





 "Twelfman"

*"Three Agility? Who needs it?
 Decent Armour? Don't heed it.
 Movement seven? Get walking.
 Four Strength five? **Now we're talking!**"
 -The Khemri, 'The Dead March'*

So you've finished destroying another fool who stood in your way to Blood Bowl Legendom. Your nimble Wood Elves have skipped past bloody onslaughts like leaves on the wind. Your brutish Orcs have squashed team after team into the gritty astrogranite. You've used your cunning to deftly steer your Humans into sublime victory, changing playstyles sometimes midway through a turn. You want to try something new.

You don't want a team that comes with Blodge up the wazoo. You're sick of Agility 4. Heck, you're sick of Agility 3. Good positionals? Good linemen? Rerolls? Apothecaries? These are things for lesser coaches.

You want a team that hurts.

You want something that'll harden your nerves and beat you to within an inch of your life for *daring* to suggest that you can coach them to success.

You want a challenge.

You want Khemri!



Let's summarise what Khemri are bad at before we cover what they're good at.

Khemri are bad at:

1. The running game
2. Long, drawn out bash games.
3. Attrition.

4. Changing their minds.

Khemri are REALLY bad at:

1. The passing game
2. The ball-hunting game
3. Anything involving the ball, really.
4. The Potato play
5. Dodging, relocating...

Basically, Khemri are pretty cruddy at:

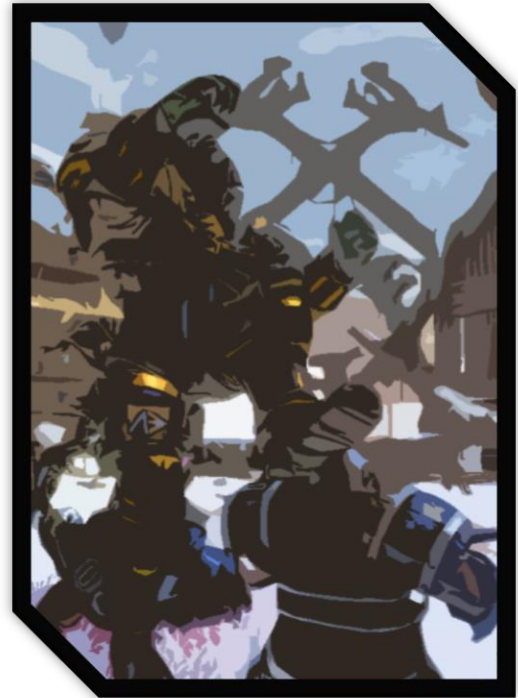
1. Blood Bowl

Khemri are good at:

1. Being The Strongest
2. Fouling
3. Having a lot of players
4. Bloat

Khemri are REALLY good at:

1. Shutting bash teams down
2. The Impenetrable Wall School of Positioning
3. Losing



If you buy the strongest (read:best) positionals available to any team, when it comes to the 11 men/zombies/monsters on the pitch, no team is as strong as Khemri. Don't believe me? Check the stats.

	Khemri	Orcs/Chaos/Nurgle	Vampires	Lizards	Undead	Norse/Chorfs	Dwarf	Ogres	Humans	Goblin
Player 1	5	5	4	5	5	5	7	5	5	7
Player 2	5	4	4	4	5	4	3	5	3	5
Player 3	5	4	4	4	3	4	3	5	3	5
Player 4	5	4	4	4	3	3	3	5	3	2
Player 5	3	4	4	4	3	3	3	5	3	2
Player 6	3	3	4	4	3	3	3	5	3	2
Player 7	3	3	3	4	3	3	3	1	3	2
Player 8	3	3	3	2	3	3	3	1	3	2
Player 9	3	3	3	2	3	3	3	1	3	2
Player 10	3	3	3	2	3	3	3	1	3	2
Player 11	3	3	3	2	3	3	3	1	3	2
Average	3.73	3.55	3.55	3.36	3.36	3.36	3.36	3.18	3.18	3.00
Total	41	39	39	37	37	37	37	35	35	33

Wow! So big, so stronk... But why did I say they lose the attrition battle? Check how their armour compares against the same teams...

	Khemri	Orcs(ish)/Chaos/Nurgle	Vampires	Lizards	Undead	Norse/Chorfs	Dwarf	Ogres	Humans	Goblin
Player 1	9	9	8	9	9	8	10	9	9	7
Player 2	9	9	8	9	9	9	9	9	8	9
Player 3	9	9	8	9	8	9	9	9	8	9
Player 4	9	9	8	9	8	9	9	9	8	7
Player 5	8	9	8	9	7	9	9	9	8	7
Player 6	8	8	8	9	7	9	9	9	8	7
Player 7	7	8	7	9	7	9	9	5	8	7
Player 8	7	8	7	7	7	9	9	5	8	7
Player 9	7	8	7	7	8	9	9	5	8	7
Player 10	7	8	7	7	8	7	9	5	8	7
Player 11	7	8	7	7	8	7	9	5	8	7
Average	7.91	8.45	7.55	8.27	7.82	8.55	9.09	7.18	8.09	7.36
Total	87	93	83	91	86	94	100	79	89	81

What is hard to represent here is the impact of skills like Mighty Blow and Piling On, or Claw, etc. But, it does give you a pretty good idea.

So, what does this mean?

Well, in simple terms, it means that statistically you're going to be able to shove people around, but they're going to be able to take more hits, meaning in a long, drawn out fight: you're going to lose.

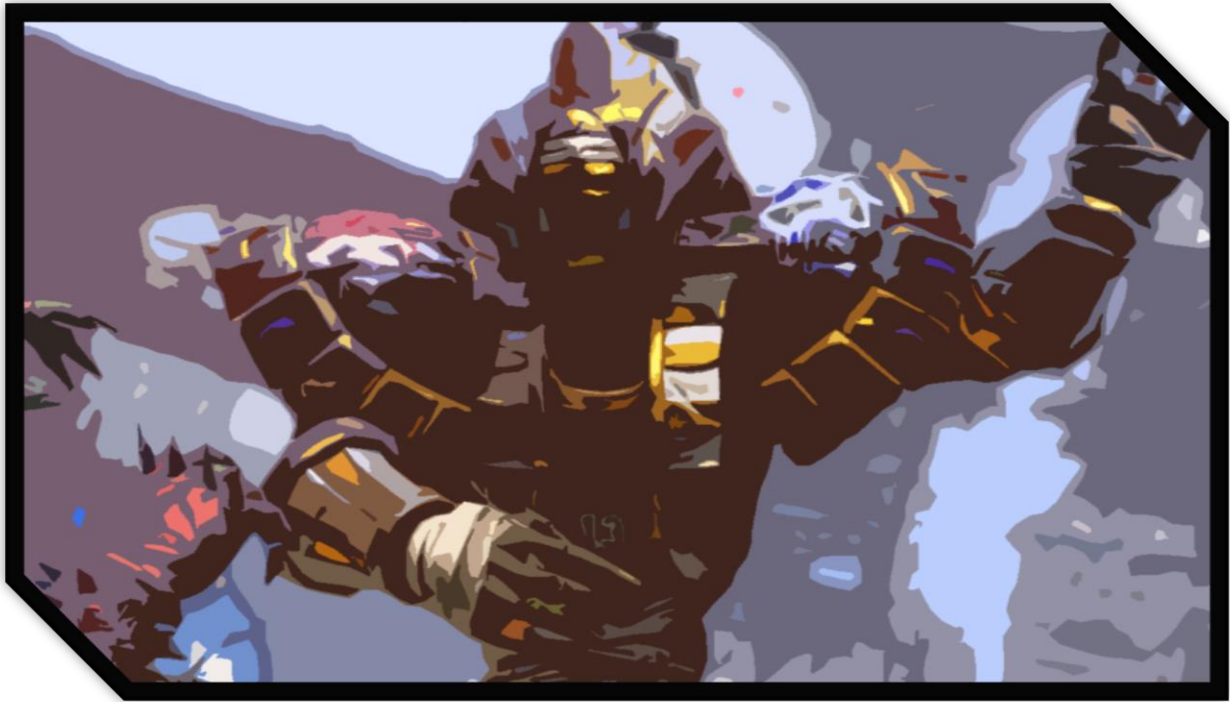
Consider the slog fest of a Khemri on Chaos beat-em-up. You're muscling in with an average Strength of 3.73 against their 3.55, meaning you get the good hits. However, with their average AV of 8.45 against your 7.91, they're simply going to outlast you, assuming they get hits in return. And there's the important bit.

Armour is meaningless if they can't get the slaps in. Having four Strength 5 guys in the fray can really shut down an opponent's scrum, particularly when you give them Guard.

Strength is the most valuable skill in the game, at 50k for an improvement, plus it's the hardest skill to obtain, needing a double 6 on an improvement roll in order to get it. This is for good reason. Strength is everything.

Guard is arguably the most powerful skill in the game, because, like Block and Dodge (the other hugely powerful skills), it works both in your turn and in your opponent's turn. The skills that you're using both in offense and defence are often the most valuable. It can even-up the fight if you are at a strength disadvantage, and crank up the defensive capabilities of the Cage or the Wall style of drive.

Starting with four ST5 guys is already a huge bonus. Giving them all Guard means they can support not just one another, but the little guys as well. With your higher-than-the-rest-of-these-losers Strength average, coupled with Guard, no one can tousele with you.



With some teams, you pick skills to mitigate their weaknesses. For example: Slann are a great team at pulling apart cages, but will fall to bits in a fight. You have to blodge everyone up, and soon, because once you have that ball you need to protect it. Undead have squishy Ghouls and expensive Rerolls, so you take Blodge and Sure Hands to protect them. With other teams you pick skills that amplify one or more of the advantages you have in order to attain an unassailable position. High Elves have fantastic stats, and they have all the skill access in the world to create a whole team of incredible players. Saurus are high strength, high speed Blockers – giving them Block and Break Tackle creates a hugely threatening combination of strength and mobility. Khemri need to consolidate the one advantage they have so no one can compete with them. They are the best at being the strongest, and you must pick skills that keep them that way.

When picking skills for a Tomb Guardian, there are a few common paths I've seen. This is mine:

Guard > Stand Firm > Whatever, he's done!
Doubles: Block

Quite often, you see people doing something like this:

Mighty Blow > Break Tackle > Guard or w/e
Or,
Break Tackle > Mighty Blow > Guard or w/e

Mighty Blow is tempting, but, ultimately, it's not going to reliably win you games. It's a skill that you can only (really) use offensively*, and even then we've all had games where your cas dice just don't arrive. Or, those games where you murder a team with your pansy elves. MB is hugely swingy, and often if you're relying on it to win, you're going to have a bad time.**

*Exceptions: Keeping away that Wardancer by threatening with a MB/Tackle piece, or marking with a MB against a low-av target, forcing him to dodge away.

**Unless you're Chaos. In which case, good luck!

That being said, there is a place for MB on the Khemri team. In my opinion, it's on the Blitz Ra, and it's either only on one, or both if you have SPP to burn. BUT! Bring it after Tackle. More on why later on.... Khemri, like all teams, playing against a skilled coach, frequently get just one hit a turn, in the form of the Blitz. When you use your Strength properly, even teams like Orcs and Chaos will have to dodge away from your pain-train-of-fun because they can't get any good blocks in. So, if you're getting one hit, it's nice to make it count. The Blitz-Ra comes with Block anyway, so the risk of failure is comparatively mitigated. Your four Guardians will often end their turns miles from anyone, so MB is wasted. Plus, without easy Block access, they're a turnover magnet waiting to happen, especially with four of them. Four 2d blocks without block will cause a turnover roughly every two turns.

Break Tackle is an interesting one, but I have to say I have never taken it on any Tomb Guardian, ever. Why? Because Khemri don't do relocation-by-dice-roll. You want to move your Tomb Guardian? You better block him free, or just leave him. Or, of course, the cheeky 5+ dodge at the end of the turn, but only if you have nothing else to do. You want to be punching your way forward, not dodging forward. And, again, you can only use it offensively. Remember: **Khemri need to play defensively aggressive.** That doesn't mean hitting everyone and everything with MB/PO, **it means getting all up in your opponent's face to make their turn as difficult as possible. This is the essence of control teams.** If you can end your turn with Guard TZs everywhere, denying your opponent even a 1d Block, and the first thing your opponent does is go "No idea how to get out of this", then congratulations! You're there.

Choose Guard, be reliable. I've even gone to tourneys that offer a double and dropped it for Guard on the TG. Often, Khemri are low-tier, so they get more skill choices too. More Guard!



So how do you beat Khemri?

Good question. Remember how much they suck at ball handling, and dodging, and most things? A Khemri coach is going to want get the ball in a nice warm cocoon and slowly work his way up. Your first plan should be to stop that. Unlike other teams (Orcs, Dwarves etc), they can't really do anything else if they need to. They can't throw a last-minute pass to a blitzer to run it in, they can't dodge their ball carrier with that last-saved reroll on turn 16. They're a one-trick pony in that respect, so you need to hobble that pony.

The column defence is a tried-and-tested method of getting in the way, but with so much strength and guard, it cannot be fully relied upon against Khemri.

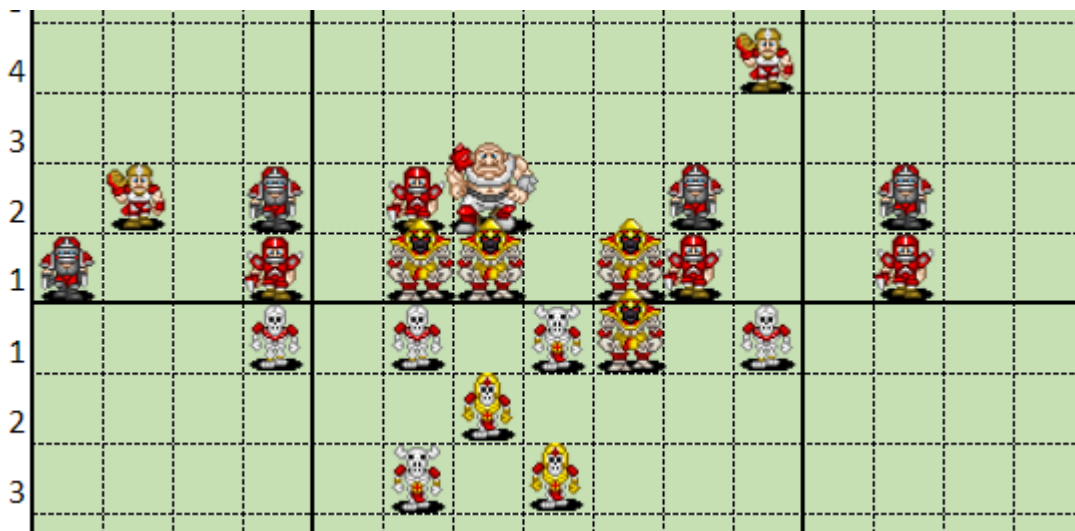


Let's see why it fails:



Fairly typical column defence, perhaps a little atypical in keeping the ogre at the back and standing a column against the sideline, but in theory this is a solid column defense. Imagine trying to push through that as an elf!

Now let me show you why it's best being the biggest and the strongest. Let us assume that every Guardian has the Guard skill, as it should be the first thing you do in any tournament.



This looks potentially horrible. We're leaving more than half of our team in contact with the enemy!

However... a few important things to note before we progress.

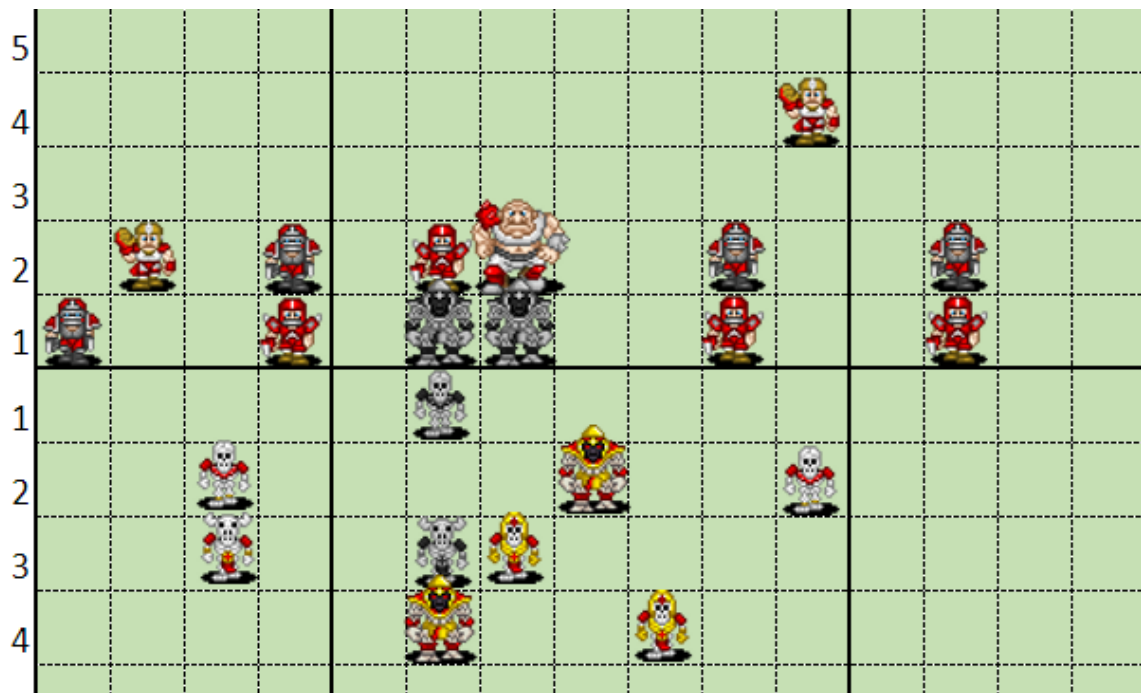
1. None of our cage corners is marked. This means that in the worse case scenario, the ball carrier is at least safe.
2. There are very few safe blocks the opponent can make.

First, consider the two Guardians at in the centre, next to the Ogre. One of them made the blitz forward, then didn't follow up. Alternatively, you can run the skeleton up first, blitz with a Blitz Ra for a bit of extra safety, then run him back.

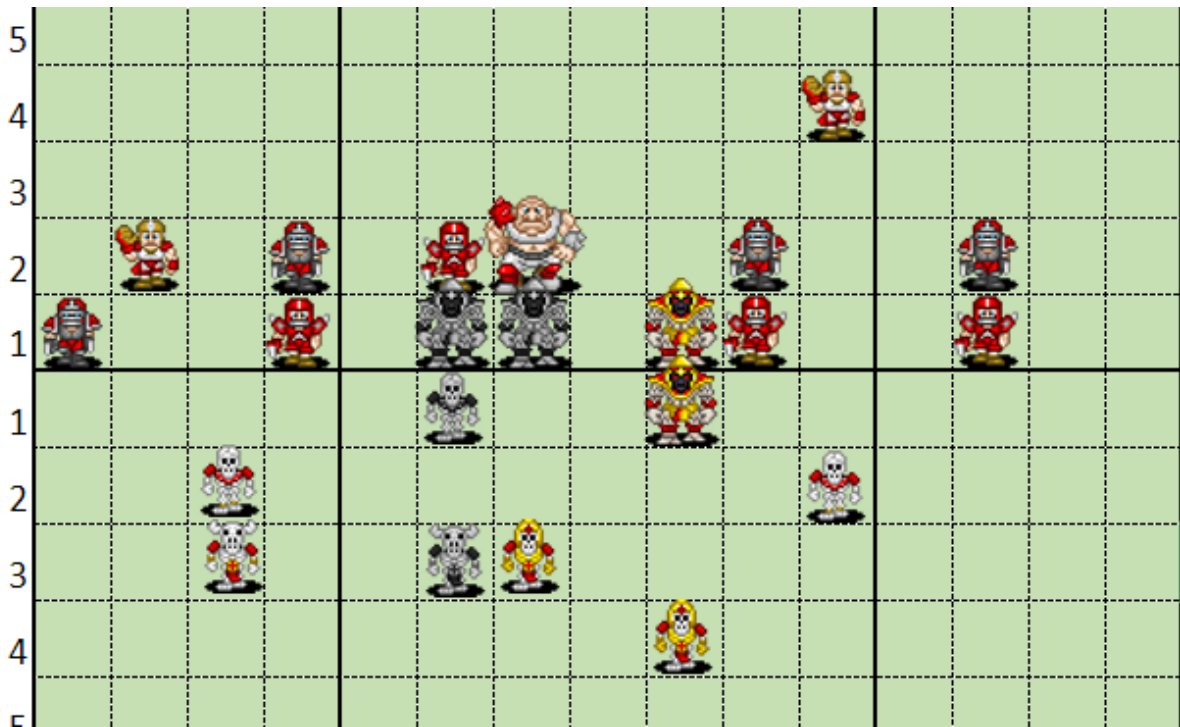
One of the first rules you learn as a Blood Bowl coach moving from beginner to advanced is that leaving your guys in contact with the enemy is usually a bad idea. This is because it gives your opponent 'free' hits on your dudes, with a chance of knocking them down or hurting them.

However, we are going to instead create so much pressure that no safe blocks will be able to be made.

So, back to the example. Run a TG up to mark the Ogre and the Lineman we blitzed. Then, run another TG up to stand next to him. Suddenly we have two ST5 pieces, both supporting each other, meaning in order to knock either of them down, someone is going to need a piece of ST7 for a two dice block. Mr Ogre is going to need two mates to even have a half-decent chance of success. But, it's not impossible, not by a long shot, so lets make it more difficult.

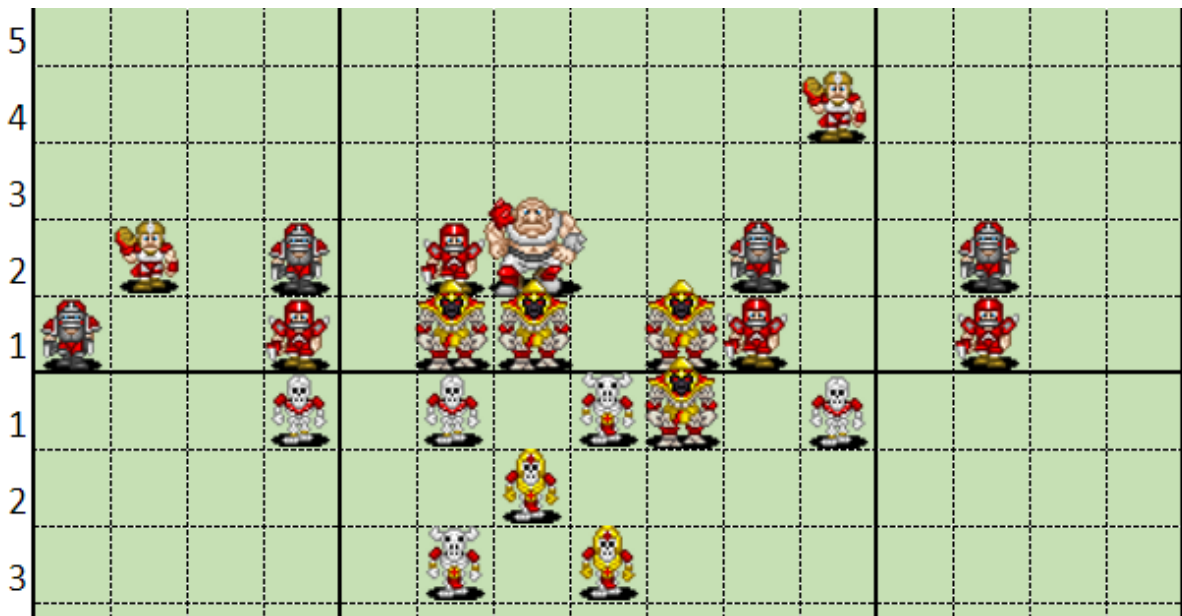


Let's go and mark the players on the right:



Imagine if the turn ended now. There really aren't many good ways of shifting those Tomb Guardians.

We still have five players to move, so I tend to like to tie up linemen to prevent the players from getting close to help. It's also worth trying to plan to cancel out assisting TZs.



If I was feeling brave, I would potentially make a single GFI with the bottom-most Tomb Guardian to stand him next to the Ogre too. Overwhelming strength like this helps make the Khemri drive unstoppable.

Now the Human coach has to decide whether to try to push me back, or try to retreat to form another column defence... Not an easy choice.

Quite often I find I flit between three main cage styles:

The Classic:



A decent, all rounder Cage that provides both protection from the front, the back, and the sides. It's flexible enough that you can move either side or stay where you are, or you can press forward if you need to. It's good for reacting to pressure, too.

It's worth considering that two of your four Guardians are currently not engaging with the enemy, meaning they're not being used to their advantage.

The Spearhead (or the Smiley Face):



A great setup for forcing an entry. This front-heavy setup, while potentially leaving one of the TGs at the front open for an assault, normally presents such an obstacle to overcome that people will have trouble stopping. Ultimately, the only way to stop it is to mark it, which will give you extra hits. This works particularly well against weaker teams with a lack of Guard.

Be careful of the back however, a few awkwardly placed sidesteppers can cause a nuisance... Also, be careful of Big Guys trying a blitz against one of the front corners.

Or the Wide Load:



This setup is more defensive, and is best used against teams with high strength of high amounts of guard. You are minimising the access they have to your guardians, while maximising the spread of your own Guard to cover as many TGs as possible. If you opponent stands there with a line of Black Orcs or Chaos Warriors, or even Saurus, this setup can usually lock them into a series of 1DB or -2DBs.

As above, it can be difficult if the opponent runs around the edges, so that is why it's good to keep your Blitz-Ras open and mobile. You can elect to take the two back corners of the cage and spread them wide if you feel you can get away with it.

Don't be afraid to mark Tomb Guardians. A marked TG is a docile TG, and a full quarter of the Khemri coach's main advantage.

DEFENSIVE SETUPS

1. The Wall



This is often my go-to defensive setup. The problem with Khemri (he says, as if there was only one problem) is that your Tomb Guardians are hugely important. Without them, you're a crap undead team. Unfortunately, there isn't really a feasible way to keep them all safe from hits. So, the best we can do is at least make it slightly awkward.

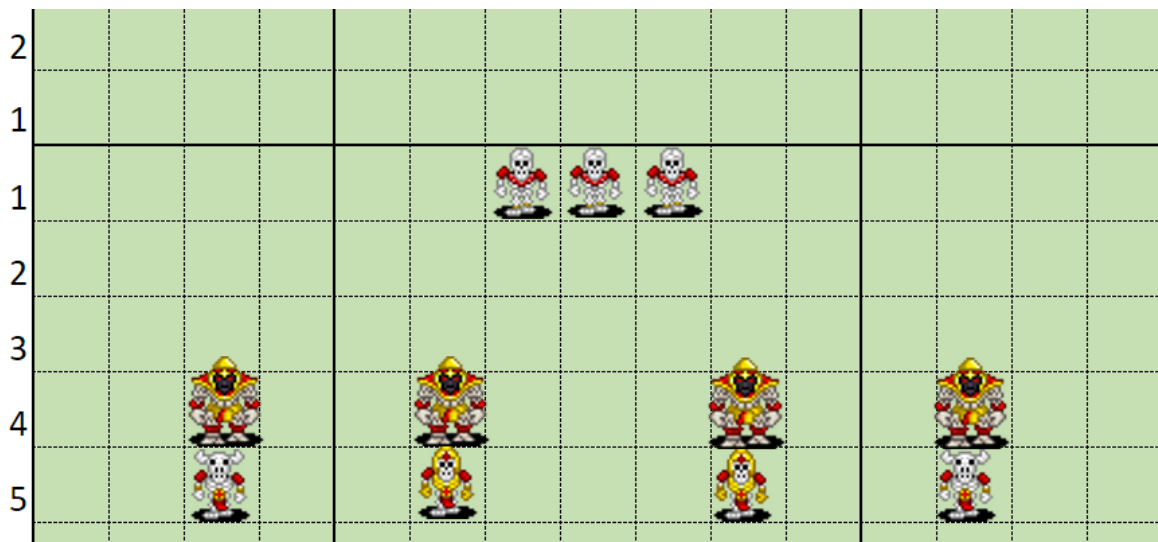
The above set up protects the more mobile players behind the beefy Guardians, plus assuming your opponent is S3, he has a few options.

- a. Don't hit any Guardians.
- b. Hit one with two assists, getting only a 1DB
- c. Run a Guard piece around the side to get a 2DB on the Guardian, but leave a Guard player in contact with a Blitz Ra.
- d. Provide three assists at the top, one more to cancel out the Blitz Ra, then get a 2DB on the Tomb Guardian. This takes 5 players! Assuming they also want to hit the guys on the LOS, this is going to be a little stretch.

All of which are fine with me, considering someone has to get hit!

This set up is also okay for using Blitz! results and generally reacting to most things.

2. The Trap



This is similar to the last setup with two major differences. It has a corridor down the centre, enticing the opponent to come through... Only to get smushed by your decent positionals. Consider also moving the Blitz-Ras one square towards the centre to stop them getting marked. This is a slow burner, it says to your opponent "Come on in..."

Don't use it against fast, agile teams, as they'll just say "Thanks!" and form a cage right behind your players.

3. The Chevron



This is a tried-and-tested setup that most teams can use. You can flip the Blitz Ras with their resident Guardians for a bit more of a protective wall, but this can lead your Tomb Guardians, your least-mobile and most important players getting tied up by chaff, like Zombies or Human Linemen.

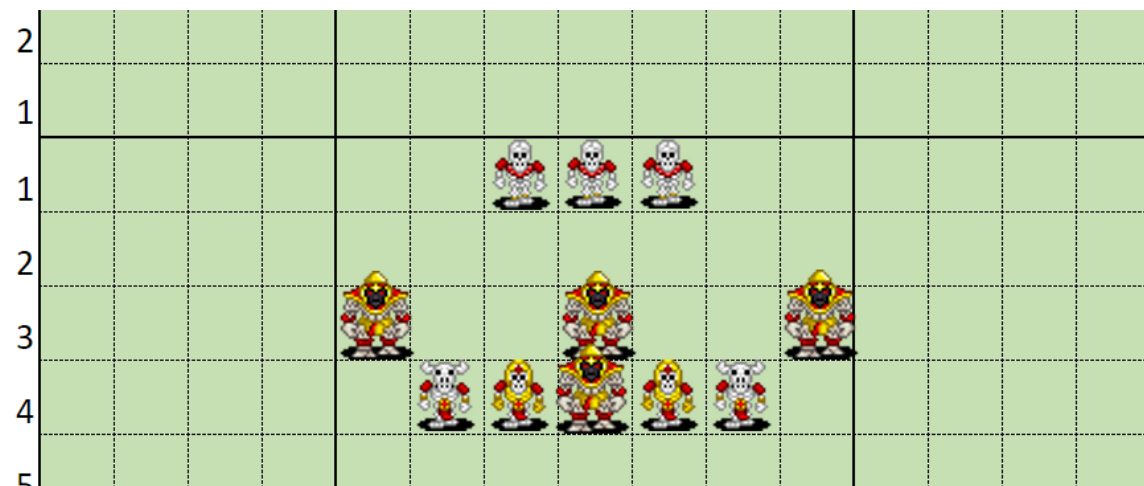
Saying that, it's a solid formation, and works quite well against teams trying to score in two turns because there isn't really an easy way through. If it's the last two turns of a tournament, consider swapping the Throw Ras and the Blitz Ras around, as they will be better at hunting potatoes.

4. Chevron Variant



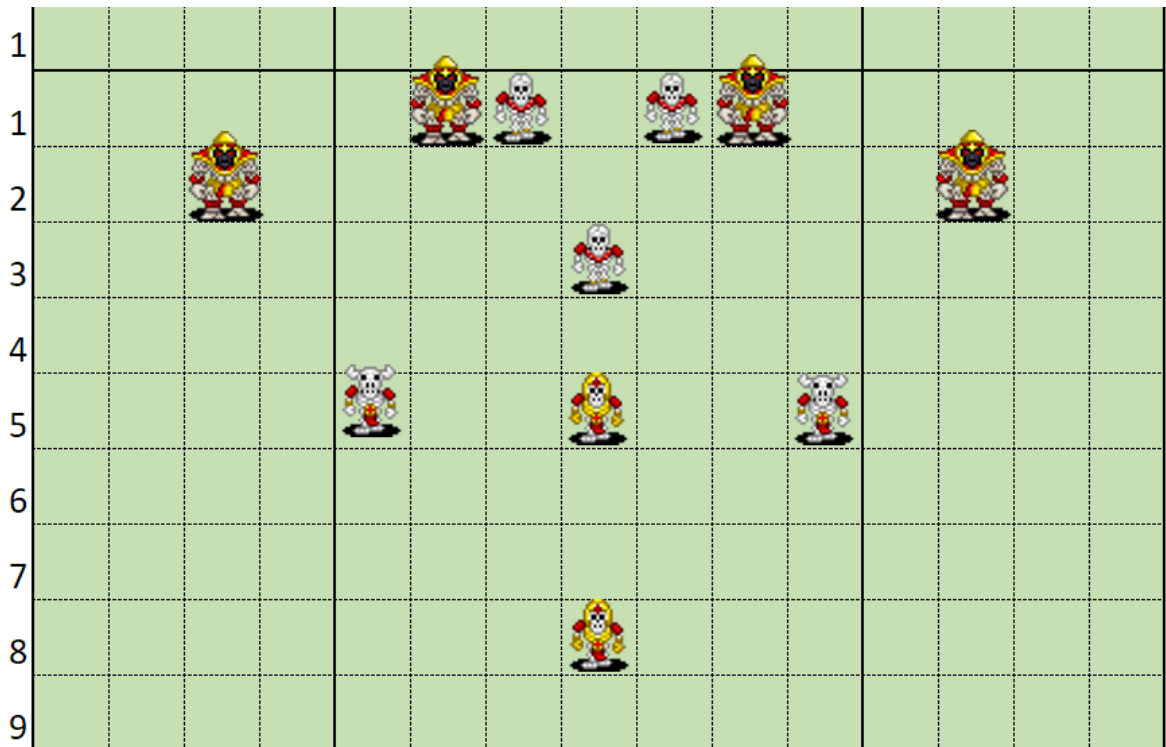
This is a more widely-spread version of the Wall, which unfortunately comes at a cost of getting a fairly easy hit on a Tomb Guardian. Even a Goblin team can run enough players for a 2DB on a Guardian without any real trouble here. That said, it has a spread that will not encourage an opponent down any particular avenue.

5. The Elf



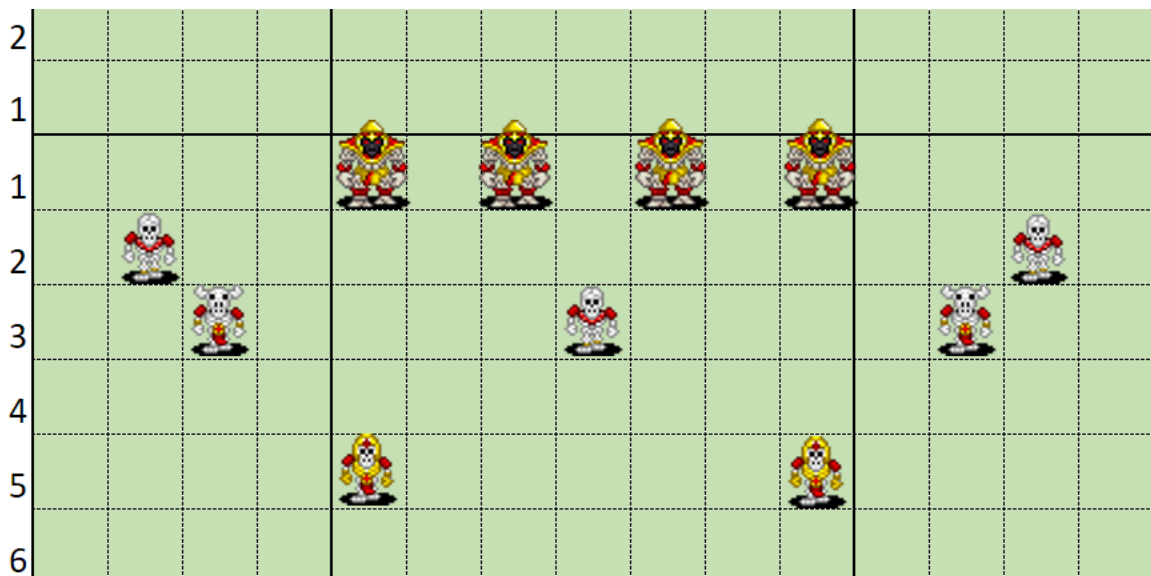
I wouldn't really recommend this. It's usually used for protecting your valuable players behind chaff, but Khemri can't really do that very well... Plus you don't have the speed to capitalise on anything, and can't really react to a sideline cage very effectively.

6. Temptation



The first setup on this list where the line has anything other than three skeletons on the front lines. These start putting Guardians on the line. Be very careful, as most opponents will do their damndest to bring them down. However, with a sprinkling of Guard, this can be an awkward LOS to bring down, needing a fair committal of players. Again, be wary of getting your Guardians marked.

7. The Muscle

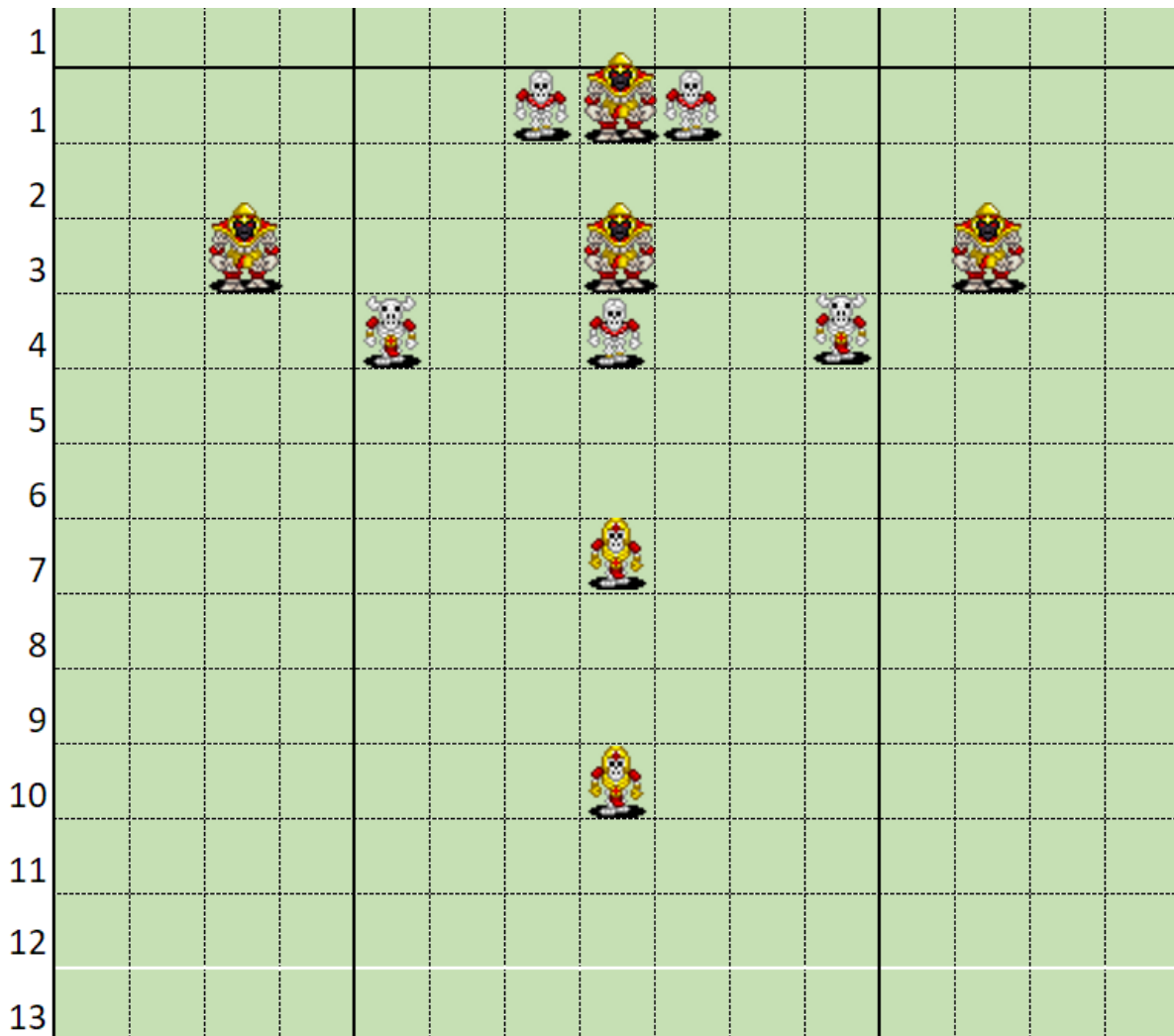


I do not recommend this setup!

Your Guardians are the most important players on your team, and this will leave them at the front, slapping and being slapped whatever the opponent can throw at them. Plus, chances are they'll all be marked up, unable to move, meaning you'll be left with your sub-par positionals to try and maintain the advantage on the pitch. Seriously, only do this if you roll a perfect defence or something.

OFFENSIVE SETUPS

1. The Cautious



This is my default setup. Notice firstly that I only have one Guardian on the LOS. I will often do this, or even not place any there. The most important turn in the Khemri coach's life is the one just before you try to pick the ball up, usually turn 1 or turn 9. It is tempting to load the front up with all that beef and get 3DBs everywhere, but in the meantime your backfield is suddenly full of faster, stronger, more agile players that you can deal with.

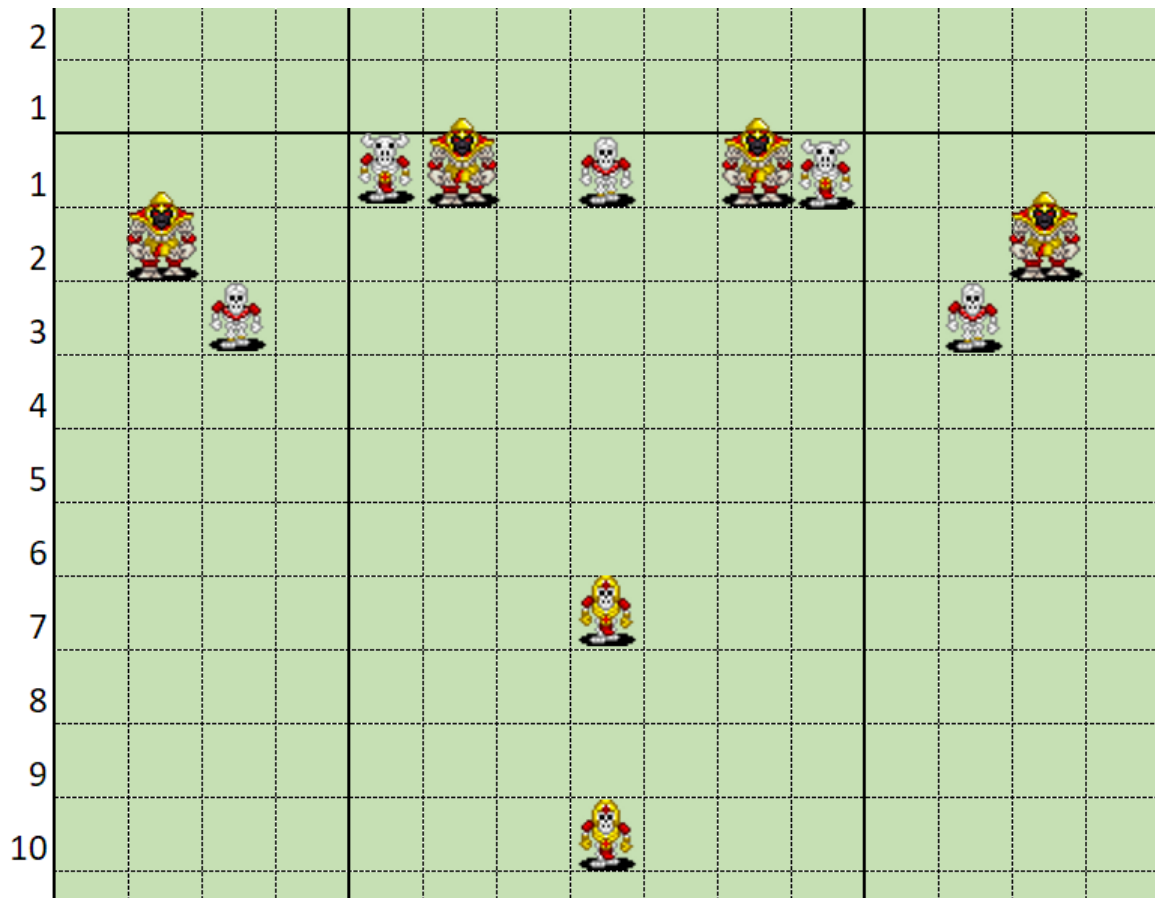
Remember a Throw-Ra picks up on a 4+, which a Human Lineman can beat. An Elf laughs at that and will happily scoop up your fumbled pickup from your Tackle Zone easier than if you were picking it up with no opposition.

The key to success with the pickup is assume you're going to fail. Assume the pickup will fail and plan accordingly. The above setup allows you to reach (almost) any square with at least one Throw Ra, and lets you stand next to it with another Throw Ra. It also give your Blitz Ras freedom to be near it, and your Tomb Guardians are free to create a tough screen to stop any adventuresome elves or skaven etc from sneaking around and ruining your day.

Imagine if the ball lands in the B square. Without throwing a single block, your team can form a 'what-if' cage around it like so:

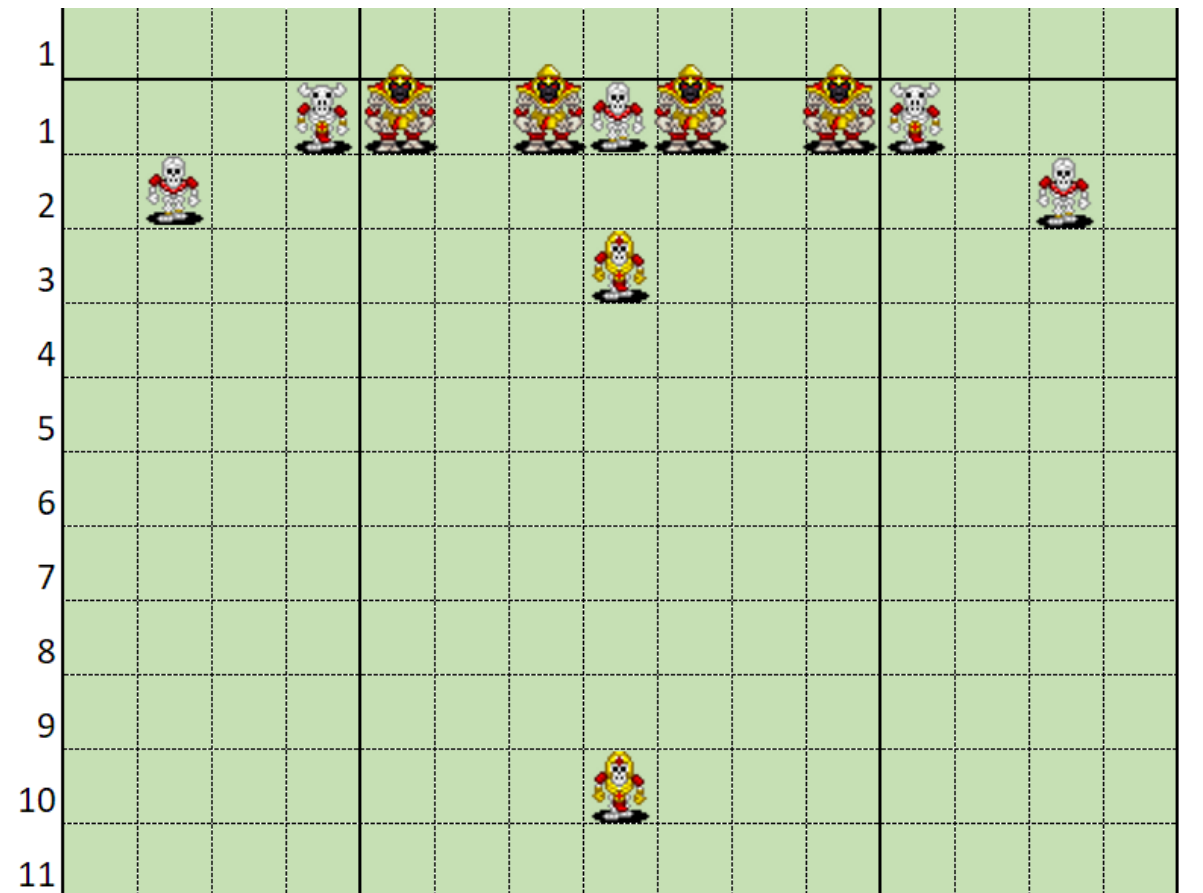
Even it takes 4 turns to pick that ball up, you must keep it safe. This setup is a great way to achieve that.

2. The More Punchy



OK, if you really want to hit some stuff, something like this is okay. You are gonna get some nice hits in, potentially some 3DBs if you like, but you still have the flexibility to defend a dodgy bounce. I will reiterate here: It's more important to protect the pickup and the assumed failure than to get a few extra hits in. A bad pickup with a shoddy defence is enough to ruin a Khemri drive before it even gets started!

3. NEVER DO THIS



Oh Nuffle, please don't do this. Seriously. Looks great, but it will let you down. I promise! Unless you get 3 CAS on the LOS, this will put the ball in serious jeopardy!

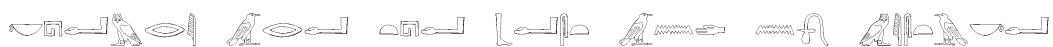
GENERAL TIPS ON OFFENCE

Slow and steady wins the race! Seriously, take your time. Assume the ball will fail its first 3 pickups, and plan accordingly. Even if you haven't gone anywhere and you're still on the halfway line, if you have three or more turns left, you can still score. Khemri lose when they overstretch.

3DBs are your friends. No other team can as reliably and frequently make 3DBs, so always look for those opportunities. More dice = More chances to knock a guy down = more damage.

Foul sparingly. Losing anyone, even a skeleton, can be felt with Khemri, who have little speed and flexibility as it is. However, do foul. Bring a swathe of cheap linemen and use them.

There will come a time where most opponents will start risking the -2DBs. I'd never seen so many -2DBs until I started playing Khemri. There's not much you can do when they start being thrown, the dice are in your favour, but only just. A Block-lineman will take your Guardian down on a -2DB 25% of the time, and will go down 30% of the time. So... hope and pray!



GENERAL TIPS ON DEFENCE

Defending with Khemri is an awkward business. Remember that it's okay to mark to people, if you are sure you can make it bloody difficult to knock you down. Remember that a Guardian marking

someone it likely going to be hugging that person for a long time, unless your Guardian has any friends. Similar to Saurus, they're easy to tie up, but hard to shift. Use that to your advantage, and then utilise your slow and kind-of-crummy Blitzers and Throwers to sweep anyone that breaks through.

Similar to attacking, you should take your time defending. Don't rush all of your players into a scrum at the first opportunity, tempting as it might be. Remember your opponent is the one having to find a way through, you're not finding a way to stop him. Let him pick his moment, and calmly and slowly move to block it.

If the ball falls on the floor, don't be tempted to leave it. Even with AG2, your Skellies will pick it up 75% of the time with Sure Hands, and a ball on the floor is much, much worse than a ball in the hand.

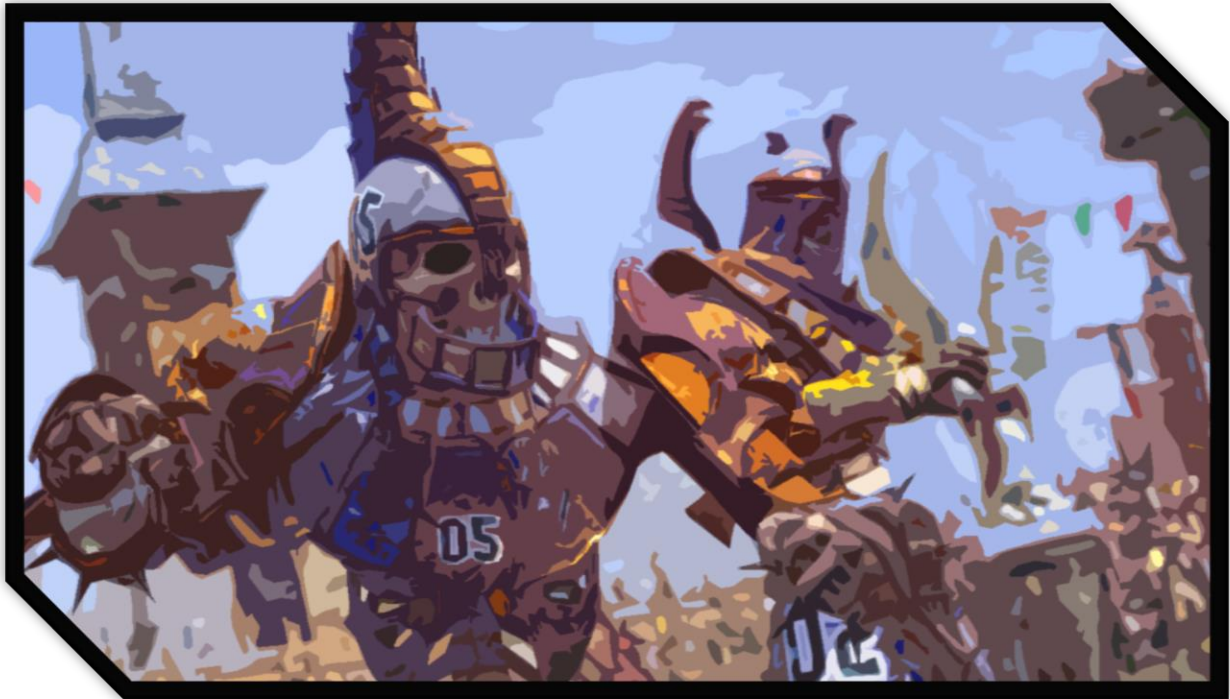
Lastly, don't be afraid, if you manage to pick up the ball after turning your opponent over, to cage up and go nowhere. Khemri win 1-0 or, more rarely, 2-1. Grab the ball, and unless you're *sure* you're going to be able to get it in without losing it, or you have no choice, just protect it like a goose with her first egg of the season. Khemri really don't work well without support, and your ball carriers are your fastest pieces, so they'll quickly run into no man's land and get smushed.

I suppose the important thing is to remember that you aren't a team that can pull one out of the hat with any degree of reliability. You tend to get one shot, maybe two, to score. If your main attempt fails, consolidate, don't overreach, and accept that you're going to have to try to turn a 2-1 into a 1-0, or a 0-1 into a 1-1.



Overall Rankings versus all teams (pre-Khorne/Brettonian) [source: <http://naf.talkfantasyfootball.org/lrb6.html#Khemri>]

Rank	Race	Pld	W%	D%	L%	Overall Win%
1	Ogres	129	53%	23%	25%	64%
2	Goblins	180	49%	26%	26%	62%
3	Nurgle's Rotters	97	44%	32%	24%	60%
4	Norse	254	47%	25%	28%	59%
5	Chaos	133	47%	18%	35%	56%
6	Dwarves	257	41%	28%	31%	55%
7	Halflings	154	38%	35%	27%	55%
8	Humans	226	40%	24%	35%	52%
9	Chaos Pact	118	39%	26%	35%	52%
10	Necromantic	194	39%	22%	39%	50%
11	Khemri	116	37%	26%	37%	50%
12	Underworld	102	36%	25%	39%	49%
13	High Elves	90	31%	34%	34%	48%
14	Orc	354	35%	27%	39%	48%
15	Vampires	77	39%	16%	46%	47%
16	Slann	87	35%	24%	41%	47%
17	Chaos Dwarves	242	32%	24%	44%	44%
18	Undead	316	31%	23%	47%	42%
19	Dark Elves	274	30%	22%	48%	41%
20	Lizardmen	239	27%	28%	46%	41%
21	Amazons	151	29%	24%	48%	40%
22	Skaven	238	30%	19%	51%	40%
23	Wood Elves	293	29%	21%	50%	40%
24	Elves	109	27%	20%	53%	37%
	All	4430	36%	24%	40%	48%



Quick Tips versus Specific Teams:

Amazons

Horrid things! Maximise the 3DBs to hunt for those pows. They're almost as slow as you as well, and will struggle to bring you down, so use your strength. But, they can (and should) use their superior skills to make life very awkward for you.

Bretonnians

That dauntless/block combo is nasty. Try to isolate the knights with Skeletons and move the rest up. Try to make it so if they want to Block/Dauntless your big guys, they'll have to be marked to do it, so you can follow up with a hit of your own.

Chaos

They have big dudes, you have bigger dudes. Bully them into submission. If they have Claw, just accept it, there's nothing you can do to stop it except feed him skeletons. That's why you brought a huge bench. You have a huge bench, right?

Chaos Dwarves

I find this match up awkward... They will tie up your Guardians with a blob of Dwarves, then hunt your vulnerable pieces with the Bull Centaurs. Rely on the 3DBs and try to either group the Chorfs together and tie them down with skeletons, or spread them into groups and leave them no choice but to take -2DBs.

Chaos Pact

Their Big Guys are in theory a match for yours, but have negatraits, which will probably bugger them in the long run. Beware their horrid Dark Elf skipping around and stealing the ball if and when you

flub the pickup. The Mino is the worst matchup, the Horns/S5/Frenzy combination can really push you around, particularly when they have Juggernaut.

Dark Elves

More rotten blodgers. They're going to struggle to knock you down, but a good Delf coach will just mark you with blodge and ride the dice. Just keep throwing those 3DBs and hunt for damage, and liberally foul any elf unfortunate enough to lie down.

Dwarves

Watch out for Slayers, a good coach will use Dauntless/Block/Frenzy to shunt your Guardians into the middle of nowhere. Expect -2DBs! You are still the biggest and strongest though, so don't be afraid to mark them. You will win the block battle, in theory...

Elves

More rotten elves... The combination of AV7 and your 3DBs (you are still throwing them, right?) will grind them down eventually. Like the other elves, it's veeeerrry important to protect the pickup, so focus your efforts on this. It's better to take three or four turns picking up the ball safely than one or two, hoping for the 75%.

Goblins

Watch with joy as their Ball and Chain hits your Guardian for a -2DB because of all your strength... Beware for sidesteppers, and just hit, hit and hit again. They'll go down eventually. Like other stunties though, this can be a surprisingly hard match up. Work on the 3dbs, group together, power through.

Halflings

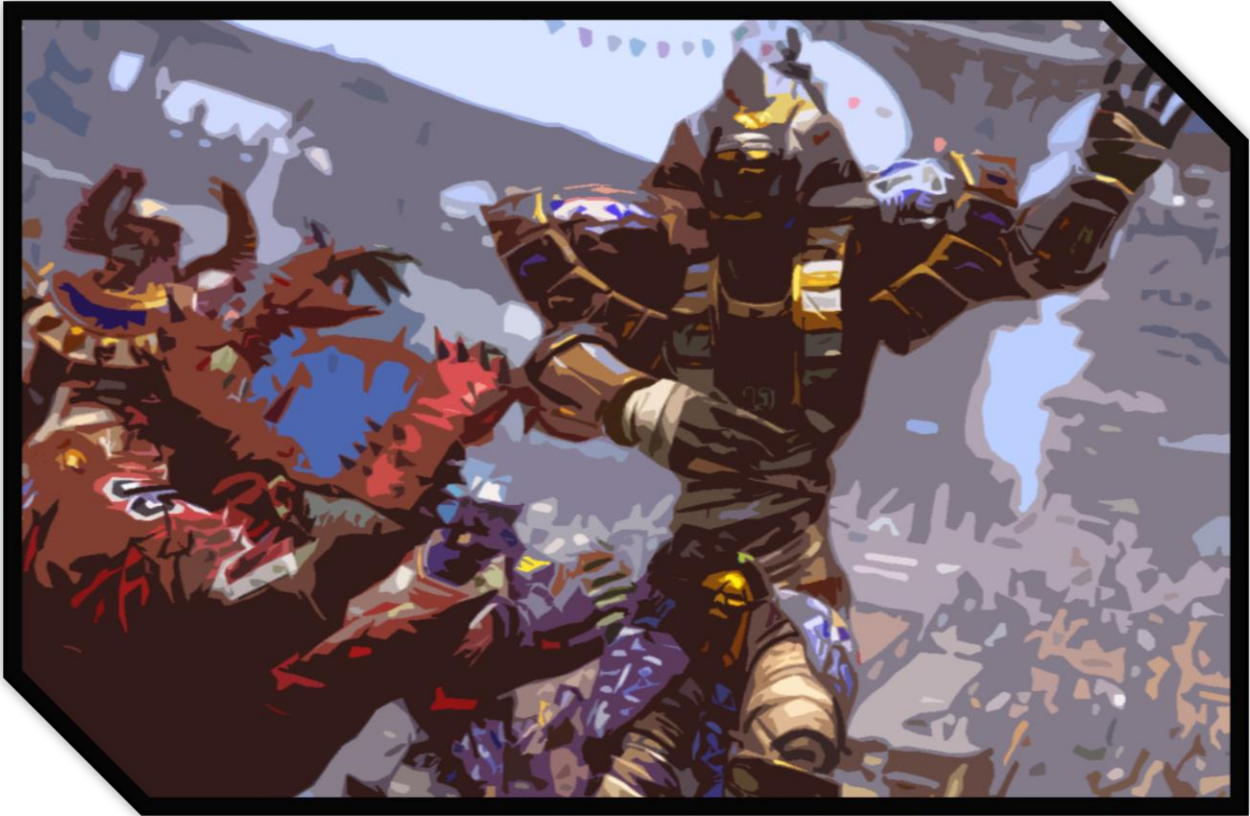
Keep away from the trees! A treeman will happily mark up two or more Guardians, and will probably mark them for a long time. Don't be tempted to try to fight them head on, hunt the little guys and give some skeletons to the trees to play with. You'll be surprised at how difficult this match up can be... a good fling coach will mark up all your guys and wait for you to flub the pows.

High Elves

Again, the most important thing is to protect the pickup, 100%. If you can pick the ball up, keep throwing 3DBs and you'll break through.

Humans

Humans tend to veer towards Bash these days, so show them how to do it. Even with four Guard, with careful positioning you're going to deny him any good blocks.



Khemri

Throw everything you have at the Tomb Guardians. Once you have more than them, their job becomes much harder.

Khorne

The bloodthirster cannot be avoided, so just accept he's going to hit, and hit hard. Don't be afraid to sit a skeleton on him and sacrifice him to Khorne, and in the meantime let your opponent frenzy himself into -2DBs

Lizardmen

This is a tough one. The same goes for most teams fighting lizards – hunt the little guys. You can in theory mark the Saurus, but with so many of them it's going to be hard to come out on top 100% of the time. He will probably have very little Guard, so use that and keep in a tight knot. Beware skinks. They'll hunt for Throw Ras while the Saurus/Krox tie up all your guardians.

Necromantic


Flesh Golems are the worst! They will easily and happily tie up your Guardians for the whole game, and that'd be a good trade. Try not to let your Guardians get stuck on them.

Norse


The Yeti and the Frenzy are a problem, as well as mass block, so expect -2DBs. Try to maximise 3DBs and remove them from the pitch.

Nurgle's Rotters


The same as playing Chaos really – just out beef them!

 Ogres

Now this is an interesting one. The only team that can match your big guys. Obviously, he has Bone Head, so will hopefully stupid himself into a defeat. Bully the Ogres, kill the snotlings, you know what to do. Also, finally! A team that's slower than you are!

 Orc


They will often try to outmuscle you, but can dodge away for a screen if pushed. Their Blorcs will likely have Block, potentially Guard, but you should still be able to be the strongest. You won't win the CAS fight, but you can keep knocking them down. Once you've fought past the Blorcs, consider creating a breakaway cage with your faster positionals.

 Skaven


Assume that if you drop the ball, the Skaven will get it and run away, and score. Bear this in mind. 3DBs are your friend. Being strong is your friend. Gutter Runners are your nemesis. Try to pressure them to score early by kicking the snot out of him but keep sweepers nearby to make him have to run it in. Nothing worse than a runner spending 5 turns on your backline, laughing because you overcommitted to the LOS.

 Slann

Argh! This damn match up! A talented Slann coach will have the tools to leap in and steal the ball from you, despite your best cage attempts. Like Vampires, they are a fantastic cage cracking team, and you're a fantastic caging team, so it all comes down to the turn they make the big play... keep your guard on every TZ around the ball carrier and try, if you can, to keep it doubled up. That way if they can get their own Guard in there, it'll still be a -2DB.

 Undead

You can really push the Mummies around, but don't get over-extended, because a mummy will knock you out before you know it. Beef up, don't get your TGs isolated.

 Underworld

Protect the ball! Those rotten goblins are sneaky... In the meantime, throw as many 3DBs as you can and eat tasty goblins. The troll should be a pushover, and the skaven will crumple under pressure.

 Vampires





They will frustrate your cage, but there's not much you can do about that. Try to keep the thralls far away from your cage, so they'll find it hard to break in. Other than that, use your Strength to your advantage.

 Wood Elves

Similar to the other elves, protect the pickup with your life! Then, of course, 3DB your way to victory. Try not to engage the tree, it's almost completely pointless and will cause you more headaches than smiles.



So, in summary, here are some key points to get your head around if you want to get the most out of Khemri.

-  Assume you will fail the pickup and plan accordingly.
-  Use your Strength to shut down the Bash game.
-  Don't try to be a Bash team – you aren't one!
-  Take your time... slow and steady.

Of course, remember that all of the above pieces of advice are mutable and subject to Nuffle's whims, so any and all should be disregarded as the situation demands it.

Lastly, remember that you represent the ancient and noble line of the Tomb Kings of Khemri (and I suppose the other cities in the deserts) – **so act like it!**

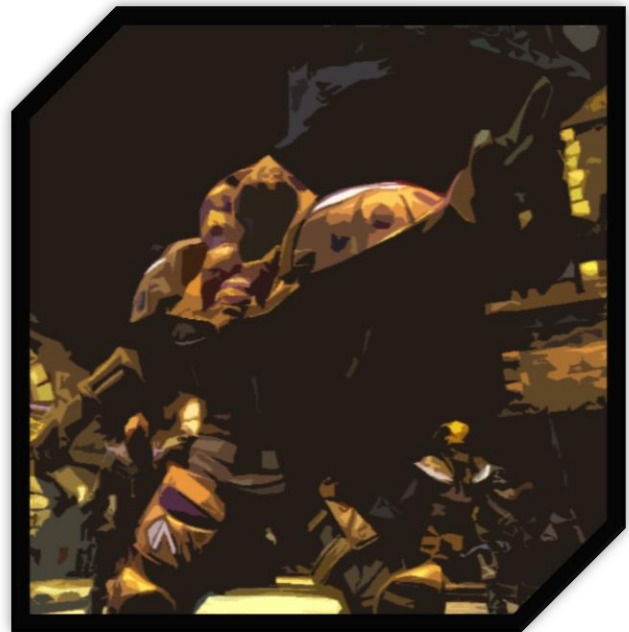


Figure 225: Twelfman tries to learn directly from the source

Final Note: There is still plenty to cover. I haven't talked about starting lineups, or star players, or other things... this is a generic How To Play Khemri guide that I hope will apply in either leagues or tournaments. Plus, it's almost twenty-five pages already, so it's sensible to leave. And, at time of writing this, BB2020 is mere months away, so who knows? All the above might end up being completely useless and out of date. Ah well! Such is unlife!

*"So, when the Blitz-Ra rips you to bits-ra,
Don't say that Ramtut the Third didn't warn ya!"
-The Khemri, 'The Dead March'*