



LONGNECKS

by
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Longneck Lookout

It is a fortunate Fruitmuncher indeed that becomes a Longneck Lookout. It is an important duty, and very dangerous if the longneck spook. That means extra food for the Fruitmuncher as a reward!

The bad thing about longnecks is that they are easily spooked. If they are taken out of battle they run wild for a while and can not be in the next battle because of stringy nerves. The longnecks are very hard to catch too, since they have to be very young to be tamed properly. And younglings are protected by vigilant parents...

To keep a longneck captive the pygmies need to dedicate a Fruitmuncher (the longneck lookout) and a Meateater for each longneck in the tribe. That Meateater cannot guard ostriches at the time they are on longneck duty. If the tribe does not have free pygmies enough to meet those demands when they find a longneck youngling it immediately runs away.

A longneck youngling must be trained and grow for three games before it can be used as a Longneck Lookout.

A longneck eats three food in the upkeep phase. The Lookout pygmy gets two food each turn as a reward for the dangerous position he is in.

You can kill a longneck for ten meat.

Lookout Cost: 36 Base Die: d8 Range: 0 Move:10

Attributes: Fast(+8), I spy(+8): All friendly units 12" and closer gets +1 on to hit, due to the confidence builder it means to have someone watching your back. This does not include magic.

Pacifist(-4): This attribute is for troopers only. This is a none combative trooper. The trooper may not take attack as an other action or any Other that causes harm to another trooper or vehicle. The trooper makes all other rolls as normal.



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