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Fat Bloke prezentz...



Well, you certainly seem to like the new look Journal judging from the deluge of letters we've recieved! We've created a veritable plethora of untold delights culminating in a gamut, nay, myriad of new features (Bugger! I've swallowed the Thesaurus...) which will surface over the next few issues although I'm going to keep you in suspenders (Oops! Freudian slip, there...) for a while longer. However, I can tell you sad unfortunates who live your lives on the Internet we'll have a Journal E-mail address in the next issue and I look forward to lots of Journal related mail!

Submissions. This is a subject that we get a lot of letters about, with either confusion or simply wanting to know what the rules are. Well, strictly speaking there aren't any! If you've got an idea, be it for a conversion, scenario or indeed anything that you think other Workshoppers would want to see send it to us! It can be in any format from fully typed and supplied on disk to a quick idea scribbled on the back of a postcard. Obviously it needs to be legible so if you can type it up we'd prefer it. Next issue I'll be outlining, in detail, exactly what we would like from you and how we see the Journal evolving (or is that 'mutating'?)



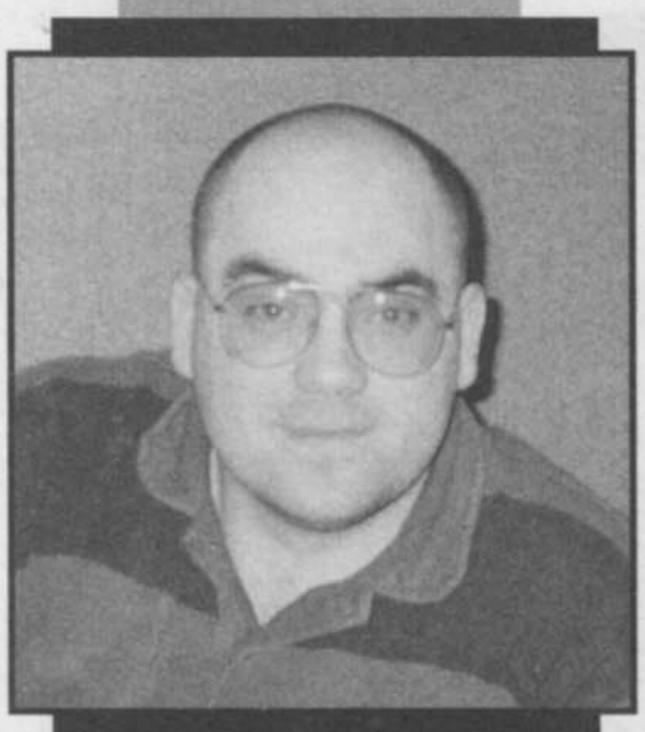
Now on to a much more serious matter. The superb Epic 40,000 will be released by the time you are reading this and I have been playing a few hard fought battles against Jake Thornton's Imperial army. Now, I don't like to gloat but in our last battle it wasn't so much a defeat as a ritual humiliation! The boy Thornton does hold the overall lead by 3-1 but I've now got the hang of the unwieldy but devastating Ork horde and look forward to more of Jake's tears...

GLOSSARY OF GAMES WORKSHOP TERMS

'Jake' or 'to Jake': *To avoid painting your own miniatures at all costs, preferring to borrow from other more dedicated gamers with some lame excuse about having to finish something called 'White Dwarf' - never heard of it myself...*

'Spirit of the game': *This means different things to different people i.e. Jake - and the rest of us. Live by the sword, die by the sword, Jake...*

Paul



Paul
'Da 'ead-itter'
Sawyer

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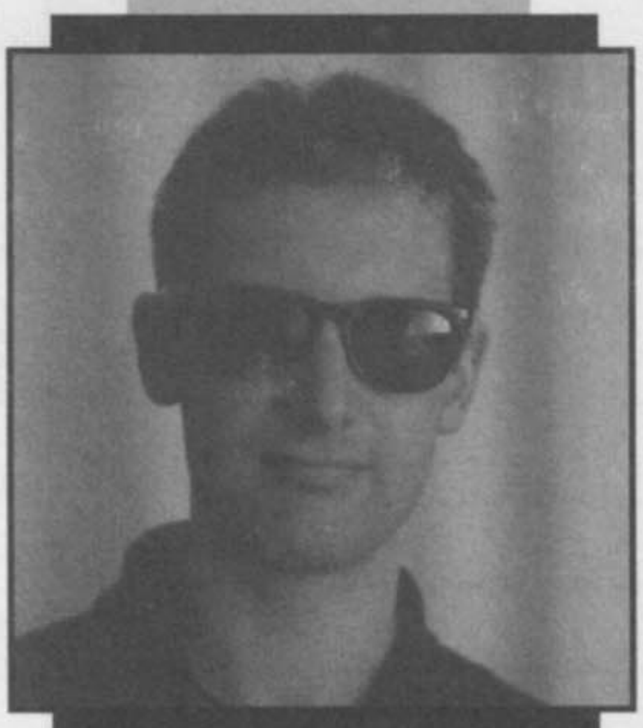
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Wolfrik

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BLOOD BOWL®

TILEAN LEAGUE BLOOD BOWL

By Riccardo Nagliati

The Tileans are a hot blooded race, famous for their flamboyant style on the Blood Bowl field. In this article Riccardo Nagliati presents an unofficial league system he and his friends have created for their own use. So, to tell you how to cook up a Blood Bowl League just like Mama used to make, over to Riccardo....

THE ORIGINS

When we first started our League, the Death Zone supplement had just been published in Italy but in our gaming club (named the Hobbit Tower) some people already knew the former editions of Blood Bowl, though a 'Regular Season' had never been played before.

So after playing some matches to show how the game worked, the Veterans decided to run a League with 16 teams, each player could coach one team only and was given the usual 1,000,000 gps to buy players, fan factor and re-rolls.

The League was divided into 4 conferences: North, South, East and West, each consisting of 4 teams. The teams were assigned to their conferences randomly so it was possible to have a conference consisting entirely of teams from the same race. Here is an example of how a conference might look -

NORTHERN CONFERENCE.

Karak Izor Prospectors (Dwarfs)

Foul Peak Fleabags (Skaven)

Luccini Swashbucklers (Humans)

Miragliano Leopards (High Elves)

The first game of the championship was played between two teams from the same conference. The second game was a crossover.

Week 1	**Week 2**
Prospectors vs *Leopards*	*Prospectors* vs. *Swashbucklers*
Fleabags vs *Swashbucklers*	*Fleabags* vs *Leopards*

After each team has played two games within its conference the top teams from each conference play one another. To determine which team was top of its conference the following criteria were used 1) Most Games Won, 2) Least Games Lost, 3) Most Touchdowns Scored.

Similarly the second, third and forth ranked teams in each conference played their opposite numbers. The following game was then a crossover

Week 3	**Week 4**
Northern vs Southern	Northern vs Eastern
Eastern vs Western	Southern vs Western

During weeks 5 and 6 return matches were played, effectively repeating the first two weeks. Weeks 7 and 8 follow the same format as weeks 3 and 4 although, by then, the ranking would probably have changed.

At the end of week 8 the conference tables are re-evaluated once again and the top teams from each conference go through to the semi-finals.

Week 9 (Semi Finals)

Northern Champion vs Western Champion

Southern Champion vs Eastern Champion

The Semi-finals are played until one team is victorious, draws are not permitted. The two winners of each game then face one another in the Final. The two losing teams play one another for the third place.

THE PROS AND THE CONS

This system seemed to work quite well so long as we had only 16 teams participating in our League but a number of considerations had to be made about the system itself.

First of all, at the beginning everybody was enthusiastic but after losing a few matches (and having some players killed), some coaches started to become less interested in a Championship that seemed to be pretty frustrating for them: they either quitted the matches or even withdrew their team from the competition. Secondly, we hadn't taken counter-measures to penalise the coaches that voluntarily forfeited a match so it was just too simple for an Elven coach to refuse to play against a tough team, like Orcs or Chaos for example, in order to save his team from the inevitable casualties that occur in such matches. At that time we just accrued 3 points for a victory, 2 for a tie and nothing to the loser even if he abandoned a match; in this way a team that has collected enough points in the previous games can afford to lose 3 points and can still have access to the finals without running the risk of having half the players seriously injured! It seems strange but the coaches conceived all the dirtiest tricks to get to the finals!

So, after the 1st Championship, we worked to improve our playing system.

THE NEW AGE

First of all we decided to stop the forfeit match problem; it's really true that this is an unfair way of playing, not only because it allows the coach to 'preserve' his team, but at the same time it doesn't give the opponent the possibility to gain SPPs or to collect money at the end of a match. Secondly, we agreed that Blood Bowl is a game, all in all, and it's nice to play not only because your team becomes more powerful but, above all, because you have fun (Hallelujah! and praise the Lord! - Ed.). Thus we elaborated a system that encouraged coaches to go on playing even if their team didn't perform too well.

The corrected version of our Championship worked as follows: we had 5 Conferences with 4 teams each; we still had 'inter-divisional' matches and return matches as before but instead of getting to the finals straight away we had the 'Play Offs' and the 'Play Outs'. In fact we took the highest ranked teams in the Conference (i.e. 5 teams) and the 3 best teams that ranked second in their Conference (we call them 'rescued' teams) and put them into the Play Offs where they played in direct matches (matches with no tie allowed) and continued that way to the Blood Bowl final.

On the other hand, the remaining 12 teams went into the Play Outs and played in direct matches so after the first round you had 6 losers and 6 winners; next the 6 winners played another direct match so you had only 3 undefeated teams left. Then each of these remaining teams had to play the last round of matches (note that here a tie was perfectly allowed): the 1st team vs. the 2nd, the 2nd vs. the 3rd and the 1st vs. the 3rd. The team with the best score was the Play Out Champion (or rather it was the 12th ranked team in the final chart).

Of course the 6 losers did the same but they only played direct matches. In this way every team was awarded something (see the enclosed 'Final Standing' table) every coach was happy, (or at least should be unless he had too many players in the injury box) and, last but not least, every team, except those participating to the finals, had played the same number of matches, which is very good if you want to keep your League balanced.

THE STAR PLAYERS

After our first Championship we decided to include both Star Players and Freebooters but we agreed on a selection system which is similar to the one used in American Football and Basketball. At the beginning of the Championship, before the 1st match, each team was allowed to choose one Star Player (of course according to the rules printed on the Star Player Card, so for example Griff Oberwald could only play in Human teams and so on) if there were enough gps. in the Treasury to buy him.

Note that the first team to choose was the *last* ranked team at the end of the Championship and so on to the Blood Bowl Champion, which was the last to make a choice among the Star Players that were still available.

Also note that our star Players were unique, we only had one Morg'th N'hthrog, one Griff Oberwald and so forth. To compensate the relatively small choice of Official Star Players we included the ones present in the former editions of the game (Frank 'n Stein and Ramtut III for example).

If coaches could afford more than one Star Player they had to make another draft round, always starting from the last ranked team.

Our Star Players are allowed to play in the team for a limited period of time: we think that one Championship and one Cup is enough. Then they leave the team and must be re-bought if you want to field them again. This proved to be a very useful device to prevent teams from dominating a League for a long time.

Even if the 'draft' system worked well and added a lot of fun to the game, after a couple of Championships we decided to drop it, simply because it was quite difficult to gather so many players so often. Thus now a team may have any number of the same Star Player Card but always for a limited period of time.

Another little problem that arose after the first Championship was that inevitably there were new teams participating to the 2nd edition and their coaches complained that their teams would be less competitive and less powerful than those that had taken part in the 1st edition for a number of reasons. Firstly, because the 'old' players had acquired skills, secondly because the 'old' teams had earned more gps to spend on re-rolls and Star Players. They said that bonus cards and S.P.P.s awarded as stated in the handicap table couldn't compensate for those disadvantages.

So we took two important decisions that would hopefully satisfy everybody: first of all we would play a Chaos Cup or a Spike! Cup after each Championship to give new teams the opportunity to skill their players. Secondly the newcomers would be given more money to create their teams; we estimated that 1,500,000 would be enough.

Our Chaos Cup is a series of direct matches played with teams that had taken part in the 1st Championship

Our Spike! Cup is a series of matches played with new teams.

THE PRESENT ERA

After 3 Championships and 3 Cups we can boast that our system works quite well and brings much more fun than the 'challenge' method. Nevertheless we must confess that it take a long time to run such a League (about 6-9 months for a Championship and 2 months for a Cup), but the number of players increases year after year, and they are getting more and more excited. Last year we had 24 teams enlisted in our Championship and we think that the next will probably be divided into two Divisions: the Major Division, including all the oldest teams, and the Minor Division with all the new teams. In this way, at the end of the Championship the two best teams in the Minor Division will pass into the Major and conversely the two worse teams in the Major Division will sink into the lower one.

AGEING PLAYERS

We have also adopted another 'house rule' in order to prevent too powerful teams from establishing their leadership for a long time. So after playing for 3 Seasons (one Season is composed of a Chaos/Spike Cup and a Blood Bowl Championship), the coach has to roll a D4 for each player in his team who is over 3 years old. the results are as follows:

1 - reduce 1 ST point from the player's profile

2 - reduce 1 AG point from the player's profile

3 - reduce 1 MA point from the player's profile

4 - reduce 1 AV point from the player's profile

This represents the fact that even Blood Bowl players get older! Note that Star Players *have no age,* so they do not have to follow this rule; they simply leave the team at the end of one complete Season. These two factors have proved to be of vital importance because this way teams cannot dominate a Season for long and coaches are encouraged to change players or even teams if they don't want to suffer heavy penalties.

In the space used to record SPPs you have two columns for each player: one marked with a 'C' (Career) the other marked with an 'S' (Season). This is justified for the need to register separately SPPs earned during only one Season because at the end of the Season we reward the best players in each category with 10 extra SPPs. For Example the player that made the highest number of complete passes wins 10 SPPs in the Passing Category; the player with the highest number of casualties receives 10 extra SPPs in the Blocking Category and so on.

HALL OF FAME

In the history of our League there is a lucky coach who has written his name in the Book of Glory so many times that we though he used loaded dice. Apart from this, the last but one Championship was won by a brand new Wood Elf team whose coach based his strategy on a simple device: the first skill he gave to his players was Diving Tackle. So it was very hard to block the ball carrier protected by a hedgehog of diving players.

Another consideration that has to be made is that though Blood Bowl seems to be a game founded on strength, the most important quality is agility. The outcome of our League demonstrates that tough teams such as Chaos, Orcs, Undead, Dwarfs and Chaos Dwarfs seldom reach the finals or the top rank positions. All they can do is hit their opponents, cause mayhem and sometimes score touch downs. I personally coached an Orc team for two Seasons and even if at one moment I could field a 16 players team including Morg'th N'hthrog, Nobbla Blackwart, Varag Ghoulchewer and Ripper Bolgrot, I never got to the finals!

All editions of our Championship have been dominated by Human or Elven teams.

LEAGUE BULLETIN

You can have a look at the results in our matches on this **Internet address: ATTP://WWW.ASPIDE.IT/FREE WEB/HOBBIT.** You can find all the latest news about our League (unfortunately the text is in Italian but we're working on an English translation) and see the photos of some of our painted miniatures (including mine) taken with a computer scanner.

AND FINALLY...

A friend of mine (of course a Blood Bowl fan) named Marcello Tommasi who is very good at modelling and painting miniatures built a Blood Bowl stadium with walls, towers, trees and dozens of miniatures, not only players, cheerleaders, assistant coaches, apothecaries, mascots and all the team staff, but with a lot of wonderful miniatures from the Warhammer World.

If we are able to take photographs of this splendid work we would send them to you but unfortunately we don't have the right camera for the job (*send us pictures now -Ed.*)

There is something else that it would be worth seeing: it's my Warhammer Fantasy battlefield with more than three complete well painted armies (I'm now working on a Chaos and a Dark Elf army at the same time!).

RICH BOY

Kevlin knew what fear was. Fear was one of the most effective political instruments, his father had taught him that. His father was an influential member of one of Hive Primus' Noble Houses and used fear on a daily basis to both consolidate and improve his position. The fear that the Noble Houses themselves commanded extended even down into the Underhive. Although the Nobles rarely interfered with the day to day affairs of the Underhivers, it was there that they sent their offspring. Down into the gang-infested labrynths, to learn about self sufficiency. To learn about fear.

Kevlin never thought of himself as spoilt, he simply accepted that, as the youngest son of a Noble House, he could have whatever he wanted. He had greeted the news that it was his turn to travel from the Spyre to the depths of the Hive with enthusiasm. He had felt secure in the knowledge that the superior technology he would take with him could take care of any little problems that the unwashed masses might present. He had not been at all daunted by the possibility of running into one of the gangs who practically ran the Underhive. On the contrary, he knew that the Spyre Hunters, as he and his siblings were known, were greatly feared by the gangs. And rightly so - a Spyrer's hunting rig, his self sustaining armoured body suit, contained some of the most deadly weaponry forged in the Imperium and turned its young wearer into a killing machine.

Kevlin had luxuriated in the feeling of power as he descended into the depths, he had felt no fear. Until now.

Three hours ago he had met his first gangers. A group of the most ferocious looking women Kevlin had ever seen. In their almost identical skimpy costumes and thigh-length boots they looked like something from the dark recesses of his own adolescent imagination. Kevlin had felt reluctant to kill the females but, at that moment, the thrill of the hunt and his sense of duty had been stronger than his libido.

In his Malcadon hunting rig the young noble resembled a giant, four-limbed, bio-mechanical spider. This was no coincidence, the suit was equipt with web spinners designed to immobilise a victim before the Spyrer moved in for the kill. Just like an arachnid stalking its prey, Kevlin had secretly observed his quarries for some time before attacking. Finally he selected the youngest of the gangers, she had been taken completely by surprise as the Malcadon web ensnared her lithe body.

Kevlin had assumed that the sight of his chitinous armoured form emerging from the shadows would cause the rest of the girls to panic and flee. He had been gravely mistaken.

Eight pairs of lethal, long-lashed eyes had locked onto his position, as coldly efficient as targetters. Pistols leapt from holsters and suddenly the air was alive with searing las-beams and explosive projectiles. Only his booster-enhanced reflexes had prevented him from being blown to pieces. He had used his spinerettes to propel him to the safety of one of the upper levels. Then he had fled for his life.

As he ran, he cursed himself for underestimating his quarry. He had assumed that their wild, raunchy style was just a front - little girls playing at being warriors. Of course he could not have known that he been stalking Maskarra's Sirens, one of the most feared Escher gangs of the Underhive.

He had been running for over an hour, using his web spinners and all his subterfuge skills to put precious distance between himself and the enraged huntresses. Now it seemed he had succeeded in evading them. He selected an uncluttered corner in which to sit down and get his bearings.

Gosh, what a morning! How he would laugh about his first day in the Underhive when he got back together with his old chums in the Spyre. Kevlin wondered what his father was up to right now, he wished that the old buzzard would hurry up and die so that he could take his place on the council. Well, one thing at a time - first he had to contend with the small matter of fulfiling his vows and putting some Underhive scum out of their misery.

He had been so lost in his thoughts that he did not notice the barrel of the meltagun until it was just inches away from his nose. The huge, ventilated nozzle completely filled his vision. He pulled back, startled and found himself looking into the deep blue eyes of the Escher Gang Leader.

Beneath his armoured carapace, Kevlin felt his heart beat faster. At this distance he could see that his adversary was breathtakingly beautiful. He marshalled his self control and gave her one of his boyish grins. When she had been alive, his mother had told him that his smile could melt any girl's heart.

The Escher smiled back, revealing white, even teeth. But when she spoke, her voice was a feral snarl.

"You're a long way from your mommy, little rich boy."

Somewhere Kevlin could hear a mechanical humming. Slowly it dawned on him where it was coming from and, in an instant, he truly understood the nature of fear.

It was the last thing he felt before the superheated blast of energy evaporated his entire upper body.

Wolfrik

THE PLACE OF DAMNATION

Setting your games of WH40K on Daemon Worlds

By Greg Prince

Battlefield terrain is an important feature of any game of Warhammer 40K but for some twisted imaginations trees and ruins just aren't enough. In this article Greg describes his rules for Chaotic terrain in all its gruesome glory. With Chaos anything's possible and if any of you have any additional suggestions either for Daemon Worlds or Primeval/Agricultural/Forge, etc. send them in - I'm sure everybody would like to see your ideas and there may even be a prize for the best one.

Inquisitor General's warning: As ever these rules are not official and you will need to ask your opponent's permission before using them.

Thousands of years ago, the universe suffered a massive catastrophe which led to the creation of the areas of Warp/Real space overlap known as the Eye of Terror and the smaller zone called the Maelstrom. These are areas where the stuff of the immaterial universe known as the "Warp" **vomits** out into the galaxy, creating nightmarish havens for the multitudes of Daemons and other unspeakable creatures of Chaos that inhabit this realm. When this catastrophe occurred, many planets in the surrounding areas were destroyed completely. The screams of a billion souls reverberated throughout the Galaxy as they were dragged into the Warp. However some planets suffered an even worse fate than those that had been completely obliterated. They were drawn only partly into the Warp and become an unholy fusion of nature and Chaos.

These planets have been twisted beyond all recognition by the corrupting power of the Warp, and have become places of unspeakable horror where only the eternally damned could survive. The changes wrought upon these planets have produced such horrific aberrations as living mountains, whose monstrous tread rocks the very core of the planet. Perhaps amongst the most horrific of all these alterations is the appearance of the planet itself. Being under the influence of Chaos, such worlds are no longer bound to the physical laws of the galaxy and can resemble anything from a putrid ball of maggots to a hideous, laughing skull. It is no wonder then that almost all who enter these areas of space become hopelessly insane and no one ever returns after leaving. To do so would be suicidal.

The following rules are optional although you should only use them if one of the forces playing is a Chaos Space Marine or Daemon World Army. Both players must agree to use these rules as they present a difficult challenge for the non-Chaos player (actually, two Chaos forces could play using these rules representing the in-fighting that occurs between the various Chaos Powers).

HORRIFIC TERRAIN

As has already been stated, the Daemon Worlds themselves have undergone terrifying changes in form, but the nature of Chaos also means that these forms are not set, and the landscape is constantly changing from one nightmare to another, meaning that the planet is a constantly changing image of hell, and not even the denizens of the planet are safe from their own environment!!

The table below gives rules for a number of differing pieces of terrain and the effects that they have on the game. Players may roll on the following table at the start of the game instead of the random terrain generator in the Warhammer 40K Rulebook.

TO MAINTAIN GAME BALANCE ONLY ONE PIECE OF HORRIFIC TERRAIN SHOULD BE PLACED IN EACH DEPLOYMENT ZONE.

When you elect to place a piece of Horrific Terrain roll 2d6 on the following table.

Dice Roll	Terrain Type
2	Living Hill
3	Floating Boulders
4	River of Blood
5	Forest of Fire
6-8	Patron Specific
9	Daemonic Tower
10	Bottomless Pit
11	Chaotic Shrine
12	Choose one of the above types

HORRIFIC TERRAIN EFFECTS

LIVING HILL - Place a hill as normal. However, this hill is alive! Thankfully it is not very bright. At the end of each player's turn, after the psychic phase, the hill will move D6 inches in a random direction determined by the roll of a Scatter die. Any model in it's path that fails to roll equal to or under it's Initiative suffers a S10 hit causing d6 damage (or a hit with 2d6 +10 Armour Penetration on 1 random location for a vehicle).

FLOATING BOULDERS - these are a group of man-sized boulders that miraculously float six feet off the ground. Place a marker to represent the position of each boulder (there are d6 boulders each time this result is rolled) but no boulder can be more than 4" away from another. When any unit approaches to 5" or closer to a boulder then ALL the boulders in the group propel themselves towards the unit. Roll to hit once for each boulder with a BS of 3. Any models hit will suffer a strength 4 hit causing 1 wound damage or d6 +4 armour penetration.

RIVER OF BLOOD - This is just like any ordinary river except that a unit must first make a successful Leadership roll to cross it. If failed then the unit must wait and try again next turn.

FOREST OF FIRE - Place a piece of terrain representing a forest. However at the start of each player's turns roll 1d6. On a roll of 5+ the forest bursts into flames this turn and anyone within the forest will be hit exactly as if fired on by a heavy flamer. Anyone within 2" of the forest will be hit as if by a normal Flamer on a roll of 4+.

PATRON SPECIFIC - This depends upon the marine force or Daemon World Army that is being fielded. Place down the terrain piece that corresponds to the force's patron god. In the case of independent Chaos Space Marine forces choose randomly.

KHORNE - MOUNTAIN OF SKULLS - Place a 2" radius marker to represent the boundaries of the Mountain of Skulls. Whenever a heavy weapon is fired within 10" of the mountain or whenever a blast marker is targeted on the mountain, roll a d6. On a roll of 4+ an avalanche of skulls has started. Any models within 5" of the mountain will be hit by the skulls and suffer a S3 hit with a -1 save modifier. Those who survive will be buried and must miss their next movement phase clambering out.

TZEENTCH - WARP OBELISK - Place a model to represent an Obelisk anywhere on the battlefield. Any psykers within 10" of the Obelisk will receive an extra 3 warp cards in the psychic phase. However, on a roll of 5+ at the end of the psychic phase the psyker has been overpowered by the warp and suffers D3 wounds with no save possible.

NURGLE - PUTRID MARSH - Place a piece of terrain that is roughly 6" by 4" in size. Any non-Nurgle model that attempts to cross the marsh will contract a disease on a d6 roll of 5+. The model will lose a wound at the start of every turn on a further roll of 4+ with no save unless administered to by a model carrying a medi-pack. This does not effect non-living creatures, Daemons or enclosed vehicle crew.

SLAANESH - MIST OF EUPHORIA - Place a 2" blast marker to represent the mist. The mist will move D6" in a random direction at the end of each player's turn. Any non-Slaanesh models, (excluding non-living troops and Daemons etc.) that start their turn underneath the cloud (even those with enclosed armour) will be held in a state of euphoria and be unable to do anything until they roll 3+ on a d6 or the mist moves away.

DAEMONIC TOWER - Place a model to represent the Tower. The Tower is sentient and has twisted facial features in place of the door (opportunity for nifty modelling). While it will allow Chaos forces to enter (through it's mouth!!). The presence of non-Chaos models close to the Tower will make it react by belching forth a jet of flame that is exactly like a Heavy Flamer. The Chaos player may place the heavy Flamer template in contact with the door on each of his turns if he rolls 4+ on 1d6. The windows of the tower allow models to fire out and benefit from a -2 to hit modifier for cover. The exact number of models that can fit in will depend upon the size of the model you make, but be sure to agree upon this number with your opponent.

BOTTOMLESS PIT - Place a 3" radius marker for the pit. Any models (not vehicles, but Dreadnoughts and Walkers are susceptible) within 1" of the pit's edge must pass an Initiate Test or fall into the pit and tumble forever. Troops with Jump packs, Swooping Hawks wings or similar wargear can ignore this terrain type.

CHAOTIC SHRINE - A shrine to the Gods of Chaos has been erected in this area, this is another item that relies heavily upon the model itself, but will add D8 summoning points to a Chaos Space Marine forces total once per game. These points may only be used to summon daemons of the God that it is dedicated to and there must be visible indications of this God (Chaos Icons etc.). It can only be dedicated to one god.

In addition to this, to represent the randomness of Daemon worlds you may want to use the following rule: At the end of every turn (that's every complete turn, not every player's turn), roll a D6 for each piece of Horrific Terrain on the table. On the roll of a 1 replace that item with another rolled randomly and positioned where the original piece was located.

ANY NON-CHAOS FORCE THAT PLAYS ON A DAEMON WORLD WILL HAVE ALL ITS LEADERSHIP VALUES REDUCED BY ONE BECAUSE OF THE HORRIFIC NATURE OF THE PLANET (THIS DOES NOT EFFECT FEAR/TERROR CAUSING CREATURES SUCH AS AVATARS OR TYRANID WARRIORS)

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WARHAMMER®

THE HALLS OF KARAK VARN

by David Cain

The Halls of Karak Varn pits Dwarfs against Skaven in the Quest for the Perfect Beer. The scenario features Dave's rules for a new type of Dwarf unit: - the Excavators which Dave and his mates have play tested and thought they would share with you lot out there. Feel free to use them in your own games, but remember: they're unofficial, so tell your opponent before you start digging up his castle!

"Yes, Yesss!" squeaked Sneekit Krakgnaw. There was only a short distance to go now until he reached the main cavern. He was dimly aware of other Skaven warriors making their way down through the labyrinth of adjacent tunnels that criss-crossed through this mountain.

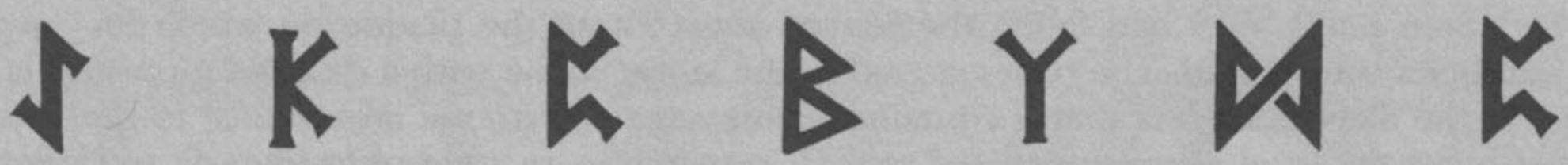
Soon the secrets of the beardy ones would be his.

The passage floor took a downward spiral and the Skaven's momentum took them through a wide expanse of water.

"Wet - wet" shrieked Sneekit in dismay pawing furiously at his sodden fur. There was nothing the Grey Seer hated more than getting wet, and now he was soaking.

"Beardies die - die" Sneekit exclaimed waving his sword in a gesture of defiance and frustration. His Stormvermin bodyguard flinched involuntarily and moved back out of harms way.

Sneekit knew success was in his grasp - he would soon unravel the mysteries of the beardy ones incoherent scribblings and uncover their hidden treasure. Recognition by the Council of Thirteen would be forthcoming.



Teeth gritted in concentration, Unrad Grimbeard squinted through the darkness in an attempt to determine a line of firm footing. The slender path through this underground cavern was perilous indeed. A yawning chasm fell away to their left and a simple wrong step would spell the end of any of his companions.

The atmosphere pervading his band of miners was one of anticipation and tension as they too felt the overbearing darkness press in around them.

"Soon now, lads" Grimbeard said, addressing no-one in particular. "Best press on. We've a job to do".

BACKGROUND

Among all of the many Dwarf outposts throughout the Worlds Edge Mountains, one of the most famous is Karak Varn. The mountains around this stronghold are loaded with strata of unique and extremely precious minerals including the highly prized meteoric iron the Dwarfs call Gromril.

In ancient times this exceptionally hard metal was forged into the best swords, axes and armour by the toil of Runesmiths labouring over red hot furnaces.

However during the disastrous upheavals that ended the great days of the Dwarf Empire, Karak Varn was struck by a devastating earthquake. Amidst the ruin and destruction the Skaven attacked from beneath. One by one the deepest tunnels fell and were abandoned to the enemy. Eventually the Skaven swarmed into the stronghold itself forcing the last remaining Dwarfs to abandon the city to its fate. It remains uninhabited to this day except by trolls and other wild monsters and is a dangerous ruin of tunnels and broken halls in which the treasures of the Dwarfs lie undisturbed from the dark days of desolation.

Many years after the destruction of Karak Varn, the Dwarfs began to speculate about the treasures that may have been left behind in the ruins of the great halls. Nothing came of this pre-occupation until the emergence of Unrad Grimbeard and his band of miners. Reputed to know every inch of the tunnels under Karak Varn, he and his companions fought their way clear of the Skaven during those fateful final days before the Dwarf stronghold fell. Swearing vengeance on the ratmen, the band trailed across the Worlds Edge Mountains and into the wilderness beyond. Unrad and his miners would frequently appear in the middle of skirmishes with the Skaven and on several occasions turned the tide of such battles in the Dwarf's favour.

When news that an expedition was being formed to reclaim mineral riches and other treasures from the long abandoned halls of Karak Varn reached Unrad Grimbeard he immediately offered his expertise to the force. He told the Dwarves of a beer so potent that it made Bugman's XXXXXX taste like a weak Elven wine in comparison. The beer was so rare it was only drunk by the Runesmiths as they worked in the Gromril furnaces. The last firkins of the famed Skceb brew had been deposited in a Gromril keg to keep them from harm and hidden away as the first of the Skaven had burst into the hall. The whereabouts of the keg was recorded on a plaque near the entrance to the hall in magical runes of immense potency. The recovery of his beer would be a great boon to the Dwarfs and act as a symbol of their resurgence among the many nations of the Warhammer World. It would also mean a party of gigantic proportions! Having escorted the Dwarf warriors to the main entrance of the stronghold and determined that a large band of Skaven were already inside, Unrad and his miners split off from the main party and followed long forgotten tunnels deep under the stronghold.

Once the main party of Dwarfs forced their way into the main hall, Unrad and his miners would burst through from underneath to surprise and scatter their hated foes.

However when Karak Varn had fallen the Skaven soon found the plaque on which the magical runes had been transcribed. The runes carved in the stone shone with a dull red glow and it was obvious to the Skaven leaders that it contained a message of extreme importance to the Dwarfs. For many years the local Skaven persisted in their research in an attempt to identify and translate the runes. Such was the power of the runes however that all attempts met with failure.

Word eventually reached the ears of the Council of Thirteen that an artefact of importance lay in the halls of Karak Varn and they dispatched an expert in Dwarf matters to discover what was really hidden in the ruined halls.

Such was the reason Grey Seer Sneekit Krakgnaw was making his way to the main hall of Karak Varn at the very same moment Unrad Grimbeard was tunnelling through the subterranean caverns far below.

FORCES

The Dwarf player chooses a force up to 2500 points with the following restrictions -

No war machines are allowed (as befits a fast-moving rescue mission)

No special characters or monsters allowed

A single Dwarf Runesmith must be chosen

Unrad Grimbeard and his force of elite miners must be chosen (the entire unit including Grimbeard coming from the allies portion of the Dwarf army selection)

The Skaven player chooses a force up to 3000 points with the following restrictions -

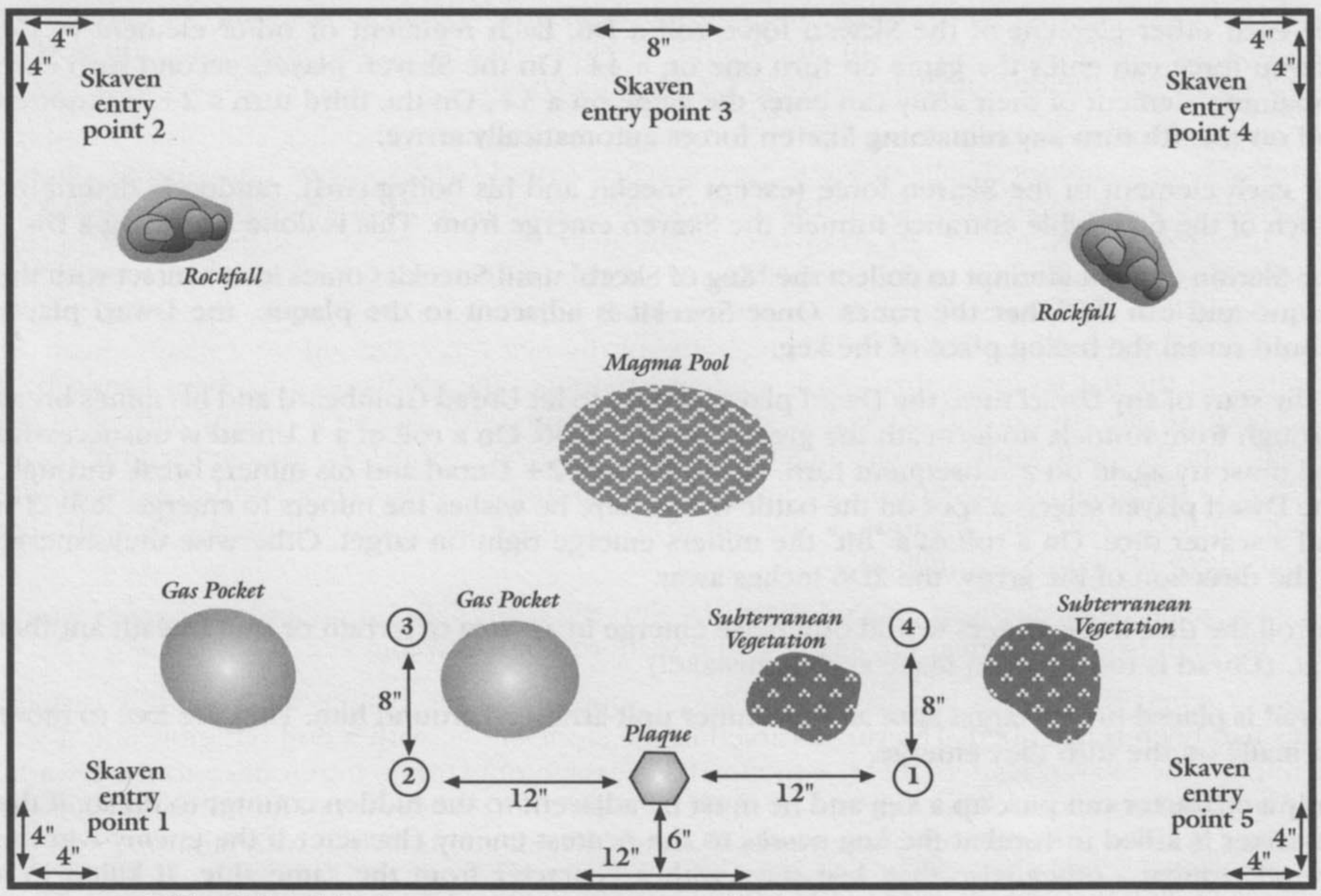
No Doomwheels or Screaming Bells allowed

No special characters or monsters allowed

No magic user other than Grey Seer Sneekit Krakgnaw allowed

No general is allowed. Grey Seer Sneekit acts as general for the Skaven force

Sneekits bodyguard of 7 Stormvermin must be chosen (comes from the regiments portion of the Skaven army selection)



(2) *The symbols marked 1 - 4 are possible locations of the 'Keg of Skceb'*

Skaven entry point 6
& Dwarf entry point

TERRAIN

Some special terrain features are present in this location.

Magma Pool: Any model coming into contact with this area is killed immediately, regardless of the number of wounds remaining. No save of any kind is allowed.
Rockfall: Counts as a normal hill. Counts as difficult terrain and blocks line of sight.
Roll a D6 for each unit passing across this item of terrain. On a roll of a 1, a single random model is killed by falling rubble.

Underground: The hot, humid atmosphere in the caves allows weird plantlife to flourish.

Vegetation: Counts as difficult terrain and blocks line of sight as a normal wood.

Gas Pockets: Movement at -1 and all shooting both into or out of the gas pocket suffers a -1 to hit penalty.

Try using 40K flora to represent the Underground vegetation and 40K hills for the rockfall sites. Gas pockets can be defined simply by using cotton wool balls to identify the perimeter of this terrain feature. A pool or lake painted dup in orange tones to indicate lava etc., will suffice to represent the magma pool.

The game is played on a 6 x 4 foot table or roughly equivalent area.

SPECIAL RULES

Dwarfs get first turn. Once the Runesmith comes into contact with the plaque, the Dwarf player secretly determines which of the possible locations is the true hiding place of the "Keg of Skceb". This is done by rolling a D4. The Dwarf player should secretly note down on a piece of paper which marker represents the keg.

Sneekit Krakgnaw and his bodyguard automatically come on at the start of the Skaven players first turn. Sneekit can choose to enter at any of the six possible location points.

For each other element of the Skaven force roll a D6. Each regiment or other element of the Skaven force can enter the game on turn one on a 4+. On the Skaven players second turn each remaining element of their army can enter the game on a 3+. On the third turn a 2+ is required and on the 4th turn any remaining Skaven forces automatically arrive.

For each element of the Skaven force (except Sneekit and his bodyguard), randomly determine which of the 6 possible entrance tunnels the Skaven emerge from. This is done by rolling a D6.

The Skaven can not attempt to collect the "Keg of Skceb" until Sneekit comes into contact with the plaque and can decipher the runes. Once Sneekit is adjacent to the plaque, the Dwarf player should reveal the hiding place of the keg.

At the start of any Dwarf turn, the Dwarf player can try to let Unrad Grimbeard and his mines break through from tunnels underneath the great hall. Roll a D6. On a roll of a 1 Unrad is unsuccessful and must try again on a subsequent turn. However on a 2+ Unrad and his miners break through. The Dwarf player selects a spot on the battle field where he wishes the miners to emerge. Roll 2D6 and a scatter dice. On a roll of a "hit" the miners emerge right on target. Otherwise they emerge in the direction of the arrow the 2D6 inches away.

Re-roll the dice if the miners would otherwise emerge in an area of terrain or underneath another unit. (Unrad is too smart to make such a mistake!)

Unrad is placed on the target spot and his miner unit arranged around him. They are free to move normally on the turn they emerge.

Only a character can pick up a keg and he must be adjacent to the hidden counter to do so. if the character is killed in combat the keg passes to the nearest enemy character if the enemy win the overall combat - other wise they keg stays with a character from the same side. If killed in a challenge the victorious enemy character automatically gains possession of the keg.

The game lasts 5 turns. The army in possession of the keg at the end of turn 5 is the winner.

UNRAD'S DWARF EXCAVATORS (500 pts from allies allowance - includes Unrad).
Unrad Grimbeard's companions are a specialised form of miner unit whose skills have been frequently honed in the long running skirmishes with Orcs, Goblins and mainly Skaven.

The unit consists of 15 miners including standard and musician. They are led by the battle hardened Unrad Grimbeard, a dwarf hero of some repute. Unrad carries two magical items, the Lantern of Eternal Glow, and Rockblast.

	M	WS	BS	S	T	W	I	A	Ld	Save
Excavators	3	5	3	4	4	1	3	1	9	5+
Unrad Grimbeard	3	6	5	4	5	2	4	3	10	5+

The Excavators and Unrad wear heavy mail armour and are armed with double-handed picks. Both Unrad and the Excavators hate Skaven.

LANTERN OF ETERNAL GLOW
This ancient heirloom was first gifted to the Dwarfs by the great High Elven explorers of ages past. The bright light emanating from this lantern never dims and can penetrate the blackest of nights. Unrad has used this Talisman to good effect in his explorations of subterranean caverns and tunnels. In combat the bright light can dazzle opponents so that any enemy attacking Unrad or his miner unit suffer a -1 to hit.

ROCKBLAST
This stone-like material is produced by the Dwarf Engineer Guild as an explosive substance to aid in the mining of hard stone strata. The rockblast can be thrown in the shooting phase up to 6". Roll an artillery dice. On a roll of a misfire the Rockblast is a dud and does not explode. On any other result the Rockblast bounces forward that many inches. Place the large template over the point where the Rockblast comes to rest. Any models completely under the template are hit automatically while those that are partially covered are hit on a 4+. Those hit suffer a S7 hit which causes D3 wounds. there is no armour save. There is only enough Rockblast for 2 uses.

GREY SEER BODYGUARD (75pts from regiment allowance - excludes Sneekit)
This unit is selected from the toughest and meanest Skaven Stormvermin. The unit comprises 7 Stormvermin who always accompany the Grey Seer.

The bodyguard act as a shield for the Grey Seer and will always jump in the way of missiles, spells and close combat opponents who threaten the mage.

If threatened in any way (including challenges) the Grey Seer can "hide" away behind his bodyguard. Under normal circumstances, this would prevent him acting in any way. However Grey Seers are particularly renowned for their preference to allow others to die for them and so they are allowed to cast spells etc whilst hiding away. While protecting their master the Stormvermin are immune to psychology and cannot be broken.

Similarly, the Grey Seer is confident in the ability of his bodyguard to protect him and so he too is immune to psychology and break tests. While under the protection of the Stormvermin bodyguard the Grey Seer cannot join another unit. However should the entire bodyguard be slain then the Grey Seer is free to join another unit. While the subsequent units, the Grey Seer acts as normal.

TACTICS

DWARFS

Once the Runesmith has identified the hiding place of the Keg the Dwarf player has two choices:

Firstly he can gather all his stout warriors around him and run headlong for the booze. Although difficult to stop this tactic will alert even the most dozy of Skaven players to the whereabouts of the Keg.

Alternatively, the Dwarf units can be split up each heading for a different location so that the Skaven player will not know for sure which is the true hiding place

The positioning and timing of Unrad's miners is perhaps key to the ultimate success or failure of the Dwarfs mission. Should the miners be utilised to hold off the bulk of the Skaven forces while the remainder of the Dwarf army collect the keg? Caught in the open on their own the miners could quickly succumb to the combined wight of several Skaven units. After the demise of the

miners there would be little to protect the rest of the Dwarfs from the wrath of the Skaven. Alternatively the miners could emerge later in the game once the keg was already safe in Dwarf hands and reinforcements were needed to stave off the enemy.

SKAVEN

Although you cannot pick up the keg from its hiding place until Sneekit has accessed the plaque there is nothing to stop you shadowing the enemy and reacting to his movements. Once the Dwarf player has picked up the keg you are free to try and recover it.

If every single Dwarf model runs headlong for a particular location it is a good guess that the keg is not far away!

It is important to get Sneekit to the plaque as soon as possible to identify the hiding place but be wary in sending him (and his bodyguard) alone as they are vulnerable to large Dwarf units. Use any other Skaven units entering from tunnels 1 & 5 to support him.

You have an advantage in numbers so try and combine units to pick combats on your own terms.

By the very nature of the scenario, your forces will be fragmented and so it is important to use a second wave of troops to finish off weakened opponents. Remember that the amount of casualties you suffer is irrelevant - the only thing that matters is possession of the Keg at the end of the game.

OPTIONS

If you enjoyed using Unrad's miners or Sneekit's bodyguard in this scenario then why not try using them in normal games of Warhammer (so long as your opponent agrees to their use beforehand of course).

To reflect the uniqueness of Unrad's Excavators the entire unit including Unrad is purchased from the Allies portion of the Dwarf army list as described in this scenario.

To represent the ability of Unrad's miners to surprise their foes the unit can be positioned on the table after both sides have completed deployment. They may be placed anywhere out of sight of the enemy and outside the enemy deployment zone.

In this matter they act similarly to Wood Elf Scouts etc. although their presence on the battlefield is due to their tunnelling expertise rather than their scouting ability.

A Grey Seer bodyguard can be purchased for any Grey Seer and behaves as described in the scenario above.

GETCHA MITZ ON OUR PRE-RELEESEZ!

Da Humies dat work in da Citadel Forjes often give uz sum minichorez dat won't be releesed for sum time (dis is soze we don't giv em a good kikkin'!). Yoo kan now get 'old of dese before da releese date! For eksampul, resuntly we 'ad sum of da brill noo Orc Boar Boyz by da ace (for a Humie) Brian Nelson an' also a fistful of 40k Space Marine Attack Bikes. Torkin' of fistfuls, if yoo don't see sense an' give da humies a call on 01773 713213 (yoo karnt order dem by post or fax!) to ask orl about wot is available on noo releese we'll be givin' yoo a fistful - know wot I meen?

HARLEQUIN DREADNOUGHT

By Carl Phillips

We had a tremendous response to our request for rules for the Harlequin Dreadnought featured in Journal 17, with suggestions that varied from the bizarre to the downright beardy! Well done to Carl for being this Issue's Lucky Git - we'll have some goodies sent off to you. Thanks to all of you who contributed, its a great pity that we couldn't feature all your ideas, but, in the words of that immortal Scottish bloke, "There can be only one."

M	WS	BS	S	I	A	LD
8	6	6	5	6	4	10

CREW: SPECIAL

RAM VALUE: STRENGTH 6 -3 SAVE D8 DAMAGE

WEAPONS: Two arms fitted with power fists. One arm may be upgraded to carry one of the following weapons fitted with a targetter: **distortion cannon +25 pts; lascannon +30 pts**; **missile launcher** with frag and krak missiles **+30 pts; scatter laser +30 pts; psycannon +35 pts.** Alternatively, instead of replacing the arm the weapon may be fitted to a shoulder mount with a 90° arc of fire to the front at a cost of **+15 points.**

PSYCHIC SCREAM: The Harlequin Dreadnought exudes a constant psychic scream, which manifests violently in the minds of those that stray too close. The Dreadnought causes Terror as described in the Warhammer 40K rulebook. For an additional **+25 points** the Harlequin Dreadnought may become a level 1 Psyker, randomly selecting its psychic power from the Harlequin Psychic Power deck (Citadel Journal 17). It may not choose powers that are exclusive to Shadow Seers. and may only use force cards, not nullify cards or special events (eg. daemonic attack, ultimate force). This does not affect the capability of the psycannon, if one is fitted.

PSYCANNON: The Harlequin Psycannon is a unique Eldar weapon that bears little resemblance to its Imperial counterpart. Channels the energies of the warp into a destructive beam. Its range and power during a turn depend on the warp flux roll.

Warp Flux roll	Range		To Hit				Save Mod	Armour Penetration	Special
	Short	Long	Short	Long	Str	Dam			
0-4	0-8	8-16	-	-1	4	1	-1	d6+4	
5-8	0-12	12-24	-	-	5	d3	-2	d3+d6+5	1" Blast
9-12	0-16	16-36	+1	-	6	d4	-3	d4+d6+6	1.5" Blast
13	0-16	16-48	+1	+1	8	d6	-5	2d6+8	2" Blast

DAMAGE TABLES: The Harlequin Dreadnought uses the same damage table as the standard Eldar Dreadnought with the following additional rules when determining head damage.-

D6	Head Damage Table
1	+ the Dreadnought's psychic scream is lost, it no longer causes Terror
2	+ if the Dreadnought is fitted with a Psycannon, the warp flux roll should be halved (rounding up) before determining the cannon's effects.
3-6	No additional effects.

NECROMUNDA™

HOUSE SPECIALITIES

An offbeat alternative to standard gang advancement

By Mark Labett

Mark's advance tables provide a tongue in cheek alternative for those of you who just can't get enough Necromunda.(*You poor, misguided fools - Ed.*) Please remember that these rules are completely unofficial and clearly suitable only for the criminally psychotic and those not yet living in the politically correct 90's.

HOUSE GOLIATH SPECIALITIES

MUSCLE BEACH

All Goliaths can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE GOLIATH ADVANCE TABLE

1	The gang member injures himself while pumping too much iron, miss the next scenario and then roll again on this table.		
2	No advance gained, roll again on this table after next scenario		
3-4	Roll for a Strength skill		
5	Roll again	**1-4**	+1 Weapon Skill
		5-6	+1 Ballistic Skill
6	Roll again	**1-3**	+1 Strength
		4-6	+1 Toughness

OGRYNS

Being halfway to Ogryns themselves, Goliaths really appreciate the sheer bulk and power of these massive abhumans and so will take every opportunity to provide them with gainful employment. A Goliath gang can hire up to 2 Ogryns at a cost of 180 credits each.

	M	WS	BS	S	T	W	I	A	Ld
Ogryn Slave	6	4	3	5	5	3	4	2	8
Maximum	6	7	6	6	6	5	7	4	10

An Ogryn initially has 60+d6 experience points and can earn experience points and roll on the advances table, though an Ogryn may only ever take skills from the Combat, Ferocity and Muscle tables.

Psychology - An Ogryn cause *Fear*. It is also quite dumb and so is subject to *Stupidity* unless a friendly gang member is within 2 inches at the start of its turn.

Miscellaneous - An Ogryn is a massive humanoid and so costs the same as 2 normal humanoids in upkeep. It also can always roll to escape pinning, regardless of whether friends are nearby.

Ripper Gun - (Either a common item at 60 credits, or allow a Goliath gang to purchase it at 60+3d6 credits on a roll of 5-6 each scenario).This massive automatic shotgun is capable of ripping the arm off a human user, but that does nothing to deter certain crazed Goliaths.

Range		To Hit				Save	Ammo	
Short	Long	Short	Long	Strength	Damage	Mod.	roll	Special
0-6	6-12	Always hits	-2	4	1	-	6+	Sustained fire - 2 Dice

Special Rules - (Could be extended to include Scaly weapons like spear gun and scatter cannon). Any creature of strength 5 or more can fire the gun as if it were basic weapon. For humans though the following rules apply:

Only a character with strength 4 can use the ripper gun, lesser beings could not even pick it off the ground!

It is treated as a special weapon. Move or Fire only, and no running is permitted either!

If a 1 is rolled on the 'To Hit' roll then the recoil has inflicted a strength 4 hit on the user. If any serious injuries occur then treat automatically as a serious arm wound.

LEADERSHIP CHALLENGE

When rolling for a Goliath leadership challenge (Outlanders rulebook), modify the dice as follows:

-1	if challenger is stronger than Leader
+1	if challenger is weaker than Leader
-1	if challenger is tougher than Leader
+1	if challenger is not as tough as Leader

This is because Goliaths value muscles over brains.

HOUSE ESCHER SPECIALITIES

AEROBICS MASTERCLASS

All Eschers can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE ESCHER ADVANCE TABLE

1	The gang member injures herself while stepping out once too often, miss the next scenario and then roll again on this table.		
2	No advance gained, roll again on this table after next scenario		
3-4	Roll for an Agility skill		
5	Roll again	**1-2**	+1 Weapon Skill
		3-6	+1 Ballistic Skill
6	Roll again	**1-2**	+1 Movement (Maximum of 5)
		3-6	+1 Initiative

FEMININE WILES

After each mission roll a die:

1-4	Nothing of note happens.
5	It must be Lurve! Select a ganger at random. A scummer has fallen in love with her and will offer his services for free for the next scenario. If the gang wishes to use him again in successive scenarios they must roll a die each time:
	1-2 The scummer becomes disillusioned and promptly leaves the gang
	3-5 The poor love struck fool will continue to work for nothing in the next scenario
	6 True Love! The pair promptly disappear off into the underhive to make a new life for themselves. Remove the gang member and her equipment from the gang.
6	Gang members 'persuade' a guilder into offering them a bargain. Roll on the rare items table, the gang can buy that item for half price.

RATLING SNIPER

Escher women like their men nice and puny, so consequently they find the company of male Ratlings reassuring. An Escher gang can have up to one of these available for 60 credits.

	M	WS	BS	S	T	W	I	A	Ld
Ratling	4	2	4	2	2	1	5	1	6
Maximum	4	5	7	3	3	3	8	3	8

A Ratling initially has 20+d6 experience points and can earn experience points and roll on the advances table, however a Ratling may only ever take skills from the Stealth and Shooting tables.

A Ratling automatically has the Marksman skill for free. He can be equipped with the same weapons as a ganger.

A Ratling consumes immense quantities of food, so costs the same as 2 normal gangers in upkeep.

HOUSE CAWDOR SPECIALITIES

DIVINE INSTRUCTIONS
After each scenario roll d6, adding 1 if the gang won the battle.

1-3 Nothing happens of note.

4 **Recruiting Mission** (Optional) - This costs 25 credits, but you may roll a sustained fire dice for the number of Juves that join your gang for free (Treat Jam as Zero!)

5 **Imperial Preacher** - Roll for every member you wish to send to listen to the preacher's sermon.

- **1** The gang member is overcome by zeal and joins a crusade for the next d3 scenarios. He earns d6 experience for each scenario missed but at the end he must roll a d6. If he rolls a 1 then he does not return...
- **2-4** The sermon is inspiring but no tangible benefit is gained.
- **5** The sermon fills the gang member with righteous anger. From now on he is subject to *Frenzy*. (Or becomes a zealot if desired).
- **6** The fighter comes away more determined than ever to die for the cause. Add 1 to his leadership characteristics (if less than his maximum)

6 **Mutant Hunt** - Any gang member not required for collecting income or finding rare items after the scenario may join a mutant hunt downhive. Each gang member taking part earns d6 experience points but must roll a d6. On a roll of 1 they have been injured and must roll on the Serious Injuries Chart. Treat a roll of captured as eaten, unless they possess a concealed blade or Escape Artist Skill.

7 A Holy Relic is available at a cost of 100+4d6 credits. If possessed by the gang all Cawdors within 12 inches of the bearer may retake any leadership based tests.

HIRED GUNS
Cawdors are renowned for their humourless and intolerant way of life. As a result many hired guns will have nothing to do with them. If a Cawdor gang wishes to use new hired guns in a scenario roll a d6, on a roll of 1-3 no new hired guns will work for them this scenario. However once a hired gun agrees to work for the gang he will continue to work for the gang regardless of the die roll.

No Cawdor gang will ever hire a Wyrd, indeed if the opposition ever have a Wyrd working for them then roll on the leader's leadership with 3d6. If the roll is less than or equal to his leadership then this gang is subject to *Hatred* for the entire scenario.

LEADERSHIP CHALLENGES
As a house dominated by Redemptionists, Cawdor gangs use an alternative Leadership Chart.

1 Hand to hand fight

2 Shoot-out

3-6 Fanatically loyal to the leader

HOUSE DELAQUE SPECIALITIES

NINJA RYU
Delaques may roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE DELAQUE ADVANCE TABLE

1	The gang member injuries himself on one of the booby traps in training, miss the next scenario and then roll again on this table.		
2	No advance gained, roll again on this table after next scenario		
3-4	Roll for a Stealth skill		
5	Roll again	**1-2**	+1 Weapon Skill
		3-6	+1 Ballistic Skill
6	Roll again	**1-2**	+1 Leadership
		3-6	+1 Initiative

INTRIGUE AND DOUBLE DEALING:
Roll a die after each scenario:

1-3 Nothing of interest occurs.

4 The gang find an informant, a colleague or relative of a rival gang. This informant costs 10 credits with every use. Roll every time you wish to use him:

- **1** The informant double-crosses the Delaques (not a very sensible move for long-term survival!) The other gang may choose whichever scenario they like without rolling on the Scenario table.
- **2** The informant is uncovered and killed. No modifiers to the Scenario table apply.
- **3** The data is of marginal use. Add or subtract 1 from the Scenario table.
- **4** The data is useful. Add or subtract 2 from the Scenario table.
- **5-6** The informant reveals detailed plans. The Delaques may choose the Scenario without rolling on the Scenario table.

An informant can be used repeatedly against the other gang, once per scenario, until the informant is killed or double-crosses the Delaques.

5 The gang have obtained some valuable information on a senior member of a noble house and decide to utilise it (Blackmail is such an ugly word, let's call it persuasion). The gang may either extort d6x10 credits from him or roll on the rare item table, where the item rolled is sold to the gang at half-price. However the noble might not be too happy with the gang. Roll a die and on the roll of a 1 or 2 then a Bounty Hunter will join the opposition gang's side for free in the next scenario!

6 The gang persuades the Arbitrator's office to issue a warrant for the arrest of a rival gang. For the next scenario the gang may employ a Bounty Hunter for free, as his costs will be met by the Arbitrator.

LEADERSHIP CHALLENGES
Delaques are not renowned for their loyalty and trusting natures and so a special table is used for Delaque Leadership Challenges:

1-2 Hand-to-Hand

3-4 Shoot-out

5 Assassination! Use Outlaw Scenario 1:The Hit from the Outlanders boxed supplement with each ganger siding as follows:

1-2 Sides with challenger

3-5 Stays out of it

6 Loyal to the leader

In addition, if there is more than 30 credits in the stash then the challenger has hired a Scummer to bump off the leader. Play as Scenario 1 until either the Challenger or Leader is taken out of action.

6 Fanatically Loyal (a rare event for Delaques!)

HOUSE VAN SAAR SPECIALITIES

TECHNICAL COLLEGE

All Van Saars can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE VAN SAAR ADVANCE TABLE

1	The gang member electrocutes himself, miss the next scenario and then roll again on this table.		
2	No advance gained, roll again on this table after next scenario		
3-4	roll for a Techno skill		
5	roll again	**1-2**	+1 Weapon Skill
		3-6	+1 Ballistic Skill
6	roll again	**1-3**	+1 Leadership
		4-6	+1 Initiative

Q BRANCH

After each scenario roll a die:

1-4 Nothing of note happens this turn.

5 A job lot of Armour is ready for testing. The gang may purchase either d6 flak jackets or one other type of armour, at the standard price.

6 This is ready for the field, 007! A supporter of your gang offers them the rare item of your choice at the standard price, i.e. no extra d6's are rolled.

SQUATS

A Van Saar gang may have up to 2 of these sturdy abhumans available at a base cost of 120 credits each. Van Saar find the technical skills of Squats worthy of the highest respect, while the Squats enjoy the chance to show Humans just who is the superior race.

A squat has the following characteristics:

	M	WS	BS	S	T	W	I	A	Ld
Squat	3	4	3	3	4	1	2	1	8
Maximum	3	7	6	4	5	3	5	3	10

A Squat may be equipped with any weapon except heavy weapons and initially has 20+d6 experience points. He can gain experience points. All Squats start with the specialist skill and one other techno skill. Included in the Squats price is a brace of Laspistols and a Flak Jacket. All Squats will always carry at least 2 pistols on their person at all times.

Squats are notoriously stubborn and full of self-belief. Therefore they can always roll to escape pinning regardless of the presence of other gang members.

HOUSE ORLOCK SPECIALITIES

HOT OFF THE MACHINES:
Orlocks have only one major advantage, and that is their powerful industry. Their armouries are always full to the brim with many weird and wonderful weapons, as a result Orlocks are much more likely to be familiar with exotic weaponry. To represent this roll after each scenario on the following table:

1-2 Nothing of note happens.

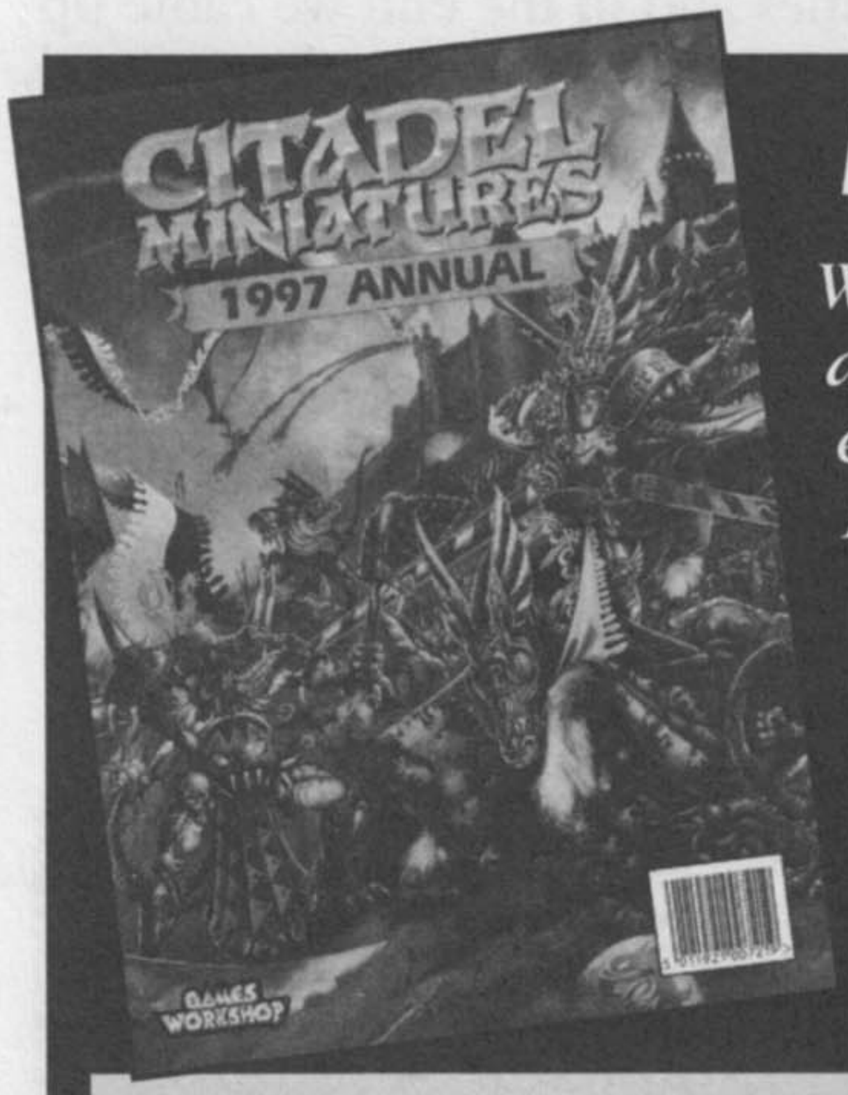
3 An ex-ganger takes one of your gangers aside and shows him how to use a special weapon. If you have a ganger who is not searching for rare items or collecting income off a territory then he may gain the Specialist skill at a cost of 10 credits.

4 Imperial Guard Contract. The clan has been producing many rare and wonderful weapons for the Imperial Guard recently. As a result treat any rare weapons or gunsight as common until the next scenario.

5 The gang does a favour for a prominent black marketeer. In return he offers you slightly soiled heavy weapon "fell off the back of a slave train!" The gang may purchase a heavy weapon of their choice for half-price. However the weapon is not in mint condition and so there is a -1 modifier on a ammo rolls with this weapon.

6 The gang is offered a discount by a prominent Orlock boss. The gang may purchase as many basic, pistol and close combat weapons and grenades as they like with 20% off the total price.

Orlocks can always purchase heavy and special weapons at 10% off their value, due to their vast stocks of such weapons in clan armouries.



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While this model looks stunning when complete, it is actually an absolute bitch to put together! We cannot stress too firmly that this is a kit for the expert modeller only and is not suitable for either beginners or anyone under the age of 14. Due to the very nature of this kit you will need to use knives, clippers, files, drills, brass rod, etc. It therefore goes without saying that you should be in no doubt about your competence as a modeller (or anyone who is helping you). We will not accept returns on this boxed set so think very carefully before committing to buying yours.



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WARHAMMER®

THE VAMPIRE WARS

By Aleksander Pluskowski

Aleksander is such a huge fan of the Undead that he has fleshed out the Undead timeline in order to recreate the historical battles of the Vampires in a campaign for his own use. Knowing what you bunch of degenerates are like, we knew that you'd want to see it...

BATTLE I – THE BATTLE OF SCHWARTHAFEN

Vlad von Carstein, the founder of his dynasty initiated the Wars of the Vampire Counts in 2010. His massive Undead force swept through the Empire, heralded by a plague spread by the rats that he had sent ahead to create anarchy. As the living fell under the shadow of the disease, so they rose with the approach of the Vampire Lord's army and joined its ranks. Several towns fell on the route to Altdorf and although Vlad was physically slain at Essen Ford, he was able to resurrect quickly with the power of the Carstein Ring and thus seize the initiative again. Several other battles following Essen Ford saw Vlad severely wounded or even apparently slain but the power of the Ring continued to resurrect this seemingly indestructible foe. At Schwarthafen, a key point settlement along the route to the heart of the Empire, Vlad was delayed by a series of raids by various orders of Imperial Knights who were able to stall the march of the Undead army while further reinforcements arrived, led by the Elector of Middenheim.

With the approach of sunset, Vlad and the nobility of Sylvania rose from their slumber and stepped out onto the knoll facing the town which they intended would fall before the night was out. The Undead sentries and the vast cohorts that stood motionless in the fields began to animate at the beckoning of their vampiric leaders. Vlad sat back and surveyed the town, and although the activities of its citizens were concealed by the darkness, Vlad's vampiric sight saw all the frantic activity of the people of Schwarthafen as they ran about amok and the opposing army had begun to deploy across the boundaries of the town. Vlad reached out with his senses and could immediately feel the immense fear and foreboding within the mortal troops. His reputation had preceded him and the rats had done their work. But the last few days have been inconvenient with dawn and midday raids by the Knights Panther and the White Wolf. His powers had been limited during the day and losses had been inflicted that had prevented counter attacks. Until now.

The reinforcements in the town had been strengthened by the arrival of the Elector's army, and the townspeople had learnt to cremate their plague dead on huge pyres rather than see them rise again. Isabella's cry of fear shattered Vlad's concentration. Leaping up he rushed to the crimson tents to find his beloved bride against a corner,with a tall figure, a mortal before her. With vampiric fury seizing him, Vlad rushed at the man, his razor claws outstretched. The man turned and Vlad felt the burning pain of the blessed symbols of Sigmar that hung around his neck. Despite this he cleaved his head off with one blow and the body of Witch Hunter Max Junghstof fell to the ground lifeless. Still reeling from the effect of the holy aura and with Isabella weeping on the floor, Vlad in his fury ordered the attack to commence immediately.

Now, without a second thought for Isabella, he mounted his black steed and sped off towards the enemy lines brandishing his sword. The Imperial artillery crews had opened fire as soon as the dead had begun to stir and amid the deafening sounds of the Imperial guns, Jerek Kruger watched with horror as Vlad von Carstein smashed his way through the Reiksguard. Sounding the charge order to his Knights, he drew his blade and headed towards Vlad...

In the actual battle, Vlad was cut down by Jerek Kruger in the charge of the Knights of the White Wolf that became legendary throughout the Empire. Although the Carstein Ring would resurrect Vlad and the death of Kruger would follow, the immediate consequence was the salvation Schwarthafen. The other Vampire Counts retreated to await the resurrection of their leader, while the enraged Isabella was held back from entering the battle lest she should fall and then there would be the devil to pay when Vlad returned....

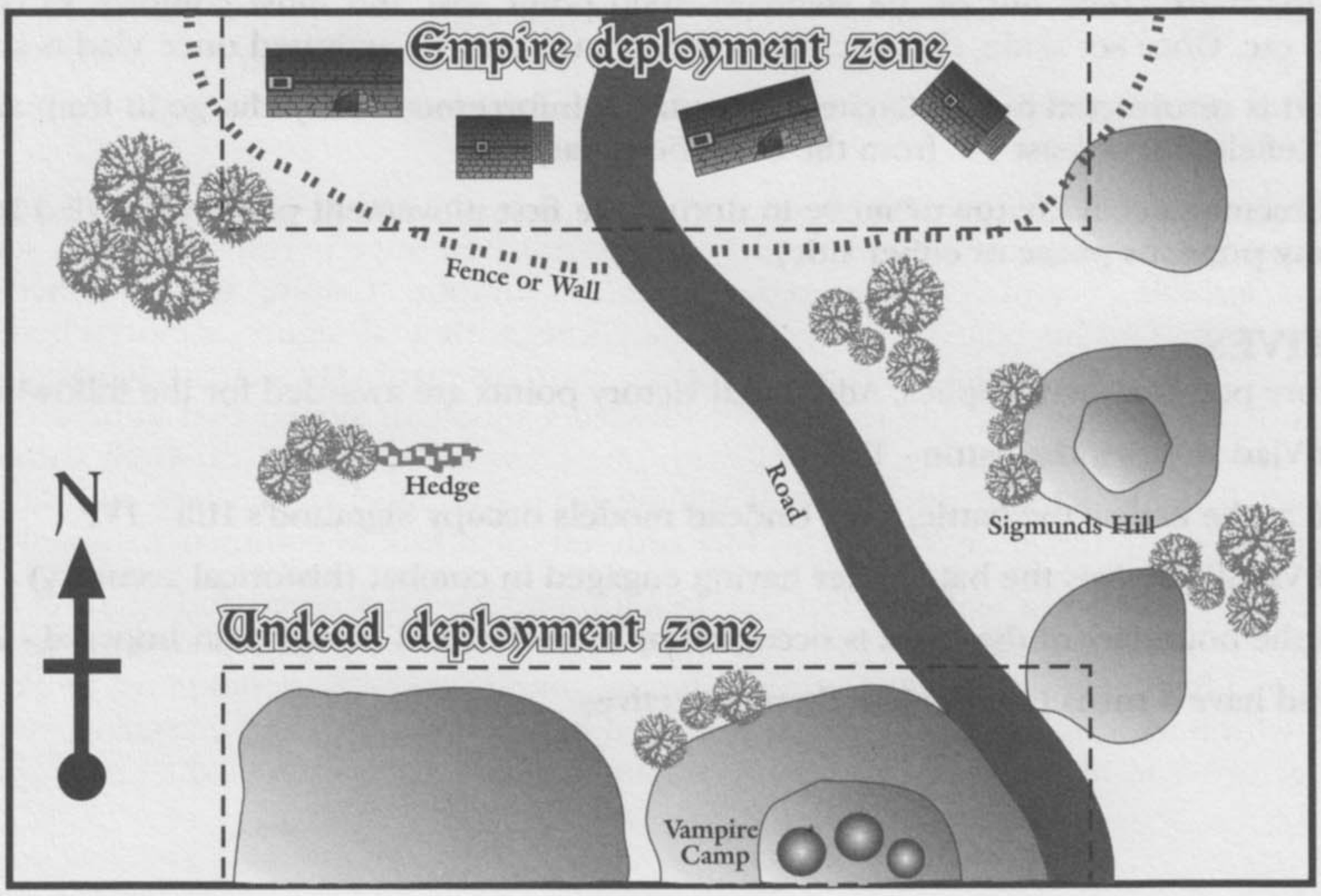
SET UP

The battle is played on a 6'x4' table with the Empire deployed at the fringe of the town and the Undead facing them. However, while Vlad charged into battle in a fury following the assassination attempt on Isabella, the rest of the army was led by the Vampire Count Taliss von Herekstein initiating a forward charge across the scrub expanse from the high ground. The Undead army partially crumbled as Vlad fell but as he did, a flank attack was initiated by Vassili Schlossman, the Vampire Count who would survive the Vampire Wars, serving under both Mannfred and Konrad and later find haven in the accursed town of Moussillon where he established a powerful stronghold.

Set up the board as shown on the map below. The deployment lines are also shown. The fringes of Schwarthafen appear as a scattering of a few houses enclosed by a line of fences where the artillery of the Empire set up.

The Vampire army pitched camp on the high ground on the far side of the field and most of the area between is flat shrubland. However to the east lie a series of hills that reach the town. The highest of these hills, centred on the flank of the battlefield was the Empire's main objective. Here it would be hoped that the command of the high ground would enable the Empire to barrage the very camp of the Vampire Lords, conduct powerful downhill charges and, if it came to the last stand, to have the uphill advantage for missile troops and the Knights.

This hill was the site of a previous encounter with a powerful Undead force led by Vanhel and here the Empire had successfully defended the hill but had eventually lost the town. The commander of this force, Sigmund von Ulriffson died fighting with his troops on this hill which finally fell after a lengthy siege. Soon after, the Empire army was able to push Vanhel's troops back after the assassination of the vile Necromancer and built a barrow within this hill where Sigmund and his warriors were buried. No necromancy can touch them for powerful wards were installed within the tomb together with Amulets of Sigmar. In memory of the futile but heroic stand, this was named Sigmund's hill.



THE UNDEAD ARMY

The Undead force may be chosen from 3000 points in the usual way with the following restrictions...

- Vlad von Carstein must lead the army. Isabella may be present and all their special rules apply although in the actual battle she did not enter the fighting.
- No other special characters are allowed.
- Heroes of the army may only be Vampire Counts and Wight Lords. Necromancers are allowed.
- At least 1 other Vampire Count must be present. The first would represent Taliss von Herekstein who leads the main attack.
- See later for special rules about the reinforcements of Vassili Schlossman.
- Vlad must take the Carstein Ring and will resurrect in the usual way. If he is killed again, it is assumed the the power of the Ring will resurrect him but much later.
- Vlad should ride a steed (historical accuracy)
- No allies are allowed.

DEPLOYMENT

The Vampires had their crimson tents on the highest points of the far hills. Below this stood the entire army, motionless. The Undead artillery and aerial troops would probably begin on the high ground, but the rest of the army may deploy within 15" of the end and 12" of the sides. Vlad must deploy within 2" of the vampire camp on the high ground. This can be indicated with the templates provided (see later under Templates) or appropriate modelled representations. Isabella, if she is being used, deploys in the same area.

REINFORCEMENTS: VASSILI SCHLOSSMAN

In the actual battle, Schlossman attacked as Vlad fell and the army began to crumble.

The attack was a cavalry charge but you may use infantry - up to 50% of your army.

If you wish to purchase these reinforcements (optional), they must consist of at least 5 horsemen and Schlossman (see profile at end).

The cost for these come out of the standard 3000 point cost and must conform to character allowance, etc. Once set aside, these reinforcements may only be activated once Vlad is slain.

Even if Vlad is resurrected by the Carstein Ring, the reinforcements may charge in from any flank of the battlefield but at least 15" from the town boundary.

The reinforcements may charge or move in during the first movement phase after Vlad has been slain (in any previous phase of either side).

OBJECTIVES

Usual victory points system applies. Additional victory points are awarded for the following:

- If Vlad survives the battle - 1VP
- If, at the end of the battle, only Undead models occupy Sigmund's Hill - 1VP
- If Vassili survives the battle after having engaged in combat (historical accuracy) - 1VP
- If the boundary of the town is occupied by more Undead troops than Imperial - 2 VP

The Undead have 4 turns to complete these objectives.

THE ARMY OF THE ELECTOR COUNT OF MIDDENHEIM

The usual 2800 point army with the following conditions:

- No prizes for guessing who has to lead this army!
- At least one unit of Knights of the White Wolf must be present together with Jerek Kruger (Kruger has the profile of an Empire Hero)
- No allies may be used.
- At least 1 unit of crossbowmen or archers must be nominated as the reserves of the Town Militia. Special rules apply for these- see below.
- Other special characters are allowed with your opponent's consent.

DEPLOYMENT

The army will deploy within 12" of side and edge and artillery must fix their positions initially behind the fences (they shoot over this cover).

A unit of Knights or other mounted troops must be positioned before the high ground in order to complete their primary objective: to take Sigmund's Hill and hold it.

THE TOWN MILITIA

The Town Militia, which will consist of 1 or more units of archers or crossbowmen, must deploy within the boundary of the town and must pass a Ld test to leave this boundary. However while fighting inside the boundary, the Militia are so determined to defend their town that they will always take all psychology tests against an unmodified Ld of 8.

OBJECTIVES

In addition to the usual victory point rules, the following additional victory points are gained when...

- Vlad von Carstein is finally slain and does not return - 1VP
- If the Undead do not occupy the town boundary by outnumbering Imperial troops - 1VP
- If Vlad von Carstein is killed by Jerek Kruger (historical accuracy) - 1VP
- If Sigmund's Hill is occupied by Imperial troops at its peak and Undead troops are outnumbered there - 2VP.
- This hill is a main focus for the battle. Memories of Sigmund von Ulriffson's stand will only resonate from inn tales and fireside stories but the town has a strong tradition for honouring these dead. This battle is repeating in a macabre way the battle with Vanhel's army in 1123. Hence the Empire must make its stand on this hill for both nostalgic and strategic reasons.

  In the actual battle the Empire took this hill early on but Vlad fell soon after and so the immediate threat was gone. Vassili attempted to take the hill but failed. The Vampires then had to move camp in order to escape the arc of fire from artillery on top of this hill during daylight hours when the Counts would have limited powers.
- If the Hill falls to the Undead, the Empire lose 1 Victory Point.

The Empire must hold out for 4 turns while attempting to destroy the immediate threat of Vlad von Carstein.

In effect, the Empire are playing a defensive role, whereas the Undead, driven on by Carstein's fury, attempt to take both the town and the hill. Remember that if the Undead hold the hill at the end of the day, the core of the town is vulnerable to bombardment from Undead artillery.

SPECIAL CHARACTERS

VASSILI SCHLOSSMAN.....250 points

Vassili can claim to be a descendent from the direct bloodline of the vampiric aristocrats who aided Vlad in securing his position of Drakenhof when he first arrived there from the north. Held in the highest esteem by other Counts for his ancestry, Vassili has blemished his reputation by flirting with the aristocracy of the Empire and preying excessively upon young, beautiful women. It is rumoured that Isabella von Carstein once gave her attentions to Vassili before she married Vlad, though whether this is true is unknown and Vlad ignores her mortal past.

After the siege of Altdorf, Vassili fled to Sylvania to become the right hand man of Konrad von Carstein and aided him in his frequent insane invasions of the Empire. Before the battle of Grim Moor Vassili slipped away, for he could see that Konrad's madness would lead to the destruction of all Sylvanian Vampires. In Mannfred's reign, he fought occasionally but never openly declared his allegiance and his relationship with the Carsteins firmly ended before Hel Fenn. During the Witch Hunter purges of Sylvania during Mannfred's retreat, Vassili slipped away north west, travelling speedily in his black carriage to Moussillon where he was able to conceal himself from the watchful eyes of the inquisitors for only the foolhardy would enter Moussillon in search of the damned. A plentiful supply of corpses were available thanks to continuous outbreaks of the Red Pox and allowed Vassili to build a retinue. Soon he will reveal himself to the Bretonnian rulers and no doubt launch another vampiric invasion of the old world. But then again, Vassili is not like the others, he is more subtle, more cunning and so when he once more stirs the old world will tremble in the face of a completely new horror.

	M	WS	BS	S	T	W	I	A	Ld
Vassili	6	7	5	7	6	3	8	3	9

Weapons/Armour: Vassili carries a hand weapon.

May Ride: Vassili may ride a skeleton steed.

Magic Items: Vassili may take up to 2 magic items.

SPECIAL RULES

Commanding the Rats: Like many other Vampires Vassili has power over rodents, and can command swarms of rats to attack his enemies. Every magic phase, Vassili calls upon the rats to gather. From their burrows in the ground or from rotting corpses they rush towards him, gathering as a large mass. Use the Vermin Tide template. Vassili can then command the rats to move 18". Any model the Vermin Tide template passes over suffers an automatic S3 hit with a -1 save. The rats cannot cross rivers except over bridges. Vassili's summons count as a spell and may be dispelled as normal. No power cards are needed to cast this and the ability never expires.

Seductive Charm: Vassili's handsome if pallid complexion yields a seductive aura that creates a greater attraction to his victims. Any female model in base contact with Vassili must take their Ld test against the Hypnotic Gaze with a -1 modifier to their Ld. This aura has no effect upon males. Vassili has a notorious reputation among the other vampiric families for his irresistible charm and he became known by many as Vassili the Seducer. When numerous young women vanish without explanation, vampires will say that Vassili is close by.

BATTLE II: THE BATTLE OF MARIENBURG

The year is 2032. Though the winter war has raged for only a few months, many towns and cities lie under the shadow of the terrible plague of undeath. Mannfred van Carstein's vicious attack has carved through the Empire, decimating villages and initiating captured nobility into the dreaded cult of vampirism.

Though temporarily 'inconvenienced' at the siege of Altdorf, the tide had begun to turn against the Vampire Lord's army. At Kylsraad, travelling down the poisoned Reik, Mannfred bellowed his demands of surrender to the city. Horrific apparitions set about their usual activity of twisting the minds of the citizens and terrifying them into submission. The following night, Kylsraad resembled a ghost town, the gates were flung open and the Undead force entered. There was no resistance, the people of Kylsraad had been reduced to quivering wrecks. Many had gone insane. Wasting no time, Mannfred abandoned Kylsraad and headed for Marienburg, leaving behind him a haunted city, full of drained husks of what were now his mindless servants. It was only after the lengthy retreat east that Kylsraad was finally razed to the ground. Witch Hunters gathered, exorcisms were performed, the city was completely destroyed and its name erased from all Imperial records. The site today bears no resemblance to a city, it has faded into the rolling moorlands of the Upper Reik. So strong was Mannfred's spell of binding that despite the exorcisms, the hauntings continue....

Mannfred's thoughts were troubled as he made his way to the Crimson Council Tent. His spies had given him detailed, accurate positions of the movement of a large army from the North East, smaller bands had been assembling west of Marienburg and it was only a matter of time before those damned priests following that upstart Sigmar would arrive. They had power, yes, they knew a thing or two about the nature of magic and how to disrupt the delicate magical balance of the Undead. Curse them! If Marienburg could be taken, then a siege could be held indefinitely, for while humans tire easily, the dead never rest. But the battle must be taken to the enemy and quickly. Already, those Elves had shown that they were not so puny after all....they have a powerful source of magic which Mannfred could not identify, a mage, aye: a powerful mage. He had successfully dissipated the entire spearhead of last night's attack, several cohorts of Wights and Zombies had fallen to the awesome power displayed by this mage....such an attack could not be attempted again...but what option did Mannfred have? Brooding troubled thoughts, Mannfred entered into the council chamber to address the ranks of vampiric nobility who stood before him, many dressed in a decadent mockery of the noble houses of the Empire, some having even once served the Empire... they all served him now. Still brooding, Mannfred beckoned the others to the main table over which were spread several intricate maps, scrawled upon with twisted characters and symbols...

At Marienburg, Mannfred came upon a prepared High Elf garrison. Though unable to destroy the Undead, the High Elves could withstand a lengthy siege. This time, Mannfred was running out of time and options. An army from Altdorf was approaching up the Reik - could Mannfred break the last line of defence and establish a vital stronghold in the heart of the Empire?

What actually happened: the High Elves held out and Mannfred was forced to abandon the siege lest he should be caught between the Imperial and High Elf armies. So began the retreat to Sylvania which ended at Hel Fenn.

THE UNDEAD ARMY

The Vampire army of 3400 points may be chosen in the usual way with the following restrictions:

- Necromancers may not be used.
- The General must be Mannfred von Carstein. He should have the Carstein Ring to represent the fact that Mannfred did not actually die in this battle and so death will seem like a lucky escape from Mannfred.

- Other heroes may only be Wight Lords and Vampire Counts.
- No other special characters may be taken other than Mannfred and Duke Hans Voiksgarm. (see page 34).
- Only 1 unit of Wights may be used, all of the previously slain Wights could not be resurrected in time for the next attack.
- If Hans Voiksgarm is taken he must be accompanied by an infantry unit of Skeletons.
- No allies are allowed.

Gelarial sat brooding in his darkened room deep within the strongest out-tower within the city walls. The globes of white light which he had summoned had grown dim since the setting of the sun, it was late and troubled thoughts raced through the Mage Lord's mind as he pondered the day's events...

The Undead had been clumsy in their first attack and he had been able to destroy almost the entire first wave which spearheaded this attack, none of the survivors even reached the first lines of defence. Since then, the vampiric commanders had shielded their minds from him and try as he might he could not ascertain the next movements of the enemy. They must have learnt from their previous errors, and it was beyond doubt that Mannfred had learnt of the Mage Lords existence and power.

It was horrible, cities had fallen - the bloated bodies, the twisted corpses, the agonising screams of damned spirits, the eerie cries from the forests...No, the same could not be allowed to happen here. How long could they hold out? The Undead were inexhaustible, without the need to sleep or eat, they could fight perpetually. If only they could hold out until the reinforcements arrived, and then with a large enough force launch a lightning counter attack and smash through the heart of the enemy, straight to Mannfred himself. But that would have to wait, if only they could hold another day, already supplies were low, the water was poisoned and casualties were mounting...an icy breeze disturbed the Mage momentarily, and he returned to his thoughts, when he felt he touch of death over his shoulder. Spinning around, the Mage Lords reaction was instant... a chilling, pale figure stood grimacing, clad in a pitch black cowl, eyes blazing red with hatred. A withered hand with huge talons had already reached out and even as he turned, the Mage had felt his strength, stamina and sanity slipping away.

The abomination uttered a hiss of triumph which suddenly became an unholy cry of agony that echoed throughout the room and corridors of the outpost as it burst into flames and collapsed to the ground in a smouldering heap. Gelarial still reeling from the combined exhaustion of the drain of the Wraith and the power of the spell, gathered his remaining energy and released it in a flash of pure high magic, bathing the smouldering Wraith in a bright light. The creature, uttered a short, shrill scream and vanished. Gelarial collapsed against the wall, sweat pouring from his brow as several guards burst through the door. They rushed about the room, and Delon the captain of the guard rushed to the Mage Lords side with a healing balm. Soon after, they could hear the call to arms and clattering of armour, running down the corridors towards the courtyard.

Staggering to his feet, but revived somewhat by the balm, Gelarial beckoned to the guards and grabbed his staff leaving the room with the same gesture, troubled thoughts racing through his head..."so it begins"

OBJECTIVES

The Undead must annihilate or route the force of High Elves in order to then be able to break through to the city and take over. If this happens, the Undead player automatically wins.

- Mannfred is able to pinpoint the source of power - the Mage Lord Gelarial. This Mage must be slain so that the magic boundary shielding the city (a sort of permanent banishment spell) can be deactivated before any assault is to be made. Note: if the Elven army routes together with the Mage, then the barrier is automatically dispelled.
- The Undead have 5 turns to complete these objectives.

THE HIGH ELVES - THE DEFENDERS OF MARIENBURG

The High Elf army may be chosen in the usual way of up to 2900 points with the following restrictions:

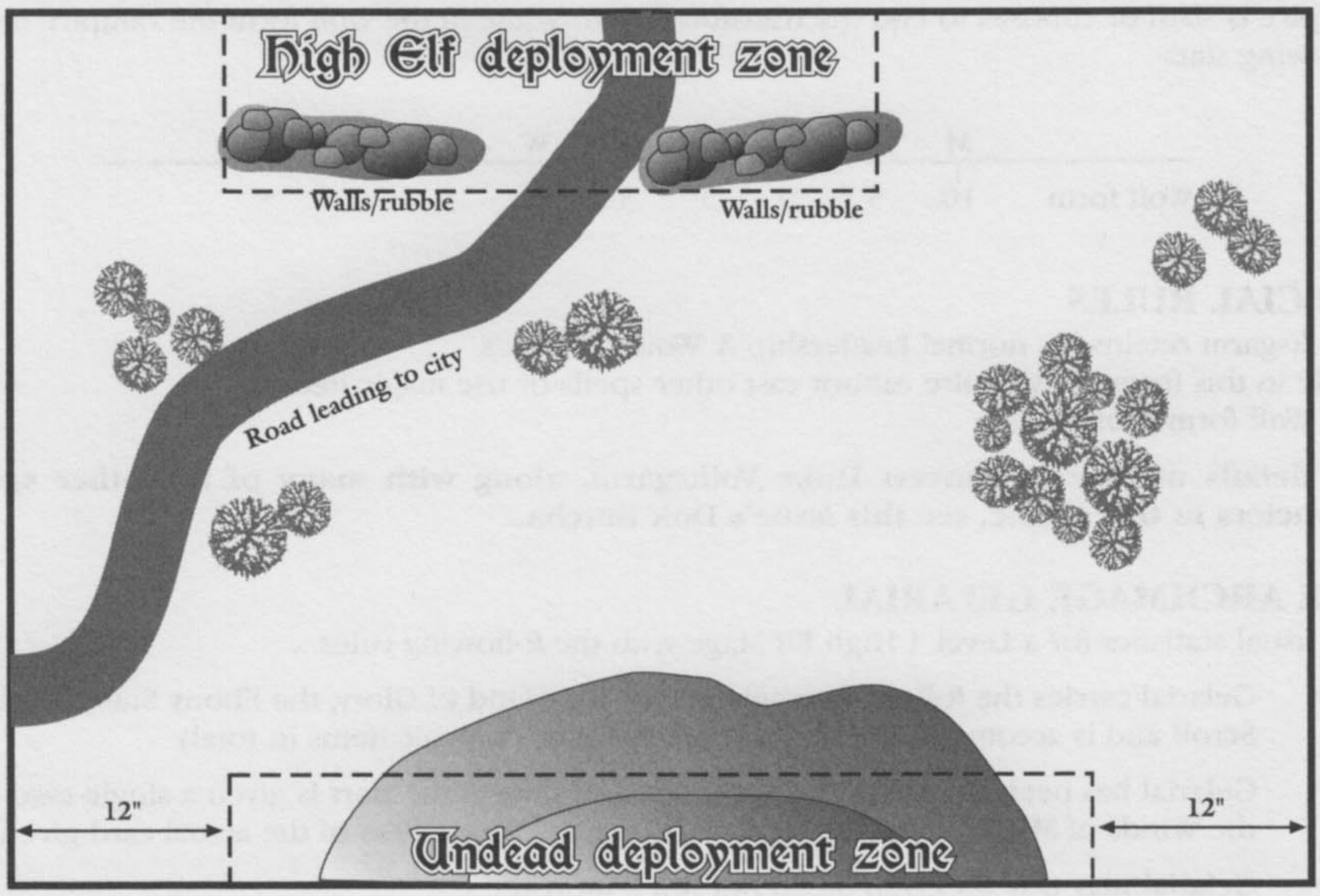
- No allies other than Empire may be taken.
- Must take at Mage Lord to represent Gelariel (see page 34).
- One unit of spearmen must be taken for every unit of Empire allies.

OBJECTIVES

- To hold the line and prevent more than 2 Undead units from occupying their set up zones.
- To slay Mannfred and as many vampires as possible.
- Gelarial must survive the battle.
- The High Elves have 5 turns in which to complete these objectives.

THE SETUP

- The High Elves set up before the town walls and deploy first (see map below).
- The Undead set up in the deployment zones shown on the map.



SPECIAL CHARACTERS

DUKE HANS VOIKSGARM - Vampire Count of Vhaltovia .....225 points
The Summoning Ring +50 points

Vhaltovia is north of Drakenhof where the mountains break into Sylvania. It is one of the most feared regions of Sylvania and when the Empire rampaged through Sylvanian woods hot on the tracks of Mannfred, Vhaltovia was the last place to be cleansed. Still, Castle Voiksgarm remains together with the evil memories of its former inhabitants. Some say it is now once again the haven for the Dukes of Vhaltovia, where the Undead Lords hold blood feasts and revelries of terror.

The Duke had a good relationship with the Carsteins, mainly because of his own psychopathic nature. Serving primarily under Vlad, Voiksgarm was later shunned for his perverse cruelty and evil which was only surpassed by Konrad. Strangely, the Duke did not serve under Konrad and vanished from the scene until the resurgence of the Vampire Lords under Mannfred von Carstein. A powerful ally commanding a host of Wights and ethereal terrors, the Duke soon re-established his former loyalty. He fell at Marienburg, mainly due to his own arrogant, rash pride but some suspect that his brood still live on in their ancestral home.

	M	WS	BS	S	T	W	I	A	Ld
Voiksgarm	6	7	5	7	6	3	8	3	9

Weapons/Armour: He carries two hand weapons, one a wicked edged sword, the other a razor sharp sickle (this adds +1 attack).

Magic Items: Voiksgarm has 2 magic items, one of which is a magical talisman - Summoning Ring. (See Magic items section

BLACK WOLF FORM

In the magic phase, the Vampire may shape-change into a black wolf or dog with glowing red eyes. Generally the older the Vampire, the larger the wolf. The form lasts until dispelled, or until the vampire is slain or chooses to end the transformation. While in the wolf form the vampire has the following stats-

	M	WS	BS	S	T	W	I	A	Ld
Wolf form	10	5	0	5	5	*	5	2	*

SPECIAL RULES

* Voiksgarm retains his normal Leadership & Wounds values
While in this form the vampire cannot cast other spells or use magic items.
The Wolf form causes *Fear*.

For details of how to convert Duke Voiksgarm, along with many of the other special characters in this article, see this issue's Dok Butcha.

THE ARCHMAGE GELARIAL

The usual statistics for a Level 4 High Elf Mage with the following rules...

- Gelarial carries the following magic items - the Hand of Glory, the Ebony Staff, Dispel Scroll and is accompanied by a Combat Familiar (4 magic items in total)
- Gelarial has been preparing for the battle and thus at the start is given a single card from the Winds of Magic which he may retain in hand (regardless of the actual card given).
- Gelarial may ride an Elven Steed but not a monster.

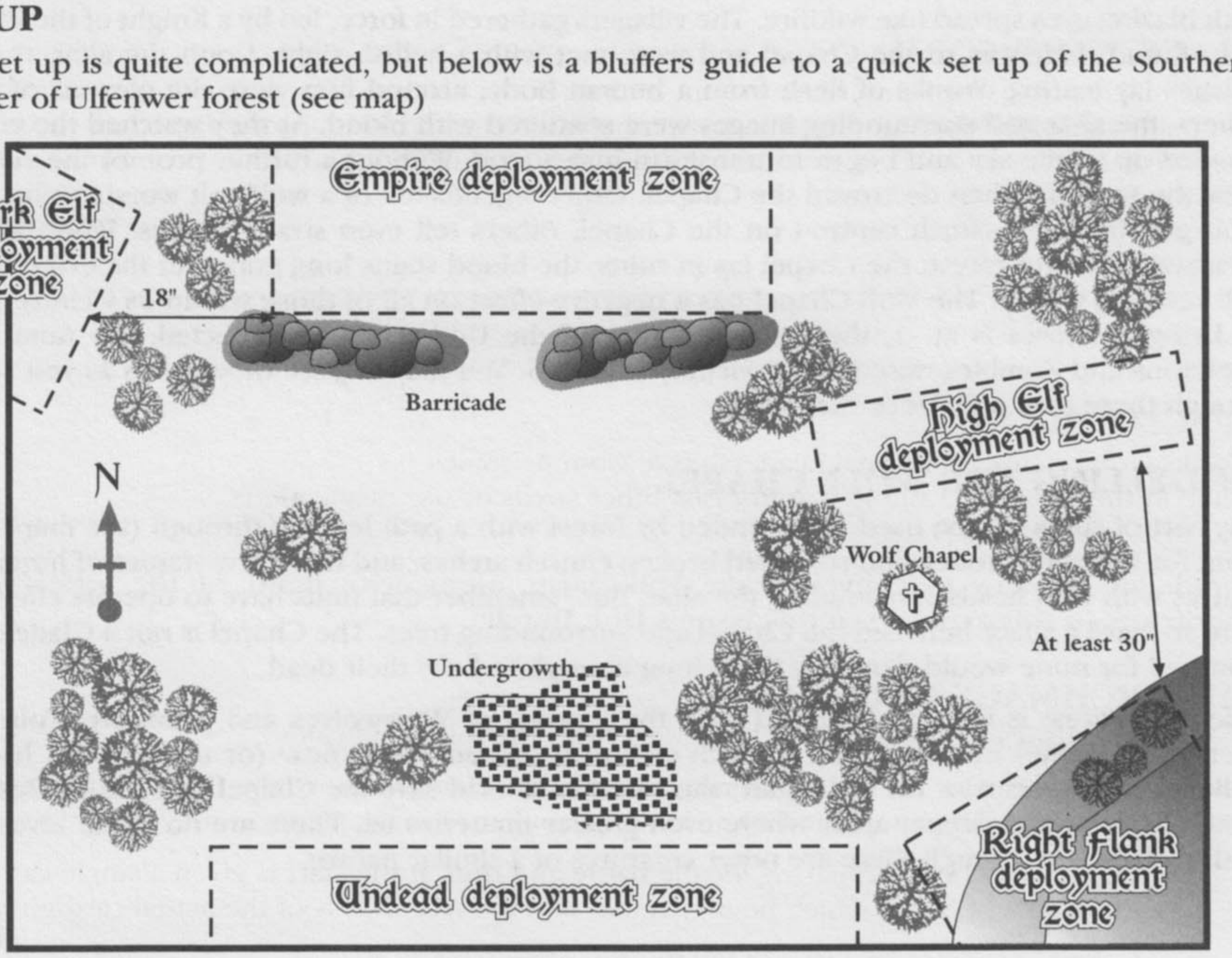
BATTLE III:
THE BATTLE OF ULFENWER FOREST

This battle is unrecorded outside the villages of Ulfenwer forest. This forest stretches for hundreds of acres across the borders of Sylvania. During the earlier Blitzkreig raids, Konrad would not venture very far but the damage done was considerable, until eventually a standing army was positioned within the inner fringes of the forest. Hence when Konrad seized his next unpredictable opportunity to attack, through Ulfenwer forest, circumstance and legend combined to produce one of the most terrifying battles in the wars of the Vampire Counts. The Undead army was marching at full steam through the forest, the Empire unprepared but positioned within the defensive limits and simultaneously a Dark Elf force was approaching from the North West, angrily pursuing a High Elf troop which circumvented the Imperial barricade and rushed South East, unknowingly into the right flank of the Undead. Hence upon arrival, the Empire took a stand against the Dark Elves, the High Elves tried to break through the Undead flank, and the Undead attempted to destroy the High Elf intrusion while simultaneously breaking through the Imperial barricade. The scene is set for a bloodbath; the dark stretches of the forest dotted with a few clearings, a battered Imperial barricade and a crumbling and ancient monument known as the Wolf Chapel.

What actually happened: The Imperial troops were severely mauled by the Dark Elves who were entirely destroyed. The High Elves broke through the right flak of the Undead and the survivors rushed into the Sylvanian border lands. The Undead mopped up the Imperial survivors and broke through the barricade and the final Imperial stand fell at the Wolf Chapel. With news of an approaching army and after razing the border villages, Konrad withdrew back to Drakenhof.

SETUP

The set up is quite complicated, but below is a bluffers guide to a quick set up of the Southern quarter of Ulfenwer forest (see map)



FOREST

Most of the scenery is forest, or groups of trees. In some areas there will be obvious clearings - known as the Glades of the Damned (see below).

THE BARRICADE

To the North, there is a string of wooden rather than stone walls, tumbled carts, possibly pits, and a series of braziers marking the area of each Imperial detachment. (The battle began in the early afternoon and lasted most of the night).

THE GLADES OF THE DAMNED

There are few paths through the forest, and the nearest villages are several miles North. Because of the dense undergrowth and the hard soil, the clearings were chosen by established tradition as the burial sites of criminals, blasphemers and other denizens who were denied a burial with the blessing of Sigmar. These clearings are said to be haunted, and those who believe that criminals and suicides rise as the vengeful dead, stay clear of these places. A Raise spell cast in the confines of such a Glade will produce an extra 2 Zombies or Skeletons in addition to the normal d6 roll.

THE WOLF CHAPEL

There are many folk stories and tales told around inn hearths about this Chapel (although this is a perversion of the word). The Wolf Chapel was rumoured to be once an altar in the forest of the Lords of the Wood and was respected by the local villagers. However, some time in the distant past, one of the villagers who frequented the Chapel came back one night in a strange mood. He had seen a dark man in the Chapel who had given him some sort of secret which he could not divulge. His secret soon became apparent when corpses of children were found with their throats torn out in the vicinity of the border villages. People began to go missing and reports of Daemonic Wolves with blazing eyes spread like wildfire. The villagers gathered in force, led by a Knight of the Blazing Sun, found their way to the Chapel and were met with a hellish sight. Upon the altar, the first villager lay tearing chunks of flesh from a human body; around him were the corpses of many others, the altar and surrounding images were spattered with blood. As they watched the villager howled up to the sky and began to transform into a wolf. Without a further prompt the villagers slew the wolf and then destroyed the Chapel. Other legends tell of a wolf cult worshipping some wolf god from the North centred on the Chapel, others tell even stranger tales. When Konrad attacked Ulfenwer forest, the Chapel lay in ruins, the blood stains long gone but the evil memory still residing within. The Wolf Chapel has a negative effect on all of those within its vicinity. All Ld of living creatures is at -1, the magical nature of the Undead is also affected, the number of Skeletons and Zombies raised in the vicinity is halved. You may impose other rules as you see fit, though these may unbalance the game.

MODELLING THE WOLF CHAPEL

Any sort of ruins can be used, surrounded by forest with a path leading through (see map) but I went for the gothic touch and so added broken church arches, and had a few statues of humanoid figures with wolf heads surrounding the altar. But remember that units have to operate effectively here so leave a space between the Chapel and surrounding trees. The Chapel is not a Glade of the Damned for none would dare stay there long enough to bury their dead.

Ulfenwer Forest is in fact associated with the legends of Werewolves and primative Wolf Cults (hence the name) but there are no such creatures present there now (or most would have us believe...) Villagers now do not regard the forest as cursed save the Chapel and the Glades, and generally avoid the deeper areas where even greater mysteries lie. There are no Wood Elves here and no Treemen, though there are other creatures of a similar nature.

THE UNDEAD ARMY

Konrad's army is chosen from the usual army list of up to 3000 points (representing the right flank and the first few battalions - the rest of the army swept across the far side of the forest and did not engage in combat). The following restrictions apply

- The army must be led by the Vampire Lord - Konrad von Carstein (see page 48).
- The army may not contain Mummy Tomb Kings, but can contain Wight Lords and Vampire Counts.
- At least 700 points must be dedicated to the right flank (see later).
- No allies may be chosen.
- The right flank may be lead by Herman Gluckstein (see later)
- No other special characters may be used and no Necromancers may be taken.

THE RIGHT FLANK

The right flank sweeps across the battle from the South East on the third turn. In the battle this clashed into the High Elves, and was broken. The right flank must be lead by a Hero, usually a Vampire Count. The right flank must consist of either infantry or cavalry and may contain up to 3 chariots.

OBJECTIVES

- The Undead must smash through the Imperial barricade and thus have at least 3 units behind the barricade by the end of the battle.
- The High Elves must be prevented from breaking through the right flank.
- Konrad must survive the battle.
- The Wolf Chapel must be captured and held by the Undead at the end of the battle.

Although looking complicated, the objectives are rather singular. Konrad surviving and the main attack on the Imperial barricade is straightforward, the flank vs the High Elves is designed to create a situation of a delaying action - a coup-de-gras should the High Elves fail to break through. The Wolf Chapel is going to be the focus of the fight at the end of the battle. I found that in the last few turns, all survivors converge here, the Undead usually being able to establish a stronghold with long range Raise Dead spells around the Chapel. By this time the Dark Elves were dead, the High Elf survivors had fled from the board, the Empire had abandoned their barricade and the Undead were scattered around the forest, although there were 2 units around the Chapel where the Empire launched their final, desperate counter attack.

THE EMPIRE

The Empire army represents the Standing army at Ulfenwer forest. this is a 2700 point army which may be chosen from the Empire Army Book with the following restrictions:

- No special characters may be used other than Jan Stenman and Leoneric (see later).
- No allies may be used.
- Up to 1/3 of the points instead of 1/4 may be used to buy War Machines.
- A Kislevite army may be used instead with the same restrictions. (See Journals 14-16).
- You may take the Forest Ranger Leoneric as an independent character (see later).
- Reinforcements of at least 200 points must be chosen within the overall points allowance.

OBJECTIVES

- To hold the barricade and prevent both the Dark Elves and Undead breaking through.
- Failing this, to prevent the Wolf Chapel falling into enemy hands.
- To slay Konrad if the opportunity presents itself.

Generally the Empire should not attempt to go on the main offensive against the Undead, though this may be more favourable against the Dark Elves.

Remember that although much of the field is covered in forest, Helblaster Volley guns are especially effective at close range and there is a short clearing before the barricade (created by the Imperial engineers in order to lessen the chance of a sneak attack through the trees).

REINFORCEMENTS

Reinforcements may enter the table as soon as the barricade falls (i.e. Empire units are outnumbered by enemy units in the barricade zone) or in 5th turn. (The full battle lasts 6 turns). Reinforcements must be composed of at least 200 points worth of troops, and must be infantry or cavalry - in the actual battle, cavalry were used as they were fast and agile and could reach the Wolf Chapel. The reinforcements enter from the North side of the table in the Imperial movement phase and can move immediately (See deployment map for more details). Characters (but not the Generals) can accompany the reinforcements unit/s.

DARK ELVES

A Dark Elf contingent of 1000 points can be chosen from the Dark Elf Army Book with the following restrictions:

- No allies.
- No special characters.
- No War Machines (they were pursuing the High Elves, so any War Machines would have been left behind or would not have reached the battlefield in time).

OBJECTIVES

- To break through the Empire lines, destroy the High Elves, then leave the battlefield alive.

The Dark Elves unwittingly stumbled upon the Imperial barricade and were unaware of the Undead army on the other side of the forest. Since the element of surprise was with them and they still had the momentum of speed, the Dark Elves attacked from the rear flank of the Imperial blockade but in the actual battle were cut down.

HIGH ELVES

A High Elf contingent of no more than 800 points can be chosen from the usual army lists.
In addition the following restrictions apply:

- No allies.
- No special characters.
- No War Machines (for the same reason as the Dark Elves).

OBJECTIVES

- To break through the right flank of the Undead and leave the battlefield alive.

The High Elves passed the Imperial blockade and crashed into the Undead flank, attacking immediately. Should they break through, the Elves may want to regroup and attack from the rear of the Undead force...

Each army gains Victory Points in the usual way +2 additional VPs for every objective completed.

ADDITIONAL VICTORY POINTS FOR HISTORICAL ACCURACY

UNDEAD

- +1 if Herman Gluckstein* and Konrad survive (*if applicable).
- +1 if the Undead break the barricade and hold the Wolf Chapel.

EMPIRE

- +1 if Jan Stenman* survives (*if applicable).
- +1 if the Dark Elves are completely destroyed.

PLAYING WITH FOUR ARMIES

There are essentially two main armies involved and two smaller troops. It is best if four players were in control of the four separate forces so that these could act independently of each other. (The alternative is to have the Undead player control the Dark Elves and the Empire player to control the High Elves).

Don't think that the High Elves and Dark Elves are there just to fulfil historical necessity.

They can make a big difference, forcing the hand of the larger armies, denying them Victory points by eliminating units etc. In the battle I played, the Dark Elves did not in fact get destroyed but routed half of the Empire army towards the right flank of the Undead which itself had routed the remaining High Elves.

See the Deployment Map for details of set up and movements.

SPECIAL CHARACTERS

HERMAN GLUCKSTEIN - The Terror of the Upper Reik .....280 points
Ring of Red Death +150 points

Herman Gluckstein the Count of the Southern Sylvanian borderlands that extend up the Reik is regarded by many as the most frightening of the Vampire Counts, though his reign of terror was ended by Jan Stenman - the Witch Hunter after the battle of four armies. Herman had a ghastly appearance, resembling a living corpse, with a bald head, bat ears, long curved talons and tight, withered skin. Rumoured to have power over the plague, Herman was a nightmare that became reality when Konrad marched on the Imperial provinces. In battle, though a formidable fighter, it was his hideous appearance and disturbing powers that drove back the Imperial spearhead at the Battle of the Four Armies.

Herman has the same stats as a Vampire Count and is also subject to the following rules:

- Herman's hideous appearance strikes fear into the enemy and so he causes *Fear* in his normal form.
- Herman commanded the right flank in the battle of Ulfenwer Forest and must do so associating with the largest unit in the right flank - he may ride a steed.
- Herman has a vampiric power (Swarm Form) and carries the *Ring of Red Death.*

SWARM FORM

During his movement phase Herman may crumble his body into a swarm of rats. This swarm moves as one unit (use the Vermintide template) and acquires the stats of a swarm of rats (see Bestiary) (except movement) and use the swarm psychology rule. The swarm can move over all obstacles without penalty and can move at a rate of 18". Herman may reform into his original body at any time. While in this form no magic spells or items may be used, and the swarm cannot cross rivers. Should the swarm suffer wounds but is not destroyed, upon reforming, all lost wounds are regained (including all vampiric wounds).

JAN STENMAN - Witch Hunter Of Altdorf .....80 points
Malleus Vampiricum +50 points
Relic of Tortine +80 points

Jan Stenman was born and trained in Altdorf by the Priesthood of Sigmar. He pursued knowledge of vampirism and necromancy, ridding Altdorf of its infamous Necromancer - Peitr van Gustenburg. In his youth he learned of the terrors Sylvania and set out to destroy all vampires within the borderlands. In this he was not very successful and had to flee back to Altdorf. After the first attacks of Konrad, he asked for a post at Ulfenwer Forest with the standing army and remained there hoping to be able to get a shot at killing Konrad. In the actual battle of the Four Armies, Jan followed Herman Gluckstein back to his lair and destroyed the exhausted Count.

	M	WS	BS	S	T	W	I	A	Ld
Jan Stenman	4	5	5	4	4	2	5	3	8

Weapons/Armour: Jan is armed with the Malleus Vampiricum and a handgun.He may wear light armour at the usual extra cost.

Magic Items: Jan carries the *Relic of Tortine* and the *Malleus Vampiricum.*

May Ride: He may ride a horse (not any other steed).

Jan may associate with any unit in the Empire army when deploying.

LEONERIC - Ranger Of Ulfenwer Forest .....70 Points
The Ulfen Tooth +25 Points

Leoneric was born in Ulfenwer Forest and has lived there all of his life. He agreed to help the Empire combat the Undead incursions and his knowledge of the forest proved invaluable in previous battles and has enabled him to escape fate on several occasions. After the battle of Ulfenwer Forest, Leoneric hid and watched as Konrad had the survivors impaled on the trees and then enslaved their corpses.

	M	WS	BS	S	T	W	I	A	Ld
Leonric	4	4	4	4	3	1	4	2	7

Weapons/Armour: Leoneric carries a bow and hand weapon. He may associate and lead infantry units.

Magic Items: Leoneric carries the *Ulfen Tooth.*

SPECIAL RULES

Leoneric is subject to the following special rules:

Path Finder: Since he knows the secret path of the forest, Leoneric may move through all terrain without penalty. This applies to any INFANTRY unit he is leading.

Evade Pursuit: When fleeing, Leoneric ducks into some brambles, undergrowth or dashes up a tree. Hence he cannot be pursued. This does not apply to his unit, so if his unit flees and is caught, they are destroyed in the usual way except Leoneric who remains hidden. If he fails to rally in successive turns, Leoneric simply runs through the undergrowth silently and cannot be pursued. Then the pursuing unit acts as if it simply destroyed Leoneric in combat.

Superstitious: Leoneric like the other villagers is wary of the Glades of the Damned and the Wolf Chapel, and so while traversing through these areas suffers a -1 to his Ld.

BATTLE IV: THE BATTLE OF GRIM MOOR

The Spring of 2121 sees the ongoing feud in the border Elector lands brought upon by Konrad von Carstein, known as "Mad Konrad", a vampire Lord from the most notorious vampiric families in Sylvania sired by Vlad von Carstein, the founder of the dynasty. In his insanity, Konrad had pursued the most ludicrous campaigns against the neighbouring Elector Counts. Sporadic raids turned into full blown invasions that seemed to lack any strategic purpose and were illogical and unpredictable. After the battle of the four armies, Konrad's defeat enraged the Vampire Lord who not only ignored the option of retreating but also executed the elite vampiric nobility of his army for having failed him. His anger combined with the madness that drove him on was demonstrated by the horrific nature of the executions, which only a vampire could dread. Thus in a seething rage, Konrad led his army onwards to the Whistler Hills where again he suffered devastating losses to his army. Again the enraged Vampire Lord headed on with a much smaller force, leaving behind most of the remaining vampire nobles, entombed alive in the deepest barrows, who he believed had failed him yet again. It was clear however, that Konrad's losses were due to his numerically inferior force, resurrection of the army declined drastically after the execution of most of his potent spellcasters in the aftermath of the battle of the four armies. But upon reaching Grim Moor, the remaining Vampire Counts, Princes and Barons in a desperate attempt to avoid the fate of their fellow vampires summoned an immense Necromantic Wind that although it drained them of any effective battle magic, succeeded in increasing the army to its original size.

The battlefield was ideal for the Dwarves and Humans who had set up their artillery facing the vast bleak moor, where outcrops of rock and a few shrubs served as the only cover. Various streams dissected the plain and the dramatic arrival of Konrad's army (as usual) was quickly noticed.

Whether Konrad had any battle tactics laid out in his mind will never be known, but storytellers will tell that it was his own madness that drove the army onwards across any terrain towards any opposition. Even Konrad himself had frequently charged the Imperial artillery on a hellish steed, screaming curses and brimming with hatred.

Thus the army, increased in size simply took to shambling across the moor towards the gunners and the crossbowmen. However, a flock of Carrion led by the Vampire Count Stefan Hauklein mounted on a Manticore were able to attack the artillery of the Human army and thus limit the advantage of the Dwarven artillery.

Faced with an aerial assault and the mass infantry charge, the Imperial troops had little alternative but to march out to meet the enemy as the Dwarfs held back temporarily and their cannon attempted to reduce the size of the Undead horde.

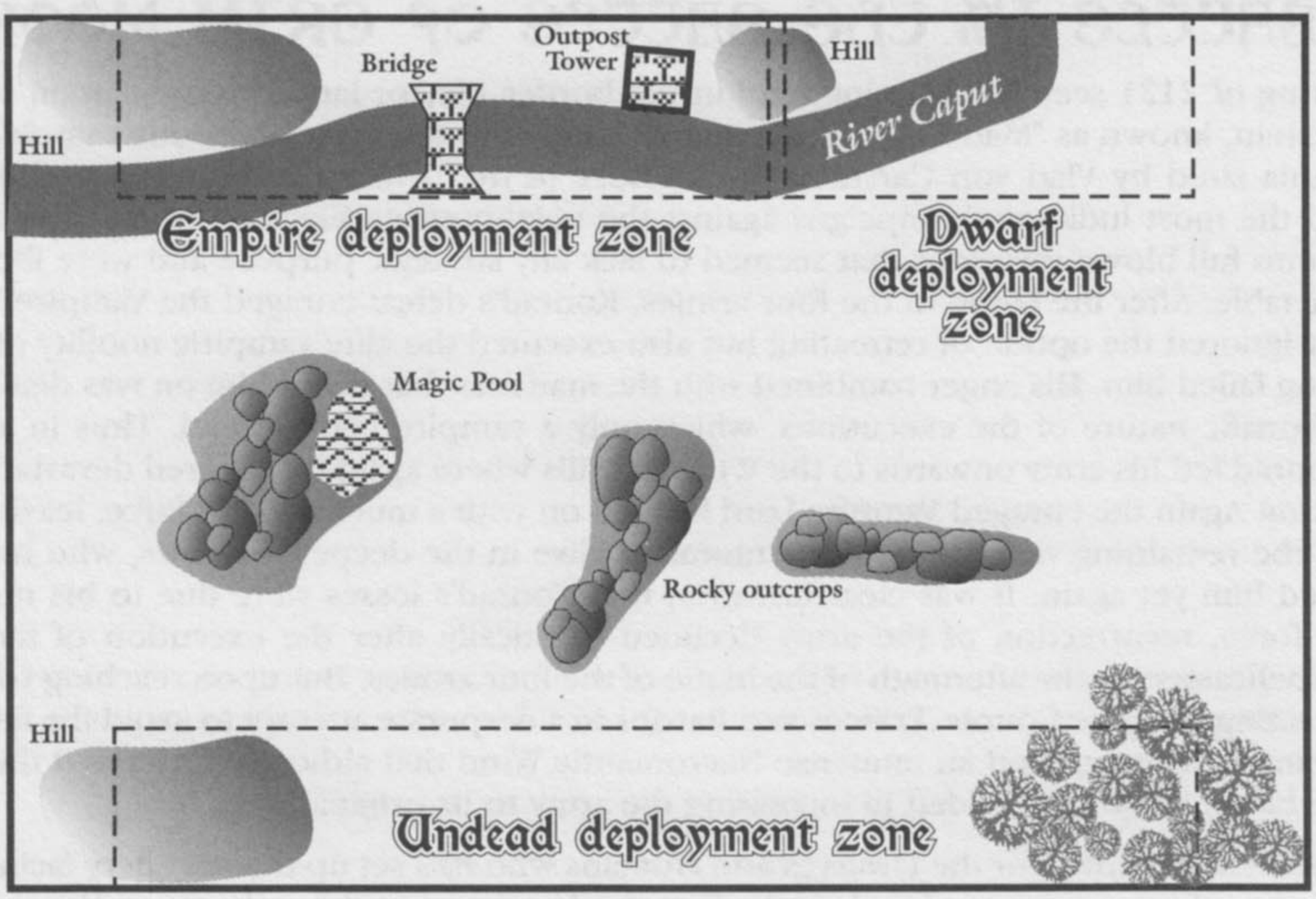
Konrad, on foot this time, spearheaded the main attack into the bulk of the Imperial army, and as he cut his way through many units the slain rose to serve him

In the actual battle of Grim Moor where a Dwarf and Imperial army were holding their position, the vampire elite fearing for their lives after a sudden fit of rage from Konrad abandoned their positions around him and fell back, enabling the Dwarfs and Humans to push forward and they were able to slay Konrad. The remaining vampires left the battlefield as soon as Konrad fell, leaving the army to crumble and the ghouls to scatter. The Dwarven and Empire armies did not bother to give chase, for now that Konrad was dead, the immediate threat of this sudden, frequent, psychotic invasions was over. The deadlier threat from the last of the Carsteins was yet to come...

SET UP

The Battle of Grim Moor took place on a single battlefield although there were several individual skirmishes. The battlefield can be set up on one large board which will vary in dimensions depending on the spacing of the scenery, but some location of the scenery is of vital importance.

Set up the scenery as shown below on the map. The deployment zones are also shown.



SPECIAL SCENERY RULES

THE BRIDGE OF SEVERAL HEADS

This is of great strategic importance to the battle, for the bridge is the only passable point across the River Caput and beyond lies the open road leading to the heart of the Empire. The Empire army must not allow this bridge to fall under any circumstances. The bridge is known as such for it has several impaled heads of criminals adorning its sides.

There is an outpost tower by the bridge where archers or crossbowmen may be positioned. Again this tower must not fall (see later for details of fighting in the tower).

THE MAGICAL POOL

This eerie pool of murky water can be found at the rocky outcrops. Permeated with magic and enchantment it has both the power to heal and destroy. Refer to the rules for Magical Pool in Enchanted Scenery - Journal No.9.

THE UNDEAD ARMY

The Undead army may be up to 3600 with the following restrictions:

- The General must be the Vampire Lord Konrad von Carstein (see end for his profile and items). He may be given the Carstein Ring if your opponent agrees. Remember in the historical tradition the Ring was stolen from Vlad and not passed down the family.
- At least 1 Vampire Count must be included, other characters may be Wight Lords, Wight and Wraith Champions. The only spellcasters in the army will thus be vampires.
- You may include Stefan Hauklein on a Manticore if you wish. Usually he would cost 400 points, but you may take the fully armed and mounted Vampire Count for 350 points - see end of profile.
- The army must include at least 1 Carrion.
- Vampire characters may not take anything that would raise their level or give them extra spells such as the Book of Ashur, spell familiars, etc.
- No special characters or allies are allowed.

DEPLOYMENT

the Undead army must deploy in the usual way - 12" from sides and up to 12" from back at the far end facing the Empire and Dwarves. Haulklein and his Carrion may be considered to be flying high at the start of the battle. They may thus be able to attack immediately on the first Undead turn.

OBJECTIVE

The Undead have the opportunity to pick up extra Victory Points by completing any of the following...

- If the bridge of several heads is occupied by at least 1 Undead unit - 1VP
- If the bridge is occupied by Undead units and no Empire or Dwarfs units within 3" - 2VP
- If the Outpost Tower is occupied by any Undead units - 1VP
- If the Outpost Tower is occupied by Undead units and no Dwarf or Empire units - 2VP

The Undead must attempt to take hold of the bridge and tower and clear the far bank of the River Caput of Empire and Dwarfs. Konrad must try to survive, but he will always attempt to enter the fight (see Konrad's profile).

The Undead have 4 turns to achieve these objectives.

EMPIRE ARMY WITH DWARF ALLIES

The 3300 Empire army with Dwarf allies may be chosen in the usual way with the following restrictions:

- At least 1 character must carry a Runefang.
- No other allies are allowed other than Dwarfs and no special characters are allowed for either race.
- At least 25% of the points must be spent on Dwarf allies (825 points). Dwarven artillery of some type must be included.
- Although the army cannot have special characters, it may take the Elector Count of Stirland (who has the usual profile of the Elector Counts but carries a Runefang and another item, also mounted on a horse.)

DEPLOYMENT

The Empire must deploy at least 25% of their troops within 10" of the Bridge of Several Heads, but up to the usual 12" from the table edge. This includes troops in the tower.

The rest of the troops may be positioned as usual, 12" within and 12" from the edges. Artillery will probably locate on the high ground, although it is up to the player entirely.

THE OUTPOST TOWER

- Depending on the tower you are using, you may be able to put models on its top or not (if the tower has an enclosed roof for example). However, a maximum of 8 Archers may remain on the top level of the tower and shoot from slits or windows. The second level may contain another 8 Archers and the bottom level another 8. Alternatively, these may be Handgunners or Crossbowmen or any other foot troops. Characters may also be placed in the tower, replacing one of the other models.
- Wizards may still cast spells from the tower.
- Models may leave and enter the tower via the main door, but only individual models may do this, no units in the tower or outside may break unit cohesion.

- Raise Dead spells can raise new units within the tower and the usual procedures are followed - *Fear* Tests followed by combat. But you can only raise a maximum number of Undead as there are free spaces on the level you wish to raise it on. e.g. if the top level, occupied by 8 models has 8 free squares - you may raise up to 8 Skeletons or Zombies. You may not raise war machines or horses within the tower.

COMBAT IN THE TOWER

When combat occurs, the Undead will have to attack the lowest level and work their way up, ascending a level when they have cleared their current level of opposition. The template for the tower allows such combat to be fought in a "Warhammer Quest" environment, but the usual combat rules apply, except that rank bonuses are not given as such. If any troops flee within the tower they are automatically destroyed.

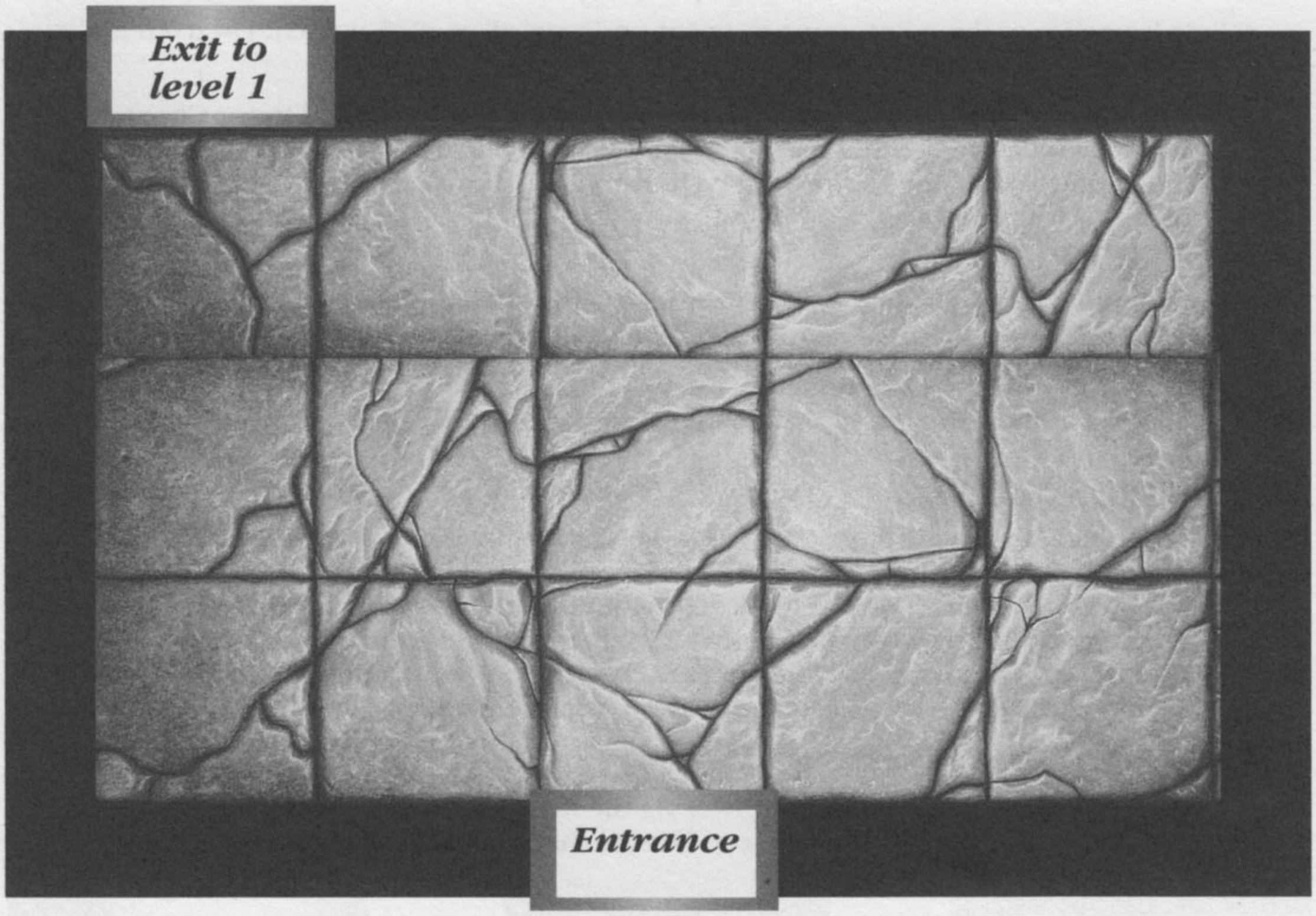
OBJECTIVES

The Empire gain additional victory points for the following achievements:

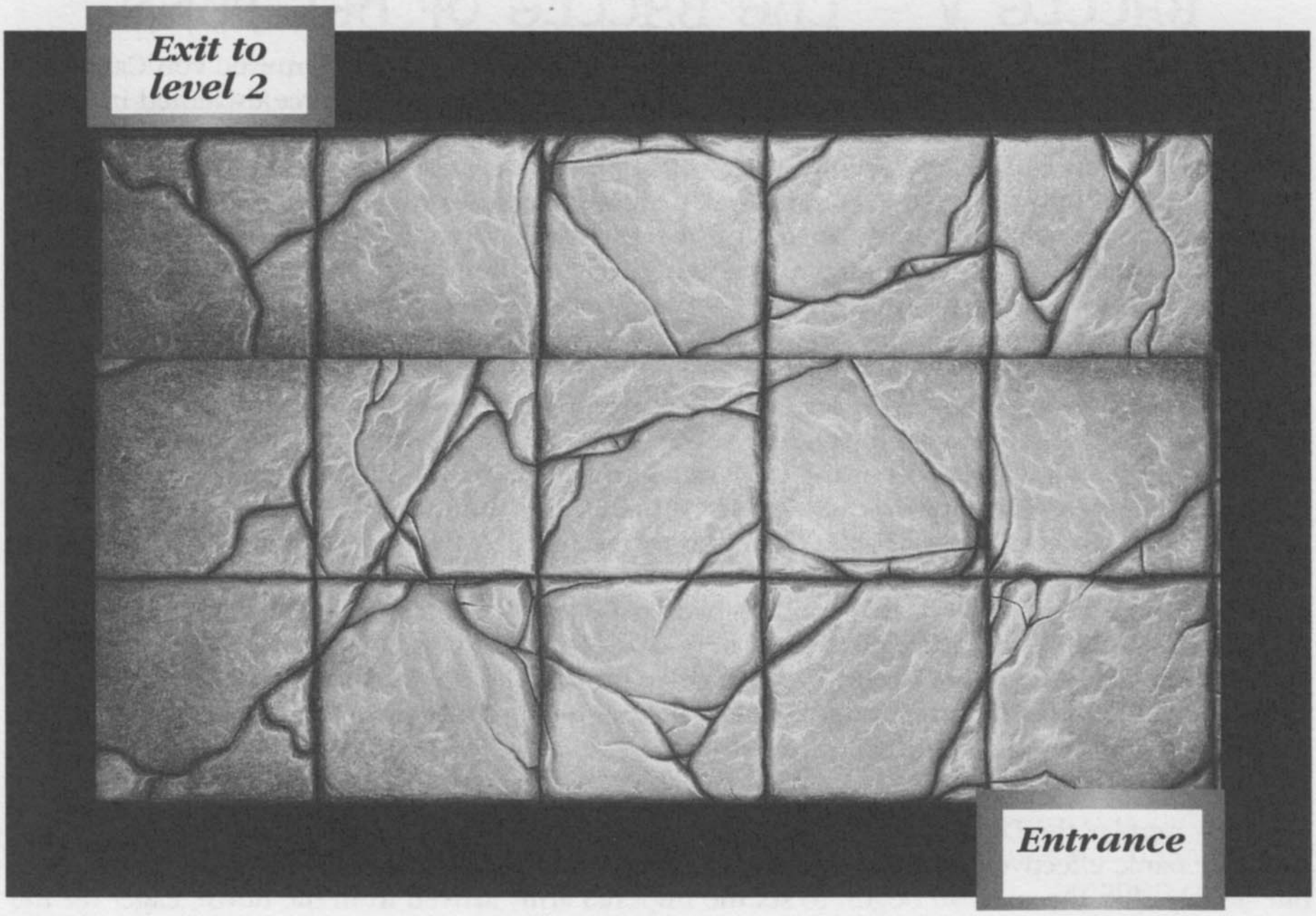
- Konrad von Carstein is killed by a Runefang - 1VP (historical accuracy).
- If a Dwarf is present by Konrad when he is killed - 1VP (historical accuracy).
- If the Empire manage to hold the bridge - 2VP.
- If the Empire manage to hold the tower - 1VP.
- If all of the other Vampire Counts flee 1VP (historical accuracy).

The Empire and Dwarves must hold the tower and bridge while attempting to destroy Konrad and his retinue. This may lead to a clustering of troops around the tower and bridge but remember the river cannot be crossed, it is too deep, although ethereal riders may drift across. This should be kept in mind and also the tactic of meeting the enemy as far from the bridge as possible should also be considered.

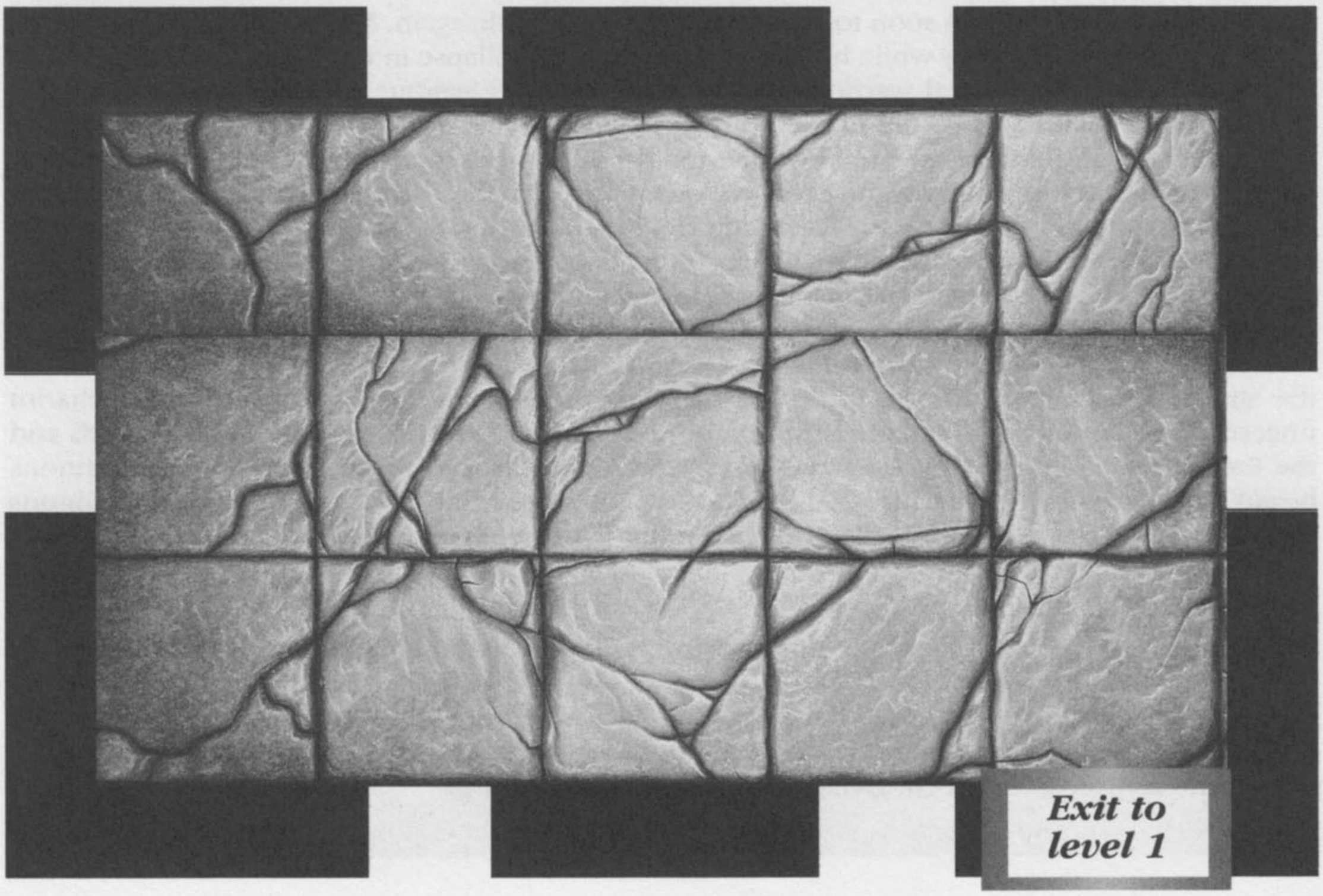
Ground Floor



Level 1



Level 2



BATTLE V – THE BATTLE OF HEL FENN

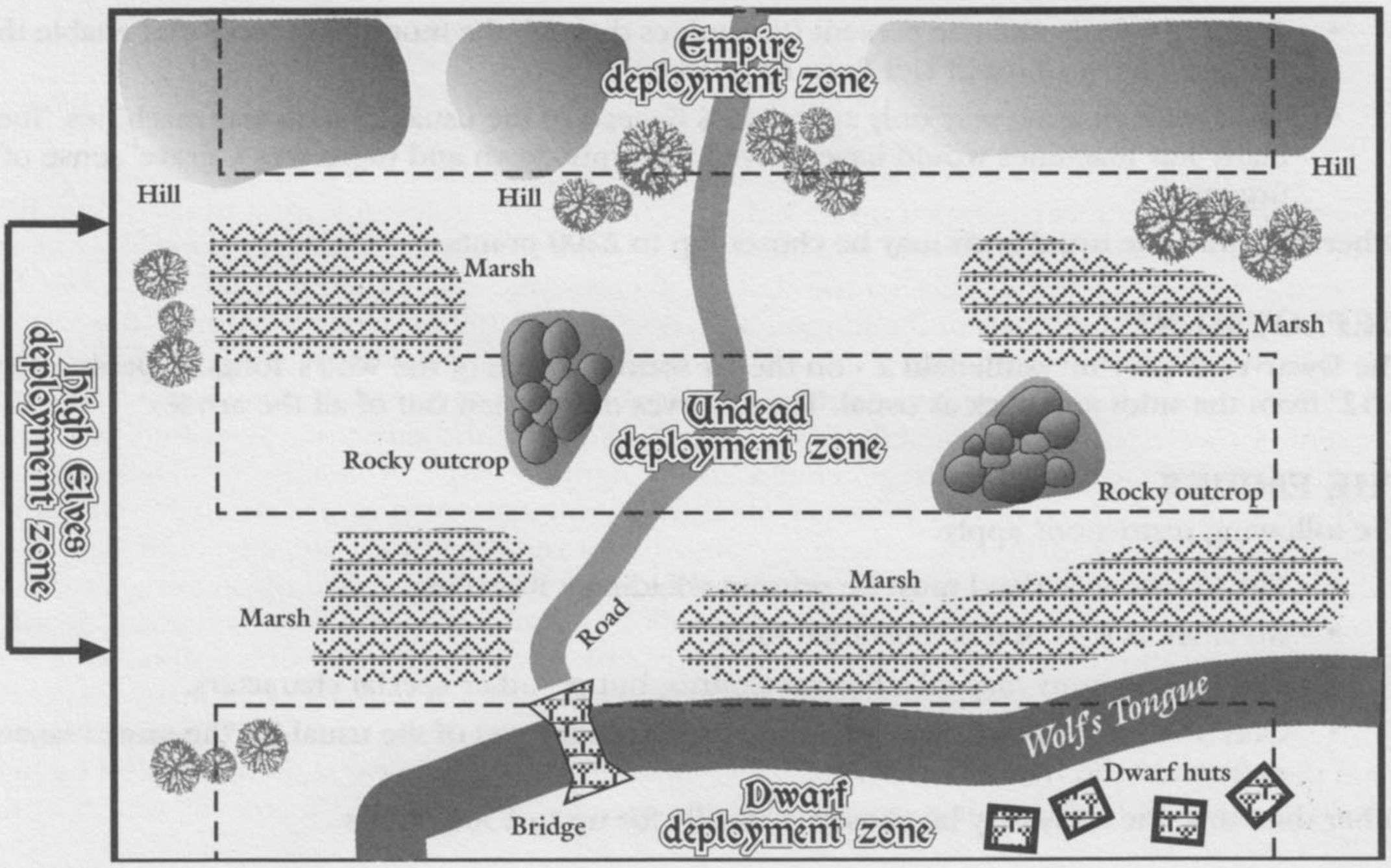
The year 2145 and the army of the damned, raised by the Vampire Lord Mannfred von Carstein is in retreat after an initially victorious invasion of the Empire. Mannfred's force dwindled in size as he fell back through the dark woods of Sylvania, heading for his haven at Drakenhof Castle. As the army retreated, its officers slipped away, Vampire counts and nobles deserting to their own lairs and castles until only the most loyal remained with Mannfred, leading a reduced force of Undead. For as the vampires left the army, so too did the necromantic magic that held the army together dwindle gradually. The forces of the Empire united against Mannfred were ploughing through the Sylvanian woods, destroying every trace of vampirism along the way, chasing Mannfred in a desperate attempt to destroy him before he vanished into the deepest wooded mountains where Drakenhof Castle lay. A siege in this cursed place was out of the question. Mannfred had to be stopped before he escaped and regenerated his strength and army. This view was shared by the High Elves and Dwarfs who were pursuing Mannfred along their own routes. The Dwarfs heading west through Karak Kadrin, down the river valley to cut off Mannfred from the south. The Elves following the Great River Stir from Altdorf while the Elector Counts headed through the forests of Sylvania south towards Drakenhof. At dawn, Mannfred had arrived at Hel Fenn, a marshy clearing, surrounded by the thick forests with a well worn path heading south and vanishing at a river known as the Wolf's Tongue which flooded the marshes regularly. It was here that many massacres by bands of Goblins had taken place and here that Mannfred first commanded the dead to rise from the water to serve him. Ironically although Mannfred did not know it then, it would be here where he would join the restless dead he had commanded to rise amid the marshy waters of the Wolf's Tongue.

The vampire Lord and his retinue could not move by day and so the Undead army halted at Hel Fenn. By midday the Dwarves had reached the Wolf's Tongue from the south and camped on the opposite bank, effectively blocking the retreat of the Undead army. Of the Elves there was no sign, but shortly after the sun had begun to set the Imperial army arrived from the north, eager for the destruction of the Undead horde.

Mannfred awoke to find his escape effectively halted. This would be his final stand. The vampire counts and barons bowed low and left him to raise the necromantic winds as the tireless dead lay in the fields, lifeless corpses soon to be summoned to do battle again. Mannfred would release his hold upon most of the army while he rested, allowing it to collapse in the fields and forests, while only a few bands of ethereal warriors and skeletons in rusty armour patrolled the grounds. He could if he needed to, raise the entire army in a split second. It had worked before at Altdorf, where the horror and terror created by thousands of dead corpses and spirits rising together from the ground had served to panic the enemy allowing the vampire Lord to seize the advantage. The Empire army was encamped on the far side of Hel Fenn, on the high ground that protruded above the marshes. From the distance the small fires of the Dwarven camp could be seen across the Wolf's Tongue. But as they watched, the marshes before them began to foam as countless corpses rose from the waters and grasslands, most completely devoid of any flesh, some still in putrefied states. Horses and chariots sprang from the ground and terrible ethereal forms of hooded Wraiths and the shadowy carrion, which rose into the night sky on silent wings. Mannfred on his chariot uncertain of the effect of his summons upon his foes bade the army to attack both the Dwarfs and the Empire. As the dead moved towards then, the Empire troops rushed into line, the cannons began to pound. Among the Dwarfs, the first notion of battle came from the sound of the cannons firing. And then the dead were upon them. The Battle of Hel Fenn had begun.

SET UP

The Undead are deployed centrally, the Dwarfs on one side and the Empire on the opposite side, both facing inwards towards the Undead. This deployment may be quite complicated and hard to position. An alternative is to use 2 boards so that the Undead in both cases will locate on the edge of the board, facing their opponents. It is a good idea if you can have these boards facing each other, with a space in between, giving you access to move troops.



THE UNDEAD ARMY

This army is chosen in the usual way but is subject to the following restrictions:

- Mannfred von Carstein must be its General. He may ride a chariot though he does not have to. He may take the Carstein Ring if both players agree (traditionally it was lost).
- Heroes must be either Vampire Counts or Wight Lords.
- The army may not have any other Necromancers or special characters.
- The army will be split into two, one to fight the Dwarves, while another force fights the Empire. Eventually both forces will merge but with the initial attack it may be worth considering differing forces for different effects; e.g. a cavalry based force with chariots and horsemen and an infantry force etc.
- The army must include at least one unit of both Carrion and Skeleton warriors.
- No allies are allowed.

Other than this the army may be chosen in the usual way and can be up to 4000 points.

DEPLOYMENT

The Undead must split their forces, this does not have to be an equal split and there are no character obligations for either force, but common sense will direct you as to what you deploy and on which battlefield. The Undead deploy last after all the Dwarfs and Empire have fully deployed. Remember that if the bulk of your army is on one side, the other is likely to fall easily. The initial objective is to ensure that Mannfred survives and to attempt to break and route the opposing armies or destroy them. Against the Dwarves however, the Undead must break through the lines, clearing a path for Mannfred to escape.

Work out Victory Points as normal but the Undead automatically lose if Mannfred finally dies.

THE DWARF ARMY

Again chosen in the usual way with the following restrictions:

- No allies as part of this force. (Technically they will ally with High Elves and Empire).
- No special characters and the Master Rune of Valaya may not be used.

- 1 unit of miners must be present (the guides through the mountain passes that enable the Dwarven army to reach Hel Fenn so quickly).
- The Dwarven army may only spend 15% instead of the usual 25% on war machines. Too many war machines would have slowed the army down and there was a 'grave' sense of urgency.

Other than this, the usual army may be chosen up to 2200 points.

DEPLOYMENT

The Dwarves deploy on battlefield 2 - on the far southern side of the Wolf's Tongue. Deployment is 12" from the sides and back as usual. The Dwarves deploy first out of all the armies.

THE EMPIRE

The following restrictions apply:

- The Count of Stirland must be present wielding a Runefang.
- No allies as part of this individual force.
- The Empire army may take Elector Counts, but no other special characters.
- Only 15% of the points can go on war machines instead of the usual for the same reasons as given to the Dwarves.

Other than this, the army may be chosen normally for up to 2500 points.

DEPLOYMENT

The Empire deploy on battlefield 1, opposite the Undead and on the high ground after the Dwarves. The deployment zone is more restricted, 10" from the edge and 15" in from the sides.

The object is to kill Mannfred and destroy all other vampire Counts. Killing Mannfred will give straight victory to the Allied forces. This is the same objective for the Dwarves, although Mannfred will only be on one of the battlefields initially.

THE HIGH ELF ARMY

The High Elf army may be chosen from 1800 points with the following restrictions:

- The High Elves may not take special characters.
- The High Elves may not use Allies.
- No war machines other than chariots.
- At least 1 cavalry unit must be present.

DEPLOYMENT

The High Elf force comes in from the western table edge (north is where the Empire army is found) on the third turn of the Empire player.

The objective of the High Elves is to pursue Mannfred if he still lives or to destroy the remains of the army if he is dead and to kill any vampires.

NB - If Mannfred flees from the table he has escaped. He may never do this voluntarily but if forced to flee off the board, he counts as slain for the purposes of the Undead army which may crumble. However, the allied armies must halve their final victory points total if this occurs for Mannfred has escaped their clutches to return to Drakenhof.

TERRAIN

The scenery does not change, see the maps for details and refer to the Warhammer Rulebook for the penalties imposed by each piece of scenery.

ADDITIONAL VICTORY POINTS FOR HISTORICAL ACCURACY

- +2 if Mannfred is killed by the Count of Stirland
- +1 if Mannfred is killed by another Count with the Runefang
- +1 if Mannfred is killed before he breaks through the Dwarven lines
- +1 to the Undead if they break through the Dwarven lines
- -2 for the Empire if the Count of Stirland is killed

The game is lost if Mannfred survives and the Undead win. (A total of 4-5 turns each)

The game is won by the Allied forces if Mannfred is slain.

SPECIAL UNDEAD DEPLOYMENT

The bulk of the army must deploy within 15" of the centre line (if using two boards) or within 15" of the edge if using one board and 8" in from the sides. Both segments of the army will be facing separate directions, one to fight the Empire the other the Dwarves.

1 unit of Skeleton Warriors, Ghosts or Zombies must be placed on the northern bank of the Wolf's Tongue, freshly raised from the water.

1 unit of Skeletons, Zombies, Ghosts or Wights may be placed 15" from the Empire deployment zone. Undead are the last army to deploy out of the Dwarves and Empire.

Mannfred von Carstein was killed in the actual battle of Hel Fenn impaled by a Runefang. However being a vampire Lord he did not die completely and was able to lie dormant under the marsh awaiting resurrection, which finally occurred (see Undead Army Book). NB: Undead horses ignore Marsh penalties.

KONRAD (THE MAD) VON CARSTEIN .....450 Points
Heart of Drakenhof +85points

	M	WS	BS	S	T	W	I	A	Ld
Konrad	6	8	6	7	6	4	6	5	10

Weapons/Armour: Konrad carries a hand weapon.

May Ride: Konrad may be mounted on a skeleton steed.

Magic Items: Konrad may carry 4 magic items. He may take the Carstein ring as one if the opponent agrees. He always carries an ancient heirloom of the Carsteins - the *Heart of Drakenhof.*

Spellcasting: Konrad has the same spellcasting abilities as a Vampire Lord.

SPECIAL RULES

Hypnotic Gaze: Konrad's insanity has enabled him to reach into the minds of others more easily. He can thus mesmerise more effectively than most Vampires. When testing Leadership values against him for the Hypnotic Gaze test, the victim's Ld value is modified by -1.

Psychology: Although not frenzied, Konrad is in a state of madness that prevents his leadership from being modified below its current level for the purpose of any break tests, etc.

STEFAN VON HAUKLEIN .....225 Points
+125 Points for Manticore

	M	WS	BS	S	T	W	I	A	Ld
Stefan	6	7	5	7	6	3	8	3	9

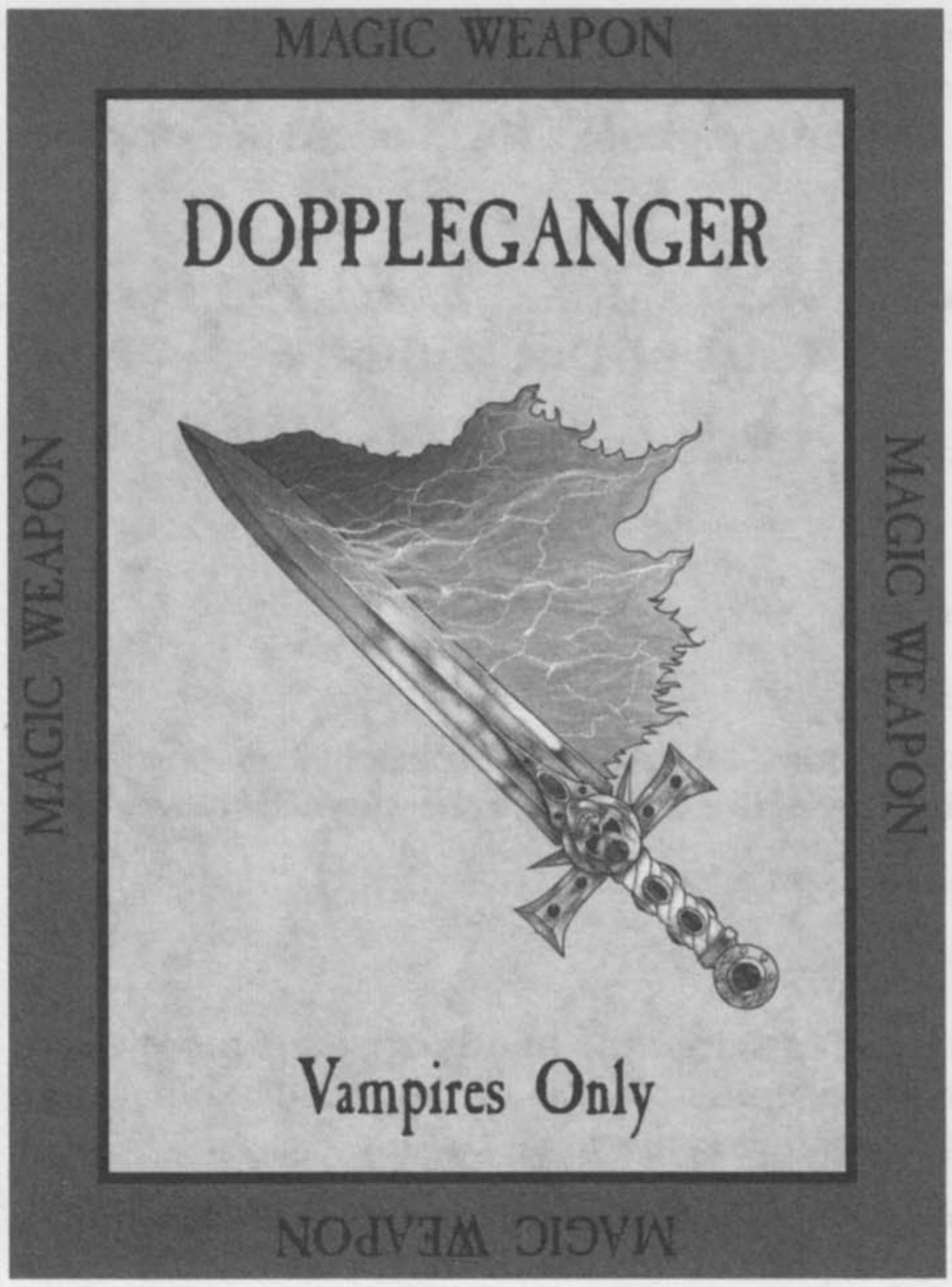
Weapons / Armour: Stefan is armed with a hand weapon and is considered to have the same spellcasting abilities as a Vampire Count.

Rides: Stefan usually rides a Manticore and may do so for an additional 125 points.

Magic Items: Stefan may carry 2 magic items. One of these will always be the *Doppleganger*. The other may be chosen from the usual lists.

SPECIAL RULES

Swarm of Bats: Stefan is surrounded by many bats which swarm around him, nesting within the thick hairs of the Manticore or Stefan's robe. In combat, they fly at the enemy attacking them, causing a minor distraction, hence those fighting Stefan suffer - 1 to hit.



DOPPLEGANGER

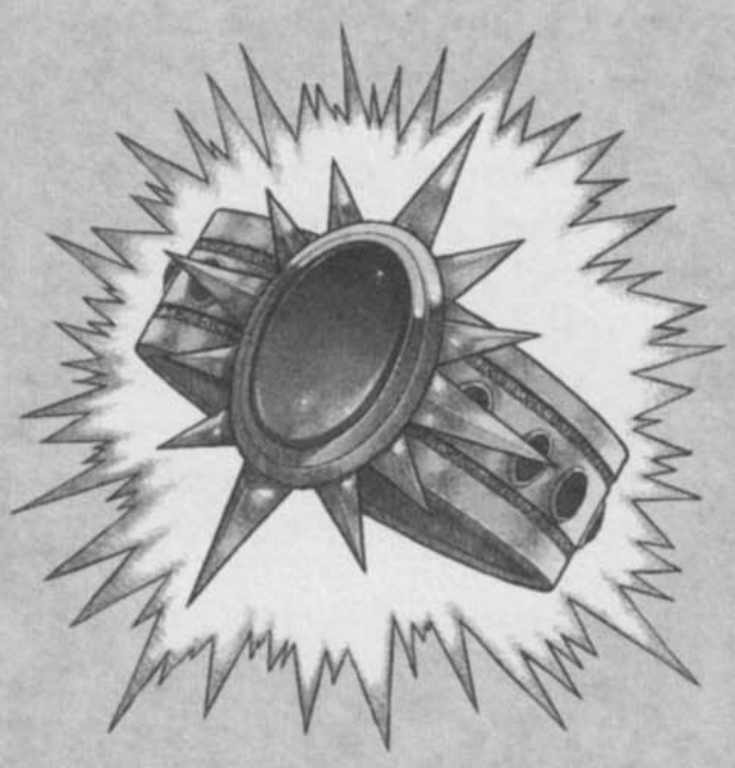
65 POINTS

This ethereal blade, upon slaying a mortal creature, binds the spirit of the creature within it, creating a replica under the command of the bearer. Every living creature slain by the blade with 1 wound or less is replaced by a ghost under the command of Stefan. A model is necessary. All powers and items are lost - only a ghost remains and joins the wielders unit or fights with other ghosts.

SLAIN OPPONENTS BECOME GHOSTS UNDER WIELDER'S COMMAND.

BOUND SPELL

RING OF RED DEATH



Herman Glukstein Only

BOUND SPELL

RING OF RED DEATH

150 POINTS

Herman's powers over the plague are not mere rumours. With mere gestures he can send whole regiments convulsing as red sores appear over their bodies, resulting in intense agony and death spasms. Entire villages have fallen to this plague, and the Upper Reik is enshrouded in the shadow of the Red Death as it has come to be known.

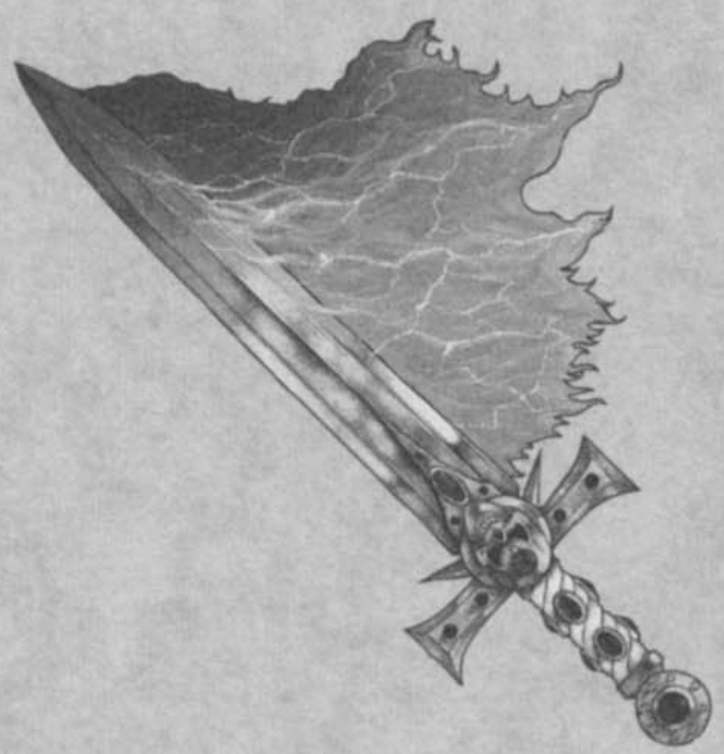
The Ring enables Herman to cast the spell Plague once every magic phase. No Power Cards are necessary, the spell is cast in the usual way and may be dispelled as normal. The Ring's power is exhausted on the roll of 1 each time it is used.

Plague: May be cast at a single target model within 18" line of sight. Hits automatically. Target takes wounds equal to 2D6 minus its Toughness If victim dies, plague moves onto next model within 4". Process continues until victim survives or until there are no other targets within 4".

18" RANGE. LINE OF SIGHT. HITS & WOUNDS AUTOMATICALLY. 2D6 - TOUGHNESS WOUNDS

ENCHANTED ITEM

THE MALLEUS VAMPIRICUM



Jan Stenman Only

ENCHANTED ITEM

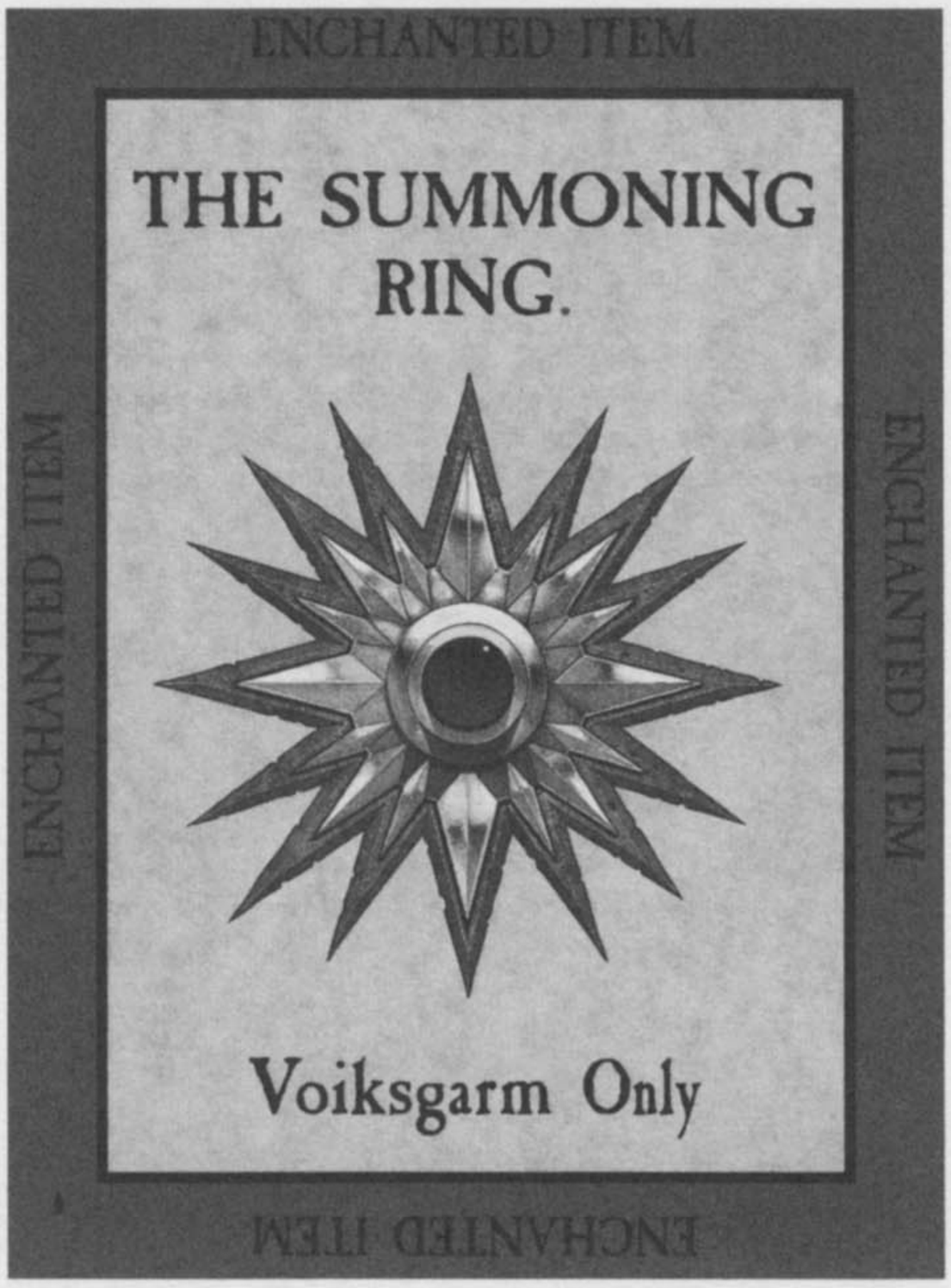
THE MALLEUS VAMPIRICUM

50 POINTS

Though called Hammer of Vampires, the weapon itself is a sword embodied with the most potent runes of purity and banishment.

Against Undead other than vampires the blade will inflict double damage with each hit. Against vampires, the blade will wound automatically and cause D3 wounds with each hit.Carrying the blade embodies Jan with a strength of mind enabling him to resist the hypnotic gaze of vampires.

AGAINST UNDEAD. WOUNDS AUTOMATICALLY AND CAUSES D3 WOUNDS. RESISTS VAMPIRES' HYPNOTIC GAZE.



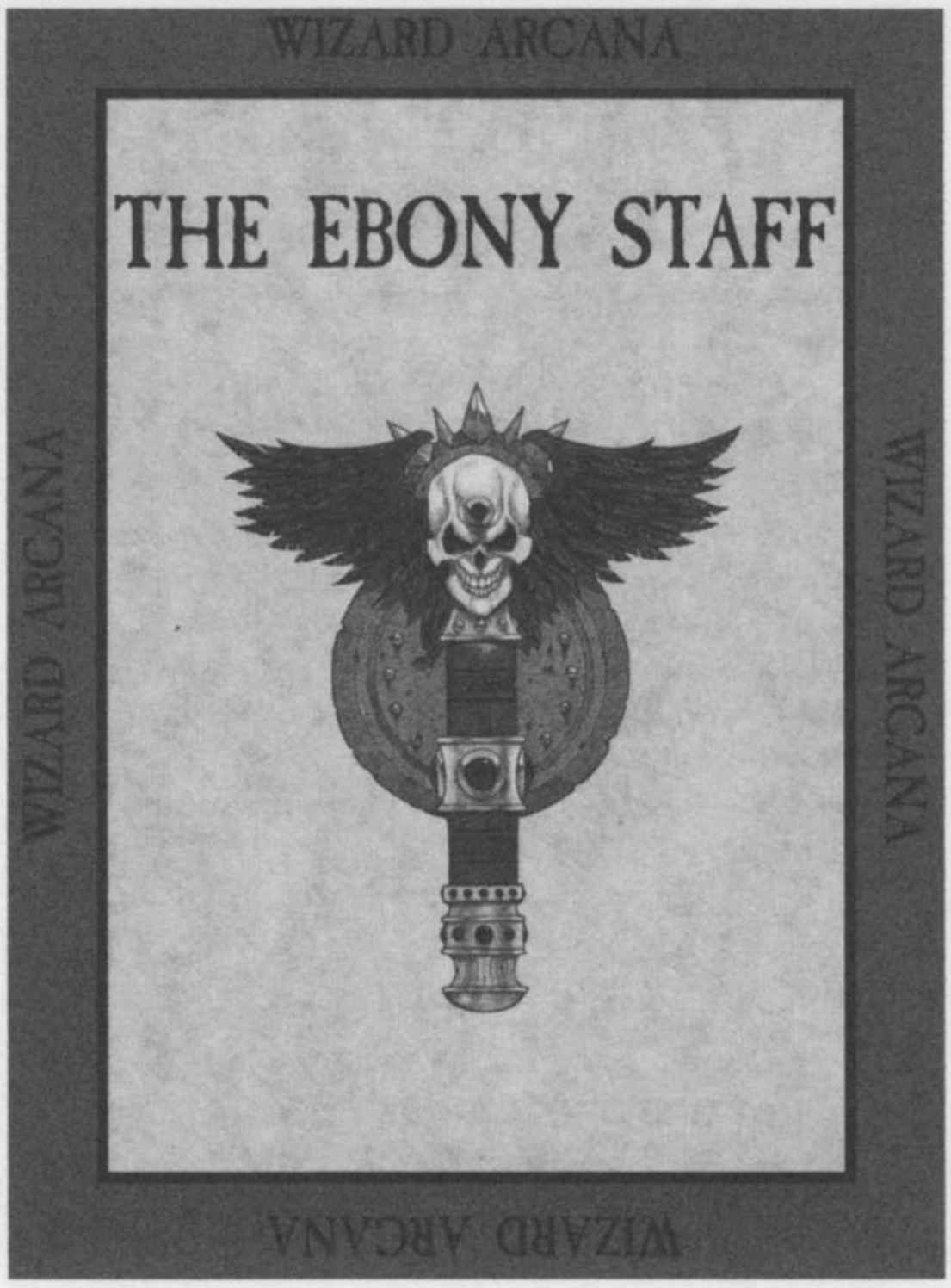
THE SUMMONING RING

50 POINTS

Twice per battle, the Ring may be activated over the body of a model slain by the bearer. If a Wizard or spellcaster, a Wraith is raised in its place and under the command of the Ring bearer. Any other model is raised as a Wight, regardless of what it was before. There is an exception to this - a deadly but extremely rare exception. Should the Ring bearer slay a dragon, he may resurrect the body as a Zombie Dragon. This summoning power is treated as a spell and may be dispelled as usual

RESURRECTS SLAIN ENEMIES AS UNDEAD

TWO USES ONLY



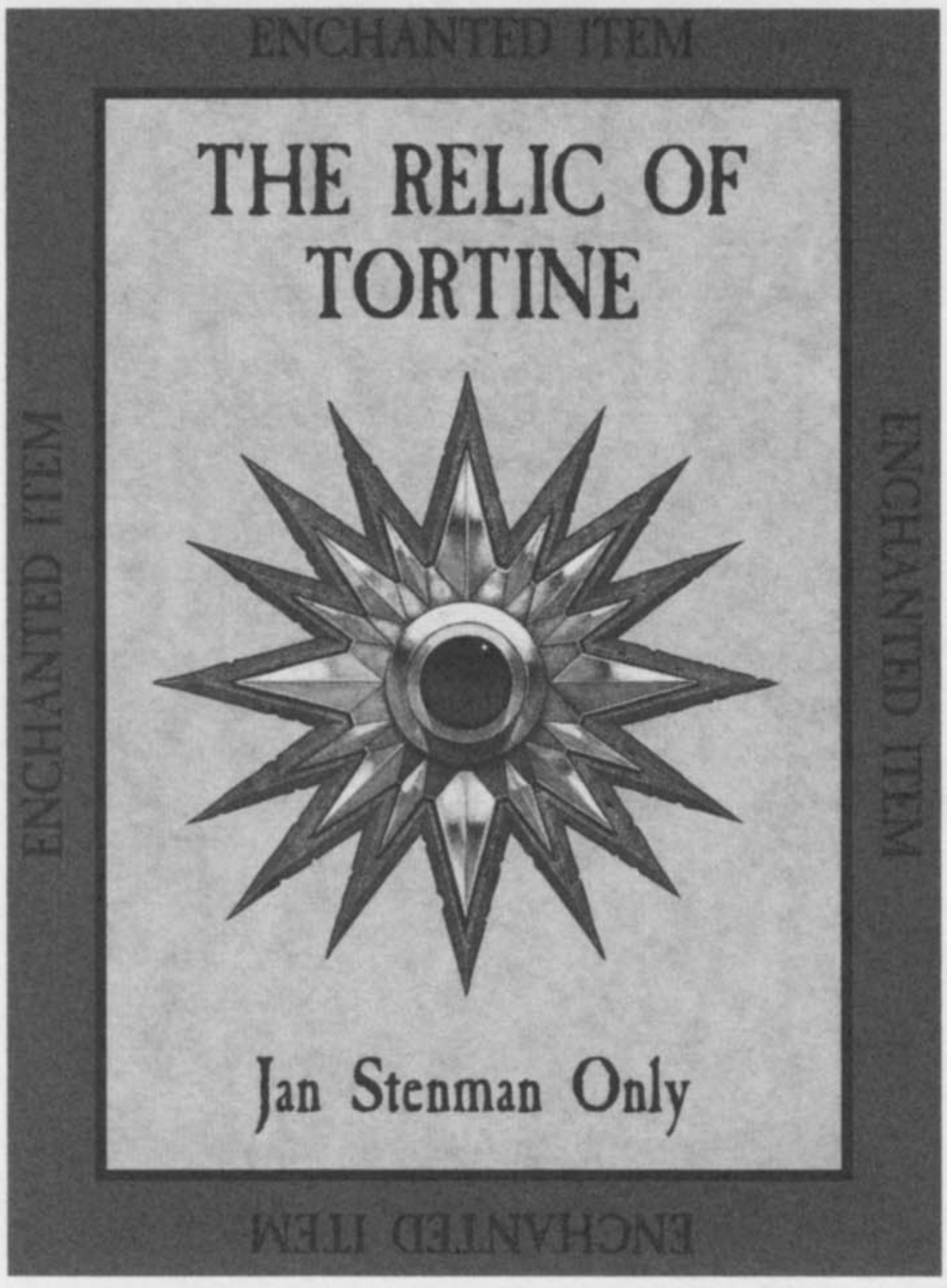
THE EBONY STAFF

65 POINTS

An elegant staff, shaped from silver vine and ebony, carved with the symbols of Elven sorcery.

The Staff can be used to cast a single High Magic spell more than once in the same magic phase. If this ability is used, then no other spell may be cast by the bearer; roll a D6 afterwards. If the spell was cast twice, then the Staff loses its ability on the roll of 1,2,3. If cast 3 times on the roll of 1,2,3,4 if cast 4 times, then on a roll of 1,2,3,4,5 etc...

CASTS HIGH MAGIC SPELLS. ROLL D6 TO DETERMINE IF POWER IS DRAINED



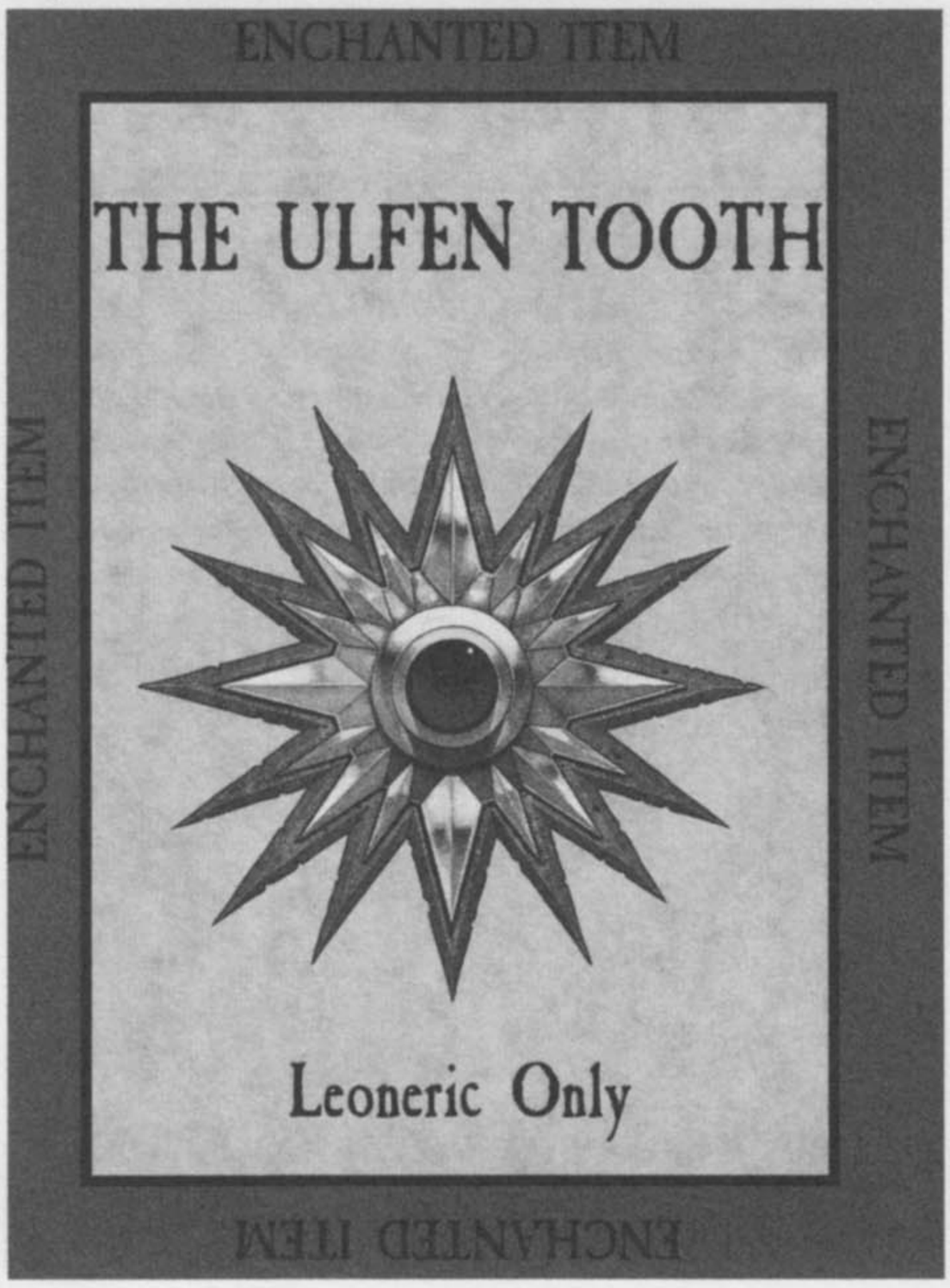
THE RELIC OF TORTINE

80 POINTS

A powerful holy object in the form of a talisman of a silver lion banded by a ring of ivy. The relic emits a powerful aura around Jan and the unit he accompanies.

Those affected become immune to all psychological effects caused by Daemons and Undead (including Screaming Skulls). Any Undead or daemonic creature in base to base contact with the bearer suffers 1 wound at the beginning of the combat phase before blows are struck. This wound cannot be prevented or saved in any way. If the victim is mounted, both rider and steed suffer a wound, if in a chariot, all creatures suffer a wound etc

IMMUNE TO UNDEAD /DAEMON PSYCHOLOGY. DAEMONS/UNDEAD IN BASE CONTACT SUFFER 1 WOUND AT START OF COMBAT.



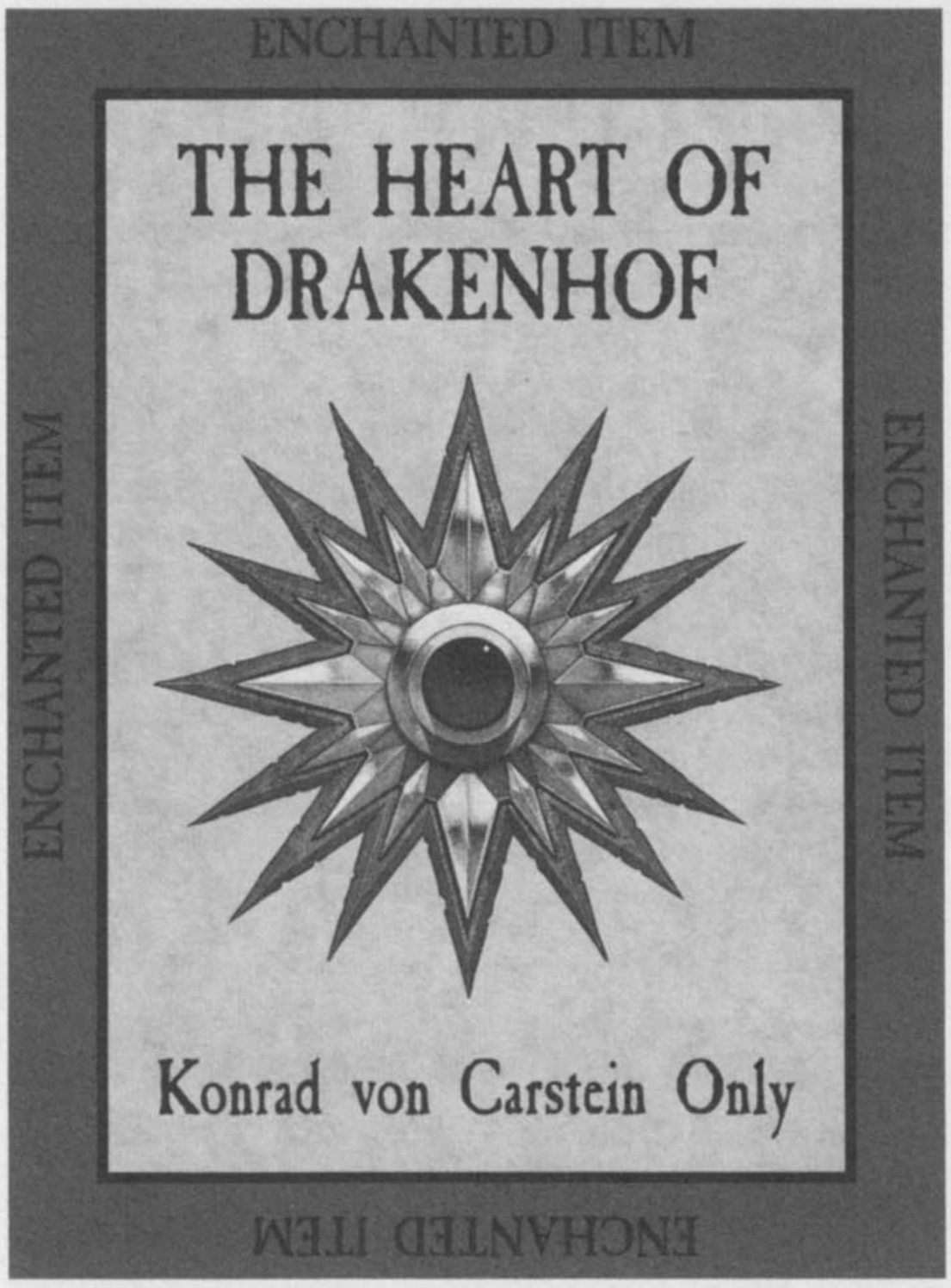
THE ULFEN TOOTH

25 POINTS

Leoneric found this strange tooth in the forest some time ago and is aware of its magical powers. It is always worn around his neck. The tooth has the power to destroy the morale of enemy troops in combat with the wearer.

Once per battle may call upon the power of the Tooth to force a model in base contact to take a Ld test and if failed, flee immediately. If the model is unable to flee (eg Skeletons, Wights) then it immediately counts as being beaten in combat (a Skeleton would crumble, a Wight would be destroyed etc). Models that cannot be broken in combat are not affected by the Tooth.

UNIT IN BASE CONTACT MUST TAKE BREAK TEST. ONE USE ONLY.



THE HEART OF DRAKENHOF

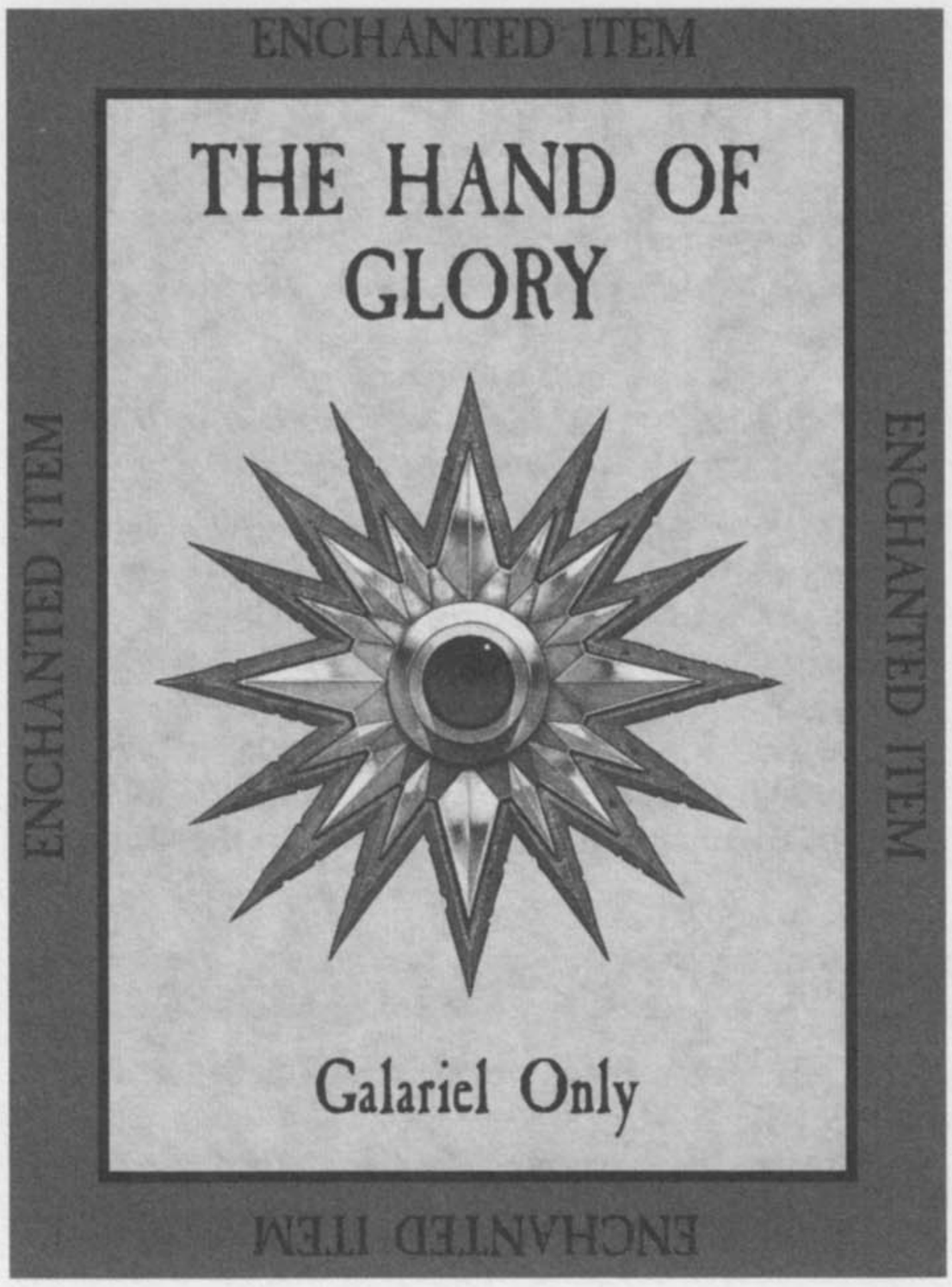
85 POINTS

This blood red crystal is an ancient heirloom of the Von Carsteins. It is infused with all the unholy power of Drakenhof and bestows this power on the bearer.

Thus the Heart fills Konrad with excesses of power. He gains +1S, +1T, +1W. But the Heart impedes on his vampiric energy, thus removing a level of magic from Konrad, making him the equivalent of a Vampire Count in spell casting.

+1 To Strength, Toughness and Wounds

-1 Magic Level



THE HAND OF GLORY

150 POINTS

This powerful talisman is crafted from the purest silver and shaped into an outstretched hand. White flames leap from the tips of the fingers dropping crystal shards upon the ground. The Hand of Glory will fill the wearer and his unit with supernatural power, making them utterly fearless and capable of shattering the resolve of lesser opponents.

This unit becomes immune to psychology and cannot be broken in combat. In addition, the bearer causes Fear.

UNIT IMMUNE TO PSYCHOLOGY AND BREAK TESTS. CAUSES FEAR

INTERCEPT AT THE DEVIL'S ELBOW

By David Rae

This is the first part of David's Circle of Seven Campaign. Set near the Eye of Terror, it pits Imperial forces against a rising tide of heresy. Although the campaign interprets the universe of the 41st Millenium differently from the official codex version, it demonstrates perfectly the adaptability of the WH40K system. When you're playing amongst friends the Lords of Chaos are yours to command!

INTRODUCTION

Every citizen in the Imperium has at least one member of their family as a former or current member of the military services. As a result they have all heard of the Tacticus Imperialis. Most imagine a vast tome full of approved military doctrine and, some would say, dogma. Whilst there is such a tome, the Tacticus is, in reality, a library of such works. Every military commander has his private theories on warcraft, and those of note have put pen to paper, or have had others follow and document their exploits.

There is a Tacticus in every military training establishment, and it provides the basis by which those who would be military commanders are educated. There are sections covering military discipline, field tactics, campaign strategy and logistics and military organisation and the chain of Command. Each section is repeated with respect not only to the armies of Mankind, but also those of alien origin, as far as they are known.

Although each section of the Tacticus is well thumbed, one section in particular has an enormous amount of popularity. This is the Tacticus Illumnii. The name Illuminators of Tactics covers the documents and reports of actual battles and campaigns and, more than any other section, reveals the thinking of the greatest of military generals. The Illumnii also provides those who train prospective officers with ready made situations that can and have tried the greatest of military minds.

What follows is an extract from the Tacticus Extremis, which provides an exacting examination of the officer candidate's capabilities during the heat of battle, in particular the events surrounding the events during the Mirchen's Planet revolt, commonly referred to as the Circle of Seven Campaign, or just The Seven...

CAMPAIGN OUTLINE

The following sections contain the background to the Mirchen's Planet revolt and details of each of the major battles fought over the two days that the revolt lasted.

Army lists, mission cards, new wargear and the main protagonists are all included along with a detailed map for each battle and a summary map relating each of the battlefields to one another.

Autumn was fast approaching, it's golden touch painting the leaves of the trees surrounding the Governor's Palace.

Orange light began to flood the skies as the sun began it's days work, sparking the morning song of the region's birds.

All this beauty went unnoticed by a solitary individual who skulked around in the woods surrounding the Palace. He had more important business than the mere workings of Mother Nature.

Silently, chanting the mantra "Position, Position, Position", he had easily slipped past the Palace Guard, a supposed elite among the Imperial Guard. Night and the Stealth suit had made the task a formality.

That had been three days ago and still his vigil continued. In all that time, guardsmen had walked within feet of his position and overlooked him.

By now others would have been caught or killed, but he was Ged Hallin, first amongst Assassins, the Supreme Marksman of the Vindicare Temple.

With the time for action fast approaching, the Palace Guard was changed, the servants busied themselves with menial tasks and Hallin waited, ever patient, every ready, a forgotten statue in the woods.

The Palace servants began to prepare the Banqueting Hall for the Circle of Seven, the governing body of Mirchen's Planet. How Governor Merchin would have despaired to see this turn of events.

The noise of the preparations masked the actions of the Master Assassin as he fired three rounds in rapid succession.

The first round did not merely embed itself in the frame of the window it was fired at. It burrowed through until its internal surveillance devices could be deployed.

Following the Snooper round was a Slammer. This was intended to destroy the window, leaving an unrestricted path from Assassin to Target.

The third round, a Trigger, would detonate the Slammer and was lined to the trigger of Hallin's rifle so that the moment of detonation and the firing of the killing round were inextricably linked.

Listening to the servant's work, Hallin considered his position. The fact that he was to gather information as well as dispatch the Circle's leader lent great weight to the mission. It pushed it beyond important with the issue of the Eviscerator Shell. this was the ultimate sniper's ammunition, exploding in the face of the Target and tearing them to shreds with monofiliment wires. Based on Eldar tech and hailing from the Dark Age of Technology, they left no hiding place with a blast that turned the victim into minced meat and bone, but they were few in number.

Slowly, the Circle gathered for their morning meeting. A pep talk was how Hallin had pictured them, but these past three days had proven him wrong. Waiting in anticipation, the Circle applauded their leader's entry to the hall.

Hallin knew much of psykers and their skills, he had eliminated enough of them in his time after all, but this man N'ga al Sheen seemed to command inordinate levels of power. he all but controlled the other members of the Circle as if they were puppets. The Assassin had long concluded that the Seeds of Chaos had taken root within his Target.

As al Sheen rose, Hallin prepared his next move. Faster than his contemporaries, not only could he shoot more accurately, but he could fire three rounds to their two.

He prepared a Shield Breaker, the Eviscerator and a Slasher, which would leave a bloody stump of whoever it hit, as insurance.

"My friends," began the Psyker Lord, "our destiny is at hand.

"Comrades, those of like mind as ourselves head this way to join our struggle.

"Even as we speak, they bring arms and equipment, along with a Battle Cruiser to defend us from the inevitable retaliation that our bid for independence will bring."

"Battle Cruiser!!?"

The words hammered on the door of the Assassin's mind as he marshalled his thoughts towards the task in hand. Al Sheen was preparing to retire from the hall. It seemed that, along with bountiful supplies of psychic energy, the man did not require to eat! He probably did not sleep either. Hallin suspected that he spent the day dormant in a coffin.

With practiced ease, the Assassin activated his rifle's electrigger and fired the three rounds loaded in the rifle's magazine.

With terrifying precision, the Trigger round detonated the Slammer, shattering the window and it's frame giving the incoming salvo unrestricted passage just as one of the Circle rose to applaud his leader.

The Shield Breaker smacked into the psyker's right shoulder. This did not register to the unfortunate interloper, because the Eviscerator, registered a target, devastated the upper half of his body.

Hallin stared in mounting horror as a vigilant bodyguard leapt to take the full and explosive impact of the Slasher in Al Sheen's stead.

With the gore barely settled, Hallin had left, cursing his luck. He was long gone before it registered to the remainder of the Circle to be likewise departed.

This was only his second failure, and the first was only because the Callidus Assassin he was backing-up had made her Target without his help. He had never met her afterwards, although he would have liked to. She had been extremely graceful. Not like the blunt instrument that was the Eversor!

Hallin slipped past distracted guards and headed towards his rendezvous with the Blood Angels at their drop zone. It would be up to Dante now.

"I wonder if they would allow a frustrated assassin to tag along," he mused.

FLEET ACTION

At a time when Abbadon the Despoiler's depredations were at high flux, the Fleets of the Imperial Navy and the Space Wolves were in a state of constant alert. Wherever possible, reserves were drafted in from those forces who could spare the vessels. One vessel in this reserve force was the "Blood Hawk", seconded from the Blood Angels Chapter after the Armageddon campaign.

The cruiser's commander, Admiral Auerialis Tremayne, was possessed of an understanding of naval tactics that bordered on the supernatural. Some said that he was the naval equivalent of Marneus Calgar, still other had darker theories.

A key example of Tremayne's understanding was his ability to be in the wrong place at the right time. It allowed him to use the Chain of Command to authorise his more obscure tactical maneuvers, where a more direct line would result in rebuttal. Such was the case with the Michen's Planet revolt.

A massive fleet of ships emerged from the Eye of Terror and made its way towards Cypra Mundi and a direct confrontation with Battlefleet Obscurus. Sensing the chance for a huge victory, the Space Wolves, Mordian and Cadian fleets closed in a pincer move with Battlefleet Obscurus.

As the Imperial forces prepared to attack, the Renegade fleet suddenly scattered, forcing their opponents to disperse and pursue.

The vast majority of the Chaos vessels were hunted down and destroyed. Still more fled back to the Eye. Crucially, however, two vessels slipped through the net, a light cruiser by the name of the "Red Gauntlet" and a battleship, "Dawn Razor". The latter was Abbadon's flagship. Tremayne was not involved in the pursuit of the Renegade fleet. He had pulled himself out of position.

Shortly before the emergence of the Renegade fleet, the "Blood Hawk" had been diverted to Mirchen's Planet, being the nearest vessel with a full company of Space Marines on board. It was thought that a revolt was to begin following the disappearance of Inquisitor Galain. The "Blood Hawk" was to launch an assault on key areas of the planet following the assassination of the revolt's leader, and thereby quashing the rebellion before it could start. The assigning of the "Blood Hawk" to this mission was to have enormous consequences later and it is still a mystery as to how Tremayne made the leap between the Renegade action at Cypra Mundi and the revolt on Mirchen's Planet.

The forces aboard the "Blood Hawk" included the 3rd Battle Company, commanded by Captain Erasmus Tycho, support elements from the 8th Assault Company and a select number of squads from the 1st Veteran Company, including Captain Emitrius Haull, who were acting as escort to Commander Dante.

Dante was carrying out an inspection and moral boosting exercise at that juncture and had at his disposal a small but powerful force. It would, however, be heavily outnumbered

PARADISE PLANET

Mirchen's Planet was once a hotbed of intrigue and corruption. The eighth planetary governor, tired of being outmanoeuvred by the more unscrupulous members of the ruling party, established the "Circle of Seven" a group of elder statesmen who would guide the planet to prosperity and success. As a result, the planet became a virtual paradise and a holiday destination for those noble families who could afford to travel there. The planet was renamed after Governor Mirchen in recognition of his efforts.

At the time of the Mirchen's Planet revolt, Governor Mirchen had long passed into history and the control of the Circle of Seven had fallen into the hands of powerful psykers. They had come to wonder why the noble families were the only ones who were permitted the joy of vacationing on the planet's surface. They determined to take the planet for themselves and set about swaying the unit of the Imperial Guard to their cause. This proved to be more difficult than imagined as it had become the practice to reward veteran units with a posting on the paradise planet. As a result, outside help was sought, and the Circle became tainted with Chaos. With this, a number of devices came into the hands of the Circle and these were used to bemuse and cajole the officers of the Imperial Guard into the Circle's cause.

It was fortunate indeed that vigilant eyes saw what was occurring and reports were sent to the Lords of Terra. Inquisitor Galain was sent to investigate and he reported the plotting of rebellion, but was investigating further. The sudden halt to his reports convinced High Command that revolt was imminent, and the "Blood Hawk" was dispatched to quell the uprising.

ALIEN INTERVENTION

All through this time, others had been observing what was unfolding. They could see the hand of an old advisory in this rebellion, and so they sent an emissary to advise on what they had divined. Their advise was spurned, as they knew it would be, and so they set about making their own contribution to the battle ahead. It was determined that they would send a force to rescue the human called Galain. He could then persuade his superiors of the imminent danger.

What the Eldar had divined was the intervention of Slaanesh and the growing cult on Mirchen's Planet. They too had observed the Renegade fleet and correctly surmised that whichever vessels that managed to slip the pursuit of Imperial fleets would attempt to reach Mirchen's. Their aim, however, was unclear.

IGNOBLE PLAN

Abbadon's plan was simple. He was going to attempt to corrupt the bloodlines of the noble families present on Mirchen's Planet. Under the guise of like-minded rebels coming to aid the righteous fight against the Emperor, he travelled to Mirchen's Planet, and with the aid of the Slaanesh cultists, he would remove the rebel leaders and take control himself. Whilst Imperial forces mustered to attack, he would infect those nobles captured with the disease of Chaos and depart before the promised counterattack emerged, allowing the nobles to return to their families carrying corruption with them. He had not, however, foreseen or planned for the intervention of the "Blood Hawk".

With the assistance of Eldar forces from the Saim-Hann craftworld, Commander Dante was able to launch an attack on the rebel forces and, although the campaign started badly, was able to defeat the rebels in five key battles. he was then able to muster the remaining Imperial forces to repulse Abbadon's warband whilst Admiral Tremayne engaged and destroyed the "Dawn Razor".

Unfortunately, Abbadon was able to escape on the "Red Gauntlet". It is believed that he was seriously wounded, although this was never confirmed. The defeat is believed to have allowed factions within the Black Legion to launch their own rebellion against Abbadon's leadership, although later encounters showed that he had successfully defeated these uprisings.

SCENARIO 1: INTERCEPT AT THE DEVIL'S ELBOW

BACKGROUND

Mirchen's Planet has a long rich history of myths and legends, something which always fascinates those who vacation there. One such myth is that of the Devil's Bed, a series of valleys and hollows said to resemble a sleeping man.

The legend says that the Devil was travelling from planet to planet looking to snare any unprotected souls he could find. For once it had been a fruitless task and, by the time he had reached Mirchen's, he was tired, disgruntled and ready to take the first soul going. Still he found nobody whose soul he could entrap and so he lay down to ponder upon his next move by the Ravenscar River. The sound of the water lulled him into a deep sleep and his great weight allowed him to sink into the land, creating a valley system. Later, he awoke and went on his way. It is said that immediately following his slumber he found a den of iniquity that more than satisfied his needs admirably.

For those that scoff at the tale, the locals only point to the occasional red plants that grow in the area and nowhere else on the planet. How else could they be such a colour than to have been tainted by the prolonged presence of the Devil?

OUTLINE

Following the failed assassination attempt made by Ged Hallen on the Seven, the heretics scattered in an attempted to escape and to begin their revolt. One, Aaron Goethe, was charged with activating a homing beacon which would guide the renegade vessels "Dawn Razor" and "Red Gauntlet" into orbit over their appointed landing zone on the Black Plains.

The Blood Angels had a simpler mission. Cleanse the heretic. To this end, Captain Tycho took a small mobile force and pursued his target, intending to intercept them somewhere in the Devil's Bed. Battle was joined at an area called the Devil's Elbow.

FORCES

Both commanders may choose an army of up to 3000 points. The Space Marine player should select his force from the Blood Angels section of the Angels of Death Codex. Captain Erasmus Tycho and Sanguinary Priest Corbulo should be taken from the Special Characters section. The Heretic player should select his forces from the Imperial Guard Codex and, in addition, include Aaron Goethe as the army commander.

Recommended forces are given in the mission briefings section.

His face was impassive, as if chiselled from stone, appearing as a model of composure. Closer inspection would reveal a slight tremor in the hands. In reality, Aaron Goethe's nerves were shot!

Every time he closed his eyes, the entirety of the morning's horrors were replayed in vivid colour. Councillor Bis would explode in a cloud of blood, bone and wire. This would barely have registered when Councillor Al Sheen would be thrown to the ground by his bodyguard, whose bravery would be rewarded with a fusillade of flechette!

He shivered internally. Simply put, he had been terrified. Simply put, he still was!

Al Sheen had guaranteed secrecy! He had taken care of the Inquisitor! He had neutralised the Arbitrators! He had selected the guard Commanders who could be easily converted, duped or bewitched!

And still, at the appointed hour, in the appointed place, an assassin had been present to destroy their plans! Only luck had prevented total and utter disaster!

Taking deep breaths, Goethe attempted to calm his rattled nerves, and as the Chimerro rattled on, he took solace from the platoon's commander.

Lieutenant Kyle sat quietly up front listening to the vehicles crew. He looked supremely relaxed. In fact, all the men did, each checking and rechecking their equipment.

Goethe wondered how they would react to seeing a close friend being killed. He looked at scared faces and hard eyes. Quiet determination despite the relaxed posture. He decided that they had seen many friends killed and had reacted accordingly.

The thought had barely gone when a sickening crunch rent the air. Kyle stepped effortlessly into the crew cabin.

Moments later he returned grim faced.

"Enemy forces have engaged our forward assets sir," he reported, "How do you wish to proceed?"

Goethe felt the pit of his stomach lurch. Who would be sent against them? Which of the Emperor's finest? Kyle could not tell him, he had been blinded by the power of the Eye of Influence. He was Goethe's puppet, seeing what Goethe wished him to see.

"You direct operation Lieutenant," replied Goethe.

His voice had been squeakily high, his eyes bulging, his throat dry! The influence of the Eye was surely broken in the face of his fear!

"As you wish Sir!" answered Kyle.

As the Lieutenant turned to direct operations, Goethe's mind rushed in panic.

How to escape? How to escape?

There was only one way. Fight! Battle was well and truly joined.

As Goethe observed the unfolding battle, he glimpsed blood red moving in the trees overlooking the valley. Blood Angels! There would be no mercy here and the end would surely come with the strike of a sword!

STRATEGY CARDS

The Blood Angels have a choice of three cards from the following:

Barrage, Brilliant Strategy, Crack Shot, Craven Cowardice, Divine Inspiration, Forced March, Look Out Sir - Aaargh!, Saved!, Special Issue, Traitor and Virus Outbreak.

The Heretics have a choice of three cards from the following:

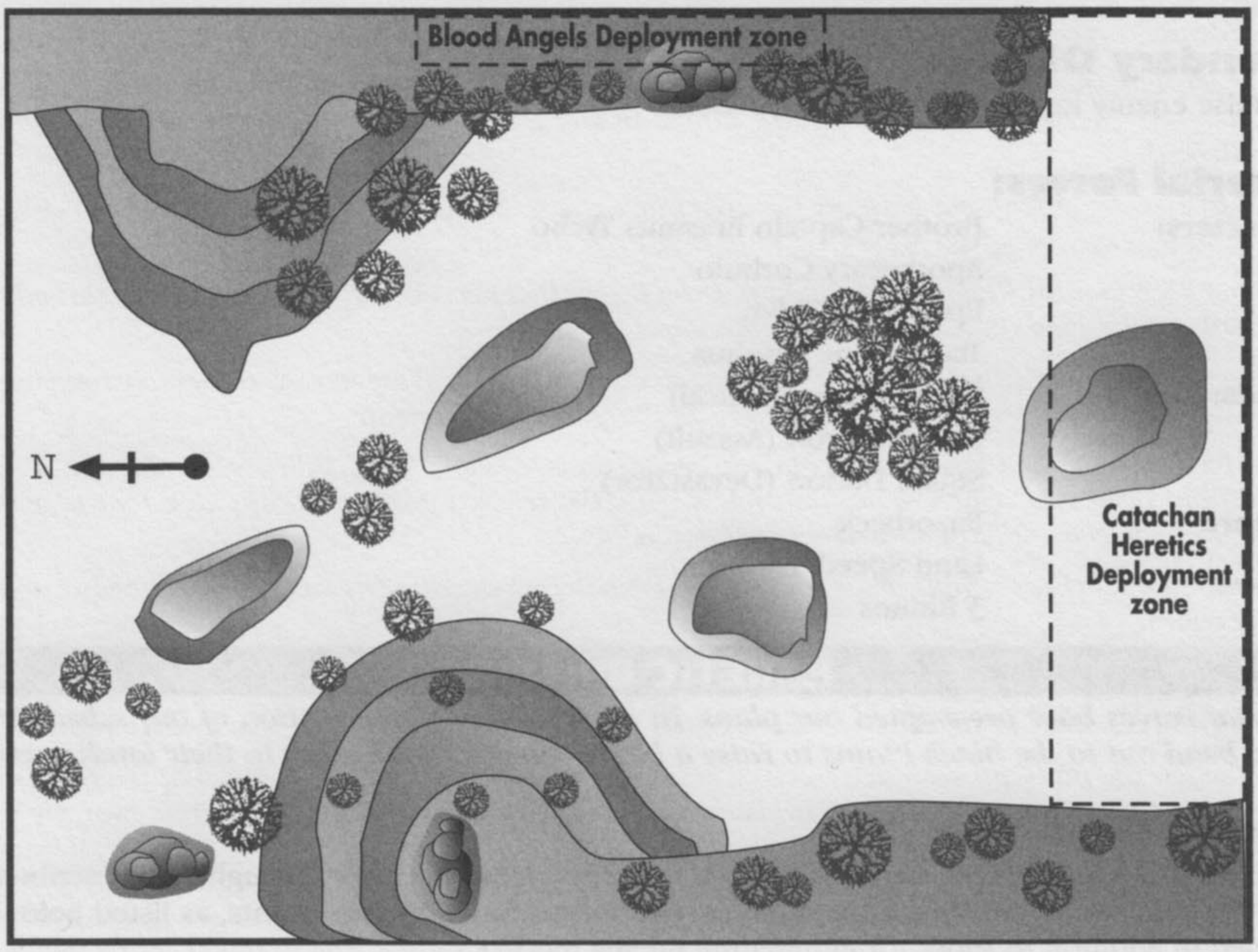
Barrage, Brilliant Strategy, Delayed, Divine Inspiration, Insane Courage, Look Out Sir - Aaargh!, Malfunction, Reinforcements, Saved!, Special issue, Traitor and Virus Outbreak.

STARTING CONDITIONS

All squads and characters must be mounted in a vehicle at the start of the battle, with the exception of the Rough Riders.

All vehicles will start the battle travelling at Fast speed and heading in a northerly direction.

SCENARIO MAP 1: INTERCEPT AT THE DEVIL'S ELBOW



RULES AND REFERENCES

1 Some may find the inclusion of a Chimerro in this scenario creates an imbalance if the following conditions are not used. The use of the Hunter-Killer depends on a line of sight having been established at some time during the game. Once established the target remains valid for the entire game, despite cover, speed or the loss of line of sight.

2 The Hunter-killer can also be used to destroy the larger trees on the battlefield, thereby removing cover. This does not apply to rock outcrops, they are too dense.

3 The rules and conversion details for the Chimerro and the Chimedon appear in Issue 11 of the Journal under the title "Assault Chimeras."

4 With the panic instilled by Hallin's attack, the Heretic forces have been caught napping. To represent this, the Heretic forces are not permitted any reinforcements. The surprise does not last forever, so Barrage rules are permitted.

The general map for the Circle of Seven Campaign will appear in Citadel Journal Issue 20

IMPERIAL BRIEFING

Heretic Forces are dispersing after a failed assassination attempt on their leaders. Their plans for rebellion are yet to take form and it is your mission to prevent them for doing so. A mechanised platoon has been located in the valley known as "The Devil's Elbow". They must be stopped.

Primary Objective

Kill the Heretic Psyker commanding the platoon. If he cannot be killed, then wound him instead. Victory points will be awarded as below and in addition to those that are awarded for destroying enemy forces.

Enemy Psyker Wounded: +1 Victory point per wound

Enemy Psyker Killed:+5 Victory points

Secondary Objective

Maximise enemy losses, minimise own losses

Imperial Forces:

Characters:	Brother-Captain Erasmus Tycho
	Apothecary Corbulo
	Epistolary Elldyn
	Techmarine Sysphus
Squads:	Squad Edyss (Tactical)
	Squad Averon (Assault)
	Squad Darion (Devastator)
Support:	Razorback
	Land Speeder
	3 Rhinos

HERETIC BRIEFING

Imperial Forces have pre-empted our plans. In an immediate acceleration of our schedule you are to head out to the Black Plains to raise a beacon to guide our allies to their landing zone.

Primary Objective

Evade the attentions of the attacking Space Marines and leave the table through the prescribe area. If the psyker cannot leave the table, then survive for six turns. Victory points, as listed below, are awarded in addition to those for eliminating enemy models

Psyker survives for six turns: +2 Victory points

Psyker leaves table through prescribed area: +5 Victory points

Secondary Objective

Maximise enemy losses, minimise own losses.

Heretic Forces:

Command:	Command Yellow (Mechanical) Platoon, Blue Company of the 56th Catachan Regiment
	Master Psyker Aaron Goethe
	Command Squad, Attila Rough Riders
Battle Line:	Yellow (Mechanical) Platoon, Blue Company of the 56th Catachan Regiment
	Blue Squadron, "Star" Company of the 12th Necromunda Regiment (Kitted identically to Cadians)
	White Squad, Attila Rough Riders
Fortifications:	None

SPECIAL CHARACTERS

AARON GOETHE
110 points +31 points for Wargear

Balding and rather overweight, Aaron Goethe is not everyone's idea of a revolutionary. In fact, he is no revolutionary. He is sly and cowardly, preferring to strike from behind rather than face his victims. With the assassination attempt by Ged Hallin, he has become acutely aware of his own mortality. This is why he volunteered to set up the homing beacon on the Black Plain, it will allow him to be where the largest army is, therefore, safe. he is in for a rude awakening.

Goethe has a psychic amulet known as the 'Eye of Influence' which allows him to control the minds of those around him. This seems to be the ideal item for him to possess, which is the reason that N'ga al Sheen gave it to him.

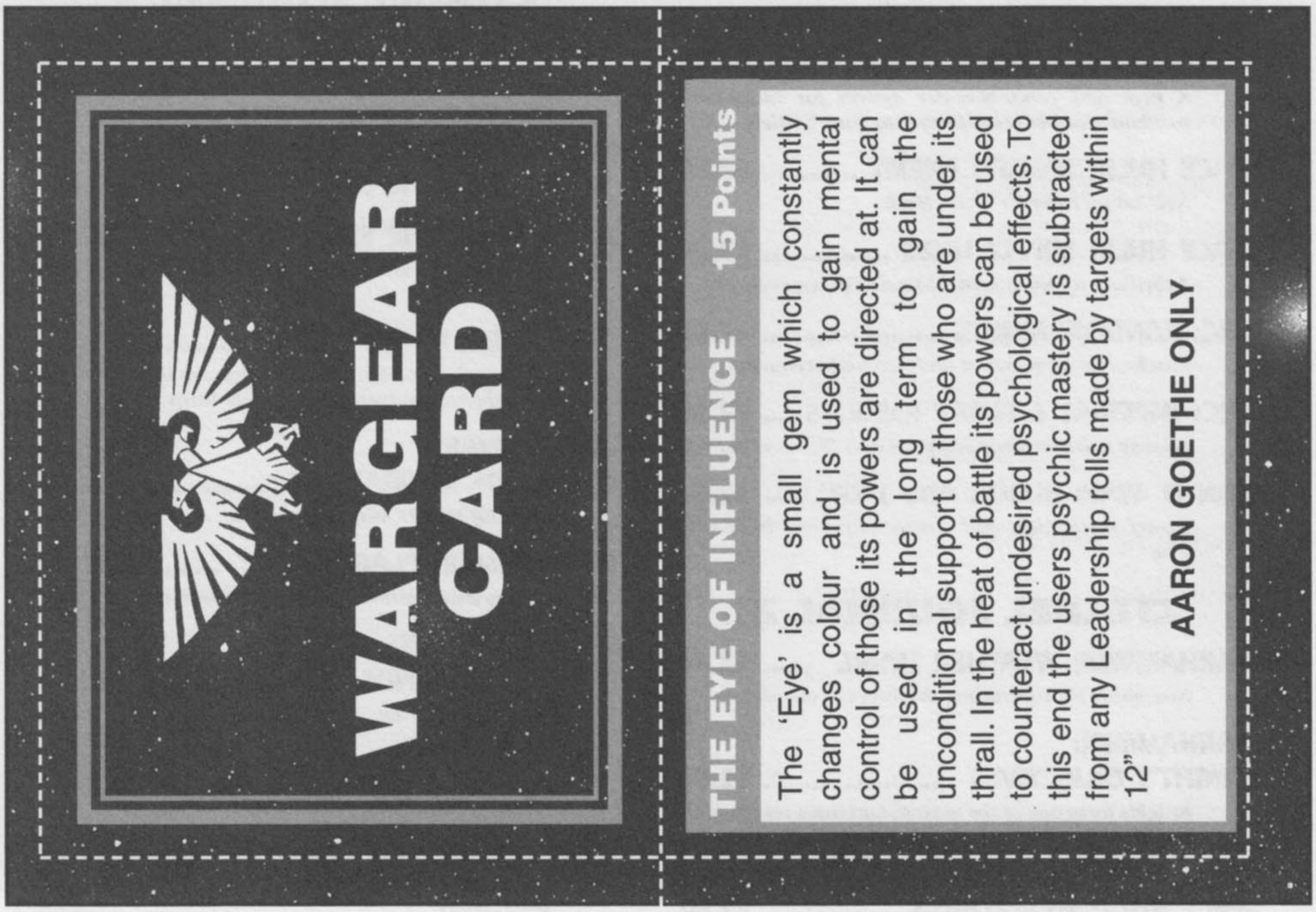
Troop Type	M	BS	MS	S	T	W	A	I	Ld
Aaron Goethe	4	5	5	4	4	3	5	2	7

Weapons: Autopistol

Armour: None

Wargear: Force Rod and 'The Eye of Influence'

Special: As a Primaris Master Psyker, Aaron Goethe may have up to three psychic powers.



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WARHAMMER®

WHAT ARE YOUR ORDERS, SIRE?

By Tuomas Pirinen

Tuomas came to us many moons ago, brandishing an enormous tome and making insanely enthusiastic noises. His first volume of Warhammer tactics was very good. Unfortunately the new Warhammer appeared before we could prize it from his grasp. Unperturbed, we kept Tuomas chained to his desk until he had rewritten the whole thing to accommodate the new rules. Here we present the first section. Thanks Tuomas.

High Elf Lord Sarrion shook his head to rid himself of his dark thoughts. The voice of his young adjutant, Amanthas, called again. "Why is that unit attending the battle, my lord?" He asked again. "I thought we were planning to fight a missile duel with our foes?"

Sarrion did not answer, simply because he could not. Why on earth had he requested the aid of the Cavalry of Caledor. He turned to look at the arriving troops of Prince Tallanrim.

The magnificent Dragon Prince regiment, with their proud banners fluttering in the wind, rode forward. Carried by the hand-picked steeds of Caledor, the noblest sons of Ulthuan were clad in jewel-encrusted armour and armed with diamond bladed swords and lances. A beautiful sight, but futile. The whole enemy army was entrenched behind barricades, with missile-weapons ready. There were no knights for the Dragon Princes to joust with.

Sarrion remembered the small band of Shadow Warriors that had offered their services to him. He had turned them away with harsh words: "This is the Royal Army of Ulthuan, not a haven for vagabonds and busy-bodies! Begone you wastrels!" he had sneered. The leader of the Shadow Warriors, a pale elf-maid who had lost her husband in a Dark Elf raid, just nodded her head and her group melt into shadows. Now he dearly wished that those keen-eyed archers were here.

Prince Tallanrim bowed lightly on his saddle, and fixing his eyes on the Elf general he asked "What are your orders, Sire?" Uncomfortably, Sarrion's mind raced to find an answer...

I imagined the above question being asked of my erudite Elf General as he surveyed his forces before a great battle and placed myself in his position. Why do I bring particular troops to the field? Why is the general requesting their presence? Below are my conclusions.

DECISIVENESS

One of the greatest problems that the aspiring Warhammer commander faces is not to make a plan, but to stick to it! I've seen many, many carefully constructed armies crumble simply because their General did not actually know what to do with his troops! The units lacked a purpose: while individually strong and well thought out, they were still beaten because their units moved around the battlefield in a confused manner, allowing their enemies to dictate the battle.

This is a sure road to defeat when playing against an experienced opponent. While I and most other Warhammer fans play for fun, it is frustrating when you cannot see what is wrong with your army. In fact getting around this is relatively simple: be ruthless and single minded. For example, if I have decided that my Heavy Cavalry unit is going to attack the opponent's infantry unit with

the Wizard Lord, I will not abandon this mission for trivial reasons. Many players are intimidated by massed missile regiments, but if I have decided to attack, I will plan my units carefully and charge in determinedly. This is the core of my advice in this article: give a mission to your unit and try to fulfil it! Be sure to adjust your plan if needed, but do not be intimidated!

EFFICIENCY

Efficiency (in my eyes at least) is not dictated by the damage a unit can cause, but rather how many points you spend on achieving some particular goal. For example, my Kislev Horse archers might not cause a single casualty, but if they manage to prevent a unit of Chaos Knights from marching and thus keep them out of battle, I think that the few points spent in them are well worth it! With this in mind I try to anticipate my opponent's choice of troops and find some way of neutralising his/her plans.

Below is a summary of how I go about giving orders to my units. First I describe a unit type and how I use it, then an example of a unit that I have used in some former battle and who I played against. Finally I will describe the actual orders I used and explain why I did so.

CAVALRY UNITS

The main problem of cavalry is it's very high point cost value. This limits the size of the units and leaves them vulnerable to concentrated enemy fire, as well as a war of attrition. Try to counter this with speed and by destroying the most threatening War Machines.

LINE BREAKER

Usually Heavy Cavalry is expensive, but relatively fast and very powerful when it comes to hand to hand combat. This tends to make the Heavy Cavalry regiments rather small, and consecutively easy to deal with if your opponent has any War Machines to speak about. There is little else to say except 'CHARGE!' Due the limited size and the high enemy attention, these units must get to hand to hand as soon as possible, preferably by charging.

With heavy cavalry, it is more important than ever to study the strengths and weaknesses of your enemy. Certain units fall like scythed grass before the charge of the Heavies, but some troops, like Trolls can be very, very bothersome. As your Heavy Cavalry is almost priceless, you must use it against the right opponent if you want them to be cost effective.

EXAMPLE: *6 Chaos Knights, with Chaos Armour, carrying the Banner of Rage, including a Chaos Champion of Khorne with Strength Potion, led by a Chaos Hero of Khorne with a Collar of Khorne and Star Lance, Chaos Armour, shield, additional hand weapon, Chaos Steed, barding, lance.*

OPPONENT: *Skaven.*

ORDERS: *Skaven are numerous so a plenty of killing power is needed. This unit should have it. High armour save protects you somewhat from the Jezzail fire, and your movement of 7 will get you charging in no time. Collar of Khorne discourages any attempts to target this unit with spells. Steer clear from Poison Wind Globadiers, and be sure that you don't engage the 'main block' of Skaven alone. A Beastmen regiment should do the trick. The Star Lance grants the Hero a strength of 8 while charging! This should bother even the mightiest monsters and heroes. Engage smaller, supporting Stormvermin and Plague Monk units first and then combine your efforts with other regiments to rout the 'main blocks'.*

HARASSERS

Some cavalry units, like the Kislev Horse Archers, can rarely defeat the entire enemy army by themselves. ('Never' might be more appropriate.)

Their role, while not as glorious, is just as important to the overall efficiency of the Army as your Heavy Infantry or Cavalry.

EXAMPLE: *2 x 6 Kislev Horse Archers in Skirmish formation.*

***OPPONENT:** Bretonnia.*

***ORDERS:** Since the Grande Army of Bretonnia relies on their Knights when it comes to real combat, slowing these excellent Shock troops is a good idea. The Kislevites orders are to ride close to the Knights using terrain or other troops as cover so that they will not be shot to pieces by the Commoners. Once they reach the Knights, they will stay reasonably close to them to stop their march moves and try to keep out of their Charge range. (High movement and ability to skirmish should take care of that).*

STEAMROLLER

If you are able to field cavalry that is both cheap and numerous, there is a great temptation to build a large, fast moving and hard hitting unit as your main cavalry regiment. What do I have to say about such a temptation? GIVE IN! If you can build such a unit properly, it is easily one of the most powerful things in the whole game. Savage Orc Boar Boyz are a prime example of this, being both relatively cheap points wise and very powerful in combat.

***EXAMPLE:** 20 Savage Orc Boar Boyz with Standard of Shielding, spears, led by a Savage Orc Warlord with Crown of Command, Black Amulet and the Morgor the Mangler. Also with the unit is Savage Orc Big Boss, with Strength Potion and a Blade of Darting Steel. Also included is a Savage Orc Boss with Ring of Volans and a Savage Orc Champion Shaman (Tuomas watch your step or you'll trip over your beard -Ed).*

***OPPONENT:** Empire.*

***ORDERS:** Get stuk in before da big gunz start shootin'. Humiez iz yoosluss in a reeul fyte so jus' charge 'em kwik. - Go on! Wot yoo waitin' for?*

WASPS

Medium cavalry is perhaps the trickiest troop type in the whole game. Many such units, like the Dark Elf Dark Riders can be boosted to a higher hand to hand potential with spears or such. This is often a very a tempting option, but it does make them even more expensive. I myself give such units (Reaver Knights, Wood Elf Glade Riders, Kislev Winged Lancers and Dark Riders, for example) all possible equipment and suitable magic standard if allowed to take such. This gives my troops a great deal of flexibility. It is risky, as you can very easily lose the entire regiment in one unlucky shooting phase, but then again, a unit that can perform as a fast missile/medium hand-to-hand/general annoyance unit is very handy indeed.

When attacking opposing units that are built for hand to hand, try to charge from flanks or from rear. The melee specialists in the first rank are too much for medium cavalry.

***EXAMPLE:** 10 Reaver Knights with bows and spears and a standard Led by a Champion with Dragonblade Lance.*

***OPPONENT:** Skaven.*

***ORDERS:** As a Fast Cavalry unit (save 5+ and movement 9) the Reavers are very fast moving and maneuverable and have some small potential in hand to hand with spears. Initially they are set near the Repeater Bolt Throwers and will race towards any unfriendly Gutter Runners that might have some ideas about taking out your prized War Machines. They will either shoot at them if the unit is small, or use their Fast Cavalry rules and change into two ranks and charge them. After this they will get in the way of the enclosing units, shooting and moving away, possibly even getting in the enemy flanks and preventing them from marching, all while shooting with all they are worth.*

INFANTRY UNITS

Infantry is, in my eyes, the backbone of most armies. Numerous, often reasonably powerful, and easily capable of supporting other regiments, I rarely take the field without an infantry regiment or two. The main weakness of infantry in my eyes is that it is very unwieldy and not good at responding to unexpected, like an enemy unit that is suddenly transported behind the regiment via Move Unit spell.

STEEL WALL
Infantry in general and Dwarf infantry in particular is too slow to really serve as Shock Troops. Thus it might be a good idea to just pick the unit with best defensive capabilities, tailor the characters within these units to a defensive role, guard the flanks of such a unit, and let the enemy come to you! Good armour saves are recommended, and try to think some good ways to counter your opponent's advantage of the first strike when he/she charges. Sword of Swift Slaying, Black Amulet, Black Gem of Gnar, Master Rune of Spite and Mork's War Banner.

EXAMPLE: 24 Iron Breakers with Standard of Shielding, with a Champion with a Horn engraved with the Master Rune of Dismay, and led by a Dwarf Lord with an amulet inscribed with the Master Rune of Spite and two Runes of Luck, carrying an Axe with the following Runes: Skalf Blackhammer's Master Rune and two Runes of Cutting. He also carries the Golden Scepter of Norgim. Also with the unit is a Battle Standard Bearer with a Runic Banner: the Rune of Courage.

OPPONENT: Chaos.

ORDERS: Stand Firm and expect the onslaught of the enemy. Move only very slightly to interpose the unit so that you won't be flanked. Remember not to disrupt the overall battle-line with reckless charges. Rune of Courage will protect you from *Fear/Terror* Tests, and your potential to survive damage should be spectacular.

CRUSHER
When you want to win the game in hand to hand and you don't want to rely on fragile cavalry, the toughest infantry unit you can muster is the answer. Infantry are blessed with great numbers, small base width, and due the greater numbers it has a higher resiliency when the time comes to take panic checks for fleeing troops and casualties. Characters can also be included in a lower price, as they do not require mounts or monsters, and can spend the extra points on some nice magical toys. Crown of Command is a very good choice for a infantry core unit, as one failed test might otherwise bring your plans to a catastrophic end.

Some opponents have very efficient ways to deal with 1 wound infantry: High and Dark Elves with their Repeater Bolt Throwers and the armies of the Empire, for example, are easily capable of tearing your infantry apart unless you have taken suitable precautions. I have a few ways of keeping my main infantry blocks alive if I am expecting to face a virtual hail of death.

First is to have more wounds than one for each model in the unit! Ogres, Trolls, Dragon Ogres, Beastmen, Minotaurs and Mummies are very good troops in hand-to-hand, have astounding resilience, and on the top of it, they usually cause *Fear*, also!

The second method is effective when facing an enemy that uses War Machines and weapons that rely on Ballistic Skill, like Bolt Throwers and Crossbows/Bows/Hand Guns/Whatever. Quite simply, equip your unit with magic items that give penalties to missile fire! Ruby Chalice is the best such choice but there are others like the Bad Moon Banner of the Orcs and Goblins.

Lastly, you are relatively safe from enemy fire when in hand to hand, so get stuck in! Moving with determination, and getting some help from a wizard with the Move Unit spell will be extremely useful. Charge in, kill, and immediately go looking for another target. If fight starts to drag on, remember to envelope your opponent if you are winning.

***EXAMPLE:** 24 Witch Elves with a Banner of Might. Unit is led by a Witch Elf Champion with Sword of Swift Slaying and Witch Elf Hero with Ruby Chalice, Heavy Armour, and Sword of Enscorcelled Iron (if faced with WS 5 or lower troops, will hit automatically with the Banner of Might!) and a Halberd in the case of higher armour saves. (Tuomas your slipping, you forgot to take an Assassin! -Ed).*

***OPPONENT:** High Elves.*

***ORDERS:** Engage the opposing foot regiments while our artillery takes care of enemy War Machines and Cavalry with the aid of Harpies and Cold Ones. Avoid Shadow Warriors that will only slow us down. Choose a suitable target RIGHT FROM THE BEGINNING, because even with Ruby Chalice, there will be casualties. Head towards the target mercilessly and make sure other troops support the advance.*

STEEL FANGS

When it comes to missile troops, I personally have a very firm opinion about them: they are to be used for laying a curtain of fire over the enemy, moving as little as possible, and picking targets they can wound. I' ve seen many, many blood crazed generals who have made vicious charges with their archers against enemy melee-specialists. Believe me, it has been messy! There are exceptions, of course, like when you have an opportunity to charge a low leadership unit on the flank or rear with your archers, causing a *Panic* test. But as a thumb rule, you should build and deploy your infantry missile troops with orders of "FIRE!" in your mind. There are two approaches to build these units under the Longsword Military Doctrine: Big blocks and numerous small units.

Large units can placed on a hill where they will have an excellent field of fire, they will take up relatively small part of your deployment zone, and a combined shot from 24 crossbows can be truly devastating as it is easier to pick targets because the wide frontage that gives a good visibility over the field.

Some troops, like Wood Elf and Dark Elf Scouts can Skirmish, and they can forfeit their "Stand and Shoot" option in favour of moving slowly away from the enemy while still firing their arrows, as they can turn freely and thus move away from the enemy and fire at them!

EXAMPLE 1: *20 Crossbowmen of the Empire.*

OPPONENT: *Orcs and Goblins*

ORDERS: *Deploy near to your general if possible, as leadership 7 leaves a lot to hope for. Two ranks of 10 archers each on a hill is ideal. This gives you a wide line of fire. The potential of Crossbows is immense. It both Wounds better (a good idea against toughness 4 Orcs) and also reduces an armour save of the opposing troops. Pick a suitable target amongst the advancing units. There is no sense of wasting your massive killing power on five Goblins that were taken by your enemy just to field the Doom diver when you could stop the incoming unit of Big 'Uns !*

EXAMPLE 2: *3 x 6 Dark Elf Scouts.*

OPPONENT: *Empire.*

ORDERS: *The Empire is notorious for it's ability to field many "Wonder Weapons" that can be very dangerous to the Dark Elves. (Hellblaster is a good example) These things must be dealt with before your own close assault units get stuck in. Therefore Scouts must deploy as close to the Empire War Machines as possible, and shoot 2 bolts each against the crews as soon as possible. After this, they can make a general nuisance of themselves by shooting lightly armoured targets.*

STRIKE FORCE

Some troops have the benefit of the special rule Infiltration, and such troops are almost always missile troops. Their ability has a double advantage. First, they have a good chance to choose a suitable place for their mission, and secondly, they can start executing it almost immediately.

EXAMPLE: *10 Gutter Runners with additional hand weapons and slings.*

OPPONENT: *Undead.*

ORDERS: *Silence the Screaming Skull Catapults as soon as possible, either in hand to hand or with the slings. As the Undead rarely have lots of missile troops, Gutter Runners can sometimes operate in relative peace. After Chuckers, use that movement of 6 and get where the fight is. With strength 4 and additional hand weapons, you should get by handsomely. Watch out for Carrion.*

FLYING TROOPS

Flyers are a very special case, thus I have separated them from the other units. Their main advantage is (surprise, surprise) their wings! With possibility to move very quickly indeed, they can execute "Blitzkrieg" missions.

LIGHTNING ASSAULT
All armies have an excellent choice of very powerful monsters, with the Manticore taking pride of place. Such creatures are very fast if they fly, hideously powerful in hand to hand, and, on top of it, they usually cause *Terror* and have other special rules!

***EXAMPLE:** 2 Chimerae*

***OPPONENT**: Dark Elves*

***ORDERS:** Take out Repeating Bolt Throwers as soon as possible, starting with the ones that have best fields of fire. Charge enemy regiments from behind as soon as combat gets close and personal. Remember to force your opponent to take all the required Terror tests ! Chimerae are ideal against armies with a basic Strength of 3 and no high strength War Machines.*

DEATH FROM ABOVE
Flying creatures have, due to their ability to Fly High, an excellent chance to rid you from those pesky enemy War Machines and Missile troops. Some flyers are a bit too expensive for this role, however, and while using your Manticore to eat the opposing Repeater Bolt Throwers and using Terror to scare away any opponents near by is certainly NOT a bad idea, it is worth noting that it is not easy to take out enough opposing War Machines when your own point cost is 200 and a Repeater's is measly 50! This is because once a Manticore lands, it becomes a prime attraction to any enemy characters and War Machine fire. Thus, cheaper flyers are sometimes just as good in killing the War Machine crew, and don't get so much enemy attention.

EXAMPLE: *A unit of 8 Harpies in two ranks.*

***OPPONENT:** Chaos Dwarfs.*

***ORDERS:** To fly High immediately and descend upon the inevitable Earthshaker Cannons. After dealing with these, attack either the Death Rockets or Blunderbuss regiments (from behind) or, if such targets are not present, charge units already engaged from behind or from the side, causing Panic tests and increasing Combat resolution by charging them from behind.*

WAR MACHINES

The distinctive point about War Machines is, apart from Chariots, War Wagons, Steam Tanks and very few others, that their crews are THE weakest things in hand to hand you can imagine. It is quite difficult to protect them (if you are not a Dwarf with access to the Rune of Disguise) and they are easily frightened away by Terror.

HIT THE WEAK
Some War Machines, like the Death Rocket, Bolt Throwers and to some extent, Stone Throwers, are at their best when taking out rank and file. When they also cause Panic test, like the Flame Cannon, they are very good against armies without high leadership.

***EXAMPLE:** A battery of 6 Skull Chuckers.*

***OPPONENT:** Empire.*

***ORDERS:** As the leadership of humans is not very high, I wanted them to take plenty of panic tests. Thus I ordered the Skull Chuckers to concentrate their fire on units without character leaders.*

WONDER WEAPONS
Some War Machines are specialised: Flame Cannons and Warpfire-Throwers are wonderful against flammable targets, while Poison Wind Globadiers specialise taking out very tough and/or well armoured troops.

EXAMPLE: A unit of 6 Warp-Fire Throwers.

OPPONENT: Undead.

ORDERS: This was an extremely high risk test that I pulled through. As I was correctly expecting

lots of Mummies, I decided that with Ikit leading my army the Warpfire Throwers could get along as long as they were near him and his leadership 9. They opened fire at the close range and toasted a whole unit of 16 Mummies! A classic act of mass destruction! Later they routed a unit of Ghouls. Not a very typical example, but it aptly shows that War Machines CAN cause tremendous damage. Their orders were simple: fry mummies and then turn on anything else on the field!

HERDERS

Some War Machines invoke almost supernatural fear in most opponent's. Try to use this to your advantage as detailed below. As the enemy will rather go around than get in the range of these devices, they are great at dictating the events of the battle.

***EXAMPLE:** 2 Helblaster Volley Guns.*

***OPPONENT:** Skaven.*

***ORDERS:** The purpose of the Helblasters is to herd the Skaven towards the other, less threatening artillery pieces and the main units of the Empire army that are positioned centrally. With this in mind, they are placed on the flanks of the deployment zone, protected by the Horse Archers and ready to shoot! If Skaven Regiments are foolish enough to come towards them, oblige them and fire away !*

MASS DESTRUCTION

Repeater Bolt Throwers are best when used in large numbers, as this produces the famous "Kebab" effect that can slaughter whole units (*what, you drink 10 pints, eat one and regret it all next day? -Ed.*). These weapons have long range, they are accurate, and against rank and file they are deadly.

***EXAMPLE:** Battery of 6 Repeater Bolt Throwers.*

***OPPONENT:** Skaven.*

***ORDERS:** Shoot concentrated volleys on units in the descending order dictated by the threat that each unit represents. Or keeping it simple: Kill all big blocks of Skaven, Starting with the largest, and ignore Skavenslave units.*

As a variant, concentrating the fire of all six Repeater Bolt Throwers on the Screaming Bell might very well do the trick and rid you of the Striker and the Grey Seer.

ROLLING DEATH

Chariots have always been my favourite, and thus I have spent a considerable time devising tactics for them. There are two roles for them: Offense with the rest of the army, and aggressive defence (e.g. waiting behind buildings until the enemy comes within charge range.

***EXAMPLE:** Unit of three Wolf Chariots, with Skarsnik in one of them, equipped with Skarsnik's Prodder, Ruby Chalice and his Chariot is equipped with Mork's War Banner. All have Scythed Wheels and extra crew.*

***OPPONENT:** Undead.*

***ORDERS:** Skarsnik's Red Chariots are one of my main attack units. Skarsnik gives them good enough leadership to take tests and any wizard touching Skarsnik's Chariot will be killed automatically! Orders are to find and destroy the main units, while Doom Divers silence the Skull Catapults. Ere We Go! Ere We Go! Ere We Go!*

SPECIAL UNITS

Here are some examples of very special cases, where I have constructed units that are almost useless in any other mission than the one I had planned for them.

THE BAIT

Many Generals regard some units so dangerous that they will commit enormous amounts of missile fire and close combat units to deal with these 'Nemesis' troops. For example, I've been known to be a bit paranoid about any unit of Bull Centaurs rolling towards my lines. Such phobias can be used against your opponent: if you think it is worth the risk to field a relatively small and cheap unit of troops that will make your adversary go pale, then try it out! I've seen people waste amazing amounts of War Machine fire against small mob of Savage Orc Boar Boyz that had no extras at all! Meanwhile rest of the Greenskin army was busy winning the battle by marching in without any distracting missile fire directed against them.

***EXAMPLE:** 6 Bull Centaurs, Bull Centaur Champion with Sword of Swift Slaying.*

***OPPONENT:** High Elves*

***ORDERS:** Charge towards some important Elf regiment (preferably one with the Mage Lord) and behave in a threatening manner. This should win you some time while Elves shoot at the Bulls and you can deploy your army better and start your attacks with the flying monsters.*

IMPROVISING

If your whole plan against Dwarfs is based to take out their War Machines and the wily Dwarf King takes the field supported only by slayers, Iron Breakers and Hammerers, it is easy to lose hope. I have only one piece of advice: Improvise! Continuing with the example above, the flying creatures you took against the Dwarf War Machines can Fly High and then land behind the enemy regiments, ready to engage them from the rear once your other units get into hand to hand with the Dwarf regiments. Any long-range fire that was planned to take out the War Machine crews can now be directed against Slayers who also have a low (read non-existent) armour save. So when your plan is no longer valid and you can't execute your orders, improvise!

SUPPORTING UNITS WITH EACH OTHER

There is a trick to learn when giving orders to your troops: if they are not compatible with each other your army will not be able to function properly and will be destroyed piece by piece. A good example of this are very small regiments that are placed as a "Charge Cover" in the front of the main units. As these units will usually be cut to pieces by the enemy charges, their death will leave the attacking regiments exposed to your counter-charge. Especially good in such a role are troops that are immune to psychology and/or unbreakable, as these will NOT run away and spoil your plan. There are other, more obvious ways to support units: Keeping units in a firm battle line prevents attacks to the flanks, shooting advancing enemy formations so they lose extra ranks and so on.

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz either by calling them on 01773-713213 or writing to: Da Roolz Boyz, Games Workshop Ltd, Chewton Street, Hilltop, Eastwood, Notts, NG16 3HY

Gaming Contacts

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to pay our games or even advertise tournaments you will need to let us know the following details by: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

MIDLANDS

The Original Worksop Wargames Society
Games: All Games Workshop games plus others.
Venue: Above Bassetlaw Travel, Lowtown St, Worksop, Notts S80 2JR
Times: Tuesday evenings
Contact: 01909 - 486187
Notes: Subs: Over 16 - £2.50, Under 16 - £1.50.

Nerdsville Games Club
Games: All Games Workshop games.
Venue: Elms Scout Hut, Belvidere Avenue, Nr. Shirehall, Shrewsbury
Times: 3pm to 7pm Sundays
Contact: Rob Lopez (01743-340363)

Bicester Roleplay & Wargaming League
Games: All Games Workshop games.
Venue: Courtyard Centre, Launton Road, Bicester
Times: 6pm to 10pm Mondays
Contact: Don Carruthers (01869-323723)
Notes: £1 per night. Age 12+.

Games Night
Games: All Games Workshop games.
Venue: Lower 10, Kenilworth School, Leyes Lane, Kenilworth
Times: 3.30pm to 5pm Mondays
Contact: Richard Wyatt (01926-420918)
Notes: Mainly school club. We play all Games Workshop games and can lend figures and teach you to play.

Redditch Roleplay and Wargames Club
Games: Warhammer, WH40K, Blood Bowl, Titan Legions, Necromunda.
Venue: St. George's Church Hall
Times: 2pm to 6pm Saturdays
Contact: David Mitchell (01527-528971)
Notes: £1.50/night. Age 13+

The Gaming Clan
Games: Necromunda, WH40K, Space Hulk etc.
Venue: B.W.M High School, Rowley Avenue, Stafford
Times: 3.20pm to 7pm Mondays
Contact: Sam (01782-214542)
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

Club
Games: Necromunda, Warhammer, WH40K, Blood Bowl, Space Hulk.
Venue: Tenants Hall, Wareham Road, Frankley, Birmingham
Times: 5pm to 9pm Thursdays
Contact: John Garvey (0121-453-2666)
Notes: First night free, £1 after that.

Northfield Roleplay Society
Games: Warhammer Fantasy Battle, WH40K, Epic, Necromunda and various RPGs.
Venue: Northfield Pastoral Centre, Birmingham
Times: 7pm to 10pm Tuesdays
Contact: Pete (0121-624-8433)

North Birmingham Trollslayers
Games: All Games Workshop games.
Venue: Karaz A Coldfield, Boldmere J & I School, Cofield Road, Sutton Coldfield
Times: 8pm till late Wednesday evenings
Contact: Steve (0121-605 2287) or Mark (0121-624 2348)
Notes: members must be 16+ Annual sub £7. £3/week. 2,500 points worth of painted army required. All armies available for use. Member of the Warhammer Society. Inter-club competitions and tournaments.

Warriors of the Imperium
Games: WH40K, Necromunda.
Venue: 8 Ayres Drive, Stanground
Times: 1pm to 4pm Sundays
Contact: Mark Tomlinson (01733-64724)

Hinckley Adventure Games Society
Games: All Games Workshop games.
Venue: St Johns Hall, Hinckley
Times: 7pm to 10.30pm Sundays
Contact: Tom Brinkman (01455-840823)

Citadel Gamers
Games: WH40K, Fantasy, Epic.
Venue: Blackshead Pub, Stoke
Times: 7pm Wednesdays
Contact: Paul Bentall or Mark Ford (01782-415594)
Notes: Members must be 17+

Outer Limits Games Club
Games: WH40K, Necromunda, Warhammer, Space Hulk, AD&D.
Venue: Alderman Callow, School and Community College, Mitchell Avenue, Canley, Coventry
Times: 7pm to 10pm Wednesdays
Contact: Clive Marshall (01203-468317) after 5.00
Notes: Bar for over 18s after club. Over 30 members.

NOTE: we are only providing this page as a noticeboard for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. There is no connection between these clubs and Games Workshop Ltd.

Mind Games
Games: Warhammer, WH40K.
Venue: 9 Spring Street, Derby
Times: 7pm Thursdays
Contact: Chris (01332-347382)

Circle Battle Group
Games: All Games Workshop games.
Venue: Kingstanding Circle Community Centre, Kingstanding Road, Birmingham
Times: 8pm to 11pm Wednesdays
Contact: Alan Goldingay (0121-311-2768)
Notes: 3 free meetings, £5 for adult, £2.50 for children. Have to be 14 years old + upwards.

Challeston Gamers
Games: WH40K, Warhammer, Necromunda
Venue: Challeston School, Derby
Times: 12pm to 1pm Fridays
Contact: Stuart Hadley

Martin High School Club
Games: All Games Workshop games.
Venue: Martin High School, Anstey
Times: 3.15pm to 4.30pm Tuesdays
Contact: Chris Farnell (235-1090)
Notes: Please call the contact number before attending.

Broughton Astley Warhammer & Necromunda League
Games: Warhammer Fantasy Battle and Necromunda
Contact: Gary (0589-092044 or 01455-282587)
Notes: Ring for further details

SOUTH EAST

The Brotherhood
Games: All Games Workshop games.
Venue: Christy's Wine Bar, Sutton
Times: 6.30pm to 11pm Mondays
Contact: Jake at Games Workshop Sutton (0181-770-9454)
Notes: Members to be 18+.

Golden Dragons Club
Games: Warhammer, WH40K, Epic, Necromunda, Blood Bowl, Space Fleet, Man'O'War, Warhammer Quest, Space Hulk.
Venue: Curzon Hall, Curzon Road, Dover
Times: 1pm onwards Sundays
Contact: David Knowles (01304-212782)

Cu-chulainn
Games: All Games Workshop games.
Venue: Ruskin House, Combe Road, South Croydon
Times: 7.30pm to 11pm Thursdays
Contact: Dave Brighton (0181-665-5354)
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

Chichester Hive Gaming Guild
Games: WH40K, Epic, Fantasy, Blood Bowl, Necromunda, AD&D.
Venue: Newpark Road, Newpark Centre, Chichester
Times: 6.30pm to 10pm Mondays
Contact: Chris (01243-531273)
Notes: Age 10-18+

Epic Incorporated
Games: Epic.
Venue: Own house
Times: 7pm to 8pm Monday to Friday
Contact: Andrew Mills (01702-588973)

Rainham Workshoppers
Games: Necromunda, WH40K, Warhammer, Epic.
Venue: Various residences
Times: Varies. Usually weekends
Contact: Matthew Stanton (01708-524795)

Brentwood Hermit Roleplay & Warhammer
Games: Role play, Warhammer, WH40K etc.
Venue: Behind the Wall Cafe, Shenfield road, Brentwood
Times: 7pm to 10pm Tuesdays
Contact: Kathy or Simon (01277-218897)

Da Klubb
Games: Necromunda, Epic, WH40K, Warhammer, WH. Quest, Talisman, Space Hulk, AD&D, Planetscape, First Quest, Vampire, Werewolf, Magicand others.
Venue: Fernleigh Centre, North Street, Chichester
Times: 6 pm to 10 pm Tuesdays & Fridays
Contact: Andy (01243-820432)
Notes: All ages, £1 per night.

Legion
Games: All Games Workshop games and historical & RPG's.
Venue: 62 Lakeside Road, Shepherds Bush
Times: 7pm Wednesdays
Contact: -
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

Bugman's Away Team
Games: Warhammer, WH40K, Necromunda and anything else.
Venue: Upstairs Room, Mushwells (pub), Jewry St., Winchester
Times: 6pm til closing time Tuesdays
Contact: Adrian. (01962-856564)

Winchester Wargames Club
Games: Warhammer, Napolionics, Naval, Space.
Venue: 'The Log Cabin', Stockbridge Road, Winchester
Times: 2pm to 6pm, 1st Saturday every month
Contact: Ken Hill (01962-851544)

South London Warlords
Games: All Games Workshop games.
Venue: St. Barnabas Church Hall, Dulwich, London
Times: 7pm to 10.30pm Mondays
Contact: Mark at GW Croydon (0181-680-4600)
Notes: Members to be 16+.

Essex Warriors Wargames Club
Games: WH40K, Warhammer, Other wargames.
Venue: Writtle Hall
Times: 9am to 5pm alternate Sundays
Contact: Derek (01245-260243) or Peter (01245-440439)
Notes: Friendly club with wide range age range. Club letters, Club magazine + Discounts from local shops. Juniors - £5/year + £1/meet. Seniors - £10/year + £1/meet. New members always welcome.

Richmond Warhammer Club
Games: Warhammer, WH40K, Necromunda, Space Hulk, Blood Bowl and various other games systems.
Venue: Y.M.C.A, Market Place, Richmond (above Oliver's)
Times: 5.30pm to 9.30pm Fridays
Contact: Kevin Stace (01748-825622)
Notes: There is a fee to attend to cover hiring costs.

Chameleon
Games: All Games Workshop games.
Venue: Above Pine Shop, 1 Goods Way, King Cross N19 AA
Times: 1pm onwards weekends
Contact: Simon (0171-278-0118)
Notes: £5 annual membership fee.

Cauldron
Games: All Games Workshop games.
Venue: The Oast House, Rainham, Kent
Times: 7pm to 10.30pm Wednesdays
Contact: Simon or Brad (01634-263083)
Notes: All games. First night free. Membership £5/year. Subs - £1.50 non-members, £1 members. Library access, Necromunda gangs available, discounts in local shops.

Alder Valley Games Society
Games: All Games Workshop games
Venue: Union Building, Hospital Hill, Aldershot
Times: 7.30pm to 11.30pm Wednesdays & Fridays. 2pm to 10pm Sundays
Contact: John Crane (0252-330837)
Notes: Holding a Convention on February 16th 1997

Benson Wargames Club
Games: All Games Workshop games
Venue: RAF Benson
Times: 7pm to 11pm Thursdays & 1pm to 4pm Sundays
Contact: Paul Buttolph (01491-834478)
Notes: Current age range is 10 to 30 years old

Bracknell and District Wargamers
Games: All Games Workshop games. Historical Wargames
Venue: Coopers Hill Youth & Community Centre, Crowthorne Road, North Bracknell
Times: 10am to 5pm on various Sundays (ring for details)
Contact: Andrew Mass (01344-59978)

Reigate Wargamers
Games: Warhammer Fantasy battle, WH40K & Necromunda.
Venue: To be arranged
Contact: Mike Hutchinson (01737-221535)
Notes: 60p per session subscription fee. Food and Drink available.

NORTH WEST

Wirral Games Club
Games: Healthy variety.
Venue: Bebington Civic Centre, Bebington, Wirral
Times: 6pm to 9.30pm Fridays
Contact: Mr Roger Webb (0151-3273460)

Altrincham Gamers
Games: Warhammer, WH40K, Roleplay, Many others.
Venue: Sale Hotel, Marsland Road, Sale, Cheshire
Times: 5pm till 11pm Sunday evenings
Contact: Mike (0161-929-0382) or Rick (0161-282-5975)
Notes: First visit free, subsequent £1.

Boughton Gaming Group
Games: Necromunda, WH40K, Warhammer
Venue: 5 Stocks Avenue, Boughton, Chester
Times: To be arranged (not Thursdays!)
Contact: Mark Taylor (01244-341035)

Junior Adventurers' Guild
Games: All Games Workshop games.
Venue: Earby New Road Community Centre, Lancashire
Times: 6.30pm to 9pm alternate Mondays
Contact: Justin Taylor (01282-844429)
Notes: 50p session fee, age 10+

Phoenix Modelling & Wargaming Club
Games: Warhammer Fantasy Battle, Warhammer 40K, Epic, Space Hulk, Blood Bowl, plus period wargames and board games.
Venue: 58, Frank Street, Widnes, Cheshire WA8 0AH
Contact: Ron Foster

Goblin Horde
Games: Warhammer Fantasy Battle and RPGs
Venue: The Crown Inn, Wellington Road South, Stockport
Times: 7pm to 11pm Wednesdays
Contact: Rachel (0161-456-1444)
Notes: 15+ age limit.

South Shields Games Club
Games: Epic, WH40K, Space Hulk, Man'O'War, Warhammer.
Venue: Brinkburn Community Centre
Times: 6pm to 10pm Sundays
Contact: Keith Gray. (01207-545502)

Leeming Wargames Association
Games: Warhammer 40K, WH Quest, Necromunda, Blood Bowl and are hoping to start Warhammer soon.
Venue: R.A.F Leeming (near Catenby, Northallerton)
Times: 7pm, Tuesdays, Wednesdays and Thursdays
Contact: Graham Perkins (01677-424885)
Notes: The club charges a £1 fee to cover costs.

Redcar Fantasy Games Club
Games: Warhammer, WH40K and Necromunda but if other gamers bring different games they will be tried out.
Venue: Redcar Literary Institute, Lord Street, Redcar.
Times: 7pm to 10pm Wednesdays
Contact: Andrew Reed (01642-475053)
Notes: 50p covers hiring costs. Anyone may join.

Cramlington Wargames Club
Games: Warhammer, WH40K, Necromunda, Epic, Space Hulk.
Venue: Shanklea Community Centre, Shanklea First School, Nairn Road, Parkside, Cramlington
Times: 1.30pm to 7pm Sundays
Contact: Joseph Walton or Albert Walton. (0191-268-8936)

Ashington High School Games Club
Games: Warhammer 40,000, Warhammer Fantasy Battle, Necromunda, Epic, Bloodbowl, Warhammer Quest.
Venue: Room 11, Ashington High School, Green Lane, Ashington
Times: 5.30pm to 9pm Mondays
Contact: (01670-812166)

U.S.S Galaxy
Games: Necromunda.
Venue: Jarrow Community Centre
Times: 3pm to 7pm 2nd Sunday of each month
Contact: Mary 421 2240
Notes: Wishing to expand in the future

Northumbrian Adventurer's Guild
Games: WH40K, Space Hulk, Warhammer, Necromunda.
Venue: Newsham Library, Elliot St./Winship St, Blyth
Times: 2pm to 7pm Sundays
Contact: Alisdair Gibbs Barton (01670-366881)
Notes: First meeting free, then £1 or less.

Hartlepool Wargames Club
Games: All Games Workshop games.
Venue: Hartlepool Aetheneum (Church Street)
Times: 10am to 4pm Saturdays
Contact: Arthur Dixon (01429-279222)
Notes: Currently running a 'new' Warhammer campaign (over 20 players!!!). Due to enthusiasm, we will soon be starting a Warhammer 40K campaign and Blood Bowl league.

SCOTLAND

Tycho
Games: All Games Workshop games.
Venue: Balwearie School, Kirkcaldy, Fife
Times: 1pm to 8pm Sundays
Contact: Nick (01592 260007)

Central Wargames
Games: All Games Workshop games.
Venue: Carronshore Community Centre, Carronshore, Falkirk,
Times: 5pm to 11pm Saturday nights
Contact: David Gillan, (01324- 554350)

Da Club
Games: All Games Workshop games.
Venue: The Spectrum Centre (at Bus Station), Inverness
Times: 7pm to 9.30 pm Wednesdays
Contact: John Findlay (01463-235458)

N.E.W.D.S
Games: Warhammer, WH40K, Necromunda, Epic, Warhammer Quest, Talisman.
Venue: Broadsea Hall, Fraserburgh
Times: 7.00pm - 10.00pm Thursdays
Contact: Ian Dyga (01346-518715) or Charles Drakely (01346-571101).
Notes: £1 a night. £2 life membership. Lots of tournaments & free draws.

East Kilbride Wargames Club
Games: All Games Workshop games.
Venue: Clairmont High School, House Block 2, St. Leonards, East Kilbride
Times: 7pm to 9.30pm Tuesday & 11am to 6.30pm Sundays
Contact: John (01355-260601)
Notes: £3 annual membership fee and £1 per session.

Kirriemuir & district Wargames Society
Games: All Games Workshop games.
Venue: Glengate Hall, Kirriemuir,
Times: 7pm alternate Sundays
Contact: Dale Smith (01575-574128)

Dundee Wargames Club
Games: WH40K, Warhammer, Necromunda, Epic.
Venue: St Peter & Paul's Church Hall, Milton Street, Dundee
Times: 2pm to 5pm Saturdays
Contact: Bill McCabe (01382-819523) after 5pm.
Notes: First time free, £2 thereafter. No age limit.

Aberdeen Role-Playing Club
Games: All Games Workshop games.
Venue: A.W.C., Crown Lane, Aberdeen
Times: 7pm to 11pm Wednesday, Thursday & Friday
Contact: Paul Hunter (01224-680191)

North East White Dwarf Society
Games: All Games Workshop games.
Venue: Broadsea Hall, Fraserburgh
Times: 6.30pm to 10pm Thursdays
Contact: Charles Drakeley (01346-571101)
Notes: 50 members (40 regularly attend)

SOUTH WEST

BATTLE SCAR
Games: All Games Workshop and possibly others.
Venue: Parkstone Boys and Girls Club Recreation Rd, Parkstone, Poole, Dorset
Times: 6pm to 10pm Every Saturday
Contact: Paul or Elaine (01202-385632)
Notes: Second hand miniatures shop, reasonably priced food and drink, painting competitions and raffle.

Dorset Werewolves
Games: All Games Workshop.games.
Venue: Osmington Village Hall
Times: 9pm- late. Every 3rd Sunday in month
Contact: Pete Bradley(01305-833455)
Notes: £2/session. Members receive special deal.

Lincombe Barn Wargames Club
Games: Warhammer, WH40K, Historical wargames, Roleplaying games.
Venue: Downend Folk House, Downend, Bristol
Times: 2.30pm to 6pm Sundays
Contact: Alex Self (0117-973-4743)
Notes: Cannot accept members under 15 years of age.

Ottery Gamers' Club
Games: Mainly WH40K, willing to try other games systems.
Venue: Ottery St. Mary Youth Centre. Station Centre.
Times: -
Contact: John Petrie (01404-813544)
Notes: No fee!

Exeter University Games Society
Games: All Games Workshop games.
Venue: Cornwall House Refectory, University Campus
Times: 2pm to 11pm every Sunday afternoon
Contact: Rik Stewart (01392-435478)
Notes: Games mainly oriented towards over 18's - Warhammer, D&D, White Wolf and Magic.

Fantasy Gaming Group
Games: All Games Workshop games.
Venue: Various
Times: All day Sundays
Contact: Ray Barrett (01392-424586)
Notes: Contact to arrange meetings.

Clubbers
Games: WH40K & Necromunda, Blood Bowl, Space Hulk, Warhammer, Warhammer Quest.
Venue: Exmouth Community College Room 402 (M)
Times: 3.40pm to 6.30pm Wednesdays
Contact: Alex Rogers (01395-263771)
Notes: Will play anything. Lots of painting too!

WALES

Pontllanfraith Games Club
Games: WH40K, Necromunda.
Venue: Pontllanfraith Leisure Centre
Times: 5pm to 8pm Fridays
Contact: Jonathan Lane (01495-225363)
Notes: Free admission.

Bangor Wargaming and Roleplaying Society
Games: All Games Workshop games.
Venue: Students' Union, Bangor University.
Times: Sundays
Contact: Ian Russell-Jones or Chris Wood
E-mail: bsu291@ thunder.bangor.ac.uk

Pentyrch Scout Hut
Games: WH40K, Warhammer, Epic
Venue: Scout Hut, Mountain Road, Pentyrch
Times: 4pm to 6pm Saturday Afternoons
Contact: Carol Saint (01222-891821)
Notes: 50p heating bill per person.

Bishopston Games Club
Games: All Games Workshop games.
Venue: Bishopston Scout Hall, Pyle Road, Bishopston
Times: 6.30pm to 8pm alternate Thursdays from October 3rd (ring for details)
Contact: Ken Davies (01792-234807)
Notes: 60p/session subscription. Refreshments available.

BEDFORDSHIRE

Abingdon Wargames Club
Games: Historical, SF, Fantasy games.
Venue: The Neave Room, Abingdon Con. Club, Conduit Road, Abingdon
Times: 6.30pm to 10pm Fridays
Contact: Paul Smith. 01235 529264
Notes: Min age 10+. Subs: Junior (under 16) £1, Adult (16+) £1.50.

New Mill Youth Club
Games: Epic, Warhammer, WH40K
Venue: Youth Club, Tring
Times: 7.15pm to 10.15pm Fridays
Contact: -

YORKSHIRE

The Knaresborough Knights
Games: All Games Workshop games
Venue: varies
Times: varies
Contact: Peter Smith (01423-863813)

Mars Hunt inc.
Games: Warhammer, Necromunda, WHQ, WH40K.
Venue: As arranged
Times: 7.30pm Thursday evenings (but we are flexible!)
Contact: S. Wallace (0113-252-6367)

Bradford Gaming Club
Games: All Games Workshop games, RPG & collectable card games.
Venue: Gingerbread Drop-in Centre, First floor, Darley St, Bradford Town Centre
Times: 11am to 6.30pm Sundays
Contact: Paul Sutcliffe

Hallamshire Wargames Club
Games: WH40K, Necromunda, etc..
Venue: Park Hill Library, Sheffield
Times: 11am to 5.30pm Sundays
Contact: Mark Kniviton (01709-516433) after 5pm.

H.A.R.D. (Harrogate & Ripon district) Wargamers
Games: All Games Workshop games.
Venue: Deane Park Community Centre, off Woodfield Road, Bilton
Times: 6.30pm Thursdays
Contact: Malcolm Thomson (01423-541135)
Notes: Members must be 16+. £1 annual membership fee and £1.50 per session subscription fee.

East Leeds Militaria Society
Games: All Games Workshop games.
Venue: Cross Gates Bowling House
Times: Thursdays and 1st Sunday of month
Contact: Terry Joy (0113-2940528) after 7pm.

The New Waargh!
Games: All Games Workshop games.
Venue: St Wilfred's High School, Featherstone
Times: 6pm Wednesdays
Contact: Michael (01977-603227) 4 to 6 pm Mon to Fri.
Notes: £2 subscription fee.

Ye Olde Gamez Club
Games: All Games Workshop games.
Venue: Rossett High School, Community Room, Harrogate
Times: 4.30pm to 9pm Fridays
Contact: Ben Harvey (01423-884069)
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

Wargamers of Ripon (WOR)
Games: All Games Workshop games.
Venue: Hugh Ripley Hall, Ripon
Times: 6pm to 8pmEvery other Tuesday +weekends
Contact: Steve Green, White Rose Model Shop, Westgate
Notes: Members to be 10+. £1 membership fee and £1 per session. Average attendance 26.

FRANCE, AUSTRALIA, OMAN, AMERICA, ULTHUAN, ETC

There is absolutely no reason why Gaming groups across the world cannot be included in the Journal (providing we can understand them!), so lets see some entries from across the water!

Oman
Games: Warhammer and WH40K.
Contact: John Watts
Wardroom Mess, RNO TC Wudam,PO Box 839
Postcode 111, CPO Seeb, Sultanate of Oman.

CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue (Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue (bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

INDIVIDUAL CONTACTS (BILLY NO-MATES CLUB!)

The following section is for individuals who are looking to join clubs in their area or are trying to set up clubs of their own and want more members. If you want to find a group to play with please send us the details including the area you are prepared to travel to (ie: 'Birmingham area', or 'South East', etc.)

Birmingham
Games: WH40k & Space Hulk. Scenery and models can be supplied.
Venue: 35 Corbridge Ave, Great Barr, Birmingham
Times: Anytime, anyday!
Contact: Dean.M.Wilson (0121-360-1129)
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

Peterborough
Games: Warhammer, WH40K, Necromunda, Epic
Venue: 12 Craig Street, Peterborough.
Times: Weekends only
Contact: K. F. Whitlock (01733-756800)
Notes: Seeking contact with mature gamers to set up wargames club in Peterborough.

Deeping
Games: Blood Bowl, Warhammer
Venue: 7 Fraser Close (Deeping)
Times: Daytime, weekends
Contact: Liam O'Sullivan (01778-346360)

St. Ives
Games: WH40K, Warhammer, Necromunda
Times: Sundays
Contact: David (01480-393060)
Age: -

Brighton
Games: Warhammer, WH40K, Epic
Times: Weekends only
Contact: Colin Skinner (01273-813859)
Age: 21

Manchester
Games: Warhammer, WH40K, BloodBowl.
Times: -
Contact: Chris (0161-456-1457)
Age: -
Notes: Can you stand up to the might of my Chaos Horde? If you think you can, ring me.

Maidstone
Games: Warhammer and Epic
Times: As and when
Contact: Peter Renn *(Hi, Pete! - Ed)* Evenings: (01622-754078) Daytime: (0181-373-5647)

Oman
Games: Warhammer and WH40K.
Contact: John Watts
Wardroom Mess, RNO TC Wudam,PO Box 839
Postcode 111, CPO Seeb, Sultanate of Oman.

Warhammer Quest®

THE EYES OF DOOM

By Steve Hill

A Warhammer Quest adventure not for the faint hearted. Steve's campaign is dead good (*yes pun intended, want to make something of it? - Ed.*) but, as ever, it isn't official...

GAMESMASTERS ONLY, PLAYERS STOP READING HERE!!

This adventure is recommended for experienced players and characters (at least level 6). The dungeon requires quite a lot of initiative on the part of the players. Be prepared to give hints about actions they might make, but do not give the game away. For example, in some places, specific features or objects must be searched in order to reveal secret doorways or passages. In these cases, you shouldn't allow a generic search to reveal them, but could give a hint that a more detailed search might be fruitful.

The background story should give sufficient warnings about traps. A party that blunders ahead with little planning or caution will almost certainly meet a sad end. It is possible for them to become trapped in some areas too! As a Game Master, you might, if generously inclined, allow them to escape these situations if they devise a sufficiently cunning plan. Don't let the players get stuck for too long or they are likely to become disillusioned. If the lack of treasures becomes a problem, encourage them with the prospect of a mighty horde to come.

The scenario attempts to give guidelines for the more likely eventualities in each area, but these should not be regarded as exhaustive. Be prepared to improvise if your players are more imaginative, but don't reward crackpot schemes.

BACKGROUND

Many years ago Arn, an Empire sorcerer being near death, attempted to cheat fate at all costs. He turned his back on the magic of colours, and sought a darker knowledge. For many years he was able to preserve his aging body, but slowly and surely, time took its toll, and eventually he could no longer prevent the inevitable. Even so, after so much clinging to life, he could not face total oblivion and instead devised a wicked and terrible spell which would bring him an everlasting existence in undeath.

The price of the spell would be great. To gain sufficient energies he would be forced to slaughter many innocents. Moreover, the spell also required the hearts of eight great lords of the realm. Many tales of that time tell of grisly murders and people who disappeared, never to be seen again. The realm lived in fear of the unknown source of these events. Then, as suddenly as the terror began, it abruptly stopped. Now the sorcerer had all the ingredients of his master spell. He constructed a magical tomb to be a vessel for his body during the transformation. Indeed the tomb was part of the complex formula required for such a mighty spell. It was guarded by many traps and spells. No-one would be allowed to disrupt the spell.

Unfortunately for Arn, the spell failed to complete correctly, and his body has been lain in a state between life and undeath for many centuries. The tomb is well hidden and has been undisturbed all these years. Recently, however, a landslide in the region has allowed creatures from the tomb to escape and roam the territory. Local villages have been terrorised by animated corpses and living skeletons. The warriors have been hired to investigate and if possible eradicate the source of these foul creatures.

This adventure differs from many in that the final result will be a failure by the warriors. Indeed they will succeed in revitalising Arn. This provides a useful springboard into many other adventures and the warriors are doomed to meet him again and again. However, all will not be lost, and the warriors that survive will be richer and much wiser. After an adventure like this one. It would be well to send them into a hack and slash dungeon to calm them down a bit!

PLAYER INFORMATION

The information available to the players is rather more limited. Read out the following passage at the start of the adventure.

You have been hired to investigate a series of attacks on the villages on the upper Reik. The local militia have requested assistance from the army, but recent incursions from the Realm of Chaos make it impossible for them to lend any aid.

Although the information is sketchy, the attacks seem to be unco-ordinated and random. One thing that is common to all attacks is the sense of fear that precedes them. The few surviving witnesses speak of foul skeletal creatures and living corpses. This may be exaggeration. There are no reported necromantic activities in the region.

The journey is uneventful, and almost dull. On your arrival, you are greeted as great saviours and plied with much food and drink. The local militia have been studying the pattern of attacks, and are certain they must emanate from an escarpment to the north which is known locally as The Howe, although, no one really knows why. None have dared to investigate any further, and none are willing to accompany you. They do reveal that there is an old path leading up the cliff which has seldom been used, but it is believed to have been blocked by recent rock falls.

SPECIAL RULES

Some of the situations in this adventure are not covered by the rules in the Roleplay booklet. For these you will need to refer to the following rules.

TELEPORTS

There are a number of teleports in this dungeon, all of which are covered by the following rules:

2	1 Wraith
3	1D2 Mummies
4	1D6 Wights
5	18 Giant Spiders
6	3D6 Zombies
7	6+2D6 Skeletons
8	2D6 Skeletons, 1D6 Zombies
9	18 Giant Rats
10	1D6 Ghosts
11	1D3 Wight Lords
12	Roll Twice on this table (reroll further 12s)

The Rule of Attachment: If a warrior enters a teleport square, they are normally instantaneously transported to the destination. The transport will take place even if the warrior is jumping or flying. There is one important exception to this rule. If the warrior has any sort of physical connection to a region outside the teleporter, then no transport will take place . For example, if a warrior enters a teleporter whilst attached to a rope held by his companions, he will not be transported. This rule is important because it allows characters to cross teleporters.

The Rule of Displacement: If a warrior is teleported to a square that is already occupied, they will instead land on the nearest adjacent square.

TOTAL DARKNESS

A number of regions in this adventure have been magically shrouded in darkness. These places are especially dangerous since it is extremely difficult to fight and navigate. No light will have an effect in these places. In the dark, warriors will be unable to make or read maps, so the tiles for these areas are placed behind the Gamesmaster's screen. Any spell casting that requires targeting is impossible, as is ordinary missile fire.

When fighting in the dark, all attacks are at -2 to hit and -1 damage per dice. Monsters are never pinned in the dark because the warriors will not be able to see their opponents, you will have to

describe the sounds that they make . For example, skeletons will make creaking and rattling sounds and zombies might shuffle and moan – be creative and atmospheric.

A search for pits can be carried out in the dark on a square by square basis, but suffers a -2 penalty on a roll against initiative.

PITS

There are many pit traps in this dungeon. You should keep track of which ones have been sprung, and what sort they turn out to be. The pits are fairly easy to climb out of, even without a rope. When a warrior falls in a pit, roll on the following table (alternatively you may with to predetermine the pits either at random, or by choosing them yourself):

1-2 Ordinary pit trap causing 1D6+1 damage ignoring the effect of toughness and armour.

3-4 Pit with sharpened spikes causing 1D6+3 damage ignoring toughness and armour.

5 Pit with poisoned spikes. Damage is 1D6+3 ignoring toughness and armour. In addition if the damage reduces the warrior to 0 wounds, their strength is permanently reduced by 1. See the poison entry in the bestiary (page 85 of the Roleplay book).

6 Deep pit with poisoned spikes. As 5, but damage is 2D6+3

UNEXPECTED EVENTS

The tomb is suffused with evil energies. The tormented souls of the victims of Arn's terror haunt the dark forbidding corridors, and will attack any who disturb them. As normal, an unexpected event will occur on a D6 roll of 1 (except in the Entrance Maze) in the power phase. Roll 2D6 on the table to determine the creatures that attack. Feel free to increase the numbers of creatures if the warriors dawdle.

Remember that many of these creatures cause *Fear* or *Terror* (and this applies even in areas of total darkness. None of these creatures has any treasure, although gold should be awarded for defeating them in the normal way.

The monsters may attack in any part of the tomb, even if it is sealed off. Some will leap from the shadows, others will simply walk through the walls. Some might lay hidden in the centuries old dust and debris that coats many of the floors. Creatures such as rats and spiders can squeeze through cracks in the walls too narrow for a warrior.

BESTIARY

This adventure introduces three new creatures which you can use in any of your subsequent dungeons if you wish.

GARGOYLE

Gargoyles are foul, winged creatures with stone like flesh (*Harpy models are ideal for these -Ed.*)

They are often found in graveyards and other places where the undead are to be found. They attack using their hind claws to rake their victims from above. They can also pick their victims up and drop them causing even more damage.

Wounds:	10	**Initiative:**	5
Move:	8	**Attacks:**	2
Weapon Skill:	4	**Gold (each):**	250
Ballistic Skill:	-	**Armour:**	-
Strength:	4	**Damage:**	1D6
Toughness:	4		

Special Rules: Fly, Fear 6, Grab and drop 2/1.

Grab and drop (2/1)
When at least 2 attacks succeed the monster picks up the victim, and flies, high into the air. It then drops the target causing an extra d6 damage ignoring toughness and armour.

MAGIC STATUE

Magic statues are often used by magicians and the like to defend important treasures. They come in a variety of shapes and forms and can be made to look like ordinary pillars and columns.

Wounds:	15	**Initiative:**	3
Move:	4	**Attacks:**	1
Weapon Skill:	3	**Gold (each):**	None (see Special Note below)
Ballistic Skill:	-	**Armour:**	-
Strength:	4	**Damage:**	2D6
Toughness:	6		

Special Rules: Ignore blows 5.

Special Note
In this adventure, the statues are enchanted such that they regenerate whenever they return to their original resting place. Therefore, the gold value is academic - the warriors can never defeat these creatures.

GIANT SERPENT

Giant snakes are not uncommon in the Warhammer world. Many are the Chaos-tainted spawn of normal snakes, but others have undoubtedly existed for millions of years.

Wounds:	5	**Initiative:**	4
Move:	6	**Attacks:**	2
Weapon Skill:	3	**Gold (each):**	100
Ballistic Skill:	-	**Armour:**	-
Strength:	3	**Damage:**	1D6
Toughness:	3		

Special Rules: Gang up, Poison.

DUNGEON NOTES

The warriors' investigations lead them to the foot of a sheer cliff, where they soon discover the old and long-disused path. Drawn by their curiosity, they ascend the steep and winding path, in places crumbled almost to nothing. Half way up the cliff the path suddenly ends. blocked by a huge rock. A closer examination reveals that there is a narrow space behind the rock which leads into a dark passageway. It is just possible for a warrior to squeeze through the space.

1. TELEPORT TRAP

You find yourself in a short corridor. The walls are plastered and decorated with fantastic images. The rock is behind you and a small amount of natural light seeps in. There is dust on the floor, but little that would suggest anything had been here for many hundreds of years.

The decorations are oppressive. Looking at them for any amount of time makes you feel uneasy. The wizard senses that they are definitely of a magical nature, but cannot ascertain their purpose.

When the first warrior enters the square marked with M, the dust on the floor starts to swirl about. It gathers itself into a horrible apparition which howls and wails. It does not attack, but issues a series of warnings in an archaic form of speech, just barely understandable:

"If death ye seek, proceed"

"Begone, lest thine own destruction be thy quest"

If the warriors retreat, the apparition will disperse. However, if they proceed, it will attack them. The first attack takes place outside the normal turn sequence. It may attack again in the monsters' phase. It is a **ghost** (page 114 in the roleplay book).

When the warriors enter the end of the section marked with a **T**, they are instantly teleported to The Entrance Maze. Take the model off the table and hide it behind your screen. Pass a note to each warrior that enters stating: "you are in total darkness". Do not let them communicate their predicament to the other players. Eventually all the warriors should go in, but you should keep track of how long they dither. For each turn elapsed between the first warrior entering and the last warrior taking the plunge, roll for unexpected events for those already in The Entrance Maze.

2. THE ENTRANCE MAZE

The teleported warriors start in the squares marked **D**. You should construct the map for this section out of the sight of the players. The whole area is shrouded in **total darkness**. They will have to feel their way through the dungeon , and you should move their pieces on your map reporting anything that happens to them as they move.

Unexpected events occur here on a D6 roll of 1 or 2. Roll as usual on the unexpected event chart, but remember not to describe the creatures since the players will be unable to see them, and apply the deductions due to fighting in the dark detailed earlier. Undead creatures do not need light to perceive their enemies, and rats and spiders have other senses which enable them to fight effectively.

The squares marked **P** are pits. Roll on the pit trap table to determine their effects, and note them down. As the warriors advance through the maze, they will probably find traps that have already been sprung. They might still fall in if they are careless. Hopefully this should give a clue as to the nature of this maze.

The teleport traps in this area should give the impression that the dungeon is much bigger than it really is. Teleports are marked with a **T**, and transport the warriors to the squares marked D. The teleports do not rotate the warriors. Warriors might notice something odd on an initiative roll at a -1 or -2 penalty, depending on how much attention the player is taking. If they are successful, you should indicate that the warrior feels disorientated, as though they had been moved without knowing it.

3. THE FIRST HALL

You are standing in a high vaulted chamber. At the far end, set into or against the wall, is a huge carved face. The gem-like eyes glare menacingly towards you, and the mouth gapes wide enough to fit a man.

Along both side walls hang old, but once rich tapestries, The tapestries depict the heroic deeds of a great wizard. They show him summoning storms and earthquakes, defeating armies single-handed, parting the seas and ordering the motions of the stars.

The squares marked **P** contain a vicious pit trap which is deep and spiked. Anyone falling into the pit suffers 2D6+2 damage with no modifications for armour or toughness.

The secret doors can only be discovered if the tapestries are first removed from the walls. When one is opened the other will automatically fly open also, and the creatures within the passage will leap out. There are 6 **Gargoyles** – see the profiles in the gamesmaster's notes.

Further examination of the face statue will reveal that the gaping mouth is in fact a small tunnel leading into the darkness. The end cannot be seen by the light of the lantern. However, this is yet another trap as anyone foolish enough to try to enter it will find out. When a warrior is completely within the mouth, the statue will animate and bite the character for 3D6 damage modified for armour and toughness. Worse still on a D6 roll of 1 or 2 the warrior will lose an item of armour determined at random, due to the crushing power of the mouth. Once a warrior is bitten they will be spat out.

The eyes are indeed gems, and they look valuable indeed, but their main purpose is to open a doorway in the Eyes of Doom. It proves to be quite easy to remove them from the statue. It is important that the warriors should take them, but if they are being very dense, let them suffer!

The exit from this room is a trap door above the head of the statue. It is relatively east to spot, but the warriors must say that they are looking at the ceiling as part of their search. The door can be opened by pushing it. The statue provides a useful way of climbing up to...

4. THE STAIR

This plain stairway leads up to a heavily carved wooden doorway. Roll a D6 for each warrior. On a roll of 1 or 2, they suddenly feel very uneasy about the door and stairway.

The only writing on the door which can be deciphered give the following encouraging message:

Death Comes to All That Proceed

The instant the warriors open the door (ie. by exploring), the stairs turn into a slide. Each warrior must test against initiative to see if they successfully leap off the stair. The test should be made at -1 for each square they need to move to get off the steps. Anyone that fails will slide straight down the stair and onto the pit below taking 3D6+3 damage ignoring armour and toughness. The stair resets itself one turn later.

5. THE EYE CHAMBER

You are in a most peculiar chamber. The floor is made of some kind of polished green semi-translucent stone.The most striking features of the room are, however, the eyes, in the centre of the room is a huge dome-like eye made of white marble. It stands some 3 feet high at the centre and is set into the green floor. The eye has a green iris and a flat black pupil. Along the walls are more eyes. These are smaller, and stare across the room at one another.

You will have to keep careful track of the movements of the warriors in this room. The squares marked **B** trigger a bolt of energy to flash across the room from one of the wall mounted eyes. Any warrior caught by such a bolt suffers 1D6 damage ignoring toughness and armour. Every time a warrior triggers one of the traps, the damage increases by two points, so a second triggering causes 1D6+2, the third 1D6+4 and so-on.

To avoid the traps, the warriors must move quickly over the trapped squares, either by running , or by leaping. They should make a test against initiative in either case with no modifiers.

The exit to the room is a secret trap door in the ceiling which is easily reached by carefully standing on the large eye. The trap door should only be revealed if the party decide to search the ceiling. However, the trap door s locked and the key lies in the room below this one. No other method will succeed in opening it.

The route to the lower room is via the pupil of the eye which is in actuality another totally dark tunnel. The safest way to navigate the tunnel is probably to climb down on a rope. Without it-test against both strength and initiative at +1. A failed test indicates that the warrior has fallen into the crypt taking 2D6+2 damage ignoring armour and toughness.

6. THE CRYPT

In this room, the remains of the eight lords murdered by Arn lie entombed in stone sarcophagi. Each body has been used to supply ingredients for Arn's master spell.

The ceiling and floor of this dingy room bear the eye motif in bas-relief. Around the walls stand eight heavy stone sarcophagi, each of which is covered in strange runes and diagrams. They are clearly of a magical nature.

It is airless and unpleasant in here. There is a foul musty dank odour that takes your breath.

It would come as no great surprise to the warriors that the tombs are inhabited by skeletons.

However, the skeletons do not attack when the sarcophagi are opened. Each skeleton bears a gold medallion with more runes and magical symbols on them. The wizard should be able (test initiative at +2) to establish that they are part of a spell.

If the warriors attempt to remove any of the medallions all eight of them will animate and attack. Place a skeleton in a square adjacent to each sarcophagus. The creatures are **Tomb Guardians** (page 115 of the Roleplay Book).

The guardians will have no treasure save for the medallions which are worth 50 gold each. The medallion's main purpose, however, is to allow the warriors to leave The Mouth Room. A careful search of the sarcophagi will reveal an ivory key which will open the trap-door in the Eye Chamber.

7. REALITY CHECK

This passageway forks into two parts. Treat the whole area as one region for game purposes, even though you will need to use some doors to hold the boards together.

You are in a low passageway which forks into two separate paths. The walls are covered in a thickly daubed crumbling plaster.

When the warriors can see round the corner read the following passage:

At the far end is a door which has a single glaring eye painted upon it. There are faint inscriptions on the doors which cannot be read from this distance.

Any character may try to read the inscription. Make a test against initiative applying the modifiers on page 166 of the Roleplay booklet. A test versus willpower is not required. The inscription on both doors says:

"Will you choose a way!"

Neither door can be opened. The door in the right fork is false. The door in the left fork is an illusion and can be disbelieved if a successful test versus willpower is made. Once one member of the party has succeeded, the others gain +2 in this test. Any that still believe in the border will have to be tricked into crossing the threshold (e.g. blindfolded and spun round a few times).

The plaster is hollow, and can be smashed off the walls. It takes one turn for a warrior to clear one squares length of wall. However, the noise is likely to attract the attentions of the denizens of this tomb. Roll 3D6 (looking worried) and if any is a 1 an unexpected event occurs.

8. TRAPS AND TELEPORTS

In order to navigate this passage successfully, the warriors will have to make use of the rule of attachment.

You are in an unremarkable passage. A rope lies on the floor from the door you have entered to the far end.

The squares marked **T** are teleporters that return the warriors to one of the squares just inside the room (determined at random, but following the rule of displacement). The only way across is to keep contact with something that lies outside the teleporter. For example the rope will do quite nicely and was used by the creatures that delved these tunnels many centuries ago.

The squares marked **P** are a pit. Anyone falling in this pit suffers 1D6+1 damage. The exit to this area lies at the bottom of the pit. The warriors must search the pit in order to discover it.

9. THE SANDS OF TIME

You are standing in a wide hall dominated by a huge hour glass which stands on a dais in the centre. The walls are plain, but in each corner stands a 6 foot high marble column, the purpose of which is not clear. You notice that the hour glass has stopped.

Beyond the hour glass at the far end of the room a small empty chamber can be seen.

The columns are **Magical Statues**, see the profile in the Gamesmaster's notes.

They are enchanted such that they will protect the hour glass from any interference. If the hour glass is touched select one at random. It will attack the nearest warrior. When a column is defeated it will return to its corner, but will regenerate and be ready for battle immediately. If the glass is under any more of a threat, then two or more of the columns may attack. Under no circumstances will they allow any serious harm to come to the hour glass.

As soon as any warrior enters a square in front of the small chamber, a disembodied voice will intone:

"Begone from here, pass this way and disturb not those who sleep."

The room is another teleporter. Anyone entering the room will be transported to The Entrance. If the whole party opts for this course of action, then things should not be too complicated. However, if only one warrior is isolated, you will have to run their perilous journey back to this point separately, preferably without the others around–send them out for a coffee or something. Keep track of how many turns this journey takes, and then swap over allowing the others to continue. Eventually, the parties should be re-united!

The exit to the room is under the hour glass. A close inspection will reveal that there is a hollow space underneath it. Moving the glass starts the sand flowing again and reveals a stairway leading down into darkness. It can easily be pushed by one warrior; the others will be busy fighting the statues. From here on, it is important to count the number of turns that the warriors take as it will affect the strength of Arn in the final encounter. When the sands begin to flow again you should make it sound urgent (as indeed it is), and try to hurry them along.

The stairs lead down into darkness there is a hint of a wider space beyond. A foul rotting odour is wafting up the stairway. You can hear the faint sound of dripping water.

10. MOUTH ROOM

As you enter the room, you see three other exits. Each is in the form of a huge head with gaping mouth and faintly glowing eyes. The eyes seem to follow you around the room. The passages beyond are shrouded in darkness.

In the centre of the room is a pool filled with rank fetid water. Another face is set in the ceiling above the pool, its gaping mouth slowly vomits water into the pool. Stalactites have begun to form around its lips.

The pool and gaping mouth are red herrings. The warriors will be unable to climb far up the gaping mouth tube - it will prove to be too slippery. Anyone trying is likely to slip into the fetid pool will contract a a dreadful disease reducing their toughness by 1 for the duration of the adventure. The same applies if anyone decides to drink the water (urgh).

If the warriors examine the mouth archways, they will discover inscriptions above them which read: right arch - "The Right Way", left arch - "The Sinister Way" and the middle arch "The Straight Way". When the players approach (unless they are wearing the medallions from the Crypt) the mouths will suddenly shut and a booming voice will intone:

"*Only the anointed appointed bearers or wearers may pass*".

The passages leading from this room are shrouded in total darkness and follow the rules given earlier. Remember to move the miniatures out of sight for the players. Each passage proceeds for one corridor section, and terminates in a dead end. The squares marked **P** are pit traps (roll on the pit trap table). If the warriors are careful, allow them to spot them on a successful initiative roll with no modifiers (they should be used to looking for these traps by now). However, if they take no precautions feel free to select the worst traps!

Careful inspections of the left wall of the straight way will reveal a series of hand and foot holds. A short climb brings the warriors into the ante-chamber of:

11. THE EYES OF DOOM

It is worth dwelling on the description of this room. It is the chamber that gives the dungeon its name, and should be described in all its terrible glory.

You are standing at the entrance to a horrific chamber. The floor is a seething mass of disembodied eyes which pulsate and writhe whilst constantly glaring at you. There is nothing but pure hatred in their stare. In the centre of the chamber a single column of skulls supports a massive eye which is slowly rotating. Around the walls are numerous green serpent heads with red flickering tongues. At the far end of the chamber is another of the faces similar to those in the previous chamber. This one is firmly shut.

If they enquire, you should mention that the eyes of this archway do not glow, and are in fact simply hollow depressions.

The sea of eyes acts in the same way as a creature which causes *Terror 8*. The characters must test immediately, or suffer penalties while they remain in the chamber. In addition they suffer a 50% reduction on their move while in the sea which is waist high. In fact, the sea is an illusion if the warriors successfully disbelieve it (test at -1 on willpower), they automatically recover from the Terror, and can move normally.

The **Giant Serpents** on the other hand are very real and will attack anyone who enters the room - there are 20 of them. See their profile in the Gamesmaster's notes. The rotating eye is also very real. When the characters first enter the room it is gazing at the far wall, but it rotates by 90 degrees each turn. Any warrior that is crossed by its gaze whilst in the room (not the side chambers) is automatically hit by a bolt of energy for 2D6 damage ignoring armour.
The mouth archway can only be made to open by placing the eyes from The First Hall into the vacant sockets, whereupon they will become firmly fixed in place.

12. THE ANTECHAMBER

The chamber which lies before you is, without a doubt, a tomb of some sort. The walls are lined with sarcophagi, and in the centre is a huge stone-lidded tomb, ornately carved and decorated with numerous eye motifs.

The walls are plastered and painted with images from the rest of the dungeon. On the right and far walls are painted eyes and the left wall bears a huge painted gaping mouth, like the archways that you have already seen.

As you enter the room, the sarcophagi begin to open and the lid begins to slide from the stone tomb. Out springs a black cowled figure wielding a staff capped by a glaring eye.
Fortunately for the warriors, only a few of the sarcophagi contain monsters. There are 2 **Mummies,** and the cowled figure is a **Wraith**. This chamber is not Arn's resting place, but the last line of defence. The staff is a worthless imitation.

A search of the tomb and sarcophagi will reveal a paltry 100 gold. The lack of treasure on this adventure, and the fake staff should be sufficient to convince the warriors that there is more to discover.

In order to find the secret door, the warriors will have to break the plaster from the walls to reveal a heavy doorway exactly underneath the mouth of the mural. However, Arn has one last trick up his sleeve. The plaster has been laced with poison gas pellets which will explode when it is disturbed. Anyone breaking the plaster will automatically suffer one effect from the table below. Warriors in the same room have a chance to avoid the effects. Roll against initiative at -1 to see if they manage to cover their mouths and eyes in time. Anyone outside the room will be unaffected.

1-2	The gas attacks your eyes and causes partial blindness. All attacks are at -1 to hit and -1 on damage until the end of the adventure.
3-4	The gas is poisonous and causes 2D6 damage ignoring armour and toughness. Moreover, if the damage takes you to zero wounds, you lose one point of strength permanently (see page 85 of the Roleplay book).
5-6	The gas causes paralysis for 1D6 turns. You are unable to perform any actions.

13. THE GATES OF UNDEATH

Gazing through the doorway you see a room with black walls and grey stone flags. A figure stands in the centre of the room bathed in multi-coloured lights which emanate from an eye carved or painted onto the ceiling.

There can now be little doubt that this creature is the evil creator of this place. In his right hand he bears a replica of the eye staff from the antechamber, and in his left a glowing skull. His flesh is shrivelled and blackened with age, and bones protrude from the flesh on his hands, and yet he seems energised by an unnatural vigour.

As he sees you he cackles, levels his staff and incants ancient words of evil.

This, at last is Arn. He is a **Liche** (see Bestiary page 114). In addition he bears the Eye Staff and the Power Skull. The staff counts as his magic weapon, and the skull as one of his magic items. Determine his other magic item by rolling on the table on page 84 of the Roleplay Booklet.

The Eye Staff: When Arn hits with the Eye Staff, it causes 4D6+5 damage as normal. In addition, the staff drains one point of willpower. Willpower is recovered at the end of the adventure. Any warrior reduced to zero willpower becomes a zombie under Arn's control

The Skull of Power: When a spell is cast at Arn, he may use the skull to attempt to absorb the energy. Roll a D6, if the roll is a 5 or 6, then the spell doesn't affect him. If you roll a 1, then any energy already stored in the skull is catastrophically released causing 1 point of damage for every point stored in the skull to Arn and anyone within 2 squares of him, ignoring armour.

Arn has no real interest in killing the warriors, but delights in their pain and fear, so will toy with them for a while. He is also weak from the transformation process, so cannot fight for long. Divide the number of turns that the warriors took to reach this point after disturbing the hour glass by ten rounding fractions down. This is the number of turns that Arn will fight. If your warriors took a very long time to reach this point, then you might want to limit the fighting to, say, three turns, otherwise there is likely to be an unsightly bloodbath. he will then shout a dreadful curse, which will cause a dark tunnel to open at the far side of the chamber. He suddenly disappears leaving only a disembodied voice to reveal the dreadful truth:

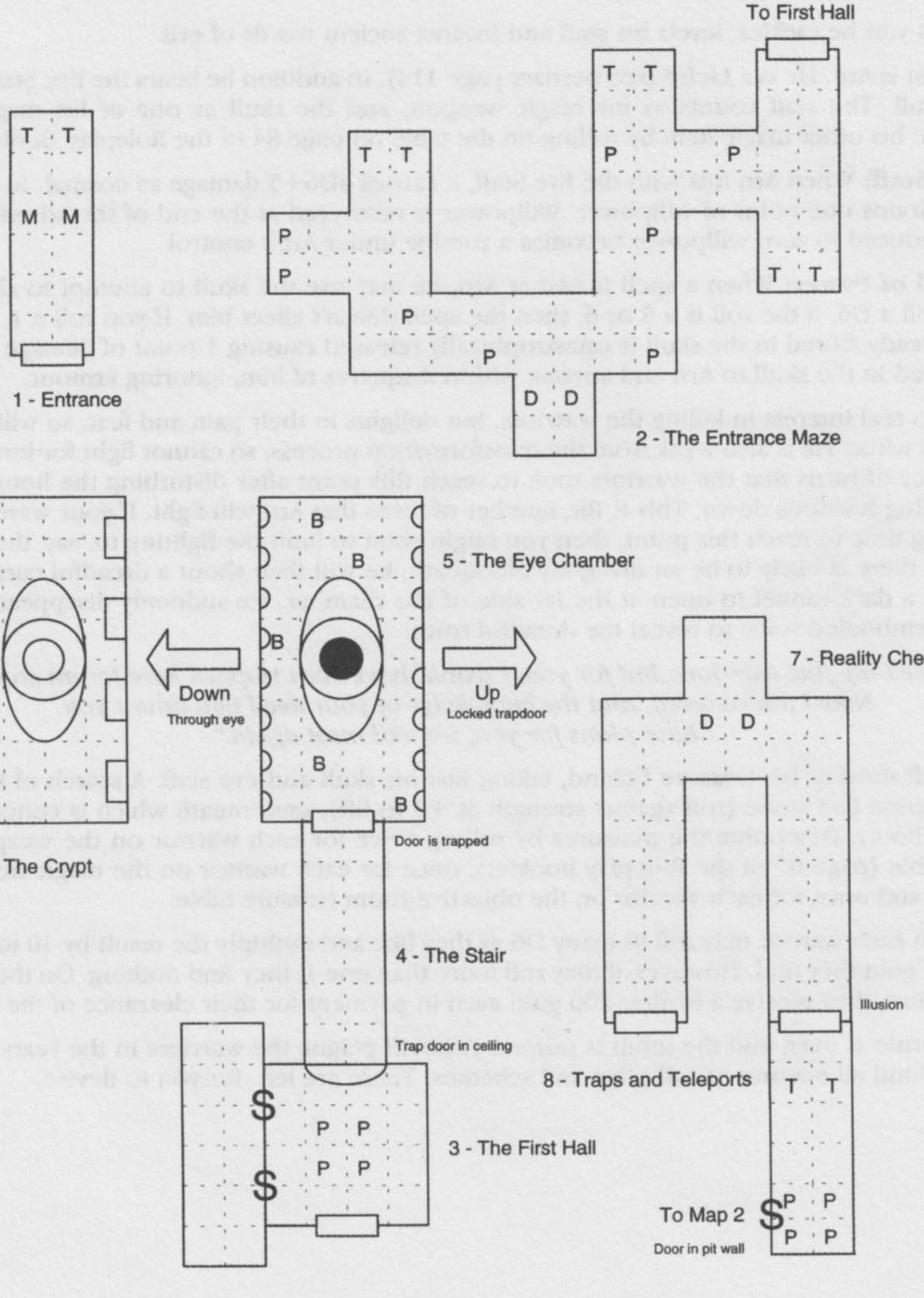
"Farewell my fine warriors. But for you, I would have been trapped here for an eternity.
Now I am restored, and the knowledge of your deed will haunt you.
I have plans for you, we will meet again."

Arn has left most of his treasure behind, taking just his skull and eye staff. A search of the room reveals a loose flag stone (roll against strength at +1 to lift), underneath which is concealed the following booty. Determine the treasures by rolling twice for each warrior on the weapons and armour table (page 67 of the Roleplay booklet), once for each warrior on the magic items table (page 69) and once for each warrior on the objective room treasure table.

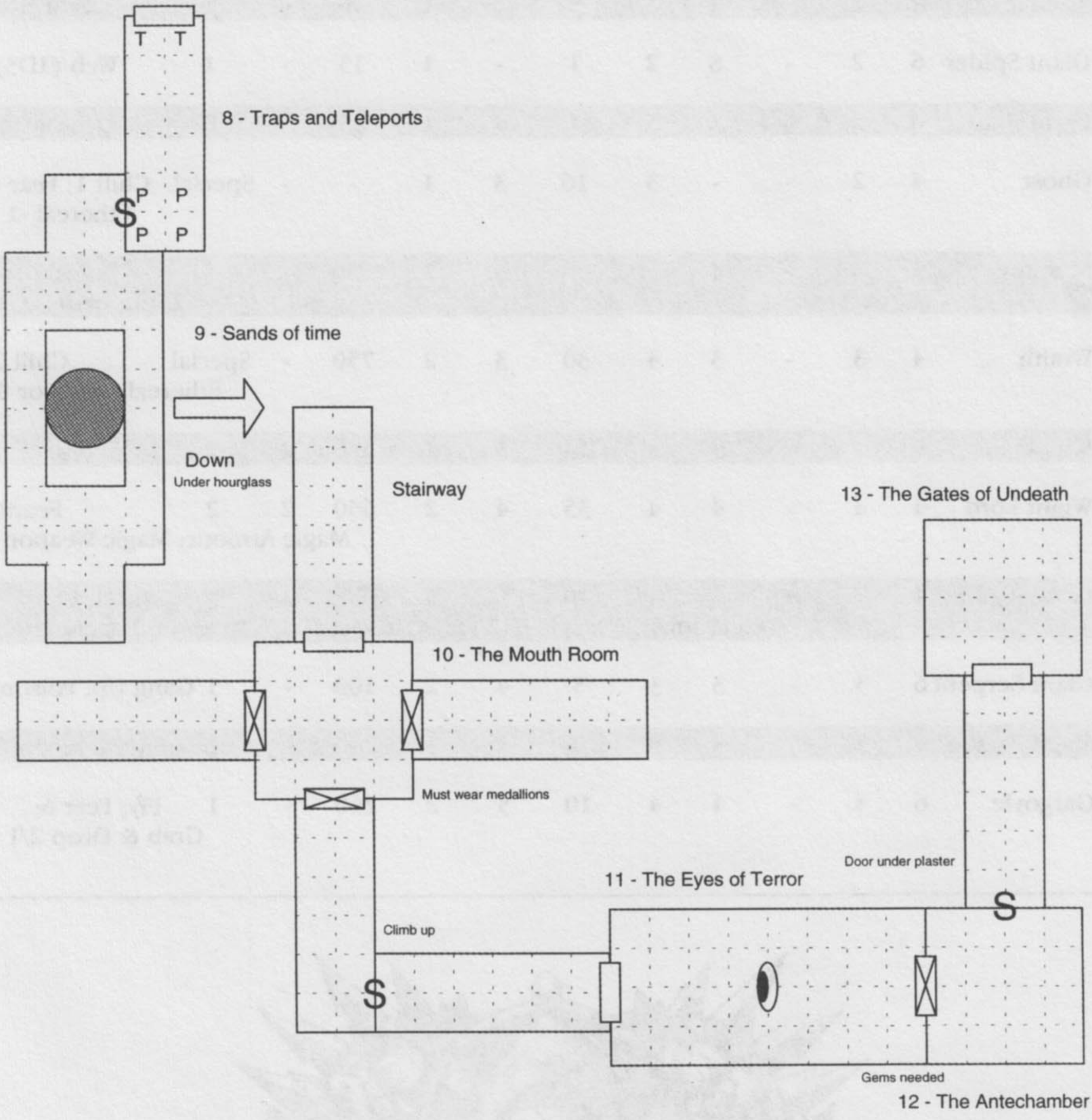
In addition each warrior may roll as many D6 as they like and multiply the result by 10 to give the amount of gold they find. However, if they roll more than one 1, they find nothing. On their return to civilisation, they receive a further 200 gold each in payment for their clearance of the tomb.

The adventure is over, and the tomb is purged. Arn will plague the warriors in the years to come - being behind all manner of evil plots and schemes. These are left for you to devise.

• MAP 1 •


To First Hall
T T
M M
1 - Entrance
T T
P P
P
P
P
T T
P
P
P
D D
2 - The Entrance Maze
B
B
B
B
B
5 - The Eye Chamber
Down
Through eye
Up
Locked trapdoor
7 - Reality Check
D D
6 - The Crypt
Door is trapped
4 - The Stair
Illusion
Trap door in ceiling
8 - Traps and Teleports
T T
S
P P
P P
S
3 - The First Hall
To Map 2
Door in pit wall
S
P P
P P

• MAP 2 •

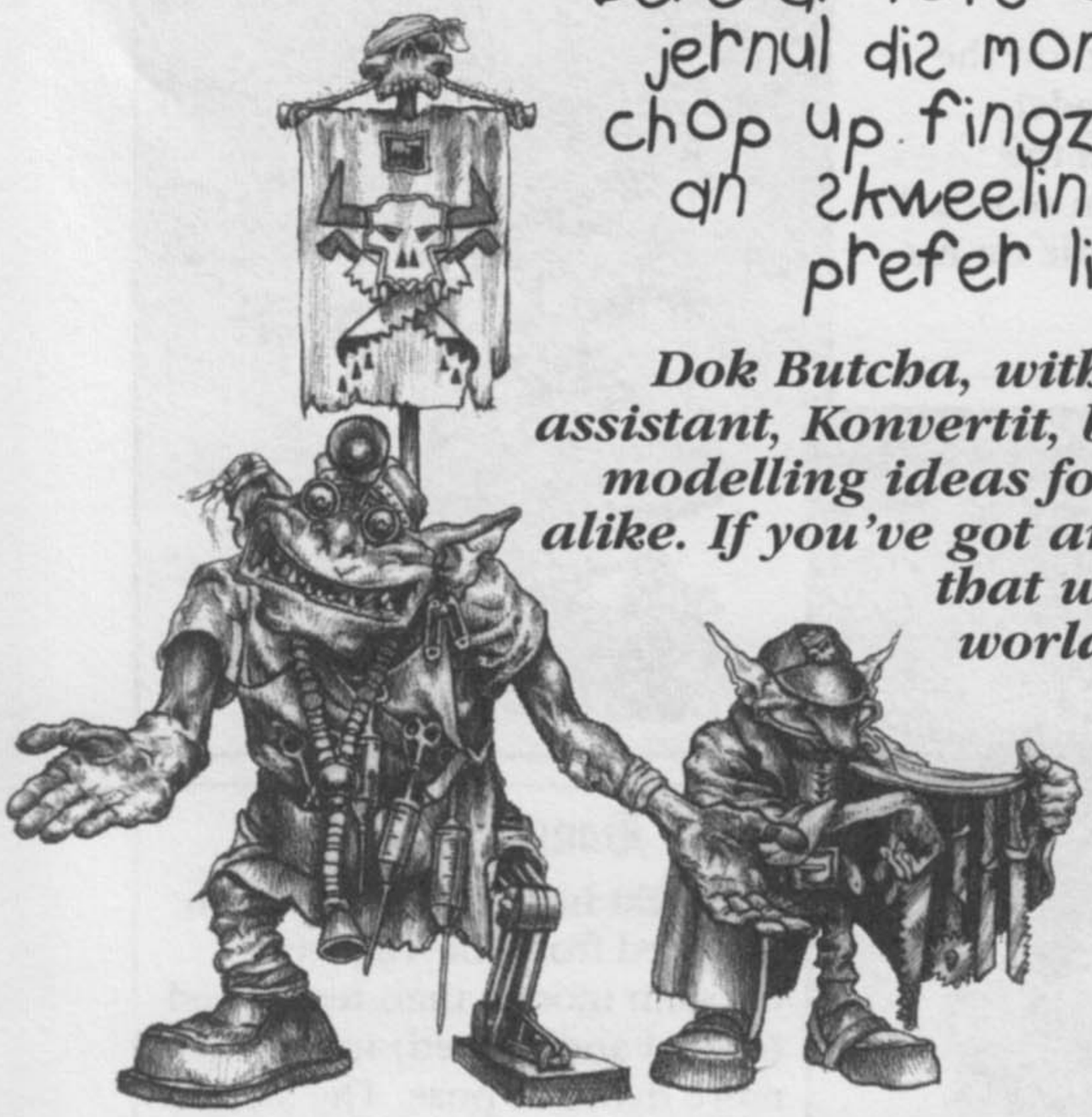

T T
8 - Traps and Teleports
P P
S
P P
9 - Sands of time
Down
Under hourglass
Stairway
10 - The Mouth Room
Must wear medallions
13 - The Gates of Undeath
Door under plaster
S
11 - The Eyes of Terror
Climb up
S
Gems needed
12 - The Antechamber

MONSTER SUMMARY

Race/Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Skeleton	4	2	5+	3	3	5	2	1	80	-	1	Armed with Bow (1-3) Sword(4-6); Fear 5; Regenerate 1
Zombie	4	2	-	3	3	5	1	1	40	-	1	Fear 3
Giant Spider	6	2	-	S	2	1	-	1	15	-	1	Web (1D3)
Giant Rat	6	2	-	3	3	1	4	1	25	-	S	Deathleap
Ghost	4	2	-	-	3	16	3	1	-	-	Special.	Chill 1; Fear 6 Ethereal -1
Mummy	3	3	-	4	5	40	3	2	450	-	2	Fear 7 Tomb Rat (1D3)
Wraith	4	3	-	3	4	30	3	2	750	-	Special	Chill 2 Ethereal 1; Terror 8
Wight	4	3	-	3	4	14	3	1	370	2	2	Fear 7
Wight Lord	4	4	-	4	4	35	4	2	650	2	2	Fear8 Magic Armour; Magic Weapon
Liche	4	7	A	5	4	40	6	5	3500	-	4	Fear10 Necromantic Magic 3; 2 Magic Items; Magic Weapon; Regenerate 2
Giant Serpent	6	3	-	3	3	5	4	2	100	-	1	Gang Up; Poison
Magic Statue	4	3	-	3	6	15	3	1	200	-	2	Ignore blows 5
Gargoyle	6	4	-	4	4	10	5	2	250	-	1	Fly; Fear 6; Grab & Drop 2/1



Dere ar lotz ov ded fingz in da jernul diz monff. Itz eezier to chop up fingz dat aint ztwirmin an ztweelin but, perznully, I prefer live zpeziminz...



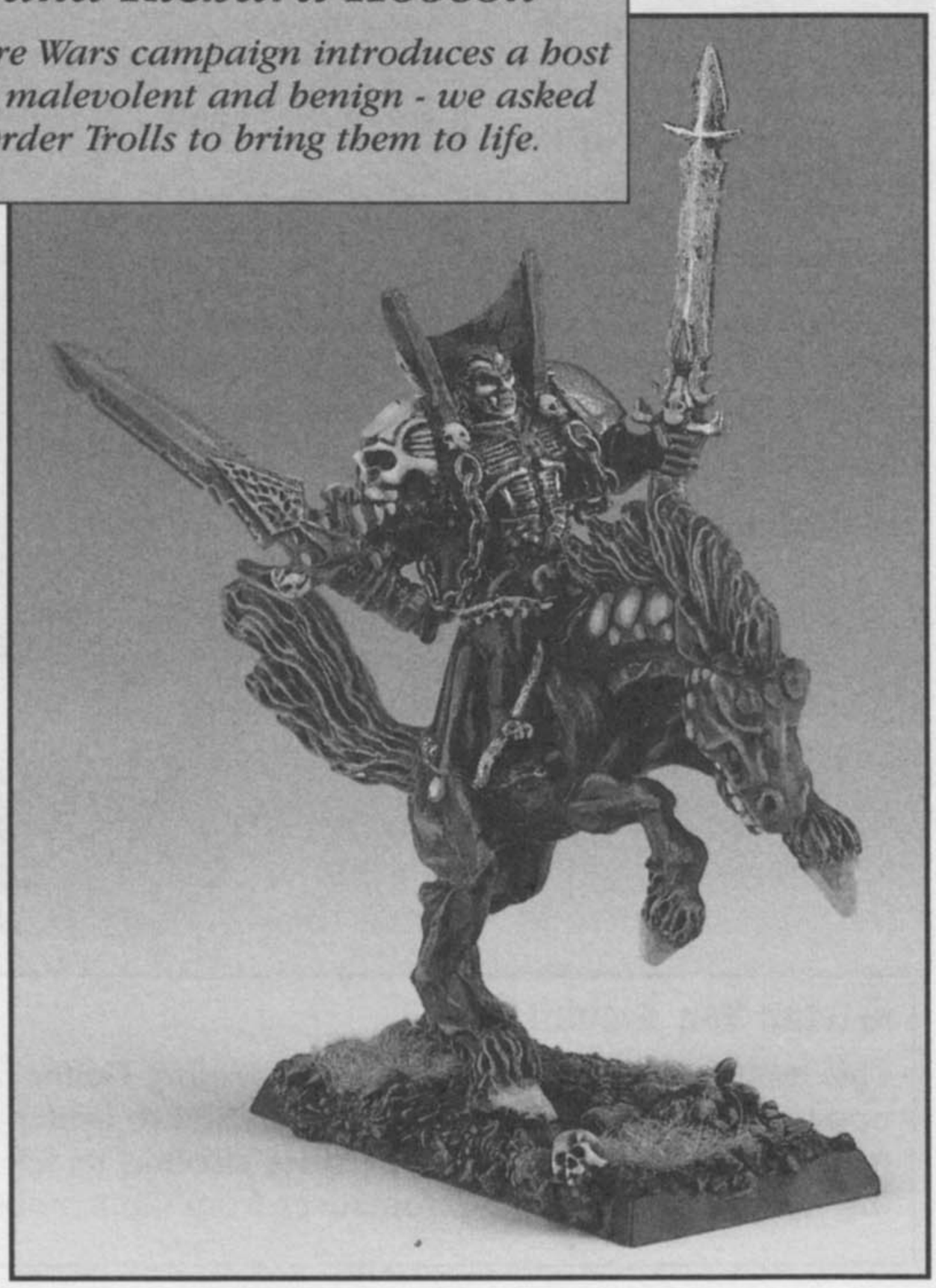
Dok Butcha, with his faithful Gretchin assistant, Konvertit, bring you conversion and modelling ideas for the novice and expert alike. If you've got any ideas - however crazy - that would appeal to the hobby worldwide get in touch at the address below!

Da Journal Bunker,
Games Workshop Ltd.,
Chewton Street, Hilltop,
Eastwood, Notts. NG16 3HY

Vampire Wars

By Massimo Ricca and Richard Hobson

Aleksander Pluskowski's Vampire Wars campaign introduces a host of new special characters both malevolent and benign - we asked two of our very own Mail Order Trolls to bring them to life.



Vassili Schlossman

The rider is constructed by cutting the Blood Angels Mephiston model at the waist and attaching it to the legs cut from a mounted Necromancer. The plasma pistol was removed from the right hand and replaced with a Daemon sword from one of the back catalogue Traitor Terminators. The left shoulder pad was replaced with a plastic Space Marine shoulder pad with the edging removed. Aesllanan's cloak (from the Elven Attack Chariot) was added to the back of the body and chains replaced the piping of Mephiston's armour. The steed was constructed from a Dark Pegasus with plastic Skeleton Steed ribs used to cover the wing sockets.

Jan Stenman

The Witch Hunter of Altdorf is based on the Warhammer Quest Witch Hunter model. Additional items were: a sword from the Supreme Patriarch, a holy cross from our back catalogue wizard range and the candle on his hat came from yet another wizard.



Leonric

This is not a conversion at all, but was selected from the back catalogue range of Empire miniatures - - tricked you!





Duke Hans Voiksgarm

The right hand sword has been removed from the Vlad von Carstein model, then reattached (drilled and pinned) to give a more dynamic pose. The sickle in his left hand is a cut-down scythe taken from the plastic skeleton warrior sprue.



Stefan von Hauklein

This model is based on the Manticore-riding Deiter Helsnicht miniature. The upper part of a Vampire has been attached to Deiter's legs and the cloak reattached and swept back. The rider also has its left hand replaced with that of the Warhammer Quest Necromancer from Catacombs of Terror.

Rogue Psyker

By Giorgio Bassani

The fat, balding heretic commander from David Rae's Circle of Seven campaign required something special. Unfortunately the Editor refused to pose as a figure model. So Giorgio had to improvise...



Aaron Goethe

The head has been removed from a Necromunda Delaque with Heavy Stubber. and replaced with that of the Mighty Zug Blood Bowl figure. The hands were built from scratch, using modelling putty, to accommodate a brass rod, which has the head of Ultramarine Librarian Tigurius' staff attached along with the skull from a Verminlord's halberd. The psyker's amulet along with his substantial paunch *(you call that a paunch? -Ed)* were also built from modelling putty.

Maskarra's Sirens

By Paul Sawyer

I was lucky enough to play Necromunda at its inception and really wanted to play with the Escher girlies (ooh-er, missus!). The big problem was that Jes Goodwin had yet to make the miniatures so I was left scouring the catalogues for suitable stand-ins. Being as much a kinky pervert as the next man, I realised that the brilliant Dark Elf Witch Elves were the only choice.

Maskarra, Gang Leader

The Witch Elf's right sword was removed and replaced with the chainsword from a plastic World Eater Space Marine.
The left hand sword was exchanged for a scratch-built meltagun. This was constructed from a Space Marine bolter with the handle moved forward to create a second handgrip.The nozzle and side canister are from a Tallarn Desert Raider's meltagun and the cable snipped off the power axe from the Ork close combat sprue. Finally a holster was added from the legs of a Harlequin jetbike rider.



Denier

This is based on one of the Blood Bowl Witch Elves. The model's right arm was chopped at the wrist and replaced with the hand and sword from the Marauder Vampire . The entire left arm was chopped at the shoulder and replaced with the arm of a Harlequin trouper and a lasgun from the Eldar plastic sprue.





Stiletto

Both swords were removed from this Warhammer Witch Elf.. The Chainsword was taken from the plastic Eldar close combat sprue, the autopistol from the plastic Space Marine combat sprue.



Rouge

Another Blood Bowl Witch Elf conversion. The las pistol was taken from the Eldar close combat sprue and shaped at the back and sides to make it fit snugly between body and fist. The sword was cut from the fist of a Harlequin trouper and pinned in place.



Most of the components necessary for the construction of these conversions are available from Mail Order and, if they aren't, we'll almost certainly have worthy alternatives! This issue we are offering complete conversion kits for the models featured in Dok Butcha. Just give us a call on 01773-713213 for details.

Vassili Schlossman Conversion kit £19.00
Jan Stenman Conversion kit £19.00
Leonric figure £1.75
Hans Voiksgarm Conversion kit £6.00
Stefan von Hauklein Conversion kit £20.50
Aaron Goethe Conversion kit £15.25
(Please note that we have used modelling putty to create this conversion - for alternatives ring us on 01773 713213)
Maskarra Conversion kit £7.50
Denier Conversion kit £7.75
Stiletto Conversion kit £3.75
Rouge Conversion kit £3.75

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Cypher & The Fallen Angels



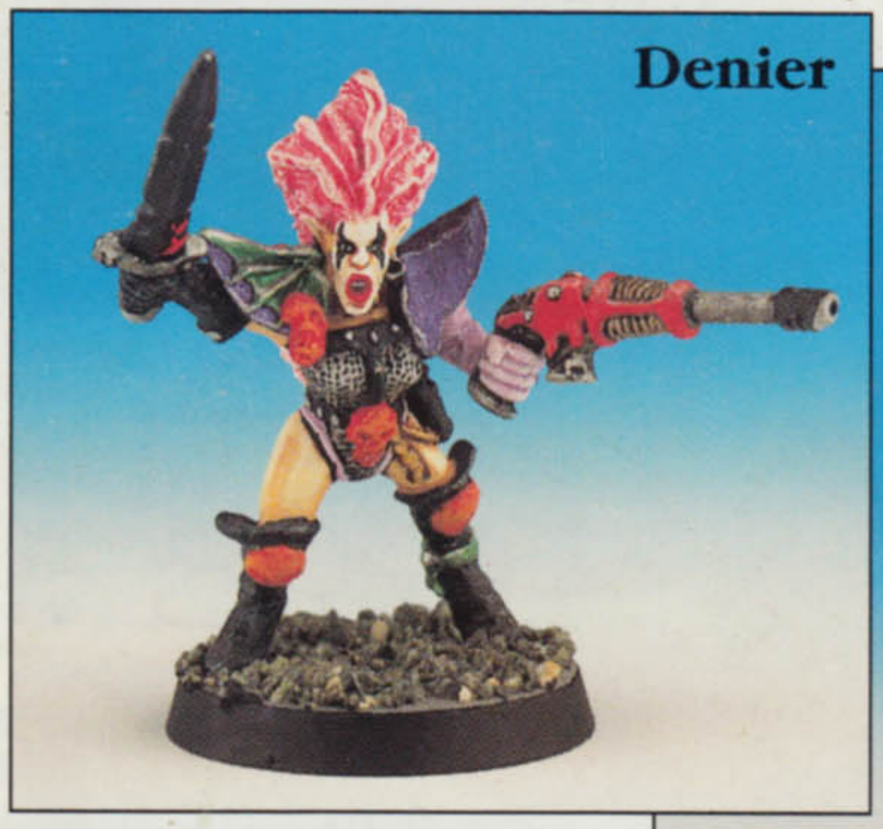




Steve Moore, an avid WH40K modeller, has brought the Dark Angels' heretic offspring to life with these splendid conversions.

For Cypher he used the body from the Dark Angel Grand Master Azrael miniature and cut the combi-weapon arm off at the wrist, leaving the magazine attached. This was replaced with the hand, wrist and bolt gun from a Veteran Space Marine Sergeant. The right arm and shoulder pad were removed and replaced with the right arm from a Space Marine Chaplain (the one with the plasma pistol). The sword was constructed from the hand guard of Azrael's sword, a power axe handle and a plastic Space Marine Sergeant's chainsword. The Fallen Angels were created from an assortment of Space Marine bodies, Chaos Space Marine arms and, in two cases, the heads from Catachan Jungle Fighters. The chain of skulls on the shoulder pad are made up of skulls from Abaddon's trophy rack with the addition of a chain and holes drilled into the cranium to indicate the location of the killing shots.

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Denier


Rouge

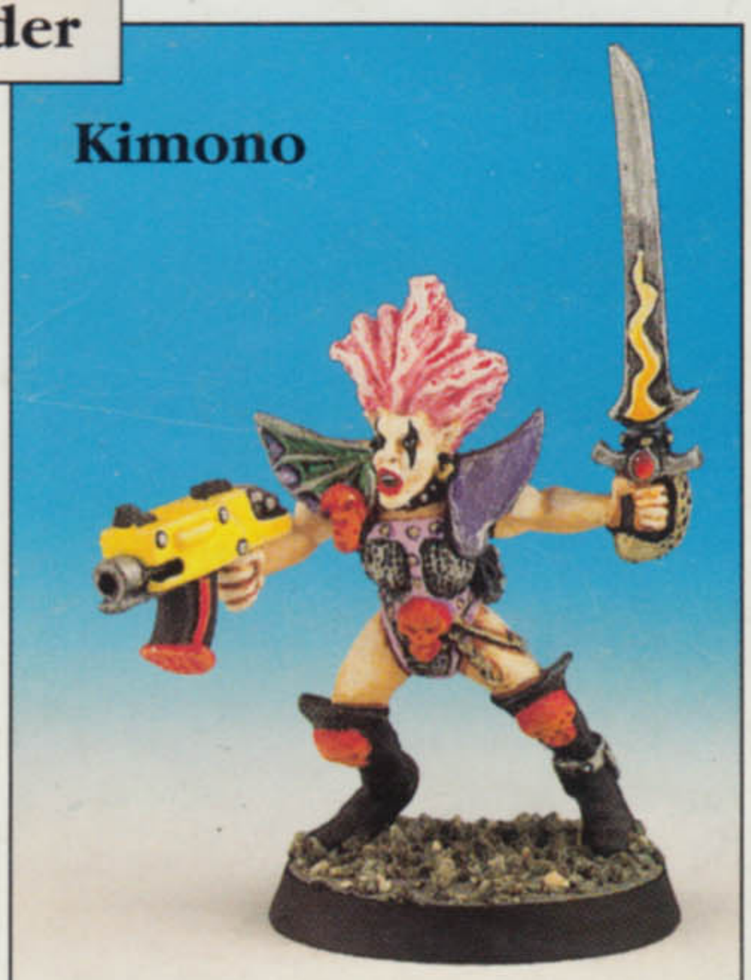

Stiletto


Silk


Maskarra, Gang Leader


Brazen


Minx


Kimono

MASKARRA'S SIRENS

Not being the modest type I thought you'd like to see my Necromunda Escher gang: Maskarra's Sirens. This gang helped play test the rules and bitterly contested the Studio campaign's top spot with Simon Tift's 'General' Grabber's Delaque gang. The two gangs met on a number of occasions with the Sirens winning most encounters although Simon's Delaques consistently headed the campaign (the git!). There were no Escher miniatures available at the time so I had a quick word with Dok Butcha and he knocked up (Ooer!) these lovely 'ladies' from our Dark Elf range. See Da Dok's feature for how to make these conversions.

Paul