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£1.25

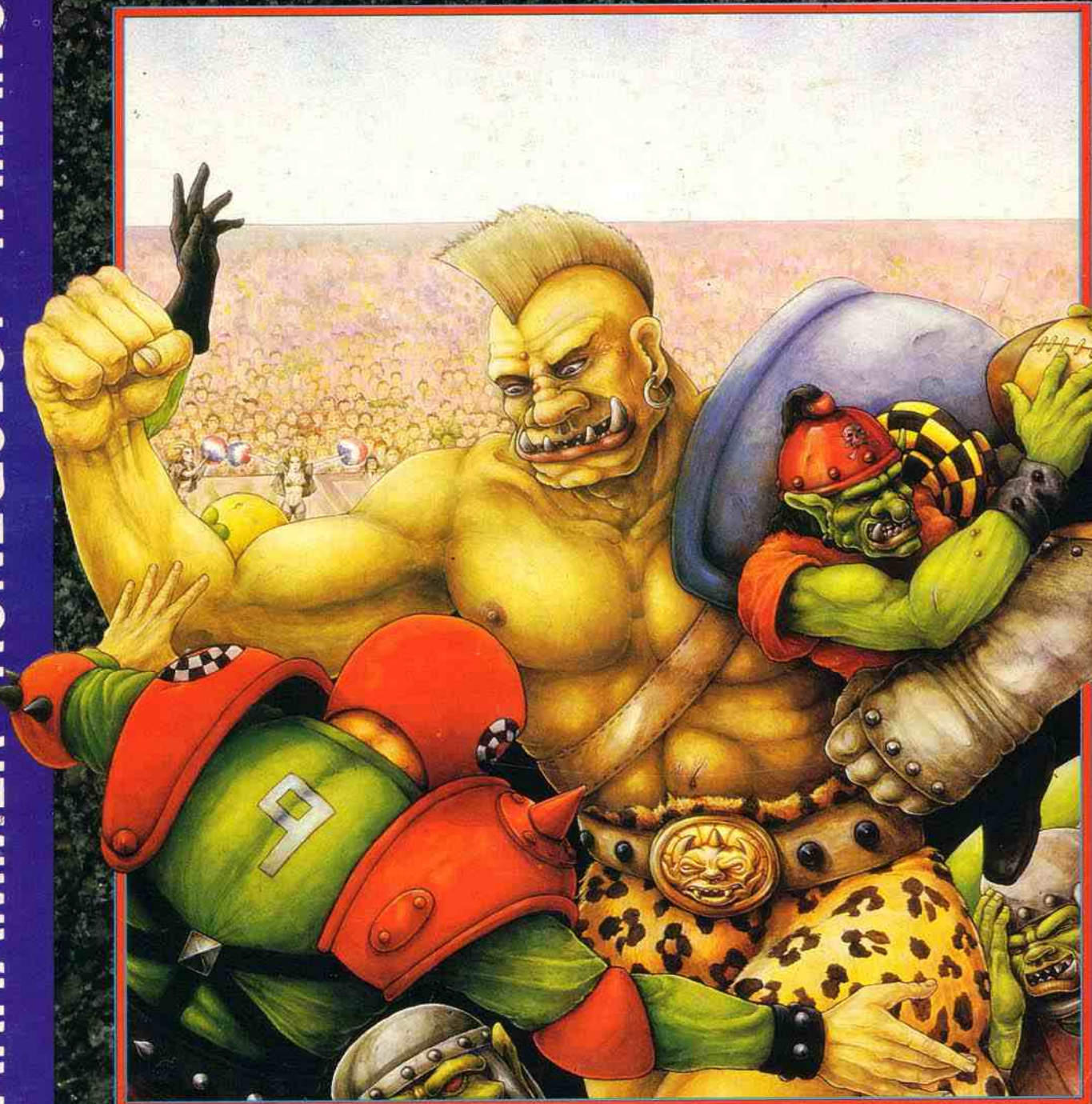
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WHITE DWARF

WARHAMMER • RUNEQUEST • PARANOIA



● SPECIAL BLOODBOWL ISSUE ●

WHITE DWARF

ISSUE 101 MAY 1988

EDITORIAL MANAGER: Phil Gallagher
EDITOR: Sean Masterson
CONTRIBUTORS: Rick Priestley, Jervis Johnson, Derrick Norton and Nigel Stillman
GRAPHIC DESIGN: Mark Craven, Brian George, BiL Sedgwick and Chris Colston
ART EDITORS: John Blanche and Ian Cooke
PRODUCTION: Chris Colston, David Clemmett, Nick Ord, Richard Wright and H
COVER: *Blood Bowl* Colin Dixon
ILLUSTRATION: Dave Andrews, Gary Chalk, Carl Critchlow, H, Pete Knifton, Ali Morrison, Russ Nicholson, Kevin Walker and Andrew Wildman
MINIATURES PAINTERS: Sid, Mike McVey and Darren Matthews
PHOTOGRAPHY: Phil Lewis
TYPESETTING: Lindsey D Le Doux Paton and Dawn Duffy
INVALUABLE TYPING: Mary Anne Naismith
ADVERTISING: Tim Pollard
PUBLISHER: Games Workshop Limited
PRINT BUYER: Bob Malin
PUBLICATIONS MANAGER: Alan Merrett
ASSISTANT PRODUCTION MANAGER: Steve Bruce
STUDIO MANAGER: Tom Kirby
CHANGER OF WAYS: Bryan Ansell
Printed by ThamesMouth Web Offset, Basildon, UK.

All correspondence except subscriptions should be addressed to: *White Dwarf, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL.*

If we spend so much time escaping, where's the incentive for having a serious discussion, either here on on the letters page? What's so serious about gaming anyway?

That little box we draw around our letter of the month normally attracts an interesting degree of attention. We're sometimes accused of being 'afraid' of dealing with Serious Subjects. *They only pick the silly letters.*

Perhaps you only write them. *But I wrote a very serious letter about the manipulation of thousands of previously innocent fun-seeking minds by forces hidden behind the veil of popular gaming...*

See what I mean?



Sean Masterson

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SUBSCRIPTIONS

Please send and make remittance to: *Games Workshop, Chewton Street, Hilltop, Eastwood, Notts NG16 3HY.* Telephone (0773) 769731. *White Dwarf* is published monthly. Annual subscription rates are: UK - £15.00; Europe £30.00; other overseas surface - £39.00; other overseas airmail - £45.00. Please make all payments in Pounds Sterling. NB: USA - contact *Games Workshop US, 8920 Route 108, Columbia, MD 21045, USA.*

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ISSN 0265-8712

OVERSEAS DISTRIBUTORS

France: *Citadel France, 5 Rue des Fetes, 75019 Paris.* Italy: *Pacific Enterprises Italia SRL, Via R.DI Laurie 15, 20149 Milan.* Japan: *Shinwa Corporation, Yamoto Building, 2-6-2 Iwamotocho, Tokyo.* Australia & New Zealand: *Ventura International, 3rd Floor, Shorter House, 193 Clarence Street, Sydney NSW 2000, Australia.* USA: *Games Workshop US, 8920 Route 108, Columbia, MD 21045, USA.* West Germany: *Citadel GmbH, Muhlendamm 41-43, 2000 Hamburg.*

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CULTURE SHOCK



Yet more freebies... Plaza customer 1000 receives a collection of WH40K goodies. Some people have all the luck.



Ross Miller in his prize winning costume of Lord Macragge, Imperial Commander Marneus Calgar. The armour effect was achieved using corrugated cardboard coated with layers of emulsion, and Ross even went so far as to include bionic eye and service studs! Well done Ross, we hope you enjoy spending the £50 prize voucher.

PAVEMENT PARANOIA AT THE PLAZA

GW stalwarts (or should this be 'warts'), Tim 'Shogun' Pollard and Andy 'Meat-machine' Jones arrived back in Nottingham a few weeks ago quite taken aback by their recent excursion to the Big Smoke. The reason? The overwhelming crowds at the Grand Opening of GW's prestigious shop in The Plaza Centre, Oxford Street, London.










The queue started the 5.30pm (!) the evening before, and, with a clutch of freebie GW games distributed by the nocturnal shop staff, the eager beavers played the night away. Despite having to camp outside the Centre, the merry throng were determined to have a good time, and just what security staff made of the 42-player *Paranoia* game (complete with five referees) can only be guessed at!

By the time the doors were opened the queue had grown a just a tad bigger (see photo!), and everyone was eager to snatch up one of the bargains. Despite the crush and sweat a few celebrities were brave enough to take the field. Steve Jackson autographed, and Bob Avery bombed, and Ken Rolston just made it all the way from America. Thanks to everyone, especially those in costume, who turned up and helped make the occasion a real success.

Celebrations are also in order at London's other branch in Hammersmith, which is currently enjoying its 10th birthday. Well done Hammersmith!

WHO'S WHO?

This issue's illustrators

-  Russ Nicholson
-  Trish Morrison
-  Aly Morrison
-  Kevin Walker
-  Andrew Wildman
-  Gary Chalk
-  Pete Knifton
-  H
-  Dave Andrews

Chaos Knight Competition Results

The Spring '87 edition of the Citadel Journal ran a competition to design the armour and weaponry of a *Chaos Knight*. The winning entries have subsequently been crafted by our talented designers and are displayed in glorious colours for your edification and enjoyment.

Chaos Warriors (page 49)

James Jupp, Newport, Gwent: No. 5

Chaos Thugs (page 80)

- Rodolfo Berongoy, Chatham, Kent: Nos. 2, 9, 10, 11, 17, 18
- G E Davies, Bomley, Kent: No. 4
- James Jupp, Newport, Gwent: No. 3
- Ronald Kelly, Antrim, Co Antrim: No. 21
- Paul Sinton, Northants: No. 5

Thanks to everyone who submitted drawings and thanks to all the winners - prizes are already in the post!

HELLO, HELLO, HELLO...

Some strange noises have been heard from London's Golders Green Police Station recently as the staff prepare for some live roleplaying! The idea to swap truncheons for swords is the brain child of Sam Regan, a member of the Met's administrative branch, and plans are well in hand to use a large tract of land in North London.

The group, which calls itself *Armageddon*, will be open to the public, and with woods, lakes and a deserted mansion to explore it sounds as if they are all set to do some serious monster-bashing! Once playtesting has finished Sam intends to flood the capital with promotional material, including flyers to all police stations in the Metropolitan district.

The Queue!



ILLUMINATIONS

RUSS NICHOLSON

Russ Nicholson is noted for fine line drawings which ooze both dynamism and technical brilliance. His figures, particularly monsters such as Goblins and Orcs, are imbued with a ferocious charm rarely seen in modern illustrations, and are if anything, akin to the work of master illustrator Arthur Rackham.

Another fair comparison in style might be Renaissance woodcuts: some of the man's work for such systems as *WFRP* displays an uncanny resemblance to Durer, a German Renaissance artist whose work has influenced many of the GW stable of artists.

Russ is married and lives on the south coast of England. He makes his living by illustrating and teaching - in fact he spent part of his career teaching in New Guinea. He contributed to *White Dwarf* right from Ye Earlie Yeares, and illustrated the very first *Fighting Fantasy* book, *The Warlock of Firetop Mountain*. Most recently, he completed work on a mind-boggling series of illustrations for the forthcoming *Warhammer Siege* rules.

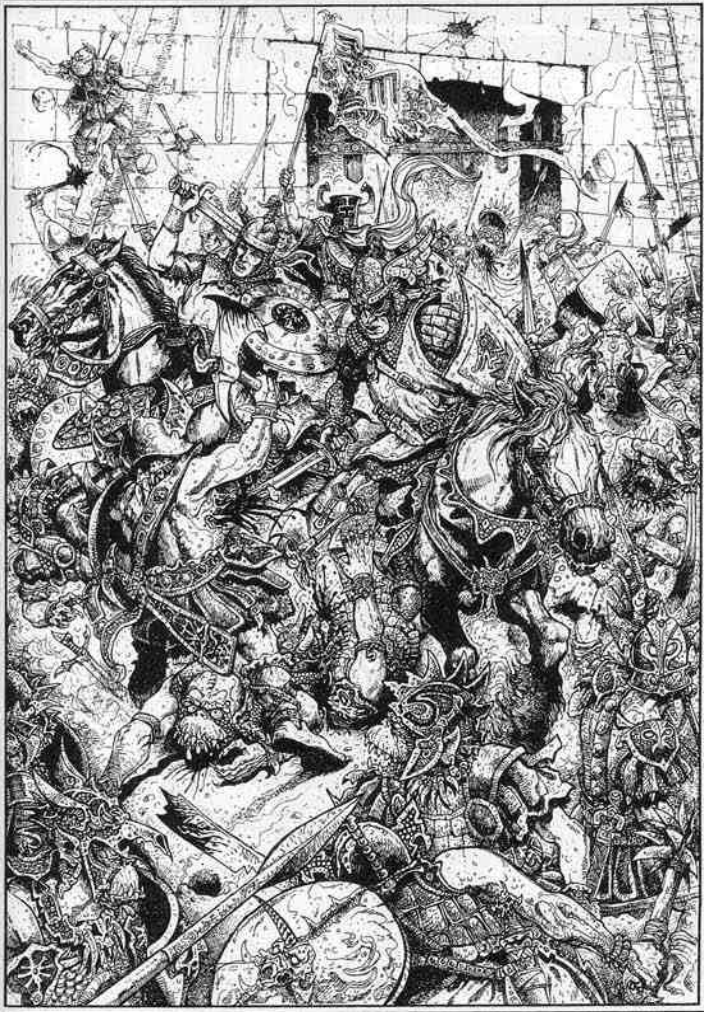
Prolific or wot!

John Blanche



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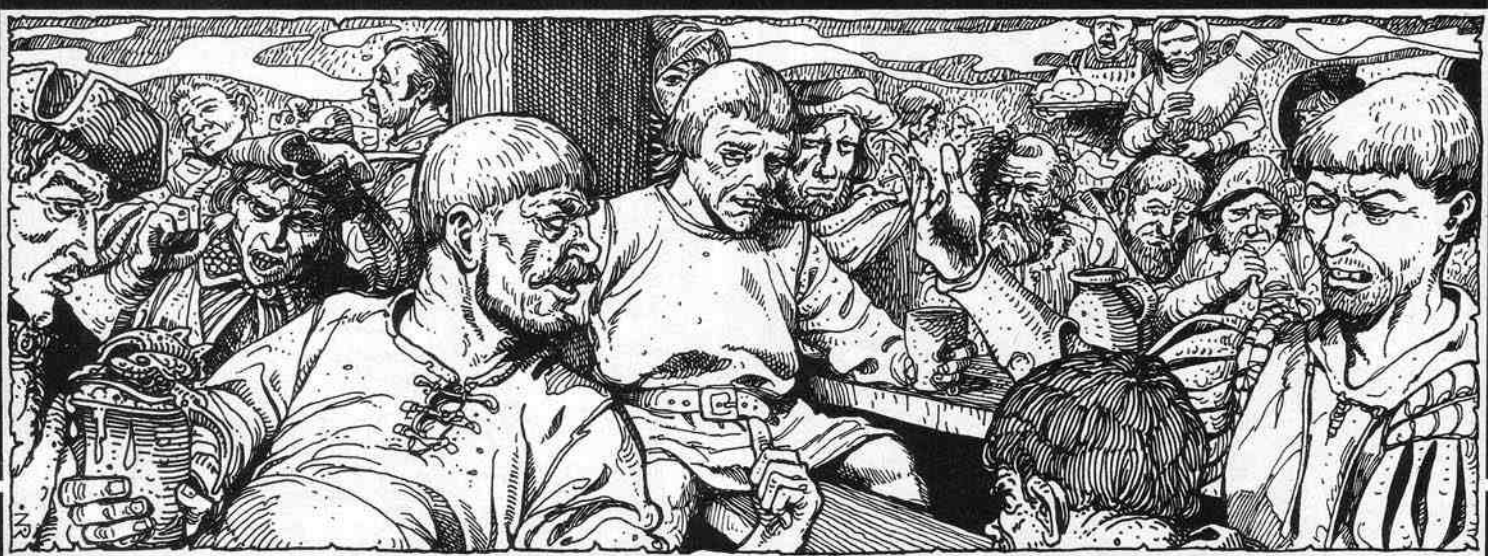




RUSS NICHOLSON

Russ Nicholson

Age: 38.
 Race: Another Scotsman.
 Star Sign: Scottish.
 Occupation: Illustrating *Bunty* Annuals.
 Music: Classical, folk, country (wot, no thrash?)
 Hobby: Collecting newspaper comic strips and books.
 Ambition: To develop print making of all kinds.



STRATEGEMS, RUSES AND PLOYS

Tactics in Warhammer Fantasy Battle

Introduction

With the release of 3rd Edition **Warhammer Fantasy Battle**, fantasy wargamers finally have a definitive set of rules. This will do the standard of generalship employed a power of good. *Warhammer* is the first wargame involving magic to become widely played in this country and as such requires different tactics to any historical wargame. That is not to say that some historical-game based approaches will not prove rewarding however. And players who have been with *Warhammer* since the first edition release will have developed their own tactics by now. But if they became involved in the game through role-playing they will have had to learn how to win games from a position of considerable ignorance.

This article explains some general wargames tips which can be applied to *Warhammer*. Whilst these will not make you a master of the tabletop battlefield overnight, they should at least ensure you are heading in the right direction.

Cost Effectiveness

Warhammer's points system is superior than that used in any historical game insofar as it is based wholly on the statistics and

abilities of the troops and does not attempt to reflect their availability. This makes the right choice of troop types extremely important as any small advantage can be absolutely critical.

The general rule when looking at troops is to ensure that for every 100 points worth picked you can deal with 110 points of the enemy (with a modicum of skill). If troops have the option of carrying longbows, for example, then you are almost certain to kill more points of the enemy than they cost - all other factors remaining equal. Similarly, small modifications to expensive, decisive units will be worthwhile if they improve units' survivability. It would be foolish to lose a battle just because you couldn't find the 10 points to give a unit shields. Although these cases make it fairly apparent that you are getting your points-worth, you cannot always be so sure. The following examples illustrate this.

Contemplate a unit of six Chaos Warriors. Although they're a very powerful melee unit, the Chaos Warriors need to get into melee to do any good. The chances are that Chaos Marauders will destroy a normal enemy unit with as much ease and will cost half the points. Remember that if your opponent knows the style of army he has to fight, he can assemble an equivalent points force that will cause the Warriors severe problems: a wizard with *Wind Blast* spells and a unit of crossbowmen for example. The wizard will tie the Warriors down while the crossbowmen shoot them down. The point of this example is that you

should use troops that are adequate to perform the task you have in mind and don't be drawn into gross-out selections. It is inevitable that two or three units working together will be able to defeat virtually any high points unit so be careful that you don't waste points on single units.

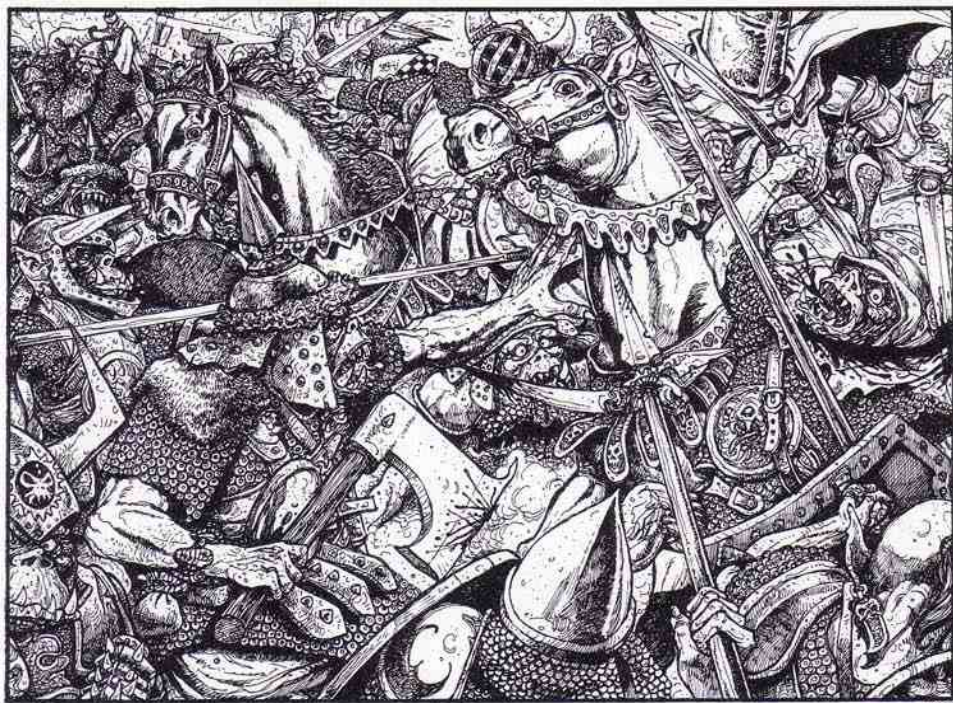
Consider the case of chariots. Chariots are among the safest ways for a general to take to the field, making him effectively immune to personal combat as the chariot gets hit, rather than him. They do have one weakness, however. Whilst they do lots of damage when charging, there is a considerable chance of them being charged themselves, resulting in the chariot's scythes being reduced in effectiveness. Here you must judge for yourself: in the game you intend to play are you sure you can use the chariots effectively? It's all very well having a powerful move available, but not if you cannot employ that move.

Trolls. Nice, simple monsters are Trolls - sometimes a little too simple. Base their effectiveness on the sure knowledge that at just the wrong moment they will go hopelessly stupid and lose you the game. If you are just looking for something to draw fire and cause *fear* then all is well, but if you want a decisive melee unit look elsewhere. You have no guarantee that these creatures will work as you intend. Watch out for troops with weaknesses that are likely to prove a problem: they may not be worth the points.

Now assuming you have your army and the game is on, the pursuit of cost-effectiveness becomes something like double-entry book-keeping. If you are aware of your opponent's capabilities and rough points cost, you can arrange trade-offs in your own favour. You might tie up a unit of Knights with small skirmishing units of wolf-riders, and use the saved points to overwhelm a less expensive enemy unit.

Army Balance

Having analysed the troops at your disposal, you will know which are worthwhile points-investments. But that alone is not a guarantee of success. *Warhammer* armies can contain such diverse threats that you may have left yourself wide-open to one type of attack. A classic example is the army whose general emphasises infantry armed only for melee and finds himself facing a faster enemy with missiles. He will be unable to catch them and will constantly take missile casualties as he tries. Army balance involves making a selection that gives you options against whatever the enemy uses.



The important consideration here is *effective range*. This is the sum of the unit's movement and damage range. If the unit is a melee unit then use its charge rate, if it is a missile unit count only the distance it can move and still fire. Try and achieve a balance of ranges to ensure that you do not get stuck at any distance. The average range of your troop types will tell you the optimum point to begin your attacks from.

The next consideration is endurance. Ensure that you can take a reasonable number of *wounds*. Troops with high *WS* can be shot down and the best melee troops are still likely to take losses on the way in. *Toughness* partly counteracts this and should also be taken into account. The most vulnerable armies in this respect are those that depend on elite humans. The points costs of elites is considerable and is not reflected in the damage they can absorb. With these armies a balance of cheaper troops should always be included as cannon-fodder (sometimes literally).

Finally look for some decisive troops. A long line of reasonable units isn't likely to be able to defeat the enemy all along that line. You will always need two or three units, which if properly used, will break the average troops of the opposition. It is with these units that you will win your games - but don't overdo it! The chances are that your opponent will work in the opposite sequence, first selecting his 'mega-units' then padding out the army with compulsories and make-weights. Against a balanced force such armies are open to being decisively out-manouvered. Consider your army's fighting frontage. If you are overlapped you may be surrounded: if overlapping you might be broken through. The balanced army will be fighting on its most effective frontage because all its troops will have valid uses and there will be enough strong points to hold it together. The unbalanced army will find its weak units engaged by your shock units, and its elites tied up by combinations of cheaper units. The only problem is sorcery. Spell use in *Warhammer*, while being an appealing aspect of the game, is a difficult factor to plan for. The main consideration is that a mage can only cast one spell a round. Therefore, in games with an emphasis on conventional combat, you will benefit from having a number of low level sorcerors. If you plan to use sorcery decisively then you will need to deploy higher-level magicians. Whichever option you choose, you will still have to be ready for the other. An army that seeks to use spells as its attack form needs to cover its mages, and the survivability of units becomes more important than ever. An army that plans to win by charging must take steps to protect its decisive units, perhaps by the use of certain magic weapons and a standard placed with the unit. A shooting army will need to ponder how to prevent its archers being tied up with *Wind Blasts*, perhaps by the use of sorcerors in 'counter-battery fire' engaging enemy wizards in duels.

High level heroes are also a consideration. Equipping them with a magic item that flies enables them to choose what they fight. They may choose to go after enemy mages!



Balance is still the important thing, ensure that you have at least one decisive melee unit that sorcery cannot destroy. Have a few heroes of your own to counter enemy leaders and choose magic items that give you a slight advantage. The leg-break spell is great for slowing up enemy heroes and can enable an L5 sorceror to counter-balance an L20 warrior. In short ensure you have an option.

Battlefield Strategems

Always include at least one flying unit. If you use it as an advance force you will generally out-scout the opposition. Your opponent will deploy his advance force. You then deploy the flyers at high altitude, and you both then carry out the scouting move. Then he deploys the remainder of his army leaving you to decide how best to introduce the main body of your force. It is so disadvantageous to be caught like this that you must ensure you have a flying unit. The only situation in which you want to be out-scouted is when an absolutely invincible position is available to you. As static defence is generally a recipe for complete disaster this should not concern you.

There are variations of course - deploying a number of flyers and fighting an air war is one. Few armies can achieve balance and include substantial numbers of flyers however.

If you have the scouting edge then consider flank-marching your trailing forces. This ploy is particularly useful when you are likely to be out-shot or out-moved, as your opponents have no idea which section of the table you will enter from, and they will sometimes get themselves in very silly positions in attempting readiness.

If you plan to concentrate on shooting, be ready for flank-marches. The best option when faced with such a strategy is to respond quickly with skirmishers or try to pin down the enemy with spells while you reorganise your troops into an effective line.

When shooting don't waste your time with big units: concentrate on small, potentially dangerous ones. If a unit takes 25% casualties it takes a *rout* test. If it fails, its neighbours take *panic* tests. The best way to deal with big units is to isolate them and break their morale without actually fighting them. If the enemy is silly enough to expose a character to fire, kill it immediately as this will bring you a big points advantage. When facing archery, use the terrain to cut off as many angles as possible and get to melee quickly. If you have worked out your effective range properly you should be able to counter the section of the enemy line that you engage with something of your own. You will probably get this chance as missile-based armies to anchor themselves quite badly to terrain in very long lines.

If you begin your move with a unit in melee that is guaranteed to get routed, and breaking-off is not feasible, there is no real excuse for having friendly troops near it when it does. Leaving units tied up directly behind losing units is a common mistake for players with a grounding in Tolkien rather than Tacitus.

Don't hang back when charging. If you can defeat an enemy unit then do it. He will have morale problems and may not get to counter-attack. Don't for any reason engage in overkill, however. A unit of Halflings doesn't require the attention of your Witch-elves and Cold One Riders. If you remember points-effectiveness you will know what to charge with what and your results will improve.

Summary

Players must analyse their options in a logical context. The potential exists to go into more depth on individual armies and, with the editor's approval, I may do in the future. Until then, remember that *Warhammer* is a game you can still enjoy even if you lose... occasionally.

Peter M Haines

Twice-Told Tales

It's that magic time of the year when a reviewer's fancy turns to thoughts of skiving off. Usually, long-term readers will know, I manage to catch coughs, colds and 'flu, and fill the column with a hypochondriac springtime whinge. This year, in addition to all the above, I had a close encounter of the third kind - the first kind being when you merely see a murderously approaching taxi, and the second being when you leap successfully out of its way. Horror publishers should bid for close-up colour snaps depicting my several square feet of lurid injuries.....

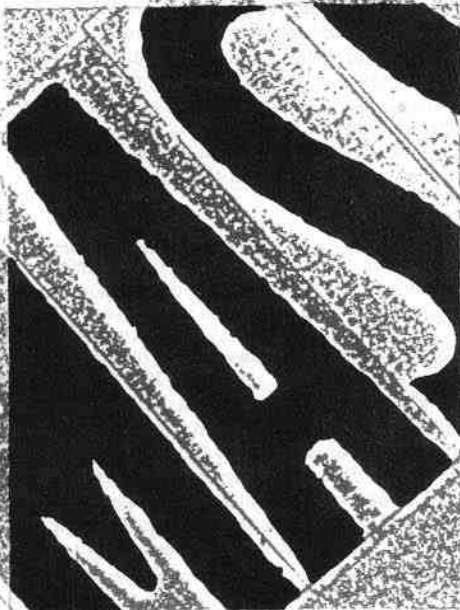
I did groan through a few books, most of which seem to be by Greg Bear. **Strength of Stones** (VGSP 221pp £2.95) was his second, a fix-up of shorter pieces: like his first novel *Hegira* it features a fine idea, a few well-drawn characters, and a finale which self-destructs in its determination to burst your frontal lobes with mindboggling sense-of-wonder. On a strangely isolated colony world, strangely named God-Does-Battle, people once lived in automated mobile cities. But one day long ago, the city-minds got together and (after the equivalent of the Laws of Robotics logic-chopping so familiar from Asimov) decided to throw out the unworthy inhabitants and let them revert to barbarism in the worldwide deserts. By the time of the book, the legendary cities are also running down, and we get one routine story (ending with an awfully familiar SF cliché), one good one (with a nice clash between a disassembled city on the march and the local Attila the Hun) and one over the top one. The mix is about average for Bear.

The Infinity Concerto and **The Serpent Mage** (Century 342/343pp £5.95) add up to a single, hefty novel, the same author's contribution to fantasy. Not heroic fantasy exactly: Bear makes a worthy effort to mingle the mundane and magical elements, eschewing most of the standard props like unicorns, swords, cross-country questing and magic talismans, while seeing with an SF writer's eye how a ghetto of humans and half-breeds might feel in the shifting land of the Sidhe, and not being afraid to tackle the SF problem of having the entire fantasy population arrive on Earth as their magic realm breaks up. A Mahler symphony and "Kubla Khan" are potent "songs of power" (the latter, of course, unfinished), the Loch Ness Monster is a shape-cursed and exiled mage, and the much-abused hero's magical training has the gritty discipline of Zen warriorhood. It's all very nearly a very fine effort.

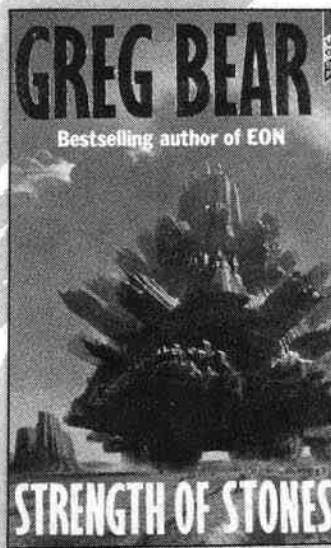
The snag in Bear's thinking man's approach to fantasy is that largely it fails to sing - to conjure up "things higher or deeper or darker than its surface," in Tolkien's words, or as you-know-who said, "charm'd magic casements opening on the foam of perilous seas in faery lands forlorn." Interesting stuff, nevertheless.

Gordon Dickson's **Way of the Pilgrim** (Sphere 529pp £3.50) is another fat one, solid SF this time. Stop me if you've heard it before, but these invincible aliens the Aalaag have taken over Earth and reduced us to domestic animals, and no physical retaliation is possible since just one nine-foot Aalaag in his combat gear is more than a match for all puny Earth arsenals, and Standard Plot Device A (pinch aliens' technology, turn it against them) is ruled out too, but you knew it, the rebellious human spirit cannot be tamed, and one man almost inadvertently creates and then becomes the fiery symbol of resistance, which however inappropriately is a Pilgrim, and after much agonising delay he saves the world by a vast and sacrificial (for other people) gesture which rather implausibly persuades the

CRITICAL



A regular book review column,
written by Dave Langford



Aalaag to pack up and depart because (thinks our hero) they have been shown that humanity is forever proudly untamable, only for the final scene to reveal in one of the book's few ironies that the Aalaag takes a less flattering view of us. Yes, we've read it before. The aliens are moderately good, with problems of their own; the hero is a bit of a pain, spending most of the book trying to be a self-serving bad guy with such painful ineptitude that one is relieved for all the wrong reasons when (as foreseeable long in advance) he reverts to his true nature as a sententious saviour of worlds. It passes the time pleasantly, but its bouts of worthy realism are at odds with the golden-oldie plot.

In Angus McAllister's **The Krugg Syndrome** (Grafton 218pp £2.50), the Krugg are invincible telepathic invaders who do the traditional alien thing of Taking Over Minds, only to find a bit at a time that the human condition (especially in Glasgow) is a distraction from invasion plans, while the human body is capable of much curious pleasure not available to the Krugg form (ie sentient trees). In essence it's another oldie, famous from a Sheckley story, but McAllister plays adroitly for giggles and produces an engaging effect of seediness. The invaded hero recalls Nigel Molesworth of *How To Be Topp* fame (even to the extent of datedness: 12-sided threepenny bits, beatniks and teddy boys are all mentioned), struggling with the dusty paraphernalia of life in a ghastly solicitor's office and a ghastlier lodging-house, intermittently recalling his Krugg destiny for long enough to move some new offender to the top of the extermination list. "After calm and rational consideration I have concluded that the Earth would be a better and more efficient planet without the following. (1) Mrs McSnidey ..." A cop-out ending seemed possible, but the author has more sense. Any alien scourge whose most cogent effort consists of writing THE KRUGG ARE COMING on toilet walls is OK by me.

Ideal Commonwealths (Dedalus 416pp £7.95) is a quirky compendium from this offbeat publisher: four little-read classics of utopia construction, being More's *Utopia* itself (1516), Bacon's *New Atlantis* (1629), Campanella's *City of the Sun* (c 1602) and Harringey's *Oceana* (1656). The introduction by Henry Morley seemed strangely old-fashioned yet familiar: I tracked it down in his 1885 anthology of the same name and closely similar contents, and could only admire Dedalus' thrift. These weighty works of early political SF are worth examination but unlike the next offering aren't lightweight reading for train journeys...

Don't Panic: the Official Hitch-Hiker's Guide to the Galaxy Companion by Neil Gaiman (Titan 182pp £3.95) is at first sight a surprisingly slim volume. On second thoughts, when you think how remorselessly self-consuming the Hitcher phenomenon became - how every related joke was recycled and repolished, every scrap and snippet of anecdote captured in print to annotate spin-offs like *The Original Radio Scripts* - it appears that Gaiman must have worked horribly hard to scrape up so much newish stuff. Perhaps the oddest item: a nine-page abandoned treatment of *Dr Who* and the *Krikkitmen*, wherein the good Doctor is confronted by the invincible terror of the entire plot of *Life, the Universe and Everything*. If you're a fan you'll already have rushed to buy this; if not, you'll have fallen into a profound stupor by about the second word of this paragraph.

Books I Did Not Receive for Review... 2061: Odyssey Three by Arthur C. Whatsthisname (Grafton 254pp £10.95), about which I've heard fairly dismal reports, alas; **Violent Cases** by Neil Gaiman and Dave McKean (Escape £4.95), another reminder that anyone dismissing all "comics" as juvenile trivia is talking through an orifice your editor would rather I didn't mention - very strange and original, this; **The Tale that Wags the God** by the late James Blish (Advent 290pp £12.50 import), a long-overdue third collection of his SF criticism, with a good bibliography. While I have 'flu, my collaborator Brain Stableford hasn't dared call round with copies of the new, cheap Paladin edition of our **The Third Millennium** - I'm sure it's wonderful anyway, but restrain yourselves and don't buy more than six copies each.



Thick skinned Andy Jones begins by fending off last month's opener.

Andy Jones, Mars Winge your worst, Murray! I've been through every one of your suggested torture routines already. You can *still* use your regiment to fight those nail-biting *Warhammer* battles, and you have more time to devote to single figures, conversions etc for the competition itself. Let's face it, you're better off all round. Some people just aren't happy unless they're complaining... NEXT!

I'd call that a draw. And now, a happy person...

Steve O'Rourke, Dundee Lately I have been taking an interest in the *WH40K* figure advertisements. It is intriguing to find that so many famous names have found their way into the armies of the future. It was an elementary process to deduce the origins of troopers Rathbone and Bruce, and not much detective work was required to identify female trooper Rutherford, as she was wished "farewell my lovely" by troopers Dick and Powell.

Fine artwork ensured that troopers Laurel and Hardy were in anything but another fine mess, and Sergeant Lloyd seemed to have both feet planted firmly on the ground. As for troopers Emerson, Lake and Palmer - well, not much 'elp was needed to identify these guys.

So now we come to WD99 and your advertisement for Imperial Space Marines. Honestly, this made my month. There they all were: West, Ward, Gorshin, Romero, Repp, Dozier - Holy Plagiarised Credit Titles!! It sure is good to know that there are still some dedicated Batfans out there!

a busy person...

John Pitts, Glasgow Having read *Eeeyaaargh* in WD99, I was struck by the amount of previous experience given to the martial artist. The background on page 37 has a total of 46 multipliers. This compares with 33 for the civilised soldier, merchant and noble backgrounds from the rules. Although extra background experience is necessary for the martial artist (as they will always be at a disadvantage against armed or armoured opponents), I think 46 multipliers is a little excessive.

My own ideas for the background (with a total of x36) are as follows. Skills: Climb x1, Jump x2, Speak Own Language x1, First Aid x2, Human Lore x2, Martial Arts x3, Read/Write Own Language x2, World Lore x2, Listen x3, Scan x3, Fist Parry x2, Dodge x5, 2h Weapon Attack (usually staff) x1.

x7 distributed between Fist Attack, Grapple and Kick Attack. Personally, I would split this last group depending on which martial art the PC was learning. Here are some examples.

Aikido, Judo: Grapple x5, Fist Attack x1, Kick Attack x1.

Karate: Fist Attack x3, Kick Attack x3, Grapple x1. Kung Fu, Shorinji Kempo: Fist Attack x3, Kick Attack x2, Grapple x2.

Tai Kwon-do: Kick Attack x5, Fist Attack x1, Grapple x1.

Refs and players please note; these are only suggestions and may need some modification. For

instance, I have given x5 Dodge to all martial artists simply to increase their survivability when faced with axe wielding, chainmail clad barbarian warriors. Also, there may be room to add exotic skills such as arrow cutting (as in *Land of Ninja*). This would give the martial artist PC some defence against missile weapons. I'm not sure if this should be done without cutting back on other skills, however.

...and a troubled one.

Tom Lynton, Brighton Every month we read about painting figures, converting them and so on, but you have missed something out. What about transporting them? Figures tend to get bashed about when I take them to a friend's house and nothing I've tried has prevented this from happening. Have any of the 'Eavy Metal team got any ideas?

A good, but unfortunately expensive, technique used by the Citadel Figure Guardians is to line slottabases with magnetic card and carry the figures around in a compartmentalised metal tool box. Actually, the tool box isn't as expensive as the magnetic card itself! A cheaper alternative is to buy a plastic tool box (available in a variety of sizes), and line it with bits of foam.

Here's one we prepared earlier.

S Leathley, Gatley Rant, rave, rant... perfection want... rave, rant, rave. Hope you appreciate my depth of feeling here.

Indeed.

Adrian Fletcher, Merseyside My compliments on *The Ritual* (WD99). It ran pretty smoothly until a certain thief (Kirsten) noticed a tripwire, got everybody past it and then set it off (just to see what would have happened). Everybody was then captured by the Skaven (good, eh)! Another 'incident' occurred when Werner bombed all the Skaven and (accidentally) blew up Klaus and the Elf in the process.

The reason for the letter is to complain about the amount of experience awarded in *The Enemy Within* and *The Ritual* and the limited number of new careers. In WD95 Graeme Davis points out that you can halve the number of experience points earned in adventures published in *White Dwarf*, but who wants to play an adventure with the same number of risks for only half the reward as one published separately?

*This shouldn't be a problem. Surely you don't advertise the number of experience points available to PCs prior to the adventure. That might sound tough, not letting the players realise that what they may be getting into presents a disproportionate 'danger' to their characters, but with a good campaign structure, it's easy to accommodate experience from WD and external adventures with a little compromise. A lot depends on how quickly your characters are progressing. They may be very busy folk if they play everything in *The Enemy Within* and *WD*!*

LETTERS PAGE,
WHITE DWARF,
ENFIELD CHAMBERS
14-16 LOW PAVEMENT,
NOTTINGHAM,
NG1 7DL

**WHITE
DWARF**

Gabriel White, Berkhamsted I sometimes wonder whether *White Dwarf* should be renamed *White Squat* or *Blue Marine*. In WD100, there were 2-3 GW colour ads for Fantasy figures, and half the mag was full of Dreadnoughts and heavy weapons for WH40K. Dredd who? What about *Warhammer Fantasy Battle*? Anyway, point made.

Simon Courcha, Uckfield As WD is a GW house magazine, it is perfectly reasonable for you to concentrate on your own games. But what I do object to is the claim that by focusing material in this way, you will improve the quality of the publication. Even the *Warhammer* adventures are turning into 'kill the baddie' forays.

If what you do best is print hack and slay material then good luck to you; all I can hope for is an improvement in future issues.

In The Floating Gardens of Bahb-Elonn, there were relatively few opponents. For a competition adventure, the balance struck us as being pretty good. Groups that rushed in with blowpipes and fireballs at the ready didn't get very far at Games Day. As for the 'hack' element itself, that's the nature of the beast in competition games.

We try to find a balance when we publish adventures but what's wrong with printing a spiky adventure when it's a good one?

Alan Hughes, Castleford I miss the blood and gore.

Wakey, wakey.

Colin Brown, Bristol In *White Dwarf* 100 only four of the ten letters were worth reading.

Azaghâl, Uxbridge If *White Dwarf* is a house magazine where's all the *Judge Dredd* and *Blood Bowl* material then, eh, eh? It isn't fair to see WH40K take over the magazine just because it's a new game. It needs in-depth coverage, but to the extent where it takes over the magazine? I haven't even seen a Fantasy cover for months! Please bring them back.

Michael K Jones, Clwyd Let's have a look in WD100. I wonder if there's anything special for *RQ*, *CoC* or *Stormbringer*? No. What about *JD* or *Paranoia*? Nothing.

Okay, we've defended being Warhammer heavy, and last issue was very weighty. But this issue contains adventures for RuneQuest and Paranoia and there are others in the pipeline. One reason why there hasn't been much SB is because we haven't been offered much. As for JD - well, we're ready for a trip to Mega-City One if you are.

Craig Sparks, Cleveleys Today we had a bash at *The Floating Gardens of Bahb-Elonn* (WD100), and I really mean a bash! Here's the story. There were only four of us (including the GM), so we had to roll to see which player characters we got. It was my bad luck to get two of the champions, but at least I had some consolation in the form of the witch-doctor.

First of all, my two other playing companions (a psychopathic Iron Maiden fan and a Bilbo Baggins look-alike) neatly disposed of their champions by

using their heroes to order them into every conceivable danger possible. Having disposed of them, they turned on my humble champions to do all the dirty work. My champions had to obey the heroes, and so they did... for a while.

After some heated arguments about them using my characters as slaves, we resorted to *Will Power* tests to see whether their commands were carried out. When they were not, the other players disappeared in a sulk, sending the GM to drown his sorrows in half an hour of *Brookside*.

The real fault for this lies with your GM. The other players should never have been allowed to behave so badly with their own PCs early on in the adventure. If the GM had initiated WP tests for these characters as he did for yours, and had the common sense to emphasise the difference between character loyalty and blind stupidity, the other players would have either towed the line or gone off for a sulk before ruining the adventure.

And while we're talking about these playing companions of yours, it occurs to me that they're either being awkward, or they hate you. You might like to bear this in mind before arranging another session with them.

Andy Smith, Oxon When playing an rpg we can't seem to get the atmosphere vital to the game. Players tend to sit around looking bored. What are we doing wrong? How do you make a game what it's made out to be - and can be judging from the number of long-term gamers around? How do I make the game more than an exercise in dice-rolling and pen-pushing?

If you really don't know, then you've never played in a good game. If your players are involved with other games, why not join them to see how they play.

Hopefully, this issue's poll will make matters clear but from the letters we've been getting, there's obviously a lot of new blood in the hobby at the moment. Scribe supreme, Graeme Davis is currently putting thoughts into a series that should do for gaming what 'Step by Step' did for 'Eavy Metal.

Here's someone else who needs help.

Nik Ord, Upstairs Surely it's obvious that Wardancers are all glam-heads: hence the super hairstyles and girly appearance. Squats are definitely Metal'n'Thrashers: check out 40K for all those baseball caps and skateboards. Don't really know about Skaven though, any offers?

Scratch is all I have to offer. As for the next person...

Eric Pode, Croydon Chaos armies must be into either Madness or Zodiac Mindwarp. Lawfuls are into the Police and Neutrals hang on to Status Quo. Monsters and their listening habits? Water elementals will follow anything mainstream, with their counterparts preferring Earth, Wind and Fire (though Earth elementals have a soft spot for heavy rock). Zombies might like Stiff Little Fingers or The Grateful Dead, but most Undead creatures are strictly into soul. Skaven bop to the Boomtown Rats.

Seriously though, the problem with these musical favourites is that none of them are medieval enough. Let's face it, none of the necessary musical

instruments would be around. I don't want to harp on about this, or blow my own trumpet or I may get the sack but it's true. You may think me a lyre but unless you fiddle with history, this is something you'll need to drum into your players -

Please, I can't take any more!

PS: I managed to balance my head on my neck.

A real achievement by the sound of it.

Someone Else, Cleveland People shouldn't complain about typos and errors. Just think, in years to come, people will look at games collections and say, "Look, this is an original - check out those pXXs!"

Chaarctre biuding isn't it?

F Unwin, Coventry With the emphasis on

Chaos, the ideal sub-plot seems to involve hitting characters with something that has nothing to do with that problem. The whole Old World structure is geared towards the Chaos theme. And why not? PCs will always, ultimately, look for the greatest challenge - and Chaos is certainly it.

But once they know what they face, regardless of how much they appreciate the reality of the situation, their obsession can distract them from other dangers. Something as simple as inter-group rivalry or politics can bog a party down. Once the characters get a name for themselves (preferably a good one), other NPC adventuring groups will inevitably lose out on work because patrons seek out the PCs' services.

Given the nature of the dangers faced by any adventuring party in the Old World, and the fact that it is only semi-civilised, there must be a purely random chance of another group being adversely affected by the actions of the players. The PCs, who may be turning over tavern tables in search of tentacles, may not make the right corrections when things start to go wrong.

That's only one possibility. There are inter-guild rivalries, mercantile interests and one which often seems over-looked - random evil entities. These don't have to be in the form of incidental monsters. There are characters whose self-centred attitude and greed can be reason enough to take on the adventurers.

These basic themes, re-worked in different intensities, can provide a variety of sub-plots to provide an undertow in the campaign's current. In fact, it helps to have a few short-lived sub-plots every once in a while. It prevents characters from reaching the situation where they seem to be playing two games at once.

Some solid, serious thinking there.

Letters edited by Sean Masterson



Virtually every day I get a letter asking, 'How do I dry brush a figure?' Despite the number of times we've discussed this in the pages of WD there are still some people out there who are puzzled. Alan Merrett, our backseat genius, came up with this simple solution for budding drybrushers. Take an old figure and paint it completely black. When it's dry, drybrush it with white. This will show you exactly how the paint adheres to the base colour and how it builds up into a highlight. You can keep practicing this until you are confident that you have mastered the technique.

And here's a re-cap on the procedure for drybrushing figures. Drybrushing is a quick and effective technique for adding highlights to a figure which has already received a base colour and shading. An old or cheap brush is used, as drybrushing tends to make the brush unsuitable for anything else.

Mix the highlighting colour and apply it to your brush. Then wipe the paint from the bristles with an old rag or tissue. Some pigment will be left on the bristles. You now draw the bristles across the direction of textures and folds on the figure. Some of the pigment will adhere to these raised areas, effectively highlighting them. Experiment with the amount of pigment on the brush and the exact pressure used. Modifying either of these will give different results. There is no standard. Subsequent drybrush highlights can be added to choice.

For example, if we have a red tunic which has been shaded with a deep red ink wash, allow the wash to dry thoroughly, then:

- 1) Apply red drybrushing on folds to re-establish base colour.
- 2) With a lighter stroke, add a drybrushed highlight to the fold using red and a little white.
- 3) Add more white to the mix and, with a stroke that's lighter still, drybrush again.

Novices or wargamers may wish to leave it at stage 2, which is a quick and effective way to paint units. Others may use more layers.

Weathering effects can also be achieved by

drybrushing. A touch of orange on metal makes good rust. Spearstaff brown on boots and legs gives a good dusty effect, and pale colours lightly brushed onto the angles of vehicles, buildings etc, emphasize their 3D quality.

The easiest and most rewarding textures to paint are hair, fur, and mail. The deep modelling detail makes it very easy to drybrush: across the flow of hair to pick out individual strands for example.

Things to watch out for are:

- 1) Too much paint on the brush.
- 2) Dragging bristles *through* a groove rather than across it.
- 3) Highlight layers insufficiently close in shade.

All result in a messy figure - remember though, the figure will not look its best until lining and decoration have been added. A glaze of ink (see last month's *EM*) on top of drybrushed highlights may tone down any unsubtle technique, resulting in more unified colours. On our red tunic, you could try a glaze of thinned yellow, orange, or red. Different colours give different results.

Moving onwards, I've had lots of letters asking how to get rid of the white powder residue on figures before painting. This residue is actually talcum powder which is dusted onto the rubber moulds before the figures are released from them. Most figures come out totally clean, and it doesn't actually harm painting the figure in any way. In fact, the same chemical compound is present in Citadel acrylic paints. There is no need to remove any residue at all!

Byron Shakespeare of Clevedon Avon suggests making gore on a figure by separating several strands of cotton wool, dyeing them with crimson ink, and then attaching them to the figure with paint (he says glue's messy).

Steve Lawton of Hataipai, New Zealand puts a wash on a figure to shade it but wipes the colour off the raised areas with a tissue before it dries. This gives an effective highlight.

Justin Palmer of Weymouth, Dorset used the Phil Lewis technique for painting Goblin and Orc flesh. He began by painting the figure black. Goblin Green was then slowly brushed onto the figure, leaving deep shadows, and eyes with the black showing through. When this dried, a combination of Sunburst Yellow and Goblin Green were applied to the more exposed areas. While the previous layer of paint was still wet, the highest parts of the face - such as the ridge of the nose and the forehead - were highlighted with Sunburst Yellow. When it dried, the effect was quite pleasing.

Justin asks, 'How on earth do I paint leather?' Here are two methods to choose from. One is to paint the leather with Spearstaff Brown and then to shade it with a mix of orange, red and black. Highlight it with a Spearstaff Brown and white mix. Ink washes of orange, or brown, or red and brown mixed can be applied on top of this to give it a rich, deep colour.

The other method is not unlike the one he employs for painting his Orc flesh. Paint all the leather black first. Then drybrush a red brown

mixture. Highlight that with an orange red mixture, building the shades up to a light tan colour. Obviously it depends on what kind of shade of leather you want but both of the above methods work well.

Alan Cousins of Winscombe, Avon thinks the finished result from a black-undercoated figure is often dull. His method of overcoming this is to highlight the base colours (which he drybrushes onto the black undercoat) by adding white to everything, and then to cover that final white highlight with a thinner layer of the base colour. So, if he wanted to paint a red cloak, he would undercoat it black, drybrush it red, then drybrush white. Then he would cover the white highlight with red again. He says that the result is every bit as striking and bright as if you painted it in the conventional way with a white undercoat.

What Alan is doing here is using the paint in the same way as you might use inks: that is to build colour washes on top of the shading. It's possible to paint a whole figure with just black paint and white paint, building up the areas of light and dark, and then putting colour washes on top. Hmm, I've not tried that one, but I'm sure somebody will now. Well, it's how the classical artists painted pictures.

Sinoda of Liverpool has a very quick and effective way of painting a figure by simply undercoating it black, drybrushing on a middle layer of colour, and then a lighter layer of colour on top of that, leaving a lot of the black shining through. And that's all he does.

Citadel's notorious Mr Naismith has been making himself a lot of *Warhammer 40K* scenery by glueing Slottabases together. Teamed up with Plasticard sheets these form an endless possibilities for science fiction buildings, scenery and so on. Horse bases, for instance, can be stood on end, and if the chamfered edges are glued together, then towers, conduits, and corridors can easily be made.

Many, many people want to know why we paint our Orcs and Goblins green, when everybody knows they're dark brown and black. Well, that might be true in the Tolkien universe, but that's just fantasy innit? When you talk about the real live mythos of *Warhammer*, all our Goblinoids are green. Actually, this was an invention of Kevin Adams - well, not exactly an invention, but when he returned back from the pub one night, his face was the most horrid colour, and we thought, gosh, that's just the shade we ought to be using on our Orcs. Actually, when used straight out of the pot, this shade of green does look a little gaudy. I tend to mix it with quite a bit of yellow and a little dab of orange, making it more of an oliv colour, which is a lot more realistic - so to speak.

For those of you keen to write in with comments, advice or questions here's my address again:

Blanchitsu,
Games Workshop Design Studio,
Enfield Chambers,
14-16 Low Pavement,
Nottingham,
NG1 7DL.

John Blanche

THRUUD THE BEARMER

PART II
 STORY - TIM POLLARD
 ART - CARL CRITCHLOW

DRUGGED BY HIS ENEMIES, OUR HERO HAS GIVEN UP MINDLESS VIOLENCE FOREVER...

HELLO FLOPSY! HELLO COTTONTAIL - DON'T MY FLOWERS SMELL NICE!

...HOWEVER, THE SAME CANNOT BE SAID FOR THOSE RESPONSIBLE...



THOSE ASSASSINS WERE FOOLS! YOU, DRONGO, ARE MY BEST SERVANT. TAKE TWO MEN, AND THIS TIME MAKE SURE THRUUD DIES!!



RIGHT, THE POTION OF NICENESS WILL WEAR OFF SOON, SO WE'LL BE QUICK. YOU GRAB HIM - I'LL DO THE REST!

LOOK MOPSY, THE ONLY SIENGALEN WIFFLE-FLOWER THIS SIDE OF THE RIVER GOM - AND I GREW IT! ISN'T IT WONDERFUL!



AS THE THUGS APPROACH, OUR HERO'S BARBARIAN SENSES ARE ALERTED...



AND HE REACTS INSTANTLY...

WOULD YOU LIKE A FLOWER?



NOT SO HARD AFTER ALL, EH? WELL? WHAT ARE YOUR LAST WORDS TO BE?

WOULD YOU BOYS LIKE A CUP OF TEA?



DIE IN THE NAME OF KING VIKTA!



AAARGH! MY FLOWER!! THAT DOES IT!!

KEEIMP!
 THUMP!
 BANG!
 THWACK!
 STOMP!
 WOK!
 BERT!
 SHACK!

REND!
 SPLAT!
 RIIIP!
 SLAT!
 TEAR!
 OUCH!
 YAROO!
 THUD!
 CRUNCH!
 MAM!
 BLAM!
 WHAM!
 KWAH!
 SMASH!
 BASH!
 MANGLE!



RIGHT! I'M GONNA FRY A LITTLE VISIT TO KING VIKTA AN' HE'S GONNA PAY!

**NEXT...
 THRUUD
 AND BLUNDER!**



By Jon Quaife

REFEREE'S INTRODUCTION

This scenario is designed to be used with the *RuneQuest* supplement *Griffin Island*. The recommended number of characters is six, with a skill range between 40% and 60%, and a weapon master. Some magic could prove handy.

The plot is quite simple; it involves a band of dwarves, Arksus Gree (an unpleasant type from Ockless), a bunch of slarges, and the player characters (PCs). The scenario also features Gondo Holst (a conniving trader in cahoots with Arksus) and Tarn the Tiger with his pirate crew from *The Soulfire*.

ARKSUS GREE'S PLAN

For some time now, Arksus has been aware of a small quarry north-east of Soldier Port where dwarfs have been quarrying Greenstone (a rare mineral used to refine a metal called Sigmundum) for the past few months. When the dwarfs completed their work, Arksus arranged for some slarges to steal the stone for him.

Naturally, Arksus has no intention of paying the slarges for their service to him, and plans to double cross them instead. To this end he has paid Gondo Holst to convince a band of adventurers (the PCs) to steal the Greenstone from the slarges and bring it to Soldier Port, where Arksus plans to steal it from them, with the help of the pirates from *The Soulfire*. Once he has the Greenstone, Arksus knows that he can sell it at a tidy profit to Halcyon Var Enkorth or Cyriel Endlekar.

GONDO HOLST'S PLAN

Gondo intends to offer to 'purchase' the Greenstone from the PCs at a rate of 15p per kilo, in order to tempt them to go after the slarges which have been sighted by Maugre's scouts around Soldier Port. When the adventurers leave the town to go after the slarges, Gondo will leave soon after, not to return again for a good five weeks, since he does not intend to buy the Greenstone at all, and is merely setting the PCs up on Arksus Gree's behalf.

He will leave a false message with Bradskullr (the innkeeper of the Number One Inn), telling the PCs to 'hold on for a couple of days - called out on urgent business'. Of course, this is all just a ploy to lure the PCs into Arksus Gree's trap.

Maugre's Reward

As an additional incentive for the PCs to go after the slarges and the Greenstone (although not influenced in the slightest by Arksus Gree), Maugre is offering a reward for the heads of the slarges, which he fears may prey upon lucrative merchants. He will pay 5p for the head of a Lesser Slarge, and 15p for the head of a Giant Slarge. The killers are welcome to any loot, but Maugre does charge a 5% tax on all trade goods brought into the stockade.

PLAYERS' INTRODUCTION

The adventure begins in Soldier Port. Perhaps the characters have just arrived, and are settling in at the Number One Inn, or maybe they have just returned to town in order to sell loot or buy some equipment.

If the adventurers are new in town, it is likely that they will ask Bradskullr if anything interesting has been happening (in which case he will mention the 'Great Man's' reward for the slarges). If they have just arrived, Bradskullr might say something like, 'Here on business for the Great Man then? (Ho ho). Come to clean out those slarges and their wagon have you? (Ho ho). Imagine that, those lizards with a wagon (Ho ho)'. This sort of thing should arouse some interest in the players.

At this stage introduce an NPC who knows a bit about the situation: most likely one of Maugre's mercenaries who spotted the slarges. When the PC's get a little more interested, bring in Gondo Holst.

Have Gondo introduce himself, identify the Greenstone, and make his offer to buy the slarges' burden from the PC's if they destroy them and take the Greenstone (or perhaps obtain it by other means).

Initially he will offer to 'buy' the Greenstone for 15p per kilo, but the characters might be able to drive him to his 'absolute limit' of 18p per kilo. Gondo insists that the slarges have at least 300kg of Greenstone, and will have suitably bribed any eye witnesses to agree with him. If the player characters do not accept, then there is no adventure. If the characters ask, nobody knows where the slarges got the Greenstone (Gondo does but he's not telling), and nobody is sure about its uses.

Gondo will not reveal to the characters where he plans to sell the Greenstone, and will insist that doing so would be 'bad business, thankyou'.



TRACKING THE SLARGES

Now the adventure really begins. The characters must find the slarges and steal the Greenstone from them. If they have any moral qualms about this, emphasise just how much everybody in Soldier Port seems to hate the slarges.

The slarges will not be difficult to find - unless you wish them to be. Their exact location will be north of Soldier Port, heading south to a pre-arranged location to meet Arksus Gree, where they intend to sell him the Greenstone.

The slarges are unaware of the fact that Arksus never intended to show up. They do not know Arksus by name, but could describe him upon request. They have no qualms about having stolen the Greenstone from the dwarfs, and will freely admit where they got it - in fact they seem quite proud of it.

If the PCs get hopelessly lost trying to find the slarges, have them run into some Votanki, sworn foes of the lizard men, who have spotted Vissokj (the 'j' is silent) and company previously.

THE SLARGE BANDITS

All slarges are cold blooded and bloody minded. Slarges don't give a damn about life, all would fight to the last slarge, and expect and give no quarter. Slarges can probably regrow their tails, and always say their 'S's' in a snakelike fashion. When you make a deal with a slarge, you can guarantee that it will break its word. Furthermore, slarges will only ever be player characters of the worst kind, and if that isn't bad enough, they always eat the brains of anything they kill.

The slarge caravan consists of five Lesser Slarges (including Vissokj), one or two Giant Slarges (whatever the characters can handle), and four zombies to pull the cart. The group looks unusual to say the least, and are actually fugitives, having fled from slarge lands. The band make no effort to hide their presence. At night the zombies and one slarge always keep watch.



Vissokj, Bandit Leader

It was Vissokj's idea to agree to Arksus Gree's deal. He appears to be painted bright white from head to foot, except for regular vertical black dashes much like inverted exclamation marks. In slarge society, this pattern denotes Vissokj as a criminal (his crime was selling slarge eggs to orcs).

Vissokj, Lesser Slarge Bandit

STR	12	Move 4
CON	13	Hit Points: 11
SIZ	11	Fatigue Points: 25 - 4 = 21
INT	15	Magic Points: 15
POW	15	DEX SR: 2
DEX	17	
APP	11	

location	melee	missile	points
Tail	01-02	01	3/3
Right Leg	03-05	02-04	3/4
Left Leg	06-08	05-06	3/4
Abdomen	09-11	08-11	3/4
Chest	12	12-15	3/5
Right Arm	13-15	16-17	3/3
Left Arm	16-18	18-19	3/3
Head	19-20	20	3/4

weapon	sr	attack	damage	parry	points
Blowgun	2/7	80%	1D3	15%	4
Self Bow	2/7	62%	1D6+1	13%	5
Whip	2	55%	1D4/special	-	-

Vissokj can use his whip to cause damage, to sting, or to disarm. To disarm, he must first catch his opponent's weapon with a special hit, and then pull the weapon away with a successful STR roll.

Spirit Magic (71%): Speedart (1), Bludgeon 6 (for whip), Heal 2, Mobility 3, Demoralise (2).

Skills: Dodge 68%, Fast Talk 15%, Evaluate 34%, First Aid 44%, Slarge Lore 46%, World Lore 47%, Conceal 60%, Sleight 52%, Listen 50%, Scan 57%, Search 48%, Track 20%, Hide 05%.

Languages: Slarge 48%, Orc 30%, Dwerrow 25%, Broo 18%.

Magic Items: Vissokj carries nine darts for his blowgun which have had Damage Boosting 5 cast on them, and four which have had Damage Boosting 7 cast. All of these spells have six weeks' duration remaining.

Equipment: Vissokj carries his bow and ten arrows, blowgun and thirty darts (of which fourteen have Damage Boosting spells cast), and his whip. Contained in his leather pouch alongside his darts are fourteen slarge coins, worth 1¢ pennies each. He also has enough poison to cover seven darts (potency 8).

Notes: Vissokj never engages in a melee, and if confronted in a direct fight, he will use his whip and his Mobility spell to disengage.

Imidge, Bandit

Imidge is a strange slarge covered in bottles, which dangle from cords tied around his neck, legs, arms, tail, etc. In fact, the only place where he is not covered in bottles or bottle-bottoms is his head. Anybody who isn't a slarge would have no idea why Imidge is dressed in this odd way, but it could be a penance. A strange slarge, Imidge is unlikely to get involved in a fight.

Imidge, Over-encumbered Lesser Slarge

STR	6	Move: 4
CON	16	Hit Points: 12
SIZ	7	Fatigue Points: 25 - 40 = -15
INT	12	Magic Points: 11
POW	11	DEX SR: 1
DEX	23	
APP	16	

location	melee	missile	points
Tail	01-02	01	3/3
Right Leg	03-05	02-04	3/4
Left Leg	06-08	05-06	3/4
Abdomen	09-11	08-11	3/4
Chest	12	12-15	3/5
Right Arm	13-15	16-17	3/3
Left Arm	16-18	18-19	3/3
Head	19-20	20	3/4

Note: If ever Imidge is struck, roll percentile dice. There is a 60% chance that a clubbing weapon will be deflected by a bottle, 40% for a slashing weapon, and 10% for an impaling weapon. The glass blocks 2 points from a clubbing weapon, 3 points from a slashing weapon, or 4 points from an impaling weapon.

weapon	sr	attack	damage	parry	points
Bottle	7	25%	1D4	05%	2

Spirit Magic (15%): Endurance 4, Shimmer 4, Disrupt.

Skills: Evaluate 38%, First Aid 25%, Slarge Lore 39%, World Lore 40%, Listen 18%, Scan 36%, Search 10%, Sneak 00%.

Languages: Slarge 47%, Broo 35%, Zaring 28%.

Magic Items: Imidge carries five magic bottles among the many scattered about his body. Each of these bottles contains a spell which is automatically cast when the bottle is uncorked, although where not usually visible, each spell manifests as an illusion which appears to be the cause of its effect (so Fear appears as a huge black Djinn that stares down on the victim of the spell).

Casting these spells requires no Magic Points, but use the Magic Points of Imidge where a MP vs MP roll is required. Each time a bottle is uncorked, roll a D6 to see what spell is cast:

1 - Protection 1D4+2; 2 - Shimmer 1D4+3; 3 - Vigour 1D3+3; 4 - Drain 1D8+2; 5 - Dismiss Magic 1D4; 6 - Fear.

Note that Imidge does not need to specify the target of the spell until he knows what the spell is.

Equipment: Aside from 40 or so ENC of glass, Imidge carries nothing.

Avocado

Avocado is a Giant Slarge who committed an indecency, and has since been exiled. Wherever he goes, he has a large pink sphere floating above his head. This tends to make him stand out a little.

Avocado the Giant Slarge

STR	27	Move: 4
CON	14	Hit Points: 21
SIZ	27	Fatigue Points: 41 - 30 = 11
INT	10	Magic Points: 7
POW	7	DEX SR: 2
DEX	16	
APP	14	

location	melee	missile	points
Tail	01-02	01	6/6
Right Leg	03-05	02-04	12/7
Left Leg	06-08	05-06	12/7
Abdomen	09-11	08-11	6/7
Chest	12	12-15	12/9
Right Arm	13-15	16-17	12/6
Left Arm	16-18	18-19	12/6
Head	19-20	20	6/7

weapon	sr	attack	damage	parry	points
Big Sword	3	58%	2D8+2D6	54%	12
Big Axe	4	52%	2D6+2+2D6	40%	10
Longbow	2/7	55%	1D8+1	30%	6

Spirit Magic (05%): Bladesharp 2, Heal 2.

Skills: Climb 51%, First Aid 35%, Slarge Lore 27%, World Lore 25%, Listen 40%, Scan 55%, Search 52%, Track 27%.

Equipment: Avocado wears a lamellar cuirass, and lamellar greaves and vambraces. He carries the listed weapons, including 20 arrows for his bow.

Hibbe

Hibbe is the pink sphere floating above Avocado's head. It is, in fact, a Hellion, sent to attack Avocado whenever he does wrong. Hellions have very strange definitions of right and wrong, even stranger than slarge interpretations, and so Hibbe tends to lash out at just about anyone. Hibbe is pretty good natured for a Hellion, though.

Hibbe the Hellion

SIZ	1	Move: 20
INT	15	Hit Points/Magic Points: 14

location	D20	points
Body	01-20	14/14

weapon	sr	attack	damage
Entropy	1	auto.	1D10/Magic Point

Sorcery: Tap POW 73%, Tap CON 55%. (Free INT = 13).

Magic Skills: Duration 57%, Intensity 60%.

Notes: Hibbe's Magic Points, Hit Points, and Armour Points are all the same total. If it expends a Magic Point, Hibbe loses an Armour Point and a Hit Point. Hibbe's Entropy attack drains 1D10 Fatigue per Magic Point that Hibbe chooses to expend. If a victim's CONx5 chance ever becomes 00% due to Hibbe's drain, he becomes comatose. Hibbe can regenerate Magic Points normally.

The Other Lesser Slarges

The other three Lesser Slarges in Vissokj's band all have quirks of one sort or another. They are named Assnekbassh, Ossimpimm, and Missimmek.

STR	12	Move: 4
CON	17	Hit Points: 14
SIZ	10	Fatigue Points: 29 - 5 = 24
INT	13	Magic Points: 11
POW	11	DEX SR: 2
DEX	18	
APP	16	

weapon	sr	attack	damage	parry	points
Longbow	2/7	57%	1D8+1	19%	5
Scimitar	6	55%	1D6+2	32%	10
Battleaxe	6	53%	1D8+2	30%	8
Buckler	7	30%	1D6	54%	8

Spirit Magic (50%): Demoralise (2), Speedart (1), Shimmer 2, Multimissile 2.

Skills: Dodge 46%, World Lore 30%, Conceal 42%, Listen 53%, Scan 55%, Search 50%, Track 30%, Hide 46%, Sneak 38%.

Languages: Slarge 38%, Broo 10%, Dwerrow 08%.

Equipment: Each slarge carries his listed weapons, including 20 arrows for his longbow. He has 2D10 slarge coins. Any additional or alternative equipment is listed under the individual statistics.

Notes: These slarges are not cannon fodder, and will not risk their lives needlessly. They will use the tremendous range of their longbows to great advantage where possible.

Lesser Slarge One, Assnekbassh.

attributes	location	melee	missile	points
HP 14	Tail	01-02	01	3/4
FP 20	Right Leg	03-05	02-04	3/5
MP 11	Left Leg	06-08	05-07	3/5
Sctr 10	Abdomen	09-11	08-11	3/5
Axe 8	Chest	12	12-15	3/6
Shld 8	Right Arm	13-15	16-17	3/4
	Left Arm	16-18	18-19	3/4
	Head	19-20	20	3/5

Notes: Assnekbassh carries two large cymbals which he frequently bashes together as he walks. These increase his ENC by four points, reducing his chance to cast spells and his Dodge by that amount.

Lesser Slarge Two, Ossimpimm.

attributes	location	melee	missile	points
HP 14	Tail	01-02	01	3/4
FP 24	Right Leg	03-05	02-04	3/5
MP 11	Left Leg	06-08	05-07	3/5
Sctr 10	Abdomen	09-11	08-11	3/5
Axe 8	Chest	12	12-15	3/6
Shld 8	Right Arm	13-15	16-17	3/4
	Left Arm	16-18	18-19	3/4
	Head	19-20	20	3/5

Notes: Ossimpimm has had all his teeth removed. Instead, he now has many feathers sewn into his gums, which protrude from his mouth at various angles.

Lesser Slarge Three, Missimmek.

attributes	location	melee	missile	points
HP 14	Tail	01-02	01	7/4
FP 14	Right Leg	03-05	02-04	7/5
MP 11	Left Leg	06-08	05-07	7/5
Sctr 10	Abdomen	09-11	08-11	7/5
Axe 8	Chest	12	12-15	7/6
Shld 12	Right Arm	13-15	16-17	7/4
	Left Arm	16-18	18-19	7/4
	Head	19-20	20	7/5

Notes: Missimmek wears a complete set of four point wooden armour, and he also carries a target shield instead of a buckler. He favours his axe of all weapons, and additionally knows the spirit spell of Fanaticism. Missimmek's additional ENC burden is 10 points, with the usual penalties.

Goronsslob, Giant Slarge

There is nothing really that noticeable about Goronsslob, except that his skin is purple, and he has a huge tooth protruding out of his mouth from his lower jaw, which he is very proud of.

Goronsslob, Purple Warrior

STR	23	Move: 4
CON	18	Hit Points: 22
SIZ	26	Fatigue Points: 49 - 10 = 39
INT	10	Magic Points: 13
POW	13	DEX SR: 3
DEX	15	
APP	11	

location	melee	missile	points
Tail	01-02	01	6/6
Right Leg	03-05	02-04	6/8
Left Leg	06-08	05-06	6/8
Abdomen	09-11	08-11	6/8
Chest	12	12-15	6/10
Right Arm	13-15	16-17	6/6
Left Arm	16-18	18-19	6/6
Head	19-20	20	6/8

weapon	sr	attack	damage	parry	points
Poleaxe	4	58%	3D6+2D6	50%	10
1h Spear	5	54%	1D8+1+2D6	32%	10
Kite Shield	6(8)	40%	1D6+2D6	51%	16

Spirit Magic (55%): Glamour 4, Befuddle (2), Protection 2, Slow 2.

Skills: Animal Lore 32%, First Aid 51%, Listen 45%, Scan 56%, Search 52%, Track 40%.

Languages: Slarge 42%, Dwerrow 15%.

Equipment: Goronsslob carries only his weapons, and a small piece of eggshell. This tragic slarge has never been able to have any offspring.



Zombie Labourers

The zombies make up the rest of the merry band, and although they are here to pull the Greenstone wagon, they may wind up in the fight.

STR	17	Move: 2
CON	17	Hit Points: 15
SIZ	13	Fatigue Points: 34 - 6 = 28
INT	6	Magic Points: 4
DEX	7	DEX SR: 4
APP	3	

weapon	sr	attack	damage	parry	points
2h Spear	8	35%	1D8+1+1D4	18%	10
Fist	9	35%	1D3+1D4	-	-

Notes: Each zombie has been created from a Votanki hunter, and wears fur clothing. The zombies only obey the slarges. Impaling weapons do half damage to zombies, and an arrow or quarrel can do a maximum of 1 point. A zombie cannot be incapacitated or killed, and so its Total Hit Points are not usually affected unless by poison or a special attack of some kind.

Zombies

attributes	location	melee	missile	points
HP 15	Right Leg	01-04	01-03	2/5
FP 28	Left Leg	05-08	04-06	2/5
MP 4	Abdomen	09-11	08-10	2/5
Spear 10	Chest	12	11-15	2/6
	Right Arm	13-15	16-17	2/4
	Left Arm	16-18	18-19	2/4
	Head	19-20	20	0/5

RETURNING TO SOLDIER PORT

At some stage, if Arksus' plan holds up, the PCs will gain possession of the Greenstone. Gondo has already established that the PCs should take it to Soldier Port where he has 'agreed' to buy it from them.

The Wagon

The wagon has two wheels, its total weight is 210 kg, or 70 ENC points, split equally among the bearers. 150 kg of the burden is made up of Greenstone. In good conditions, the wagon may make 25 km per day.

SOLDIER PORT

The guards at the main gate will insist that the Greenstone, and any loot, is subject to the 5% tax as trade goods. They could be paid off (or maybe even refused) without too much of an incident.

On arrival the characters should discover two things. Firstly, that Gondo Holst has left town on 'urgent business', and a message from him awaits in the Number One Inn. Secondly, they may also note that The Soulfire (a pirate ship) is in port.

At this stage, the characters would also be advised to collect their rewards from Manscher, Maugre's mercenary commander.

The Number One Inn

If the PCs decide not to stay here, then the pirates will change their plans accordingly. If they do decide to stay, as part of his usual service, Bradskullr (the innkeeper) will lock the wagon in a stable. Bradskullr keeps the keys in the kitchen of the inn.

Early in the evening Arksus Gree will approach the PCs and offer to buy the Greenstone at 6p per kilo, or 8p if he's really pressed. The characters will probably refuse the sale - if they don't Arksus buys it cheaply, and laughs all the way to Ockless. If the characters (sensibly) refuse to sell, Arksus says something like:-

"Such a shame, and I came all this way too..." and makes his exit.

After this incident, if the PCs are perceptive, they might learn that Arksus has since visited Maugre, where large sums of money are said to have changed hands (Arksus has actually bought any Greenstone Maugre got from his gate tax, and paid Maugre a sum to prevent his intervention in any anticipated events this evening). If the characters haven't guessed already, they might learn also that Arksus came to town aboard The Soulfire.

What Arksus Does Next

Arksus has come to Soldier Port to get the Greenstone, and get it cheap. His trip will cost him a total of 1200p, including paying off the pirates. If he can buy the Greenstone for the same or less (say 8p per kilo), he will do, leaving Soldier Port at the first possible opportunity (probably overland), without paying off his debt to Tarn The Tiger and his crew. Otherwise he will pay the pirates to steal the Greenstone, promising them extra payment in the form of slaves when they head back to Ockless.

THE PIRATES

Some of The Soulfire's crew are described with statistics here. They will plan their theft very carefully, according to any precautions that the characters might take. They will certainly not endanger their lives to any great degree - you wouldn't if you were getting the money they are! Furthermore, they have orders from Maugre - no killing inside the stockade, since he considers this bad for business. The pirates will kill, but they will at least challenge first.

A plan for the theft is provided here, although it need not be used. Don't cheat, if the pirates fail, then that's just tough. They are unlikely to get a second chance, and even if they do, they aren't entirely likely to take it, especially since it puts them at further risk, and costs Arksus more money.

Jim Grumbletoes, Halfling First Mate (Pirate One)

Jim is the undisputed leader of the band. He's a fearless and remorseless halfling whose influence makes up for his size.

STR	9	Move:	2
CON	24	Hit Points:	14
SIZ	4	Fatigue Points:	33-3 = 30
INT	17	Magic Points:	20+16 (Stored)
POW	20	DEX SR:	1
DEX	26		
APP	10		



location	melee	missile	points
Right Leg	01-04	01-03	(7)0/5
Left Leg	05-08	04-06	(7)0/5
Abdomen	09-11	07-10	(7)0/5
Chest	12	11-15	(7)0/6
Right Arm	13-15	16-17	(7)0/4
Left Arm	16-18	18-19	(7)0/4
Head	19-20	20	(7)0/5

weapon	sr	attack	damage	parry	points
Kukri	6	48%	1D4+10	28%	8
Fist	7	50%	1D3	-	-

Sorcery: Damage Boosting 51%, Damage Resistance 47%, Palsy 36%. (Free INT = 14)

Magic Skills: Ceremony 21%, Duration 24%, Intensity 36%, Multispell 30%.

Skills: Climb 86%, Dodge 73%, Jump 58%, Throw 70%, Evaluate 59%, First Aid 45%, World Lore 62%, Listen 55%, Scan 64%, Search 60%, Fast Talk 64%, Hide 73%, Sneak 96%.

Languages: Outsider 52%.

Magic Items: A leviathan tooth enchanted to store 16 Magic Points.

Spells in Effect: Always maintains Damage Boosting at intensity 7 on kukri, and Damage Resistance at Intensity 7 on self, both with a duration of 24 hours, with a total casting cost of 14 Magic Points.

Equipment: Wears colourful pirate clothes. Carries his kukri, leviathan tooth, and a small leather purse containing 23p.

Jeronim Halfaleg, Lackey (Pirate Two)

STR 9 Move: 2
 CON 8 Hit Points: 12
 SIZ 15 Fatigue Points: 17-4 = 13
 INT 12 Magic Points: 10
 POW 10 DEX SR: 4
 DEX 6
 APP 4

location	melee	missile	points
Right Leg	01-04	01-03	0/4
Abdomen	05-09	04-09	0/4
Chest	10	10-13	0/5
Right Arm	11-14	14-16	0/3
Left Arm	15-18	17-19	0/3
Head	19-20	20	0/4

weapon	sr	attack	damage	parry	points
Rapier	8	38%	1D6+1	19%	8
LH Crutch	--	--	--	46%	10

Spirit Magic (46%): Mobility 2, Farsee 2.

Skills: Dodge 18%, First Aid 31%, World Lore 23%, Listen 52%, Scan 56%, Search 47%, Maintain Act of Sobriety 100%, Spin Yarn 98%, Fast Talk 57%.

Languages: Outsider 42%, Zaring 23%.

Equipment: Rapier, crutch, purse holding 3p, a pretty pirate hat.

Notes: Jeronim is an onlooker rather than a fighter, although he offers plenty of verbal encouragement. In any trouble, Jeronim would immediately give up upon the loss of either crutch or rapier.

Jake O'Leary, Crewman (Pirate Three)

STR 9 Move: 3
 CON 12 Hit Points: 14
 SIZ 15 Fatigue Points: 21-9 = 12
 INT 14 Magic Points: 14
 POW 14 DEX SR: 3
 DEX 12
 APP 10

location	melee	missile	points
Right Leg	01-04	01-03	1/5
Left Leg	05-08	04-06	1/5
Abdomen	09-11	07-10	1/5
Chest	12	11-15	1/6
Right Arm	13-15	16-17	1/4
Left Arm	16-18	18-19	1/4
Head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Scimitar	7	72%	1D6+2	36%	10
Knife	8	58%	1D3+1	25%	4
LH Maine					
Gauche	8(10)	60%	1D4+2	70%	10
Crossbow	3				
	(1/2R)	45%	1D6+2	24%	6
Thrown Knife	3/9	41%	1D4	--	--

Spirit Magic (62%): Firearrow (2), Befuddle (2), Protection 2.

Divine Magic (91%): (One Use) Shield 2, Illusory Sight 1.

Skills: Climb 86%, Dodge 40%, Throw 62%, First Aid 30%, World Lore 31%, Listen 56%, Scan 60%.

Languages: Outsider 40%.

Equipment: Carries all listed weapons, including 3 knives and 10 bolts. Wears nicely crafted leather armour and carries 15p.

Notes: Jake will generally cast Firearrow on his knives before throwing them.



Bamazarin The Outlaw (Pirate Four)

STR 12 Move: 3
 CON 16 Hit Points: 15
 SIZ 13 Fatigue Points: 28-15 = 13
 INT 14 Magic Points: 12
 POW 12 DEX SR: 3
 DEX 10
 APP 11

location	melee	missile	points
Right Leg	01-04	01-03	3/5
Left Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	3/5
Chest	12	11-15	3/6
Right Arm	13-15	16-17	3/4
Left Arm	16-18	18-19	3/4
Head	19-20	20	1/5

weapon	sr	attack	damage	parry	points
RH Scimitar	7	62%	1D6+2+1D4	30%	10
LH Scimitar	7(10)	30%	1D6+2+1D4	62%	10
Fighting Claw	8	58%	1D4+1+1D4	10%	(3)
Crossbow	3(1/2R)	60%	1D6+2	22%	6

Spirit Magic (45%): Bladesharp 3, Protection 1, Heal 1, Demoralise (2).

Skills: Climb 62%, Dodge 28%, Jump 51%, Throw 42%, First Aid 30%, World Lore 26%, Listen 50%, Scan 52%, Search 51%.

Languages: Outsider 41%.

Equipment: Two scimitars, fighting claw, crossbow, 10 bolts, black leather armour.

Notes: Bamazarin looks Turkish. He either attacks twice in a round using both scimitars, or attacks and parries.



KW

Korim, Rogue (Pirate Six)

STR 10 Move: 3
 CON 14 Hit Points: 15
 SIZ 15 Fatigue Points: 24-5 = 19
 INT 14 Magic Points: 12
 POW 12 DEX SR: 4
 DEX 7
 APP 10

location	melee	missile	points
Right Leg	01-04	01-03	0/5
Left Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	0/5
Chest	12	11-15	0/6
Right Arm	13-15	16-17	0/4
Left Arm	16-18	18-19	0/4
Head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Dagger	9	40%	1D4+10+1D4	21%	6
Cestus	9	61%	1D3+2+1D4	20%	(3)
Kick	9	35%	1D6+1D4	--	--

Sorcery: Enhance DEX 38%, Haste 36%, Spirit Resistance 30%. (Free INT = 11)

Magic Skills: Ceremony 25%, Intensity 35%.

Skills: Climb 52%, Dodge 40%, Jump 48%, Throw 30%, First Aid 12%, World Lore 21%, Listen 43%, Scan 45%, Search 40%, Hide 57%, Sneak 41%.

Languages: Outsider 34%, Zaring 30%.

Spells in Effect: Arksus has cast Damage Boosting 8 on Korim's dagger - the spell has a duration of 24 hours.

Equipment: Korim travels light, with only a cestus, his dagger, and 5p on his person.

Devil Bloodletter, Trusted Shipmate (Pirate Five)

STR 16 Move: 3
 CON 16 Hit Points: 16
 SIZ 16 Fatigue: 32-7 = 25
 INT 11 Magic Points: 10
 POW 10 DEX SR: 3
 DEX 10
 APP 5

location	melee	missile	points
Right Leg	01-04	01-03	(4)0/6
Left Leg	05-08	04-06	(4)0/6
Abdomen	09-11	07-10	(4)0/6
Chest	12	11-15	(4)0/8
Right Arm	13-15	16-17	(4)0/5
Left Arm	16-18	18-19	(4)0/5
Head	19-20	20	(4)0/6

weapon	sr	attack	damage	parry	points
Kukri	8(10)	78%	1D3+3+1D4	32%	10
LH Mace	7	43%	1D10+1D4	70%	10
Singlestick	7	30%	1D6+1D4	28%	5
Thrown Axe	3/9	40%	1D6+1D2	--	--

Spirit Magic (43%): Bladesharp 5, Protection 1.

Skills: Climb 52%, Dodge 28%, Jump 50%, Throw 61%, First Aid 27%, World Lore 19%, Listen 36%, Scan 42%, Search 40%.

Languages: Outsider 31%, Zaring 10%.

Equipment: Carries a kukri, his mace, 2 throwing axes, and a singlestick. Devil wears typical pirate gear, and carries 12p.

Notes: Attacks on SR's 7 and 10 with mace and then kukri, or parries with mace and aims a blow at his opponent's head with his kukri on SR 10. Devil wears no armour, but he has persuaded Arksus to cast Damage Resistance 4 on him, with a duration of one week.

Neb Nnug, Experienced Shipmate (Pirate Seven)

STR 12 Move: 3
 CON 10 Hit Points: 12
 SIZ 13 Fatigue Points: 22-14 = 8
 INT 13 Magic Points: 9
 POW 9 DEX SR: 3
 DEX 11
 APP 10

location	melee	missile	points
Right Leg	01-04	01-03	3/4
Left Leg	05-08	04-06	3/4
Abdomen	09-11	07-10	3/4
Chest	12	11-15	3/5
Right Arm	13-15	16-17	3/3
Left Arm	16-18	18-19	3/3
Head	19-20	20	0/4

weapon	sr	attack	damage	parry	points
Rapier	7	62%	1D6+1+1D4	38%	8
Dagger	8	50%	1D4+2+1D4	21%	6
Crossbow	3(1/2R)	58%	2D4+2	20%	8
Kick	8(10)	42%	1D4+1D4	--	--

Spirit Magic (31%): Shimmer 2, Disrupt, Speedart.

Skills: Climb 52%, Dodge 63%, Jump 29%, Throw 50%, First Aid 28%, World Lore 40%, Listen 42%, Scan 48%, Search 46%, Sing 58%.

Languages: Outsider 36%.

Equipment: Fully equipped for action, Neb carries his crossbow (with 14 bolts), his rapier, and his dagger. He wears nicely decorated leather armour.

Notes: Neb either attacks with rapier on SR 7 and kicks on SR 10, or attacks with rapier and dodges incoming attacks.

Tom Rondie, Negro Cut-throat (Pirate Eight)

STR 14 Move: 3
 CON 9 Hit Points: 10
 SIZ 10 Fatigue Points: 23-14 = 9
 INT 13 Magic Points: 10
 POW 10 DEX SR: 3
 DEX 10
 APP 14

location	melee	missile	points
Right Leg	01-04	01-03	2/4
Left Leg	05-08	04-06	2/4
Abdomen	09-11	07-10	5/4
Chest	12	11-15	5/4
Right Arm	13-15	16-17	2/3
Left Arm	16-18	18-19	2/3
Head	19-20	20	0/4

weapon	sr	attack	damage	parry	points
Scimitar	7	53%	1D6+2	41%	10
Dagger	8	40%	1D4+2	25%	6
Buckler	8	35%	1D4	52%	8
Crossbow	3(1/2R)	60%	2D4+2	23%	8

Spirit Magic (36%): Speedart, Heal 2, Demoralise (2).

Skills: Climb 41%, Dodge 30%, Jump 61%, Throw 38%, First Aid 25%, World Lore 19%, Listen 51%, Scan 51%, Search 30%.

Languages: Outsider 37%, Zaring 15%.

Magic Items: Tom carries a small walrus tusk, with a binding enchantment for an Undine; this is currently empty.

Equipment: Tom wears a ring hauberk, and leather limb armour. He carries all listed weapons including 14 bolts, and 3p.

Ladfet The Honourable, The Nice Pirate (Pirate Nine)

STR 12 Move: 3
 CON 14 Hit Points: 16
 SIZ 17 Fatigue Points: 25-7 = 18
 INT 15 Magic Points: 16+12 (Stored)
 POW 16 DEX SR: 2
 DEX 19
 APP 18

location	melee	missile	points
Right Leg	01-04	01-03	1/6
Left Leg	05-08	04-06	1/6
Abdomen	09-11	07-10	1/6
Chest	12	11-15	1/8
Right Arm	13-15	16-17	1/5
Left Arm	16-18	18-19	1/5
Head	19-20	20	0/6

weapon	sr	attack	damage	parry	points
Rapier	5	86%	1D6+1+1D4	45%	8
LH Scimitar	5(8)	72%	1D6+2+1D4	88%	10
Dagger	6	60%	1D4+2+1D4	31%	6

Spirit Magic (73%): Protection 3, Shimmer 3, Disrupt, Bladesharp 2.

Divine Magic (93%): (One Use) Madness.

Skills: Climb 86%, Dodge 83%, Jump 74%, Throw 62%, First Aid 40%, World Lore 28%, Listen 73%, Scan 80%, Search 70%.

Languages: Outsider 41%, Zaring 30%.

Magic Items: A piece of coral enchanted to store 12 Magic Points.

Equipment: Ladfet wears leather armour, he carries but a scimitar, dagger and trusty rapier.

Notes: Is only honourable in the sense that Ladfet always warns opponents to back off before he kills them. He is a real hit with the ladies, and many a disgruntled native may assist a character fighting this rogue.



THE PIRATES' PLAN

When the pirates come to steal the Greenstone, this is how they plan to do it. If the characters (or the Greenstone) do not stay at the inn, they will come up with an alternative plan.

The pirates would prefer to carry out their attack when the inn is empty, but you can turn it into as much of a bar brawl as you wish. The wagon with the Greenstone is assumed to be locked in one of Bradskull's stables, the key to which is hanging on the key rack in the kitchen.

Stage One

Jim Grumbletoes and Korim will be sitting in the bar, while Neb Nnug, Tom Rondie, and Ladfet the Honourable wait fully equipped in a hired, private room, on the second storey, as near to the balcony exit as possible.

Stage Two

The attack is triggered by Jeronim Halfaleg entering the bar. Upon this signal, Korim will walk out of the bar, past the kitchen and Bradskull's office, and up to the second floor, where he alerts Neb Nnug and company by knocking three times on their door. Korim descends, Neb Nnug and Tom Rondie deploy on the balcony and signal to their compatriots outside to enter the courtyard via the secret door by the stables. Ladfet deploys himself to prevent anybody else getting onto the balcony from inside the inn.

Stage Three

Jim Grumbletoes KO's any bouncer by casting Palsy (using Ceremony) and finishing off with his kukri. Korim dispatches the guard by the Market Street door.

Grumbletoes and Jeronim move to the main door into the bar to prevent anybody leaving that way. Jake O'Leary, Bamazarin, and Devil enter the courtyard upon Tom Rondie's signal (from the balcony), they move directly into the kitchen and secure Bradskull's keys.

Korim moves to prevent people entering the kitchen from inside the inn. Neb and Tom shoot any troublemakers in the street or courtyard from the balcony.

Stage Four

From the kitchen, Jake O'Leary runs around to the main gates (into Mainstreet) to ensure that they are open. Bamazarin and Devil run to the stable to get the wagon. Korim delays as long as possible but eventually follows - the pirates in the courtyard will rely on Tom and Neb's covering fire to protect them.

Stage Five

Bamazarin, Devil and Korim drag the wagon past the main gates, where they are joined by Jake O'Leary. The pirates on the balcony will warn of any trouble at the gates, and help out as best they can.

Stage Six

The remaining pirates in the bar (Jim Grumbletoes and Halfaleg) join the wagon in Main Street, Neb, Tom, and Ladfet jump into the street from the balcony. They all leg it down the street towards The Soulfire, feebly concealing the Greenstone with a blanket as they go (Maugre's men wouldn't give them any hassle anyway). Outside the stockade the PCs will be unable to finish the fight, unless they're able to take on the whole of Tarn's crew (30 men at least).

THE AFTERMATH

Whether or not the pirates' attempt to steal the Greenstone was successful, The Soulfire, and Arksus Gree, will leave Soldier Port within four hours. Maugre will be unsympathetic towards the PCs, and will state that violence and robbery are not permitted in Soldier Port 'but he was powerless to intervene'. (It should not be difficult for the PCs to guess that he was bought off.)

What Next

Whether or not they have the Greenstone, the PCs are almost certain to have made enemies of The Soulfire and its crew, and Arksus Gree. To boot, they have probably discovered how horrible and inhuman slarges really are. They may try all kinds of things to retrieve their loot, but it should be remembered that somebody else is after the Greenstone too.

THE DWARFS

The dwarfs who actually quarried the Greenstone still haven't given up on it, and set off after the thieves as soon as they were fully recovered from the slarge attack. Of course, their quest will ultimately lead them to Soldier Port - a calculated guess perhaps, after having viewed the slarge corpses, or maybe they even heard about where the Greenstone got to by word of mouth.

Anyway, the fact is that they want their stone back, and they're not prepared to pay for it. The dwarfs could be the source of an interesting three cornered conflict, or perhaps they team up with somebody else to gain the rock by force. The three cornered conflict would be the most interesting outcome, though. You know how these little incidents tend to start bigger incidents, and dwarfs are notorious for holding grudges...

For example, if the Greenstone finished up being sold to Cyriel Endlekar, the dwarfs are certain to try some form of retaliatory action, probably through their agents the Iron Warriors (WD98).

If Cyriel figures out that the dwarfs are responsible, he begins exercising his influence to make life difficult for them. More orc attacks on dwarf patrols, ambushes (apparently by dwarfs) sprung on travellers visiting Surt, slarge raiding bands into the Dwarf Mountains, and the like.

Depending on the actions of the PCs, Cyriel might also convince them that they too are on the dwarfs' short list (perhaps fabricate a little incident). He could thus persuade them to undertake some anti-dwarf activity for him, which finishes up getting the characters even further involved in this incident which is now snowballing into warlike proportions.

THE DWARF ADVENTURERS

Aside from the individuals provided here, the dwarf party also contains three more typical dwarfs. Refer to the hardback book if you need stats for these individuals. They are named Loam the Metallor, Arble Chips, and Threim the Grinder.

As is usual, the dwarfs will avoid a fight in an open area, where their short-sightedness and Earthsense prove to be to their disadvantage.



Stone Firecaller, Dwarf Illusionist

Stone is the leader of the party, and will lose both money and prestige if she returns to the dwarf halls empty handed. An adept, Stone has a reputation for her magic, from which she derives her name. The orcs find her quite awesome, and so call her 'Grashnik Gobitflame', or Firecaller.

Stone is the type that won't give in once she has her mind set on something, but she is not bigoted or unreasonable. Most of the dwarfs like her, but distrust her tendency to make rash decisions and expose them to unnecessary danger. Stone has found that she doesn't seem to suffer from the agoraphobia that afflicts most of her race, although she is very aware of her vulnerability on the surface world, particularly in open spaces.

Stone, Female Dwarf Adept

STR 16 Move: 2
 CON 17 Hit Points: 12
 SIZ 7 Fatigue Points: 33-30 = 3
 INT 17 Magic Points: 18+23 (Stored)
 POW 18 DEX SR: 2
 DEX 16
 APP 15

location	melee	missile	points
Right Leg	01-04	01-03	4/4
Left Leg	05-08	04-06	4/4
Abdomen	09-11	07-10	4/4
Chest	12	11-15	4/5
Right Arm	13-15	16-17	4/3
Left Arm	16-18	18-19	4/3
Head	19-20	20	6/4

weapon	sr	attack	damage	parry	points
5 Shot					
Crossbow	2/7	54%	2D4+2	30%	8
Broadsword	7	42%	1D8+1	36%	10
Heater	8	30%	1D6	45%	12
Knife	8	40%	1D3+1	21%	4

Sorcery: (In Matrices) Heat 50%, Phantom Odour 48%, Phantom Sight 49%, Phantom Sound 49%, Fly 48%. (Free INT = 17)

Magic Skills: Ceremony 24%, Enchant 17%, Duration 25%, Intensity 52%, Multispell 45%, Range 50%.

Skills: Climb 38%, Dodge 05%, Jump 36%, Throw 42%, Evaluate 50%, First Aid 31%, World Lore 30%, Hide 42%, Fast Talk 35%, Craft Stone 12%, Craft Wood 21%, Dwarf Lore 34%, Mineral Lore 66%, Conceal 51%, Devise 25%, Earthsense Scan 57%, Earthsense Search 47%, Visual Scan 30%, Visual Search 28%.

Languages: Dwarf 53%/40%, Zaring 30%, Dwerrow 26%, R/W Dwarf 40%.

Magic Items: Stone wears a slarge-hide helm which audibly growls within 10m of a giant slarge. She also wears a silver pendant with 'Stone' carved into it - this holds all her spell matrices. Stone has a piece of granite into which a salamander is bound, and she also has an antler enchanted to store 23 Magic Points.

Equipment: Stone carries all her listed weapons, including 23 bolts. She wears bezaunted armour and her slarge-hide helm (which will fit anybody of SIZ 6, 7 or 8). To trade she carries 10 iron spearheads, and 4 ENC of furs. The dwarf crossbows carried by most of the party are repeaters; 5 bolts can be fired in succession, and the clip takes three rounds to reload. Stone carries 44 pennies in coin, including a gold coin of slarge design, worth 15p.

Notes: Stone's better known illusion is that of her fireball. To create this she Multispells Fly, Heat, Phantom Sight and Phantom Sound. Since she is casting four spells simultaneously, this requires 3 points of Multispell, and therefore uses 3 Magic Points and 3 Free INT.

Stone needs to move her illusion around, and so gives the casting a Range of 40 meters, requiring 2 Magic Points and 2 Free INT - since this is a Multispelled casting, all of the spells have this Range.

So far Stone has used up 5 points of Free INT, and thus can achieve an Intensity of 13, since she had 12 Free INT remaining un-used (and Intensity 1 = 0 Free INT). Due to the Multispell, all of the four sorceries will be at Intensity 13. Thus combining these spells costs Stone 3 Magic Points (Multispell) + 2 Magic Points (Range) + 13 Magic Points (Intensity) = 18 Magic Points, and takes her that many SR's plus her DEX SR to cast.

The result is a SIZ 3 fireball which moves at 10 meters per strike rank. It has a deafening roar and causes 2D6 points of damage to any two adjacent locations which it strikes. Armour on a given location will count for the first time struck, but thereafter has heated up and is no longer protective unless given some time to cool off.

When engulfed, a victim must also match his CON vs the Phantom Sound spell Intensity of 13 - failure results in deafness for 1D10+5 minutes.

The fireball does not hit on any particular strike rank, simply figure this purely on a movement basis. Stone has a DEX x3% chance of hitting with the fireball, which does not dissipate having engulfed a victim - instead it gathers up again, and turns around for another turn. This is really bad, because in this way Stone gets three or four attacks each round with this illusion.

All of the spells which Stone has cast are Active, and so she must concentrate on them the whole time that they are cast.

Stone's Salamander (4m3)

STR 12 Move: 3
 SIZ 4m3 Hit Points: 31
 POW 17 Magic Points: 17

weapon	sr	attack	damage
Engulf	10	3D6 vs Best Armour	3D6 or 3D6/2 Total Hits.

Notes: The salamander can engulf anything up to SIZ 41. To manifest from the binding enchantment, there must be 4m3 of fire available from which the elemental can form its body.

Runi Darkwinde

Runi is an incredibly bland individual who is interested only in obtaining a large hoard of gold, gems, and dwarf items, and safely killing as many orcs and elves as he must before selecting a wife and becoming a fat, happy craftsdwarf in his home village complex.

Runi, Dull Dwarf

STR 18 Move: 2
 CON 15 Hit Points: 12
 SIZ 8 Fatigue Points: 33 - 32 = 1
 INT 11 Magic Points: 14
 POW 14 DEX SR: 3
 DEX 10
 APP 14

location	melee	missile	points
Right Leg	01-04	01-03	7/4
Left Leg	05-08	04-06	7/4
Abdomen	09-11	07-10	7/4
Chest	12	11-15	7/5
Right Arm	13-15	16-17	7/3
Left Arm	16-18	18-19	7/3
Head	19-20	20	7/4

weapon	sr	attack	damage	parry	points
5 Shot					
Crossbow	3/9	55%	2D4+2	18%	8
Scimitar	8	72%	1D6+2+1D4	30%	10
RH Battleaxe	8	63%	1D8+2+1D4	24%	8
Kite Shield	9	20%	1D6+1D4	58%	16

Sorcery: Palsy 23%, Damage Boosting 25%. (Free INT = 9)

One Use Divine Magic (68%): Shield 4, Trueaxe, Heal Body.

Magic Skills: Ceremony 13%, Intensity 21%.

Skills: Climb 42%, Fast Talk 15%, Craft Stone 60%, Craft Metal 44%, Craft/Quarrying 72%, Dwarf Lore 57%, Evaluate 66%, First Aid 42%, World Lore 32%, Devise 60%, Earthsense Scan 57%, Earthsense Search 54%, Listen 57%, Visual Scan 38%, Visual Search 55%.

Languages: Dwarf 75%/43%, Zaring 30%.

Equipment: Runi wears a full suit of scale armour with leather padding. He carries his crossbow, 20 bolts, and his listed weapons. Runi possesses 35 silver coins, worth 1p each.

Harc Skybraver

This young but cautious dwarf is interested in all aspects of human culture. Its nuances intrigue him greatly. He is especially fascinated by human architecture, primitive though it may be, and thinks it possesses some vibrancy not found in the technical precision of dwarf structures.

Harc has other un-dwarf like behaviour patterns. Once, during a trading session in Nidik, he accepted a ride on the back of one of King Skilful's giant birds. Much to the consternation of his companions, Harc was thrilled by it, and has been going on about it ever since. Harc also saved the life of an elf named Woodfriend when the pair of them were endangered by slarges.

Harc Skybraver, Deviant Dwarf

STR	12	Move: 2
CON	16	Hit Points: 13
SIZ	10	Fatigue Points: 28 - 25 = 3
INT	15	Magic Points: 12
POW	12	DEX SR: 3
DEX	9	
APP	16	

location	melee	missile	points
Right Leg	01-04	01-03	6/5
Left Leg	05-08	04-06	6/5
Abdomen	09-11	07-10	6/5
Chest	12	11-15	6/6
Right Arm	13-15	16-17	6/4
Left Arm	16-18	18-19	6/4
Head	19-20	20	6/5

weapon	sr	attack	damage	parry	points
2h Axe	7	57%	1D8+2	54%	8
Warhammer	7	55%	1D6+2	28%	8
Buckler*	8	40%	1D4+1	55%	8
5 Shot Crossbow	3/9	51%	2D4+2	23%	8

Sorcery: Hinder 30%, Haste 33%, Damage Boosting 31%. (Free INT = 12)

One Use Divine Magic: Shield 2.

Magic Skills: Ceremony 22%, Intensity 30%.

Skills: Climb 45%, Fast Talk 34%, Orate 47%, Craft Stone 55%, Craft Metal 34%, Dwarf Lore 40%, Evaluate 52%, First Aid 46%, World Lore 35%, Devise 44%, Earthsense Scan 58%, Earthsense Search 52%, Listen 55%, Visual Scan 27%, Visual Search 44%, Hide 17%.

Languages: Dwarf 77%/51%, Dverrow 35%, Zaring 40%.

Magic Items: Harc's buckler has a mechanical face built into its front. The face has an open mouth which will clamp down onto a weapon if Harc makes a special Parry roll. In addition to the normal advantages of using a weapon catcher, the chomp does 2D6 damage to the captured weapon or inserted object.

Equipment: Harc wears a suit of ringmail armour and padding. He carries his listed weapons, including twenty crossbow bolts. Harc carries no currency, but he does have thirty glass beads which always prove popular with the Votanki.

Conclusion

The adventure stops here. You should find that this scenario gives you plenty of leads for future adventures on Griffin Island, because wherever the Greenstone finishes up, it's going to put someone's nose out of joint!



KW

BLOOD BOWL



What's got eleven heads, twenty-two legs, two wings and would like to stomp you into the ground? Do you give in? That's no protection, they'd do it anyway! This is where fantasy comes down to earth - with a bang! This is Blood Bowl!!

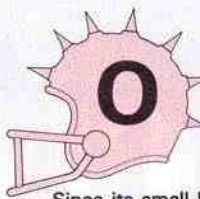
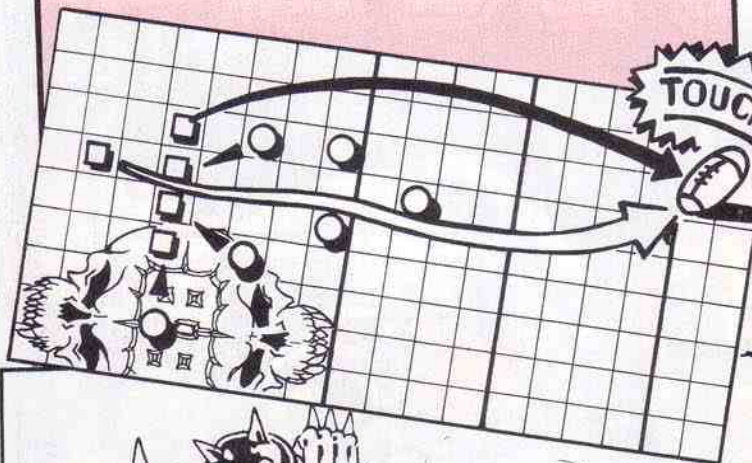




"HOWDY, SPORTSFANS. Welcome once again to that colossal clash of crazed combatants, that brain-mangling bust-up between those burly barbarians of the blood-soaked football field, because once again -

it's BLOOD BOWL!!"

"Stay with us, folks, for a rundown of this superb sport, combining skill and awesome mayhem. I'm Bob Bifford, he's Jim Johnson; this is Blood Bowl! Roll those titles!"



Once upon a time, not so long ago, the world as we know it was a gentle, peaceful and quite beautiful place. People farmed the land, built villages and towns, fought terrible wars and generally did all the things they've always done. That was until the rediscovery of the lost game of Nuffle Armoured Football, commonly known - to kings and peasants alike - as Blood Bowl!

Since its small beginnings, the game has grown equally in popularity and complexity. These days the regular weekly matches are transmitted by a unique magical broadcast system into the homes of many millions of peoples of all races across four continents! And now you can join them!

The basic concept of the game is, at least initially, alarmingly simple. Each of the two sides fields a team of eleven players. A ball is given to one side. The team with the ball has to get it to the other end of the field, by running with the ball or throwing it to another player, to score a *Touchdown*. The team without the ball has to stop their opponents doing this and if possible, get hold of the ball themselves so they can take it to the other end of the field and score. The first team to score three times wins the match.

Yes, that all seems very simple, doesn't it? So what makes it so addictive, so exciting and occasionally so dangerous to watch? Well, for a start take a look at the average Blood Bowl player. Yes, big, isn't he? And wide, and mean, and muscular. He's also very fit, since he trains for several hours each and every day, regardless of rain, snow or severe limb strain. And as well as his physical attributes, every Blood Bowl player is kitted out in several layers of specially designed armour to protect him, quite simply, from all the other players. Tough as this Armour usually is, however, it doesn't always offer quite as much protection as the player needs. If we said that Blood Bowl is rough, you could probably sue us for gross understatement. It's murder out there!

It can cost upwards of 150,000 gold crowns to outfit a professional team for a season - and to look at the way players treat their kit you'd think the money grew on trees. However, all that padding and armour comes in very useful for keeping a player alive long enough to maybe make a few yards or to toss the ball to another player. The cost of equipment is now so high that some teams, especially those from the poorer goblinoid races, insist a player supply his own equipment from whatever he can find. Some players have become remarkably inventive at making Blood Bowl gear from other objects.



According to the Sacred Book of Nuffle, the ancient text from which all modern thinking on the game is derived, the Blood Bowl player must use his body as a weapon, without recourse to other methods. Players are adept at using their powerful shoulders to bash opponents out of the way, their muscular legs to spring over smaller adversaries, and their spiked armour to severely injure their unfortunate opposite numbers! Of course, occasionally (well, all right then, nearly always!) players bend the rules a little and manage to sneak on a discrete weapon or two. However, the sport's ruling body have recently taken a tougher line on such matters, and several seasons have passed since there has been an incident like the time the Dwarf Warhammerers managed to sneak large calibre cannon onto the field of play for a surprise shot at scoring!

The top forty Blood Bowl teams from the Old and New Worlds are gathered into two conferences, the NFC and the AFC, which are further split into divisions of five teams each. From early autumn to late spring (the teams recuperate and train during the summer vacation) the teams battle it out against each other once or twice a week in contests full of sportsmanship, daring heroism and sheer terror. After weeks of (mostly) unarmed and (occasionally) sportsmanlike contest on the field, the top teams from each division move on to the play-offs, consisting of quarter-finals, semi-finals and at last the Blood Bowl final - the highest prize in sport!

Just like the players, Blood Bowl enthusiasts are a fanatical mob. They have to be hardy, for the bloodthirsty over-reactions of the players often spill over into the stands. And many a game has been abandoned when local militia have failed to control serious crowd trouble. Stadiums have been razed to the ground by disgruntled supporters of a losing side.

Still, what they lack in genteel bearing Blood Bowl fans make up for in sheer enthusiasm. For hours before, during and after a match they struggle to remember the names of favourite players and teams to chant and call. They ogle the nubile team cheerleaders and call to them good-naturedly, chivalrously offering their services in a gentlemanly manner. They wave their scarves, wooden rattles and smaller members of the crowd around their heads in sheer exuberance! It's all just part of the wacky fun of being Blood Bowl crazy!



Did you know?

That one of the most notorious Freebooters the NFL has ever known, Erik 'The Dog' Jorgson - who regularly played in lycanthropic form - went through an uncontrolled metamorphosis while waiting in the dug-out. After he ate the rest of the subs, Blood Bowl organisers decided to install cages in all stadium dug-outs. Were-players have complained that this is a form of discrimination but there are no plans to change the ruling as yet.

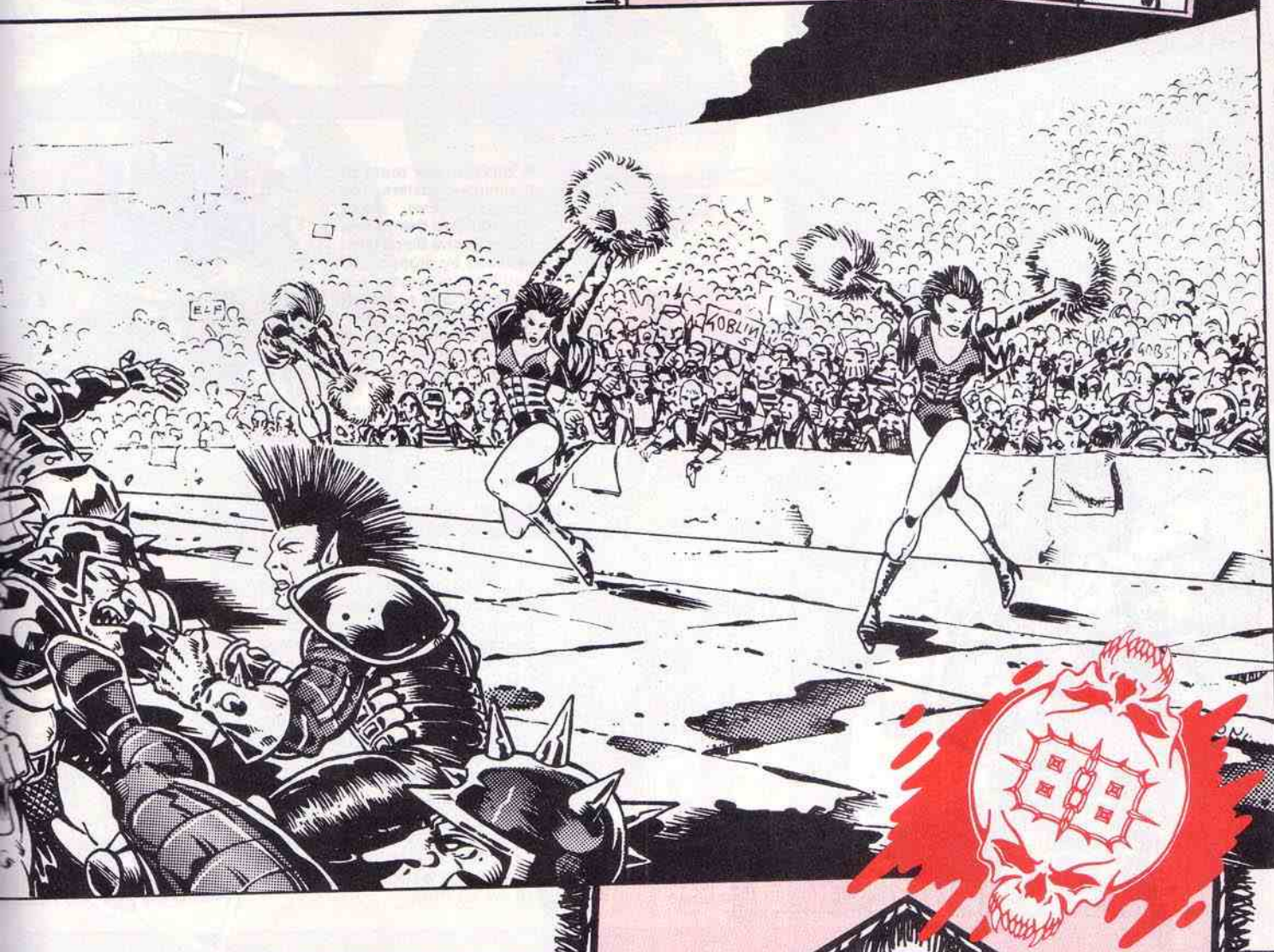
PK

Did you know?

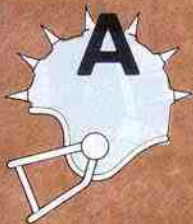
- That possibly the most heroic effort ever was put in by Evil Gits lineman Karg Stabneck, who managed to crawl 94 paces to score, despite having both legs torn off by a rampaging Oldheim Ogres player at his own 6-pace line!



PK



BLOOD BOWL



According to the ancient seers, Blood Bowl developed as a form of worshipping rite for the lost deity Nuffle. Rediscovered only a few centuries ago, the game has rapidly developed into a multi-million gold piece enterprise played by fanatical teams the whole world over. From the most successful professional sides right down to the lowliest Goblin college team, everyone seems to love that heady mixture of athletic achievement and rampaging violence!

The excitement of the sport is complemented by the colourful teams which make up the various conferences of the Blood Bowl league. The league itself is formed into two conferences, the AFC and the NFC. Each of these is divided into four divisions, Northern, Central, Western and Eastern. A division consists of five teams. Each of these teams begins the season on an equal footing.

Outside of the Premier League's two conferences, there are other leagues. Some are semi-professional (many large towns boast their own team), while others are strictly amateur. Teams from the AFC and NFC often send scouts to keep on the lookout for rising stars in the lower leagues, while the teams themselves aspire to dizzy heights of the Bloodweiser® championship.

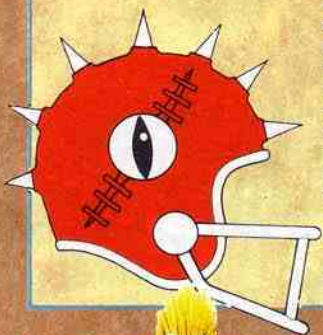


Sitting comfortably in the AFC's Eastern Division, the Bright Crusaders have made as much of a reputation for themselves off the field as they have in their games. In previous seasons, they have been known to chase chaotically aligned opponents far from the stadium, regardless of the match result. They have never won the Blood Bowl trophy.

Bright Crusaders



The Gougged Eye



A dirty, mean team of maiming monsters, The Gougged Eye have distinguished themselves in successive Blood Bowl seasons by stopping at nothing to attempt to win a match. The roughest and most seriously brain-damaged inhabitants of Orc settlements from across the continent aspire to be recruited for the team. The Gougged Eye have played in five Blood Bowl finals, and have won twice, the last time being in 2473.



The Elfheim Eagles are a proud and successful team of Wood Elves. They reached one final in their short history. It was Blood Bowl XX in 2480, and the Eagles beat Nurgles Rotters 3-2. They have not, as yet, matched their performance for that season. However, they hope to take the Bloodweiser® trophy back to their forest homes this season. They've brought in a new coach, Kalgan Lannersann, whose new tactics and training program have been exciting observers throughout the summer recess. Keep an eye on them.

Elfheim Eagles



OOTE

Astrogranite

This season, the game is being played on the revolutionary new Astrogranite® artificial playing surface. There's been some controversy recently over the amount of major injuries caused - even in training - by the new material, but typically enough the prospect of this has ensured that advance ticket sales have already smashed all the old records.



"Well, Jim, it's a bright, breezy afternoon at the Doom Dome down here in dismal Drakwald, and we've got a capacity crowd of fans of all races gathered to witness today's awesome confrontation - a pre-season friendly between the Reikland Reavers and The Gouged Eye! So tell me, buddy of mine, who do you fancy for today's game?"

"There's the rub, Bob, as someone once said. The Gouged Eye are playing very well at the moment, with captain Varag Ghoul-Chewer making good use of star newcomer Harg Vain-kill, but at the risk of being lynched by rabid bands of Orcs the minute I step out of the commentary cavern, I'm going to have to tip Oberwald's top-notch Reavers side again. Whichever way it goes, though, gorefans, it's going to be a great game, so stay tuned!"

"We bring you the best of the action via the Association of Broadcasting Conjurers in live Cabalvision. You can get a license to receive these terrific images from your local Magician's Guild on a one-off basis, or for a season."

"What you haven't told them, Jim is that ABC have got exclusive rights for this year's season - a mere snip at twelve million gold crowns."



Your referee for today's confrontation is Albion's Darun McGloan. He's just returned from a three-month lay-off after being punched out in the first few seconds of last season's Blood Bowl final in an ugly incident over a disputed coin-toss. Hope he has better luck today.



To give you some idea of the breath-taking, blood-spilling action that you can expect to see in the season ahead, here are Jim and Bob - the most popular Nuffle match commentators - with a selection of just some of the highlights of last season's most spectacular games.

We begin with a reminder of the last time The Reavers and The Gouged Eye met...



"Well it looks like our referee is at last getting ready to start the match, Bob!

The Wolfleg Lead-pits marching band and majorettes have stamped off the field in much the same way as they arrived, after giving the capacity crowd a sample of their own particular brand of entertainment. Now it's time for the real entertainment to begin, isn't it?"

"Got it in one, amigo! And I think we are really in for a treat here this afternoon! The weather is fine, the Doom Dome's new Astrogranite® pitch has been sponged down after last week's massacre - and just listen to that crowd!

But wait - there seems to be - yes, some of the Orc fans from the far end of the field have run on to the pitch! The referee's running for cover, but will he make it? I think - oh dear! No, he didn't make it.

I think there's going to be some delay while the new referee prepares for the match and the pitch is cleared. We'll be back after the break."



And when that Reavers match did get going, we saw some real drama!

"Hey, Bob, where did Ghoul-Chewer come from? Whammy!! And Oberwald's over, with the ball in the air! Dramatic developments here at the Doom Dome in the opening moments of the game! And, boy oh boy, Bob, Oberwald looks sick as a Snotting!

Did you see where the ball went, buddy?"

"Sure did, Jim! Looks like it's gonna be a mid-air battle between lofty Orlak Stürmdrang and the rather shorter 'Bandy' Durg Muglurk!"

"Heh-heh! No contest, Bob!"

"You got it in one, Jim! Orlak's held it!



And now the long-legged Reavers veteran, half the Gouged Eye at his heels, tears away for the Orc End Zone! Superb play, Jim, just superb!"



Did you know?

- That the Scarcrag Snivellers once kidnapped the coach of rival team the Lowdown Rats, to discover their play secrets. The coach held out for months and eventually the Goblins sent him home - only to discover that he had stolen details of all the Snivellers' own special plays!

Then there was that classic tackle in the Sartosa/Paravon match...

"There goes Urgan Eyegash with the ball. He's making a great run. If this is a Touchdown, the Sartosa Spleenrippers will win the match. Oof! Urgan's been brought down by Olaf Kemperman, the Penetrators' star lineman. What a tackle! Now anything can happen..."

"You said it, Jim!"



Some of the Elf teams had a rough season...

"The Laurelm Lightfooters are having a bad game today, Bob. They just can't seem to make it past the half-way line. And from the way the Reavers have been playing, I don't think slaughter is too strong a word for it."

"You may have spoken too soon, in true commentator fashion, Jim. Here comes Aaron Steelwind leading a remarkable recovery for the Lightfooters. Can that dude move!"

"WHAM! Terrific blocking there by the Reavers! What were you saying about speaking too soon, old buddy?"



...But not as rough as the last Penetrators' match.

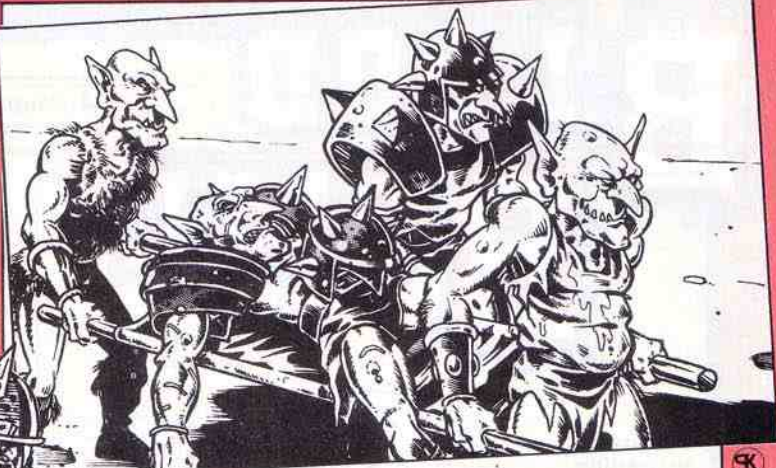
"The Nightmare Nufflers have been waiting for this match against the Paravon Penetrators for weeks. Regular viewers will have seen the Nufflers' provocative publicity. They've been screaming for revenge ever since last season's bone-crushing defeat of three-nil!"

"They sure have, Jim. There's the whistle! And already it's Chaos out there. Four or five players from both sides are fighting over the ball. I can't even see it -"

"There it is, Bob. Marrowbone's recovered it from the scuffle. It looks as though he's going to attempt a pass to the blitzter."

"Er, Jim, I think that's one of the Penetrators' heads ol' Boney's grabbed in the confusion - Jacque Grier's if I'm not mistaken."

"You're right! Well, the Nufflers are a keen mob considering they're dead. Shame about Grier, though. He was heading for a good season - erm..."



And how will the leading Goblin team manage after this unfortunate incident...

"And that was a nasty throw. The Greenboyz captain looks seriously injured. It could be the last time we see him play this season."

"But that's the way it goes sometimes. At least the Greenboyz will still have a captain after the recess. How bad do you think he is, Bob?"

"Actually, I've just heard that he's dead, Jim."



Did you Know?

- That the late Engel 'The Exterminator' von Evilstein was probably the most violent player ever. This frontline blitzter for the Chaos All-Stars was often sent off for illegal use of automatic weaponry. Just before he was unfortunately killed during an explosive attempt to wipe out the entire Underworld Creepers team at one go, he was reckoned to have accounted for an unbelievable 824 players!

The Elves got the best Touchdown of the season when they took on the Dwarf Warhammerers.

"Galellion's in for a **TOUCHDOWN!!**"

"That's just un-bee-lee-ee-vable, Jim! From a soaring, leaping interception at the Warhammerers' twenty paces line, Galellion has returned the ball for the first Touchdown of the match! Hooooo-weee!"

"You just can't get better than that, Bob! And just listen to the crowd go absolutely barmy! There's some serious celebrating going on down there in the terraces, sportsfans!"

"Yep. Makes me glad to be up here in the commentary cave, Jim!"

"So the score now stands at the Foresters' 1 Touchdown to the Warhammerers' nothing. The Warhammerers have it all to go for. We'll be back right after this message. Don't go away!"



"Well Jim, one of the most colourful teams in the game, Nurgle's Rotters have entered this year's competition. They're remarkable, aren't they?"

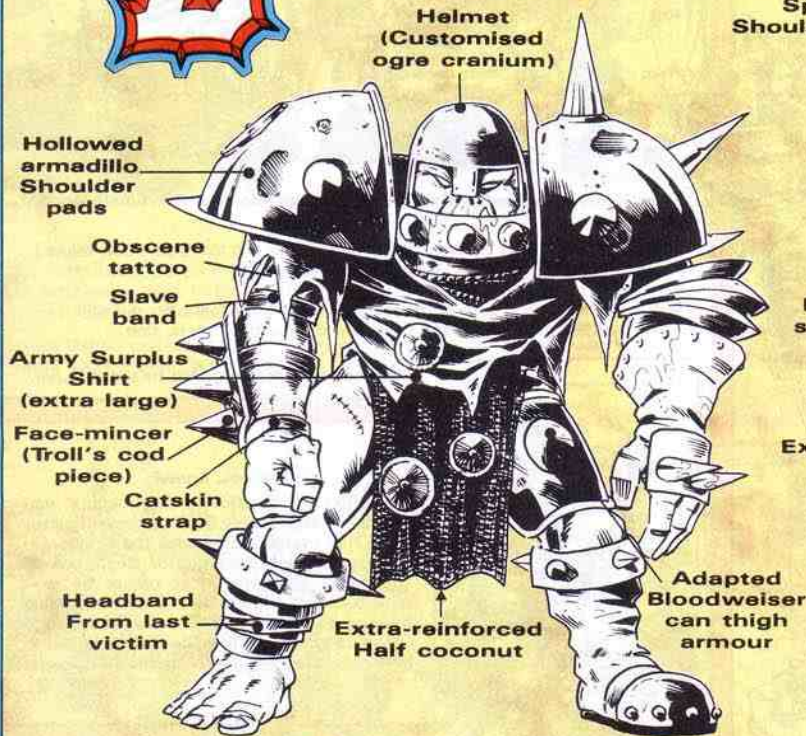
"They are indeed. Sportsfans relish the chance to see them - from a distance. But the rot-ridden team rarely get the chance to play because their opponents normally refuse to turn up."

"That's too true. Only three games last season. Mind you, they have wiped out over three thousand spectators and players by spreading that plague!"

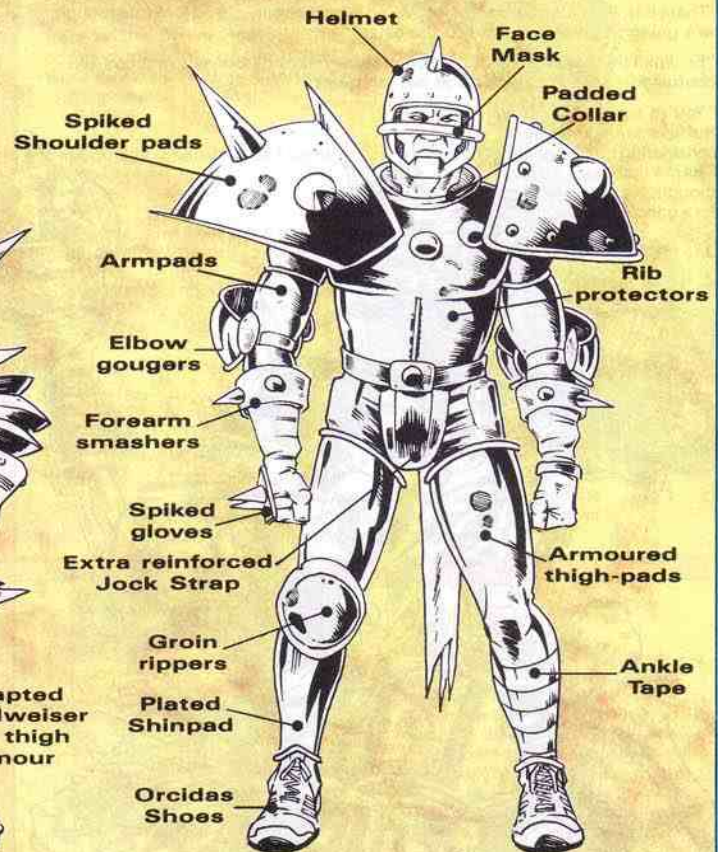


BLOOD BOWL

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GRIFF OBERWALD

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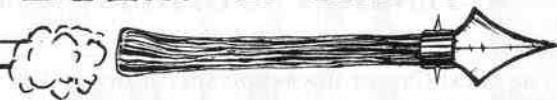


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Chewton Street, Hilltop,
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NG16 3HY, UK

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Maryland 21230

LEFT A BIT, RIGHT A BIT... FIRE!



The Orc Bolt Thrower

Using a weathered tree stump as a platform Grugar Spitlicker called the lesson to order.

"Stop chatterin' or I'll use yer tackle fur goolash!"

At this dire threat the assembled group of Orcs immediately went quiet, although one nervous individual made his abject fear known in a resounding manner. This was received in traditional Orcish fashion.

"Cor, ged downwind quick!"

However, under Spitlicker's watchful eye nobody made a move.

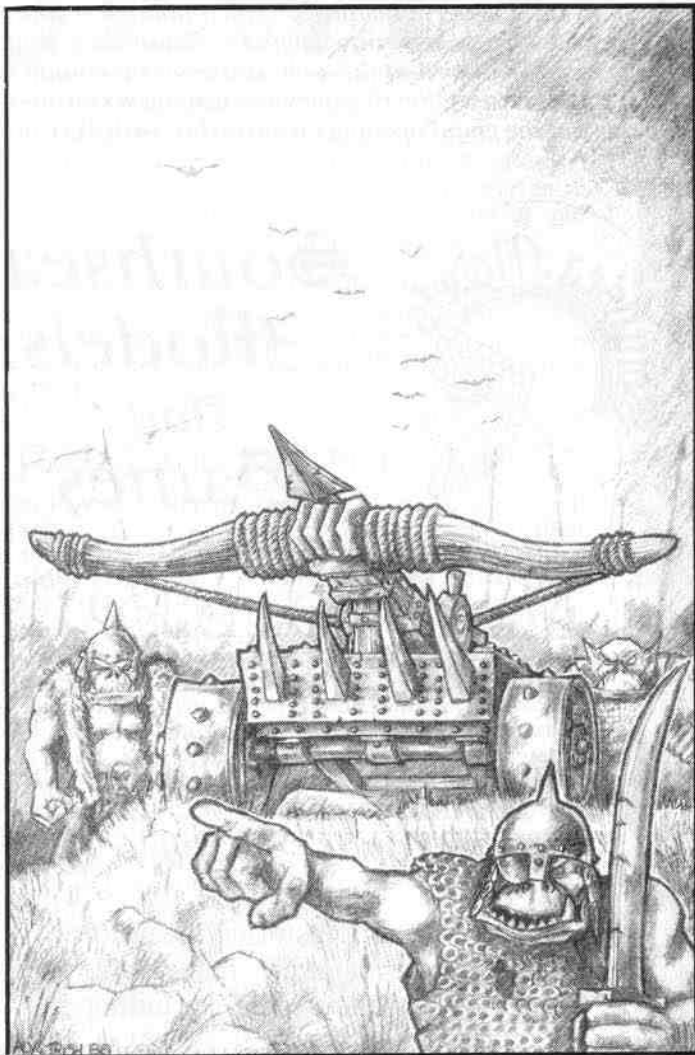
"Right then, now that yer all listen' I'll start. This 'ere'z wot's known in da trade as a spear chukka." The Orc pointed to something which resembled a cross between a giant crossbow and a small wagon (mainly because that's what it was). The designers had not cut any corners, and four fiendish looking spikes jutted out from the front.

"Now, dis is da important bit. The big fing wiv wheelz is da chukka, and the pointy fingz beside it're spears. One of yer picks up da spear, and de uwer wunz who ain't got a spear pull back on da string till it clicks. Got that?"

Bemused by the sheer level of detail, a number of Orcs had already fallen asleep, and a small group at the back were having a nose-picking competition. Grugar patiently went round the class and clubbed a few of the slower learners until they could repeat what he said without too many pauses.

"Now yer got that in yer fick 'eadz we do the fun bit. Da one wiv da spear puts it 'ere, and all of yer turns de 'ole fing till da spear is pointing towards da fing wot you want to stick."

At this, a gang of Goblin assistants rushed towards the contraption and, after a brief squabble, turned the device towards the Orcs. Grugar got off the tree stump and stood beside the weapon.



"Dis 'ere'z da trigger, an' dis is da safety peg. Yer can't shoot till yer takes it out. Look, no matter 'ow 'ard I pulls 'andle, it won't move."

Grugar gave the handle a mighty wrench. There was a sharp crack as the peg split, followed by a loud twang and a dull thunk as the large bolt skewered a couple of class members.

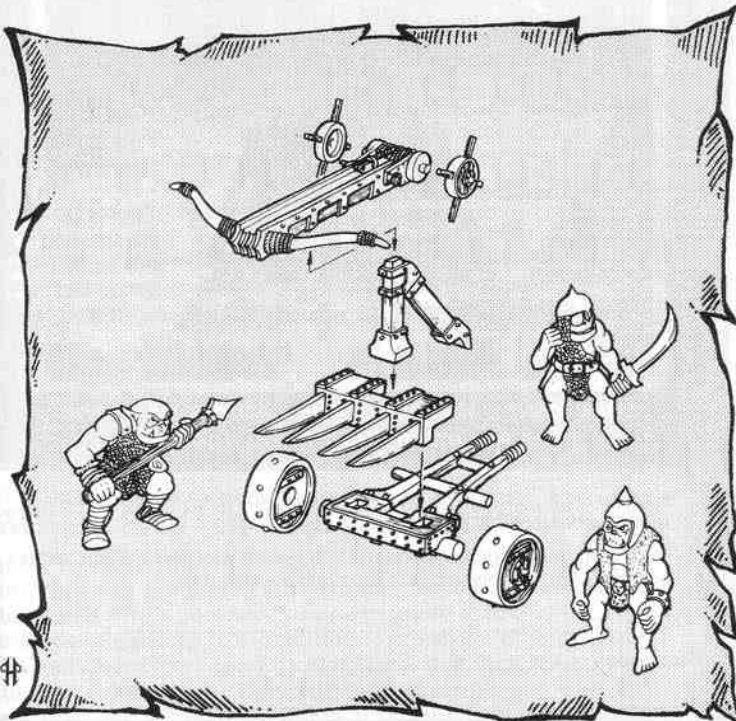
Surprised by his own strength, Grugar raised an eyebrow and scratched his chin, oblivious to the dying screams of disembowelled Orcs.

"See? Seazy."

Warhammer Armies

An Orc army may have 0-8 bolt throwers (with three-man crew), and these have standard profiles (WFB p107). The points value of each, including crew with hand weapons, is 46½. The crew can be upgraded with *light* armour at a total cost of 6 points.

Nigel Stillman



THE AFFAIR OF THE HIDDEN JEWEL

A Melodrama with a Thick Plot by Lewis Page

The Affair of the Hidden Jewel can be run as a one-off, during an existing campaign or as the beginning of a new one. In either case the GM may want to replace certain NPCs, eg Count von Drakensberg and/or the Black Arrows, with appropriate NPCs from his own campaign.

The location can be along any lonely stretch of road running through the forests of the Empire (or elsewhere in the Old World, with some name changes). It should be placed within a few days' travel of the PCs' current location.

heroes wanted

Wherever the PCs are, they should be looking for a job (or probably looking for easy money, knowing most PCs, but that's just tough). And have we got a job for them! Intrigue, blood, fear ... but we mustn't get ahead of ourselves.

The GM should arrange for the PCs to see the two notices given below. They could come across them nailed to trees along the road; they could find them at an adventurers' notice-board (such as the Deutz Elm at Nuln); or they could simply find them blowing in the wind. The author's preference is to have a man stagger up to them and collapse, dead, revealing the papers pinned to his back by a dagger - but *how* is immaterial.

The first notice reads as follows:

"Reward! Three hundred crowns to whoever can bring the head of the dastardly brigand known as the Black Arrow to His Grace the Count Amadeus von Drakensberg. His Grace has means of detecting substitutes."

Any PC passing an *Int* check will remember that the Black Arrows are a band of outlaws who have been plaguing the countryside for some years; so called due to their habit of using only black arrows. The Black Arrow is their leader. If the test is passed by 20 or more (10 if the PC is noble) the PC will also recall that Count von Drakensberg's holdings are far from the Arrows' area of depredation.

The second notice is likewise interesting:

"Heroes Wanted to go on quest for Hidden Treasure. Some danger, great reward. Contact Wolfgang Kellermann at the Sign of the Crossed Lances."

If the PCs are able to *Gossip*, they will discover that the Black Arrows' raids have been more frequent in that very region than anywhere else.

at the sign of the crossed lances

If the PCs wish to go to the Crossed Lances inn (and they ought to), they can get there easily enough by road. They should have an eventful journey (you may care to throw in the odd horde of Beastmen or Goblinoids if things get too quiet, but no human reavers - the PCs may think that they are Arrows and get sidetracked). They will most probably arrive in the evening. Use the plan and notes at the end of the adventure to describe the place to the PCs.

The bar, at this hour, will hold the usual mix of customers for a coaching inn - travellers, coachmen and teamsters, a Roadwarden or two, perhaps a gambler or a Raconteur, and maybe a Pickpocket if you feel mean.

In addition, there are a bunch of hard-looking men-at-arms seated in one corner. These are retainers of Count von Drakensberg, who is staying here incognito: he will remain in his room. The *Gossip* in the bar is that they are mercenaries and the Count their captain.

wolfgang and the blue flame

If the PCs ask the bar staff for Wolfgang Kellermann, they will be told that he is the owner, and taken to his room. At their knock, the door is opened by a lean, scarfaced man with a drawn sword in his hand. He eyes them suspiciously and says, "Well?"

If the PCs explain that they came about the job, a voice will call from behind him. "All right, Lauengram, let them in - but keep an eye on them." The scarfaced man steps aside, revealing a table placed in the centre of the room. Behind this are sitting two men, one fat and bearded and the other muscular and with an air of command - and a wooden peg where one foot should be. The room's shutters are closed and bolted.



KW



KW

Lauengram shuts the door after the PCs and stands behind them. Then the one-footed man speaks again. "I am Wolfgang Kellermann," he begins. "I have a job for you. But as you may have guessed," here he eyes the shutters and Lauengram, "I would be most unhappy were the details of it to be made public. Therefore I must insist upon the utmost secrecy." He pauses to let this sink in.

"The job involves finding and bringing to me a certain gem, a diamond named the Blue Flame. This was stolen more than twenty years ago and has not been seen since, but I have information that would enable you to find it. I would pay you 200 crowns each for its recovery. Do you want the job?"

If the PCs say yes, and they should, he goes on. "Very well. I will tell you how the stone may be found, but first a little background is necessary.

"The man who stole the Blue Flame was a thief called Otto Kessler - now deceased. He hid the jewel after the theft, and supposedly never told anyone where. But Bruno here," he indicates the fat bearded man, "has cast some doubt on that idea.

"Until recently, Bruno was chief Torturer to a certain Count von Drakensberg, whose men recently captured one of Otto Kessler's oldest companions. Bruno interrogated him - but he did not pass the information on to the good Count. And it seems from what the wretch said that Otto Kessler had a daughter called Annalisa, to whom he passed the location of the Blue Flame. Nowadays she is better known as the Black Arrow.

"And this is why Bruno came to me. Until this happened," Kellermann gestures toward his missing foot, "I led the band now known as the Black Arrows. And so I know exactly where their hideout is, and how it can be entered in secret.

"The place is an old castle, deep in the forest; nobody knows of its existence except myself and the Black Arrows. But what even they do not know is that there is a secret passage into the keep from the outside which you, my friends, will use to gain entry. Once inside you will find out from the Kessler girl where the Blue Flame is - she probably keeps it somewhere in the castle. You will then recover the jewel and bring it to me here, when I will pay you.

"The castle lies thirty-five miles north of here. There is an old stretch of road leading to it, which begins a few miles before you get there. The entrance to the secret passage is in a hollow oak a hundred yards from the gates, and it emerges on the dungeons. You can have a room here tonight. I wish you every chance of success."

Unless the PCs have anything to say now, Lauengram shows them to their room.

the plot thickens

What Kellermann doesn't know is that Bruno did not defect from his master. He was sent. Von Drakensberg in fact had all the information from Otto Kessler's erstwhile crony, including the somewhat bizarre method that Otto used to pass on the location of the Blue Flame. This was to tattoo it on his daughter's scalp when she was a baby, without telling her about it later. He would just tell her to use her head when she asked where it was.

Odd, yes? But fun!

We, of course, being GMs and thus omnipotent, know that where old Kessler actually hid the jewel was in the cellar of the Crossed Lances. But nobody else does, at least not yet.

The ex-crony also knew that Annalisa was the Black Arrow, and even that Kellermann was the man she had replaced after his injury. But he knew nothing of how she might be found.

So the Count had a problem. He didn't know where the Black Arrow was, or how to catch her. He tried posting a bounty (thus the notice the PCs saw - attached to one of the bounty hunters). So he decided to let Kellermann believe that she had the location of the gem - he was sure to come up with something.

Bruno reports to the Count soon after the PCs leave the room. The wily Count, perhaps a bit too fond of a cunning scheme for his own good, decides to let the PCs go ahead. When they find that Annalisa doesn't have the faintest where the gem is, they'll decide to make the best of a bad job and bring the head to him to get the bounty. However, it might be a good idea to remind them about that bounty ...

The Count Steps In

An hour or so after their interview with Kellermann, the PCs are approached by one of the "mercenaries," who says that his master would like a word with them in his room. Assuming they agree, he takes them up.

In the Count's room, another four men-at-arms are positioned round the walls, while the Count leans against the front of his table.

He looks the PCs over coolly, and then speaks. "Permit me to introduce myself," he says, bowing with a flourish. "I am Count Amadeus von Drakensberg; I'm travelling incognito, but I'm sure you won't abuse my confidence." He smiles winningly.

"The reason I asked you all up here," he goes on, "was that you look like a capable crew, and I thought I'd acquaint you with an opportunity to make some money. There's an outlaw band in this area known as the Black Arrows, and their leader, rather unoriginally I thought, is known as the Black Arrow.

"I am offering a bounty of three hundred crowns for this person, but if you people undertake the job, it is raised to five. I want his head on a silver platter. In fact," he snaps his fingers and one of his men passes him a small silver platter, "I'll even provide the platter." He tosses it to one of the PCs. "Just remember," his voice turns cold and hard and he stands. "Bring me the head of the Black Arrow!"

Dramatic, huh? Anyway, with that the interview is over and the men-at-arms show the PCs out. (The platter is solid silver and worth 50 GCs, with encumbrance 15).

The Plot Becomes Unpleasantly Sticky

What even wily von Drakensberg doesn't know is that the Black Arrows also have an agent on the scene - none other than the scar-faced and suspicious Kaspar Lauengram, Kellermann's bodyguard/bouncer.

After Kellermann lost his foot in a fight with the Roadwardens and Annalisa took over, he (Kellermann) obviously could not continue with the band. So he bought the Crossed Lances and settled down.

But Annalisa and the Arrows knew that he knew where their hideout was; and although he'd sworn never to reveal it, they didn't feel happy staying there unless they could keep an eye on him. They sent Lauengram to infiltrate himself into Kellermann's household and act as their watchdog, as well as a general spy to inform them of coach timings and so forth.

Lauengram, having heard Kellermann's briefing of the PCs, has decided to report to the Arrows as soon as possible - he will leave two hours before sunrise. He has also decided to see if he can't eliminate the PCs first, or at least slow them down.

things that go kaboomm!!! in the night

Very early next morning, Lauengram will bring his horse from the stables and leave it at the front of the inn. He will then climb onto the roof and scramble up to the chimney of the PCs' room to which he will tie a rope. He will then drop a lit bomb down the chimney, with a cry of "Ha ha, my friends, your time has come!"

After this he will abseil down the rope onto his horse and gallop off. Note that the GM should alter this plan if for some reason the PCs have a fire burning.

The shout is a Loud noise and thus has a base 80% chance to awaken each sleeping PC. If Lauengram misses his Hit roll use the normal rules for missed bombs, but if the die roll indicates that the bomb moves through the wall it remains in the fireplace. The bomb is fused to go off 1 round from when it hits the fireplace.

The PCs are likely to be in a state of confusion, but even if the room is completely dark they will be able to see the bomb due to its sputtering fuse. It will require an *Initiative* test for a PC to reach the bomb before it goes off (+10 if the PC was not asleep); what the PC does then is up to her or him. Pinching the fuse out will require a test against **Dex** +20; throwing it is handled as though the PC had Bomb skill but with a -20 to **BS** unless the PC does have that skill. Ignore misfires; if that didn't occur when Lauengram rolled, it won't now.

If the bomb goes off and blows up the PCs, remember that use of a Fate Point allows a PC to escape unharmed. If all the PCs within the blast radius use Fate Points, the bomb doesn't go off; otherwise such PCs will stand up amid the wreckage after the explosion and dust themselves off, unharmed, or find themselves draped over the inn sign, equally unscathed.

The inn will be somewhat dented if the bomb goes off inside. The place should not burn down, however; the main effect will be the wrecking of the room the PCs were in.

the pursuers?

One way or another, the PCs will now be headed for the Black Arrows' castle. They may well be pursuing Lauengram, particularly if they have *Follow Trail* skill or were quick off the mark. If they are close behind him, or if they checked who had left the inn, they may know who he is. Lauengram will not expect pursuers unless the bomb failed to go off; in that case he will be alert. He will hurl bombs freely to hinder followers.

The woods through which the PCs will be travelling count as Difficult Ground for mounted travellers but not for those on foot (though there are Obstacles if such folk Run). They are impassable to wheeled traffic. They also give soft cover to missile-fire targets at nearly any range, and sometimes hard cover (as when hiding behind tree trunks).

Thirty miles north of the inn a great chasm crosses the PCs' route, carved by the river flowing along its bottom. It is 50 yards deep and 12 yards wide, and bridged by a very old single-arched stone bridge built by who knows whom. An old, paved road leads from here to the Castle.

The bridge will take the weight of up to three characters afoot, but has a 50% chance to collapse each time that heavier weights (such as a horse and rider) are placed upon it. It will take 1 round to do so, and so those who went across at speed, or passed *Initiative* tests when it began to crumble, get off it in time. Note that there is sufficient room for a run-up to attempt Leaping the chasm on horseback.

It is possible to go around the chasm to either side, travelling an extra 6 miles. Lauengram will do this unless the PCs are hot on his trail, in which case he will gallop his horse over the bridge, dropping a bomb as he goes. This will destroy the Bridge unless the bomb misfires.



KW

at the castle

Whether the PCs catch Lauengram or not, they will eventually wind up at the castle. They will presumably try to enter the place in order to speak to Annalisa Kessler, but their success will depend a good deal on what has already happened.

If Lauengram reached the castle before them, he will have warned the Arrows about the secret passage, and they will have discovered the exit and set up an ambush in the dungeons. If the PCs found out that the bomber was Lauengram, however, they will hopefully not be silly enough to use the passage. What happens will depend on what they do. If they get caught, they will probably be seized by the outlaws. If not, they will probably seize Annalisa. In either case Annalisa should reveal to them that she doesn't know where the Blue Flame is; all her father would say was that if she used her head she could find it.

The PCs will eventually be flung into the dungeons if captured, pending a decision by the outlaws about what to do with them; if they seem to be stuck here (although most parties will be resourceful enough to escape somehow) the outlaws' captive halfling cook, Sleeves, will free them. As he will have to tell the guards that the Arrow wishes to speak to them when she doesn't, the alarm will soon be raised. Furthermore, the GM may care to reduce the PCs' EP awards if this becomes necessary.

The Pursued?

Presumably the PCs will eventually leave the castle and make for the inn. They may have discovered where the Blue Flame lies, they may be bringing the Arrow's head to von Drakensberg, or they may simply be running away. The Black Arrows pursue if necessary, but give up the chase a few miles from the inn, if they are still with the PCs by then.



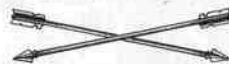
so, count, we meet again

Back at the inn however, things have been going on. Count von Drakensberg decided that Kellermann's usefulness is at an end, and had him killed by Bruno, who then departed. The inn staff are as yet unaware of the murder. The Count is now waiting for the PCs to arrive. Unless they come stealthily, he will know of their arrival and be watching them.

If they come to his room, with a head for him, he will ask them to wait outside while he checks it. A brief shave, and if the head has directions tattooed on it, he lets them in, pays them and sends them on their way.

However, if the PCs go to Kellermann's room they find the door unlocked and the occupier lying dead on the floor. Moments later, the Count, along with his men-at-arms, will come on the scene.

The Counts and his boys will also appear dramatically if the PCs go to get the gem without being suitably circumspect, stepping out of the shadows with appropriate comments just as the PCs unearth their prize.



wrapping up

In addition to your usual awards for good ideas, roleplaying etc, you may care to reward the PCs for the following actions. Then again you may not. Though some would say it was stingy not to. And others would say that those people oughter keep their mouths shut. Make up your own mind.

Anyway, give each PC up to 20 EPs (depending on how much they were involved) for each of the things below which were accomplished.

- 1) Discovering the location of the Blue Flame
- 2) Getting the bounty from the Count
- 3) Doing both of the above
- 4) Stopping Lauengram before the castle

If you feel so inclined, give PCs 5 EP for each Appropriately Corny Line delivered, such as "So Count, we meet again," or "Ah yes, the old Bomb Down the Chimney ploy" (this after almost being blown up).

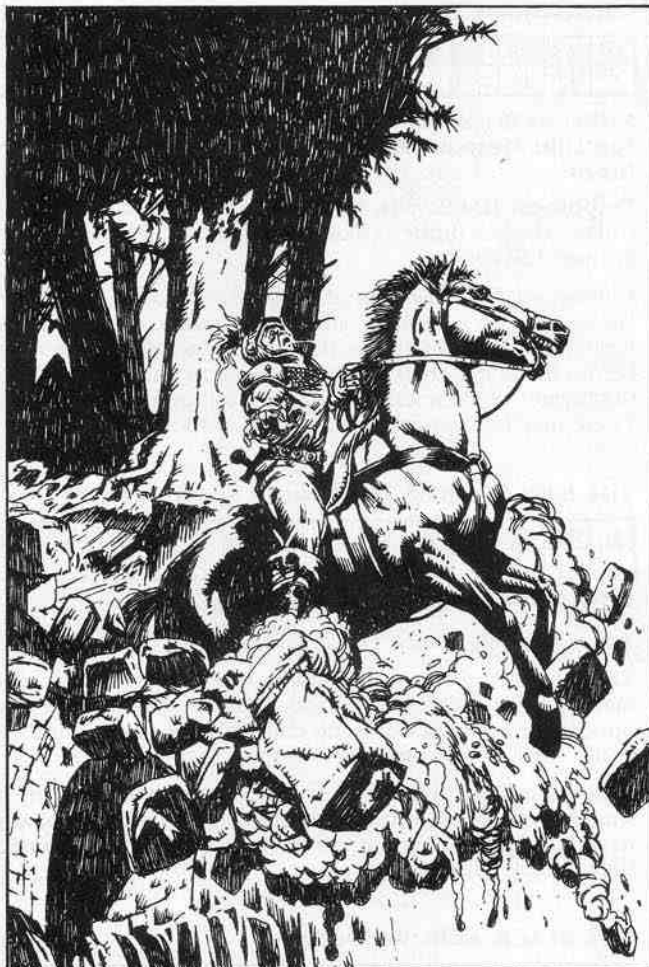
Note: If the PCs do get their grubby hooks on the Blue Flame, it is worth 400 crowns per surviving PC. They will probably get a lot less for it, as it is famous and stolen.

the castle of the black arrows

The Black Arrows' castle stands in a roughly circular clearing approximately 100 yards across. This entire clearing is visible to the outlaw lookouts during the day and on moonlit nights. A road runs straight out from the gates.

One hundred yards from the castle by the east side of the road stands a hollow oak whose trunk is a shaft leading to the secret tunnel into the castle (see No 4 below). Standard doors (as shown on the map of the castle) have *Toughness* 5, *Damage* 12 and (if locked) *Lock Rating* 20. Non-standard doors have *Toughness* 8, *Damage* 22 and are always bolted. Walls are solid stone. The chandeliers marked on the map are wagon-wheel type affairs each mounting 15 or so candles, which cast light as a Torch. There are 5 yards between floors.





the key

1 THE GATEHOUSE

This area of the castle is devoted to the security of the main gates. Two guardrooms flank the main gates, and each holds 2 outlaw guards. The room above the gates contains the winch controlling the portcullis (which is normally raised but can be lowered with a crash from here), as well as a murder hole (a trapdoor) useful for dropping things into the space between the first and second gates. On the nearby table D8 Incendiaries are placed ready.

2 THE STABLES

Each of these rooms is furnished with 6 horseboxes, and a loft above holding a good supply of fodder. Normally each stable holds 4 Riding horses which are occasionally used by the outlaws. Lauengram's horse will be here as well if he has arrived. Also kept here are saddles, bridles etc.

3 THE KITCHEN AREA

The three rooms in this section of the castle are the pantry, kitchen and well. The pantry and the well are just what they seem (the pantry holds 10 Iron Rations among its stores; the well is 30 yards deep). In the kitchen there are numerous Knives and several Hand Weapons (cleavers and such), as well as Sleeves, the outlaws' captive halfling cook. He sleeps on the floor.



4 THE DUNGEONS

This room is equipped with six barred cells (bending the bars is a -20 *Strength* feat, and the locks are Value 30) into which our heroes may well be thrown, bound hand and foot and disarmed. If this happens they will have two outlaw guards sitting at the table outside the cells; otherwise the place is unoccupied, except for a hungry Carnivorous Snapper. This lives in an 8' deep pit set in the floor, with a hinged grating over it (the grating's bolt is accessible to a character in the pit, and it is easily lifted). One of the 2' x 2' flagstones of the pit's floor can be pushed/lifted up, to reveal the Secret Tunnel beneath.

Carnivorous Snapper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	4	5	17	10	2	-	10	5	66	89	-

5 THE STAIRCASES

These are regular staircases, except for one thing; they have red stair-carpets on them.

Swashbucklers may wish to pull the carpets in order to upset enemies who are on them; this requires a check against twice the character's *Strength*, minus 10 per person on the rug. All those on the rug must then check against *Initiative* or be felled and only able to parry for D4 rounds.

6 DORMITORIES

These long barrack rooms each hold six beds, distributed among which will be found 12 sleeping outlaws, weapons and equipment lying ready to hand.

7 THE GREAT HALL

This vast chamber, lit by a roaring blaze, wall torches and chandeliers, will typically contain 12 off-duty outlaws, revelling round the long table. Two of those may be posted to guard the PCs in their dungeon. The room's pillars and gallery create useful shadows.

8 WATCH TURRETS

Manned by archers in the event of an attack, normally most of these small, arrow-slitted towers are empty. The upper four, however, always contain solitary outlaw lookouts.

9 THE ARROW'S TOWER

Accessible from the Hall (No 7), this tower is ascended by clockwise spiral stairs (an extra -10 to *WS* for right-handed fighters battling someone higher up the stairs than they; ditto for left-handers fighting down). Two guards are posted at the bottom of these stairs. The locked room at the top is the residence of Annalisa Kessler, the Black Arrow. It holds a double bed with a feather mattress (x2 cost and encumbrance) and a table. Under the table is a chest holding the equivalent treasure of a Large Hoarding Monster (see *WFRP* page 110). The chest is locked (same lock as the doors) and weighs 600 enc. An interesting feature of the room is the curtained-off shaft down which runs a slope which supports the central chandelier in the Great Hall (No 7). Annalisa may slide down the rope if she needs to escape.

10 THE BATTLEMENT PATROLS

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at the castle

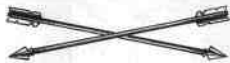
Whether the PCs catch Lauengram or not, they will eventually wind up at the castle. They will presumably try to enter the place in order to speak to Annalisa Kessler, but their success will depend a good deal on what has already happened.

If Lauengram reached the castle before them, he will have warned the Arrows about the secret passage, and they will have discovered the exit and set up an ambush in the dungeons. If the PCs found out that the bomber was Lauengram, however, they will hopefully not be silly enough to use the passage. What happens will depend on what they do. If they get caught, they will probably be seized by the outlaws. If not, they will probably seize Annalisa. In either case Annalisa should reveal to them that she doesn't know where the Blue Flame is; all her father would say was that if she used her head she could find it.

The PCs will eventually be flung into the dungeons if captured, pending a decision by the outlaws about what to do with them; if they seem to be stuck here (although most parties will be resourceful enough to escape somehow) the outlaws' captive halfling cook, Sleeves, will free them. As he will have to tell the guards that the Arrow wishes to speak to them when she doesn't, the alarm will soon be raised. Furthermore, the GM may care to reduce the PCs' EP awards if this becomes necessary.

The Pursued?

Presumably the PCs will eventually leave the castle and make for the inn. They may have discovered where the Blue Flame lies, they may be bringing the Arrow's head to von Drakensberg, or they may simply be running away. The Black Arrows pursue if necessary, but give up the chase a few miles from the inn, if they are still with the PCs by then.



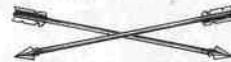
so, count, we meet again

Back at the inn however, things have been going on. Count von Drakensberg decided that Kellermann's usefulness is at an end, and had him killed by Bruno, who then departed. The inn staff are as yet unaware of the murder. The Count is now waiting for the PCs to arrive. Unless they come stealthily, he will know of their arrival and be watching them.

If they come to his room, with a head for him, he will ask them to wait outside while he checks it. A brief shave, and if the head has directions tattooed on it, he lets them in, pays them and sends them on their way.

However, if the PCs go to Kellermann's room they find the door unlocked and the occupier lying dead on the floor. Moments later, the Count, along with his men-at-arms, will come on the scene.

The Counts and his boys will also appear dramatically if the PCs go to get the gem without being suitably circumspect, stepping out of the shadows with appropriate comments just as the PCs unearth their prize.



wrapping up

In addition to your usual awards for good ideas, roleplaying etc, you may care to reward the PCs for the following actions. Then again you may not. Though some would say it was stingy not to. And others would say that those people oughter keep their mouths shut. Make up your own mind.

Anyway, give each PC up to 20 EPs (depending on how much they were involved) for each of the things below which were accomplished.

- 1) Discovering the location of the Blue Flame
- 2) Getting the bounty from the Count
- 3) Doing both of the above
- 4) Stopping Lauengram before the castle

If you feel so inclined, give PCs 5 EP for each Appropriately Corny Line delivered, such as "So Count, we meet again," or "Ah yes, the old Bomb Down the Chimney play" (this after almost being blown up).

Note: If the PCs do get their grubby hooks on the Blue Flame, it is worth 400 crowns per surviving PC. They will probably get a lot less for it, as it is famous and stolen.

the castle of the black arrows

The Black Arrows' castle stands in a roughly circular clearing approximately 100 yards across. This entire clearing is visible to the outlaw lookouts during the day and on moonlit nights. A road runs straight out from the gates.

One hundred yards from the castle by the east side of the road stands a hollow oak whose trunk is a shaft leading to the secret tunnel into the castle (see No 4 below). Standard doors (as shown on the map of the castle) have *Toughness 5, Damage 12* and (if locked) *Lock Rating 20*. Non-standard doors have *Toughness 8, Damage 22* and are always bolted. Walls are solid stone. The chandeliers marked on the map are wagon-wheel type affairs each mounting 15 or so candles, which cast light as a Torch. There are 5 yards between floors.



4 THE DUNGEONS

This room is equipped with six barred cells (bending the bars is a -20 *Strength* feat, and the locks are Value 30) into which our heroes may well be thrown, bound hand and foot and disarmed. If this happens they will have two outlaw guards sitting at the table outside the cells; otherwise the place is unoccupied, except for a hungry Carnivorous Snapper. This lives in an 8' deep pit set in the floor, with a hinged grating over it (the grating's bolt is accessible to a character in the pit, and it is easily lifted). One of the 2' x 2' flagstones of the pit's floor can be pushed/lifted up, to reveal the Secret Tunnel beneath.

Carnivorous Snapper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	4	5	17	10	2	-	10	5	66	89	-

5 THE STAIRCASES

These are regular staircases, except for one thing; they have red stair-carpets on them.

Swashbucklers may wish to pull the carpets in order to upset enemies who are on them; this requires a check against twice the character's *Strength*, minus 10 per person on the rug. All those on the rug must then check against *Initiative* or be felled and only able to parry for D4 rounds.

6 DORMITORIES

These long barrack rooms each hold six beds, distributed among which will be found 12 sleeping outlaws, weapons and equipment lying ready to hand.

7 THE GREAT HALL

This vast chamber, lit by a roaring blaze, wall torches and chandeliers, will typically contain 12 off-duty outlaws, revelling round the long table. Two of those may be posted to guard the PCs in their dungeon. The room's pillars and gallery create useful shadows.

8 WATCH TURRETS

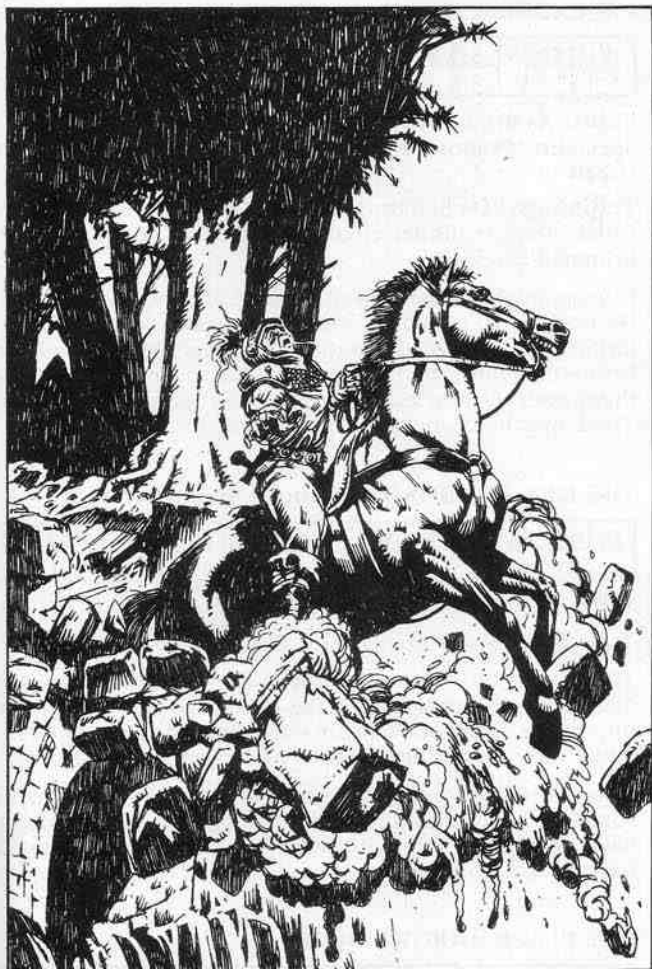
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the key

1 THE GATEHOUSE

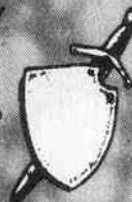
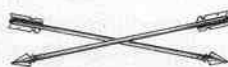
This area of the castle is devoted to the security of the main gates. Two guardrooms flank the main gates, and each holds 2 outlaw guards. The room above the gates contains the winch controlling the portcullis (which is normally raised but can be lowered with a crash from here), as well as a murder hole (a trapdoor) useful for dropping things into the space between the first and second gates. On the nearby table D8 Incendiaries are placed ready.

2 THE STABLES

Each of these rooms is furnished with 6 horseboxes, and a loft above holding a good supply of fodder. Normally each stable holds 4 Riding horses which are occasionally used by the outlaws. Lauengram's horse will be here as well if he has arrived. Also kept here are saddles, bridles etc.

3 THE KITCHEN AREA

The three rooms in this section of the castle are the pantry, kitchen and well. The pantry and the well are just what they seem (the pantry holds 10 Iron Rations among its stores; the well is 30 yards deep). In the kitchen there are numerous Knives and several Hand Weapons (cleavers and such), as well as Sleeves, the outlaws' captive halfling cook. He sleeps on the floor.





non-player characters for the affair

ANNALISA KESSLER The Black Arrow

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel**
4	46	66	3	3	8	57	2	26	52	40	40	35	42

Skills: As Black Arrow outlaw below, plus: Follow Trail, Marksmanship

Trappings: Leather Jerkin, Black Hood, Sword, Knife, Normal Bow and Quiver (20 Black Arrows)

Annalisa can be run a number of ways. She might simply be another enemy - an Outlaw Chief pure and simple. She might be a Robin Hood type, fond of a laugh and an intriguing situation. She might fall in love with one of the PCs with or without effort on the PC's part.

BRUNO The Double Agent

Bruno does not interact much with the PCs and so his stats are not given; run yourself up a quick Torturer if you feel the need. He is best played as a dour, taciturn type.

COUNT VON DRAKENSBERG The Rakish Villain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel**
4	65	25	3	3	10	54	2	39	66	57	59	37	50

Skills: Blather, Charm, Etiquette, Read/Write, Evaluate, Luck, Ride, Disarm, Dodge blow, Specialist Weapon - Rapier

Trappings: Best quality clothes, Rapier, Knife (hidden), 200 GCs

The Count is a character everyone knows; smooth, suave, with a sinister rakish elegance. He is as swift and deadly as the rapier at his side. Run him as a Basil Rathbone type arch-villain.

LAUENGRAM The Single Agent

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel**
5	47	45	3	3	9	38	1	41	28	32	34	27	26

Skills: As Black Arrow Outlaw (see below) plus: Specialist Weapon - Bomb, Flee!, Read/Write, Silent Move Urban

Trappings: 2D4 Bombs, Tinder Box, 10 yd Rope, Large Black Cloak, Dagger (under cloak), Black Mask, Tall and wide-brimmed Black Hat

Lauengram should be viewed as a kind of crazed Guy Fawkes. He is given to prowling, suspicious stares, evil chuckles, lurking, and best of all, sputtering bombs. During the night before he bombs the PCs you may like to have him indulge the former tendencies, perhaps when they visit the Count. There may be chances for him later at the castle, as well.

THE MEN AT ARMS The Count's Spear-Carriers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel**
4	25	25	3	3	4	30	1	29	29	29	29	29	29

Skills: Dodge Blow, Strike Mighty Blow

Trappings: Mail shirt, Helmet, Shield, Spear, Sword

These boys, too, are well known. They are the chaps who materialise in droves when the Count snaps his fingers at opportune moments, and are cut down by the heroic PCs, while their master heaps scorn upon them.

Unsurprisingly (for they seem to have divined their lot in life somehow) they are a surly lot. It is suggested that the Count have 12 of these men with him. (Such fellows traditionally have weight of numbers).

THE BLACK ARROWS Outlaws

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel**
4	33	35	3	3	8	30	1	29	29	29	29	29	29

Skills: Concealment Rural, Dodge blow, Scale Sheer Surface, Silent Move Rural, Strike Mighty Blow, Strike to Stun, Ride.

Trappings: Leather Jack, Black Mask, Hand Weapon, Normal Bow and Quiver (3D6 Black Arrows).

The way these characters are to be played will depend upon the way in which Annalisa is. They may be Merry Men, they may be a wild and savage crew of cutthroats, or they may be ice-cool professionals. In any case, they are not pushovers. If the PCs are outnumbered by them, they will probably try to stun the PCs, not kill.

SLEEVES The Captured Halfling Servant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel**
3	27	32	2	3	7	43	1	29	24	30	30	43	43

Skills: Dodge Blow, Cook, Etiquette

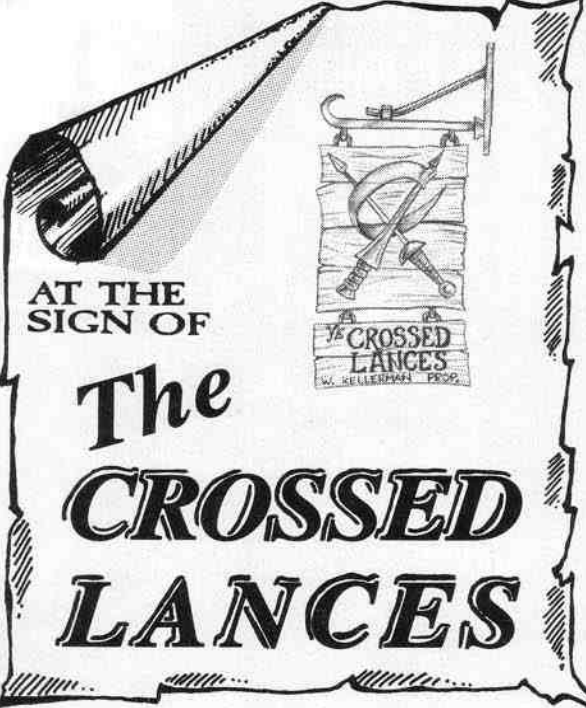
Trappings: Depending upon circumstances.

With Sleeves, the GM has a number of paths open to him. He may not, of course, come into the adventure at all. He may be an impeccably-polished butler, a chef who has spent many years abroad (and aquired an entertaining accent) or any character the GM feels is called for. He will be at his best if played for comic relief.

WOLFGANG KELLERMANN The Man With A Past

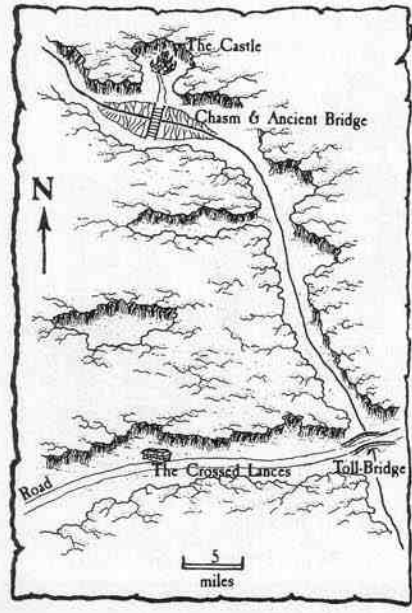
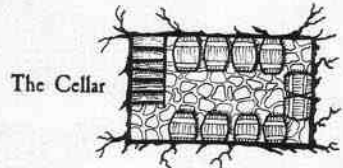
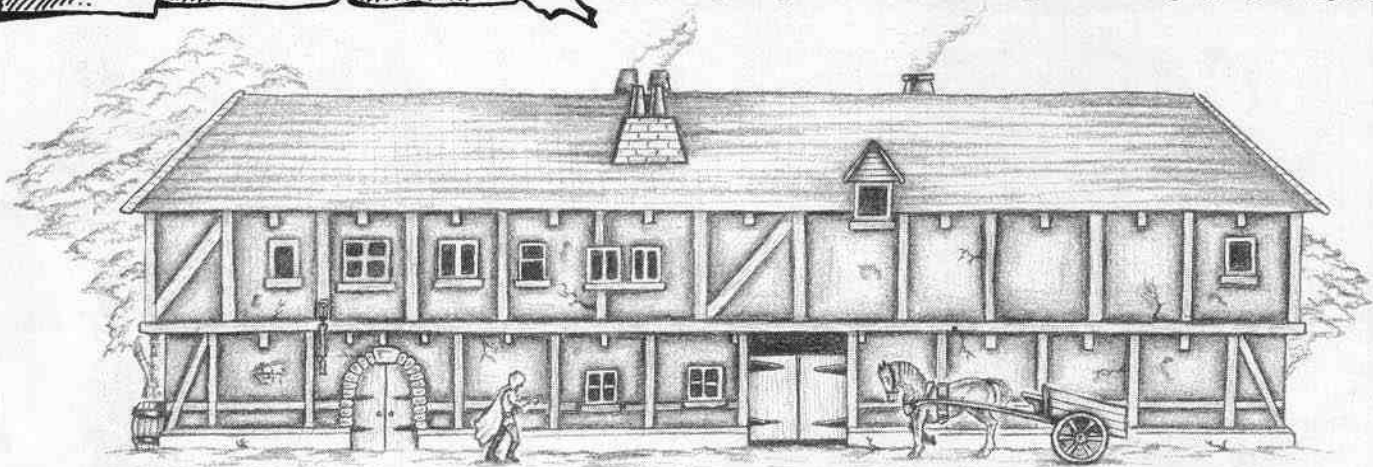
Kessler should not interact too much with the PCs so his stats are not given. He is basically a source of information, plotwise, but as regards character he is probably best done as a brooding, angry sort o' chap.

The astute reader of this section will have noted that all the characters are stereotypes. Well, so what? This is a melodrama, you know. Ham it up!

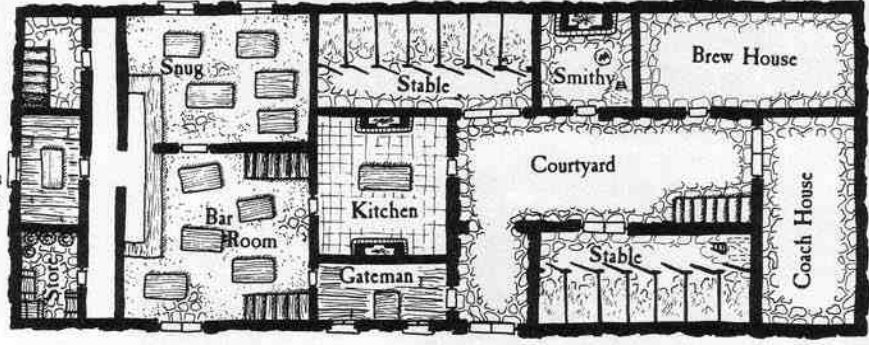


KEY

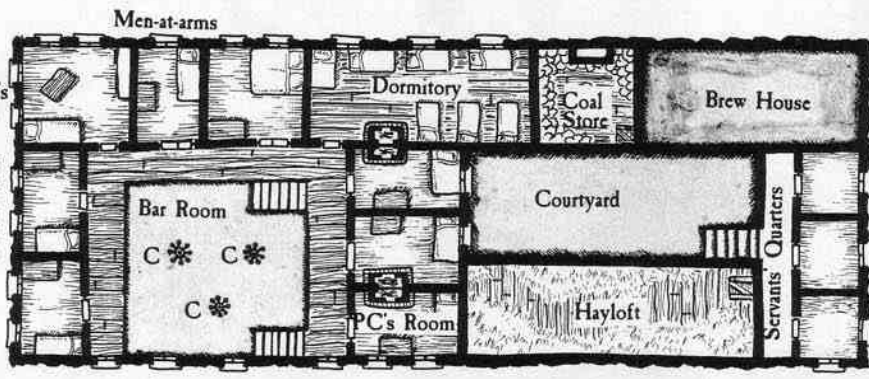
	Curtain		Door (non-standard)
	Stairs (arrow goes up)		Winch
	Ladder		Bed
	Floor/Ceiling Trapdoors		Table
	Torch in Bracket		Area with no floor
	Chandelier		Bars/Portcullis
	Door (Standard)		Chimney (with fireplace)
	Window		Chimney (no fireplace)
	Arrow Slit		Battlement/Balustrade

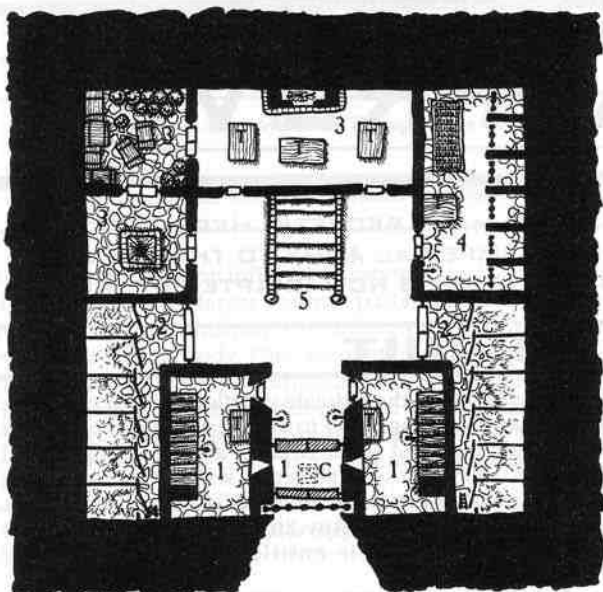


Kellermann's Office

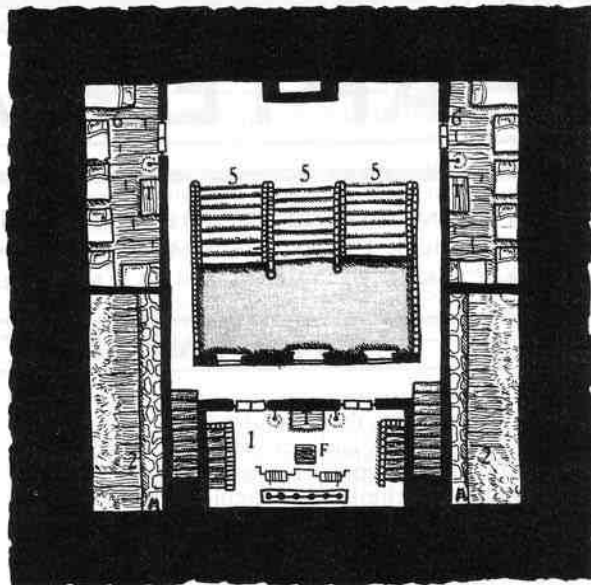


The Count's Room



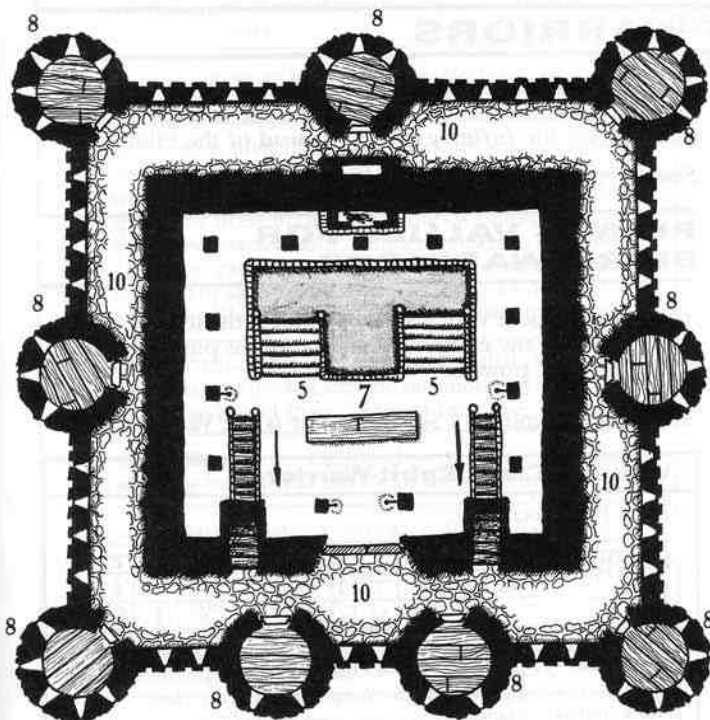


GROUND FLOOR

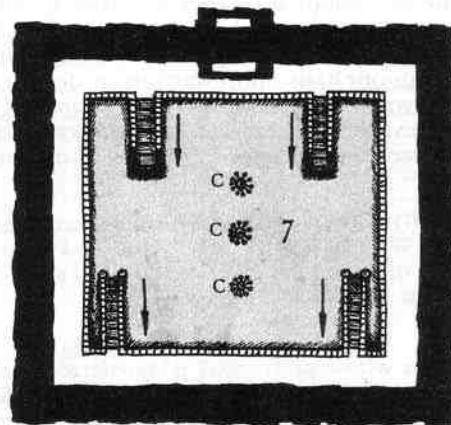


FIRST FLOOR

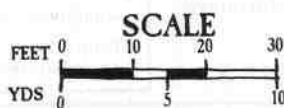
The **CASTLE**
OF THE BLACK ARROWS



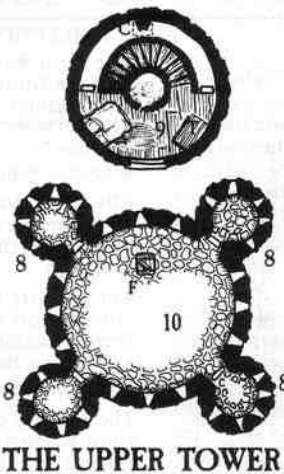
SECOND FLOOR



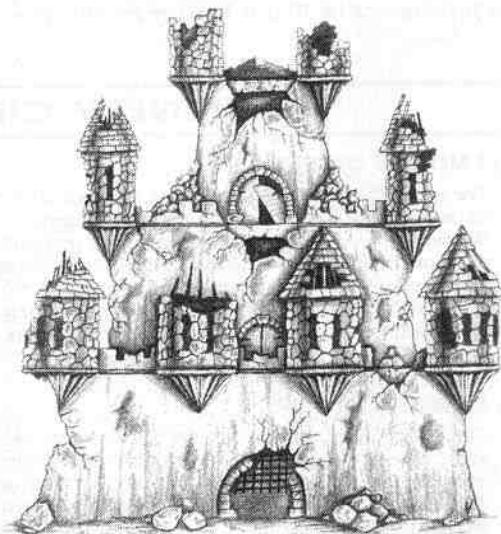
THIRD FLOOR



FOURTH FLOOR



THE UPPER TOWER



THE CASTLE



CHAPTER APPROVED

THE WAR-TORN UNIVERSE OF 41ST MILLENNIUM HOLDS MANY SECRETS. HERE, A FEW OF THEM ARE TOLD. FROM THE TIMELESS MIGHT OF THE IMPERIAL ARMY TO THE SURREAL KILLING MACHINES OF THE ALIEN ELДАР, THIS INFORMATION IS NOW CHAPTER APPROVED.

THE INFINITY CIRCUIT

The *Infinity Circuit* is a sophisticated and arcane device used by the Eldar as a successor to the computer. It is 'programmed' by feeding the Eldar memory and personality patterns directly into a vacant circuit by a process known as the *Soul-Graft*. The subsequent host-machine of the circuit normally carries the donor Eldar's mortal name. Unfortunately, the *Soul-Graft* leaves the Eldar's mortal body a mindless husk, and is therefore only used on Eldar that are close to death and cannot be saved in any other way.

Having a *Soul-Graft* is the ultimate sacrifice an Eldar can make for their clan, dooming them to an eternal life trapped in a shell of unfeeling cold steel. It takes a very strong willed individual to survive the experience without being driven insane, and it is thus generally reserved for only the mightiest Eldar leaders and warriors. Any Eldar who has a *Soul-Graft* is greatly revered, and is entitled to use the title of Lord-Phoenix.

THE SPIRIT-WARRIORS

'My only remaining pleasure is to bring death to the enemies of my Craft World.'

Lord-Phoenix Ironstorm, Spirit-Warrior Biel-Tan Craft World

Spirit-Warriors are similar in most ways to Eldar Dreadnoughts, with one very important difference - they are controlled by an *Infinity Circuit* rather than a pilot. Only the Eldar can use Spirit-Warriors, which can replace Dreadnoughts in their force on a one-for-one basis. Spirit-Warriors are designed in exactly the same way as Dreadnoughts (see *Chapter Approved* in WD100), except that they use the *Infinity Circuit* as their control system, and therefore do not need a mind-impulse link.

The *Infinity Circuit* costs 15 BPs. This increases the Spirit-Warrior's **WS** & **BS** by +1 each, and its **I** by +2 (up to a maximum of 10 in each case). It allows all shots to count as if the Spirit Warrior had a targeter.

If the Eldar whose personality is transferred to the *Infinity Circuit* had psychic powers, these powers are available to the Spirit Warrior as well. Calculate the psychic mastery, psi-level, and psychic abilities of the Spirit Warrior just as you would for any other psyker. The Spirit Warrior is assumed to have an *intelligence* of 10 if it has any psychic powers.

A Spirit Warrior takes damage in the same way as a Dreadnought, except that a roll of 1 on the damage location table affects the *Infinity Circuit* instead of the Pilot.

See *Infinity Circuit - Special Damage Below*

POINTS VALUES FOR SPIRIT-WARRIORS

The points value (PV) of a Spirit Warrior is the total of its BPs plus the PV of any equipment and weapons plus 2 x the PV of any psychic powers.

A typical example of a Spirit Warrior is the Vampire Class:

Vampire Class Spirit-Warrior

Build Point Total: 140

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	5(6)	5(6)	6	7	15	5(7)	2	3-6	2	6
BPS	5	5	12	14	45	5	6	8	4	12

Control System: *Infinity Circuit* 15 BPs (values in brackets)

Power Plant: Crystal Battery 9 BPs (Speed 5)

Armament: As standard issue the Vampire has a heavy plasma gun and a shuriken catapult.

Equipment: none as standard

Points Value: 140 + 60 (Armament) = 200 pts (excluding any equipment and psychic powers).

INFINITY CIRCUIT - SPECIAL DAMAGE

1 MEMORY CIRCUITS

The Spirit Warrior is overwhelmed by images and memories from its previous life. Roll a D6 at the start of each turn: 1-2 - the Spirit Warrior is re-living moments of peace and tranquility and may not move or attack; 3-4 - the Spirit Warrior is re-living a previous battle and loses control as described in 3 below; 5-6 - the Spirit Warrior is distracted by the flood of memories (but not overwhelmed) and may not use any psychic powers and its **WS**, **BS**, **I** & **Ld** by -1 each.

2 EMOTION CIRCUITS

Conflicting emotions overwhelm the Spirit Warrior. Roll a D6 at the start of each turn: 1-2 - Fear, the Spirit Warrior must move as if it had been *routed*; 3-4 - Anger, the Spirit Warrior must move as if it had failed a *frenzy* test; 5-6 - the Spirit Warrior controls its emotions and may move and attack normally, but may not use any psychic abilities.

3 PERCEPTION CIRCUITS

The Spirit Warrior loses the ability to tell friend from foe. Each turn the Spirit Warrior must move in a random direction up to its maximum move distance, firing on the closest target - friendly or otherwise. The Spirit Warrior may no longer use any psychic abilities.

4 LOGIC CIRCUITS

The Spirit Warrior can no longer think clearly, and is subject to *confusion* from now on. The Spirit Warrior may no longer use any psychic abilities.

5 FUSED

The *Infinity Circuit* is severely damaged and starts to short circuit. Roll a D6 at the start of each turn: 1-4 - apply the corresponding result from this damage table for one turn; 5-6 - apply the Burn-Out result below.

6 BURN-OUT

The *Infinity Circuit* is reduced to a pool of molten slag. The Spirit Warrior comes to an immediate halt. The Soul of the Eldar warrior is free to join its ancestors at last.

ELDAR GHOST-WARRIORS

'No barrier, no enemy will thwart my purpose. This night I bring him the dream of death!'

Lord-Phoenix Dreamspinner, Ghost-Warrior Iyanden Craft World.

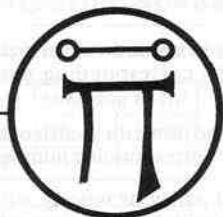
Ghost-Warriors perform infiltration, sabotage and assassination missions. Like their larger counter-parts the Spirit-Warriors, Ghost-Warriors use Infinity Circuits to provide the control system for a robotic body. They are built from a special material called *Stelthene*, a plastic compound that is invisible to most forms of sensors. Stelthene is combined with internal energy shielding to make it almost impossible for a Ghost-Warrior to be 'seen' by anything other than ordinary eye-sight.

The following special rules apply to Ghost-Warriors:

1. Ghost-Warriors are treated as personality models, and may move, fight and shoot independently. However, they may *never* be part of a unit, and may not assume command of friendly units.
2. Ghost-Warriors are immune to the effects of *fear* and will never rout.
3. Stelthene is invisible to most sensors, including infra-vision, energy-scanners and bio-scanners (but *not* tendrill sensors). Therefore, a hidden Ghost-Warrior can only be spotted by an enemy unit that moves within range of their *initiative* characteristic number in inches. In addition Auto-aim cannot 'see' Stelthene, and any weapons operated by such a system may not attack a Ghost-Warrior unless the Ghost-Warrior fired a weapon in the last turn.
4. Ghost-Warriors may carry three basic and/or close combat weapons, one in each arm and one mounted in the head. They may use all three weapons each turn.
5. Ghost-Warriors are equipped with a *sensor package*, which is included in the PV of their profile.
6. Ghost-Warriors have a basic save of 5 or 6 on a D6.
7. Ghost-Warriors are immune to the effects of all forms of gas, poison or radiation.
8. 0-3 Ghost-Warriors may be included in any force containing Eldar troops.

Profile Ghost-Warriors have the following profile:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	5	5	5	5	2	6	3	-	9	9	8	99



Though my body dies, I will remain
Evermore.

My spirit stays on in this flesh of metal
Evermore.

Death Chant recited in preperation for a Soul-Graft

GHOST-WARRIORS IN ACTION

There are hundreds of different types of Ghost-Warrior, and many are modified specially for each mission they will undertake. Two typical examples are:

Executioner Class Ghost-Warrior

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	5	5	5	2	6	3	-	9	9	8

Armament: The Executioner carries a standard armament of 1 chain fist (which counts as a chain-sword in hand-to-hand combat), 1 powerglove and a flamer.

Equipment: The Executioner is coated with Cameleoline.

Points Value: 99 + 18.5 (Armament) + .5 (Equipment) = 118 pts

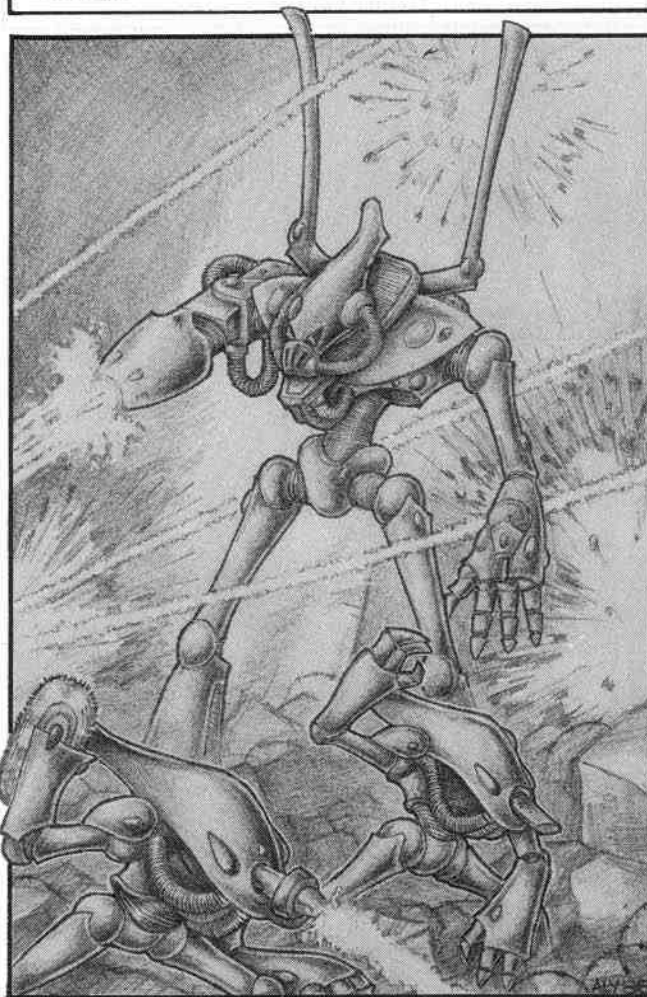
Assassin Class Ghost-Warrior

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	5	5	5	2	6	3	-	9	9	8

Armament: The Assassin carries a standard armament of 2 powergloves and a shuriken catapult.

Equipment: The Assassin is coated with Cameleoline and carries a Teleport homer.

Points Value: 99 + 40 (Armament) + 20.5 (Equipment) = 159.5 pts



THUDD GUN

There have been few major inventions or disruptive social changes over the ten thousand years of the Imperium's history. In an empire of a million worlds, style and fashion are only incidental forces amidst the endless variety of human culture and civilisation. And the arms and armour of the Imperium changes very little.

Thudd Guns are recorded fighting inside the Imperial Palace during the Horus Heresy, defending strategic corridors against elements of the Traitor Legions attempting to storm the Emperor's inner sanctum. Three thousand years later, the First Tyrannic wars saw Thudd Guns used to defend Imperial settlements against the ravages of the Tyrannids. In the current millennium Thudd guns have helped support attacks on Badab, during the Fourth Quadrant Rebellion, and in a thousand other battles and minor conflicts. The weapon's simplicity and effectiveness have ensured its long and distinguished lifespan.

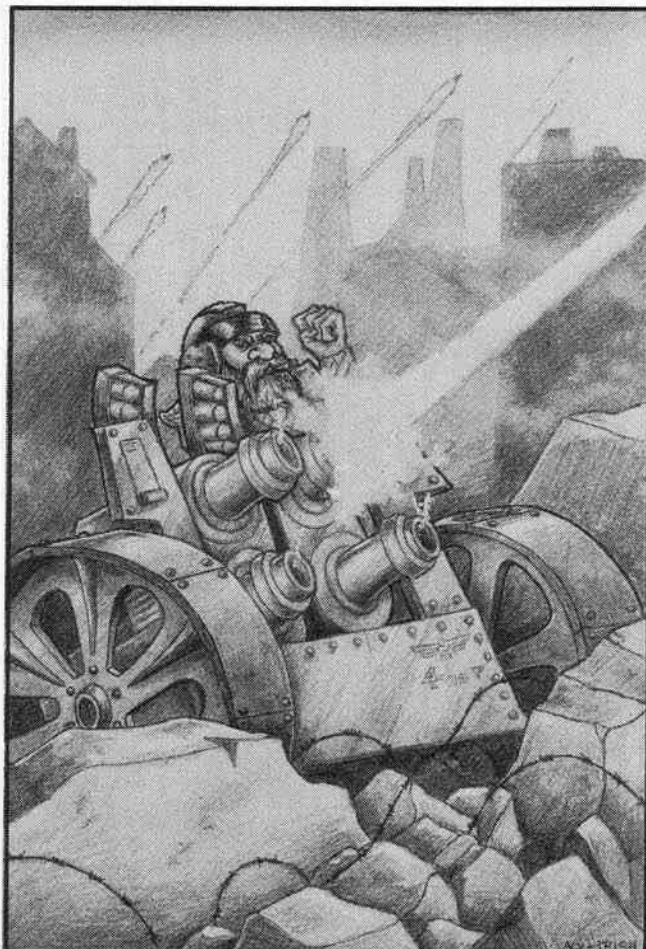
The Adeptus Mechanicus call these weapons Quad-launchers, referring to their quadrupel barrels. However, the troops always call the machines Thudd Guns, because of the distinctive *thud..thud..thud..thud* noise made when a salvo of its high explosive ammunition is fired. The shells are fed into each barrel from four separate magazines, giving a very high fire rate and area of effect. Not only is the ammunition feed automatic, but the Thudd Gun is also self-mobile thanks to a small robotic tractor unit. A single crewman aims and fires the gun, and directs its movement. As Thudd Guns are uncomplicated weapons, they may be controlled by any figure if the original crewman is killed.



"We shall carry our word.

We will correct and unify.

Hail the Emperor!"

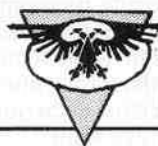


Any force of Imperial troops (including retinues of Rogue Traders) may include Thudd Guns as shown below.

0-5 Imperial Thudd Guns

Imperial Thudd Gun: standard model

Short range	Long range	Shooting to Hit		Str	Dam
		Short	Long		
0-12'	12-36'		-1	6	1

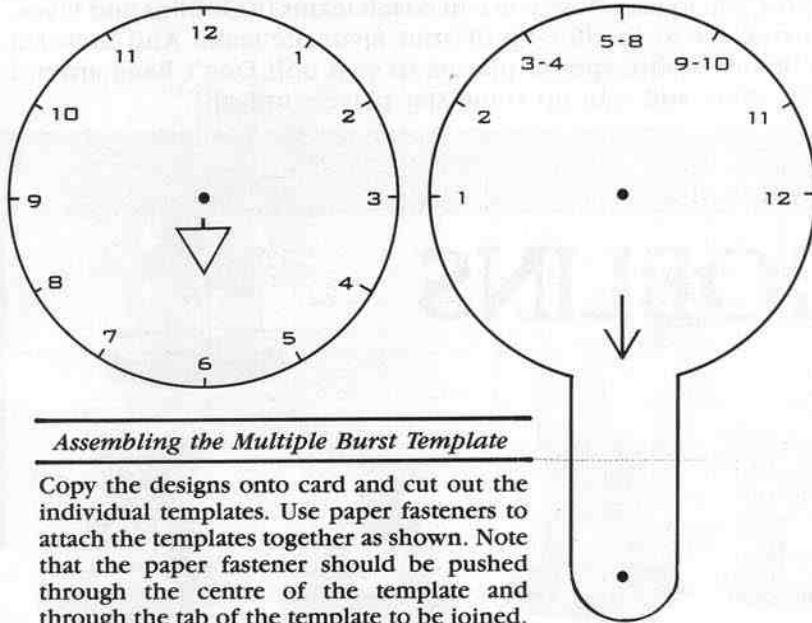


Save mod	Type				Area	Tech
	C	H	S	F		
-2	4"	x			1"	5

Points Value: 50

- 1 The Thudd Gun is a heavy weapon with an associated move penalty of 4". However, because the Thudd Gun has its own tractor unit, it is moved like a vehicle. It may move on the tabletop up to 3" per turn. It is treated as a tracked-vehicle for purposes of terrain restrictions and movement penalties.
- 2 The single crewman must remain within 2" of the gun at all times. If, for whatever reason, the crewman is killed, and there is no figure within 2" to take over, the weapon repeats whatever it did in the previous turn. If it was moving it maintains the same direction and speed; if it was firing last turn, it keeps firing at the same spot. This continues until a model is moved to within 2" to take over the unmanned Thudd Gun. If a crewman is engaged in hand-to-hand combat, the same rule applies. The gun will continue to do what it did last turn until an unoccupied model is available to control it.
- 3 A Thudd Gun may be pivoted on the spot during a turn, but this counts as movement and prevents the weapon moving any further.
- 4 A Thudd Gun may not move and fire in the same turn. Its crewman may move whilst operating the weapon, so long as he remains within 2". The crewman may not do anything else.
- 5 The Thudd Gun uses the unique multiple burst template, as shown in the diagram. To make your template, copy the individual burst markers onto a piece of card, cut them out and fasten them together as shown. The template is used as follows:
 1. Nominate the target point as you would with any weapon. Determine deviation as normal. With the target point established, place the first marker with its centre on the target point and the 'F' for firer pointing directly towards the Thudd Gun.
 2. Roll a D12 and move the second marker so that the arrow lines up to the corresponding number on the first marker.
 3. Roll a D12 and move the third marker so that the arrow lines up to the corresponding number on the second marker.
 4. Roll a D12 and move the fourth marker so that the arrow lines up to the corresponding number on the third marker.
 5. Any model partly or wholly within any of the burst markers is considered to be a target. Make 'to hit' and 'damage' rolls as normal.
- 6 The Thudd Gun can only be damaged by a weapon with a *strength* of at least 6. If hit by such a weapon, the player should roll a D6 for every point of damage normally caused by the weapon (roll a die if this is variable). If any die roll turns up a 6 then the Thudd Gun is out of action for the rest of the battle.

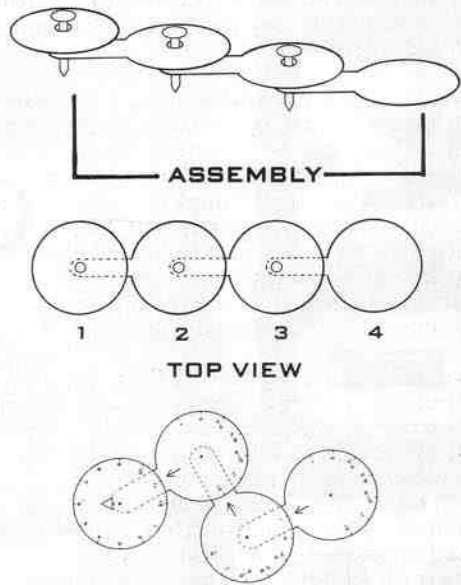
THUDD GUN MULTIPLE BURST TEMPLATE



Assembling the Multiple Burst Template

Copy the designs onto card and cut out the individual templates. Use paper fasteners to attach the templates together as shown. Note that the paper fastener should be pushed through the centre of the template and through the tab of the template to be joined.

TEMPLATES 3 AND 4 AS 2



LAND SPEEDER ARMY VARIANT

The Land Speeder is the most commonly used vehicle in Imperial forces. Variants of this light, two-man hover vehicle are used by the army, by the marines and by all branches of the Adeptus Terra in some capacity or other. Many versions are unarmed, or specially equipped for their required role. Others are designed to fulfil battlefield roles. The configuration described here is the standard army model, which differs from the Marine variant in armament type. The 360° dorsal mounting is fitted with a heavy plasma gun. Underneath in the nose section, a special mounting is provided for a heavy bolt-gun. This combination of weapons is a particular favourite of the army, combining long range fire-power with versatility.

Field crews can be distinguished from ordinary army troopers by their almost white, pale grey uniforms. Helmets are also white amongst ordinary crew, varying in the case of specialised and senior pilots. Both crew members are pilots, as indicated by the pilot badges on both uniforms.

Any force of the Imperial army may include army variants of the Land Speeder as shown below.

0-5 Imperial Speeders

Imperial Speeder: standard model

Short range	Long range	Shooting to Hit		Str	Dam
		Short	Long		
24	8				



Save mod	Type					Area	Tech
	C	H	S	F			
1	2	7	15	6	4	3	

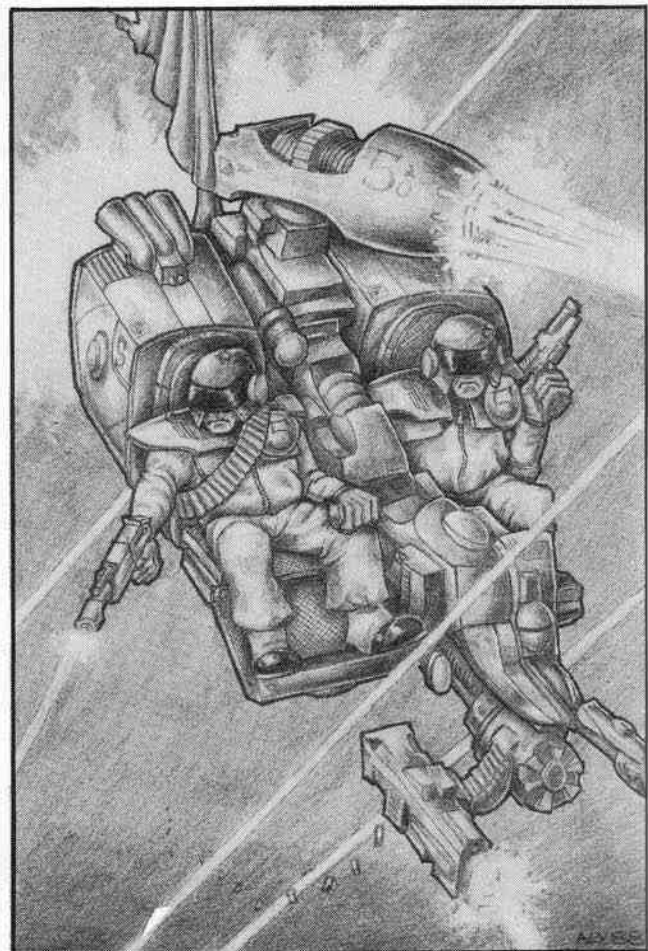
Equipment: Auto-Drive, Auto-Aim, Targeters (2)

Weapons: Swivel mounted heavy plasma gun (with 360° traverse) and heavy bolter.



Thought for the day:

Cease purpose and die.



Rick Priestley & Jervis Johnson

CLONEDAY SURPRISE!

BOB AVERY'S GAMES DAY '87 PARANOIA SCENARIO

LET ME EXPLAIN...

This adventure should be played fast and hard. If it takes longer than 2½ hours to finish, then there's something wrong somewhere! Remember, you are a PARANOIA GM now - no more Mr Nice Guy! The six player characters should be totally under your thumb.

If they don't follow the plot, they'll miss out on some of the fun we planned. And we can't have that, can we? It should be fairly easy to 'guide' the players into doing what you want.

Punish deviance with death!

Once the game starts, assume your players are their characters. If they complain, the Computer will hear and take appropriate action...

'Dice, friend citizen? What on Alpha Complex are they? Sounds distinctly treasonous to me. Report to Internal Security for intensive questioning. Go now. Go quietly. Thank you for your co-operation.'

Likewise, if the PCs are called to do something such as aerobics, there's no reason why the players themselves shouldn't get up and boogie (see *Episode ½* below).

The text is split into three types: firstly the stuff for You (the GM) to be read out to Them (the players). This can be read verbatim or adapted to your own particular style of play. Secondly, the stuff for you alone to read, such as what is actually going on, and what you have to do to Them next. Lastly, there are 'prop hints', ideas on how to buck up the game with a few carefully chosen items of devilishly amusing equipment!

Read on, and enjoy the friendship of the players while you can: they're going to hate your guts!

PLOT AND SUB-PLOT

There was a time when everyone had a *cloneday*: a day when they were first able to serve the Computer - the traitor in HPD & Mind Control said so. (Before he was executed). Obviously, if citizens have clonedays, then the Computer should have one too. So the High Programmers of Alpha Complex have got together to organise a Cloneday Party for the Big C.

Centrepiece of the celebrations will be a cloneday synthicake, prepared by Masterchef Emulgi-U, of the High Programmers' Eatery. Fortunately for the plot, Emulgi-U plans to destroy the Computer (gasp!), and the cake is really an atomic bomb!

The PCs, as newly promoted Troubleshooters, are assigned to transport the synthicake across Alpha Complex to the party, and are then invited to stay as a reward. At the height of the festivities, the cake reveals its true colours, and up goes the party, Computer and all!



Are we sitting comfortably? Then I'll begin.

EPISODE ½: 'TO SLEEP, PERCHANCE TO DREAM...'

'Gosh, isn't the Computer generous? Not only have you been promoted to Red Security Clearance, but you've also been allowed to move into your new sleeping compartment. This is very good news, because you are all very tired after the 96 hours of tests and exercises required to reach your new status as Troubleshooters.'

You are all very tired, aren't you?'

(Anyone not tired is obviously in possession of a highly treasonous mutant power).

'Good. You've just shifted your meagre possessions to the new cell, err, spacious cubicle, and are all ready to catch up on the lost sleep of the past few dacycles. So, to bed.'

PROP: put on some form of night-cap or sleeping gear. I used a red wee-willy-winky hat!

'I can't hear anyone snoring yet... Ah, that's better, now you can settle down to a good nightcycle's sleep.'

PROP: tape with peaceful music on it.

'Suddenly, klaxons and alarms go off with deafening ferocity - it's 0600hrs - time for all loyal Troubleshooters to wake up. And here's Drill Sergeant Genn-G-ISS-3 to help you start the day.'

Act out the part of a stereotyped Sergeant-Major. Shout incomprehensible commands into the delicate ears of your players. Make them stand to attention, violently insult them for a few hours. Make them feel really pleased to be Troubleshooters. Finish off by announcing it's time for the morning exercise class.

PROP: tape with some aerobics music on it.

Exercises start with a gentle attempt at touching toes before moving on to more strenuous techniques such as push-ups and sit-ups. As the PCs are about to do the splits (!) they are interrupted...

'Mission Alert, Mission Alert. Will the new Troubleshooter Team kindly report to Part-I-HAT-4, in Briefing Room POT-66 for a briefing.'

The PCs make their way quickly and easily through Alpha Complex to the appropriate briefing room. Make sure you emphasize how easy their journey is - lull them into a false sense of security. At the door of the briefing room are several large, ugly, Green clearance Troopers from Vulture Squadron, the leader of whom asks the Troubleshooters what they want.

When they explain that they are due for a briefing he gets out a clipboard and asks them what their team number is. Any hesitation about answering will lead to the rest of the goons loosening weapons, and slapping truncheons suggestively into their meaty palms etc.

Eventually the PCs will have to admit that they don't know their team number, whereupon the goons will be speechless with outrage and horror. Just as the PCs are sure that they are about to be horribly terminated, the leader of the Troopers inquires in a pleasant voice whether they have had any breakfast yet.

If the PCs lie, and say that they have already eaten, prove they haven't by consulting the Troubleshooters' canteen. Assign treason points and fines accordingly, and continue as if they had admitted their treasonous missing of a

morning meal in the first place. The leader starts pulling something out of his backpack...

'You are hungry, aren't you?'

PROP: Cornflakes box (full), with a Fungiflakes sticker on it. Also, a notice which says Special Offer - Free Team Number with every pack. There should be, in fact, two numbers inside - different ones!

Hand the players the box.

'Quick, look in here. There's bound to be something useful in it. But you only have 20 seconds to find it before the briefing starts: starting from...5 seconds ago!'

Once the PCs have a number (any number), they can enter the room.

By the way, force them to munch a mouthful of dry corn...oops, Fungiflakes apiece. We wouldn't want brave Troubleshooters starting the day on an empty stomach now, would we!

EPISODE 1: BRIEFING

The large briefing room has a podium at one end, with a small, synthiwood bench in front of it. As you sit down, one Vulture Squadron Guard stands ominously behind each of you, still palm-slapping their truncheons with bone-crushing force.

The door to the room opens, and in walks briefing officer Nast-I. He walks over to the podium, and stands behind it. He is tall, imposing, hawk-like: with wire optical aids perched on the end of his nose.

PROP: Wire-rimmed glasses.

'Good morning citizens, I trust you slept well?'

Nast-I is the sort of briefing officer that good Troubleshooters have nightmares about. His sort will quite happily give out commendations with one hand, and shoot you with a laser in the other. Make Nast-I unpredictable in the extreme: be horribly nice to the PCs one moment, then scream and shout like an insane two-year old.

Continue with questions concerning the PCs' health, are they enjoying their new status, what they had for breakfast etc, and then demand their team number. When the PCs give one, Nast-I will glare wildly around the room for a few seconds, and then ask if that is all.

Should the PCs even hint at the existence of a second number, pounce on the fact, and explode into incomprehensible fury for a good five minutes. Mention subjects such as how greedy the PCs are, how they should be content with just one number, and how they are all fined 50CR for their impudence. (Nast-I is well-named!)

If any citizen notes that Part-I-HAT-4 should be conducting the briefing, Nast-I will explain that he is standing in for Part-I, who is 'in a meeting' and therefore unfortunately couldn't attend. He will be none too pleased at the interruption, but will be even more annoyed if nobody notices, and demand an explanation. Once all this has been sorted out, Nast-I will change tack.

'Now then, loyal Troubleshooters, I have something to say to you. The Computer is a malevolent traitor who deserves to be executed!'

The PCs should react appropriately. However, the thugs standing behind them will restrain them from doing any damage to Nast-I with a none-too-gentle tap on the head. If they don't (some players can be a bit slow at times), execute a few of them for failure to react to gross treason, and try again.

Nast-I will go on to explain that this was merely a test to prove their loyalty, and that the briefing room is temporarily proof against the Computer's monitoring facilities. This is because the mission the PCs are about to undertake is so secret that the Computer must know nothing about it! (Suspicious? Naah!)

As Nast-I explains, it is the Computer's cloneday soon, and that the High Programmers of Alpha Complex want to give the Computer something called a 'synthecake', (as is traditional in these circumstances). It is also traditional, Nast-I says, for loyal citizens to clap and cheer loudly whenever the word 'synthecake' is mentioned. Anyone not clapping and cheering loudly will have his or her hands and tongue removed!

Anyway, to continue. The chef commissioned to make the synthecake has been having a few problems, and the PCs are to report to him and get everything sorted out. Once the synthecake has been finished the PCs are to transport the thing to room 666 in HAP Sector, and guard it until it is time to 'cut the synthecake'.

'It is obvious, is it not, loyal citizens, that the purpose of the whole mission must not be revealed to the Computer, as this would spoil the surprise. And we wouldn't want to spoil the plans of every single High Programmer in Alpha Complex now, would we?'

Finally, Nast-I will order the PCs to report to Emulgi-O at the High Programmers' Eatery in 30 minutes. He finishes by asking them if anyone feels that they need more equipment. Any requests for additional items will be met with the appropriate answer (no). As the team leaves the room Nast-I will call to them:

'And hey! Lets be careful out there.'

EPISODE 2: HAUTE CUISINE (AND SOME WICKED WAITING)

After inquiring the way to the High Programmers' Eatery, you find yourselves standing at the end of a long white corridor leading to a door marked 'EATERY'. The door is about 100 yards away, and you can see a squad of Blue Level Troopers standing outside it.'

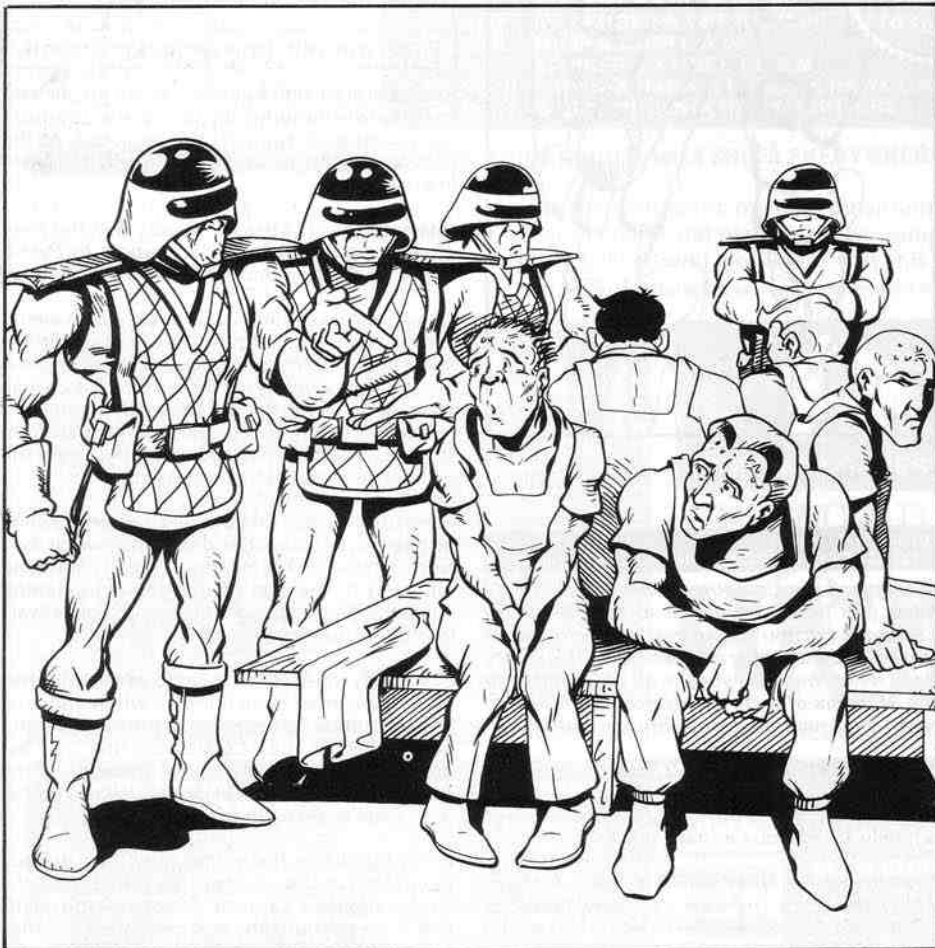
As this corridor is obviously meant only for ultraviolet citizens (the Troopers will prove this with their cone rifles), the PCs will have to find some way of communicating with the aforementioned Troopers in order to gain entrance. When they do, the Troopers will send them round to the lower security level entrance, 'just around the corner'.

The entrance is approximately 3 miles away down long, twisting, dark corridors! This will mean that the players are late for their meeting with Emulgi-U. The place is incredibly busy: vast crates of raw algae, yeasts and other desirable edibles come through one door, and are processed by an army of hot, sweating clones aided by the odd bot or two.

After preparation, the finished dishes are carefully taken over to a long table on which various numbers are inscribed. You can see that the food on the table is piling up rapidly, as no one appears to be taking it into the Eatery proper.

In the midst of this mayhem, one figure immediately catches the eye: he is taller than the average clone, wears a massive chef's hat, and shouts, moans and weeps in a strangely accented voice. He appears to be a trifle upset about something.

PROP: Chef's hat, chef's apron and fake meat cleaver (cardboard and tin foil works fine).



AV



AV

Don't forget to indulge in a ghastly continental accent for Emulgi-U. A combination of French and Italian accents should serve as a good tasteless starting point.

Emulgi-U has many problems. All his waiters (and some of his chefs) have just been executed by the High Programmers due to a misunderstanding about the amount of synthimilk in *bouncy-bubble beverage*. As he is in deep schtuck, he will attempt to coerce the PCs into helping him through the current rush. This will give him time to finish making the synthicake have to take to the party. The PCs will have to act as waiters and chefs...

PC 1: Must load himself up with an impossible amount of dishes. Carry on loading him up until he drops it all over a High Programmer.

PROP: Get lots of paper plates, fill them with shaving foam, and load the hapless player up with the plates. Each time he drops one, pick it up and shove it in his face!

VITAL WARNING: Shaving Foam Stings! Eyes should be firmly shut.

PCs 2 & 3: Are both ordered by different high powered chefs to find a piece of Long Blue Fungi. There is only one piece left in the cupboard so they must fight over it. In the ensuing chaos, a pipe is fractured, and the kitchen begins to fill up with flowing Hot Fun!

After a few pitiful struggles Number 2 will be swept down a garbage chute, and be attacked

by a tentacled monster in the garbage room. Just before No.2 is drowned/eaten the monster suddenly leaves. The room crusher then comes on, and No.2 is just about to get squashed when the crusher is stopped. Guards let the poor citizen out, but promptly execute him for deserting his assigned post in the kitchen.

Meanwhile, Number 3 will be swept to a pantry and up towards the ceiling. Death by drowning is seconds away. But look! A grill provides a means of escape. Oh dear, the shaft beyond is too small. Gurgle, splutter, glug! Have a happy death.

PROP: Use a large water pistol to represent yuk flowing in.

PC 4: Must translate a menu from French to English, and will doubtless make lots of embarrassing mistakes. The High Programmers will draw weapons, and the hapless individual must continue at gunpoint. Just as the Eatery is about to be destroyed (see PC 6 below), the High Progs will say 'Thank-you, we'll have six bouncy-bubble beverages, and here's a tip of 1000CR'.

The Eatery will then be annihilated!!!

PROP: Quasi-french menu, (Handout 1).

PC 5: A customer has two little children who annoy No.5 amazingly.

They splash soup all over his uniform (parent complains of untidiness). They complain their food is cold when the plates are too hot to hold by far. Finally, they ask to see the sweet trolley (a small bot), push the waiter onto it, fix him in place with a few forks and knives, and scramble the bot's brains in a frantic moment of keyboard tapping.

The bot shoots out of the Eatery's doors, hurtles down the white corridor with Blue Troopers firing like mad, leaps off a high walkway to miraculously land on a narrow ledge, goes back the way it came, down the white corridor, back into the Eatery, and ends up at the table. The kids shout how funny the waiter is, the parent smiles benevolently. Then the Eatery blows up (see PC 6 below).

PC 6: Has to help two infrareds load crates marked 'DANGER - HIGH EXPLOSIVE' into the room where Emulgi-U is baking the cake. His signature is required on a delivery order. Nothing could be more simple, right? (WRONG!)

PROP: One delivery note (Handout 2), and a large cardboard box filled with plastic packing chips or similar.

Give the player the box, and tell him it cannot be put down. Then give him the delivery note. He must sign the note one-handed, while the delivery man (ie you) does, his best to ensure that the box is dropped. When (not if) it is, the explosives go off... Dump the box on the player's head covering him and the area in foam chips!

All new clones, back into the kitchen to collect the cake!

NOTE: This scene, as several below, should be played by the 'You-You-You' method. Go round the table, and give each player a chance to do just one action before moving to the next player. The deaths of the PCs, destruction of the Eatery etc, should thus all coincide.

EPISODE 3: GOING UNDERGROUND WITH STAN-B FROM R&D

It's time to transport the cake across Alpha Complex to HAP Sector. Emulgi-U very delicately hands the cake over to the PCs, and just before they go, gets them to sign a small form...

PROP: Form 083-247-AB-00 (Handout 3), to be signed by all PCs.

Obviously, any PC capable of reading the small print is suffering from a traitorous defect. Basically it says that if the cake is lost or damaged, all the super-mega-powerful High Programmers will be just a tad annoyed. (Lucky PCs may die slowly.)

Anyhow, onto the transportation problem. Let players squabble amongst themselves for a bit. And then...

'As you are trying to make up your minds, the door of the ante-chamber slides open, and in walks Nast-I, accompanied by the usual 5 Green Level Troopers plus James-B-OND-2, dressed in the familiar and dangerous uniform of Internal Security!!!' (eek!) 'What can the dreaded is want with you, innocent Troubleshooters?'



AV

Explain, via Nast-I, that some extra security is needed for transporting the cloneday synthcake (don't forget the required round of applause) across Alpha Complex. Various traitors might have got wind of the plan and try to spoil the surprise.

'...and we wouldn't want that would we?'

James-B-OND is here to brief the PCs on disguise, and to hand out their disguise kits. Unfortunately, James-B-OND has forgotten the disguise kits. Give the PCs a hard time with B-OND as he inspects hair, ears, nostrils etc as part of his advice on disguise, and then allow them to terminate him on Nast-I's orders!

Nast-I will then tell the PCs that they had better report to Stan-B in R&D, the (in)famous inventor of the Alpha Complex Instant Disguise Kit: otherwise known as the 'ACID Kit'. An autocar is summoned by Nast-I, and instructed to take the PCs to R&D.

'As you travel along the tube, you can see the remains of various R&D labs on each side, some still smouldering. The driver of the autocar seems to be getting slightly nervous, and looks as if he'd prefer a trip Outside to a free tour of R&D.'

Wise PCs will execute this malcontent after he has driven them to the R&D Information Desk. The clone in charge directs them to Stan-B's lab...

'It's the one that just exploded - you can still see the smoke!'

When they arrive, Stan-B is emerging from his lab unscathed, though a mass of badly wounded technicians are being carried out by HARM personnel. He mistakes the players for the relief testing team, and will not listen to any alternative explanations as the explosion has rendered him totally deaf! Any balking on the part of the PCs will result in masses of R&D security teams being called to encourage them to co-operate, although they generally seem more afraid of their weapons than of the PCs.

The PCs are required to test various items of equipment:

J90 Intra-Brainial Information and Skill Feed
Pretend this device is a useful one! This multi-wired helmet will load up a clone's mind with any skill. Before the skill can be implanted, however, the skull needs to be shaved, and special platinum implants attached! Stan-B has it programmed with a martial arts skill, and testing means the PC must fight 5 Vulture Squadron Martial Arts Instructors.

However, while the device gives the necessary knowledge, it does not bestow any physical improvement. Any attempt to use the skill will result in horrendous muscle strains etc. Yuk, yuk. Draw this one out a bit, describe in gory detail just how the Vultures artistically dismember the PC with their bare hands, and feet!

PROP: A list of martial attacks and defences might be handy (feety?).

ET Transport Device

Several stages are seen in testing. Firstly, the PC has a lightbulb implanted in the end of his finger. Next he is introduced to his test device (fanfare, ceremony, dry-ice smoke), a bicycle. Just as he starts to relax, show him the second part of the equipment: a massive catapult! The PC is shot across the ceiling of Alpha Complex.

As he begins the long plummet down, Stan-B will instruct the PC (via a loud hailer) to press the bright red button on the handlebars. This will set off a pair of rockets, and the bike will accelerate to 7 Gee. The PC, however, will doubtless have forgotten to fasten his seatbelt ('Did I forget to mention the seatbelt? Oh, I am sorry!'), and be left behind! Impact is fatal.

Aquajet

This is an underwater jet device; sucking in water at one end and blowing it out the other at high speed, creating lots of thrust. Stan-B has a vast pool of water in which to test this device. Of course, the intake must be submerged for it to work, which means that the PC must be submerged! No oxygen means death!

Stan-B Rocket Booties (Mk 2)

Just don't ask about the Mk 1. The new versions are boots with attached rocket fuel dispensers, and a cigarette-lighter ignition system. The other technicians in the lab run for cover when they are brought out, but Stan-B will just carry on as if they were lumps of old wood!

Basically, when strapped on, the smallest movement will ignite the fuel, and the PC will find his legs on fire. Hopefully this will cause him to dive into the tank of water (see above), whereupon the boots will go off properly, sending the wearer zooming across the pool (see above for the consequences).

The Start Button

The PC is allowed the honour of pressing the start

button on the new Alpha Complex Power System, which uses the Earth's Core as its energy source.

After marching up a long tunnel the PC comes to a Big Red Button. As soon as it is depressed, the tunnel will rumble very loudly as molten lava begins to pour in. The PC can run just faster than the lava flow.

As he approaches the end of the tunnel, blast doors start closing...

'You slide through the first door, you slide through the second door, you even slide through the third door! But then you're trapped. The lava approaches - it burns your boots, it burns your legs, it burns your... it burns all of you!' No screaming please.

Anti-Heat Suit

Oh no! The new powerplant is out of control! Someone must wade through the lava to switch it off. But there is no need to worry, Stan-B has just come up with a new device: a tin-foil suit. Through a hole in the roof, the PC is dropped into the long tunnel.

Gosh! The suit works. Describe how the PC remains comfortable standing in white-hot lava. Then ask him if he remembered to put the helmet on! Death is almost instant as the PC's lungs fry in the super-heated air.

Once the inventions have been properly tested, let the new PC clones be rescued from going through it all again by Nast-I. Time is pressing, and use of the ACID-kit is mandatory - enforced by Nast-I's bodyguard!

PROP: Use make-up for the disguise kit. Yes, that's right! Make the players coat themselves in old bits of lipstick, eyeshadow etc. Have a camera ready! Oh, and don't forget the cleanser!

EPISODE 4: IT'S A LONG WAY TO TIPPER-R-ARY

PROP:WD 83 with 'Tipper' in it. What? Well you should have bought it.

For those of you who need further explanation, 'Tipper' was a fantastic piece of work written by Yours Truly, concerning methods and means of travelling around Alpha Complex, and the many and varied pitfalls that can trouble the aforementioned travellers. It should help take you from the lozy confines of R&D to your ultimate destination, where it's...

EPISODE 5: TIME TO PARTY!

'Gosh, isn't being a Troubleshooter fun? Just think, these clones of yours are the latest in a short line of successful citizens: the Computer says so, and the Computer is always right. Still, it would be nice to know what happened to your previous clones, wouldn't it. I'm a generous man - I'll tell you, OK? They're all dead - ha,ha!

There you are, the six of you, recently arrived in Room 666 in HAP Sector. Room 666 is the Central Node Point of the Computer, the Ultimate Middle, the Absolute Nexus, the Big End. Just think, all the Computer's abilities and powers are based in this very room!

Gosh, how exciting, and how awesomely scary too. I mean, if some ghastly traitor was to plant a bomb in this room, and it went off, then the Computer would be no more!



AV



HEAVY METAL

Shields and Banners

One of the most stimulating and rewarding aspects of figure painting is the creation of *Citadel* shield and banner designs. Fascination for the subject led to the production of the Arcane Armoria (White Dwarf 90). While these prove popular, many people prefer to create their own. Such designs may take a variety of forms, from simple symbols and runes right up to the full-blooded shield mini-paintings, as you've often seen in *White Dwarf*. This decoration doesn't have to end with shields and banners, though. You can apply the same techniques (with wild abandon) to any flat surface found on a miniature. Armour, cloaks, bodies, tunics, weapons, vehicles and even Dreadnoughts can all be adorned with symbols, runes, motifs, patterns, heraldic devices, mottos and tiny pieces of fine art. A well painted shield can be the focal point of a model, as well as capturing and amplifying the ethos behind the model itself.

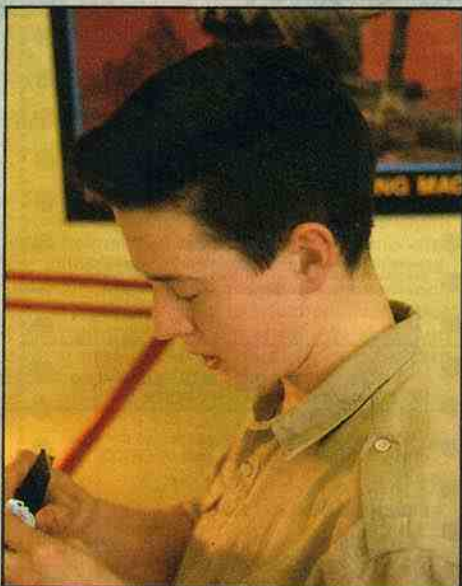


Hand shake. This requires the finest detail and you'll need to be comfortable and secure. Here, my left hand is held against the table top and the last three fingers of each hand are interlinked for stability. This allows me to keep a very steady grip on the shield with my left forefinger and thumb, and the brush with my right. Notice the thumb-nail palette.



A Citadel decal and intricate paintwork form the focus of this Space Ork banner.

— A Step by Step Guide to Shields —



Mike McVey



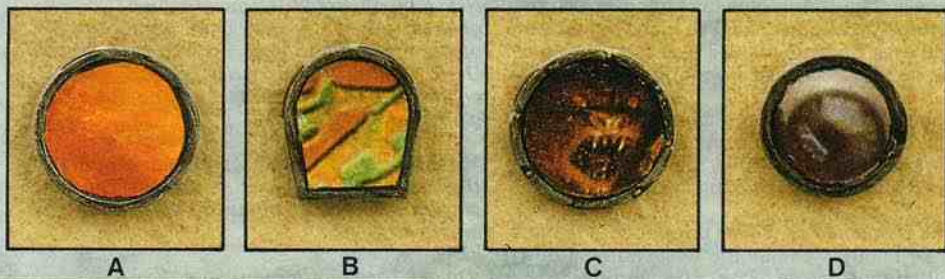
1. The shields were left attached to the sprue during painting, for ease of handling. The boss hole was filled with epoxy putty and the shield was given a white undercoat. I quickly pencilled in a rough guide to the face and gave it a wash with a mix of Red Gore and Hobgoblin Orange.
2. Blended red ink shading was applied to 'recesses' eg: the edge of the nose, mouth and eye sockets.
3. Black nostrils, eye sockets and mouth.

4. Apply red/yellow/orange thinned wash to restate original red colour.
5. Reinforce some highlights with white and red ink crease lines, spots, boils and other skin blemishes.
6. White was carefully placed in the eyes and fangs.
7. The finishing touches. Black pupils, lining around teeth, black shading on fangs and shield rim. Note that although the shield goes through some 'scruffy' stages, the final touches make the difference.

Cheap and Cheerful Shield Embellishments

Our man Phil Lewis made these shield patterns simply by cutting material out of Sunday supplements:

- (a) flames from a painting
- (b) patterns from a jewellery feature
- (c) a bat (from a painting)
- (d) an eyeball





Colin Dixon's unusual variation on the face design.



A simple and effective wolf's head design by Colin



Mutated Chaos Champion with standard of Khorne. Left arm was replaced by a Milliput tentacle. The standard on a pole made from soft wire was itself cut from paper and directly painted onto. Figure painted by Darren Matthews.



Beautifully modelled and painted shield by Fraser Grey. The addition of metal or modelled putty parts to a model gives it that chaotic feel.



The famous Moonface design - with a twist. Colin Dixon.



One of Kev Adams' converted Goblins. An old favourite from Goblinmaster Kev, but a wonderful face.



Dave Andrews' Ultra Marine and Banner demonstrates how unit insignia can be developed into an exciting image.



Chaos Warrior with tiger head by Dave Andrews.



Kev's shield designs bring the best out of the Chaos Champion and Goblin.



Fraser Grey



Brian George



Skeleton Shield designs by messrs Dixon and Lewis.



More Fraser Grey madness...



Simple and decorative solutions to the Orc boar riders by graphics man Brian George.



Champion of detail Mike McVey shows what can be done with patience, skill, a steady hand and a good brush with this Ultra Marine officer.



+ 40K wizardry by staff artists. The marines' customised shoulder pads allow the individual artist to make the best of his skills. Solutions may be simple or intricate - so long as they remain effective.



Brian George



Brian George

This brings us neatly to where to find the right imagery for *your* individual or regiment of models. GW publications themselves a source of reference used by many people; that's fine. But if you're looking for something a little different you need look no further than the shelves of your local reference library. And the study and collation of such material is a rewarding pastime in itself.

You may be aware that the imagery seen on the figures presented in *'Eavy Metal* is, more often than not, rooted in historical sources. I took the circular red Ogre face with black, wavy radiating lines many years ago from a mixture of ancient Babylonian symbols and Greek Gorgon shield designs. Similarly, sun and moon signs were developed from Medieval alchemical symbols and many other well known Citadel motifs have their roots in heraldry and symbolism.

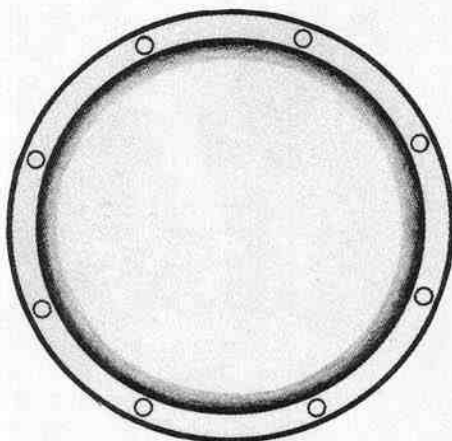
A secondary, but no less rich source of material is the field of Fantasy (and to a lesser extent, Classical) Art. Whether it's Art books, paperback covers or album sleeves, they all have an abundance of ideas the figure painter can borrow: animals, figures, flowers - the list is endless. Finally, the natural world itself has the greatest amount to offer. Not everyone may have access to skulls, but anyone can keep a file of photographs from magazines and so on.

Once you've decided on your image, how do you transfer it to a shield or a banner? The simplest solution is to paint flat colour on to a base colour, say, a simple black rune on a red or yellow background. Use only your finest brushes with the straightest bristles for painting detailed iconography. In fact it would probably be best to reserve one or two brushes specifically for this purpose. It would also help if you used diluted paint or inks since a free flow will facilitate fine line work. There's obviously no substitute for practice when it comes to honing your hand and eye co-ordination.

At this point it's worth giving a little thought to the choice of colours and their relationships to each other. Yellows, greens and blues are appropriate for the Neutral and Good races such as Humans and Elves, while yellows, russets and beiges are best for Dwarfs. Blacks and reds suit evil races such as Goblins. These are only general guidelines of course, and not hard and fast rules. But then a crack unit of flesh-eating Kamikaze Orcs with a pink banner wouldn't be appropriate.

The simple rune on a coloured background mentioned earlier is probably the best place for a beginner to start. The next step could be to paint a silhouette of an animal against a coloured background, just as the ancient Greeks often painted their shields with stylised animal motifs. A book on Greek mythology or ancient Greek pottery from a library would be the perfect reference book at this stage.

When you feel you have mastered these simple designs, try adding light and shade into the background colour. Let's take a red shield as an example. Mix a little purple and red together and paint a shadow under a round shield rim (see diagram). Blend this colour into the base colour while it's still wet. Then thin it with water and apply it on top of a dry base colour. Keep the shading subtle and to a minimum so as not to



dull the overall colour. Now mix a little white and red together and add a highlight to the top of the shield to simulate the effect of sunlight. Don't paint this in the middle since your motif will obliterate it. Blend the edges of the highlight into the base colour carefully, and finally add a dot of very light pink in the middle of the highlight itself.

Now practise painting silhouette motifs on this developed base colour. You can try to add some detail to the motif as well. If you've chosen an animal, try adding an eye or a mouth and teeth. Practise adding highlights to the silhouetted figure before you paint on any detail. Finally, simple outlines around the motif can add that extra touch of smartness.

The ubiquitous red Ogre face provides a few exercises to help you achieve these effects. Needless to say, the techniques are universal to all "full art" solutions for your iconography.

Start with red as your base colour. Next, bearing in mind how you shade the depressions on a 3 dimensional model, imagine where the shade falls on the Ogre's face. This will be primarily in the eye sockets, down the sides and under the nose, in the cheek depressions and in the mouth. Blend each area of shading very carefully. It may help you to copy a photograph or a painting, or even to sketch on the undercoated shield itself. If you adopt this latter approach, remember to keep your paint thin enough to let the pencil lines show through. Next, lay on the highlights using the mixture of red and white. Blend the edges - brow, nose, cheek bones, upper lip and chin (see photograph). Add a little more white to the mixture and repeat the process to emphasise the highlights you've already made. It isn't often necessary to blend these in. It depends to a degree on the effect you require and your level of skill.

Small blemishes and creases can be added at this point using very thin colours. After all this highlighting and shading work, your red shield may have lost its original bright red rendering, and it is at this stage that you can re-establish a good base colour by the addition of a glaze of ink on top of the shield. Yellow, orange and red all obtain good results, but be sure to use a thin enough wash so as not to spoil the good work you have already done.

Next, using black or a red and black mix, add the eye sockets and mouth areas. Then add white to the eyes, teeth and fangs, noting that slight

shadow can be useful at the base of the fangs. Whilst painting rows of teeth, the mouth edge becomes irregular and ill-defined and you may find that it benefits from a black outline. Finally add the pupils in black.

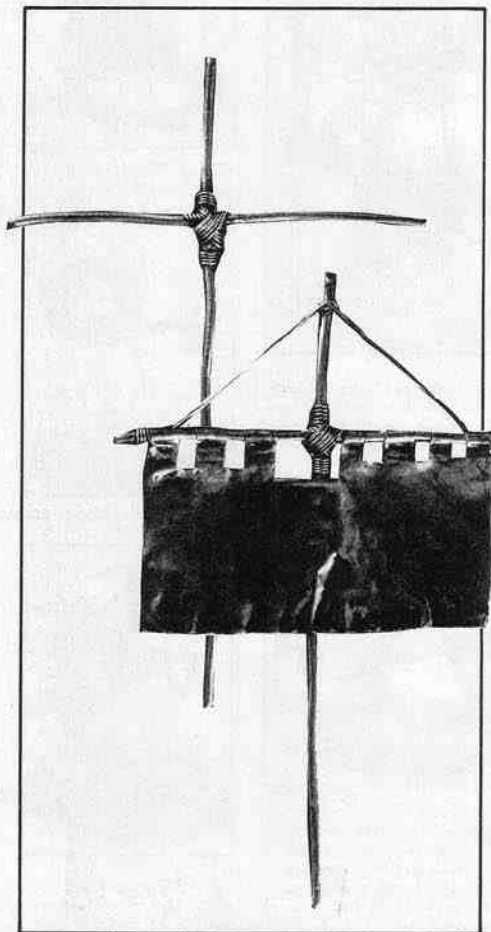
Hours of fun can be had devising the differing expressions. So give it a go.

As I said earlier, this basic technique can be applied to any flat area. Decoration can be added and the imagery expanded in any way you choose. But you can't expect to achieve a satisfactory result the first time, and remember that you may require 20 or 30 of the same device for a regiment. In this case it is probably better to use one of the simpler variants described earlier. You could even cut out small details from photographs or printed patterns from magazines or whatever. Eyes might be one answer.

So whatever your ability, there's a method for getting satisfactory results when applying imagery to shields and banners.

Finally, a word on flags and banners themselves. As we've said before, these can be made from a variety of different materials. Thin card and paper can be easily cut to shape, as can the thin metal sheets that are often used for wine bottle caps. Some tomato purée tubes and paint tubes are still made of thin metal which, once opened out and cleaned, provide the ideal modelling material for this type of thing. Thin wire, needles and cocktail sticks make effective flag and banner poles while fuse wire makes really good rope lashing.

John Blanche



INDEX ASTARTES

THE GREAT BOOK OF THE
LEGIONES ASTARTES IS
THE ONLY COMPLETE
REFERENCE BOOK
SOURCE FOR THE
FIGHTING FORCES OF THE
GALAXY. THIS IS AN
EXCERPT FROM THE
BOOK'S UNIFORM
REFERENCE SECTION.
BROTHER PRIESTLEY HAS
ALSO RECOVERED
HISTORICAL NOTES FROM
THE ARCHIVES WHICH
DEAL WITH SOME OF THE
ACTIONS UNDERTAKEN BY
THE ILLUSTRATED UNITS.

FROM THE IMPERIAL HISTORY ARCHIVE - THE BADAB WAR

Imperial Record IA 88/101

Cross file to: Lessons of History HI8
Wars of the Forty-first Millennium WF
M41 678
Planetary ref: Badab A4 Sfantu System
Input ref: Dagma Lupin Historical Revision Unit
23/988 IA
Input dated: 0569913.M41
Further refs: Classified

Thought for the day

The dead watch over us and guide us.

INTRODUCTION

In 901.M41, as a result of Luftg Huron's apparent mental destabilisation, the Master of the Tiger Claws and Lord of Badab attacked and destroyed an Imperial investigation fleet as it entered orbit around Badab. Huron's action can be understood with the benefit of hindsight. The Adeptus Mechanicus had long complained of the Tiger Claws' tardiness in submitting gene-seed for routine analysis, whilst the chapter had amassed a huge debt in planetary tithes stretching back over a hundred and fifty years. And when the Imperium moved against its wayward chapter, a full scale rebellion was initiated, the most serious of its kind since the end of the Fourth Quadrant Rebellion in 780.M41.

The Tyrant of Badab, as Commander Huron is known in Imperial histories, was a power-hungry and ambitious individual who should never have risen to power within a Marine Chapter. He was plainly a dangerous individual, able in many respects but lacking the absolute dedication to humanity vital in a Lord of the Imperium. It will never be known for sure, but current hypotheses suggest that the Commander was either an alien shapechanger, or otherwise subject to alien domination of a most unnatural kind. A sudden and unexpected manifestation of psychic powers may lie at the heart of the matter.

By 903 three other chapters, the Mantis Warriors, Executioners and Lamenters had joined the rebellion. Imperial shipping was attacked, and a ship belonging to the Fire Hawks Chapter was captured by the Mantis Warriors in 904. The Fire Hawks immediately retaliated, and soon five whole chapters were involved in the fighting. The Emperor recalled the Marines Errant from the Eastern Fringes, but they quickly found themselves fully occupied protecting Imperial ships in transit.

In 906 two more loyal Marine units, the Red Scorpions and the Minotaurs, had been brought in, and the threat to Imperial shipping was more or less quashed. In 907 the Red Scorpions and Fire Hawks were recalled to their normal service duties in the galactic east, and two more chapters, the Novamarines and Howling Griffons were committed to space-lane duties.

Meanwhile, the Star Phantoms began the task of besieging Badab whilst two other chapters were drafted in to investigate the worlds occupied by the Mantis Warriors and Executioners. The Lamenters were caught in an ambush by the Minotaurs in 908 and eventually surrendered after bloody ship-to-ship fighting. This came as a great blow to the Tyrant, and the rest of the war consisted almost entirely of close sieges. The uprising came to an end in 912 with the fall of Badab and final defeat of the Tiger Claws. Before the war was over, The Exorcists, Fire Angels, Salamanders, Space Sharks and Sons of Medusa all became involved for short periods of time; chapters replacing other chapters as pressures elsewhere necessitated their re-deployment.

With the rebellion over, The Mantis Legion, Executioners and Lamenters were granted the Emperor's forgiveness, subject to undertaking a hundred year crusade. The homeworlds of the Mantis Legion and Executioners were forfeited to the Space Sharks and Star Phantoms for their part in the war. The other legions received salvage rights to spacecraft and a proportion of the booty. The Tiger Claws were all but destroyed. Only a contingent of about two hundred fought their way through the Exorcists' blockade and escaped into deep space. They have not been heard of since. Of the fate of Imperial Commander Luftg Huron, Master of the Tiger Claws and Tyrant of Badab, nothing is known.

Rick Priestley





Assault Squad Reconnaissance Squad Support Squad



FIRE HAWKS



MANTIS WARRIORS



MANTIS WARRIORS
(Tranquility Campaign - Sniper Unit)



EXECUTIONERS
(Tactical Squad)



RED SCORPIONS



RED SCORPIONS
(Angstrom Incident - Pursuit Squad)



MINOTAURS



NOVAMARINES



EXORCISTS



FIRE ANGELS



FIRE ANGELS
(Battle Of Sagan's Moon - Drop Troop Camouflage)



SALAMANDERS



TIGER CLAWS



MARINES' ERRANT
(Second Outer Galactic Expeditionary Force)



MARINES' ERRANT



LAMENTERS



HOWLING GRIFFONS
(Sigmar VI - Insurgency Force)



HOWLING GRIFFONS



RAPTOR LEGION
(Blizzard Suit)



RAPTOR LEGION

- Trooper
- Sergeant
- Captain
- Master



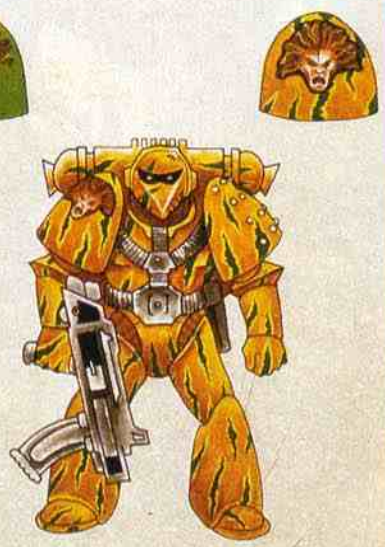
SPACE SHARKS



SPACE SHARKS
(Camouflage Variation)



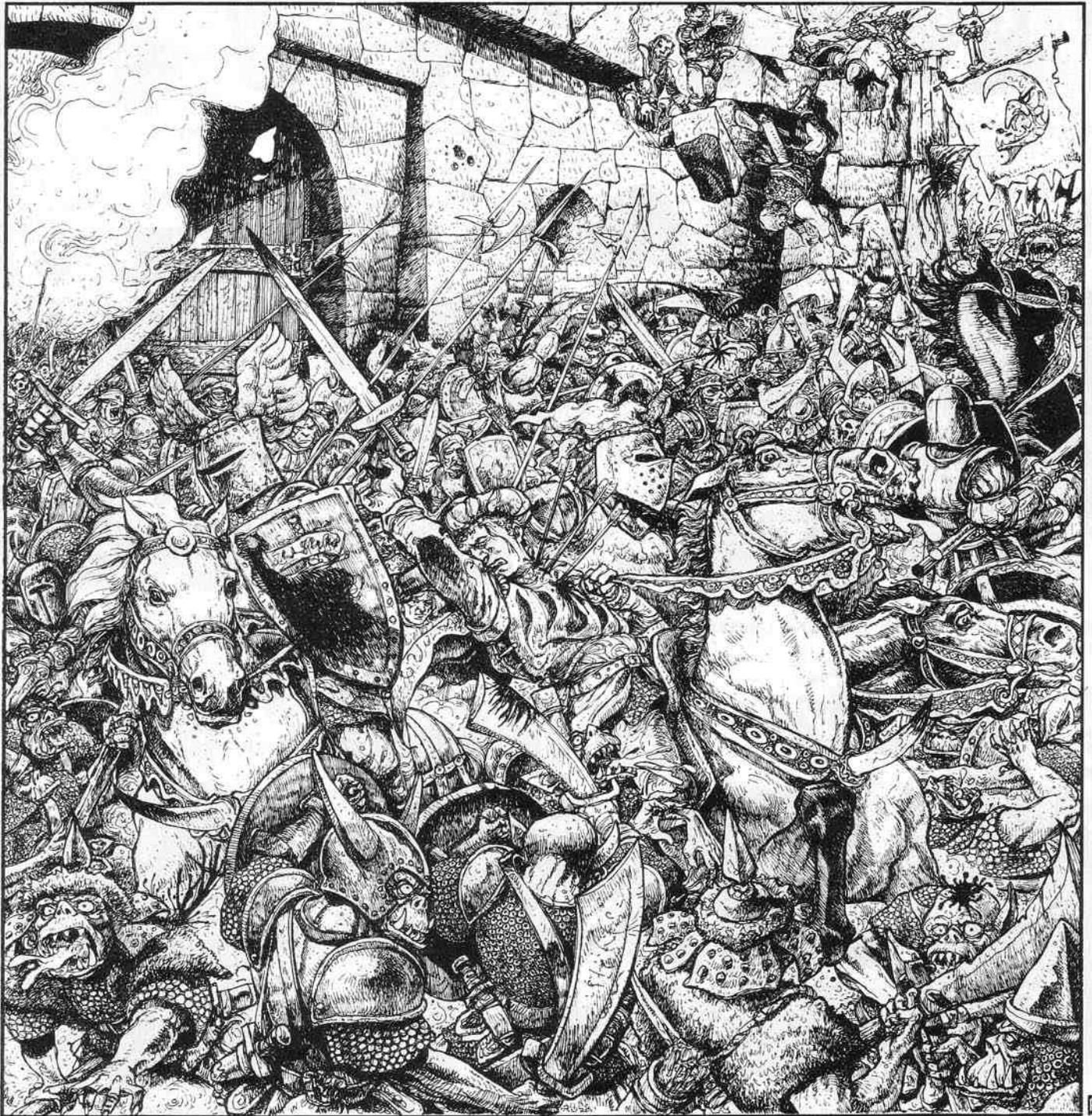
SONS OF MEDUSA



SONS OF MEDUSA
(Desert World Support Squad)

ANOTHER BRICK IN THE WALL

Additional Rules for Warhammer Siege Battles



The countless possibilities opened up by **Warhammer Siege** have inspired *Nigel Stillman* to expound on several new topics, including revolting techniques for biological warfare, and the dastardly use of spied and assassins. Nigel begins his treatise, however, with a little bit of digging...

SUBTERRANEAN ASSAULT

The mining rules of **Warhammer Siege** deal with tunnelling under the castle walls to undermine the foundations and bring about a collapse. Another possibility is to continue the tunnel under the walls and into the courtyard. The tunnel can then be used to make an assault on the fortress from within, preferably timed to coincide with a major assault upon the walls from outside. Of course, there are many risks to this type of operation, not least being the likelihood of emerging amid a host of hostile defenders! Obviously, since this method of assault relies on the tunnel remaining undetected, it can only be used once.

On reaching the fortress the attacking side has the option of using a tunnel as normal (and undermining a wall), or continuing to mine towards the courtyard. In the latter case a *tunnel score* of more than 24 is required, and the tunnel is dug deeper than usual so that surrounding foundations are unaffected. Once past the wall the tunnel cannot be effectively countermined, though it may still be found accidentally (see below).

Once the tunnel has reached the courtyard the last few feet of earth are left in place, to be broken through when the tunnellers decide to emerge. The tunnel may be left in this state of readiness until the attacking side decides to use it. However, since defenders are continually walking around in the courtyard there is a risk in delay.

Roll a D6 for each day following completion of the tunnel. A score of 1 means that part of the courtyard collapses as an unfortunate individual falls into the tunnel, revealing and destroying it at the same time. The affected model (randomly determined) must make a basic saving throw or disappear for good!

When the time comes to begin the assault, attacking troops assemble at the end of the tunnel ready to emerge. A maximum of 12 models can be used in this way, and these must be creatures under ten feet tall (larger troops being unable to squeeze along the narrow tunnel).

It takes the attackers one turn to break through to the surface and emerge in the courtyard. Well, that's the theory... Roll a D6 when the attackers attempt to break through; a score of 1 means they have managed to dig into a cess pit or conduit. The tunnel is flooded by foul smelling cess and the occupants are drowned.

A successful breakthrough means that the attackers emerge in a random court yard section. Only four models may emerge on the surface during each *movement phase*.

THE END OF THE SIEGE

Even though a castle's garrison manages to hold out against persistent assault, it may still succumb to the ravages of disease and starvation. When the defender's supplies run out, the end of the siege is in sight and the garrison will gradually diminish. The ultimate end may be postponed as the defenders eke out an existence on rats and insects, and this terrible fate may inspire a last act of heroism.

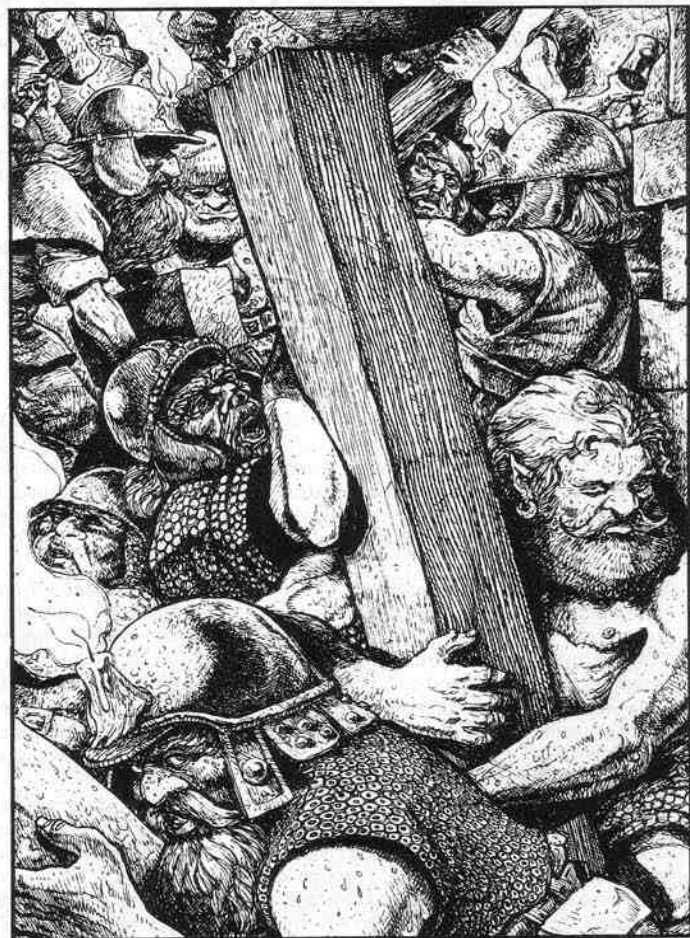
Desperate Sallies

What this situation needs is a final, stupid, futile gesture... and we're just the men to do it.

- General Cross-Ustard, *Siege of Thighbone Pass*

On the days before supplies are due to run out, the defenders may attempt a 'mass sally' while their full complement remains, and they are not yet weakened by starvation and disease. Of course, the defenders can choose to engage the attackers directly at any time, but the decisive nature of the action usually means it is seen as a last resort.

A mass sally is when the entire garrison attempts to break out in one great 'do or die' effort, in the hope that some will make it through the enemy lines and escape. This should be fought out on the table as a full scale battle, since it will be the final act of the siege.





The defenders can be expected to choose the best moment of the day to make the sally, ie when the enemy forces are off guard or otherwise preoccupied. To represent this, the sallying garrison is allowed to deploy up to half its units outside the castle next to the main gate, while the besiegers must deploy at the table edge.

Any of the garrison's units which break through to the table edge in the ensuing fight are assumed to have escaped the siege. The sallying garrison is desperate, and so cannot be routed as a result of a *panic* test or magic.

Excuse me, but there's no fly in my soup

The last days of the garrison are those following the exhaustion of their supplies. If they are still confined within the castle, things will get very grim from now on. Starvation, disease and desertion will all take their toll of the defenders, and the number of models lost each day may be taken as indicative of the general misery prevailing within the walls.

On any day on which losses do not exceed a quarter of the remaining garrison, the defender may still consider making a desperate mass sally. For example, if there were 200 figures remaining after the previous day's losses, and only 30 starved corpses are discovered at first light, then a massed action would still be possible. Driven by hunger and desperation the besieged forces are subject to *frenzy*, but in addition have a -1 penalty on all rolls and tests due to general weakness and debilitation.

On days where the figure loss exceeds a quarter, but less than half of the remaining garrison, disease and debilitation have taken hold. Defenders suffer the -1 penalty on all dice rolls, and are too weak and demoralised to consider a mass sally. If this were not enough, the besieged forces also suffer an additional misfortune according to a D6 roll (ignore inappropriate results):

- 1 Defenders eat any and all remaining animals in the castle. (Orks eat any remaining Goblins or Snotlings). Gain 1 supply point for every 5 animals, Goblins or Snotlings consumed.
- 2 All remaining civilians and non-combatants sicken and die.
- 3 Some defenders desert during the night by slipping over the walls or sneaking out of the gate. Lose D6 models from each unit that fails a *Leadership* test.
- 4 Fights break out among the defenders over small morsals of food (nail clippings, wall lichen etc). Lose D6 defenders, randomised among the garrison. Halflings, Orks and Goblins are especially prone, so double the numbers affected.
- 5 A randomly determined party of D10 insubordinate defenders open the main gate and wave a white flag. Place the party in the gateway with the gates wide open. Both defending and attacking players react to this how they may.
- 6 Defenders round up everything they can find that is potentially edible; sparrows, rats, spiders, cockroaches, old boots, weeds, bird nests, toadstools and so on. This amounts to enough food to sustain the garrison for one further day without sustaining casualties. (This result can only occur once.)

On a day on which losses exceed half of the remaining garrison, the defenders' situation appears hopeless. They suffer a -1 penalty to all dice rolls and are in no state to attempt a heroic mass sally. They will surrender to foes of like *alignment* which are not *bated*, but not to an enemy which *bates* the defenders (after all, they could expect no quarter from these troops).

Samurai and similar fanatics may consider mass hara-kiri, and setting fire to the castle as a final act of defiance. If surrender or suicide is unacceptable, there is no alternative to remaining stoically defiant to the bitter end.

BIOLOGICAL WARFARE

At any time the attacking side may use siege engines to send a daily volley of biological missiles into the castle, eg dead animals or prisoners, heaps of dung and so on. This will have no effect unless the garrison has already exhausted its food supply. Flies, rats and ravenous individuals who feed on the carcasses will ensure that disease takes hold on weak and starving defenders. The effect of a biological attack is to add 1 to the D6 scores that determine starvation losses on the following day.

TRAITORS AND SPIES

It would be useful to the besieging force to have an agent within the castle walls. There are three ways in which agents could assist the attacking side; provide them with information, perpetrate an act of sabotage or attempt to assassinate a leader. An agent could either be a treacherous wretch within the castle at the start of the siege, or an individual who gained entrance by stealth. Obviously, the presence of a traitor or spy must not be revealed to the defending player, and their use should be restricted to games supervised by a referee.

If attempting to bribe a defender before the siege, the attacking side should roll a D6. If a 6 is scored the attempt is successful, and the besieger may choose one of the defending rank-and-file figures to be the agent. This will be known to the GM but not to the defending side until the besieger uses the agent.

The attacking side can also try to get an agent into the castle by stealth at night, using a grapple to climb over the walls or possibly even by crawling up a garderobe outlet. A D6 is rolled, and a result of 5 or 6 means that the agent gets inside undetected. Once inside the castle, the agent is represented by a rank and file defender chosen by the attacker and known to the GM, but not to the defending side.

If the score is 3 or 4 the attempt is abandoned because it is too difficult to get in undetected. On a score of 2 the agent is slain by guards and the ploy cannot be attempted again. On a score of 1 the agent slips and plummets to his death.

Whether traitor or spy, the agent must wait for an opportunity to act. The defending player will innocently move the model representing the agent around the castle, assuming it to be just another defender. Should the model be placed next to a gate, sally port or leader then an opportunity for the agent to act will have arrived. The GM should inform the attacking player of the situation, and he may then use the agent on his turn. Typical actions include assassination attempts, or an act of sabotage such as opening the gate.

If the agent is to act simply as a spy, then he must try to get outside the castle with information. Use the same test as described for gaining entry. If the agent succeeds in getting out, the GM rolls a D6 to determine the information acquired:

- 1 The spy is a double agent and reveals information determined by the defender, which may be false, misleading or both;
- 2 nothing of military use (execute the fool!);
- 3 the number of units in the castle;
- 4 the number of defenders in the castle;
- 5 the state of supply of the castle;
- 6 the position of any existing sally port.



FREEBOOTERS

RULES FOR MERCENARY PLAYERS IN BLOOD BOWL



"Hello there, Sportsfans, and welcome to the first of a semi-regular series of articles exploring different aspects of that most fascinating of all sports - Blood Bowl!"

"You said it, Jim. This first article is all about the Freebooters - the hard-bitten mercenary players of the Blood Bowl Arena. Freebooters travel from match to match, arriving a few hours before the game will start. They will congregate at a certain place, usually a local tavern, where the coaches of the two teams can meet them and make offers (known as 'bids' in the Old World) for the players they want to play in their team. All kinds of players become Freebooters, either because they just can't get on with playing for the same team all the time, or they can't play on a regular basis, or just because they want to travel the world and go where the whim takes them. Whatever the reason, all the Freebooters have one thing in common - they are amongst the best Blood Bowl players around!"

"They have to be, Bobby boy, 'cause any player who ain't got that edge just won't get hired. Being a Freebooter isn't easy, and only the best survive for any length of time. Why, I was talking to Hymie Snivel, head coach of the Lowdown Rats, just the other day and he said that if he could ever afford to hire a Freebooter for his team they might actually win a match!"

"Now, that's saying something Jim, 'cause I can't remember the last time the Rats won a game! But enough of this light-hearted banter, lets go and meet **The Freebooters!**"

THE FREEBOOTER CARDS

On the back page of this issue of *White Dwarf* you'll find 6 Freebooter cards, which you'll need to cut out if you want to use them in your *Blood Bowl* game. In future issues of WD (and in other places too!), we'll be printing more Freebooter cards for you to use. The rules that follow apply however many cards you use.

Each Freebooter card shows the following information:

FRONT

GORFLEM ROT-BREATH						
RACE	Orc					
ALIGNMENT	Chaos					
NUMBER	4					
POSITION	Blitzer					
MA	SP	BT	AG	TS	CL	AV
4	+3	4	3	0	+1	9
SPECIAL SKILLS: Block (Level 3), Mighty Blow (Level 1), Toughness (Level 2), Thick Skull						

BACK

AGE: 33	HEIGHT: 5 ft 3 in	WEIGHT: 183 lbs
BEST GAME: 2480, versus Galatram Gladiators		
Rushing: 166 paces, Passing: 25 paces, 2 Touchdowns, 1 Fatality		
LIKES: Brewing, excessive drinking, a night out with the lads, sing songs at the top of his voice while blitzed out of his brain		
DISLIKES: "Anybody who tries to stop him doing any of the above"		
SPECIAL SKILLS:		
Block: The player may add 1 to a Block dice roll, unless his opponent has the Block Skill to the same or higher level. Similarly, any player who is making a Block on a player with this Skill must subtract one from the dice roll unless they have an equal or higher Block Skill themselves.		
Mighty Blow: If this player successfully blocks another player he knocks them over, 1 is subtracted from the player's AV for each Level in this Skill. If the Armour roll is failed, add 1 to the Injury Table roll for each Level in this Skill.		
Thick Skull: If the player is killed place them in the Stunned box of the Digi-Osc instead of the KO'd box.		
Toughness: Subtract 1 from the Injury Table roll for each level the player has on this Skill. If this brings the total to below 2, the injury has no effect. A total of 12 before modification always results in the player being killed, however.		

FRONT

Name: The Freebooter's name.

Race: The Freebooter's race.

Alignment: Either Good, Neutral or Chaos. The alignment determines which teams may bid for their services.

Number: This shows the Freebooter's number, allowing you to pick them out during play. It is possible to end up with two Freebooters with the same number on your team, in which case one of the Freebooters will have to play with a different number. Note down which Freebooter is using a different number (as well as the number itself!) on a piece of scrap paper.

Position: This tells you if the Freebooter is a Lineman, Thrower or whatever.

Characteristics: This shows the Freebooter's characteristics. Note that the characteristics may differ from those normally used for a player of their type.

Special Skills: Lists any Special Skills the Freebooter may have.

BACK

Background: A brief description of the Freebooter.

Special Skills: This section explain how the Freebooter's Special Skills affect play.

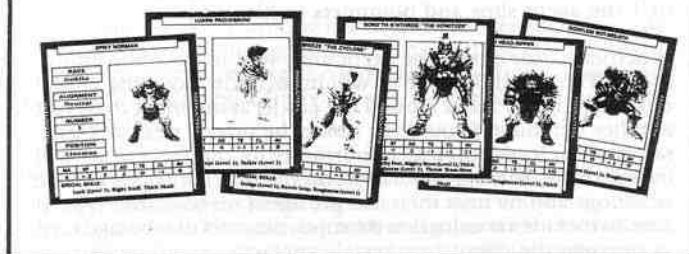
FREEBOOTER MINIATURES

Each Freebooter card corresponds to one of the miniatures in the *Citadel Blood Bowl* range. We recommend that you use these to represent the Freebooters in your team if at all possible. They give a game of *Blood Bowl* a lot more character and allow you to pick out your Freebooters at a glance.

HIRING THE FREEBOOTERS

First of all you must find out how many Freebooters are available for hire. Each coach should roll one die: the total of the two rolls indicates the number of Freebooters who have turned up. If this is more than the number of Freebooter cards you have, just use all the cards that are available. If the number rolled is lower than the number of Freebooter cards you have, give the cards a good shuffle and deal out the correct number at random. Since the cards have printing on both sides, you have to shuffle and deal the cards without looking at them. Don't cheat! Take the cards you have dealt out, and place them in a row beside the pitch.

Coaches Blanche and Cooke want to see which Freebooters are available for hire. They each roll a die - Blanche rolling a 5 and Cooke a 1 - resulting in 6 Freebooters turning up for the game. Coach Blanche takes the 6 Freebooter cards that are available, shuffles them and then deals out all 6 cards in a row:



Each coach has a *Treasury* of 25,000 crowns with which to bid for the Freebooters, starting with the card on the left of the row. The minimum bid is 5,000 crowns, unless you decide to make a 'No Bid' and pay no money at all. Bids must be made in increments of 1,000 crowns (ie 5,000, 6,000 7,000 etc). Both coaches should write down their bids on a piece of scrap paper, and then reveal them simultaneously.

The coach who has bid the most gets the Freebooter card and must subtract their winning bid from their *Treasury*. If you both made a 'No Bid', neither of you gets the Freebooter and the card is put to one side. If you both bid the same amount, you must write down a bid for the player again. However, this time the amount you bid must be either a 'No Bid' or more than your previous bid.

Once the first Freebooter has joined a team or been put to one side, you may bid for the next Freebooter. This continues until all the Freebooters have joined a team, been put to one side, or until you both run out of money.

SPECIAL CASES

Orc teams may only bid for Neutral or Chaotic Freebooters.

Human teams can hire either Good, Neutral or Chaotic Freebooters but may not have both Good and Chaotic players in the team.

The first Freebooter up for grabs is 'Spiky Norman'. As Spiky has a neutral alignment, both coaches can bid for him. Now, Spiky by himself isn't all that great a player, but also available is Borg'th N'hthrog - and when these two team up they can make a match-winning combination.

Coach Blanche decides that he really wants Spiky in his team, and writes down a bid of 10,000. Coach Cooke is a bit more sneaky. He knows that Spiky isn't all that good on his own, and that Borg'th is the fourth Freebooter they will be bidding for, so he decides to make a low bid of 5,000. This means that Coach Blanche gets Spiky, and must deduct his bid from his Treasury, leaving him with 15,000 crowns. Coach Cooke still has his full 25,000, which means that he can either guarantee getting Borg'th in his team, or pick up several other players cheaply.

USING THE FREEBOOTERS

Each Freebooter replaces one 'normal' member on your team (you may decide which players are replaced). Place your Freebooter cards beside your Team Card - the Freebooters on a team are not secret and the cards may be inspected by either coach at any time. Note that you can still only have 16 players in the team.

Apart from their Special Skills, Freebooters are treated like any other player in the team.

SPECIAL SKILLS

Freebooters may have one or more Special Skills. The effects these have on play are detailed on the back of the Freebooter card, but some notes are worth making here:

1. Some Special Skills have a *Level*, for example Block (Level 3). The higher the number the better.
2. The *Safe Throw*, *Intercept* and *Catch* Special Skills all offer the chance of changing the result rolled on the Throwing Table. If you have several players with these skills - who all want to affect the same throw - the skills must be used in the following order:
 - i. Safe Throw Skill
 - ii. Intercept Skill
 - iii. Catch Skill
3. Note that the *Block*, *Dodge* and *Tackle* Special Skills only modify the relevant dice rolls by + or - 1, *not* the player's level with the Skill.
4. The *Mighty Blow* Skill only works if the player makes a successful Block'. This is defined as any Block made by *or* on the player which results in the other player being knocked over - including the 'Both Players Knocked Over' result.

5. Similarly, the *Dirty Tackle* Skill only works if the player makes a 'successful Tackle'. This is defined as any Tackle made by (*not* on) the player which results in the other player being knocked over - including the 'Both Players Knocked Over' result.

6. The *Luck* Skill allows a coach to re-roll the dice one or more times in the match. The coach may force a re-roll of any throw of the dice that directly affects* the player with this skill, and it may be used to force the other coach to re-roll the dice. The result of the new roll must be accepted, unless either coach has another re-roll option, in which case it could be used to force a second re-roll and so on.

* Some examples of this are: Blocks or Tackles made on or by the player; any Throws made by the player; any Armour Rolls the player has to make; and any rolls the player has to make on the Injury Table.

7. Players with the *Throw Team-Mate* Skill may throw a player on the same team with the *Right Stuff* Skill. The two players must be in adjacent squares, and both must be standing. The player can be thrown to any empty square on the pitch up to the Long Pass range on the Range Ruler.

Measure the range as normal, but then increase it by one range band (a Quick Pass counts as a Short Pass, for example). Having worked out the range, roll the dice for the throw, modifying the score as with a normal throw. If a *Caught* result is rolled, the thrown player lands perfectly, and is placed upright in the target square (they may not move or throw the ball, however). If a *Missed* or *Interception* is rolled, the throw has gone all wrong: the player who was thrown must roll on the Injury Table, and is placed in the appropriate box of the Dug-Out. If they were carrying the ball, it will scatter *twice* from the target square.

RETAINING FREEBOOTERS

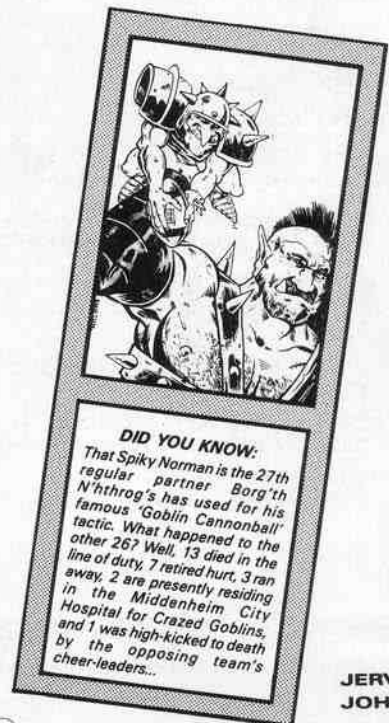
This rule is entirely optional, and should only be used if both coaches agree to it before the match. It allows you to keep Freebooters in your team by paying them a 'retainer'.

If you are using these rules, you must keep track of how much money is in the team's Treasury from match to match. For the first game each team will have the full 25,000 crowns. At the end of the game, the winning team receives 25,000 crowns to add to their Treasury, and the losing team 10,000.

You must pay 5,000 crowns for each Freebooter you want to retain, which is subtracted from your Treasury for the next match. Any Freebooters who are not retained are returned to the deck of Freebooter cards. You may keep on paying a retainer from match to match, keeping the Freebooter in your team for as long as you like.

If a Freebooter suffers a Serious Injury during a game, he may not play in the next match. You must still pay the retainer, however, to stop him leaving. A Freebooter who is killed may not be retained!

The decision to retain a Freebooter must be made before the dice are rolled to see how many other Freebooters will turn up for the next match.



JERVIS
JOHNSON

FREEBOOTERS

FREEBOOTERS

AGE: 22

HEIGHT: 4 ft 2 in

WEIGHT: 95 lbs

BEST GAME: 2487, versus Dwarf Warhammerers

Rushing 40 paces, 'Goblin Cannonball' 120 paces, 2 Touchdowns

LIKES: Tying players' bootlaces together, bogey-flicking competitions

DISLIKES: Players who can't take a joke and bear you up just 'cause you tied their bootlaces together.

SPECIAL SKILLS:

Luck: This player gets 1 re-roll per match per level in this Skill. (Rolls are explained on the Skills sheet).

Right Stuff: This player may be thrown by any creatures on the same team with the *Throw Team-Mate* Skill.

Thick Skull: If the player is KO'd place him in the Stunned box of the Dug-Out instead of the KO'd box.

AGE: 33

HEIGHT: 5 ft 3 in

WEIGHT: 183 lbs

BEST GAME: 2480, versus Galadriath Gladiators

Rushing 186 paces, Passing 25 paces, 2 Touchdowns, 1 Fatality

LIKES: Brawling, excessive drinking, a night out wiv da lads, singing lewd songs at the top of his voice while blitzed out of his brain.

DISLIKES: Anybody who tries to stop him doing any of the above.

SPECIAL SKILLS:

Block: The player may add 1 to a *Block* dice roll, unless his opponent has the *Block* Skill to the same or higher level. Similarly, any player who is making a *Block* on a player with this Skill must subtract one from the dice roll unless they have an equal or higher *Block* Skill themselves.

Mighty Blow: If this player successfully *Blocks* another player (he knocks them over), 1 is subtracted from the player's AV for each Level in this Skill. If the Armour roll is failed, add 1 to the Injury Table roll for each Level in this Skill.

Thick Skull: If the player is KO'd place them in the Stunned box of the Dug-Out instead of the KO'd box.

Toughness: Subtract 1 from the Injury Table roll for each level the player has in this Skill. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification always results in the player being killed, however.

FREEBOOTERS

AGE: 162

HEIGHT: 6 ft 6 in

WEIGHT: 155 lbs

BEST GAME: 2483, versus the Dwarf Warhammerers

Rushing 59 paces, Passing 100 paces, 4 interceptions, 2 fatalities

LIKES: Reading, The freedom of the open road

DISLIKES: Ignorant Orc scum

SPECIAL SKILLS:

Distract: Any player trying to throw or catch the ball while in this player's Tackle Zone must subtract 2 from the dice roll instead of 1.

Intercept: This player can convert *Missed* throws by the opposing team into *Interceptions*. The player can only use this skill if he is eligible to intercept the throw. To find out if a *Missed* throw is intercepted, roll a dice and add the player's Level with this Skill to the score. If the total is 7 or more, treat the result as an *Interception* instead of a *Missed* throw.

Tackle: The player may add 1 to a Tackle dice roll, unless their opponent has the Dodge Skill to the same or higher level.

AGE: 27

HEIGHT: 5 ft 2 in

WEIGHT: 195 lbs

BEST GAME: 2484, versus Lustria Croakers

Rushing 15 paces, 1 Touchdown, 4 Fatalities

LIKES: Hitting people, jumping up and down on someone's head, seeing how far you get your finger up someone's nose, pulling people's ears off etc.

DISLIKES: Not hitting people, not jumping up and down on someone's head etc.

SPECIAL SKILLS:

Mighty Blow: If this player successfully *Blocks* another player (he knocks them over), 1 is subtracted from the player's AV for each Level in this Skill. If the Armour roll is failed, add 1 to the Injury Table roll for each Level in this Skill.

Thick Skull: If the player is KO'd place him in the Stunned box of the Dug-Out instead of the KO'd box.

Toughness: Subtract 1 from the Injury Table roll for each level the player has in this Skill. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification always results in the player being killed, however.

FREEBOOTERS

FREEBOOTERS

AGE: 135

HEIGHT: 6 ft 5 in

WEIGHT: 174 lbs

BEST GAME: 2485, versus Albion Wanderers

Rushing 159 paces, passing 24 paces, 2 Touchdowns, 3 Fatalities

LIKES: Good music, A quiet meal with a group of good companions

DISLIKES: Ignorant peasants

SPECIAL SKILLS:

Dodge: Any player making a Tackle on this player must subtract 1 from the Tackle dice roll, unless they have the Tackle Skill to the same or higher level.

Heroic Leap: This player may make a Heroic Leap to score a Touchdown. The Heroic Leap is made instead of Sprinting. Move the player 3 squares, ignoring occupied squares and Tackle Zones. The move must end in an empty square in the opposing side's End Zone. Then roll one die, adding 1 to the score for each occupied square the player moved through. On a 1-3 the player the player has scored a Touchdown. On a 4 or more the player must roll on the Injury Table and is removed from play; a Touchdown has not been scored and the ball will scatter one square.

Toughness: Subtract 1 from the Injury Table roll for each level the player has in this Skill. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification always results in the player being killed, however.

AGE: Unknown

HEIGHT: 7 ft 9 in

WEIGHT: 375 lbs

BEST GAME: 2479, versus Lorien Greens

Rushing 83 paces, Passing (Goblins) 184 paces, 1 Touchdown, 102 fatalities (including 2 Goblins from own team!)

LIKES: Playing Blood Bowl. Being left in peace between games.

DISLIKES: Being asked stupid questions.

SPECIAL SKILLS:

Distract: Any player trying to throw or catch the ball while in this player's Tackle Zone must subtract 2 from the dice roll instead of 1.

Heby Feet: This player may *not* be retained.

Mighty Blow: If this player successfully *Blocks* another player (he knocks them over), 1 is subtracted from the player's AV for each level in this Skill. If the Armour roll is failed, add 1 to the Injury Table roll for each Level in this Skill.

Thick Skull: If the player is KO'd place him in the Stunned box of the Dug-Out instead of the KO'd box.

Toughness: Subtract 1 from the Injury Table roll for each level the player has in this Skill. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification always results in the player being killed, however.

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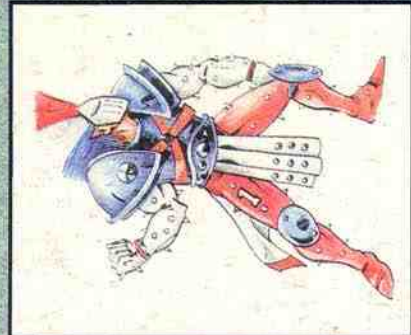
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FREEBOOTERS

JORDELL FRESHBREEZE "THE CYCLONE"



RACE	EIF
ALIGNMENT	Good
NUMBER	1
POSITION	Blitzer

MA	SP	ST	AG	TS	CL	AV
4	+3	4	3	+1	+1	9

SPECIAL SKILLS:
Dodge (Level 3), Heroic Leap, Toughness (Level 1)

FREEBOOTERS

LUARN PROUDBROW



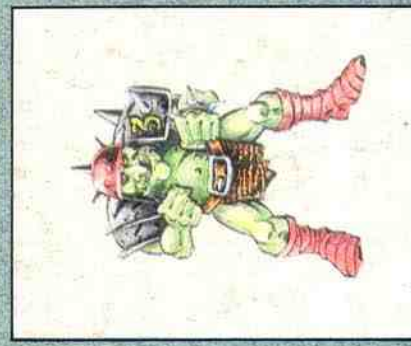
RACE	EIF
ALIGNMENT	Good
NUMBER	4
POSITION	Lineman

MA	SP	ST	AG	TS	CL	AV
4	+3	3	4	+1	+1	8

SPECIAL SKILLS:
Distract, Intercept (Level 3), Tackle (Level 2)

FREEBOOTERS

SPIKY NORMAN



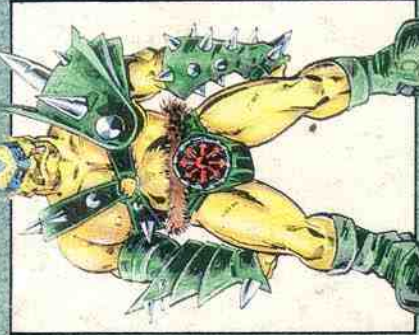
RACE	Goblin
ALIGNMENT	Neutral
NUMBER	3
POSITION	Lineman

MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	-1	8

SPECIAL SKILLS:
Luck (Level 1), Right Stuff, Thick Skull

FREEBOOTERS

BORG'TH N'HTHROG "THE HOWITZER"



RACE	Ogre
ALIGNMENT	Neutral
NUMBER	1
POSITION	Blocker

MA	SP	ST	AG	TS	CL	AV
5	+1	7	2	-1	-1	11

SPECIAL SKILLS:
Distract, Itchy Feet, Mighty Blow (Level 2), Thick Skull, Toughness (Level 3), Throw Team-Mate

FREEBOOTERS

KOLATH HEAD-RIPPER



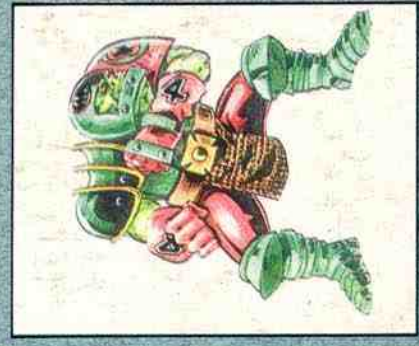
RACE	Orc
ALIGNMENT	Chaos
NUMBER	2
POSITION	Blocker

MA	SP	ST	AG	TS	CL	AV
4	+2	5	2	-1	-1	10

SPECIAL SKILLS:
Mighty Blow (Level 1) Toughness (Level 3), Thick Skull

FREEBOOTERS

GORFLEM ROT-BREATH



RACE	Orc
ALIGNMENT	Chaos
NUMBER	4
POSITION	Blitzer

MA	SP	ST	AG	TS	CL	AV
4	+3	4	3	0	+1	9

SPECIAL SKILLS:
Block (Level 3), Mighty Blow (Level 1), Toughness (Level 2), Thick Skull

FREEBOOTERS