



THE CITADEL

JOURNAL

ISSUE 4



MAGIC ITEM COMPO RESULTS

WARHAMMER SIEGE

WARHAMMER 40,000
— ASSAULT —

**GAMES
WORKSHOP**



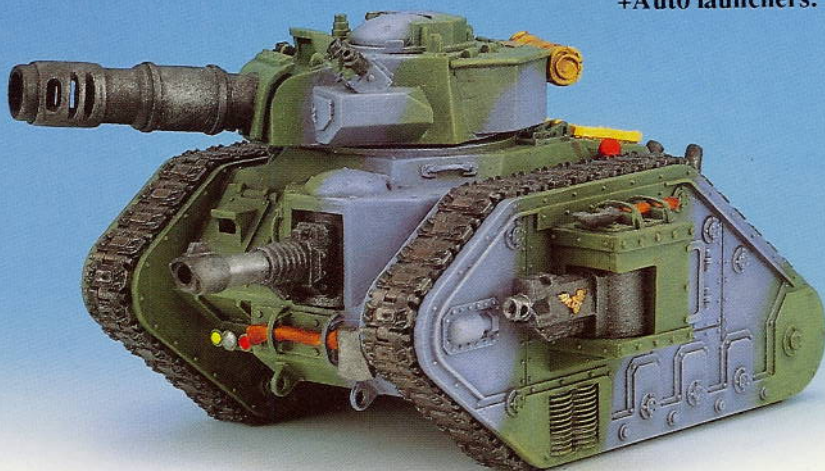
5 011921 006977

LEMAN RUSS-TASTIC MATE!

STANDARD LEMAN RUSS

210 pts

+Auto launchers: 5 pts



With this month seeing the release of the Leman Russ, we've all gone tank crazy. Working at the studio means we've been able to get hold of the Leman Russ tank kit loads earlier than you. So we thought that as a special treat we'd give you a sneak preview of things to come. These Leman Russ were modelled and painted by Simon Tift who has obviously fallen asleep with the top off his Super-Glue 'cos he has gone completely barking. The following three photos mark Simon's descent into the loony bin.

Top: Simon gets hold of three new Leman Russ kits, not yet showing any symptoms of

Modellers Madness builds a standard Leman Russ tank, although experts in this field will note the addition of spades, shovels and bedrolls. These are the early tell-tale signs of Modellers Madness which most victims and GPs miss completely.

Centre: Having a quick break before starting his second Leman Russ, Simon takes a look in Dark Millennium, this is of course a disaster for our patient, who then discovers he can deck his Leman Russ out in sorts of goodies. 'Aquiring' extra accessory sprues Simon proceeds to add three heavy flamers to the tank, even replacing the

ASSAULT LEMAN RUSS

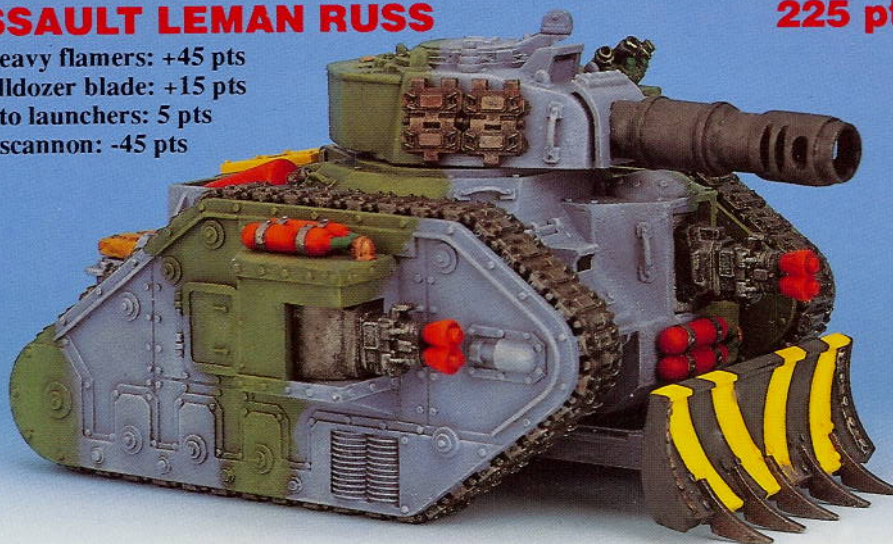
225 pts

+3 heavy flamers: +45 pts

+Bulldozer blade: +15 pts

+Auto launchers: 5 pts

-1 lascannon: -45 pts



SIEGE LEMAN RUSS

250 pts

+Reinforced Armour +10 pts

+Ablative Armour: +15 pts

+Bulldozer blade: +15 pts

+Auto launchers: +5 pts



much feared lascannon with one. So confident in this triple flamer, Simon adds a Dozer blade to prevent the dead bodies piling up and blocking the driver's vision.

Bottom: After building this Leman Russ, Simon was rushed to hospital, muttering things like 'Ha! 4" thick armour plates' and 'aargh land mines!' Simon made this Leman Russ armed with several sheets of plasticard and a rivet making tool which Adrian Wild is rumoured to have left on his desk in a blatant attempt to either corrupt Simon or push him over the edge, into the depths of Modellers Madness.



JOURNAL



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What a drama. As soon as you finish building a fortress, some mighty Orc Warlord (i.e. A Git) comes along and knocks it down. Mark tells us all about his forthcoming Siege system.
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BITZ 'N' PIECES

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As loud as yellow, as bright as an A flat, and as tasteless as a chilli pepper. Your lettuce to us provide a window on the real world out there.

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Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

EDITORIAL

'Another day, another kick in the teeth', as the saying goes. Things have been strangely silent around here recently, which is worrying considering the usual cacophony of screams, clinking chains and eldritch moaning. A large part of this is due to the exhausting effort everybody has been putting into Titan Legions over the past weeks- missing things like lunches, weekends off and, occasionally, sleeping.

We have had some more ideas sent in, and a few letters concerning some mistakes in the last issue (where they get the idea that it is us making the mistakes, We'll never understand. Some people just can't read in straight lines). One of these apparent anomalies was in Gav's Inner Force article, where it stated in the main text that psykers could use as many powers as they wanted, while the army cards still say you can only use one power a turn. As with almost all of these occurrences, the main text is correct- you can use as many powers as you want as long as you spend at least one force card to use it. Another 'error' (We still can't see how anybody could believe us capable of anything short of sheer genius) was the attempted use of the Purge Psyker psychic power against an Avatar, which is not a psyker. This should have been Destroy Daemon. Easy mistake to make, anybody could have changed their mind halfway through a sentence. You gotta give me another chance, please it won't happen again, I promise. NOOOO! I beg of you, don't let them do it to me! AAAAAARRRRGGGGHHHH!

Gavin Thorpe recently left this plane of existence after a close encounter with a group of disgruntled Space Marine players who found him while they happened to be carrying pitchforks.

MONO-MULTI-BI-POLY-LINGUAL CITADEL JOURNAL

Well, we have had an overwhelming response to our Readers' Inquisition, the information gained from your responses will allow us to fine tune the Citadel Journal into a lean green gaming machine. Anyway the thing I really wanted to say is that from your responses it turned out about half of our readers want more spelling mistakes, and few individuals want us to get rid of the spelling mistakes altogether. So here at the Journal we have come up with a revolutionary new way of eradicating not only the spelling mistakes, but also rules contradictions, dodgy picture quality, unfunny jokes, scary photographs and mouldy captions. This has been achieved by not writing the Citadel Journal in English, but actually writing it in pure unadulterated Gibberish. All three of us have first class honours degrees in both Gibberish Language and Gibberish Literature. One of the main advantages with Gibberish is its remarkable similarities with the English Language, allowing those unfamiliar with the Gibberish Language to still comprehend the Journal using English. Although it will seem like your Journal is full of spelling

mistakes, these aren't actually mistakes but their Gibberish translations. If anyone has any problems reading the all new Gibberish Journal don't hesitate to drop us a line, we will be only too happy to help you out on difficult translations or grammatical grey areas.

SPACE HULK IQ CREW

Ho, ho all you Space Hulk players think your pretty damn intelligent working out all those tactical manoeuvres and split second decisions, trying to command your squads of Terminators through a Genestealer infested Space Hulk. But how many of you spotted the 'deliberate' mistake (ow! get off my ear., O.K., O.K. I messed the page order up). For those of you who haven't figured out the solution to our little Space Hulk conundrum, The answer is printed below.

Space Hulk Solution:

Now play the missions in numerical order.
Rearrange the pages in the following order: 10, 11, 12, 13, 16, 17, 14, 15, 18.
Swap the title block for Mission 3: The Bridge, with Mission 4: Distress Signal.

THE CITADEL JOURNAL GRAND CAPTION COMPETITION

Depending on which direction you read the journal, a few of you will by now have noticed our thrilling, comic style back cover. This contains a shot of Vlad von Carstein, Vampire Lord of Sylvania at the door of his summer house. He is about to answer a question from one of the passing Wraiths.

The more observent people among you will notice that Carstein's speech bubble is empty. This is not a mistake on our part or some huge error which slipped through the proof-reading net. It is in fact a planned and totally intended omission designed with the sole purpose of testing the quality of our reader's jokes, japes, quips and witty ripostes.

Simply jot down what you think Von Carstein is saying on a piece of paper or a photocopy of the back cover (or even a old slice of pizza, if you're so inclined) and send it to the usual address here at the Journal Bunker. Please mark the envelope 'CARSTEIN CAPTION COMPO' in big, easy to read letters.

The best replies will receive fame, adulation, world wide renown and kudos beyond all belief. Well, they might get their names in the Journal.

IAN
PICKSTOCK

GAVIN
THORPE

MARK
HAWKINS

WHERE IN WARHAMMER ARE YOU?

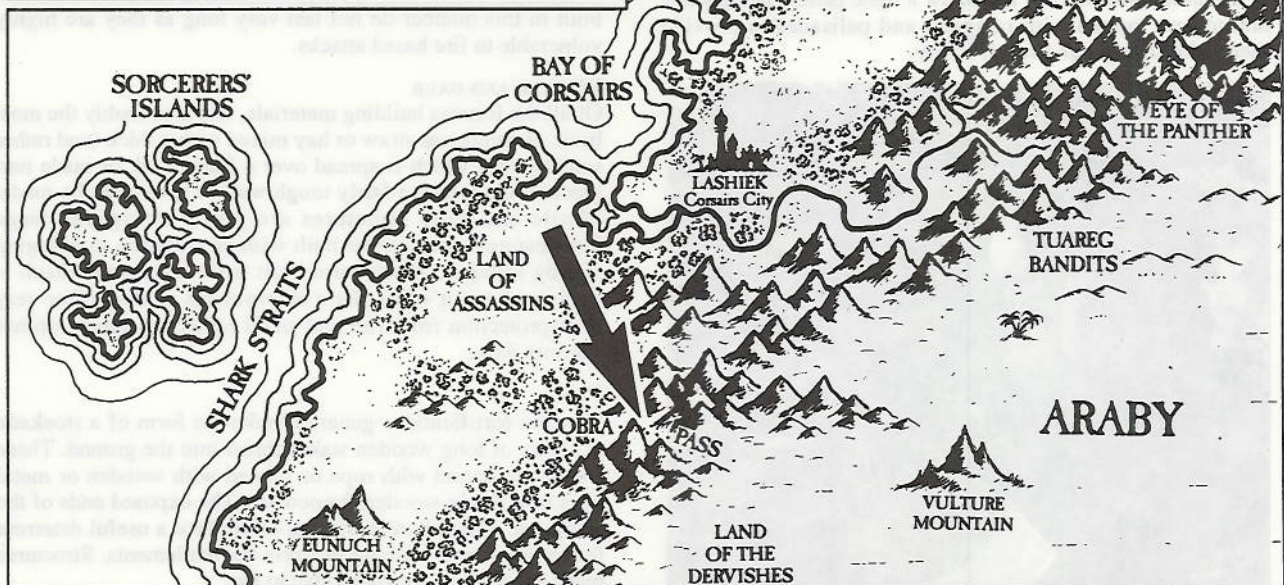
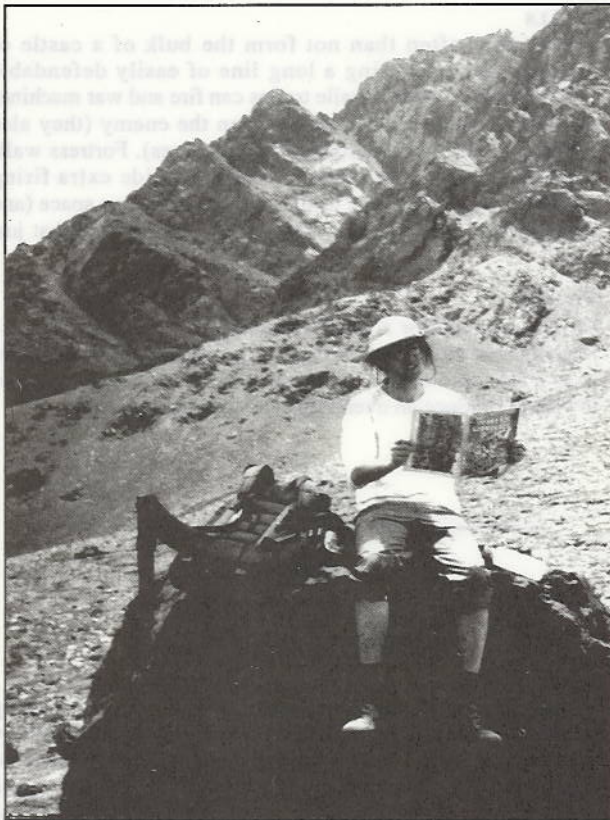
Simon Smith has recently returned from a tiring, nay exhausting, trip in the Atlas mountains (so he claims). Walking and climbing along steep slopes, and generally risking life and limb in the name of entertainment (like water polo players in a pirhana tank). We doubt this claim, however, for very good reasons, despite his claim that this photo was taken 3500 metres up a mountain pass in Morocco...

Simon is our resident cartographer and technical artist, and it is

he who creates all our wonderful maps and diagrams seen in our products. We believe he has recently come back from a survey and research mission in the mountains surrounding the city of Lashiek, in Araby. We also reckon he's been seen in Altdorf, Bretonnia and even the Chaos wastes.

As a dedicated gamer, he was well equipped with his trusty copy of White Dwarf (albeit a rather battered and old version of this traveller's companion). This tome is known to ward off marauding insects, irate native tribesmen, and even the dreaded Lurgy.

So if any of you readers are travelling this year and you see a wild and wacky place that looks like it's part of the Warhammer World or even part of the Warhammer 40,000 universe, take a photo of yourself holding a copy of the Journal or White Dwarf (so don't forget to pack one) and send it to us with where in Warhammer you are and where you actually are (planet Earth that is). Please don't send a Postcard as we won't be able to print it. Don't send in photo's of you standing in your back garden with a venus flytrap, pretending you're on the deathworld of Catachan. Of course, for some people the distinction can become a bit blurred, but not me though. Any way got to go now its a long climb from the studio to my house in Middenheim.





SIEGE

BY MARK HAWKINS

We've had quite a few letters about the ancient tome known as Warhammer Siege concerning a growing question among gamers. Are siege rules gonning to return to the world of Warhammer?

Although this question remains largely unanswered, I have decided to produce siege rules for the Journal. These will not simply be an updated version of the old system but rather an entirely new system which I hope will be faster, easier to understand and more entertaining than its predecessor. Over the coming issues I plan to cover a range of subjects involving everything from strongholds and mighty bastions to battering rams and boiling oil. Anyway enough of the official stuff, the time has come, let the siege begin.

CASTLES

For as long as anyone can remember there have always been castles and fortifications in the Warhammer world. Some are mere keeps, defending the approach to a town or lone outposts in distant mountain passes, while some are so vast that they encompass whole cities. Whatever their function, castles and other fortified structures provide a very valuable advantage in battle, giving a strong base for foot troops and cavalry while offering protection and excellent elevated firing positions to archers and bolt throwers.

Castles vary a great deal in their construction and style from one end of the Old World to the other, with different structures being built from everything from copper and iron to sun baked cow dung (rules for all the various building materials will be included later on). Despite the vast variety of castles in the Warhammer World, they all follow a basic pattern using walls and towers topped with ramparts and palisades to provide them with strength and survivability.



WALLS

Walls more often than not form the bulk of a castle or fortification, providing a long line of easily defendable positions from which missile troops can fire and war machines can launch their deadly volley upon the enemy (they also provide a very good reason for having gates). Fortress walls often have internal chambers which provide extra firing positions for your missile troops as well as storage space (and hiding places for routed troops, but we wont go into that just yet)

TOWERS

Towers are used for a variety of purposes. One is simply as a lone outpost with no adjoining walls or outhouses and another is as a structure used to join sections of walls or even other towers to produce an even bigger and mightier fortress.



BUILDING MATERIALS

STRAW

Although rather flimsy in its normal state, straw can be easily woven together to produce fairly thick walls which if properly made can defend against arrows and even greatly reduce the effectiveness of some war machines. Straw structures are cheap and can be built quickly. However, fortified structures built in this manner do not last very long as they are highly vulnerable to fire based attacks.

WATTLE AND DAUB

Of all the fortress building materials, this is probably the most basic. It comprises straw or hay mixed with a thick (and rather smelly) mud which is spread over a framework or made into blocks from which a fairly tough wall or tower can be made. Wattle and daub structures are pretty cheap and large fortifications can often be built without resorting to pillaging nearby villages. A structure built from wattle and Daub is likely to have it's fair share of problems as they offer very little protection from fire and smell rather noisomely on hot summer days.

WOOD

Wooden fortifications generally take the form of a stockade made up of long wooden stakes thrust into the ground. These stakes are bound with rope or pinned with wooden or metal pegs to a sturdy wooden framework. The exposed ends of the stakes are quite often sharpened to produce a useful deterrent for enemy troops wishing to storm the battlements. Structures made from wood are vulnerable to fire.

STONE

Stone is a material which is commonly used for the purpose of building castles. It's toughness and it's considerable weight means it is able to take a lot of damage before it will collapse. A castle made from stone takes a considerable amount of time to build and a large fortification can take a number of years to construct. As such they are very expensive and only the richest of lords and kings can afford them.

METAL

Although incredibly rare, the notion of a castle made from Iron or Copper is not entirely unfounded in the Warhammer world. Such mighty structures are unbelievably difficult to build and as such they can generally only be found in realms such as the Chaos Wastes where raw magic is so strong that it can be used to wrench ores out the very earth and shape them into mighty fortresses.

DOORS AND WINDOWS

Whether it be an old oak door, an ancient stone arch, an attractive bay window or an arrow slit, all buildings need portals and windows of one sort or another or the building would be nothing more than a useless obstruction which people couldn't get in and out of. Yes, even mighty fortresses need doors, windows and portals but they tend to serve a slightly different purpose to those employed in your average run of the mill house. Below is a list of the various types of portal used in fortifications together with a description of their purpose in battle.

Fortress Gates: This is the heaviest and strongest type of portal employed in castles, it is designed to be the main entrance to the fortress. The size of fortress gates vary a great deal, it will normally be just about wide and tall enough to get a fair sized cart or wagon through (It is fair to say that you could fit a dragon or other large monster through a fortress gate but I seriously doubt it'll co-operate). Its really up to you, as a guide, I would say that cavalry should be able to ride two abreast through the gate. Most fortifications will normally have only one Gate, although, it is possible to have a gate in each of the fortress components if you so desire.

Portcullis: A portcullis is generally used in conjunction with a gate to produce a nigh on impregnable defence against rampaging troops who would otherwise storm into the castle wreaking havoc and mass destruction upon those who dwell within. Portcullises can be used by themselves if need be, allowing archers to fire through the gaps at approaching enemy forces, this however provides less protection than a good solid door.

Reinforced Doors: A reinforced door can be used for a variety of purposes when it comes to castle building, more commonly than not they are used to provide a strong side or back entrance through which the castles occupants can escape in the dire circumstance of the enemy breaching the castle walls. This idea of self preservation is useful if a little risky.

Note: Like a gate or portcullis, a reinforced door may only be fitted the bottom floor of a wall section or tower.

Internal Doors: An internal door is a fairly light wooden door capable of sustaining a small amount of damage before collapsing. This type of door is used only as an adjoining portal between rooms and chambers within the castle itself or as an entrance from the ramparts into A tower (you can put them on the outside of you fortress if you like but I can only see them being useful in this capacity if you are planning to invite your worst enemies in for tea and biscuits halfway through the battle). Each component piece is assumed to have at least one internal door but may have more if you wish.

Arrow Slits: Arrow slits are an incredibly useful addition to your castle, allowing your archers to fire upon the advancing enemy from an elevated while being offered some degree of protection by the thick walls of the castle. Arrow slits are generally added to stone fortress walls and towers so that archers may stand in the internal rooms and still fire at the enemy although they may be included with any kind of wall you choose if needs be.

Notes: An arrow slit is very small and therefore there is only enough room for two archers to fire through it at a time. A single wall floor may have no more than two arrow slits and a tower floor may have no more than four.

Standard Windows: A standard window is the name give to any type of window or viewing portal of normal average proportions and normal use, in essence, a normal window. This may be simply a hole cut into a wall or tower face of a beautifully glazed and leaded stained glass piece of art, whatever its purpose in times of peace, in battle it is a convenient hole through which to fire and fight.

Well, that just about sums up the introductory bump. All that remains now is to hand over the brand new re-written, re-worked and altogether re-vamped rules for sieges. However space in the Journal is in short supply and for the rules to really blossom they're gonna' need a lot of room, so I'm afraid your just going to have to wait until the next issue of The Citadel Journal.

In the meantime, you will notice a few black and white plans on the opposite and following pages. These are designed to be stuck to some card and cut out to provide you with a few fortification pieces to use in your battles until you have a chance to build some proper ones. Alternatively, you can use the plans as templates to build you own fortifications from polystyrene or foamboard.

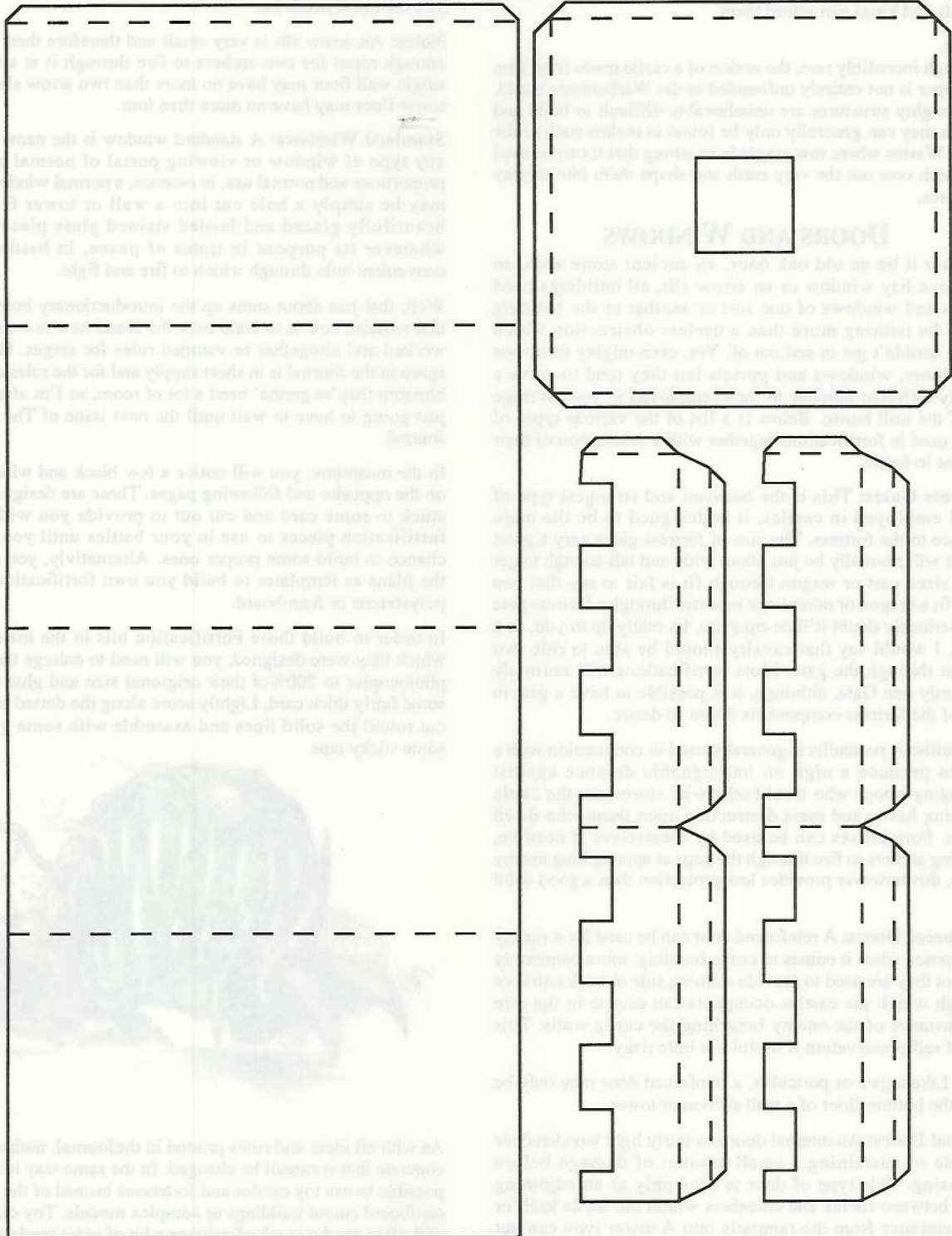
In order to build these Fortification bits in the manner for which they were designed, you will need to enlarge them on a photocopier to 200% of their original size and glue them to some fairly thick card. Lightly score along the dotted lines and cut round the solid lines and assemble with some glue and some sticky tape



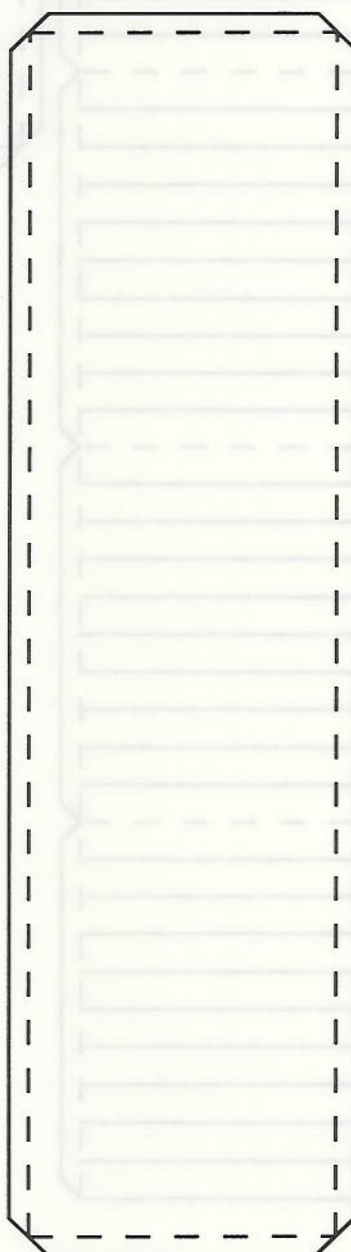
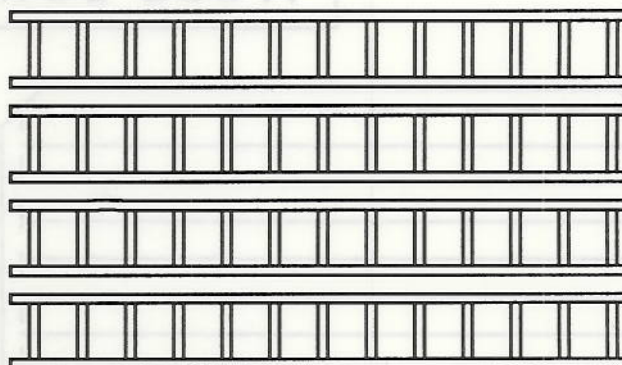
As with all ideas and rules printed in the Journal, nothing is so concrete that it cannot be changed. In the same way it is possible to use toy castles and fortresses instead of the cardboard cutout buildings or complex models. Toy castles will often need a touch of paint or a bit of extra modelling to make them look good on your battlefield but this is not a problem if you just want to play a game.

It is important to get the scale right and is often a good idea to take a miniature with you when you go to buy your toy castle.

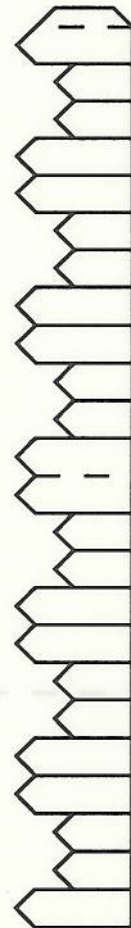
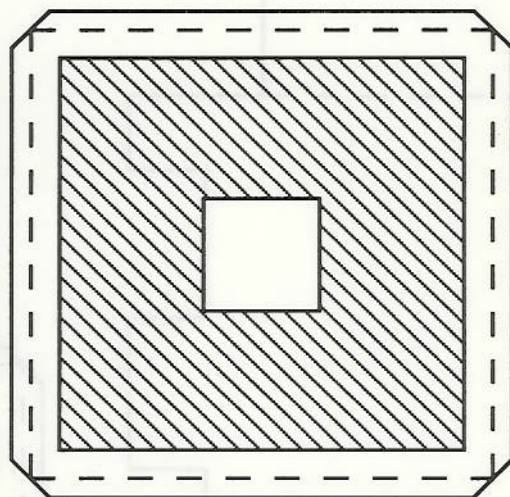
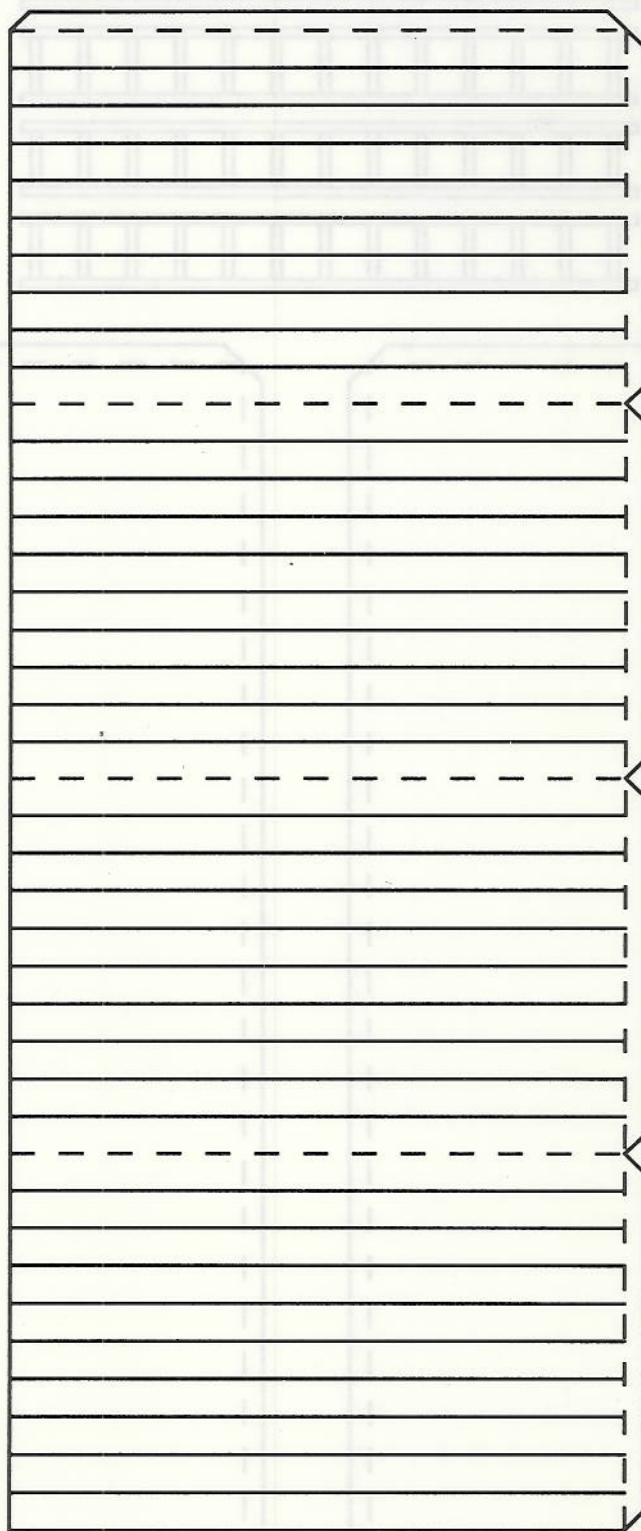
CASTLE TOWER



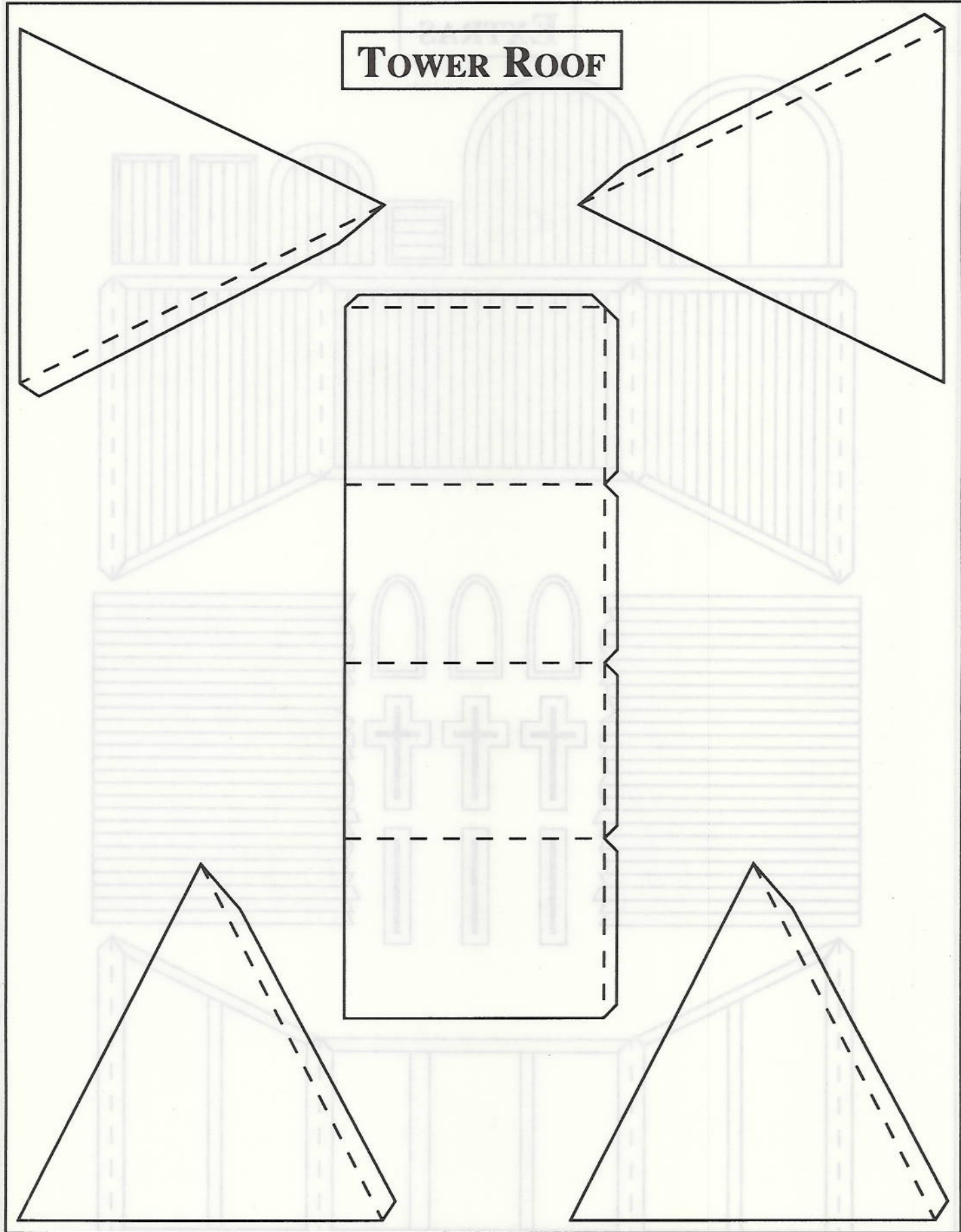
CASTLE WALL



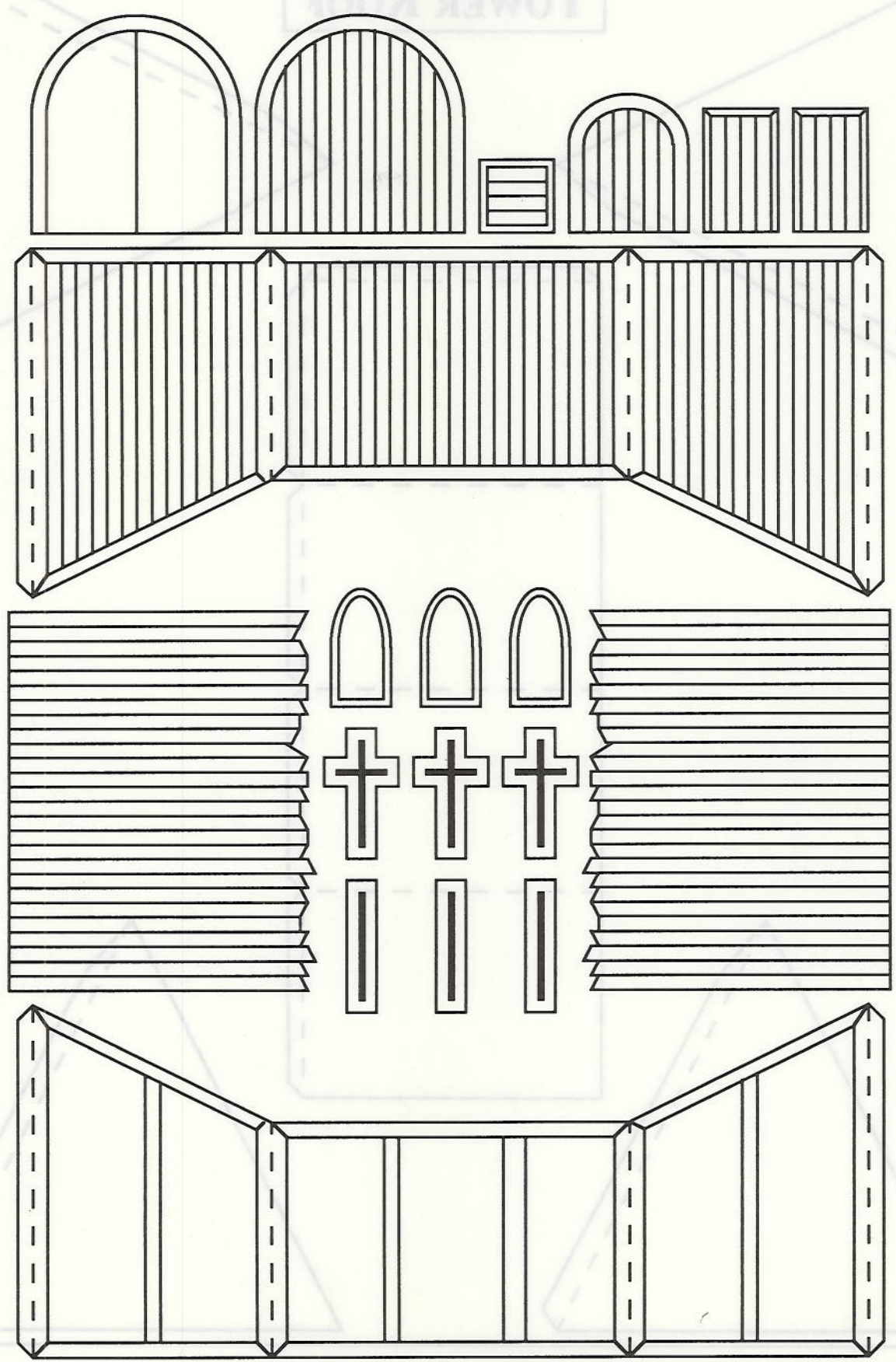
WOOD TOWER TOP

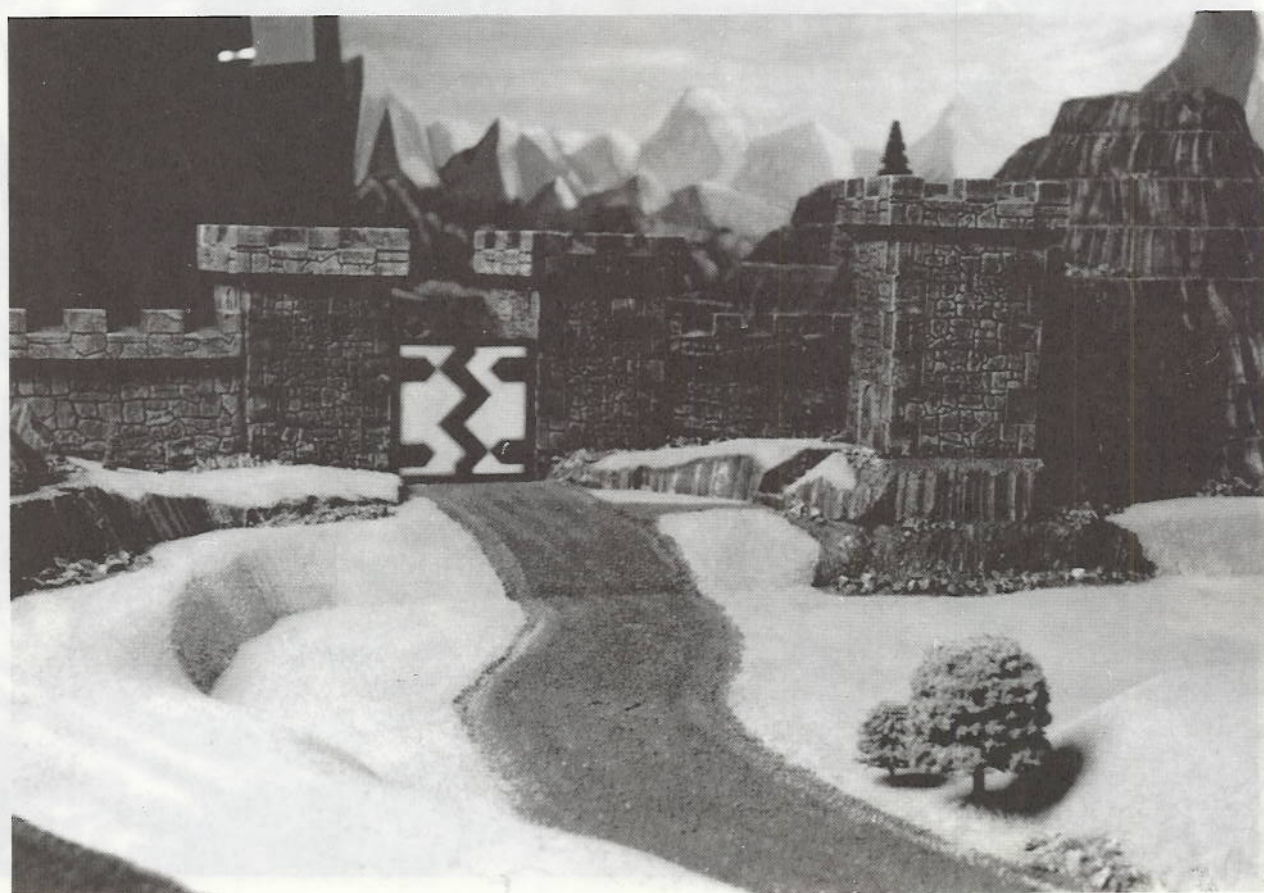
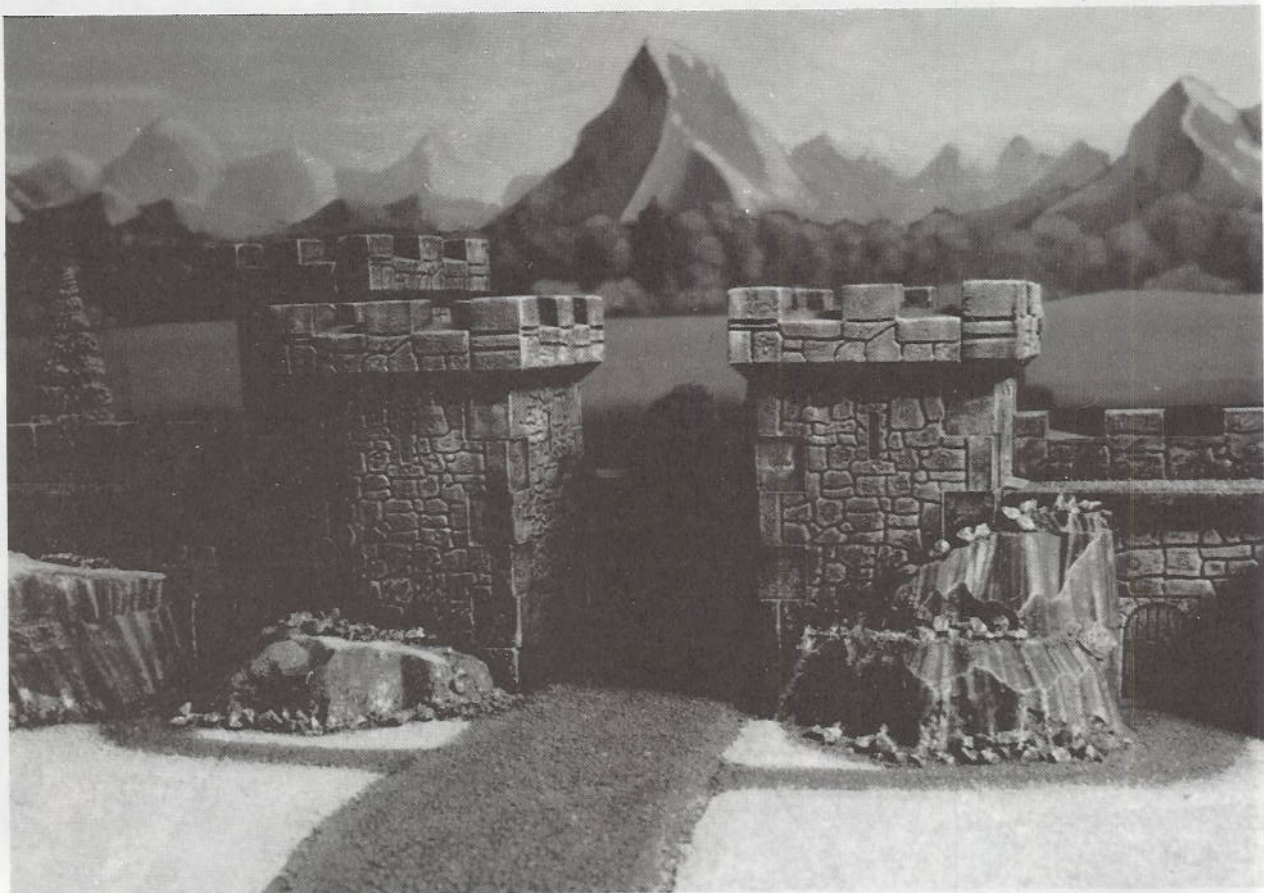


TOWER ROOF



EXTRAS







WARHAMMER

40,000

ASSAULT Pt. II

by Ian Pickstock

In part 2 of the assault article we take a look at including larger fortifications in your games of Warhammer 40,000. I've also included rules for playing special Assault games. All of these rules are designed to be used with the rules for Razorwire, Trenches and Concealed Bunkers that were provided in Part 1 of this articles in Issue 3 of the Citadel Journal

The main inspiration for this article was the excellent fortification models which Adrian Wild made for our Studio terrain and scenery collection. I think the models really give the battlefield a focal point, which the troops can fight over. But then I thought wouldn't it be even better if the troops could fight in them. So feeling inspired I had the basis of an article. I decided to use Jervis Johnson's fortification system for Bunkers printed in White Dwarf 169, as the basis for the larger fortifications. So the first few pages is just a revision of the Bunker rules so that they fit with the models and for those people who didn't get issue 169.

I would just like to give many thanks to Owen Branham, Owen works at our US studio and made the splendid terrain tables which you will see throughout this article. Owen's terrain boards are ideal for playing Assault games, with lots of trenches, razorwire and bunkers they make for really exciting games.

The following rules for access, attacking fortifications etc. only apply to the fortification in this article, and all the rules for access etc. for Trenches, Razorwire, Emplacement and Concealed Bunkers, printed in part 1 still apply.

ACCESS TO FORTIFICATIONS

Normally troops may only enter fortification through the steel doors in the walls, only models that are physically small enough may do this. This generally means big models like dreadnoughts, Tyranids or Ogryns can't enter a fortification. Unless you build a purpose built Ogryn command centre with big doors. Models which move into a fortification should be taken off the table and placed on the special floor plan for that fortification. A maximum of one model may be placed in each square. Each fortification should have it's own floor plan. The floor plan will vary from being very simple for Wall sections to complex for Strongholds. You can use Space Hulk floor



Owen Branham's marvelous terrain boards are a great example of how the battlefield should look in an Assault.

plans as fortification floorplans if you have the appropriate tiles. If you are using a huge fortification, combining several towers with walls sections and strongholds, using Space Hulk floor plans are ideal. Simply set up the floorplans on another table to represent the inside of the fortifications and play the game as usual. Hopefully you'll have a really exciting battle, with the attacker breaking into the fortification and close fighting up and down corridors, bitter struggle for every inch etc. etc.

Models inside a fortification may move a square on the floor plan at a cost of 1" of it's movement. If a fortification has more than one level, then to change level a model must move into a square adjacent to a square containing a ladder. The model may change a level at a cost of it's entire movement. The model must be placed in a square adjacent to the ladder. If able to do so a model which changes level may fire weapons or engage in hand-to-hand combat.

All levels are assumed to have a trapdoor and all door assumed to have a locking device. This means occupants of the fortification can prevent enemy models from changing levels or entering the fortification by simply locking the doors.

SUPPORT WEAPONS

A support weapon may be placed on the roofs of fortification which state that a Support Weapon may be placed on the roof on their datafax. A Support Weapon placed on the roof of a fortification is assumed to have been dismantled and then reassembled on the roof of the fortification. Support weapons may not be moved to the roof during the battle, and those set up on the roof may not must remain there for the duration of the battle. Mole Mortars may not be set up on the roof in this way! Support weapons may be set up inside the fortification but they may not fire their weapon out of the fortification.

ATTACKING FROM FORTS

Vision Slits

Models that are inside fortifications may fire weapons through the vision slits. A maximum of one model may fire through each vision slit. If you are using the floorplans then a model must fire through the vision slit that is on the side of the square that they occupy. Any model firing through a vision slit has a limited line of sight, and so has its arc of fire restricted to a 90° arc straight through the vision slit.

Roofs

Models on roofs of fortifications may shoot using the normal rules in the Warhammer 40,000 Rulebook.

Firing Ports

Certain types of fortification are built with firing ports. Firing ports are a special kind of sponson which is fixed onto large fortifications. The main advantage of the firing port is its greater arc of fire and the special weapons that can be mounted on them. Firing ports are indicated on the floorplans by a special counter (printed at the end of this article). A firing port takes up two squares of the floor plan, one of the squares is taken up with the weapon ammunition, cooling systems etc. The other square is for the gunner to stand in. The gunner can be any model in the army of the player who bought the fortification, can actual enter the fortification and can fire a weapon. To fire the weapon mounted in the firing port the gunner must be on the firing port square and not moved that turn. The weapon may be fired anywhere within a 180° fire arc centred on the firing port. A maximum of one in three vision slits may be replaced with a firing ports.

If the Fortification is Imperial, Ork or Chaos then the following weapons may be mounted in the firing port at the points cost indicated.

Weapon	Cost
Bolter	3 pts
Storm Bolter	5 pts
Heavy Bolter	15 pts
Heavy Flamer	15 pts

If the Fortification is Eldar then the following weapons may be mounted in the firing port at the points cost indicated.

Weapon	Cost
Shuriken Catapult	5 pts
Shuriken Cannon	15 pts
Flamer	10 pts
Melta-gun	10 pts

ATTACKING FORTIFICATIONS

Models that shoot at fortifications may *either* attack models on the fortification roof *or* attack the fortification itself. Note that models that are inside a fortification may not be attacked directly even if they fired out of a vision slit or a firing port in the previous turn. Models on the roof are attacked using the normal shooting rules. They receive the benefit of the -2 to hit modifier for being in hard cover.

Attacks made on fortifications benefit from the fact that fortifications are large stationary targets and therefore very easy to hit with ranged attacks. To represent this, attacks made at long range count the target as a large target and receive a +1 modifier tot their hit rolls, while attacks made a short range hit automatically.

When a fortification is hit by a ranged attack, roll to see which area was hit and what damage was caused as you would if you were attacking a vehicle, using the relevant fortification datafax. Unlike a vehicle, however a fortification is only affected by attacks that score a direct hit. Weapons with a blast marker that are fired at models on the roof, or which scatter when attacking the fortification or a nearby target, will only affect models on the roof and will not cause any damage to the fortification itself. This represents the fact that fortifications are solidly built construction which will only be damaged by a direct hit - peripheral damage from weapons with blast markers may blow a few gargoyles off the fortification but won't cause any serious damage. For the same reason, weapons with a blast marker that hit a fortification will only damage *one* location, chosen at random by rolling on the fortification damage table printed in the back of the relevant datafax.

A fortification may also be attacked in the Hand-to-Hand Combat part of the turn in exactly the same way as you would a vehicle.

ATTACKING FORTIFICATION DOORS, VISION SLITS AND FIRING PORTS

Models that are within 6" of a fortification door, and have a clear line of sight to it, may shoot at the door. The attack hits the door automatically, no roll to hit is required, and the attacker does not have to roll on the hit location table. Armour penetration and damage are worked out using the normal rules. Models that are on a roof or inside a fortification which has a trapdoor in the same section may choose to attack the trapdoor in the same way. The trapdoor has an armour value of 15 and uses the door damage table on the relevant fortification datafax.

If the door is destroyed subsequent attacks that hit the door location will go through the doorway and hit one of the models inside the fortification. The attack hits a randomly chosen model causing damage using the normal Warhammer 40,000 rules.

Models within 6" of a destroyed doorway or trapdoor, or that are within 1" of a vision slit may choose to fire or throw grenades through the entrance or vision slit at a model inside the fortification. Roll to hit and wound the target using the normal rules. (Don't forget to use the special rules for scatter and blast markers printed on page 89 of the Warhammer 40,000 rules if you shoot or throw a weapon with a blast marker in this way).

Models may not throw or shoot weapons through a firing port as it has no vision slit. The firing port is assumed to have a visual display unit or a targeting screen of some sort. This does not prevent models from firing at the fortification and trying to hit the firing port by rolling for location or attacking the firing port in hand-to-hand combat.

SPECIAL WEAPON RULES

All of the Special Weapon Rules printed WD169 apply with the exception that some of the larger forts are split into sections (this is indicated on the datafax). The following weapons which would affect an entire bunker only affect one section: hand flamers, flamers, heavy flamers, graviton gun, distort cannon, mole mortars, Choke, Hallucinogen, Scare, Toxin and Photon Flash Flare.



SPECIAL WEAPONS

Harlequin's Kiss: A model armed with a harlequin's kiss that is within 1" of the fortification's vision slit may use the weapon to attack any models inside the fortification. Roll on the harlequin kiss Vehicle Crew Penetration Table in the Wargear book to see what happens to any models inside the fortification.

Hand Flamers, Flamers & Heavy Flamers: The flames from these weapons will wash over the fortification and flow through the vision slit to affect the models inside. If a flamer is used to attack a fortification then it will automatically hit a vision slit. Roll a D6 for each model inside the fortification, they are hit by the flames on a roll of 3 or more. Note that flamers do not receive the bonuses normally applied to weapons with a blast marker in a building.

Graviton Gun: If a graviton gun hits a fortification then it ignores armour penetration. Roll on the fortification damage table adding +1 to the dice score.

Distort Cannon: Roll a D6 if any part of a fortification falls under a Distort Area template. On a roll of 4, 5 or 6 the fortification and all its occupants are affected by the distort cannon. Make one distort cannon test to see what happens to the fortification and its occupants.

Choke, Hallucinogen, Scare & Toxin: The gas from these weapons will seep through the vision slit into the fortification. If the front of the fortification is covered by the blast marker template for the grenade then roll a D6 for each model inside. On a roll of 3, 4, 5 or 6 then the model may be affected by the grenade as described in the Wargear book.

Mole Mortars: If a mole mortar is used to attack a fortification then roll on the following table instead of the Mole Mortar Accuracy table printed in the Wargear book.

MOLE MORTAR DAMAGE TABLE

- | | |
|-----|--|
| 1 | Off Target. The torpedo's guidance system draws it off-target. Randomly determine scatter as normal then re-roll on the Mole Mortar Accuracy table in the Wargear book. |
| 2-5 | Airburst. The torpedo emerges on target, spins out of the ground and explodes in the fortification. All the models in the fortification take a strength 4 hit with -2 save modifier. |
| 5-6 | Cave In! The torpedo explodes under the concealed bunker, causing the bunker to cave in. The concealed bunker and any models in it are destroyed. Remove the fortification model and replace it with a crater. |

Photon Flash Flare: Photon flash flares that go off outside the fortification will not affect any models inside the fortification. If the flare goes off inside the fortification then it automatically effects any models inside the fortification, and +1 is added to the dice roll on the Flash Effect table printed in the Wargear book.

Vibro-cannons: A fortification which is hit by a vibrocannon suffer damage exactly as if it were a vehicle. The fortification is automatically hit and the Eldar player must roll to penetrate the fortification's armour, the fortification has an armour value of 22. If successful the Eldar player rolls on the fortification's Structure damage table with a +3 modifier to the roll.

BATTLE TOWERS

A Battle Tower is a large fortification used to get an elevated view of the battle field. Troops in battle towers have the advantage of height and are able to rain fire down onto their advancing opponents.

Special Rules

A Battle Tower has a floor and a roof just like a normal bunker. But the floor is raised up off the ground, so that the only way to close assault the bunker is via the door on the bottom then up the stairs and through the trapdoor in the floor.

Models assaulting the bunker cannot throw grenades through vision slits or charge any models firing from vision slits, although you may be within 1" of the actual bunker wall the vision slits elevated position prevents you from attacking through the vision slits. Unfortunately this works both ways, any models within 2" of the Battle Towers walls cannot be shot at by models firing out of vision slits, due to their restricted field of fire (see diagram). If you wish to assault the Battle Tower, Then you must destroy the door, then destroy the trapdoor. All the rules for doors and trapdoors printed apply.

The floors of Battle Towers should be represented by 3 by 3 square sections. Guess what, yes Space Hulk room sections are ideal. You may like to add additional doors on the upper floor of your Battle towers so as to provide access to Rampart sections which are added to them.

Battle Towers may be equipped with Firing Ports.

Turrets

Battle Towers may be used to mount turreted weapons. The turret costs an additional 25 points and may be used to mount any support weapons allowed for your army at the normal points cost. The support weapon follows all the normal rules but with the added bonus of being in a thick steel turret and having a 360° fire arc. The turret is destroyed if the Battle Tower is destroyed. If a turret is mounted on the battle tower then no troops may be placed on the tower roof. Battle Towers with Turret should be decked out with a suitable model.

Ork Traktor cannons mounted in a turret follow these special rules. Objects dragged towards the fortification will collide with the fortification. If the Traktor cannon suffers from reversed polarity, then the turret will be ripped off and dragged towards the target in the usual manner, the Traktor cannon will count as destroyed.

The price includes the cost of a gunner who is of the following type for your army, I have included the relevant stats for convenience:

Army	BS	T	W	Armour Save
Space Marine	4	4	1	Power Armour: 3+
Ork (Gretchin)	3	3	1	Flak: 6+
Imperial Guard	3	3	1	Carapace: 4+
Chaos	4	4	1	Power Armour: 3+
Eldar	3	3	1	Guardian Armour: 5+
Squat	3	4	1	Flak: 6+

Imperial Guard forces may buy Command Relays instead of a turret. A command relay allows Imperial Guard Colonels to stay in contact with their force. A battle tower equipped with a command relay counts as a command section with a Ld value of 9. A Command Relay costs an additional 30 points, only one fortification in the Imperial Guard force may be equipped with a Command Relay. Battle Towers with Command Relays should be suitably decked out with aerals and radar dishes etc. The Command Relay can be hit and destroyed in the same way as a Turret.



WALL SECTIONS/RAMPARTS

Wall sections are designed to be used in long lengths to form city or fortress walls, the basic wall section is a bit like a thin bunker. Wall sections may be joined together to form a long section of wall. Wall sections can be used with Battle Towers to form a huge fortress.

Special Rules

Each section of rampart is assumed to have a door at both ends, these follow all the normal rules for doors. A rampart does not have a trapdoor to allow access to the roof. Troops wishing to enter the roof must enter via an open ended rampart or via a door from a Battle Tower or other fortification.

Ramparts may not be equipped with Firing Ports.



Joining Ramparts and Battle Towers

When joining ramparts note that the end doors do not count as two seperate doors but represent one door. An ideal way to represent the interior of Ramparts is to use Space Hulk corridor sections, using the doors to represent doors (wow there's logic for you!). This of course means that if you destroy a rampart then both doors will be destroyed leaving two gaping holes for the enemy to enter through.

STRONGHOLDS

Strongholds are the largest and toughest fortification. Such large fortifications vary greatly in their specification and no two are hardly ever the same. With this in mind it is very difficult for me to give you very specific rules without me restricting your modelling options. Needless to say if your Stronghold looks anything like the one in the photo you are on the right track.

Basically a Stronghold is two Battle bunkers and Battle tower combined to form one fortification. Each section can be destroyed separately and should be treated exactly like separate individual fortifications. You might well be asking what purpose this serves and why don't you just have two Battle bunkers and a Battle tower joined together? The reason is that Strongholds can have various upgrades which aren't allowed on smaller fortifications.

Special Rules

No other fortifications may be joined onto a stronghold.

Shooting at Strongholds

A Stronghold is a very large fortification and all the normal rules for shooting at fortifications apply. In addition when a hit is scored on the fortification the firer may choose to aim high or low. If the firer aims high then he may add 6 to his roll on the Stronghold datafax location table. If he aims low then the firer rolls a D6 as normal. The firer must declare whether they are aiming high or low before rolling for location.

Autofire Weapons

Strongholds are equipped with special Autofire weapons. The weapons always count as being on Overwatch and may only fire in your opponents turn. Although there are dozens of these weapons all over the Stronghold the Autofire system can only cope with identifying one target at a time and can therefore only bring five weapons to bear on any one target. The weapons will always fire at the closest target at the end of your opponents movement phase. If any enemy units charge the Stronghold then the Autofire weapons will target them. If more than one unit charges the Stronghold then you may choose which of the charging units to fire upon. The maximum range of any Autofire weapons is 12" regardless of the actual weapons range, this represents the limits of the actual sensors.

Eldar fortifications have shuriken catapults all other fortifications have bolters. The Autofire weapons hit on a 4+ and do damage in the normal way.

Turrets

The tower may have a turret mounted on it in exactly the same way as a battle tower. A turret in a stronghold may also be equipped with special Anti-skimmer weapons. The Anti-Skimmer weapons count as being on Overwatch and may only be used to fire in your opponents turn. The maximum range of the weapon is 24" and it may only fire at skimmers. You may choose from the following weapon systems to mount as anti skimmer weapons.

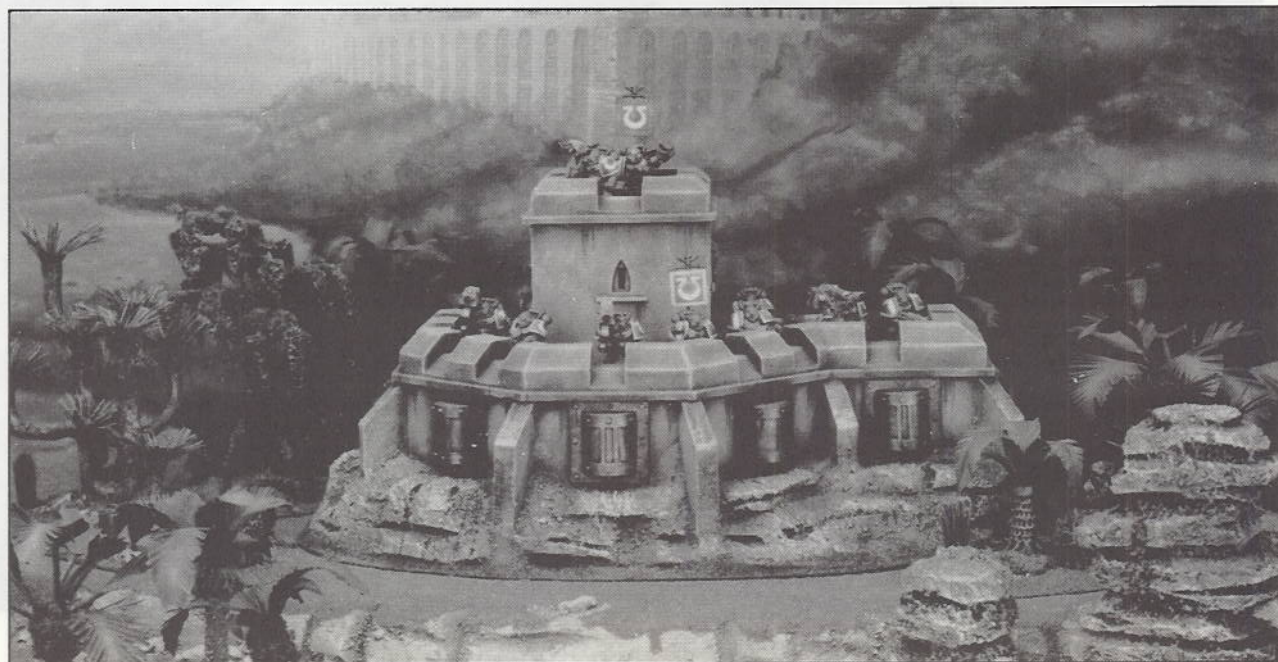
Two hunter killer missiles (Imperium only)	
No maximum range.	50 pts.
Twin linked heavy bolters.	30 pts.
Twin linked shuriken cannons (Eldar only).	30 pts.
Scatter Laser (Eldar only).	50 pts.
Four linked kustom kombi weapons (Orks only),	
roll for the affects of each weapon seperately.	
Maximum range of 24" still applies.	40 pts.

Interior Doors

A Stronghold has interior doors allowing access between the different sections of the Stronghold. These follow all the rules for normal doors, having an armour value of 15. If the door armour is penetrated roll on the door damage table, counting results of 6 as a 5, this means you can never do structural damage by destroying an interior door.

Teleport Jammers

Strongholds may be equipped with a Teleport Jammer at an additional cost of +50 points. The Teleport Jammer prevents your opponent from teleporting troops or using warp related weapons on your Stronghold. If a unit attempts to teleport inside your fortification or if the stronghold is hit by a Vortex or D.Cannon, then the unit or blast is scattered. To scatter the attack roll a Scatter dice and a 2D6. If you roll a 'hit' then the attack has hit and is resolved as normal. If you roll an arrow, the unit or blast is scattered 2D6" in the direction shown by the arrow.



WRAITH TOWER

Many planets all over the galaxy have Wraith Towers, to many they are just strange alien monuments. But to the Eldar they represent the key to their civilisation. As well as being powerful sources of psychic energy they also act as portals to the Eldar Webway.

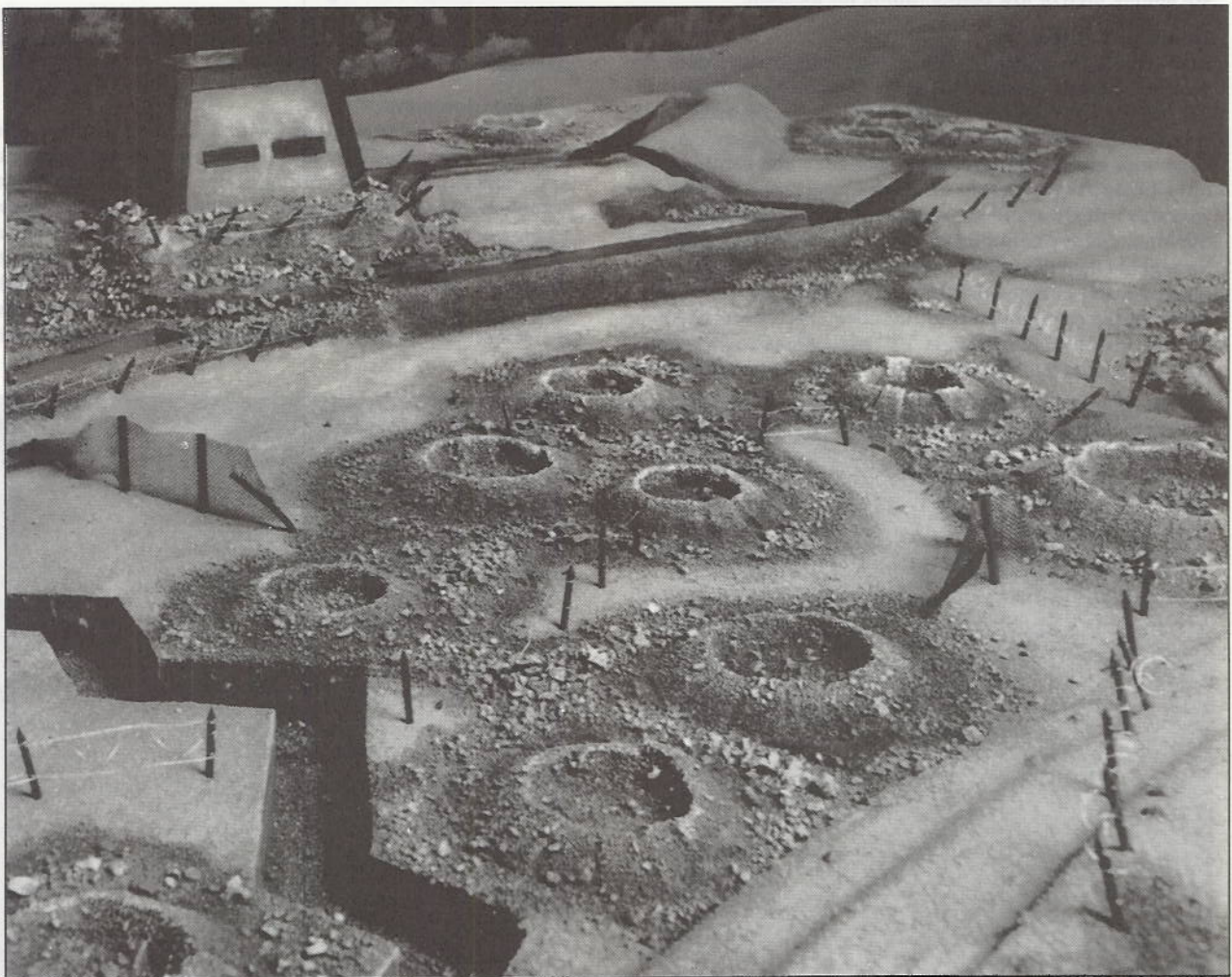
A Wraith Tower may be purchased by Eldar player or included in games with Eldar forces. Maybe the Eldar are trying to capture it from enemy hands. No more than one Wraith Tower may be on the battlefield. A Wraith Tower cost 50 points and comes out of the player's fortification allowance. A Wraith Tower may be placed anywhere within an attackers deployment zone or a defenders rear zone. The Wraith Tower may be placed in a defenders front deployment zone for double the points cost. A Warlock, Farseer or Shadowseer that is within 6" of a Wraith Tower may take an extra warp card. A maximum of one extra warp card may be taken in any one psychic phase, the card is always given to the seer of highest mastery. Any powers cast on the tower or any Eldar model within 6" of the Wraith Tower is nullified on a D6 roll of 4 or more. In addition any enemy psykers within 12" of the Wraith Tower attempting to use any psychic ability or Wargear is pulled towards the Wraith Tower 2D6". If the Psyker touches the Wraith Tower then they are assumed to have been pulled through the portal and sucked into the Webway. The psyker is effectively killed and removed as casualty.

A Wraith Tower follows all the normal rules for shooting at fortifications and has an effective armour value of 25. If a shot penetrates this armour then roll a D6 and refer to the table below.

1-3: Great chunks are blown off the Wraith Tower, but the psychic integrity remains intact. Although the portal is temporarily closed and will not suck psykers in.

4-6: The Wraith Tower is destroyed. All psykers within 24" will suffer feedback from the psychic shock waves. The psyker is knocked down and may not use any powers that turn, but may still attempt to nullify. Plus the psyker will suffer a wound on the D6 roll of a 4 or more.

The Wraith Tower maintains a position in the real universe relative to it's counter-part in the warp, rather than being built on the ground. They are only placed on the ground for ease and convenience. Indeed on some planets where seismic activity has coursed the ground to move it isn't uncommon to find a Wraith Tower suspended in mid air and in cases where planets have been destroyed, it is common for the Wraith Tower to be left intact, suspended in outer space. Because of these indestructable qualities, it is impossible to destroy a Wraith Tower by disrupting the ground it sits on or by altering it's physical properties. Therefore mole mortars, graviton guns, and vibro cannons have no effect on a Wraith Tower and cannot harm it in any way.

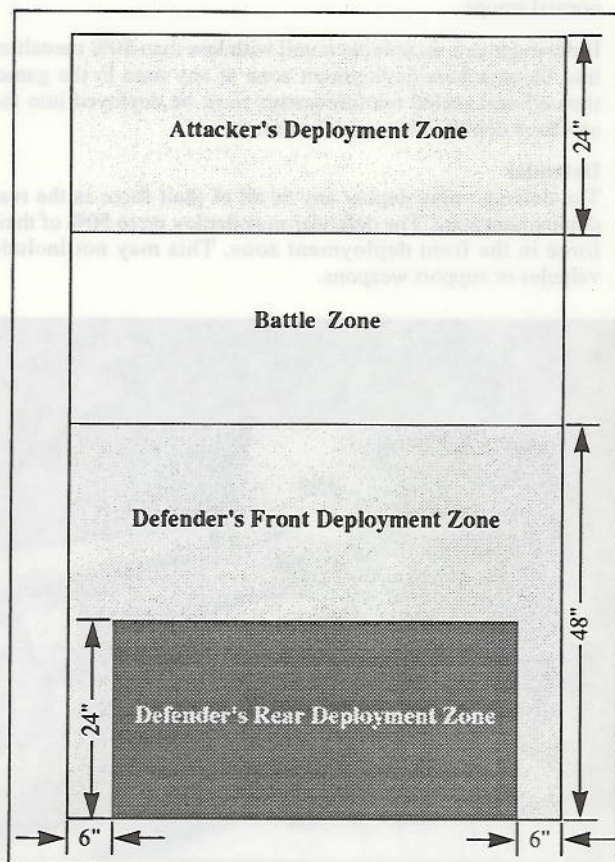


PLAYING ASSAULT GAMES

Well with all these rules for new fortifications, trenches, razorwire, etc. etc. you wouldn't want to play a boring old game of normal Warhammer 40,000. So here are some new set up rules to allow you to play exciting assault games with defender valiantly fighting off full scale assaults by storming attackers, over battle-scarred terrain full of trenches, rolls of razorwire, foxholes... An important element when playing an Assault game is that the two players take on a distinct role. One will play the defender and a good proportion of their force will consist of fortifications. The other player will be the attacker and a good proportion of their force will consist of fast shock troops, like cavalry, skimmers and infantry with jump packs. You and your opponent can choose who is the attacker and who is the defender. Or you can roll a dice, highest chooses. Or whoever puts all the time and effort into building the fortifications chooses. Note: Tyranid and Genestealer armies hardly ever defend and then they would never use fortification.

Deployment

The most important point about an assault game is that it is played up and down the length of the table rather than across the width. The Deployment zones for the attacker and the defender are as shown on the diagram below. You'll notice that the defenders deployment zone is segmented into two zones, this is because certain types of fortification can be deployed fairly deep into the battlefield, whereas larger more static fortifications tend to be at the rear. The following fortification can be placed in the rear deployment zone: Strongholds, Battle Towers and Ramparts. The following fortifications may be deployed in either the front or rear deployment zones: Trenches, Emplacements, Razorwire or Concealed Bunkers.



If a fortification datafax says that a fortification can be deployed outside its deployment zone at an additional points cost then following restrictions apply. If the fortification normally deploys in the rear deployment zone may be placed in the front zone. If the fortification may be deployed in the front deployment zone then it may be placed in the battle-zone.

Terrain

In an Assault game the defender has a great deal of control over the terrain set up. The defender will have scouted out the surrounding area looking for a highly defensible vantage point his troops will have dug-in, erected defences and cleared terrain which blocks line of sight. The terrain is set up following the normal rules with the following exceptions. The attacker may not place any terrain in the defender's rear deployment zone, and may only place every other piece of terrain in the defender's front deployment zone. Obviously the players don't have to roll to see who gets which side, as this will have already been decided.

Deploying Fortifications

Once all the terrain has been placed the defender must deploy their fortifications. The fortifications may be deployed in the relevant deployment zones and the defender can move the terrain slightly so that the Fortification can be placed sensibly. At this stage the two player will have to come to some mutual agreements here, for instance if the defender has a bunker model built into a hill, it is perfectly okay for the defender to replace the hill with the bunker model.

Once all the fortifications have been deployed the defender may clear ground if they have reserved points for this purpose.

Clearing Ground

It is quite common for defenders to clear areas of terrain to give them unrestricted fields of fire. This is done by vehicles with bulldozer blades, infantry simply chopping trees down or even by orbital bombardment. The defender may choose to attempt to clear a piece of terrain at a cost 10 points per terrain feature. The defender must have these points left over after he has chosen his force. A defender may never attempt to clear more terrain features than their strategy rating. So a Space Marine player may attempt to clear five pieces of scenery, whereas as Ork player may only attempt to clear three. The defender may attempt to clear any terrain features in the front or rear deployment zones. Roll a dice for each terrain piece and consult the following chart.

- 1: Missed.** The Bombardment was off target and hits a nearby piece of terrain. The terrain feature nearest to the chosen terrain feature is Demolished, as stated in result 4-5. This includes any of the defenders fortifications. If two or more terrain features are of equal distance from the chosen feature. Roll a dice to see which one is destroyed.
- 2-3: Partial Clearance.** Unfortunately the terrain had to be cleared by hand and is only partially cleared. Trees and forest should be replaced with general soft cover, bushes, long grass, felled trees perhaps!
- 4-5: Demolished.** The bombardment was dead on target, but didn't quite scatter right to get the optimum destruction. Replace the terrain feature with lots of craters.
- 6: Flattened.** Bingo! All traces of the terrain existence is scoured from the planet's surface, in a cataclysmic explosion that makes you wished you'd saved that bombardment for the enemy. Remove the terrain feature.

MISSION CARDS

Due to the specialised nature of an Assault game you may want to vary which Mission Cards you include. Although it is perfectly possible for you to play an Assault game using the existing Mission Cards, you may want to vary the selection or remove the inappropriate ones like Engage and Destroy, or Guerilla War (men don't dig foxholes and heavy weapon emplacements, only to find they don't have any ammunition. You could try just using the special Assault Mission cards or even choosing missions. (Choosing missions can be fun as it means you can tailor your force for a particular mission, don't let a player choose Engage & Destroy as it is too easy). You could devise a scenario with it's own special Victory Point totals.

GAME LENGTH

Assault games generally take a lot longer than normal games of Warhammer 40,000 and the attackers would be struggling to get across the table in four turns. Generally in Assault battles it is best to play to a preset Victory Point Total or for an allotted time. If you play to a preset points value I recommend you use the following table. Both players have to score a number of victory points based on the size of their armies, this indicated on the table below. The player that goes second is called the second player (as well as Smeg head, Orky skum, ponsy Eldar etc). At the end of each of the second player's turn work out the numbers of victory points each player has scored. If either player has scored the required Victory Points, the game ends and they have won.

Army Size	VPs Required
0-1000	10
-1500	15
-2000	20
-2500	25
-3000	30
etc.	etc.

If you still want to play a game to an allotted number of turns then use the following table.

D6 Roll	Number of Turns
1-2	6 Turns
3-4	7 Turns
5-6	8 Turns

Deploying Forces

After both players have picked Missions or decided on a scenario, you can deploy forces.

Attacker

The attacker may deploy anywhere within the attackers deployment zone. Plus in addition the attacker may reserve up to 20% of their force as reinforcements. The reinforcements must include a Hero or Mighty Hero character to lead them. Reinforcements are troops which hang back behind the main force. Dodging from cover to cover and staying out of enemy sight. Their purpose is to move forward and bolster the attackers when they are faltering or the add extra punch to an attack.

Attacking vehicles may deploy on combat speed.

Reinforcements

The attacker may deploy his reinforcement at any time in one of the attackers subsequent turns. The reinforcement may be placed anywhere 8" behind the furthest forward unbroken attacking or defending unit with less than 50% casualties.

Reinforcements may be of any type - troops, vehicles, support weapons etc. Reinforcements may be deployed into 'Hiding'.

The defender may use the Strategy card 'Delayed' to hold up reinforcements. Instead of playing the card at the start of the game. The defender waits until the attacker states that he is placing their reinforcements. The defender may then use the delayed card to force the attacker to deploy their reinforcements in the attacker deployment zone, just like normal troops.

If defender gets an unbroken unit with less than 50% casualties into the attackers deployment zone at any time in the game, then all unrevealed reinforcements must be deployed into the attackers deployment zone as normal.

Defender

The defender may deploy any or all of their force in the rear deployment zone. The defender may deploy up to 50% of their force in the front deployment zone. This may not include vehicles or support weapons.



BATTLE TOWER

FORTIFICATION DATA

Capacity:

Up to nine models may be placed inside the tower and an additional eight models, or a single support weapon and crew may be placed on the roof.

Access:

Any number of models may enter or leave the tower through the side door, then up inner ladder and through the trapdoor in the floor. Enemy models must destroy both the door and the trapdoor to gain access.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Tower may fire out of any of the four vision slits, using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Battle Towers are deployed in the Rear Deployment Zone and may be deployed in the front deployment zone at an additional cost of +25 points.

Special:

A Battle Tower may be equipped with a turret at an additional cost of 25 points + cost of weapon(see main rules). A Battle Tower may replace one of its vision slits with a firing port.

Points Cost: 75 points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	See Below	
2	Door*	20	20
3-5	Structure	25	25
6	Turret**	22	22

* Hit the one nearest the attacker. If the nearest vision slit has been replaced with a firing port. Count the hit against the Firing Port instead.

** If the Battle Tower doesn't have a turret count this as a hit on the Structure instead.



WALL SECTION

FORTIFICATION DATA

Capacity:

Up to six model may be placed inside a Wall Section, and an additional five models may be placed on the roof.

Access:

Any number of models may enter or leave the Wall Section though either of its side doors. Models may only move onto the roof from another fortification or if the model has a ladder on the side.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Wall Section may fire out of any of the six vision slits (three on each side), using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Wall Section are deployed in the Rear Deployment Zone and may be deployed in the front deployment zone at an additional cost of +25 points.

Points Cost: 35 points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	See Below	
2	Door**	18	18
3-6	Structure	22	20

* Hit the one nearest the attacker. If their aren't any visible count the hit as a Structure hit instead.

** Hits the door nearest the attacker. If their aren't any visible doors count the hit as a Structure hit instead.

STRONGHOLD

FORTIFICATION DATA

Capacity:

Up to eight models may be placed in each bunker and nine may be placed in the Battle Tower. You can place as many models (including support weapons) as possible on the roof as long as all the bases are flat on the floor and are not overlapping

Access:

Any number of models may enter or leave the a section of the Stronghold though it's doors, either to the outside or to another section. Models may only move onto the roof from another fortification or if the model has a ladder on the side. Models may move onto the roof through trapdoors.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Tower may fire out of any of the four vision slits, using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Strongholds are deployed in the Rear Deployment Zone.

Special:

See main rules. One in three vision slits may be replaced with Firing Ports.

Points Cost: 200 points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	Auto. Penetrate	
2	Door*	20	20
3	Auto. Wpns.**	15	15
4-6	Structure†	26	26
7	Vision Slit*	Auto. Penetrate	
8-9	Turret	22	22
10-12	Struct. (Tower)	25	25

* Hit the one nearest the attacker. If their aren't any visible count the hit as a Structure hit instead.

** If the Autofire Weapons are penetrated then they are destroyed.



BATTLE BUNKER

FORTIFICATION DATA

Capacity:

Up to eight models may be placed inside the bunker, and an additional five models or a single support weapon and crew may be placed on the roof.

Access:

Any number of models may enter or leave the bunker through the side door, or move from the bunker to the roof, or from the roof to the bunker, each turn. A single support weapon may be set up on the roof at the start of the battle, but may not leave once the battle is progress.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Bunker may fire out of any of the seven vision slits, using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Battle Bunkers are deployed in the Rear Deployment Zone and may be deployed in the front deployment zone at an additional cost of +25 points.

Points Cost: 50 Points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	See Below	
2	Door**	18	18
3-6	Structure	22	20

* Hit the one nearest the attacker. If their aren't any visible count the hit as a Structure hit instead.

** Hits the door nearest the attacker. If their aren't any visible doors count the hit as a Structure hit instead.

FORTIFICATION DAMAGE TABLES

STRUCTURE

D6	Damage
1-4	The fortification rocks violently. Any of the models inside the fortification or on the roof are knocked to the ground or are trying to prevent the bunker from collapsing and may do nothing in their next turn. Add +1 to all future damage rolls against this bunker.
5	The ground erupts everywhere and the fortification collapses. All the occupants are either killed or buried alive. Remove the bunker and replace it with a rubble.
6	The fortification is totally destroyed taken nearby fortification with it. Any fortification which are joined to this fortification must make a roll on their structure table with a -1 modifier. A result of a 0 indicates that it has no effect.

FIRING PORT

D6	Damage
1	The gunner is hit, the model must make its basic saving throw to survive. If there is no gunner then count this as a Vision Slit hit instead.
2-3	The weapon mounted in the firing port is badly damaged and may only be fired if you first roll a 4 or more on a D6.
4-6	The firing port and the gunner are destroyed. The firing port is blocked and useless.

VISION SLIT

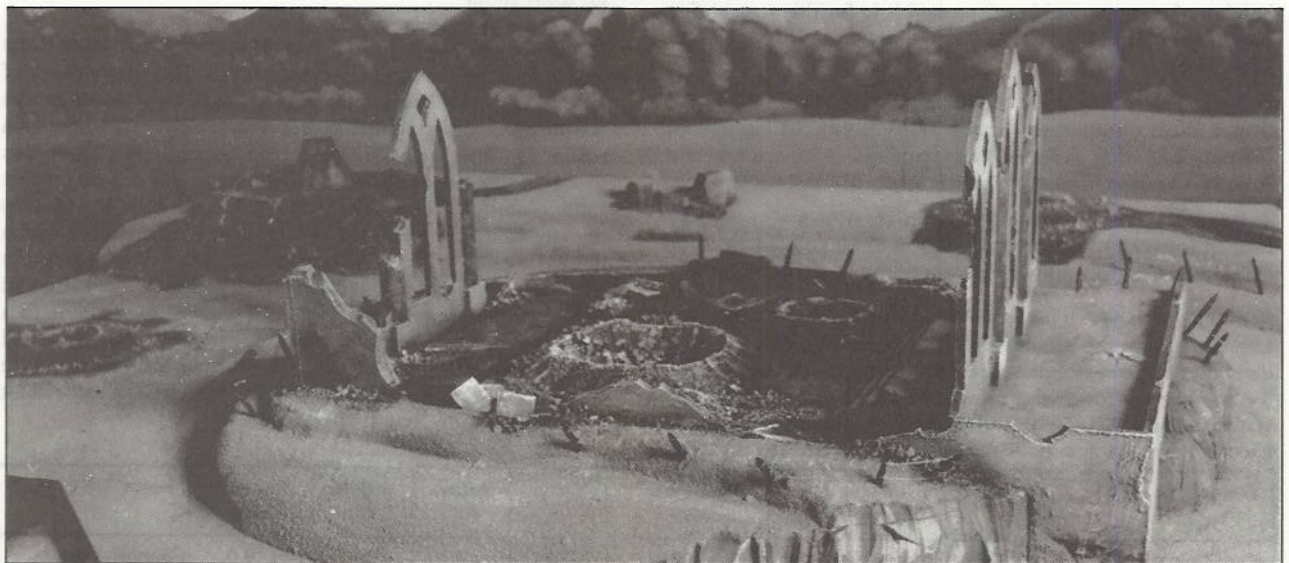
The attack goes through the vision slit hitting one of the models inside the fortification. The attack hits one randomly determined model in the fortification causing damage using the normal Warhammer 40,000 rules.

TURRET

D6	Damage
1	The weapon mounted in the firing port is badly damaged and may only be fired if you first roll a 4 or more on a D6.
2	The Turret is jammed and may no longer rotate. The weapon may only fire in a straight line at targets directly in front of it.
3	The turret gunner is hit and must make its basic saving throw to survive. Unless his position is taken over the weapon may no longer be fired.
4-5	The ammunition stored in the turret explodes. The turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 save modifier.
6	The turret is destroyed as above and takes a part of the fortification with it. Make a roll on the fortification's Structure Damage table to see what effect this additional damage has.

DOOR

D6	Damage
1	The door is badly buckled and jammed shut. No model may enter or leave the building until the door is blown off its hinges.
2-5	The door is blown off, leaving a large door shaped hole. Any future hit on this particular door will pass into the fortification with the same effect as a Vision Slit hit.
6	The door is totally obliterated and part of the fortification has gone with it! Make a roll on the fortification's Structure Damage table to see what effect this additional damage has.



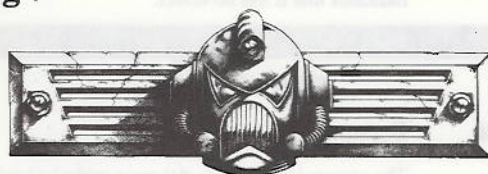
SPACE MARINE®

The Power Within

By Gavin Thorpe

This article introduces some new troop types for Space Marine players. Included are Imperial Adeptus Primary Psykers, Space Wolf Rune Priests and Chaos Magi.

The new troop types in this article are all psykers, and follow the rules given in the expanded psychic system, presented in issue 3 of the Citadel Journal. If you have any ideas for other types of troops, either using the expanded system or the ordinary rules, don't hesitate to send them in to us at the normal address.



SPACE WOLF RUNE PRIESTS

While most Space Marine Chapters have psykers known as Librarians, the Space Wolf Chapter is more unorthodox. Its psykers are named Rune Priests and their abilities and outlook are much different to those of other Chapters. The Space Wolves are renowned for their ferocity and skill in close fighting, and the Rune Priests are no exception. They are found in the thick of the fighting, slaying many foes with their weapons, as well as with their minds.

As with other Librarians, it is the Rune Priests who are the keepers of the Chapter history. However, the Space Wolves have few written records and the tales of their battles is sustained by the spoken Sagas. Before embarking on a Great Hunt, the Rune Priests tell the Sagas of such men as Ranalf, Durfast, Berek Thunderfist and Jaeger Silverclaw, not to mention the tales that are centred on their great Primarch, Leman Russ. These tales inspire the Marines to the greatest heights of courage and heroism, and it is for this reason that the stories are painstakingly handed down from Rune Priest to Rune Priest.

A Rune Priest may only be included as a Special Card for Space Wolf companies. Space Wolves cannot choose an ordinary Librarian. A Rune Priest stand is a command unit and follows all of the rules given in the Space Marine rulebook.

A Rune Priest has a Rune Staff, which allows him to store unused force cards, to be used later in close combat. A Rune Priest may use the following psychic powers each turn:

Courage of Russ: The Rune Priest instils vivid images of Leman Russ in the minds of nearby Space Wolves, goading them into acts of extreme valour. The power works on a roll of 5+ and has the following effects on all Space Wolf models within 15cm. Affected models are immune to all Morale checks, they will automatically pass with no need to roll. The

Space Wolves may re-roll their dice for close assaults, the second roll is final. The Courage of Russ lasts until the start of the next orders phase.

Wolf Howl: The Rune Priest utters a loud and haunting howl which strikes terror into the hearts of his enemies. As the howl intensifies the enemy are overcome with pictures of wolves tearing at their flesh, and past scenes of Space Wolf triumphs. This power works on a roll of 6+. All enemy models within 15cm must make an immediate Morale check. Roll separately for each model, with those failing being removed as crew abandon vehicles and others running to hide. Affected units count as destroyed and VP's should be awarded as usual. A detachment which is broken by Wolf Howl will have a -1 modifier to the resulting Morale check. Models which do not usually check morale, such as command units, are unaffected by Wolf Howl.

Fangs of Fenris: Shadowy shapes appear around the Rune Priest, and can be vaguely discerned as the great wolves of Fenris, the Space Wolf home planet. These huge beasts charge the enemy and rip them to pieces. Fangs of Fenris works on a roll of 5+. The Rune Priest selects a target within 25cm, this model is attacked by the shadow-wolves. Fight a close combat immediately, the wolves have a CAF of +5. If the wolves destroy their target then the Rune Priest selects another within 5cm of the last target. Fight another close combat against the new target. Second and subsequent targets gain the additional D6 for being secondary attackers. This will continue until a close combat is drawn or lost by the shadow-wolves, who will then dissipate into the realm from which they were summoned. The Wolves are not substantial beings and cannot be shot at by troops on first fire orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rune Priest	10cm	None	+5	Bolt Pistols	25cm	1	5+	0	Command unit

ADEPTUS PSYKER

Adeptus psykers are remarkable individuals. They have passed all the tests posed by the Inquisition and have an innate ability to protect themselves from the predatory denizens of the Warp. Unlike Astropaths, Adeptus psykers are strong enough to resist Chaos without undergoing the blinding ritual of the Soul-Binding. They are usually attached to the Imperial Guard and are often seen stalking the battlefield, sealing the fate of foes or using mystical energy to blast their enemies.

Adeptus psykers are not quite as powerful as the Librarians of the Space Marines or the Warlocks of the Eldar, but there are many more of these in Imperial service and so it is a rare Imperial Guard campaign that cannot draw on the services of a few of these eccentric Imperial servants.

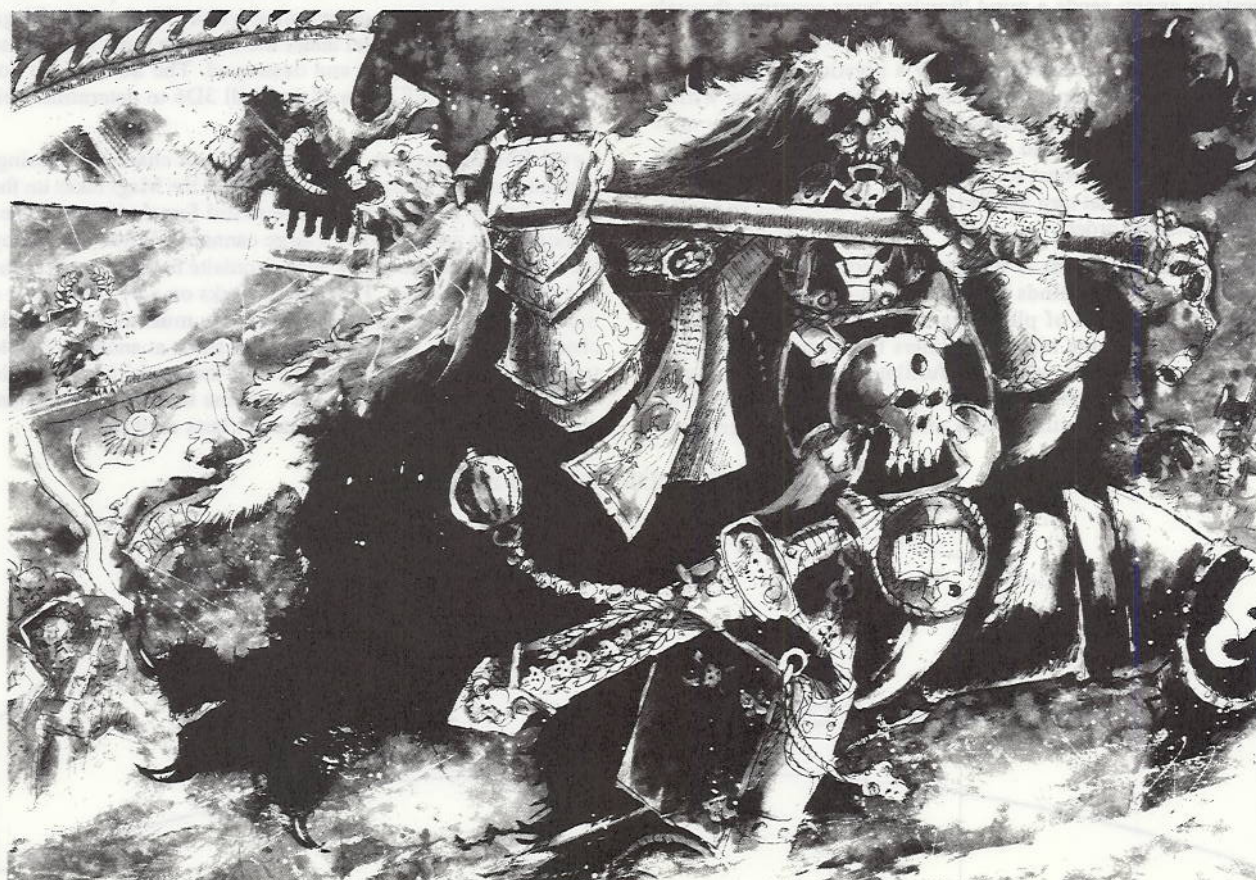
An Adeptus psyker stand can be represented by a collection of spare infantry models. Adeptuspsykers often have a small bodyguard of Beastmen and Ogryns. A typical stand could consist of a Commissar (the psyker himself), an Ogryn, a Beastman or standard bearer and two troopers. The presence of an Adeptus psyker bolsters the confidence of nearby troops, while his telepathic abilities allow him to communicate orders to the soldiers around him. An Adeptus psyker stand is a command unit and follows the rules given for Commissars in the Armies of the Imperium supplement. An Adeptus Psyker may use the following powers each turn.

Embolden: The psyker unleashes a wave of power that fills nearby units with courage beyond normal expectations. This power works on a 4+ and has the following effects. Each Imperial unit within 15cm of the psyker (including the psyker stand) is immune to Morale checks and may add +1 to its CAF. The power lasts until the start of the next orders phase.

Telepathic Link: The psyker reaches out with his mind and directs the fire of his comrades by means of his telepathy. This power works on a 3+. Until the start of the next orders phase the psyker may spot for friendly barrage attacks with unerring accuracy. Any indirect barrages that use the psyker as a spotter need not roll for scatter, treat the firing model as if it had direct LOS to the target. All the normal rules for spotting apply to the psyker.

Righteous Fire: The psyker calls forth the power of the Emperor to hurl goutts of cleansing fire at the opposing army. This power works on a 5+. The psyker may make an immediate ranged attack that has a 50cm range and 1 attack dice. It will hit on a 4+ and the target must make its saving throw with a -2 modifier. This counts as a psychic attack and therefore prevents Greater Daemons from saving themselves with Chaos cards. Please note that the attack is a physical missile and follows all of the normal rules for LOS and cover.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Sanctioned Psyker	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	Command unit



Nurgle Magi

Nurgle is the lord of pestilence and decay, and his followers are often but a hair's breadth from being walking corpses. The Magi of this foul god are often corpulent, maggot-ridden examples of utter deterioration. They shamle into battle, or are borne upon palanquins carried on the shoulders of stumbling zombies or upon a tide of constantly moving Nurglings.

The powers bestowed to them by the Lord of Decay reflect the utter dedication Nurgle and his followers have for their cause. Withering gazes turn men into piles of rotten flesh and bone, buildings crumble and fall into ruin at the chanting of a verse.

A Chaos Magi of Nurgle is constantly surrounded by a swarm of flies, which buzz into vision slits and jam weapon mechanisms. Any enemy in close combat with the Magi suffer a -1 penalty to their CAF.

Nurgle's Stench: A foul odour begins to exude from the Magi, causing nearby troops to wretch and vomit, collapsing to the ground as the unholy fumes corrode their innards. This power works on a 4+. Any model that is not a follower of Nurgle

(friend or foe) within 15cm must make a saving throw with a +1 modifier or be destroyed. This means that models which do not usually gain a saving throw will succeed on a roll of 6.

Corrupting Glare: The Magi sweeps his gaze across the battlefield, turning all he looks upon to crumbling dust or rotten flesh. Buildings are eroded in seconds, while the telling tale of decades works upon the flesh of those who meet his malevolent stare. This power works on a 5+ and if successful allows the Magi to attack D3 targets within 50cm and in LOS, including buildings. Any model looked at in this way will be hit on a roll of 4+ and must save with a -2 modifier or be destroyed.

Corpulent Flesh: The body of the Magi begins to swell to impossible proportions, his guts spewing through tears in his skin. As he fattens his skin takes on a leathery feel and soon becomes rock hard. This power gives the Magi an unmodified saving throw of 4+. So tough is his skin that he may also make a saving throw to prevent himself being killed in close combat. This lasts until nullified.

Slaanesh Magi

The decadent followers of Slaanesh have given themselves over entirely to the needs of the flesh. No sensation, no matter how perverted or strange, is unbearable to them. The Magi of Slaanesh revel in disgusting orgies of ecstasy and degradation. They welcome the feel of pain, turning mind-numbing horror into a sensory thrill that they can barely stand. Slaanesh followers do not only revel in the sensations they feel themselves, they also gain great pleasure from inflicting pain and suffering on others. The sight of their enemies writhing in ecstatic agony sends a mind blowing buzz coursing through their drug befuddled minds.

Slaanesh Magi are surrounded by a mystic aura and douse themselves in many exotic scents and perfumes which seriously hinder the judgement of nearby creatures. Any non-Slaaneshi model (friend or foe) which starts the turn within 15cm of the Magi must roll a d6, on a roll of 1 they may not move or shoot that turn and have their CAF reduced by -2, test before placing orders.

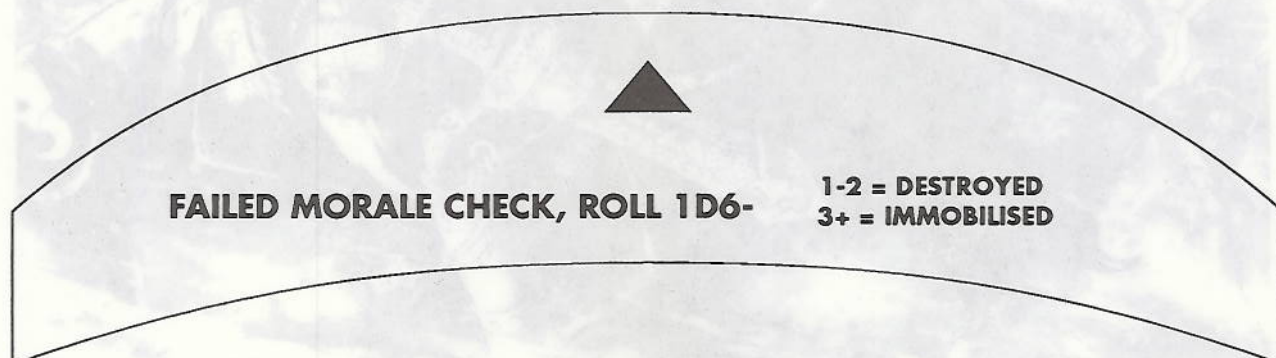
Promise of Slaanesh: A whispering voice of alluring beauty gently enters the minds of nearby non-worshippers. With haunting promises of pleasures beyond belief, the melodic chant persuades the affected soldiers to lay down their arms and join Slaanesh in wonderful fulfilment. This power works on a roll of 4+ and affects an area covered by a barrage template, placed within 50cm and LOS of the Magi. Each

stand affected must make a morale check or be destroyed. A roll of 1 will always fail even if the model has a morale value of 1. Models which are unaffected by morale will not be affected in any way.

Temptation of Daemons: The Magi summons a horde of lesser Warp entities, known as Succubi, who are enslaved to Slaanesh. Directed by the Magi to subvert the craven warriors of the enemy, they swirl across the battlefield and try to possess the bodies of the foes of Slaanesh. This power works on a 5+. Place a Barrage template within 50cm of the Magi, within LOS. Every model under the template must win a close assault or be possessed and destroyed. The Succubi do not have a normal CAF, instead they roll 3D6 to determine their close combat score.

Lewd Enchantments: The Magi starts to chant in a hissing, sibilant tone. To others on the battlefield the Magi takes on the form of their heart's desire, a beautiful female in most cases (though Orks normally see a large cannon!). When ordered by their commanders to attack such exquisite beauty they blanch and disobey the order. This power works on a 4+. Whenever a model wishes to shoot at the Magi they must make a morale check. If they fail they may charge or shoot at another eligible target. A roll of one will fail, even if the model has a morale value of 1+. Models which are immune to morale checks are unaffected by this power. This power lasts until nullified.

TZEENTCH TERROR WAVE TEMPLATE



CHAOS MAGI

Chaos festers everywhere within the galaxy. From the depths of Hives, where Scavvies pray in ignorance to Nurgle, to the lofty spires of Terra, within whose ivory walls decadent nobles secretly succumb to the promises of Slaanesh. It is the task of the Inquisition to root out these subversives and destroy them. No matter how tireless the efforts of the Ordo Malleus there are always new fools willing to risk their souls on the chance of achieving their dreams. As a threat to the stability of the Imperium, these petty worshippers are of little consequence, more sinister are the well organised and highly militant Chaos cults. These societies are often very powerful, thrusting their tendrils into every aspect of society, from politics to religion, education to military forces. At the heart of every cult there is a controlling cabal of dedicated supplicants; the Coven. These powerful individuals wield their followers like immortal gods, directing them, betraying them and slaughtering them, all to achieve the purposes set in their minds by their twisted deity.

The leader of the Coven and supreme head of the cult is somebody who has intimate knowledge of the cult's patron.

They are usually led by a Chaos Champion, who has already served the god over untold years, but occasionally the society is headed by a Magi. Chaos Magi are potent sorcerers, granted strange powers by their deity. Sometimes twisted and malformed by the corrupting influence of their masters, they use their psychic abilities to bring political destruction on their enemies, and physical destruction when the time has come to throw off the veil of normality and seize the planet in the name of Chaos.

Chaos Magi are available to any Chaos force. You are allowed one of the special Chaos Magi cards for your army. This does not take up a minion card allotment, but must be of the same Chaos power as one of your Daemons (i.e. you couldn't have a Chaos Magi of Tzeentch if you didn't have Magnus the Red or a Lord of Change). They do not have a patron daemon but may be the recipient of Chaos cards as normal.

Chaos Magi are command units and never need to be given orders or test for morale. The Magi gains the psychic powers appropriate to his god, as listed below.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaos Magi	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	Command unit

Tzeentch Magi

The Magi of Tzeentch are the most adept Chaos followers, being granted incredible power by the master of sorcery. They are very capable of twisting fate, so that everything from the elements to your weapons seem to be conspiring against you. Not only are they highly skilled in the subtle manipulation of the mind, they can also wreak havoc with bolts of pure Warp energy, mutating their victims into hideous creatures that are barely recognisable. These spawn live briefly and with frantic energy, bounding and capering across the battlefield before they finally expire.

Terror Wave: The Magi gathers together all the negative emotions of his enemies. For a brief while they are strangely heartened. When he has gathered enough power the Magi hurls the feelings at the opposing army, a solid wall of terror, pain and hatred surges through the enemy ranks.

This power works on a 5+. Place the Terror Wave template touching the Magi at the centre, so that the arrow in the middle is facing in the direction you want the Wave to pass. Roll D6x10, this is the distance in centimetres that the Wave moves, in the direction of the arrow.

Any enemy model the template passes over must make an immediate morale check. A roll of one will always fail in this case, even if the model has a morale value of 1+. This will not affect models which are not subject to morale. Roll a D6 for any model that fails its test, on a roll of 1-2 the model is destroyed, the troopers scattering and hiding, or crew abandoning their vehicle. On any other result the model is simply immobilised until the start of the next turn and they will have a -2 modifier to its CAF while they are terrified and may not move or fire. If the Wave moves into contact with a shielded Titan the Chaos player must roll immediately to see if the power is nullified by the shields. If the Titan is affected roll a hit on the Head damage chart.

The Terror Wave continues to move 2D6x5cm in the direction of the arrow at the start of any subsequent psychic phase, after

attempts to nullify it have been made that turn. If the roll is a double the Terror Wave dissipates after moving. It is not possible to have more than one Terror Wave in play at any one time as there is only so much emotion in a battle.

Mind Warp: The Magi uses this power to project images into the minds of nearby enemies. The images are scenes directly from the Warp. Past personal tragedies, future disasters and mind-tearing pictures of the Immaterial universe that the Chaos gods dwell in.

This power works on a 5+ and affects all enemy units within 25cm. Affected units must score a 5 or 6 on a D6 or be placed on Fall Back orders. Models which roll a one on the dice are automatically destroyed with no saving throw. Psykers within range may re-roll the dice, the second result will count, even if it is worse. Titans will suffer damage to the Head location if their shields do not nullify the attack and they fail to roll a 5 or 6.

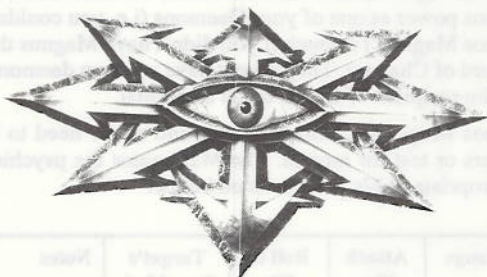
Inferno of Change: The Magi thrusts his arms forward, gouts of pink and blue flames streaming from his fingertips. As the mystic fires envelop the enemy they begin to corrupt and twist everything they touch, forming hideous new forms with the intensity of the raw power contained within the burning magic.

This power will work on a roll of 4+. Using the flame template that is used for the Inferno Gun and Hellhound, position the template so that it is touching the Magi stand and covers the intended targets. Any model under the template will be hit on a 4+, irrespective of cover. Models that are hit begin to warp and change, they must make a saving throw with a +1 modifier or be destroyed, this means that troops who do not usually have a saving throw will succeed on a roll of a 6. Unlike other attacks, there is no automatic save, if any model, regardless of its saving throw, rolls a 1, it is destroyed as the fabric of its being is twisted to destruction, its molecular structure stretched between realities.

SPECIAL CARD

CHAOS MAGI

The Chaos Magi stand follows Tzeentch, Slaanesh or Nurgle.



POINTS VALUE 100

CHAOS MAGI

A Chaos Magi is a command stand and so never needs to be given orders or check morale. A Chaos Magi does not have a patron daemon but may be affected by chaos cards like other troops stands.

BREAK POINT: The Chaos Magi cannot be broken, and VP's are awarded only when the Chaos Magi stand is destroyed.

POWERS: The powers available to a Chaos magi depend upon the Chaos God he follows, see the main text for details.

VICTORY POINTS 1

Your opponent gains 1 VP when the Chaos Magi is destroyed



SPECIAL CARD

SPACE WOLF RUNE PRIEST

The Rune Priest stand is accompanied by a Rhino.



POINTS VALUE 100

SPACE WOLF RUNE PRIEST

A Space Wolf Rune Priest is a command unit and therefore needs no orders and never checks morale. The Rune Priest may use psychic powers without affecting his ability to shoot or fight in close combats.

BREAK POINT: Works on 5+. The Rune Priest cannot be broken, VPs are awarded when the Rune Priest stand is destroyed. The Rhino is removed from play if the Rune Priest is destroyed.

COURAGE OF RUSS: All Space Wolves within 20cm immune to morale and may re-roll close assault dice once. Lasts one turn.

WOLF HOWL: Works on 6+. All enemy within 15 cm take immediate morale check or be destroyed. -1 modifier to subsequent morale checks due to breaking. Troops immune to morale unaffected.

FANGS OF FENRIS: Works on 5+. Range 25cm, makes close assault with CAF of +5. May then attack model within 5cm of last target. Wolves keep attacking until they fail to destroy target.

VICTORY POINTS 1

Your opponent gains 1 VP when the Rune Priest is destroyed

SPECIAL CARD

ADEPTUS PSYKER

The Adeptus Psyker stand is accompanied by a Rhino.



POINTS VALUE 100

ADEPTUS PSYKER

An Adeptus psyker is a Command unit and therefore needs no orders and cannot be broken. The Adeptus psyker may use these powers without affecting his ability to fire weapons or fight in close assaults.

BREAK POINT: The Sanctioned psyker cannot be broken, and VPs are only awarded when the stand is destroyed. The Rhino is removed from play when the Sanctioned psyker is destroyed.

EMBOLDEN: Works on 4+. 15cm range, all Imperial troops have no Morale checks, and +1 CAF. Lasts until next turn.

TELEPATHIC LINK: Works on 3+. May spot for barrages, no need to roll for scatter.

RIGHTEOUS FIRE: Works on 5+. Immediate attack with 25cm range, 4+ to hit, -2 saving throw modifier.

VICTORY POINTS 1

Your opponent gains 1 VP when the Sanctioned Psyker is destroyed



SPACE MARINE®

SNAKEBITE CYBER-WYVERN

By Paul 'humie-smasha' Sawyer



Due to their suspicion of 'new-fangled' technology the Snakebite clan has a larger proportion of Painboys and Runtherds than Mekboys. This is most evident as the Snakebites charge into battle mounted on vicious Warboars and massive Squiggoths - creatures exclusive to the Snakebites. These creatures aren't the only result of Painboy/Runtherd co-operation, however. These traditionally-minded Orks have taken a typically Orky mount - the Wyvern, and replaced parts of it with bionik bitz, the result being the Cyber-Wyvern.

Favoured Oddboys are often rewarded by their Warboss by being allowed to form Cyber-Wyvern squadrons. These squadrons are formed into two distinct types: Painboy and Runtherd squadrons. Joining a Cyber-Wyvern squadron is a great honour for many Orks who proudly don their ancestral armour and ceremonial sword. A squadron of Cyber-Wyverns is a majestic sight - enough to bring a lump to any Snakebite's throat as these mighty creatures pump their powerful leathery wings to gain height and speed before soaring in to attack their hapless victims.

Cyber-Wyverns are classed as *Skimmers* and so can fly over impassable terrain and difficult ground without the usual movement penalty as long as they do not end their movement in impassable terrain. Cyber-Wyverns can also make pop-up attacks.

The Cyber-Wyvern has an armour-plated underbelly which gives it a saving throw of 4+ from ground-based attacks. There is no saving throw against attacks from other skimmers (Squat Overlord Airships, Space Marine Thunderhawk Gunships, etc.) as the fleshy part of the Cyber-Wyvern is exposed to attack.

As Cyber-Wyverns are piloted by Oddboys they are exempt from the normal Ork command rule and therefore do not have to stay within 10cm of a command unit.

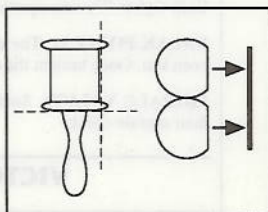


CREATING A SNAKEBITE CYBER-WYVERN

Creating the models for Snakebite Cyber-Wyverns is really very simple. To start you will need 3 Man O' War Orc Wyverns (for each squadron), 6 plastic Ork 'Eavy weapons plastic sprue (for each Painboy Cyber-Wyvern squadron), 6 battlewagon turrets from the Ork Horde plastic sprues (for each Runtherd Cyber-Wyvern squadron). You can get all of these components from Games Workshop's Mail Order staff. In addition you will need a pair of clippers, a bottle of Superglue, a tube of polystyrene cement, a sharp craft knife, a set of needle files and a small piece of thin plasticard.

Painboy Cyber-Wyvern

When making the Snakebite Painboy Cyber-Wyvern, carefully clip the Stikkbombz from the plastic sprue and clean away any flash lines left by the moulding process. Take each Stikkbomb and completely cut off the handle flush with the



base of the head. Once you have removed all the handles you will need to remove part of the stikkbomb head, this is to allow them to sit squarely on to the plasticard (see diagram). You can do this by simply filing one side of the head flat.

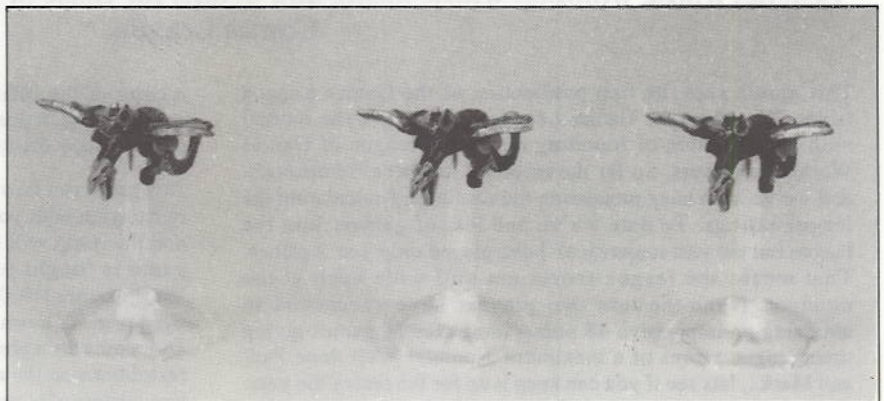
Now, cut two pieces of plasticard 4mm by 6mm for each model. Line up two Stikkbomb heads over the plasticard and glue them in position with polystyrene cement. Once the glue is dry you are ready to attach the Squig-bombz to the Wyvern - simply superglue the plasticard under the wings and up against the body.

Runtherd Cyber-Wyvern

To create the Runtherd Cyber-Wyvern first take the turrets (two for each model) and cut off the locating pins on the underside. The turrets are located either side of the under belly and underneath the wings so carefully fix them there using superglue and leave this to dry. Once dry, you are ready to paint your models.



RUNTHERD CYBER-WYVERN SQUADRON



PAINBOY CYBER-WYVERN SQUADRON



SNAKEBITE CYBER-WYVERNS DIVE INTO BATTLE

JOURNAL

GAMES LEAGUE

This issue we bring you the definitive guide and update to the Citadel Journal Games League, whose winning, whose losing and details for those of you who want take part in the Games League.

This month sees the first publication of the Games League tables. We set up the Games League in issue 2 of the Journal with the objective of founding a national league of Games Workshop players. So far the response has been tremendous, and we've been busy processing the results and calculating the league ratings. To date we've had lots of gamers join the league but the vast majority of have played only 1 or 2 games. That means the league scores are still wide open at the moment. None-the-less two players have succeeded in amassing an impressive 48 points total over 16 games giving them league scores of a maximum 3 points! Well done Paul and Mark... lets see if you can keep it up for the rest of the year. These two players have actually been playing as a team, so the real cruncher has to be a result against each other! What about it then lads.

GAMES LEAGUE TOP TEN

Player	Games Played	Points Accrued	Points Average	League Score
1 Paul Bentley	16	48	3	3.0
1= Mark Gilchrist	16	48	3	3.0
3 Rob Thomas	3	9	3	0.9
4 Alastair Christie	3	8	2.7	0.8
4= Owen Rees	3	8	2.7	0.8
6 Jez Saville	3	7	2.3	0.7
7 Jonathan Bertram	2	6	3	0.6
7= Richard Jeens	2	6	3	0.6
7= Daniel Merrit	2	6	3	0.6
7= Craig Tongue	2	6	3	0.6

HOW YOUR SCORE IS CALCULATED

You accrue 3 points for each win, 2 for a draw, and 1 for a defeat. Your points average indicates the average number of points you have accrued so far. Your league score is the same as your points average if you have played 10 games or more, otherwise it is the points accrued divided by 10.

Your league position is based on your league score. Where league scores are equal your position is based on your league average and on the total number of games you have played (in that order).

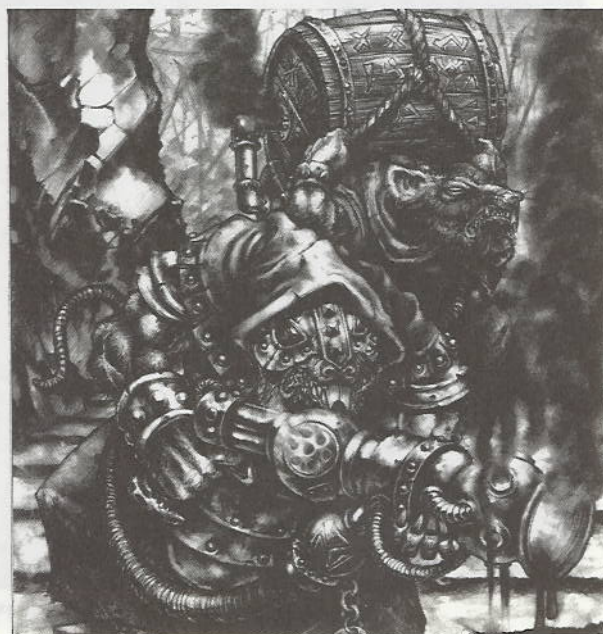
JOINING THE LEAGUE

If you play Games Workshop games you can join the Games League. To join all you have to do is send us your results using

a copy of the official league report form. We've included another form in this issue of the Journal - make copies by hand, or photocopy the form to make as many copies as you need.

Any game can be a league game. Before you begin a battle you must agree with your opponent that this will be a league game and the result will therefore stand as a league result. A league game is fought just like any other game of Warhammer, Warhammer 40,000, Epic, Man O War, Blood Bowl, or whatever. You can use whatever armies you normally would, and you can agree to any variations of the games rules, restrictions on the army lists, or whatever personal preferences you customarily use. In other words you just play a game like as you normally would!

Once the game is over the winner fills out the results form, both players add their names and addresses and then sign the form. We won't accept a form unless its signed by both players and has an address for both players. The results form also has space for questions on the type and size of armies, and it has a section for notes you might want to add. This is included so we can extract bits of information, keep a record of the most successful armies, and publish any bizarre or entertaining snippets in the Journal.



Scoring

You get 3 points for a win, 2 or a draw, and 1 for a loss (so its always worth playing even if you don't win). Your total score will be recorded by us and published on the Games League table.

Your league position is determined by your averaged score. This is because some of you will play more games than others. So, if you have played 12 games, won 7, lost 4 and drawn 1, you will have a total score of 27 (21+4+2) and an average of 2.25. To weed out the occasional players all averages will be divided by a minimum of ten, so you really need to play ten games before your league score settles down properly.

To keep things as fair as possible you can only enter a league result against the same opponent a maximum of 3 times. Any further games you play against the same opponent can't be counted in the league. This means that you will have to play at least four different players before you get a proper league rating (ie ten games) giving a reasonable indication of a player's ability.

You can enter as many results as you like, your league position is based upon your league score rather than the number of games played, so it doesn't matter whether you play frequently or only occasionally. You can play the same opponent no more than 3 times in total. Until you have played 10 games your league score is based on points accrued divided by 10 rather than a true average. You therefore need to play at least 4 different players before you get a proper league score, giving a reasonable indication of a player's ability.

Some players like to play as a team. This is fine. We allot 3 points to each winning member of a team, 2 for a draw and 1 for a loss just as normal. When you play against a team you count as having played each team member once, so this will reduce the total number of league games you can play against those opponents.



Start sending in your league results now! Please send your results in an envelope marked 'LEAGUE RESULTS' with a rather hefty black marker pen, to the Journal Bunker address,

**The Journal Bunker,
Games Workshop Design Studio,
16 Castle Boulevard,
Nottingham, NG7 1FL.**

You can include general enquires about games rules, letters/submissions to the Journal in with your results, but please don't send any mail order. Our mail order department is part of our factory way off deep in the badlands some seven miles north of Nottingham. Send your mail orders to them directly otherwise it causes immense confusion and will inevitably hold up your order.



CHALLENGES

You can issue a challenge advertising your readiness to play other gamers in your area. Just send in your details and we'll print your challenge if we have room. We can't promise we'll print every challenge sent to us - we might not have enough space - but we'll do our best.

GUIDELINES

If you are intending to play someone you've never played before we suggest you arrange a non-league warm up game first. This will expose any problems of rule interpretation and hopefully avoid confusion during the game itself.

Our task is to collate the results and publish them - not to arbitrate between players. If you want to take part in the league you must be prepared to be fair and tolerant when it comes to game rules. We suggest that unclear situations are resolved with a simple dice roll to decide how a rule is interpreted.

If both players want to stop and call it a draw or abandon a game altogether then you can still send in a result so long as both players agree. Alternatively scrap the game and agree to a rematch.

LEAGUE SEEDING SYSTEM

Once the league has been going for a bit longer we'll be introducing a handicap or seeding system of some sort. High rated players will then earn less points from low rated players, whilst novice players will earn extra points from top players. As the system is currently set up players are 0 pointers (who have played less than 10 games and so have scores between 0.1 and 0.9), 1 pointers (1.0-1.9), 2 pointers (2.0-2.9) and 3 pointers (3.0 and undefeated!). Once the league has been established for a year we'll probably start afresh using the seeding system from the start - you'll then be able to play all your old opponents again. They'll also be a defending League Champion and you'll get extra points for beating him.

GAME REPORT FORM

Name.....

Address.....

Postcode.....

Age.....

Game.....

Date..... Day.....

Type of Army.....

Size of Army.....

RESULT: WIN DRAW LOSE

☐	☐	☐
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Player's Signature:

Name.....

Address.....

Postcode.....

Age.....

Game.....

Date..... Day.....

Type of Army.....

Size of Army.....

RESULT: WIN DRAW LOSE

☐	☐	☐
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Player's Signature:

PLAYERS COMMENTS, HINTS & TIPS, HIGHLIGHTS OF THE GAME ETC:

'Only the insane truly prosper, only those that prosper judge what is truly sane'

Oh and if you like you can photocopy this form. But not for your mates, tell 'em to buy their own copy.

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GAME REPORT FORM

Name *J. Major*

Address *Flat 26 Jones Ave*

Jonesborough Jonesfield

Joneshire Postcode *J12, ONE*

Age *20*

Game *Warhammer*

Date *17.4.94* Day *Sunday*

Type of Army *Dwarf*

Size of Army *4000pts*

RESULT: WIN DRAW LOSE
☐ ☐ ☒

Player's Signature:
J. Major

Name *John Dwarf Basher Smith*

Address *23 Smith Street, Smithtop*

Smithwood Smithingham

Postcode *SM13 4HY*

Age *18*

Game *Warhammer*

Date *17/4/94* Day *Sunday*

Type of Army *Orc and Goblin*

Size of Army *4000pts*

RESULT: WIN DRAW LOSE
☒ ☐ ☐

Player's Signature:
J. Smith

PLAYERS COMMENTS, HINTS & TIPS, HIGHLIGHTS OF THE GAME ETC:

We wuz robbed!!!! My Throne of power bit it in the first turn, after being hit by da krunch!!!! My other units ran away after being smacked to pieces by Johns ten stone throwers!!!! My Runesmith was spiked by a doomdiver early on, and I was at a complete loss as to what could save me!!!! Pfah!!!!

The game got off on the right foot, with the Dwarfs being pounded by my Orc artillery, which for once were able to hit the back of a barn door. My investment in a large number of Shamens paid off, the Dwarfen magical resistance failing them totally this day, the Foot of Gork was fairly dancing across the battlefield, mincing all in its path.

I think Johns plan was fatally flawed from the outset, with his usual bad dicing further compounding his misery.

J. Smith

'Only the insane truly prosper, only those that prosper judge what is truly sane'

MIGHTY EMPIRES™

BLIMEY! WHO PUT THAT THERE?

These Wilderness locations have been around the Journal Bunker for quite a few months, awaiting their time to be unleashed upon the world. Unfortunately, in the intervening period they have become separated from the name and address of the person who sent them in. If it is your work, please contact us. Without further unnecessary time wasting, let's go!

The following rules tie-in with the wilderness location tables and rules published in White Dwarfs 131, 132, 133 and 155.

EXPANDED WILDERNESS LOCATIONS TABLE

D100 roll				Result
Lowland	Coastal	River	Highland	
01-50	01-50	01-50	01-50	Nothing
51-55	51-55	51-55	51-55	Ruined City/ Tomb
56-60	56-60	56-60	56-60	Necropolis
61-65	61-65	61-65	61-70	Wizard's Tower
-	-	-	71-75	Mine
66-70	66-70	66-70	76-80	Temple
71-75	71-75	71-75	81-85	Trading Post
-	76	-	86-87	Volcano
-	-	76-78	-	Flash Flood
76-79	77-78	79-80	-	Lornalim Forest
80-82	-	81-83	88-89	Crystal Forest
83-84	79-81	84-86	-	Bog Oak Forest
85	82-83	87	90	Coven
86-87	84-85	88-89	91	Brigand Territory
-	86-88	-	-	Promethean Lair
-	89-90	90	-	Norse Raiders
88-90	-	-	-	Chaos Horde
91-94	91-94	91-94	92-94	Brewery
95-96	95-96	95-96	95-96	Black Tower
97-98	97-98	97-98	97-98	Mystic Fountain
99	99	99	99	Great Hoard
00	00	00	00	Wyrmfather

NEW LOCATIONS (Alphabetical order)

Black Tower

A Tall black tower soars into the sky, dwarfing any structure your scouts have ever seen before. A permanent black cloud hangs about the summit, and streaks of lightning play around the sky in constant flashes. Make a roll for each Magic Item in the banner, on a roll of 1 its power is absorbed by the tower and should be discarded. If you are not using tabletop forces the banner loses D6-1x 100 points.

Bog Oak Forest

Bog Oak is remarkable for its use in ship building, and your banner has discovered acres of the stuff! You may spend an additional D6 Gold crowns on building ship fleets, every year.

Brewery

This interesting location differs from race to race, from a Dwarf Beer Brewery, to Khornate Blood Distilleries and Elven vineyards. The tile provides (hic!) subsistence in the same way as a village, and earns your empire an additional D6-1 Gold crowns in revenue each year, rolled in each Revenue phase.

Brigand Territory

This area is a notorious haunt of bandits and brigands. Roll on the Bandit table every time a banner enters the hex.

Chaos Horde

You run into a Chaos horde, worth 3D6x100 points. The horde will move in a random direction each turn. If it runs into a non-Chaos banner it will attack them. If it runs into a Chaos force it will join them on a roll of 4+ on 1D6. If it does not join them it will attack them.

Coven

The banner has discovered a group of religious zealots, roll 1D6 on the following chart to find out their allegiance and reaction.

D6 roll

1-3

Result

The coven is an insidious cult, opposed to everything your empire stands for. As your banner approaches the flee, spreading dissent and committing treason in the surrounding area. Roll a D6 for each settlement within 2 hexes. On a 1 or 2 they are corrupted by the coven and become independent. A capital and its realm will never heed the lies of the zealots and is not affected.

4-6

The coven is a secluded sect from your own society. They greet your banner with suspicion, but soon realise they have the same ideals and join up. You gain D3x100 points to spend on a new unit for the banner. They must be an appropriate troop type, such as Dwarf Slayers, Elven Wardancers, Sword Masters of Hoeth or Empire Flagellants.

Crystal Forest

An amazing sight is unveiled before the scouts as the mists rise one morning. Stretched before them is an expanse of forest, composed entirely of crystalline trees. The crystal is easy to exploit, and is desired by wizards and artisans throughout the empire. Add +D4 Revenue, rolled in each Revenue phase.

Flash Flood

The banner happens to be caught in a sudden swelling of the river, caused by heavy rains and melting ice in the mountains. The banner loses D6x100 points, and any village downstream of the banner is razed on a D6 roll of 5 or 6.

Great Hoard

By some entirely improbable chance, the banner has come across a vast hoard of wealth, left by some ancient kingdom or army. Jewels glitter hundreds of yards in each direction, gold and silver joins are piled in heaps twice as high as the tallest man. The Hoard is worth 2D6 Gold Crowns and the tile should be treated as any other barren tile from now on. However, to carry the hoard the banner may not carry any baggage, as the wagons and carts have to be loaded with treasure instead of food. The hoard is treated like baggage for all other reasons (but can't be eaten...).

Lornalim Forest

The exploring banner discovers a huge forest of ancient Lornalim trees, probably the last remnant of a vast, continent spanning area of woodland. The potential of the wood in construction is considerable, allowing empires to build bridges and towns with greater ease. A Lornalim forest may be used by the possessing empire for construction. The wood counts as D6+2 Gold crowns, which may only be spent during construction.



Mystic Fountain

From a great depth, this artesian spring rises clean and pure in the midst of the desolation. A character slain in battle, or through some other mishap (such as assassination) may be healed here if his body is brought within 6 turns of his death (the Winter season counts as 3 turns). However this is not automatic, roll 1D6, on a roll of 1 or 2 the character cannot be restored.

Norse Raiders

Your banner has come across a large encampment of axe wielding, ale swilling, shield biting Norsemen! Roll 1D6 on the following chart whenever a banner enters the hex:

D6

1-4

Result

The frothing Norsemen, legendary fighters and mercenaries, attack you with no provocation (except for the fact that you are there and they are Norse). The Banner loses D6x100 points in the battle before they take to their ships. Place a Norse longship on the tile. It will move up and down the coast/ river in a similar way to pirates, treat them as the same.

5-6

The Norse ignore you and return to Norsca in D6 campaign turns, or at the start of the Winter season, whichever is sooner.

Promethean Lair

Your scouts have discovered an immense seaside cavern, which is home to several large denizens of the deep. Roll 1D4 for the number of monsters sheltering in the caves, these will attack any fleet, except pirates, entering the hex. Roll on the following table if this happens:

D6	Result
1-3	The denizens swarm into the fleet and destroy it totally.
4-5	The denizens destroy several ships, any banners being carried lose D6x100 points each
6	The attack is fended off and one of the monsters is killed. If ever the number of monsters falls to zero the hex reverts to a normal barren tile.

MONSTERS TABLE

An event that leads to a confrontation should be fought as normal, with one of the other players (decided by tossing a coin, rolling a dice, or fighting) taking control of the other army. If the Monsters are the same race as the banner they will only attack on a D6 roll of 1 or 2. The Monster army is worth 3D6x100 points.

Roll	Result
1	Long legged beasties with tentacles and stuff. 'Orrible! Banner is destroyed!
2	Mind numbing and horrifying creatures of Chaos (i.e. made entirely from Monsters who will attack everybody)!
3	Short but mean Chaos Dwarfs!
4	Weirdly grotesque and gratuitously violent Chaos followers!
5	Sinister and cruel Dark Elves!
6	Brutal, marauding Orcs!

BANDIT TABLE

D6	Bandits
1	The bandits are a force of monsters, roll on the Monster table.
2	The bandit force attacks you in an ambush, destroying all baggage and killing D6+1x50 points of troops.
3-4	The bandits steal all your baggage before running away and hiding.
5	The bandits make no attempt to hinder the banner.
6	The bandits are of the same race as the banner and are impressed by your martial prowess. Gain 2D6x50 points of troops.

Ruined City/ Tomb

The scouting force has discovered an ancient tomb or the long ruined remains of a town or city. If the scouting force wishes to explore, roll on the following table.

RUINED CITY/ TOMB TABLE

D6	Result
1	This isolated tomb is the last remaining monument to some long forgotten hero or great warrior-lord. Over countless years it has been inhabited by foul monsters. Roll on the Monster table to determine the inhabitants, these will attack the banner automatically.
2	The vast ruins of this ancient metropolis harbour a large and well established band of bandits. Roll on the Bandit table to see what they do
3	The tomb is empty of treasure, but is infested by disease carrying rats. Any non-Skaven banners in the hex loses D6x50 points of troops.
4	The tomb has been desecrated and robbed by a long succession of treasure hunters and gold diggers and contains nothing but the dead.
5	The Tomb belongs to some long perished commander of an aeons old empire, who is but now only known by the inscriptions on his sarcophagus. The designs on the walls of the mausoleum are actually a large map showing the locations of D6 more tombs. To find out where they are, nominate one tile edge as '1' and number them clockwise. Roll 1D6 for each tomb to find the direction, and another 2D6 to find the distance in hexes. Roll on the Tomb table when these tombs are explored.
6	There is something peculiar about this place, roll on this table:

D6	Result
1	Dragons' Lair. See the Dragonrage section of the Mighty Empires rulebook for details.
2-3	The area is actually the upper reaches of an old Dwarf Hold, which is still inhabited! Place an Independent Fortress on the Hex and treat as normal.
4-5	The ruined city conceals a huge underground fortress, buried for millennia under debris and rubble. It acts as a fortress from now on.
6	The Tomb contains an entrance to an underground highway, which leads 2D6 hexes in a random direction. Banners may move along the highway at double normal rate, and do not need to scout. At the far end of the highway will be another Ruined city/ Tomb.

Trading Post

The exploring banner has discovered an isolated trading posting, dealing in exotic furs, wood, animals and strange primitive artefacts. The post provides an extra 1 Gold crown of revenue every year, which is increased to 2 Gold crowns if the post is connected to the rest of the empire by building a settlement in the same hex.

Volcano

There is a large active Volcano in the area, and it is liable to erupt sometime in the future. The hex uses the rules given in the last issue. Here is a summary. The Volcano erupts on a roll of 1 during the Winter Events phase, and sends out D6 lava flows in random directions, razing any tiles they enter.

Wyrmfather

Woe is upon you! The Wyrmfather is a huge incarnation of death and fiery destruction. The Wyrmfather is one of the original dragons, for fathers of the beats that rule the skies in present times. Compared to the dragons of the present day, the Wyrmfather is like to them as an eagle is compared with a sparrow. The Wyrmfather destroys the discovering banner entirely and sets about the surrounding area. See the Dragon rage section of the Mighty Empires rulebook, except that he travels 2D6 hexes before retiring to his lair. He is liable to come forth on his terrible wings in future turns in the same way as other dragons.



TOMB TABLE

D6	Result														
1	As the scouts enter the unblemished tomb a deep resounding voice booms out. <i>"Who doth dare to disturb my slumber, who has not been woken for centuries!"</i> With these words a terrible curse is laid upon the banner. At the start of each campaign turn the banner loses D6x50 points to terrible disease and starvation. Any baggage it carries is destroyed and the only way to reverse the process is to visit the mages at your capital or a Mystic Fountain location. If they do not do this before the Winter season, the remainder are assumed to perish on the journey home.														
2-3	The tomb has been looted and is devoid of anything except the ancient hieroglyphics on the walls and floor.														
4	The tomb is obviously the final resting place of some great and long-dead artificer, and may contain potent Magic Items. If you are using tabletop forces remember that Magic Items come from the character allowance, and must be carried by a character. This is true of any Magic Items found, whatever their source. Roll 1D6														
	<table> <tr> <th>Roll</th><th>Result</th></tr> <tr> <td>1-2</td><td>The tomb has already been looted and is bare.</td></tr> <tr> <td>3</td><td>D6x50 points of Magic Items.</td></tr> <tr> <td>4</td><td>D6x75 points of Magic items</td></tr> <tr> <td>5</td><td>D6x100 points of Magic Items</td></tr> <tr> <td>6</td><td>D6+1x100 points of Magic Items</td></tr> <tr> <td>5</td><td>The tomb contains D6x100 points worth of Magic Items, and D6 Gold Crowns.</td></tr> </table>	Roll	Result	1-2	The tomb has already been looted and is bare.	3	D6x50 points of Magic Items.	4	D6x75 points of Magic items	5	D6x100 points of Magic Items	6	D6+1x100 points of Magic Items	5	The tomb contains D6x100 points worth of Magic Items, and D6 Gold Crowns.
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5	D6x100 points of Magic Items														
6	D6+1x100 points of Magic Items														
5	The tomb contains D6x100 points worth of Magic Items, and D6 Gold Crowns.														
6	The tomb contains an ancient black orb, through which a strong willed person may look along the winds of magic and spy out their enemies. The Orb may be used once per campaign season, by the banner's general. Roll 1D6 and look up the result below														
	<table> <tr> <th>Roll</th><th>Result</th></tr> <tr> <td>1</td><td>The Orb possess the wielder, making them flee northwards to the Chaos Wastes. They are lost forever.</td></tr> <tr> <td>2-3</td><td>The Orb fails to help the character.</td></tr> <tr> <td>4</td><td>The character may look into any one hex within 2D6 tiles. You may look at the composition of any banner within the tile.</td></tr> <tr> <td>5</td><td>The character may look into a single hex anywhere in play, as 4.</td></tr> <tr> <td>6</td><td>The character's strong mind allows him to look into D6 hexes, anywhere in play.</td></tr> </table>	Roll	Result	1	The Orb possess the wielder, making them flee northwards to the Chaos Wastes. They are lost forever.	2-3	The Orb fails to help the character.	4	The character may look into any one hex within 2D6 tiles. You may look at the composition of any banner within the tile.	5	The character may look into a single hex anywhere in play, as 4.	6	The character's strong mind allows him to look into D6 hexes, anywhere in play.		
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WARHAMMER

40,000

TINBOYZ

By Richard Blazey

Once again the Citadel Journal is here to save the day. Sounding it's battle horn and charging over the hill like a unit of well trained Tinboyz. 'Tin-what!' I hear you cry. Tinboyz those marvelous mekboy Orky Know-wots, dat all veteran Warlords knows can give da humie skum a good seein' to and be used as a vending machines for da boyz, just in case yer fancy a bite between battles.

Ork robots are called *Tinboyz* - reflecting the fact that they are designed to look like metal versions of living creatures. It is traditional to make Tinboyz which look something like Space Marines, Eldar or Squats, but whose exaggerated features and gawky movments imitate and mock these races. The Orks think this is a jolly funny joke, and take great pleasure in producing clever parodies of their enemies.

Tinboyz are designed and built by Ork Mekaniaks. Although the appearance of individual Tinboyz vary a great deal depending on the whim of their creator, their internal workings are simple and follow a common pattern. They are all worked by radio control rather than complex programming - this is a simpler method of constructing a robot and the controls are easier to understand. A Mekaniak operates his Tinboyz from a distance by means of a hefty control box festooned with switches, levers and flashing lights. The limited number of controls means that Tinboyz can only be given a simple selection of commands, but these are quite enough to enable them to move about and attack.



CONTROLLING TINBOYZ

A Mekaniak can control and direct up to four Tinboyz. The Mekaniak's transmitter has a range of 16". If the Mekaniak is more than 16" away from a Tinboy, or if he has been slain, then the Tinboy will go out of control until it gets back within 16" of the Mekaniak.

If a Tinboy goes out of control then the Ork player must roll on the 'Out of Control' tables below to see how the model behaves. A seperate roll is made in the movement phase and the shooting phase for each Tinboy that is out of control. Note that Tinboyz that are in base to base contact with an enemy model in the hand to hand combat phase will always attack, even if the Tinboy is not in control.

At the start of any Ork turn a Mekaniak can order any of the Tinboyz under his control to self destruct. This destroys the Tinboy, but the resulting explosion inflicts D6 strength 6 hits with a -2 save modifier on any model within 3" of the Tinboy. Note that Tinboyz must self-destruct at the start of the Ork turn, before any Ork models have moved.

TINBOYZ DAMAGE

Tinboyz suffer damage in the same way as a vehicle, except that they don't have a hit location table. Instead if they are hit then the attacker simply rolls to see if he penetrates the Tinboy's armour value of 15. If the attack penetrates the armour then roll on the damage table below to see what happens to the Tinboy.

ADDING TINBOYZ TO AN ORK ARMY

In order to include any Tinboyz in an Ork army you must first equip a Mekaniak with a control box at a cost of 5 points. Each Mekaniak equipped with a control box that you take entitles you to include up to four Tinboyz in the army, at a cost of 70 points each.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tinboy	4	6	4	5	AV15	-	2	2	10

EQUIPMENT: Two Power Fists and a Heavy Bolter.

ARMOUR: Tinboyz have an Armour Value of 15.

SPECIAL RULES: Tinboyz are immune to psychology and never break. For the other special rules that apply see above.

TINBOYZ OUT OF CONTROL TABLES

MOVEMENT TABLE

D6	Movement
1	Reverse: The Tinboyz edges backward D6"
2	Halt: The Tinboy halts (well, what did you think it meant?!?)
3	About Turn: The Tinboy turns 180° to face its rear and then moves D6" straight ahead.
4	Turn Left: The Tinboy turns 90° to the left and then moves D6" straight ahead.
5	Turn Right: The Tinboy turns 90° to the right and then moves D6" straight ahead
6	Advance: The Tinboy moves D6" straight ahead.

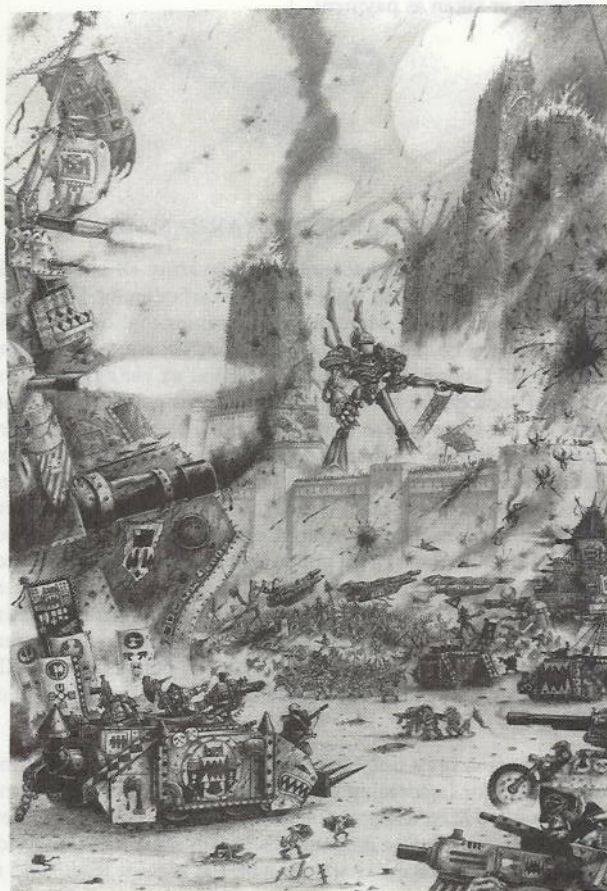


SHOOTING TABLE

D6	Shooting
1	Self-destruct: The Tinboy self-destructs! Any other models within 3" of the exploding Tinboy automatically suffers D6 strength 6 hits with a -2 saving throw modifier.
2	Nearest Target: The Tinboy fires at the nearest target within its 90° fire arc, friend or foe.
3	Nearest Vehicle: The Tinboy fires at the nearest vehicle target within its 90° fire arc.
4	Nearest Target In Cover: The Tinboy fires at the nearest target that is in cover within its 90° fire arc.
5	Furthest Target: The Tinboy fires at the furthest target within its 90° fire arc.
6	Waaargh!: The Tinboy makes a terrifying Waaargh! noise. This causes any enemy troops within 6" to take a break test.

TINBOY DAMAGE TABLE

D6	DAMAGE
1	One randomly determined weapon is blown or pulled away from the Tinboy and is destroyed.
2	The Tinboy's radio receiver is destroyed. It goes out of control for the rest of the battle.
3	The Tinboy topples to the ground and lies on its back, flailing its arms and shooting into the sky. It may not move or shoot for the rest of the battle, although self-destruct orders will be obeyed as normal.
4-5	The Tinboy is destroyed and crashes to the ground, a smoking heap of scrap metal.
6	The Tinboy is destroyed and explodes, inflicting D6 strength 6 hits with a -2 saving throw modifier on any model within 3".





FOR THE LOVE OF GOLD

By Gavin Thorpe

Rules for using mercenary detachments in Warhammer battles and campaigns. Mercenaries are numerous in the troubled realms of the Old World and famous companies such as Bolg'n'Thrank's Smashers, Didier Partouche's Golden Company and Friedrich Hemmelmans Bad Brigade are much sought after by generals.

Mercenaries are some of the most elite troops in the Old World and beyond. Not only do they follow some of the greatest and most charismatic commanders they are also very experienced, these hardened veterans sell their swords for a high price, and their lives are sold even more dearly. But when push comes to shove they may decide to take the money and run. Of course, while they do hang about they can greatly enhance your army's fighting ability, as many have very rare skills or abilities and lay claim to ancient treasures that they have won in battle or taken as payment.



MERCENARIES IN WARHAMMER

A Mercenary unit can accompany any army which it would usually be allowed to fight with (Dwarfs cannot fight with Orcs, for example). Mercenary companies that only contain humans may be purchased as part of ANY army (those who side with Chaos, etc. can be regarded as renegades from normal society). A Mercenary detachment may contain units that are the same race as the main army. To create a Mercenary company simply choose the units and characters you want from the appropriate army lists. There are no set limits for race type (other than as stated above), points allowances for rank and file, war machines, or monsters. Mercenary units cannot be worth more than 1,000 points unless your opponent agrees to allow a bigger company (This stops unscrupulous players from having an entire Mercenary army made up from the elite units of four or five different races). The only restriction is that the company must be led by a Character, but not necessarily Lord level. The points for Mercenaries come from the Allies allotment.

Mercenaries may only use their own Army Standard and characters for Leadership bonuses and re-rolls, the main army may not use Mercenary characters and Army standards either. Mercenary characters may not lead main army units and vice versa. The Mercenary character with the highest leadership is

the general of the Mercenaries and is known as a Mercenary Captain, whatever his level.

Unless the opposing army contains a race Hated by the Mercenary Captain, he may decide they are not being paid enough and decide to leave the fight. Whenever a Mercenary unit Breaks or Panics, or a Mercenary character is killed, make a Leadership test on the Mercenary Captain. The test will be modified by magic items, spells or any other Leadership modifiers that are affecting the Captain. If the test is failed he orders the retreat and the whole Mercenary contingent must move towards, and off, its own table edge, march moving if this is allowed. It will not charge or pursue enemy units but may defend itself normally if it is engaged in hand to hand combat. Troops in hand to hand combat when the retreat is sounded will only continue fighting until their opponents flee or they themselves are killed/broken, they will not pursue and no test is needed. Once they are disengaged they will retreat as normal.

If ever the test dice comes up as a double one the battle has become a matter of pride for the Mercenaries. Fallen comrades must be avenged and the reputation of the company must be maintained. There is no need to take further retreat tests after this event, the Mercenaries will fight to the bitter end. Individual units which Hate an opposing unit can ignore the results of a retreat test and continue fighting as normal.

MERCENARIES IN MIGHTY EMPIRES.

Mercenary companies must be represented by their own banner and never merge with another banner. You must decide how many mercenary companies inhabit your game world, but ensure that there is one available for each race present (If you have Orcs don't have companies that can only be used by 'good' races, for example). A good idea is to roll a D6 when a new city is discovered, a roll of 6 indicates a mercenary company worth $D6+4 \times 100$ points is starting in that hex. All the players should contribute to the creation of the company, using common sense and imagination to determine which races and troops it comprises of. You can also create a Mercenary banner if you roll a 10 on the Scouting Event table. The force will be worth $D6+4 \times 100$ points and will follow the rules for hiring given here, rather than those on the table.

Mercenary companies move randomly across the map, they are not usually under the control of a single player, and will move before any player at the start of a turn in the campaign season. Mercenaries are adept at survival and never need to make scouting rolls or rely on subsistence. Nominate one hex as one and number the others up to six in a clockwise direction, move the company in the direction indicated by a D6 roll. If the company comes across an army containing a race Hated by its Captain, it will fight them in battle. The player whose banner is Hated plays his own forces while another player takes control of the Mercenaries (if it is two Mercenary units you can fight it out to see who gets to play the battle!).

If a Mercenary banner moves into a hex occupied by a banner of a compatible race (or vice versa) the commander of the banner can employ the Mercenaries. Each turn the Mercenaries will move and fight with the banner if they are paid 2 Gold Crowns at the start of employment. If they are not paid they will move away randomly as usual. A Mercenary company that retreats from a battle takes an automatic random hex move immediately after the battle. They can be re-hired on subsequent turns. While hired, Mercenaries must be in the same hex as a banner from the hiring player's empire. If the Mercenaries are left unattended they will revert to moving randomly and their employment will cease.

When other races seek Winter Quarters move the Mercenaries to the nearest City or Fortress, if there are two at equal distances away, a Fortress takes precedence over a City. If there is still more than one possible destination, dice randomly between the choices. For all other purposes the Mercenary banner counts as a separate entity. Mercenaries automatically end their employment at the end of each Campaign Season.

A player may choose to attack a Mercenary company in a hex he moves into. Another player rolls 2D6. If the total is over the

Mercenary Company's points value divided by 100 then the Mercenaries have managed to evade the battle and are moved immediately into a random adjacent tile. If the roll is equal to or below their points value divided by 100 then a battle is fought as usual. The Mercenaries follow no special rules if they fight a battle on their own.

Example. A High Elf army moves into a hex containing a Chaos Mercenary Contingent. To deny this force to his Orc foe he attacks the banner. The Mercenary army is worth 800 points, so the Orc player must roll 9 or more on 2D6 to evade the attackers. He rolls 11 and moves them into a randomly determined hex.

Mercenaries will not besiege forts or cities even if they contain Hated enemies. They can take part in other siege actions (attack or defence) if they are being hired by a player. There are also possibilities for having specialist siege Mercenaries, with the special weapons now available roaming the countryside waiting for employment. They cost 1 Gold Crown per element, per turn. The siege piece will include D6x100 points of standard troops in this cost. The Siege Breakers are treated as a normal siege train for other purposes.

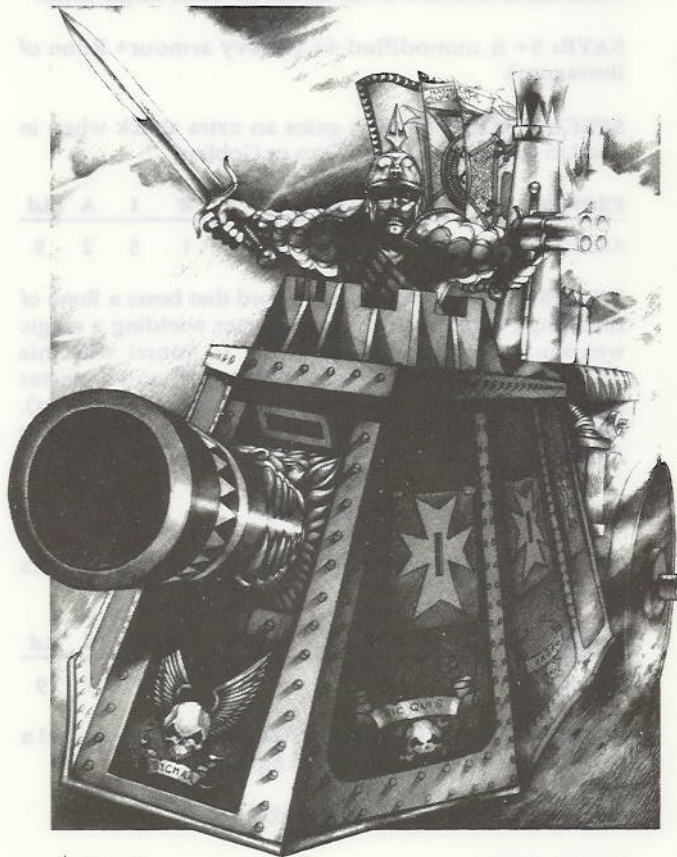
It is possible, if you are using *Man O' War*, to have Mercenary sailors roaming the high seas. These must be selected from a single Fleet list, though you can have Allies as detailed in the *Sea of Blood* rulebook.

Mercenary companies have their ranks swelled as their fame and experience increases. To represent this make a note of every battle the Mercenaries are in. If they are on the winning side award them one experience point. If they are part of the losing army deduct one point. In the Revenue Phase of the Winter period the Mercenaries will gain 100 points of troops for every experience point they have gained. If they have a negative value the company disbands and its members go their separate ways, remove it from the map (you may like to use one or two of the characters to form new companies later in the campaign). Players should decide between themselves what troops are bought with the acquired points in a sensible fashion. No more than half of the new points allowance can be spent on Characters. As with normal banners, no Mercenary banner may be worth more than 1500 points. The Banner will stop hiring more troops when it reaches 1500 points, but excess experience points should be kept over from campaign turn to campaign turn to represent the lesser chance of them now disbanding.

WHY BOTHER?

'So what's the point behind Mercenaries?' I hear you cry. Why not just have allies, and save money on not buying another General? A second General is the biggest advantage of a Mercenary unit. With only one General, with a 12" range for his leadership bonus, a player must either bunch his units up into a vulnerable mass, or leave some of his units to their fate (unless he has plenty of characters to associate with them). The same can be said for the Army standard. A Mercenary contingent has more flexibility since it brings its own General (and maybe a standard) and will therefore have a better chance of staying unbroken than an equivalent Allied unit. Mercenary cavalry can be used for hard hitting lightning strikes, good defensive Mercenaries can be employed protecting your artillery without tying up your powerful General to give them as much staying power as possible. And all this goes for their army standard too, if they have one.

Remember to be fair and realistic when creating a Mercenary contingent, otherwise you may find your opponent won't let you use them.



AKHIBAR'S DEATHDEALERS.

A Dwarf mercenary unit for Warhammer

By Gavin Thorpe.

Akhibar's Deathdealers are famous in the Areas around the Grey mountains, both for their tenacity in battle and their hatred of Orcs and Goblins. They are seen emerging from the mountains bringing news of marauding Orc armies, Chaos warbands and other threats.



History.

Thirty years ago a small Dwarf mine in the Grey Mountains was attacked by a large force of Orcs and Goblins. Retreating down the tunnels was a harrowing experience for the Dwarfs. Night Goblins who thrive in dark and narrow places constantly harried them as they made slow progress towards the labyrinthine innards of the mine. Of the three hundred that inhabited the mine, only one hundred and fifty survived the running fight. In the Temple of Valaya, situated in the depths of the mountain, the Dwarfs turned and made a last stand.

The Orcs were initially pushed back towards the surface, but then came a huge Black Orc bearing a two handed sword with dire symbols scrawled along its blade. In the light of flickering blue wychfire that sword clove through the helms of many a stout defender that day. Then out of the darkness a voice shouted from the depths of the mine. Unblocking a collapsed tunnel a force of Dwarfs had appeared behind the Orc attackers. In the lead was Mine Master Akhibar Grimsnar.

Wielding a double handed axe with mighty Dwarf runes of potency inscribed upon it, he waded through the Orcs in a sea of blood. By his side his cousin Anorri Grimsnar attacked the Black Orc with his enchanted blade. As the two powerful weapons clashed Anorri felt his sword buck within his grasp while mystic sigils appeared on its blade and a spasm of red light enveloped the Black Orcs falchion. The blade trembled for a heartbeat and then shattered into a thousand and one shards. Akhibar drove his axe through the Orc Bosses head and then stared in horror as a goblin arrow embedded itself in the side of his cousins neck. Anorri plucked out the arrow and smiled grimly, saying it would take more than a piece of rotten Goblin wood to kill him.

Of the three hundred Dwarfs who had woken that morning only forty three remained alive. Their homes destroyed the Dwarfs now wander the Old World in search of vengeance against Goblindom. They have become a renowned mercenary unit who strike fear into the hearts of Orcs and Goblins when their name is spoken. They are led by Akhibar Goblinflayer and have their standard borne by Anorri Stoneneck. After countless battles Anorri and Akhibar accompany only ten survivors of the original unit, but those ten have been hardened beyond normal standards by thirty long years of endless blood-letting

GAME RULES AND FORCE LIST.

Akhibar's Deathdealers is a pre-determined force. Following the rules for mercenaries as normal, they may be included in any Elf, Empire, Bretonian or Dwarf army for the points cost indicated. The force must be bought as whole, you cannot just include Anorri in your army, for example. Akhibar's Deathdealers follow all the normal rules for Dwarfs including Elf Grudge and Hatred for Goblinoids. See the Dwarf Warhammer Armies book for more details on this and the Rune weapons carried by the characters.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Akhibar	3	7	6	4	5	3	6	4/5	10

EQUIPMENT: Akhibar carries a two-handed axe inscribed with a Alaric the Mad's Master Rune (No saving throw against any hits with this weapon). He wears heavy armour wrought with a Rune of Resistance (extra unmodified save of 4+). He carries no other magic items.

SAVE: 5+ & unmodified 4+ (Heavy armour+ Rune of Resistance).

SPECIAL RULE: Akhibar gains an extra attack when in hand to hand combat with Orcs or Goblins.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Anorri Stoneneck	3	5	4	4	5	1	3	2	9

EQUIPMENT: Anorri carries a sword that bears a Rune of Breaking (When it strikes a character wielding a magic weapon both players roll a die. If Anorri wins his opponent's magic weapon is destroyed) and a Master Rune of Swiftess (Anorri always strikes first in combat). Anorri wears heavy armour and carries the Deathdealer's Army standard.

SAVE: 4+ (Heavy armour & shield).

SPECIAL RULES: The Army standard causes Fear in Orcs and Goblins.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hammerers	3	5	3	4	4	1	3	1	9

EQUIPMENT: The Deathdealers have heavy armour and a shield and wield double handed hammers.

SAVE: 4+ (Heavy armour & shield)

TOTAL COST:

650 Points.

JOURNAL

MUMBLINGS FROM BEYOND THE VOID

(Or, Why Don't Chickens Catch The Bus?)

More macabre monologues. More loony letters. More crazy correspondance. More mad mail. More alliteration than an overactive tabloid headline writer on strange substances...

Dear all at the Journal,
Having just read issue 3 from cover to cover for the 7th time (Only 7 times so far, shame on you- ed.), I thought I'd better fill in the form and write to you.

You give us new ideas to try out, extra rules, etc. With loads of laughs, funny quips, jibes at other staff and yes, even spelling mistakes. In your reply to Darren Cann (Iss. 3) you said you wanted actual articles, not just ideas. Well I'm working on it. Expect another fat letter in August.
Nick A, Surrey, Sorry yes Surrey

You know the really funny thing about quips? Its those big noses and their stumpy little legs. And what's all this about spelling mistakes? We don't allow sloppy workmanship like bad spelling mistakes to appear in klass publikashun like dis I.

Dear Journal,
Firstly I would like to praise this magazine, as it perfectly fills the hole White Dwarf can't fill. (Well go on then, praise away-ed). The Journal contains nothing but new rules, scenarios, modelling guides and lots of other great stuff not available elsewhere. Just what games freaks have been waiting for, keep up the good work.
David Honeyman, Perth

Thanks for the vote of confidence. Clever David was also one of the people who sent in an answer to the Space Hulk puzzle set last issue (see Editorial for details).

For the attention of whoever might have a slight interest, To all those brave, (un)fortunate bods oop north (well north of Watford anyway). If you cast your minds back to Golden demon '94 do you remember a slightly psychotic looking gamer wearing an AC/DC T-shirt (several actually- ed.) ranting on about artillery rules for Warhammer 40,000?

I also gave these tips to Rick Priestley for winning at Warhammer 40,000:

If it moves- shoot it,
If it stops moving- shoot it again just to be sure,
If it doesn't move- shoot it anyway,
If it keeps moving- call for artillery...

I've finally got round to writing/ typing the artillery rules, feel free to tweak them...
Graham 'Hey You!' Worsfold, Fulham

Blimey Sport! You don't half get the weirdoes round here, you know. Graham sent us his artillery rules, which we are quietly perusing at the moment, perhaps they'll appear in a future issue. Now onto someone! thing a bit more sane...

To whichever Trolls, Hideous Chaos Creatures, Great God-Like Beings (Oh, us you mean- ed.), or residents of the Journal Bunker this may concern,
IT'S GREAT, I have just read the third issue of the Journal and it's Squig-stampingly good. In fact it's so good I actually got out of bed before midday to write this (miracles do still happen). This letter contains one plea for help, a handful of articles (you've got big hands, you know- ed.) and a tentacle grasp of new characters. Please, could you tell me who wrote Dark Future?
Martin Brain, Salisbury

Ooops! It seems our quest for more sanity met with an abrupt end. Dark Future, our old and now out of production road-battles game, was originally written by Richard Halliwell, who has since moved onto to other things (so don't send letters to him at the studio).

ELASTIC TAPE MEASURE

This issue's Elastic Tape Measure award goes to somebody who nominated themselves (self-confessed Power gamers are a strange breed, and do things that men should not wot of).

However, he has obviously done this to claim world wide infamy for himself and to embarrass his opponent, who let him get away with this despicable deed. Because of this, names are going to be withheld to protect the innocent, but it suffices to say that he comes from a Mediterranean country...

This person, who we will call Mr X, was to play a game, and chose four different armies before his opponent arrived, writing them down on seperate pieces of paper. He then placed one army list in each trouser pocket. When his opponent arrived and unpacked his army, Mr X noted the troop types and decided which of his armies was best equipped to deal with the enemy. He reached into the relevant pocket, produced the army list and said 'Here's my army!'. Needless to say, Mr X won convincingly and basked in his false victory. He has shown no sign of remorse and thus we are denying him his chance to bask in glory at being a cunning git.

JOURNAL

MAGIC ITEM COMPETITION

Well, we had an overwhelming response to our Magic Item competition. The postman was most displeased that no one had provided him with a British Safety Standards approved sack of magical containment (in fact it was difficult to get rid of him, what with the three mouths, five legs and spare arm).

We got all sorts of things, from swords that could level mountains, turn cities to ashes and kill entire armies (ahem), to really bizarre objects that turn your enemies into something green, small, squashy and had a tendency to say 'Ribbit' a lot (and we don't mean a mad goblin!). With no thought for our own sanity, life or souls we waded into the pile to pick the victors (of course we took precautions, donning our magical protection suits with asbestos mystic sigils and frosted warpstone goggles).

Choosing the winners wasn't an easy or pleasant task, many of the entries had been sealed with Runes of Spite or Vengeance, making it difficult to dispose of them when they weren't chosen. In fact one entry (which was written on Harkandal's Bloody Minded Parchment) reacted so violently when we put it in the bin we now have special one-handed braille keyboards.

After this distressing incident, and a month spent babbling nervously in the dark recesses of the studio, we found the answer. We popped along to Ulthuan and had a chat with the High Elves' mages.

"Teclis, old bean, fancy earning an easy fiver on the side? Just fence this lot off and we'll give you 75% of the profits..."

"Fair enough. Chuck 'em up to the ol' tower an' I'll see wot I can do fer yer."

We put all the rejected entries into a mail bag made from Elarion's Hessian of Safety, and stuck them on the next Griffon heading towards Saphery where they were safely sold off to passing Chaos warbands and other itinerant purchasers of magical objects.

Many of you probably now realise just how difficult it is to invent a new magic item, trying to make it exciting, original and descriptive without making an unbalanced game. Many of you sent in weapons, armour and items that were wonderful works of prose, had original ideas and were reverberating at about 12,055 on the Richter scale of points! The winners were chosen with the aforementioned criteria in mind.

DA WINNERS

Picking a single overall winner was out of the question, so we split the items into Pointed Sticks and Ironmongery (i.e. weapons and armour), Wizardly Bits, Sheets on Poles and Noise Generators (standards and instruments) and Things That

Don't fit Into The Other Categories. We chose a winner for each category, with the results on the inside cover.

The Pointed Sticks and Ironmongery section included all the sorts of Magic Items which you would expect. Swords that turn your enemy into balls of flame, swords that turn your enemy into pillars of ice, and swords that turned your enemy into smaller bits of enemy without much fuss were in abundance. The winner of this category was Glenn Slater from Portland in Dorset, with his Dragonblade Lance. Well done Glenn, we liked the idea of using existing rules in a new manner, and the image of your keen lance skewering through ranks of Gobbo's is quite easy to see. This weapon is the armament of a new High Elf Dragon rider, coming out soon.

The Sheets on Poles and Noise Generators category had the least number of entries, despite us publishing a request for more... (shame on you lot!) However the ones we did get were quite good and this was the pick of the bunch. The Pipes of Doom were sent in by Charles Jeffrey from Barnard Castle in County Durham. These trilling pipes induce terror in beasts and allow you to keep those nasty Empire or High Elf Knights at bay, or to menace opposing characters on their big beasties.

The Wizardly Bits consisted mainly of crowns, scrolls, rings and (strangely enough) pointy hats! The winner for this particular piece of magical engineering was Gavin Clough from Bradford in West Yorkshire (land of the carnivorous black pudding and the much maligned invisible Jumping Whippet). His Power Scroll was simple but effective, and was genuinely useful to have around without being a Doom Item. (It just shows that some of the best items aren't just the ones worth lots of points).

The Mad Cap Mushroom Magic Item sent in by Pete Bradley caught our collective eye because it enhanced the powers of somebody else, rather than the bearer. It was so simple but effective we couldn't leave it out.

Some of the entries are being considered for inclusion in the forthcoming second magic supplement for Warhammer-Arcane Magic. Anyone who has their item (in one form or another) included will probably find themselves a proud owner of the supplement (though we can't promise anything). Remember, it doesn't matter if you haven't won, as the standard of entries was high, and you all showed what you can be capable of. Now, if only you would send in a few more articles...

MAGIC ITEM



MAGIC ITEM

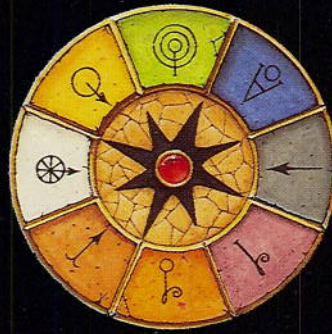
MAGIC ITEM 50 POINTS MAD CAP MUSHROOM

Mad Cap Mushrooms only grow in the deepest, darkest caves of Night Goblin Lairs. These strange mushrooms glow a bright pulsing yellow and are fed to fanatics in battle, driving them into a complete and utterly barking mad, frenzied, ball and chain wielding, death machine.

A character may only use a Mad Cap Mushroom if he is in unit of Night Goblins which is concealing Night Goblin Fanatics. The Mad Cap Mushroom is fed to one of the Fanatics as he is released from the unit. The Fanatic causes an extra D6 hits to the first unit that he moves into base-to-base contact with.

NIGHT GOBLINS ONLY

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 75 POINTS DRAGONBLADE LANCE

The Dragonblade Lance is fashioned from the Dragonblade rams of Finubar the Seafarer's Dragoonship.

The Dragonblade lance acts exactly like a standard lance conferring the wielder a +2 Strength bonus when he charges. In addition, when the wielder charges he may give up all his attacks to make one special Dragonblade attack. Roll to hit as normal. If the attack hits resolve damage using the wielders strength +2. If the model is slain then the lance hits the model in the second rank directly behind; resolve damage as before but deducting 1 from the total strength. If this model is slain then a model in the third rank will be hit; resolve damage as before but deducting a further 1 from the strength. Continue to work out damage as the lance pierces and slays a model in each rank, deducting 1 from the strength for each rank pierced.

HIGH ELVES ONLY

MAGIC ITEM



MAGIC ITEM

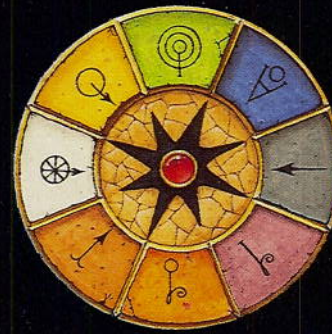
MAGIC ITEM 30 POINTS POWERSCROLL

This scroll is imbued with great power from an ancient era, which the wizard can call upon to enhance his casting ability in battle.

The wizard may use the Power Scroll to cast one spell in his hand, during the Magic Phase. The spell is cast immediately without the wizard needing to use other power cards. The opposing wizard may attempt to dispel the spell as normal.

**WIZARDS ONLY
USE ONCE ONLY**

MAGIC ITEM



SPELL INSTRUMENT

MAGIC ITEM 75 POINTS PIPES OF DOOM

The pipes are made from minotaur horns which cause an eerie whining noise when blown. This sound strikes fear in the hearts of creatures and particularly affects mounts, causing them to buck and rear as the sound passes over them.

Any units which are allowed magical standards may equip a musician with a magical instrument. The holder of the pipes of doom may target any mounted model or calvary unit within 18". The mounts rear sending their riders crashing to the ground. The unit or model suffers D6 S4 hits. In addition, the affected unit or model may not charge in their next turn.

ALL IS NOT ALWAYS AS IT APPEARS IN THE DARK LANDS OF SYLVANIA



MR CARSTEIN.
CAN ISABELLA COME
OUT TO PLAY?