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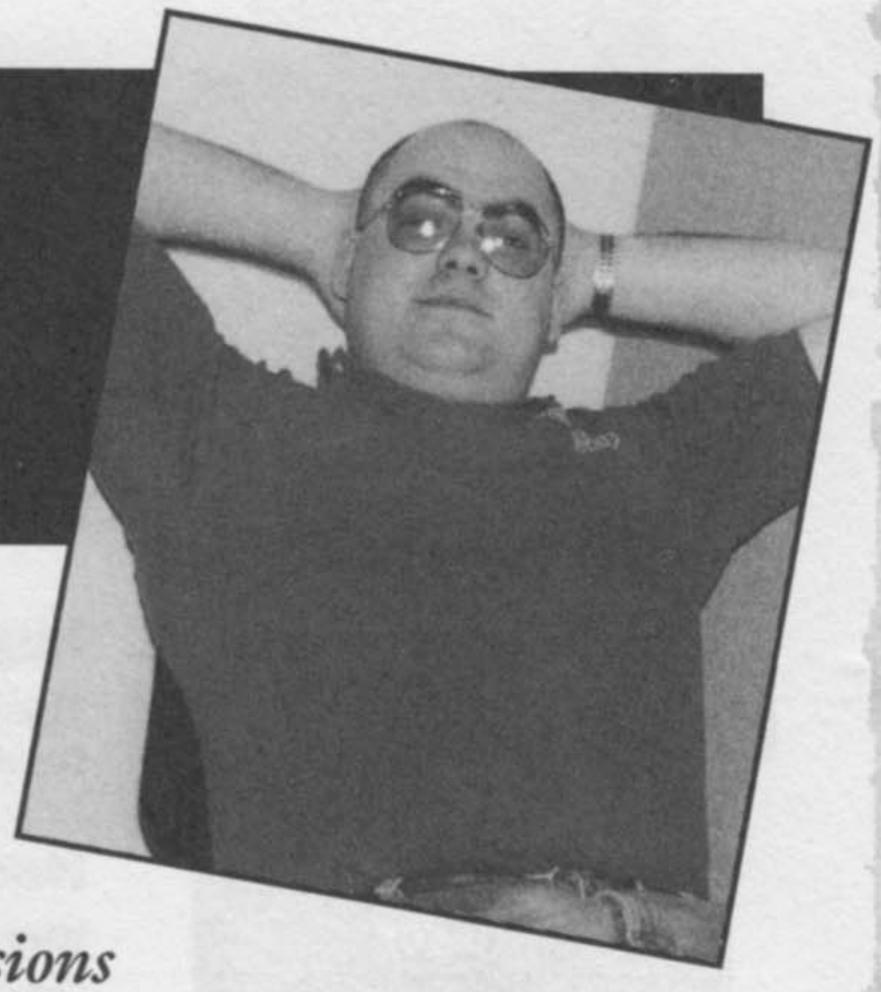
The Sons of Sanguinius

by Isaac Tobin

Isaac has gone to great lengths to create his own Space Marine Chapter, The Sons of Sanguinius. Not content with writing his own history and army lists (which you can find in this issue!), he deemed it necessary to recreate the Chapter in both Warhammer 40,000 and Epic 40,000!

Above are just some of Isaac's Sons of Sanguinius. At the top of the page are the Epic scale miniatures. Note how he has modelled the engine trail onto his land speeders - excellent idea! Below these are the 40K scale conversions - can you spot what has gone into making the Dreadnought so impressive? No prizes for those that do...

Fat Bloke prezentz...



Never let it be said that I don't listen to you lot out there. So many of you were concerned that my million pound (no, not pounds in weight) profile when seen in colour would scare children and small pets that I've given in and now you will only be able to see excellent conversions and the like on these hallowed pages!

Right, enough of that - onto this issue's delights. Probably the most important thing that appears is our definitive 'Submission guidelines' article (hurrah!). This will tell you all you need to know about how to go about writing for the Journal. This one is so important it needs its own paragraph so hang on tight and we'll start a new one for the rest of the issue...

...everyone still with us? Good, then we'll carry on. Jervis Johnson introduces Squats in Epic 40,000! Tuomas 'there are no bloody Elks in Finland' Pirinen continues his look at Warhammer tactics with an in depth view of the Dwarfs and Chaos Dwarfs. Wolfrik brings you his Kislev vs Chaos scenario. He's a bit keen on Chaos at the moment and there are a lot of strange noises coming from his desk - and I don't mean his girly southern accent. Scyrak the Slaughterer puts in an appearance and we'll be bringing you more of Andy Fosters conversions in a future issue. Ever-present this season is David Cain and he shares his thoughts on close combat units in Warhammer. Isaac Tobin not only explains how to use Space Marines offensively (no, not like that!) but he also tells us all about his own Space Marine chapter - The Sons of Sanguinius! There's loads more but I really need the space for the mandatory abuse session at the end of this page...

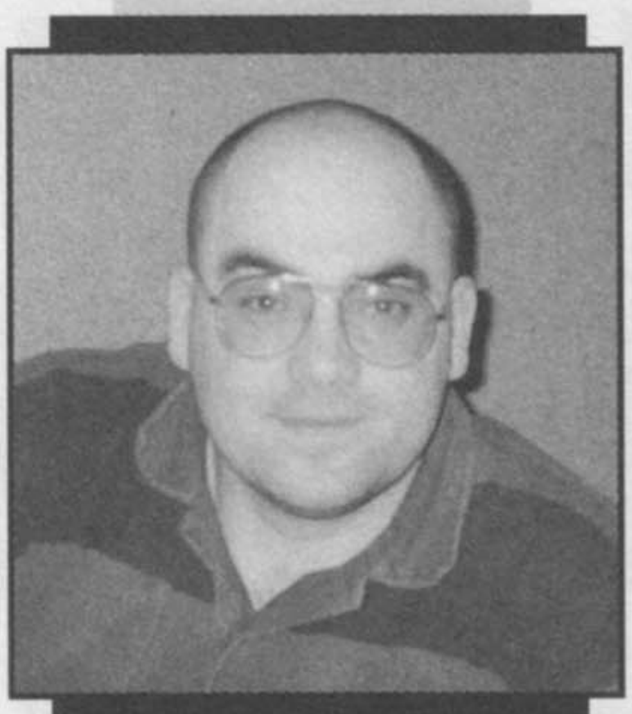


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'The Thornton method': *This little known painting technique has been perfected by the Editor of some magazine called White Dwarf. Similar in concept to the famed Jedi mind trick the Thornton method works in the following way: the individual painstakingly chooses the beardiest and smallest army possible for the points he has in mind. He then proceeds to carefully clean up the chosen miniatures. Now comes the clever bit. Taking the miniatures to the next game he has planned he boldly places them on the battlefield. Those present will, by sheer force of the painter's will (and not through pity and embarrassment), be struck dumb by the sight allowing the painter to spend more time failing to complete his next army.*

This technique is thankfully on the decline.

Paul



Paul
'Da 'ead-itter'
Sawyer

CITADEL JOURNAL 20

"Hotter than an Avatar's codpiece"

CONTENTS

TIPS'N'TACTICS

Imperial Terror Troops *by Isaac Tobin* **16**
Tired of keeping your Space Marines on Overwatch? It's time to power-up your chainswords.

Hack'N'Slash *by David Cain* **26**
Warhammer battles are won and lost in the Hand-to-hand Phase. David Cain shows you how to make sure you're on the winning side.

Dealing with the Damned *by Tim Barton* **64**
Part 1 of Tim's investigation into WH40K's warped warriors, starting with his views on Chaos' Special Characters.

Cunning Stunties *by Tuomas Pirinen* **66**
Tuomas shows you how to get more beard out of your Dwarfs and Chaos Dwarfs.

Dok Butcha **Covers**
Lead or white metal, nothing can withstand Dok B's tool (OO-er!)

SCENARIOS

7 **Cold Comfort** *by Wolfrik*
The hordes of Chaos look to settle old scores and the future of the throne of Kislev is at stake. An ice-cool Warhammer battle.

54 **Only 24 Hours to SaveThe Underhive** *by Andrew Stickland*
Necromunda gangs race against time to save their sector from disaster.

76 **Assault on Saracen's Peak** *by David Rae*
Weird things are happening on Mirchen's planet in Part 2 of the *Circle of Seven* WH40K Campaign

HOUSE RULES

Warning: All House Rules featured in the Journal are 100% Unofficial and may be harmful to your opponent's health. Always ask permission before use.

Designing a Space Marine Chapter *by Isaac Tobin* **19**
Isaac introduces his Blood Angels off-shoot the *Sons of Sanguinius*. Includes the poem *The Lay of Sanguinius* by Howard Lui.

Epic 40K: The Director's Cut *by Jervis Johnson* **32**
From the Forgotten Archives, some of the rules that didn't make it to the box.

Epic 40K: Squats *by Warwick Kinrade* **35**
The short blokes are back!

The Slaughterer of Khorne *by Andy Foster* **91**
As if the Imperium didn't have enough to worry about , Andy presents a Berzerker Lord with attitude.

CONTENTS

NEWS & VIEWS

1 Fat Bloke

Does anyone actually understand a word this Northern gut lord says?
(*Answers on a postcard to Wolfrik at the Citadel Journal....)*

81 The Grand Tournament

An event no serious GW hobbyist can afford to miss.

84 Diary of a Madman

Richard Naco's tale of running a tournament in Oz. Strewth!

88 Letters

Your chance to rant, rave and generally air your views on our Hobby.

FEATURES & SERVICES

Write for the Journal 4

The definitive guide to writing for Games Workshop's top hobby 'zine.

Archiving Service 23

A complete index of Journal articles and how to get them.

Thunder Hawk 30

Soon to spread its wings and fly away, forever.
Don't say we didn't warn you.

Gaming Contacts 47

Don't be a Billy No Mates, get your name on the list!

3 Wolf Goblin Chariot 63

NEW! "*I feel da need, da need fer speed*".

Journal Subs 80

Win friends and influence people! Subscribe to the Journal,TODAY!

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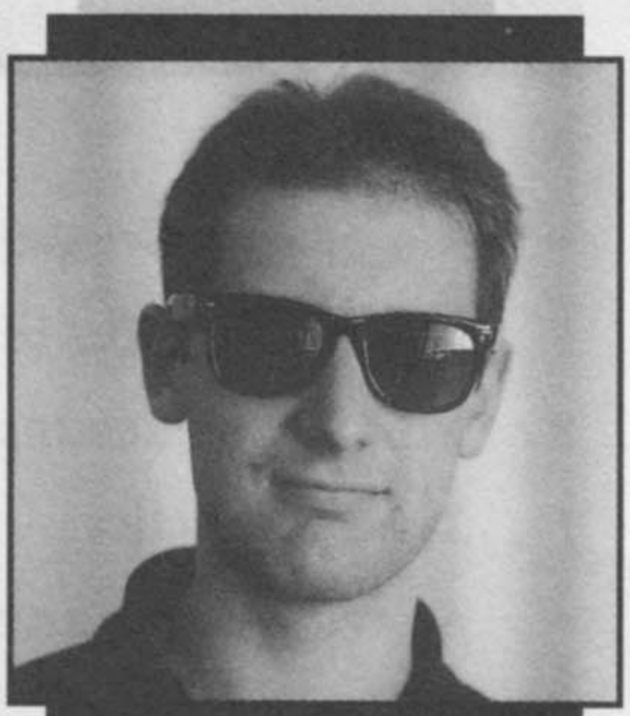
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Wolfrik
Beardy, moi?

WRITE FOR THE JOURNAL™

FACT 1: *Most of the articles that appear in the Journal are written by you, our readers.*

FACT 2: *We get lots of interesting letters daily and we read every single one of them.*

FACT 3: *Those that we think are the most appropriate for an issue of the Citadel Journal are checked, typed and lovingly formatted to a professional level (we even go to the trouble of inserting typos!) so that, when your article finally appears, you can show it off to your mates in all its glory.*

Where White Dwarf provides you with a window on what Games Workshop is doing in the hobby, (new releases, events and other exciting developments), the Citadel Journal gives you a window on the gaming community at large i.e. what you lot out there are doing! The Journal is written *for* fanatical GW gamers *by* fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is - a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

A lot of you have written to us asking how to go about writing an article for the Journal and so, after a lot of thought (and even more beer), we have come up with this guide.

1. Decide what sort of article you want to write

For example:

- A scenario for one of our game systems.
- The house rules that you use in your games.
- Ideas for collecting, modelling and painting Citadel miniatures.
- Tips and tactics.
- A review of a tournament/convention you have attended.

2. Get writing!

Of course we prefer to receive complete articles but, if you really don't feel comfortable writing a long piece of work, don't panic! Just send us your ideas and, if we think other gamers will like them, we'll turn them into a Journal article!

As a guide there are three kinds of submission that we can work with:

- An article that has the nucleus of a great idea. We will take this and work it into a publishable format.
- A good article with some sound ideas and needs moderate editting.
- An excellent article which is also typed (double-spaced!) with maps, conversions, etc. where necessary, and supplied on disk as a text document. This needs very little editting and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters**. We've got a filing cabinet full of them! That is not to say that you shouldn't include Special Characters in your scenarios or campaigns. On the contrary, these give flavour to the article and if you have tips for an appropriate conversion, so much the better.
- **Army Lists.** You can rest assured that the busy chaps at our Design Studio have plans for all your favourite armies in both Warhammer and WH40K. Be patient, everything comes to those that wait. (*So my wife tells me! - Ed*)

3. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives alot easier if you check your work over - or, better still, get a friend to check it for you! It also helps to playtest your ideas to avoid game imbalance.

Things to keep in mind are:

- **Is it Games Workshop?** The Citadel Journal is the fanzine for the World's Greatest Hobby. Everything that goes into it is connected with at least one of our games. The Warhammer World and the Universe of the 41st Millennium have been thought out in great detail and our armies books and games (even that other Games Workshop magazine) give you all the history and background you'll ever need to give life to your ideas.
- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.
- **Is it interesting?** The people who will read your article are fanatical hobbyists just like you - if you really enjoy writing it, chances are they'll enjoy reading it. Get your friends to give you their opinions!
- **Spelling and grammar.** You don't need to be a language professor, but a well-structured, spell-checked article is guaranteed to earn you a place in *our* good books and will certainly improve your chances of getting published because we are, at heart, lazy gits!
- **If you use someone else's ideas** within your article (for example from an Internet Website, Mailing list, etc.) please contact them first (out of courtesy at least) and, you never know, they may even have a few more ideas to help your project.

4. Tell us about yourself

Along with your submission send us some details about yourself, what you play, your fave army, etc. A photo of yourself would also be appreciated. We are always interested to know about our readers - go on, don't be shy!

5. Send your work to us

The Journal Bunker is located deep in the heart of Troll Country - at our Head Office in Eastwood. Whatever you do, don't send your articles to those dubious geezers at White Dwarf - I mean would you entrust your work to a bloke who doesn't paint his own miniatures? (*only joking Jake! - or am I? - Ed*)

Send your ideas to:–

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Eastwood
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U.K

Or, if you're on the Internet,
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Please title any submission
'Journal Submission'

You'll soon be able to check out the Citadel Journal Website too, watch this space...

6. Win sum kool stuff!

The Citadel Journal is read by thousands of hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. If the kudos of having your name appear in the best magazine in the Multiverse is not enough to get your creative juices flowing, you could even win some goodies as well! We'll send a free copy of the Journal to the author, GW vouchers/complimentary miniatures for articles deemed worthy of every article we publish and, for the 'Fatbloke's Favourite', there will be an extra special reward (*Over and above the honour of buying me a pint! -Ed*). So what are you waiting for?

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WARHAMMER®

COLD COMFORT

by Wolfrik

Kislev and Chaos don't really get along, do they? Its not like they need an excuse to have a bit of a barney, but here's one I prepared earlier...

BACKGROUND

In 2302 the land of Kislev was thrown into one of the bloodiest wars against Chaos in history. The conflict, known simply as the Great War, lasted only two years but left a horrible scar on Kislevite society. Its mention evokes memories of an unholy menace that has never really gone away. Since the Great War much of Kislev has been built anew. The city of Praag, a place of unspeakable horror after it was overrun by Chaos during the war, has been levelled, rebuilt and repopulated. However, nothing that is tainted by the foul incursions of Chaos ever truly recovers its spirit, the grim people of the ice realm are always on their guard, waiting for the nightmare to return.

Kislev today is made of a number of semi-autonomous city states, each presided over by a Tzar or similar power. Every region owes allegiance to the ruler of the city of Kislev, this is currently one Tzarina Katarin, known as the Ice Queen of Kislev.

Scandal and intrigue abound in the court of the Ice Queen. The Tzarina's father, Tzar Radii Bokha, died in mysterious circumstances and, in the idleness that comes with peace, there is no shortage of conjecture regarding the cause of his death. The Tzarina rules her realm with an iron will and frosty acumen and has so far succeeded in rising above internal disputes and quarrels. However pretenders to her throne, while uncommon, are not completely unknown.

One such claimant is Nastasya Roskolnikov, orphaned while still a baby and raised by a merchant family in the city of Kislev. Her claim to the throne was not prompted by the machinations of dissenting courtiers, as is usually the case, but by a dream.

For years Nastasya has been haunted by a reoccurring vision in which she flees from the court of Kislev, pursued by a mad-eyed Tzarina Katarin. The Tzarina slashes the air wildly with her magic sword Fearfrost, its ice-blue blade is stained crimson with the frozen blood of the recently murdered Tzar Bokha. Nastasya believes that the Tzar was her father and is equally sure that his murderess now sits on the throne of Kislev.

At first Nastasya kept her dark thoughts a secret but, as the nightmare continued, she felt compelled to speak out. Not publicly of course, but to anyone who would listen. Surprisingly her affirmation that the Queen of Kislev murdered her own father was not met with a wall of incredulity. Nastasya's powers of persuasion were far greater than even she knew.

Inevitably the rumour finally reached the Tzarina herself. Outraged at the accusation, she wasted no time in rooting out the source of this mischief and had both Nastasya and her closest co-conspirers thrown into exile.

In the northern wastes of Kislev banishment is as terminal as a death sentence, but far more painful. The inhospitable countryside that surrounds the provinces would challenge even the hardiest of scouts let alone a young, cosseted merchant's ward and a band of courtiers. One by one Nastasya's confederates succumbed to famine, fever or some starving beast of the forest until she alone wandered the northern wastes waiting for the Death Crone to claim her.

It was then, as she unwittingly stumbled into the heart of the Chaos Wastes, that the instigator of her dreams revealed himself. Over two centuries had passed since the end of the Great War, but the Chaos powers had not forgotten the defiant land of Kislev, nor it seemed were they inclined

to forgive. The dark whispers that invaded Nastasya's sleep had come from none other than the Prince of Chaos, Slaanesh himself.

Cold, hungry and terrified, Nastasya made a pact with the Prince of Pleasure, committing in an instant perhaps the most heinous crime imaginable to a Kislevite. Her hatred of Tzarina Katarin, and her all-consuming desire for the Tzarina's power had driven Nastasya into madness. She had already vowed to return to Kislev and take what she believed to be rightfully hers, Slaanesh now provided her with means to achieve that goal.

PRAAG

Like most monarchs, Tzarina Katarin makes an annual tour of her realm. She generally spends a week at each of Kislev's major cities to hold council with the regional ruler and attend public functions. Her arrival at the northern city of Praag coincides with the Kislev midwinter holiday. Consequently the citizens of Praag enjoy a week of festivities, pageantry and, of course, copious vodka drinking.

Nastasya Roskolnikov, now utterly twisted by Chaos and commanding a formidable host of warped creatures, knows that this is the time when the Ice Queen is at her most vulnerable. Although Katarin's sorcerous powers are at their peak during the winter months, her bodyguard is quite modest. Only a small, elite retinue accompany her on the tour.

Nastasya's ambitious plan is to storm the city of Praag, overwhelming its unprepared citizens as they enjoy their midwinter celebrations, and lay a trap for the visiting Queen. The timing of such an ambush is critical but, amateur commander that she is, Nastasya has made two severe errors of judgment. Her first error concerns the people of Praag themselves. Few races of men can match the Kislevites in their sheer loathing of Chaos, but the people of Praag suffered more horribly than anyone during the Great War and harbour an unparalleled hatred. Their bitter ruler, Tzar Saltan, has waited a long time to vent his righteous fury on the minions of Chaos and Nastasya's arrival is the best midwintersday present he could hope for.

Secondly she believes that she has at least a week before Katarin arrives. In fact the Tzarina is only hours away from her destination.

THE BATTLE

The following scenario pits two Kislevite forces against the Chaos horde of Nastasya Roskolnikov.

The battle lasts 6 turns. The Kislev player sets up first, deploying the Tzar's city guard within the city perimeter area shown on the map but keeping the Ice Queen and her army off the table. Chaos takes the first turn. The Chaos army should aim to occupy the area of the map marked 'Praag City Perimeter' to increase its chance of overall victory. The Tzar's army must try to hold off the Chaos Horde until the arrival of Tzarina Katarin (see Reinforcements below).

TZAR SALTAN'S CITY GUARD

Tzar Saltan has had some difficulty in mustering his men during the festivities, many of the city guard are asleep at their posts, or otherwise *hors-de-combat* due to a little vodka overindulgence. However the very mention of Chaos has had a sobering influence on those warriors who are still able to walk and Nastasya's horde are met with more resistance than they bargained for.

The Kislev player has 2000 points to spend on his army. Any units may be taken from the Kislev army lists (Citadel Journal 14 - 16) with the following restrictions.

- Tzar Saltan must be taken as the army's general.
- No other special characters may be taken.
- No Sons of Ursa, Brotherhood of the Bear or Gryphon Legion may be included in the army (but see Reinforcements).
- No allies may be taken.

Reinforcements

The arrival of the Ice Queen could turn the battle in favour of the Kislevites. The exact time of her arrival is determined randomly. Roll a D6 at the start of each turn adding the number of the turn to the roll (1 to 6). If the modified roll is 7 or more, the Ice Queen deploys in the reinforcement area indicated on the map. Both the Tzarina and any units she commands may move and fight in the turn she arrives.

The Ice Queen's Body Guard

The Tzarina's army may be up to 1500 points taken from the Kislev army list with following restrictions.

- The Tzarina must be taken as the army general.
- The army must include one unit as the Tzarina's bodyguard chosen from the following list- Gryphon Legion, Brotherhood of the Bear, Winged Lancers, Sons of Ursa, Kreml Guard.
- The Tzarina's brother Ivan Radinov (Journal 16) may be included if the army includes at least one unit of Gryphon legion. No other Special Characters are allowed.
- No war machines or allies may be included.

Special Rules

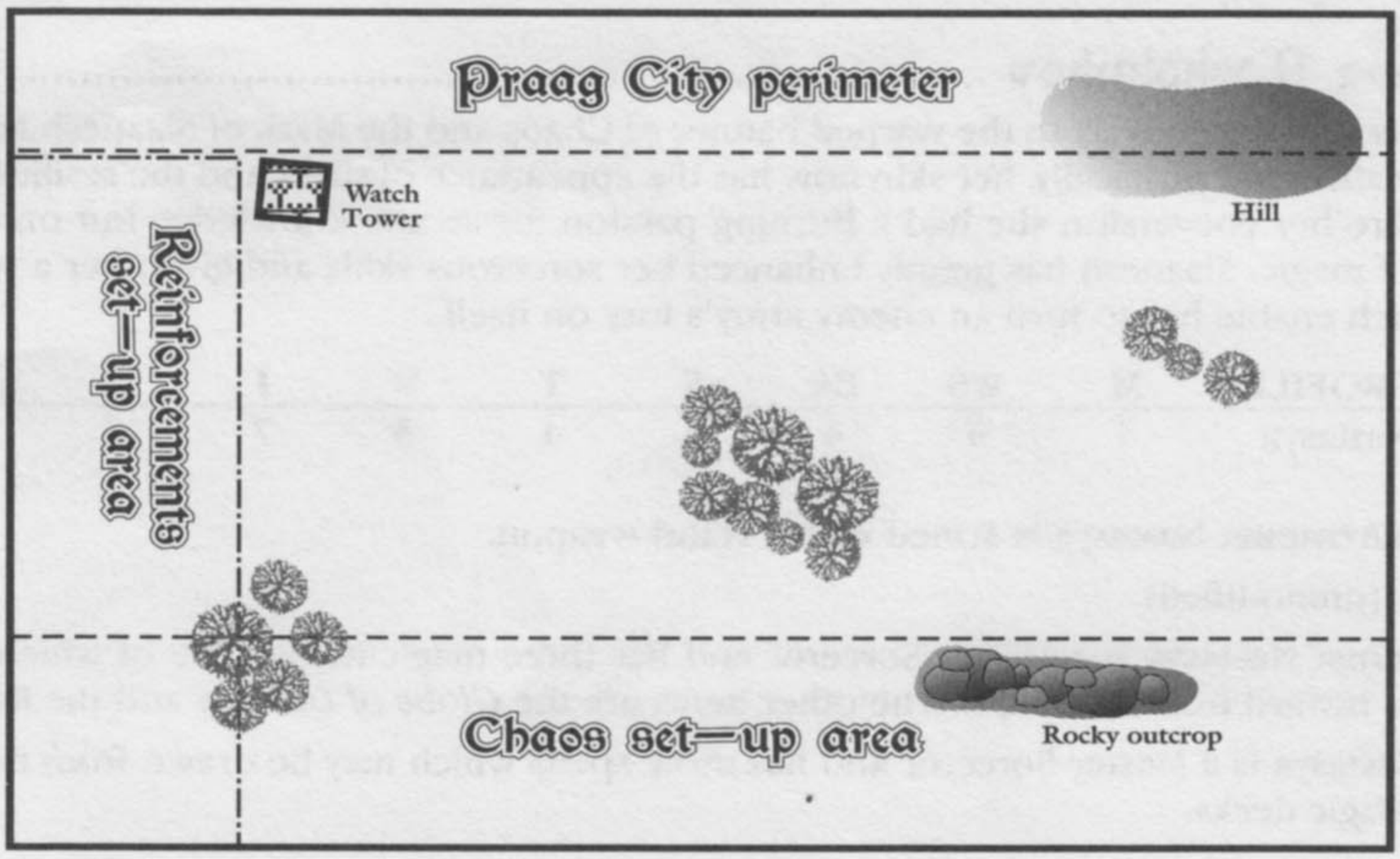
The arrival of the Tzarina will have a definite morale boosting effect on the beleaguered defenders of Praag. On the turn that she arrives all Kislevite troops may reroll any failed Rally tests in the Rally phase or Break tests in the hand-to-hand phase.

If Tzar Saltan is killed, *Panic* tests are only taken by units of the Praag City Guard, the Ice Queen's army will not be affected. If Katarin dies however, the entire Kislevite force must test for *Panic*.

Nastasya Roskolnikov's Chaos Horde

Nastasya has been granted a modest army of monstrous warriors by her Chaos patron. The Chaos player may select an army of 3000 points from the Warhammer Armies Chaos Supplement with the following restrictions.

- Nastasya Roskolnikov must be chosen as the army general.
- No other special characters or allies may be included in the army.
- If Daemons are taken only those of Slaanesh are permitted.



VICTORY

In addition to the Victory Points described in the Warhammer Battle Book, extra VPs may be awarded for the following -

Kislev

There are no unbroken Chaos units or characters inside the City Perimeter at the end of the game ..... +2 VPs

Tzarina Katarin personally kills Nastasya Roskolnikov ..... +2 VPs

Tzarina Katarin survives the battle ..... +2 VPs

Chaos

For each unbroken Chaos unit or character inside the City Perimeter at the end of the game ..... +1 VP

Nastasya Roskolnikov personally kills Tzarina Katarin ..... +5 VPs

It is assumed that the Chaos units that have penetrated the perimeter will run amok through the crowds of drunken revellers littering the streets of Praag and start an orgy of slaughter reminiscent of the holocaust of 2302.

The death of Tzarina Katarin would be a terrible blow for the Kislevites but Nastasya's victory would be pyrrhic, even if her claim to the throne were legitimate, the people of Kislev would never accept a minion of Chaos as their queen.

ALTERNATIVE ARMIES

This scenario permits a number of options. The only mandatory units in this scenario are the Ice Queen and her retinue and Nastasya Roskolnikov. Here are two alternative suggestions.

The Emissary

Instead of touring Kislev, Katarin could be on her way to visit the ruler of another realm (an Empire Elector Count, or a Bretonnian noble for example). The appropriate army of this realm is used in place of Tzar Saltan and the Praag city guard.

Exile

Although she is a minion of Slaanesh, Nastasya does not necessarily have to lead a Chaos army. She may have taken up with any of the evil races that would ally with Chaos such as Skaven, Dark Elves or Chaos Dwarfs.

Special Characters

Nastasya Roskolnikov .....*370 points*

Natsasya is a recent convert to the warped banner of Chaos and the Mark of Slaanesh has only just started to affect her physically, her skin now has the appearance of silver and the resilience of iron. Even before her conversion she had a burning passion for arcane knowledge but only a noviate mastery of magic. Slaanesh has greatly enhanced her sorcerous skills and given her a two magical items which enable her to turn an enemy army's fury on itself..

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Nastasya	4	4	4	4	4	3	7	2	9

Weapons/Armour: Nastasya is armed with a Hand weapon.

Save: 4+ (unmodified)

Magic Items: Nastasya is a Master Sorceror and has three magic items. One of which is actually the Chaos reward Iron Hard Skin. The other items are the *Globe of Discord* and the *Rod of Spite*.

Magic: Nastasya is a Master Sorceror and has three spells which may be drawn from the Slaanesh or Dark Magic decks.

ROD OF SPITE

40 POINTS

Any victim that comes into contact with the wielder of this staff is confronted by their darkest emotions amplified to the point of madness. Only the most valiant of heroes can fight on when assaulted by their deepest fears.

Any enemy unit coming into base-to -base contact with the wielder that specifically suffers from the psychological effects of *Hatred*, *Fear* or *Terror* (for example Goblins *Fear* of Elves) must take an immediate Break test. If failed the unit will flee 2D6" or 3D6" and the unit causing the Break may pursue as normal. This test is taken irrespective of whether or not the the target fails his psychology test or whether the type of psychology applies specifically to the wield of the rod.

UNITS IN BASE CONTACT THAT ARE SUBJECT TO *FEAR, HATRED* OR *TERROR* MUST TAKE AN IMMEDIATE BREAK TEST

GLOBE OF MALICE

40 POINTS

This evil artifact was a gift from Slaanesh himself and radiates a aura that fills all who see it with the desire to own it - at any cost. In battle Nastasya will casually toss the globe into an enemy unit who immediately fall on each other in a frenzied struggle to possess it.

Nastasya can throw the globe at any unit (not character) up to 8" away. She does not need to roll to hit. The unit must take an immediate Leadership test on three dice. If the test is failed, roll a number of hits on the unit equal to the number of models in it at the unit's Strength. While the unit fights among itself, it may do nothing else during its turn. The effect continues in the hand to hand phase of each of the unit's following turns until either the unit makes its leadership test (on 3 dice), the effect is Dispelled or only one model remains. The globe only affects living troops (not Undead for example) and may be used once per game.

UNIT THAT FAILS LEADERSHIP TEST ON 3D6 ATTACKS ITSELF. ONE USE ONLY

ARMY SELECTION AND TACTICS

After designing this scenario I was quite keen to play test it and asked my 'favourite' adversary, Gav Tyler, to assist. Gav selected the Kislev side without hesitation, which was a relief since I am a recent (but utterly corrupted) convert to Chaos. On the following pages are the armies we selected.

Gav Tyler (aka Southern Git the Slayer).

"Since Tuomas Pirinen wrote his excellent Kislev army list for the Citadel Journal I've collected and converted quite a few Kislevite units. I knew that Wolfrik would try to field the weirdest (and beardiest) army possible so I decided on the classic defence: stacks of units! I put Tzar Saltan, Nikodim (Ice Mage Champion) and the Battle Standard in a unit with 12 Cossacks to create a shock unit that won't break too easily, causes *Fear*, charges at Strength 4 and can shoot. I decided to put the reinforcements on horseback so they could get stuck in as quickly as possible."

Wolfrik (From even further South and, hence, a bigger git).

"Chaos Knights in their full armoured glory have a save of 1+, ideal for charging those annoying archers. These will charge at the fore of the Chaos hounds, mounted Daemonettes, etc. Their principal tactic is: get straight into the thick of it, bugger up his nice, orderly formations and butcher anything that doesn't soil its pants and run. Sorted!"

"Harpies are essential for getting directly behind your enemy, reducing his movement rate and charging his rear (OO-er!) once he has engaged your knights. (A sincere friend of mine, who happens to be the guv'nor of our Telesales department, politely pointed out that using skirmishers and fliers in this manner was not in '*The Spirit of the Game*' - I would like to reply to this by asking, him,"Where can I get a copy of this much-talked-about rules supplement, Richard?")."

"Since Nastasya only has a movement of 4, I will put her with a huge unit of Beastmen in a semi-defence role to give the Ice Queen a nice surprise when she arrives. Now all I need to do is perfect my maniacal laughter and get a white pussy to stroke"..(*any more of that and you're fired!- Ed.*)

PRAAG CITYGUARD
2000 POINT KISLEV ARMY

Tzar Saltan Army General ..... **205 points**
Mounted on barded warhorse and armed with heavy armour, *The Black Blade* and *Spellshield*.
He accompanies the Mounted Cossack unit.

Nikodim Petrovich Ice Mage Champion ..... **121 points**
Mounted on Warhorse and armed with a sword. He accompanies the Mounted Cossack unit.

Battle Standard Bearer ..... **142 points**
Mounted on barded warhorse and armed with heavy armour, shield, sword, spear and carrying *The Dread Banner.* He accompanies the Mounted Cossack unit.

24 Cossacks ..... **285 points**
Armed with light armour, shields,hand weapons & bows.
The unit includes a Standard Bearer, Musician and a Champion.

20 Kreml Guard ..... **325 points**
Armed with heavy armour and halberds
The unit includes a Standard Bearer carrying *The Banner of Defiance* and a Champion.

10 Druzhina ..... **313 points**
Mounted on horses and armed with light armour, hand weapons and brace of pistols
The unit includes a Standard Bearer carrying *The Banner of Might* and a Champion.

12 Mounted Cossacks ..... **296 points**
Mounted on horses and armed with light armour, shields, hand weapons, bows and spears
The unit includes a Standard Bearer and a Champion.

10 Winged Lancers ..... **313 points**
Mounted on warhorses and armed with light armour, shield, swords, lances.
The unit includes a Champion.
The entire unit is equipped with *Njevski's Screeching Back Banners.*

THE ICE QUEENS BODYGUARD
1498 POINT KISLEV ARMY

Tzarina Katarin Level 3 Ice Mage/Army General ..... **350 points**
Riding a warhorse armed with *Fearfrost* and wearing the *Golden Crown of Atrazar.*

Prince Ivan Radinov Captain of the Gryphon Legion ..... **180 points**
Mounted on *Silverhoof* and armed with heavy armour, shield, and *The Sword of Heroes.*

10 Gryphon Legion ..... **485 points**
Mounted on barded warhorses and armed with heavy armour, shields, swords & lances.
The unit includes a Standard Bearer carrying *The Banner of Arcane Protection* and a Champion.

15 Winged Lancers ..... **483 points**
Mounted on warhorses and armed with light armour, shield, swords, lances.
The unit includes a Champion armed with *The Sword of Might.*
The entire unit is equipped with *Njevski's Screeching Back Banners.*

NASTASYA ROSKOLNIKOV'S CHAOS HORDE.

2996 POINT CHAOS ARMY

Nastasya Roskolnikov Master Sorcerer/Army General ..... **370 points**
Armed with a hand weapon, *The Globe of Malice* & *The Rod of Spite.* She has *Iron Hard Skin.*
She accompanies the unit of Chaos Warriors in Battle.

6 Chaos Knights ..... **635 points**
Mounted on barded Chaos Steeds and armed with *Chaos armour*, shields, lances and swords,
The unit includes a Standard Bearer carrying *The Rapturous Standard.* and a Champion of Slaanesh wearing *Chaos armour.*

12 Chaos Warriors ..... **420 points**
Armed with heavy armour, shields and axes.
The unit includes a Standard Bearer and a Champion of Slaanesh carrying *The Cursed Book.*

30 Beastmen ..... **691 points**
Armed with hand weapons and shields.
The unit includes a Standard Bearer carrying *The War Banner,* a Musician, a Champion armed with *The Executioner's Axe* and a Master Shaman.

10 Daemonettes of Slaanesh Mounted on Steeds of Slaanesh **600 points.**

8 Harpies ..... **120 points**

10 Chaos Hounds ..... **160 points**

COLD COMFORT BATTLE SETS

To allow you to recreate this titanic battle in the saftey of your own gaming table our Trolls have compiled the following excellent battle sets based on the army lists presented above.

Praag Cityguard. A truly formidable Kislev army led by the redoubtable Tzar Saltan. In this set we have included the Elector Count of Ostland miniature to represent Tzar Saltan, the Supreme Patriarch to represent Nikodim Petrovich and the Winged Lancer Standard Bearer as the Battle Standard. *Buy the Praag Cityguard Battle Set for* ***£246*** *and get Tzar Saltan, Nikodim Petrovich and the Battle Standard* ***free!***

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Tzarina Katarin rode her ice blue steed at a stately trot across a landscape of white powder. The snowfall was not particularly heavy by Kislevite standards, but when the wind blew the viscious flakes up into the faces of the Tzarina's retinue of mounted warriors the effect was not unlike being struck by a flail of glass shards.

Katarin alone seemed unmoved by the icy onslaught, her pale, beautiful face remained impassive, staring beyond the the fledgling blizzard as if admiring a mild summer morning. Her expression betrayed no emotion at all and did not even change when an outrider burst from the swirling snowstorm, his wild-eyed steed charging full tilt straight towards her.

Grimly the Tzarina's retinue manoeuvered their warhorses to form an inpenetrable wall of lances between the onrushing stranger and their Queen. However, just as it seemed that the rider was determined to skewer himself on their wicked barbs, he brought his steed to an abrupt halt that almost flung him from the saddle.

At this distance the Tzarina could see that both rider and steed were grievously injured. Innumerable cuts and lacerations had torn through meagre armour and pools of dark red fluid seeped into the shredded rag that had once been a tunic. Katarin recognised the heraldry instantly as belonging to the city of Praag, her destination.

It took the exhausted horseman several minutes to gather his strength in order to speak.

"My liege", the feeble, croaking voice reminded the Tzarina of a sick old man, though the rider was actually much younger than herself, "my master the Lord of Praag bids you welcome."

The herald paused, desperately drawing in the painful lungfulls of freezing air required to finish his task.

"But he wonders... if he might impose... to ask for... your aid. We are...attacked....man-beasts of... Chaos... they..."

Those were his final words before he slid, lifeless, from the saddle. His ruined body hardly made a sound as it slumped onto the yielding snow.

The Ice Queen retained her glacial composure but, when she spoke, it seemed to her escorts that she held back a mounting avalanche of fury.

"Still they defy us."

She wasted no more breath on rhetoric but spurred her mount to a gallop and disappeared into the freezing maelstrom. From any one but the Ice Queen the gesture would have seemed childishly impetuous. Her bodyguards, hardened warriors of countless campaigns, permitted themselves only a second to admire their liege's courage before they forced their own horses to follow her. To whatever evil waited for them at Praag.

The snow was falling more purposefully now and within minutes the body of the herald disappeared from sight, covered by a clean white shroud.

❄ ❄ ❄ ❄ ❄

Tzar Saltan's visage was twisted by a feral grin as his black scimitar sliced cleanly through the ovine snout of a goat-headed Beastman. The creature tried to scream but instead vomited a torrent of black gore from its ruined face. Yet still it continued to amble forward, unaware that it had been dealt a mortal blow.

Undisciplined and cattle-like as the Beastmen were, they were proving horribly difficult to kill. Everywhere Saltan looked the abominations continued to fight, in spite of amputated limbs and terrible wounds that would have killed true men outright.

With a savage cry the Tzar of Praag changed his grip on the sword and brought the blade back up, sheering through the Beastman's throat and cleaving the entire mutated head from its neck. This time the creature got the message and fell like a rack of raw meat at Saltan's feet.

The Beastman's pack-mates considered the pile of bestial corpses that surrounded the Lord of Praag and the strange darkness radiating from his magical scimitar. It shrouded him in an impenetrable black fog, making him a very difficult target, yet seemed not to impede his wild onslaught at all. Saltan roared his hatred once again and the beasts lost their nerve and ran.

Their cowardice seemed to fire the Tzar's rage still further, unmindful of his position he rushed after the fleeing monsters hacking left and right, severing limbs, breaking spines and sending fountains of gore in all directions.

And then, abruptly, his rampage ended. The entire pack lay bloody and dismembered over a stretch of twenty yards. Too late Saltan realised his mistake. He had charged headlong into the ragged heart of the Chaos horde, separating himself from his own men.

A unit of heavily armoured Chaos Warriors marched towards him, moving in an almost leisurely fashion as if they were in no particular hurry to butcher the Kislevite warlord. An instant later Saltan understood why. They were leaving the pleasure to their mistress.

She moved into view from behind the ranks of her warriors. The general of the Chaos invaders was breathtakingly beautiful, but unnaturally so. Her skin had a white metallic sheen that gave her the appearance of an exquisitely carved statue. In one silver hand she held a staff of purple steel, adorned with eldritch runes that declared her alligience to Slaanesh, the youngest of the Lords of Chaos. And yet, for all her unholy majesty, her face was unmistakably Kislevite.

Such supernatural grandeur did not move the Lord of Praag at all, he had beheld some of the vilest horrors that Chaos had to offer and had concentrated his fear into an all consuming hatred for Chaos and all who served it.

With a deafening battle cry, the Tzar sprang forward across the snowy battle field towards the Silver Lady and her retinue. His voice was audible even over the din of battle.

"Chaos-spawned bitch, face me alone, if you still have a drop of true Kislevite blood in your tainted flesh!"

The lady smiled and her voice was surprisingly rich and warm.

"Is this how you address your Tzarina?"

Even as she spoke she brought up the purple staff to parry a mighty blow from the Tzar's black bladed scimitar. She continued in this offhand manner as she riposted his next attack..

"Perhaps you should look into your own heart and see the truth for yourself."

The living statue's eyes began to glow with a blinding violet light. The Tzar was momentarily distracted as the Silver Lady struck him lightly on his armour plated chest.

He was about to voice his distain at such a meagre blow, when suddenly his world exploded in a cacophany of violence. The noise of battle became totally unbearable to him, every scream, every warcry was amplified to the point of agony. His burning rage was extinguished in an instant beneath a cold torrent of terror. An emotion he thought he had exorcised many years since.

Trembling, he backed away from the Silver Lady. She smiled wickedly and turned to her men.

"You may finish him, I have other subjects to rule"

Tzar Saltan, Warlord of innumerable battles against Chaos, had barely the strength to raise his scimitar to defend himself as the Chaos Warriors advanced on him. His heart was like a tiny frozen thing and he knew that soon it would be lying beside him in the snow.

The snow. Why had it suddenly started to fall so heavily? Could the Silver Lady control the elements as well? The questions penetrated the Tzars beleagured mind even as he continued to retreat. But the Chaos Warriors seemed equally perplexed and, for no apparent reason, had stopped in their tracks. They now stared beyond the Tzar at something directly behind him.

"Kislev!" came a regal, feminine voice from nowhere, "Kiiiiiislev!"

Saltan gasped at the familiar sound which was now accompanied by the thud of rapidly approaching hoofbeats. The heat returned to his blood as a hundred voices took up the cry.

"KISLEV!" and now the sound of Beastmen braying in sheer terror added to the crescendo.

Tzar Saltan laughed like a boy and raised his black blade to the blazing white sky.

His distinguished guest had finally arrived. And this was one royal engagement he certainly would not grumble about.

THE ADEPTUS ASTARTES: IMPERIAL TERROR TROOPS

Space Marine Tactics

by Isaac Tobin

...and they shall know no fear...

Contrary to popular belief, Space Marine armies can do more than just sit still and shoot. Most Space Marine armies I've seen use the same basic tactics. They stay in their deployment zone and blow the enemy away with heavy weapons. That's a little boring, who wants to do that every game? It gets repetitive just going on Overwatch and rolling to hit dice ('anything but a 1').

Space Marines are supposed to be the terror troops of the Imperium. Masters of rapid deployment. They are supposed to get engaged quickly, eliminate their target, and move out in a very short period of time. The Imperial Guard and Titan Legions are brought in for the sieges, massed battles, and long term engagements. These should be the experts of the barrage, and specialise in supporting fire. Marines shouldn't just sit still and use heavy weapons. That's the Imperial War Machine's job. Space Marines are shock troops.

The standard Space Marine army seems to consist of one tooled up Captain (often with Terminator armour), a tooled up Librarian (again, Terminator armour isn't uncommon), a Terminator squad (with an assault cannon of course), a Devastator squad, a Tactical squad and a Dreadnought or Predator. Sometimes a particularly devious player will swap the Tactical squad for more characters or support. This army can only do one thing. Sit still and shoot. Games between these types of armies and other shooty armies (the Eldar Guardian and Dark Reaper army for example) frequently turn into a contest of who can stay in hiding without doing anything the longest. Eventually one player will get bored and advance, and the other will open fire. Yeah, that's fun.

TACTICAL SQUADS

Tactical squads are the backbone of the Space Marine army (yes, that includes Grey Hunters). Every Marine army should start out with one. Take a look at any chapter's organisation. There are far more Tactical Marines than any other type. Then how come so many people forget about them? They underestimate the power of the bolter. Massed bolter fire is very effective. With Rapid Fire, a bolter is more effective than a storm bolter (a weapon with one sustained fire die averages 1.5 hits a turn, ignoring jams; with jams, over the course of a 4 turn game, one sustained fire die will average around 1.2 hits a turn). Tactical Marines are cheap, as far as Marines go. For 300 points you get 10 heavily armoured bolters. That's 20 shots a turn rapid firing.

Should you split the squad up? It's up to you. An undivided Tactical squad with no upgrades (no flamer, no missile launcher, no chainsword) is worth 3 Victory Points, while two battle squads are worth 4 Victory Points. OK, that's a little beardy. Reserve that tactic for players who go overboard on characters and allies. It's very hard to kill 10 Marines in cover (you are remembering to play with a lot of cover, right?)

If you do decide to split the squad up, you have many options. You could give one battle squad a heavy weapon, and the other a special weapon. but I would advise against the heavy weapon. The 4 bolter marines won't be able to advance to get in range, and will end up standing around encouraging the heavy weapon equipped battle brother. Conversely, if you decide to advance to use your bolters, then the heavy weapon will be wasted. Better to leave the heavy weapon at home,

and just take a bolter-only combat squad (if you still want more firepower, take a Veteran Sergeant with a combi-weapon, that should spice things up).

If you don't take the heavy weapon, there are many ways you can use the Tactical Marines. Try deploying one combat squad about 4 inches in front of the other one. On the first turn, the front combat squad A sits still and rapid fires, and combat squad B runs forward. This way you can cover ground quickly, and still dish out a lot of fire. If you need to go on Overwatch (to pin down swooping chickens (*I think Isaac means 'hawks'-Ed.*) or gargoyles, for instance), then just Overwatch instead of rapid firing. Not only does this tactic work, but it looks very smart on the battlefield. Your opponent will be stunned by your manoeuvring. Your army will actually look like it's using its comm-links.

Alternatively, don't use your tactical combat squads together. Use one on each of your flanks to anchor your army, and eliminate any threats with rapid fire. Or you can use a combat squad to escort a Dreadnought. This is a favourite tactic of mine. The Marines can run/rapid fire every other turn, and act as a good anti-hand-to-hand screen for the Dreadnought. They will keep the Dreadnought from being outnumbered in Hand-to-Hand, at the very least. The Dreadnought supports the Space Marines with his mobile heavy weaponry. Best of all, Tactical Marines look really cool when they form a ring around a Dreadnought. If you don't want to spend all those points on a Dreadnought, use a Tarantula instead. A Tarantula is dirt cheap, and can move 4 inches and fire (just like Tactical Marines). Take twin heavy bolters against Orks and Eldar, and lascannon against tank-heavy armies.

Not only are Tactical squads effective, but you can have a clean conscience when you use them. It's wonderful seeing the average Space Marine (if there is such a thing) cutting down unbalanced armies. Take that, you tooled up character! Eat hot lead, you Eldar ally to an Imperial guard army! Die, you miserable Goff Nob with a heavy weapon!

FAST ATTACK

So now we've established that Space Marines can advance slowly, bolters blazing. That's all well and good, but there's more. Marines make excellent fast attack troops. The Space Marine army can be exceedingly mobile, even more so than an Eldar army.

Assault squads are vital in any fast attack army. Always take jump packs. Don't risk putting them in a Rhino. One lucky (or not so lucky) hit with a lascannon will take out the Rhino and everything inside, without any armour saves. It's just not worth the risk, in my opinion. Maybe I'm just paranoid, but if you do put Assault Marines in a Rhino, disembark them on the first turn.

Space Marine assault squads with jump packs are very effective hand-to-hand fighters. They are fast, well-armoured and have a decent Weapon Skill. They can become excellent anti-tank troops (melta bombs and power fists work wonders). They can also chop through even the most skilled troops (with power swords and chainswords, although I wouldn't give a single model both swords, that's too beardy for my tastes). They can even create their own cover as they jump along with blind grenades (however, I'd be wary of lots of blind grenades in larger armies, merely because they can slow down game-play with all that dice rolling).

These hard-hitting troops can do more than just charge, they are also competent shooters. Remember that you can shoot after making a jump pack leap. Normally you won't be able to charge on the first turn, so you will want to jump, shoot, jump, charge. What do you do in the shooting phase? Bolt pistols can work well enough, but you have more effective options than that. That first jump is a good time to throw Blind Grenades. Plasma-pistols can work wonders (remember, a Plasma-pistol gets a sustained fire die). You can even use a battle-squad as mobile shooters, and forget about hand to hand combat. You can get two special weapons in the squad - jump pack mounted flamers are great fun (guess who plays Redemptionists in Necromunda?) A combat squad with two flamers and three plasma pistols works very well. You could give them chainswords, in case there is a weak target in charge range.

Assault squads aren't the extent of the Fast Attack Army. Bike Squadrons work well with Assault squads. I prefer not to take Special Weapons in a Bike Squadron, although *flamers* can be very

good fun. Anyway, back to Bike Squadrons. Four man squadrons work well, and cost under 200 points (uh-oh, I'm veering into min/maxing again). A bike squadron can keep up with an Assault squad, and makes a great escort. They can soften up a squad with twin-linked bolters right before the Assault Marines charge into hand-to-hand. Hit and Runs can be deadly, to both the Space Marine and his target. Since both sides roll one die, the result is fairly random. Don't Hit and Run anything with a WS of 4 or more. I've had my share of bikers taken out by Eldar Guardians in Hit and Runs. Maybe I'm paranoid, but now I only make Hit and Runs against vehicles. Even one hit with a power fist from the side will take out most anything on tracks.

One of the keys to playing with Space Marines is to concentrate your fire. Don't spread your army over the entire battlefield. Don't split your fire. Don't send Fast Attack troops to opposite flanks of the table. Other armies can spread out (and use Pincer tactics), but Marines just aren't numerous enough. If you concentrate your forces, you cut down on the ratio between enemy and Marine. Against Orks your Space Marines will be outnumbered three to one. Even Space Marines have trouble with those odds. By concentrating your forces on one flank, you can change those odds to two to one. This is the key to a successful fast attack. Bikes and Assault Marines cost even more than normal Marines, but die just as easily. Don't get cocky and think that your bike's armour value of 10 will protect the Marine. A bolter or Shuriken catapult can penetrate a bike's armour, and most of the damage rolls result in instant death for the Marine. The enemy will, more often than not, hit the Space Marine himself. Bikers are very fragile troops. You can't expect them to survive when they are surrounded by the enemy. So give the bikes some support. Deploy an Assault squad behind the bikes. But what to do about tanks? Add an Attack Bike to the bike squadron and use a Land Speeder directly behind the bikes. The Land Speeder is a very delicate animal. Beware of anything from a bolter upwards. Like a bike, one lucky hit will take out a 'Speeder. So you should screen the 'Speeder with the cheaper bike squadron.

So now you have a bike squadron, an Attack Bike, a Landspeeder, and an Assault squad in your Fast Attack detachment. With all those troops you should be able to zoom into the enemy's deployment zone without getting stranded or surrounded.

Scouts can be used to establish an even more secure beachhead on the enemy's baseline. Deploy them near where you want your Bikes and Assault Marines to end up. One Scout squad will rarely survive the game. However, two or three squads of Scouts deployed near each other can be a real pain to take out. Give them shotguns if you like. Shotguns can stop a charge in its tracks. The Scouts can secure a flank, and harass the enemy until the Bikes and Jump Pack Marines show up. Once you've secured one flank, you can sweep down the enemy's baseline, teaching the heretics to fear the Emperor!

CONCLUSION

These tactics may not win you every game, but they are great fun to use. After all, what is more important than killing in the name of the Saviour of Mankind? Should not a Marine be ready to chant the litany of death and lay down his life for the God Emperor? To be included in an Assault squad is one of the greatest honours a Space Marine can attain. For Assault squads are given the honour of meeting the Emperor's foes up close. They are given the honour of staring into the eyes of the impure. Of laying down their life for the Imperium. And they shall know no fear.

CREATING A SPACE MARINE CHAPTER

Designing your own Space Marine Chapter is a major undertaking, in addition to creating a unique and distinctive paint scheme for your intrepid defenders of humanity you need to flesh out their origins, history, Chapter organisation and special rules. Here is how Isaac Tobin set about founding his own Chapter...

THE SONS OF SANGUINIUS

OVERVIEW

My army was originally a Blood Angel army, but when Codex: Angels of Death was released I decided that my army's paint scheme was too far from that of the Blood Angels. I also wanted my Space Marines to have a slightly different focus from the Blood Angels and so the Sons of Sanguinius were born. They are similar to the Blood Angels, but have a darker theme. They are brutal and bloodthirsty zealots, who would happily disembowel a small child if their Company Chaplain ordered them to. The Blood Angels have a very complex personality - on the one hand they are bloodthirsty vampires, on the other they are dark and brooding.

I've decided to focus on the bloodthirsty side of the Blood Angels. The Sons of Sanguinius are brutal and devoted protectors of Imperial doctrine. They relish the opportunity to kill in their beloved primarch's name. To suit their dark nature, the Sons have a darker colour scheme. Instead of the glowing orange-red armour of the Blood Angels, I use a very dark, almost brownish, red (terracotta). This gives the Sons a very grim and scary look. To add contrast with the dark red armour, I paint the Sons' shoulder pads black with yellow trim. Chest Eagles are yellow or bone coloured. Each squad type has its own helmet colour. No Marine has a red helmet, although some Marines have bright red mouth pieces - these are blooded Marines, Space Marines who have distinguished themselves in battle with extreme levels of brutality. Tactical Marines have white helmets. Assault have bone helmets, Devastators have light blue helmets, and Veterans have black helmets. All Sons must have at least one black armour plate. This is a sign of mourning for the sad fact that the Sons will never see their father. Sanguinius will never walk again, and he will never know of his children's valiant deeds. Most Marines wear only black shoulder pads, but some of the more morose Marines will wear black leg armour, knee pads and even entire suits of black power armour. These Marines are those who have been touched by Sanguinius, and have seen visions of the Heresy. They have seen through Sanguinius' eyes in their dreams, but can never see him in reality. These are normal Space Marines in terms of rules, and can be found in any type of squad. Chaplains are recruited from the ranks of these bitter and depressed Marines. They have replaced their sadness and longing for their father with an all-consuming hatred of heretics and infidels. Sanguinius was killed by heretics, after all.

The badge of the Sons of Sanguinius is a winged chalice overflowing with blood a symbol of Sanguinius himself. The Sons believe that Sanguinius is not truly dead. He lives on in his children the Blood Angels and all their successor chapters. Sanguinius died to save the Emperor, but he has been reborn in the form of thousands of red armoured slayers.

Now for the history bit. The Sons of Sanguinius are an offshoot of the Blood Angels, and their gene-seed was cultured from that of the blood Angel's 6th company. The Sons were created along with the Flesh-Eaters and the Blood Drinkers. The Sons of Sanguinius know of the Red Thirst, and accept it as a blessing from Sanguinius. The Thirst is a test which weeds out heretics and keeps the chapter pure.

Before embarking on a campaign, crusade, or any major battle, each company of the Sons of Sanguinius conducts an ancient ritual, known as The Feast. One young Space Marine who has

performed valiant deeds is sacrificed (*Bloody Hell! If I we're a young Space Marine, I'd avoid valour -Ed.*). The Company Chaplain fills gold chalices with the young hero's blood, and each Marine drinks deeply. This way the young Marine's courage and devotion are spread throughout the army, and the entire force is stirred to greater feats of devotion and savagery. The Red Thirst is controlled, and only a few Marines succumb to the power of the Red Thirst.

RULES

Normally I use the Blood Angels army list from the Angels of Death Codex, with just a few changes. particularly if I am playing someone for the first time (don't want to scare off any potential gaming contacts with my mad ravings). I don't take the Death Company. The Sons resolve their Red Thirst in other ways. The Feast sates most of the Red Thirst, and only a few Marines are affected, and even then they are not as crazed as the Death Company. Before the battle, every squad and character must take a Leadership Test. If they fail, then they suffer from frenzy for the entire battle. This can be a benefit for Assault squads, but isn't quite as fun with a Devastator squad, or any squad that is supposed to stay in place and be defensive for that matter.

I also only rarely take Terminators. The Sons do not have a very large pool of these precious relics. The entire chapter has only around a dozen working suits of Terminator armour at any one time. The same with Devastators - the Sons prefer to use bikes and jump packs to close with the foe than to hang back and fire heavy weapons. Most battle companies have only two Devastator squads, but also favour slow steady advances with lots of Tactical squads; the backbone of all Marine armies.

I never use psykers. Instead, I have some rules for Librarians of the Sons of Sanguinius.

The Librarians of the Sons of Sanguinius do not have any psychic powers - the Sons view magic as the tool of Chaos, and kill any recruits who show psychic ability.

There are, however, still many Librarians. These Librarians spend their time studying the ancient holy texts of the chapter, memorising the various songs, chants and verses.

In battle these Librarians cannot support their battle brothers with psychic powers - instead they lead their fellow Marines in song, singing loud from their holy books. The nearby Marines join in, and are inspired by the holy verses. These marines slowly walk forward, singing the songs of Sanguinius, their bolters spitting cruel fire.

SONS OF SANGUINIUS LIBRARIAN

Lexicanium .....53 points
Codicier .....73 points
Epistolary.....102 points

	M	WS	BS	S	T	W	I	A	LD
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	6	1	8
Epistolary	4	6	6	5	5	3	7	2	8

WEAPONS: Bolt pistol and Frag grenades.

ARMOUR: Power armour (3+).

WARGEAR: The Librarian may have up to 2 Wargear cards.

OPTIONS: The Librarian may be given weapons chosen from the special, assault or grenade sections of the Wargear List.

The Librarian may also ride a bike for +20 points.

SPECIAL

The Librarians of the Sons of Sanguinius have no psychic powers - instead, all Sons of Sanguinius within 6 inches of the Librarian (or within 8 inches of an Epistolary) may rapid fire even when they move (normally). The Librarian leads his brother Marines in song, and the chanting inspires the Marines to fight with even more vigour.

SPECIAL CHARACTERS

I don't use the special characters in Angels of Death. That just wouldn't be right. I can't say I have any rules for characters for the Sons Sanguinius, although I do have some characters with real personalities, who are special to me. All of my squads and characters have names, and some squads have distinguished themselves over the course of many games.

Captain Damien Mordua, Commander of the 3rd Company of the Sons of Sanguinius is one example. I've been using a captain named Damien Mordua for a very long time, since before Angels of Death was released. When Mephiston was released, I decided to make a new miniature of Damien Mordua. So now Captain Mordua is based on a converted Mephiston - he got a power sword in his right hand, a storm bolter from a Chimera in his left, and a jump pack. I also changed some details, removed the psychic hood, and added some honour badges and Imperial trophy type things: Crozius Arcanums from Chaplains are a marvellous source of Imperial badges and decorations (*See the inside front cover -Ed.*). In Damien Mordua's first battle, he went toe to toe with a Bloodthirster for five rounds of hand-to-hand combat. He was subsequently cut down, but wasn't killed, just seriously injured. He recovered from his wounds, and is now a ferocious as ever. He has developed a great hatred of Eldar, after numerous bloody campaigns against the Jainas Shelwe Craftworld (currently in the Havaius system, the 3rd company's old stomping grounds). Mordua and his 3rd company have recently been assigned to the Lesterius system (located in the Inglus Nebula, by the way), which is heavily populated by Orks. Damien Mordua has already developed a deep loathing of the green tide.

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The Lay of Sanguinius

by Howard Liu

(with help from the late J.R.R. Tolkien)

In Horus's shadow once of old
Sanguinius stood: a heart so bold
that doubt had touched it never ere
he laid eyes upon his twisted peer.
In that moment his soul was chilled.
For Horus was before all others skilled
in the arts of victory, and death, and war,
and across a thousand worlds and more
his had been the stuff of story,
his had been the road to Glory,
his was the place at the Emperor's side,
and with his treachery hope had died.
And Sanguinius knew that before him here
was a foe, at last, whom he could fear.

The Horus spoke, his voice a sound
like a thousand suns of rage unbound.
It sang of hatred, of lust, of pain never ending,
of tearing and reaving and burning and rending.
yet to the Primarch he spoke,
as a friend and a brother, to cast off his yoke,
to leave off the worship of a god grown dim,
and swear obedience only to him.
Then would Sanguinius reign
over a hundred worlds, and gain
power untold, a realm without end,
if but to Horus his knee would he bend.

Not for moment did Sanguinius waver,
and he replied clearly, his voice without quaver:
"I will never call a servant of Chaos my Lord.
I defy thee, Traitor, with my heart and my sword.
your promises do not sway me, my faith is pure,
though you slay me, my allegiance is sure.
Perhaps my flesh thine claws may rend,
perhaps at thine hands I meet my end.
But though yours is the name on every lip spoken,
though you leave all ruined and broken,
still you will fail in your ultimate victory,
for still you will not be the master of me."

Horus raged then, and slashed
at the Primarch, but gashed
instead of tear in the wall whence blood
gushed as from a black font in flood.
Sanguinius like a shooting light
before a cloud, poised for flight,
sprang then aloft, and Heartsbane drew,
his sword that blazed yet proud and blue.
into the air he raised
Heartsbane up and gazed down upon the
monstrous giant
and swooped down again, ever defiant
to stand to the end, 'til dying breath,
against his brother, to fight to the death.'

Many times Horus essayed to smite
the winged warrior, whose graceful flight
eluded his claws and Chaotic might.
But for all his valour, he could not wound
his fearful opponent, and he knew soon
it would end, for he was weary and tired,
while Horus burned still with unholy fire.
His time was come, to do or die,
and with his death he would buy
time for the Emperor, Humanity, salvation,
his lonely sacrifice against eternal damnation.
One last time, Sanguinius rose
up upon high, and swiftly he dove
with an attack so violent and fierce
that Horus defenses were finally pierced.
Sanguinius struck with his crackling blade,
and Horus armour Heartsbane clave
tearing through his chest and demonic hide,
cutting a wound in the Warmaster's side.
With a terrible scream, Horus lashed and caught
Sanguinius, though in vain the Primarch fought
'til armour buckled and Heartsbane snapped,
the sword split down its haft.

And Sanguinius fell. His wings flailed,
his sword was broken. He had failed.
But it was spoken, ever ere after,
within the halls of the Blood Angel Chapter,
that the wound their mighty Primarch rent
the Emperor detected, and through it sent
the blow that halted the Traitors' attack
and which broke the Heresy's back.
Thus was redeemed Sanguinius' name,
from the sin of failure, and eternal fame
he earned that day, as the Blood Angels tell
of their Primarch's great sacrifice at the black gate
of hell.



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HACK 'N' SLASH
THE FINE ART OF CLOSE COMBAT

by David Cain

David is an experienced Warhammer general and a regular contributor to the Citadel Journal, this issue he shares his thoughts on hand-to-hand combat.

Whatever your image of hand-to-hand combat in the strife torn lands of the Warhammer World - whether it be the skillful thrust and counter or the unbridled savagery of kill or be killed - one fact is beyond dispute: whichever army comes out on top in the close combat stakes inevitably wins the day.

Although the massed ranks of archers and crossbowmen, the daunting firepower of war machines and the devastating sorceries created by the most skilled wizards and mages all play a part in winning a Warhammer battle it is often in the close combat phase where games are won or lost.

Certain armies excel at close combat of course, Chaos with their daemons, Bretonnians with their knights and Orcs with their Boar Boyz. However within every army list lies elite fighting troops which if used correctly can cause mayhem among their opponents.

POINTS MEAN PRIZES

Within the defined limits of army selection there exists the eternal quandary - do you spend a significant proportion of your points allocation on one 'killer' regiment (do I hear Bretonnians?) or spread them more thinly over two or more units.

The first option places all the eggs in one basket and is often compounded by including powerful (and therefore expensive in point terms) characters to further enhance its fighting capabilities. If successful the unit will certainly crush all before it, but one failed leadership test, or one devastating spell and all your hopes lie shattered. In using this tactic you hand the initiative to our opponent as it is plain to see where the main threat from the army is coming from. There is no guile. Every war machine, mage and archer your opponent can muster will know where to shoot, cast or fling derogatory insults. In addition against a skillful opponent, a single unit is easily outmanoeuvred by numerous enemy regiments and, bereft of rank bonuses, attacked by all sides even the most powerful of units can be beaten. Alternatively, cheap expendable units can be utilised to draw the 'killer' unit away from the main focus of the battle and thus it does not contribute enough in game terms for the points it costs.

Much better to split your points across two or more combat orientated units. Your opponent then is forced to guess where the main threat is coming from or be drawn into that fatal error of splitting his defensive fire over different targets

(As an experienced Wood Elf general this is a painful lesson to learn. Always concentrate your fire against a single target and disable its fighting capabilities before moving onto the next target).

If used to attack the centre of your enemy's battle line (traditionally the best defended) then these units are best deployed in close proximity to each other, defending each others flanks and attacking in unison to bludgeon a path through the stiffest resistance.

If used on the flanks then the tactics here should be based around 'Old Weirdes Tacticus' as described in White Dwarf 177. Basically the flanking units overcome their opponents and then roll across the enemy battleline from the flank. Cavalry and.other fast moving combat troops are best

suited for this role since slower troops run the risk of wasting too much time away from the main part of the battle. What then are the criteria that define a good close combat unit?

COMBAT RESOLUTION

In the brutal combats fought on the Warhammer battlefield, it pays to have as many advantages as possible. Maximising your rank and standard bonus (ie 4 ranks + Standard = +4) is crucial during melee so a good close combat unit has sufficient numbers to enable 4 ranks to be deployed. If your unit exceeds 4 ranks so much the better, since you can afford to take casualties and still claim the +4 bonus.

If your unit does not boast numerous attacks per model then having a frontage of only 4 figures restricts the number of casualties your opponent can inflict during close combat.

Outmanoeuvring your opponent so as to charge him in the flank or rear is an unexpected bonus which should really see you claim victory in the first combat round. Not only do you receive a +1/+2 combat bonus, but your opponent loses his rank bonus and may be forced to take a panic test if he is already engaged in the front.

This is why movement spells such as 'Hand of Gork', 'Vanhels Danse Macabre' and the imaginatively titled 'Move Unit' are so prized.

MOVEMENT

By their very definition a close combat regiment needs to be in where the fighting is thickest. Every turn not in combat are points wasted so a high movement characteristic is another valuable asset to a prospective close combat unit.

Flyers therefore spring to mind as potential candidates. However Warhawk riders and Terradons are skirmishers which means they cannot rank up and cannot enhance their leadership with characters, etc. The maximum size of a Carrion unit is limited to 5 so again no rank bonus is possible. These flyers are therefore best suited to a harrying role - picking on a small unit, war machine crew or fleeing units. Harpies however can rank up and although they cannot be joined by a death-dealing character a large unit is indeed a force to be reckoned with.

Cavalry are, therefore, the most popular choice for shock troops. Human Knights, Savage Orc Boar Boyz, Dark Elf Cold One riders - the list is endless. Not only do they have a good movement characteristic but they also benefit from an enhanced armour saving throw and an attack from the mount.

A special mention should be made here of Chariots and other comparable machines such as the Snotling Pump Wagon, Doomwheel and War Wagon. These machines too have a superior movement allowance but in the case of chariots this advantage is tempered by their inability to make a march move. Due to their ability to kill numerous models during the act of charging they are often picked out by enemy archers. If they survive the hail of fire that is sure to come their way, this damage should be enough to break enemy units. However if chariots fail to break their opponents in the first round and are drawn into a protracted engagement they are sure to be lost.

STATS

Apart from movement what are the other characteristics that are important?

Although it is beneficial to have a good Weapon Skill it is far from vital. Unless you are completely outclassed in Weapon Skill (less than half that of your opponent - a very unusual case) you will still hit on a D6 roll of a 4+. This is less of a problem with models that have more than 1 attack since the odds on hitting your opponent are greatly enhanced. Equally, equipping your low weapon skill unit with the Banner of Might (+1 to hit) will usually bring them on par with most opponents. A more crucial advantage in the cut and thrust of close combat is a slight edge in Strength over your opponents Toughness. This can make a big difference in the dice roll required to wound. The other obvious advantage in a enhanced Strength characteristic is that it acts to negate high armour saving throws.

Higher Toughness is best suited to lower initiative armies or units equipped with double handed weapons who are less likely to hit first and so need to survive their opponents attacks before either can strike back. The same principle can be applied to multiple wound models which will be more likely to survive a charge and still be able to fight back.

PSYCHOLOGY

As every commander knows the effects of *Frenzy, Fear, Panic* etc should be carefully considered when forming your battleplan.

With the new amendment to the rules for *Frenzy* the advantages of this effect are now reduced. However double attacks and an immunity to other psychology are not to be downplayed. *Frenzy* is of course particularly effective if coupled with numerous basic attacks as anyone on the receiving end of Chaos Knights or Dragon Ogres under the effect of the Banner of Rage will testify. However frenzied troops must now move at their full movement allowance towards the nearest enemy and are thus easily lured away from where they could do most damage. In particular one of my main roles for scouts and skirmishers is to lead such frenzied troops away from my battle line.

With the onset of panic most commanders at one time or another have seen most of their army flee the battlefield at the most inopportune moment.

Panic is not only reserved for low leadership armies. I have lost count of the times my Dwarf, Wood Elf or Chaos army has fled, much to the amusement of my opponent. In close combat units this is particularly fatal since opponents can pursue and possibly run down your fleeing troops. Certain units such as Dwarf Slayers for example are themselves immune to *Panic* but for others this is where magical items such as the Rapturous Standard and Sword of Fortitude come into play.

Fear and *Terror* are also valued weapons in the arsenal of the skilled commander. *Fear* is particularly effective if caused by large units as opponents automatically break from combat if they are beaten by a *Fear* causing enemy that outnumbers them. Since most of their troops cause *Fear*, Undead armies should really use this advantage to the maximum by utilising a small number of large units. The inclusion of Wraiths *(Terror* causing) as unit champions compounds the advantage and often leads to opponents fleeing even before combat is initiated.

A similar effect can be achieved by most other armies by giving their combat unit the Dread Banner.

MAGICAL ITEMS

Although almost any Lord or Hero character can be 'tooled up' with magical items to become 'well ‘ard' in combat, with the challenge rule and the availability of such items as the 'Black Gem of Gnar' or 'Van Horstmann's Speculum,' items which convey an advantage to the whole unit are probably of more value.

Banners are therefore a good start. Not only do they confer an advantage to the unit but the standard bearer cannot be killed as such since another trooper simply picks up the banner. In this way the banner's effect continues to work. However if your unit breaks and flees the banner is captured.

The Battle Banner is a common favourite although its variable effect means it frequently does not justify its points. In any event an increasing convention is not to play with magical items over 50 points and so this rule precludes its use anyway.

The cheaper equivalent is the Banner of Defiance which has a guaranteed effect but prevents you from pursuing. This item is worth considering against opponents with a low leadership and who are therefore unlikely to rally anyway. Orcs & Goblins, Skaven, Empire and Bretonnian forces are therefore the armies to utilise this item against.

Another banner worthy of mention is the Bad Moon Banner carried by Night Goblins. Giving the greenskins double-handed weapons is a bit 'beardy' but it will turn your normally ineffective Goblins into a veritable mincing machine (*OO-er!-Ed*). Double-handed weapons that always hit first - lethal!

The Rapturous Standard is commonly taken by Chaos (Slaanesh) troops to prevent them from succumbing to Psychology (Unhappily it no longer makes them immune to Break tests). However its appearance on the battlefield is so predictable that when I face Chaos I always take along the Ring of Corin to nullify its effect.

The Crown of Command is a popular item that greatly reduces the possibility of breaking and aids in other psychology tests by giving an unmodifiable leadership of 10 to its unit. Note that this item does not allow a general to give every unit within 12" an unmodifiable leadership of 10. It only works on the unit it is with. Empire armies can gain a slight further bonus since attachments to such a unit also benefit from the unmodifiable leadership of 1.

SUMMARY

As with most things in Warhammer, you need to strike the best balance. It would be impossible to satisfy all of the above criteria so care must be taken to blend together what advantage you think will work best. Experiment with different formations and tactics and do not be afraid to lose games. Remember - valuable lessons are often learned from defeat and you will return all the more stronger for the experience.

WOOD ELF MAGIC

David has sent us some additional information on his Wood Elf magic cards that were featured in Citadel Journal 18:

The Cape of Thorns

When the attacker rolls a 1 to hit and strikes the cloak he suffers a S3 hit himself. Note that he suffers a S3 hit for each roll of a 1.

Arboreal Assault

There are two conflicting ranges described on the card. The correct range is 30"

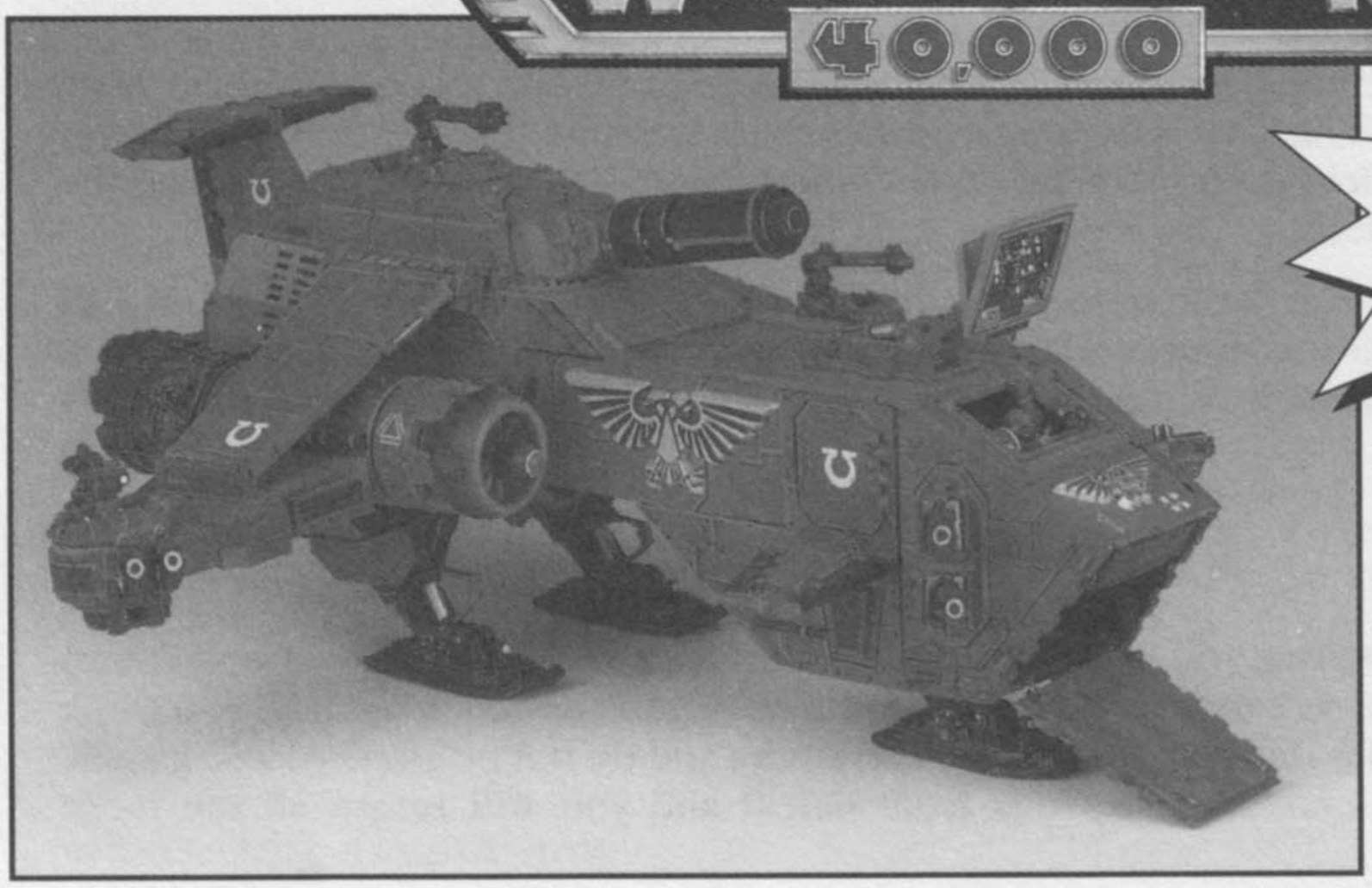
Hawkwing

The range, quoted on the card as 24", is incorrect. The correct range of this spell is 8".

Sylvan Enchantment

The spell cannot be cast on units whose Movement exceeds 6". This includes fliers and most cavalry who are fast enough already!

WARHAMMER 40,000®



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EPIC 40,000 - THE DIRECTOR'S CUT

Introduced by Jervis

A goodly chunk of this issue of the Journal is taken up with material that didn't make it into Epic 40,000, namely the Squat army list (army lists for Eldar and Imperial Knights will appear in Journal 21). Once I found out about this I asked Paul if it would be OK to write an introdution to the section, explaining why we left these sections out of the rules, and also to allow me the chance to print a favourite rule that didn't make it in to the rulebook.

So why exactly did we leave out the army lists printed in this issue of the Journal, especially the Squats? Fortunately there is a fairly simple answer to this, which is that we were not at all happy with the way the Knights and Squats have been presented in the past, and we wanted to put them on a 'back-burner' for a while so we could do a good job on them. The alternative was to 'bash out' a couple of quick army lists and simply ignore the problem - after all, who would care if the Squats and Knights remained a bit naff, *some* people would still collect them, so why waste valuable time on these very minor races. Fortunately the second option was not the way we were asked to do things, with the result that they have been left out of the current edition of Epic, waiting for an opportunity for us to get the time to do a really good job on them.

All of which is very well and good, but what about those poor souls that have *already* got an army of Epic Squats (now, there's a name to conjure with!) or a force of Imperial or Eldar Knights? Well, not wishing to let you guys down, Warwick has come up with a set of rules and detachment lists for these armies based on the old background, which will allow players to use them with the new Epic rules. Of course the use of these rules is optional and will therefore require an opponent's consent, but hey!, we're all reasonable people here, aren't we?!? And if I know my Mail Order Trolls, there will almost certainly be an advert lurking somewhere or another in this issue of the Journal, for those poor misguided fools out there that want to buy some of the old Squat and Knight miniatures.

THE *'EPIC RULE WE COULDN'T GET TO WORK'* RULE!

For quite a long period during the early testing of the Epic rules, Andy and myself used a rule that allowed infantry to use armoured vehicles as cover. We used the rule because we'd seen photo's of WWII infantry advancing closely behind friendly tanks, using them as protection against enemy small arms fire as they moved forward, and providing the vehicle with close support against enemy tank-hunting teams at the same time. In fact this became such a standard tactic that many tanks had a phone on the back that allowed any supporting infantry to speak directly to the tank crew. Those of you that have seen Stanley Kubrick's 'Full Metal Jacket' movie - and if you haven't, get it out on video immediately! - will remember the US infantry in Vietnam using the same tactic towards the end of the film. Finally, and far more importantly, having infantry advancing closely behind armoured units looks dead cool on the tabletop!

Unfortunately, as play-testing went on we found it very difficult to come up with a simple wording for the rule, which explained how it worked without leaving it open to exploitation by unscrupulous players. It was one of those rules that was dead easy to explain to people in person, but just about impossible to get down on paper without making it seem horribly complicated and confusing. In the end we admited defeat and gave up, deciding that, although the rule was fun, its effect on the game didn't warrant a page of rules and diagrams!

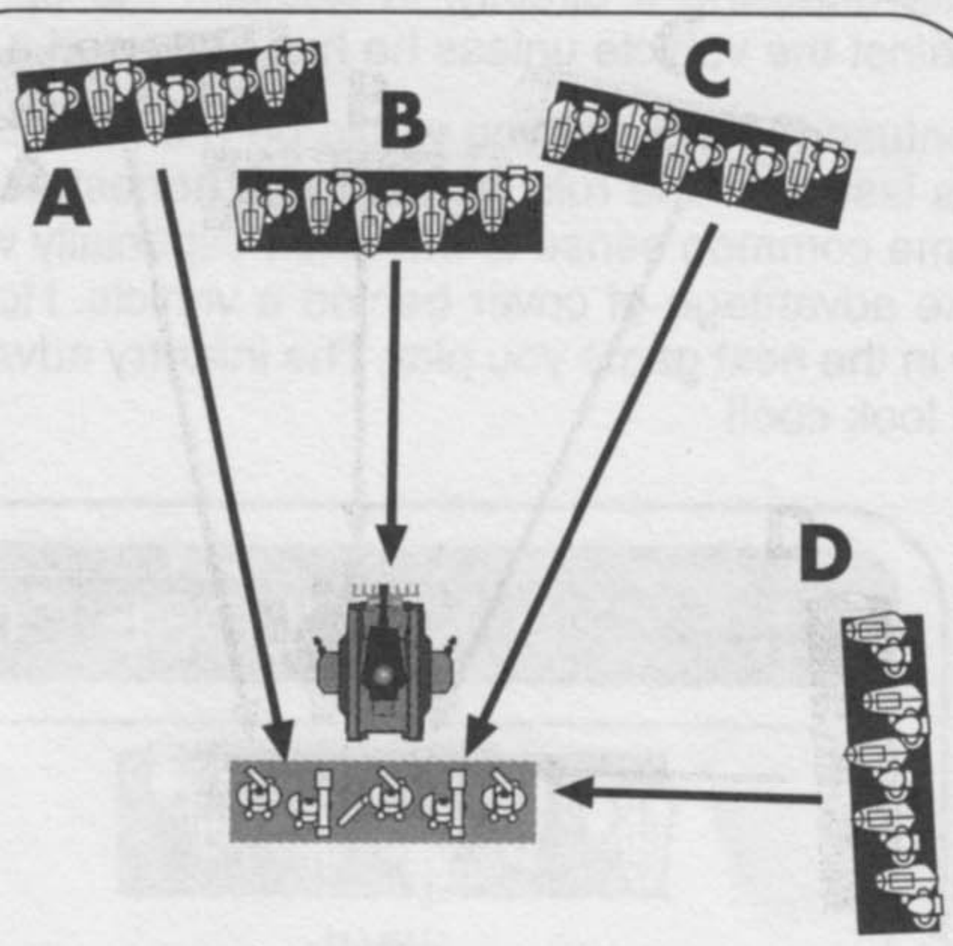
None the less I liked the rule, so I thought I'd take the chance to present it in the Journal as an optional house rule, for you to use or not as you desire. I'm going to take a pretty free and easy approach to explaining the rule, on the understanding that if you run into someone willing to try and take advantage of it, you will go "Oi unscroupulous opponent, NO!" or words to that effect, and veto its use in the game. Here goes then...

Infantry units that finish the movement phase in base contact with a friendly armoured vehicle unit or war engine are allowed to use it to provide cover against enemy fire that would have to go over or past the vehicle or war engine to hit the stand. The diagram to the right shows how this works. Note that only armoured vehicles provide cover; bikes, buggies or land speeders, for example, will not!

Infantry hiding behind a vehicle receive a +1 armour bonus, and if the enemy wish to be able to hit them at all they must choose to use the 'target in cover' line of the Firepower table before working out how many dice they are allowed to roll. The example below shows how this works in practice. Note that if a vehicle is destroyed, then the infantry lurking behind are not harmed, but will count as being stuck out in the open from that point on.

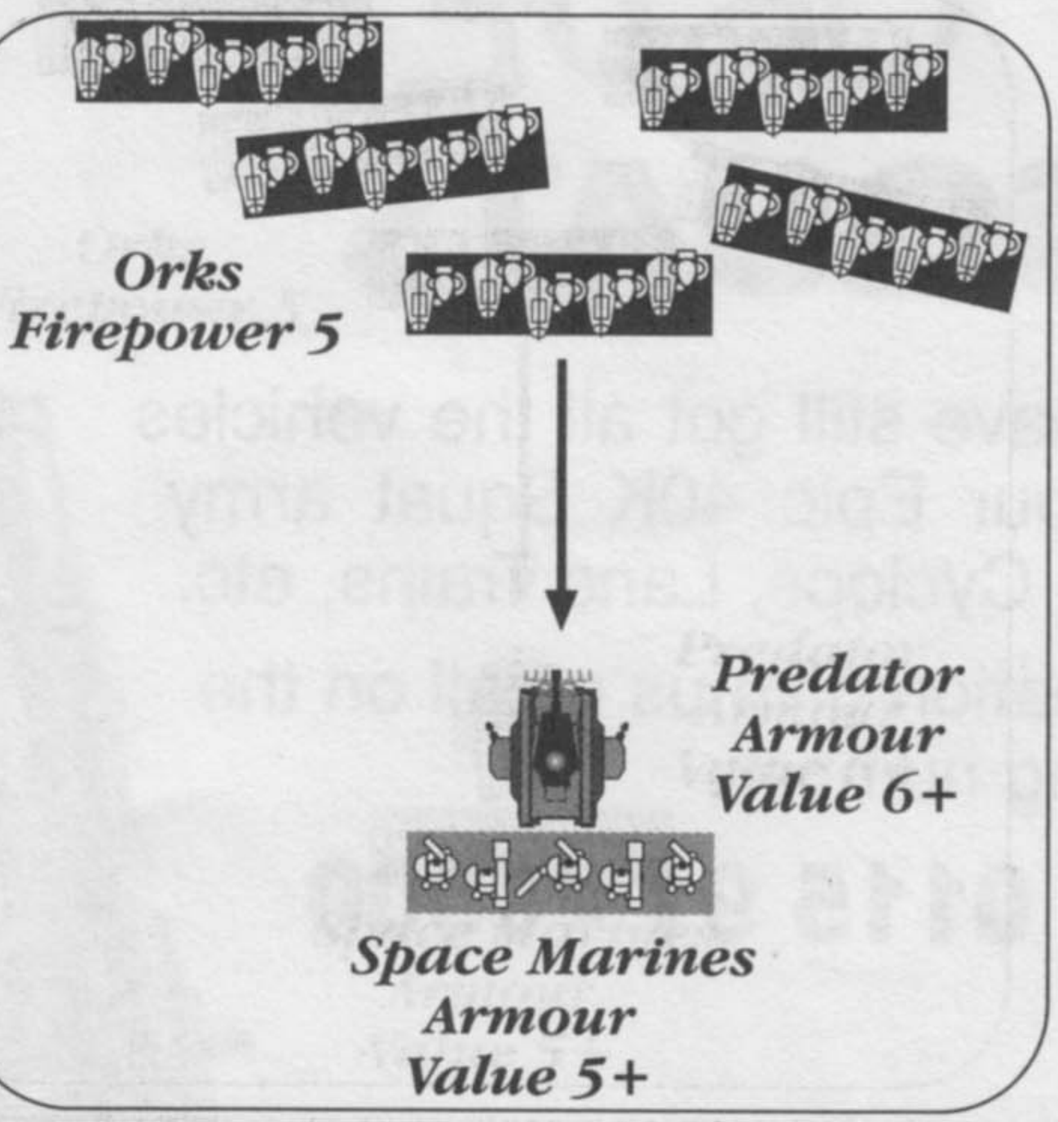
There is another advantage to having infantry moving closely behind armoured units, and that is that they can provide support against enemy units making assaults. (I'm sure I don't have to explain how horribly vulnerable armoured units

VEHICLE COVER



The Space Marines can use the Predator to provide cover from Ork units A,B and C, as all of these Orks must shoot over or past the vehicle to get at Da Oomiez. The Predator does not provide cover from Ork unit D.

ARMOUR BONUS

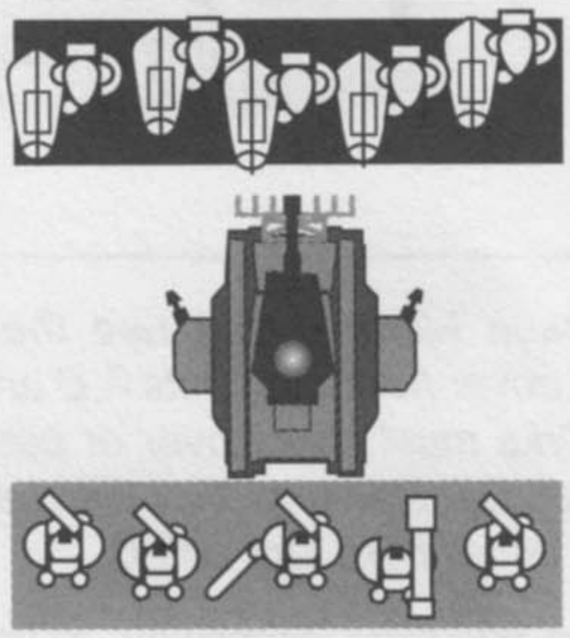


The Orks have a firepower of five. As they wish to shoot at the infantry they must use the cover line of the firepower table, and only get to roll two hit dice (if they had only shoot at the Predator they could roll 3 dice). The dice are rolled and come up with two '5's. This causes no hits, as the Space Marine armour value recieves a +1 bonus rasing it from 5 to 6, while the Predator has an armour value of 6. If the Ork had rolled a 6 and a 5, then they could have killed ***both*** *stands; the 6 could be used to destroy the Predator, and then the 5 could be used to take out the infantry who would now be in the open!*

can be to enemy assault troops - just have a look at what happened to my Land Raiders in the battle report in WD 208 and you'll see exactly what I mean!). To reflect this, if an enemy unit attacks a vehicle that has a friendly infantry unit in support (i.e. in base contact), then the infantry unit adds its Assault factor to the close combat, not just +1 for being in support, even if there are no enemy units attacking it directly. In addition the opposing player may not allocate a close combat hit against the vehicle unless he has first used a hit against the supporting infantry.

Confused? I thought you would be (*I am! - Ed*), which is why there is a third diagram to show how this last bit of the rule works. To be honest, even with all the diagrams you'll find this rule requires some common sense to interpret, especially with regard as to exactly how many infantry units can take advantage of cover behind a vehicle. However, I do highly recommend you at least give it a try in the next game you play. The infantry advancing in close formation behind all those tanks really do look cool!

CLOSE COMBAT BONUS



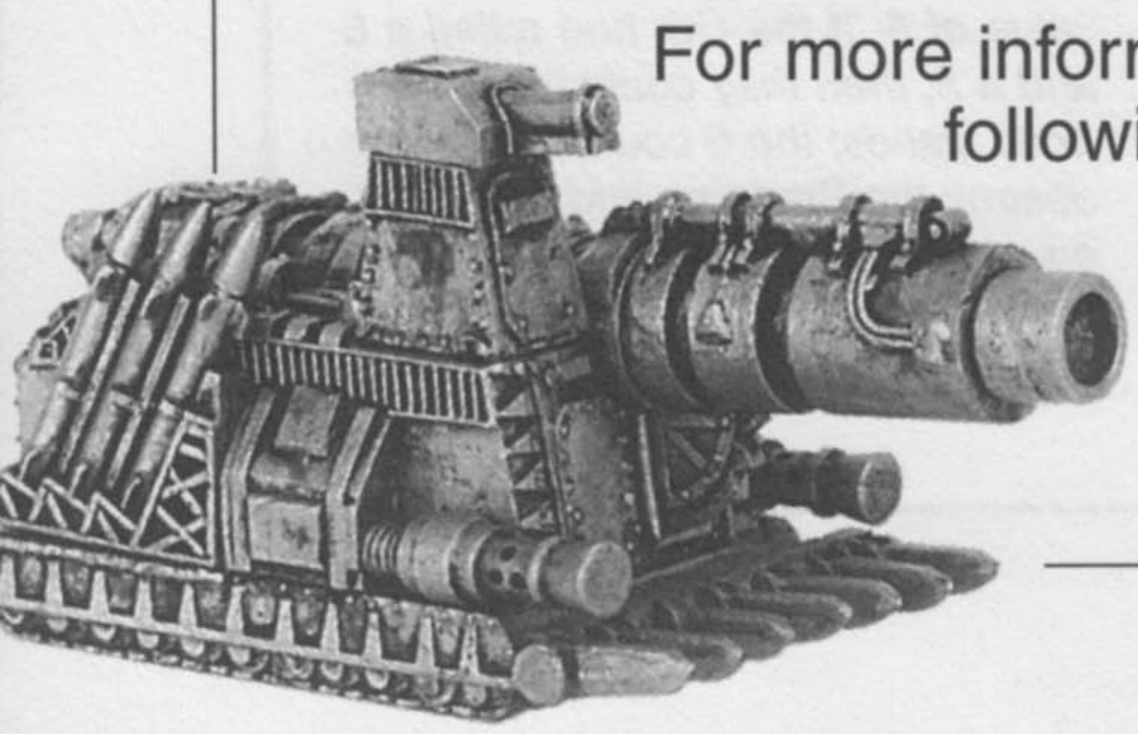
In this example the Ork Nobz are attacking a Predator. However a tactical stand of Space Marines are touching the Predator, so they can help it out. This means that the Space Marines add their full assault factor to the combat (3 rather than 1). What's more, if the Orks allocate a hit on the Predator then the Space Marine player can choose to lose the supporting Space Marines instead.

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WARHAMMER EPIC 40,000®

SQUAT ARMIES

by Warwick Kinrade

The first of our unofficial army lists for Epic 40K provides rules for those stocky, stalwart warriors - the Squats. These were omitted from the Epic 40K armies book but the demand from ardent Squat players was overwhelming. So worry no longer... they're back!

Towards the galactic core lie the oldest of this galaxy's stars, ancient pale suns around which orbit huge planets. These planets are terrible, barren places of rock and dust and they are named the Homeworlds by their inhabitants, the Squats. These are some of the most inhospitable planets in the galaxy, with little sunlight, high gravity and violent atmospheric conditions. The tortured surface is torn by lethal dust storms, massive rock slides and heavy meteor showers. These are grey and cheerless places where few can survive. However, they are also the richest source of mineral deposits in the galaxy.

The first colonists were miners, who came from Old Earth over fifteen millennia past, in search of mineral wealth. To survive they shunned the tempestuous surface and instead dug their homes deep into the bedrock of the planets. Gradually they created large, self contained mining complexes, supported by hydroponically-grown foodstuffs. The high gravity and harsh conditions slowly took their toll on the settlers. Each generation grew a little tougher, more resilent, they grew shorter and more squat. The process took thousands of years but eventually a distinct race evolved.

The Squats have adapted to their worlds. As tough, resilent and unforgiving as the planets they inhabit, the Squats have developed a culture that is quite distinct from that of their distant human forefathers. They have survived unaided for thousands of years, their worlds cut off from outside help by warp storms. Internal strife, environmental disaster, the repeated invasions of Orks and the rampages of Chaos, all have afflicted the Squats yet still they endure. Long periods of isolation have created a very independant race, who have preserved a practical attitude to technology and a hierarchical culture based around service to their Stronghold.

Squat society is very rigid; a feudal arrangement of lords, lesser lords and workers. Squats live in Strongholds, great impregnable fortresses surrounded by mines and enormous underground complexes. Each Stronghold is ruled by a Stronghold Lord, and a council of lesser Warlords, usually the Stronghold Lord's relatives, command the Stronghold Brotherhoods. Brotherhoods are clans of inter-related Squats who owe fealty to a Warlord. They live, work and fight together, their close blood-bond being unbreakable, even in battle.

The Squats technological knowledge is remarkable. The Technomagi of the Adeptus Mechanicus suspect that the Squats still retain machines and weapons from the Dark Age of Technology, including STC (Standard Template Construct) devices. All this knowledge is guarded by the Squat Engineers Guild. The Guild protect their engineering secrets well, believing such knowledge too dangerous for others to use, particularly in the light of the infamous Contagion of Ganymede.

THE BROTHERHOODS

The bulk of the Squats fighting forces are made up by the Brotherhoods. Hardy warriors, all Squats will serve in the Brotherhoods at some time in their long lives. Many become veterans of wars across the galaxy, defending their Stronghold's interests or being hired out as mercenaries. The Brotherhood fights in one of three ways. As doughty Warriors; who are tactically flexible troops, capable of many different battlefield roles; as Berserkers, courageous and fierce Squats used for fighting in the cramped confines of mine tunnels and attacking the enemy at close quarters, or as the notorious Thunderers who can lay down a withering hail of fire with their heavy weapons.

The Brotherhood is led into battle by a Warlord, invariably a close relative of the Stronghold Lord. Resplendent in his exo-armour a Squat Warlord is a powerful foe. On the battlefield a Warlord is protected by his Hearthguard, made up of the most capable and trusted warriors. A Warlord is often aided and advised by a Living Ancestor. Living Ancestors are those Squats who can commune with the ancients. Especially powerful or old Living Ancestors become Ancestor Lords, truly awesome individuals who demand even greater respect than Stronghold Lords. Ancestor Lords often take overall command of Squat forces when fighting against an especially dangerous foe, using their wisdom and the advice of the Squats millenia of ancestors to guide the Brotherhoods in battle.

	Speed	Range	Firepower	Assault	Armour	Special
Warrior	10cm	30cm	1	2	4+	
Thunderers		As	Warriors			+ Heavy Weapons
Berserkers		As	Warriors			+ Assault
Hearthguard		As	Warriors			+ Save
Warlord		As	Warriors			+ Hero
Living Ancestor		As	Warriors			+ Psyker
Ancestor Lord		As	Warriors			+ Hero, Commander Psyker.
Stronghold Lord		As	Warriors			+ Hero, Commander

VEHICLES

Squat Homeworlds are rugged places and the Squats vehicles reflect this. Squats still produce Rhino armoured personnel carriers for themselves, and the Brotherhoods use them, in small numbers, as battlefield transport.

Much of their world's terrain is too hazardous even for Rhinos, and to reach these inaccessible places the Squats have constructed highly specialised transporters. The Squats are a subterranean race and many of these vehicles are tunnellers. Termites and the larger Mole are equipped with stone-splitting boring devices to carve out tunnels deep below the ground. Below the surface these vehicles are very safe, but once they surface they are rather cumbersome and slow. Brotherhoods favour them for launching surprise assaults against enemy fortifications, or grabbing objectives quickly.

The Engineers Guild also provide the Squats with vehicles. Their own Guild members ride bikes and heavy weapons trikes, giving Warlords the option of a fast raiding force. The Guild still maintain and use many robots such as converted mining robots carrying heavy weapons. A robots programming means they are slow to react to rapidly changing battlefield situations but their heavy weapons make them particularly effective defensive troops.

Rules: Termites and Moles operate exactly the same as Drop Pods (see scenario special rules), the only difference is that the Termite or Mole model that replaces the Drop Pod counter remains on the table and may continue to act with the rest of it's detachment. Before deploying Termites or Moles make sure that you have clearly indicated which Squat units occupy which vehicles. Like Drop Pods, Termites and Moles always count as reserves. Termites and Moles do not count as Drop Pods when the squats are attacking in the Planetary Assault Battle Scenario.

	Speed	Range	Firepower	Assault	Armour	Special
Rhino	30cm	n/a	0	0	5+	Transport (2)
Guild Bike	35cm	15cm	1	2	4+	
Guild Trike	30cm	30cm	2	1	4+	
Robots	15cm	45cm	1	2	6+	Rapid Fire.
Termite	10cm	n/a	0	1	6+	Transport (1), Rampage
Mole	10cm	n/a	0	3	6+	Transport (4), Rampage

ARTILLERY

Squat strongholds are protected by some truly massive artillery pieces. These big guns pound away at any enemy who should attempt to besiege or assault a stronghold. Foremost amongst these weapons is the Goliath Mega-Cannon, a huge weapon capable of breaking enemy forces single-handed. The Goliath flings massive shells high into the atmosphere before they plunge to earth with devastating effects. Support weapon batteries are shorter ranged weapons, like Thudd Guns and Mole Mortars, used for direct fire support and point defence roles by the Brotherhoods.

The Squats do not have any true air power, but to protect them from the constant threat of enemy air attacks they have developed the Thunderfire cannon, a three barrelled anti-aircraft weapon which can unleash a hail of flak against enemy fliers. Squat forces have learnt to make good use of Thunderfires to cover their advances and artillery positions.

	Speed	Range	Firepower	Assault	Armour	Special
Support Weapon	10cm	45cm	2	0	4+	Artillery
Goliath	5cm	25-125cm	0	0	5+	Mega-cannon, Artillery
Thunderfire	10cm	45cm	3	0	5+	Flak

AIR WING

The Squats do not use true flyers, the turbulent atmosphere of the Homeworlds makes it impractical, but the Guild still build and maintain two flying vehicles. There are the famous Overlord armoured airship. These dirigibles were first developed to 'harvest' the dense liquid atmospheres of gas giants. Built to withstand the immense pressures within these gas giants they have become a common sight on Squat Homeworlds. Armed with batteries of battle cannons and a payload of high explosive bombs the Overlord hovers above the Brotherhoods, pouring down fire and bombing the enemy in close support of the ground troops.

The Iron Eagle Gyrocopter is the eyes and ears of slow moving Squat convoys, skimming the contours on scouting missions and reconnoitring the convoy's route. Armed with a battle cannon and autocannons the Iron Eagle makes an effective strike aircraft, but lacks the high speeds to be able to intercept and dogfight with enemy high speed flyers.

	Speed	Range	Firepower	Assault	Armour	Special
Iron Eagle	35cm	30cm	3	2	5+	Skimmer
Overlord	15cm	30cm	8	4	6+	Save, Skimmer, Close support

WAR ENGINES

The Squats build huge vehicles to operate as mobile mining platforms on newly discovered worlds. The Guild have converted these huge hulls into lumbering juggernauts of destruction. Armed to the teeth with weapon batteries, mega cannons or worse, these war engines are a common sight amongst Stronghold forces. Their relentless advance often spearheads Brotherhood attacks. The first of these war engines is the Leviathan; identical to the Imperial guard Leviathan it is primarily a troop transporter used for assaulting well defended enemy positions. Next is the Colossus, a mobile fortress that bristles with weapons, including two mega cannons and rocket launchers. The Colossus also has a landing pad for an Iron Eagle Gyrocopter and operates like a landbound aircraft carrier, with gyrocopters re-arming and re-fueling before lifting off on new reconnaissance missions.

For each Colossus in your force you may include an extra Iron Eagle Gyrocopter as support in another detachment, except the supreme commander or tunneller detachments, for free.

The third war engine is the fearsome Cyclops. The doom of Titans and enemy war engines the Cyclops is mounted with a massive Hellfury cannon. Usually used to make up weapon batteries on intestellar merchant vessel and battle cruisers, a Hellfury is an awesome weapon capable of destroying a Titan in a single shot.

Rules: For each Colossus in your force you may include an extra Iron Eagle Gyrocopter as support in another detachment, except the supreme commander or tunneller detachments, for free.

LAND TRAINS

Squats use Land Trains to transport raw materials, foodstuffs and vital equipment between the scattered strongholds. They can weather the electrical storms, earthquakes and landslides that make the surface of the Homeworlds so dangerous. A Land Train comprises of a huge armoured locomotive, a powerful engine towing up to 4 seperate cars. The engine contains a void shield generator for protection as well as a large weapons battery. In times of war the usual transport cars of the Land train are replaced by Battlecars. The Battlecars are designed for a variety of roles, and each also has an additional void shield generator which contributes to the total void shield capacity of the Land Train, and the overall damage capacity. The Dragon battlecar mounts a large firethrower and is used to defend the Land Train a close range. The Berserker Battlecar carries Squat Brotherhood warriors, who can be deployed to shield the Land train from ambushes. The Mortar Battlecar mounts a heavy siege mortar, capable of blasting apart enemies at long range. The Bomb Battlecar acts as a launcher for a deadly vortex missile.

To the Squats each Land Train is a venerable servant, a survivor of countless epic battles and journeys. They are always given titles as a mark of respect, like the Pride of Imbach, Alle's Revenge, the Hammer of Thrund. Lovingly maintained by the Engineers Guild, an individual Land Train can be many thousands of years old, a trusty old guardian of their Stronghold. Warlords favour using the Land Trains in one of two ways, to plough into the heart of the enemy before disgorging hordes of Berserkers, supported by fire throwing Dragon Battlecars, or, as long range support, equipped with heavy mortars and vortex missiles.

COLOSSUS

The Colossus is a mobile fortress and fire support platform. Unlike a Leviathan, a Colossus has no capacity for transporting troops, but mounts a monstrous number of large cannons and missiles.

The Colossus transports a single Iron Eagle Gyrocopter for scouting and recon missions. For each Colossus in your force one other detachment (except the supreme commander or tunnellers), may take a single Iron Eagle Gyrocopter as support for no points cost. The Gyrocopter counts as part of that detachment when calculating half strength, leadership test bonuses for 15+ units and so on.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	6	4	8	6	-

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Heavy Weapons Battery	All Round	45	6	None.
2xMega Cannon	Front	60	(1)	Place Template. Roll to hit all units under the template, ignore armour bonus for cover. Each attack places an additional blast marker.
Rocket Launchers	Front	90	Hvy Barrage	Artillery.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 points	The Colossus is immobilised for the rest of the turn.
3	Tracks Damaged	+1 points	The Colossus is immobilised until damage is repaired
4	Weapons Battery Damaged	+2 points	The Weapons Battery may not be fired until repaired.
5	Mega-Cannon Damaged	+2 points	The Mega-Cannon may not be fired until repaired.
6	Rocket Racks damaged	+3 points	Rocket Launchers may not be fired until repaired.
7	Hull damaged	+3 points	The Colossus is immobilised for the rest of the turn and its armour value is permenantly reduced to 5+
8	Tracks Destroyed	+3 points	The Colossus is permanently immobilised.
9	Fire	+4 points	The Colossus only moves at half speed and suffers 1 extra point of damage at the end of each rally phase until the fire is put out by being repaired.
10	Multiple fires	+4 points	D6 fires break out (see *Fire* above).
11	Systems Damage	+4 points	All the Colossus's systems are damaged by the hit. It is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage		See table below

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	RESULT	DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	Internal explosions tear through the Colossus, killing all the crew and leaving the war engine as a smoking wreck
4-5	Magazine Explosion	Destroyed	Weapon magazines explode, destroying the Colossus and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Engine Explosion	Destroyed	The Colossus is destroyed in a massive explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit against any other units within 2D6cm.

CYCLOPS

The Squat Cyclops is a massive war engine, using a heavily modified Colossus hull to mount the hugely destructive Hellfury Cannon. The Cyclops is specifically designed to destroy enemy war engines, but also sports an arsenal of deadly secondary weapons.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	6	4	8	6	-

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Rocket Launcher	Front	90	Hvy Barrage	Artillery
D3 + 3 Deathrays. (At one target only)	Front	90	(D3+3)	Always roll one dice, needing a 2+ to hit Hits always cause critical hits on war engines.
Weapon Battery	All round	45	6	

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 point	The Cyclops is immobilised for the rest of the turn.
3	Tracks Damaged	+1 point	The Cyclops is immobilised until the damage is repaired.
4	Weapon Battery damaged	+2 points	The weapon battery may not be fired until the damage is repaired.
5	Death Ray damaged	+2 points	The Death Ray may not be fired until the damage is repaired.
6	Hull damaged	+3 points	The Cyclops is immobilised for the rest of the turn and its armour value is permanently reduced to 5+.
7	Tracks destroyed	+3 points	The Cyclops is permanently immobilised.
8	Controls damaged	+3 points	The Cyclops is immbolised for the rest of the turn and may no longer use it's rocket launchers
9	Fire	+4 points	The Cyclops moves at half speed and suffers one extra point of damage at the end of each rally phase until put out (repaired).
10	Multiple fires	+4 points	D6 fires break out, (see *Fire* above).
11	Systems Damage	+4 points	All the Cyclop's systems are damaged by the hit. It is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage		See table below

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	RESULT	DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	Internal explosions tear through the Cyclops, killing all the crew and leaving the war engine as a smoking wreck
4-5	Magazine Explosion	Destroyed	Weapon magazines explode, destroying the Cyclops and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Engine Explosion	Destroyed	The Cyclops' engine explodes, destroying it in a huge inferno. Roll one dice to hit any models 2D6cm.

LAND TRAIN

As well as it's massive armour the Land Train is also protected by 2 Void Shields, due to the extra energy provided by the Battlecars this increases by 1 void shield per Battlecar. The damage capacity also increases with the number of Battlecars in the Land train. The Squats always name their Land Trains with honourable titles such as Uri's Honour, Grunhag's Bane or Alle's Revenge.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	2+1 per Battlecar	4+2 per Battlecar	6	-

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Engine's weapon battery	Front	45	6	
Mortar Battlecar	All Round	60	Hvy Barrage	Artillery
Bomb Battlecar	All Round	45	U/L	Vortex Missile
Berserker Battlecar	All Round	45	3	Transport (3)
Dragon Battlecar	All Round	30	4	Close Support

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 point	The Land Train is immobilised for the rest of the turn.
3	Wheels Damaged	+1 point	The Land Train is immobilised until the damage is repaired.
4	Weapon Battery damaged	+2 points	The Engine's weapon battery may not be fired until the damage is repaired.
5	Battlecar damaged	+2 points	One random Battlecar may not use it's weapons until repaired. Troops on board a Berserker Battlecar may not dismount until the damage is repaired.
6	Hull damaged	+3 points	The Land Train is immobilised for the rest of the turn and its armour value is permanently reduced to 5+.
7	Battlecar destroyed	+3 points	The Land Train is immobilised for the rest of the turn. One Random Battlecar is destroyed. The Land Train's maximum void shield capacity is permanently reduced by 1. Transported troops escape as usual
8	Wheels destroyed	+3 points	The Land Train is permanently immobilised.
9	Fire	+4 points	The Land Train only moves at half speed and suffers one extra point of damage at the end of each rally phase until put out (repaired)
10	Multiple fires	+4 points	D6 fires break out, (see *Fire* above).
11	Locomotive Destroyed	+4 points	The Land Train's engine car is destroyed and the remaining battlecars are permanantly immbolised. The Land Train's max. void shield capacity is reduced by 2.
12	Catastrophic Damage		See table below

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	RESULT	DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	Internal explosions tear through the Land Train, killing all the crew and leaving the Land Train as a smoking wreck
4-5	Magazine Explosion	Destroyed	Weapon magazines explode, destroying the Land Train and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Engine Explosion	Destroyed	The Land Train's Engine explodes, destroying it in a huge inferno. Roll a D6 to hit any models within 2D6cm.

SQUAT STRONGHOLD ARMY LIST

Strategy Rating.The Squats have a strategy rating of 2. If the army includes an Ancestor Lord then this is increased by a D3, rolled at the start of the game.

SQUAT STRONGHOLD DETACHMENT

Command

You must choose a commander

1 Detachment HQ (See notes) . . +25 points
Up to 1 Warlord . . . . . 15 points
Consists of one Squat Unit (Hero)
Extra cost to:
Upgrade to a veteran (Stubborn) . . +2 points

Up to 1 Living Ancestor ..15 points
Consists of one Squat Unit (Psyker)

Main Force

Choose up to 10 squads from the following list.

Hearthguard squad . . . . . 13 points
Consists of 1 Squat unit (Save)

Extra cost to:
Upgrade to veterans (Stubborn) . . . +2 points

Squat Warrior squad . . . . 9 points per unit
Consists of 1 or 2 Squat units.

Extra cost to:
Upgrade to veterans (Stubborn) . . . . . +2 points per unit
Upgrade to Thunderers* (Heavy Weapons) . . . . . +7 points per unit.
Upgrade to Berserkers* (Assault) . . . . . +2 points per unit.
(* *Choose one upgrade only*)

Guild Robot Squadron . . 24 points per unit.
Consists of 1 to 5 Robot units.

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Guild Bike Squadron . . . 10 points per unit
Consists of 1 to 5 Bike units.

Guild Trike Squadron . . . 14 points per unit
Consists of 1 to 3 Trike units.

Rhino . . . . . 7 points

Support Weapon Battery 15 points per unit
Consists of 1 to 3 support weapons.

Overlord Armoured Airship . . . . . 62 points

Thunderfire . . . . . 31 points

Notes: Any unit in the detachment, except robots, may be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ. Robots cannot be the commander ay any time.

Chain of Command: Warlord > Living Ancestor > Hearthguard > Any other unit.

SQUAT ARTILLERY DETACHMENT

Command

You must choose a commander

1 Detachment HQ (See notes) . . +25 points

Main Force

Choose up to 10 squads from the following list.

Goliath Mega-Cannon . . . . . 75 points

Support Weapon Battery . 15 points per unit
Consists of 1 to 3 support weapons.

Thunderfire . . . . . 31 points

Notes: Any unit in the detachment can be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ.

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Squat Warrior squad . . . . 9 points per unit
Consists of 1 or 2 Squat units.

Extra cost to:

Upgrade to veterans
(Stubborn) . . . . . +2 points per unit

Upgrade to Thunderers*
(Heavy Weapons) . . . . . +7 points per unit.

Upgrade to Berserkers*
(Assault) . . . . . +2 points per unit.

(* *Choose one upgrade only*)

Chain of Command: Any main force unit > any other unit.

SQUAT SUPER HEAVY DETACHMENT

War Engines

Make one choice only.

Leviathan . . . . . 330 points

Colossus . . . . . 430 points

Cyclops . . . . . 595 points



Chain of Command: NA

SQUAT TUNNELLERS DETACHMENT

Command

You must choose a commander

1 Detachment HQ (See notes) . . +25 points
Up to 1 Warlord . . . . . 15 points
Consists of one Squat Unit (Hero)

Extra cost to:
Upgrade to a veteran (Stubborn) . . +2 points
Mount in a Termite . . . . . +14 points

Up to 1 Living Ancestor ..15 points
Consists of one Squat Unit (Psyker)

Extra cost to:
Mount in a Termite . . . . . +14 points

Main Force

Choose up to 10 squads from the following list.

Hearthguard squad . . . . . 13 points
Consists of 1 Squat unit (Save)

Extra cost to:
Upgrade to a veteran (Stubborn) . . +2 points
Mount in a Termite . . . . . +14 points

Squat Warrior squad . . . . 9 points per unit
Consists of 1 or 2 Squat units.

Extra cost to:
Upgrade to veterans
(Stubborn) . . . . . +2 points per unit
Upgrade to Thunderers*
(Heavy Weapons) . . . . . +7 points per unit.
Upgrade to Berserkers*
(Assault) . . . . . +2 points per unit.
Mount in a Termite . . . . +14 points per unit
(* *Choose one upgrade only*)

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Mole . . . . . 20 points

Notes: Any unit in the detachment can be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ. A Squat Tunnellers detachment may deploy using the special tunnelers rules given in the main section.

Chain of Command: Warlord > Living Ancestor > Hearthguard > Any other unit.

SQUAT LAND TRAIN DETACHMENT

War Engines

You must choose a Land Train Engine

Land Train Engine . . . . . 110 points

Battlecars

Make up to **4** choices from the following list.

Mortar Battlecar . . . . . 60 points
Dragon Battlecar . . . . . 35 points
Berserker Battlecar . . . . . 35 points
Bomb Battlecar . . . . . 60 points

Chain of Command: NA

GUILD AIRWING

Command

You must choose a commander

1 Detachment HQ (See notes) . . +25 points

Main Force

Choose up to 10 squads from the following list.

Overlord Armoured Airship. . . . . 62 points

Iron Eagle Gyrocopter. . . . . 31 points

Notes: Any unit in the detachment can be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ.

Chain of Command: Overlord > Iron Eagle

SQUAT STRONGHOLD LORD

Commanders

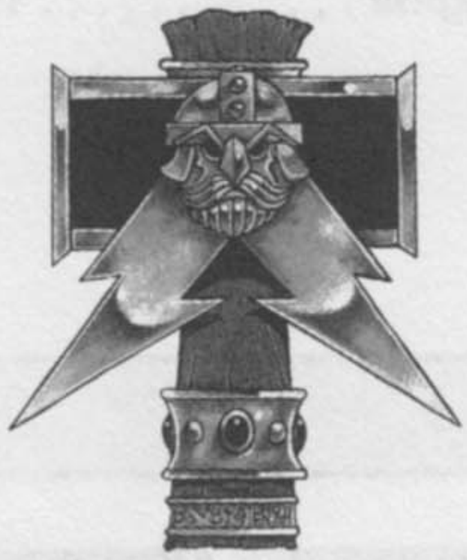
You must choose a total of up to one commander

Up to 1 Squat Stronghold Lord . . 15 points
Consists of one Squat Unit (Hero, Commander)

Extra cost to:

Mount in a Rhino* . . . . . +7 points
Upgrade to a bike unit* . . . . . Free
Mount in a Termite* . . . . . +14 points
Upgrade to an Ancestor Lord . +10 points (Psyker)

(* *Choose one upgrade only*)



Squat Bodyguard

You may choose up to four bodyguards for the Squat Stronghold Lord

Hearthguard squad . . . . . 13 points
Consists of 1 Squat unit (Save)

Extra cost to:

Upgrade to veterans (Stubborn) . . . +2 points
Mount in a Rhino* . . . . . +7 points
Upgrade to a bike unit* . . . . . Free
Mount in a Termite* . . . . . +14 points

(* *Choose one upgrade only*)

Squat Bike Squadron . . . 10 points per unit.
Consists of 1 to 3 Bike units.

Squat Warrior squad . . . . 9 points per unit
Consists of 1 or 2 Squat units.

Extra cost to:

Upgrade to veterans (Stubborn) . . . . +2 points per unit
Upgrade to Thunderers* (Heavy Weapons) . . . . . +7 points per unit.
Upgrade to Berserkers* (Assault) . . . . . +2 points per unit.
Mount in a Rhino** . . . +7 points per unit
Mount in a Termite** . +14 points per unit

(* *Choose one upgrade only*)
(** *Choose one option only*)

Notes. A Commander and his bodyguard form a single detachment. Detachments which have their HQ within 30cm of the Commander become Stubborn and may reroll their leadership tests. If the commander (not just his bodyguard) participates in an assault or firefight you may reroll the dice for that combat.

If the army is led by an Ancestor Lord you may add D3 to the Squat's strategy rating.

If the entire detachment is transported in Termites, it may deploy using the special tunneller rules given in the main section.

Chain of Command: Squat Stronghold Lord >Hearthguard > Squats.

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.

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

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.

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)

Letchworth Role Playing club
Games: All Games Workshop games.
Venue: Comics Unlimited, 11 The Arcade, Letchworth, Herts.
Times: 5pm to 9pm Tuesdays
Contact: Steve Hubbard (01462 480018)
Notes: £2 per month with concessions for juniors and the unemployed.

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.

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.

Elephant & Castle Wargamers
Games: All Games Workshop games plus historicals
Venue: St. John's Institute, Larcom Street, Walworth, South East London
Times: 1pm to whenever games finish alternate Sundays
Contact: Steve Young (01322 408175)
Notes: 16+ only. £2 per session. New members sought due to emmigration, university and marriage! Miniatures and terrain can be supplied. Novices and old gits welcome.

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.

Ribble Warriors Wargames Club
Games: All Games Workshop games.
Venue: Penwortham Holme recreation centre, Liverpool Road, Preston, Lancs.
Times: 1pm to 5pm Sundays
Contact: Bob Aspland, 26 Alexandra Street, Preston, Lancs PR1 4BL (01772 202556 - after 6pm please)

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, food and drink reasonably priced, painting competitions and raffle. This club has well over 150 members though not all of them trun up at any one time. Ages vary from 10 to 40+!

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.

Wings 'n' Wheels
Games: Warhammer Fantasy Battle, WH40K and Epic 40K.
Venue: Tiverton Youth Centre, Park Hill, Tiverton
Times: 6pm to 9pm Thursdays
Contact: Dave or Steve (01884 242819)

Chippenham Games Club
Games: Warhammer Fantasy Battle, WH40K, Warhammer Quest and various card games.
Venue: The Bridge Centre Chippenham
Times: 7pm to 10pm Thursdays
Contact: John (01249 444230)
Notes: 1st visit is free, after that the cost is £1 for adult and 50p for juniors.

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.

Dyfatty Games Club
Games: All Games Workshop games.
Venue: Greenhill & Dyfatty community centre, Swansea
Times: 5pm to 9pm every Saturday
Notes: £1 admission

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.

Wargamers of Ripon (WOR)
Games: All Games Workshop games.
Venue: Hugh Ripley Hall, Ripon, North Yorkshire
Times: Every other Tuesday night from6pm to 8pm plus regular all day weekend games.
Contact: Steve Green, White Rose model shop, Westgate, Ripon
Notes: Members must be 10+. £1 membership fee and £1 per session subscription fee. Has an average attendance of 26.

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.

Harrogate Wargames club
Games: All Games Workshop games.
Venue: Upstairs of the R.A.F.A. Club, East Parade, Harrogate (No! Really?)
Times: 6.30pm to 10.30pm Thursdays
Notes: Claim to be the biggest gaming club in Harrogate.

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 Youth Centre, Harrogate
Times: 5pm to 9pm Fridays
Contact: Ben Harvey (01423-884069), Pauline (01423) 871316, Elvis: nlancas961@aol.com
Notes: Members to be 16+. £120 per week subscription fee. See White Dwarf 207's Frontline News for more details

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.

OMAN

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

FINLAND

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Tuomas Lähdeoja (040-540 6501)
or by E-mail: tube@cc.hut.fi

SINGAPORE

Fortress
Games: Almost all Games Workshop games (especially Warhammer and WH40K.
Contact: Dale, Byron or Don (65) 7328366
Notes: Painting competition to be held in August/September. Other events planned - ring for details.

NETHERLANDS

The Cur-Wargs (Curaçao Wargamers)
Games: Warhammer Fantasy Battle. Other games welcome but you'll need to bring your own miniatures!
Venue: See contact address (4' x 8' table)
Contact: George Jonkhout, Kansasweg 7a, Curaçao , Netherlands Antilles. Tel: (00-5999) 8681 317, Fax: (005999) 4656 356, E-mail: mayads@curinfo.an
Notes: Always looking for prospective members/tourists/beginners/etc.

Malal
Games: All Games Workshop games - even the great old favourites!
Venue: To be arranged (Groningen, Netherlands)
Contact: Christian Smit. Tel: (00-5999) 8681 317 - Chaos united in all games! Daniel von Boldrik (050) 5773818 - Udead, Empire, Orcs, etc.

SWEDEN

The Warhammer Society presents the following Warhammer Fantasy Battle tournaments:

At LinCon (in Linköping) on 16th-19th May.

At StockCon (in Stockholm) in August.

For more details contact Erik on: ghost@netg.se

AUSTRALIA

Dragonplayers (Gympie, Queensland)
Games: Warhammer Fantasy Battle, WH40K, Necromunda, Space Hulk and AD&D.
Venue: CWA Hall, Young Street.
Contact: Shane Mason (07) 5482 2670
Notes: $1 AUS per Session. Regular Leagues, Tournaments, Painting Competitions. Refreshments available. GW games and miniatures on sale.

Dragonplayers (Mildura, Victoria)
Games: Warhammer Fantasy Battle, WH40K, Necromunda, AD&D and others.
Venue: 2nd Mildura Scout Hall, 12th Street, Mildura. 9am to 5pm on 1st Sunday of each month.
Contact: Rod Wharton (03) 5024 5340. (041) 879 0900 (mobile)
Notes: $1 AUS per Session. Regular Leagues, Tournaments, Painting Competitions. Refreshments available.

Tasmanian University Union Wargaming Society (TUUWS)
Games: Every Games Workshop game past and present (except Confrontation).
Venue: Derwent Regional Library, Glenorchy, Tasmania. 4.30pm until very late on Friday nights
Contact: Jarrod Coad (62725813) or E-mail: ja_coad@postoffice.utas.edu.au
Notes: This club has around 40 members and new members are always welcome to come along - just bring a Blood Bowl team, Warhammer army, Epic force...

USA

The South Florida Gamers Association
Games: All Games Workshop games.
Venue: Church of the Guardian Angels, Lantana, Florida
Times: Midday to late on 3rd Saturday of each month
Contact: Phil Tortorici +561 588 1668 (weekdays)
Notes: Cost is $3 US to all non members. Food and Drink is available

CANADA

South Peace Society of Quintessential United Independant Gamers (SP SQUIGS!)
Games: All Games Workshop games, M:TG, traditional, strategy and role playing games.
Venue: 1323 - 102 Avenue, Suite #100, Dawson Creek, British Columbia, Canada.
10am onwards EVERY DAY!
Contact: 1-250-784-5819
Notes: Leagues and tournaments for most games, newsletters and pamphlets available. $20 CAN dollars membership per month, $3 'drop-in' fee. Discounts at local merchants. House models/armies available for beginners. Food, drink, music TV, video are also available for use *(can I come? - Ed)*

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!

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.)

Sherborne, Dorset
Games: WH40K
Times: Weekends/Evenings
Contact: Steve Pearce, age 32 (01963 210535)

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.

Kilmarnock
Games: WH40K, Space Hulk, Necromunda plus others.
Venue: To be agreed.
Times: After 6pm weekdays
Contact: Leigh Martin, age 22 (01563 571062) after 6pm
Notes: Seeking mature gamers to set-up games club in Kilmarnock area.

York
Games: ***The York Blood Bowl League (YiBBLe!)***
Venue: To be agreed.
Times: To be arranged
Contact: Steve Gill (01904 651215) after 6pm
Notes: Any age welcomed. A new league is about to start so get in touch now!.

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.

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!)

The Warhammer Society
1st Grand Tournament

This will be held in October with the date yet to be confirmed. The venue will be in Birmingham, England.

All you folks in Europe and the States need to get your armies ready to travel!

For more details an SSAE to Rob Broom at:
40 Summers Mead, Brimsham Park, Yate, Bristol BS17 5RB
or E-mail:
rob@warmaster.demon.co.uk



THE CITADEL MINIATURES ANNUAL 1997

This catalogue is THE guide for gamers and modellers. Inside you'll find photographs of the thousands of metal and plastic Citadels models available for the 1997 range of Games Workshop games. So, if you want to collect an army for one our games you need look no further than this weighty 360 page tome!

Only £6 buy it or weep!

NECROMUNDA™

ONLY 24 HOURS TO SAVE THE UNDERHIVE

By Andrew Stickland

Andrew's latest Necromunda scenario is a tense race against time to save your gangs sector...

The three men seated around the table were among the most powerful in the whole sector. On the left was Pablus Narrero, 'The Guild Father'. For many years he had served the local settlements, first as a Guild representative and then, after an accident which robbed him of his sight, as sage and lawmaker. Beside Narrero sat Kal-Kallid Masdalli, a slightly younger man, who served the local Guilders as an advisor on all technical matters such as building works, basic plumbing, irrigation and lighting. The third man was known simply as Cornelius. He was leader of the Van Saar gang, Double Helix, the largest and most powerful of the local gangs and the closest thing the Sector had to a law enforcement body. There was a fourth, empty seat at the head of the table.

After a few minutes of awkward silence, the door to the room was opened and a young woman hurried in. She motioned briefly to the three men to remain seated and took her place in the fourth seat. Her name was Sandar Po, and the badge of office hanging from her neck identified her as the Sector's Chief Guilder. She was tired.

'Masdalli, report.' she snapped as she sat down.

The technician sighed and shook his head.

'We've already tried everything we can think of but nothing we do seems to have any effect. The lightning strike hit the main body of the generator and damaged the cooling system and there's no way we can see to shut the thing down.'

He paused, unsure of whether to continue.

'And?' Po said.

'And', continued Madalli, 'unless we can come up with something very soon, an explosion is inevitable within the next twenty-four standard hours.'

'How big are we talking about?' Po asked.

Masdalli shrugged.

'Difficult to say. The longer it takes, the bigger the bang when it blows. My best guess is about two square kilometres at least.'

'Two kilometres! But that's most of the Sector,' Po shouted, 'Isn't there anything you can do?'

"Not now. It's beyond me and my boys. Only Ironheart knows enough about the generator to stand any chance of shutting it down now.'

Sandar Po turned to Cornelius.

'What's the latest on the search for Ironheart?'

The Watchman reached into one of the pockets in his body suit and brought out a crumpled piece of mnemonic paper.

'This is a note we found at his homestead. I'll read it for you. "They're after me - I'm sure of it. I've seen them hanging around by my workshops and following me whenever I go to the settlement. There are two of them and I'm sure they're some of Van Zep's hired thugs. Ever since I refused to make him that power force-field he's been trying to threaten me. Now it looks like he's become bored of waiting and just decided to finish me off. So I've decided to hide out for a while - until things calm down a bit. this note is for anyone who needs to find me urgently. I've hidden a map somewhere near my workshops showing the area where I intend to hide out. I've made it deliberately vague so that Van Zep's cronies won't understand it if they come across it, but anyone from the Bridge of Size Settlement should be able to recognise the place without too much trouble." It's signed Metellus Ironheart, Freelance Inventor.'

'Balthazar Van Zep? That's all we need,' said Masdalli. 'If he's involved, we may as well just say goodbye to the Sector now. He'll never let Ironheart go.'

'But he may not have him yet. If we can find him first, there's still a chance. I've already got my deputies out searching the workshops, but nothing has turned up yet. There's so much junk over there and I don't have enough men to go through the whole lot in time. And we'll be needed back here soon if we're going to try and evacuate everyone to a safer place.'

Sandar Po raised her hand for silence and turned to Pablus Narrero.

'Guild Father, you haven't said anything yet. What is your advice?'

Narrero was silent for a moment, still lost in his own thoughts. The others waited patiently for a reply, respecting his wisdom too much to try and hurry him. Eventually he spoke.

'I believe there is a simple solution to this problem. Cornelius, call your men back into the settlement. As you say, if we need to begin an evacuation we will need you here. As for the inventor, my thoughts are that he will be found most quickly if we leave it up to the gangs to search for him.'

'But Guild Father,' protested Cornelius, 'The gangs are little more than outlaws. Their only interest is in themselves. They don't care for the settlements.'

'Desperate times call for desperate measures, Cornelius. Offer a large enough reward and you will have an army of hundreds, perhaps even thousands, scouring through the inventor's workshops. They will find this map, and they will find Ironheart. Trust me.'

Cornelius wanted to disagree. He had fought in too many battles against the local gangs to trust them with something this important. But the old man was right, there were hundreds of them out there, and those from the Bridge of Size area would be in a much better position than his men to actually understand the map once it was found.

'Are we agreed then?' asked Po.

The others nodded.

'Then spread the word. Cornelius, I want all Guild representative informed of our decision within the hour, and I want runners sent to all the major gangs in the area. Time is running out, and we only have twenty-four hours to save the sector.'

THERE'S TROUBLE IN THE UNDERHIVE!

'Big Black' the Sector's main power generator has been badly damaged by a lightning strike during one of Necromunda's fierce electrical storms and its fuel rods are now building up a huge and uncontrollable electrical charge which could easily wipe the entire Sector off the map when it discharges. Only one person can safely deactivate the generator and save the Sector - the inventor, Metellus Ironheart, who designed and built it in the first place. But Ironheart disappeared from his workshops several days ago after narrowly escaping an assassination attempt by the infamous Balthazar Van Zep and has not been seen or heard from since.

Only 24 Hours to Save The Underhive

In desperation, the Guilders have turned to the local gangs for help, offering a huge reward to anyone who can find and return Ironheart to them in time to shut down the generator and save the Sector. Speed is of the essence, and the race is on.

INTRODUCTION

Only twenty-four hours is a three-part mini-campaign for Necromunda in which two rival gangs race against each other, and time, in order to save their sector of the Underhive from disaster.

Although the campaign's three scenarios they are linked by a common storyline, each is played as a separate scenario, following all the standard rules as set out in the Necromunda and Outlanders Rulebooks. Because the entire adventure is supposed to take place during a single twenty-four hour period however, the post-battle sequence has been slightly modified as set out below.

POST - BATTLE SEQUENCE

Injuries: Determine all injuries as normal after each part of the adventure. Any fighter who suffers a major wound (21-26 on the Serious Injuries Chart) after either Part 1 or Part 2 is considered to be so badly hurt that he will not be fit to fight for several days or even weeks, and so may take no further part in the campaign.

A fighter who is captured may still be rescued, but the mission to find Ironheart is considered to be so important that his gang will not attempt a rescue mission until after the campaign is finished. Nor may any captured fighters be ransomed back, sold into slavery or exchanged until the gangs have had time to sit back and consider all their options (i.e. after the campaign) and so all captured fighters will remain as such and take no further part in the adventure.

'xperience: Experience points are allocated and Advance rolls made after each of the scenarios normal.

'ritory: No territories will be re-allocated at any time during or after the campaign except as 'd at the end of the final scenario.

ne: Income from territories is collected as normal, but only after the campaign is finished 'ter the third scenario). No income from territories may be collected after Parts 1 and 2.
lo roll may be made for players with a Settlement to see if a relative joins the gang except 'ry end of the campaign.

with a lower rating wins the final scenario, the income bonus for winning will be d using the difference in the gangs' ratings at the start of the third scenario.

new fighters may be recruited, and no new equipment bought, except at the very very end of the campaign (i.e. before the first, or after the third scenario).
nefits of an auto-repairer can only be used during Part 1 of the campaign as no one 'ient spare time between the scenarios in which to use it.

oster: This is done after each scenario as normal.

PART 1: OPENING MOVES

ching the local gangs all morning - the sector is in grave danger. The last big seriously damaged 'Big Black', the sector's main power generator, and it is now . If it blows, it could well take a substantial portion of the Underhive with it!

l the gangs that the Guilders have a plan which might just save the sector But they can't do it alone. They need the local gangs to help them, and are ely for their aid.

re, a few fighters from your gang decide to head out to the nearest of the Guilders in person. But you are not the only group with the same

idea as you arrive at the settlement, you catch sight of a handful of fighters from a rival gang approaching from the opposite direction. And neither group seems willing to back down and turn for home

INTRODUCTION

Opening moves is a standard Shoot-out scenario and, except where stated below, is played in exactly the same way as is set out in the Necromunda rulebook.

The local Guilders dislike gangs that bring their battles into the settlements and are unlikely to look favourably on either gang here. However, the safety of the Sector is at risk as a result the Guild representative is still prepared to discuss the Sector's crisis - but only with the victorious gang. The losers will have to find out for themselves, and this will obviously leave them at a serious disadvantage for the remainder of the adventure.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4'x4' or thereabouts.

THE GANGS

Each player rolls a D6 to see how many of his gang are present at the Shoot-out. 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are randomly selected from the gang. However, in order to reflect the fact that the gang's leader would probably want to send along a specific trusted fighter to represent the gang when dealing with the Guilders, each player may replace one of the randomly selected fighters with a different one of his choice if he wishes, though not the leader!

ENDING THE GAME

The game ends if one side fails a Bottle Test or volunteers to bottle out as normal. As no income is collected after this fight, the loser may ignore the income and territory penalties which are normally imposed.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for 'Shoot-out'.

SPECIAL

As neither gang is expecting there to be any trouble right at the heart of Guilder territory, no hired guns (Scum, Bounty Hunters or Ratskin Scouts) may take part in this scenario. To compensate for this however, a player does not need to pay the hire fees for any hired guns in his gang at the end of this scenario.

Ratskin Scouts may not be sent off to search for new territories at the end of this scenario.

PART 2: SEARCH AND DESTROY

With the information you now have, your gang can begin the search for Ironheart. You have been given the location of his workshops and the Guilders believe there is quite likely to be some clue to be found there which might point to Ironheart's current whereabouts - or at least help explain what may have happened to him.

But you are not the only group following up the same leads, and there is every likelihood that you will bump into some of your old enemies, either in or around the area of the workshops. A strong show of force is now needed if you intend to be the ones to uncover the clues which will lead to the eventual discovery of the inventor.

Only 24 Hours to Save The Underhive

INTRODUCTION

Search and Destroy is based on the *Scavengers* scenario and is played in exactly the same way as stated in the Necromunda Rulebook except where specifically stated below.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4'x4' or thereabouts.

Once you have placed the terrain you must place all six Loot counters on the table to represent various bits and pieces of equipment which can be found scattered about the abandoned workshops. Note: The player who does not choose which side to set up on (see below) places all the Loot counters. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. All hired guns may be used as normal.

STARTING THE GAME

Choosing sides and taking the first turn in this scenario will both depend on what the outcome of *Opening Moves* were.

The player whose fighters went for their guns second during the fast draw may choose which side of the table he wishes to set up on.

The player who won *Opening Moves* may set up second and will take the first turn.

THE MONSTER ROLL

No monster rolls should be made during this scenario.

SPECIAL

The Loot counters in this scenario represent various items or pieces of equipment which may hold the clue to Ironheart's disappearance. Each time a Loot counter is first picked up, the player whose fighter has picked up the loot rolls a D6 to see if the vital clue can be found hidden in that particular piece of equipment.

If the players rolls a 6, then he has found the vital clue to Iron heart's whereabouts and all Loot counters will subsequently be treated in the normal way. If no sixes are rolled for any of the first five Loot counters collected, the final counter will automatically be taken to contain the clue.

Note: The clue is actually a hastily scribbled map and it cannot be memorised during the heat of battle. Therefore, regardless of who actually discovers the clue, only the player whose fighter is holding that particular Loot counter at the end of the battle will receive the benefits of having found the clue.

ENDING THE GAME

The fight continues until one gang bottles out or until one gang has all the loot counters in its possession and the fighters carrying them are all within 8" of their own table edge at the start of their turn.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends. If the clue has not been found at this point, the winning gang is assumed to have found it among the remaining loot.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for *Scavengers*.

LOOT

All six Loot counters are treated in exactly the same way as normal and each one is worth D6 x5 credits. However, gangs may not cash in their loot until the very end of the campaign.

PART 3: EXTRACTION

One gang now has the clue to Ironheart's disappearance. It is a scrap of paper on which the inventor has written a brief message saying he is being followed by some of Van Zep's hired guns and is in fear for his life. On the back of the note, Ironheart has drawn a quick and deliberately vague map of the area in which he intends to hide out until he feels it is safe to return to his workshops.

Armed with this information one of the gangs sets off to rescue the inventor and save the sector. For now, the rival gang can do nothing but follow, hoping to overpower their enemies and claim the reward for themselves once Ironheart has been discovered.

Now, more than ever, both gangs must work quickly. The fate of the Sector depends on it!

INTRODUCTION

In *Extraction*, the two gangs will finally catch up with the inventor and will attempt to return him safely to the Guilders. Of course, Ironheart is convinced someone is stalking him, and will be wary of anyone who approaches his hideout, preferring to stay where he is until he can be convinced that he is in no immediate danger.

TERRAIN

It is suggested that the terrain is set up within an area 4'x4' or thereabouts. The tallest building available should be placed in the very centre of the table (to represent Ironheart's hideout) and then each player will take it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway.

A figure representing Ironheart should then be placed on the very top level of the central building. He will begin the game in hiding.

Note: Tunnels and Vents may not be used in this scenario.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. Fighters may not use the Infiltration skill in this scenario.

STARTING THE GAME

Each player must set up all his fighters within 8" of his table edge.

The player whose gang ended up with the map in *Search and Destroy* will obviously be at a huge advantage at the start of this scenario. In order to reflect this, he may choose which side of the table to set up on, may set up second, and will automatically take the first turn.

IRONHEART

It may be that, during the game, Ironheart is shot at by one or other of the gangs. This may happen by accident, (for example if a shot from a weapon using a blast template misses its intended target and scatters) or deliberately, (if a gang is prepared to suffer the consequences of shooting Ironheart in order to prevent the opposing gang from winning). In either case, all the following rules will apply.

Hits: If Ironheart is shot at, roll a hit using the firer's Ballistic Skill as normal. If the shot hits, roll to wound, taking Ironheart's toughness as 3. Ironheart cannot be pinned, so any hits which do not wound are ignored.

Ironheart is also equipped with a home-made forcefield which gives him a fixed 4+ save against all successful hits. Whenever a wound is inflicted against Ironheart, roll D6. On a 4-6 the inventor's force-field has stopped the shot and he is unharmed. On a 1-3 the shot finds its mark and Ironheart is automatically killed. As soon as Ironheart is killed, the game ends.

Reaction: If Ironheart is hit, but not killed, by a fighter from one gang, he will automatically accompany the first fighter from the opposing gang who comes into base-to-base contact with him. No Leadership or Strength roll is needed in order to determine whether or not the inventor has been successfully convinced.

Note: In this situation, a fighter from the gang who shot at Ironheart may still subsequently try and convince him as normal.

Fighters in Contact With Ironheart: Fighters in base-to-base contact with Ironheart may be shot at as normal and there will not be a 50/50 chance of hitting Ironheart as there is when shooting into hand-to-hand combat. However, if the shot misses and the 'to hit' roll was a 1, there is a chance that Ironheart may be hit accidentally. In this case, follow all the standard rules for Stray Shots from the Necromunda rulebook.

SPECIAL

The object of this scenario is to reach Ironheart before the other gang and then to bring him back with you to the Guilders.

Any fighter who is in base-to-base contact with Ironheart at the start of his turn, (and not also in base-to-base contact with an enemy figure), may try to convince the inventor to accompany him.

Persuasion: A fighter can try and persuade Ironheart to accompany him by telling him about the damage to the reactor. The fighter rolls 2D6 immediately. If the score is higher than the fighter's Leadership value, Ironheart refuses to leave and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Leadership value, the fighter has succeeded in convincing Ironheart to accompany him and may move as normal. Ironheart will automatically move with him and will always remain within 2" of him until the fighter is within 4" of his starting table edge (in which case the game is won).

Force: A fighter can try and force Ironheart to accompany him by dragging or carrying him. The fighter rolls D6 immediately. If the score is higher than the fighter's Strength value, Ironheart has put up a struggle and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Strength value, the fighter has taken hold of Ironheart and may move as normal. Ironheart will remain in base-to-base contact with the fighter until he is within 4" of his starting table edge (in which case the game is won).

Fighters accompanying Ironheart may not use the Sprint skill as the inventor cannot keep up.

If any fighter accompanying Ironheart goes down or out of action, Ironheart will remain where he is until another fighter from either gang has moved into base-to-base contact with him and succeeded in convincing him as above.

If a fighter accompanying Ironheart goes down but then subsequently recovers to Flesh Wound, the fighter must attempt to convince Ironheart all over again, before the inventor will continue to accompany him.

TIME IS RUNNING OUT...

It has now been several hours since you began your hunt for Ironheart, and 'Big Black' is becoming dangerously unstable. Unless the inventor can be found and brought back as soon as possible, all your efforts will have been in vain. For this reason, the length of *Extraction* is limited to 12 turns for each player. If neither side has achieved the objective by the end of the twelfth turn, the game automatically ends and penalties will be applied to both gangs (see below).

Note: The 12 turn limit is based on the assumption that the central building is three or four stories (9-12") high. For buildings over four stories, it may be necessary to extend the limit slightly.

ENDING THE GAME

If a player voluntarily bottles out, the game ends immediately and the opposing gang is considered to have found and retrieved Ironheart. However, as the fate of the Sector is at stake, both gangs will be determined and so need never take Bottle tests for losing over 25% of their fighters.

If a fighter ends his turn within 4" of his starting table edge and is accompanied by Ironheart, the game ends immediately.

If neither gang has succeeded in retrieving Ironheart by the end of the second player's twelfth turn, the game ends.

EXPERIENCE

Fighters who take part in *Extraction* earn experience points as noted below.

+D6 **Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle.

+10 **Winning Gang Leader.** The gang leader of the winning side earns an extra 10 experience points. Note: If the game ends before either player has retrieved Ironheart, neither leader will receive this bonus.

+D6 **Escort.** A fighter who wins the game by escorting Ironheart off the table receives an extra D6 experience points.

POST-BATTLE SEQUENCE

The post-battle sequence is now carried out as usual. Income from territories may now be collected (if anyone has any gangers left uninjured!), new fighters can be recruited and new equipment bought.

There are also various extra benefits and penalties which will apply to the gangs now that the campaign has been completed. These are listed below.

REWARDS

One way or another, the fate of the Sector has now been decided, and whether the outcome is good or bad, both gangs have played their part in the crisis and must accept the consequences of their actions - for better or for worse. For some this could mean fame and fortune beyond their wildest expectations, but for others it could mean a one-way ticket to the Badzones!

CAMPAIGN REWARDS

In addition to all standard rewards, the following benefits and penalties will apply, depending on the outcome of this campaign:

If Ironheart was rescued: Any gang who returns Ironheart to the Guilders will receive 200 credits reward. This is added to the gang's income from it's territories, not to its profit.

The Guilders will also entrust the protection of 'Big Black' to the victorious gang. It will become one of the gang's territories with the following rules:

Power Generator 2D6x10 credits

In return for protecting the generator, the Guilders have given you a license to sell off some of the Sector's power for your own profit from time to time. This power will bring in 2D6x10 credits. However, if you roll a double when re-allocating power, you have caused a power surge which results in much of the Sector losing its power for a day and all proceeds from the deal are used up in trying to repair the damage. No income is collected.

Ironheart will reward both gangs personally by giving each of them an item from his workshops. Roll D6 and consult the following table to determine what it is he has given you. The player who

won *Extraction* may add 1 to the roll.

1	Screamers (one encounter)
2	Infra-Goggles
3	Gunsight. Roll a D6 (1-2: Red Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight)
4	Grav Chute
5	Bio-Scanner
6	Bionic Implant (player's choice)
7	Auto-Repairer

If Ironheart was not rescued: **KABOOM!!!** Time has run out. 'Big Black' explodes quite spectacularly, destroying not only itself but also a substantial portion of the surrounding Sector.

Both gangs are forced to abandon some of their territories which were destroyed in the blast. Each player should roll D3 and lose that many territories (player's choice), though a gang will never be forced to give up its last territory.

Territories must be given up as soon as the game ends and income may not be collected from them first.

If Ironheart was killed: The power generator explodes as above and with the same results. Also, the gang which was responsible for killing Ironheart is automatically outlawed by the Guilders - even if the inventor's death was an accident - and must now abide by all rules for Outlaws as stated in the Outlanders rulebook.

Note: The decision to outlaw the gang is taken after all other business is concluded, so the gang may still collect income from all territories not last in the explosion, and may visit the standard trading post one last time before heading out into the Badzones.

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DEALING WITH THE DAMNED

What to do when your army is threatened by the unholy might of Chaos

by Tim Barton

The release of Codex Chaos has meant that there are now some very hard special characters accompanying the legions of the lost and the damned. Chief amongst these are Abaddon the Despoiler, Fabius Bile, Khârn the Betrayer and Ahriman. Each of these presents his own special problems. In Tim's first look at the Terrors from the Warp (look out for more in forthcoming issues) he gives his views on how to cope when faced with Chaos' Special Characters.

Ahriman is best used as a psyker when the warp flux is especially low, the *Black Staff* meaning that he never needs more than two power cards to let loose with any spell, and the lack of nullifies means that your opponent is going to have a hard time blocking the *Smite* that he just cast... The boons that have also been bestowed upon him by Tzeentch give him even more of an advantage in the psychic phase, allowing him to get at least one attack off in each phase. However, he is made even deadlier if he is given the Chaos reward *Disc of Tzeentch*. This effectively boosts his movement to 12 inches, gives an armour save of 2+, and adds an extra attack, making for a dangerous shock unit (a charge range of 24 inches should have most opponents paying more attention than usual to their field artillery). For Imperial opponents though, this actually makes him easier to deal with, as he can't make the best use of cover. A Vindicare Assassin using Turbo-Penetrator and Hellfire ammunition should have no difficulty picking him off in one turn. Other players, who don't have access to Assassins will have to make do with Lascannons and Kustom Kombi-weapons to deal with him. In any case the usual anti-psyker measures (*Purge Psyker*, *Mind War*, et al.) should be used.

Fabius Bile is a very versatile, if somewhat erratic, character. At his best, he is a deadly shot, and absolutely lethal in hand-to-hand combat. But if the dice are cruel he won't be much better than a standard Chaos Space Marine, with only average WS and BS scores. His most deadly resource however is the Xyclos Needler. This nasty piece of work fires off one of three types of special ammunition, and can also be used in close combat. Tyranid players and Terminators won't have to worry too much about Xyclos C, even if it does get through their armoured exteriors, a minor detail like being on fire won't slow them down. Xyclos A is formidable weapon and should worry characters such as Eldar psykers, who have multiple wounds, but relatively low armour saves, since it wounds automatically and causes D3 wounds per hit. Xyclos B is interesting since it doesn't actually damage the foe. The worst that can happen is that a character will effectively be taken out of commission. Again, decent armour saves are a must.

Khârn is best left alone since he can be his own army's worst enemy! Especially since a favourite tactic amongst many Chaos Lords is to have him leading a squad of Berzerkers, both to reduce the chance of his being hit in close combat and to bolster a nearly unstoppable attack. Nearly. If he is leading a squad, or if there is a Chaos model within 4 inches, then a cheap character equipped with a Jump pack (a Techmarine is ideal for the Space marines at only 43 points with the pack) can charge in after making sure that nobody else on your side is in the area. He or she will normally be ripped to shreds, even by the unfrenzied Betrayer. But he can die happy in the knowledge that Khârn will then turn on the nearest model within 4 inches, which will hopefully be one of his own comrades-in-arms. He will effectively have come under your control, and when coupled with the *Frenzy* that will develop at the start of his next turn, you will have 217 points of near unstoppable killing machine working for you. The panic that this causes amongst most Chaos players (most of whom are probably used to being on the other side of Gorechild) will certainly cause a hiccup in their plan, and might even wreck it altogether as they now try to kill the Betrayer (Aren't psychos wonderful?). You should be equally smug if the MK1 Plasma pistol is used since

any roll of a 1 on the Betrayer's part will cause a critical overload, which could destroy the pistol with the same effect as a plasma grenade.

Abaddon is probably the scariest of all the Chaos special characters, simply because he doesn't have any real weaknesses. Whilst Bile is erratic, Ahriman is vulnerable to the usual anti-psyker measures and Khârn can simply be duped into attacking his own side, Abaddon does not have a specific vulnerability. An armour save of 2+ on 2D6 means that he can usually take the brunt of field artillery or heavy weapons squads without any major damage. He has a 4+ nullify against any psychic attacks used against him, making him hard to kill with powers like *Vortex* or *Da Krunch*. His ability to teleport in with his bodyguard makes him extremely manoeuvrable, and *Drach'nyen* and the *Talon of Horus* make him equally deadly at long and close range. Add this to the firepower of his bodyguard, and the four marks of Chaos that he bears (making him a sturdy link for any Daemons), and he is a very intimidating character. However, there are four possible solutions to this problem.

First, keep hitting him with heavy weapons, artillery and psychic powers (that armour won't keep him safe forever...).

Secondly, have a character with a Teleport Jammer lurking around your own artillery batteries, as many players will make these his first target. This should put him hopelessly off target, and, with any luck, may even take him and his bodyguard on a one way trip to the Warp.

Thirdly, dupe Khârn the Betrayer into attacking him. This does require a certain lack of foresight on the part of your opponent and an even greater amount of luck on yours, but does tie up over 450 points of assault force for two or three turns whilst the fight is settled, if you can pull such a trick off.

Finally, the simplest solution, and one that should also be used against Greater Daemons. Have a well protected character (NOT in Terminator Armour) lob a Vortex grenade at him. This little gem costs 50 points, but is well worth it in this case, both in terms of the damage done to the opponent, and the damage to your own troops that it averts.

There is just one other piece of advice to give when tackling the might of Chaos: **DON'T PANIC!!!**

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CUNNING STUNTIES

Tactics for Dwarfs and Chaos Dwarfs

By Tuomas Pirinen

This is the second of Tuomas's tactical guides to Warhammer. This time he airs his views on two of the Old World's most compact races: Dwarfs and their twisted cousins who have turned to Chaos.

CHAOS DWARFS

"HASHUT! VORGUND! ZHARR-NAGGRUND!"
War cry of the Chaos Dwarfs.

Chaos Dwarfs, or "Big Hats" as they are also known, are almost identical to the normal Dwarfs with certain important differences. First, and most importantly of all, Chaos Dwarfs don't *Hate* greenskins. Second, they do not benefit from being Dwarfs when dispelling enemy magic. They have an impressive Toughness 4, Weapon Skill 4, and Leadership 9, balanced by low Movement and Initiative scores, although the former is compensated by having no movement penalty when wearing heavy armour. Their average Ballistic Skill is of no consequence because their main weapon, the blunderbuss, is not affected by range or other Ballistic Skill penalties. As they stand I don't think they are really a match for regular Dwarfs, but the real appeal of Chaos Dwarfs lies within their army list.

CHARACTERS

The Chaos Dwarf army list offers some potent individuals to augment your rank and file troops.

Chaos Dwarf Lord

I usually take the Chaos Dwarf Lord as my army general and take a Sorcerer Lord as my primary spellcaster. I would consider a Sorcerer Lord general only in smaller battles since it saves points and can shock your opponent (No one expects a Level 4 mage in a 1000 point battle!)

Sorcerers

Chaos Dwarf sorcerers are very good mages because of their Toughness of 5. Look for the following spells: Doomroar against low leadership opponents, Eruption against Dwarfs and others with low Initiative, Ash Cloud against Chaos and Lava Storm against everybody.

Bull Centaurs

These beasts of Hashut are one of the best basic races in Warhammer. High Strength, Toughness, Attacks, Wounds and Leadership make Bull Centaurs truly formidable. Taking them as characters is always recommended, especially as your battle standard bearer since this creature has far more resilience than a normal Dwarf champion. The Bull Centaur Lord is your most powerful single model in hand to hand, so if you have points to spare, choose him. The only downside of Bull Centaurs I can think of is their high point cost and their limited choice of equipment.

UNITS

The right choice of core units is the key to victory.

Chaos Dwarf Warriors

Your compulsory unit. They are armed with hand weapons, 2-handed axes, heavy armour and shields. As with all troops armed with double handed weapons, Chaos Dwarf warriors strike last. These troops also suffer from a horribly high point cost. Still, because they can field a magical standard, Chaos Dwarf warriors are not useless by any means. Their high toughness and armour save should see them through most missile attacks your enemy can throw at you. If you know that your opponent is planning something specific against your warriors, just field a 5 strong regiment. That is all that is needed. Any basic human, Skaven, Goblin or Elf infantry are quite helpless against these axe men because of their weapon skill 4, toughness 4, effective strength 5 and 5+ save.

Blunderbusses

Chaos Dwarfs can be equipped with these unique missile weapons. In great numbers they are truly devastating devices. Don't waste your points on heavy armour - it is better invested elsewhere. The short range of their weapons combined with slow movement and inability to move and fire means they can be outmanoeuvred. I always try to have such a wide line of Blunderbusses that there is simply no room to outmanoeuvre them. One rank is usually enough against Skaven, Elves and human infantry, but against heavily armoured targets like knights, 3 ranks are just what you need. Keep a few extra Chaos Dwarfs as a reserve. It's extremely annoying to have your strength reduced because your third rank lacks one model !

Bull Centaurs

The best regiment of the whole army. Strength 4, Toughness 4, 2 Wounds, 2 Attacks, Movement 8 and a leadership of 9! In addition to this, they qualify as fast cavalry and can carry a magic standard! Although their two-handed weapons mean you strike last, this is a less of a disaster for Bull Centaurs, since their high Toughness and multiple Wounds balance this out. All spells that require an Initiative check or an armour save are very dangerous against the Bull Centaurs. Also, these guys are not cheap but they are generally worth the points. The Bull Centaurs form the strong arm of my army along with Black Orcs. With the right standard and a couple of the dreaded Bull Centaur Characters leading them, they can beat up almost anybody, especially in longer hand to hand combats.

Greenskins

The other races in the army list are not in the same class as Bull Centaurs but the inclusion of Hobgoblins, Goblins, Orcs and Black Orcs is a welcome bonus. As the Black Orcs are quite cheap and very powerful I usually try to field a few of them. If you include Orcs and Goblins in your army, be sure to take some Hobgoblins too since this will reduce those irritating *Animosity* tests. (*it's not just Dwarfs who have long beards, is it Tuomas? -Ed.*)

Hobgoblin Warriors

These are 'Middle class' Greenskins. Better than goblins, weaker than Orcs. Basic leadership of 6 and initiative of 2 means that many armies outclass them. Also, if they break they somehow manage to cause a *Panic* test on their Chaos Dwarf masters! They cost only 4.5 points and get their equipment very cheap. They can also be used to absorb missile attacks, beat up Halflings and counteract *Animosity*.

Hobgoblin Wolf Riders

These guys are your light cavalry - better than normal goblin wolf riders but not exactly a mounted elite. Giant Wolves are pretty good fighters against any armies with a basic Weapon Skill of 4. I recommend using them as skirmishers with short bows to hinder the enemy's efforts to march across open ground. You can then pick on war machine crews and lightly armoured opponents with the bows.

Hobgoblin Archers
Hobgoblin archers don't have longbows and suffer from the usual Hobgoblin weaknesses. Never expect them to win any hand to hand combats. However, when defending, they give you a ballistic skill 3, strength 3, 24" attack each. Leave them out of offensive armies unless they are the ones you want to stop the *Animosity*.

Sneaky Gits
Hobgoblins with 2 poisoned daggers, a very handy enveloping special rule but not one scrap of armour! This combined with their low Initiative means that they tend to die a lot. They are often my main candidates for the *Crown of Command* and *Battle Standard*. This tactic works well against Skaven, human infantry, and cavalry with less than 2+ save. Take a LARGE (30 minimum) regiment of Sneaky Gits, give them the Battle Standard (the *Dread Banner* if you are feeling especially nasty) and the *Crown of Command* and a couple of good characters to lead them. You can put this unit against almost anybody, even Elven cavalry. They won't break, (unmodified leadership 10 with rerolls), envelope the opponent (increasing their combat resolution), have 2 attacks, huge rank bonus and great resilience. You lose rounds of combat at first, but slowly and surely you'll envelope your enemy and those 2 attacks and -1 saves will soon start to tell.

Black Orcs
Probably the hardest regiment of the Orc and Goblin army, Black Orcs are a very good value for their points. Black Orcs lack the ability to carry a magic standard when fielded under the Chaos Dwarfs. Watch out for their low initiative when attacked with spells that force you to test against it. Along with Bull Centaurs, these guys are your close-combat specialists. If defending, give them spears, otherwise two hand weapons, halberds or double handed weapons. Two hand weapons work best against Elves with their low Toughness and armour save.

Orcs
The Boyz are back in town! I think everybody knows what Orcs are and how to use them. Remember that they are immune to panic tests caused by other goblinoids, except other Orcs. They have low Initiative, mediocre Leadership and an inability to use crossbows. Armour saves also leave a lot to be desired. Having a large base doesn't help them, neither does the fact that Dwarfs *hate* them. With bows they can bolster your defensive line, or with halberds or extra hand weapons they can serve as your close combatants. They are very effective in Chaos Dwarfs armies, since even one unit of Hobgoblins stops *Animosity*.

Goblins
Weak and easily demoralised but cheap along with whatever equipment you give them. Their weaknesses are too numerous to mention. Watch out against the Elves who these guys *fear*. I use goblins as cannon fodder and as a knight trap (with the *Crown of Command*). You can also annoy your enemy with short bows, or give their leading big boss the *Heart of Woe* to cause a shock for those opposing heroes.

WAR MACHINES
War Machines are the strong right arm of the Chaos Dwarfs, and they have a good choice from the light Hobgoblin bolt throwers to the mighty Earthshaker cannons.

Earthshaker Cannon
This machine is one of the many strong points of the Chaos Dwarfs. In particular, you should use it against Elves and anybody else who relies on speed. I think you should field at least three of these things to ensure that misfires don't spoil your strategy. It's a pity that they cost so much...

Deathrocket
Good for mowing down infantry if you field enough of them. Unfortunately their misfires can backfire very badly indeed. I prefer the Earthshaker Cannon.

Hobgoblin Bolt Thrower
Cheap. Go for it against armies that like to employ a lot of knights. Placed on the flanks you could get a chance to shoot enemy cavalry units in the side, causing maximum possible havoc. An added bonus is that these devices don't misfire.

SPECIAL CHARACTERS

Zhatan the Black
Even the greatest heroes cower with fear when faced with Zhatan the Black. He is a warrior with no weaknesses, unless you consider his inability to ride all monsters a disadvantage. I don't. I see no reason why you shouldn't include Zhatan in every Chaos Dwarf army. Just remember that he is a hand-to-hand fighter with his high Weapon Skill and the terrible special rule for *hating* all enemies. Equip him right and send him off to cause maximum mayhem.

Gorduz Backstabber
The only Hobgoblin Lord available. Comes with a handy special rule that allows him to 'hang in there'. Remember when facing a Chaos Lord: he is only a Hobgoblin. Cheap but not that powerful. I very often place him in charge of the Sneaky Gits. He boosts their hand-to-hand potential and is able to carry the *Crown of Command* plus two other magic items and he also gets an additional unmodified save against the last wound inflicted.

Astragoth the Sorcerer Lord
A combination of a tank and a Sorcerer Lord. Expensive as he is, he is also the most enduring Sorcerer Lord you can field. This mage doesn't have to be ashamed of going into hand-to-hand. One good trick is to give this bloke a *Blade of Darting Steel.* This gives him 6 automatic hits! Not bad for a sorcerer!

MONSTERS
One of my favourite monsters is the Lammasu, since it saves me the trouble of equipping the rider with a dispel magic item. It is also has a lot of character and fits into the Chaos Dwarf background very well.

MAGIC ITEMS
Chaos Dwarfs have the access to all the magic items that Chaos can get, excluding items limited to the followers of specified Chaos Gods. Good options are the *Chaos Runeshield*, the *Sword of Change*, the *Black Axe of Krell* and the *Chaos Runesword*. There are many other items, too numerous to mention. Get the Chaos Boxed set and see for yourself!

TACTICS
The thing to remember when fighting with Chaos Dwarfs is to strike the right balance between the expensive Chaos Dwarfs and cheap Greenskins. The Chaos Dwarfs don't fall into any special category. Chaos and Skaven always attack, High Elves defend and so on, but the army list of the Chaos Dwarfs itself does not hint in which way to go.

There are two golden rules though-

- Always take Bull Centaurs
- Take Hobgoblins if fielding Orcs or Goblins

Otherwise, I suggest that you tailor your army to fit your style, since the Chaos Dwarf army list certainly allows this. Here are few suggestions:

The Hammer of Hashut

This is a simple and brutal tactic. Go for full offensive. Bull Centaurs, monsters, Black Orcs, Sneaky Gits and allied Chaos forces should wreck just about anybody. Glorious and risky.

Dip into the Chaos Box and arm your heroes with the nastiest items possible. You'll be surprised how many they are!

Lava and Steel

Chaos Dwarfs are a very diverse army, so they are well suited for combination tactics. Divide your army in half: On one flank, deploy your bull centaurs and characters backed up with wolf riders, and on the other, put your Blunderbusses, Hobgoblin and Orc archers and all those Earthshakers. While your cavalry (hopefully) mows the enemy down, your other troops blast away. It is a rare force indeed that is brave enough to approach Blunderbusses in three ranks. Allies to take are Orcs armed with crossbows.

The Flames of Hashut

As a defensive strategy is my favourite with almost any army except Chaos and Dark Elves, I have spent some time trying to compose a defensive Chaos Dwarf army. Here are the results: First I take enough Blunderbusses to lay a curtain of fire in a place where I expect my enemy's main attack will be concentrated. If possible I try to make the field of fire as wide as possible and put the war machines on hills. Sorcerers blast away with spells and the Flames of Hashut burn high. Woe to anyone who advances on them! I keep fast troops away with at least three Earthshakers and I often take the *Orb of Thunder* to keep those nasty enemy flyers from messing up my careful position. An important thing here is to guard your flanks. Especially the Blunderbuss regiments should concentrate on their main role, and should leave any fast harrassers to your Bull Centaur reserve.

This is all I can tell you now. So heed me well and you shall bring back many slaves and sacrifices from your conquests.

DWARFS

BY GRUNGNI! Bring me more ale, for I am Thungri of the Long Sword, Lord of the Dwarfs Stronghold of Karak Finr, a great fortress that lies far to North of here. What did you say? How we can live so near the Chaos Wastes? Listen now laddies, and Old Thrungi shall tell you how he deals with any mutated scum that dare attack our invincible fortress.

DWARFS IN GENERAL

High leadership of 9 and Weapon Skill and Toughness of 4, and very useful ability to use Dispel cards on a 4+ sums up the good sides of the Dwarfs, and as an additional bonus they *hate* Goblinoids and don't care about carrying a wagon load of armour. On the down side, you pursue and flee 2D6-1" and have a Movement of 3. (With those short legs this is no big surprise). The lack of cavalry and other fast troops is also disturbing, but by fielding monsters and Gyrocopters, these shortcomings can be overcome.

CHARACTERS

Dwarf Lord

The two options here are either to make the general a High King (by mounting him on the *Throne of Power*) and thus giving him an access to many great items like the *Dragon Crown of Karaz,* or fielding him as a 'standard' Dwarf General and thus saving him from enemy sniper fire and the agonisingly slow movement rate of the Throne of Power. It is not unusual to see the cost of a Dwarf Lord get pushed up to 600 points and this makes him a prime target for VP hunters.

Battle Standard Bearer

Many people consider the Battle Standard Bearer an essential part of any Dwarf army, mostly because of the option to field the famous *Master Rune of Valaya*. Since Dwarfs have no wizards themselves, and many gaming groups take a hostile approach to allied wizards in Dwarf armies, anything that limits enemy magic is welcome. The problem with the battle standard bearer is the same as with most other armies: he dies far too easily. There are a few solutions to this, but none of them are altogether reliable. Of course you could buy him some *Rune Armour*, but this rather defeats the purpose of having a battle standard since he can carry only one magic item.

Runesmiths

Runesmiths enable you to use some of the best items that Dwarfs have available: *Runes of Spellbreaking* to make up for those missing *Dispel Scrolls* and of course there is the *Anvil of Doom*. Most Dwarf players consider the Anvil useless, but there are some benefits to fielding it. First of all, it enables the Runesmith to use the special magic cards like *Rebound* and *Mental Duel*. Also note that the Anvil Guards are individual champions so they can issue a challenge if the anvil is charged by powerful characters. The lightning unleashed by the Anvil is also useful for taking out chariots that are often very troublesome to Dwarfs. When you really must field the ultimate Dwarf death machine, you can of course buy a Rune Lord with a full quota of three Rune items such as *Rune Armour* with the *Master Rune of Gromril* and a *Runic Talisman* with *Master Rune of Spite* with two *Runes of Luck*. The downside of this Living Ancestor is that he will cost enormous amounts of points. Most Dwarf Lords are quite content to simply field a Runesmith with three *Runes of Spellbreaking* in order to tackle enemy magic.

Slayers

The Slayer Characters are quite expensive, cannot move individually, can't wear armour and are allowed to buy only a single magic item, which has to be a magic weapon. But when given half a chance, they are capable of hurting virtually any opponent.

UNITS

One of the most appealing features of the Dwarf army list is the number of elite units.

Long Beards

These are elite Dwarf infantry units. With Strength 4, Weapon Skill 5 and Initiative 3, they make excellent shock troops. Their Strength of 4 might not be enough against heavy cavalry, but other infantry had better watch out! I often give their leader the Sceptre of Norgim to give them flexibility. Consider carefully who you are facing: Long Beards will crush Empire Halberdiers any day, but Chaos Knights will mow them down without mercy.

Hammerers

These are Dwarf elites with the option of taking double-handed hammers. Hammerers don't come cheap, and when using double-handed hammers in melee they strike last. On the plus side, the Hammerers are truly heavy duty warriors. They strike with a Strength of 6, which is enough to hurt even large monsters. I prefer large regiments so that the brave warriors have a chance against enemy missile barrages and other weapons of mass destruction.

Iron Breakers

As with the two other types of Dwarf elites above, the Iron Breakers have a Strength of 4, Initiative 3, and Weapon Skill 5. What makes them stand apart is their armour save 3+ due the Rune of Stone. They do cost a hefty 20 points each, and even with strength 4 they are not the strongest of all warriors. Most Dwarf lords compose their main fighting regiment out of Iron Breakers. If you decide to do this, remember the following: strength 4 isn't too high, especially against Chaos Knights. You'll also require a couple of rune-boosted Dwarf heroes to deal with Chaos Lords and such like. Just remember to keep some distance between them! The beardiest enemies love to field

their toughest characters with *the Sword of Destruction*, and losing the power of two Magic Items is simply too painful. Remember that Iron Breakers armour is magical, so this affords additional protection from some spells and magic weapons.

Dwarf Warriors

Basic Dwarf infantry. Generally they are fielded as spearmen (or spear Dwarfs!). It is true that old races like Dwarfs and the Elves are not too cheap. The only way to improve their inadequate Strength 3 is to take double-handed weapons, and that means striking last. If given spears their weapon skill 4 and toughness 4 will often see you through the worst of the troubles caused by opponent's basic infantry. Dwarf warriors can also be equipped with double handed weapons. If your opponent is in the habit of fielding a lots of basic infantry (he/she is obviously out of his mind) then their Toughness of 4 and effective strength of 5 with weapon skill 4 should see you through. Of course they are allowed to carry a magical standard like almost all dwarf regiments, so you might wish to field them just to carry the *Banner of Wrath*.

Dwarf Crossbowmen

These are basic Dwarfs with crossbows. If equipped with armour and double handed weapons their point cost soars to dizzying heights. Without them, they became prime targets for enemy shock troops. A BS of 3 doesn't allow you to hit anything smaller than an Ogre easily. The two options here are either a full blooded missile troops (perhaps with the *Rune of Slowness* in their standard) or a combination of close combatants and missile troops equipped with double handed weapons and as much armour as you can get. Remember that your point cost total for one paltry crossbow dwarf soars upwards very quickly. If you give them the equipment needed to survive hand to hand, try to find the points to field at least a Champion to challenge the opposing heroes. Also, the ever-popular *Rune of Courage* should come in handy. Because of their long (30") range, they are my preferred Dwarf missile unit. For best results field a regiment 16-30 strong, deployed on a hill.

Thunderers

Another typical dwarf missile regiment: Hand guns hit hard, have a reasonable range but are slow to fire. Hand to hand is almost out of the question for these Dwarfs. They can beat up Skavenslaves and Goblins on a good day, but enemy elites are definitely out. Ballistic Skill 3 isn't too high for troops that are strictly a missile regiment. Because of the "changing ranks" routine, the Thunderers can be placed on flat ground. The enemy doesn't usually expect any missile troops there, so you just might find yourself in very desirable firing position. Like the crossbow Dwarfs, the Thunderers benefit from the *Rune of Slowness* so they might get additional chance to fire their guns. As with other missile troops with Ballistic Skill of 3, I recommend at least a 16 strong regiment.

Miners

Miners are the 'Poor man' s Hammerers'. With 2 handed weapons and heavy armour, they can do business very nicely. Again you have the constant problem with the 2 handed weapons - you strike last. With heavy armour and double handed picks Miners are a good choice against some of the more heavily armoured targets like Chaos Dwarfs. Humans, Goblins and such are easy prey for them, so when facing a regimentally strong army, they are a good choice.

Troll Slayers

The most colourful of Dwarf regiments, these 'driven' Dwarfs add a welcome splash of colour to otherwise rather grey Dwarf army. With their immunity to psychology and break tests, and their Slayer Skill, they are deadly unit indeed. Just remember to give them two hand weapons and hey ho, hey ho, it's off to war you go! (*you can stop that, or I'm calling the police - Ed.*) No armour means that many spells and missiles cut down a large number of these troops. Basic Strength of 3 means that opponents with high armour saves are quite safe from their attentions. Then again some Slayer Champions equipped with suitable rune weapons can quickly fix this. Slayers are also the only Dwarf regiment that can't have a magical standard. Almost all Dwarf generals equip their

slayers with two hand weapons instead of double handed axes. This is the best option. Slayers are at their best when facing an opponent with high Toughness so you can get the most out of their Slayer Skill. If you wish to have a really strong hand-to-hand unit, tool up a few Slayer Champions, and put a Hero or two with them. They can also be fielded as an (expensive) 'trap' unit that ties up powerful enemies by simply refusing to rout. You must remember that with a Movement of 3 it is a rare day when you get to pick your fights. Because of their tendency to die from enemy fire, the *Ruby Chalice* is well worth the points against Elves and such (*read the Army list Tuomas - Slayers are only allowed to take Magic Weapons! - Ed*). Try to field a regiment of 20+ Slayers. This is one of the units I always try to field when playing Dwarfs.

WAR MACHINES

Stone Throwers

You have a choice between small and cheap or strong but more expensive. I always go for the small stone thrower. It is cheap, has a high enough Strength to damage almost anything and still allows no armour save. Of course large ones are more useful against extra-tough or powerful creatures with lots of wounds, but since I generally target my stone throwers towards rank and file, this is less of a problem. If your opponent has a nasty habit of fielding a 10 strong unit of dragon ogres, then the larger stone throwers might be worth their points. I generally use the *Runes of Accuracy* and *Fortune* in my stone throwers, and try to field at least 2 of them. Expensive choice, but sometimes worth it against very numerous opponents like Skaven.

Gyrocopters

The standard version of the Gyrocopter is the Mark III Karak Azul 'Stealth Bomber' with the *Rune of Disguise* and 1 or 2 *Runes of Penetration*. It is one of the main things in the whole game that reaps the lion's share of complaints. In fact it is of limited use against most opponents because of it's high points cost. Against heavy cavalry like Chaos Knights it will usually work, but if you are facing Skaven or such, their price prohibits their use. I never use the bombing runs because of the severe risks involved and the general ineffectiveness. When faced with an army that has very limited amounts of missile troops like Chaos, I've seen even 3 Gyrocopters perform just fine.

Cannons

Dwarf cannons have shorter range, weaker bite and higher point cost than their Empire counterparts. The plus side is the ability to put runes on the cannon and a much tougher crew. With luck they might be able to stand against the Harpies that are far too common a sight in the Warhammer skies. My favourite rune is, of course, the *Rune of Forging,* and the cannon can be equipped with additional runes like *Rune of Burning* (if facing Wraiths, this makes the cannonballs magical) or the *Rune(s) of Immolation.* I once saw a Dwarf cannon with three *Runes of Immolation*, and it was teleported with the Unit-moving spell into the middle of the opponent's army... **BOOM!** (***Editors Note:*** *If any of our readers are guilty of this sort of ungodly beardiness they should go to their local vets immediately and ask to be put down.*)

Remember to always aim your cannons towards characters. They will fail their 'Look out Sir!' rolls eventually.

Organ Guns

Perhaps the most popular war machine in the whole Dwarf army (*not if you're facing them -Ed.*), the organ guns are the perfect tools to bring death to powerful opponents. The usual method is to equip it with the *Rune of Disguise* so the opponent's flyers don't extend their unwanted attentions to it. Unfortunately the gun can't be boosted with the Rune of Forging, making firing it a risky business. All in all, a very good buy if you consider their low point cost.

Bolt Throwers

Dwarf anti-aircraft artillery is the most usual option for this device. With the *Rune of Seeking* and one or two *Runes of Penetration*, it can give some nasty shocks to your opponent. If you think you won't be facing large flying monsters, leave out the bolt thrower or equip it with three *Runes of Penetration*. I personally try to field at least two bolt throwers at a time or none at all. Two shots are better than one, just like in the popular Dwarf sport of Gob-lobbing.

Flame Cannon

Because of their high point cost value, any Dwarf general must choose carefully the time and the place he intends to use his flame cannons. They are (of course) at their best when used against such things as Treemen and Mummies, because of the double damage caused by the fire. It's also true that their flames will hit anything at least half covered by the Dragon's breath template, making it one of the deadliest war machines around. This high kill ratio is in addition to the *Panic* check your opponent has to take, so I'd include it in most armies, even if it is a bit risky.

MAGIC ITEMS

I never field a Dwarf army without taking *the Sceptre of Norgim*. It is such a wonderfully useful and effective item that I feel it is a must for every Dwarf general. Many opponents march within 8" of a dwarf regiment, confident in the knowledge that with the movement of 3 they'll still get to charge first. The Sceptre changes all that by increasing the move of the Dwarfs to 4! I've also seen an Iron Breaker unit with armour save of 1+! (the regiment had a Standard of Shielding as a side order). The regiment was also 50 strong…

If you want to give your regiment a 'regular' magic standard like the *Banner of Might*, and still wish to have a good chance against psychology and break tests, consider the *Dragon Crown of Karaz. You'll have to give it to a Dwarf King, though.*

Both the *Axe of Grimnir* and *Gotrek's Axe* are real bargains at a mere 125 points. Whenever facing an opponent with lots of troops with multiple Wounds (like Chaos and the Undead) they are worth considering.

Runes

Dwarfs have the very attractive option of fielding a completely unbreakable army by giving every single regiment a *Runic Standard* with the *Rune of Courage*.

The Flying Hammer is a famous invention. Combining the *Master Rune of Flight* with, say *Rune of Smiting* and *Rune of Breaking*, enemy characters will soon dread to come near your units.

Dwarfs get both extra Attacks and extra Strength cheaper than other races. Any combinations of the *Runes of Cleaving* and *Runes of Fury* are usually very effective. I like all runes that affect the target when it is hit, without trying to wound. One of the best examples of this was when my general had a *Curse Rune* and two *Runes of Fury* in his axe. He managed to lower a Bloodthirster's strength to 4, and the Chaos player was not amused! Another rune like this is the *Rune of Breaking*. I've seen a few pale faces when my opponent hears his *Doomglaive/Axe of Khorne/Fellblade* is broken! If used by a character who sees lots of melee, I recommend combining it with the *Master Rune of Swiftness*. The *Rune of Luck* is an excellent back-up item for Dwarfs because it allows you to re-roll those failed checks for destroying your opponent's weapon/physical health. If you are fielding an army with lots of monsters. Then the *Master Rune of Gorth One-eye* might be suitable to replace the usual *Master Rune of Valaya*. Just keep your monsters within 12" of the Battle Standard and you'll have no worries about the loyalty of these otherwise unreliable troops!

The *Master Rune of Dismay* is essential against armies like Orcs, Chaos and Skaven since it can really slow down their advance. It can be given to a champion since it is a 'one use only' item. Giving a couple of *Runes of Fortitude* to a character with *Black Amulet* and *Master Rune of Spite* will make your Dwarf a close combat monster without any weapons at all!

Of course all of us can make a Rune Axe with *Master Rune of Death, Rune of Smiting* and *Rune of Might*, but such things cost so many points that often they will be your undoing, and nobody needs help in designing them.

TACTICS

Even though Dwarfs are expensive. you should try to field large regiments. Since Dwarfs don't have any mounted troops, the cost of such steel blocks is still affordable. I try to have a regimental strength of 20-50, and include a champion in each unit, as well as one Dwarf Hero/Lord/Runesmith/Slayer character. Of course, full-blooded missile units don't need such trappings and usually I field Thunderers and crossbowmen without anything else but standard rank and file.

Thunder in the Mountains

Even though it isn't that typical, a missile and artillery-based Dwarf army is one of the most effective choices in Warhammer Fantasy Battle. The regiments should include several units of Dwarf Crossbowmen, this time boosted to their full hand-to-hand potential with 2 handed weapons because they might have to receive what is left of the enemy charge, plus regiments of Thunderers. At least one hand to hand regiment is required, since there are usually still some enemies left when they come out of the hail of fire. But the most important thing is to field as many Cannons, Organ Guns, Flame Cannons, Stone Throwers and such as you can afford.

The Hammer of Wrath

The classic Dwarf way of waging war has always been to march determinedly towards your enemies, shrug off any missile casualties, and grind your opponent to dust in melee. Buy one regiment of each elite (Iron Breakers, Long Beards and Hammerers), and a couple of units of Slayers, tool them up and go shopping to the nearest rune market by equipping all your characters with rune weapons. Try to use as much cover as possible as you advance upon your enemy. Take a character with a Rune of Passage for each unit. Your enemy will shiver with fear when you charge through a swamp at full speed! A word of advice: Skaven and Chaos armies are so powerful in hand to hand that it is very foolish to think you can defeat them without first softening them up with artillery.

Now lads, fill up my tankard, and sharpen your axes. We will meet our enemies in the Field of Glory tomorrow.

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 0115 91 40000 (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?

THE CIRCLE OF SEVEN CAMPAIGN
PART II: ASSAULT ON SARACEN'S PEAK

By David Rae

The web of heresy continues to unfold on Mirchen's Planet. In this, the second part of David's WH40K campaign, the mysterious Eldar find themselves drawn into the conflict.

It had been a long, arduous day. He had battled against a bureaucracy that was centuries old and had achieved nothing. What he could do for this planet if only he had a free hand.

Acknowledging the presence of the guard, N'ga al Sheen retired to his chambers to sleep and replenish his energies in order to do battle with the intransigent civil service anew the next day.

"You look tired my Lord al Sheen."

Startled, the Psyker Lord spun on his heel and scanned the room. At first he saw no-one, felt the presence of no-one until the individual who had addressed him emerged from the shadows.

The speaker was spectacularly ugly. Short, fat, corpulent. His smile was appaling, filled with teeth rotted down to stumps. Small piggy eyes peered out from a bald, wrinkled head forcing al Sheen to shudder involuntarily.

"Another hard day at the office was it?" enquired the interloper.

"How dare you!" spluttered al Sheen, "Leave before I call the Guard!"

"I don't think so," was the measured reply, "You see, I have something you need badly. So badly in fact that you don't even know you need it."

N'ga al Sheen sighed as he opened his eyes. That conversation of over a year ago now haunted him like a vengeful spirit, and if his co-conspirators had known of it they would have hung him high and be damned with the consequences.

But that was the past.

Rubbing his temples to fight off an emerging headache, he prepared to make his final speech before the revolution began in earnest.

Of course Urkan, as he was known, had been true to his word. He did have what was needed, and more. Now he, N'ga al Sheen, had no need of food, rarely required sleep, still had, he assumed, the reigns of a burgeoning revolution and the blood of an Inquisitor on his hands. He was in too deep to escape now.

His downfall had begun with little gifts of information and insight proffered by Urkan. These tidbits had grown in significance until they were of such major strategic importance that he had demanded to meet the source of this knowledge.

It proved to be a monumental error of judgement, a mistake Urkan had long been waiting for.

"N'ga al Sheen, meet U'thaali dur ben Ohmil"

The thought gnawed at his mind. He had been formally introduced to a Keeper of Secrets.

And now he bore the mark of Slaanesh.

At the time he had been stunned to comprehend the circumstances of his plight, but as time passed, his dismay grew hugely. There was a period of time that he could not account for, so

many things swarmed within his mind that he could not comprehend fully. The only thing that he knew with certainty was that he was doomed.

But one avenue was left to him: start the rebellion and hope that the right side won and showed him the mercy of a clean death.

With that thought foremost in his mind, he rose, set his shoulders, then made his way to the Conference Chamber.

Rauhach inhaled deeply, tasting the crispness of the air as it passed through his nose and mouth. The colours of the leaves, the sky, the soil were manifold and vivid this morning. He could hear the rustle of beetles in the grass and his skin prickled with anticipation. The injection of Ohm was nearing it's peak effectiveness.

All morning he had watched the humans scurry around erecting barricades and deploying troops. Only one of their number seemed calm and collected. He spent some considerable time studying an apparently disused plinth located on the small hill they had camped on.

Rauhach knew that this was where the Wraithspire was located. He could not see it, but trusted that Aprarra Tiane would not deliberately mislead him. The human also seemed to detect the Spire's presence.

As he watched, the human lifted a short rod aloft. The artifact was adorned with a golden skull. It confirmed his status to Rauhach. This one would be his target, the one who would attempt to steal the Heart of the Spire.

"Warlock," he hissed, "You are mine!"

For the briefest moment the human hesitated, as if he had heard the challenge, then went about his business.

Annek Boe shivered visibly. It was as if he had been overwhelmed by a surge of utter and irreconcilable hatred. Scanning the surrounding forest, he made his way to the position manned by Lieutenant Levich.

"I believe we will be attacked presently"

The Valhallan officer gave a brief grunt of dismissal, but when the Psyker did not move, he stood to confront him. Nobody should tell an officer how to do his business, especially some mentalist freak.

Levich was startled by the look of complete certainty in Boe's eyes and, after a moment taken to compose himself, began to bark orders in the way only a Valhallan officer can.

Guardsmen ran to their positions and began to check the weapons and warm up vehicle engines just in time to witness an eruption of colour from the surrounding forest.

With frightening speed, the Athulwe troupe closed in on their opponents. The sight froze the blood in the veins of the humans.

Unseen, Rauhach let the combat drugs take full control of his mind and body. If the speed his companions moved at was fearsome, his own was terrifying.

Assault on Saracen's Peak

BACKGROUND

The folklore of Mirchen's Planet contains a tale which revolves around the low hill known as Saracen's Peak and is considered to be one of the great heroic legends of the area.

It is said that a group of tribesmen from the Black Plains were travelling through the area conducting a trading expedition and amongst them was a particularly handsome warrior. The womenfolk were much taken with his good looks and paid him a great deal of attention. This annoyed the son of the local Lord, who tended to have his pick of the ladies, and so he challenged the warrior to a duel.

The pretentious youth was slain, and this brought the wrath of the Lord down on the tribesmen. In the ensuing skirmishes, which took place along the route from the Lord's castle to Saracen's Peak, all the tribesmen, save the warrior, were slain.

The warrior issued a challenge to the Lord that they fight on the top of the hill. The Lord accepted, but betrayed his honour by having an archer slay the warrior as he approached to do battle.

The warrior, with his final breath, cursed the Lord's name. As a result, the Lord's lands and holdings fell into ruin.

Many say that this is mere story telling, but the ruins of an ancient castle were found during the construction of the Governor's Palace.

OUTLINE

Knowing that loyalist forces were closing in, N'ga al Sheen dispatched Annek Boe to Saracen's Peak to locate a psychic artifact which had been revealed to him by an unknown source. Although of lesser ability, Annek Boe was extremely sensitive to psychic vibrations and was more likely to detect the artifact, which was in the form of an Eldar Wraithspire.

The Eldar, having detected the influence of Slaanesh, sent a large force, via the Web, to lend aid to those forces arrayed, unsuspectingly, against the forces of Chaos. However, the Wraithspire had to remain intact to allow this, so a defending force of Harlequins was sent in advance.

THE FORCES

Both commanders may chose an army of up to 2000 points. The Harlequin player should select his forces from the Harlequins section of the Eldar Codex. The Heretic player should select his army from the Imperial Guard Codex and, in addition must include Master Annek Boe as the army commander.

STRATEGY CARDS

The Harlequins have a choice of up to two of the following Strategy Cards:

Ambush, Brilliant Strategy, Crack Shot, Craven Cowardice, Divine Inspiration, Insane Courage, Look Out Sir - Aaargh!, Malfunction, Reinforcements, Saved!, Special Issue, Traitor.

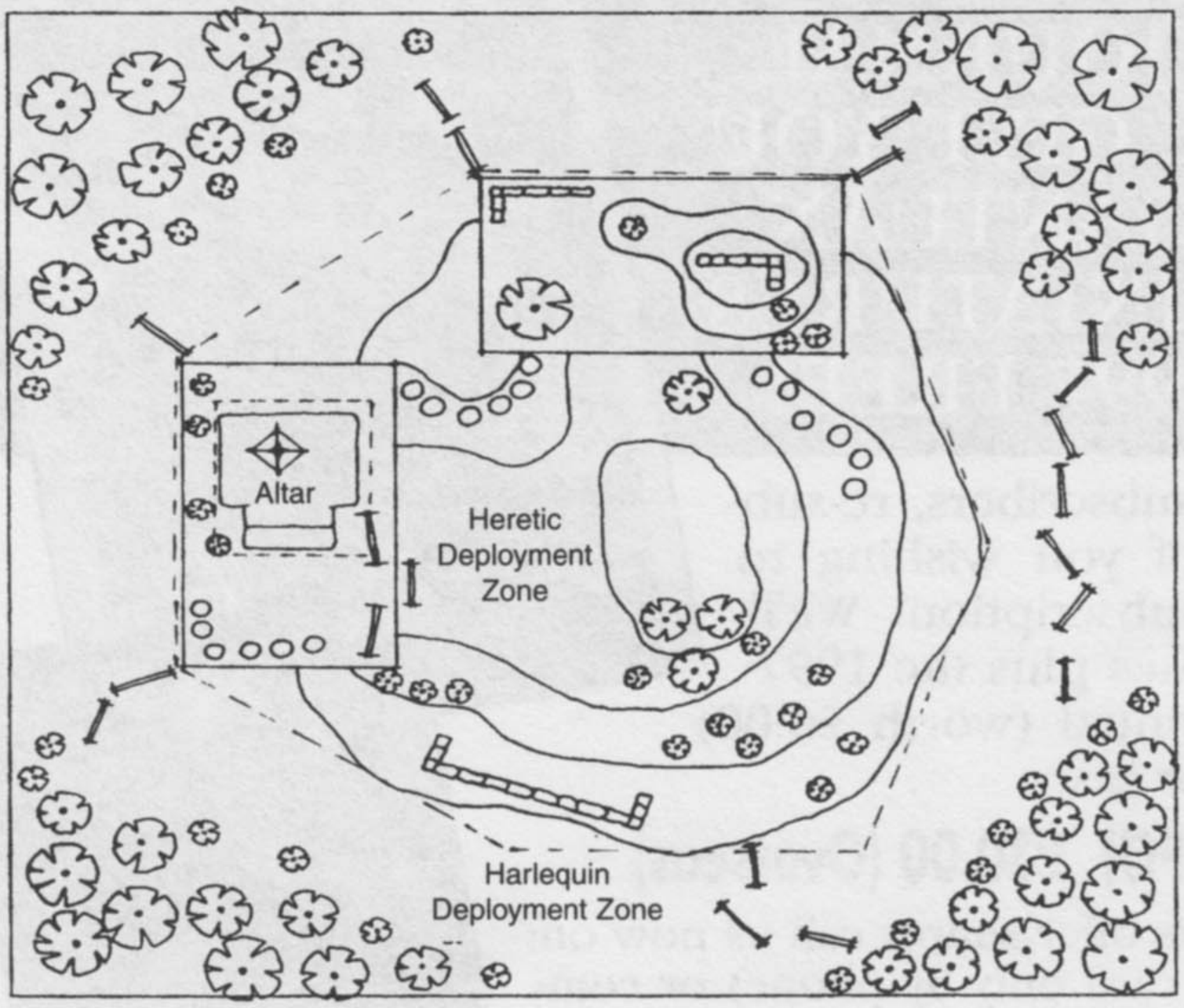
The Heretics have a choice of up to two of the following Strategy Cards:

Barrage, Booby Traps, Brilliant Strategy, Crack Shot, Delayed, Insane Courage, Look Out Sir - Aaargh!, Malfunction, Reinforcements, Saved!, Special Issue, Traitor.

STARTING CONDITIONS

The Heretic force may deploy anywhere within the area covered by Saracen's Peak itself, with the exception of the Wraithspire altar.

The Harlequin army may deploy anywhere out with the bounds of Saracen's Peak. If they are out of Line of Sight of the Heretic forces, they are considered to be hidden.



RULES AND REFERENCES

1. The Harlequin player should make use of the Shadow Seer powers as published in Citadel Journal, Issue 17.

2. Annek Boe must defeat the psychic defenses of the Wraithspire. To represent this, the heretic player must make a roll of 7+ on D6. The attacking psyker's mastery may be added to the roll and a bonus of +1 is permitted for every consecutive turn spent in conflict with the Wraithspire. Once a successful roll has been made, the Wraith Heart will be given up to the attacker.

3. Once the Wraith Heart is in Annek Boe's possession the Heretic player may immediately assign another Adeptus Power to the Psyker. He is, however, still considered a Master Psyker in all other respects.

ANNEK BOE

Thoughtful and imaginative, Annek Boe is possibly the only member of the Circle of Seven who could have detected the presence of the Wraithspire on Saracen's Peak. Boe's motivations for joining the revolt are unclear, although it would appear that he has merely been swept along with the tide of euphoria.

With the Wraithspire in his possession, any psyker will achieve a higher state of receptiveness. N'ga al Sheen intends to gain possession of the focus and boost his powers to untold levels.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Annek Boe	4	5	5	4	4	3	5	2	7

WEAPONS Autopistol

ARMOUR None

WARGEAR Force Rod & *The Wraith Heart* (see below).

SPECIAL As a Primaris Master Psyker, Annek Boe may have up to three psychic powers.

THE WRAITH HEART

Every Eldar Webspire has a Wraith Heart to act as a beacon. The Heart is, in actual fact, a large Spiritstone which is home to the spirit of an Eldar navigator.

The Heart amplifies psychic energy and in the hands of a trained psyker can boost their Psychic skill level by 1 point. Eldar Seers will never use a Wraith Heart in this manner as the item is regarded a sacred.

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THE GRAND TOURNAMENT 1997

Back in July last year we held the very first Grand Tournament. Over 250 players gathered together to play Warhammer, Warhammer 40,000, Blood Bowl and Necromunda. The event proved a great success, and so we've decided to hold another Grand Tournament this year too! This year our aim is to hold not four but six tournaments over the weekend of 30-31st August at Leicester University, adding Warhammer Quest and Epic 40,000 tournaments to the four tournaments we ran last year.

The Warhammer and Warhammer 40,000 tournaments will be for 100 players each, and will use the latest version of the tournament system we've developed over the last 2 years. The system means that while winning games is the most important factor in determing the overall winner of a tournament, things like fielding a well-painted army and being a sporting opponent are very important to! The Blood Bowl, Necromunda, Epic and Warhammer Quest tournaments will only be for 24 players each (so get those entries in fast!), but will still test a players overall ability in a number of different areas.

All of the tournaments are designed to guarantee every player a full weekend of gaming fun - so don't worry, you can't get 'knocked out' after your first game and be left with nothing to do for the rest of the weekend. In any case, apart from the tournaments themseves we will be laying on a number of other things to take part in over the weekend. For a start we are going to make sure that all the gaming tables will be available to players to use while tournament games are not in progress. Considering that there are going to be literally dozens of die-hard players and their armies at the event we anticipate "ad-hoc" multi-player battles raging until well into the small hours of the morning. For those who prefer to save their game-playing energies for the tournament, there will be the opportunity to have a drink and a chat with fellow gamers, or even to take part in the infamous Saturday Night Team Pub Quiz!

One word of warning - judging by the speed the tickets sold out last year, if you want to enter you'd better get your entry in fast. Just fill out the entry form below and get it in the post straight-away. Who knows, with a bit of luck I may be handing you the covetted first place trophy!

Have fun.

Jervis Johnson

Entering the Tournament

The Grand Tournament is going to be run over the weekend of 30/31st August at Leicester university. Access to Leicester from most parts of the country is available by road and rail, and there is an international airport quite close by.

The event will start on Saturday 30th August at 10am, and will finish at about 6pm on Sunday. The ticket price (£65) includes entry into the tournament of your choice, full board accomodation in a Univeristy Hall of Residence, and free admission to any other events such as seminars, the pub quiz, etc. You can choose to arrive on Friday evening and/or stay over on Sunday night if you wish. Each extra nights bed and breakfast accomodation costs an additional £20.

Entry is strictly limited to 100 Warhammer players, 100 Warhammer 40,000 players, 24 Epic 40,000 players, 24 Warhammerquest players, 24 Blood Bowl players, and 24 Necromunda players. You may only enter one tournament and tickets will be given out on a first come, first served basis.

If you want to take part in the tournament then you must fill in and send off the entry form we've provided, along with payment to cover the cost of the entry fee. You must let us know your name, age, which tournament you wish to take part in, and what type of army/gang/team you will be using (Warhammer Quest players can ignore the last bit!).

Entry forms should be sent to:

Games Workshop 1997 Grand Tournament,
Games Workshop Mail Order,
Chewton Street,
Hilltop, Eastwood,
Notts. NG16 3HY
United Kingdom

Alternatively, entries can be placed by Visa, Access, Mastercard or Switch by phoning our Mail Order Hotline on 01773-713213

Those fast enough to get one of the places will receive an information pack containing the full tournament rules, a schedule, a detailed map showing how to get to the event, and a ticket that will act as a name badge at the event (so don't lose it!).

We also have a limited number of rooms available for people who want to come along to the tournament but don't want to play. These rooms are primarily meant for the parents of younger players, so they can accompany their offspring for the weekend and make sure they don't get into any trouble! For details about room only tickets (or anything else about the tournament) simply phone our Mail Order Hotline on 01773-713213.

GAMES WORKSHOP®

1997 GRAND TOURNAMENT ENTRY FORM

NAME: ..... **AGE*:** .....

ADDRESS: .....

.....

COUNTRY: ..... **Postcode:** .....

Tel: .....

In which tournament will you be participating? (Only tick one box)

Warhammer ❑ Warhammer 40,000 ❑ Warhammer Quest ❑

Epic 40,000 ❑ Blood Bowl ❑ Necromunda ❑

What army/gang/team will you be entering .....

Will additional night's accommodation be required? Friday Night ❑ Sunday Night ❑

Do you require disabled access? Yes ❑ No ❑

State any dietary requirements: .....

Method of Payment: Cheque ❑ Postal Order ❑ Access/Mastercard ❑ Visa ❑ Switch ❑

Card No: ..... **Issue No:** ..... (Switch only)

Card expiry date: .....

Cardholder Name: .....

Cardholder Signature: .....

I declare that all of the information given above is correct and enclose payment of £65 to enter the 1997 Grand Tournament, plus £20 per additional night's accommodation ticked above.

I agree to abide by the decisions of the umpires and to conduct myself in a manner that will not bring our hobby into disrepute.

Signed: ..... **Date:** .....

*Unfortunately we can't allow players younger than 14 years old to take part in the tournament for insurance reasons.

We'd love to send you details of our special offers and promotions, but if for some reason you don't want us to, please tick this box. ❑

WARHAMMER®

THE DIARY OF A ~~MADMAN~~....

WARGAMES TOURNAMENT ORGANISER

Richard Naco describes the trials and tribulations of running a Warhammer tournament in the land down under.

OCTOBER 1996

I was playing in my first Warhammer Tournament, at MOAB (translation: Mother of all Battlegames) in the southern most suburban extremities of Sydney (Australia); and after an appaling start the old Savage Orcs got their collective acts together and performed well (if not too brilliantly). Life was a blast, and my conversion to Warhammer after eons of historical wargaming was fully justified by the sheer fun of it all. I wanted more of this feeling - the Big Questions was: when is the next convention?

The next big competition on the Australian wargaming calendar is CANCON - the country's biggest and most prestigious tournament, run over the Australia Day long weekend (which is the last weekend each January) in Canberra, the national capital. And, as luck would have it, the big contingent of Canberra wargamers that have made the three hour drive to MOAB had brought stacks of their impressive application booklets. With much excitement I obtained a copy and flicked through the pages looking for details of the Warhammer comp, but in vain. One of the Canberra lads apologised and explained that there had been no Warhammer Fantasy for the past couple of years - no one had put their hand up and volunteered to run the thing, so no comp!

A couple of days later, I was in the Sydney Games Workshop store yarning with Kevin Lee, the Manager, who I first got to know when he was working at the Belconnen store (in, of all places, Canberra). The subject of the Warhammer-free-zone that had become CANCON reared its inevitable and ugly head, and I said to him that there was no point whining about the sad state of affairs if I was not prepared to do anything about it.

I knew that it would be a futile gesture to attempt to run a tournament without reasonable commercial support, so I was given Ian Crabb's name as the appropriate contact at Games Workshop, and made the hopeful phone call. Ian was highly supportive, and put the full weight of G.W behind my endeavours. With the Workshop on board, we rapidly gained a further three sponsors that allowed us to put a strong case for the late inclusion of a Warhammer Fantasy tournament to the CANCON organising committee.

It turned out that the Canberra Games Society (CANCON's host club) did not require too musch arm twisting. Their President, Simon Leroy-Meyer and his committee willingly took us on board, but warned me that a consequence of our late nomination could be a low priority for space and/or logistics. It seemed that we would be limited to only six tables, but, as they were unclear on this point, I thought best not to fret too much over it at that time.

My fiancee, Norma Fakhouri, ran up some snazzy flyers which were posted up in the Sydney metropolitan Games Workshop stores (and with several GW dealers); CANCON put a notice promoting us on their Internet site; and I made a heap of phone calls to active gamers to spread the word. The initial leg work being all done; it then became a case of "hurry up and wait".

NOVEMBER 1996

While I waited apprehensively for the flood (or possible trickle) of enquiries, I took some time to define exactly how I was going to achieve my vision of Warhammer. I unashamedly poached ideas from a huge range of sources: Games Workshop staffers Mark Edwards, Ian and Kevin; gamers Andrew Bishop, Mark Fenlon and Mark Newman; past White Dwarf articles by Jervis Johnson and

Rick Priestley; and the sage advice of my fiancee Norma - at that stage a novice general of a Tzeentch army which I had painted for her.

The goal of our tournament was to become a step in the resurrection of Warhammer Fantasy in Australia. Strange as it may seem, Warhammer had fallen far behind Warhammer 40,000 in overall popularity here, and was rating barely ahead of both Necromunda and Blood Bowl. With all due respect to the fans of these games, it just didn't seem right. I felt that the way to initiate a renaissance of Warhammer Fantasy was to emphasise the full glory of the hobby: the fun of playing a fair minded opponent; the visual splendour of the magnificent Games Workshop figures in a decent paint job; as well as the thrill of decent competition. I wanted to break the heavy emphasis that was traditionally placed on tabletop results - a situation that seemed only to encourage power gaming and less than attractive behaviour by players.

The method that I derived from my human resources was simplicity itself. The tournament would be divided into three main elements: the WARBOSS - the best performed tabletop general; the GAMEBOSS - the best behaved player (with the most balanced army); and the PAINTBOSS - the player with the best painted and presented army. The overall champion would be the player who performed best in all three categories, and who thus personified all that is desirable and attractive in the hobby. Later, I named this the John Walsh Memorial Trophy after my cousin, a leading South Australian wargamer who was such a personification of the ideal player (and all-round decent human being) up to his death in a motor vehicle accident while driving to CANCON in 1981.

DECEMBER 1996

This was a pretty quiet month. At first there were virtually no enquiries (leading Norma to doubt that her spiffy posters were actually put up), but gradually the calls started to come through. We received a lot of interest from young guys who expressed no interest at all in fielding balanced armies, but in the end none of them actually fronted. About one week from Christmas, we had a glut of enquiries from more mature players, and we were fortunate that these "Gentleman Gamers" proved to be the core of the competition.

JANUARY 1997

The applications for CANCON closed on 12 January, and the traditional last minute rush of nominations really didn't hit us to the degree that it did other competitions. Our closing date for army lists was 17 January, and we inevitably received some a week late (ie. on the very eve of the competition). The other factor that surprised me was that some 60% of the army lists were incorrect or inappropriate, but the players were highly flexible and accommodating about their errors and none acted at all precocious when amendments were called for. The really encouraging sign for the competition was that all the Warhammer armies were represented, except for Chaos Dwarfs and Slaanesh Chaos (which had become my army of choice since the previous October).

In mid-January the CANCON committee advised us that we could have nine tables in an area of high public exposure (the corridor leading to the main gaming and trading hall). This suited us fine, as the traditional gaming hall was always extremely cramped and public access not permitted around the tables. Our exposed position would ensure that the excellent paint jobs of our players would attract a significant level of attention from both gamers from other comps and general public alike. The scenery was organised (with the loan of buildings from the Games Workshop Sydney store), and all that remained was to print up our post-game and post-tournament questionnaires, and run off our newsletter (called 'The Daily Hammering').

One last detail remained. We planned to run six rounds of competition over the Saturday and Sunday; and then, while the top four players in the WARBOSS played a finals series, the others would storm a Chaos Temple and attempt to steal the idol (with a decent valued Games Workshop voucher for the winner). All we needed was the temple; and Master Painter Mark Fenlon came to the rescue; making a spectacular 31" by 22" by 14" high Acropolis-inspired building (including an altar) from styrofoam and handyman products. This truly eye-popping edifice would prove to be

a perfectly spectacular finale to a great weekend. It took Norma and I four hours to drive from our home in Sydney to Canberra (via Mark's house); but we safely rolled into my brother's house in Canberra with everything intact (except my nerves). Just before turning in, I discovered that I had left the table allocations at home, so with some swearing (oh, the shame) and creative biro throwing I drafted up another schedule (our entire draw was done before the tournament on the basis of army types, rather than on gamer identities - the table allocations were intended to ensure that players spent a minimum number of games on familiar scenery).

COMPETITION

Do you remember how Tim Brooke-Taylor used to go into his 'I'm a teapot' routine on The Goodies *(ahh, the good old days -Ed.)* where he would indulge in a spot of complete panic? I was in a very similar space at 8.00 am on the first day of the competition. We had arrived bright-eyed and bushy tailed at the CANCON venue, only to be greeted by a very large (and communication skills deficient) individual in a surly mood, who indicated our playing area - a long dark corridor with four tables in place. Another CANCON organiser scurried past, promising us the balance of tables in the immediate future; but forty five minutes later (i.e. fifteen minutes before games were due to start) we had a healthy group of players accumulating, but no more tables.

The players displayed great practicality - rounded up an official who in turn got us our tables. Bad News No.2 was the revelations that three of the tables were too narrow (like 3 foot), and there was no covering cloths so it was a wood grain world we would be fighting over; but we got our scenery out and the games commenced. A nearby Napoleonic competition soon arranged cover sheets for the tables, and with the majority of my work thus done, I was able to indulge in some serious game-watching.

Now you're probably wondering how an umpire's work could be virtually over with the setting up of the tables? At the conclusion of each game, the players were required to complete questionnaires concerning the game just concluded, including an assessment of their opponent's PAINTBOSS and GAMEBOSS performances (on a scale of 1-10). The players on any table who had played out a game without referee intervention gained a bonus of five points each towards the GAMEBOSS, so although I was a bit generous on one or two occasions, every player in every game scored their bonus points, and I made about three (yes - 3) decisions over the first two days (in which 54 games were played).

Norma, became Admin Boss (to my Table Boss), and organised the distribution and collection of the questionnaires. She later started taking comments from the players' descriptions of how games were won/lost, and transcribed these onto large sheets of paper (which were in turn stuck up onto the walls of the corridor). These proved incredibly popular with all passers-by, and as the players became more inspired the hallway was constantly regaled with laughter. We created cult figures of Christine (a Tiranoc chariot with a penchant for assaulting 'her' own bolt throwers) and the Slann Mage Priest's very long trip to buy some milk (via Black Gem Way, of course).

Among these "Notes & MsQuotes" (as Norma called them) were the following gems:

*"Nasty wicked Elves were too tricksy and used tactics that strained an Orc general's brain";

*"Instead of taking damage from Flamers, used them to sunbake instead";

*"Rune of Stone - every Dwarf should have one";

*"They're Everywhere, they're Everywhere";

*"The Knights Errant are being returned to their village";

*"KABOOM!!! Orcs and Magic don't always mix";

*"I remembered the Alamo, but I forgot it's a different game"; and

*:"The Treeman and Dryads were too good at mulching and composting Knights".

While the players' performances were as diverse as at most conventions, the really pleasing aspect

of the tournament was the extremely close race in both the PAINTBOSS and GAMEBOSS competitions. We had decided to ignore each player's best and worst scores, so we had no idea how each person was going until the end of the second day. Interestingly the eventual winners of these two categories were not leading in their respective classes at the end of the first day.

At the completion of the second day, we took a vote among the players for the Players' Choice award - (vouchers for Games Workshop paid for by another sponsor) - and the players decided that Rob Birtles (a gallant, if extremely unlucky, general of a good looking Empire army) was the most deserving. That night, Norma and I collated all the results, and found that Sean Enright had won GAMESBOSS in his incarnation as Lizardman Supremo, while Andrew Bishop's ironically superb looking Nurglings had earned him the PAINTBOSS. The finals proved the old adage that 'Luck's a fortune', as, for the third time in as many days, 'Sage' played a Get Out of Jail Free card with Total Power (OK, so I'm mixing my metaphors - but you do understand, right?) to win the WARBOSS.

The OVERALL CHAMPION was Neil Stehr from Queensland, who took his Tzeentch Centaurs to within one shockingly unlucky dice throw of winning the WARBOSS final, but deservedly gained a second place in the GAMEBOSS to win a popularly acknowledged title. Neil's prize was the excellent Wood Elves army box - it is hoped that his girlfriend has much fun painting the new army (Neil explained ALL weekend how vastly superior her paintwork is to his own). Credit should also be given to Stan Veneros (Tzeentch) and Les Nagy (Skaven), both of whom came within one point of forcing a countback for the title. A mention should also be made of Jim Moutsos, who stayed up til 5am on the morning of the first day of competition, painting his Wood Elves to such a high standard that Norma was perverted from the true light of Chaos and is now planning an army of tree huggers. Jim got the just rewards for his effort, by lasting long enough in the Assault on the Dark Citadel for his Treeman to snatch the prize (even more GW gift vouchers).

CONCLUSION

The format of taking all aspects of the hobby into equal account proved extremely popular with both players and spectators alike. We got the players to complete post-tournament questionnaires, suggesting changes, reinforcing successes; and rating the whole show on a scale of 1-10; and the feedback was extremely positive. We received six ratings of 10; eight of 9; two of 8; and one of 7 (one questionnaire was not returned); and the only negatives commonly raised concerned the lighting and undersized tables. We will be making amendments for the 1998 competition - mainly placing more emphasis on win/lose rather than points scores, and giving all players two more rounds of competition rather than having WARBOSS finals, but the general format and governing philosophy will be retained (plus Norma will be dong more Table Boss work in 1998).

The whole experience was fantastic for me, even though it took me a week to catch up on lost sleep. The success of our competition was due to a great bunch of players being given terrific support by the staff of Games Workshop; and we seem set to be significantly larger and even more spectacularly presented in 1998.

And yes folks; WARHAMMER IS BACK!!



This issue sees the return of *'Is there anybody out there?'* the Journal's letters/reply forum that lets you have your say about the Hobby. We welcome all your comments and questions on games, modelling, etc. so don't just sit in a corner gibbering to yourself, get scribbling!

Dear Bunker Boyz,
I would like to hear how other people approach army composition in Warhammer 40K. Do you put squads, characters and support together first, then add wargear and vehicle cards with points left over, or do you select the equipment you want then the bodies?

My main opponent, a Chaos player, is still collecting and painting his army and always takes his full complement of Wargear. Since I want to field as many of my painted miniatures as possible, I find that my characters aren't as tooled up as I would like.

What do other 40K players think?

Zeljko Kogl

Dear Journal,
As invasions go it was very subtle. They came in odd groups not purporting to be anything threatening. Certainly nothing to give any clue to how big the eventual army of occupation would be. In the beginning I was quite taken with these little warriors. The first batch were not soldiers but Dwarfs and Wizard types. We decorated them and put them on show, such was our naivete.

The next group were gifts from friends and the real gathering of the Marines began. Before we knew where we were, we had a boxed game with two opposing sides just waiting for the signal to be given. After the boxed game they came in droves. The treasury was constantly depleted in the unstoppable drive for more men and then more men. Next came the vehicles. These were costly but had to be bought, the army needed them. Without them they could not function to full capacity.

Talk at the dinner table was dominated by weapon scores and individuals' skill levels. No other type of conversation seemed possible. Small types of cards emerged with individual's personal skill levels and these were traded in some kind of game.

The next line of infiltration came through the post. A publication packed with information and articles written by other devotees. No, not devotees, they were true followers as those in my household had become. They were people who like my offspring lived and breathed the war. No breakfast was eaten without this magazine in hand. Battle tactics were probably even dreamt about.

Next my disciples started to spread the word and found in this area others who followed the same beliefs. In their view this was a plus. Meetings could be held in our home with these chosen few. If meeting in person was prevented then tactics, scores and weapons skills could be endlessly discussed by phone. Very soon every article of clothing submitted for cleaning had to be thoroughly searched for folded papers covered in secret information. These precious items could so easily be destroyed and the plans lost forever.

Finally there were enough followers in this area to warrant a central intelligence bureau. Once set up all followers felt able to come out into the open. This heralded an even greater depreciation of funds in the treasury and debts were even incurred. Life on the never-never had begun at a very early age indeed.

Meanwhile the invasion in our household had been so successful that not a single room was unaffected. Gone were the days of eating in style at the large table at the front of the house. Where was that table? Under a covering of newspaper, paint pots, brushes, mixing palettes and the inevitable little men. The use of superglue was in evidence as the

tablecloth became stuck to the table protector beneath, never to be separated. Discarded weapons cut from the hands of warriors to be replaced with something far superior, began to spread around the floor. The hoover was the only answer. Upstairs however was another story.

What had once been a bedroom was now a mine field. Only the unwary stepped into this room at night. Initiates knew just how painful stepping on a Space Marines could be, Eldar were even more painful! Every surface in this room was contaminated. Nothing seemed to have escaped the scourge. Carpet cleanliness became a thing of the past. Even bedmaking became a chore to be completed as soon as possible and escape effected immediately on finishing.

I can honestly say that every room at some stage has been invaded. Drawers, cupboards, shelves, these little warriors have even been in the fruit dish! I fear life will never be the same again. What good has come from this invasion I hear you ask yourselves? Well, my initiates have a lot more friends than before. They are never stuck for something to do nor, for something to spend their pocket money on and best of all for them Mum has given up trying to tidy the bedroom!

Mrs Lesley Butterworth (*Our kind of mum! - Ed.*)

Dear Journal,

I am currently fielding an 'All Guardian' (no aspect) Eldar army. While it certainly would be appropriate for an army of Eldar Guardians to be commanded by a Farseer, this army was commanded by a 'Guardian Lord'. The Guardian lord is based on the Farseer with 4 psychic levels subtracted at 25 points per level giving a base cost of 70 points. Additionally the Rune armour is treated as Carapace but no point adjustment is made. This character was inspired by Nick Numbers' House Rules, which can be found on the Internet at http://www.WPI.EDU/~farrier/main.html. The Shuriken Catapult is perhaps the best basic weapon in the game, and is the weapon of choice for my squads. Since the Guardians have BS 3 they must rely on massed fire, which isn't a problem when you only take Guardians. Most of the squads have Krak grenades. These are not meant to be thrown, but used in HTH with vehicles. You never know when a tank will show up in your midst due to the IG reserve rule or as a result of the "Flank March" strategy card. The other major advantage that the Guardians have is that their weapon platforms, with the exception of the D-cannon, are move and fire. This is important to remember as it actually lets the platforms lend moving fire support to flanking actions.

CHARACTERS- (6% - 115pts - 1 model)

Guardian Lord (115 Points) Power fist & Needle Pistol; Blind & Plasma grenades Conversion Field; Armour Piercing Ammo; Immune

SQUADS- (51% - 1016pts - 45 models including Jetbikes)

Scouts (5 models, 1 squad, **161 points**) Each with a Sniper Rifle & Shuriken Pistol; Frag & Krak Grenades. One model is armed with a power sword.

Guardians (5 models, 1 squad, **99 points**) 4 with Shuriken Catapults & 1 with Flamer. Each guardian has a las-pistol and Krak grenades.

Guardians (5 models, 1 squad, **98 points**) 4 with Shuriken Catapults & 1 with Melta Gun. Each guardian has a las-pistol and Krak grenades

Guardians (5 models, 2 squads, **95 points per squad**) Each Guardian has a Shuriken Catapult, las-pistol and Krak grenades.

Guardians (5 models, 1 squad, **98 points**) 2 with Power Fists, 2 with Meltaguns & 1 with a hand flamer. Lasguns were exchanged for 2 laspistols.

Guardians (5 models, 2 squads, **100 points per Squad**) Each Guardian is equipped with a power swords and Krak grenades. Lasguns were exchanged for 2 laspistols.

JetBike Guardians (5 models, 1 squad, **170 points**) with Twin Linked Shuriken Catapults & Krak grenades. Lasguns exchanged for 2 laspistols

SUPPORT- 43% - 868pts - 10 pieces (6 weapon platforms, 2 WW, 2 vypers)

Support Battery One (3 teams, **184 points**) 2 Distort Cannons & 1 Lascannon. One member of each team has a Shuriken Catapult.

Support Battery Two (3 teams, **184 points**) 2 Heavy Plasma Guns & 1 Scatter Laser

2 Warwalkers (Identically armed, **150 points each**) Lascannon & Scatter Laser

Vyper (100 points) Shuriken Cannon & Scatter Laser. Reinforced Armour & Search Light

Vyper (100 points) Shuriken Catapults & Lascannon. Supercharged Engine & Ablative Armour

Total = 1999 Points.

What do you think about this approach to Eldar army composition?

Thomas Jenei

Dear Journal Boyz,
Here are the Murphy's Laws of 40K -

1. No troop is Superman (unless it's a Space Marine or Chaos Space Marine character).
2. Sustained Fire isn't.
3. If it's stupid and works it's not stupid.
4. All of the important things are simple and all of the simple things are hard.
5. The enemy attacks on only 2 occasions: when they're ready and when you're not.
6. The enemy diversion your are ignoring is the main attack.
7. If your attack is doing well it is an enemy ambush.
8. Blast weapons scatter. Usually in the direction that will cause you the most harm.
9. Squads are essential: it gives the enemy something to shoot at.
10. Artillery dice are really Misfire dice.
11. Sustained fire dice are really Jam dice.
12. A required hit roll of 2+ will always come up a "1".
13. Nullifies work best on your powers.
14. Fixed saves don't.
15. "To hit" rolls are really "to miss" rolls.
16. And finally: no battle plan ever survives contact with the enemy.

Just how many of these do you find true? Scary eh?

Chris Smith

Dear Journal,
Here are the details of a game we have begun to play recently. It is a 40K - Necromunda cross. You take 4+ players, each decides on a squad of troops (eg: Noise Marines, or a tactical squad.) Then you place tokens in the middle of the board.

1. Troops cannot march/run/charge move, so you can only move your base distance. you can still get into HTH combat, but only at walking speed.

2. All weapons have a range of 12 inches regardless of the type of weapon (we say this is due to the unnatural physics of the world in question).

3. All hits to wound, etc. are done as normal, except that you roll like in Necromunda to see if they are just down or out except for terminators. We decided that their 2d6 save was plenty, so if you wounded one and it didn't save, he's history. These games are particularly fun. And we have had some memorable games. We even played it for money one weekend. Every one put into the "Kitty" which we placed in the middle of the table. The 1st one to get it with their troops off the board won the loot!

Chris Scott. http://www.angelfire.com/me/stoffer/index.html

THE SLAUGHTERER OF KHORNE

By Andy Foster

Andy's unofficial contribution to the roll call of Chaos is a blood-drenched berzerker lord of the World Eaters Chapter. Bad news for the Imperium...

The harsh clang of metal on metal echoed along the black-ribbed corridor as the World Eater Marines marched to the airlock of the landing post. Ten thousand years of warfare had not dulled their thirst to spill the blood of those who opposed their god. Khorne would have his trophies from the backwater mudball beneath their raiding ship.

The general roar of angry snarls and vows of bloodshed ceased as one of the World Eaters shoved his way through the crowd. Standing taller than even his giant brethren, the man seemed almost Ogryn-like in nature. His armour was caked in the blood of millennia. the thick dreadlocked pelt of some huge beast flowed from his skull-like helmet and in his left hand he held an axe of Khorne's own forges, a terrible Daemon-blade whose very appearance hurt the eyes. The Marines name was Scyrak, known as the Slaughterer, Chosen of Khorne and Slayer of Armies. Once he had had another name but this was long forgotten, an abstract totem discarded in favour of war. Scyrak the Slaughterer was his name and function both. He had butchered all who stood before him in the name of his God for ten thousand years or more. Cities and planets had been shattered and split beneath his chain-axe, over a million men, women, children and aliens had been crushed by his thick fingers, their heads taken as a sacrifice to Khorne's glory.

Khorne had been pleased with Scyrak's work and had granted him the ability to grow damaged flesh anew. On the plains of Brantoz, Scyrak alone survived a hail of lascannon and bolter fire that slew his entire company of World Eaters. Again and again he was hit by the massed fire of Pheonix marines. Three times he seemed dead and each time he stood up again, screaming his hatred and triumph. On that black night, as the storms lashed the city with lightning, Scyrak had felled over thirty Space Marines and two Dreadnoughts in combat, their armour as putty beneath his fury.

On the Tower of Antharzis, Scyrak had duelled with Ongorth Murderheart, another Khorne Berzerker and former lieutenant commander of the World Eaters. Ongorth had fought side by side with Scyrak at the battle for the Imperial Palace at the end of the Horus Heresy, and the two had once been great friends. That meant nothing to either man as they fought each other atop the tower. Although Ongorth was possessed of even greater skill than Scyrak in combat, Scyrak's ferocity and strength enabled him to break the older man's neck, wrenching his head clean off, and claim Ongorth's Daemon-axe for himself. Ongorth's corpse was hurled to the ground many miles below as Scyrak bellowed praise to his master for his victory. Murderheart's skull decorates Scyrak's personal trophy rack even now.

In an ancient labyrinth of caves beneath the city of Damarond, Scyrak earned from his god a Collar of Khorne after destroying a cult which followed the hated Slaanesh. Scyrak the Slaughterer became a name of terror.

Inquisitors of the Ordo Malleus. the hyper-secret organisation within the Inquisition dedicated to destroying the Daemons and followers of Chaos began to keep track of Scyrak's reported appearances, although witnesses were few. An Imperial Guard regiment under Inquisition

command escaped from a heavily defended landing platform reduced to five men at the hands of Scyrak's warband. Their account of the battle told how Scyrak had been seemingly incinerated when his Rhino transport had been destroyed. The Rhino had rolled down a rocky outcrop, coming to rest on its side. Scyrak had smashed his way out of the floor panels, his armour on fire. He had fallen to the ground, apparently dead. When next the Imperial Guard defenders glanced towards the wreckage of the Rhino, Scyrak was a mere twenty metres from the bunker. He charged the plasteel door, smashing it apart in a few mighty blows. Laspistols could not slow the Khorne Berzerker, let alone kill him. The five survivors had managed to make it to an escape shuttle. The orbiting Chaos renegade fleet had been engaged by Imperial forces and the shuttle was met by an Imperial Battlecruiser.

For their own protection, the men were honourably executed by the Ordo Malleus Inquisitor Fhekov Wrath. Wrath was to pursue Scyrak across the universe and back, sworn to rid the Emperor of this cancerous enemy.

The Slaughterer stood as the drop-pod crashed through the night air to the ground. Ancient retro-systems fired at the last moment, cushioning the impact slightly but the land was a bad one and the pod rolled and bounced on the plascrete surfaces of the city. It smashed through a pair of smoked glass doors and into an urban commerce centre. Electricity arced around the interior of the drop-pod and smoke gushed from panels as the occupants were smashed around. At length, they came to a rest in an ornamental fountain that represented the Emperor destroying a four-armed heretic. One of His arms was holding the monstrosity aloft by the throat whilst the other was about to destroy it with an eagle-shaped blade. Streams of water emerged from the mouths of the combatants, and it sizzled on the super-heated exterior of the drop-pod, flashing into steam. In the distance, klaxons wailed, urging citizens to take cover in appropriate shelters.

An armoured Chimera sporting the insignia of the Adeptus Arbites moved through the shattered lass entrance to the mall, grinding fragments into dust beneath its solid track links. A door slid open on its side and a unit of black-armoured troopers barrelled out, deploying into a defensive position within a second. The multi-laser on the Chimera's turret tracked towards the crippled drop-pod in its watery nest. Sparks fizzed pathetically from some torn cables on the side of the rune-covered pod.

Another Arbites man emerged from the Chimera. His armour was more decorative than the other troopers, and an Imperial Eagle perched ferociously on his helmet. The Captain signalled to his men to advance.

Tentatively, the five men approached the pod. Water lapped over the ruined wall of the fountain, spreading around their boots, reflecting the red light of nearby shops. Footsteps sprinted towards the Arbites team. Shotguns were raised instinctively. A civilian rushed past them, blind with panic. The Arbites exchanged relieved glances. One of the grim figures almost smiled. The Captain hollered impatiently. One of the team raised a bio-scanner towards the pod. The green screen showed nothing.

"Nothing to report, Sir. No bio-signs registering at all," the man said. The Arbites Captain rubbed his chin thoughtfully. He would have liked to open the pod to make sure of that but others were landing. The city was under attack and there was no time for investigations now. He sneered to himself at the failure of the ancient technology. The Emperor had obviously made the pod fall to the ground as a demonstration of his power over Chaos. Captain Karjok reached a decision

"Set melta-charges around it. Ensure no Chaos scum get to use this again."

The Arbites set to work swiftly. As they bent around the pod, attaching the magnetic charges, a small electronic note sounded from one of the trooper's waists. The man, Montgomery, glanced at his belt.

At that moment, the water from the fountain reached a conduit panel on the wall nearby. There was a loud bang and the lights in the immediate area went out. The scene was now lit by the garish red and white strobes of a nearby vendor's window display. The note sounded again,

repeated itself. Again. It became a steady pulsing tune. The Arbiter raised up the dirge-singing bio-scanner, read the screen, looked at the pod. "Sir-" he began.

Karjok looked around as the drop-pod blossomed open, howling and creaking. Blasts of steam and smoke flew outwards from the pressurised chamber. A figure stood there, illuminated momentarily by red light. A bald, scarred head, a face distorted with hatred, raised milk-white eyes towards the captain. The figure raised an enormous axe towards the Arbites. A feeling of utmost fear almost strangled the hearts of the loyalists as that dreadful axe seemed to look at each in turn. The eternal quiet was shattered as Scyrak the Slaughterer roared out.

"Blood for the Blood God!"

The Chaos Lord leapt, Daemon axe swinging down in a lethal arc that sliced an Arbiter cleanly in two across the chest from should to waist. Blood sprayed and bones splintered.

Karjok also yelled, at his men.

Shotguns flared in the abstract darkness.

Bizarre dioramas reached out to seize Karjok's mind. The Chaos Marine thrusting a huge chain axe through Adamson's midriff. Hobkirk appearing to shoot the monster in the face. In the next, the traitor tearing Hobkirk's head off with an almost casual backhander. Randall and Montgomery, one moment standing toe-to-toe with the Berzerker The next strobe seemed to show Randall suspended in mid-air, intestines and blood sprawling from a gash in his armour. Montgomery held by the throat in the Chaos Marine's right hand. As Karjok watched, frozen in abhorrent fascination, the Marine used Montgomery to club Lewis, as an Ogryn might use a ripper gun or lump of wood. The emergency lighting finally kicked in as the Marine fell upon the semi-conscious Lewis. The gore-strewn scene would have made a lesser man wretch. Karjok was assailed by the stench of blood and the carbide from the shotgun blasts. He realised that the Berzerker had actually been wounded during the combat. Even now, as he tore Lewis apart with his hands, the man's head seemed to be rapidly healing.

Scyrak realised that the last of the nearest men were dead. He reached around, grasping Morr'Akhash, the Daemon-axe. The hunger filled him again. Through the red vision, Scyrak was aware that he had been shot again. He ignored the pain, looked around. Another loyalist martyr begged for sacrifice upon Khorne's altar of war. Scyrak was only vaguely aware of the squat shape of the Chimera behind the Arbites Captain. His chain axe flared into life, oily smoke issuing from vents on the shaft, blood flicking from the teeth as they blurred around the edge of the head. "Khorne! Khooorrrnnne!"

Karjok clicked the setting of his plasma pistol up to maximum as the Berzerker charged at him. For all its size, the heretic could move incredibly fast. Suddenly, the Chimera's multi laser spewed into life, a barrage of ruby beams striking the gore-drenched chest of the maniac. Scyrak staggered under the deluge, almost falling. The hull-mounted heavy flamer vomited liquid fire, bathing the Chaos Marine with cleansing righteousness. Karjok added his own volley of plasma to the attack. At long last, Scyrak fell, his chest smashed open, skin blackened and crisp.

Karjok breathed heavily in. This was some legendary Daemon from the warp. He must ensure its death. He drew his power sword, comforted by the cold steel of the handle.

The Chaos Berzerker's skin had paled again. His chest was closing. Karjok's eyes widened as he saw the man's giant hands twitch, close on the dark-bladed axe. He rushed forward, power sword held high to cleave off the man's depilated, brutish head.

Scyrak thrust out the handle of his daemon-weapon. The spearhead on the shaft punctured Karjok's carapace armour as though it were an eggshell, even as the power sword sliced into Scyrak's chest.

Scyrak lifted the agonised Captain high into the air on his axe handle. Karjok's ears filled with the screams of the Daemon contained within. His belly was burning as he slipped slowly down the handle. Scyrak brought his head close to the speared man so that he could see the life leaving

him. Karjok cried out and was dead. Warm blood poured his wound, down the handle and onto Scyrak, who proclaimed his triumph to his God once more.

The ruined shell of the Chimera gave one final breath of fire as Scyrak walked out of the ruined glass doorway. The crew were dead, decapitated after Scyrak walked out of the ruined glass doorway. The crew were dead, decapitated after Scyrak carved open the armour of the tank with his Daemon-axe. He breathed deeply in, smelling the blood and death upon the wind. As he raised his eyes skywards, holding the corpse of the Arbites Captain aloft in tribute, he saw the dozens of World Eaters assault pods dropping like hail upon the planet. This city contained a great many victims with which the World Eaters could pay tribute to Khorne. They would all die. He tossed the corpse to one side.

A squad of guardsmen from the planetary defence force rounded the corner of a nearby building. Some of them saw the terrible figure on the steps of the ruined commercial centre and fired.

Hefting his axes in either hand, Scyrak the Slaughterer, Chosen of Khorne, prepared to pay tribute to his master.

"Blood for the Blood God!"

SCYRAK THE SLAUGHTERER, CHOSEN OF KHORNE, SLAYER OF ARMIES
WORLD EATERS KHORNE BERZERKER LORD

180pts + 80pts Wargear = 260pts

Scyrak the Slaughterer has fought in a million battles on thousands of worlds. Wherever he appears carnage ensues, the wholesale genocide of planets and solar systems. No pile of skulls is ever tall enough to slake Scyrak's thirst for death. His armies do not take prisoners. They are Khorne's warriors, and praise their murderous god on the battlefield.

Scyrak rose quickly through the ranks of the World Eaters by merit of his incredible savagery even before the Horus Heresy. He was only too willing to turn upon an Emperor whom he saw as weak and too compassionate in favour of Warmaster Horus. When the World Eaters turned to Chaos, it was Scyrak who killed their Chief Librarian, sacrificing him to Khorne's honour. A great many men, women and children have fallen to the hands of Scyrak in the ensuing years. Not even his own followers are safe from his fury. He has been known to slaughter those of his troops who should turn away from the enemy. "Cowardice is for victims. Death to cowards!" he once declared shortly before killing ten of his best warriors after they fled from combat with an Eldar Avatar.

Scyrak is an unstoppable killing machine in combat. Armed with a variety of deadly close combat weapons he favours axes above all, and carries a Daemon blade he took from a former World Eaters Lieutenant Commander after slaying him in combat. Khorne has been greatly pleased with Scyrak's tally of dead to date and has gifted him with the power to regenerate wounds and granted him a Collar of Khorne to protect him from accursed Psykers.

Your Chaos Army may include Scyrak the Slaughterer, but only as its Commander. Scyrak does not take orders from others. He may not be chosen as an ally.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scyrak the Slaughterer	4	8(10)	4	5(7)	6	3	7	3	10

WEAPONS Scyrak is armed with a Chainaxe, Chainsword, Bolt Pistol, Frag Grenades, and the Axe Morr'Akhash

ARMOUR Chaos Armour (2+ save)

WARGEAR Collar of Khorne.

MARK OF KHORNE Scyrak's armour save is increased by +1 to 2+ on 1D6. In addition, he is subject to the rules of frenzy. Such is the skill of Scyrak that he may parry even when frenzied. He is an awesome warrior who revels in his role as a sacred destroyer of Khorne.

STRATEGY Scyrak has two strategies: fight and kill. Because of this, if Scyrak is used as an army Commander, his strategy rating is 4 (rather than 5 for a typical Chaos Lord).

SPECIAL RULES

CHAOS SPACE MARINE. The usual Chaos Space Marine rules for rapid fire apply. However, note that Scyrak has special rules concerning Break Tests. See below.

BIG, TOUGH, MAD & FRIGHTENING. Scyrak is bigger and tougher than most Chaos Space Marines, due in part to the large amounts of scar tissue over his body and his regenerative abilities. Coupled with his blood-soaked insanity, this means he ignores pain that would fell lesser warriors. This gives him +1 Toughness, included on his profile. In addition he is immune to psychology and cannot be broken. He passes any Ld-based test. However, his lust to spill blood has eroded the stability of his mind somewhat. His BS is reduced to 4.

Scyrak the Slaughterer must always move towards the enemy, and may not hide. Hiding is something that cowards and the weak do. Cover may not be used if it happens to be in the way of the Scyrak model. He is a Berzerker, and fears nothing!

Scyrak's reputation and blood-soaked visage is sufficient to terrify most enemies. He causes *Fear* as described in the Psychology Section of the Warhammer 40,000 rulebook.

FURIOUS CHARGE. Such is the ferocious enthusiasm of Scyrak the Slaughterer to get to grips with his foe that the may triple his move rate instead of only doubling it when he charges. He may only use this bonus if it allows him to get into hand-to-hand combat that turn. He may not use it if he is unable to reach the enemy!

PSYCHOLOGY. Subject to *Frenzy* and *Hatred* caused by *The Axe Morr'Akhash*. Otherwise immune to Psychology and cannot be broken. Scyrak's insanity means he passes all Leadership Tests. In addition, he causes *Fear*. See above.

LEADERSHIP. Any Chaos Space Marine within 12" of Scyrak may use his Leadership of 10 for the purposes of Leadership tests. However, any units within Scyrak's line of sight that fail the test and break will immediately be charged by Scyrak if he is not in combat already. Scyrak will immediately fight a round of hand to hand combat in order to teach the cowards a lesson in Khorne's name. The opposing player controls Scyrak. The broken unit may not flee from hand to hand combat. Once they are down to less than 25% of their starting strength they are removed, as normal. Victory Points are awarded to the opposing player as normal. Any other Chaos troops who are broken and have line of sight to this event will automatically rally, for obvious reasons. After this, any broken Chaos unit will automatically rally if one model has line of sight to Scyrak.

TACTICAL NOTE

Although Scyrak is pretty damned lethal in combat, the fact he always has to move towards the enemy means you must be prepared to fight offensively (no, not calling your opponent names, I mean you have to actually get stuck in and fight, not hang around at the back shooting at things). Have plenty of close combat troops to back him up by getting rid of that Gretchin shield. There is nothing quite so irritating as having to spend three hundred points and an entire battle stuck in combat with a Gretchin mob, even if you do kill six a turn. Plus, the Runtherd might have that dreaded device; the Grabba Stick. This pretty much neutralises Scyrak's awesome abilities. Your only chance is A: avoid it or B: it might miss. Be warned! Also, your cheaper combat troops will soak up some of that incoming fire because the Slaughterer is as much a target for your enemy as the average well-painted Dreadnought. They just can't resist it and he's not hard to kill with a lascannon. Think tactically, even if Scyrak doesn't. Use him in a Rhino or Land Raider or mount him on a bike to get him across that battlefield and into combat. But above all, Kill! Kill! Kill in the name of Khorne! Blood for the Blood God!

WARGEAR AND CHAOS REWARDS

REGENERATION 30pts

Khorne's power flows through the body of Scyrak, allowing him to regenerate mortal wounds in the same manner as a Bloodletter of Khorne. If Scyrak is wounded or slain, roll a D6 in the rallying phase at the end of the turn:

D6 roll

1-3 Any damage is taken as normal (remove him if he is dead - he will recover fully after the battle if you are fighting a campaign. Such is the power of Chaos).

4--6 Scyrak growls, gets back up and regenerates any and all damage he has suffered in the battle so far, no matter how many wounds were caused or he had previously failed to regenerate. Restore him to full wounds. He cannot gain extra wounds from regenerating, just his normal three.

NOTE: Obviously, Scyrak may not regenerate 'warp damage' caused by Vortex Grenades and Distortion Cannon as he won't actually be on the table any more. Chances are he will return in some other part of the universe, such is the whim of the Chaos Gods.

Scyrak the Slaughterer Only

THE AXE MORR'AKHASH 30pts

Scyrak carries a mighty daemon axe containing the bound spirit of a Bloodthirster, a Greater Daemon of Khorne. The Daemon's rage and bloodlust imbues the wielder of the axe with +2 WS and +2 Strength. In addition, the bound Daemon's influence is sufficient to make the wielder hate enemies: in hand to hand combat, the wielder may re-roll any of his attack dice during the first round of combat.

Scyrak the Slaughterer Only

COLLAR OF KHORNE 30pts

Scyrak wears a Collar of Khorne around his neck. The power of the Collar is to suck the energy of the warp from around it, fortifying the wearer and also protecting him from psychic attack. As a result, force weapons lose their strength bonus against Scyrak. The Collar of Khorne automatically nullifies any psychic power used against Scyrak the Slaughterer or which includes him in its area of effect.

Champions of Khorne Only

Cursed is the Heretic! Forever will he burn in the Emperor's fury!

From: Ordo Malleus Inquisitor Prime Fhekov Arnold Wrath

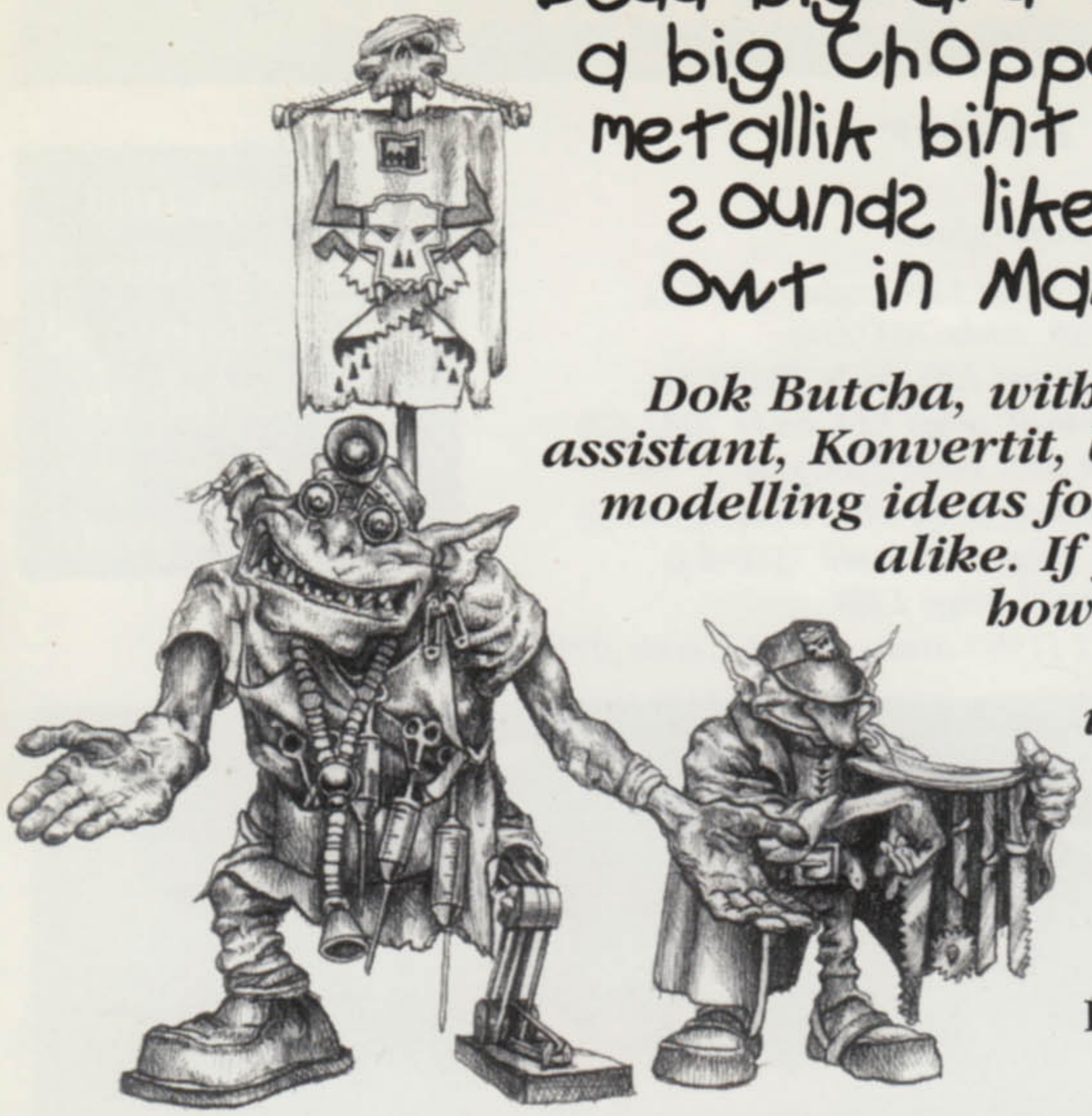
To: Inner Order Grand Masters

Security: Alpha Prime

All available evidence points to the presence of our hated foe, Scyrak. The city of Greater Derbai was ransacked. Over a million citizens were killed or sacrificed to the foul Dark Gods. Survivors are few or none. Those discovered so far have been honourably executed to preserve their souls. A tactical analysis suggests that this attack heralds the start of another wave of Chaos raids in sector twelve. I recommend Adeptus Astartes units are sent to defend Hiveworlds Pollax and Soneillion as these contain the highest population centres. Our enemy seeks sacrifices to the Blood God. I will hunt him down and exterminate him in the name of our Emperor, blessed is his vision.

The pure of mind will conquer the corrupted!

• • • • RECORD ENDS • • • •

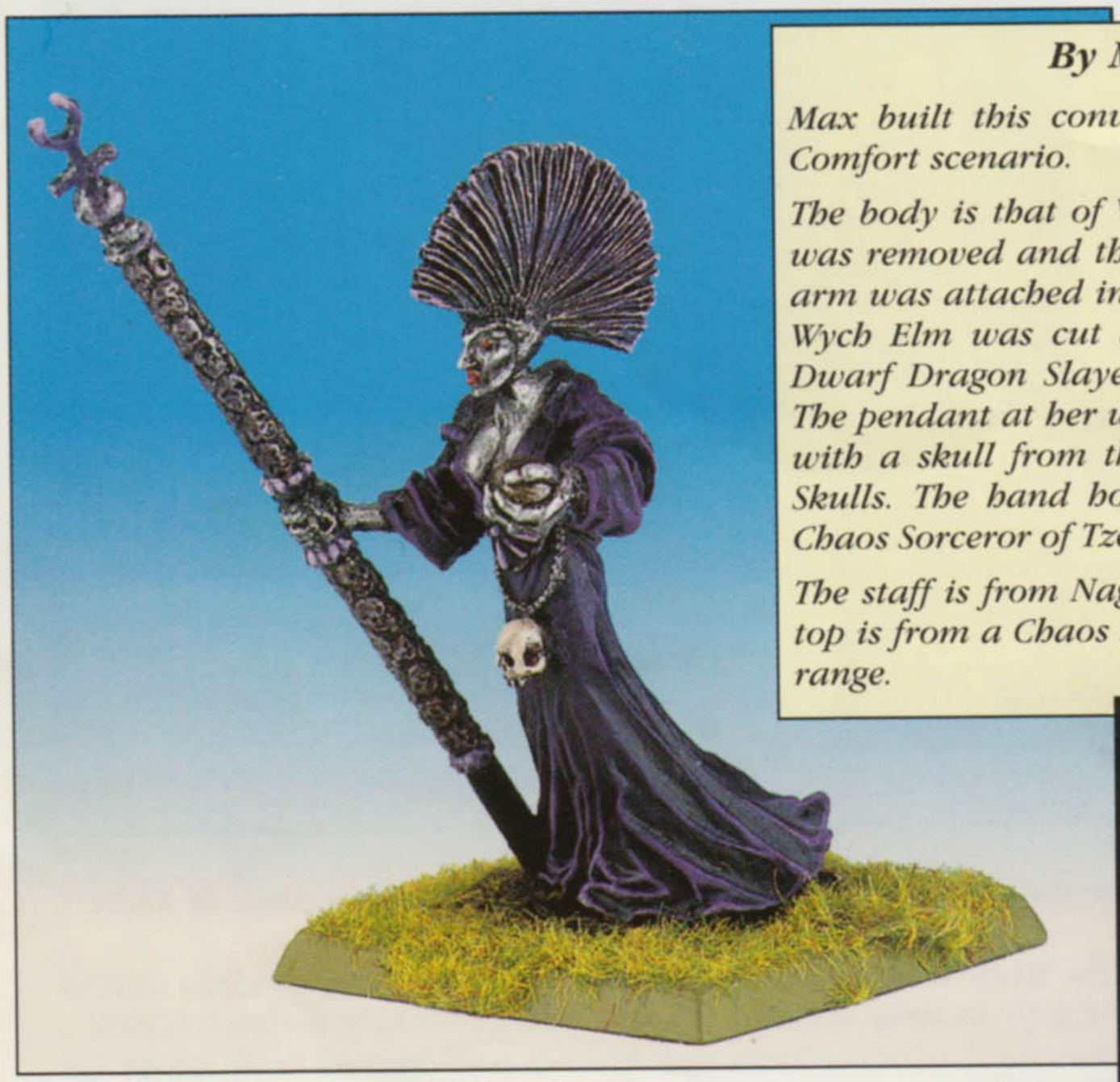


Dedd big ard Chaos bloke wiv a big Choppa (Ooer!) an 2um metallik bint from da Norf - 2ounds like a Friday nite out in Manzfield to me...

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
United Kingdom

Nastasya Roskolnikov



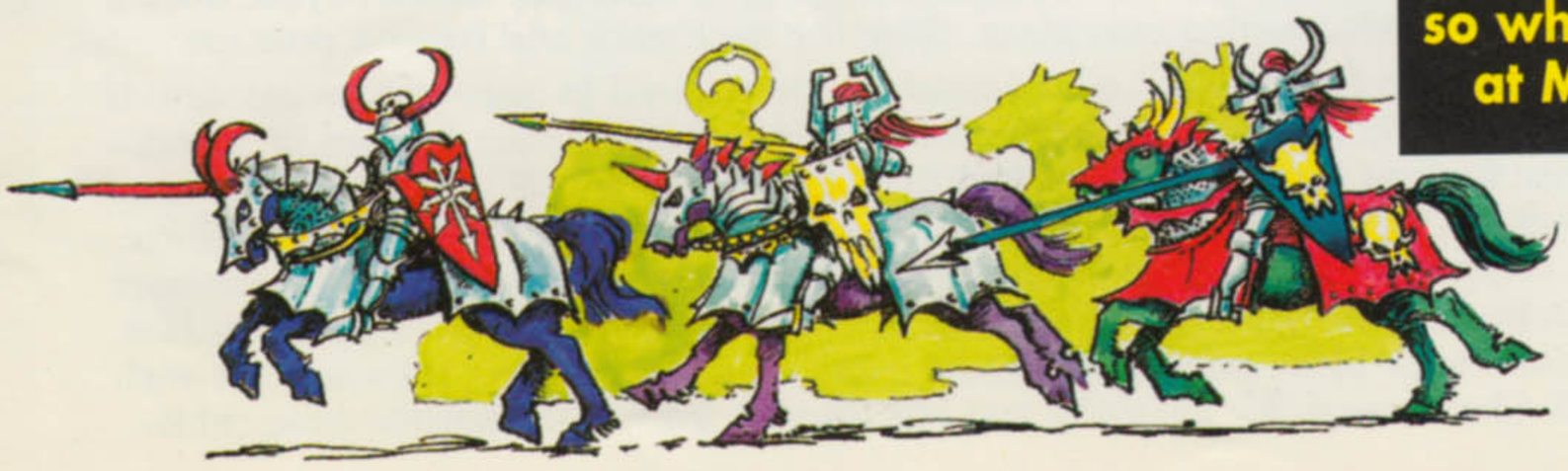
By Massimo Ricca

Max built this conversion for use in Wolfrik's Cold Comfort scenario.

The body is that of Wood Elf Queen Ariel. Ariel's hair was removed and the left arm repositioned. The right arm was attached in a different pose and the Wand of Wych Elm was cut away. The hair from one of our Dwarf Dragon Slayers attached to the model's head. The pendant at her waist was filed away and replaced with a skull from the new Goblin chariot's Tail and Skulls. The hand holding the orb was taken from a Chaos Sorceror of Tzeentch and it replaces that of Ariel.

The staff is from Nagash and the Slaaneshi symbol on top is from a Chaos Sorceress from our back catalogue range.

You can buy this great conversion kit from Mail Order UK for £25.00 - just ring 01159 140000 for details. Remember that you can create your own conversion for Nastasya so why not give the lads at Mail Order a call?



Scyrak the Slaughterer

by Andy Foster

YOU WILL NEED:
Clippers, A pin vice with small drill bit, Superglue

Khârn the Betrayer's Body (1997 Annual, page 128, code 70318/1)
Khârn's Backpack (1997 Annual, page 128, code 70318/4)
Khorne Icon Bearer Body (1997 Annual, page 129, code 70323/1)
Khorne Berzerker Champion 2 (1997 Annual, page 129, code 70322/2)
Dragon Ogre Arm 'C' (1997 Annual, page 283, code 73003/9)
Chaos Knight Standard Bearer (1997 Annual, page 285, code 73004/3)
Chaos Knight Banner Top (1997 Annual, page 285, code 73004/4)
1x World Eaters Shoulder Pad (1997 Annual, page 130)
OPTIONAL: *Forest Goblin Spider Rider 1 (1997 Annual, p253, code 075490/4)*

You can find Andy's rules and background for Scyrak in this issue - go on, take a peek!



Start by using the clippers to remove the small pin on the bottom of Khârn's shoulder pad which his normal arm is attached to. Drill a hole here to be used to pin the new arm in place later. Remove the pin where Khârn's head attaches as well.

Again with the clippers, carefully remove the swords from the leg of the Khorne Berzerker Champion 2. The best way to do this is to first clip the left from the body at the groin to just beneath the sword hilts, then bend the leg out until it breaks off. This should ensure that the hilts come cleanly off. If they are still on the body when the leg breaks, don't panic. You can remove them with a sharp knife for later.

Remove the Champion's upraised arm at the elbow pad/shoulder pad joint, using a knife and ensuring you get all of the cable attached. Drill a hole in the end of the arm and pin it to Khârn's body so that the cable now tucks behind Khârn's shoulder pad.

You can buy this as a conversion kit from Mail Order UK for £16.00 - just ring 01159 - 140000 for details

Remove as much of the Banner pole from the Chaos Knight as you can. This will be used on Scyrak's backpack. Glue the Banner top to it. Drill a hole into the pole's base. Drill a hole into the top of the back pack and pin the banner in it.

Remove the head of Khârn's Chainaxe. Remove the Axehead from the Dragon Ogre Axe. Drill and pin this to the shaft of Khârn's Chain Axe.

Glue the swords you removed from the Berzerker Champion to Khârn's left leg having carefully moved the chains out of the way by first cutting them away from the leg and then bending them back slightly.

Remove the head from the Icon Bearer's body with the knife and attach it onto Khârn's body facing the desired manner (I had it facing slightly upwards as though screaming in triumph, which Scyrak does a lot of!), and glue the World Eaters shoulderpad into place. Glue the back pack and banner pole on.

You now have a complete Scyrak the Slaughterer model ready to be painted in appropriate colours. If you like you can use the large spearhead from the Spider Rider by pinning it to the bottom of Scyrak's Axe. Other options are to use Khârn's chain-axe instead of the Berzerker's, and if you have another of Khârn's axes spare from another conversion, you can model it so that you have a double-headed axe. Instead of giving Scyrak an impressive banner, which should be tattered and war-torn, you could use some Terminator Trophy Racks or make your own with wire and spare oddments from your bits box. Take a look at Space Wolf models for ideas on how to model other trophies onto Scyrak's armour such as animal pelts or at the 40K Chaos range for anything you can liberate from a Terminator or suchlike.