

THE LEGEND OF
KREMLO
THE SLANN

FOREWORD

This document contains an article published in the first *Citadel Compendium*.

For further information see:

<https://awesomeliesblog.wordpress.com/2018/06/05/the-wfrp-story-x-page-by-page/>

The Legend of Kremlo the Slann



A WARHAMMER SCENARIO

THE LEGEND

Kremlo was an orphan Slann, washed up on the shores of Southern Lustria. Here he was found and adopted by the Chieftan of the Norse village of Skeggi. Despite the vile and rather sickening appearance of the infant Kremlo, Harold Stoutback, who was a fine man and an outstanding foster-parent, treated him exactly as one of his own sons. Although quite why he did this is less than clear.

Now, before this tale can be fully understood, it must be explained that each of the many tribes of the Slann were distinguished by unique markings along their spines. Kremlo was a reptile Slann, his spine was bright blue, he was of the BlueSpineSpick tribe.

Anyway, life went on in the Stoutback household in a more or less normal fashion for twenty or so years, until one fateful spring day. Harold Stoutback and Ven, his oldest natural son, were out hunting in the mountains. Actually they had been ambushed and killed by bandits, but as yet no one in Skeggi knew of this. This left Kremlo as the technical leader of a Norse Thorpe; a unique position for a reptile.

He was going to regret this day - badly - but little did he realise the sort of grandiose hassle currently speeding his way through the cool oceanic streams. His tribe were in their spawning cycle. This sporadic phenomenon was marked by the young adult males painting their skin, forming warrior cliques and infusing sacred herbal preparations. Then, frenzied and helplessly manic as a result of these religious narcotics, they would take to the open sea for weeks, sometimes even months, and cause trouble all along the coasts of Lustria.

Kremlo was at home when about three dozen half-crazed Slann hooligans lumbered out of the water and butchered a group of fishwives who had been contentedly mending nets on the sea shore. Immediately all hell broke loose. Most of the village's

warriors were with Stoutback in the mountains. Kremlo, a few fishermen and the local berserkers, who had been drinking at the time, became involved in a bloody fracas with the Slann braves. Eventually after tremendous numbers of teeth, bones and limbs had been smashed or cracked, Kremlo and the settlers beat off the Slann.

A brief inspection of the corpses proved all of the Slann to be of Kremlo's own tribe - they were BlueSpineSpicks.

That evening, while Kremlo was still floundering in a sea of rage and terminal anger, word arrived of Stoutback's recent demise. Kremlo was now Chieftain. This had always been Stoutback's wish and most of the village reluctantly accepted. Some, Kremlo's two younger step-brothers mainly, were less than happy about the whole thing. But they kept quiet about it.

By the time dawn broke things were fairly tense in Skeggi. The berserkers, steeped in claggy gore, had been up drinking all night. Ghod they were in a bad way. Kremlo was already beginning to crack. Could it be that he too was suffering the subtly disturbing effects of the Slann spawning cycle? Nobody had got much sleep.

Some time around midday Kremlo and the berserkers had decided that revenge was necessary, retribution became the order of the day. So they decided to haul out the warboat and cross the Gulf to Central Lustria. Kremlo's instincts would lead him to his tribal home's spawning grounds, there the blood-letting would really start. Talk of genocide was rampant, the wounded from the previous day still wailed pitifully.

They set sail by evening. Throughout the voyage Kremlo behaved nervously, pacing up and down, talking to himself. The berserkers refused to stop drinking. Heroically they drank, keeping themselves awake by singing berserker songs. Sven and Ben, Kremlo's two younger step-brothers secretly plotted to kill Kremlo and get themselves out of the whole mess. The

warriors had sworn their allegiance to the Stoutback line, they were stoic, as was their way.

Kremlo led them all, as straight as he could sail, to Zapotec, his tribe's esturine home. What happened there is unknown. None of those on the boat were ever seen again.

Perhaps it would be desirable to discover their fate by gaming this tale. All the events, characters and motives are covered below.

GAMING THE LEGEND

Maps for the two encounters at Skeggi and then at the BlueSpineSpick homeland - Zapotec - are given below. Anywhere between two and six players may take part. Each player must take either one of the parts listed below.

- Gamesmaster (essential)
- Kremlo (essential)
- The Slann
- The Younger Brothers - Sven and Ben
- The Berserkers
- The Villagers (who have no part in the journey to Zapotec or the fighting there)
- The Clansman (who are in the mountains with Harold Stoutback during the attack on Skeggi)



KREMLO

Kremlo is the central character of this tale. Whilst he is alive he may give orders to the clansmen, the Berserkers and the Villagers. He may also give orders to his brothers, they need not obey. Kremlo will not be able to openly harm his brothers in any way - unless they give him due provocation. He is not stupid though and is suspicious of them.

He also carries a phial of poison. Poured into the spawning pool, the poison will wipe out the Slann pre-born. This would be a vile deed, indeed. An awful and terrible blow against the BlueSpineSpick. If Kremlo succeeds in doing this he can treat the whole campaign as won.

Move	WS	BS	S	T	W	I	A
3*	5	2	2	C	1	5	1

*Note that swimming is as detailed in the Slann section below. Also from the moment the Slann first emerge from the sea at Skeggi, Kremlo is horribly manic and may, therefore, roll for FRENZY as detailed in Vol 1 of Warhammer.

Player's Objectives

- Skeggi Stay Alive. Kill 4 Slann
- Zapotec Poison Spawning Pools. Kill 6 Slann

THE BERSERKERS

Skeggi, like any other Norse village, has its local berserkers. These are the more aggressive of the village's headstrong young men. They tend to wear their hair long and subsist almost entirely on a diet of beer, mushrooms and herbs. Perhaps because of this, they are difficult to get along with and are often far more violent than is absolutely necessary. There are a dozen berserkers in Skeggi when the Slann land. They are all in the Ale Hut. One player plays the leader of the Berserkers, should he be killed another leader is selected and if possible another player should take over. All the berserkers have the following characteristics.

Move	WS	BS	S	T	W	I	A
4	3	3	2	B	1	4	1

All berserkers are able to roll for FRENZY as detailed in volume 1 of Warhammer. If the engagement at Skeggi is not played then use only 9 berserkers at Zapotec.

Players Objectives

- Skeggi Kill at least 7 Slann. Lose from 2 to 4 men.
- Zapotec Lose 2 to 5 men. Kill at least 8 Slann.

THE YOUNGER BROTHERS

There are two younger brothers, Ben (20) and Sven (18). Obviously they are both quite unhappy about Kremlo's claiming of the Chieftainship. There is, however, very little they can do about it publicly. If it became known that they had murdered Kremlo they would be exiled from Skeggi, and possibly stoned.

If, however, they could do away with Kremlo without anybody knowing, then they would be more than happy.

	Move	WS	BS	S	T	W	I	A
Ben	3	5	2	2	B	1	3	1
Sven	4	3	4	1	B	1	3	1

If Kremlo is ever killed in a battle then the player who was controlling him should instantly start playing the younger brother if he is still alive. Sven cannot become Chieftain unless Ben is out of the way.....

Players Objectives

- Skeggi Both Stay Alive. Kill Kremlo
- Zapotec Either Brother Stays Alive. Kill Kremlo.

THE VILLAGERS

At the time of the Slann raid there are only the berserkers and the villagers around. There will be 106 villages in each hut (use 5 huts to represent the village and Citadel Townsfolk to represent the villagers). There are also a dozen fishwives at the waters edge. They will be in a single group and subject to FRENZY should any of their number be killed.

	Move	WS	BS	S	T	W	I	A
Villager	4/3	2	2	2	B	1	2	1
Fishwife	3	2	2	2	B	1	1	1

Use Citadel Codes C32 for the villagers. They will be armed with swords and may be carrying shields.

Player's Objectives

Lose no more than 20 casualties - counting the fishwives as double.

THE CLANSMEN

The Lords and Warriors of Skeggi are hunting with Stoutback and play no part in the first encounter. Sworn servants of the Stoutback family they are loyal to it's head. Like the younger brothers, they are unhappy about being led by, what to all appearances, is a large frog. However, whilst he is alive they are committed to being loyal towards Kremlo. If they see either Ben or Sven kill Kremlo they will avenge him. If Kremlo dies for some other reason the Warriors will obey the oldest surviving brother.

There are 12 clansman aboard the ship that attacks Zapotec. They may be either wearing mail armour and have two-handed axes and smaller throwing axes, or alternatively, they may have bow and sword.

	Move	WS	BS	S	T	W	I	A
Axemen	3	5	4*	2	C	1	4	1
Bowmen	3	4	4	2	C	1	3	1

*Throwing axe only. Abilities with other missile weapons would be 2.

THE SLANN

The Slann Empire lies in decline, along the gulf coast of Central Lustria. They are an exceedingly ancient race, some say that they are older even than the Elves (though they are very wrong). The Slann Empire was at the peak of it's power and sophistication when the first Sea Elf explorers arrived. Within a few years large numbers of Elf and Norse began to arrive in Lustria, attracted in particular to Krox's wealth of Gemstones and gold.

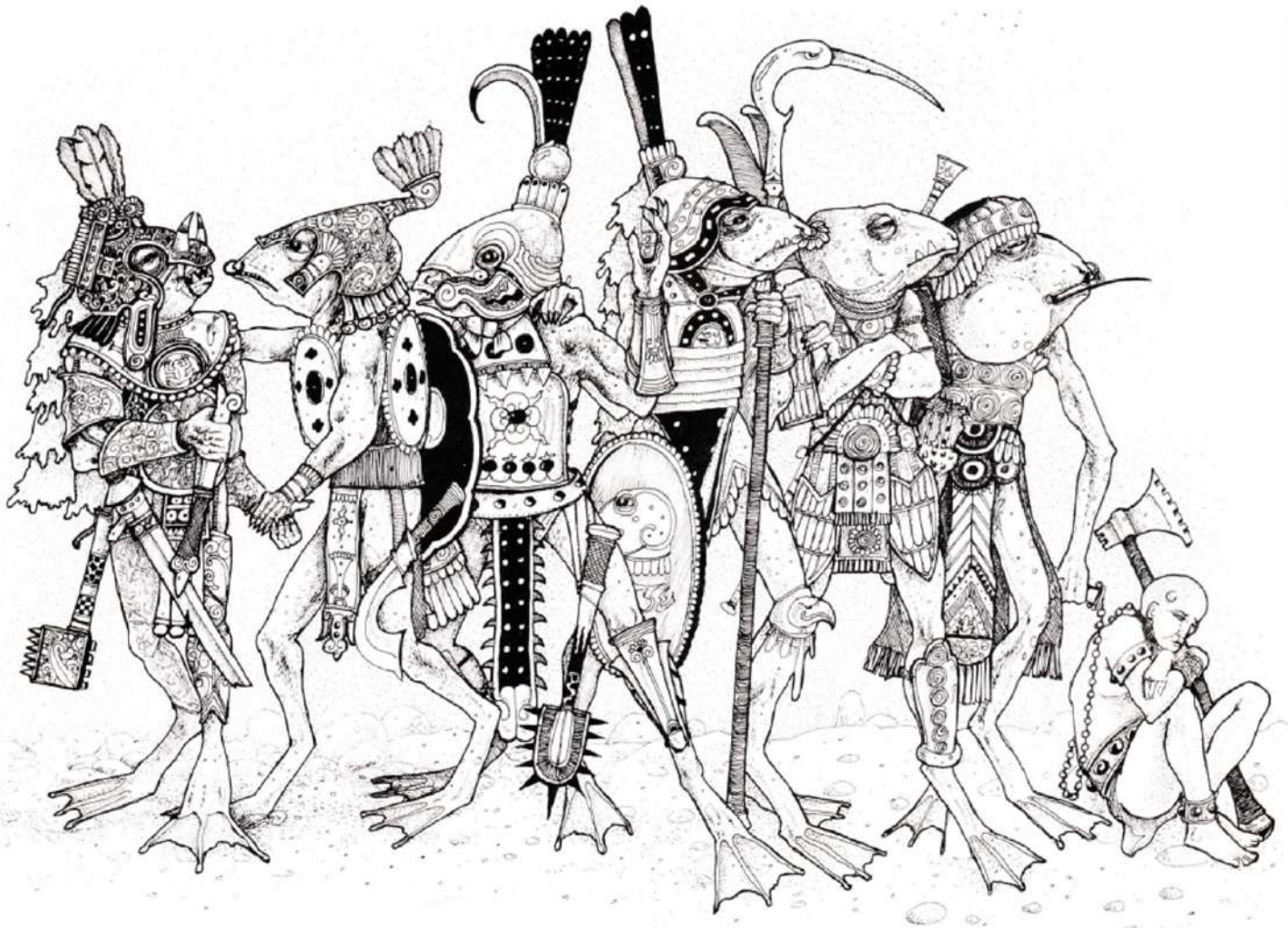
The strange magic and diseases brought with them by the Elves soon reduced Krox to an embittered and embattled outpost at the centre of the once vast Empire.

Slann are determined fighters. They stand about two metres tall and are green, blue, grey or sometimes yellow in colour.

There is a small Imperial army which increasingly uses lobotomised human eunuch warrior-slaves to make up for shortfalls in Slann numbers. Warriors of the Imperial army will wear armour made of shell or of gold. Tribesmen wear only shell and skins.

Being semi-aquatic they are good swimmers and move 4" swimming on the surface and 3" when swimming underwater. They may do this even when wearing armour and carrying weapons. A Slann who attacks a Norseman in the water will finish him off in one move - there is no need to dice for the result as it is something of a foregone conclusion.

Roll 4D6 to determine the number of braves attacking the village at Skeggi. At Zapotec use the instructions on the map to determine the quantity of attackers.



Below are the characteristics of the Slann. Special Slann models will shortly be released by Citadel.

	Move	WS	BS	S	T	W	I	A	ST
1 Imperial Herald	3	4	-	2	C	1	3	1	5
2 Low Swamp Palace Guard	3	6	4*	2	D	1	4	1	4
3 Empire Soldier	3	2	-	2	C	1	3	1	4
4 Tribesman Blowpipe	4	2	4*	2	C	1	3	1	6
5 Tribesman Water-scythe	3	3	-	2	C	1	3	1	4
6 Shore-Warrior Leader	3	4	-	4	D	1	3	1	4
7 Eunoch Slave-Soldier	3	1	2	2	D	1	1	1	6
8 Brave	3	2	3**	2	C	1	4	1	6
9 Brave with Blowpipe	3	1	3*	2	C	1	4	1	6

*Blow-pipe only. Blowpipes have the following characteristics.

Short Range	Long Range	Attack Strength
0-6"	6-12"	1-Weak

Blowpipes ignore the to hit modifiers given on page 16 of volume 1 of Warhammer. All hits must save against **poison**.

**With tomahawks and knives. Each brave will carry a good stock of both.

The Slann sentries marked on the second map are floating submerged with just their eyes above the water. They will never be seen unless they move or shoot their blowdarts. Then they can be seen by anyone within 6".

There are 3 detachments of Imperial troops posted at Zapotec. They are led by a single Herald. The Slann player is represented by this single model. Should he be killed then one of the Low Swamp Guards, and possibly a different player, will take over. Subject to the number of models you have available the Slann player or the GM may select any 3 units from the list below.

- 4 Low Swamp Guards
- 1 Herald, 6 Soldiers
- 1 Low Swamp Guard, 5D6 Tribesmen
- 1 Low Swamp Guard, 2D6 Tribesmen with blowpipes
- 1 Slave Warrior Leader, 5D4 Slave Warriors

Player's Objectives

- Skeggi Kill a Dozen Norse. Lose no more than 6 Braves
- Zapotec Kill all the Norse. Protect the Spawning Pools.

THE LONGBOAT

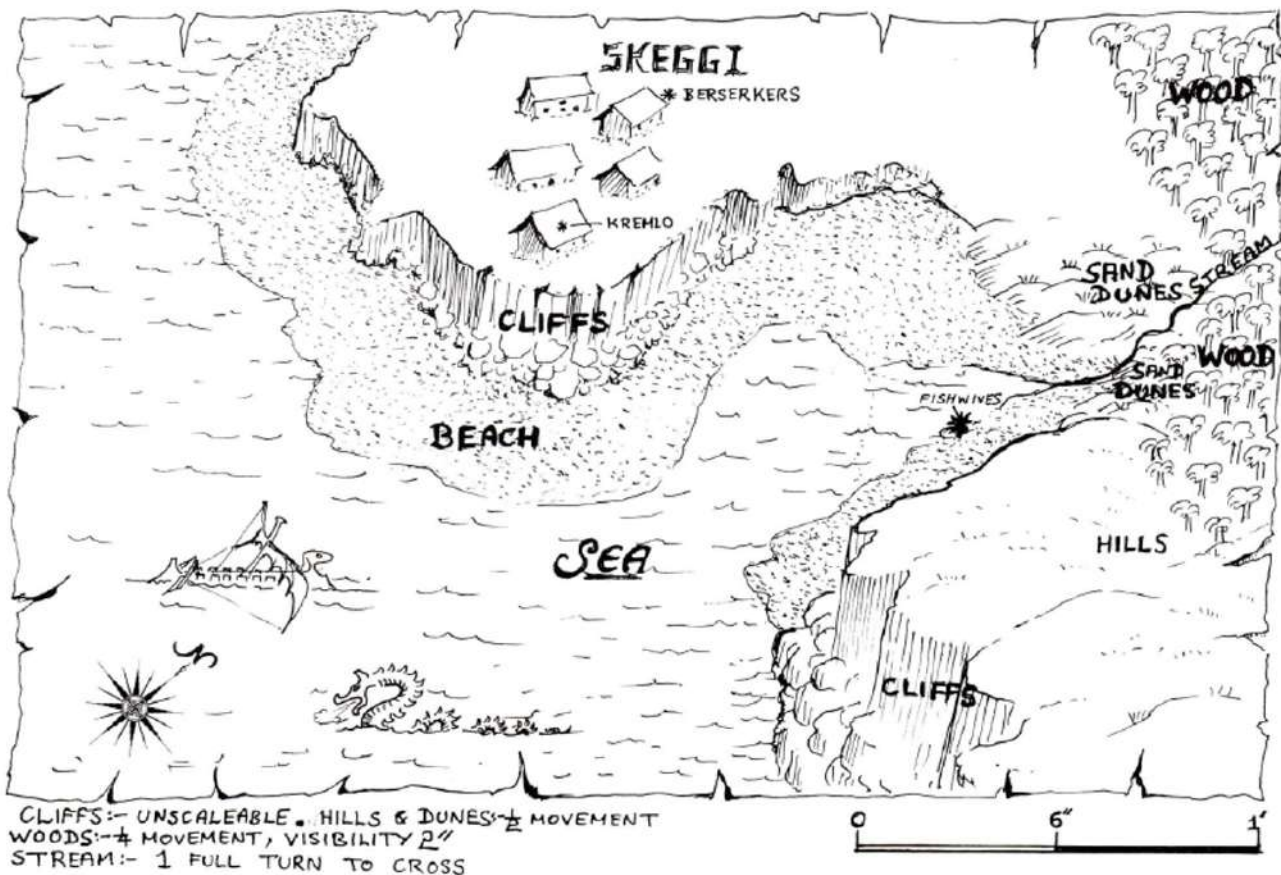
The Stoutback's war boat, the 'Golden Esmarelda', can be represented by any 1/72nd scale plastic or wood kit model, or scratchbuilt. In the river it may be rowed - but the sail is not used. The speed at which it moves will depend on the number of rowers.

Rowers	Upstream	Downstream
0-4	Can't move	4"
5-9	4"	6"
10 or more	6"	8"

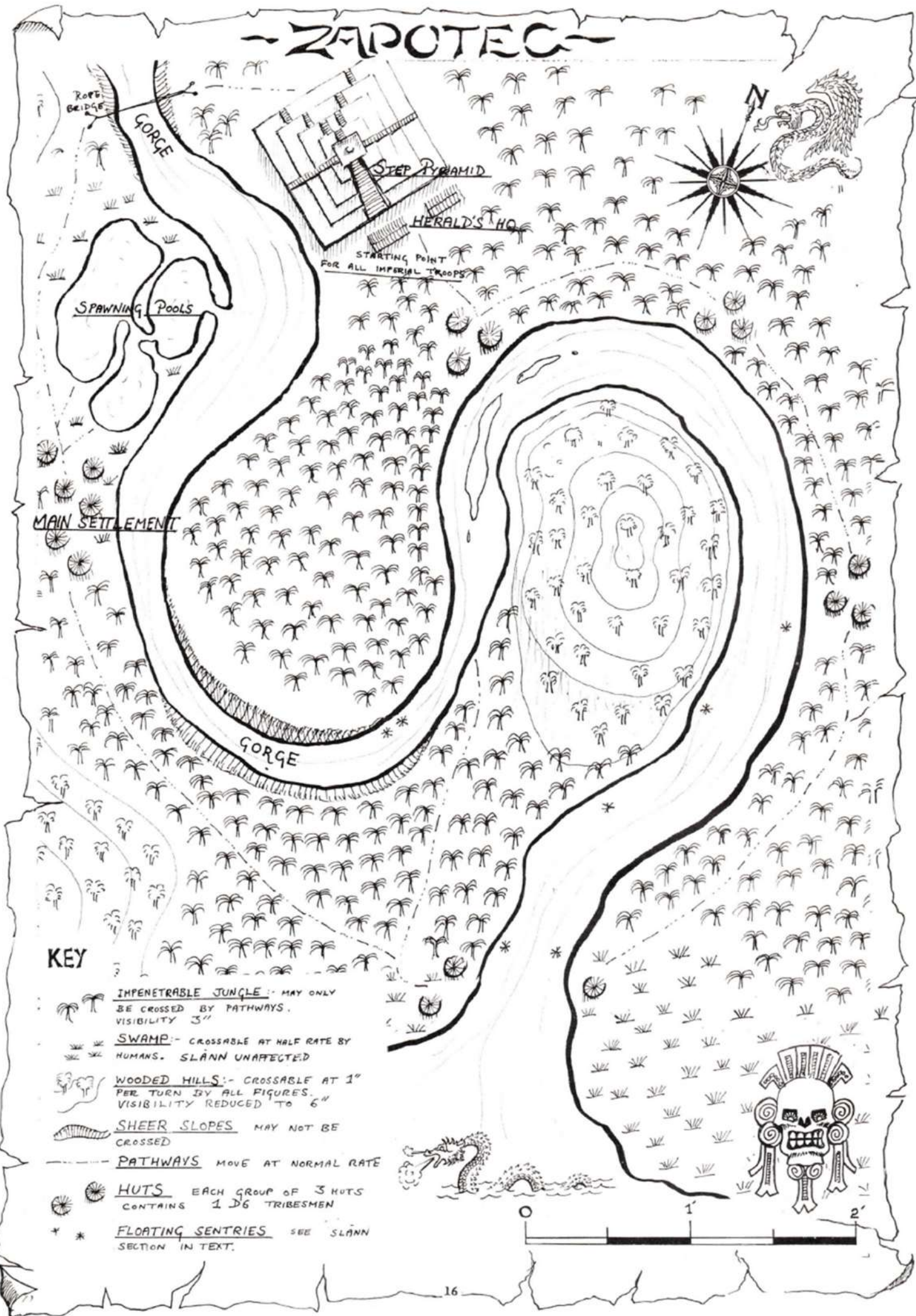
Chasm

- Upstream minus 3"
- Downstream plus 5"

The boat counts as Soft Cover for figures rowing, hard cover for figures keeping their heads down. Slann trying to get aboard suffer a minus 2 'to hit' and 'Initiative' penalty. If they push their opponent back they are aboard.



ZAPOTEC



MAIN SETTLEMENT

GORGE








STEP PYRAMID
HERALD'S HQ
STARTING POINT FOR ALL IMPERIAL TROOPS

SPAWNING POOLS

ROPE BRIDGE

GORGE

KEY

-  **IMPENETRABLE JUNGLE** - MAY ONLY BE CROSSABLE BY PATHWAYS. VISIBILITY 3"
-  **SWAMP** - CROSSABLE AT HALF RATE BY HUMANS. SLANN UNAFFECTED
-  **WOODED HILLS** - CROSSABLE AT 1" PER TURN BY ALL FIGURES. VISIBILITY REDUCED TO 6"
-  **SHEER SLOPES** MAY NOT BE CROSSABLE
-  **PATHWAYS** MOVE AT NORMAL RATE
-  **HUTS** EACH GROUP OF 3 HUTS CONTAINS 1 D6 TRIBESMEN
-  **FLOATING SENTRIES** SEE SLANN SECTION IN TEXT.

ALCOHOLISM

Certain groups or characters can be subject to ALCOHOLISM. Every time any kind of action or fighting begins roll 2D6 for each group of alcoholics.

Result

- 2-5 Only just started the days drinking - no effect
 6 Rosy Glow - Initiative -2.
 7 Intoxicated - Initiative -2, Weaponskills and Bowskills both minus 2.
 8 Drunk - As Intoxicated but the figure has already lost most of his or her ability to feel pain and so may take an extra Wound point.
 9 Roaring Drunk - As Drunk, also the figure becomes subject to 'Stupidity'.
 10 Senseless. As Roaring Drunk but the Initiative penalty in increased to -3, as are the Weaponskill and Bowskill penalties. Throw D6 for each blow:-

1,2,3 +2 'To Kill'
 4,5,6 -2 'To Kill'

- 11-12 Blind Drunk. As 'Senseless' but the figure also becomes subject to the following rules:-

- May only see things within 12"
- Is subject to Drunken Frenzy. Must make a roll for **Frenzy** each turn enemy are in sight.
- Roll 2D6 at the end of your Active Turn. A Score of 2 and the figure has drunk himself sober and suffers no further alcoholic effects. If, however, the score on the two dice is 11 or 12 then the figure passes out for 2D6 Turns. Roll again for alcoholism when he comes round.

Some types are more or less alcoholic than others - this is expressed as a plus or minus modifier in the same way as STUPIDITY (see Warhammer vol. 1). The Skeggi berserkers are

always very drunk so are subject to Alcoholism +2. Other Warhammer types subject to Alcoholism are:-

10% of Halflings
 15% of Dwarves

Hill Giants are **ALL** subject to **ALCOHOLISM +3**. Elves, of course, are all committed temperance workers and never touch a drop (except for strictly medicinal purposes).

Of course as the poor alcoholic becomes gradually more inebriated his usual personal characteristics may become altered. For example a character normally sophisticated and charming may find it hard to be charismatic whilst staggering through a miasma of brown ale, cheap whisky and cheese and onion crisps.

Accordingly the personal characteristics can be altered by the Games Master as drinking proceeds.

Cool Intelligence Willpower Fumble

	Cool	Intelligence	Willpower	Fumble
Rosy Glow	-	-	-1	+1
Intoxicated	-1	-1	-2	+2
Drunk	-2	-2	-3	+3
Roaring Drunk	-3	-3	+1	+4
Senseless	-4	-4	+2	+5
Blind Drunk	-5	-5	+1	+6

Wizards who like to tittle can be a particular hazard - through the babblings of alcoholic stupor a magical accident is almost inevitable. Accordingly increase the Fumble Factor by +1 for Alcoholic Wizards (even when sober) and by the additional penalties indicated for Fumbles when drinking. Alcoholic Wizards always roll for Fumbles everytime they cast a spell.

Players and Games Masters are invited to elaborate and further expand the rules on Alcoholism - who knows one day we may well see the emergence of Alcoholics as a character class, and then.....Anti-Alcoholics.

RICHARD HALLIWELL

SAFETY AND YOUR CITADEL MODELS

Citadel models are designed and manufactured to the highest standards, they are intended for collectors and as playing pieces for gamers - **THEY ARE NOT TOYS.**

Citadel miniatures are made from a traditional type of alloy than contains lead. Lead can be harmful if ingested, however there is no danger if you are sensible.

PLEASE

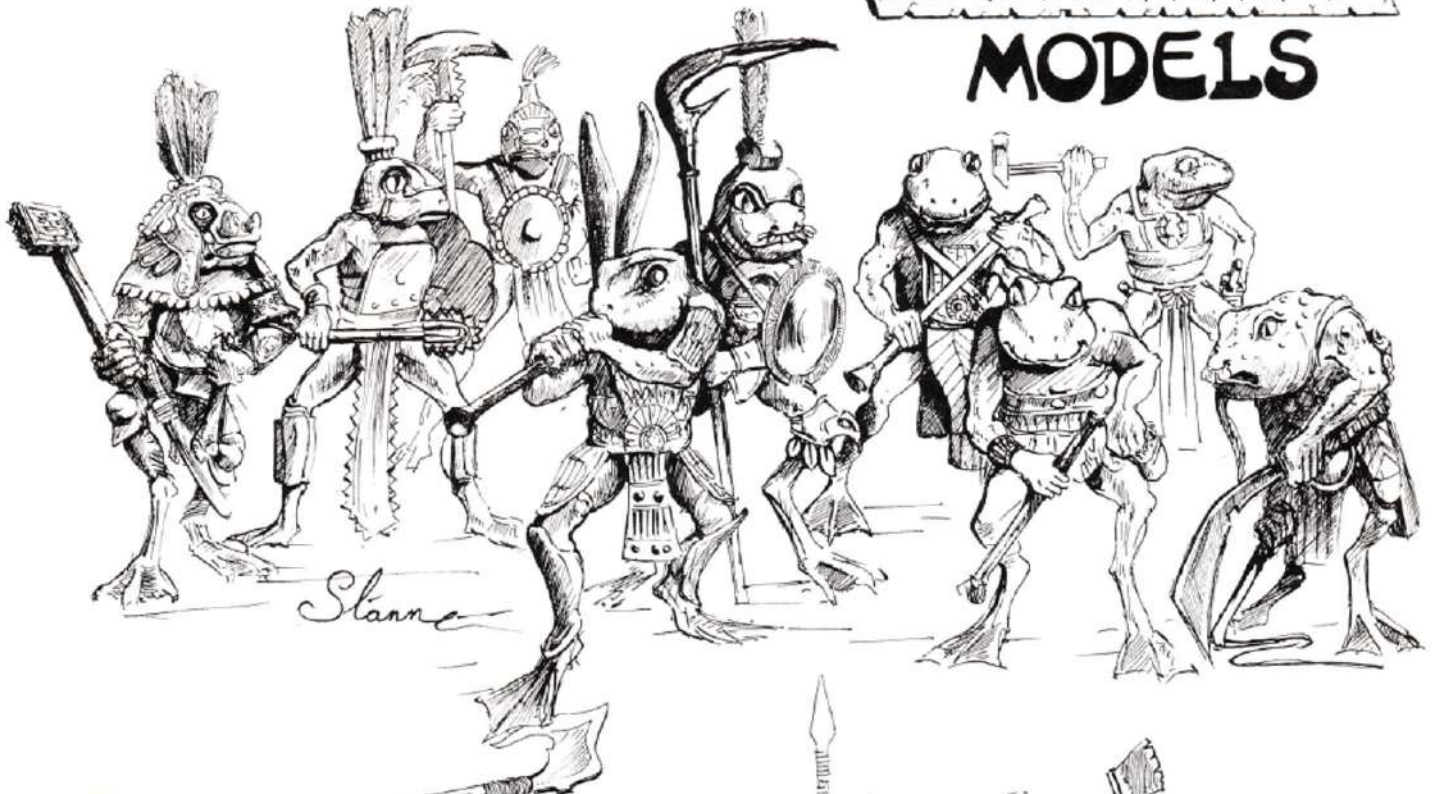
**DO NOT PUT THEM IN YOUR MOUTH
 DO NOT BUY THEM FOR SMALL CHILDREN**

Citadel models should **never** be given to children under ten years old, and not to older children who you cannot trust not to suck them.

The alloy we now use, which we find ideal in terms of durability and fine detail reproduction, is sometimes subject to a certain amount of dis-colouration. You will occasionally find that castings are coloured in shades of blue, bronze or gold. This in no way effects the model, other than in giving it an unusual finish, and they take paint entirely normally. We recommend that all models are 'primed' with an cellulose based matt white paint before painting.



WARHAMMER MODELS



Slannesh



Krenmls



Slave Warriors



Norse Warriors