARACTER IN INQUISITOR, BY GRAHAM MCNEILL

A figure of dark legend and endless speculation, Emil van Venkman is either one of the most feared bounty hunters in the galaxy or a name by which the forces of justice cow their foes and force them into flight. Graham McNeill explores the mysterious tales surrounding this enigmatic figure.

Of the history of this rough and ready killer, little is known for sure, though it is believed that he hails from the ravaged planet of Epsilon Regalis, that ill-fated world made famous by the bloody pogroms unleashed by the dreaded Witch Hunter Tyrus. Legend has it that van Venkman's family were among those rounded up in the terrible purges instigated after the Inquisition's discovery that the planet's ruling elite harboured Warp-spawned abominations and that it was the young van Venkman who denounced them. There exist records of a young man with the same surname who marched with Tyrus's army of fanatical zealots and who assisted him in his merciless, but necessary, work and it is thought that this young man and the notorious bounty hunter are one and the same.

"Two for the price of one"

When Tyrus left Epsilon Regalis, it is suspected that Emil van Venkman went with him, the prospect of continuing the good work against heretics, mutants and rogue psykers too great a lure to resist. As part of Tyrus's most trusted retinue, van Venkman was privy to some of the most terrible truths imaginable, and his obsession with punishing deviants throughout the galaxy grew with every pyre lit and every excruciation administered. Upon the blighted hive world of Orphidia Delta, van Venkman was to part company with the Witch Hunter, his path taking him a very different route from his former master. As the Witch Hunter's pogroms had become more extensive and far-reaching, there grew fewer and fewer instances where van Venkman's skills were required, and thus, van Venkman struck out on his own to better pursue his personal goals.

On Orphidia Prime, van Venkman soon established a reputation as a brutal killer who achieved his ends by any means necessary, hunting down those who trucked with dark magicks and forbidden ways. Indeed, it is questionable as to whether he actually severed his ties with the Inquisition at all. His expertise in unusual cases, where no mundane explanation was easily reached, spread to those inhabitants of the hive who had need of such skills, but could not legitimately go to the traditional means of law enforcement. Not for van Venkman the hunt for a debtor or the running to ground of a runaway prisoner, but only cases of extraordinary occurrences, freak events and mysterious deaths. During the hunt for a vampiric fiend stalking the lower hives, van Venkman discovered it to be a daemonic host-being summoned into existence by the accidental dabblings of a psychically attuned shaman. Not only did van Venkman destroy the summoned monster, but he hunted down the shaman and executed every last one of his clan. This encounter cemented van Venkman's

The bounty on the alien scum was about to be collected...

reputation, and it was not long before other members of the Inquisition who had need of his services on Orphidia Prime contacted him and engaged his services.

It is rumoured that van Venkman has since travelled throughout the local sub-sectors and beyond, employing his specialised skills in the service of various paymasters. However, the truth of this is debatable. Why would the Inquisition would go to such lengths to procure the services of one man when they can requisition whatever aid they need from whatever planet they are on? Perhaps it is the legend of such a feared hunter they require, or perhaps it is indeed this one man whose deadly skills and knowledge they require.

There have been many instances where the intervention of a man claiming to be Emil van Venkman has been recorded, though no corroborating information exists to confirm each event. If these stories are true, then he has taken part in the apprehension and slaying of some of the most infamous heretics in the sector: the burning of the Catalase Hive, the apprehension of Jurtoe Dreadclaw, the killing of the Beast of Graia and last, but not least, the decapitation of the Archfiend of Urthwart. It has not escaped the notice of scholars of such nefarious individuals and cults that these worlds are many thousands of light years apart, some in fact on opposite sides of the galaxy.

Needless to say, this all fuels the myth of the rogue, daemon-slaying bounty hunter and wherever he is said to walk, the foes of Mankind tread warily, ever watchful of the shadows at their back for fear they contain the sinewy form of a bounty hunter come to claim their scalp.

Author	*Graham McNeill works in the games development department here at Games Workshop HQ.* *If he's not writing about Inquisitor characters then it's about 40K or working on the next of his best-selling novels.*
Further Information	*The Inquisitor Bounty Hunter can be purchased through the usual direct sales routes. See the How to Order section for more details.*
More Inq	*Turn to page 28 for Avicenna's Warband.*
Website	*www.Exterminatus.com*

Desperado Emil van Venkman

Equipment: Flak armour to arms, legs and head, carapace armour to chest, automatic combat shotgun with 3 reloads, master-crafted autopistol (counts as a normal autopistol, but with a Range category of E) with 4 reloads and 6 silver bullets (which count as dumdums against Daemonic characters), knife, Blessed Book (Pentagrammic Wards), 1 plasma grenade and 3 frag grenades, re-breather, The Manifesto (see below).

Special Abilities: *Ambidextrous; Blademaster; Deadeye Shot; Fast Draw; First Strike; Gunfighter; Quickload.*

New wargear: ***The Manifesto.***
The contents of this mysterious document are unknown, but those to whom it is shown never speak of what they have read. One per game, van Venkman may show the Manifesto to an Imperial character (GM's discretion) and for the rest of the game, van Venkman counts as having the Persuade skill towards that character (see the Inquisitor Annual 2004 for details of this skill).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Emil van Venkman	69	74	63	58	71	74	74	84	54

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CONVERTING THE MASSES

by Neil 'Mad Converter' Roberts

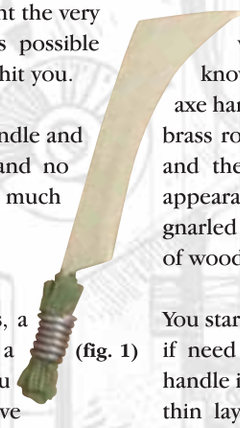
In this short article, neil Roberts shows us how to make great hand-weapons easily from scratch.

There are two parts to each weapon; the bit you hold (the handle) and the bit you stick into your enemy (the head). At the most basic level there are three types of head – sharp, edged and blunt as seen in spear, sword and mace, for instance. There are likewise three types of handle – short, medium and long. Short and medium represent one and two-handed weapons while long handles represent the very intelligent idea of putting as much distance as possible between yourself and the person who's trying to hit you.

There are exceptions to the above (a staff is all handle and no blade, and a throwing dagger is all blade and no handle) but look at it this way – only half as much weapon to sculpt! There, doesn't that feel better?

TOOLS AND MATERIALS

The basic tool kit consists of a pin drill and bits, a sharp hobby knife, your standard sculpting tools, a pair of wire-cutters and various needle files. If you have an electrical hobby drill with a set of abrasive and cutting heads, all the better, but they're not essential. All the examples you'll see were done with the basic kit. I use two sculpting tools, by the way. For modelling putty I use an old dentist's tool which I've never seen anywhere else but which is similar to the GW sculpting tool, while for Green Stuff I use a Wax 5 professional sculpting tool.



(fig. 1)

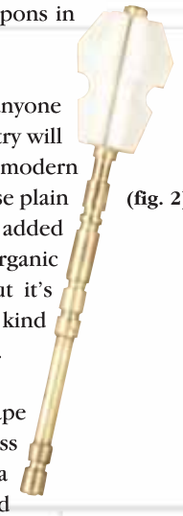
I recommend cleaning your tools thoroughly before using with different modelling compounds. The list of materials is slightly longer. Various thicknesses of plasticard are nice, but you can get away with just one thin grade sheet for most projects. Brass tubing, the types that fit nicely into each other like Russian dolls, for some weapon types is essential for. Masking tape often gets used, as does steel wire from my local fishing tackle shop. For glue I don't bother with plastic glue, only superglue, and I round out my materials with some scrap copper wire, fuse wire, solder and, of course, modelling putty and Green Stuff.

Realistically whatever does the job can be considered part of your materials. I've used everything from plastic BBs to children's toys, jewellery to electrical components.

HANDLES AND HAFTS

High tech hafts and handles are the easiest. If you look at the mace you can see that there is a central core of brass rod. From the brass tube that fits snugly over this rod I cut several rings of various lengths and then glued these into place leaving gaps to make both interesting variations on the haft and also the section that would be held. Originally I wrapped that section with a thin ribbon of masking tape cut for the purpose and wrapped as you would a bandage. Unfortunately this didn't look as nice as I'd hoped it would, so off it came, but I have used it on other weapons in the past.

Wooden hafts are my favourite, as anyone who's seen my Golden Demon 2003 entry will know. Smooth wood, as on a spear shaft or modern axe handle, is mostly in the painting so I just use plain brass rod for this. Small lumps of Green Stuff added and then smoothed out can give a more organic appearance, especially on a rounded end. But it's gnarled wood that I most enjoy sculpting, the kind of wood that still has bark over its twisted core.



(fig. 2)

You start off with a rod or wire core (bent to shape if need be as you can see from the bladeless handle in the examples) around which you put a thin layer of Green Stuff. When this is cured wrap another layer around the section you wish to sculpt, let it harden a little and then draw parallel lines down it with your sculpting tool – it's that simple.

Okay, not quite. There are some things that you can do to make it more interesting. Wavering the lines and varying their thickness for instance, just like with real bark, helps give the weapon some character. I also add splits to the bark, prising the sculpted lines apart and easing the point under the edges to lift them up slightly. In this way you can see the wood inside and, again, it adds character.

There's nothing to stop you doing a whole haft like this, but I like to vary texture wherever I can.

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I wrap fuse wire or solder wire around some sections as you can see on the handle of the hooked knife. Thin cloth, as I've previously said, I do with narrow strips of masking tape but heavier cloth and leather strip are sculpted on. While the Green Stuff is fresh I use the blade of my Wax-5 to mark out the edges of the cloth or leather strips. When the Green Stuff has cured a little and isn't as soft I use the rounded end of the tool to push the centre of the strip down slightly and the blade to sharpen the outside edge. Again, it's practice that make perfect here, but you can see the end result on several of the examples shown.

One more thing – knots. I add little blobs of Green Stuff which I then trim into rough triangles for the body of the knots, but I leave the trailing ends of cloth until after I've added the weapon to the figure because gravity effects how they would hang. Often I'll sculpt these trailing ends on a ceramic tile, pop them off when they're cured and glue them into place.

BLADES AND HEADS

There are two ways I make blades: either with thin or thick plasticard. At the most basic level you cut out the desired shape and then sharpen it. It's that easy.

For narrow blades, like sabres or daggers, carefully mark out the basic shape on a sheet of thick plasticard (I use some 1.2mm thick sheet). Cut around it leaving a margin outside the marked area and then trim it carefully to shape using your sharp knife. You now have a very blunt blade. Using one of your rougher needle files, draw it diagonally along the blade, starting to sharpen the edge of the 'blade'. Keep turning it over while you do this so that each side is sharpened evenly and the blade is symmetrical. When you have the basic edge roughed out use a finer file to smooth it to a finished point. I warn you now that your first blade will be rough and uneven, fit for a cultist or a bodyguard, but not a noble Inquisitor. Practice makes perfect. Of course you can also use your files and knife to notch and distress a pristine blade if you want – it all depends on the character you're arming.

If you don't have any thick plasticard than use thin sheet and thicken it. It's tempting to make up a sandwich of plasticard by gluing sheets together, but the bond often won't survive the sharpening process if you use superglue and if you use plastic glue it deforms the sheets. Instead I use modelling putty, adding a thin layer to each side of the plasticard and letting it cure. The bonus with this option is that during sharpening I know when I've reached the centre of the blade. That's when I uncover the plasticard.

This is exactly the same technique that I use for broad blades such as the long hooked knife **(fig. 1).**

Shaped heads, like axes or the primitive cutting spear in the examples, are just a variation on this theme

Last but not least, are blunt headed weapons. Rocks bound onto sticks aside, there are several types of blunt weapons. A staff is all handle and no head, a maul is also essentially a haft with no head – a short staff if you will – and can be made by adding a few studs to the handle you've already made. Club? Big stick – again just a modified handle. That leaves my mace.

The most notable feature of my mace is the vaned head. This looks hard to do, but was really quite easy, just time consuming. I marked and cut the same basic shape six times from thick plasticard, smoothed the back and ends of each and then taped them together into one very thick chunk of plastic with one very irregular and rough face. I marked the shape of the leading edge I wanted on the top of the 'block' and then used my pin drill, knife and files to carve it to shape. Once shaped I just removed the tape and smoothed off a few rough edges. Voila – six vanes. These were then glued into place on the preconstructed haft. **(fig. 2)**

(fig. 3)

Lastly – hammers. I've never made one, but if I did I would go about it the same basic way as I made the technological haft, with telescoping brass rod. Add a face plate made from plasticard, attach it to a haft and bingo – one hammer much like Preacher Josef's. A primitive hammer-head could be made as a sculpted rock which is then attached to a 'wooden' haft – it's your choice.

LAST STEP

Once you have both handle and head just glue them together, pinning them wherever possible to give them strength. And that's it. You can also see two variations on the themes above in the examples I've done – a bone knife with leather covering on the handle (which, with its separate strands of stitching, is more sculpted than any weapon I've done before) and a muck rake. **(fig. 3)**

It was late at night and I was watching 'Monkey' on TV – I make no excuses. Anyway, until next time, it's over to you. Time to arm the masses…

Author	*Neil Roberts hails from sunny Cornwall. He spends his days walking idyllic coastline and making 'mad' conversions to Inquisitor models.* *Look out for more of Neil's conversions in a future issue.*
Further Information	*Green Stuff can be purchased from most hobby and Games Workshop stores. Brass wire and plasticard can be purchased from all good art & craft shops.*
More Inq	*Go to page 48 for the Bounty Hunter Masterclass.*
Website	*www.Exterminatus.com*

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BFG Q&A

Your Questions Answered...

By Matt Keefe, Nate Montes & Bob Henderson

This list of rule clarifications answers nearly all of the Frequently Asked Questions that have come up on Game Workshop's BFG Forum as well as the Yahoo group BFG-List. This list supersedes that which appeared in Warp Storm and the 2002 Annual. Due to limitations of space, race specific Q&A are omitted for the time being, but are available on the Battlefleet Gothic Website, and will appear in a future issue.

LEADERSHIP

Q: What is the maximum Leadership a ship can have?

A: *Under no circumstance can a ship's Leadership be modified higher than Ld10. Eldar Admirals, Chaos Lords and other Leadership bonuses can never modify a ship's Leadership above 10. Any 'excess' Leadership is lost. Any Leadership modifiers which occur during the game apply to this base Leadership of 10.*

Q: What happens if a ship's Leadership reaches 0 or 1? It's impossible to pass Leadership tests with such low Leadership, so what happens?

A: *Any ship or squadron that, through a combination of effects, is reduced to Ld1 or less can no longer shoot and can only attempt to disengage or move toward the closest table edge.*

Q: My admiral and his flagship have different Leadership values. Which do I use?

A: *A ship with an embarked Admiral, Warmaster, etc. has its Leadership superseded by that of the embarked fleet commander. This includes circumstances where the Fleet Commander has a lower Leadership than the ship he is embarked on!*

SPECIAL ORDERS

Q: When are special orders declared? When should I roll my Command checks?

A: *Special orders are declared before the movement phase by choosing a vessel, declaring the order and making a command check, repeating this over and over until a vessel fails its command check or all desired vessels have their special orders.*

Q: Can a ship be on more than one special order at a time?

A: *No. A ship can never be on more than one special order at a time unless specifically described otherwise in its special rules, such as a Ramilies Star Fort.*

Q: When a special order halves a ship's armament, does this affect ordnance as well?

A: *Brace For Impact is the only special order that halves a ship's ability to launch ordnance, provided the launching vessel is already reloaded. All Ahead Full and Burn Retros halves firepower and lance Strength but not torpedo or attack craft launch capability.*

Brace for Impact

Q: When can I Brace for Impact?

A: *Brace For Impact special orders can be undertaken ANY time a ship faces taking damage, but before resolving that damage. As soon as you or your opponent declares an action which could damage your ship (enemy shooting at it, enemy ramming it, using the ship to ram – anything!) you should declare your intention to Brace for Impact and make a Command check. If succesful the ship goes onto Brace for Impact special orders, replacing any other speical orders the ship may currently be on (a ship that successfully reloaded is still reloaded). Then resolve the shooting/ramming/boarding or whatever as normal, giving the Braced ship the benefits described.*

A ship that fails to Brace For Impact cannot attempt to Brace again until the event which the attempt was declared in response to is resolved completely, finishes causing damage, completes its attacks and suchlike. A ship can, however, make a further attempt to Brace for Impact before the next ship, squadron or ordnance wave attacks it, or another potentially damaging event comes its way.

A ship on Brace for Impact may also attempt to save critical hits from hit-and-run attacks. Roll the hit-and-run attacks as normal, discarding any that fail. After that make a save against each succesful critical in the normal manner. Any which are not saved take effect as usual.

Q: If I Brace for Impact with an escort squadron, how do I halve the armament?

A: *When escort squadrons are braced, the whole squadron adds its firepower and weapon Strength together and divides it in half (rounding up).*

Q: Does Brace for Impact halve the number of turrets a ship has?

A: *No. Turrets are completely unaffected by Brace for Impact.*

Come to New Heading

Q: If a capital ship is under Come to New Heading special orders, can it make both turns at the same time?

A: *No. Capital ships under this special order must move their minimum distance before turning for BOTH their turns. For example, an Imperial cruiser must move 10cm, turn, then move an additional 10cm before turning again.*

Standby

Q: Can a ship on standby shoot/Brace for Impact/use its turrets/whatever?

A: *Any ship described as being on standby may not move, fire weapons or launch ordnance. It may however attempt to Brace and repair critical damage. Turrets and shields work normally.*

Reload Ordnance

Q: If I roll a double when Reloading Ordnance, can I re-roll it using a Fleet Commander re-roll? What about if the double was a succesful Command check?

A: *You may use a re-roll (if available) to roll the special order again if you roll a double, even if the double roll passed the Leadership check. The second roll stands.*

Re-rolls

Q: If I use a re-roll and don't like the result, can I use another re-roll?

A: *Only one re-roll can be spent on a vessel per turn. In other words, if a vessel fails a Leadership check and then fails a re-roll, another re-roll cannot be expended on it for the same vessel that turn even if more re-rolls are available.*

MOVEMENT

Q: If a cruiser moves forwards 10cm in a straight line during my Movement phase, can the cruiser turn immediately at the start of the next Movement phase, since the prior move was 10cm in a straight line?

A: *No. A ship can only count forward Movement made during a given Movement phase before turning. In other words, a cruiser that moves straight ahead at least 10cm without turning in a Movement phase cannot count that Movement to immediately turn in the next Movement phase.*

BLAST MARKERS

Q: If a ship moves through more than one Blast marker, does it suffer -5cm for each Blast marker?

A: *Movement through Blast markers reduces speed by a total of 5cm, regardless of how many are moved through in each Movement phase.*

Q: My ship has a Blast marker on the back of its base, and moves forwards, away from the Blast marker. I'm not moving through it, so is my ship still affected?

A: *Yes! Blast markers affect Leadership, movement, shooting and ordnance regardless of where the Blast marker actually contacts the ship's base. If a ship has a Blast marker anywhere on its base, then it will be subject to all the described effects for Blast markers no matter, no exceptions.*

Q: Can I stack up the blast markers when I place them on a ship?

A: *No. Blast markers can never be stacked for any reason. Spread them around the base.*

Q: A Blast marker is placed on my opponent's cruiser when I shoot at it, but the size of the Blast marker means that the marker also lies over a nearby ship's base. Is this ship also affected by the Blast marker?

A: *No. You should make sure you always place Blast markers so they do not touch the bases of ships nearby. Ships in base contact, however, can be affected (see next question).*

Q: My opponent has some of his ships in base contact with each other when I fire at one of them. Do I place the Blast marker so that it touches the bases of all these ships? Does the Blast marker affect all of the ships?

A: *The Blast marker affects all ships in base contact with the target vessel. Where possible place the Blast marker so that it touches the bases of all affected ships as a reminder, but where this isn't possible remember that all ships in base contact with the target vessel are still affected. It's only possible to place a Blast marker in base contact with three ships at a time, though it is possible that more ships than this will be affected, so remember which was the original target vessel.*

Q: My cruiser has two shields and is in contact with two Blast markers, meaning it has no functioning shields. It moves through these Blast markers, does it risk suffering damage?

A: *No. A ship only risks damage from being in contact with Blast markers if it suffers a Shields Collapse critical damage or if the vessel does not have shields, such as Eldar. Ships with shields overloaded by taking fire but are otherwise functional do not risk taking damage on a D6 roll of 6.*

SHOOTING

Q: I want to shoot at my opponent's torpedoes (30cm away) but he also has a cruiser (25cm away) within range of the same ship. Do I have to take a Leadership check to ignore the ship?

A: *No. A ship electing to fire at ordnance does not have to make a Leadership check to ignore closer targets, nor does it have to make a Leadership check to ignore enemy ordnance if it is the closest target. You can consider ships and ordnance to be*

two different types of target which may be targetted freely, regardless of the presence of the other.

Q: My enemy has a cruiser (30cm away) within range of one of my ships, but also has some torpedoes (15cm away) within range. Do I have to take a Leadership check to ignore the torpedoes and shoot the ship?

A: *No. You may freely ignore ordnance in order to shoot at the closest ship. Shooting at any other ship would require a Leadership check as normal. See above, since it's a similar question.*

Q: What happens if modifiers move my shooting off the edge of the gunnery table?

A: *This can't happen. For all weapons with a firepower value, no target aspect or modifier can adjust shooting beyond the far left or right columns on the gunnery table. Any modifiers which would take the shooting beyond these boundaries are ignored.*

Q: My ship/squadron has a total firepower greater than 20. How do I use the gunnery table?

A: *If a combination of ships in a squadron has a firepower value greater than 20, look up 20 and the remaining firepower values separately and add them together. For example, a squadron of two Carnages can have up to firepower 32 in one broadside, or firepower. These would be calculated as a firepower of 20 amd a firepower of 12 on the Gunnery chart, with the totals then added together.*

Q: The rulebook says weapons batteries can split their firepower, but can lances?

A: *Yes. Ships with multiple lances in a given fire arc may split their weapon strength between targets but must still make a Leadership check to fire on any target besides the closest.*

Q: I am shooting at a ship which has been forced to stand still. Does target aspect still matter?

A: *Not exactly. When a ship is forced to stand still, it counts as being targeted as defences. In high orbit, where ships have more control over their movement, only ships which move at least 5cm avoid being targetted as defences in this way.*

Special Weapons

Q: My Nightmare Field/Star Pulse Generator/whatever affects a whole area. I don't need to see the target so are these weapons affected by holofields/blocked lines of sight/etc?

A: *No. Some weapon systems such as the Necron Nightmare Field and Star Pulse Generator are area-effect weapons that do not aim nor are directed at a particular target. Such weapons or effects are not blocked by line of sight obstructions such as hulks, minefields or celestial phenomena, nor can they be saved against by holofields. Chaos Marks that affect nearby ships in a similar manner are also not affected by such obstructions, nor are catastrophic events such as warp drive implosions, solar flares, etc. As a rule of thumb, if a weapon/effect affects all ships within its given range, rather than allowing you to pick a particular target from them, then it can be considered 'area effect'.*

Critical and Catastrophic Damage

Q: My ship has suffered the Engine Room Damaged critical three times then manages a repair roll. Does this repair all instances of the Engine Room Damaged?

A: *No. Critical hits that can be repaired are cumulative; meaning ships that take a multiple number of the same critical damage must repair all incidences of that critical damage before the system is fully operational.*

Q: My ship has already suffered a Shields Collapse result, then suffers another. This damage can't be repaired anyway, so is the second result ignored?

A: *No. Critical hits that cannot be repaired such as Shield Collapse only count once. Subsequent instances of this damage instead move to the next higher applicable critical damage.*

Q: Can a hulk still use its shields/holofields/shadowfields?

A: *No. Ships that are reduced to zero hits and become hulks no longer have shields, holofields or any other similar mechanism.*

Q: Do the turrets on a hulk still work?

A: *No, not in any way. Bombers do not have to roll against a hulk's turret value to determine number of attacks, just roll the dice straight.*

Q: Can I shoot/board/otherwise attack a hulk of my own ship? Everyone on there is already dead aren't they?

A: *No, you can't. Hulks cannot be fired upon or boarded by friendly vessels or ordnance in an attempt to deny victory points to the enemy or induce catastrophic damage. As Necrons actively strive to deny their advanced technology to other races, they are exempt from this rule.*

Q: My nearest target is a hulk, do I have to pass a Leadership check to ignore it?

A: *While enemy ships can choose to fire on a hulk, they do not have to pass a Leadership check to ignore one if it is the closest target.*

ORDNANCE

Q: If I launch a wave of Ordnance markers, can I stack them one on top of each other?

A: *No. Ordnance markers in a wave must be spread in base contact and cannot be stacked.*

Q: If I shoot at a wave of ordnance or salvo of torpedoes and score a hit, how many individual markers are removed?

A: *All of them. Ordnance waves or salvoes that are hit by direct-fire weapons (such as gunnery or lances) on a roll of 6 remove the entire wave or salvo, not a single torpedo or Attack Craft marker.*

Q: My ordnance wave moves through three different Blast markers during its move. Do I need to test each time for damage?

A: *No. Ordnance waves forced to move through multiple Blast markers in one Ordnance phase are only required to test one time against being removed on a D6 roll of 6.*

Q: When does ordnance attack?

A: *Ordnance attacks are always resolved immediately, including in the Movement phase when a ship moves into enemy ordnance. This also allows small torpedo salvoes to be used to clear the way of enemy fighters in the Ordnance phase so that larger salvoes can get through, etc.*

Q: If ordnance moves into contact with a target, does it have to attack it?

A: *Yes. Ordnance markers must always attack the first ordnance or vessels they come in contact with (when applicable). In other words, a fighter squadron may not ignore a small torpedo salvo in contact to attack a larger one nearby, or an attack craft wave may not ignore an escort in contact to attack a nearby cruiser.*

Torpedoes

Q: My torpedoes have a re-roll to hit, but their target has already been destroyed. Do I have to re-roll?

A: *Yes. Torpedoes that have an automatic re-roll to hit must use their re-roll to hit a target, even if that target was already destroyed by other hits generated in the same salvo.*

Q: Can torpedoes ignore hulks? Do torpedoes have to attack hulks when they move through them or can they sense that they are already 'dead'?

A: *Torpedoes do not normally ignore hulks in their line of movement (and must attack if they do move through them). Boarding torpedoes may do so, and guided torpedoes may be steered away from them.*

Attack Craft

Q: The rules say attack craft can turn freely in their move. What does this mean?

A: *Attack craft can make as many turns as desired in the course of their movement. They are assumed to be able to avoid or ignore closer targets or obstructions unless the course of their movement unavoidably brings them in contact, such as Blast markers or celestial phenomena.*

Q: My bombers/assault boats completely destroy their target ship before I have made all my attacks. Do the bombers/assault boats get to carry on moving like torpedoes?

A: *No. An assault boat or bomber wave that destroys a ship expends the entire wave and is removed, even if individual markers have not yet rolled their attacks.*

Q: I have a squadron of fighters on Combat Air Patrol, but the ship they are with moves away during the movement phase. Can my fighters stay on CAP? Can they stay with the ship?

A: *A fighter or wave of fighters on CAP may elect to move with its ship in the Movement phase (thus remaining in base contact) to intercept ordnance that may be in its way, but if it does so it may NOT then move in the ordnance phase. In other words, no double moves. Fighters on CAP then stay on CAP for that turn unless removed.*

Q: I have multiple attack craft performing Combat Air Patrol on the same vessel, but I didn't launch them as a wave. What happens?

A: *Multiple attack craft markers forming CAP in base contact with a vessel are for all intents and purposes treated as a wave. When encountering Blast markers, roll once per Blast marker for the whole wave, not per squadron marker.*

Q: I convert my bombers to torpedo bombers, but some of them also acted like fighters. What happens?

A: *Attack craft that function as both fighters and bombers lose their fighter ability when converted to torpedo bombers and have their speed reduced by -5cm.*

Q: My ship masses turrets with those in base contact, gaining +1 turret for each ship in base contact. It is then attacked by bombers. Do the extra turrets count against the bombers when they make their attacks?

A: *No. The additional turrets only allow you to make additional attempts to shoot down the bombers as they come in.*

Q: My Thunderhawks/Mantas/Eldar Fighters/etc have a 4+ chance of remaining after they attack. Does this mean I can go on and attack other targets with them? Do they get this save against subsequent targets?

A: *Attack craft that are "resilient", meaning they have a 4+ Save against other ordnance such Thunderhawks or Eldar fighters, can only attempt this*

save once per Ordnance phase, whether attacking or being attacked. Even if they roll a 4+ to remain in play, they have to stop movement where the ordnance interaction took place.

Q: If bombers or assault boats that have this save use it to survive against fighters in CAP (meaning they are already in base contact with a ship when stopped by the fighter), they can still attack the targeted vessel.

A: *Bombers escorted by fighters get a bonus to their attacks. If I include fighters in a wave of assault boats is there a bonus? Is this allowed?*

Fighters can escort a-boats in a wave in the same manner that they can escort bombers, though they offer no bonus to a-boat attacks.

RAMMING, BOARDING & BASE SIZE

Q: Defences have no aspect. How do I tell if the defence is prow on when ramming them?

A: *When ramming defences, they always roll their full number of starting HP to damage the ramming ship as if prow-on, as defences are more solidly built than ships are.*

Q: Can I ram more than one ship in my Movement phase?

A: *No. As Battlefleet Gothic is a 2D representation of 3D space, a ship cannot attempt to ram more than one ship per Movement phase, even if multiple enemy vessels are in its range of movement.*

Q: If ramming, do I have to ram the nearest ship?

A: *No. As ramming already requires a dedicated Leadership check, a ship does not have to make a separate Leadership check to ignore closer targets to ram one further away, just as attack craft do not have to do so to attack a given target.*

Q: I am ramming and have enough movement to get into base contact with the target, but not enough to move through the stem of its base. Have I missed?

A: *No. While movement when ramming is measured stem to stem, contact when attempting to ram is determined by base-to-base contact. If any part of the ramming ship's base contacts any part of the rammed ship's base in the course of its movement, the ram is considered to be successful.*

Q: After ramming, can I stop moving so that I stay in base contact and board the same ship later on?

A: *When ramming, the ramming vessel must move its FULL distance, including any extra distance moved for being All Ahead Full. While a ramming vessel may later attempt to board or shoot, it may only attempt to board a vessel if it ends up in base contact with one at the end of its full movement.*

Q: What size base do grand cruisers go on?

A: *Imperial and Chaos grand cruisers use a large size base. Any vessel can elect to use a large base and is considered to have tractor fields for free.*

HIT-AND-RUN ATTACKS

Q: My cruiser has a Mark of Nurgle, so cannot be boarded. Do hit-and-run attacks against it always fail?

A: *No. Ships that cannot be boarded (such as Chaos vessels with the Mark of Nurgle) are NOT automatically immune from hit and run attacks.*

Q: Some races get a bonus to their attacks. Does a roll of a 1 still fail?

A: *Nope. Fleets that benefit from a +1 bonus to their hit-and-run attacks roll a 2 to 7 on a D6, meaning they will never fail to inflict some damage on their target. Only a score of 1 after all modifiers have been applied is a failure.*

DISENGAGING

Q: Can a ship disengage by simply leaving the table?

A: *Yes. A vessel that moves off of the table edge during play for any reason counts as being disengaged.*

Q: If one ship in a squadron accidentally moves off the table edge, does that ship alone count as disengaged?

A: *No. If any one ship in a squadron disengages, the whole squadron must then immediately and in subsequent turns attempt to disengage. Regardless of whether they manage to disengage or not by the end of the game, they will count as having done so at the end for purposes of Victory Points (which will also take into account their level of damage when they disengaged/at the end of the game).*

This applies to any squadron, but in particular it prevents an escort squadron from disengaging one or two vessels to keep Leadership or Victory Point benefits, then pushing the rest of them in a suicide run at the enemy.

Q: How many Victory Points do I get for my enemy's disengaged squadrons?

A: *A ship that disengages counts as 10% destroyed, or 25% destroyed if it is crippled. This is NOT in addition to the 25% Victory Point value if it remains on the table at the end of the game but is crippled. A player only earns 50% Victory Points (+1 renown) if the ship remains as a hulk on the table and the winning player holds the field as described on p.66 of the rulebook.*

SQUADRONS

Q: I have a squadron composed of ships with different Leadership values, which score should I use?

A: *Before the start of a game, escort squadrons make a single roll to determine Leadership for the entire squadron. Capital ships may roll their individual Leadership separately, but capital ship squadrons must be deployed and declared as such before the start of the game. A capital ship squadron assumes the Leadership of whatever surviving vessel has the highest Leadership.*

Q: If I pass a Leadership test can I ignore the nearest ship in the squadron and pick another target within it?

A: *No. When shooting at squadrons, a Leadership test cannot be used to pick out individual ships in a squadron; only the closest vessel can be targeted. This does not apply to ordnance, which can target and ship in a squadron they can hit.*

Q: Do special orders affect ships in a squadron separately?

A: *Nope. Vessels in a squadron are all equally affected by special orders taken by any one ship in the squadron. For instance, when on All Ahead Full, only one roll is made to determine additional move distance for all the vessels in the squadron.*

CELESTIAL PHENOMENA

Q: How many times can a solar flare go off during a game?

A: *Solar flares now only occur once per game. Rolling multiple instances as celestial phenomena during set-up only means there is a higher likelihood one will occur, but only one will actually manifest itself during the game.*

Q: Can I shoot at a ship inside an asteroid field?

A: *No. Ships cannot shoot into or out of an asteroid field. However, opposing vessels that are BOTH in an asteroid field may shoot at each other if they are not braced or crippled, but all weapons are at half strength/firepower and have a maximum range of 10cm. Torpedoes and Nova cannon may not fire.*

Q: My ship is in a gravity well (free turn) but also on All Ahead Full orders (no turns allowed). Which takes precedence?

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

TRANSPORTS AND PLANETARY DEFENCES

Q: Can I squadron orbital defences?
A: *Yes. Orbital defences or ships that count as defences may be placed in squadrons, with 1HP defences grouped in up to six units and larger defences grouped in up to four.*

Q: Defence Monitors are listed as defences, but they are also ships. Do they have a Leadership?

A: *No. Vessels used as planetary defences such as Defence Monitors or system ships do not roll for Leadership or have a Leadership value just as other normal planetary defences do not. This means that they cannot take on any special orders, including Brace For Impact. However, as they are intimately familiar with the local area of space they operate in, they automatically pass any Leadership checks they are required to make, such as for navigating local celestial phenomena, etc. This does not apply for ships that are targeted as defences but otherwise are not normally restricted to planetary defences, such as Ork Roks, Kroot Warspheres, etc.*

Q: What happens to a heavy transport when crippled? Does it still count its transport capacity?

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

Q: What about special transports? They count half, so how does this work for Assault Points?

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

Mines

Q: Can ships move through minefields?

A: *Friendly ships may traverse a minefield normally. Foolhardy enemy vessels may attempt to do so using a Leadership check as when traversing an asteroid field. Remember the mines may well attack these enemy as they move!*

Q: Can ordnance move through a minefield?

A: *Attack craft can hide in a minefield the same way they may do so in an asteroid field (destroyed in a D6 roll of six). Torpedoes that contact a minefield are destroyed.*

And finally…

Remember that the minefield rules on p.37 of the 2002 Annual completely replace those in the rulebook. The changes are mainly as follows: mines are only activated in the owning player's Ordnance phase, escorts each add a +1 modifier to the dice roll to be detected, and each vessel detected only activates one mine vs. D3 mines.

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The Moot

Background for the land of the Halflings including rules for the Halfling Thief.
By Mark Havenor with additional observations on the little folk from Gav Thorpe

"...and that's how Frederick slew the horrible Ogre King, and saved Princess Mariella from a fate worse than death!". As he finished his tale, the unkempt old man sat back with a pleased smile on his face, obviously confident that he had thoroughly engaged his audience of a half dozen teenaged boys in the dim bar.

His audience seemed less convinced. "Enough of this fairy tale rubbish, old-timer. Tell us about some of the lands you've travelled. We'll not fill your cup for tales of stuff and nonsense... we want information!". This from a pock-faced youth with an unfortunate set to his jaw. His clothes were obviously hand-me-downs, as they buried his lanky form. He also wore a sword at his hip, but as well worn as it seemed, the storyteller doubted the boy knew how to wield the blade. Doubtless he had pilfered it, probably from a relative.

"Fine, fine young squire, what fabled lands do you wish to learn about?" asked the old man, with a last longing look at his empty pewter cup. "The mystical lands of far-off Cathay perhaps? The magnificent and deadly deserts of Araby? The storm-guarded isles of wondrous Nippon?"

With an excited look at his young and equally inexperienced companions, the pock-faced boy said in a hushed whisper, "Tell us about... the Moot!"

The storyteller looked surprised; this he had not expected. A young man with a head for adventure normally asked about lands far away, lands he had slim hope of ever reaching. Most of these 'adventurers' ended up as house guards for a fat local merchant, or town wardens if they showed particular promise. But the Moot... perhaps this group of hapless youngsters had a more practical bent... they might actually be smart enough to make their way after all. Those that survived that is, the old man thought grimly.

"Very well, young masters" said the old man, all signs of friendly good cheer gone from his face, "The Moot it is. Fill my cup and I will tell you all you could hope to know about the homeland of the wee folk known as the Halflings."

Overview

Mootland is the proper name for the land of the Halflings, and it lies between the provinces of Averland and Stirland in the Empire. It is a peaceful land of fertile valleys nestled between gently sloping hills. The climate is mild and water sources are plentiful, as the mighty River Aver runs directly through the province, with many small streams and creeks winding their way down to meet it. As a result of this, the Moot is blessed with beautiful scenery and fertile ground which is just as well due to the overall laziness of the inhabitants.

Mootland is the largest Halfling settlement in the Old World, having been granted to these diminutive people over a millennia ago by Ludwig the Fat, in recognition of Halfling service to the Empire. For, you see, before the influence of Halfling culinary arts, Imperial cuisine had been notoriously bad (in fact rumour has it that the Emperor's name before he had hired a Halfling chef had been Ludwig the Skinny and Grumpy!).

The Land

The presence of the Aver provides plenty of water throughout the province for irrigation and drinking water for the Halfling population. Many villages and farmsteads have sprung up along this great waterway over the years. The largest villages are Brandenberry to the west, Leedlton to the east, and Bogglewort to the north, near the Stirland border.

Other locations of note in the Moot are the Hornsby's Ferry crossing, the Ruins of Moldberg, and the Wailing Woods.

The one Aver crossing in the Moot is Hornsby's Ferry, which lies very close to the middle of the province. The ferry crossing is the only way across the river for 30 miles in either direction (something it is rumoured the Hornsby family has ensured over the years with acts of sabotage against any attempt to build a bridge or rival ferry crossing). The Hornsbys are well known for their willingness to cross the river at any hour and regardless of weather. However, they will charge dearly for the service, and the rates increase with the lateness of the hour or the inclemency of the elements.

The Ruins of Moldberg lie just north of Brandenberry. This area was once the holdings of a powerful lord of a bygone era, and it is rumoured that his spirit and the spirits of his soldiers still haunt the cold stones that are all that remain of Moldberg Keep.

To the southwest lie the Wailing Woods. While most woods in Mootland are very light and open, the Wailing Woods are the exception. Dense and dark as any forest of the Empire, the Wailing Woods are also rumoured to be haunted. Some experts in such matters claim that it's Elves in those woods making all the trouble, not spirits. In any case, travellers know to steer well clear of these woods if they want to keep their skins intact.

Finally, I should mention among places of interest that the Moot is home to several famous inns – the Dancing Dogs, the Hogshead Inn, the Laughing Ass, and the Scarlet Snake. If a traveller enters the Moot and does not visit as many of these inns as possible, he is doing himself a disservice. One will not find more comfortable beds (each has at least a few rooms with human sized furnishings) or more succulent meals at any inn in the Empire proper.

Society and Politics

Mootland is surrounded by Imperial provinces, and relies on the Empire for protection, but this land and its people are completely autonomous. Technically not Imperial citizens, the Halflings of Mootland have nevertheless always proven staunch allies. In fact, a detachment of Halflings (known as the Imperial Crows) serves in the Imperial capital, both in the local militia and in the Imperial household as chefs and manservants.

While the proper name of the land is Mootland, most citizens of the Empire refer to the land of the Halflings as simply 'The Moot', after their curious practice of governance by mass meeting. All important issues in a township are village are settled by a large public meeting of all the local citizens (usually held in the town hall, or the largest barn if no town hall exists). Most Imperial

Ruffians attempt to upset the smooth running of Horsby's Ferry

politicians would find these meetings quite anarchic, but the Halflings are quite happy with it, and I must say that their process seems to lack much of the infighting and behind-the-scenes manoeuvring that characterise Imperial politics.

Each village elects a village head, known as the Elder. Several times a year, District Moots are held, which involve only these Elders. These are somewhat more organised than a village Moot, but still involve government by committee. The chair of the District Moot is elected by a vote of all the Elders, and this individual holds the Halfling vote when it comes time to choosing a new Emperor. This is a powerful position indeed, as it is the only vote of the Electoral Council that the Emperor may not dispose of.

There is no proper capital of the Moot. The closest thing the Halflings have is the current District Moot host village, which is determined through a convoluted system that relies on such varied factors as the size of the local harvest, the village population (including all recent travellers), and the number of awards the village has taken in Imperial competitions that year.

Halfling society is mostly patriarchal, with males naturally assuming authority over the family. However, women are given a voice in decision-making, and in fact several prominent Elders have been female.

The People

Halflings are not bad folk, all things considered. However, they have several bad habits. They are naturally indolent – a Halfling would much rather be stuffing minced pies down his face (followed by copious amounts of beer) than putting in an honest day's work. Halflings are born collectors, and have a natural curiosity; these two factors combine to make the average Halfling quite prone to 'discovering' things. A traveller in the Moot will find after an extended stay that he's either several valuables lighter, or left a trail of dead and injured Halflings in his wake. Cartwheels (and in extreme cases, whole carts) have been known to go missing within a few minutes of the cart's owner popping inside a Halfling pub for a quick drink.

Halflings are greedy fellows (though nowhere near as bad as Dwarfs), and they also love to hoard things. In fact most Halfling dwellings have an entire room or two dedicated entirely to their 'treasures' – things the Halfling residents have picked up, usually ranging from items of actual value to worthless junk and shiny trinkets. These folk hate to throw anything away – even food scraps (such as they are) are fed to the dogs or pigs.

While the Moot on first glance would seem to be a land of beautiful hills and fields, where pastoral peace prevails, upon closer inspection a traveller will find that the situation is a bit different. A typical village consists of a collection of dilapidated structures badly in need of cleaning, and most with a slight lean to them, as there are no proper building regulations in the Moot. Young Halflings run wild among these buildings, along with a few dirty animals (dogs, pigs, chickens). The adult inhabitants will mostly either be found resting or eating one of the many meals they enjoy throughout the day. While a Halfling village will have several buildings above ground, these are the homes of the poorer families. The more well-off members of the community make their homes underground in vast burrows, though these homes are rarely any better kept up than their above-ground counterparts. In fact, the general Halfling carefree spirit is often even more prevalent among the burrows, as many a family intermarriage has been predicated by a Halfling male tunnelling through a wall into the neighbours' dwelling to find a willing female on the other side…

Halflings raise livestock and crops, much like humans. In fact, Halfling farmers are often quite adept at their craft (when you can get them into the fields), and the fruits and vegetables from the Moot are among the largest and most flavourful in the Empire. Halfling farmers don't often raise large animals like cattle, as cows are a bit large for them to

easily handle. However, sheep, goats, hogs, and fowl of all kinds are quite common. As with their crops, livestock raised by a Halfling farmer tends to be among the most tender and flavourful in the Empire. Whether this is due to their methods of farming or their culinary skills remains a mystery.

Halflings can also make skilled craftsmen, and often display a manual dexterity that is amazing in a people with fingers so small. The Moot is well known throughout the Empire for quality leather and tin goods, as well as small mechanical devices. The most notable craftsman in Halfling society is, of course, the chef. This is because of the importance Halflings place on their food. While the average Halfling is but the size of a child, he can eat much more than a grown man. In fact it is entirely normal for a Halfling to eat 5 or 6 large meals in a single day (and more on holidays).

Halflings have a good eye for distance and can often be found in the wild throwing stones and sticks at wild birds, squirrels, and pretty much any other fauna that look like they may make a decent stew. Halfling huntsmen are without peer in the rest of the Empire, and an ace Halfling bowman can shoot the eye out of a flying duck at 50 paces. If you can drag him out of the pub, that is.

Another skill that is common among Halflings is the ability to blend in with the background. A combination of small stature, gentle demeanour, and a lifetime of honing skills "collecting things" undoubtedly aid in this. Whatever the reason, one thing is sure – Halflings can remain unobtrusive if they wish. And none are more adept at this ability than the Halfling Rangers. The Rangers are a small force of not more than a few dozen hand-picked warriors that travel the borders of the Moot, constantly guarding against invasion by forces that would do their people harm. Travelling in packs of not more than three or four at a time, Halfling Rangers only gather in large numbers in times of dire need, such as an Orc invasion of the Moot.

Other than the Rangers and the small force stationed in the Empire's capital, the Moot has few professional soldiers. However, the entire province is well policed (as befits a province of people with such light fingers). It must be remembered though that the Marshals that do this policing are Halflings themselves: not only are bribery and corruption not uncommon, they are expected. Do not approach a Marshall with a complaint about a lifted purse unless you are willing to share half the contents with him should it be found.

There are few humans living in the Moot, but a fair number of Ogres find the region to their liking. While the two races might seem an odd pairing, they actually seem to get along well with each other. In fact most village Elders have one or two Ogres in his employ (which helps to give him the clout he needs to keep order over the boisterous but otherwise non-political Halflings of his village). Ogres seem to enjoy Halfling cuisine (in fact they are one of the few races that enjoy eating as much as Halflings do), and their Halfling neighbours are mostly smart enough to not lift any Ogre possessions. In fact Halflings rarely steal from their neighbours at all; most understand that unless they want to end up floating in the River Aver, it's best not to practice such habits too close to home.

In times of war the Halfling army is mustered; this army is a collection of the small detachments of professional soldiery, augmented by units made up of villagers hastily armed with spears or bows. These units of citizen militia are normally organised by village, and each is normally led by the village Elder or one of the area Marshals. Small units of Halflings who are particularly crafty and accurate shots (usually the best hunters of the region) are organised into small units of Scouts, sent ahead to gather information on and generally harass the enemy troops. A regiment of Ogre inhabitants usually reinforces this mustering as well. Many an enemy army has attempted to march into the Empire through the Moot, expecting easy going, only to be unpleasantly surprised by the resistance they encounter.

Halflings are often underestimated. This generally works to their advantage when they attempt to be stealthy, and it is usually a mistake made by those who do not know their true character. While they have their faults, Halflings are actually far less susceptible to suggestion or the corrupting influence of Chaos than other mortals. This is less due to strength of character than due to the fact that none of the Gods of Chaos supply things that Halflings really desire. They have no lust for power, are somewhat more resistant to disease than a normal human, have no love of war, and while they enjoy their fun, lack the human appetite for sexual deviance. While Chaos Cults seem to thrive under every flagstone in Imperial cities, you'd be hard-pressed to find even one Halfling cult in the whole of Mootland.

It is a rare Halfling indeed that desires to leave his village. Most that do tend to join the Rangers or the Imperial Crows. However, there are some rare individuals that are not content with this 'structured adventure'. These brave souls strike out when they are ready and seek their fortune outside their province. For there is great demand throughout the Old World for a clever individual with a head for subtlety, an ability to spot opportunity, and a talent with small mechanical devices.

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Protect Hornsby's Ferry!

The Hornsby family has heard rumors that another family is planning to build a lucrative toll bridge across the Aver, and wish to stifle all competition. Buggles Horsnby (the family patriarch) has hired one of the warbands to guard his ferry until he can come to some sort of "agreement" with his aspiring competitors. The other warband(s) have been hired to wreck the ferry (and if some of the Hornsby's get hurt in the process, there'll be a nice bonus in it for ya...).

Terrain

A river should cross the center of the board, representing this section of the River Aver. We recommend that this river be at least 6" wide (preferably wider). In the middle of the board should be the ferry crossing (a raft with a pulley rope crossing the river. On one side of the river near one end of the ferry crossing should be Hornsby House, where the family lives. There should be some sort of road leading to the ferry crossing on both sides. After this basic set up, the players should take turns placing additional terrain until they are both satisfied with the amount of terrain present (alternatively, after each places at least one additional piece, a player may state he has finished placing terrain; his opponent is allowed to place one more piece of terrain). The additional terrain should be either a set of hedges or walls, hill, section of forest or similar item or terrain appropriate for Empire in Flames. There should be no other buildings than Hornsby House, and no other rivers/streams than the Aver on the table.

Special rules

The Aver: The Aver is considered to be a Deep River, and is Fast Moving. So it is impassable for non-aquatic models, and Difficult Ground for aquatic models (and they may not swim against the current). Determine the direction of the current at the start of the game (technically this doesn't change, but we don't know whether your local game room points north or south). Unless a warband has aquatic models, the Ferry Crossing is the only way across the Aver. Obviously the models have to be on the Ferry itself in order to cross at the Crossing, and the speed depends upon how many warriors (not Animals!) are pulling the rope and doing nothing else. The speed across is 1" per model pulling (twice that for every Large model that is pulling). Enemy models on shore may fight against the pull at the same rate (-1" per model, doubled if the model is Large). The number of models that can take the ferry across at any one time depends upon the model used and how many of the warrior models can physically fit on it.

The Ferry Crossing: As shabby as it may appear, the ferry is actually made of quite sturdy materials. In fact the rope is the finest Elven line, imported from Ulthuan. While it's not impervious to harm, it's a bit more sturdy than it might at first appear. Similarly, the ferry itself is of tough wood, and will take some effort to dismember. An warrior who wishes to attack the ferry crossing itself must first move into contact with the parts he wishes to attack (rope or ferry). The rope will need to be sawed at for at least one full, uninterrupted game turn to cut through (it is too tough to simply be slashed at with a sword and severed that way). If a warrior sawing at the rope attempts to shoot missiles, cast spells, attack in close combat, he will have to start all over on his next turn. Similarly, a warrior who is attacked in close combat or Knocked Down for any reason will have to start over on his next turn (if still able to). Animals (Hounds, squigs, etc) lack the intelligence to figure out how to get through the rope, and so may not attack it. If the rope is cut, the ferry crossing is considered destroyed. If the ferry is not on one of the shores when the rope is cut, it will drift downstream and off the table in that same player's turn, taking anyone onboard off the table with it (they are unharmed, but are taking no further part in THIS game).

The ferry may be attacked in close combat as if it were an enemy warrior. Attacks automatically hit, its Toughness is 6, it has 3 Wounds, and an Armour Save of 4+. Of course it cannot attack back. If the ferry takes all its Wounds, the Ferry Crossing is considered destroyed. If for some reason the ferry is destroyed while it is not at the shore, anyone on board is dumped into the Aver and washed downstream off the table (treat them as being taken Out of Action, and roll for injuries accordingly).

The Hornsbys: The Hornsbys are hiding in their house, waiting for their employees (the defending warband) to drive the attacking forces off. They are of absolutely no help in this scenario. In fact, the family is something of a liability, as the defenders have to protect them as well as the ferry. If one or more attacking warriors manages to enter Hornsby House and stays there for an entire game turn without at least one member of the defending warband in the house, the Hornsby's are assumed to be 'taught a lesson' and roughed up by the attackers. The doors to the house are locked, obviously, though the family will let members of the defending warband in (it's not considered locked for them).

Set Up

The player with the highest warband rating is automatically the defender. The attacking warband(s) is not set up on the table at the start of the game; instead the attacking players note down from which table edge each hero/henchman group will enter the table. A warband may enter the table from multiple table edges (this is an

ambush), or only one, as the player wishes. After this is done, the defender must place all warband members within 6" of the ferry crossing or Hornsby House.

Starting the game

If there are multiple attackers, attacking players each roll a D6 to determine who goes first. Play proceeds clockwise around the table among the attackers (based on where players placed their warbands) from there. The defenders go last.

As each attacker starts his first turn, he must reveal which board edge(s) his warband members are arriving on. He then moves each warband member onto the board from anywhere on the board edge noted for the model, measuring their movement from the edge of the board. Attacking warband members may not charge members of the defending warband on the first turn (though the defenders may charge attacking warband models, so watch out attackers!).

Keep in mind that more than 4 players should be accommodated with a larger battlefield than normal (see the "Chaos in the Streets" article on multiplayer games in the Best of Town Cryer, page 30).

Ending the game

The game ends when either the ferry crossing is destroyed, all warbands but one have failed their Rout test, or eight turns have passed (after that amount of time a patrol have heard the commotion and arrive on the scene. Warbands which Rout automatically lose. If the ferry crossing is destroyed, the defenders automatically lose. If the turn limit passes and the defenders get rescued by the patrol, it is considered a win for the defenders, but Buggles Hornsby will be subtracting the Patrol's 'Emergency Alert' fees from the warband's pay.

If one of more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

In addition to normal Exploration money, the following rewards await the warbands taking part in this scenario:

If the attackers win the scenario, they receive 3D6 gc each (roll separately for each warband, as each contract was negotiated separately). Any attacking warband that has a warrior taking part in 'roughing up' the Hornsbys receives 2D6 gc, whether the attackers win the scenario or not

If the defenders win and the Hornsbys have NOT been roughed up, the defenders receive 5D6gc from the Hornsbys. If the defenders win because the turn limit has passed, subtract 2D6gc from this total to represent the Patrol's fees. If this is a multiplayer game and the defenders have managed to convince one of the attacking warbands to share the victory with them, the defenders will have to share their pay as well (in whatever manner the two players agree), as Buggles is unwilling to cough up any more gold. If the defenders win but do not manage to keep the attacking warbands from roughing the Hornsbys up, they receive NO pay, and in fact are escorted out of the area by the local Patrol.

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(s) gains +1 Experience.

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

+1 Roughing Up the Hornsbys: If members of the Attacking warband rough up the Hornsbys, that warband's leader earns +1 Experience.

+1 Defending the Hornsbys: The leader of the Defending warband gains an additional +1 Experience if his warband manages to win the scenario without letting the Hornsbys get roughed up.

Halfing Thief

25gc to hire/Special Upkeep (see below)

Halflings are well known for their nimble feet and even nimbler fingers. While many follow their fathers and turn their dextrous skills to works of craft such as basket making, cobbling and cookery (in fact a lot of cookery) many also find themselves drawn towards the danger and excitement of stealing. Of course, Halflings never take anything too valuable (except by accident) as that would not be nice to the person who previously owned the item. Nonetheless, it is surprising the number of things that go 'missing' when a Halfling is about. The poor little chaps don't know the're doing it half the time, they just seem to acquire rings, boxes of matches and small pets as they go about their normal business.

In fact, Halflings have a very relaxed attitude towards property in general, and casually swap items with one another all of the time (mostly without realising they're actually swapping). Halfling birthdays are a celebration of this attitude and many gifts are freely given away by the Halfling whose birthday it is (usually, as a consequence of inviting another twelve Halflings to your house and then falling asleep after dinner).

Many Halflings find that the skills which were taught to them as part of their natural childhood and adolescence are frowned upon by people outside of the Moot. They also find themselves very popular with certain organisations, such as the Thieves Guild and the local Watch patrol.

As can be expected, the speed and agility of Halfling Thieves has been noted by many of those who seek their fortune delving into the ruins of Mordheim, Halflings make excellent bait for monster traps and are usually quick and lucky enough to escape once the monster has fallen for the trap. Their diminutive size allows them to be pushed through sewers, under badly fitting gates and into rat-infested nooks and crannies. As you might tell, a Halfling is considered by some to be the most essential piece of adventuring equipment you could get.

Despite this rough treatment, most Halfling "Treasure and Property Removal Experts" don't mind the odd trek into the ruins. With a few of big, burly trained bullies and perhaps a sneaky looking wizard to back you up, your enemies don't come calling at your door so often! Besides, where else can you find so many gifts, pretty gems, silver plates, swords of Mystical and Magical Significance. Not only all that, someone actually listens to what you're saying, even if they do decide to ignore you completely when you finished giving your advice.

Famous Halfling Thieves from the history books include: Nikkit Kwik (also known as the Burglar of Brionne), Bumblebean Lightfoot, Niftlet 'Statue Stealer' Stumbly, and the Halfling who once managed to steal the Great bell out of the Temple of Sigmar in Nuln, 'Two-feet-tall' Telworth Buttercup. The 'King of Thieves' is the renowned Ned Neddley, responsible for stealing almost anything that wasn't nailed down (and if he had a claw hammer with him, he'd steal the nails too).

Halflings excel at making themselves inconspicuous. This probably has something to do with their small stature, unassuming manner and predilection for walking around barefooted. Whatever the reason, there are still differences in individual Halfling abilities in this area. The Halfling Thief is a master at sneakiness, sticky-fingers, and feigned innocence. Adding one to your warband is always a dicey situation at best, as you're always certain that the other warriors are going to come up a few crowns light by the end of the adventure.

May be Hired: The Halfling Thief may be hired by the following warbands: Human Mercenaries, Kislevites, and any Wood Elf, or Dwarf warband.

Rating: A Halfling Thief increases the warband's rating by +14 points, plus 1 point for each Experience Point he has.

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

Equipment: A Halfling Thief is equipped with a sword, dagger, and throwing daggers. He carries a rope and grapple as well.

Skills: A Halfling Thief may choose from Speed and Shooting skills. He may also choose from the special Halfling Thief skills below.

New Skills

If the Halfling Thief rolls a skill as an advance, he may choose to take one of the following skills instead of his normal skill selections:

Wily Thief (Halfling Thief Only): The Thief is an expert at quickly finding the valuables on a victim before moving on. To reflect this, if the Thief takes out any members of the enemy warband during a game (and he was not taken Out of Action himself), the Halfling Thief's warband receives one additional Treasure (this does not affect the opposing warband's number of Treasures... just assume this is one they WOULD have found and leave it at that). This is, of course, in addition to the normal +1 Treasure he already adds through his 'Cutpurse' special rule.

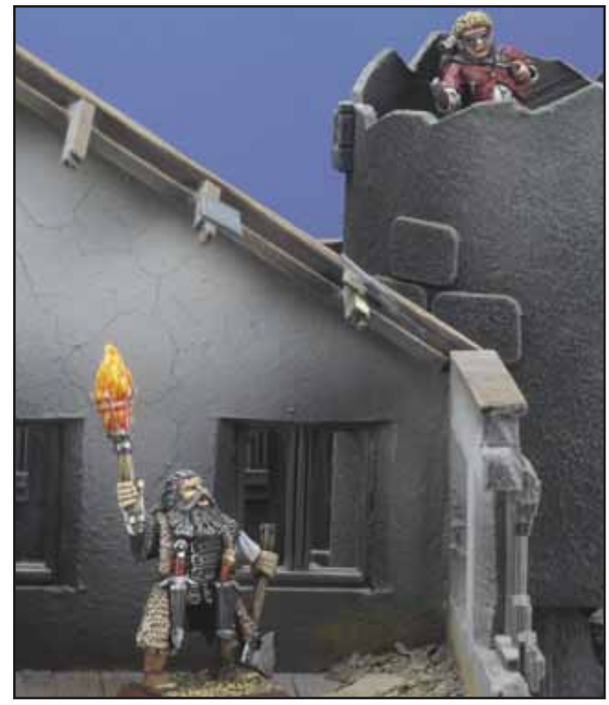
Stealthy (Halfling Thief Only): The Halfling Thief can hide even after running, and can run while within 8" of enemy models if he starts and ends his move hidden.

Special Rules

Infiltrator: The Thief is an expert at sneaking close to the enemy without being detected. He may always be placed on the battlefield after the opposing warband(s), and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate in this way, roll off to see which player places his infiltrators first.

Pick Locks: A Thief knows how to open doors that others find impossible, using special tools of the trade and heavily guarded techniques, a good Thief can pretty much go anywhere he pleases. When testing to open a locked door, the Thief just needs to make an Initiative test in order to be successful.

Cutpurse: A Thief makes his profession by 'finding' things others have 'lost'. To represent this, at the end of the game when the warband rolls to find Treasures, they receive one additional Treasure as long as the Thief took part in the game (ie, he was actually in the battle), and wasn't taken Out of Action.



Using the rooftops, the sneaky little thief finds his way past the guard and into another house.

Uneasy Ally: At the end of each game (whether or not the Halfling Thief actually took part), roll a D6 and consult the chart following:

Roll	Result
1	**Stop Thief!** – Obviously unimpressed with his employment, the Halfling Thief has absconded with all the warband's valuables! Remove the Halfling Thief from your roster, along with all Treasures and valuables remaining in your stash from previous games. Do not add any additional Treasures for having the Thief in your warband this game.
2-5	**Tax Time** – The Halfling Thief seems satisfied with his time with the warband thus far, and just charges "his normal fee" of a 15gc upkeep.
6	**Ignorance is Bliss** – The Halfling Thief seems very satisfied with the take so far (in fact maybe TOO satisfied, as he keeps rubbing his hands together and muttering to himself…), and forgoes any upkeep charges on your warband this time. On the bright side, whatever it is he's filched you never knew you had…

Stop, Thief!

One (or more) of the warbands has been robbed while traveling in the Moot. They have tracked the thief back to the other warband, and are preparing to retrieve their lost possession.

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames. There should be a relatively clear area in the centre of the board to represent the defending warband's campsite.

Special rules

The warband with the highest warband rating is the defending warband. All other warbands got robbed and are the attackers. Each attacking player must remove the most expensive weapon or piece of equipment from his roster (this will automatically be a magic item if the warband has one). If the most expensive item is an animal or is larger than man-sized (like a carriage), ignore it (too cumbersome for the thief to steal), and go to the next most valuable item that isn't large or an animal. The defending player MAY use the stolen items in this game (though they have to be used by the Halfling Thief).

The defending warband automatically gains the services of a Halfling Thief hired sword for this game. They may retain his services as normal after this game (if they don't decide to string him up first). This is the Thief that has filched the valuables from the attacking warbands. The goal of the attacking warbands is to capture or kill this little bugger and get their valuables back. Since the defenders don't know what is going on other than the fact that they are getting attacked, their goal is to fight off the attacking warbands.

Set Up

The defending player deploys his warband first, and deploys randomly from the centre of the table. Place each model in the center of the table (one model at a time) and roll a Scatter Die and a D6. The Scatter Die determines the

Two warbands clash as a result of the Halflings sticky fingers

direction to move the model, and the D6 determines the number of inches to move him. If the Scatter Die comes up with a 'Hit' result, use the small arrow at the top of the target symbol to determine direction. If the players do not have a Scatter Die, use a (non-digital) watch and 2D6 to determine direction, or some other appropriate method.

After the defending warband has been placed, any remaining players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two attackers, then the second sets up on the opposite board edge. If there are more than 2 attacking players, they each choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge. Keep in mind that more than 4 players setting up on table edges should be accommodated with a larger battlefield than normal (see the "Chaos in the Streets" article on multiplayer games in the Best of Town Cryer, page 30).

Starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there. The defending warband automatically goes last.

Ending the game

The game ends when all warbands but one have failed their Rout test. Warbands which Rout automatically lose. If one of more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

In addition to normal Exploration money, the following rewards await the warbands taking part in this scenario:

If the defending warband wins the scenario, the Thief hocks the items he has stolen (half value, as usual for selling equipment), and gives it all to his warband as compensation for the trouble he's caused (he probably actually sold it for far more and is keeping a handy profit, but that's all he's claiming to have sold it for anyway...).

If the attackers win the scenario, they get all their items back of course, and in addition they find 2D6 GC worth of valuables that the Thief nicked off other victims.

If the defending warband has allied with one or more of the attacking warbands, the defending player can of course return that warband's items to him at the end of the game (and of course the Thief will look as surprised as anyone to find the items in his rucksack).

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(s) gains +1 Experience.

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

+1 Retrieved Item: The leader of an Attacking warband that retrieves their stolen item receives an additional +1 Experience.

Author	*Mark was one of the original Mordheim playtesters and has written for White Dwarf and Town Cryer. Mark is also on the Mordheim Rules Review.*
Further Information	*Mordheim and warband boxed sets are available to buy Games Workshop Direct (see the How to Order section on page 110).*
Website	*www.Mordheim.com*

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PRIVATEER

by Matt Keefe

In the second part of the Privateer series, Matt Keefe presents some new scenarios

The scenarios that follow are the first in a batch of Privateer themed scenarios – small games using unusual, raider type forces. In some cases, these forces are so unique we've decided to include special fleet lists to represent the itinerant pirates and raiders responsible. Over the coming months we'll introduce more scenarios, and along with them more fleet lists.

FIGHTING THE SCENARIOS

The scenarios are most suited to the specific Privateer lists which are littered throughout this article. Most scenarios allow you to use forces picked from any fleet list you want, though you'll find that hefty restrictions apply in order to keep the Privateer feel of the scenarios. If you are playing in a campaign, you can easily mix in a few Privateer scenarios from time to time – just pick your forces from your existing fleet roster subject to the special restrictions outlined in the Privateer scenario.

SPECIAL RULES

Due to the smaller focus and unique emphasis of these scenarios, a number of special rules apply.

Damaged Escorts

Smaller, escort sized vessels are the ideal ships for piracy. Their size and speed means that in this regard their far outstrip the larger and more powerful warships typically of large battlefleets. Escorts are fragile, no doubt, but their small size means that often the damage required to put them out of action is relatively minimal (compared to a capital ship which may experience many systems being destroyed before the ship itself ceases to function), and in many cases such damage can be repaired with some haste by experienced crews. With the smaller forces involved, escort vessels are a little more flexible, and we can imagine that they have a chance of being back in action, even after relatively severe damage, long before the more cumbersome capital ships have had a chance to leave the area.

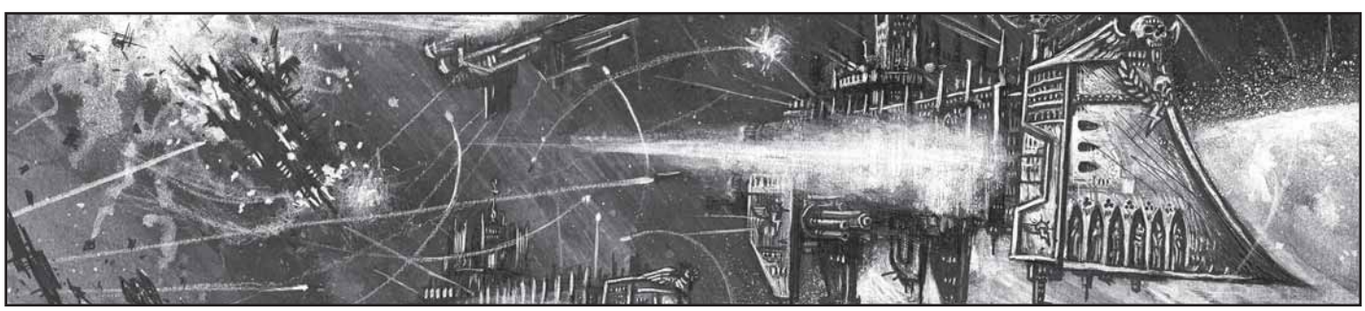
In Privateer scenarios, we must consider the possibility that escort vessels are able to go on fighting past the point at which in larger battles they would be considered entirely out of action. When an escort vessel suffers a hit which would destroy it, roll a dice and consult the chart below:

1-3 Out of Action! The vessel is destroyed, or if not suffers such great damage that its crew cannot possibly hope to continue the fight and must turn all their attentions to saving their own lives. Remove the model from the game and replace it with a Blast marker.

4-5 Damage Control. The valiant crew struggle to bring raging fires under control, hastily repairing damaged systems. Leave the ship model on the table. At the start of its next Movement phase, move the ship directly forwards by a distance equal to half its speed. After moving the ship, roll again on this chart adding +1. This bonus is not cumulative, so only a single +1 bonus applies, no matter how many damage control results an escort may roll during a game.

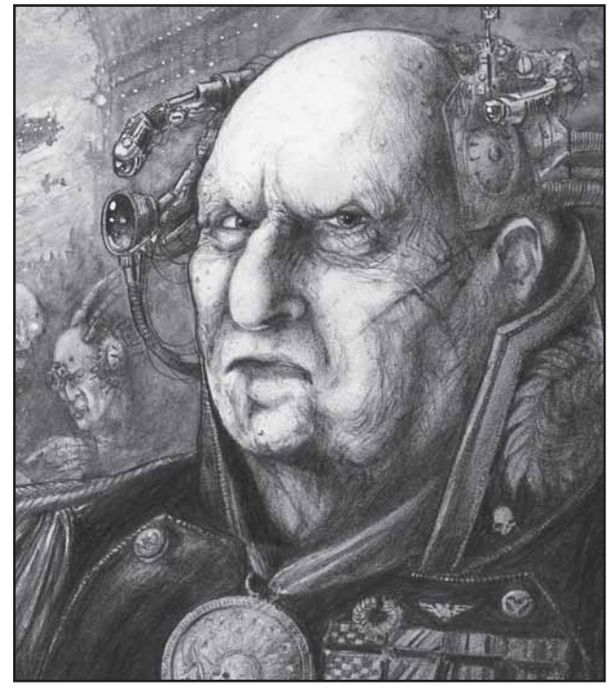
6 Battles On! A heroic effort by the ship's crew allows it to fight on through the damage. Place an additional Blast marker on the ship's base to represent the difficulty of operating such a damaged vessel, but otherwise the escort remains in the game and can be used as normal.

Capital ships, with the potential to become crippled and with the ability to carry out damage control and contain any criticals, do not benefit from this increased endurance.



Escorts & Squadrons
Due to the smaller battles represented by these Privateer scenarios, we can assume that escorts are occasionally forced to operate alone, rather than in their customary squadrons. Escorts may operate alone, but suffer a -1 Leadership reduction when doing so. If deployed alone, an escort must remain lone for the entire game – you cannot combine or breakdown squadrons during the game.

Fleet Commanders
Since many of these games are designed for very small fleets, some players might not have the points to spare in order to buy a Fleet Commander. To compensate, in a Privateer scenario, any fleet which has no individual ship worth more than 50 points receives a free Fleet Commander. The Fleet Commander gives no Leadership bonus (you'll have to purchase one if you want that) but must be assigned to a ship. The Fleet Commander does however provide a single re-roll for your fleet at no points cost. You are, of course, free to purchase a Fleet Commander in the normal manner if you so wish.



SCENARIO I: THE WOLF PACKS

The Wolf Packs are an ever-present menace the galaxy across. From time to time merchantmen might find themselves the target of vast enemy fleets, though for the most part have little indeed to fear from such forces. Instead, it is the constant struggle to avoid the predations of the Wolf Packs which ever remains the foremost concerns of those poor, beleaguered souls of the Merchant Fleet.

FORCES

This is a Privateer scenario, so it is played with very small forces. Both players should agree a points total for the game, which should not exceed 400 points. In this particular scenario, forces chosen with the following restrictions:

Defender: The defenders are escorting a small, but nonetheless valuable, merchant convoy when they come under attack. The merchants travel with only a small escort, so must do much of the fighting themselves. The defenders can be chosen from any fleet list, but may include no more than one capital ship in their fleet – the remainder must be escorts.

Amongst these escorts, the defender may freely pick any number of transports, but must pick at least 2. Transports do not have a fixed points cost, but instead each should be given a cost chosen by the defender, representing the value of their cargo. Make a note of each transport's value on your fleet roster, but don't reveal it to your opponent. You can give the transports varying points costs, thus representing some transports having a more valuable cargo than others. No transport may be given a points value of less than 10 points (ie, no free transports) but there is no maximum limit on the points that may be assigned to an individual transport.

If you want to use any of the optional transport types outlined in Appendix II of Armada, you can, but you must pay the additional points cost listed in addition to any points given over to their cargo. Make sure you note the costs separately on your fleet roster since the points spent to upgrade a transport do not count for purposes of its cargo or for victory conditions. Heavy transports are also permitted subject to their normal restrictions (up to a third of the transports may be heavy). Each heavy transport must have at least 60 points worth of cargo assigned to it.

Attackers: The attackers are the Wolf Packs themselves. They may be chosen from any one fleet list, but may consist only of escort vessels.

BATTLEZONE

The defending fleet could be attacked near a planet, or out in deep space (as they make their way to or from the nearest jump point), so set up celestial phenomenon in any mutually agreeable fashion.

SET-UP

The attacking player sets up first. Place a face down Contact marker on the table for each escort, squadron or attack craft marker. Markers must be placed at least 30cm apart and may not be placed within 30cm of a table edge. If all of the counters cannot fit onto the table, start to double them up by placing an extra counter on top of the one already placed.

The defending player then rolls a dice to determine which short edge his fleet enters from. Place one ship from the defending fleet at the edge of the table to mark the point where the fleet will enter. The convoy may not enter the table within 45cm of either of the long table edges.

FIRST TURN

The defending player takes the first turn. The defending fleet moves onto the table from the point indicated by the ship already on the table. Ships may move onto the table during either the first or second turn, but the entire defending fleet must be on the table by the end of the defending player's second Movement phase.

Fighting This Scenario

The so-called 'Wolf Packs' represent any voracious raiders. We've included a specific fleet list for these Wolf Packs, which players can use if they want to build a dedicated raider fleet. Failing that, most fleets have enough decent escorts to provide a good set of attackers. The Ork and Eldar in particular make appropriate raiders. In terms of other Privateer fleets, the Tau Commerce Protection fleets (page 50 of this issue), also make ideal raiders.

For defenders, most races can be used, since all they are really doing is providing a single capital ship and then playing a dangerous game of deciding how much value to attach to the additional transports and their cargo. By far the most characterful defenders are the Rogue Traders, as described on page 50.

SPECIAL RULES

The attacker's face down counters are activated by a defending vessel moving within 30cm of them. Turn the activated counter face up as soon as the vessel move's within range, then complete the original vessel's movement. Once the defending player finishes movement for his entire fleet, deploy models for any attacking counters revealed during the turn.

The attacking player may voluntarily activate any number of counters at the start of his own Movement phase to represent particularly cunning members of the pack swooping out to descend upon the approaching merchantmen. However, for each counter revealed in this manner by the attacker, roll a dice. On a score of a 5 or 6 the trap is sprung prematurely and the defending player receives a free bonus re-roll for this game only to represent their increased awareness of the approaching danger.

GAME LENGTH

The game continues until the last member of the defending fleet leaves the table or is destroyed. The game can also end once the attacker's disengage, representing the raiders having had their fill of stolen cargo and fleeing with the spoils.

VICTORY CONDITIONS

Victory Points are used to determine victory. Victory Points are not determined in the normal manner in this scenario, instead the following system is used:

Destroyed Transports – for each transport destroyed, the attacker earns a number of Victory Points equal to the total cost of the ship (ie, the cost allotted as its cargo before the game).

Escaping Transports – any transports which leave the table via the opposite short table edge earn the defending player a number of Victory Points equal to the total cost of the ship.

Neither player earns Victory Points for destroying enemy vessels in this scenario. The player with the highest Victory Points total at the end of the game is the winner. The defender earns no Victory Points for attacking vessels which disengage – the attackers can freely disengage once they think they have enough captured cargo to win the game. If for any reason defending ships disengage, they count as destroyed.

THE WOLF PACKS

Wolf Packs are a constant menace across the galaxy. Wherever worlds of men are to be found, so too are men resentful of their circumstance, resentful of their place and resentful of their masters. Most are pathetic, and soon fade to obscurity, or find themselves done away with for the minor agitations they muster, but a few are cunning and break away from human society, banding with other renegades and malcontents. When such men choose to turn to piracy to survive, they form the Wolf Packs, loose bands of small vessels which present a permanent threat to shipping the galaxy over. Such pirates acquire their vessels from numerous sources, indeed many begin life as disaffected merchants themselves, or even Imperial Navy deserters and traitors. Some fall into the worship of Dark Gods, whether they know it or not, though many are simply selfish and callous individuals, out for what they can get.

The Wolf Packs make ideal attackers in Privateer scenarios, and can be represented by the following fleet list:

FLEET COMMANDER

0-1 Pirate Chief

You may include one Pirate Chief in your fleet who must be assigned to a ship and adds +1 to its Leadership, up to a maximum of 9.

Pirate Chief (Ld +1) .....50 pts

The Pirate Chief comes with a single Fleet Commander re-roll.

ESCORTS

A Wolf Pack may include any number of escorts. However, due to the haphazard manner in which pirates acquire new ships, the available vessels vary quite somewhat. This means that no single class of ship may account for more than a quarter of the total vessels in the fleet (so, for example, only a quarter of the fleet may be Swords, only a quarter may be Cobras and so on).

Sword class frigate.....35 pts
Firestorm class frigate .....40 pts
Cobra class destroyer .....30 pts
Falchion class escort.....35 pts
Idolator class raider.....45 pts
Infidel class raider .....40 pts
Iconoclast class destroyer.....30 pts

OTHER VESSELS

Other vessels represent those less specialised ships which the Wolf Packs are able to acquire raiding against merchants, by acquiring and upgrading civilian vessels and so on. Your fleet may include any number of the following vessels, with no restriction on the numbers of each class available.

Armed freighter .....20 pts
Escort carrier .....30 pts
Recommissioned vessel .....?? pts
Armed cargo ship.....?? pts

ORDNANCE

Wolf Packs invariably include a number of ramshackle attack craft, even when lacking genuine launch bay capacity. Instead, such attack craft typically deploy in an ad hoc manner before beginning a raid, perhaps by disengaging from crude electromagnetic clamps along the hulls of larger ships, or even by the simple expedient of being manhandled or crane-hoisted out of cargo bay doors. Any genuine launch bays in a pirate fleet are likely to be poorly maintained, and as such can only really be relied upon in the early stages of battle.

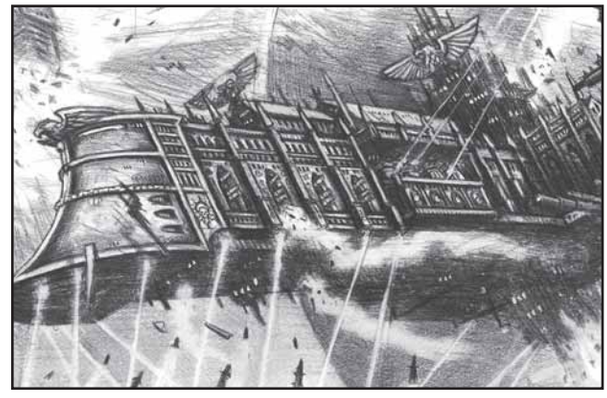
As such, Wolf Packs do not follow the normal ordnance rules. Instead, before the start of the game roll one dice for each 100 points, or part of, which the fleet is worth, plus a number of dice equal to the total launch capacity of any launch bay equipped vessels in the fleet. Look up the scores of those dice on the table below:

1, 2 or 3.....1 Fury Interceptor marker
4 or 5 .....1 Shark Assault Boat marker
6 .....1 Starhawk Bomber marker

Pick out the relevant Attack Craft markers. These should be deployed along with your fleet, either in waves or singly. Once used (ie, removed from the game) these markers have no further effect – they are strictly a one time allowance received at the start of the battle. Even vessels with launch bays on their profile do not allow you to launch more ordnance – they simply provide more attack craft at the start of the game.

RE-ROLLS

Pirates are canny individuals, renowned for their trickery and low cunning. At the start of each game, roll a dice for each squadron of three or more vessels in a Wolf Pack. On a score of 5 or 6 that squadron receives one re-roll, at no additional cost, for use by itself only.



SCENARIO II: TAU SPACE, TAU TRADE

While Privateers may sometimes find themselves targets of the Imperial Navy, more often than not their activities are of far too little consequence to warrant such action. Instead, Privateers are most often in danger of reprisals from individuals just as ruthless as themselves – greedy usurpers, plucky rivals or even double-dealing renegades employed by rival merchants to drive off would be pirates.

FORCES

Agree a points value for the defending fleet. The defending fleet may be picked up to this points total, while the attackers may be chosen up to this total plus an additional +50% as many points. Both fleets may include only escorts.

BATTLEZONE

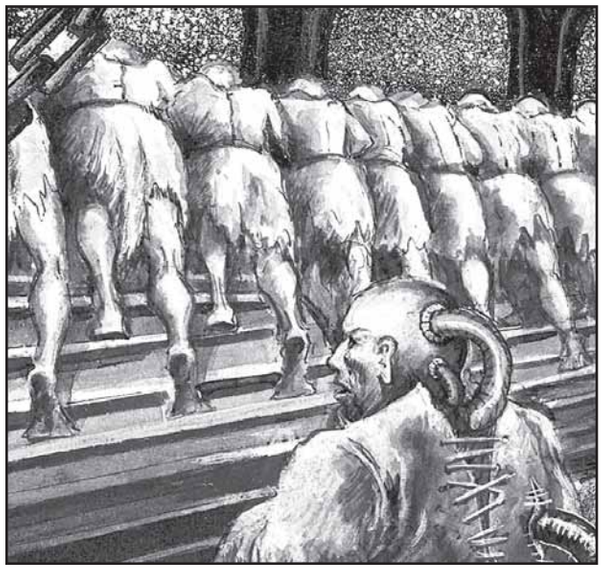
Attacks such as these usually take place in the system's primary or inner biosphere, where the pirates have made their base. Generate celestial phenomena by an mutually agreeable means. Decide which short table edge is sunwards and proceed to set up.

SET-UP

The defenders set-up within 60cm of the sunward table, and at least 45cm away from either long table edge. The attacking player then places one Contact marker for each escort, squadron or attack craft marker in his fleet. The Contact markers must be place at least 90cm away from the sunward table edge, and no more than 45cm from one of the long table edges.

FIRST TURN

Both players roll a dice, and the player with the highest score may choose whether to go first or second.



SPECIAL RULES

The attacker's face down counters are activated by a defending vessel moving within 30cm of them. Turn the activated counter face up as soon as the vessel move's within range, then complete the original vessel's movement. Once the defending player finishes movement for his entire fleet, deploy models for any attacking counters revealed during the turn.

The attacking player may voluntarily activate any number of counters at the start of his own Movement phase to represent particularly cunning members of the pack swooping out to descend upon the approaching merchantmen. However, for each counter revealed in this manner by the attacker, roll a dice. On a score of a 5 or 6 the trap is sprung prematurely and the defending player receives a free bonus re-roll for this game only to represent their increased awareness of the approaching danger.

GAME LENGTH

The game lasts until the last defending ship has left the table or is destroyed.

VICTORY CONDITIONS

The defenders are desperately trying to escape, but being so far in system makes it impossible for them to enter warp, and hence they may not disengage. They must instead race away from the sunward edge and get far enough outsystem to jump to warp. The defender receives Victory Points equal to the cost of any of his ships which leave via the short table edge opposite the sunwards edge. The attacking fleet receives Victory Points equal to the total points cost of any defending ships destroyed. No other Victory Points are awarded and the player with the highest Victory Points total at the end of the game is the winner.

Fighting This Scenario

The attackers in this scenario are poachers-turned-gamekeepers, Privateers opportunistically attacking others like them under some kind of dubious licence from local authorities. Masters of such two-faced protection rackets are the Tau, whose Commerce Protection Fleets would make fine attackers in this scenario.

The defenders, despite being on the back foot, are of course raiders themselves so Orks, Eldar, Wolf Packs, Rogue Traders or any other piratical types make ideal defenders.

COMMERCE PROTECTION FLEETS

The so-called Commerce Protection Fleets are a prime example of the kind of masterful duplicity and hypocrisy of which a cunning and diplomatic race like the Tau (or for that matter, Mankind) is capable. Their remit, so the Tau would claim, extends to nothing more than simply providing armed escorts and protection to any vessel operating under a licence of trade or passage issued by the Tau Empire. In truth they are ruthless pirates, receiving an effective carte blanche to do as they will, mercilessly hunting down all who would endanger Tau trade and hence Tau wealth and prosperity. Far beyond protecting their own merchants, many Commerce Protection Fleets actively strike out against rival traders, placing them in such danger that they abandon their own routes and licences – routes which the same Tau are quick to take up. But for all this, the Commerce Protection Fleets are utterly loyal to the Empire, acting always in the name of 'the Greater Good', and so it is that the presence is rather more than tolerated by the supposedly non-hostile Tau.

The Commerce Protection Fleets make ideal participants in Privateer scenarios, and can be represented by the following fleet list:

Authors	*Yes, it's Matt again. More Privateer is promised in the future although it remains to be seen if he'll hit his deadline!*
Further Information	*Interested about Battlefleet Gothic? More can be found in Battlefleet Gothic: Armada, whilst the full range of BFG is available from Games Workshop. See the How to Order pages on page 110.*
More BFG	*Turn to page 6 for the Chaos Ships also turn to page 52 for the Rogue Trader fleets.*
Websites	*www.battlefleetgothic.com*

FLEET COMMANDER

[5] 0-1 Commerce Representative

Your fleet may be led by a Commerce Representative (as the Tau dubiously refer to their pirate captains) who must be assigned to a ship and adds +1 to its Leadership.

Commerce Representative .....50 pts

The Commerce Representative comes with one Fleet Commander re-roll, and may purchase an additional re-roll at a cost of +25 points.

ESCORTS

Your fleet may include any number of escorts.

Messenger class starship .....50 pts
Defender class starship .....45 pts

ALLIES, SUBJECTS & MERCENARIES

As with all Tau forces, their Commerce Protection Fleets make extensive use of their numerous allies, subjects and mercenaries. For every Tau escort included in the fleet, you may select one vessel from the following list.

Xenos vessel .....?? pts
Recommissioned vessel .....?? pts
Armed cargo ship .....?? pts
Iconoclast class destroyer.....30 pts

ORBITALS

Numerous Tau orbitals line all their most lucrative trade routes, and many Commerce Protection Fleets use these as lynchpins or bases for their activities. The fleet may include a single Tau orbital.

Tau Orbital.....pts: varies

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The 2504 Blood Bowl

by Jake Thornton, "Harry" Harrington, Gerwyn Walters & Dave Candlish

Jake: The Blood Bowl tournament is the biggest event in the year for players of, um, Blood Bowl. Yes, the namesake trophy of the game has its own two day tournament, held annually at GW headquarters in Lenton, Nottingham. This year we had 187 coaches from all over the world in attendance, all eager to trip, tackle and foul their way to glory!

The weekend was a hectic one, not only for those playing. For me and the other Fanatics who made it along it was a chance to meet many of the people we talk to on the forums and who write some of the articles you see in these pages every month.

For those of you that haven't made it to one or other of the many Blood Bowl tournaments all over the world, I'd heartily recommend making the effort. There is a great atmosphere of friendly competition, and more Blood Bowl than you could shake a Goblin at. If you do feel like attending an event keep your eyes on the official website where we have a page for such things. You should also check out the NAF website. The NAF are a fan-based organisation who do a lot to promote and help fan

Furious Blood Bowling action in progress.

tournaments all over the world. If you're interested, pop along to **www.bloodbowl.net** and have a look.

But that's enough blathering from me. This year I had the cunning plan of asking some of the attendees to write a few words to describe their experience. I thought that would perhaps better capture the feel of going along yourself and be much closer than the odd angles I see the event from. Oh, and just to throw another spin, I had our excellent head ref, David Candlish, pen some sage words too. He's a scribbler by trade, so most of them were even spelled right…

First up we have Marc "Harry" Harrington who did really well in the rankings, coming 21st overall.

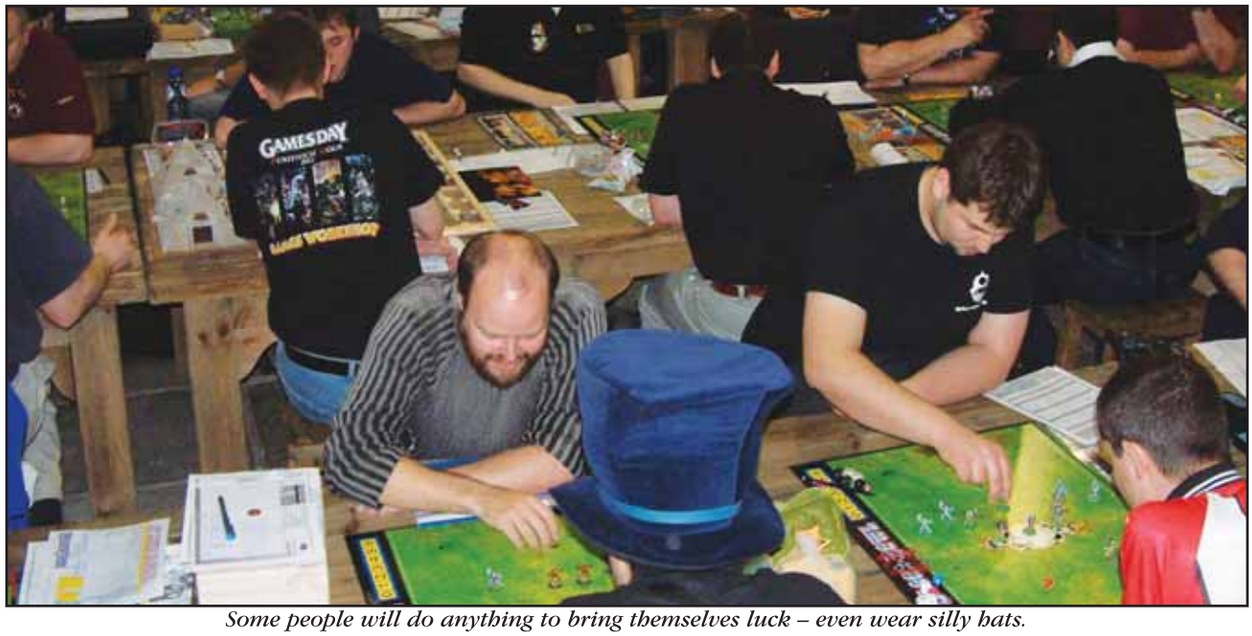
The World Tour of Lustria

Harry: So finally the day has come, I am prepared! My team are painted, I have read Sun Tzu's Art of War, watched Mean Machine, fallen asleep listening to "Eye of the Tiger" on permanent repeat and eaten three shredded wheat (which actually counts as dieting on this occasion) for breakfast. So, having collected my team I strut into Warhammer World with the Rocky theme tune buzzing around my head.

So what bloodthirsty, bone breaking and all round evil team am I fielding for this splatter fest? Orcs? Undead? Chaos Dwarves? No, I chose Wood Elves, the Lycra wearing Evian drinking tree huggers from Loren. And the reason for this: I want to win!

There I said it, I'm not ashamed, I'm proud in my competitiveness, defiant to the hordes claiming "I don't care where I come as long as I have a good time". OK, for those Halfling and Goblin teams out there I tip my hat in acknowledgment of a truly great gamer, someone who has turned up with the express purpose of laughing as one by one his players move from the pitch to the Dead and Injured box and hoping against hope that he can roll at least one serious injury to his opponent so he can gloat about killing a Black Orc with his Halfling hit squad. But I'm not that kind of guy; I want to win at all costs. Some say this is petty and childish and my answer is "True, and my dad's bigger than your dad!". So I have chosen the personification of all things Blood Bowl, the fastest most agile and all together best team to play with: Wood Elves.

Winner of the 2504 Blood Bowl - Hans Peter Earwaker



Some people will do anything to bring themselves luck – even wear silly hats.

The reason for this competitiveness can be summed up in six words: Andy Jackson Hall and Gerwyn Walters. Andy has been rather scathing in his description of my Wood Elf team and in my abilities as a coach, and this coupled with him being my boss has brought out my latent "Win at all cost" gene, which has kicked into overdrive. Gerwyn is a work colleague whose luck at Blood Bowl is legendarily poor and I feel a small shiver of terror at the chance of him gloating about coming higher than me in the tournament. So, with a mix of pressure and determination I get ready to face my first opponent.

Game 1:

So here I am placing out my Wood Elves when my opponent sits down and starts unpacking Lizardmen. I haven't placed the scaly ones in quite a while so this should be interesting. Two turns later, a Touchdown down, and two players in the KO'd box I reassess the word 'interesting' and swap it for 'worrying'. The rest of the game is a hard-fought contest that I finally win 3-1, but from the look of my Dead & Injured box I am seriously grateful for the rules about casualties in this tournament (the players all come back ready for the next match). OK I won, but for speed and strength the Lizardmen seem to have the perfect balance. Note to self: must get Lizardmen team.

Game 2:

So here I am placing out my Wood Elves when my opponent sits down and starts unpacking Lizardmen. I haven't placed the scaly ones in… wait a minute! Déjà vu everyone! This time I'm more prepared for the strengths of the Saurus-Skink combo and decide to even the score by whittling down the stunty little Skinks as quickly as possible. The free skill I had chosen was Strip Ball for my Wardancer and this proved completely unnecessary as my opponent had the worse case of double 1s I have ever had the misfortune to witness. It was one of those games where you start wincing every time he rolled the dice as his double skulls and snake-eyes marathon continued unabated. One thing I should mention at this time is the sportsmanship of every player I faced during the tournament. Every one of them was a joy to play, the few rules queries we had were dealt with amicably and I had a laugh with them all. Of all the opponents I faced this was the one that had every right to be a little bitter. Far from it, maybe it was gallows humour or maybe he had won the lottery that week, but in my most enjoyable match of the tournament I won 2-0 and left the table with aching ribs thanks to my wise cracking opponent. Note to self: put Lizardman team on hold – they have no luck.

Game 3:

Suffering from altitude sickness I head for the top row of tables, but a quick glance further up the line shows me a couple of guys streaking away with massacres in both their opening games. No problem. All I need to do is take my next victim to pieces and I will be up there fighting for glory and look! It's the Amazons – the only team I can beat up in a straight fight and I'm still quicker than them. Stand back gentlemen a lesson in Wood Elf superiority is about to begin…

Turn 2 and I'm in serious trouble, both Catchers sitting in the Dead box, 1-0 down and struggling to pin down the lithe lovelies from Lustria. Due to some fluky dice I manage to get an equaliser, but by now I'm seriously outgunned and outnumbered. My second Wardancer Step Aside skill had prevented him being punted into the crowd and I have the chance to score the winning TD. AJ

Hall has repeatedly called my Wood Elves a beginner's team with stabilisers, and with Agility 4 they do most things on a 2+ so I can accept his criticism. Well this is where the stabilisers fell off and with my first snake eyes of the day I fail to pick up the ball two squares from my end zone and stand back in horror as the Latino babe dances through my lack of defence and strolls over the line for a 2-1 victory. Note to self: buy an Amazon team.

The finalist prepare for battle in the big arena.

Game 4:

Smarting from my defeat I trudge down the second isle to face my next opponent. Oh look – another Lizardmen team! Yet with a subtle variation of only four Skinks, but with the world's supply of Saurus and a Kroxigor! Great! Well at least this guy must have lost his last game too since I had noticed him sitting quite close on the last round. I sit down and shake his hand, and it's only now I notice what's written on his baseball cap: WORLD LEAGUE CHAMPION! It's here that my beard starts to show, after my defeat in the previous game I decided to take something with a little punch so that when I knocked someone down they would stay down, so there in the middle of my roster was a Dirty Player. I had started the tournament determined to prove that skill and ability was more than a match for brute force and after one little setback here I was putting the boot in. I feel so… well, dirty.

By half time the dirty feeling has worsened, the Kroxigor is asleep in the dug out and he has two Skinks and a Saurus to keep him company. This is my formal apology to Thomas and my next two opponents, I'm so sorry I don't know what came over me. I'm so ashamed. Even with

Everyone gets together to watch the final on the big screen in Bugman's.

nibbling half his team Thomas put up a brave defence and I struggled to a 3-2 victory.

Game 5:

This is the shortest write up of any game, and not due to my opponent who played with skill and panache. Let's just say the karma fairy came to town and my team not only lost they also spent half the game picking up teeth with broken fingers. 3-2 and my second defeat of the tournament to a rampaging Chaos Dwarf team.

Final Game:

Whilst the big boys were battling for the trophy I was battling for my pride and the one thing standing between this and me was an Orc team with a snazzy paint job and a coach who knew how to use them. Half time and I had five players left on the pitch and was 1-0 down. It was then that my team started to play the way that Wood Elves are supposed to play. Despite being outnumbered and outplayed for the entire first half, something started to happen: I couldn't stop rolling 6s. My Wardancer (singular) dodged to the centre of an Orc cage, knocked out the ball carrier then gracefully leapt out of the cage to hand off to my surviving runner drawing the scores. Then next kick off he went and did it again! 2-1. By the end of the game my five players were running rings around their Greenskin foes and won 3-1, This wasn't due to any skill on my part or lack of on my opponent's. Personally I think the karma fairy was feeling guilty after abusing my team and with this final victory I felt vindicated and happy.

Overall I had a great time at my first ever tournament, and came a respectable 21st. I would like to thank each of my opponents who were awesome. Also I would like to note that having placed higher than either of my two colleagues in the office I do get bragging rights. This was my first tournament and definitely won't be my last.

Next we have Harry's colleague, Gerwyn Walters

He of the legendary poor luck...

Gerwyn: There is nothing quite like a good game of Blood Bowl to get the pulse racing. The roar of the crowd, the highs of the touchdown celebrations and the lows of my players being stretchered off the pitch – all these things make Blood Bowl the greatest game to grace my gaming board since my parents introduced me to Snap! all those years ago. So when I was presented with the option of six games of Blood Bowl over one weekend, like the humble fool that I am I signed up instantly.

To those of you not in the know, the weekend of the 8-9th of May saw almost 200 gamers cram themselves into the confines of Warhammer World to compete for the biggest prize in the Blood Bowl calendar, The Blood Bowl Trophy itself!

But before you can win a prize like this you have to have a team to play with. Rather than take one of my many different teams to this competition I decided to play something a bit different for the competition. Unlike other players who prefer to play Blood Bowl by pounding the opposition into the ground and then finally looking to pick up the ball I'm very firmly grounded in the idea that a team should be able to score while the opposition still has players on the field. Because of this I started looking at teams with throwing the ball or running it in mind.

Before I could make this decision though, I would have to come up with a gimmick that would mark the team as different. In the past I have used things as divergent as a snazzy colour scheme (with my infamous Haethwood Harlequins) to the team sponsorship of my old CATAS Corsairs, so I would have to pull something particularly good out of out hat for this, my first major competition.

My saviour came in the form of a short northerner who just happens to be my boss. After a particularly busy day in the officer we all retired to Bugman's where he proceeded to pronounce his pint "The Best Bar None".

Practise on the way to the tournament with this Travel Blood Bowl set. The figures are converted warmaster miniatures.

My mind quickly ticked over and the team concept was born. The "Beighstbhar Nun" quickly took shape in my head and what better concept could you want? A totally converted team of Human nuns for the Blood Bowl. Just the ticket.

It took several long, hard weeks (nay months) to assemble the team. Some things worked (the players converted from the Sisters of Sigmar were a godsend) while some things didn't (a converted female Ogre). In the end the team finally took shape and with sleepy eyes I stared at my finished models, a bare three days before the event, fully forgetting that I still had to paint them!

Needless to say I arrived at the event with paint still drying on my models and a look of mild exhaustion on my face and quickly settled down to find my first opponent with one of the lovely free raspberry donuts that were being handed out in Bugman's clasped between my teeth. I settled down at table number 7 and stared longingly at the players seated at tables 1-5 who were playing on the absolutely beautiful rollout pitches that the staff from NAF brought with them. My opponent turned out to be a gentleman called Steven Hutton and we set about the most intense game of my life pitting his Skaven against my Humans. By the end of the first half my team was laying in the dirt, 3-1 down and it was with gritted teeth and a silent prayer I set up for the second half.

The game ended in the most dramatic way possible, all down to a single dice roll, a Long Bomb thrown at the maximum range of the template to a Lineman standing 6 squares away from the end zone. People gathered around to watch and I quietly picked up the dice, closing my eyes as I rolled it. I do not think that there is a single person in the room who did not hear my cry of joy as the dice came up a 6 and my humble Lineman ran in to score the decisive Touchdown, drawing the game 4-4. With a laugh and a grin Steve and I retired into Bugman's to talk about the game and grab a drink. Game 1, and everybody was happy.

One of the strange things about the Blood Bowl is the way that skills and progression are handled in the tournament. Unlike conventional games, individual experience awards for players are ignored and at the end of each game a team's coach is allowed to award one player in his team with a skill (not traits) of his choice from the player's normal skill choices. This meant that I had a decision to make for which skill to purchase.

In the end I settled upon "Dump Off" for my Thrower much to the puzzlement of the other coaches in Bugman's. Mind you, there was method in my madness as Dump Off is one of these skills that you rarely see in competitive play but this rarity makes it one of the most tactically useful as opponents don't expect to encounter it. The idea was that Dump Off, combined with a willingness to place my Thrower in danger of being blitzed by the enemy, should prove to draw out the enemy blitz and thus give me some control over the game.

With this in mind I walk into my second match, this time against the Lizardmen of Edwin Thorley. Two Blitz results on the kick off table combined with some incredible back luck ended with the match going to the opposition 3-1. Two games and things were not off to the start that I was hoping for.

Blood Bowl on ice. One of the many unusual boards we found for the event.

With the second game out of the way I sat down to look at the performance of my team. Dump Off had worked well for what I had planned for it although the tendency for my Thrower to not throw an accurate pass resulted in the Catcher who stood with him having to make several rolls to pick up the ball. With this in mind my second skill choice was Sure Hands on my Catcher.

The final game of day one saw me slipping further down the rankings and having to struggle to squeeze myself into the lower tables. If there is one piece of advice I would give to any tournament player it is to go on a diet for a few weeks before the competition. This should make things a lot easier as those with ample bodies (also known as "gamer" sized) can find things a little bit difficult squeezing into the tight lanes between the tables.

Needless to say I fought my way through the throng to meet my next opponent, a Spaniard by the name of Javi Garcia. What followed was one of the most surreal games of Blood Bowl I have ever played as much of the game was resolved by mime as neither Javi's English or my Spanish was that good. Unfortunately one of the English words that Javi did know was "Interception" and this led what otherwise would have been a 2-2 draw to be a 3-1 victory in my opponent's favour.

End of day one and things were certainly not going as planned. I could tell that I would not win any prizes this year and with that in mind I slipped into Bugman's to make the most of the night.

The next morning I reached the hall running late, having decided that the human body does actually require some sleep. I found my opponent, Ron Battran sitting waiting for me. Ron is the manager of the Games Workshop store in Chelmsford and one of the friendliest people I have ever met. The game started off badly for me with both of Ron's Treemen showing up for the first half of the match, but after this the game passed backwards and forwards. Resigned to the knowledge that the Blood Bowl was out of my reach, I sat back and enjoyed the game, eventually scoring in the last turn to bring the score to a respectable 2-2.

Argh! Four games without a victory was not good and this bad spell of luck continued into the next game.

The fifth game started as it was due to go on, with the weather turning against me. The game was played in sweltering heat and this proved to take five players from my team in one drive. The remaining 6 players put up a brave defence for the five turns this drive lasted, but in the end there was little they could do to prevent the Dark Elves from pounding them into the pitch before finally stepping into the end zone.

But this game was not all bad. In the second half the Nuns of Beighstbhar rallied to come within a hair's breath of levelling the game 2-2. Unfortunately, yet again Nuffle turned against me as the agile Elves managed to pluck the ball from the air, their interception stealing any chance of a Human comeback and sealing the game 3-1.

As I shuffled from Bugman's to the gaming hall to find my final opponent I found that I was down to play the Khemri team coached by Phillip Honatidis. I had been very lucky throughout the competition in that I had not played any "power" teams, and the four Mummies on Phillip's front line showed early in the game why they were to be feared. With several of my players "reclining" in various parts of the dug out I had to struggle to hold up the Khemri team while trying to score myself. In the end my last game was typical of my luck through the entire tournament with me taking four turns with a combined time of less than a minute.

Oh well, that's the way the dice roll; in this case with a plethora of 1s and 2s. There is a saying that in Blood Bowl there are 2 opponents, the other team's coach and the dice. In this case I lost to both with Phillip taking a well-deserved victory. All that was left was to pop into the bar and watch the final match on the big screen.

All in all an enjoyable competition, if not a successful one and I would recommend it to any hard core Blood Bowl player. Don't worry though, next year that Trophy will be mine.

Meanwhile, whilst these brave coaches were risking life and limb in the gaming floor, our chief ref was lounging by the pool with his cool drink, being fanned by nubile… wait a sec…

I've got my eye on ALL of you!

Dave: It was during an interview for House-Rulez magazine at Games Workshop HQ when I was asked by Jake Thornton to be Chief Referee at this year's Blood Bowl, and my first reactions were surprise followed quickly by excitement and just a little bit of pride – after all, Games Workshop and the guys whose games I'd played for donkey's years were asking ME to help out at one of their biggest events! It wasn't until the drive home that I first realised I had volunteered for something without fully understanding what was expected of me, and the pride & excitement quickly began to mingle with feelings of trepidation...

Over the coming months I tried to keep the fact I was refereeing a secret although inevitably I did let it slip to a few people, most notably to Paul Stacey who masterminded the production of the superb TalkBloodBowl shirts. Brian St. James, Chief Referee at the first Blood Bowl, assured me it was an easy job and that I'd have a fun time doing it and this went a long way towards easing the fears I'd had.

Being taken out on the night before the event for a delightful meal with Jervis, Jake, Andy and a number of other 'distinguished guests' was a superb surprise and a great way to start the weekend. As well as discussing the forthcoming event, we also chatted about numerous other ideas and projects, all of which sound extremely exciting – my silence was bought with a number of free drinks however, so don't bother trying to get any secrets out of me! The tournament began with a quick introduction of the NAF staff members, myself included, and my announcement that I'd be their Chief Ref for the weekend predictably drew a mixture of groans and jeers from the waiting players. Pretty much what I expected knowing the crowd from TalkBloodBowl! With that, the first game began and the tournament was underway. It was good to have a chance to wander around the hall at my leisure, talking to friends and checking out some of the great teams on display. Although there were a greater number of rules queries than I had expected, the vast majority were fairly straightforward rule clarifications and everyone accepted the decisions in good humour even if they were against their own team. Lunchtime revealed yet more perks of the job, with free drinks all weekend and the ability to jump the queue to get my much-needed Space Marine snack! Lunchtime was disrupted somewhat with a particularly troublesome issue raised by one of the players, although thankfully the issue was resolved to the satisfaction of all concerned and it proved to be the only low point of the entire weekend. Game 2 began in earnest after lunch and the rest of the day seemed to fly by in a blur!

Sunday morning saw me start the second day with an epic hangover, courtesy of Bugman's and Rock City, and I wasn't the only one who made full use of the free bottles of water Games Workshop provided. There were noticeably fewer rules queries from Game 4 onwards, probably because the pressure was off for the majority of players. This allowed me the opportunity to chat with Andy, Jake, Brian & the rest of the events team, and I also found the time for a quick 'behind-the-scenes' tour of the Warhammer World museum and a fascinating peek into parts of the main Studio. The end of Game 4 saw the line-up of teams eligible for the Best Painted award, and I was given the chance to peruse them at leisure, taking a huge number of pictures at the same time! The standard this year was phenomenal although the prize was rightfully won by Oriol Colls Hinestrosa's outstanding Lizardmen team (including his great Slann Head Coach!).

Game 6 saw Hans-Peter Earwaker and Cris Schmitt take their places in the final. Having met both guys before at other tourneys (and having been beaten by Hans-Peter) I knew the final was going to be a close-fought match, and the guys didn't disappoint. The match was simply one of the best games of Blood Bowl I've watched, and had everything from desperate long passes, vicious blocking wars and the obligatory star blitzer dying on a Go-For-It roll! This was another point where my role as Ref paid dividends; while the rest of the crowd watched via Cabalvision link in Bugman's I was up there on the stage watching it in person! Eventually, after a last gasp Touchdown in extra time, Hans-Peter won the match and claimed the title for this year.

Overall I had an excellent time at this year's Blood Bowl tournament. Not only did it give me plenty of time to catch up with the friends I've made on the tournament scene it gave me the chance to see the tournament from a perspective that few others will ever see. Although I did occasionally miss playing, being Chief Referee for such a prestigious event was a 'once-in-a-lifetime' opportunity and I'm very pleased I was given the chance to do it.

Authors	*Marc Harrington and Gerwyn Walters participated in the Blood Bowl. Marc and Gerwyn are some of the Hobby Specialists you'll talk to on the phone if you ring GW Direct. Both are currently playing in the BBB head Office league being run by Jervis. Dave Candlish was Head Ref.*
Further Information	*Tickets for this years show are expaected to sell out fast as in previous years. Give UK Direct Sales guys a call to find out when they go on sale.*
More BB	*Turn to page 16 for fouling advice*
Website	*www.BloodBowl.com*

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THE WYRD AND THE WONDERFUL

WYRDS IN NECROMUNDA,

by Jake Thornton with Andy Chambers, Rick Priestley and Jervis Johnson

Wyrds make their return to the Underhive with the following rules.

THE UNTUTORED PSYCHIC

Psychics and other mutants are an interesting part of the Necromunda background, and it's been a long time since these rules have been available. So, in order for you to put a respectable amount of psychic weirdness back into your games, here they are again, slightly revised, for you to add to your games. We don't have any new models planned for them yet, though I'm sure we'll get round to them at some point. However, the existing Necromunda range includes a selection of these deviants for your amusement so you've got no excuse to be all law-abiding. Ratskin Shaman will be dealt with in a future issue.

WYRDS

Wyrds are individuals with raw, untutored and very varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations – they may be 'lucky' at cards, for example, or very good at 'guessing' what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants. Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because Wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by Wyrds are highly varied, and it is extremely rare for two Wyrds to have exactly the same abilities. This being said, it is possible to divide Wyrds into a number of very broad types. For example, a significant proportion of Wyrds are telepaths, whose powers allow them to affect the mind of another person. However, the way this power manifests itself varies from one telepathic Wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most Wyrds have one or more additional minor powers.

Wyrds that can hide their powers are fairly safe in the hive proper, although there is always a small risk of discovery. Sometimes as a Wyrd grows older and more confident in their abilities they will start to flaunt their superhuman abilities. Few Wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as a witch or warlock, or captured by the Scholastica Psykana because they over-estimate their own abilities. For this reason many Wyrds choose to live in the Underhive, where, for the most part, mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Those Wyrds whose powers become impossible to hide have no choice but to escape to the Underhive or face almost certain death or capture.

The Wyrd Telepath uses the Invisibility power to hide from Ma and Pa Spyrer...

Two Beastmasters give the Ratskins an opportunity to expand their wardrobe.

RECRUITING WYRDS

Once in the Underhive Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil. These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder. Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any gang except Enforcers, Spyrers and Redemptionists can hire a Wyrd, though there is an increased chance of being outlawed if this is reported to the Watchmen. If a player wants to hire a Wyrd he must pay a hire fee of 25 credits.

A gang can hire no more than one Wyrd at a time. Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose the type of Wyrd he wants, but the exact powers are only worked out after the Wyrd is hired.

For purposes of calculating the gang rating a Wyrd has a value of 125 (ie, his hire fee of 25x5).

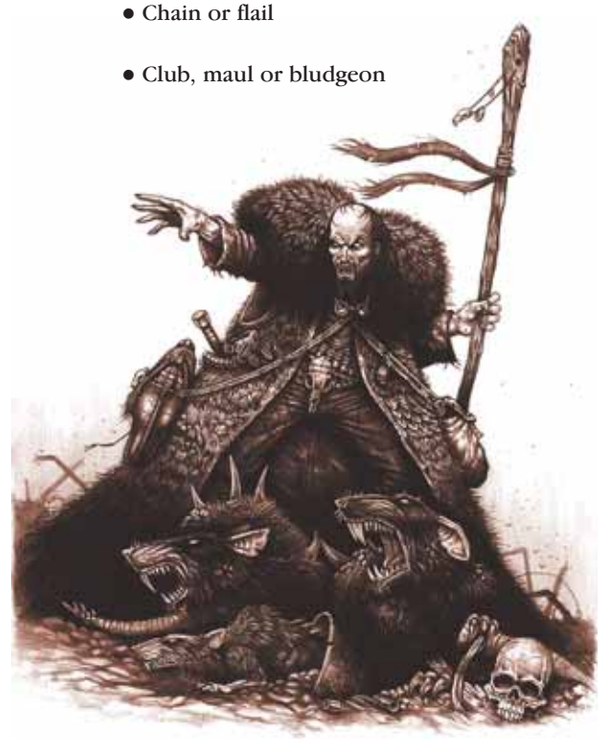
WYRD PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Wyrd will have a number of powers as explained later on.

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

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. Nonetheless no-one travels in the Underhive unarmed, and so Wyrds may be armed with up to two weapons from the following list:

- Stub gun with dum-dum bullets
- Autopistol
- Laspistol
- Sword
- Axe
- Chain or flail
- Club, maul or bludgeon



WYRD POWERS

A Wyrd has one 'primary' power and one 'minor' power which are generated randomly on the tables below. The Primary Power table that is used depends on the Wyrd's type: Telepathic Wyrds roll on the Telepathic Primary Power table, Pyro's roll on the Pyromaniac Primary Power Table, and so on.

USING WYRD POWERS

It requires intense concentration and inner calm for a Wyrd to use one of his powers, which is not always easy in the middle of an Underhive firefight! In order to use one of his powers the Wyrd must first roll equal to or under his Leadership on 2D6. If this test is failed the Wyrd's concentration has been broken and he may not use a power that turn. If the test is passed the power may be used as described below. Note that a Wyrd may not attempt to use more than one power per player turn.

Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy. This is because even telepathic Wyrds find that only the minds of their closest opponents stand out with any clarity; those further away blur and merge into one another in a confusing swirl.

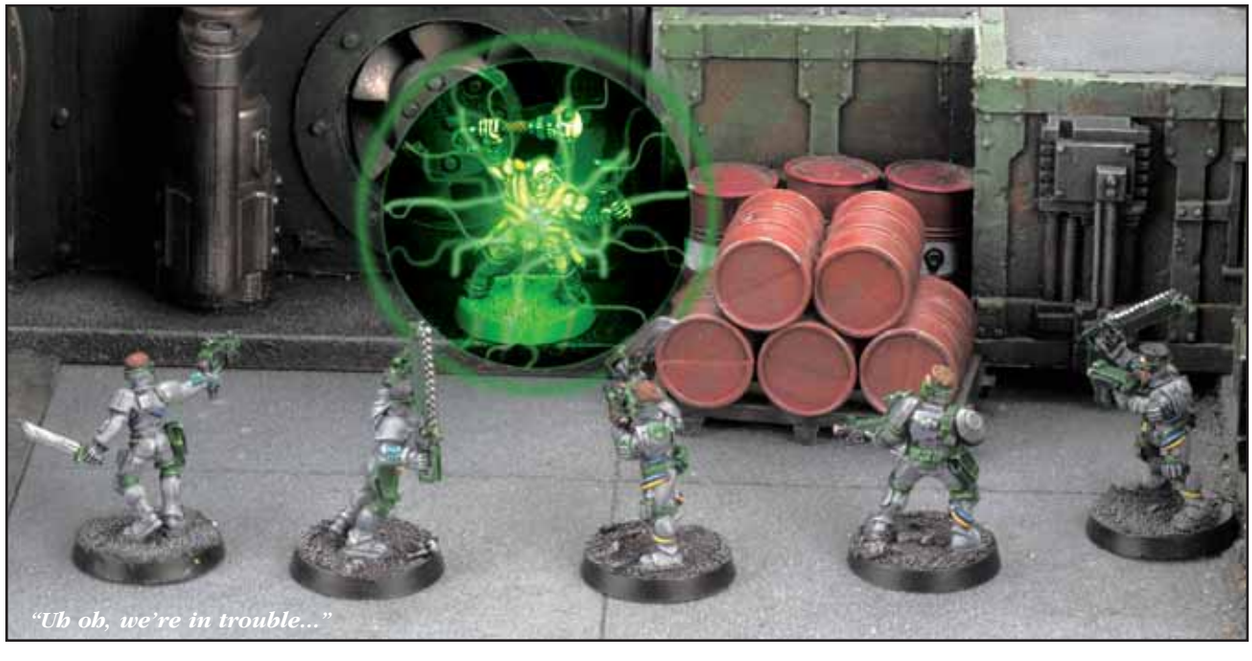
PERILS OF THE WARP

Although most Wyrds are only dimly aware of the fact, in order to use their mental powers they draw deeply on the power of an alternate realm of pure energy called the Warp. This is a risky and very dangerous thing to do, for the Warp is inhabited by those strange and unearthly creatures that are known to Humanity as daemons. If one of these creatures is nearby when a Wyrd draws on the energies of the Warp to use one of his mental powers it will often attack the Wyrd, attempt to possess him or draw him into the Warp to be dealt with at the daemon's leisure. Under such circumstances the Wyrd has to quickly cut his mental link with the Warp or suffer a fate far worse than death...

In order to represent the chance of a daemonic attack, if a Wyrd rolls a 2 or a 12 when he takes the Leadership test in order to use his powers then he must roll a D6 on the Perils of the Warp table below. Note that on a roll of 2 the Wyrd is allowed to use the power he was testing for before rolling on the Perils of the Warp table.

PERILS OF THE WARP TABLE

D6	Result
1	**Drawn into the Warp.** Unless the Wyrd can roll equal to or under his Initiative he is drawn into the Warp and never seen again! Remove his model from the table. If the Wyrd is lost then other models within 2" must roll equal to or under their Initiative or they will be drawn into the Warp as well.
2-3	**Possessed.** The Wyrd must make a Leadership test on 2D6. If the roll is equal to or less than the Wyrd's Leadership he manages to mentally fight off the daemon that is attempting to possess him, but cannot do anything other than defend himself in hand-to-hand combat for the remainder of this turn. If he rolls over his Leadership he has been possessed by the daemon. See the rules for Possession, below.
4-6	**Attacked.** The daemon uses its powers to attempt to fry the Wyrd's brain! The Wyrd suffers 1 automatic hit at D6 Strength, with no Armour Save allowed.



"Uh oh, we're in trouble..."

DAEMONIC POSSESSION

A Wyrd who is possessed has had his body completely taken over by a daemonic Warp entity. The ferocious energy of the creature will quickly burn up the frail mortal body of the Wyrd, but before it does so the daemon will go on the rampage and attempt to cause as much death and destruction as possible!

A possessed Wyrd moves in each player's turn. Carry out his move and attacks before moving any other models. The Wyrd will move 2D6" in a direction chosen by the player whose turn is not taking place. The Wyrd may enter close combat if the player moving him desires.
If the Wyrd is not engaged in close combat he will unleash a bolt of Warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit with no Armour Save allowed, normal To Hit modifiers for cover, etc, apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are all tripled (this means that normally he will have Weapon Skill 6, Strength 9 and 3 attacks!).

Roll for damage against the Wyrd normally. However, he ignores pinning and any 'flesh wounds' and 'down' results on the Injury table. If a player takes him out of action, roll immediately on the Serious Injuries chart. Only a 'Dead' result will banish the daemon back to the Warp and kill the Wyrd. On any other roll the Wyrd gets straight back up again and is completely unaffected!

If by some miracle a fighter manages to kill a possessed Wyrd they earn a bonus 20 Experience Points. If the fighter is a Redemptionist this is doubled to 40 Experience Points.

Fortunately for both gangs involved in the battle the daemon will quickly burn up the energy reserves for the Wyrd's fragile mortal body. Roll a D6 for the Wyrd at the end of each player's turn. On a roll of 1 the Wyrd's body finally burns up and the daemon is forced to return to the Warp. Remove the Wyrd's model from the battlefield – all that is left is a charred skeleton amidst a pile of ashes!

Finally, a possessed Wyrd makes all other models test for *fear* – and quite right too!

BEASTMASTER PRIMARY POWER TABLE

Unlike other Wyrds a Beastmaster's primary power is not generated randomly. Instead, the Beastmaster will be accompanied by D3 creatures chosen from the following list:

- Giant Rats
- Milliasaurs
- Ripper Jacks

RATING

Each beastie type has been given a 'rating'. This is a rule of thumb value to help Arbitrators determine how tough the creatures are in comparison to a Necromundan ganger, how much it will cost in credits if it's bought for a specific scenario, or how much their pelts might be worth, etc. The rating is ignored when hiring Beastmasters, but is a useful guide for Arbitrators coming up with their scenarios for their own campaigns.

The number of 'pets' a Beastmaster has changes constantly so you should re-roll the D3 to see how many creatures accompany the Beastmaster at the start of each and every battle.

BEASTMASTER PET TABLE

GIANT RATS
Rating: 35

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4

Special Rules
Dodge. Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an Armour Saving throw.

Giant Rats in Games. Beastmaster Wyrds can use Giant Rats as their pets but they are also useful Arbitrator creatures for just about any scenario. Giant Rats will rove around in packs and attack anything they can pull down between them.

MILLIASAUR
Rating: 40

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

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

Special Rules
Movement. Milliasaurs can move up and down any sloping or vertical surface as if it were open ground.

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour Saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury table, instead roll on the table below.

D6 Roll Result

1-2 No Effect. The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.

3-6 Out of Action. The victim is paralysed and severely chewed up by the Milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further today. Remove the model as you would any other taken out of action.

Milliasaurs in Games. Beastmaster Wyrds can also use Milliasaurs as their pets. For the Arbitrator they are useful ambush creatures that will normally lurk and wait for fighters to approach closely before they scuttle out and attack.

RIPPER JACKS
Rating: 40

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4

Special Rules
Fly. Ripper Jacks can fly. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the Hand-to-Hand Combat phase instead of fighting in close combat normally. Ripper Jacks never fight in the Hand-to-Hand Combat phase, even if charged by an enemy model, it being assumed that they will simply flit out of the way, although enemy models can shoot at them normally. Instead, a Ripper Jack that is in base-to-base contact with an enemy model in the Hand-to-Hand Combat phase is allowed to attempt to envelop the opposing model's head.

Roll a D6 for each Ripper Jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the Ripper Jack has enveloped its target. Models may only be enveloped by one Ripper Jack at a time, though several Ripper Jacks could attempt to envelop a victim – the rest would have to go and find another victim. An enveloped victim falls to the ground and may not move or shoot until he dies or the Ripper Jack is pulled off. If the victim is engaged in hand-to-hand combat he counts as having WS 0 and may not parry.

Roll 2D6 for the model in the Recovery phase. If the score is less than or equal to the model's Strength it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the model's Strength then the Ripper Jack remains firmly attached and the victim suffers a S4 hit with no Armour Save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken out of action.

Models may aid friends that are being attacked by Ripper Jacks. To do this the friendly model must be in base-to-base contact with the Ripper Jack's victim in the Recovery phase. If this is the case the friendly model may add his Strength to that of his companion when working out if the Ripper Jack is removed.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries table, instead roll on the Ripper Jack Injury table below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Ripper Jacks in Games. Beastmaster Wyrds can train Ripper Jacks to fight for them. In games Ripper Jacks will aggressively seek out and attack fighters wherever they can.

The creatures under the Beastmaster's control must remain within 16" of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a Movement phase more than 16" from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.

Author	*Jake is head of system for Necromunda and is gradually getting all the Outlanders rules back in circulation*
Further Information	*The Necromunda: Underhive rulebook is available from Games Workshop stores. The Necromunda Living Rulebook can be downloaded free from the website.*
Website	*www.Necromunda.com*

PYROMANIAC PRIMARY POWER TABLE

Roll 1D6

1 Molten Man

The Pyro can make his body white hot so that anything that comes near him is quickly burnt to a crisp.

The Wyrd may attempt to cause this to happen at any time during one of his turns and the effects will last for all of the rest of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes completely immune to attacks made by any type of flamer, or by meltaguns, multi-meltas and melta bombs. He also receives an unmodified 4+ save against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -4 save modifier at the start of each and every round of combat. In addition, any close combat weapons that hit the Pyro are destroyed if he makes his special 4+ Saving throw.

2 Spontaneous Combustion

The Pyro is able to cause an enemy's body to suddenly catch fire and burn up!

The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works pick the nearest enemy model in sight within 12" of the Pyro. The victim must take a Leadership test on 2D6. If they roll equal to or under their Leadership they survive the attack unscathed but are pinned. If they roll over their Leadership then they spontaneously combust, suffering D3 wounds with no Armour Save allowed.

3 Fireball

The Pyro is able to create a ball of flame out of thin air. He may attempt to create the fireball in sight within 24" instead of attacking normally in the Shooting phase. If the power works the fireball should be represented by the Blast template. Any model fully under the template is hit automatically, while those partially under the template are hit on a 4+. Models hit by a fireball suffer damage exactly as if they had been hit by a flamer.

4 Wall of Flame

The Pyro can generate a barrier of flame several metres long.

The Pyro may attempt to produce the wall of flame at any time during one of his turns and it will last for all of the rest of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by a template placed on the tabletop so that the entire length is within 24" of the Pyro and at least part of it is in sight of the Pyro model. The wall of flame template must always be placed on ground level – it can't be balanced precariously halfway up a building!

You'll need to make your own wall of flame template. It needs to be straight,18" long and 1/2" wide. You can use a GW plastic range ruler, a card template, a piece of string or anything else that fits the measurements.

Any models crossed over by the template must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover! As long as the wall of flame remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up to the ceiling the wall of flame can't be crossed at any level. The Pyro can choose to 'turn off' the wall of flame at the end of any of his turns.

5 Flame Blast

The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a flamer, except that the Pyro's attack never runs out of ammunition or malfunctions! Simply place the Flamer template so that the narrow end is touching the Pyro model, and then resolve the attack in the same way as a flamer attack.

6 Melta

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect similar to that produced by a meltagun or multi-melta. Although the Pyro's attack is less reliable than either of these weapons, it is potentially even more destructive.

The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works he may use it against the nearest enemy target he can see up to a range of 24". Roll the Artillery dice to see whether the attack hits (the one numbered 2, 4, 6, 8, 10 and Misfire). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with a -4 save modifier. If a Misfire is rolled the attack makes the target break out in a hot flush which will pin the target but has no other effect.

TELEPATH PRIMARY POWER TABLE

Roll 1D6

1 Mind Control

The Telepath is able to take control of another person's mind, forcing them to do what he desires. Although the victim will not act in a suicidal manner, they will carry out almost any other action no matter how depraved or evil.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to take over the mind of any single enemy model within 24". He does not need a line of sight, but he does have to pick the closest target. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and fights off the mental assault, but is pinned.

If the roll is greater than the model's Leadership it is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of the players – if you find that you can't act sensibly and are constantly arguing about what is a suicidal action or not, then re-roll this power and use another!

2 Terrify

The Telepath is able to conjure up terrifying mental illusions of an opponent's very worst fear.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to conjure illusions in the mind of any single enemy model within 24". The target need not to be in sight, but does have to be the closest target. The victim is automatically broken (no Leadership roll is taken) and must flee 2D6" to cover as described in the Leadership section in the Necromunda rulebook. The model must recover its nerve using the normal rules.

3 Invisibility

The Telepath is able to affect an opponent's mind so that he only sees what the Telepath wants him to see.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to! He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his score is halved (rounding fractions down). If the model was in overwatch then he must come out of it. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.

4 Mental Assault

The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and the attack has no effect. If the roll is greater than the model's Leadership it suffers a single wound with no Armour Saving throw allowed.

5 Hallucinations

The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may place the Blast template over the nearest enemy model within 24" even if they are out of sight. Any models fully under the template are affected exactly as if they had inhaled gas from a Hallucinogen grenade, while models partially under the template will be affected on a roll of 4+. Roll immediately on the Hallucination table printed on page 46 of the Necromunda: Underhive rulebook to see how any affected models behave for the rest of the turn. Note that the Blast template is removed after the attack has been made – it is not left in play like a template for a Hallucinogen gas grenade.

6 Mental Strength

The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind.

The Telepath may attempt to use this power at any time during his own turn. If the power works he may affect either his own mind or the mind of any single friendly model within 24". The model chosen immediately has one of the following characteristics increased by D3 points up to a maximum of 10 (the player may choose which is affected): Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative or Attacks. The model's characteristics remain at this higher level for the remainder of this turn and all of the opponent's turn, and then return to normal.

TELEKENETIC PRIMARY POWER TABLE

Roll 1D6

1 Assail

The Wyrd is able to batter an opponent with a succession of mental blows as if from an invisible assailant.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". The normal targeting rules apply. The player can move the victim D3" in any direction, even into hand-to-hand combat, onto Blast markers or over a ledge (provided the terrain doesn't entirely block movement) and choose its facing.

2 Hail Storm

The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal, and then hurl them against an opponent.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note that the attack hits automatically, but that the normal targeting rules apply. Roll the Strength for each hit caused by the attack separately.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	Save AP
12	24	Always Hits		D6	1	-1	NA

Special: Sustained fire – 1 dice

3 Crush

The Wyrd is able to use his telekinetic powers to crush the life out of a victim.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". Roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour Saves may be taken as normal.

4 Force Field

The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as a special form of Armour Saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the power. If he does then any damage is saved. If he fails the test then the damage is inflicted as normal. Note that Armour Save modifiers do not apply.

5 Displacement

The Wyrd is able to transport a single friendly model across the battlefield. The affected model is swathed in energy and disappears, reappearing seconds later at its new location.

The Wyrd can attempt to use this power in his own Movement phase instead of making a normal move. If the power works he can move either himself or a friendly model that he can see up to 3D6", ignoring intervening models or any other obstacles or scenery, and moving up or down levels if desired. This move is made instead of the model's normal move. Displacement may be used to move into hand-to-hand combat, in which case the model counts as charging.

6 Fists of Fury

The Wyrd is able to turn his fists in deadly weapons encased in glowing mental energy that can punch through the thickest armour.

A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any Hand-to-Hand combat phase. If he succeeds he is treated as being armed with hand-to-hand combat weapons with the characteristics shown below. If he fails then he must use his normal Strength instead. Note that if the Wyrd attempts to use this power and fails then he must still fight with his bare hands – he is not allowed to use any hand-to-hand combat weapons he may be armed with.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	Save AP
Close combat only				8	1	-5	NA

Special: Close combat

WYRD MINOR POWER TABLE

Roll 1D66

11-16 None
The Wyrd does not have a minor power at all and must rely only on his primary power.

21 "You can fly..."
The Wyrd may attempt to use this power instead of attacking normally in the Shooting phase of his turn. If the power works he may affect the mind of any single enemy model he can see within 16" and that is also within 1" of the edge of a walkway or structure. The unfortunate target attempts to prove they can fly by jumping over the edge of the ledge! Sadly, their delusion is short-lived as they plummet to the ground, suffering damage for falling as described in the Necromunda: Underhive rulebook.

22 Float
The Wyrd is allowed to attempt to use this power at any time during his Movement phase. If the power works either the Wyrd or one friendly model within 12" can move as if they had a grav-chute (see page 52 of the Necromunda: Underhive rulebook).

23 Weapon Jinx
The Wyrd can attempt to use this power if an enemy model makes a ranged attack at him. If the power works then the attacking model must make an Ammo roll for the weapon used no matter what it rolled to hit. The Wyrd may try to use this once against each ranged attack targeted at him.

24 Fearful Aura
The Wyrd causes *fear* as described in the Necromunda: Underhive rulebook. This power always works – the Wyrd does not have to take a Leadership test to create the aura.

25 Freeze Time
The Wyrd can freeze time while he carries on moving. To other models it appears that the Wyrd is able to move incredibly quickly. The Wyrd may attempt to use this power just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. In addition the Wyrd can attempt to use this power if he is involved in a fast draw. If it works he always fires first!

26 Nullify Power
The Wyrd can attempt to use this power if an enemy Wyrd that is in sight and within 24" succeeds in making a Leadership test to use a power. If Nullify Power works then the enemy Wyrd's power is negated and cannot be used this turn.

31 Banshee Howl
The Wyrd can attempt to use this power at any time against an enemy model it can see within 24" that is in overwatch. If the power works it distracts the model and knocks it out of overwatch.

32 Jog Trigger Finger
The Wyrd may attempt to use this power instead of attacking in his own turn. If the power works he may target the closest enemy model that is in sight and within 24". The victim accidentally fires one weapon he is holding (decide randomly if there is any confusion). Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line of fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models along the line of fire the shot automatically misses, but make a To Hit roll anyway in case an Ammo roll is required.

33 Trip Up
The Wyrd can attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrd, and is treated as being pinned at that point.

34 Sense Presence
The Wyrd can sense the presence of any enemy model that is within 12", even if the Wyrd couldn't normally see them. This power always works – the Wyrd does not have to take a Leadership test to sense an opponent's presence.This means that enemy models can't hide from the Wyrd, and if he is on sentry duty in a Raid scenario he will always spot enemy models that are within 12" in his turn.

35 Spider Man
The Wyrd is able to generate a telekinetic energy field around his hands and feet which lets him climb up walls and flat surfaces. The Wyrd may attempt to use this power just before he moves. If it works he can climb any surface as if there were a ladder there.

36 Zen Shootist
The Wyrd concentrates his mind so that he becomes one with any ranged weapon he uses. The Wyrd may use this power just before he makes a shooting attack. If the power works then he will automatically hit any target that he can see and which is within the weapon range. Even though no To Hit roll is needed you should still make one in case an Ammo roll is required.

41 Walk Through Walls
The Wyrd is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrd may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrd may use this power to drop through a floor, but he will fall down to the level below if he does so and may be hurt.

42 Chameleon
The Wyrd can attempt to use this power after he has moved. If the power works he counts as hiding even if he is in the open. The power works for the remainder of the turn and all of the next turn. The normal hiding restrictions apply to Chameleon so the power may not be used if the Wyrd ran or charged that turn and the Wyrd will still be revealed if he shoots a weapon.

43 Mirror Image
The Wyrd can use this power if he wants to break from hand-to-hand combat. If the power works he is able to create a mirror image of himself which so confuses his opponent that the Wyrd can break from the combat without being hit.

44 Throw Voice
The Wyrd can use this power if he can see a friendly pinned model that is on its own at the start of the move. Normally this model would not be allowed to recover from pinning, but if the Wyrd succeeds in throwing his voice the model may attempt to do so, just as if there were a friendly model within 2".

45 Bang-Flash
The Wyrd can attempt to produce a small ball of glowing kinetic energy. He can throw the energy ball, which explodes with a blinding flash when it hits. The Wyrd can attempt to use this power instead of making a shooting attack. If the power works he may make an attack exactly as if he were throwing a photon flash flare (see page 47 of the Necromunda: Underhive rules).

46 Lucky Aura
The Wyrd is simply very, very lucky. Once per turn the Wyrd can force a re-roll of one dice roll that affected the Wyrd directly. For example, he could force an opponent to re-roll to hit if the opponent were firing at the Wyrd, but not if the opponent were firing at another model in the same gang as the Wyrd. The Wyrd must accept the result of the re-roll, even if it is worse than the first roll! This power always works – the Wyrd does not have to take a Leadership test to create the aura.

51 Healing Hands
The Wyrd can attempt to use this power upon a friend who is down if he is in base-to-base contact with them in the Recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll this turn. If it fails the wounded fighter must roll to recover normally.

52 Remove Pain
A Wyrd with this power can attempt to use it on any gang fighters who will miss the battle because of an old war wound. If the power works the fighter can take part in the battle normally. The Wyrd can attempt to help any number of gang fighters in this way, but must make a separate Leadership roll for each. If he became possessed while attempting this, he is assumed to have killed the person he was trying to help and then burnt up!

53 Cause Pain
A Wyrd with this power can attempt to use it instead of making a shooting attack. If the power works he may choose the closest enemy model that is in sight and within 24". If the victim has one or more old war wounds then they immediately go out of action as an old wound suddenly flares up. Remove the model from play but don't roll on the Serious Injury table for them after the battle. If the victim doesn't have an old war wound, then this power has no effect on them.

54 Stop Bleeding
The Wyrd can attempt to use this power upon a friend who has suffered one or more flesh wounds if he is in base-to-base contact with them in the Recovery phase. If the power works all the flesh wounds are healed immediately, restoring lost points of Weapon Skill and Ballistic Skill.

55 Precognition
The Wyrd is able to see dimly into the future, and can often warn the gang leader if he is heading into trouble. If the Wyrd is a member of a gang then the player can force the result rolled on the Scenario table to be re-rolled. He must accept the result of the second roll, even if the first was better. If both gangs involved in the scenario have Precog's then they cancel each other out and nobody gets a re-roll. This power always works – the Wyrd does not have to take a Leadership test to use this power.

56 Cannot Be Possessed
This Wyrd is immensely strong-willed and cannot be possessed by daemons. Treat any 'Possessed' results on the Perils of the Warp table as having no effect. This power always works – the Wyrd does not have to take a Leadership test to use it.

61-65 Multiple Minor Powers
The Wyrd has D3+1 (ie, 2-4) minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 11-16 or 61-65.

66 Extra Primary Power
The Wyrd has an extra primary power. Roll this on the Wyrd's Primary Power table, re-rolling if you duplicate a primary power you have already rolled for the Wyrd. If a Beastmaster Wyrd gets an extra primary power he can control a greater number of creatures than usual. Roll a D6 instead of a D3 for the number of creatures the Beastmaster brings along to a battle.