THE CITADEL JOURNAL

ISSUE 7

GAMES WORKSHOP®

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LEMAN RUSS-TASTIC II, MATE!



OOOH! Ain't they luvverly! This polychromatic prelude to this issue's Tankfest shows another victim of modeller's madness (some of you may remember our first case – Simon Tift and his Leman Russ tanks). These pictures are evidence that Journal 'editor' Ian Pickstock was obviously spending far too much time with Simon and has contracted the same disease. For instance, the Predator to the left shows one off the major symptoms of this ailment. Not only has Ian tinkered with the armaments on this Predator, he's also started using bits and pieces from another tank kit. In this case it is a Leman Russ kit, but don't be surprised to find the sufferer going even further.

Just how does somebody start to justify this armoured Razorback, eh? This time our meandering modeller has used his Leman Russ turret on a Rhino body, and decided that it would look good with a Lascannon and a couple of Plasma Guns on the front. Armoured Razorback? Blatant cover-up for the modellers madness if you ask me, which you didn't but that doesn't normally stop me anyway...

Did you know that Ian's Space Wolves army has more tanks than I've had hot dinners? It's quite sad really. Please send any donations to 'Save the Modeller campaign, Bognor Municipal Dumping Site, Bognor' if you want to help!





Well push me backwards with a wet Snotling, he's started using errant parts of lead kits now! I'm not sure what I would think if that thing came trundling out of the JCB hiring depot! Where's the guns then? Don't tell me, it picks up the enemy and throws 'em at their mates, right? No? Oh well, I'm sure there's a whole new conversion for Ian. AAARRGH! You've got to watch what you say around these modelling types. One loose word and you'll give them some zany (nay, Wacky) idea and there'll be superglue and plastic filings filling the room before you can say "It was a joke!". Remember:

"Careless Talk Costs Sanity!"

Product Code:
0694

JOURNAL

CONTENTS

WARHAMMER

Warhammer Armies: Norse 18
The second instalment of our Norse series kicks off with a complete Army List, allowing you to assemble a hooge great big horde of drunken, homicidal, blood thirsty, frenzied... Norsemen.

Orge Merceneries 44
Having been mighty disgruntled with the performance of his Ogres, Cpl Dean Attridge gives us the low down on his well 'ard Ogre merceneries and their captain Old Funder.

Between the Lines 41
This offering comes courtesy of Paul Barry. Not only does he give full details of his expanded skirmisher rules, but there's a special character thrown in too!

WARHAMMER 40,000

Tankfest 40,000 34
Ian takes an in-depth look at vehicles in the Warhammer 40,000 game, including an expanded rules covering vehicles in greater depth and complete rules for the mighty Baneblade and awesome Shadowsword in Warhammer 40,000!

Space Wolf Tanks 12
The Tankfest continues with a look at Ian's Space Wolf vehicle collection. With complete details on making and converting your own vehicles for Warhammer 40,000. Readers are advised to look and not touch as Modellers Madness is a contagious disease.

BLOOD BOWL

Pick 'n' Mix 32
Rob Creer gives us his rules on using Mixed Blood Bowl teams, including team lists for the World renown Underworld Creepers a shaky alliance between Skaven and Goblins. League Commissioners should bear in mind however that it was this sort of sneaky behaviour that led to the collapse of the NAF, make sure it doesn't happen to your league.

BITZ 'N' PIECES

Space Hulk - The Designer's Cut 4
Richard Halliwell the author of the original Space Hulk game, gives us full details of all the stuff 'they' wouldn't let him put in the game.

Games League 47
The latest and sadly the last Journal Games League table. We give full details of the overall winners and addresses where they can be contacted (only kidding).

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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



ONE YEAR ON

Well its been exactly one year since the first Journal hit your door mats and I just like to take this opportunity to thank everyone who has sent in letters, articles and generally nice complimentary comments. For us we've been (and still are) on one of those 'learning curve' things. We started this time last year and we didn't know a sausage about writing and producing a magazine. However armed with our boundless enthusiasm and head full of big ideas, we went forth. Since then we've learnt how to prepare articles, take photos of miniatures and battle shots, put the cover together and playtest lots of games. Yes, yes I know we haven't learnt to spell, but then you can't win 'em all! All in all we've had a thoroughly good and we hope you have enjoyed the Journal as much as we have and will continue to enjoy it throughout 1995.

JOURNAL CREW MISSING

Yes, unfortunately the powers that be have seen fit to remove my colleague Gavin Thorpe from the Journal Bunker (we're back on that learning curve again), for a three month stint on some magazine called White Dwarf (never heard of it. -Ed). Any way this means I'm on my own and I don't fancy writing all 48 pages myself. So if you've been sat at home thinking I could write something for that Journal thang or if you play your games in a different or unusual way. Then write it now, immediately... what are you reading this for you're supposed to be writing that article out, NOW!

TANK-FEST

Well as promised in the issue 6, I have provided what I hope proves to be a veritable Tank-fest for all you Tread-heads. Working closely with Jervis Johnson and Andy Chambers I have knocked together some extra rules. Also, just to show you that I'm just as far down the track (if you'll excuse the pun) of damnation another article taking a peek at some of my creations. Armed with Razorsaw, sheets of plastic and an unlimited supply of tanks (definitely a mistake!), courtesy of the Figure painters, I've drastically increased the fire-power of my Space Wolves.

As requested a number of you saw fit to send me your own thoughts on vehicles in Warhammer 40,000. Thanks to all of you who sent letters, I read them all with great interest.

And... if you think that's it, then think again. Hopefully next issue we'll be able to bring you some new Eldar vehicles, including a light War Walker designed by Golden Demon winner Rupert Hammerton Fraser. However this all depends on whether Rupert sends his stuff in. Sò if you know Rupert go and bug him for me. If possible you could organise a bit of protest march, you know placards and banners outside his house, 24 hour picket line, you know.

NORSE

After a hard slog through the huge mountain of Norse army contributors, I think I can safely say I can see light at the end of the tunnel. This issue includes a complete Army List and its even been playtested!!! Gavin had a battle against Jervis's Dark Elves. The Norse suffered a narrow defeat and to counter this we tweaked the rules for the berserkers after realising they will a little to uncontrollable. Gav's recommendation for all you Norse generals is "Huscarls and Berserkers, don't leave home without them."

Nobody has sent in any pictures of their Norse army, come on yer gits we didn't do this for nothing, now send in those photos. As you can see from the Back cover, Dave Perry of the prestigious studio miniature painting team has come to our rescue though with is superbly painted Huscarl unit. Thanks Dave.



Ian Pickstock

JOURNAL

MUMBLINGS FROM BEYOND THE VOID

"I'm not getting old... I'm just 'Chronologically Challenged'"

Excerpt from Nagash's 21st Century Birthday speech

To the bods at the Journal

As all the letters on the back page do, I would like to start by saying that this publication is amazing, super, wicked and other such words! Although other people who I play with (games, I assume - Ed), allow me to use the rules printed in the Journal, I would like to say a big:

"OI, COULTER NO!"

to my friend who will remain nameless. I would also like to nominate my friend William (not William Coulter by any chance - Ed) for the Elastic Tape Measure award. In a battle of Warhammer that we had, he claimed that his Dwarf's didn't need a Dispel card to use their Magic resistance. I actually let him get away with this ('you plonker!' I hear you cry) because he wouldn't let me look in his Dwarf book or the Battle Magic rulebook. Needless to say he won and Teclis only managed to cast one spell.

Richard Ingram
Birmingham

"You Plonker"

Dear Journal Bunker

I am writing to see if you can clear up something strange that happened to me recently. I am the proud owner of one of your new boxed armies. I spent all night gluing the models together and decided I would start painting tomorrow. However when I went downstairs all the models were painted to, immaculately, to studio standard.

Yours a bemused Elf player and part-time shoemaker.

Hmm, strange!

Dear People who work at the Journal

My mate Daniel Borham said that when a skeleton horse attempts to pass through a solid object, the rider hits the wall and falls to the ground losing one wound, thus making him automatically dead, and because the horse has no rider they flee off the table.

Alex Shelley
Birmingham

Er, definitely a devious trick and definitely another Elastic Tape Measure. It really makes me wonder why you lot fall for these tricks.

Elastic Tape Measure

This issue's Star, double-billed letter comes from Michael Papadopoulos in Cyprus who is nominating is ex-best mates for the Elastic Tape Measure and the Wa-ha-ha-eek award.

Dear Journal People

Sit down before you read any further - the previous winners of your awards are amateurs compared to these slimeballs!

My mate and hideous Warp Daemon Alex Apostolides informed me he was borrowing my Eldar Codex and going to have 3000 point game against Nicholas Wilson's Dark Angels, naturally I obliged and said I'd come and watch.

Any way the heresy begins in Alex's first turn with his large and dominating force of Wraithguard taking the centre, but probably out of range to use their deadly Wraithcannon. Ah but hold on what's this? Alex proves that his tongue is even more elastic than his tape measure, exuding deadly confidence and familiarity with the rules, Alex informs poor old Nicholas that the Wraithcannon has a range of 32". Nick buys it and so does half his army!

But by now heresy is fairly pouring over the dam of good decent gaming values in a torrent of cheating and bad sportsmanship and as Nicholas picks himself up from the Eldar psychic barrage and begins his first turn, Alex realises he is still facing a formidable Dark Angel army. A quick mental calculation and it soon comes to our attention that Nicholas' Dark Angels are heavily reinforced to the tune of an extra 2000 points of troops!

I am ashamed to say that I know these two and was witness to these events. However after listening to their cringing defences I decided that they were both gits and deserved to rot in that special place I keep for such special people, deep in the dungeons of Drachenfels Schlosse. I therefore nominate Nicholas Wilson for the Elastic Tape Measure and both these goons for the Wha-ha-ha-ha-Eeek award!

Quite rightly so and if these two came round my house disrupting the wife and kids who were trying to sit down at the dinner table and eat a family meal, with their toy soldiers and table-top battle games. I'd have to say "Oi No, you may be a couple of despicable gamers who stretch every rule interpretation to the very limit and beyond, but it doesn't give you the right to come in here corrupting my kids and using my salt cellar for hard cover, Now clear out and take your Codices with you"

Wha-ha-ha-ha-Eeek

SPACE HULK™

THE DESIGNER'S CUT

By Richard Halliwell

What with the present trend in the movie industry for releasing special director's cut of films, with all sorts of extra bits that were cut out by Producers for the sake of making a leaner more profitable movie. Well we got together with Space Hulk designer Richard Halliwell asked him to come up with Space Hulk - The Designer's Cut!

INTRODUCTION

This article details a set of alternative, light hearted rules for playing Space Hulk. The article details new rules for some improbable weapons types and then details four scenarios using these weapons. The scenarios use the components and rules from the basic Space Hulk set.

The article should be regarded as a jokey aside. This isn't intended to form a new part of the Space Hulk system. Assume the weapons have been obsolete for centuries, they have been superseded by more efficient, more modern designs. They cannot be used in other Space Hulk games.

NEW RULES

HARPOON GUN

The Imperium's research into the physiology of is many and varied foes has a constant requirement for specimens for medical and psychological analysis and testing. This means there is often the need to procure live, or at least half-alive specimens of alien life forms.

The Harpoon gun represents an early attempt at a solution for this problem. It fires a large spear-like missile attached to a line and winch. The missile is a composite projectile. The main part is a barbed spike to penetrate the target. This also contains a conduit for injecting the victim with vast quantities of stun toxins. The harpoon also carries a number of articulated grabbing arms these enfold the victim in an embrace of steel, restricting its victim's movement, and preventing it making any attack upon the Space marine.

The Harpoon weapon system is linked to the missile by an adamantium rope on a strong winch attached to the right arm of the Space marine's Terminator suit. This is used to haul the entrapped victim towards the Space marine. The cage locks into place and is hoisted into the air by a powerfully reinforced hydraulic right arm.

Combat

The Harpoon Gun replaces the Space marine's Storm Bolter. The Harpoon gun is a ranged weapon. It can shoot at targets within the usual LOS and Arc of Fire - its maximum range is 5 squares.

Each shot costs 2 APs. The Space marine rolls one dice and require a score of 2 or more to hit. If the shot misses, the Harpoon is either discarded and replaced, or automatically reeled back to the arm. Either way, this is included as part of the original 2APs for shooting the weapon. The Space marine can fire again, provided of course the player has enough Action or Command points.

Hits mean that the Genestealer has a hideously barbed spike wedged in its abdomen, is hugely sedated by the Harpoon's toxins, and entrapped by the equally hideously barbed grabber arms. It is unable to do anything but weakly attempt to struggle free.



The 2APs paid for the shot cover the brief period when the Genestealer is reeled in and born aloft by the Harpoon Space marine. This happens automatically as part of the action, the Genestealer model is immediately removed from play. From here on we assume it is being carried by the Harpoon Space marine.

The Genestealer cannot escape. Any hit or attack which kills the Space marine also kills the Genestealer. Carrying a trapped Genestealer does not incur a movement penalty, the Space marine pays the usual action points for moving.

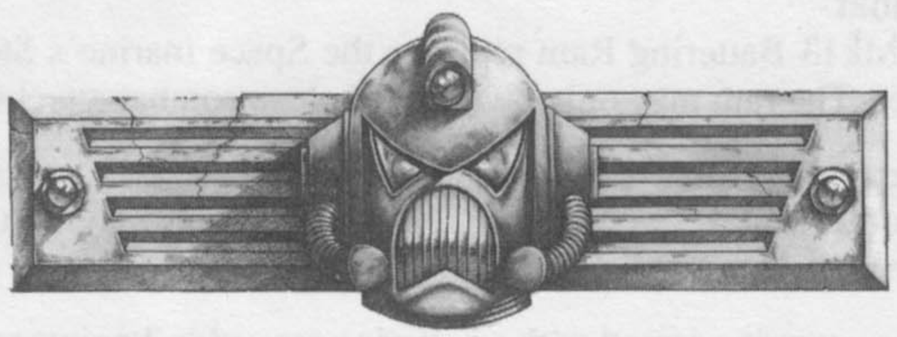
A Harpoon Space marine with a trapped Genestealer cannot shoot again for the rest of the game. In close combat the Space marine fights as usual.

Harpoon-armed Space marines cannot use Overwatch. They can fire in the Genestealers turn if the player spends Command points, as usual.

GSRC BOLTER

This is a gun designed to shoot around corners. It is a variant on the regulation Storm Bolter, with a sprung, hinged stock. At the flick of a switch, the Storm Bolter springs forward, and turns at a right angle facing either left or right. The gun is fitted with an optical reflector, so a Space marine stationed just behind a corner can round it.

The weapon is a hugely complicated affair requiring a flexible ammunition feed. This reduces it's overall reliability considerably.

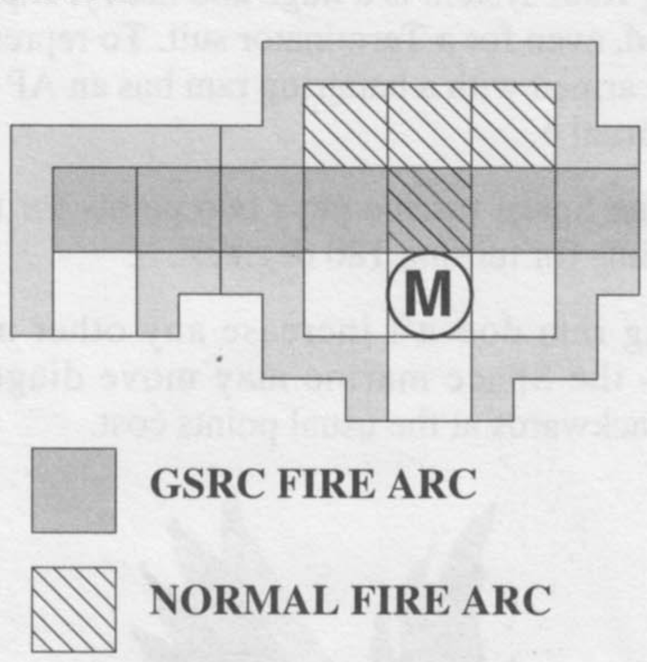


Combat

The GSRC Bolter replaces the Space marine's Storm Bolter. It can be used as an ordinary Storm Bolter. The rules are as usual. The weapon differs only in an enhanced fire arc and the action points required to unjam the weapon.

The Space marines arc of fire includes the 90° arc explained in Space Hulk. In addition to this the gun may be hinged, allowing it to fire along the row of squares directly in front of the model. This is illustrated on Diagram 1.

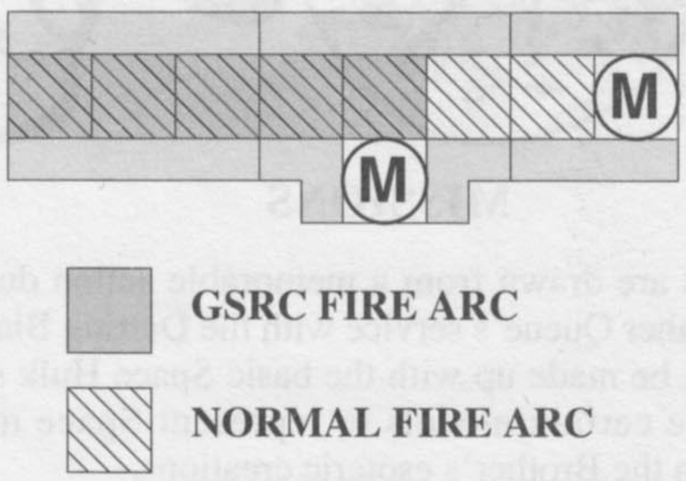
DIAGRAM 1



When the Gun is being to used to fire on the Lateral Rows, the Space marine's LOS is traced from the square in front of him, not the square the Space marine is actually standing on. This is shown on Diagram 2.

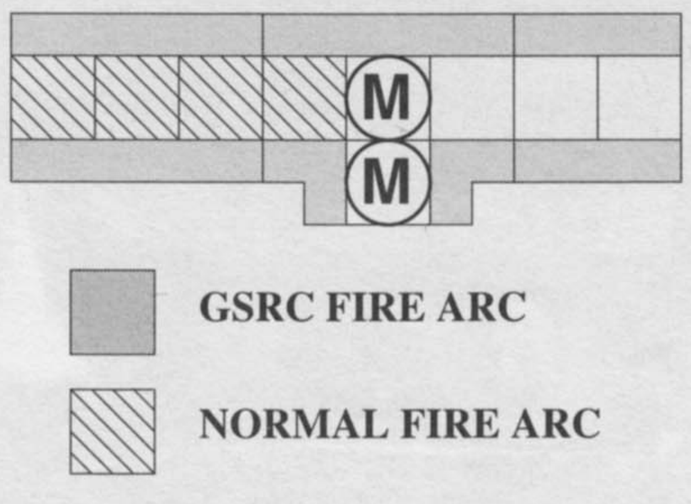
Tracing of LOS from this square gives the Space marine a unique opportunity to fire down a corridor, without blocking the LOS of his Brother Space marines.

DIAGRAM 2



The Space marine can't fire down the lateral rows if the square directly in front of him is blocked by a wall, a door, a Genestealer or another Space marine.

DIAGRAM 3

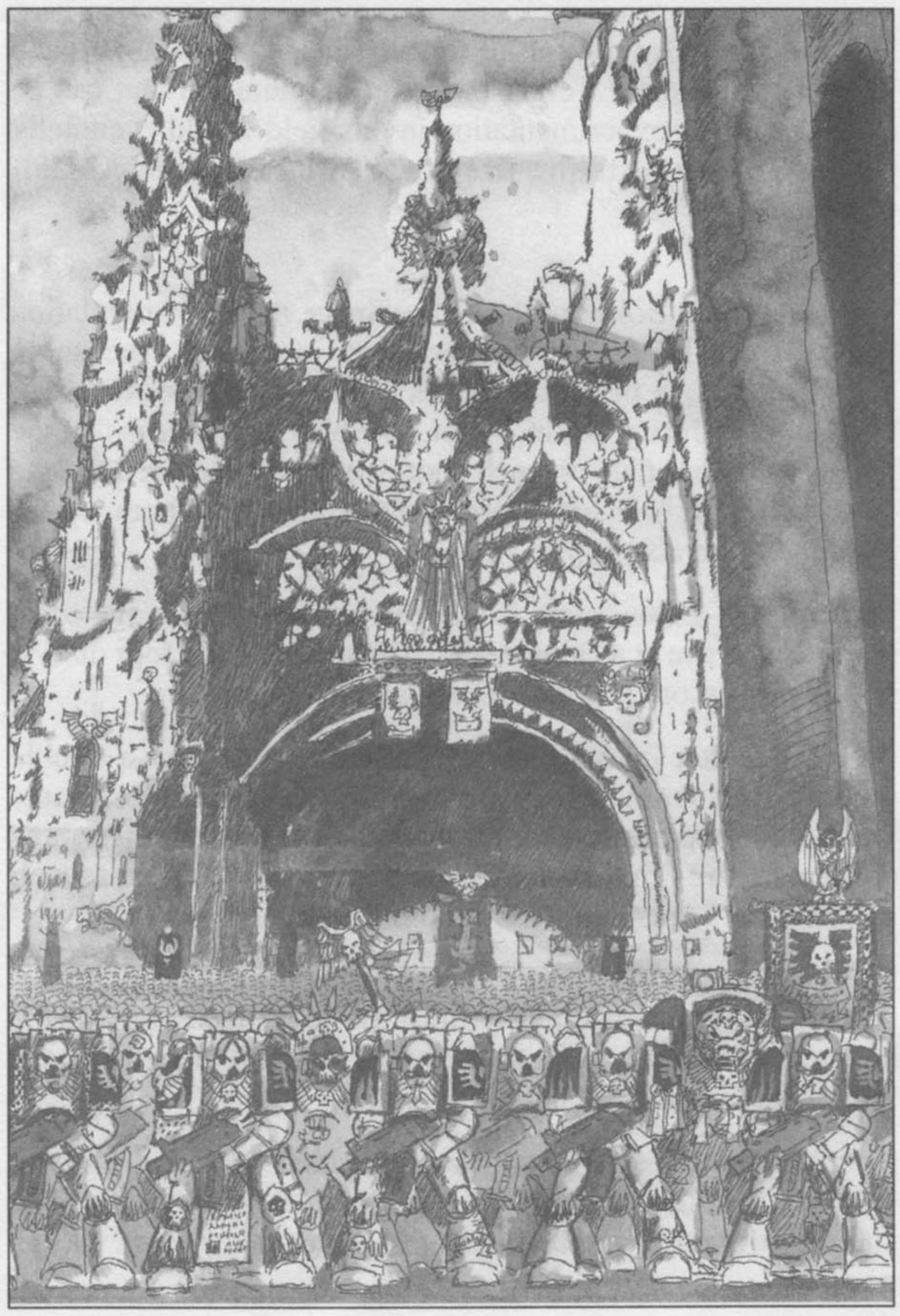


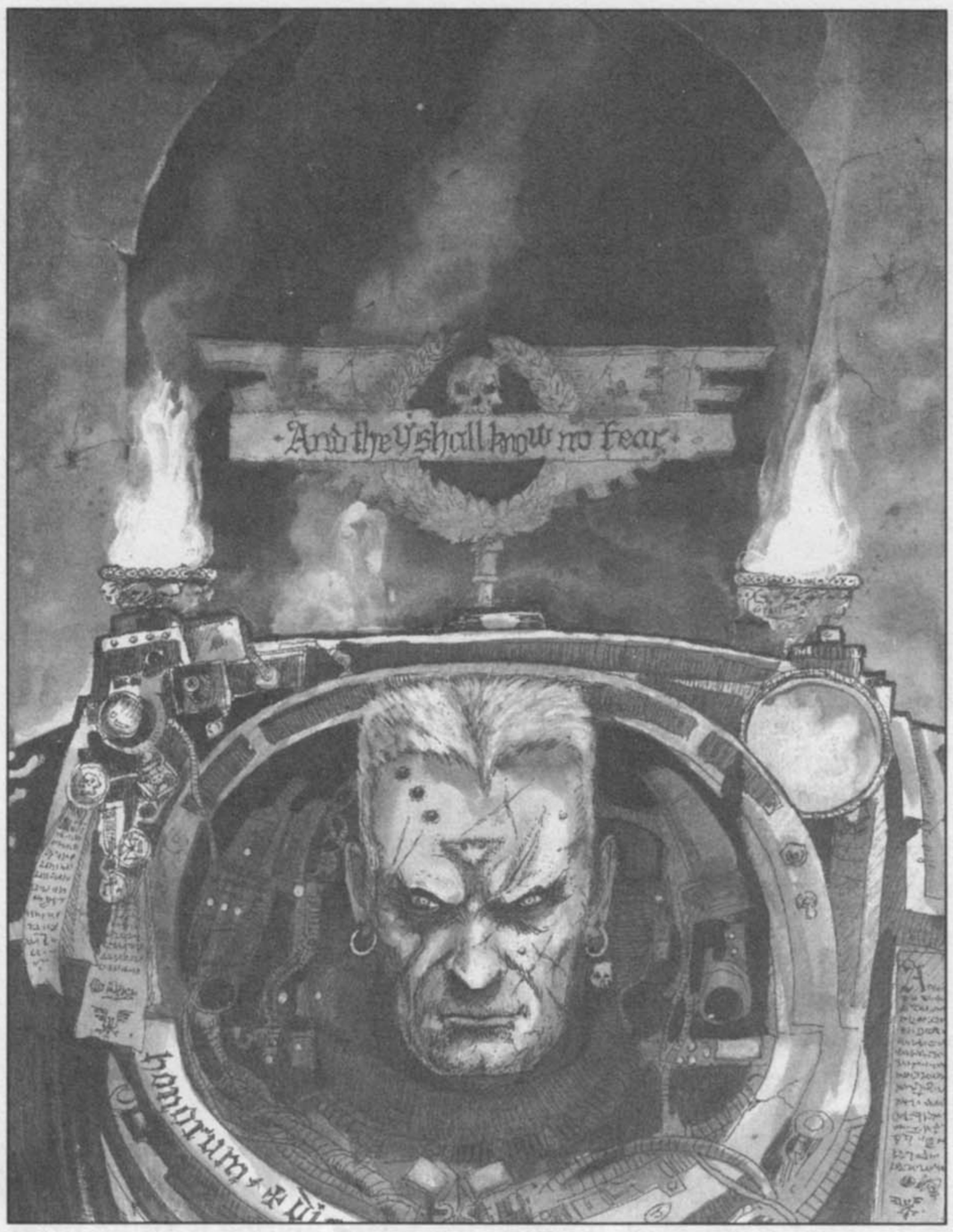
The hinging mechanism on the gun is quick and simple. The Space marine can switch between his normal Arc of Fire and the lateral rows without paying Action or Command Points. He can also do this in overwatch, again with no penalty.

Note that the GSRC Bolter can move and fire following the same rules s any other piece. This means that the Space marine can move forwards to a junction and fire around it as part of a Move & Fire action.

Because of the flexible ammunition feed, the GSRC Bolter is far more prone to jamming. GSRC Bolters jam when a double is thrown for any shot, whether the Space marine is firing from Overwatch or not.

In addition to this it costs the Space marine 4 Action or Command points to unjam the GSRC Bolter, subject to all the usual rules on how and when these are paid for.





QUADRUPLE BOLTER

This weapon is simply a four barrelled Bolter, firing even faster than a double-barrelled, Storm Bolter. It delivers a devastating hail of fire capable of ripping Genestealers to shreds, often on the first volley.

The fast feed required for all four barrels is prone to jam and limited by the sheer weight of Bolter ammunition that can be carried. Further experimentation in this field would eventually produce the devastating firepower of an Imperial Assault Cannon.

Combat
The Quadruple Bolter replaces the Space marine's regulation issue Storm-Bolter. It can be fired in exactly the same circumstances, at the same ranges and for the same AP or CP costs as an ordinary Storm Bolter. The big difference is that the player rolls four dice on each shot, the scores required are the same as for an ordinary Storm Bolter. The usual bonuses for Sustained Fire also apply.

For example a Quadruple Bolter Space marine pays one point to move and fire at a Genestealer. The players rolls four dice, if any of them score a 6, the Genestealer is killed.

A Storm Bolter jams when the Space marine scores a double when firing from Overwatch. A Quadruple Bolter Jams whenever a triple is scored, ie when three of the four dice show the same score. This applies in the Space marine's turn as well as when the Space marine is shooting from Overwatch.

When a Quad Bolter jams it is useless for the rest of the game. It cannot be unjammed like a Storm Bolter. This represents the weapon's complexity and the sheer pace at which is uses bulky, heavy Storm Bolter ammunition.

Note the if the four dice rolled to hit score one, or even two, doubles, this has no effect. A quadruple score, ie all four dice showing the same number, jams the Bolter in the same way as a triple.

MkI3 BATTERING RAM

This is a huge, unwieldy but incredible effective weapon. It is a simple explosively-propelled steel piston. When the fire button is pressed the piston is propelled forwards, delivering a blow sufficient to punch through sheet steel or reduce a fleshy victim to pulp.

The problem with the weapon is its weight. The Ram itself is heavy enough. It is linked to the suit via an equally massive recoil absorber. The effect of so much weight is to slow the Space marine and make manoeuvring a slow process.

Combat
The Mk13 Battering Ram replaces the Space marine's Storm Bolter. The ram may only be used for close combat attacks.

Close combat attacks follow the same rules and points cost as any other - attacks cost one point, the weapon may be used defensively for free.

A Space marine armed with a battering ram adds 3 points to his dice score when attacking Genestealers or defending against a Genestealer attacking from the front Close Combat Square. The Space marine receives no bonus when he is being attacked from the sides, or diagonally from the rear.

Doors and bulkheads attacked by the battering ram are removed automatically. When a Battering Ram Space marine attacks a door or bulkhead the player the player must pay the action point for the attack but does not have to roll a dice - the target is destroyed automatically.

Movement
The Battering Ram system is a huge and heavy. It provides an enormous load, even for a Terminator suit. To represent this, a Space marine armed with a battering ram has an AP allowance of 3, not the usual 4.

In addition, the Space marine pays two points for turning 90 degrees, 3 points for turning 180 degrees.

The battering ram doesn't increase any other movement allowances - the Space marine may move diagonally, or forwards & backwards at the usual points cost.



MISSIONS

The Missions are drawn from a memorable action during the period of Brother Queue's service with the Darting Blades. All the board can be made up with the basic Space Hulk set. You can designate certain models to represent Space marine's equipped with the Brother's esoteric creations.

MISSION 1: AMBUSH

This scenario is set towards the victorious end of a larger action. The Space marines army is now evacuating the Hulk prior to its destruction by bombardment from space. In this game the two Space marine squads are moving to their point of debarkation when they are hit by an ambush. The Space marines are trying to reach their destination quickly and with the lowest possible casualty level.

OBJECTIVES

To win this game, the Space marine must move four Space marine models off the board, on the Exit point marked on the map. The Genestealer wins by preventing this

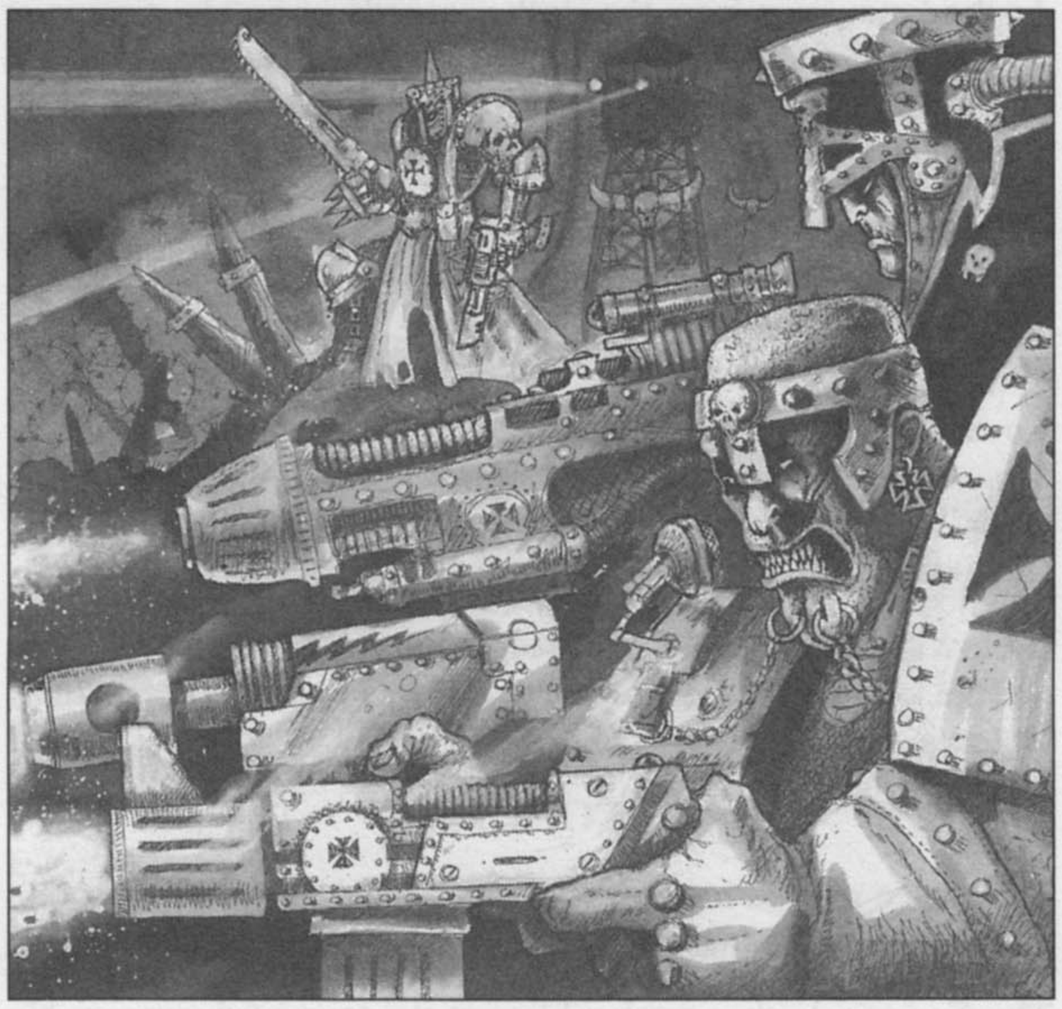
FORCES

The Space marine player has two squads. Each Squads is made up as normal - a Sergeant, a Flamer and three Space marines with Storm Bolters. However, in one squad, both Sergeants and the three ordinary Space marines have GSRC Bolters, replacing the standard issue Storm Bolter.

The Genestealer player starts the game with two blips, and receives one blip per turn thereafter.

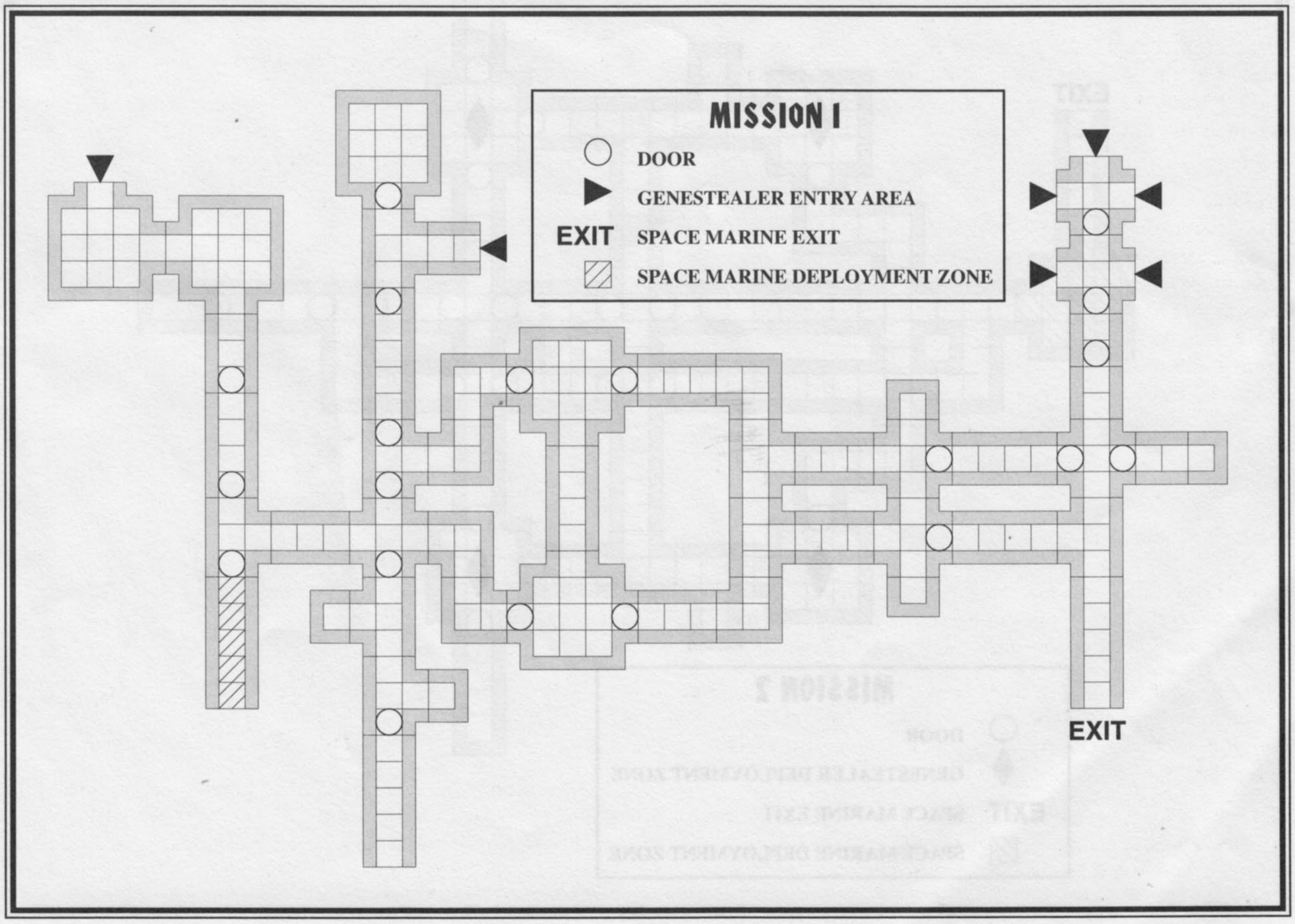
DEPLOYMENT

The Space marines deploy on the two shaded corridor sections shown on the map. The Genestealers start from the Entry points.



SPECIAL RULES

Space marines can move off the table at the Exit Point shown on the map. This costs 1 AP, the Space marine is removed immediately, and counts towards the Space marine player's total for determining victory.



MISSION 2: SMASH AND GRAB

As the evacuation from the Hulk proceeds smoothly, a trapped pocket of Genestealer are detected. The Space marines are ordered to attempt to capture a live specimen before the Hulk is reduced by a creeping nuclear carpet bombardment.

In this scenario the Genestealers are trapped, their Hive Mind is aware that the Space marines are seeking a live captive.

OBJECTIVES

To win this game, the Space marine must capture a Genestealer, using the Space marines armed with the Harpoon Guns. The Space marine must capture the Genestealer and leave the board from the exit point shown on the map.

Otherwise the Space marine loses. This means that if the Space marine kills all the Genestealers, or loses both Harpoon Guns, he loses.

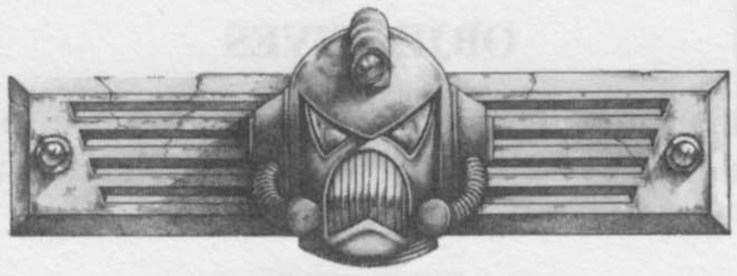
FORCES

The Space marine has one ordinary Squad, plus two Harpoon Gun armed space marines.

The Genestealer has twelve blips at the start of the game. No more appear during the game, so these twelve blips represent the Genestealer's total force.

DEPLOYMENT

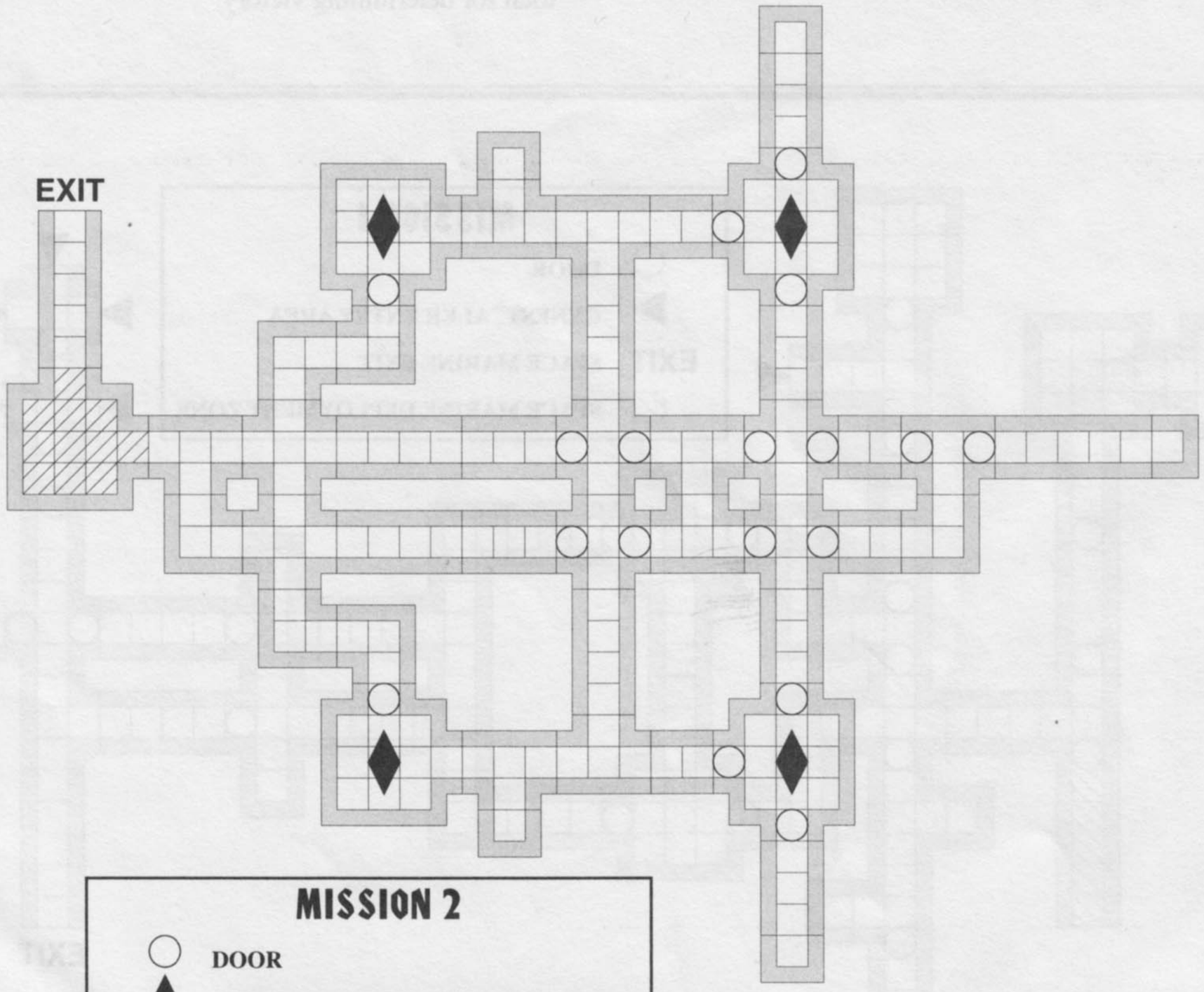
The Space marines are placed on the shaded room, shown on the map. For the Genestealers, shuffle the Blip deck and deal three blips into each of the four rooms. The blips can be placed anywhere in the rooms. The Genestealer player can check to see how many Genestealers they each represent at the start of his turn.



SPECIAL RULES

A Space marine player who kills all the Genestealers has lost. Players should bear in mind that the Genestealers can't commit suicide by moving onto a board section with a Flamer hit.

This game also raises the unusual possibility of a Space marine on Overwatch not wanting to shoot down a Genestealer - it might be the last available living specimen. Where this happens, for this scenario only, assume that the Space marine can decline to fire from Overwatch, but loses the Overwatch counter when this happens.



MISSION 3: QUAD RUN

This scenario concerns the fate of a group of Space marines sent to protect the flank of the main Debarkation Zone. A build up of Genestealers is threatening to disrupt the orderly evacuation. Two Squads are ordered to block their approach route. One of the Squads selected is field testing a late model of Brother Queue's Quadruple Bolters.

OBJECTIVES

The Space marine player wins by sealing all four Genestealer entry points, detailed in the Special Rules, below. The game ends immediately when the final Entry is sealed, and there are no Genestealer models or blips in play. The Genestealer wins when the Space marines are all killed, or the Space marine has no models with working weaponry.

FORCES

The Space marine has one ordinary Squad, and a Squad armed with Quad Bolters. In the Quad Bolter Squad, the Sergeant and Flamer Space marines are armed exactly as their counterparts in the Space Hulk set, the three ordinary Space marines have Quad Bolters instead of Storm Bolters.

The Genestealer starts the game with two three blips, and then receives on new Blip at the start of each turn.

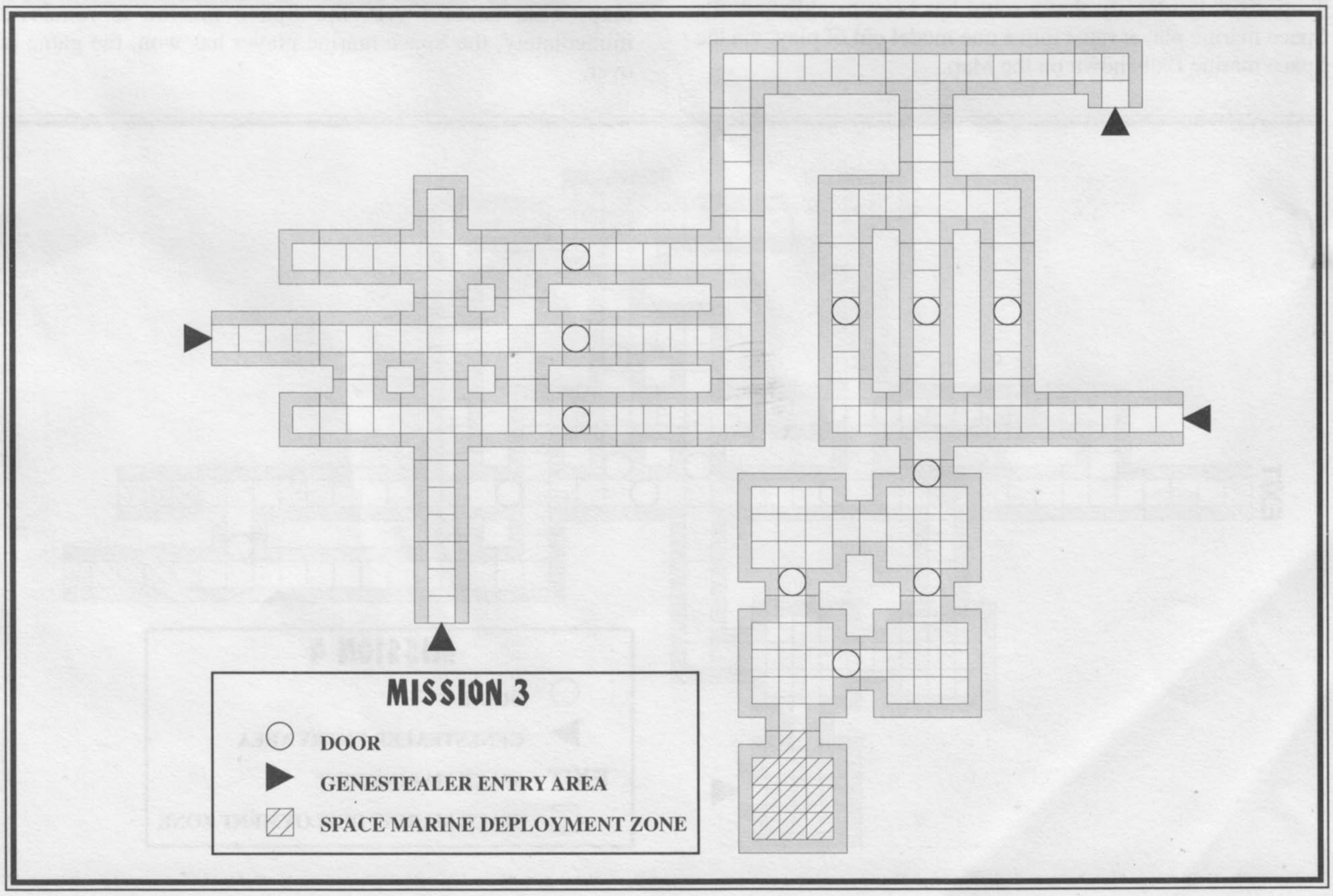
SPECIAL RULES

The Space marines aim is to seal the Entry Areas. In this scenario the Space marine player can claim an entry area to be sealed simply by moving a model onto the same board section as the entry square. The critical board sections are shaded on the map.



The Space marine must be alive at the end of a Genestealer turn. The model must have an unjammed Storm or Quadruple Bolter or a Flamer with one shot remaining. The model's facing is irrelevant.

Any blips or Genestealer models lurking outside this entry are removed. The Genestealer player can no longer deploy Blips at this point.



MISSION 4: ESCAPE ROUTE



With minutes remaining before the Hulk's demolition it is discovered that a whole company of Terminators thought to be already lost are still intact, but trapped by impassable obstacles. The experimental Battering Rams are landed to clear an escape route.

OBJECTIVES

To positively identify that a route has been established, the Space marine player must move one model out of play, via the Space marine Exit shown on the Map.

The Space marine player wins the moment this happens. The Genestealer wins by killing all the Space marines before this happens. The Genestealer will also win if the Space marine player loses both Battering Ram armed Space marines before clearing a route through the sealed doors.

FORCES

The Space marine player has one large squad. This consists of 1 Sergeant. a Flamer. 3 Space marines with Storm Bolters & Power Gloves and 2 Battering Ram Space marines.

The Genestealer has 3 blips at the start of the game, and receives one new Blip at the start of every turn.

DEPLOYMENT

The Space marine deploys his troops anywhere on the two shaded board sections shown on the diagram.

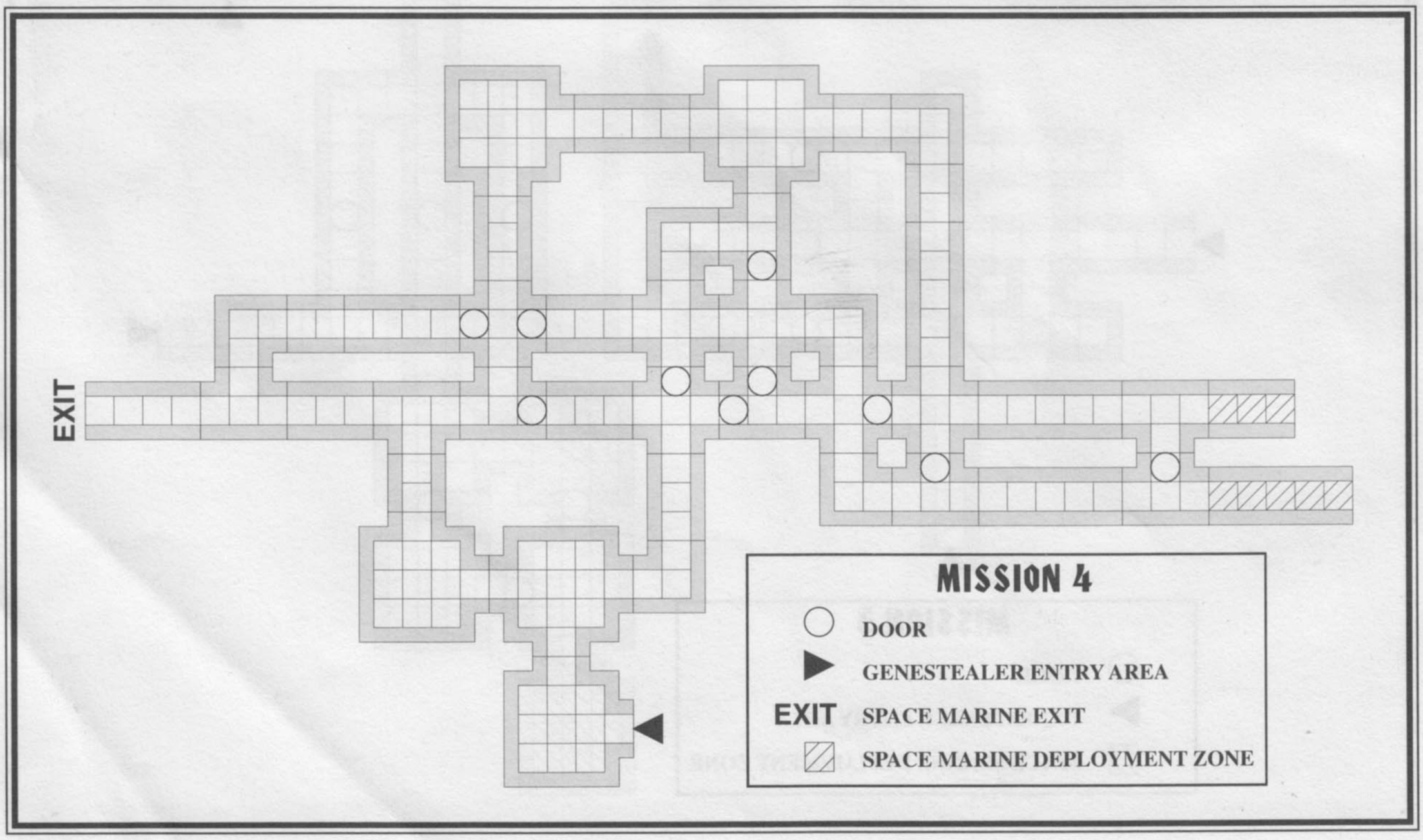
The first 3 blips can be deployed on any of the five Room sections. Thereafter all new Blips arrive by the one Entry point shown on the map.

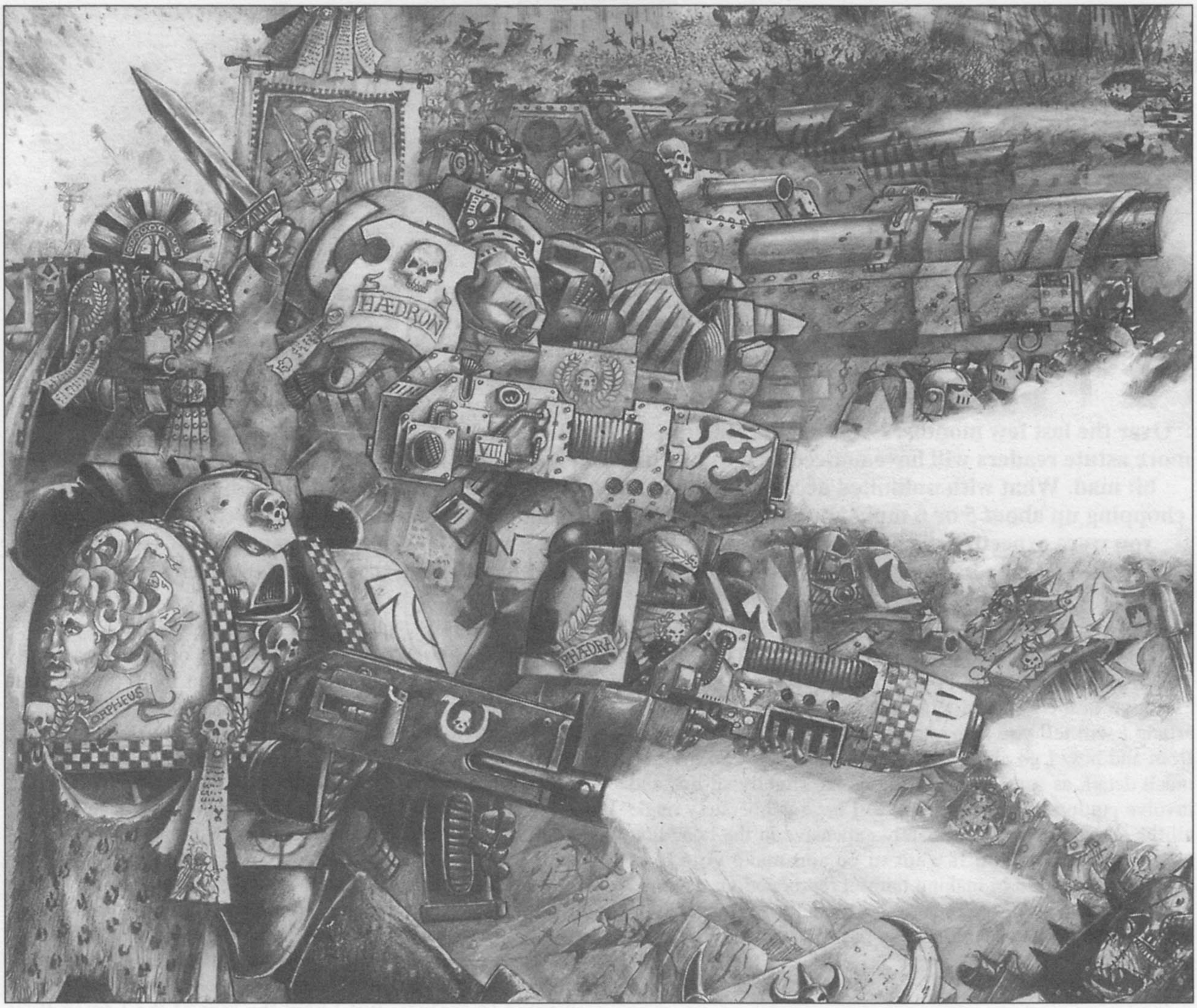
SPECIAL RULES

The doors in this game have been sealed and reinforced. They cannot be opened and are counted as immune from all fire and close combat attacks, except for the Battering Ram. Hits from the battering ram knock the door down immediately.

Note that the Genestealers won't be able to get to the Space marine until the Space marine has started knocking down the doors.

Space marines can move off the table at the point shown on the map. This costs 1 AP, the Space marine is removed immediately, the Space marine player has won, the game is over.





From The Diary of Armourer Mathias, in the fiftieth year of the 37th Millenium.

I had eagerly anticipated my visit to the famous Armourer's Chapel of the Darting Blades Chapter. Little did I realise how much I would come to regret that day.

The Chapel was a buzzing hive of the weapon-maker's art. Bizarre weapons were being prepared and tested. These were the products of Brother Queue, the Darting Blade's Chief Armourer. Queue was a man possessed of a legendary genius, albeit one flawed by absent mindedness.

Around us crude automated test dummies strode around and met a variety of colourful, swift or horrendous ends. Queue was in expansive form explaining his latest booby trap. The weapon was a perfect replica of a regulation Imperial issue S15 Field Tool Box, temptation beyond belief for an acquisitive Ork or Gretchin. From the safety of a snadbagged bunker we watched as a test replica Gretchin approached the trap and clumsily lifted the lid.

Nothing happened. Queue swore to himself. He prepared to investigate by collecting tools from the bench but couldn't find precisely the right type of screwdriver. As he started to lift the lid of his S15 Imperial field tool box I realised the mistake. I was already too late.

The device detonated before I could issue any warning. Brother Queue was killed outright, as were several other Brother Marines. For my part, I give thanks to the Emperor for my deliverance. Miraculously I survived the blast, it cost me nought but an arm and a leg.

WARHAMMER 40,000®

SPACE WOLF VEHICLES

By Ian Pickstock

Over the last few months, I've been busying myself with adding a few vehicles to my Space Wolf army, the more astute readers will have noticed a couple of them on last issue's back cover. As you can see I have gone a bit mad. What with unlimited access to Leman Russ kits and lots of cheap lead bits, I have succeeded in chopping up about 5 or 6 tanks. But in my defence I have made 5 or 6 tanks, they just aren't the tanks which you were expecting. So some of the conversion may be a bit excessive from a money point of view, but I thought you may be interested in having a look at them and maybe help to spark a few ideas of your own.

One of my favourite parts of painting hobby for me is building, converting and painting Warhammer 40,000 tanks. Tanks make great focal points for an army and are really effective in the game of Warhammer 40,000. In this short article I will tell you something about where I get my ideas from and how I go about realising them. I won't go into too much detail, as some of my methods are slightly ad-hoc and involve cutting a few corners. Also I have deliberately made all the conversions extortionately expensive in the hope that after reading this you'll want to go and make your own conversions instead of making faithful reproductions of mine. After all, the reason for converting a model is to finish with a unique miniature that no one else has. "So go and make yer own and don't copy mine, grrrr!"



Why Convert?

Converting your models is a great way of making a totally unique model for your army. So how do we get our unique model? Starting from scratch would be very difficult indeed and take great modelling skills. I know for a fact that I have a great deal of trouble cutting a perfect circle out of a sheet of plastic. Let alone enough circles to construct something complicated like a turret ring, or the mechanism that allows the guns to go up and down. But of course we want the turrets and guns to move on our conversion. So we take various bits from different models to build our own model. Some bits are chosen for their practical purpose. Whilst others are chosen for their aesthetic appeal. For example with the fully armoured Razorback, I used the turret and the Imperial Eagle front plate because they looked good and helped me achieve the feel that I wanted to capture. But I kept the rear of the Leman Russ battlecannon, as it had the mechanism that gave the turret guns their vertical traverse. The main thing to remember is just about anything goes. It doesn't have to look sleak and streamlined (unless your doing Eldar tanks), remember tanks should look mean and nasty, 'the Uglier the better' I say. Oh by the way, sticking loads of lascannons on doesn't count.

You'll probably have noticed by now that all my tanks are based on the Rhino. With the Leman Russ accessory sprue the possibilities for converting and enhancing the Rhino are endless. So why is the Rhino such a great vehicle for converting? To answer this question we need only look at modern day armoured vehicles. Of all the types of armoured vehicle the APC has always proved the most adaptable. Modern armed forces have adapted their APC to fulfil a variety of roles and this holds true for the Rhino APC in Warhammer 40,000, the addition of racks of missiles turn the APC into a mobile artilliery piece - the Whirlwind. The addition of turret mounted weapons to turn the APC into a battle tank - the Razorback and the Predator. These are but a few examples that have already been adapted for both Warhammer 40,000 and the EPIC games system. If you look through books and encyclopedias on tanks and armoured vehicles you'll find APCs that have been adapted for all manner of purposes including Armoured Recovery Vehicles, minefield layers, and anti-aircraft support weapons. Books like these are a great source of inspiration and ideas. These books are available at local libraries or my be purchased from those bargain bookstores for about £3 - £5.

GENERAL CONSTRUCTION

I construct all my tanks in two stages, the reason for this is for ease of painting. The first stage is glueing together the main hull. This includes all the large pieces that make the basic tank. I don't glue on things like headlights, exhaust pipes, smoke launchers and the grab handles. These will be painted seperately and added when the tank in the final stage. This prevents damage to them as many of the components are small and fragile, especially the grab handles. If you have any conversions in mind, now is the time to do all the chopping, filing and gluing. At this stage I would try a dry run. This involves trying to put your vehicle together without using any glue, to get a good idea what the finished model will look like. If you are adding or modifying a turret, it is best to construct the turret separately from the rest of the vehicle and add it after you have finished the construction of the main tank.

The Predator

The only change made to the basic Predator was the replacement of the original boltgun with a plastic boltgun from the Space Marine back pack sprue. The bottom of the magazine was trimmed off, leaving a concave curved edge so that it can be glued to the Predator turret. The additional boltgun can quite easily be an additional Storm Bolter, bought as a Vehicle Card. Although more changes were yet to come in the Predator MkII.

The Razorback

The Razorback is one of my favourite tanks. Although being a Space Wolf I noticed that the gunner looked a little too preoccupied with shooting the guns, not a very honourable thing for a Space Wolf to be seen doing. Accordingly I set about making myself a new crewman. I chose one of the Grey Hunter models in Mk6 armour. I sawed his legs off just above the knee plates and filed the ends smooth so that he sat cleanly in the hatch. Next I sawed the right arm of the Grey Hunter Sgt and glued this on the Grey Hunter gunner. With power sword held aloft, that should give our gunner the feel that he can still 'cut it' when it comes to the close combat.

The Armoured Razorback

I wanted to make my Rhino APC look and act more like an Infantry Fighting Vehicle (IFV). This is a vehicle that allows the squad inside to fire from within the vehicle and has it's own offensive weaponry. The plan was to attach the Leman Russ turret on a Rhino. Although I couldn't just leave the battlecannon on for two reasons. Firstly it would look to big and unbalance the whole look of the tank. Secondly I might have a great deal of trouble persuading my fellow gamers to let me use my over-armed Rhino in a game. So I decided to replace the battlecannon with a Lascannon and twin linked plasma guns, the same weaponry that is found on the Razorback. The Leman Russ turret was constructed as normal. Once the glue had set, I sawed the battlecannon off, just in front of its mount. I then took the lascannon from the hull of a Leman Russ and lengthened it using plastic rod. This was glued to the Leman Russ turret where the Battle cannon used to be. The plasma guns were removed from the Razorback weapon system using a saw. These were glued either side of the Lascannon and filler was used to cover any gaps and joins. The final major modification, especially from a gamers point of view, was the addition of a large hatch at the rear of the tank. The hatch would allow me to increase the firepower of my tank, by having a couple of Space Wolves, probably Long Fangs, fire their heavy weapons from the hatch. Another Long Fang would be able to fire out of the hatch on top of the turret and the final Long Gang would be able to fire out of the hatch on the front. This really would be a Razorback with teeth. The hatch was made from a Predator front plate and embellished

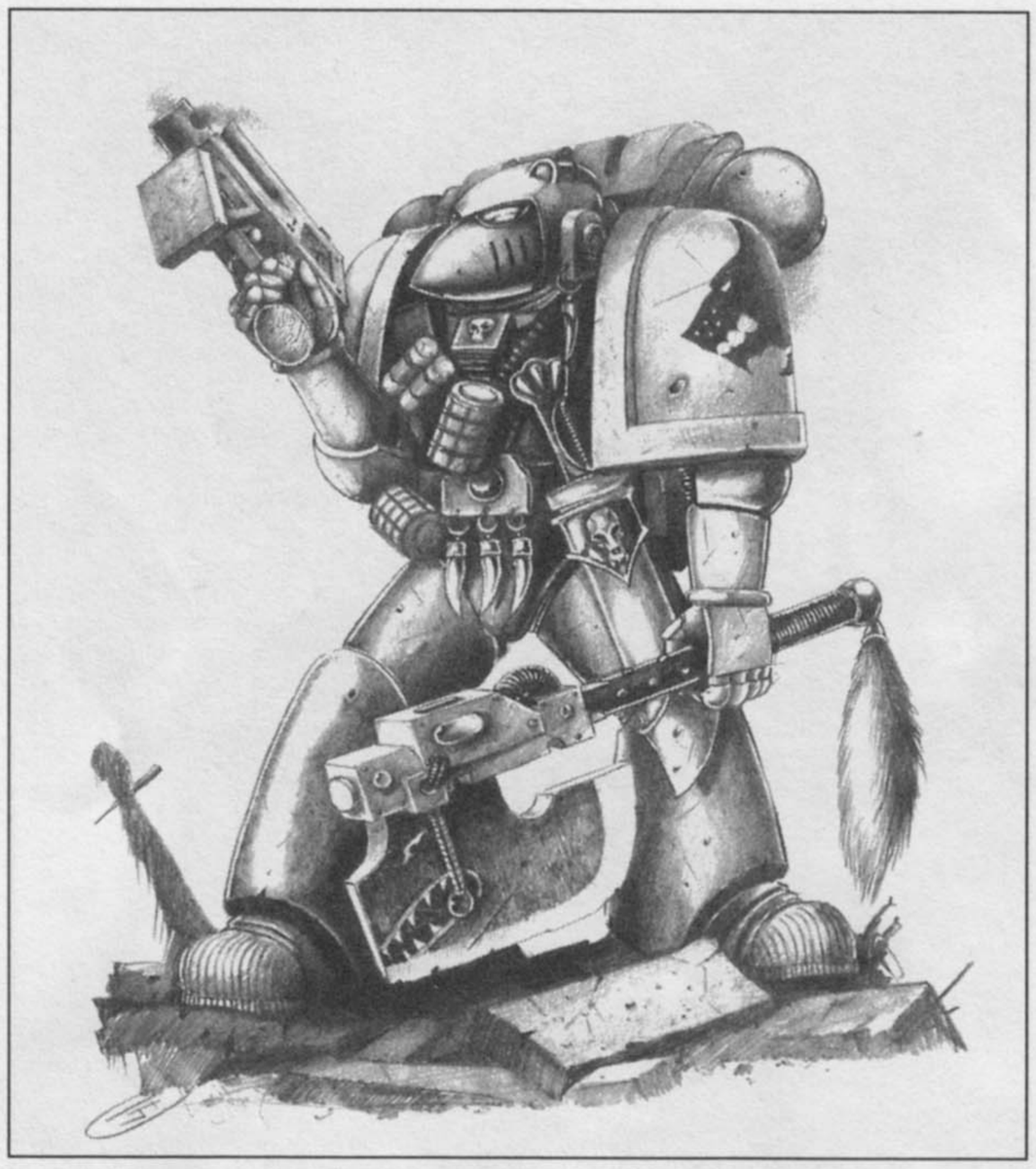


with a hinge made from plastic card and a length of rod. The handle is from the Leman Russ kit. The rest of the tank was enhanced with bits from the Leman Russ kit, including additional exhast pipes and air-cooling grill to act as a Super-Charged Engine.

The Tech-Marine Rhino

After making the Fully Armoured Razorback I realised that I had nearly all the components left to make a standard Razorback, with the exception of the gun, from which I had removed the Plasma guns. Components with too much potential to allow them to sink to the bottom of the 'bitz box'. An idea didn't present itself immediately, so I had browse through the Eavy Metal Modelling Guide and my tank books seeking inspiration. It was while looking at John Blanches 'Renegade Servitor' that I realised that the Ork Power Klaw would make a great crane. Suddenly it all slipped into place. Mount the Power Klaw on the Razorback turret to make a crane and make an Armoured Recovery/Engineer Rhino. A quick look through my tank books revealed that a common feature of such vehicles was a large bull-dozer blade. So the addition of one of these was a must.

To make the crane you'll need a Razorback turret and an Ork Dreadnought Power Klaw. A square hole was cut in the centre of the gunshield. This was made easier by using a razor saw and a mitre box and ensured that the whole was perpendicular to the gun shield. The locating pin was removed from the Power Klaw. The weapons were removed from the Razorback gun system, leaving a flat surface to glue the searchlights on to. The Power Klaw was glued to the back of the gun system, leaving enough room to attach the gun shield. With the done, a little filler to cover joins and gaps and the crane is ready to add to your Rhino. For the bulldozer blade I used the one from the Leman Russ accessory sprue. As with most of the components on the accessory sprue it can be glued almost anywhere to the individual modeller's taste, this includes adding them to any of our other plastic or metal vehicle kits.



Predator MkII

With the Predator MkII I wanted to see if I could improve the way it looked and the manner in which it is armed. The standard Predator has two tank-busting lascannons in its side sponson and an anti-infantry/ light vehicle autocannon in the turret. This combination is a little strange, as the lascannon would benefit more by being in a turret so it can pin-point single vehicles. While the auto cannon are moved to the sponsons, where they will be able to target more than enough of the more numerous infantry and light vehicle squadrons making flank attacks.

The answer to my problem was fairly simple. I used the Leman Russ sponsons which I had left over from the Armoured Razorback. These were made up as normal and simple glued onto the side of the Predator, you will have to remove the two oblongs of plastic that make the side door hinges. The turret was made by simply remove the autocannon and carving a couple of semi-circular grooves for the lascannons, either side of the original gun housing. The original gun housing was shaved into a more agreeable shape. The Lascannon are from the Razorback weapon system, with plasma guns removed and stored to make more Armoured Razorbacks. The open hatch was done using the hatch doors from the Leman Russ accessory sprue, which are, would you believe exactly the same size and the hatches on the Rhino. Blimey would you credit it, are we clever or are all our kits made using some technically wonderful Super-Computer that does these things deliberately, to make a modellors life easy! I don't mind saying it, but I think these changes make the Predator look really cool.

PAINTING THE VEHICLES

My chosen chapter of Space Marines is that of the Space Wolves. More specifically I have chosen to paint my Space Wolves in the livery of Wolf Lord Berek Thunderfist.

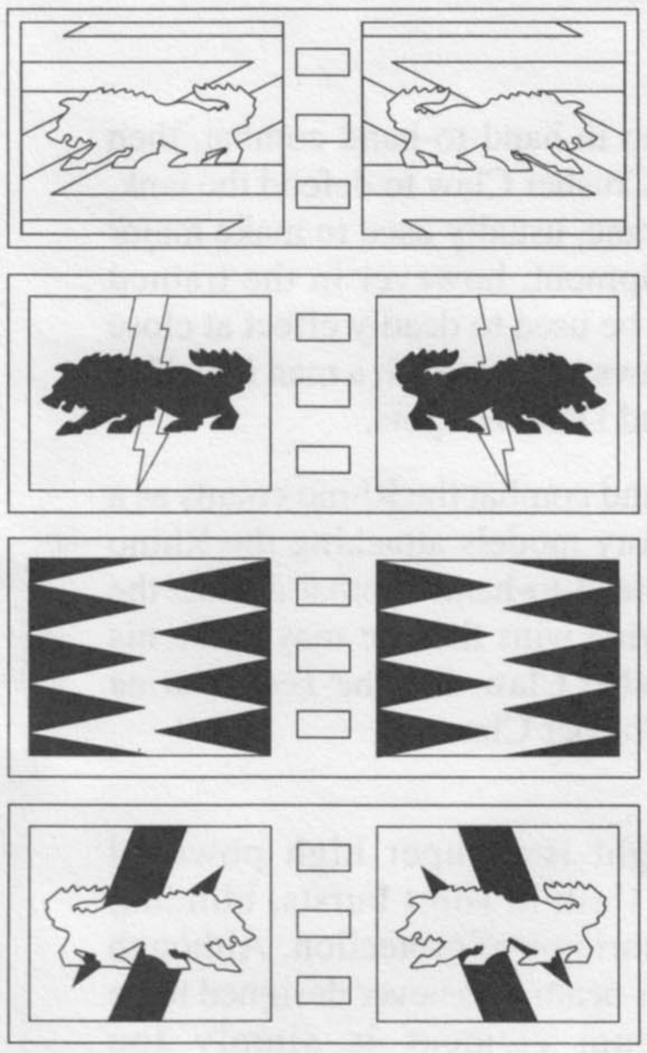
All of my tanks are painted in three distinct stages. As the majority of the tank is going to be Space Wolf grey. The hull and any large components, like turrets are painted and highlighted in the Space Wolf colours using the usual steps. The next stage is to add the pack markings. The pack markings will form quite an important and striking part of the finished tank. Each tank has its own unique pack marking so it can be distinguished and recognised on the battlefield. The final stage is painting the additional accessories and glueing them onto the tank.

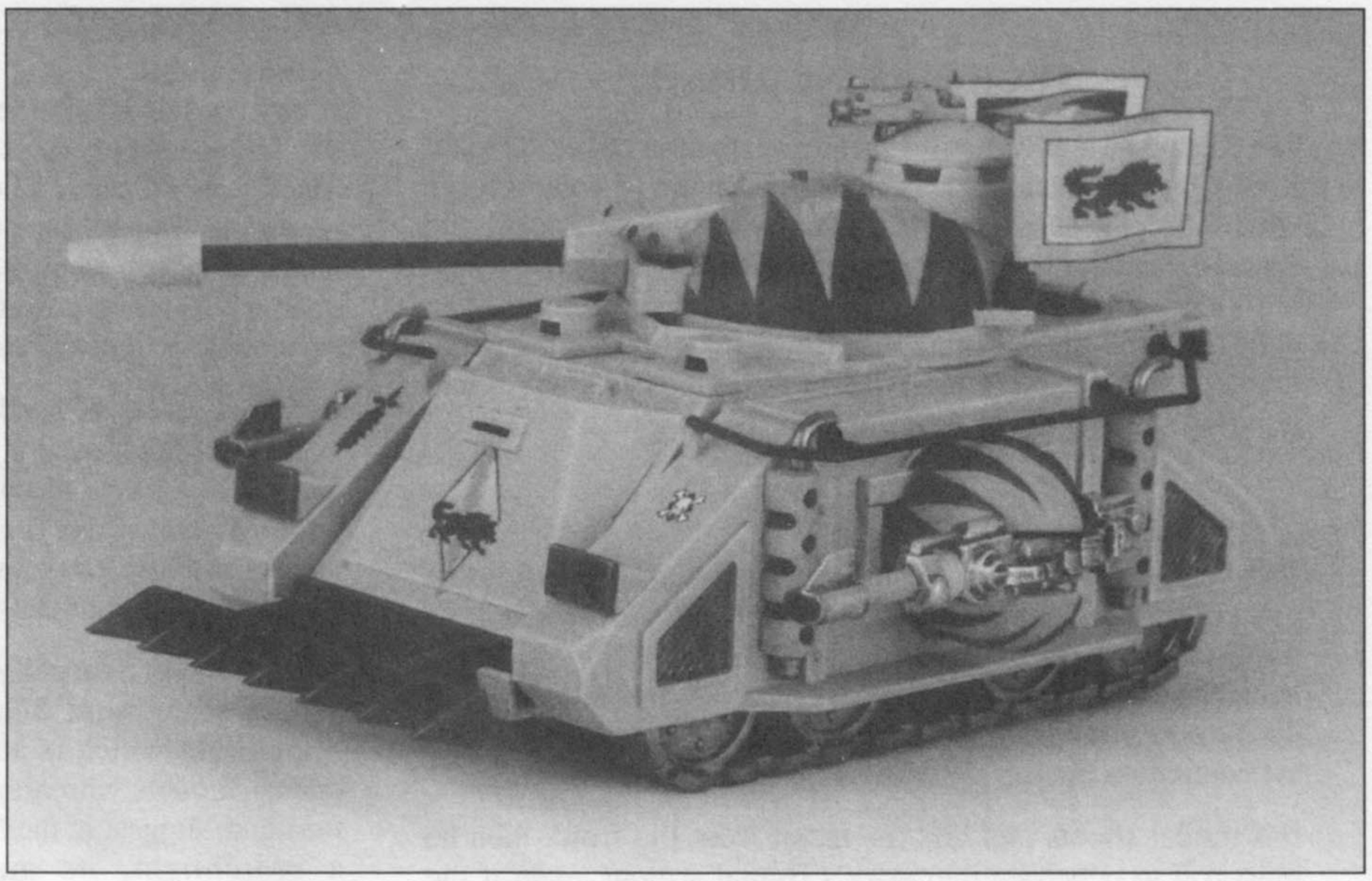
To begin with the entire tank is given a coat of blue-grey paint, this is then hightlighted by dry-brushing the tank with successive coats of the blue-grey paint with a little Space Wolf grey. Adding more Space Wolf grey with each coat. Until a final highlight of Space Wolf grey is added to the edges.

One of the most striking features of Space Wolf vehicles are the Pack markings. Unlike other Space Marine chapters, who have their vehicles painted with standard Codex markings, each Space Wolf vehicle has its own unique Pack marking painted on by the Grey Hunters that crew the vehicle. As most vehicles are crewed by Grey Hunters this invariably means that the Pack markings will be in red and black. Although it is not unusually to have vehicles painted with other Pack Markings. For example a Rhino bought for a Long Fangs pack would have the black and white pack markings to indicate that it carried Long Fangs. While a Land Raider carrying a squad of Wolf Guard Terminators would have the yellow and black markings of the Great Company's Wolf Lord. On the battlefield the Pack markings distinguish the individual squads and vehicles and ensures that the pack gains recognition for their heroic deeds and that rivals within the chapter are aware of their prescence. Painting pack markings is relatively straight-forward. Before you paint them onto your tank, you must decide two things. Firstly, the design of the pack marking and, secondly, which surfaces of the vehicle are going to be covered with the pack marking. Designing pack markings is easy. The best way is to experiment on a piece of paper to see what the design look likes. Generally pack markings consist of triangular shapes in a repeating pattern. Once you have come up with a few designs of your own, you can vary the basic design to generate more pack markings - try inverting (swapping the colours) the design, or rotating it through various angles. Some of the best places to paint the pack markings are on hatches, doors and turrets. They look particarly striking if painted on a surface that has some raised badge detail, the front plate of a Predator or the gun shield on a Razorback, both these surfaces have an Imperial Eagle badge. Remember to leave some surfaces free for adding Wolf totems and Great Company badges.

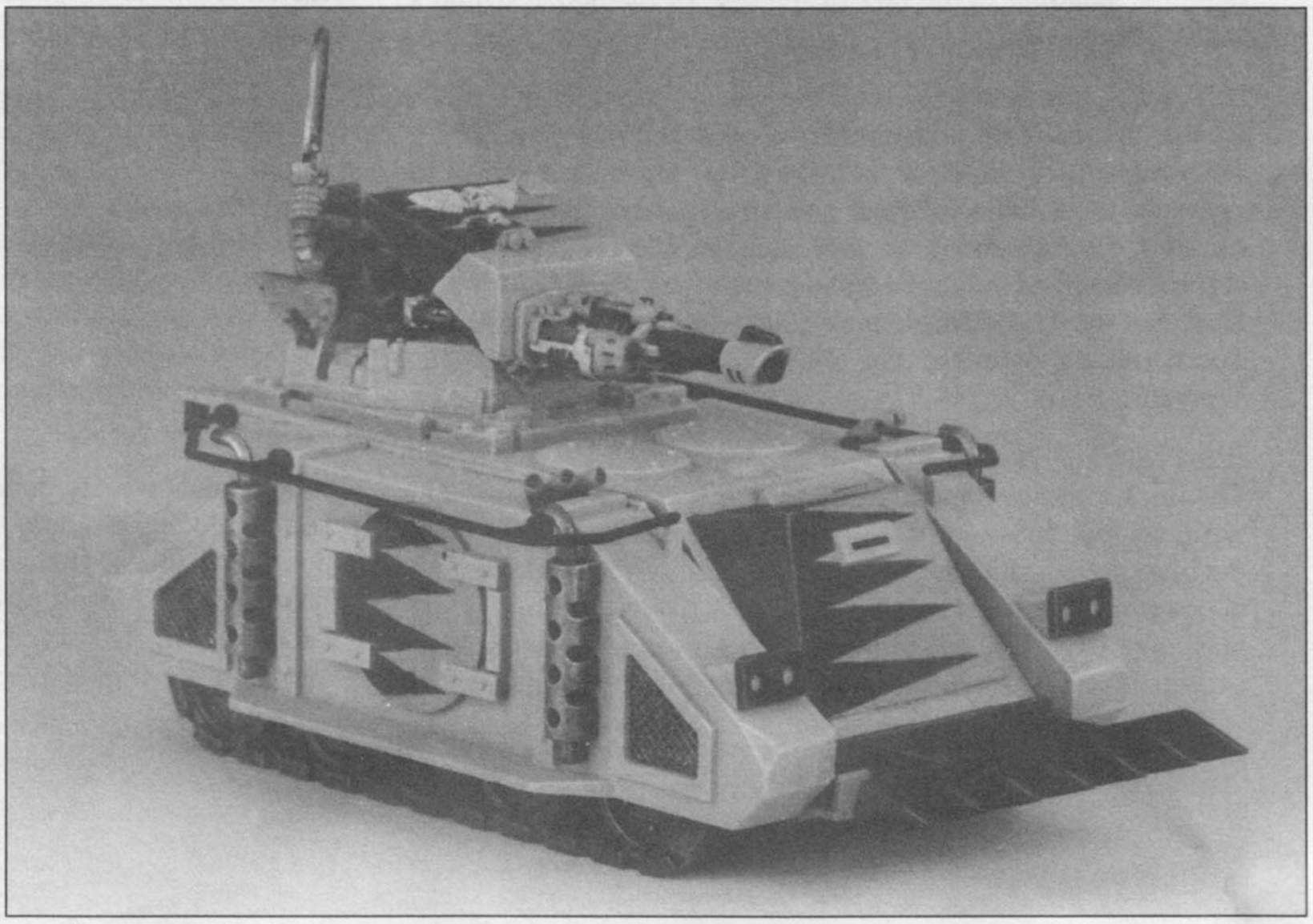
Painting the pack markings is relatively easy and doesn't require any great artistic skills, it does however require accurate brushwork. All the surfaces that are going to have pack markings should be recoated with white paint to ensure a bright finish. There are two ways to paint the pack markings. The first is to use little strips of masking tape to mask out the black parts of the design. All that is required now is to apply the black paint, when this is dry, remove the masking tape. This should leave you with a clean crisp black and white design. You can now paint the white red for Grey Hunters, yellow for Wolf Guard, or leave it white for Long Fangs. The second method is quicker that the first, but requires a fairly steady hand and the ability to paint straight lines. Use a hard pencil to sketch ou the design on the surface and then simply fill the areas with the required colours.

At this stage, to get your tank on the game table as soon as possible, you can paint the rest of the tank in base colours. Because the majority of the tank is in the highlighted Space Wolves colours, this will give you a quick easy finish that looks professional. You can go back at later stage (after a few games) and add further details and highlights (and Ork Dreadnought kill markings).







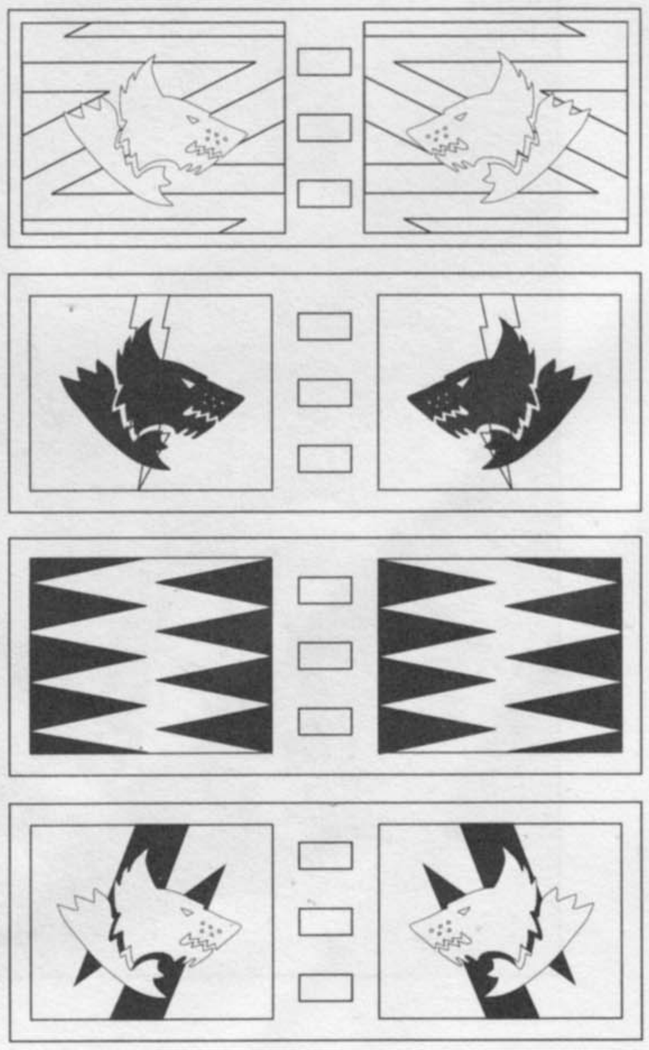


TOP: Standard Predator.

CENTRE: Standard Razorback.

BOTTOM: Armoured Razorback.





TECH-MARINE RHINO

The Tech-Marine Rhino is a special adaptation of the standard Rhino, usually made by a Tech-Marine in the Chapter's forge workshop. These adaptations usually vary a great deal and dpend as much on the personal preferences and skills of the individual Tech-Marine as they do on any set designs. The details of the more popular designs are usually circulated through most of the chapters and the one presented below represents one of the more common variants.

SPECIAL RULES

The Tech-marine Rhino uses a Razorback turret. The turret is protected by a thick armoured shield at the front. It is important that when using the Tech-marine Rhino that you leave the turret pointing at the last target that was attacked. For the purposes of hits on the turret, the turret's frontal zone is 90° arc centred on the turret's Magna-beam Searchlight.

If a model shoots and hits the turret from the front, then he must roll to penetrate the turret's frontal armour, even if the model is standing to the rear or the side of the actual Rhino's hull.

If a model hits the turret from the side or rear then there is a chance that the shot will hit the exposed Tech-Marine. Roll a D6, on a roll of 1, 2 or 3 then the turret has been hit, roll to penetrate the turret's side/rear armour as normal (AV15). On a roll of 4, 5 or 6 then the Tech-Marine has been hit. Roll to see if the Tech-Marine is killed using the normal shooting rules. Note that the Tech-Marine may have additional armour to that noted on the datafax, say a Conversion field bought as Wargear.

Blast Marker Weapons
The thick armoured shield also protects the Tech-Marine from weapons with blast markers, the large plate deflecting most of the blast away from the gunner. If any part of the Tech-Marine is covered by a blast marker then he will only be hit by the blast on a D6 roll of a 4 or more. Hence even if a blast marker is centred on the Tech-Marine he will only be hit on a 4+.

Close Combat
If any models attack the Rhino in hand-to-hand combat, then the Tech-Marine may use the Crusher Claw to defend the tank. The Crusher Claw is a huge crane, usually used to make major repairs to Space Marine equipment, however in the trained hands of a Tech-Marine it can be used to deadly effect at close quarters. Its servo-powered claws able to crush a man in half or rip whole sections off tanks and Dreadnoughts.

For the purposes of hand-to-hand combat the Rhino counts as a vehicle with exposed crew. Any models attacking the Rhino must fight a round of normal hand-to-hand combat against the Tech-Marine. If the Tech-Marine wins then he may make his attacks with the awesome Crusher Claw. See the Tech Marine Rhino Datafax for details of Crusher Claw.

Magna-beam Searchlight
The Magna-beam Searchlight is a super high powered searchlight which is able to flash in short bursts, blinding enemy models who aren't wearing eye protection. Although the name suggest it, the Magna-beam was never designed to be a searchlight, its magnesium element is simply too incandescent to be utilised as a searchlight. The Magna-beam is used to blind enemy troops so that the Tech-Marine Rhino can move in a recover Space Marine tanks stranded out in the open or in no-mans land. With all potential threats eliminated the Tech-Marine Rhino can move across the open in relative safety.

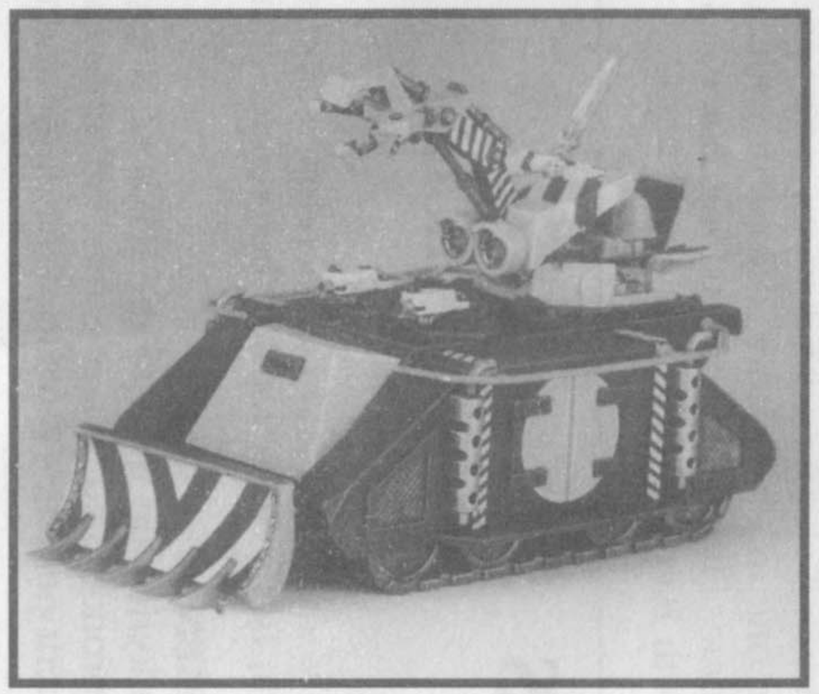
The Magna-beam is fired just like a normal weapon. You should place the blast marker and roll to hit as normal. If you miss then the roll for scatter as normal. If you roll a 'HIT' and 'MISFIRE' result then the Magna-beam's element has burned out and the Magna-beam may not be used for the rest of the battle.

Any models wholly under the blast marker are hit by the light beam. Models partially within the blast marker may be lucky enough to shield their eyes in time: they are hit by the light beam on the D6 roll of 4 or more. All troops hit by the light beam are affected exactly as if hit by a Photon Flash Flare, see Warhammer 40,000 Wargear book



TECH-MARINE RHINO

VEHICLE DATA



CREW:
1 SPACE MARINE DRIVER
1 TECH-MARINE

RAM VALUE:
STRENGTH 7 -5 SAVE
D12 DAMAGE

MOVEMENT:
SLOW SPEED: 7"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED

WEAPONS:

One **Magna-beam Searchlight** mounted in the turret, one **Crusher Claw** also mounted in the turret and **twin linked bolters** mounted in the cupolas. The **Magna-beam Searchlight** have a 360° field of fire. The **twin linked bolters** are fitted with a **targeter** and have a 180° field of fire to the front. The Whirlwind may be fitted with a set of **auto-launchers** carrying **frag** and **blind grenades** at an additional cost of **+5 points**.

TRANSPORT:

5 Space Marines in Power Armour, **or** 5 Servitors. The Rhino may also be used to tow a single support weapon.

WEAPON DATA

WEAPONS	RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	-
Magna-beam	0-12	12-24	+1	+1	blinds target, see main rules				1½" Blast Marker
Crusher Claw	Close Combat Only				8	D6	-6	D6+D20+8	Tear attack
Auto-launcher	6		-		As Grenade Type		-	-	-
Frag Grenade	-	-	-	-	4	1	-1	D6+4	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker

POINTS COST: 100 Points + cost of Tech-Marine

* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1	Track*	15	15
2-4	Hull	20	18
5-6	Turret**	22	15

** If hit from side/rear roll a D6: 1-3 = Turret hit roll to penetrate as normal.
4-6 = Tech-Marine hit, see Tech-Marine damage table.

Track Damage Table

D6	
1-2	The track is damaged but keeps running. The Rhino may only move at slow speed for the rest of the game.
3-5	The track is blown off. The Rhino moves out of control next turn and comes to a permanent halt for the rest of the battle.
3-5	A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

D6	
1	The driver is killed. Unless his position is taken over the Rhino will move out of control for the rest of the game.
2-3	A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
4	The Rhino's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
5	A spark ignites the Rhino's fuel tanks and it bursts into flames, killing all the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
6	The Rhino's ammunition explodes. The Whirlwind is destroyed and any models within 6" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

Turret Damage Table

D6	
1	The Magna-beam Searchlight is smashed and may not be used for the rest of the battle.
2	The turret is jammed and may no longer rotate. The Magna-beam Searchlight may only fire in a straight line at targets that are directly in front of it. The Crusher Claw may not be used.
3	The Tech Marine is killed. The Magna-beam Seachlight and Crusher Claw may no longer be used
4-6	The ammunition stored in the turret explodes and the Whirlwind is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

Tech-Marine Damage Table

Roll to see if the Tech-Marine is killed using the normal shooting rules. He has a toughness of 4, one wound and wears power armour that confers a 3+ saving throw. If the Tech-Marine is killed then the Magna-beam Searchlight and the Crusher claw may not be used.

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WARHAMMER®

NORSE ARMY LIST

EDITED & COMPILED BY IAN PICKSTOCK & GAVIN THORPE
STORYS BY CARL BROWN
NORSE ARTWORK BY STUART THOMAS

The second installment of our Norse extravaganza includes a complete Army list and some things we forgot to put in the Bestiary (ahem!). The Norse army itself is an infantry based army with no chariots, cavalry or artillery of any kind. This obviously presents new and interesting tactical problems, which some of you may think are insurmountable and that a pure infantry army is doomed to die. However the army list allows you to have a wide selection of different troops, many of which come with their own special rules which when used correctly more than compenstate

Once again many thanks to all of you who sent in your thoughts and ideas on the subject of these barbarians and I wish you hours of fun with the Norse army.

Norse Shamans
Well after a lot of thought we decided to come up with a fairly simple system for Norse Shamans. Rather than coming up with a new deck of Magic spell cards we decided to use the existing decks. Afterall there are seventeen of them and if we invented another one it probably wouldn't have any new spells in it, just variations on the existing ones.

Having done some research into the historical Norse (thanks Jokull) I uncovered that the Sagas mentioned certains Norsemen that were blessed with supernatural powers. These men tended to live apart from Norse society and weren't very nice, in fact most were cruel and dispicable. This I thought would be a nice basis for our Norse Shaman and I hope the rules present overleaf reflect this.

Next Issue
So what can you expect in the next installment of the Norse Army. Well we are working on some Special characters, like the one in Carl's story, complete with suitable Magic bric-a-brac. I'll also be hammering out rules for the War Mammoth Battle Towers.

VALKYRIES

The Norse have strict customs and traditions about women. The men are the hunters and fighters, while the women's duty is to look after the homes and bring up the next generation of warriors. Many Norse wives run whole estates of farms and hunting lodges, their husbands too occupied with defending his land and rights to worry about things such as crops and cows.

Occasionally settlements are attacked when the menfolk are away, and the Norse women are forced to take up weapons to defend themselves. Though there is no direct problem with this (Norse women can be just as skilled as the men with a blade) it does awaken the latent Norse warrior blood that pumps through the women's veins. The women become restless afterwards, looking forward to the next battle just like the men.

To the Norse this is a bad state of affairs and almost all the women affected in this way eventually leave the settlement. In the wilds they find other women with the same battle craving and they form bands of shield maidens known as Valkyries. The Valkyries are skilled fighters, and their lithe grace and effortless economy of movement moves them swiftly from one foe to the next.

SPECIAL RULES

NORSE
Valkyries are Norse and can therefore *counter charge*. See the main Bestiary section for the counter charge rules.

MOVEMENT
The Valkyries are used to the wilds of Norsca and move with a pronounced lack of effort. Valkyries can ignore any movement penalties dues to difficult ground or obstacles.

SHIELD PARRY
Valkyries all carry a shield, which they constantly use to parry their enemy'sattacks. A Valkyrie will always make her armour saving throw on a roll of a 6, regardless of saving throw modifiers. This does not mean she can save against attacks that normally allow no save, such as stone throwers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
VALKYRIE	5	4	3	3	4	1	5	1	7
CHAMPION	5	5	4	4	4	1	6	2	7
HERO	5	6	5	4	4	2	7	3	8

NORSE SHAMANS

Norse religion revolves around their wide pantheon of gods. Most prominent among the gods are Odin- the king of the gods, Thor- the god of war, wolves and storms and Hel, the goddess of death. The Norse have few formal religious ceremonies, each worships their gods in their own way. But on every equinox and solstice a great festival in praise of the gods is held, thanking them for the bounties of the past season. It is at these times that the Norse Shamans walk abroad and their disciples are chosen.

Norse Shaman are solitary men who live far away from the other Norse in secluded valleys and high mountain caves. It is in their dank and dark hovels that the Shamans carve the Rune-Bones, forge the magic rings and commune with their gods. Any Norse who wishes to ask for the aid of a Shaman must travel across treacherous country, fending off wolf packs and other savage beasts. Some Shamans set further tests to prove the worth of the supplicant, creating horrible beasts to hunt them down, or afflicting them with the curse of the Ulfwerenar.

Once the Norse has survived all the trials there is no guarantee he Shaman will help. Even when a Shaman helps the degree of aid varies on the whim of the moment. Sometimes they will give advice locked within complicated prophecies or riddles, while other times they will pack their few things and leave with the Norse to personally defeat his enemies, bless the crops or perform some other task.

Norse Shaman also create small items of power, most notable Rune-Bones and Rune-Rings. Rune-Bones are made from the finger bones of dead warriors, covered in runic inscriptions that grant the bearer some measure of power. Rune-Rings are made only occasionally, as conditions for their forging are rare. Some must be smelted in the breath of a dragon, others carved while the two moons shine full. To be given one of these items is a singular honour, reserved only for the most deserving of the Norse.

The Shamans themselves are ragged and disgusting men, dressed in uncured skins and hides, carrying belts hung with foetid fetishes, ram skulls, dead ravens and the like. When a Norse Shaman fights he is wild eyed, his mouth frothing and his battle cry a haunting. ululating screech. Shamans inspire the Norse around them, reminding them that Hel is watching and they should give their lives in the most honourable fashion.

SPECIAL RULES

FEAR

Dressed as they are, covered in grisly symbols of death, Shamans are a horrible sight in battle. Shamans cause *fear* as described in the psychology section of the Warhammer rulebook. Remember that because they cause fear Shamans are immune to fear themselves and treat *terror* as fear.

HATRED

The Shaman and the Norse around him are worked up more than normal, ignoring wounds, hacking at their foes and staunchly refusing to run away. For this reason a Shaman and any unit he is with is subject to the rules for *hatred* against whoever they are fighting. The rules for hatred are given in the psychology section of the Warhammer rulebook.

MAGIC

Norse Shamans are in tune with the natural flow of energies in nature. During the rein of Miska the Khan-Queen in Kislev, Ice Mages of Kislev came across to Norsca, and many of them taught their spells and enchantments to the most powerful Shamans. A Shaman's first spell must be from the Amber spell deck. The Shaman's remaining spells can be chosen freely from the Amber or Ice magic decks.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
SHAMAN	4	4	3	3	4	1	4	1	7
SHAMAN CHAMPION	4	4	3	4	4	2	4	1	7
MASTER SHAMAN	4	5	4	4	4	3	5	2	8
SHAMAN LORD	4	5	4	4	4	4	6	3	9

BERSERKERS

After a bit more playtesting, we've decided to make a couple of simple but important changes to the rules for Berserkers. The first is the improved profile below (similar to the one in the Warhammer Battle Bestiary) the others are slight changes to the way Berserkers move around. The following rules replace the ones given in the Norse Bestiary last issue.

FURTHER MOVEMENT

If at the start of the Norse run the Berserker is not in hand to hand combat with another model then he will move. The Berserker will move straight towards the nearest enemy unit. The Berserker moves 2D6" towards the nearest enemy unit and if he contacts them he will fight in hand to hand combat.

Although the Berserker is treated like a separate unit once he is released, he does not cause panic tests if killed in combat like a unit would (the Norse are just glad that's one less thing to worry about!).



TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
BERSERKER	2D6	6	0	4	4	1	4	2-10	10

THE ARMY LIST

The Norse army list has been designed so that you can choose an army to a previously fixed points value. There is no upper limit to the size of an army, but one thousand points is about the smallest size that will allow you to field a battle-worthy force. Two thousand points is the usual size for a good evening's battle, and three thousand points will give you enough troops for a battle that will take the best part of a day to fight. Most people prefer to collect their armies in blocks of a thousand or five hundred points, starting with say a thousand point core force and adding five hundred points at a time after that. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops – say two thousand points a side. This means both players pick an army worth up to the agreed points value. The Norse player uses the Norse army list, while his opponent uses his own list from the Warhammer Armies book for his army. The total value of a player's army may be less than the agreed value, and will often be a few points short simply because there is nothing left to spend the odd point on.

The list that follows tells you what proportion of your points you may spend on character models, regiments, war machines and allies. This ensures that your army and that of your opponent are reasonably balanced, and don't consist entirely of War Mammoths or Lord characters.

SPECIAL RULES

There are some special rules which apply to the Norse, and a couple of corrections to mistakes made in the Bestiary last issue.

Norse characters can join any Huscarl unit without affecting the unit's ability to form a *shield wall*. Norse characters were once Huscarls themselve, and they retain their skills with a shield. This does not mean a charcter with another type of unit or on their own can form a *shield wall*.

The Norse make great use of horns in times of war. Not just to warn and strike fear into the hearts of the enemy but to work the Norse troops up into a blood thirsty frenzy. The Horn Blowers blast out peal upon peal all across their battle line slowly increasing the volume as the Norse close with the enemy, speeding the heart rate and pumping more and more adrenalin into the Norse warriors, until the horns reach a thunderous crescendo and the Norse warriors burst upon the enemy laying into them with the ferocity of vicious hounds. It is said 'if you hear a Norse War Horn, expect an avalanche!'

Instead of a normal musician, units of Huscarls and Bondsmen may have a War Horn. A War Horn costs triple the normal points instead of double and is treated like a musician in all other ways (must be in the front rank to have an effect etc.) In addition, a unit with a War Horn gains the following benefit when they charge into close combat: The unit automatically inflicts an extra D6 hits at same strength as the members of the unit (a bit like a chariot). A unit may never inflict more hits than it has men fighting in its front rank.

Note that this is the basic strength of the unit, and is not affected by characters in the front rank or the use of double handed weapons.

The Huscarl profile in the Bestiary is incorrect. Huscarls should have a leadership of 7, not 8. This is corrected in the army list.

Another error (well, this is the Journal you know...) can be found in the Beastmaster section. It says that Beastmasters may control a variety of beasts in the same unit. This is wrong, you cannot combine Snow Trolls, Giant Wolves and Bears within a single unit. Again, this is presented correctly in the army list.

CHARACTERS

The points allowance which you are permitted to spend on characters includes the value of their armour and weapons, any magic items they have, and a steed if they are mounted. If a character rides a monster its points value is included in the points you are allowed to spend on characters and not the points you are permitted for monsters. The proportion of points permitted for monsters is for monsters without riders. If a character rides in a chariot then its points cost including any additional crew is added to the character's points value.

The points value which you are permitted to spend on characters includes the points paid for champions of regiments. Remember that a regiment's champion is part of his unit and cannot leave it.

A character may be equipped with any of the weapons or armour available to the ordinary troops in the list. The points cost of weaponry and armour is the standard value and the complete list is repeated at the end of this section.

A character can carry appropriate magic items chosen from the magic item cards in Warhammer or Warhammer Battle Magic. It is our intention to add more magic items in future issues of the Citadel Journal. The points value of magic items is included on the cards themselves. Characters are permitted no more than the number of magic items shown on the chart below.

Character	Maximum Number of Magic Items
HEROES	
Champion	1
Hero	2
Lord	3
WIZARDS	
Shaman	1
Shaman Champion	2
Master Shaman	3
Shaman Lord	4

Note that some magic items are restricted to certain races or types of characters. Scrolls can only be used by wizards, for example.

REGIMENTS

Models are organised into units which we call regiments. Regiments must be at least five models strong unless indicated otherwise in the army list. There is no upper limit to the size of a regiment. The minimum of five models includes its leader, standard bearer, musician and champion if it has them.

All regiments are assumed to include a leader equipped in the same way as his men and with identical characteristics. He costs the same points as an ordinary trooper. All regiments may include a standard bearer and/or musician, and these cost double the points value of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons as the rest of the unit and fight just like ordinary troopers (see the Warhammer rulebook for a full description).

Some regiments are permitted magic standards. These are covered by the Warhammer Battle Magic supplement and are included as magic item cards. If you take a magic standard then its points value is included with the points value of the regiment.

Units are permitted champions. Champions are always equipped exactly like the rest of the unit, except that they are permitted one magic item in addition. A champion may be the unit's leader, but does not have to be – you can have a separate leader and champion model if you wish. Champions always fight with their regiment and cannot leave it. The points value of a champion, and of any magic item he carries, comes from the proportion of points allocated to the army's characters and NOT the regiments.

MONSTERS

Monsters are beasts brought along to fight beside the army. They include trained creatures hunted down and caught by brave Norse warriors in the mountains of Norsca. Norse Shamans goad the captive monsters into fighting by magically binding them with spells of obedience. Monsters chosen as mounts for characters are NOT included in the points allocation for monsters, they are included in the points for characters instead.

This section includes the feared War Mammoths and War Mammoth Battle Towers. Unlike other monsters, War Mammoths are so uncontrable that they need a rider to keep them in check. The points value and details are included in the War Mammoth entry of the army list.

Characters may ride War Mammoths, but they may not ride War Mammoths with Battle Towers.

If you wish to mount a character on a War Mammoth then he replaces the rider on the War Mammoth.

WAR MACHINES

The Norse are one of the most technically deficient races in the Warhammer world. Although they are intelligent, they care little for the inner working of most machines. Their Norse Dwarf neighbours no longer use the great War Machines of their southern cousins, due to the cold, damp climate making gun powder inefficient and all but useless. Therefore a Norse army does not have any War Machines.

ALLIES

Norse are a proud and warlike race, they have a great deal of trouble associating with each other, let alone other races. Consequently the Norse do not ally with anyone. Not even Orcs! or Chaos! or Imperial Flagellants! Are we making a point here

PRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, as this can vary depending on how you choose to equip your troops. Saving throws are included on the profiles, but troops may be able to buy additional armour. This will change their armour save accordingly.

Cavalry have two profiles, one for the rider and one for the mount. If the mount is an ordinary horse we have simply given the rider's profile with the Movement characteristic altered to 8. This saves a bit of space and avoids giving a whole profile where only one characteristic is actually used.

M = Movement	W = Wounds
WS = Weapon Skill	I = Initiative
BS = Ballistic Skill	A = Attacks
S = Strength	Ld = Leadership
T = Toughness	



LIMITATIONS ON CERTAIN CHARACTERS/UNITS

The army lists presents the player with lists of troop types which can be included in the Norse army. In most cases there is no limit on the number of individual models, or the number of units, other than that imposed by the points values. However, some particular types of unit or character are limited. In some cases you can only include one character of a certain type in your army, or one of a specific unit. Any such limitations are clearly indicated in the lists. For example, you may only ever include one General model.

SPECIAL CHARACTERS

The army list itself is intended to broadly represent the Norse army. Provision has been made to include a general, but we do not specify whether this is the High King, an Thain, the Clan leader, or whoever – any of these individuals can and have taken command of Norse armies during the history of the Norse.

Similarly, provision has been made to include heroes, but we have not specified that these should be Thains, lesser nobles, military commanders, village elder, or whoever. Heroes could be any one of these or many other heroic individuals – the Erik Redaxe was merely a Norse Reaver, before rampaging and raiding his way to the postion of High King, for example.



A separate section describing famous warriors from the Norse will be included in the next issue of the Citadel Journal. This includes a selection of contemporary personalities, including the High King Kal Wolfclaw. These are, in effect, ready-made heroes or wizards, with their own unique characteristics, magic artefacts, and points values. You may include these characters in your army if you wish. The points cost of the special character comes out of your character points allowance in the normal way. So, for example, you can have Kal Wolfclaw as your army's general if you wish.

ARMOUR

Troops' saving throws are not given on their profile because they vary depending on what armour is being worn. Saving throws are summarised below.

Armour	Save	Cavalry save
None	None	6+
Shield or light armour	6+	5+
Shield & light armour or heavy armour only	5+	4+
Shield and heavy armour	4+	3+
Cavalry with barding		adds further +1

EQUIPMENT LIST

The following is a list of all the usual weapons in the Warhammer game. It has been included so that you can refer to it for comparative purposes, and so that you can choose equipment for character models without having to refer to the army list entries or the Warhammer rulebook. A character model may be armed with any weapons available to the troops themselves, subject to the usual restriction regarding weapon use – eg, a halberd requires two arms to use and so prevents its wielder using a shield in hand-to-hand combat as well. In the case of characters, the models must actually carry the weapons ascribed to them. Note that regimental champions are always assumed to be armed and equipped in exactly the same way as the rank and file members of the regiment.

This list does not include unusual or specialised weapons such as repeater hand guns, Goblin Fanatic ball and chain, etc, and such weapons may *not* be chosen for a character.

Items marked with an asterix (*) are not used by Norse troops and are not therefore available to Norse characters. They have been included out of a sense of completeness.

EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

A single sword, axe, mace or other hand weapon	Free
An additional sword, axe, etc	1
A double-handed weapon, including double-handed axe, sword, etc	2
Flail*	1
Halberd	2
Spear	1
A lance for a mounted warrior*	2

MISSILE WEAPONS

Bow	2
Short Bow*	1
Long Bow*	3
Crossbow*	3
Repeating Crossbow*	4
Javelin	1
Sling	1
Hand Gun*	3
Pistol*	2

ARMOUR

Shield	1
Light Armour	2
Heavy Armour**	3
Barding for steed*	4

** Only Norse Dwarf characters may wear Heavy Armour.

ARMY SELECTION

Characters	**0-50%**	Up to half the points value of the army may be spent on characters. This includes the cost of a monster ridden by a character.
Regiments	**25%+**	At least a quarter of the total points value of the army must be spent on regiments. This does not include the cost of champions, who are paid for out of the character allowance.
Monsters	**0-25%**	Up to a quarter of the points value of the army may be spent on monsters. Note that this does not include monsters ridden by characters, which must be paid for from the character allowance.

CHARACTERS

Your Norse army may include up to 50% of its points value as characters chosen from the list below. You must always include a General, but apart from this you are free to choose as many or as few characters as you wish.

1 GENERAL OF THE NORSE.....130 points

The army must include a General to lead it. He represents a great noble of the Norse, perhaps even the High King himself.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lord	4	7	6	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

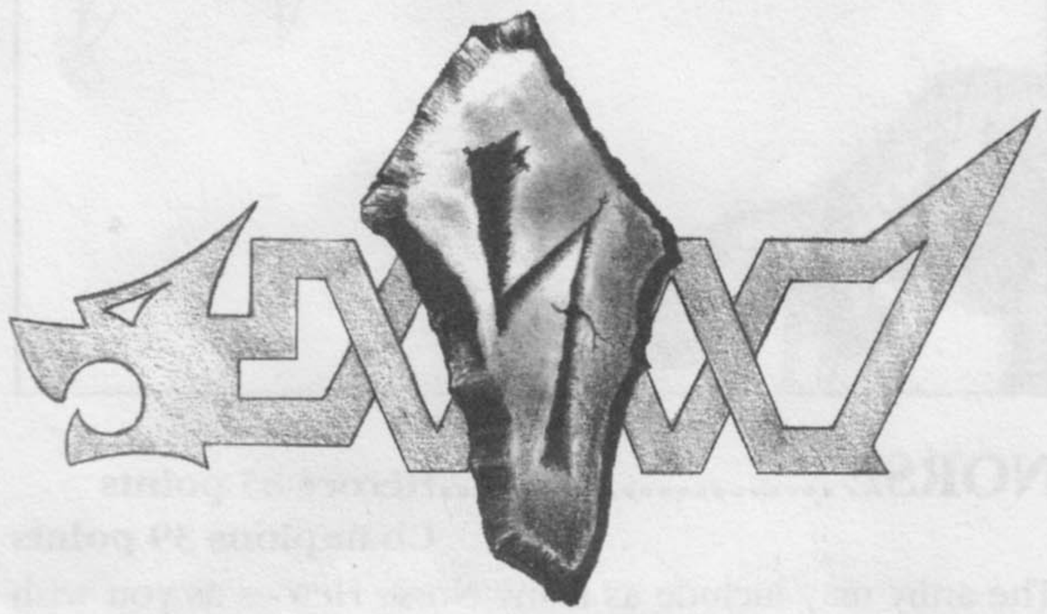
EQUIPMENT: Hand weapon.

WEAPONS/ARMOUR: The General may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values).

MAY RIDE: The General may ride a Warhorse (+3 points), or a Monster (see the separate Monster List for points).

MAGIC ITEMS: The General is a Lord character and is entitled to up to three magic items chosen from the appropriate cards in Warhammer Battle Magic.

SPECIAL RULES: The General may *Counter Charge*, for a full description see the Bestiary section.



0-1 BATTLE STANDARD.....89 points

If you wish, the army may include a Battle Standard together with its bearer. The Norse army standard is known as the Raefan or Raven Banner.

Profile	M	WS	BS	S	T	W	I	A	Ld
Battle Standard Bearer	4	5	4	4	3	1	4	2	7
Warhorse	8	3	0	3	3	1	3	1	5

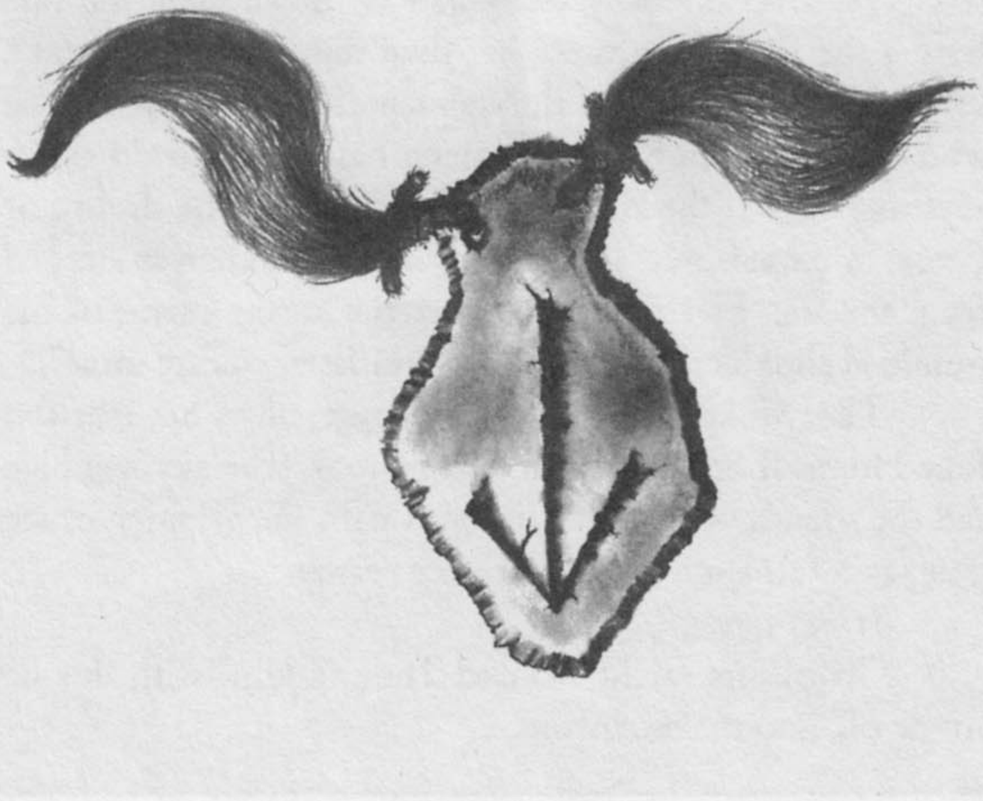
EQUIPMENT: Hand weapon and Battle Standard.

WEAPONS/ARMOUR: The Battle Standard Bearer may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values).

MAY RIDE: The Battle Standard Bearer may ride a Warhorse (+3 points), or a Monster (see the separate Monster List for points).

MAGIC ITEMS: The Battle Standard Bearer is a Champion character and is therefore entitled to up to one magic item chosen from the appropriate cards in Warhammer Battle Magic. This may be a Magic Standard, effectively turning the army's banner into a Magic Standard.

SPECIAL RULES: The Battle Standard may *Counter Charge*, for a full description see the Bestiary section.





NORSE DWARF .....Heroes 104 points
Champions 48 points

If the army includes a unit of Norse Dwarfs then it may include as many Norse Dwarf Heroes as you wish within the normal limitations of the points available. A regiment of Norse Dwarfs may be led by a Norse Dwarf Champion.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hero	3	6	5	4	5	2	4	3	10
Champion	3	5	4	4	4	1	3	2	9

EQUIPMENT: Hand weapon.

WEAPONS/ARMOUR: A Hero may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). A Champion is always armed and equipped as the rank and file members of his regiment (see equipment list for points values).

MAY RIDE: Norse Dwarfs may only fight on foot.

MAGIC ITEMS: A Hero character is entitled to up to two magic items and a Champion may chose one. Magic items are chosen from the appropriate cards from Warhammer Battle Magic.

SPECIAL RULES: Norse Dwarfs are Dwarfs and all the rules applying to Dwarfs apply to Norse Dwarfs. This means they *hate* all Orcs and Goblins, are subject to *Elf Grudge* and have special rules for armour movement penalties and Pursuit and Flee (see the Warhammer Battle Bestiary for a full description).

NORSE .....Heroes 85 points
Champions 39 points

The army may include as many Norse Heroes as you wish within the normal limitations of the points available. Any regiments ofHuscarls, Thralls or Bondsmen may be led by a Champion.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hero	4	6	5	4	4	2	5	3	8
Champion	4	5	4	4	3	1	4	2	7

EQUIPMENT: Hand weapon.

WEAPONS/ARMOUR: A Hero may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). A Champion is always armed and equipped as the rank and file members of his regiment (see equipment list for points values).

MAY RIDE: Although the Norse use horses to traverse the cold realm of Norsca, they rarely fight on horseback. Therefore a Norse Hero usually fights on foot. A Norse hero may ride a Monster (see separate Monster List for points.

MAGIC ITEMS: A Hero character is entitled to up to two magic items and a Champion may choose one. Magic items are chosen from the appropriate cards from Warhammer Battle Magic.

SPECIAL RULES: Both the Hero and Champion may *Counter Charge*, for a full description see the Bestiary section.

It is said that Thor was travelling Midgard during the winter of 2472 on some mission for Odin. He was beset by one of the most violent ice storms to sweep the region and, despite his mighty powers of strength and stamina, he was forced to take refuge in one of the many caves in the Mountains of Norsca.

As he entered the cave a warmth filled his freezing body, it was no ordinary warmth, it did not merely heat his ice coated limbs, but went through to the very centre of his being. Thor moved deeper into the cave, the sounds of the storm falling away as he headed further into the darkness. As he walked a comforting yellow glow began to fill his vision. There, before him was a fire and around it were strewn thick furs of all the beasts of the mountains.

Thor became very weary and lay down upon the furs letting the fire's heat caress his tired muscles. "Rest" said a soft voice, Thor squinted through rapidly closing eyes to see who had spoke but he was asleep before he could make anything out but the flickering of the flames. The shadow of a woman passed over Thor's body as the soothsayer stepped from the fire. Her fingers ran over the strong curves of his iron-hard shoulders, "While the storm lasts, you are mine".

Thor woke with a start, he staggered to his feet and found himself beside a sheer wall of rock. The sky was blue and the sounds of birdsong mingled with the dripping of ice water as it fell from the tall fir trees nearby.

It was spring.

"Mjollnirs might!" cursed Thor, "Odin" with this he strode off into the mountains.

VALKYRIE .....Heroes 107 points
Champions 50 points

If the army includes a unit of Valkyrie then it may include as many Valkyrie Heroes as you wish within the normal limitations of the points available. Any regiments of Valkyrie may be led by a Valkyrie Champion.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hero	5	6	5	4	4	2	7	3	8
Champion	5	5	4	4	3	1	6	2	7

EQUIPMENT: Hand weapon and shield.

WEAPONS/ARMOUR: A Hero may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). A Champion is always armed and equipped as the rank and file members of his regiment (see equipment list for points values).

MAY RIDE: A Valkyrie Hero may ride a Monster (see the separate Monster List for points).

MAGIC ITEMS: A Hero character is entitled to up to two magic items and a Champion may choose one. Magic items are chosen from the appropriate cards from Warhammer Battle Magic.

SPECIAL RULES: Valkyries fight with determined ferocity and may therefore *Counter Charge*, for details see the Bestiary section. Valkyries are are swift and move across the treacherous terrain of Norsca as if it were plains. Valkyries may ignore all penalties for moving across terrain and obstacles. Valkyries train constantly in the use of their shields, using them to parry in hand-to-hand and missile attacks. A Valkyrie with a Shield always saves on a roll of a six, regardless of any save modifiers.

Months later in Hoerot, the soothsayer, Jarnsaxa, gave birth to a son and he was named Erik. Over the following years the child grew to be the strongest and most feared of the young members of the Wolfclaw clan. At the age of fifteen he stood over six feet tall and weighed more than a hundred and eighty pounds. He was unequaled in any of the physical games that the Norse youth took part in, and in combat few would confront him.

Erik took part in raids on rival clans and, with the guidance of his wise mother, progressed through the warrior ranks gaining much support from his comrades. By the age of twenty he was leading the Wolfclaw raiding parties.

Over the ensuing months Erik and his Reavers cut a path of red ruin along the trading routes and coastal towns of the Empire and Kislev. He was named "Redaxe" by friend and foe alike, for as he cleaved his way from victory to gory victory the blood of his enemies was permantly visible on the twin blades of his deadly two-handed axe.

After a full year of raiding under Erik's leadership Hoerot's coffers were overflowing and the Norse people were proclaiming him High King, chosen of the Gods, a man without equal.

Erik was well pleased with his successes, he felt invulnerable. He had bested some of the greatest admirals at sea and the most celebrated generals on land, nothing could stand against him.

"Who are these people that I defeat so easily ?", he cried from the prow of his Kingship as he returned from another raid. "I need a challenge!!!". And, as his voice echoed around the steep-sided walls of the harbour of Hoerot the sky darkened.

SHAMANS

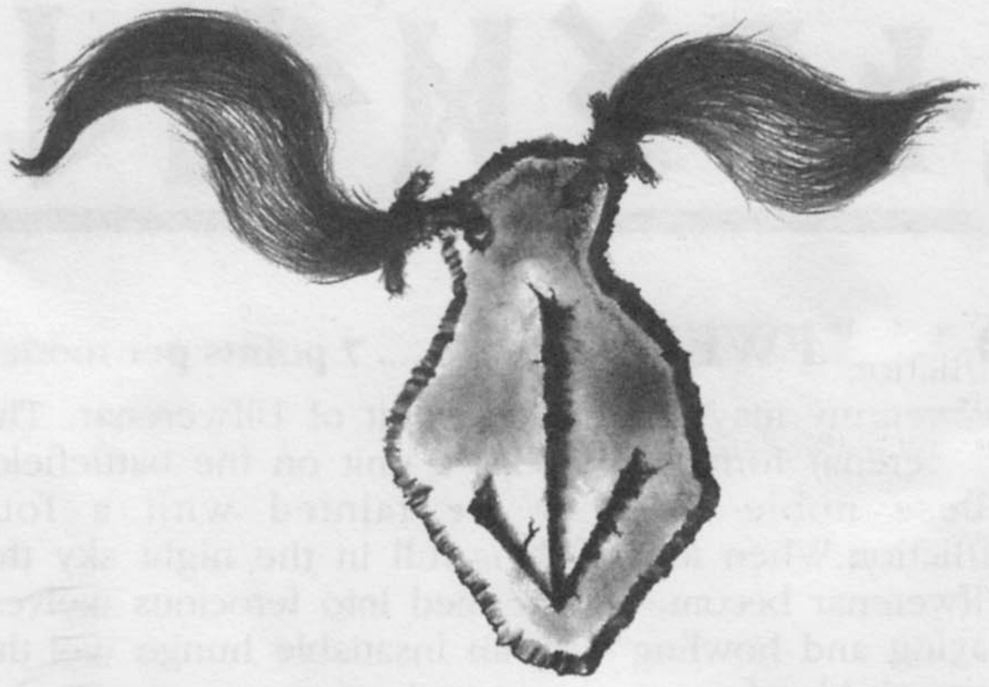
The army may include as many Shamans as you wish within the usual limitations of points costs. Norse Shamans are thoroughly despicable characters feared by friend and foe alike. They live solitary lives away from the bickering of normal Norse society. Norse shamans study Amber and Ice magic and may draw their spells from either deck. Shamans may be selected from any of the four levels of wizard at the appropriate points cost as shown below.

Shaman ..... 61 points
Shaman Champion ..... 124 points
Master Shaman 212points
Shaman Lord ..... 316 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	4	3	3	4	1	4	1	7
Shaman Champion	4	4	3	4	4	2	4	1	7
Master Shaman	4	5	4	4	4	3	5	2	7
Shaman Lord	4	5	4	4	4	4	6	3	8

EQUIPMENT: Large smelly stick (hand weapon).

WEAPONS/ARMOUR: A Shaman may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see the Equipment List for points values). However, if Shamans wear armour they are unable to cast spells, so they do not normally do so.



MAY RIDE: A Norse Shaman may ride a Monster (see the separate Monster List for points).

MAGIC ITEMS: A Shaman is entitled to magic items chosen from the appropriate cards in Warhammer Battle Magic. A Shaman may have 1 magic item, a Shaman Champion may have 2 magic items, a Master Shaman may have 3 magic items, and a Shaman Lord may have 4 magic items.

FEAR: The Norse Shamans are very smelly and ugly and therefore cause *fear* as described in the Psychology section of the Warhammer rulebook.

HATRED: If the Norse Shaman is in the front rank of a Norse unit, then he can inspire them to Hate the enemy. The unit becomes subject to *Hatred* as detailed in the Psychology section of the Warhammer Rulebook.

REGIMENTS

The Norse army is built from a solid core of sturdy warriors. Your army must include at least 25% of its points value as regiments chosen from the following list, and it may include more if you wish. In some cases you may only choose a maximum of one unit of a specific type, for example you can only have one regiment of Huscarls. There is no limitation on the size of a unit, other than that units must consist of at least five models unless otherwise stated.

0-1 HUSCARLS .....12 points per model

Your army may include one unit of Huscarls. When a Norse army gathers for war all the Norse nobles will join together to form the Huscarls. The Huscarls are the best fighters in the Norse army, trained in the use of a variety of weapons and experts with their shields. Most Huscarls bear the scars of many combats and have tales to tell of many wars.

Profile	M	WS	BS	S	T	W	I	A	Ld
Huscarl	4	5	3	4	3	1	3	1	7

EQUIPMENT: Hand Weapon, light armour and Shield

SAVE: 6+.

OPTIONS: The Huscarls may be equipped with the following weapons: spears (+1 point per model), double-handed weapons (+2 points per model). The Huscarls may carry a Magic Standard. This may be chosen from the appropriate Magic Item cards and its cost is indicated on the card itself (see Warhammer Battle Magic).

SPECIAL RULES: Huscarls may *Counter Charge* and may use the *Shield Wall* skill, for a full description of these abilities see the Bestiary section.



0-1 ULFWERENAR ..... 7 points per model

Your army may include one unit of Ulfwerenar. The Ulfwerenar form a formidable unit on the battlefield. These noble warriors are tainted with a foul affliction.When Morrslieb is full in the night sky the Ulfwerenar become transformed into ferocious wolves, baying and howling with an insatiable hunger for the enemy's blood.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ulfwerenar	4	4	3	3	3	1	3	1	7
Werewolf	9	4	0	4	4	1	3	1	4

EQUIPMENT: Hand weapon. In Werewolf form they have sharp claws and fangs which count as two hand weapons.

SAVE: None.

OPTIONS: None.

SPECIAL RULES: See the Ulfwerenar section of the Bestiary for a full description of how Ulfwerenar work. Ulfwerenar may *Counter Charge*, for a full description see the Bestiary.

0+ VALKYRIES .....10 points per model

Norse society is a male dominated society, the women of a clan are expected to stay at home and look after the family and home. Unfortunately the Norse are a strong willed race and the fury of war and battle flows in their blood, this goes for both the male and the female. Many times during bloody civil wars have the settlements of Norse clans been attacked while the men are away fighting on another front. When this happens it is left to the women to defend the settlement. For these women there lies a rather unfortunate fate for once a Norse feels the blood rush of mortal combat they crave for more. Female Norse who desire to be warriors are banished and join nomadic groups of warriors known as Valkyries. Valkyries are known throughout Norsca to be deadly warriors swift of movement and of blade. They are respected by the Thains of many Norse clans.

Profile	M	WS	BS	S	T	W	I	A	Ld
Valkyrie	5	4	3	3	3	1	5	1	7

EQUIPMENT: Hand weapons and shield.

SAVE: 6+

OPTIONS: Valkyries may be equipped with the following weapons: double handed weapons (+2 points per model), bows (+1 point per model).

SPECIAL RULES: Valkyries fight with all the ferocity of their male counter-parts and may therefore *Counter Charge*. Valkyries are are very swift and move across the treacherous terrain of Norsca as if it were grassy plains. Valkyries may ignore all penalties for moving across terrain and obstacles. Valkyries train constantly in the use of their shields, using them to stop missile fire and to parry in hand-to-hand fighting. A Valkyrie always saves on a roll of a six, regardless of any save modifiers.

0+ BONDSMEN ..... 7 points per model

Every Norse noble has under his authority a large clan of Norse, when the Norse gather for battle all the fighting men join together to form units of Bondsmen. Bondsmen are trained to use many weapons and form the backbone of the Norse army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bondsman	4	4	3	3	3	1	3	1	7

EQUIPMENT: Hand weapon

SAVE: None.

OPTIONS: Bondsmen may be given shields at an additional cost of +1 point per model. Bondsmen may be equipped with the following weapons: spears (+1 point per model), additional hand weapon (+1 point per model), double handed weapons (+2 points per model).

0+ THRALLS ..... 4 points per model

The Norse society is divided into different classes. The lowest of these classes are the Thralls. Thralls can be captured human slaves, orphans and unwanted children. In times of peace the Thralls are treated like slaves doing menial task and living a life of drudgery. When the Norse gather for war they are expected to take up arms with the other fighting men and defend their master's home.

Profile	M	WS	BS	S	T	W	I	A	Ld
Thrall	4	3	3	3	3	1	3	1	6

EQUIPMENT: Hand weapon

SAVE: None.

OPTIONS: Any regiment of Thralls may be equipped with the following weapons: spears (+1/2 point per model), slings (+1/2 point per model), javelins (+1/2 point per model), bows (+1 point per model). Any thrall may carry a shield (+1/2 point per model).

BERSERKERS..... 35 points per model

Many norse warriors have seen so much war and violence that at the mere sight of conflict they work themselves into a homocidal death frenzy.

Profile	M	WS	BS	S	T	W	I	A	Ld
Berserker	2D6	5	0	4	3	1	5	2-10	8

EQUIPMENT: Hand weapon

SAVE None.

OPTIONS: Berserkers may be equipped with shields at an additional points cost of +1 point per model. Beserkers may be equipped with the following weapons: additional hand weapons (+1 points per model), double-handed weapons (+2 points per model).

SPECIAL RULES: See the Berserker rules in the Bestiary section for a full description of how Beserkers work. Up to two Berserkers may conceal themselves in each regiment of Huscarls, Bondsmen or Valkyrie.

ULFJARLS ..... 33 points per model

Ulfjarls are the mightiest of the Ulfwerenar, they have overcome and mastered the taint inside them that causes them to transform. An Ulfjarl can transform into his were form at any time under his own free will.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ulfjarl	5	6	4	4	4	1	5	2	8

EQUIPMENT: Ulfjarls have sharp fangs and claws, which count as two hand weapons

SAVE: None.

OPTIONS: None

SPECIAL RULES: See the Ulfjarl rules in the Bestiary section for a full description of how Ulfjarls work. Up to two Ulfjarls may conceal themselves in each regiment of Huscarls, Ulfwerenar and Bondsmen.

0-1 HUNTERS ..... 9 points per model

Hunters are outcasts of Norse clans which roam the wilds of Norsca, when the Norse army gathers for war, they join the battle using their stealthy hunting skills to scout ahead for the army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hunter	4	4	4	3	3	1	3	1	7

EQUIPMENT: Hand weapon and short bow.

SAVE: None.

OPTIONS: Hunters may be equipped with shields at an additional cost of +1 point per model. Hunters may be equipped with spears at an additional cost of +1 point per model.

SPECIAL RULES: Hunters are set up after both sides have placed their units on the table. The Hunters may be placed anywhere on the table so long as they are outside the enemy's deployment zone and out of sight of any enemy units at the start of the game. Hunters can *skirmish* as described in the Warhammer rulebook.



BEASTMASTERS ..... 9 points per model

Snow Troll.....83 points per model
Giant Wolves.....4 points per model
Bears.....30 points per model

To become a Beastmaster of the Norse is a skilled job which takes years of training. The skills of capturing, training and controlling the beasts of the wild is usually passed from generation to generation, with every Beastmaster teaching his sons the lore of beastmastery.

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	4	4	3	3	3	1	3	1	7
Snow Trolls	6	3	1	5	4	3	2	3	4
Giant Wolves	9	4	0	3	3	1	3	1	3
Bears	4	3	0	5	5	2	3	2	6

EQUIPMENT: The Beastmaster is equipped with a hand weapon and shield.

SAVE: 6+.

OPTIONS: Beastmasters may be equipped with light armour at +2 points per model. Beastmaster may be equipped with additional hand weapons at +1 point per model.

SPECIAL RULES: Each Beastmaster can control 1 to 6 Snow Trolls, Bears or Giant Wolves. Several Beastmasters can can join their units to form bigger units but Snow Trolls, Giant Wolves and Bears can never be mixed together in the same unit. See the Bestiary section for a full description of the rules on Beastmasters



NORSE DWARFS ..... 9 points per model

Dwarfs entered the mountains of Norsca so long ago that over the centuries they evolved a culture and language slightly different from that of Dwarfs that live further south. In many ways they resemble the mannish folk of Norsca in their expressions and temperament... or perhaps it is the Norse who have been influenced by the Dwarfs.

Profile	M	WS	BS	S	T	W	I	A	Ld
Norse Dwarf	3	4	3	3	4	1	2	1	9

EQUIPMENT: Hand weapon and shield

SAVE: 6+.

OPTIONS: Norse Dwarfs may be equipped with the following armour: Light armour (+2 points per model), heavy armour (+3 points per model). Norse Dwarfs may be equipped with the following weapons: double handed weapons (+2 points per model), spears (+1 points per model), crossbows (+2 points per model). Any Norse Dwarf unit may have a magic standard. This may be chosen from among the appropiate magic item cards and its cost is indicated on the card itself (see Warhammer Battle Magic). One Norse Dwarf unit may have a runic magic standard (see Warhammer Armies - Dwarfs).

SPECIAL RULES: Norse Dwarfs are Dwarfs and all the rules applying to Dwarfs apply to Norse Dwarfs. This means they *hate* all Orcs and Goblins, are subject to *Elf Grudge* and have special rules for armour movement penalties and Pursuit and Flee (see the Warhammer Battle Bestiary for a full description).

GIANT ..... 200 points per model

Giants are big and not very bright creatures. Although they do not need it to fight they are usually armed with a big club made from a tree trunk, which in the lands of Norsca will probably be from a fir, spruce or douglas pine tree.

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	7	6	6	3	Special	6

EQUIPMENT: Big tree, rock, enemy warriors, halitosis and anything to hand.

SAVE: None.

OPTIONS: None

SPECIAL RULES: For a full description of how Giants work see page 60 of the Warhammer Battle Bestiary.

OGRES.....40 points per model

Ogres are seen fighting all over the Old World, for both good and evil forces. Ogres do not care for the petty reasons or politics behind wars, they just like to do battle with whoever will pay them, against whoever will fight them.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	5	3	3	2	7

EQUIPMENT: Hand weapon.

SAVE: None.

OPTIONS: Any regiment of Ogres may be equipped with one of the following: an additional hand weapon (+1 point per model), a double handed weapon (+2 points per model), or a halberd (+2 points per model). Any Ogre regiment may be equipped with light armour at an additional cost of +2 points per model

It was the end of the raiding season, frost was in the air and the Norse people prepared for winter. Erik was in his great hall celebrating the years victories with his reavers. There was much drinking and singing, fights broke out and blood was spilled, everyone was having a great time. Erik was just about to shout for more ale when Jarnsaxa, his mother, touched his arm.

"Someone summons you. You must go to Thor's temple".

Before he could reply she ran from the hall tears filling her sea-green eyes. Erik started to call after her when he realised what she had said. "Someone summons me ???" he bellowed, his men fell silent for a split second, then realising it was not any of them, the noise started up again.

"I'll tear the insolent thralls head from his shoulders", he roared, stalking out through the great oak doors of the hall. Outside, Erik found the streets deserted, the people were all indoors drinking and fighting like the rest of his men in the hall. But there was something wrong, he could no longer hear any sounds of celebration. Not even the drunken howling of the Berserkers broke the silence, it was as though Erik was alone, in another Hoerot uninhabitd by men.

MONSTERS

DRAGON

DRAGON ..... 450 points per model
GREAT DRAGON ..... 600 points per model
EMPEROR DRAGON ..... 750 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMP. DRAGON	6	8	0	8	8	9	6	9	9

CHIMERA ..... 250 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
CHIMERA	6	4	0	7	6	6	4	6	8

COCKATRICE ..... 150 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
CHIMERA	4	3	0	4	4	2	4	3	6

GIGANTIC SPIDER.. 50 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7

GRIFFON ..... 150 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

HIPPOGRIFF ..... 145 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

HYDRA..... 225 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
HYDRA	6	3	0	5	6	7	3	5	6

MANTICORE ..... 200 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
MANTICORE	6	5	0	7	7	5	4	4	8

WYVERN ..... 180 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

GIANT SCORPION ....50 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

DIRE WOLF ..... 95 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
DIRE WOLF	10	5	0	4/5	4	3	7	3/4	6

SWARMS ..... 100 points per base

Profile	M	WS	BS	S	T	W	I	A	Ld
RATS	6	3	0	3	2	5	1	5	10
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8	3	0	3	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
INSECTS/ SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10



Erik snorted derisively, the ale must be fogging his brain he thought. When he reached the huge, iron doors of Thor's temple he smashed them open with a single sweep of his mallet like fists, and strode in.

No sooner had he entered when the doors slammed shut behind him. All was black, all was silent, then, faintly at first, Erik heard a howling as from a wolf on a distant mountain. Gradually the howling grew louder and with it a wind began to blow through the temple. Until finally a mighty gale screamed about Erik forcing him against the doors. Thunder cracked and lightning flashed, illuminated the aisle to the altar with an eerie blue light. Then, almost as suddenly as it had arrived, the storm died down.

WAR MAMMOTH .... 200 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
War Mammoth	8	3	0	7	6	6	1	3	5
Norse	4	4	3	3	3	1	3	1	7

EQUIPMENT: The Norse rider is equipped with a spear and a shield.

SAVE: Norseman 6+/ Mammoth 5+.

OPTIONS: None.

SPECIAL RULES: For a full description of how War Mammoths work see the the Bestiary section in Journal Issue 6.

A character may ride a War Mammoth, if he does so then he replaces the rider.

WAR MAMMOTH BATTLE TOWERS.... 280 points per model

It is a common practice amongst the Norse to further increase the fighting potential of their War Mammoths by equipping them with battle towers. A Battle Tower is a large fighting platform which allows a unit of Norsemen to fight from on board the War Mammoth. A War Mammoth with a Battle Tower reduces it's movement by 3", this has been taken into account in the War Mammoth's profile. A Battle Tower has a crew of ten Norsemen. The War Mammoth is controlled by a single Norse rider.

Profile	M	WS	BS	S	T	W	I	A	Ld
War Mammoth	5	3	0	7	6	6	1	3	5
Norse	4	4	3	3	3	1	3	1	7

EQUIPMENT: The Bondsman are equipped with hand weapons and shields. The Norse rider is equipped with a spear and a shield.

SAVE: Norseman 6+/ Mammoth 5+.

OPTIONS: The Norsemen may be equipped with the following weapons: double handed weapons (+2 points), spears (+1 point). The rider may be equipped with light armour at an additional cost of +2 points.

SPECIAL RULES: For a full description of how War Mammoth Battle Towers work see the the special section in Journal Issue 8.

NORSE DWARF WAR MAMMOTH .... 250 points per model

Norse Dwarfs also make use of War Mammoths in time of war, with their own invention the Bolt Thrower Tower. The Bolt Thrower Tower combines the ferocity of the War Mammoth with the engineering expertise of the Dwarfs. The Bolt Thrower Tower has a Bolt Thrower with a crew of three Norse Dwarfs. The War Mammoth is controlled by a single Norse Dwarf rider.

Profile	M	WS	BS	S	T	W	I	A	Ld
War Mammoth	5	3	0	7	6	6	1	3	5
Norse Dwarf	3	4	3	3	4	1	2	1	9

EQUIPMENT: The Norse Dwarfs are equipped with hand weapons and shields. The Norse rider is equipped with a spear and a shield.

SAVE: Norse Dwarf 6+/ Mammoth 5+.

OPTIONS: The Norse Dwarfs may be equipped with light armour at an additional cost of +2 points per model. The rider may be equipped with light armour at an additional cost of +2 points.

SPECIAL RULES: For a full description of how War Mammoth Battle Towers work see the the special section in Journal Issue 8.



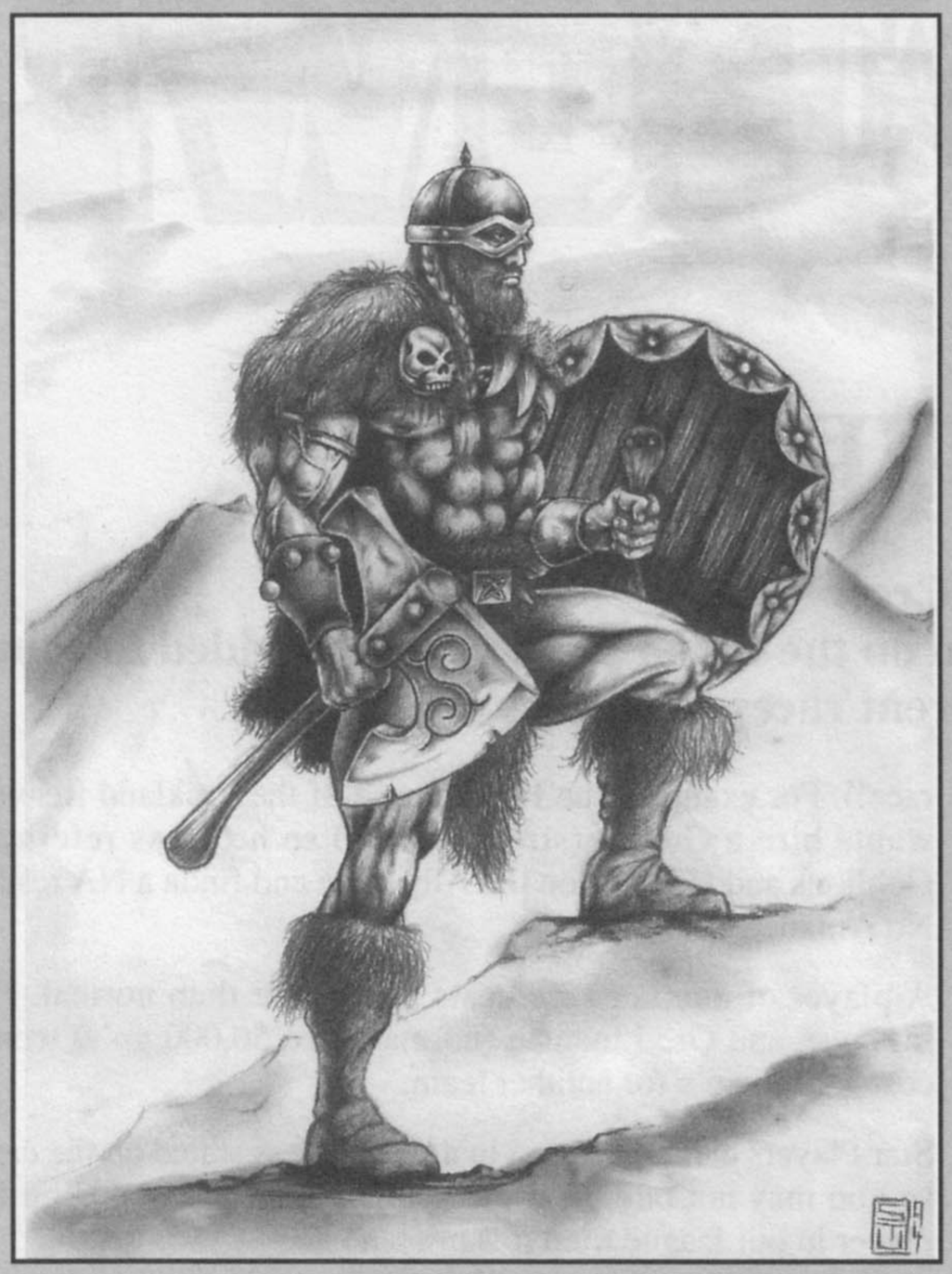
Erik slowly walked towards the altar, feeling suddenly naked without his axe which he had left lying in the great hall. A tall cloaked figure stood waiting for Erik to reach him. "Who are you that summons the High King?" Erik asked, his voice a low growl. The figure did not reply. "What do you want of me?" Erik's patience was already cracking. When Erik finally stood before him the giant figure spoke, "I have a task for you ...my son" the voice was thunder and as Erik watched the figure pulled the hood from his head.

Erik staggered back, he had faced the hideous visages of beasts of chaos in battle and never flinched, but this, this was impossible.

"You see yourself within me do you not?" Thor lokked upon his son and frowned.

"You have spent too long in your petty raids, you have the power to rule over these mortals. You asked for a challenge? Then listen to me." Thor's voice rolled on and as he spoke Erik was filled with a lust for war, a desire for conquest stronger than he had ever felt.

The following morning broke to brazen horn calls across the entire of Norsca, the Clan Kings were to meet in Hoerot.



hero. He himself led the Wolfclaw Clan and the greater portion of the fleet, this was to be the main core of the invasion force. Inar Jorrikson and the Stormraven clan headed the scout pack and Krok Greyclaw with his Thunderbear clan were the reserve force.

The wind was strong and it took only a short time for the force to sail from view of their comrades left behind to defend their lands in their absence. The voyage through the Sea of Chaos was difficult, several ships were lost to the foul inhabitants of those dark waters. The fleet however, were not detered and sailed onwards, aiming to hit Ulthuan on its northern coast. The scouting vessels had reported a strange glittering mist above the sea and Erik had heard from previous raiders that if you were to enter the sorcerous fog there was little chance of you finding your way out. With this in mind he ordered the scouts to find a way around.

Kalanian looked out from the prow of his Hawkship in disbelieve. He was just finishing his patrol and was about to return to his evening meal at his home in Longshore. Now, however thoughts of food vanished on the sea breeze as he watched the distant vessels cut through the waves towards him. There was no doubt they were the ships of the barbarian northmen, the square sails and crude, dragon headed prows were unmistakable.

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When they were all before him Erik told them that over the winter months they were to make ready their fleets, and prepare their armies and to gather at Hoerot the first month of spring.

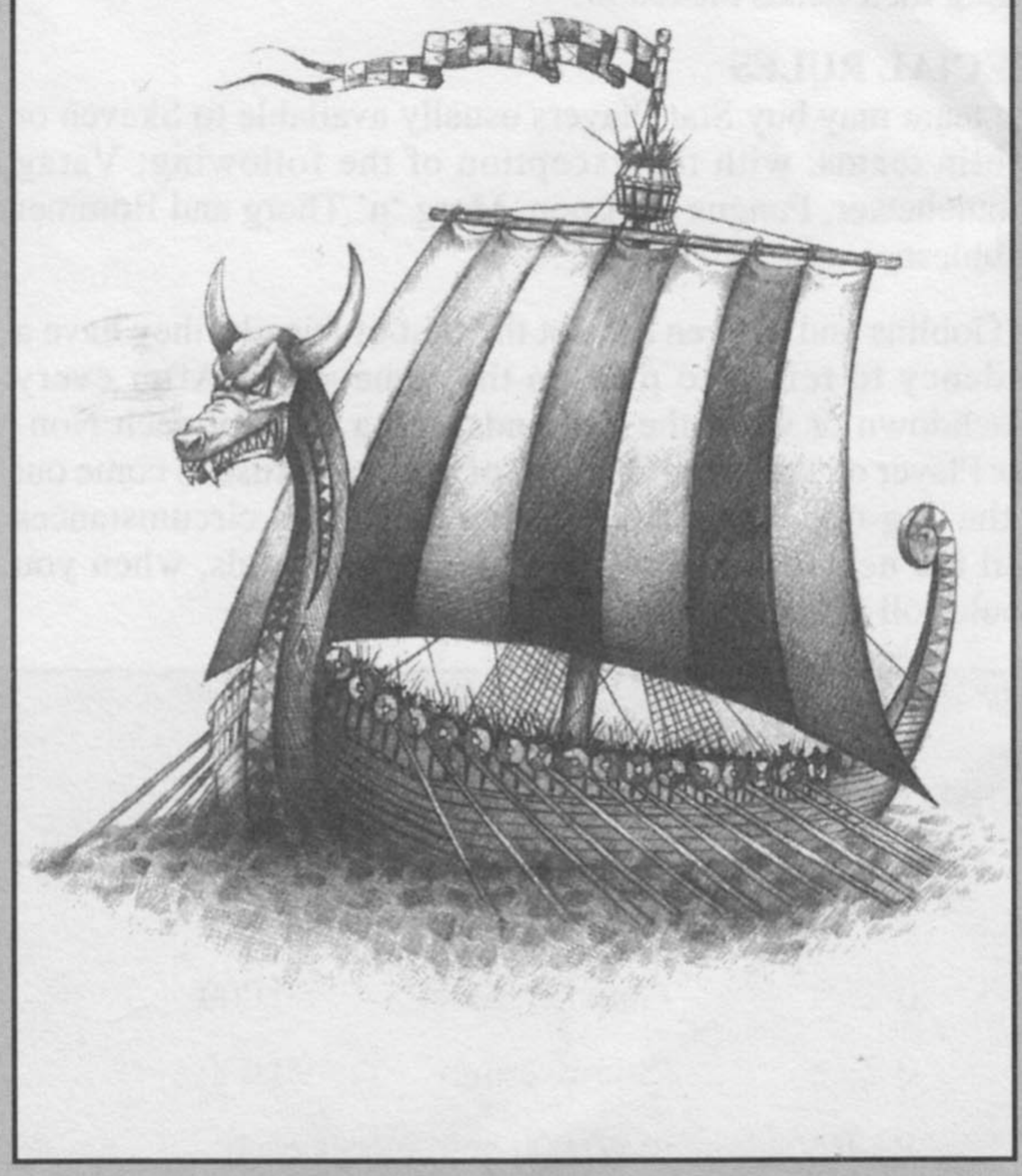
They were to invade and conquer Ulthuan.

The winter season saw the Norse nation at work. Despite the freezing conditions, old Longships were repaired, new ones were constructed and weapons and armour, honed and strengthened. The Clans each gathered their strength preparing for the greatest invasion in Norse history.

Spring arrived, the fortified harbour of Hoerot was full of the Kingships of every clan. Beyond the harbour walls, the banners and flags of their warriors flew from the masts of hundreds of Longships lining the coast either side of the capital. Within his great hall Erik looked upon his captains and smiled, "We set sail first tide tomorrow". The hilts of dozens of weapons beat down onto the tables as the assembled chiefs applauded Erik's statement.

The following morning the Norse fleet commenced their voyage. Horns called and drums boomed as the clans of Wolfclaw, Stormraven and Thunderbear took the head of the formation. The Chiefs of the other clans fell in behind their appointed leaders.

Erik had split the fleet into three parts each lead by a great



BLOOD BOWL®

MIXED TEAMS

By Rob Creer

Wishing to field the Underworld Creepers team on the Blood Bowl pitch, I decided to come up with a system that allowed different races within the same team.

Across the Warhammer world alliances are made and broken, evils pacts are created as one race lends its military strength to another. Not all these alliances hold true to the bitter end, some fall foul to betrayal while others break up after a task is complete. Many races ally because of long standing relationships like the Empire and the neighbouring land of Kislev. Sometimes these pacts, alliances, contracts and friendships spill onto the Blood Bowl pitch as well!

To represent this situation some players will play for a race that is different to their own.. You are allowed to take 2 players from a different team list as long as the ally table below says you are allowed to do so (that's 2 in total, not 2 from each race!). For example, the Head Coach of the Reikland Reavers wants hire a Goblin (strange man!) so he cross refernces Goblions and Humans on the Ally table and finda a NA result- No Alliance allowed.

A player of another race costs 50% more than normal. For instance, and Orc Lineman (normal price 50,000 gp's) would cost 75,000 gp's for another team.

Star Players cannot be used in a team unless stated on the card, so you may not buy them using this system (as one High Elf player in our league tried to!)

SKAVEN AND GOBLIN TEAMS

Skaven and Goblins don't seem to have much in common; one is furry and sneaky, while the other is small, green and smelly! The only things they do have in common is a hatred for all other living things and a fanatical adoration of Blood Bowl. Many sports fans believe that Skaven and Gobbos only form teams so that they can get a better view of the other race getting their heads kicked in!

SPECIAL RULES

The team may buy Star Players usually available to Skaven or Goblin teams, with the exception of the following; Varag Ghoulchewer, Fungus the Loon, Morg 'n' Thorg and Bommer Dribblesnot.

As Goblins and Skaven are not the best of friends, they have a tendency to refuse to play on the same pitch. After every Touchdown or when the half ends, roll a dice for each Non-Star Player on the team. On a roll of a 1 they refuse to come out of the dug-out. They will stay there under all circumstances until the next Touchdown is scored or half ends, when you should roll for them again.

Being close to the Skaven does have advantages for the Gobbos. With all the Warpstone in the orange squash they sometimes pick up the odd mutation. Whenever a skill roll for a Goblin comes up as a double they can forego the take a physical ability instead.

All other Goblin and Skaven rules apply. I suggest that you only allow one Skaven and Goblin team for every 7 other teams in your league.

FAMOUS SKAVEN AND GOBLIN TEAMS

The Underworld Creepers

Form by a mutual desire for revenge on the other teams, the Underworld Creepers have had few successes on the field. The Skaven constantly hit the Gobbos when they're not looking, and the Gobbos are too selfish to give the ball to the better Skaven players when they pick it up. The Underworld Creepers, despite their complete lack of talent, are a huge hit with the fans. When the action on the pitch slows down or stops, they can sit and watch the punch-ups in the Dug-out!

Qty	Title	Cost	MA	ST	AG	AV	Skills
3-6	Goblin	40,000	6	2	3	7	Right Stuff, Dodge Stunty
3-6	Skaven Lineman	50,000	7	3	3	7	None
0-2	Gutter Runner	80,000	9	2	4	7	Dodge
0-2	Stormvermin	90,000	7	3	3	8	Block

Re-Roll counter: 60,000 gold pieces each.

TEAM RACE	PLAYER'S RACE: CHAOS DWARF	CHAOS	DARK ELF	DWARF	GOBLIN	HALFLING	HIGH ELF	HUMAN	ORC	SKAVEN	UNDEAD	WOOD ELF
CHAOS DWARF	-	1	NA	NA	1	NA	NA	NA	1	NA	NA	NA
CHAOS	1	-	1	NA	NA	NA	NA	NA	NA	1	**6+**	NA
DARK ELF	NA	2	-	NA	NA	NA	NA	NA	NA	NA	NA	NA
DWARF	NA	NA	NA	-	NA	**4+**	NA	2	NA	NA	NA	NA
GOBLIN	**6+**	NA	NA	NA	-	NA	NA	NA	-	-	NA	NA
HALFLING	NA	NA	NA	**6+**	NA	-	NA	2	NA	NA	NA	2
HIGH ELF	NA	NA	NA	NA	NA	NA	-	**4+**	NA	NA	NA	2
HUMAN	NA	NA	NA	2	NA	2	**4+**	-	NA	NA	NA	**4+**
ORC	**4+**	NA	NA	NA	-	NA	NA	NA	-	NA	NA	NA
SKAVEN	NA	2	NA	NA	-	NA	NA	NA	NA	-	**6+**	NA
UNDEAD	NA	**6+**	NA	NA	NA	NA	NA	NA	NA	**6+**	-	NA
WOOD ELF	NA	NA	NA	NA	NA	**6+**	2	1	NA	NA	NA	-

Before you buy a player using this system you must have the permission of the League Commissioner.

When purchasing a player of another race you must have another coach present to witness your rolls, and sign a statement if you get a result indicating you must wait for 5 matches.

RESULTS

NA	May not take this player.
-	Already allowable within the rules.
1 or 2	You may purchase this many players from this race.
4+	Roll a D6 each time you wish to purchase a player of this race: **D6 RESULT** 1-3 **No Thanks!** You may not try to purchase a player of this race for another 5 matches. 4-6 **You gotta deal!** You can buy the player.
6+	Roll a D6 each time you wish to purchase a player of this race: **D6 RESULT** 1-5 **No Thanks!** You may not try to purchase a player of this race for another 5 matches. 6 **You gotta deal!** You can buy the player.

★★★ Did You Know...



The Underworld Creepers have started more riots than any other Blood Bowl team in the history of the sport. For example, a wild swing at a team mate in the dug-out hits a nearby spectator, who falls into the ice cream of the Ogre behind him, who jumps up in surprise and bumps into the Minotaur next to him, who gets annoyed 'cos he just missed the big play...

WARHAMMER 40,000®

TANK-FEST

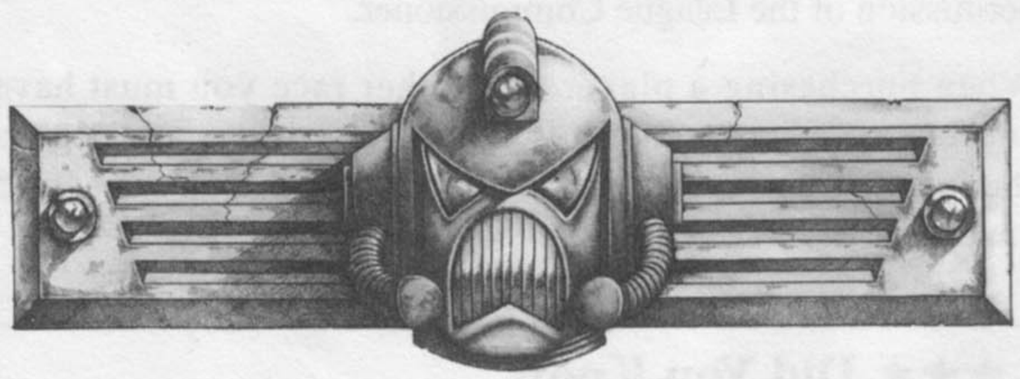
By Ian Pickstock

Here at the studio we've been conducting some extensive playtesting using vehicles in games of Warhammer 40,000. This playtesting has led to a number of spin-off projects like additional vehicle cards and vehicle tactics articles, which you may have seen in White Dwarf and previous issues of the Journal. But the main aim of the playtesting was to come up with some expanded rules for Warhammer 40,000 vehicles. This article is a mixture of rules and discusion of vehicles in general. As with all the stuff printed in the Journal these rules are entirely optional, but after reading through this article I am sure you will agree with me that these rules give vehicles a more prominent role in the Warhammer 40,000 game.

After extensive playtesting I came to the conclusion that there wasn't anything drastically wrong with the present vehicle rules, in fact as I found out doing rules for Baneblades that they are very flexible and allow a great many different types of vehicles to be added to the system. The standard Warhammer 40,000 vehicle rules are a basic core system that allows vehicles to be included in a game, but do not slow down normal game play. However the increase in the number of vehicles available has led to a certain amount of extra interest in this particular element of the game, usually amongst the more tank orientated gamers (mostly Eastern Front frothers). This has led me to expand the present vehicle system to allow vehicles to be covered in more detail, although this makes using vehicles moderately more complex, I think the benefits are well worth the trouble.



It can't be doubted that offensively vehicles operate brilliantly. As I am sure many of you know, once that Leman Russ gets rolling the sheer firepower it exhibits is awesome. However at close ranges it is a different story. At present it is perfectly all right for a Space Marine Captain to charge a Leman Russ battle tank moving at 20" and place three Melta-bombs on it. This is nothing short of devastating for the Leman Russ and I have yet to see a vehicle even survive such an attack, let alone escape with some weapons still serviceable or a modicum of a manoeuvrability left in its tracks. I should imagine even the most highly trained warrior would have a great deal of difficulty placing a single melta-bomb on a speeding tank, which would probably only be in front of him for only a fleeting moment. Not to mention the risks of being ran over by the tank. No doubt particularly adept side sponson gunners have loads of fun knocking would-be attackers over with their heavy bolters as their tank speeds past at 30 mph, a blow from such an attack would easily equal that of a power glove.



The following set of additional rules along with the extra vehicle cards which have been published in both White Dwarf and the Journal hopes to cover this gap in the vehicle system. Although a game of Warhammer 40,000 using these rules may be increased in complexity I believe that these rules allow vehicles to be covered with the necessary accuracy to make them a formidable element on the Wargames table which no serious Warhammer 40,000 gamer can afford to ignore. It certainly makes vehicles command the respect they deserve from enemy commanders. After all they are large, fast moving, imposing lumps of metal weighing tens of tons and bristling with deadly weapons. You certainly wouldn't catch me playing chicken with one, even if I did have one of Emperor's finest Melta-bombs to steady my nerves.

HAND-TO-HAND COMBAT

One of the best ways to get rid of a heavily armoured vehicle is to get close, so you can exploit weaknesses in its armour. There can be no doubt that vehicles are very weak in hand-to-hand combat and I know that many of you tank fanatics are reading on in anticipation hoping I am going to change this. Well bad luck I'm not. I think it is highly appropriate that if infantry armed and equipped in the correct manner can get close enough, there is no reason why they shouldn't be able to rip huge chunks of the tracks and lob grenades down its exhaust pipes. However I am concerned that the present system does not take into account the speed at which the vehicle is travelling at. The new rule for charging a vehicle adds an element of risk to undertaking such a daring task and the chance that the assailants are knock aside or ground under heavy steel tracks.



Charging a Vehicle
When a model charges into contact with a moving vehicle then he risks being run over, dragged under or brushed aside by the speeding vehicle. As soon as a model enters base contact with a vehicle moving at a speeds greater than 10", the model must roll under its initiative characteristic (a roll of a 6 always fails). If the model passes the test then he may proceed with his attack. If the model fails its initiative check then the model is hit by the vehicle and suffers a hit with Strength, damage and saving throw modifier of the vehicle's ram value. If the model survives this, place it to nearest side of the vehicle. The model may do nothing for the rest of the turn while it stands up. Psykers may still use their powers in the Psychic Phase.

If the vehicle is stationary or moved less than 10" in its previous turn then the attacking model does not have to make an initiative test and may proceed with the attack as normal.

WEAPON TYPES

I have taken the opportunity to change the way that different types of weapons are used to attack a vehicle. This was done for two reasons.

Firstly, although the current system is quick and simple, the special way some weapons work was merged with that of others, so that one system would cover all situations - models with multiple attacks were able to attack a vehicle in hand-to-hand, and launch volleys of shots from weapons like melta and plasma guns. Not only are these weapons only meant to fire once per turn, but weapons like plasma guns need to recharge!

Secondly, by differentiating the effects of the various weapons able to attack a vehicle in hand-to-hand combat, it makes commanders think about their troop's choice of wargear and equipment. This adds an extra element to choosing your army, making you carefully consider weapon combinations, instead of going for 'Jack of all Trade' troops equipped with power gloves for all situations.

Hand-to-Hand Weapons
Hand-to-hand weapons include power axes, chainfists, basic clubs and swords etc. A model which chooses to use this type of weapon against a vehicle automatically hits the vehicle once for each Attack characteristic on its profile. The attacker may choose the location struck without having to roll dice, though the location chosen must be reasonably within reach of the model - a model attacking the right hand side of a Predator could not attack it's left hand sponson, for example. Unlike shots fired at range which just punch holes in a vehicle, hand-to-hand weapons are also good a ripping or cutting vital components of a vehicle. To represent this a model attacking a vehicle with hand-to-hand weapons may add an additional D6 to the armour penetration roll. Damage effects are worked out as for hits from shooting.

Vehicles which are at a halt are even more vulnerable when attacked in close combat. Models armed with hand-to-hand weapons are able to really get to grips with chopping and ripping off vital components. To represent this, hand-to-hand combat attacks against a vehicle which is at a halt receive an armour penetration bonus of +1D6 (this is in addition to the normal D6). This is very useful as it allows troops armed with relatively light weapons to swarm all over and destroy a heavily armoured vehicle that has been brought to a halt.

For example: *A Space Marine armed with a power glove, attacks a stationary Leman Russ tank, the Space Marine has one attack and therefore automatically hits the Leman Russ once. The Space Marine chooses to hit the tracks. The power glove is a strength 8 hand-to-hand weapon, so its armour penetration is 8+2D6, however the target is stationary so the attacker receives an extra D6 armour penetration. This gives a total of 8+3D6.*

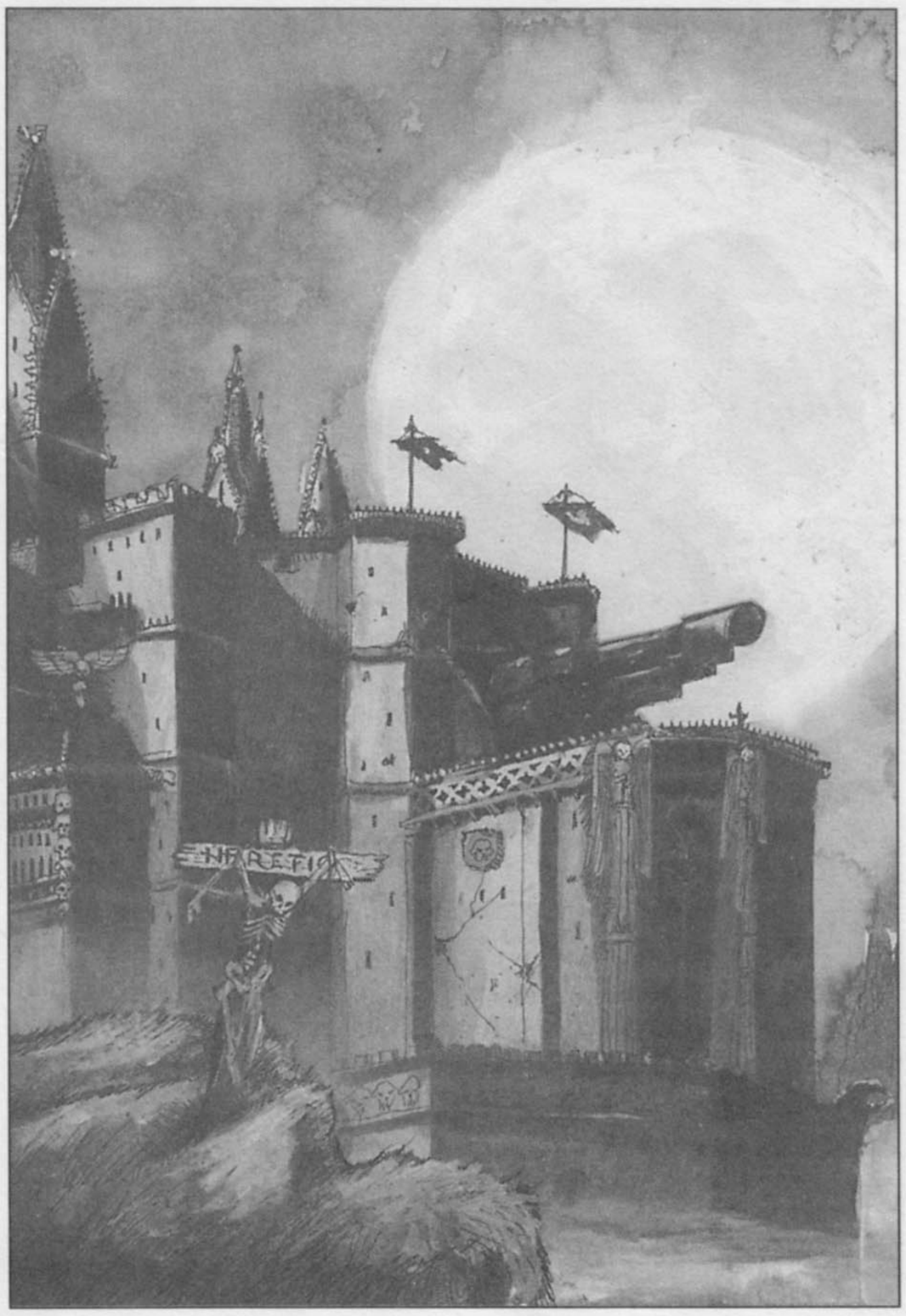
Note, If you are using these rules, the armour penetration values given in the Wargear book should not be used. Armour penetration should be worked out using the normal rules.



Ranged Weapons
Ranged weapons are pistol weapons and basic weapons which aren't a 'move or fire' weapon. Ranged weapons may be used in hand-to-hand combat against a vehicle. Note that these weapons can't normally be used in hand-to-hand combat, so this is an exception to the normal rules. This allows for troops pushing gun barrels into hatches or through vision ports. A model which chooses to use a ranged weapon against a vehicle automatically hits the vehicle once with weapon. The vehicle is only hit once regardless of how many attacks that the attacking model has, even if the weapon has a sustained fire capability it will only hit once. The attacker may choose the location struck without having to roll dice, though the location chosen must be reasonably within reach of the model. Armour penetration and damage effects are worked out as for hits from shooting. Any area effect of the weapon is ignored the blast being contained inside or under the vehicle.



Just as with hand-to-hand weapons, ranged weapons do not receive the bonus armour penetration dice and for much the same reasons. The ability to automatically hit the location of your choice once represents them adequately, if you wish to pick a weak point shoot a location with a low armour value. Some of you may think this makes ranged weapons a poor choice for attacking vehicles, but hey, they are ranged weapons designed to be used at range.



Grenades
Grenades are a particularly potent weapon to use against a vehicle, their small size allows them to dropped down exhaust pipes, rammed between tracks, thrown into crew compartments or even thrust down gun barrels. This allows grenades to bypass the vehicles thick armour plates and explode inside the vehicle causing maximum devastation.

A model which attacks a vehicle with a grenade in hand-to-hand combat automatically hits the vehicle once. The vehicle is only hit once regardless of how many attacks that the attacking model has. The attacker may choose the location struck without having to roll dice, though the location chosen must be reasonably within reach of the model. Armour penetration and damage effects are worked out as for hits from shooting. Any area effect of the weapon is ignored the blast being contained inside or under the vehicle. However when attacking a vehicle with a grenade it is possible that the grenade may fall or be placed more accurately than other weapons. Accordingly attackers receive a bonus on their armour penetration dice roll when using a grenade against a vehicle according to the strength of the grenade that they are using.

Grenade Strength	1-3	4-5	6-7	8-10
Bonus Penetration Dice	None	+1D6	+1D12	+1D20

Overrun Attacks
A vehicle may also attack creatures, this is done simply by running the creature down, this may occur accidentally if the vehicle is moving out of control or because the vehicle is making a deliberate overrun attack against the enemy. Vehicle's travelling 10" or less per turn will not harm creatures as they have ample time to step out of the vehicles path. Details of ramming larger models are covered in Ramming.

Creatures which are run over may attempt to dive out of the way of oncoming vehicles by rolling equal to or under their initiative characteristic value on a D6. A roll of a 6 always fails regardless of the model's Initiative. Creatures which pass the test may be moved up to 2" to represent them diving out of the way. If this is enough to take the creature past the tracks, wheels etc. of the oncoming vehicle, then they have managed to dive out of the way. If it isn't enough to take them past the tracks or they failed to roll equal to or under their initiative, then they are hit by the oncoming vehicle. Because creatures will be able to see the vehicle bearing down on them the second creature the vehicle attempts to overrun over in the same turn gets a +1 bonus on his initiative characteristic for diving out of the way, the third gets a +2 bonus, the fourth a +3 and so on.

Models which fail to dive out of the way suffer a hit with the Strength, damage and saving throw modifier of the vehicle's ram value. The vehicle will suffer a randomly located hit with a penetration value equal to the creatures Toughness characteristic + D6, for each creature hit in their movement.

Its those same sleek lines that's so typical of the famous Martian forgeworld and under the hood the MkIII retains that throbbing power monster - the 16 Valve, Plasma Injected Turbo Charger. Inside there's still the luxurious walnut veneer dashboard and leather seats. But the MkIII sees a welcome return to the classic round headlamps of the MkI, that were so obviously lacking on the MkII.

Forge-master Jel Clarkson, on the MkIII Predator

SHOOTING

The majority of extra rules for shooting are probably no where near as dramatic as the hand-to-hand rules. But none the less, cover a couple of important areas and make the system more accurate.

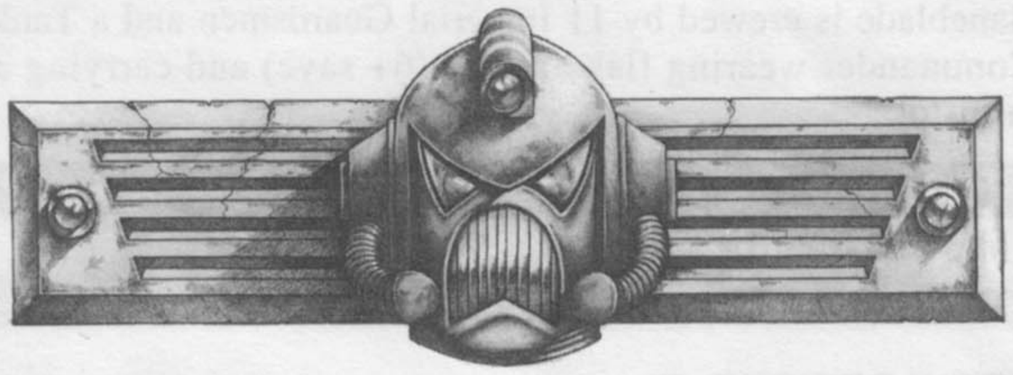
Vehicles and Overwatch

One of the main advantages of a vehicle is its ability to move and fire. This is because a vehicle has a separate driver and gunners, leaving the gunners free to concentrate purely on shooting. This also allows all the vehicle's gunners to set overwatch and allows the vehicle to move as normal. Instead of shooting, the gunners will be scanning the ground in front of them looking for a target to emerge or be revealed as the vehicle moves.

If a vehicle goes onto overwatch then all the gunners must go onto overwatch, it isn't possible to set overwatch with one gunner, whilst another fires as normal. Any weapons fired by the vehicle's driver may not fire as the driver is busy controlling the vehicle. These same restrictions apply to transported models firing out of vision slits and hatches.

In overwatch mode the turret mounted weapon's field of fire is restricted to 90° centred on the turret weapons. This represents the fact during in overwatch the weapons are restricted to shooting at what the gunner can see and obviously the gunner can't be looking everywhere at once. This makes it important to turn your turret so it covers that correct area when you set overwatch.

A vehicle on overwatch may fire its weapons in your opponents following movement phase in exactly the same way as normal models on overwatch.



Weapons with Blast Markers

One of the things noticed during playtesting was the ability to choose the location hit when firing at a vehicle with a blast marker weapon. This I felt was completely contrary to the way these types of weapons work - a weapon which spreads its blast over 4 metres need not be as pin point accurate as a shot from a lascannon or Krak missile.

In order to overcome this problem, when firing at a vehicle with a weapon with a blast marker you should roll a D6 and refer to the hit location table on the vehicles datafax to determine the location you are aiming at, before rolling to hit. You should now place the blast marker on the vehicle. The blast marker must be placed so the hole in the centre of the blast marker covers the location that was aimed at. You should now roll to hit as normal. If the shot misses the blast scatters as normal. If the shot hits then the blast marker remains where it is.

Any location which completely fills the hole in the centre of the blast marker is automatically hit (If your shot was on target then this will be the location that was aimed at). Any other locations covered or partially covered are hit on a D6 roll of 4, 5 or 6.



The other problem with blast marker weapons was the sheer destruction wrought by them, especially multi-meltas. When trying to penetrate the thick armour of a battle tank the force of your blast must be aimed directly against the armour. With weapons that spread their energies over a great area this only occurs at the centre of the blast. With the rest of the energy travelling away from the centre and thus away from the vehicle.

Therefore, when a vehicle is hit by a weapon with a blast marker the location under the hole in the centre of the blast marker sustains the full impact of the shot and armour penetration and damage effects are worked out as normal. Any other locations which are hit by the rest of the blast marker sustain a lesser hit. When you roll for armour penetration halve the number rolled. Work out damage effects as normal.

For example: *An Ork Warbuggy wishes to fire at a Land Raider with its Multi-melta. The Ork player rolls a D6 to determine which location he is aiming at. He rolls a 1, hitting the tracks. The Ork player may now place the 2" blast marker on the Land Raider, so that the Land Raider track fills the hole in the centre of the blast marker. The Ork player now rolls to hit. Unfortunately he misses, so the shot scatters . Roll the Scatter and Artillery dice to determine the direction and distance.*

Shooting at Vehicles

A model can shoot at an enemy vehicle if it has line of sight to at least part of the vehicle. When firing at a vehicle it doesn't receive modifiers for being behind cover . Simply roll to hit as normal, applying modifiers for large or moving target, or any other applicable modifiers. If the vehicle is hit roll a D6 and refer to hit location table on the vehicle datafax. If the location hit is not visible to the firer then the shot may have missed.

If there is hard cover between the location and the firer then the shot has hit the hard cover, roll to penetrate the cover instead, if the cover is penetrated then it is destroyed, replace the cover with rubble.

If a there is soft cover between the firer and the location hit, then your shot may be deflected or lose some of it's force. Roll to penetrate the location as normal, but reduce the armour penetration number rolled by D6 per inch of soft cover between the firer and the target.

PSYCHOLOGY

Fearsome Vehicles
The sight of a heavily armoured tank bearing down upon a poor footslogger can be quite a scary sight and said footsloggers might not always be too keen to get too close, preferring to take their chances throwing their grenades. To represent this, some of the larger and more mean looking vehicles cause *fear* (See psychology section of the Warhammer 40,000 rulebook). The following is a list of the existing vehicles that now cause fear. If a fear causing vehicle overruns a model in an infantry squad, the squad will have to take a fear test. If the test is failed then as well as counting as broken as normal, the squad must halve its initiative, rounding fractions up, for the purposes of diving out of the way of the oncoming vehicle.

This means that units wishing to charge a fear causing vehicle will have to pass a fear test. If the test is failed the unit must remain stationary for the turn. The unit may still fire normally.

Fear Causing Vehicles

Space Marine Land Raider
Space Marine Leman Russ
Space Marine Predator
Space Marine Dreadnought
Ork Dreadnought
Eldar Dreadnought

Any datafaxes for fearsome vehicles featured in future issues of the Journal will have this stated on their Datafaxes.

SUPER-HEAVY BATTLE TANKS

For those of you not familiar with the Epic range the Imperial Super Heavy battle tanks are massive fighting machines which look more like mobile fortresses than a tank and bristle with huge arsenals of weaponry. Both the Baneblade and Shadowsword are as big as a building, carry enough firepower to match a squadron of Leman Russes and weigh upwards of a thousand tons.

The sight of a super heavy vehicle on the battlefield is enough to send many troops scurrying for cover. To represent this super heavy vehicles cause *terror* (See psychology section of the Warhammer 40,000 rulebook). Because super heavy vehicles cause terror they also cause *fear* as well, and all the rules for fear apply. However you never have to take a Terror test and a Fear test from the same enemy or situation - just take a Terror test: if you pass the Terror test then you automatically pass the Fear Test too. As you only take one Terror test in a battle, any subsequent encounter with terrifying situations will simply count as fear.

A squad or individual character model wishing to charge a super heavy vehicle or being overrun by a super heavy vehicle must pass a Terror test.

A squad or individual character model must test for terror at the start of its turn if there is an enemy model which causes terror within 8".

If the test is failed then the squad or individual character model will immediately break, just as if it had failed a Break test for casualties. In addition, the broken models will flee 2D6" directly away from the terrifying creature whether they are in cover or not. For the purposes of overrun attacks if super heavy vehicle can still reach the fleeing models then they are hit automatically and do not get a chance to dive out of the way.

Super heavy vehicles can move over low walls, hedges, rubble and trenches without penalty.

BANEBLADES & SHADOWSWORDS

From the letters I received, I know a lot of you lot out there have models of Baneblade, Shadowswords and other untold horrors all waiting to be unleashed on the games table. Included with this article are the Datafaxes for Baneblade and the Shadowsword. As I said earlier, due to the flexibility of the system very little in the way of special rules were needed. Most of the Baneblade and Shadowsword's extra toughness is reflected by markedly higher Armour values and some subtle changes to the Damage tables (see Datafaxes for more details).

Tank Commanders
Baneblades and Shadowswords are huge cumbersome machines and very difficult to control on the battlefield. To ensure they operate effectively in a combat situation Baneblades and Shadowswords are commanded by a special crew member known as a Tank Commander. The tank commander occupies the command cupola, usually situated on the tank's turret, where he is afforded all round view of the battlefield. From this position he may spot obstacles and potential enemy threats and direct the driver and gunners accordingly. The command cupola is also fitted with all round periscopes allowing the commander to fulfil his duties in hostile environments. The tank commander may fire a weapon in the shooting phase, either his own armament or an auxilliary storm bolter, if the tank is equipped with one. Or, the tank commander may direct the fire of one of the tank's weapons. If he chooses to direct the fire of one of the weapons then the weapons is fired using his BS and any bonuses to hit he benefits from.

ARMY LIST

BANEBLADE.....500 points

The Imperial Guard army may include Baneblades. The Baneblade is crewed by 11 Imperial Guardsmen and a Tank Commander wearing flak armour (6+ save) and carrying a laspistol.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7
Tank Cdr	4	4	4	3	3	1	4	1	8

CREW OPTIONS: The entire crew may exchange their flak armour for carapace armour (4+ save) at an additional cost of +3 points per crew member.

The Tank Commander may have additional weapons chosen from the assault and special weapons section of the Wargear list and may be given up to one Wargear Card.

SHADOWSWORD .....500 points

The Imperial Guard army may include Shadowswords. The Shadowsword is crewed by 10 Imperial Guardsmen and a Tank Commander wearing flak armour (6+ save) and carrying a laspistol.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7
Tank Cdr	4	4	4	3	3	1	4	1	8

CREW OPTIONS: The entire crew may exchange their flak armour for carapace armour (4+ save) at an additional cost of +3 points per crew member.

The Tank Commander may have additional weapons chosen from the assault and special weapons section of the Wargear list and may be given up to one Wargear Card.

IMPERIAL GUARD SHADOW SWORD

VEHICLE DATA

CREW:

1 TANK COMMANDER
1 IMPERIAL GUARD DRIVER
9 IMPERIAL GUARD GUNNERS

MOVEMENT:

SLOW SPEED: 4"
COMBAT SPEED: 8"
FAST SPEED: 12"
TYPE: SUPER HEAVY/TRACKED

RAM VALUE:
STRENGTH 10 -6 SAVE
D20 DAMAGE

WEAPONS:

Two banks of three **bolters**, one bank in each side sponson, two **lascannons** mounted on top of the sponsons, and one **Volcano Canon** mounted in the hull. The batteries of **bolters** and all the **lascannons** are fitted with **targeters** and a 180° field of fire to their side of the vehicle. The **Volcano Cannon** is fitted with a **targeter** and may only fire at targets directly in front of it. The Shadow Sword may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of **+5 points**, or **frag defender rounds** at an additional cost of **+10 points**.

WEAPON DATA

WEAPONS	RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	-
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Volcano Cannon	0-20	unlimited	-	-	10	10+D10	-6	D6+D10+20	3" Blast Marker
Auto-launcher	6	-	-	As Grenade Type			-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker
Frag Defender	All models in base contact with vehicle take S4 hit with -1 Sv. mod.								

POINTS COST: 500 points

* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1	Track*	17	17
2-3	Hull	24	22
4	Side Sponson*	20	20
5-6	Volcano Cannon	22	18

Track Damage Table

D6	
1-2	The track is damaged but keeps running. The Shadow Sword may only move at slow speed for the rest of the game.
3-6	The track is blown off. The Shadow Sword moves out of control next turn and comes to a permanent halt for the rest of the battle.

Hull Damage Table

D6	
1	The driver is killed. Unless his position is taken over by another crew member the Shadow Sword will move out of control for the rest of the battle.
2-4	A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 5 or 6 they are hit and killed.
5	The Shadow Sword's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
6	The Shadow Sword's ammunition explodes. The Shadow Sword is destroyed and any models within 6" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

Side Sponson Damage Table

D6	
1	The bolter ammo feed is destroyed and they may not be fired for the rest of the battle.
2	The lascannon is damaged and may only be fired if you first roll a 4 or more on a D6.
3	The lascannon is destroyed and may not be fired for the rest of the battle.
4-5	The shot rips through the sponson destroying both the lascannon and the all the bolters. Roll a D6 for both gunners. On a roll of 4, 5 or 6 they are hit and killed.
6	A massive explosion rocks the sponson. All the sponson weapons are destroyed, both gunners are killed and the sponson is torn from the side of the tank. Roll a dice, on a 4, 5 or 6 the explosion causes a secondary explosion in the Hull. Roll on the Hull damage table to find out what effect this second explosion has.

Volcano Cannon Damage Table

D6	
1-3	The Volcano Cannon's focusing crystal is smashed. When the weapon hits a target roll a D6 to see how powerful the shot is. On a 1 or 2, the shot has the same effect as a lasgun. On a 3 or 4 the shot has the same effect as a lascannon. On a 5 or 6 it fires as normal.
4-5	The Volcano Cannon is destroyed and may not be fired for the rest of the battle.
6	A freak shot penetrates the Volcano Cannon's computer banks, sending the weapon haywire. The Volcano Cannon's polarity is reversed and the whole Shadow Sword is bathed in a bright laser light before exploding destroying the Shadowsword and killing the crew. The haywire Volcano Cannon fire one final shot 3D6" in a direction determined by rolling a Scatter dice. Place the 3" blast marker and roll for damage as normal.

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IMPERIAL GUARD BANEBLADE

VEHICLE DATA

CREW:

1 TANK COMMANDER
1 IMPERIAL GUARD DRIVER
10 IMPERIAL GUARD GUNNERS

MOVEMENT:

SLOW SPEED: 4"
COMBAT SPEED: 8"
FAST SPEED: 12"
TYPE: SUPER HEAVY/TRACKED

RAM VALUE:
STRENGTH 10 -6 SAVE
D20 DAMAGE

WEAPONS:

Two batteries of three **bolters**, one battery in each side sponson, two **lascannon** mounted on top of the sponsons, one **heavy bolter** mounted in the hull, one **battle cannon** mounted in the turret, and one **battle cannon** mounted in the hull. The batteries of **bolters** and both **lascannon** are fitted with a **targeter** and a 180° field of fire to either side of the vehicle. The turret mounted **battle cannon** is fitted with a **targeter** and has a 360° field of fire. Both the hull mounted **battle cannon** and the **heavy bolter** are fitted with a **targeter** and have a 90° field of fire to the front. The Baneblade may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of **+5 points**, or **frag defender rounds** at an additional cost of **+10 points**.

WEAPON DATA

WEAPONS	RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	-
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Battlecannon	0-20	20-72	-	-	8	2D6	-3	3D6+8	2" Blast Marker
Auto-launcher	6	-	-	As Grenade Type			-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker
Frag Defender	All models in base contact with vehicle take S4 hit with -1 Sv. mod.								

POINTS COST: 500 points

* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1	Track*	17	17
2-3	Hull	24	22
4	Side Sponson*	20	20
5-6	Turret	25	25

D6 Track Damage Table

1-2 The track is damaged but keeps running. The Baneblade may only move at slow speed for the rest of the game.

3-6 The track is blown off. The Baneblade moves out of control next turn and comes to a permanent halt for the rest of the battle.

D6 Hull Damage Table

1 The hull mounted heavy bolter is destroyed and may not be fired for the rest of the battle.

2 The hull mounted battle cannon is destroyed and may not be fired for the rest of the battle.

3-4 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 5 or 6 they are hit and killed.

5 The Baneblade's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.

6 The Baneblade's ammunition explodes. The Baneblade is destroyed and any models within 6" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

D6 Side Sponson Damage Table

1 The bolter ammo feed is destroyed and they may not be fired for the rest of the battle.

2 The lascannon is damaged and may only be fired if you first roll a 4 or more on a D6.

3 The lascannon is destroyed and may not be fired for the rest of the battle.

4-5 The shot rips through the sponson destroying both the lascannon and the all the bolters. Roll a D6 for both gunners. On a roll of 4, 5 or 6 they are hit and killed.

6 A massive explosion rocks the sponson. All the sponson weapons are destroyed, both gunners are killed and the sponson is torn from the side of the tank. Roll a dice, on a 4, 5 or 6 the explosion causes a secondary explosion in the Hull. Roll on the Hull damage table to find out what effect this second explosion has.

D6 Turret Damage Table

1 The battlecannon is damaged and may only be fired if you first roll 4 or more on a D6.

2 The turret is jammed and may no longer rotate. The battle cannon may only fire in a straight line at targets that are directly in front of it.

3 The turret gunner is killed. Unless his position is taken over by another crewman the battle cannon may no longer be fired.

4 The battlecannon is destroyed and may not be fired for the rest of the battle

5-6 The ammunition stored in the turret explodes and the Baneblade is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

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WARHAMMER®

Between The Lines

BY PAUL BARRY

Paul is a keen Warhammer player and has sent us these rules for Elite skirmishers in your games. All over the Old World there are stories of mighty warriors and great battles. But not everyone remembers the unsung heroes, the 'irregulars' who played such important roles.

Skirmishers are very useful in your games of Warhammer. They have certain obvious uses, such as drawing Fanatics out of Night Goblin units, creating a screen of missile troops who can prevent the enemy charging at your main units, and infiltrating the battlefield to eliminate opposing War Machines. They are also useful in other ways; for capturing Victory Points from unoccupied parts of the table, and making hit and run attacks on the enemies' flanks.

The following set of rules and Elite cards is designed to increase the effectiveness of skirmishing troops, and also to provide special abilities to match a troop's history. Savage Orc Bigfeet Bonehead, his wargear and his warriors- 'Da Slippery Skwad', are but one example of how these rules can be put to use.

Each skirmishing unit can buy a special Elite card at the cost of 25 points. Unless the unit contains a character it can never have more than one Elite card. Characters that are bought with a unit of Elite skirmishers may not leave the unit, and may not lead other units. Other characters may not join an Elite skirmishers unit without them losing any benefits of the Elite cards. The maximum number of Elite cards skirmishers with a character can have is detailed on the table below.

Character	Maximum No. Cards
Champion	1
Hero	2
Lord	3
Wizard	1
Wizard Champion	1
Master Wizard	2
Wizard Lord	3

Elite cards are usually randomly drawn from the deck, though you may like to work out some other type of system with your opponent. The skirmishing unit receives its Elite card(s) before the armies are deployed. In a campaign a skirmishing unit will keep the same Elite cards from battle to battle. If both sides have units that contain Elite skirmishers you can resolve the matter in two ways.

1. Each army has a seperate deck of Elite cards and draws their cards from their own deck, or

2. Both players roll a D6 each, with the highest scoring player being allowed to draw an Elite card first, his opponent then takes one card and the players alternate from there.

A unit may discard *one* Elite card in favour of the next, and must take the second Elite card. The player must decide as soon as he has drawn the card, he may not wait to see what other cards he picks up. Cards are drawn for each unit, not army, so if you have more than one Elite skirmishers unit you should draw and keep their cards separately.

If a unit draws an Elite card that allows them to make special missile attacks, and they are not armed with a missile weapon, the player has the option of paying the points to equip them with suitable weapons, though this will reduce their number unless the army had some points left over. If he does not wish to buy them missile weapons he may use his single discard to draw another card (if he has not already used it) or the card is wasted; the Elite skirmishers weapons were lost from the baggage train as the army set up for battle.

SPECIAL CHARACTER

BIGFEET BONEHEAD .....158 points

Magic War paint:	**+5 points**
Crown of Command:	**+50 points**
Bonehead's Whacker	**+100 points**
Da Slippery Skwad:	**+202 1/2 points**

Your army may be led by Bigfeet Bonehead. If you decide to do this, Bonehead is the Warlord of your army and therefore replaces the Warlord described in the main army list. Your army must include at least one unit of Savage Orcs if it is led by Bigfeet Bonehead.

Bigfeet Bonehead is from the foothills around Mount Bloodhorn, in the Badlands. He is a savage Orc with a difference. As leader of his tribe he was less suspicious of 'Teknolology' than his comrades, and positively encouraged his drinking cronies to come up with great new things for him to tinker with. In battle he was well known as a sneaky general, but his full potential was to be realised later.

In a great battle against a tribe from the Worlds Edge Mountains, Bonehead cunningly caught his enemies in a trap when he lured them into a narrow defile and pelted them with rocks and boulders. In a fit of unparalleled intelligence he had already ordered steps and ladders to be constructed at the ravine, allowing his small band to scale the heights quickly enough to surprise the other army.

Five years later Bonehead's army was destroyed by an punitive force of Empire Reiksguard and White Wolves. Vowing revenge, Bonehead fled into the mountains with a group of trusted drinking companions. It was another three years before Bonehead was heard of again, at the Siege of Wissenburg in 2493. He appeared from the White Mountains just as a large Orc army was trying to storm the walls of the town, which were well over eighty feet high and polished smooth. The Reiksguard Captain commanding the town's garrison, Haeger Frunscheld, was not worried by the Orcs, and he waited for them to start getting hungry so that they would hopefully wander off of their own accord.

During one particularly brutal assault the inhabitants were devoting their attention to the west wall, and failed to hear the soft clink of steel on stone, or the muffled grunts of climbing Orcs. Bonehead led his boys over the wall and leapt onto the ramparts behind the Imperial soldiers. Needless to say, Wissenburg fell within hours, and Bonehead can be seen roaming from Orc army to Orc army, trying to gain revenge for his humiliation at the hands of the Empire Knights.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bigfeet Bonehead	4	6	6	4	5	3	5	4	9

EQUIPMENT: Bonehead wears light armour and carries Bonehead's Whacker.

MAY RIDE: Bonehead may not ride any cavalry mount or monster, he prefers to keep his (smelly) feet firmly on the ground.

MAGIC ITEMS: Bigfeet Bonehead is a Lord character and is entitled to carry up to three Magic Items. One of these must always be Bonehead's Whacker. The other two magic items may be chosen from the Magic Item decks as normal.

SPECIAL RULES

Savage Orc

Bigfeet Bonehead is a Savage Orc and all rules for Savage Orcs apply to Bonehead (see the Orc and Goblin Army book for more details).

Hatred

Bonehead doesn't like the Empire, in fact it would be fair to say Bonehead loathes and despises the Empire to such an extent that it is not always a good idea to stand too close when he bumps into them. Therefore Bonehead *Hates* all troops of the Empire, and any troops allied to an Empire army.

Bonehead's Whacker

Bonehead carries a mighty two handed club, called his 'Whacker' by the Orcs of the Slippery Skwad. There is a card included in this issue which details the special rules for Bonehhead's Whacker.

Mercenary captain

If you are using the rules for Mercenaries (Citadel Journal issue 4), Bonehead and Da Slippery Skwad is a Mercenary unit and follows all of the rules for Mercenaries.

Da Slippery Skwad

Bonehead is always accompanied by Da Slippery Skwad.
Da Slippery Skwad is a fifteen strong unit of Savage Orcs, who are an Elite skirmishers unit. Da Slippery Skwad have the following Elite abilities; Wargear (they may treat cliffs, high walls and similar vertical obstructions as difficult ground), Runners (may March move within 8" of enemy) and Co-ordination (4" coherency and may use Bonehead's Leadership).

"Boss, um...dat wall sure is big, bigger dan a Troll..."
Bigfeet Bonehead was leaning against a large oak tree when he heard that, but he continued to examine the finger he had just been picking his nose with. He gave it a quick lick and grabbed his smelly hide bag of 'doo-dads'.
"Nah, dat's not big. Watch dis and see 'ow big dat wall is."
Bonehead started to jump up and down and beat his chest with his huge fists, chanting "WAARGGGGH, UP, WAARGGGGH, OVER, WAARRRRGGGGH LETS GO LADZ!"
He rushed at the wall swinging his hook and chain madly about his head, causing several inattentive Goblins to get launched into the air.
"I fink 'e's finally gone nutz" someone muttered.
Captain Frunscheld stopped to listen, and smiled 'Well my good men, it seems those Orcs are getting a bit frustrated"
All around him the Reiksguard laughed loudly and looked towards the west wall, where their fellow knights were easily beating off another suicidal charge by the greenskins.
The Reiksguard and their general did not even see the Slippery Skwad led by Bonehead creeping up behind them.
Only when Bonehead crushed Captain Frunschelds head with his club did they realise their peril...

MAGIC ITEM POINTS VALUE: 100

BONEHEAD'S WHACKER

Bonehead's Whacker is a large two handed club, covered with crude Savage Orc runes. Enscribed by the Shaman of Bonehead's old tribe, Weird-eye Bogstench, the runes have turned the promitive implement into a weapon of destructive potential.

Bonehead's Whacker allows its bearer to always strike first. In situations where an opponent also has this ability then normal priority should be followed with the highest initiative model striking first, or a roll of D6 if initiatives are equal.

In addition, Bonehead's Whacker will automatically wound. Roll to hit as normal. If a hit is scored no roll to wound is required. Normal armour saves apply.

BONEHEAD ONLY



Combination Attack

Only the most skilled weapon masters can switch between weapons fast enough to gain the benefit of both.

When this unit charges into hand to hand combat they may make a missile attack as they charge in. This is worked out from their starting position and is at -1 to hit. Units that stand and fire at them will fire simultaneously. Panic tests must be taken as normall

Organised

In the heat of battle these troops know exactly what the plan is, and where there supposed to be. They do not suffer from bouts of momentary confusion like other units.

At the start of their turn, the elite skirmishers can move between skirmish and ordinary formation with no penalty.

Accurate

Only the highest degree of training can hone a warrior's skill to the degree of perfection found in this unit.

The skirmishers suffer no penalty for shooting at Long range, and gain +1 to hit at short range. An Elite skirmisher's character may single out enemy characters and shoot at them (with the -1 to hit) if he does not move during the turn.

Intense Training

Made up of only the finest warriors, the elite unit represents the best the army can field.

The Elite skirmishers gain +1 WS and +1 BS.

Terrifying Attack

Screaming and shouting death explodes from every angle, felling men from nowhere. The enemy could be anywhere, so watch out lads...

The Elite skirmishers must be in cover to use this ability. If an enemy unit takes a panic test caused by their missile fire or magic there is a further -2 modifier to the enemy's leadership.

Wargear

This unit posses many rare pieces of equipment that has made them famous for completing seemingly impossible tasks.

The Elite skirmishers possess equipment (such as grapples, snorkels, collapsible raft...)that allows them to ignore any one type of impassable terrain, and treat it just as difficult ground.

Runners

These lightly armed and armoured skirmishers make ideal running troops. Highly disciplined, they often run into the jaws of death to capture vital objectives.

?The Elite skirmishers may make a March move, even if they are within 8" of an enemy unit

Fleet Footed.

Only the quickest warriors are accepted into this unit. Their speed and reactions gives them a fearful reputation as ambushers.

The Elite skirmishers gain +1 M and +1 I.

Infiltration

No one knows how they do it, but this unit always manages to get deep onto the battlefield, sometimes even behind the enemy line.

The Elite skirmishers can Infiltrate, like Wood Elf Scouts and Skaven Gutter Runners. If they already possess this ability their starting position should be noted down, and the models kept off the table until they move or shoot.

Harassment

Everyone remembers the troops who you could never see, but who wear you down, a man at a time...

The Elite skirmishers may fire off a salvo of missile fire if they flee from chargers. They must pass a leadership test to do so, and then will flee as normal.

ELITE



ELITE



Co-ordination

All skirmishers can fight without being shoulder to shoulder with their comrades, but this unit have the iron discipline that allows them to act almost independently.

The Elite skirmishers may be up to 4" from each other, instead of the normal 2", and they may make any leadership tests on their leader's leadership, rather than their own.

Tactical

As a special core of tactical missile troops, this unit has the ability to manoeuvre while still unleashing devastating volleys of fire.

The Elite skirmishers can move and fire without penalty, and suffer no penalty when firing at Charging troops.

ELITE



ELITE



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WARHAMMER®

OGRE MERCENERIES

By Dean Attridge

Ogres have always been a favourite of mine, that awesome bulk stnding across any battlefield seemed impressive to me but unfortunately this is not (in my mind) the way they perform on the tabletop, so for this reason I have wntten an article to spruce up those bulky fellows so the can "Giv da Guv wat e Wanted"

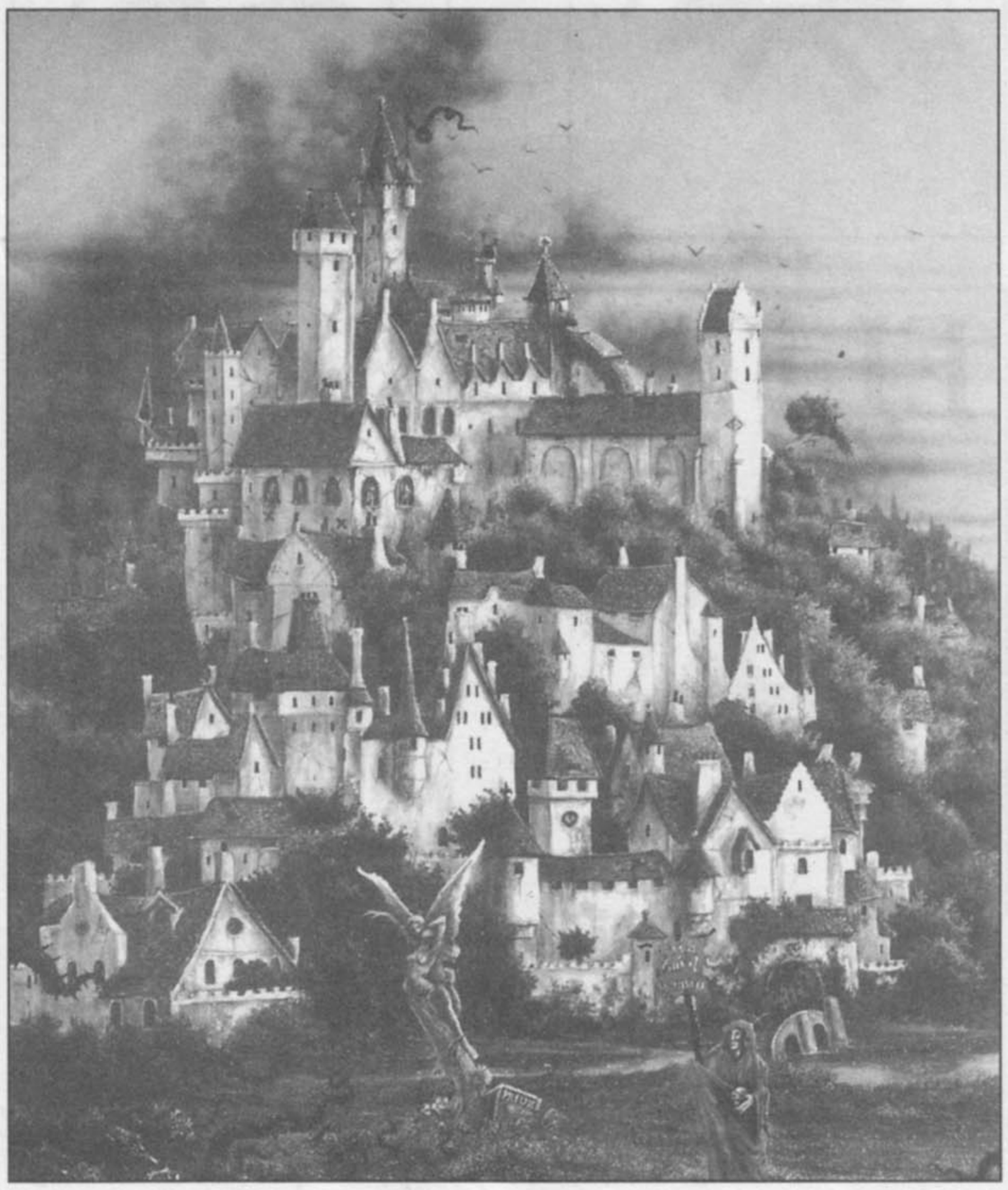
OGRE CHARACTERS

Champion .....110 points
Chieftan .....240 points
War Chief.....380 points

Any army which includes a unit of Ogres may include an Ogre character. The points cost for an Ogre character comes from the army's character allowance.

	M	WS	BS	S	T	W	I	A	Ld
OGRE	6	3	2	4	5	3	3	2	7
CHAMPION	6	4	3	5	5	3	4	3	7
CHIEFTAN	6	5	4	5	6	4	5	4	8
WAR CHIEF	6	6	5	5	6	5	6	5	9





EQUIPMENT: An Ogre champion is armed and equipped in the same way as the rank and file members of the Ogre unit (see Equipment list below for points values). Chieftans and War Chiefs may be armed with any combination of weapons/armour allowed to any of the Ogre units (see Equipment list below for points values).

Ogre heros can be equiped as follows . Any model may have Double Handed Weapons (+2 pts), additional Hand Weapons (+l pt), Halberds ~+2 pts), Light Arrnour (+2 pts).

MAY RIDE: Due to their excessive size, Ogres may not ride any cavalry mounts or monsters.

MAGIC ITEMS: Ogres are not possessed of great intellect in anything save battle tactics. As a result any magic items that an Ogre finds is generally stuffed in a large pouch/pocket/backpack and forgotton about. An Ogre character may only have one magic item, regardless of status.

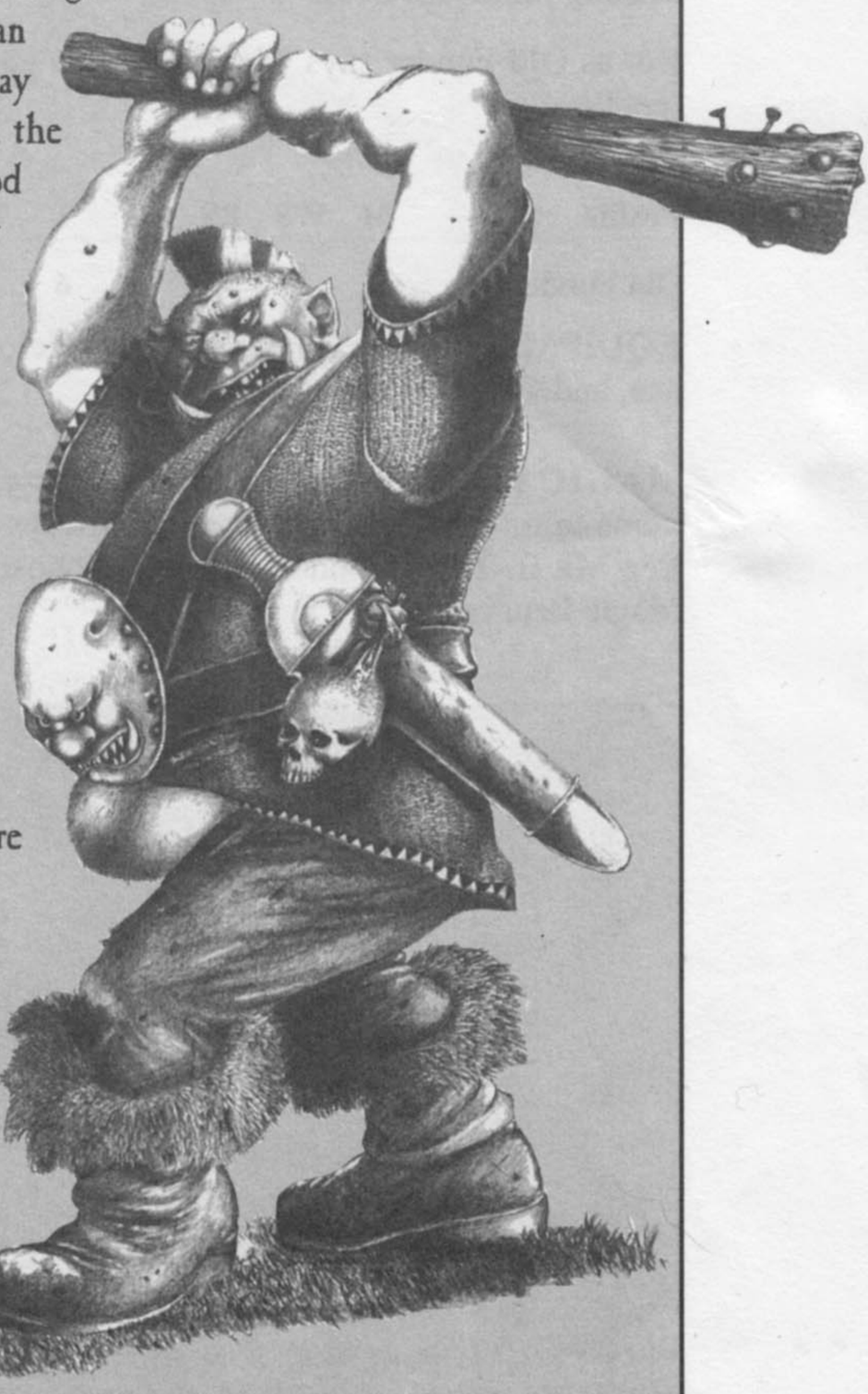
FEAR: Ogres are large smelly creatures and can snarl and make faces in a particularly gruesome manner, consequently they cause fear as described in the psychology section of the Warhammer Rule book.

Old Funder's Boys

Having been around the mercenary scene for so long. Old Funder and his lads had grown quite a reputation for themselves many described the heavy weight mob's charge's as quite the most spectacular infantry could ever hope to produce . His guys would be seen right up to the day before the battle with nitted brows trying to get Old Funders "Speshal Taktik" just right. Time and time again he would watch his boys try to get it right but they never seemed to be able to get it perfect unless he was in the front rank. But he new that if he was in the front rank on the day, yet again his boys would do the stuff.

Now to you and I this might seem a little odd surely if you practice a simple thing like a charge then eventually you would, even with an Ogres brain power get it right. But to flnd the real answer we have to look a bit deeper. You see Old Funder lost a leg in a battle when he was but a young 'n. He says that despite this he would still carry on the traditional employment of Ogres as a mercenary. He did have trouble as not many could build a wooden peg leg that was strong enough to take his weight. So during a period of employ with Dwarfs, Old Funder took his problem to them. A runesmith thought it was an excellent project for one of his younger apprentices who had much enthusiasm but little self confidence. So the young (for a Dwarf anyway) apprentice set to work. After a period of time the apprentice produced a beautiful ornate leg which broke on the first test fit. Again his enthusiasm was not quashed and he set to work on the Mark 2. However during this period the Runesmith was called away and unfortunately left many books laying around . The apprentice determined to do well, looked a little to deeply into these books which were a little to advanced for him. But the result was a little less omate (to Old Funders preference) and seemed a good solid constuction. The apprentice was pleased and so was the Runesmith (Who was a little taken aback at the sight of a couple of runes even he did not know!). Old Funder returned to his mercenary way of life and found the leg as good as having his real one back. Later that year, found Old Funder promoted to the unit champion and facing a huge Orc army under the employ of the Empire. As they advanced huge rocks where being lobbed at them by some strange seige machine which was larger than any seen before. As the boys closed with the Orc hoard a massive rock fell smack on the head of the War Chief, he was a goner. It was at this point that Old Funder took command, he bellowed to his boys "charge" and they literally shot forward even Old Funder found he could keep up (or rather his peg leg kept up and dragged him with it).

Now at the best of times an Ogre charge is noisy but on this occasion it was deafening. The rumble of all that weight travelling that fast was enough to make most units flee, but it was what happened on impact that rea]ly made the Orc hoard run. As the boys impacted on the first rank of Orcs, the green blood seemed to shoot into the air in a wave as their bodies where liquified on impact. The second and third orc ranks where thrown some ten yards back landing amongst the fourth and fith ranks, their bodies pounded to death. Any still alive ran for their lives. Old Funder tried to stop his boys but couldn't they smashed their way into another column of Goblins. This fortunately slowed their legs down with all the impacts on little green bodies and Old Funder's boys eventually came to a halt, stood in a sea of green squashed bodies. The Greens where fleeing the field over the sight and sound of the Ogre charge .



Some time later an Empire Knight rode up to the group of huge forms huddled round a fire, turning a spit slowly. His horse refused to go any further and dubiously he walked up to them with their payment.

"Your payment for the excellent display, the Lord Berthranen wishes you to stay in his employ for the next year. Can this be aITanged ?"

" If he pay us more now we has our speshal taktik, If not he end up like this greenskin " Old Funder prodded the spit roasting Orc corpse " nice un tender, just how I likes em! "

The Knight was deafened by the verbal thunder which was Ogre laughter " I am sure there will be no problem!"

As you can see from our little story despite all of that training in Old Funder's Speshal Taktik its really amazing the effect an over enthusiastic Dwarf apprentice can have when he looks a little deeper into books than he should do. No wonder his boys can't get it right with out him in the front rank!

OLD FUNDER .....290 points

Grondi's Ogre Leg MkII +15 points

You may include Old Funder in your army if it includes at least one unit of Ogres. If you decide to use Old Funder then he must lead one of your Ogre units.



Old Funders Ogre merceneries are renown throughout the Old World. Wherever there is war you are sure to find Old Funder and his ladz for hire. This is not to say that they are trouble makers. Just like any 'intelligent' Ogre, Old Funder firmly believes in not get involved in 'da politiks'.

Needless to say when it comes to gold though Old Funder is completely mercenery, his services are always much sought after by army generals. So much so that several nasty incidents have broken out over just who Old Funder is working for, especially in Ork vs Empire battle where both sides can end up bidding for his services.

But as Old Funder says "dey'll no oo's payin' when we 'its 'em"

Profile	M	WS	BS	S	T	W	I	A	Ld
Old Funder	6	5	4	5	6	4	5	4	8

EQUIPMENT: Old Funder carries a vicious double-handed axe, and wears light armour.

MAGIC ITEMS: Old Funder may carry up to two magic items in total but one of these will always be Grondi's Ogre Leg Mk II. The second item may be chosen freely from the Magic Item cards.

SPECIAL RULES

Shock Impact

Any unit which is lead by Old Funder will gain the ability to charge into combat like never before. This is due partly to the combination of runes on his peg leg which seem to increase the mommentum of any charge and the intensive drill sessions which Old Funder puts his ladz through. If the unit charges over half their maximum charge distance then they may double their rank bonus when working out Combat Resolution. For example if a unit of 8 Ogres is deployed in 2 ranks it would recieve only +l on the combat result . However if lead by Old Funder they recieve +2 (+3 if they have a standard !). With this amount of weight moving at such speed the momentum is such that it becomes difficult to stop. For this reason if the unit charged and breaks its opponents then it must always pursue (can' t stop quick enough).

In addition if Old Funder fails to guess his charge range correctly he will always move the full 12" . This can leave him dangerously close to slower moving troops and unable to use his **"Speshal Taktik".** So their you have it hope its good enough.



Grondi's Ogre Leg Mk II

This peg leg was made by Master Runesmith Grondi, during the days of his apprenticeship. Trying to please his master, Grondi struck Runes of power and might onto the work, giving it untold abilities during close combat.

Grondi's Ogre Leg allows any unit led by Old Funder to add +1 to it's combat resolution on the turn it charges. This addition is made after all other additions for rank bonus, casualties or special abilities have been added.

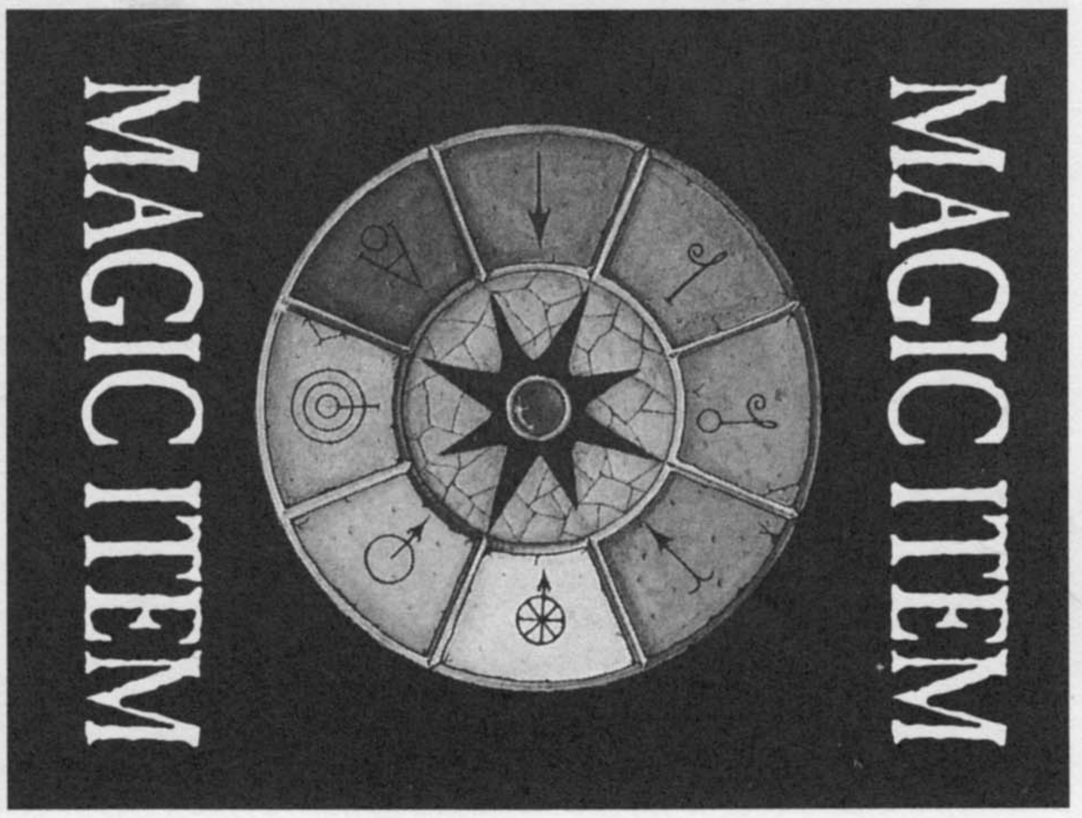
MAGIC ITEM 15 POINTS

GRONDI'S OGRE LEG Mk II

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OLD FUNDER ONLY



JOURNAL

GAMES LEAGUE

Once again, 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 tension and suspense that is the Games League (so we're told...).

All you readers that flipped straight to these pages in anticipation of finding out whether Mark Gilchrist and Paul Bentley have fought a decider, well there's bad news I'm afraid, they haven't. However here at the Journal, the God-like beings that we are, have ultimate powers over probability. I'm sorry Mark and Paul, bit it is ultimatum time. Either fight a decider or we (that is I) will roll a single D6. If the number rolled is an odd number, Mark will be declared league leader. If the number rolled is even, Paul will be declared league leader. So how about it lads, either play a game or let it be decided in true Blood Bowl Penalty shoot out style (hey has any of your Blood Bowl matches gone to a penalty shoot out? Pretty tense stuff, that requires hyper levels of cool with the dice, I can tell you).

GAMES LEAGUE TOP TEN

	Player	Games Played	Points Accrued	Points Average	League Score
1	Mark Gilchrist	26	78	3	**3.0**
1=	Paul Bentley	26	78	3	**3.0**
3	Craig Tongue	10	30	3	**3.0**
4	Thomas Delbosc	10	27	2.7	**2.7**
5	Adrian Cromwell	6	16	2.7	**1.6**
6	Bob Laws	5	15	3	**1.5**
7	Geordie Moss	5	14	2.8	**1.4**
7=	B. Phillipson	5	14	2.8	**1.4**
7=	Peter McCourt	5	13	2.6	**1.3**
10	I Maguire	5	13	2.6	**1.3**
10=	Dick Van Peer	5	13	2.6	**1.3**

JOINING THE LEAGUE

Entering the league is dead easy, there's no membership forms to fill out and definitely no fees. All you have to do is play games and send us the details of the results on one of our forms (printed overleaf) what could be easier. It cost no more than the price of a stamp and you can enter several games at once. Basically if you play Games Workshop games regularly, you can join the Games League.

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 life 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 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.

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.



Scoring

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.

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.

GAME REPORT FORM

Name.....

Address.....

.....

.....**Postcode**.....

Age.....

Game.....

Date.....**Day**.....

Type of Army.....

Size of Army.....

RESULT: WIN ☐ DRAW ☐ LOSE ☐

Player's Signature:

Name.....

Address.....

.....

.....**Postcode**.....

Age.....

Game.....

Date.....**Day**.....

Type of Army.....

Size of Army.....

RESULT: WIN ☐ DRAW ☐ LOSE ☐

Player's Signature:

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

'Some may question your right to destroy ten billion people. Those who understand realise that you have no right to let them live!'

- In Exterminatus Extremis

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WARHAMMER®

ADDITIONAL RULES PLAYSHEET

TERRAIN GENERATOR

2D6	Result
2	A Deep River or Lake
3	A Shallow River or Stream
4	Difficult Ground
5	A Steep Hill
6	A Wood
7	A Hill or Wood
8	A Hill
9	Walls/Hedges or Fencing
10	A House or Tower
11	A Village
12	Very Difficult Ground

GAME LENGTH

D6	Game Length
1-2	Four turns per player
3-4	Five turns per player
5-6	Six turns per player

MONSTER REACTION TABLE

D6	Monster Reaction
1	Driven off if flyer, else makes for the nearest table edge. Will not charge, but may return fire if fired upon by enemy troops, and will defend normally. Monsters that leave the battlefield will not return.
2	Attacks the nearest troops, charging if possible, and using breath attacks if in range. Will attack the enemy if there is a choice.
3	Attacks the nearest enemy troops, charging if possible, and using breath attacks if in range.
4	Moves randomly in a direction determined by the scatter dice. If there are any troops in the direction indicated it will attack them as for 2 above.
5	The monster remains where it is, but will charge if enemy are within charge range, and will use breath attacks on enemy that are in range.
6	The monster remains where it is and will not move. Will defend normally and can use breath attacks on any enemy that come into

WAR ENGINES

Shooting: Attacker can choose to either target the crew or the war engine. The crew count a -1 to hit modifier for being dispersed as individual models, while the war engine counts a +1 to hit modifier for being a large target.

Hand-to-Hand: Attacker must attack the crew if any are still alive, form up the crew in a line between the war engine and the attacker. If the crew are dead, the war engine itself may be attacked. Attacks on the war engine hit automatically.

'Look Out, Sir!' If a character within a unit is hit by a cannon or stone thrower, then roll a D6. On a roll of 1-5 the character leaps aside and the shot hits another model instead. On a roll of a 6 the character fails to hear the warning and is hit as normal.

STONE THROWERS & HOT POTS MISFIRE TABLE

D6	Result
1-2	Destroyed!
3-4	Can't shoot this turn or next, 1 crew killed
5-6	Can't shoot this turn.

CANNONS & MORTARS MISFIRE TABLE

D6	Result
1-2	Destroyed!
3-4	Can't shoot this turn or next.
5-6	Can't shoot this turn.

HIT LOCATION TABLES

CHARIOTS

D6	Shooting	Hand-to-Hand
1	The Crew	Chariot
2-3	The Creature	The Creature
4-6	The Chariot	The Crew

MONSTERS

D6	Shooting	Hand-to-Hand
1-4	The Monster	(Attacker can choose to
5-6	The Rider	attack monster or rider.)

VICTORY POINTS

Each enemy unit destroyed, fleeing or fled the table.	1 victory point per 100 points cost
Each table quarter occupied by your troops.	1 victory point
Enemy General slain, fleeing or fled the table.	1 victory point
Enemy Battle Standard captured.	1 victory point

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NORSE WARRIORS



DAVE PERRY

This regiment were dug up out of Dave Perry's miniature collection and are part of his (hmm, let me think now twelve Huscarl plus a standard, ah yes) 156 point Norse army (206 with a Dread Banner). Dave, a member of the 'Eavy Metal team, says he painted them ages ago. However carbon dating of the paint revealed they were painted in the year of our Lord - MCMXCV!

Dave's method of painting these Norse is quite remarkable, achieving a very good finish for the actual time spent painting them. Dave took no longer than his lunch hour to paint each figure and that includes time to have a cup o' tea and eat a greasy chip cob!



HUSCARL WARRIOR









HUSCARL WARRIORS



HUSCARL REGIMENT