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## IF IT MOVES - CONVERT IT, IF IT DOESN'T - CONVERT IT

*This is without doubt Andy Foster's motto. We featured Andy's superb Scyrak the Slaughterer last issue and we just had to find out if he had more of the same. So, in true journo fashion, we jumped in the motor and took it for a spin to our Derby store where you can find Andy at work. As you can see from the miniatures here and on the back covers of this issue Andy can't leave miniatures as they are and just has to convert them.*

*Having discussed the subject in length we conclude that Andy is in dire need of aversion therapy...*



## Chaos Spiky Bitz

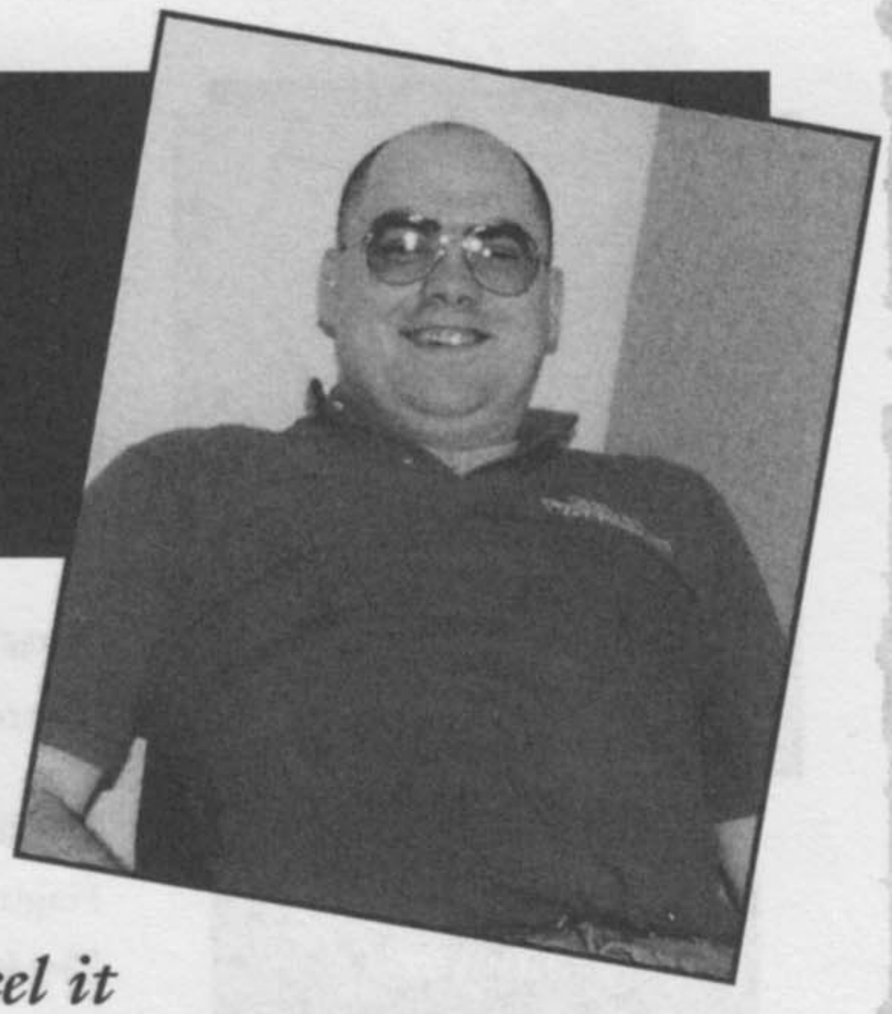
*The Chaos Lord at the top of the page goes under the name 'Evil Lord Skull-for-a-face' as Andy had been watching lots of Earthworm Jim cartoons when creating him! It was made from Khârn's body, An Undead head, Abbadon's sword and topknot. The gun was created from a variety of sources.*

*The Chaos Sorceror Lord opposite is effectively an Abaddon/Ahriman hybrid with the wings coming from a Tyranid Gargoyle. The wings are supposed to be an ornate addition to the Chaos armour.*

*The Chaos Terminators above are simply re-positioned miniatures. Our favourite is the leader who is beckoning to his enemies with his lightning claw to 'come and have a go if you think you're hard enough!'.*



# Fat Bloke prezentz...



*So anyway, there I was trawling through all of those E-mails that we recieved over the past few days and I come across a few jokes. Now, never let it be said that I don't have a sense of humour (when you're my weight you have no choice!) but these jokes are so truly awful that I feel it necessary to share the burden of it with you lot - so suffer! You'll find these spread throughout this issue like a nasty rash. Why do I know so much about nasty rashes? That's a story best left for another time...*

Right then, it's time to talk about the Journal (radical idea, eh?). This issue is quite good (typical English understatement) and covers all of your favourite systems. The highlights include Andy 'Mr Inferno!' Jones' WHQ Ogre character - check this out even if you don't play Quest, it's great fun! Other goodies are Epic 40K Tech Guard rules and Chaos Cultists in Necromunda. Warhammer is well represented with two Dark Elf articles and 40K fans will enjoy Tim Barton's second installment of 'Dealing with the Damned'.

On another note, Wolfrik has been slaving away on a very exciting project that we are only going to hint at now but all will become clear over the next few issues. Below is a taster...

*Coming soon: Cockney rhyming slang GW style!*

Paul


**DURING THE AGE OF APOSTASY THE IMPERIUM WAS SPLIT BY A BRUTAL CIVIL WAR.**

**AMONG ITS CASUALTIES WERE THE SPACE MARINES OF THE ANGELS OF WRATH CHAPTER.**

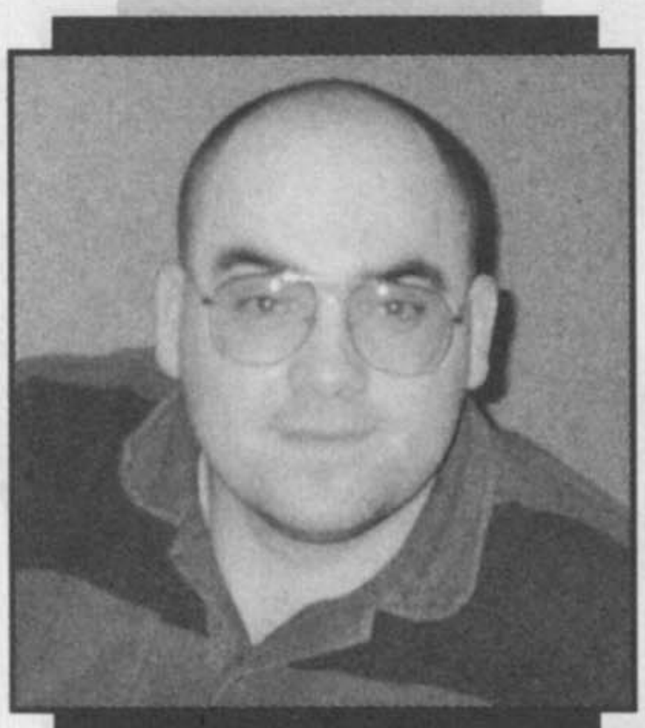
**ONLY THE YOUNG WARRIORS OF 10TH COMPANY SURVIVED, BANISHED TO THE UNHOLY DEPTHS OF WARP SPACE...**

**NOW, AFTER 4,000 YEARS, THEY HAVE RETURNED.**

**BUT IS THE 41ST MILLENNIUM READY FOR...**

COVERT

**COMING TO CITADEL JOURNAL 22**



Paul
*'Da 'ead-itter'*
Sawyer

# CITADEL JOURNAL 21

## "Madder than a pregnant Manticore"

## TIPS'N'TACTICS


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'Beardy'? How could you possibly say that about 'Gotrek' Pirinen...

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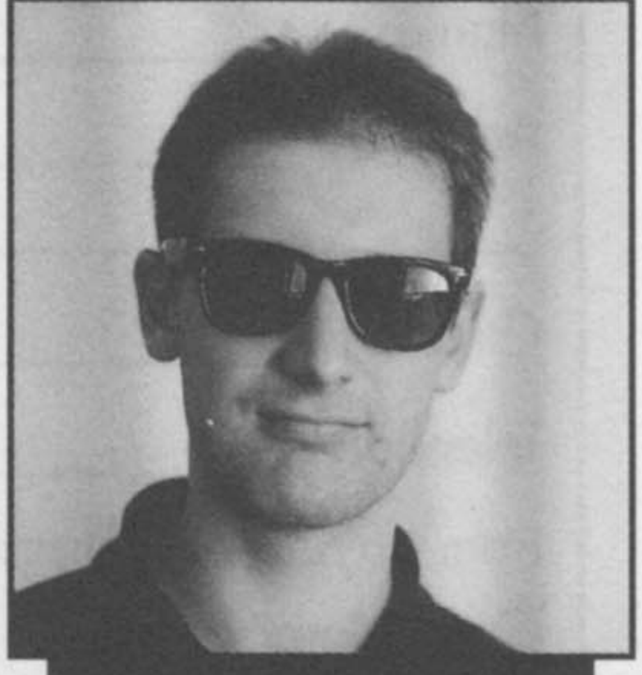
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**Wolfrik**
Who turned the lights out?

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# ADEPTUS MECHANICUS DETACHMENTS

*by Gav Thorpe*

Continuing our look at the armies that didn't make it into the Epic 40K boxed set, this issue Gav presents the definitive (yet, as always, unofficial) rules for the mighty Adeptus Mechanicus.

The Adeptus Mechanicus has two forces at its disposal. The might of the Titan Legions have ruled the battlefields for the Machine-God since the founding of the Imperium. Alongside these massive war engines, the Cult Mechanicus also has its regiments of Skitarii. Known by the uncouth and uninitiated as the Tech-Guard, the Skitarii are raised from the populations of the Forge Worlds and are armed and trained in a similar fashion to the Imperial Guard. The Skitarii provide a defensive force for the Forge Worlds and also provide infantry and armoured support for the Titan Legions when they go on campaign. The warriors of the Skitarii are often bionically altered in some fashion and the crews of the Adeptus Mechanicus' tanks are cybernetically linked to their machines and can never leave them.

## INFANTRY

The term Skitarii refers to these regiments as a whole, but the different troops that make up the infantry and tank columns also have ancient titles which refer to their battlefield role and their position within the Cult Mechanicus. The Hypaspists form the standard infantry squads, and are armed with lasguns. Heavy weapons specialists earn the title of Sagitarii, while the honoured tank crews are dubbed Cataphracts and are afforded a great deal of respect for their close links with their machines. The Ballisterai are the artillerists of the Skitarii, experts in raining down fire at extremely long range. The Ballisterai often field large, experimental weapons, designed to smash or cut through armoured tanks and enemy strongholds.

Then there are the Praetorians; biologically and bionically enhanced warriors, with brain-stem implants, neuro-linked processors and alloy reinforced skeletons. Unlike Space Marines who are genetically altered from an early age, the Praetorians are fully grown men who act as walking test beds for the rediscovered technologies of the Imperium. They are fearsome fighters whose devotion to the Machine-God makes them zealous combatants willing to fight to the death. They are the terror troops of the Adeptus Mechanicus, enforcing the will of the Machine-God wherever they are deployed.

| | Speed | Range | Firepower | Assault | Armour | Special |
|---|---|---|---|---|---|---|
| Hypaspist | 10cm | 30cm | 1 | 1 | 3+ | |
| Sagitarii | | | As Hypaspists | | | + Heavy Weapons |
| Praetorians | | | As Hypaspists | | | + Assault, Stubborn |
| Support Weapon 10cm | | 45 | Anti-tank | 0 | 4+ | |

## ROBOTS

As well as its partially human warriors, the Cult Mechanicus maintains cohorts of mighty robots. Standing twice the height of a man and armed with deadly heavy weaponry and close combat weapons, robots are terrifying on the attack. However, it is as defenders that they really excel, protected by their thick adamantium shells and pouring shot after shot into their attackers with no pause.

As well as standard Chimera transports, Leman Russ battle tanks and other armoured fighting vehicles, the Adeptus Mechanicus also field the mighty Knights and Castellans. These huge walking machines provide a mobile, well-armoured gun platform to lend heavy firepower to the mobile Skitarii. They are protected by a directional power field, which the crew can direct against incoming attacks. As its power is focused on a small area, these power fields do not burn out like those on Ork Gargants, but may also provide no protection at all if they are not directed in the proper fashion. Castellans are fitted with larger guns rather than a chainfist or other close combat weapon, raining even more heavy fire onto the enemy.

| | Speed | Range | Firepower | Assault | Armour | Special |
|---|---|---|---|---|---|---|
| Robot | 15cm | 45cm | 1 | 2 | 6+ | Rapid Fire |
| Knight | 25cm | 45cm | 2 | 4 | 5+ | Save |
| Castellan | 20cm | 45cm | 4 | 3 | 5+ | Save |

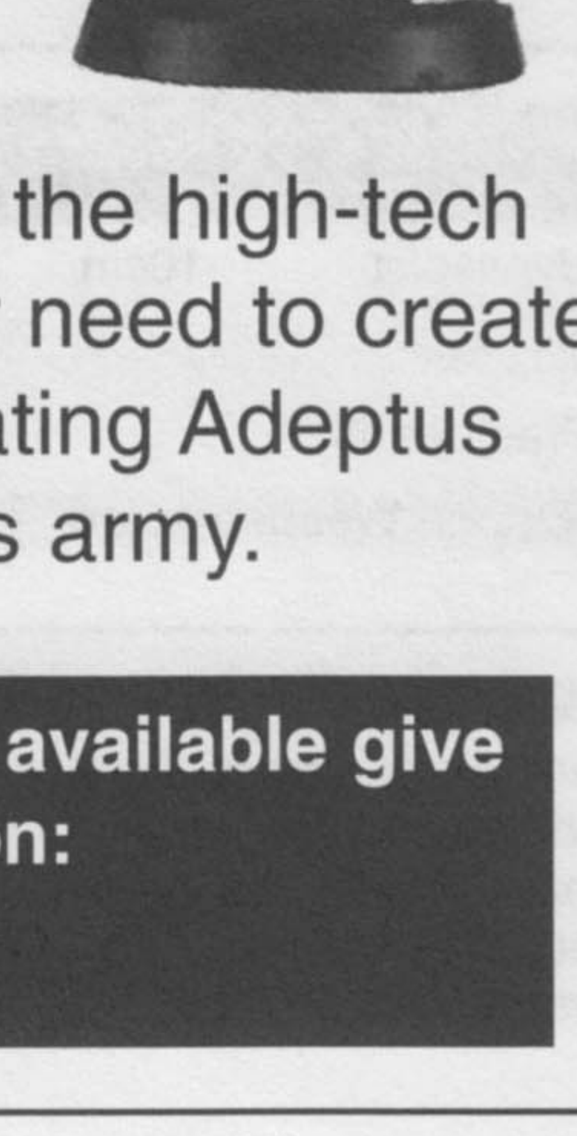
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# ADEPTUS MECHANICUS DETACHMENT

## Command

You must choose a commander

**1 Detachment HQ (See notes) . . +25 points**
**One Command squad . . . . . 32 points**
Consists of 1 Hypaspist unit

*Extra cost to:*
Include a Magos (Hero)* +6 points
Mount in a Chimera** +14 points
Upgrade to Knight** + 24 points
Upgrade to Castellan** + 34 points*

* A Knight or Castellan may not be upgraded to a Magos.
**Choose one only.

## Main Force

Make up to 10 choices from the following list.

**Hypaspist squad . . . . . 14 points**
Consists of 2 Hypaspist units

*Extra cost to:*
Mount in a Chimera +14 points
Upgrade to Praetorians (Stubborn, Assault) +6 points

**Sagitarii squad . . . . . 14 points**
Consists of 1 Hypaspist unit (Heavy Weapons)

*Extra cost to:*
Mount in a Chimera +14 points

**One Sentinel Squadron . . 8 points per unit**
Consists of 1 to 5 Sentinels

**One Leman Russ battle tank . . . 32 points**

## 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.

**One Robot Cohort . . . . . 24 points per unit**
Consists of 1 to 5 Robots

**One Demolisher support tank . . . 22 points**
**One Griffon mortar . . . . . 19 points**
**One Hellhound flame tank . . . . . 12 points**
**One Hydra flak unit . . . . . 28 points**
**One Knight . . . . . 28 points**
**One Castellan . . . . . 38 points**
**Support weapon battery . 13 points per unit**
consists of 1 to 3 support weapons

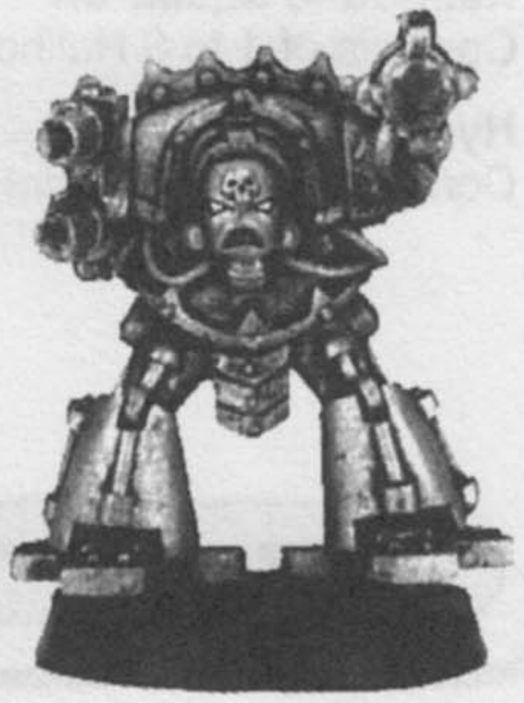
Notes: Any unit in the detachment, except robots, may be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ. Robots cannot be the commander at any time.

**Chain of Command:** Command HQ> Castellan> Knight> Praetorian> any other unit.



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# ADEPTUS MECHANICUS CATAPHRACT DETACHMENT

## Command

You must choose a commander

**One Command Knight.. . . . . 53 points**
Consists of 1 Knight unit
*Extra cost to:*
Upgrade to Castellan + 10 points

## Main Force

Make up to 10 choices from the following list.

**One Knight . . . . . 28 points**

**One Castellan . . . . . 38 points**

**Leman Russ squadron . 32 points per unit**
Consists of 1 to 3 Leman Russ

**Demolisher squadron . . 22 points per unit**
Consists of 1 to 3 Demolishers

**Griffon squadron . . . . . 19 points per unit**
Consists of 1 to 3 Griffons

**Hellhound squadron . . . 12 points per unit**
Consists of 1 to 3 Hellhounds

**Hydra battery . . . . . 28 points per unit**
Consists of 1 to 3 Hydras

## 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.

**Mechanised Hypaspist squad . . . 28 points**
Consists of 2 Hypaspist units mounted in a Chimera
*Extra cost to:*
Upgrade to Praetorians
(Stubborn, Assault) . . . . . +6 points

**Mechanised Sagitarii squad . . . . . 28 points**
Consists of 1 Hypaspist unit (heavy weapons) mounted in a Chimera

**One Sentinel Squadron . . 8 points per unit**
Consists of 1 to 5 Sentinels

**One Robot Cohort . . . . . 24 points per unit**
Consists of 1 to 5 Robots

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:** Command Knights> Castellan> Knight> any other unit.

# ADEPTUS MECHANICUS BALLISTERAI DETACHMENT

## Command

You must choose a commander

**One Command HQ (see notes) +25 points**

## Main Force

Make up to 10 choices from the following list.

**Heavy Artillery unit . . . . . 41 points**

**Siege Artillery unit . . . . . 54 points**

**Deathstrike Missile Launcher . . . . . 53 points each**

**Griffon squadron . . . . . 19 points each**
Consists of 1 to 3 Griffons

**Support weapon battery. . . 13 points per unit**
Consists of 1 to 3 support weapons

**One Robot Cohort . . . . . 24 points per unit**
Consists of 1 to 5 Robots

## 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.

**Hypaspist squad . . . . . 14 points**
Consists of 2 Hypaspist units

*Extra cost to:*

Mount in a Chimera . . . . . +14 points

Upgrade to Praetorians (Stubborn, Assault) . . . . . +6 points

**Sagitarii squad . . . . . 14 points**
Consists of 1 Hypaspist unit (heavy weapons)

*Extra cost to:*

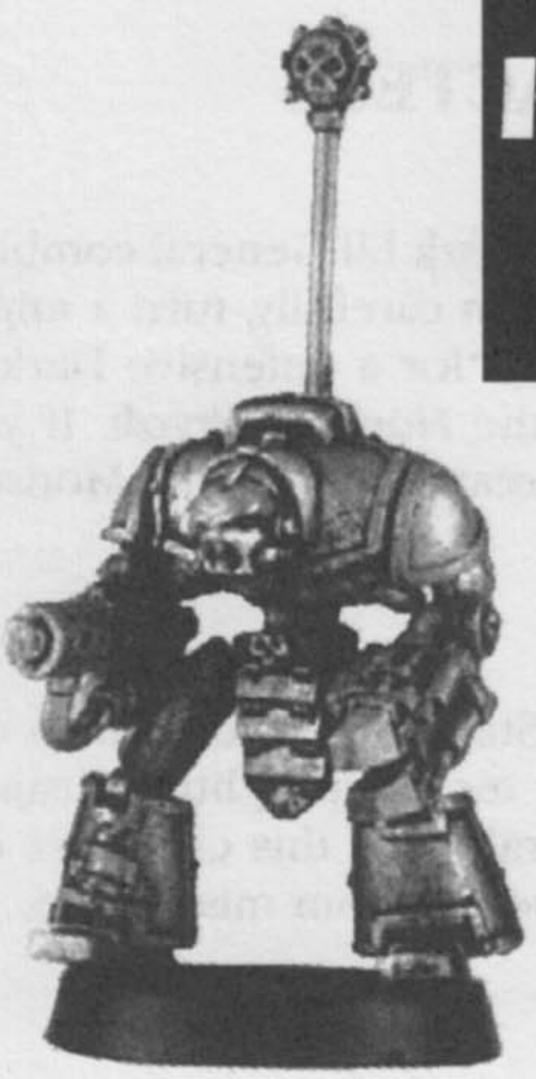
Mount in a Chimera . . . . . +14 points

**One Sentinel Squadron . . 8 points per unit**
Consists of 1 to 5 Sentinels

Notes: Any unit that is part of the detachment can be designated as the Command HQ subject to the chain of command. If the original HQ is eliminated the highest unit on the chain of command below becomes the new HQ.

**Chain of Command:** Command Knights> Castellan> Knight> any other unit.


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# YOU'VE GOT TO BE CRUEL TO BE KIN

*by Tuomas Pirinen*

This issue the dark master of beardiness explains how to get maximum killing power from the twisted Dark Elves.

*The eyes of the Witch King blazed like white hot flames. The Dark Elf Lords that had gathered before him trembled in fear, for they knew their master well. Few survived his displeasure, and none his wrath.*

*"I have created massive changes in the Cosmic Balance," hissed Malekith, Witch King of Naggaroth, "we are stronger than ever before. And yet you bring me reports of failures! Defeats! Humiliations!"*

*The lord of the Dark Elves raised his hand and made the slightest motion with one withered hand. "This shall be your reward!" he snarled. Several Assassins leapt from their hiding places, weapons raised.*

*"I can explain their errors." said a calm voice. All eyes turned to the great archway which led to the throne room. A lone figure, hooded and robed, stood there, his hand resting on the hilt of an ancient longsword. For a moment there was a silence. Then the Lord of Naggaroth said "Speak."*

## THE EVIL ONES: DARK ELVES IN GENERAL

Dark Elves are, in my opinion, the best Elves you can field. (*in my opinion the best ones are dead!- Ed.*) They have *frenzied* troops that combine multiple attacks with a high Weapon Skill, excellent special units and a good variety of equipment and steeds. For a mere 8 points you get a highly skilled warrior who *hates* High Elves and causes *fear* in Goblins. On the down side you must always remember that, despite their penchant for ultraviolence, they are still Elves and, consequently, not the world's toughest troops.

## THE LORDS OF TYRANNY: CHARACTERS

### The Dark Elf General

One of the most lethal commanders on the Warhammer battlefield, the Dark Elf General combines brilliant Leadership and skill-at-arms with 3 magic items which, if chosen carefully, turn a mighty leader into a near invincible warlord. A favourite combination of items for a defensive Dark Elf General might include the *Crown of Command*, *Ruby Chalice* and the *Horn of Urgok*. If your points allowance permits, you should invest in one of the ferocious creatures from the Monsters section as a steed for your general.

### Dark Elf Battle Standard

I sometimes wonder why any Elf would volunteer to carry the Battle Standard. A Toughness of 3 and 1 Wound combined with the unhealthy attention of every enemy model in fighting distance gives the battle standard bearer a pretty short life expectancy. I generally put this character in a unit to give that unit the benefit of two standards and to protect the bearer from missile fire.

## Dark Elf Heroes

Standard elven stuff. A Leadership of 9 makes them ideal unit leaders. I use them to carry items that help my units, like the *Ruby Chalice*. I must say that I greatly prefer Witch Elf Heroes who provide much greater death-dealing capacity for a mere extra 28 points.

## Dark Elf Champion

As with any army, Champions are a useful addition to all hand to hand units. You also have the option of using Assassins in infantry regiments instead of Champions. They have free choice of equipment, poisoned weapons, are great in hand to hand, and have a special method of attacking. And cost only 8 points more!

## Witch Elf Characters

All the advantages of regular characters, plus *frenzy* and poisoned weapons. How can you possibly go wrong? Witch Elf Heroes should be at the core of your hand-to-hand strategy. Remember that all their attacks have +1 to their strength - so why not go for it and give them halberds?! (*because they're not that sad and beardy! - Ed.*) When selecting magic items give them something that further enhances their multiple attacks or raises the strength of their attacks. For the ultimate infantry killer, mount a Witch Elf Hero on a War Hydra and put her with a unit of cavalry to give protection from missiles. Just be sure that somebody else fights the challenges. If you include her in a Cold One regiment, consider giving her a Dark Steed instead. The steed's higher speed may give your opponent a nasty surprise if you declare independent charges.

## Sorcerers

In my opinion these cost too many points and are not nearly powerful or destructive enough. *(Isn't turning yourself into a Manticore powerful enough? - Wolfrik.)* I urge you to take the *Book of Ashur* or the *Crown of Sorcery* to make up this sorcerous shortfall

## Assassins

The soundest alternative to a regular Dark Elf Champion. For only a few points more you get a free choice of equipment, poisoned weapons, disguise and first strike. These are a must-have in my eyes for each and every infantry regiment that is going into melee. Give them all kinds of equipment, some suitable magic item (like *Strength Potion*) and couple of different weapons (halberds against high toughness opponents, additional hand weapons against Skaven, etc.) Their Ballistic Skill of 9 should not be wasted, so buy repeater crossbows for them. The *Black Gem of Gnar* is also an excellent choice (*No! no,no, NO! Anyone who chooses this item should be forced to go to Finland as punishment - Ed.*)- , since they can pretty much choose their opponents.

# THE DARK HORDE OF NAGGAROTH: REGIMENTS

## Cold One Knights

Naggaroth's elite cavalry are not as muscle-bound as their human counterparts, but who cares? You get all the benefits of super-heavy cavalry without all the annoying movement penalties plus a steed that will tear chunks out of most units.

**Weaknesses:** Relatively high cost, though worth every point in my opinion. Toughness 3 and 1 Wound mean that if they fail their (very respectable) armour save, you are going to see some dead Elves (*Hurrah! - Ed.*). Subject to *Stupidity*. Watch out for spells and weapons that ignore armour.

**Uses:** I use two kinds of Cold One units: support units and chargers. Support units are intended to be very mobile and are used to increase the combat resolution of other units engaged in hand-to-hand. A small unit (5-7) Cold Ones with a champion and a standard can support your infantry very well, as long as the foot sloggers provide the rank bonus, these guys will inflict the wounds. These units are relatively cheap and will draw much fire away from your main units.

Chargers are an entirely different affair: 10+ Cold Ones, with *Battle Banner/Blood Banner/Banner of Might*, accompanied by a champion and a couple of Witch Elf Heroes. Any army with an average Toughness of 3 is virtually defenceless against them. Again they are a little expensive, but, go on spoil yourself! Against Wood Elves without allies, give them the *Standard of Shielding*, then just sit back and watch them trample the Wood Elf infantry into oblivion. 1+ save makes them immune to bow fire (*that's what you think, check the Wood Elf armies book Tuomas, you're in for a nasty surprise! -Wolfrik..*). Remember that their effective movement 7 means 3D6" when pursuing (or fleeing!)

## Dark Riders

The best light cavalry unit by far, Dark Riders can skirmish, get a free march move, are Fast Cavalry, can move and shoot without penalty, and can fire and flee on the top of all that!

**Weaknesses:** Spells, very accurate bow fire and tough hand to hand fighters are their doom. But these can be dealt with. Even though they get all their special rules for just 1 point, they are still expensive troops.

**Uses:** As missile screen, you could give their champion the *Ruby Chalice* which would make hitting them with bows and bolt throwers almost impossible. Anything advancing behind them would be quite safe from normal missile fire. They can also be equipped with spears and used as a non- skirmishing unit to charge enemy archers.

Their free march move allows them to charge the enemy on turn 1 ! Also, small units can be used to race towards enemy lines, harass lightly armoured troops with their repeating crossbows and stop any enemy attempts to make march moves. I do not deploy my Dark Riders on the extreme flanks as the Dark Elf army book suggests. It is far too easy to lose them if they are forced to flee. Unit sizes should vary from 5 to 12.

## Executioners

Weapon Skill 5, heavy armour, Strength 4 plus 2 handed weapons causing D3 wounds per hit They hit very, very hard, but they hit last. A difficult choice. If possible, include Tullaris as well.

**Weaknesses:** Very expensive. Highly Specialised. Assault troops will cut them down before they can strike back. Low Toughness.

**Uses:** Almost any other troops with 2 handed weapons are easy prey for them because their high Initiative allows them to strike before other troops with such weapons. Chaos Dwarf armies are usually armed with 2 handed weapons. Bull Centaurs should always be on the Executioners' hit list since they have 2 wounds. Their high Strength negates the good Toughness and armour saves of the Big Hats. Dragon Ogres with multiple wounds are also an easy target - if and only if they have double-handed weapons.

Heed me well, against armies with hard, fast shock troops like the Savage Orc Boar Boyz, they will be cut down before they get a chance to fight back. You should plan very carefully if you decide to use these expensive and highly specialised troops. When you take them, give them the *Standard of Shielding*. This gives them 4+ save. Alternatively you might consider the *Banner of Might*.

## Black Guard of Naggaroth

The evil clones of the Phoenix Guard. Heavy armour, halberds and weapon skill 5, Initiative 7.

**Weaknesses:** They are not actually bad troops, but cost far too many points.

**Uses:** Against foes with Weapon Skill 2, as these can hit the Black Guard only with 5+. Against High Elves and medium infantry. I'll be honest with you: I don't use them. You can have Witch Elves for 12 points per model. Why should you buy 15 point Black Guard?

## Dark Elf Crossbowmen

Regular Dark Elves with rapid-firing Repeater Crossbows and light armour.

**Weaknesses:** Light armour gives these guys a pretty short life span. The repeater crossbow has a Strength of only 3 and a range of 24" inches. With their special rules they are not bad weapons, but as a defensive unit, 24" range is not enough. No hand to hand ability. Surprise!

**Uses:** They will always do their job: shoot plenty of bolts.

## Dark Elf Warriors

Every army should have one or two of these regiments. Basic Elf profiles, hand weapons, light armour and optional shields. Nothing special.

**Weaknesses:** Toughness 3, Strength 3, low armour save, limited options, high points cost.

**Uses:** They enable you to field 2 Repeater Bolt Throwers for each regiment over 10 models strong. May be used as a missile screen if you are not allowed to field allies, as they are your cheapest regiment.

## Dark Elf City Guard

A unique unit that combines ranks of spearmen with repeater crossbowmen. Take advantage of the option to raise the armour save to 5+. An economical defensive unit, good when defending against Toughness 3, low armour save troops.

**Weaknesses:** Strength 3, Toughness 3 are not good news, and neither is the high point cost.

**Uses:** As infantry that can both shoot and fight against weaker regiments. I generally field a unit with four ranks, deployed on a hill, with alternating ranks: first ones with crossbows, second with spears, third with spears and fourth with crossbows. Deployed on a hill, they will get a good field of fire, fight rather well in hand-to-hand and get +1 combat resolution for higher ground. If you are planning to play defensively, consider them. An ideal bodyguard for your lower level Wizards.

## Witch Elves

For 12 points you get *frenzied* Dark Elves with poisoned weapons, additional hand weapons, and the option to take a magic standard. Compulsory troops.

**Weaknesses:** Toughness 3 and low armour saves mean that missile fire, spells, war machines and fast moving shock troops will be their bane.

**Uses:** This is your main infantry assault unit. Take the *Cauldron of Blood* and they are lethal! Skaven, Humans, other Elves, or indeed anybody with toughness 4 or lower and armour save under 3+ will fall like a grass under their bloody scythes.

Always, always take a character with the *Ruby Chalice* if you are expecting any kind of enemy arrows/crossbow fire.*(How many Ruby Chalices are you going to take? -Ed.)* It is very common to see 50+ Witch Elves in my armies, either as a one big block or two units with at least 20 ladies. Favoured Standards include the *Banner of Might* and *Banner of Defiance*. These ladies come with the "Tuomas' Seal of Approval". Build the units carefully and they will not let you down. And one more thing: I do not buy them light armour (steel bikinis!). 12 points is just right for me.

## Dark Elf Scouts

Ballistic Skill 5, *infiltration,* no penalties for rocky terrain, all for 2 points over the basic cost of a regular Dark Elf.

**Weaknesses:** Toughness 3 and missile weapons with a Strength of only 3. No real hand to hand ability, except against High Elves.

**Uses:** Depending on the size of the battle, I field 2-4 units of 5-8 scouts. 1 unit is not enough, and is easily defeated by the enemy flyers, fast cavalry or war machines. 2 units gives you a chance to deal with enemy war machines and chariots with a reasonable certainty of success. Remember also that they do not have to *skirmish*. Their Ballistic Skill of 5 means you can let rip with your repeater crossbows on 'full auto'.

### Black Ark Corsairs

A basic Dark Elf with an evil twist. Optional additional hand weapons and every regiment may carry a magic standard. Their 5+ Save that is not modified by Strength and, on the top of everything, every 10+ strong regiment allows you to buy 2 Repeater Bolt Throwers.

**Weaknesses:** Weapons that totally ignore armour saves. Troops with very high armour saves. High Toughness troops. Their very high points cost. Strength of only 3.

**Uses:** An unlimited number of regiments allow you to guard flanks, advance and shoot. Make use of those magic standards. I always give them additional hand weapons and, against anybody with Toughness 3 and 1 Wound, I take repeater crossbows.

I use the Corsairs very much like the Empire detachments. I generally use two 10 strong regiments that flank my main infantry unit, preferably with my General in it, raining missiles upon my foes, and engaging skirmishers. I always take my allowance of Repeater Bolt Throwers for each regiment.

Such regiments often get the *Banner of Wrath* which increases their ranged attack power even more. If I field them as a regular multi-rank unit, I use them to stop enemy shock troops and hope that their Dragon Cloaks will protect their soft Elven skins. You can actually keep the standard on the front rank since there is a good chance that the banner bearer will not be cut down. They have hand to hand ability, they have missile power, they have it all!

### Dark Elf Spearmen

Regular elven spearmen with light armour. No wonder that Elves are a diminishing people.

**Weaknesses:** Strength 3 and very high point cost are not a good combination. Compulsory light armour boosts their point value up even more.

**Uses:** Against low strength, low toughness infantry they will hold their own. Regiments of 10+ models allow you to field Repeater Bolt Throwers.

### Harpies

"Flying Beastmen" with Weapon Skill 4, Strength 4, Toughness 4, and 2 Wounds.

**Weaknesses:** Leadership 6 and the inability to include characters or standards makes *fear, terror* and break tests a nightmare. I think that the inclusion of a single unit of Harpies in the list is a 'red herring'. If you are not certain that you need them, don't bother.

**Uses:** Good at harassing war machine crews, skirmishers and missile units. With their Toughness of 4 and 2 Wounds they can also be used as a missile screen. A long line of Harpies can be deployed almost anywhere, and stop that Wood Elf Scout regiment shooting at your Witch Elves.

## THE MACHINERIES OF DESTRUCTION: WAR MACHINES

### The Cauldron of Blood

A very good war machine (well, a moving altar, really), since it comes with 2 Witch Elves and a Witch Elf Champion, it is actually very cheap. The Cauldron gives any Witch Elves within 18" a unmodified 6+ save against death, and triple attacks for the first combat round. If you can keep it going, virtually nothing can survive an onslaught of a Witch Elf unit with triple attacks. That is 4 attacks for rank and file, 6+ for Champions, 9+ for Heroes and 13 for Crone Hellebron!

A word of warning, armies with long ranged attacks will not cease their shooting until your precious Cauldron Guard are history. The Cauldron is also very susceptible to attacks from powerful flying creatures and heroes on flying mounts. The guardians have only 3 wounds in total, after all!

It is at it's best against Chaos, Skaven and Chaos Dwarfs, who lack effective long range attacks.

**Repeater Bolt Thrower**
Your army composition dictates how many of these excellent devices you can bring to the battle. Against most enemies it is worth bringing as many repeaters as you are allowed. Aim them at heavily armoured units with single Wounds. Knights are my favourite target.

I can't recommend them enough, even though there are plenty of ways to deal with them.

## THE BEASTS OF NAGGAROND: THE MONSTERS

The **War Hydra** is the main attraction of this list. With its unmodified 5+ save, good statistics (Weapon Skill 4 and Leadership 8!), plus the best breath weapon in the game, The War Hydra is a must for every Dark Elf General for a mere 225 points (other races have to pay the same points for a far weaker version!). If you are planning to go head to head against another close combat army with lots of infantry, this creature will be an excellent tool. It can easily cause 6-10 casualties in one round, as it is allowed to use it's high Strength breath even in hand to hand. But remember: War machines and numerous missile troops will cut it down, and it yields 3 victory points for the enemy if it dies.

The **Dark Pegasus** may be puny, but they are only 50 points each. In large clusters they are a very good buy for routing enemy war machine crews.

**Chimerae** are another excellent choice against war machines that often cause Dark Elf Lords headaches. While expensive (250 points), they are also exceptionally hard, and cause *Terror* and thus can scare away multiple war machine crews with one well-placed attack.

A **Rat Swarm** or two might be a good buy to slow down and hold enemy regiments.

## THE MISGUIDED FOOLS: ALLIES

The things that the Dark Elves lack are good wizards, cheap sacrificial troops and war machines with a strong punch. Undead wizards, Goblin wolf riders and such fill the last small gaps in the Dark Elf arsenal.

## THE DARK ELITE: SPECIAL CHARACTERS

All Dark Elf characters can serve as the general of your army. In smaller games the "Hero"-level characters are good for saving points.

### Malekith the Witch King

The Ruler of the Dark Elf race is a level 4 Dark Sorcerer, immune to psychology, has WS of 7, Strength and Toughness of 5, and is the only Dark Elf allowed to ride a chariot! He is powerful, but believe me, people will pick on him! A good buy against Chaos.

### Beastlord Rakarth

An Dark Elf hero with the ability to subdue monsters. He is, however, prone to dying if confronted by such a beast! In addition he rides a Dragon. That's 450 points, and it is not certain that he will cause enough carnage to justify the cost. Rakarth must place his faith in his *Whip of Agony*. For very large battles only.

### Morathi, The Hag Sorceress

She will give you some badly needed magical support since she can use Slaanesh Spells along with the Dark Deck, but it is not a good idea to be prancing around with a Dark Pegasus if you are level 4 Sorceress. Be very careful that you do not lose her when the enemy starts shooting at you.

### Kouran, Captain of the Black Guard

There is not much special about Kouran. He can be your general and carries an additional sword with his magic weapon. He and Shadowblade are the cheapest generals you can get. He is the best choice, though you'll have to field a unit of Black Guard to get him.

### Crone Hellebron, The Hag Queen

With her *Deathsword, Frenzy, Parrying Blade,* and enough sense to ride a Manticore, she is very, very powerful in hand to hand, at least as long as her enemies die before they can strike back. She attacks with Strength 10 and, in addition to the Manticore, can have up to 13 attacks if the Cauldron of Blood is near! And she is not too expensive! Unfortunately she only has light armour, and thus missile fire, war machines, Heroes with the *Sword of Swift Slaying* and *Strength Potion* are deadly against her, and so are spells, Amulet of Fire or no. She can give it, but she can't take it. (*Stop giggling Wolfrik! -Ed.*) Again, think very hard before you include her in your army.

### Tullaris of Har Ganeth

Tullaris is, along with Shadowblade, my favourite Dark Elf special character. He has a Strength and Toughness of 5 making him one tough Dark Elf. He is also equipped with the *Black Amulet* and an axe that kills opponents outright on a roll of 6!. If you are buying a unit of Executioners, buy Tullaris also.

### Shadowblade, The Master of Assassins

Against other Elves and Humans I always, always take Shadowblade. He has an excellent chance of slaying somebody important (preferably the highest level Mage) with his *Strength Potion* and poisoned weapons (that is four Weapon Skill 10 attacks with Strength 7 causing D3 wounds!). He may well be killed, but even then he will bring destruction to your foe with his *Heart of Woe*. He can also slow down important regiments for a turn or two, and with his *hatred* and incredible fighting skills, High Elves will soon learn to dread him. Cheap, useful, decisive, he's Death on legs.

## TACTICS

Dark Elves are the 'special forces' of the Warhammer World. They have staggering amounts of troops with unique abilities, and perhaps the best mixture of fast assault, skirmish, and missile forces. On the down side, they are Elves, which means that they are expensive and not too durable. My solution is to form the backbone of my army from infantry with very strong support from cavalry and special troops. This gives me enough numbers to survive any war machine/missile hits. Having said this, Dark Elves are not Skaven. They can not survive the long war of attrition. Thus I also have Repeater Bolt Throwers, Scouts and Dark Riders to deal with any long range attacks.

Perhaps the most important thing when playing with the Dark Elves is finding the right balance: you have the troops for every situation, but they cost so much that you can not afford to miscalculate what troops you need and how many of them are required. Learning this trick is hard, but once mastered, this army is a positive joy to play with.

One way of building the units is "a Shackle". The idea is to support a big, important unit with a smaller one that serves as a flank guardian/missile screen/missile support. Here are few examples:

Cold One Knights and Dark Riders.

Against armies with heavy missile support with high armour save modifiers, infantry shielded by the Black Ark Corsairs is an option worth considering.

Witch Elves and Harpies. Harpies will act as a moving missile screen with their Toughness 4 and 2 wounds.

Here are some overall plans from my twisted mind:

## The Poisoned Blade

The Dark Elves are the best army in taking the battle to the enemy. Their Scouts and Dark Riders are a front line problem right from the beginning of the turn 1. Harpies and Dark Pegasi and other cheap flying monsters are an excellent addition to this. If facing other Elves or Humans, you can add Shadowblade and thus there is a very real chance that you can tie up or destroy a substantial part of the enemy force on turn one. If this succeeds, you can use your own Repeater Bolt Throwers to soften the enemy before engaging them with your Cold Ones and Witch Elves. Having crippled the enemy missile forces and wizards with your lightning attack, the foe is at your mercy. This Works wonderfully against Empire, High Elves and the Wood Elves.

## The Death Night

An army based on Witch Elves appeals to me greatly, I very often concentrate some 50% of my points on them. In such armies, I generally field 2 Witch Elf Units, and use all the other troops as support. These two great bloodied scythes are terrible opponents. With front ranks full of Witch Elf Characters and followed closely by the *Cauldron of Blood*, they can take on any enemy and go head to head even with Chaos and Skaven. But even with this army, you should not forget the support troops, or more numerous opponents will still overwhelm you. So Repeaters, Scouts and such are called to war once again. If I want to really emphasise on attacking I will buy a large regiment of Cold One Knights.

## The Bloodied Bastion

While I do think that a basic offensive strategy with tactical variations is the best choice for Dark Elves, sometimes it pays to defend. In such armies, my troops include a City Guard Regiment or two, some Black Ark Corsairs and one good hand-to-hand regiment as a reserve. Also, I have numerous small regiments of Scouts and Dark Riders, along with heavy flying support (a Manticore or two, plus a Harpy regiment some 16 strong), so I will have the mastery of the skies. Also, I will purchase each and every Repeater Bolt Thrower that my regiments allow. My Scouts and Dark Riders stop the enemy from marching, and pour lethal crossbow fire upon them. My flying creatures protect the Bolt Throwers from enemy attentions and then on their turns keep the continuous barrage going. Once the enemy crawls within the range, the Corsairs and the City Guard open fire and my reserve unit charges in, scattering the pitiful few survivors.

*The Witch King rose from his Throne, eyes blazing. "Yes! Now I see it!" He turned his baleful gaze on the assembled Generals. "My armies march within the hour!".*

*Hurriedly the Dark Elf Aristocracy hastened to fulfil his wishes. Accursed Malekith turned again to face the stranger, but he was gone.*

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# THE CIRCLE OF SEVEN CAMPAIGN
# PART III: FIREFIGHT ON THE RAVENSCAR RIVER

*by David Rae*

**Things are hotting up on Mirchen's planet. This issue David introduces some explosive house rules.**

*Although he looked thin, he was muscular and strong. His resolve was greater than many who had held the position he now occupied. He never bowed to temptation, was unrelenting in his duty to the Emperor and an implacable foe to the enemies of the Imperium. Such a man was Inquisitor Galain, The Raven.*

*And where The Raven goes, Death will surely follow.*

*And Death had most surely followed this man. It could be seen in his eyes for, although clear and healthy, they bore witness to unimaginable horrors.*

*It was a cold, dank morning, fitting for the task ahead. Setting his shoulders, Inquisitor Galain strode forward, a squad of Arbitrators falling into step behind.*

*They were to descend into the tunnel ahead and, as they made their preparations, Arbitrator Grippa thought to ask a question. He took a deep breath, not knowing how his new commander would react to the imposition. This man, The Raven, had a fearsome reputation.*

*"I expect to find some indication of heresy and rebellion," commented Galain.*

*The squad were stunned into silence by this act of precognition. Galain strode on continuing to speak as he went, the squad scrambling to catch up.*

*"However, it is my belief that we will encounter a more insidious corruption."*

*The Arbitrators became grim faced. That could mean only one possibility of two, Genestealers or, worse still, Chaos. Which ever, they were cultists and would require cleansing.*

*Galain sighed inwardly as the Arbitrators fortified their nerve with prayer. Once again a little trickery served to enlarge the legend. He had heard Grippa take a breath and experience had told him what was to be asked. He disliked hoodwinking these brave men, but any rumour that created awe in the masses concerning the Inquisition was all to the good.*

*From the darkness of the corridor, the glow of a lit chamber could be detected. It was now time for the final preparation, the steeling of nerves.*

*The march this far had taken only forty-five minutes, but had felt like hours. Galain had sensed psychic energies at work. Someone was attempting to disorientate those who dared to venture this way.*

*"Well gentlemen, this is it," said Galain, summoning his own powers. "Whoever or whatever we find here is an enemy to the Emperor. We must defeat it whatever the cost."*

*As he spoke, he gripped each of his men by the shoulder, instilling them with the Strength of Righteousness.*

*"We have one advantage, surprise and if we are quick and skillful, we may all survive."*

*He looked at each of the men he commanded. They looked distressingly young to be about such work as this.*

## *Firefight on the Ravenscar River*

*"It is an honour knowing you and fighting alongside you, I wish you Good Luck," concluded Galain.*

*"For the Emperor!" cried Grippa as the small band charged into the chamber. Executioner rounds found the targets with alarming regularity and the closing of the chamber's door went unnoticed by all except Galain, such was the level of success.*

*A trap!*

*As the Arbitrators continued to despatch their foes, Galain spied movement from behind the throne which dominated the room. A massive claw!*

*Daemonettes!*

*Suddenly he was plunged into unconsciousness...*

*Consciousness reluctantly returned to reveal a chamber awash with blood and slime. Galain struggled to focus. Glimpsing a severed hand clutching the remains of a shotgun, he immediately regretted the effort.*

*Flexing his muscles, he realised that he was bound hand and foot, suspend above the floor. With that discovery, pain arrived with immediate and powerful urgency.*

*"Uncomfortable?" enquired a voice, slick with contempt.*

*Galain opened his eyes once more to see who had addressed him.*

*"Ah-ha! A small, ugly pet dog! I was expecting something more imposing!" replied the Inquisitor.*

*Hackles immediately rose and shaking with fury, the man struck out with the whip he held.*

*"Silence, you Imperialist Scum!" he squealed.*

*Galain merely smiled. He was in so much pain already that he had felt nothing. With his lack of reaction, the beating continued, Galain's smile remained fixed and eventually consciousness faded to black once more.*

*"Wake up human," hissed a voice.*

*Galain dreaded what he might see, but opened his eyes nonetheless.*

*He was confronted by the mercurial gaze of a Warp Spider.*

*"We are here to help," continued the Eldar warrior.*

*A weak "Thanks" was all that Galain could muster.*

*Now he realised that he was lying down on the ground, strapped into a tight fitting harness.*

*"This is a Warp Belt," explained the warrior, "It will transport you to a predesignated point and to safety. To operate you must..."*

*Lesson over. A cry of alarm heralded discovery. The warrior pushed buttons on the belt's control pad.*

*"Autopilot," explained the warrior, "Unreliable. Good Luck."*

*"You too," replied Galain.*

*Light intensified and nausea gripped at his stomach. Dizziness blurred his thoughts as he slipped into warp space...*

## BACKGROUND

Mirchen's Planet has a rich tapestry of cultural mythology, much of it having mingled over the centuries as tales have found similarities from race to race.

One such tale is of the two gods of war, Morga the Raven and Galis the Hawk. Morga is said to represent all that is hideous and malicious in war, whilst Galis represents that which is heroic and gallant. Both gods wished to be the sole god of warriors and so they did battle. Their fight lasted for months and death and destruction was wrought upon the land and it's inhabitants.

One mark of the battle is said to be the Ravenscar River which was created when Galis beat Morga to the ground. She barely escaped his follow up attack.

Morga is deemed to have won by vanquishing Galis to the warp and as a consequence, war became a much darker enterprise in the eyes of historians.

## OUTLINE

A force of Heretic guardsmen was commanded to hold the nearest bridge to Little Bluff capable of supporting the weight of armoured vehicles until said vehicles arrived from the East to relieve them. This would allow a vastly superior force to engage the Blood Angel forces arrayed in the area. Commander Dante, seeing the danger, took a small force in an attempt to demolish the bridge and halt the advancing tanks in their tracks before they could inflict serious damage to his chapter.

## THE FORCES

Both players may choose an army of up to 2000 points. The Heretic player should select his forces from the Imperial Guard Codex and must include Beelal Grinne and Captain Carl Heinrich von Durch, both of which are included in the Characters section at the end of this article.

The Imperial player should select a force from the *Angels of Death* Codex Blood Angels Army List. It is of course possible to play this scenario with any of the Space Marine chapters.

Suggested forces are given in the respective mission briefing sections.

## STRATEGY CARDS

**The Blood Angels have a choice of three of the following:**
*Ambush, Barrage, Brilliant Strategy, Crack Shot, Craven Cowardice, Divine Inspiration, Forced March, Insane Courage, Look Out Sir - Aaargh!, Malfunction, Saved!, Special Issue and Traitor.*

**The Heretics have a choice of three of the following:**
*Barrage, Booby Traps, Brilliant Strategy, Crack Shot, Delayed, Divine Inspiration, Insane Courage, Look Out Sir - Aaargh!, Malfunction, Reinforcements, Saved!, Special Issue and Traitor.*

## STARTING CONDITIONS

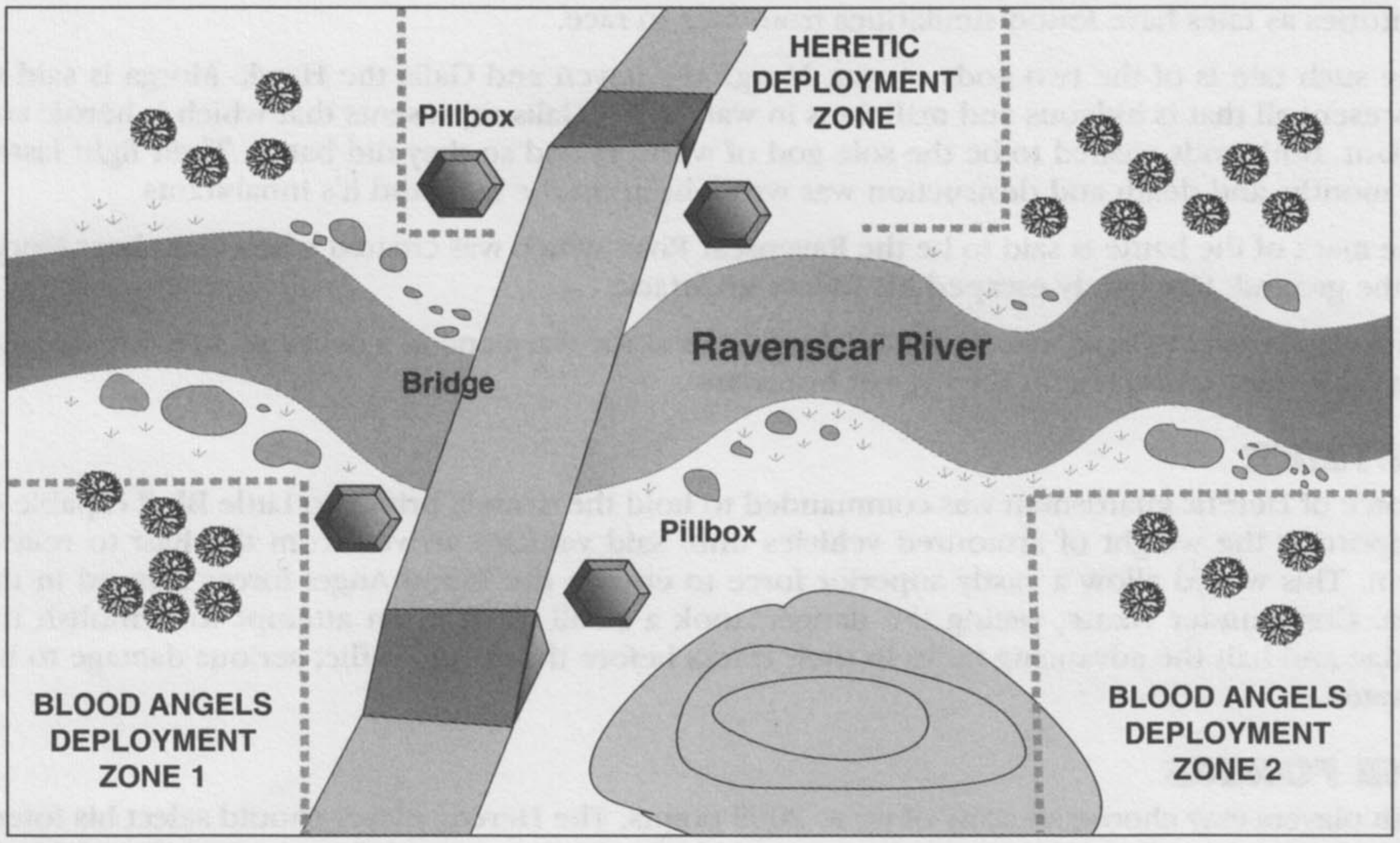
The Blood Angels force is split into two parts, one to the left and one to the right of the bridge. They can be of any size.

The Heretics may deploy in the pillboxes and on the bridge in addition to their prescribed deployment zone.

## RULES AND REFERENCES

1. The rules and conversion details for the Chimerax appear in Issue 11 of the Journal under the title "Assault Chimeras."
2. For rules covering the demolition of structures, see the section entitled *Demolition Job*.
3. For rules covering the use of Pillboxes, see the section entitled Digging In.
4. The tunnels running between the pillboxes at either end of the bridge are only wide enough to permit troops to travel in single file. A heavy weapon may also be transported through these corridors.

## *Firefight on the Ravenscar River*




## IMPERIAL BRIEFING

Heretic Forces are manoeuvring towards a box canyon known as 'Little Bluff'. A bridge over the Ravenscar River would provide an all too direct route to their destination. You are required to destroy the bridge which would enforce a considerable delay upon their advance.

**Primary Objective:** Destroy the bridge. If the bridge cannot be destroyed, then damage it severely. Victory points will be awarded in addition to those for eliminating enemy models -

Bridge Damaged: +1 victory point per structure wound

Bridge Destroyed: +5 victory points

**Secondary Objective:** Maximise enemy losses, minimise own losses.

**Mission Forces:**

| | |
|---|---|
| **Characters:** | Commander Dante, Master of the Blood Angels |
| | Dante's Personal Bodyguard |
| | Epistolary Guerain |
| | Techmarine Astris |
| **Squads:** | Squad Mavin (Assault) |
| | Squad Reiner (Devastator) |
| | Scout Squad Angaris |
| **Support:** | Predator tank |
| | Dreadnought "Aggressor" (Tactical) |

## HERETIC BRIEFING

Reinforcements are required to bolster the forces guarding the Installation at Little Bluff. To that end, an armoured column is making it's way to a small bridge which crosses the Ravenscar River. With this being the most direct route, the bridge must not fall into enemy hands.

**Primary Objective:** Ensure that the bridge is not destroyed. If this cannot be done, hold the bridge until reinforcements can arrive. Victory points will be awarded as below and in addition to those for eliminating enemy models.

Hold Bridge for at least four consecutive turns: +2 victory points

Bridge remains undamaged: +5 points

**Secondary Objective:** Maximise enemy losses, minimise own losses

**Mission Forces:**

**Command:** Red Company HQ Blue Platoon, 31st Mordian Regiment
Master Psyker Beelal Grinne
Black Platoon, Red Company, 31st Mordian Regiment

**Battle Line:** Blue Platoon, Red Company, 31st Mordian Regiment
Black Platoon, Blue Company, 31st Mordian Regiment
No.1 Hellhound of Blue Squadron, "Wings" Company of the 16th Ryza Regiment
No.1 Squad, Yellow Platoon, Blue Company, 30th Ogryn Regiment

**Fortifications:** 4 x Pillbox

## DEMOLITION JOB

For a recent battle, a small Space Marine force was to attack and destroy a bridge defended by Heretic Guardsmen. The scenario was a welcome change to the stock missions and was well into development when we realised that there were no rules to govern the use of demolition charges! The following article was developed from the initial trial run in that scenario and, as such, involves no new characteristics for weapons.

### STRUCTURAL INTEGRITY

The successful demolition of a structure requires the destruction of key elements to initiate collapse. These locations are referred to as Integrity Points (IPs) in this article. A value is assigned to an IP and represents the strength of the element. These values are termed Structure Points (SPs). To destroy an IP, the number of SPs must be reduced to zero or less. Destroying any number of IPs causes structural instability and possible collapse.

Different materials have different strengths and, therefore, varying totals of SPs. Steel is stronger than stone and stone is stronger than wood. The dimensions of the structural elements is also important, using these to gauge how many SPs are to be assigned. A balance must be struck between reality and playability. If you assign too many, there will be no chance of success for the attacker and too few will eliminate any chance of success for the defender.

### INCOMING!

To damage the structure, establish a hit using the Targeting the Ground rule given in the main rulebook. Apply a +1 modifier at short range. Once this has been done, determine the armour penetration of the weapon then half the value rounding up. This is the number of SPs lost. Keep a note of the damage caused to each IP in the structure.

Of course, shooting at an IP is not as effective as placing a charge or directly striking an IP. In this case to calculate the amount of damage caused, the full armour penetration value rolled is applied, with no rolls to hit required. Additionally, the number of charges or strikes directed at the IP equals the Attacks value of the attacker. An Assault Marine could place one Meltabomb whilst his Captain could place three.

Shooting places no limits on the number of attacks directed at an IP, but hand attacks are restricted to one model. This is to represent the intricacy and accuracy of the attack.

**STRUCTURAL INSTABILITY**

Once an IP has been destroyed the structure becomes unstable. Every succeeding hit anywhere on the structure may result in collapse. This is calculated by the strength of the hit. Roll to hit as normal if an SP is being targeted and apply any damage that occurs. If the SP is missed, apply an automatic hit or another roll to hit, depending on the size of the structure and the level of visibility the attacker has. If the structure has been hit, roll a d6. If the result is lower than the strength of the weapon used, the structure collapses. A modifier equal to the number of sound IPs is added to the roll.

A structure that is built of the best materials by the best engineers will require more effort to destroy than those of lesser quality. A well built structure would require 2d6 rolls, whilst the very best would require 3D6 to force a collapse. The quality of build should be agreed upon by they players before battle commences.

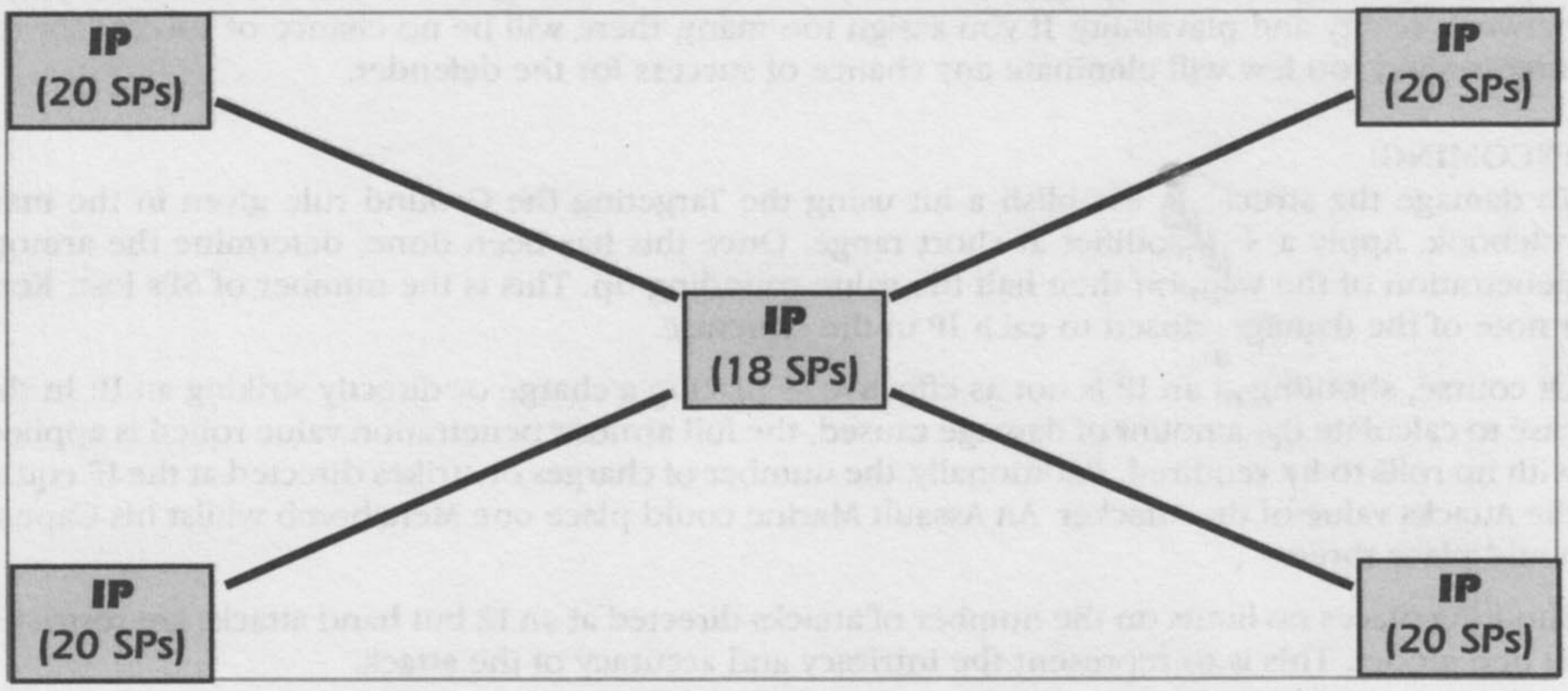
Any hit which destroys an IP gains an automatic collapse roll. Collapse rolls are made after structural damage is applied. Therefore, a hit which destroys an IP after the structure becomes unstable is restricted to one chance of collapsing the structure.

Meanwhile, Back at the Front...

The following example replicates the original scenario:

- An old stone humpback bridge capable of bearing the weight of tanks is to be destroyed. IPs are placed at each of the corners of the bridge and at it's apex. Each was given a value of 75 points.
- Shots directed at the IPs did half the rolled armour penetration as damage and direct attacks did full rolled damage until the first IP was destroyed.
- The first shot to destroy an IP was from a Heavy Bolter. To establish if the bridge collapsed, d6 was rolled for a total of 5 or less adding 4 to that roll for the number of IPs still intact.
- Every hit on the bridge results in a collapse roll as detailed above.
- The next hit was from a twin Lascannon. Collapse was determined once again by rolling d6 for a total of 9 or less with +4 imposed for intact IPs for each hit.
- The battle took five turns, a number of pillboxes requiring destruction before the IPs could be directly attacked.

**EXAMPLE OF STRUCTURE PLAN**



## DIGGING IN

Imperial Battle Bunkers are a common sight around the outposts of the Imperium of Man. They are tough, durable and easily constructed, even under fire. As a simple stop gap they are invaluable. However, with a little more time the engineers of the Space Marines and, in particular, the Imperial Guard can construct huge fortified defence screens. These screens comprise of towers, strongholds and gun emplacements. One of the simpler of these fortifications is the pillbox.

A pillbox is designed to protect it's occupants from long barrages and bombing runs. As such, it has two floors, one above ground and one below, the lower providing some protection from any collapse of the upper level.

But the main defensive strength of the pillbox is that they may be connected by tunnels. This means that small forces may defend long fronts quite successfully against much larger attacking forces.

### DEFENSIVE VALUE

Pillboxes count against the total of Support Points that your army may have. There is no limit to the number that may be taken other than that imposed by the 50% Support Points limit.

### ON THE FIELD OF BATTLE

When setting up the battlefield, terrain is positioned first, followed by your pillboxes. If both players have taken pillboxes, the army with the lower strategy deploys their fortifications first.

Small items of terrain may be cleared to allow the pillbox to be dug in. The pillbox may not be deployed in difficult terrain or in or on other buildings.

Mission cards are then taken, allowing the use of the Bunker Assault and Hold the Line missions published in White Dwarf Issue 169. However, the pillbox is mainly used to defend specific locations such as bridges and headquarters buildings. This makes it an ideal defence against the Taken and Hold mission.

### ACCESS

Access to the pillbox is gained through the hatch in the roof or by connecting tunnels, if permitted by both players or as a condition of a scenario. Any number of models may move to and from the pillbox or between it's floor in a turn. Once on the roof of the pillbox, normal climbing rules apply if those on the roof wish to reach the ground level. Within the connecting tunnels movement is normal. To deny access to attacking models, the hatch may be locked. If there is but a single model within the pillbox, attacking models may not enter.

### SUPPORT WEAPONS

Support Weapons may not be set up within or on top of a pillbox.

### FIELDS OF FIRE

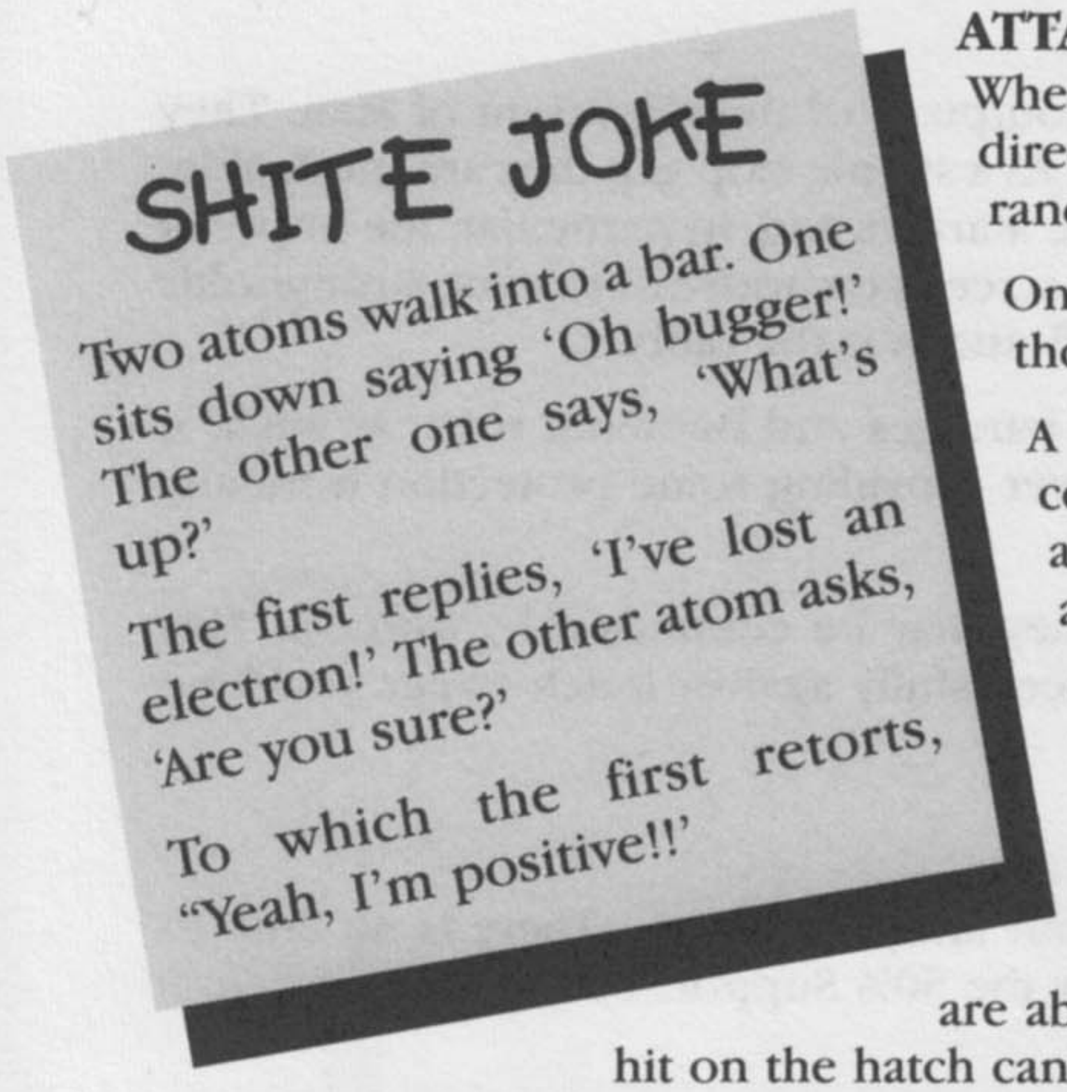
Each vision slit has a 90 degree fire arc through which one model may fire. This, unfortunately, produces a blind spot at each corner of the pillbox which can be exploited by a clever player.

Heavy weapons may be attached to special mounts which slide from vision slit to vision slit. Moving a Heavy Weapon is made easier and so no restrictions are placed on it's movement. However it takes a full turn to remove the weapon from it's mount before the crew can transfer it from the upper level to the lower floor. A heavy weapon is rather bulky and must be dismantled to a degree that cannot be easily attained under fire. They cannot, therefore, be removed from the pillbox through the roof hatch, other means must be found.

### SHITE JOKE

A neutron goes into a bar and asks the bartender, "How much for beer?"

The bartender replies, "For you, no charge."




**ATTACKING A PILLBOX**

When a pillbox is being attacked, the models inside cannot be directly targeted. A hit on a vision slit will provide a hit on a randomly determined model. Roll a d6.

On a 5+ the models on the lower level are hit, otherwise, those on the upper floor are hit.

A pillbox may be a low squat building but it's size still confers a +1 bonus to hit at long range and short range attacks will hit automatically. Similarly, hand-to-hand attacks also hit automatically.

Only direct hits will damage a pillbox, such is it's solidity. Artillery rounds which scatter cause no damage and weapons with blast markers will affect only one randomly determined location (See Datafax).

The hatch may only be attacked by those attackers who are able to draw a line of sight to the roof. A direct, automatic hit on the hatch can be made by any models who are on the roof, those who get to within 1" of the pillbox may attack the vision slit, and so the model, nearest to them. Resolve the attack as normal. Weapon attacks with blast markers should have the modifiers stated on page 89 of the main rules imposed.

**SPECIAL WEAPONS**

Some weapons have special rules which govern their use against a pillbox. These are detailed below:

**Harlequin's Kiss:** When an attacker is within 1" of a vision slit or an open hatch, this weapon may be employed. Use the Vehicle Penetration table given on page 8 of the Wargear book to determine the results of the attack.

**Flamers** used against a pillbox will automatically hit any vision slits covered by the template. Each model will be hit on a 3+ result on a d6. Flamers do not receive the bonuses conferred to blast markers within confined spaces.

**Eldar Death Spinners** automatically hit a vision slit if the template covers it. Use the same table as the Harlequin's Kiss to resolve the attack.

**D-Cannon:** Make the following test if any part of the pillbox is within the blast area of the attack. On a 4+ result on d6, the entire pillbox and it's occupants are affected by the attack. Make one distort test and apply to the pillbox and all occupants. Any displacement of the pillbox will result in the destruction of the lower level with no survivors. A crater the size of the pillbox is left behind.

**Graviton Gun:** This weapon automatically hits and penetrates the armour of the pillbox. All rolls for damage are at +1.

**Gas Type Grenades:** The gas from Choke, Hallucinogen, Scare and Toxin grenades will seep into the pillbox if a vision slit is under their blast marker. Roll for all models in the pillbox. they will fall under the effects of the gas on a result of 3+.

**Photon Flash Flares** are only effective if they detonate within the pillbox. The effects will be automatic and a +1 modifier is applied to the roll on the Flash Effects table on page 62 of the Wargear book.

## PILLBOX COST: 40 points

**Building Access:** Any number of models may enter or leave the pillbox during a turn. Climbing rules apply to accessing the roof from the outside. Tunnel access is in single file.
**Building Capacity:** Both floors of the Pillbox hold up to eight models. Access ladder between each floor does not prohibit the movement of Heavy Weapons.

**Fire Arcs:** Models opposite vision slits are permitted to fire. Only one model may fire through each vision slit. Heavy Weapons may be mounted on supports to fire through a vision slit.

**WEAPON DATA**

There is enormous scope for weapon arrangements that may be applied to the Pillbox. For this reason, no weapon data has been included.

| | | ARMOUR | |
|---|---|---|---|
| **D6** | **LOCATION** | **FRONT** | **SIDE/BACK** |
| 1 | Vision Slit | See Below | |
| 2 | Hatch* | 18 | 18 |
| 3-6 | Pillbox | 22 | 22 |

*Only if the Hatch is visible to attacker

**D6 PILLBOX DAMAGE TABLE**

1-3 The force of the impact knocks all the occupants off their feet. All subsequent damage rolls are at +1.

4-5 The upper level collapses into a pile of rubble. To avoid falling masonry, roll 2D6 against Initiative to escape to the lower floor. An armour roll is permitted if the first roll is failed. Any model that fails both rolls is slain.

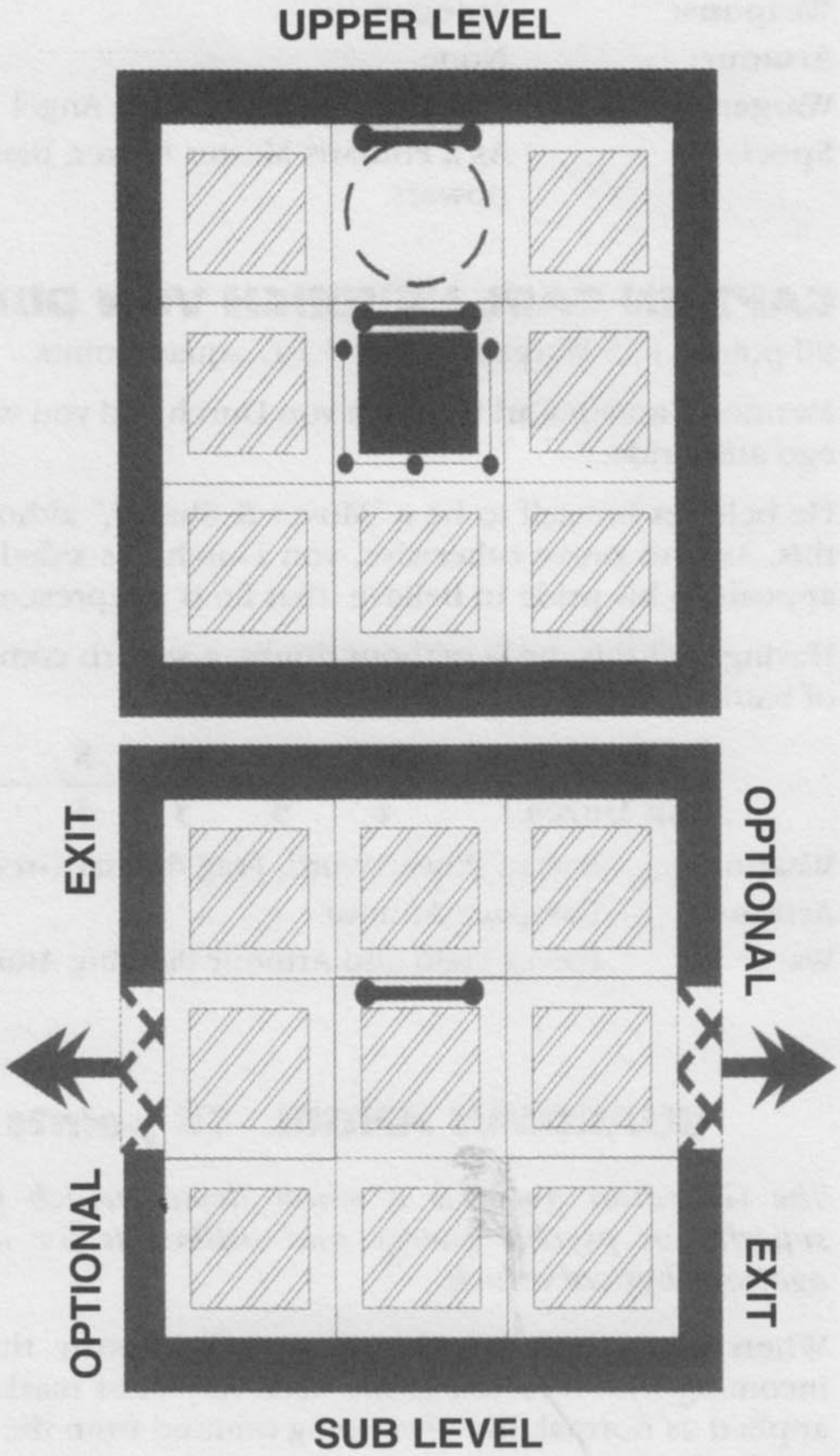
6 Both levels of the pillbox collapse. An armour roll is permissible to those on the upper level. Those on the lower level roll 2D6 against Initiative to escape into the access tunnel. If failed, an armour save is permitted. Those who fail their armour save are slain.

**D6 HATCH DAMAGE TABLE**

1 The impact jams the hatch shut. It must now be blown off it's hinges to allow access.

2-5 The door is blown of it's hinges. Treat the resulting opening as a vision slit.

6 The force of the explosion not only destroys the hatch but damages the pillbox. Roll on the Pillbox Damage Table.




**VISION SLIT DAMAGE**

Enemy fire passes through one of the pillbox's vision slits. On a roll of 5+ a ricochet reaches those on the lower level. Roll randomly to see who is hit.

## BEELAL GRINNE

110 points +2 Wargear Points

Beelal Grinne is an intense and brooding man who does what he must to get what he wants, and he wants much. The thought of being the instigator of a new order appeals greatly to his sense of greatness.

Having proved his greatness, at least to himself, with the creation of the Guardian Angel device which he uses, it galls him to be assigned to guard a bridge. He knows of it's significance, but he would rather be where the action is. He is in for a rude shock...

| Troop Type | M | BS | MS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Beelal Grinne | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 7 |

**Weapons:** Autogun
**Armour:** None
**Wargear:** Force Rod and Guardian Angel
**Special:** As a Primaris Master Psyker, Beelal Grinne may have up to three psychic powers.

## CAPTAIN CARL HEINRICH VON DURCH

90 points +35 Wargear Points +297 squad points

Mention Captain Carl Heinrich von Durch and you will be greeted with tales of a man of enormous ego and pride.

He believes himself to be a "Mover & Shaker," although others will put up stiff argument against this. As if to prove otherwise, von Durch has sided with the Heretics, and like Beelal Grinne, it appeals to his pride to believe that he is a representative of the new order.

Having said this, he is without doubt, a superb commander and rightly given respect on the field of battle.

| Troop Type | M | BS | MS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Von Durch | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 |

**Weapons:** Bolter, Powersword, Frag & Krak Grenades
**Armour:** Carapace Armour
**Wargear:** Power Field and Armour Piercing Ammunition

## GUARDIAN ANGEL 15 points

*The Guardian Angel is a small device which focuses superfluous psychic energy and utilises it for defence against physical attack.*

When activated, the Guardian will absorb the first incoming shot directed at the user. Any blast markers are applied as normal, the user being omitted from the effects for the first turn.

For every turn not in use, a roll of 5+ allows the addition of subsequent Guardians to a maximum of 6 in all.

**BEELAL GRINNE ONLY**



*The conversion we used to represent Beelal Grinne is simply a Mordian Lieutenant with a Power Sword from an Eldar weapon sprue replacing his original chainsword*

*A lazy column of smoke curled slowly up into the sky from the top of Saracen's Peak. With it's slow ascent, so rose the fears of the Mordian guardsmen. They had been led to believe that they were to hold this bridge until reinforcements arrived and to prevent the Blood Angels from pursuing their Valhallan allies to the Peak. Now it would seem that they had enemies in front and to the rear. The shouting of the officers did nothing to allay their fears, it merely made them easier to hide.*

*Captain Carl Heinrich von Durch threw his roster and pen onto the camp table.*

*"Well psyker, what mischief has your colleague engaged himself in to unsettle my men so?" he enquired.*

*Beelal Grinne bristled. The arrogance of the Mordian noble, a minor noble at that, irritated him beyond belief. In fact it had gone beyond irritation and was verging on anger! The petty and persistent goading of the man really got his goat! He would not accept any blame if Boe had blown his assignment.*

*"I suspect that my 'colleague', as you put it, has incurred the wrath of the true and proper owners of the Wraithspire."*

*"No need to be frightened my dear Captain, they will merely be protecting what is theirs. Foolish shrines are what the Eldar are all about."*

*Now it was von Durch's turn to bristle. This psyker freak was a condescending swine! He had no sense of priority, no respect for his betters or those of higher station!*

*"I will inform Ossmann that we have nothing to fear in that respect then," replied von Durch.*

*"And the better to be out of your vicinity," he added to himself.*

*"Thank the gods he's gone." was all Grinne could think as he stared at the Mordian's retreating back.*

*Using the Lascannon's targeter as a telescope, Sergeant Angaris spied out the enemy's preparations;*

*Two Infantry platoons in fortified positions. Around a dozen heavy weapon crews.*

*Not a real problem. What concerned him most was the presence of the Chimerax with it's quad-autocannon and, worse still, the Hellhound. If it got into a good position no even "Aggressor" would be able to cross that bridge.*

*Slowly, carefully, the scouts crept towards a superior vantage point.*

*Glancing at his chronograph, Angaris poised his hand above his weapon specialist's shoulder. One touch and he would fire, with devastating results, hopefully.*

*An explosion, chunks flying from one of the pillboxes across the river, Angaris' hand descended...*

SHITE JOKE

Q: What do you call a vegetarian Chaos Space Marine?

A: A Quorn Berzerker.

BLOOD BOWL®

# TAKE YOUR SEATS PLEASE!

*by Stuart Woods*

## House rules for Blood Bowl stadiums, including Paul Sawyer's Not-so-Grandstand below.

***Got a 16 man Blood Bowl squad? Four Star Players? Eight reroll counters? Wizard? Healer? Loads of Assistant Coaches and Cheerleaders? You have? You rich git!***

***But seriously, the time may come when you have literally nothing else to spend your gold crowns on. All the money is doing is pushing up your team rating. This can be bad news if it means your opponents are getting extra Dirty Trick cards.***

***How about making some ground improvements? It won't bring down your team rating down, but you may get a few benefits from it.***



The following table shows you what's available:

| TYPE | COST | FAN FACTOR* INCREASE | UNAVAILABLE TO | AVAILABLE TO |
|---|---|---|---|---|
| Stadium | 300,000 | 3 | Goblins | All others |
| Grandstand | 200,000 | 2 | Goblins | All others |
| Terracing | 150,000 | 1 | Goblins, High Elves, Wood Elves | All others |
| Not-So-Grandstand | 100,000 | 0 | All others | Goblins |

*This Fan Factor Increase is a 'one-off' permanent increase when you make your purchase.

You may purchase some Terracing for 150,000 then at a later date spend another 50,000 to convert into a Grandstand and so on. Your teams Fan Factor will rise accordingly.

### STADIUMS

If you own a Stadium and you are playing at home you may nominate one special home supporters end/side. This must be done before kick-off.

If a home team player is knocked off the pitch into the nominated end/side, roll a D6 and consult the following table:

| D6 | EFFECT |
|---|---|
| 1-4 | Injured as normal |
| 5-6 | Pushed back onto pitch* |

*Because it's a home team player the fans push the player back onto the pitch. Place the player prone on the square where he made his exit. If the opponent decided to follow-up he will be pushed back, but may choose which square (of those available) he is pushed back to. Do not make an armour or injury roll for the home team player.

If an away team player is knocked off the pitch into the nominated end/side, add +1 to the injury result (Any other modifiers apply as normal).

### EXTRA RE-ROLL COUNTER

At the beginning of each half the home teams coach rolls 2D6.

On a roll of 9+the home side receives an extra re-roll counter for that half only. This is to represent the 'lift' the home side gets from their cheering fans as the players run out of the tunnel and onto the pitch.

If the team already has eight re-roll counters, they may take a ninth! On any one turn during the half the home side may use two re-roll counters. They may either re-roll one failed action twice or two failed actions once.

To use a second re-roll counter on a second failed action, the first re-roll counter has to have worked. i.e. you must not have still suffered a turn-over situation after using the first re-roll counter.

In addition to the above, there are some special Stadium rules which affect certain races only. These are as follows:

### UNDEAD STADIUMS

At the beginning of every home match, the Undead coach may roll a D6 for all four individual sides/ends of his team stadium.

On a roll of 6 the away fans will not enter (or will levy very shortly after entering!) this part of the stadium as it is haunted!

For every 6 rolled the away team will lose one quarter of their fans for this match.

If the away team has a Fan Factor of less than four then it will be reduced by 1 (for each 6 rolled), down to a maximum of 0! Any other fractions should be rounded up i.e. if a team has a Fan Factor of 18 and the home side rolls one 6, the away teams Fan Factor will be reduced by four (one quarter of 16) to 14.

Should the Undead coach be fortunate and roll four sixes then the away team will have no fans at the game whatsoever!

N.B. Ignore the above rules if both sides are the Undead.

### WOOD ELF STADIUMS

Wood Elf teams who own a Stadium have their Fan Factor increased by 1 for home matches. This is due to all the fans who are watching from the trees which overhang the Stadium!

### DARK ELF AND NORSE STADIUMS

Visiting fans must roll a D6 at half time. If the result is a 6 they will leave the ground immediately. Why? Because it is too cold for them!

The away teams Fan Factor will be zero for the rest of the match.

N.B. Ignore the above rule if away fans are Norse or Dark Elves.

### SKAVEN STADIUMS

Visiting fans must roll a D6 at half time. If the result is a 6 they will cheer for the Skaven team for the remainder of the match, this is because the Hot-Dogs they ate at half time contained traces of Warpstone! The Skaven coach may add his opponents Fan Factor score to his own for the rest of the game. (The away teams Fan Factor will be zero until the next match)

N.B. Ignore the above rule if both sides are Skaven.

### GRANDSTANDS

Apart from increasing a teams Fan Factor by 2, the only other bonus gained from owning a Grandstand is the 'Extra Re-roll Counter' rule as described earlier. However, the home sides coach needs to roll 10+ with 2D6 to gain this benefit.

### TERRACING

The terraces tend to attract the roughest yobbo supporters you can imagine.

Nominate one end/side before kick-off. If any away team players are knocked off the pitch into the nominated end/side, add +1 to the Injury result.

### FOUL!

If a home team player is sent off for committing a foul, roll one D6:

| D6 | RESULT |
|---|---|
| 1-4 | Sent off as normal |
| 5-6 | Let off with a caution* |

*On a roll of 5 or 6 the Ref is intimidated by the yobbo fans and will not send the player off. You may also argue the decision with your Head Coach as normal. Therefore allowing the home side two attempts at keeping their player on the pitch.

## NOT-SO-GRANDSTAND

These are the pathetic attempts by shoddy Goblin workmen to build some sort of a Stadium.

(*Right, that's it! A duel at dawn you cad! Swords or Pistols? Yes, you can have swords. I'll take pistols then.... -Ed.*)

The following special rules apply-

**HIGH ELVES**
Snobby High Elf supporters will refuse to enter a 'Not-So-Grandstand': (In fact they won't sit on any seat unless it has a velvet cushion!) This means High Elf teams have a Fan Factor of zero whilst playing at such venues.

**'ANDY HAND WEAPON**
If there is a pitch invasion add +1 to all injury rolls. Because of poor workmanship, the invading fans are able to 'yank off' a lump of wood before running on to the pitch, giving themselves something with which to smash over the unfortunate players skulls!

**TIMBER-R-R-R**
Excited fans who jump up and down may cause a Not-So-Grandstand to collapse, possibly killing unfortunate fans. The more touchdowns there are per game, the more likely the stand will collapse.

Roll 2D6 after the second touchdown and consult the following table:

| TD'S | 2D6 RESULT | EFFECT |
|---|---|---|
| 1 | - | No effect |
| 2 | 11+ | Collapse |
| 3 | 10+ | Collapse |
| 4 | 9+ | Collapse |
| 5 | 8+ | Collapse |
| 6+ | 7+ | Collapse |

**COLLAPSE**
If there is a 'Collapse' result, roll 2D6 and consult the following table:

| 2D6 | EFFECT |
|---|---|
| 2-7 | Home fans killed -1 Fan Factor (permanent) |
| 8-12 | Away fans killed -1 Fan Factor (permanent) |

If there are 2 or more stand 'Collapses' during one match it will cost the Goblin Head Coach 40,000 crowns to pay for repairs (5,000 for parts and 35,000 labour!)

Special rules for a 'Not-So-Grandstand' will not apply until this money is paid!

**EXTRA FANS**
During the course of a home match, thousands of Snotlings will squeeze into the stands to cheer on their local side. Goblin teams may add +2* to any Fan Factor result on the kick-off table

*This should not be written onto your team sheet as this is not a permanent increase.

Also, do not alter the size of the 'Gate' when working out match winnings. The Snotlings are so tiny they've managed to sneak in without paying!

Well, that's it! Apart from giving coaches something new to spend their money on, I thought it would be good fun to have that playing at 'home' and 'Away' atmosphere during matches.

# JOURNAL™

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***Due to an ever increasing number of enquiries regarding issues of the Citadel Journal which are no longer available we are pleased to announce the arrival of the 'JOURNAL ARCHIVING SERVICE'.***

***Over the next three pages you will find a complete listing for all the articles that have been published in Journals 1-11. These are now available as photocopies which come in a dust-proof plastic wallet sent to you by First class post. So, if you are kicking yourself for missing the rules for the Undead Plague cart, Epic Ork Cyber-wyverns or even the Space Marine Drop Pods in Warhammer 40,000 all you have to do is simply give the Ladz at Mail Order a call on 0115-91 40000.***

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NECROMUNDA™

# CHAOS CULTIST COVENS

***by Joe Barnsley***

Joe's house rules bring an unholy new addition to the Underhive - fanatical Chaos Cultists, corrupt, mutated and downright nasty...

There are individuals who are drawn to worship the evil gods of Chaos with a promise of ultimate power. Cultists are among these individuals. However, Cultists take their worship too seriously, and travel the Underhive to convert none-believers. Selling their belongings for a life of poverty, Cultists often own nothing but the robes they wear and the weapons they keep. Often, a particularly powerful Cultist will attract a band of followers to embark on a crusade to corrupt the denizens of the Underhive to their cause. These bands of Cultists are known as Covens.

## OUTLANDERS

Cultists are Outlanders and therefore all the Outlaw rules apply except for those noted below. Cultists may never pay off their outlaw status.

## TERRITORY

Cultists start with one piece of territory generated at random from the Redemptionist Territory Chart in the outlanders rule book. This is the first stop for the Cultist Coven. The Cultists move on after each game, so after collecting any income from the territory they are leaving behind, roll on the Redemptionist Territory Chart to see where the Coven will stop for the next game.

The Coven can only ever hold one piece of territory at a time, and so if it captures any other territory then the new territory will be looted and destroyed.

If the piece of territory the Coven owns is captured, then the gang that gains the territory may collect income from it as normal. If the winning gang captures an arms cache then it may collect income from it as normal, but must then cross it off their roster as the cache is used up. If the Coven ever manages to capture a territory from a gang that captured territory from them, then they will automatically take the territory that was stolen from them. They won't loot it, but will collect income from it and leave it when they move on to another territory.

## CAPTURE

Anyone unfortunate enough to be captured by a Cultist Coven may be corrupted by the Cultist Priest. For full rules see the Cultist Priest rules later.

If a Cultist is captured then the Coven *must* try to rescue him. If they fail and the Cultist is sold into slavery or given to the Guilder courts, he will escape due to his devotion to his cause. Roll a D6. On the roll of a 6 the Cultist escapes and rejoins his Coven. Also, if a Cultist is captured by a Redemptionist gang, then that gang *must* kill him to preserve humanity. They may never attempt to redeem the Cultist.

Cultists are considered as an annoyance by Guilders and so a full bounty is offered for each Cultist captured.

## TRADING

One member of your gang can attempt to infiltrate uphive (with a shopping list) to get better equipment for your gang. If you decide to do this, roll a D6. On the roll of a 1 something bad has happened, roll a D6 on the table below:

1 Your gang member has been identified as a Cultist and promptly executed (as a matter of course). Remove that member from your gang roster permanently.

2 Your Cultist has been reported to the Watch for suspicious behaviour. He is fined for all the money he had on his person (all of the money in your gang's stash) and set free.

3 As 2 above, except that is only fined D6 x 10 credits. If you cannot afford to pay it, he is kept in prison until you can.

4 As 3 above, except that he is only fined D6 x 5 credits.

5 The Watch pick up your gang member for some reason or another, hold him for questioning, let him sleep in a cell for the night, and then set him free. The gang member must miss the next game played by the gang, and the gang may not do any trading until after their next game.

6 The authorities at the trading post bar the gang member. The gang may not do any trading until after their next game. In addition the Cultist that tried to enter the trading post may not do so again (you will have to assign the task to another Cultist).

You do not have to try to enter the normal trading post if you don't want to. Instead, you may use the Outlaw trading post without risk.

## PATRON

Every Cultist band must devote itself to one of the four Chaos gods. This means that the Priest in that band must choose his gift from that patron and any Chaos gifts that are earned must be rolled for on the table of that god. Cultist bands may never change their patron once they have started playing. If the leader of a Cultist Coven is replaced for whatever reason, then the new leader will not receive any of the Chaos Champion gifts.

## HATRED

All cultists *hate* Redemptionists. Likewise, all Redemptionists *hate* Cultists. Also, Cultist bands *hate* other Cultist bands that worship a different patron on them.

## HIRED GUNS

Cultists may not have any hired guns or any of the current special characters.

* All other special rules that I have missed will be the same as that for Redemptionists.

## GANG LIST

### 1 CULTIST PRIEST: 150 Creds

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 |

**Weapons:** Basic, Special, Combat, Pistol and Ammo

**SPECIAL RULES**

**Leader:** Any cultist within 6" of the Priest may use his Leadership characteristic for Leadership tests.

**Pinning:** The Priest may always try to escape from pinning at the beginning of his turn, even if there is no one within 2" of him.

**Corrupter:** If the Coven captures anyone, then the Priest can attempt to bend the victim's will to join the Coven. The Cultist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls a D6 (2D6 if the victim is a Redemptionist) and adds the victim's Leadership to his score.

If the Priest scores higher then the victim becomes a Cultist. Transfer the victim's characteristics, skills, experience, weapons and equipment to the Cultist roster. The new cultist must be represented by an appropriate Cultist model.

If the victim's score is higher, then he has resisted corruption and so will be sacrificed to the Coven's god. Remove the victim from his gangs roster. The Cultists have killed him and kept his equipment.

**Chaos Champion:** The Priest is a Champion of Chaos and therefore has the Gifts shown for his patron (see Chaos Champion Gift table later) when the gang is formed.

## 0-2 DEACONS: 60 creds

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

**Weapons:** Basic, Special, Heavy, Pistol and Ammo

## 0-4 ZEALOTS: 60 creds

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

**Weapons:** Combat, Pistol and Ammo

**Special Rules:** Zealots are affected by the rules of *Frenzy*

## BRETHREN

Brother: 55 creds
Novice: 30 creds

* At least half the gang must be made up of Brethren

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| **Brother** | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| **Novice** | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |

**Weapons**
**Brother:** Basic, Combat, Pistol and Ammo
**Novice:** Combat and Pistol

## MAXIMUM CHARACTERISTIC VALUE:

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 10 |

*Note that these are the maximum characteristic values **without** mutation. As mutations are gained, they may (and probably will) take characteristic values beyond this point.

## CULTIST ADVANCE TABLE

| 2D6 | EFFECT |
|---|---|
| 2 | **Roll a D6:**<br>1-4 Mutation - roll on the Mutations table (later)<br>5-6 Chaos gift - roll on the Chaos Gifts table (later) |
| 3-4 | **New Skill** |
| 5 | **Roll a D6:**<br>1-3 +1 Strength<br>4-6 +1 Attack |
| 6 | **Roll a D6:**<br>1-3 +1 Weapon Skill<br>4-6 +1 Ballistic Skill |
| 7 | **Roll a D6:**<br>1-3 +1 Initiative<br>4-6 +1 Leadership |
| 8 | **Roll a D6:**<br>1-3 +1 Weapon Skill<br>4-6 +1 Ballistic Skill |
| 9 | **Roll a D6:**<br>1-3 +1 Toughness<br>4-6 +1 Wound |
| 10-11 | **New skill** |
| 12 | **Roll a D6:**<br>1-4 Mutation - roll on the Mutations Table (later)<br>5-6 Chaos Gift - roll on the Chaos Gift Table (later) |

## CHAOS CHAMPION GIFT TABLE

| Chaos God | | Gifts |
|---|---|---|
| **Khorne** | 1 | Subject to *Frenzy.* |
| | 2 | Chaos armour (unmodified save of 5+ on a D6) |
| **Slaanesh** | 1 | The Priest has a Leadership value of 10. this can never be increased above 10, nor can it ever be reduced below 10. |
| | 2 | One Wyrd primary power chosen at random from the Telepath Primary Table in the Outlanders book. |
| **Nurgle** | 1 | +1 Toughness |
| | 2 | The Cultist Coven may have D6 Plague Zombies in every game they fight in. They get these Zombies for free, but the Zombies must remain within 16" of the Priest at all times. If the Priest is killed, then the Coven may no longer have these Zombies. |
| **Tzeentch** | 1 | One Wyrd primary power chosen at random from either the Pyromaniac Primary Table or the Telekenetic Primary Power Table in the Outlanders book. |
| | 2 | If a Wyrd power is cast at the Priest or anyone within 12" of him, he may nullify it on the D6 roll of 4 or more. |

## SKILLS AVAILABLE

| GANG MEMBER | Agilty | Combat | Ferocity | Muscle | Shooting | Stealth | Techno |
|---|---|---|---|---|---|---|---|
| Novice | - | X | X | - | X | - | - |
| Brother | - | X | X | - | X | - | - |
| Zealot | - | X | X | X | - | - | X |
| Deacon | - | - | X | X | X | - | X |
| Priest | X | X | X | - | X | - | X |

## CULTIST WEAPONS LIST

| BASIC WEAPONS | |
|---|---|
| Autogun* | 20 creds |
| Lasgun | 25 creds |
| Shotgun* | |
| (with solid and scatter shells) | 20 creds |

| HEAVY WEAPONS | |
|---|---|
| Gatling Cannon | 180 creds |
| Grenade Launcher | |
| (grenades are extra) | 130 creds |
| Heavy Bolter* | 180 creds |
| Heavy Flamer | 120 creds |
| Heavy Stubber* | 120 creds |

| PISTOLS | |
|---|---|
| Autopistol | 15 creds |
| Boltpistol | 20 creds |
| Hand Flamer | 25 creds |
| Laspistol | 15 creds |
| Stub Gun | 10 creds |

| SPECIAL WEAPONS: | |
|---|---|
| Bolter* | 35 creds |
| Flamer | 40 creds |
| Melta Gun* | 95 creds |
| Plasma Gun* | 70 creds |

| CLOSE COMBAT WEAPONS: | |
|---|---|
| Knife | Free/5 creds |
| Sword | 10 creds |
| Maul/Bludgeon/Flail | 10 creds |
| Massive Weapon* | 15 creds |
| Chainsword* | 25 creds |
| Eviscerator* | 30 creds |

| AMMO | |
|---|---|
| Hotshot Shells | 5 creds |
| Manstopper Shells | 5 creds |
| Bolt Shells | 15 creds |
| Dum Dum Bullets | 5 creds |
| Frag Grenades | 30 creds |
| Krak Grenades | 50 creds |
| Exterminator Cartridge | 15 creds |

*Weapons marked with an asterix can be equipped with an Exterminator cartridge. Only Priests, Zealots and Deacons have the status to have Exterminator Cartridges however.

## EXPERIENCE POINTS

| Experience Points | Title | Experience Points | Title |
|---|---|---|---|
| 0-5 | Initiate | 101-120 | Disciple |
| 6-10 | Novice | 121-140 | Disciple |
| 11-15 | Novice | 141-160 | Disciple |
| 16-20 | Novice | 161-180 | Disciple |
| 21-30 | Honorary Brother | 181-200 | Disciple |
| 31-40 | Brother | 201-240 | Deacon |
| 41-50 | Brother | 241-280 | Deacon |
| 51-60 | Brother | 281-320 | Deacon |
| 61-80 | Disciple | 321-360 | Deacon |
| 81-100 | Disciple | 361-400 | Saviour |

## STARTING EXPERIENCE POINTS

| Gang Member | Starting Experience Points |
|---|---|
| Novice | 0 |
| Brother | 20+D6 |
| Zealot | 30+D6 |
| Deacon | 60+D6 |
| Priest | 60+D6 |

*when a Novice reaches 21 or more experience points he becomes a Brother.

*when a gang member reaches 401 experience points or more they cannot advance any further.

## HEAVY FLAMER

The heavy flamer is a double-barrelled flamer that allows for a more destructive performance. It uses the heavy flamer template (from Warhammer 40K). Roll every time flamer is fired. May set victims on fire (see flamer rules). Move or fire

| STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
|---|---|---|---|
| 5 | 1 | -2 | 4+ |

## GATLING CANNON

The Gatling Cannon is a suped-up heavy stubber. In construction, it looks very similar to an assault cannon.

| Short Range | Long Range | To Hit Short | To Hit Long | Str | Dam | Save | Ammo |
|---|---|---|---|---|---|---|---|
| 0-16" | 17-32" | | -1 | 4 | 1 | -1 | 5+ |

Special Rules: Use 3 Sustained Fire Dice. Move or Fire

If 3 jams are rolled at once when firing the Gatling Cannon then it blows up, causing a S4 hit on the user. It may not be used for the rest of the game, but will be repaired in time for the next one.

## MUTATIONS TABLE

| D66 ROLL | MUTATION | DESCRIPTION | COST |
|---|---|---|---|
| 11-12 | *Bestial Face* | The mutant has a face that looks like that of an animal | FREE |
| 13 | *Spikes* | The mutant has large spikes all over the body. The mutant gains an armour save of 5+, but cannot wear any other armour (except Chaos armour) | 20 |
| 14 | *Mace Tail** | The mutant has a tail with a large club at the end. +1 Attack in hand-to-hand combat. | 15 |
| 15 | *Extra Head** | The mutant has an extra head. The mutant's line of sight is increased by 90°. The mutant may also fire two pistols in the shooting phase, just as if he had the 'Gunfighter' skill | 25<br>25 |
| 16-20 | *Extra Fingers** | The mutant has an extra D3 fingers on one randomly determined hand | FREE |
| 21 | *Centaur Body* | The mutant has the body of a horse instead of his own legs. +2 Movement. -1 Initiative. Cannot use Agility skills. Gains 'Bulging Biceps' skill automatically. Cannot be pinned. Cannot move up or down ladders. | NA |
| 22 | *Extra Eye** | The mutant has an extra eye. +1 BS | 5 |
| 23 | *Claw** | The hand on one of the mutant's arms has developed into a large claw. The mutant gains +1 S in hand-to-hand combat. However, the mutant may not hold an extra weapon | 5 |
| 24 | *Beak* | The mutant has a sharp beak instead of a mouth. +1 Attack in hand-to hand combat. | 5 |
| 25 | *Tentacle** | The mutant has a writhing tentacle in addition to his normal limbs. The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1 for each tentacle, to a minimum of 0. | 10 |
| 26 | *Hermaphrodite* | The mutant is both male and female. As such, any enemy in hand-to-hand must subtract -1 from their attack dice. If this results in a 1 or less after modification, count it as a fumble. | 26 |
| 27-31 | *Foul Stench* | The mutant has an unbearable smell that lingers about him and can be smelt from far away. Any enemy that wishes to move within 2" of this mutant must first pass a Leadership test of 2D6. If they fail, place the model exactly 2" away from the mutant. | |

| | | | |
|---|---|---|---|
| 32 | *Deranged* | The mutant's mind has been all but destroyed (*and therefore believes Scotland are indeed a great footballing nation -Ed.*) Before each game roll a D6:<br>1. The mutant fears everyone on the battlefield! He treats every gang member (including his own) in the game as a *terror* causing monster.<br>2 The mutant is affected by the rules of *stupidity* for this game.<br>3 The mutant is affect by the rules of *hatred* for this game.<br>4 The mutant is affected by the rules of *frenzy* for this game.<br>5 The mutant is very moody today. Roll on this chart at the beginning of every turn for this game. If you roll a 5, then the mutant has the same condition as the turn before.<br>6 The mutant has gone crazy! For this game only, the mutant is affected by the rules of *frenzy* and *hatred* and will automatically pass any leadership tests he needs to make. | |
| 33 | *Extra Leg** | The mutant has an extra leg. +1 Movement. -1 Initiative. If the mutant gets 4 legs or move (from receiving this mutation 2 or more times) then he cannot be pinned. | 10 |
| 34 | *Acid Spit* | The mutant may spit acid in the shooting phase instead of shooting normally. Roll to hit normally, but with an extra +1 to hit. Range: 6". Strength: 6. Damage: 1. Save Mod: 2. When the mutant charges or when some one charges him, he may spit the acid for an extra hit that is worked out before hand-to-hand takes place. | 40 |
| 35 | *Skull Face* | The mutant's head is nothing but an empty skull. The mutant causes *fear*. | 15 |
| 36-39 | *Hideous Appearance* | Mutant's face is grossly disfigures. The mutant causes *fear*. | 15 |
| 40-41 | *Poisonous Fangs/Claws* | The mutant has poisonous sacs of venom hidden in his teeth or under his nails. The mutant gets either +1 Attack in hand-to-hand combat or cause D3 wounds. See later. | 10 |
| 42 | *Razor Sharp Fangs/Claws* | The mutant has either razor sharp fang or claws. He gains +1 Attack in hand-to-hand combat at +1 Strength. See later. | 10 |
| 43 | *Very Long Legs* | The mutant has legs that are nearly twice the length that of a normal man. +1 movement per pair of legs. Can use Agility skills. | 15 |
| 44 | *Horns* | The mutant has large horns protruding from his head. +1 Attack when charging into hand-to-hand combat. | 10 |

| | | | |
|---|---|---|---|
| 45 | *Wings* | The mutant has large wings. The mutant can fly up to his Movement characteristic in a turn, or double that if he runs or charges (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down costs 1/2" per 1" down. | 30 |
| 46 | *Prehensile Tail** | As 'Tentacle' mutation. | 15 |
| 47 | *Extra Arm* | The mutant has an extra arm. He may use an extra weapon in hand-to-hand combat for each extra arm. | 10 |
| 48-50 | *Obese* | The mutant is immensely fat *(and may now become Editor of the Journal - Wolfrik)*. -1 Movement. +2 Toughness. Cannot use Agility skills. | 10 |
| 51-54 | *Eye Stalks* | The mutant's eyes stick out on long stalks. The mutant's line of sight is increased by 180 and he can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is in cover. | 10 |
| 55 | *Armoured Hide* | The mutant has rock hard skin and bone. The mutant gets a saving throw of 5+ on a D6. This can be modified in the usual way. In addition, you may choose to re-roll on the Serious Injury table for this mutant if you do not like the first result. You must accept the second roll. | 30 |
| 56 | *Blood Lust* | If an enemy in hand-to-hand combat goes down, the mutant gorges on his opponent and may not make a follow up move. The mutant may not do anything for the next turn. However, the victim of this attack automatically gains two serious injuries (re-roll any full recovery or survives against the odd results). | 25 |
| 57-61 | *Weapon** | One of the mutant's weapons has become fused with with his arm. Chose which weapon you want. No one may ever use the disarm skill to get rid of this weapon. You may not use a bionic arm to discard this mutation. If the weapon is a heavy weapon then the mutant no longer counts as encumbered in hand-to-hand combat. | N/A |
| 62 | *Daemonic Face* | The mutant's face is that of a daemon of the Chaos god he worships. The mutant causes *terror* as well as *fear*. | N/A |
| 63 | *Immense Muscles* | The mutant's muscles bulge dramatically. +1 Movement Strength, Toughness and Wounds. -1 Initiative. Cannot be pinned. Can use muscle skills. anyone who attacks a mutant with this mutation gets an additional +1 to hit (or a +1 to their dice roll in hand-to-hand). | 50 |
| 64 | *Regeneration* | The mutant's wounds heal quickly. In the recovery phase the mutant may recover any lost wounds on the D6 roll of 4+ (roll for each wound caused separately). He may even do this if he is out of action. Also, any roll this mutant must make on the Serious Injury table is ignored on a D6 roll of 4+ (except Captured results). | 30 |
| 65 | *Multiple Mutations* | The mutant has D3+1 mutations. Roll for them randomly | N/A |
| 66 | *Choose* | Choose one of the mutations from above. | N/A |

* Mutations marked with an asterix are cumulative (e.g.) if a mutant gets more than one head then he increases his line of sight by 90° for each extra head.
* The cost column on the Mutations table is for all those Scavvy players out there who want more choices for their mutants. Note that some are not available because they are to strange to occur naturally.

* If you roll a mutation that you already have that is not cumulative, then you may re-roll, but if you roll another mutation that you already have that isn't cumulative, then you get no mutation.

* If a mutant gains both razor sharp fang/claws and poisonous fangs/claws then he only gets 1 extra attack at +1 Strength that causes D3 wounds.

## CHAOS GIFTS TABLES

### KHORNE

| D6 | Gift | Description |
|---|---|---|
| 1 | Collar of Khorne | The cultist is immune to Wyrd powers of any kind |
| 2 | Axe of Khorne* | Weapon:<br>STRENGTH: as user +1 DAMAGE: D3<br>SAVE MOD: No save SPECIAL: Close combat only |
| 3 | Frenzy | The cultist is affected by the rules of *frenzy* |
| 4 | Mark of Chaos* | The cultist may re-roll any one dice roll per game |
| 5-6 | Chaos armour | ARMOUR- Unmodified save of 5+ on a D6 |

### SLAANESH

| D6 | Gift | Description |
|---|---|---|
| 1 | Claw* | As mutation |
| 2 | Hermaphroditic | As mutation |
| 3 | Prehensile Tongue* | As 'Tentacle' mutation. In addition, instead of shooting in the shooting phase, the cultist may make a tongue attack instead. RANGE = 6". Roll to hit as normal. If the target is hit, it is dragged into hand-to-hand combat. The cultist counts as charging. *(Escher gangs **love** this mutation! - Ed)* |
| 4 | Aura of Slaanesh | Any enemy within their Initiative's distance in inches of the cultist with this gift that is in hand-to-hand counts a 1 or 2 on their attack dice as a fumble. Also, fumbles give the opponent 2 points to their attack instead of 1. |
| 5 | Mark of Chaos* | The cultist may re-roll any one dice roll per game. |
| 6 | Chaos Armour | ARMOUR - Unmodified save of 5+ on a D6. |

### NURGLE

| D6 | Gift | Description |
|---|---|---|
| 1 | Obese | As mutation |
| 2 | Foul Stench | As mutation |
| 3 | Stream of Corruption | Weapon:<br>STRENGTH: 5 DAMAGE: 1 SAVE MOD: -2<br>SPECIAL: One shot per game. Uses flamer template. |
| 4 | Cloud of Flies | Anyone shooting at a cultist with this gift suffers a -1 to hit. |
| 5 | Mark of Chaos* | The cultist may re-roll any one dice roll per game. |
| 6 | Chaos Armour | ARMOUR - Unmodified save of 5+ on a D6. |

## TZEENTCH

| D6 | Gift | Description |
|---|---|---|
| 1 | *Wings* | As mutation |
| 2 | *Bird Face* | As 'beak' mutation. In addition, the cultist gets +1 BS and Initiative. |
| 3 | *Flamer Arm** | Weapon:<br>STRENGTH: 4 DAMAGE: D3 SAVE MOD: -2<br>SPECIAL: Uses hand flamer template. Can be used in close combat. Victims may be set on fire (see flamer rules). Automatically passes ammo rolls. |
| 4 | *Power** | The cultist gains one Wyrd minor power. Roll for it randomly (reroll a 'none' result). |
| 5 | *Mark of Chaos** | The cultist may re-roll any one dice roll per game. |
| 6 | *Chaos Armour* | ARMOUR - Unmodified save of 5+ on a D6. |

*If you roll the same gift for the same cultist, then his Chaos patron has had a bit of a joke and you must roll for a mutation for the cultist instead. The only exceptions to this rule are the gifts marked by an asterix, as these gifts have cumulative effects and can be taken more than once.

## CHAOS SPAWN

If any member of a cultist gang receives 5 or more mutations then they run the risk of becoming a Chaos Spawn. Once a cultist receives 5 or more mutations/Chaos gifts (Chaos Champion gifts don't count), take a Leadership test and add the relevant modifiers:

**MODIFIERS**

+1 per mutation above the number of 5

+1 per game after the one when the cultist received 5 mutations

+1 if the cultist gang worships Slaanesh, Nurgle or Tzeentch.

If he passes his test then he continues his existence as normal (well, almost). If he fails his test then the Cultist has Spawned! He immediately receives another 2D3 mutations/gifts (roll a D6: 1-4=Mutation, 5-6=Chaos gift). Once he has become a Spawn, he may no longer us any weapons* or equipment of any kind and so the gang may sell them at the usual price. He may not use any skills, either.

The Spawn may gain more experience as normal and may take characteristic advances, but may not take any more skills, mutations or gifts. The Spawn may ignore the normal characteristic limits and can continue to gain advances up to a maximum of 10. A Spawn will never challenge for leadership of a gang, and cannot forage or visit the trading post.

A Spawn will never break and so never needs to take leadership tests except for *stupidity* and *frenzy* tests, or Wyrd powers. Spawn are horrific creatures to behold, and as such cause *fear*. If a Spawn already causes *fear* then it causes *terror* as well.

If half the number of a cultist gang become Spawn, then the gang has to split up due to it being 'understaffed.'

Spawn can never lead gangs. If the leader of a cultist gang becomes a Spawn, then the cultist with the next highest leadership value will become leader, just as if the leader had been killed.

Roll a D6 for the Spawn before each game:

| | |
|---|---|
| 1-2 | The Spawn is subject to *stupidity* for this game |
| 3-4 | The Spawn acts normally this game. |
| 5-6 | The Spawn is subject to *frenzy* for this game. |

Spawn are immune to psychology except where noted in the table above, and so will no longer suffer *hatred* towards Redemptionists or rival Cultist gangs. If a Spawn is captured, it is automatically destroyed in the name of humanity. The gang that captured it cannot sell it into slavery or collect bounty for it.

*Except weapons that are Chaos gifts or weapons that have become fused to it as a result of the 'weapon' mutation.

## BECOMING A CULT

Most gangs in Necromunda are religious in some form or another (though most don't like to admit it). When a major incident happens to the life of a gang leader, it may bring out his religious side and he will try to convert his gang into a religious cult.

This is a set of optional rules I thought up just to make Necromundan life that little bit more interesting. These rules will come into affect when/if one of the following incidents occur:

1 If the gang loses a game and has at least 4 times as many casualties inflicted on them as they did on their opponent.

2 If 3 or more members of the gang suffer the 'Dead' results on the Serious Injury table after a single game.

3 If the gang loses a piece of territory when they have 4 or less remaining.

4 If the gang's leader (or equivalent) has suffered the 'Dead' result on the Serious Injuries table.

If any of these happen to your gang, then your gang leader must take a Leadership test. If more than one of these events occurred at once, then make a Leadership test for each event. If the Leader of your gang was killed in the game when this event occurred, then replace him using the rules in the Outlanders book and then take the leadership test(s) for the new Leader.

Van Sarr gangs, Redemptionists, Chaos Cultists, Scavvies, Spyrers and Eldar Scouts are immune to these events, as they will always stick resolutely to their cause.

If the leader passes the Leadership test(s), then he is shaken, but otherwise unaffected by these events. If he failed the test(s), then he has had enough of his life style and has decided to turn his gang into a religious cult. It is now up to your discretion to decide what cult the gang will become. Below is a list of the cults each type of gang has available:

| GANG TYPE | CULTS AVAILABLE |
|---|---|
| *Orlock* | Cultist Covens of any Chaos god, or Redemptionists |
| *Goliath* | Cultist Covens of Khorne or Nurgle |
| *Escher* | Cultist Covens of Khorne, Slaanesh or Tzeentch, or Redemptionists |
| *Cawdor* | Redemptionists |
| *Delaque* | Cultist Covens of Nurgle or Tzeentch, or Redemptionists |
| *Ratskins* | Cultist Covens of Khorne |

If your Leader chooses to create a Redemptionist Crusade, then he becomes a Redemptor Priest and uses all the special rules for Redemptor Priests as described in the Outlanders rule book.

If your Leader chooses to create a Cultist Coven, then he becomes a Demagogue and uses all the special rules for Demagogues as described in my Chaos Cultist article. The one exception to this is that the Demagogue does not yet gain his Chaos Champion Gifts (see below).

To turn the rest of his gang into Redemptionists/Cultists, after each game (starting with the next one) use the Priest's/Demagogue's Redeemer/Corrupter skill on one selected gang member. While the Leader is Redeeming/Corrupting, neither he nor the victim may do anything else after each game. The Leader *must* continue Redeeming/Corrupting until there are no members of the gang

left to convert. He may also try to convert prisoners, though if the victim wins they must sell him into slavery or perform an exchange as normal. If the victim wins then he has resisted his Leader's attempts to convert him. If this happens, then the Leader may try to convert him again after another game, but with a -1 modifier to his roll. If he fails again, he may try once more, but with a -2 modifier. If he fails this time, he may try once more, with a -3 modifier. if this fails, then the Leader thinks that the gang member is beyond his help and kills him. Remove the gang member from your roster. You may not keep the gang member's weaponry, but you can sell it at the usual price.

If the Priest/Demagogue rolls higher than the victim, then he has succeeded in converting the gang member over to his cause. The gang member will become his Redemptionist/Cultist equivalent. this is summarised below:

| GANGER | REDEMPTIONIST | CULTIST |
|---|---|---|
| Ganger* | Brother | Brother |
| Heavy | Deacon | Magus |
| Juve | Novice | Novice |
| Ratskin* | - | Brother |
| Brave | - | Novice |

*In addition, up to 4 Gangers/Ratskins can become Zealots/Acolytes if they have 40 experience points or more.

Once a gang member becomes a Redemptionist/Cultist, they are subject to all the special rules for their Redemptionist/Cultist equivalent (e.g. Zealots and Acolytes are subject to *frenzy*0. When they become Redemptionist/Cultists, they sell all their weaponry and will buy new weapons (Heavy Flamers, Exterminators and Eviscerators will become available to the appropriate people at the cost listed in the Redemptionists section of the Outlanders book). The convert (including the Leader) now rolls on the Redemptionists/Cultist Advance Table and has his Maximum Characteristics upgraded to that of a Cultist/Redemptionist. If he is a Cultist, he will gain mutations and gifts as normal. However, the convert still takes skills from the Skill Tables that he used to, and in addition he may take Ferocity skills, even if he was not allowed them before.

Once the entire gang has been converted into Cultists, the Demagogue is rewarded by his Patron and receives his Chaos Champion Gifts.

Once the entire gang has been converted into Cultist/Redemptionists, they will discard all their territories and go down into the Underhive to start their Crusade/Coven. They now count as Outlanders and all special rules for Redemptionists/Cultists apply to them (except for their skills, see above). They have now become a fully fledged Coven/Crusade!!

Now that I've done that, I'll list possible colour schemes (I have no idea if you want these, but personally I think the article is too long already!)

| Chaos Patron | Robe Colours | Mask Colours | Detail Colours |
|---|---|---|---|
| Khorne | Red or Black | Bronze | White or Black |
| Slaanesh | Pastel Colours or Dark Blue | Black or Silver | Blue or White |
| Nurgle | Sickly Green or Purple | Black | Black Yellow or White |
| Tzeentch | Bright Red, Blue or Yellow | Gold, Silver Bronze or Black | Yellow, Red, Blue or White |

## CONVERSION IDEAS

**THE BASIC MODEL**
This is the easy bit. To make a basic Cultist, simply take a Redemptionist model. You may need to remove an Exterminator cartridge if the model is a Brother or Novice, as Cultist Brethren cannot have these. This conversion is simple. The cartridge can be removed with a sharp modelling knife and then the area it used to belong in can be neatened up with a file.

**MUTATIONS**
To cover these in general is a bit tricky, so I've written a list of mutations with conversion ideas for each below:

**Bestial Face:** Perform a head-swap with the head of a beastman.

**Mace Tail:** Take the tail from a Rat Ogre such as Headsplitter or Boneripper and attach it to the mutant's behind. Cover the joins with milliput. Alternatively, you could just have the end f the tail sticking out of the bottom of the Cultists robe.

**Extra Head:** This is a complicated version of head swap. First, remove the mutant's original head and move it along the should for about a quarter of a centimetre before gluing it back on. Then get a head from another model and attach it to the body of the mutant, next to the first head. Cover the joins with milliput.

**Centaur Body:** To do this, you need to take the headless body of a horse (barded horses look good for Cultists) and the torso of the mutant in question (cut the legs off using a small saw). The join will not be perfect, so pinning may be necessary to keep the torso the right height above the horse's neck. Once pinning is completed, fill in the gap with milliput.

**Extra Eye:** To do this you need milliput and a skilled hand at modelling.

**Claw:** Take a claw from a Daemonette and perform a hand-swap on the mutant.

**Beak:** Again, this requires a steady hand and milliput. Alternatively, you could use the beak of a Wood Elf Warhawk.

**Tentacle:** Either find a tentacle on another miniature and pin it to your mutant or use milliput to make one for yourself.

**Hermaphrodite:** I'd rather not dwell on this mutation so I'll be brief. Use milliput in certain places!

**Extra Leg:** Pin a leg onto the mutant's hip, or add another foot sticking out of the bottom of the robe for a Cultist.

**Skull Face:** Perform a head-swap with a plastic skeleton. You'll have to add your own neck with milliput, though.

**Hideous Appearance:** Use milliput to distort facial features. Alternatively, you could model on a cloth hiding the mutant's face.

**Very Long Legs:** I have no idea how to pull this one off!!

**Horns:** Pin horns from a Minotaur or other similar creature to the sides of the mutant's head.

**Wings:** Pin the wings of a Warhawk/Tyranid Gargoyle/similar creature to the mutant's back. Cover the joins with milliput.

**Prehensile Tail:** Use the tail of a Skaven in the technique described for the 'Mace Tail' mutation.

**Extra Arm:** Pin an arm onto the mutant's side.

**Obese:** Use milliput to model on a huge, puss-ridden belly.
**Armoured Hide**: I don't know how to do this one. Possibly you could use milliput

**Weapon:** Cut off the mutant's fore arm and replace with the chosen weapon. Use milliput to smooth the join.

**Daemonic Face:** Perform a head swap with a deamon.

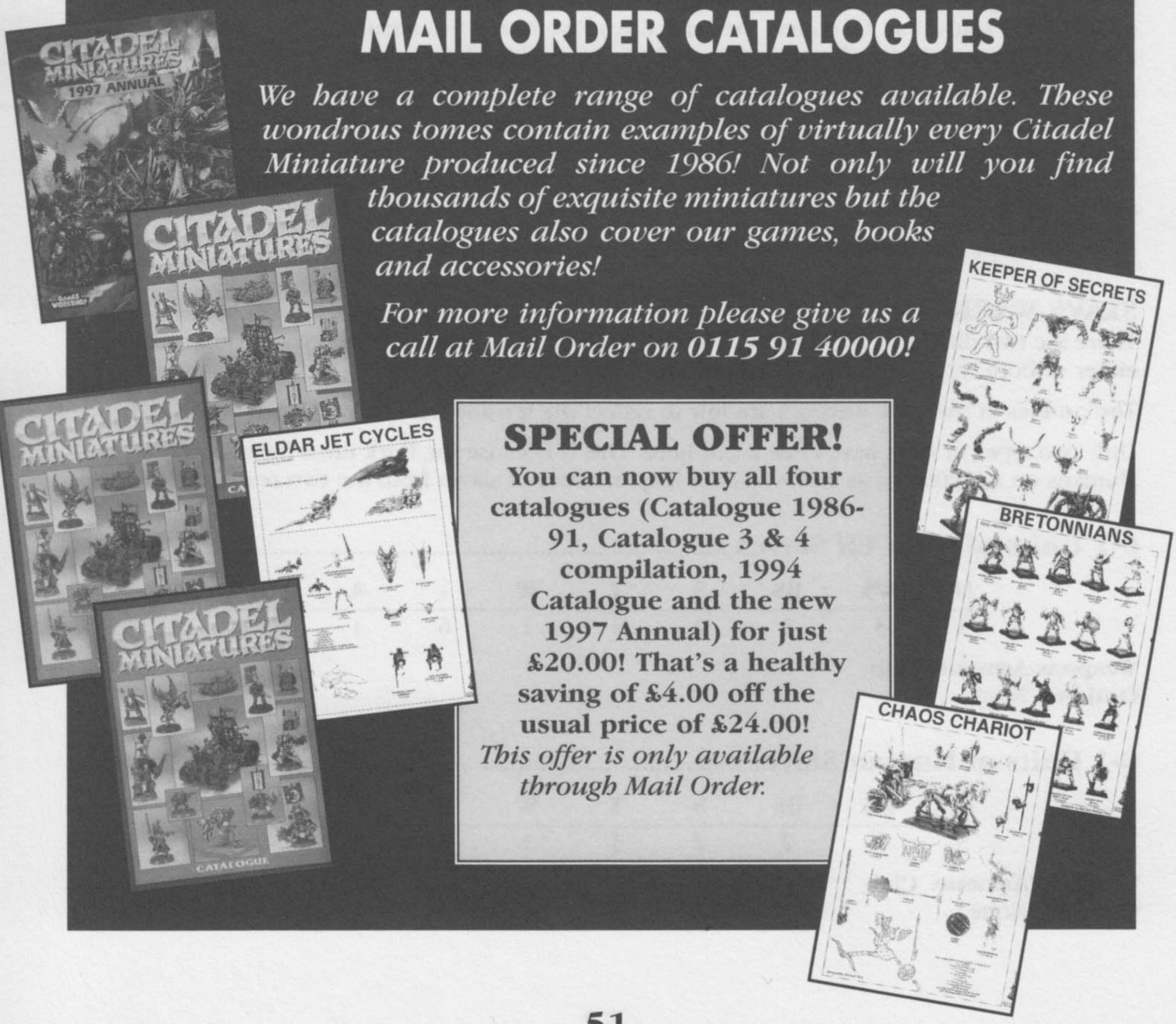
**Immense Muscles:** Take the head off your mutant and pin it to the body of an Ogre/Ogryn (I bet you never though this mutation was this big!) Model on Cultist robes with milliput and swap the Ogre's hands with those of the original mutant, still holding his weapons!

**You will find examples of these mutated Chaos Cultists in this issue's Dok Butcha's Klinik.**


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# DARK ELF SLAVE WARRIORS

## *by James Crutchley*

***A quick death is the best one can hope for at the hands of the Dark Elves, those who are spared can look forward only to the short and miserable life of a slave. In this article James provides his unofficial rules for including these unfortunates in your Dark Elf army.***

The Dark Elves are viewed by other races as one of the most evil and certainly the most cruel people in the whole of the Warhammer World. They think nothing of murder and bloodshed, indeed they revel in it. For even when the Dark Elves win a battle, any of the opposing side left wounded or too weak to fight will not be dispatched quickly, but will be tortured to death or even worse, taken as prisoners who, once back in the Land of Chill, will either be sacrificed in the name of Khaine or doomed to work in the quarries and mines of the Witch King. These slaves are forced to work day and night, chained together, they mindlessly hack at the rocks. Many of the slaves die of cold or of starvation. Of course the Dark Elves love to see this awful spectacle and particularly enjoy beating any slaves who are not thought to be working hard enough.

Often, when a battle arises, the Dark Elves will take slaves onto the battlefield and make them fight against the enemy in the front line, even though a large quantity of the slaves are too weak to even stand. Many of these wretched slaves are a pathetic shadow of what they once were. Once perhaps they were proud High Elf spearman or fine Empire Halberdiers ready to do battle in the name of Sigmar.

Now they hope for nothing but a swift death.

### SLAVE WARRIORS

There are two different types of slave warrior. High Elf or Human slave warriors. You may include either or both types of warrior in your army.

The profiles of the slave warriors are low to reflect the terrible treatment they have received.

Only two types of slave have been listed here. This is because the Dark Elves fight High Elves and Humans on a regular basis and so have a large amount of slaves from the two respective armies.

### 0-1 Units of High Elf Slaves .....3 points

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 3 | 2 | 3 | 1 | 6 | 1 | 7 |

**Weapons/Armour:** Club
**Options:** None

### 0-1 Units of Human Slaves .....2 points

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 3 | 2 | 2 | 2 | 3 | 1 | 3 | 1 | 6 |

**Weapons/Armour:** Club
**Options:** None

## BADLY TREATED

Slaves are terribly treated by their Dark Elf mentors and are often too weak to fight, and occasionally they even try to get away from the Dark Elf leading them. It has also been known for them to revolt.

The behaviour of the slaves is represented by rolling a dice for the slaves at the start of each turn. On a roll of one, a mishap has occurred. Roll the dice again and refer to this table:

**1-2** **Revolt!** In a heroic gesture the slaves attack the Dark Elf slave master leading them. They don't care if they die as long as the Dark Elf falls or flees it will not be in vain.

The combat between the slaves and the Elf are worked out in the close combat phase. Neither side counts as charging. Once the combat has been resolved the loser takes a break test and if this is failed the loser flees and the winner may pursue if necessary. If the slaves succeed in winning then they go against the Dark Elves completely. The opponent may treat them as one of his own units but cannot deliberately kill them in any way, i.e. making them jump into a deep lake, etc.

**3-4** **I Can't Go On...** The slaves are totally exhausted and simply cannot go on much longer. Despite the Dark Elf's efforts to get them going again (a quick punch or stab for example). The slaves may only move at half rate for the rest of the battle.

**5-6** **Run For It!** The slaves desperately try to escape from the Dark Elf leading them. During the Dark Elf players turn the slaves run 2D6" directly away from the Slave Master. The Slave Master leading them may pursue them and if he catches the slaves then they are wiped out as the Slave Master hacks them to bits from behind. Slaves that try to escape are no good to anyone you know! If the Slave Master decides not to pursue the slaves or pursues them and doesn't catch them, they continue to flee 2D6" in subsequent turns. If the fleeing unit goes into an enemy unit then fight out the close combat as normal. But if the Slave unit loses then it doesn't take a break test. The slaves are determined to get away no matter what!

If the slaves win then they may pursue the broken unit. After this movement has been resolved the slaves continue to run 2D6" directly away from the Slave Master.

***Mail Order have a number of miniature ranges that are ideal for representing slaves in your Dark Elf army. These dishevelled Humans are from our back catalogue range and are available for £1.75 each or 3 for £5.00. There are many more alternatives so give them a call to find out more!***











## SLAVE MASTER

The slaves are lead by a Dark Elf Slave Master. He is an expert at leading the slaves. A slave unit must be lead by a Slave Master, without him they will not perform in the right manner. Slave Masters are placed behind the unit of slaves.

If the Slave Master leading the unit is killed or separated from the unit for any reason, then at the beginning of each Dark Elf players turns roll on the table above - on a roll of 1 or 2 the slaves will charge the nearest Dark Elf unit.

A Slave Master has the same profile as a Dark Elf Champion and costs the same amount of points and counts as a character. He is entitled to one magic item and may take equipment as normal. He may not ride anything however. A Slave Master is normally armed with a whip.

The slaves use the Slave Masters leadership for break tests, etc.

Slave Masters have a special reaction roll. This works when the Slaves take a break test and fail. When this happens the Slave Master has to make an intuitive test to jump out of the way of the fleeing slaves. If he passes this test then he is allowed to move up to 5" representing him diving out of the way. He may not use this 5" dive to engage someone in close combat. If the Slave Master fails to dive out of the way then he flees with the unit.

Slave Masters have this rule because they expect the slaves to lose in close combat and are ready to dive out of the way if they flee.

## SACRIFICE

Before the battle sacrifices are made to the Army Standard in the name of Khaine. If the army contains a Battle Standard and a unit of slaves then D3 of the slaves must be sacrificed to the Battle Standard.

Note that you still have to pay the points for the slaves that have been sacrificed. Even though they don't turn up at the battle for obvious reasons!

## FEEDING TIME!

A tactic the Dark Elves use often is to feed slaves to their Cold Ones before the battle. The taste of blood sends the Cold Ones into a state of blood lust and stops them from behaving stupidly. As well as this its also fun to see the slaves getting ripped to shreds by the Cold Ones.

Before the game takes place, slaves may be fed to anyone riding a Cold One. You still pay the points for the slaves but they don't turn up. Note that if it is a Cold One Knight unit then all of the Cold Ones in the unit must be fed a slave each. A Cold One that eats a slave will not suffer from *Stupidity.*

If the slave unit is reduced to less than five models excluding the Slave Master due to the 'Sacrifice' and 'Feeding Time' rules then it doesn't appear at all simply because there is no use for them. If this happens then the Slave Master leading the unit may join a normal unit or another slave unit if there is one.

The Slave unit still counts for victory point purposes.

## WORTHLESS

The slaves are pretty much worthless to the Dark Elves as a result of this a special victory points table is used for them. It also means that if the slave unit breaks from combat then the other Dark Elf units within 12" do not have to take a panic test. But if the Slave Master breaks and flees with the slave unit (i.e. he fails his reaction roll) then panic tests are taken as normal. Also note that if a Slave unit is found to be fleeing within 4" of a Dark Elf unit then the Dark Elf unit doesn't have to take a panic test unless there is a Slave Master fleeing with the slaves in which case the panic test is taken as normal. Note that the Dark Elf unit only has to be greater than one model for it not to take a panic test because the only reason the unit would feel panicked is because of the Slave Master running past, who is only a single model.

## SLAVE WARRIOR VICTORY POINTS TABLE

| Points Value | Victory Points |
|---|---|
| 0-49 | 0 |
| 40-100 | 1 |
| 101-199 | 1 |
| 200+ | 2 |

### FIGHTING OWN RACE

If a slave unit is forced to fight a combat with another unit then all the 'To Hit' rolls are at minus one and vice versa. Also an enemy unit of the same race as the slaves may not fire at them.

***James has also written up rules for a particularly nasty peice of work called Kharbana the Slave Mistress. I think it's safe to say that there are a few of us who think of nothing more than getting to grips with a Slave Mistress - I think you know what I mean...***

## KHARBANA THE SLAVE MISTRESS .....128 points

+25 points *Whip of Domination*

+30 points *Black Potions*

The name Kharbana strikes fear into the heart of even the most gallant of slaves. The few slaves that have ever escaped from the evil Dark Elves tell stores about how Kharbana would kill hundreds of slaves if they did not work properly. But she did not kill them quickly instead she would use a huge black whip which made for an agonising death.

Kharbana may only be included in the army if there are slave regiments. In which case he must command one. All the rules about Slave Masters apply to him as well.

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 7 | 6 | 4 | 4 | 2 | 8 | 3 | 10 |

***Neil Flood, one of the Mail Order Trolls, kindly put this conversion together to represent Kharbana. It's very simple indeed. Neil and the conversion for that matter.***

***Neil simply took a back catalogue female dark Elf miniature and replaced her sword with a whip from the Bloodthirster miniature. You can order this Kharbana conversion kit for £5.50 from Mail Order.***



**Weapons/Armour:** Kharbana carries a sword and the *Whip of Domination*. She also wears heavy armour.

## SPECIAL RULES

**RESPECT:** A slave unit lead by Kharbana will do anything he commands such is their fear and respect of her (she also carries a rather menacing whip). As a result of this the slave unit does not have to roll to see whether it revolts, gets tired or runs off.

**MAGIC ITEMS:** Kharbana carries two magic items. The *Whip of Domination* and *Black Potions*. She must take both.

### THE WHIP OF DOMINATION (Kharbana Only)

This massive and cruelly barbed whip has been passed down through generations of Slave Lords, and it has been said to have been responsible for killing over ten thousand slaves. Due to its reputation and immense size slaves are forced to fight harder when it is being lashed over their heads.

Any Slave unit being lead by Kharbana bearing her *Whip of Domination* gains plus one attack in the first round of combat and ignore the rules about fighting their own race. In addition Kharbana may make an additional attack using his whip. The whip has a strength of 6.

### BLACK POTIONS (Kharbana only)

Kharbana carries many strange *Black Potions* with him. She uses these potions on the slaves and himself before the battle. These potions can do a variety of things such as inducing a feeling of hatred in all living things.

Kharbana has three different types of *Black Potion*.

The first type induces hatred into the slaves. Rules for *hatred* can be found on page 51 of the Warhammer Rulebook.

The second type of potion works the slaves up into a state of lunacy. The rules for *frenzy* apply.

The final type of potion makes the slaves feel stronger, as magical energies flow through their veins giving them plus one strength.

The slaves may only drink one type of potion, and the whole unit must drink the same potion. Kharbana may also drink one of the potions. The potion she drinks doesn't have to be the same potion that the slaves drank.

Kharbana may not give the potion to any Dark Elf unit as many of the Dark Elves do not trust her or her potions fully.

## Da Roolz Boyz

**Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to either of these questions is 'Yes!' or if you want to discuss any aspect of the Games Workshop hobby, you should contact the Roolz Boyz either by calling them on 0115 91 40000 or writing to: Da Roolz Boyz, Games Workshop Ltd, Chewton street, Hilltop, Eastwood, Notts, NG16 3HY.**

# Gaming Contacts

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

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**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 14+ Starting fee £5.50. £2/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:** Weekdays 7pm - 11pm (except Fridays)
Weekends 10am - 4pm

| **Contact:** | **Daytime** | **Evenings** |
|---|---|---|
| Geoff Porritt | 01429-524446 | 01429 298927 |
| Arthur Dixon | 01429-279222 | 01429 429474 |
| Kev Horseman | | 01429 278417 |
| Chris Smith | | 01429 277290 |

**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:** £2 entry. Age limit 5+ but under 8's MUST be accompanied by a responsible adult. Second hand miniatures shop, food and drink reasonably priced, painting competitions and raffle. This club has well over 300 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

***The Brood (of Angelsey)***
**Games:** Warhammer, WH40K, WHQuest, Necromunda.
**Venue:** A7, David Hughes School, Menai Bridge, Angelsey
**Times:** 3.20 - 5.20
**Contact:** Matthew Williams 01248 713478
**Notes:** Free admission.

***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.

***The Outpost***
**Games:** WH40K, Epic, Necromunda, Space Hulk.
**Venue:** Own house in Keighley/Skipton area.
**Times:** Weekends.
**Contact:** Owen Rees (01535 637074) after 5pm.
**Notes:** Age 14+. No subs. Painted armies preferred.

## ISLE OF MAN

***Manx G.W Club***
**Games:** All Games Workshop games.
**Times:** Varies
**Contact:** Juan (01624 815841).
**Notes:** All gamers welcome. No age limit, no fee.

## 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 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

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**Venue:** 1323 - 102 Avenue, Suite #100, Dawson Creek, British Columbia, Canada. 10am onwards EVERY DAY!
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**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)*

## OMAN

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

## CONVENTIONS

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

## 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.

*Milngavie/Bearsden*
**Games:** Blood Bowl,Warhammer, WH40K, Epic.
**Contact:** Allan Maxwell (jnr)
(0141 956 5196) after 7pm.
**Age:** 17

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### 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.**

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**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***





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***What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...***

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***Please add my details to the next 2 issues of the Citadel Journal***

*Name of club:* _____

*Games played at the club* _____

_____

_____

*Club Venue:* _____

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*Date & Time of meetings:* _____

*Contact Name* _____

*Contact Tel:* _____

*Notes (admission fees, age range, etc.):* _____

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# DEALING WITH THE DAMNED PART II: CHAOS SPACE MARINES

*by Tim Barton*

The first part of my rant about defeating the hordes of the lost and the damned focused upon four of the special characters. However, while they are deadly individuals, they are also just that; individuals. There is a natural limit on the amount of damage that they can inflict over the course of the battle because they are only one model. This section covers the most common part of many Chaos armies: the Chaos Space Marine infantry.

## KHORNE BERZERKERS

This troop type has a vicious reputation as being virtually unstoppable in hand-to-hand combat. However, if you look carefully at their profile, and compare it with anything like Assault Squads and Banshee Aspect Warriors, this isn't the case. With a Weapon Skill of 4 (5 if Terminators, which are exceptionally rare) they are no better than your average Assault Marine. No where they get their reputation is from storming the likes of Devastator and Dark Reaper positions. They can normally do this because most commanders, having taken fright at their reputation, deploy their heavy weapons squads directly opposite the Khornate Marines, giving them the shortest possible distance to cover before they can start yelling 'Blood for the Blood God', and other such niceties as they proceed to tear your encumbered troops (troopers with heavy weaponry generally have a -1 combat score penalty) to shreds. It is here that I must repeat a lesson that I learned the hard way when the 1996 Roadshow reached Newbury. One of my fellow commanders on the Dark Angel side had made precisely the error I've just described (though, to be fair, at the time I'd have done the same thing). We then all had to watch Khârn plus nine Berzerkers storm the position, before rolling up the rest of our left flank. This left the rest of the army doing a Custer's last stand in the centre, with both Abaddon and Khârn closing in for the kill.

Writing this up in my personal Book of Grudges that evening (yes, I do have a Book of Grudges *[you tragic individual! - Ed]*), I realised where we had all gone wrong. We'd neglected to stop and think and had we done that, we'd have realised one very important fact: YOU CANNOT KILL BERZERKERS FAST ENOUGH WITH FIREPOWER.

To illustrate this, let's assume that a squad of Tactical Marines, armed with Bolt guns, are rapid firing away at an approaching Berzerker squad of 10 models. They get 20 shots each turn and have between two and three turns to thin down the Berzerkers. We'll also assume that there is no cover, so all the shots will hit on a 3+, wound on a 4+ and can be saved on a 3+. This means that one out of every three shots will miss, only half of the hits will wound, and two thirds of the wounds will be saved. This in turn means that out of 20 shots, about 13 will hit, 6 or 7 of those 13 hits will wound, and 4 or 5 of those wounds will be saved, so they will kill all of two Berzerkers a turn. Of course, this is under good conditions. If you bring in things like cover and speed, plus the fact that the defenders will also be taking fire and therefore casualties, most of the Berzerkers will reach their destination intact. Things are a little better for those fortunate enough to have heavy weapons and targeters, but even so...

No, the best solution is to charge them before they charge you. Whilst this isn't an option with Orks, whose Stormboyz are, err, unreliable at the best of times, most armies have troops with a charge range of 12 inches or greater. The Space Marines have Jump Packs equipped Assault squads and Blood Claw packs and the Eldar have Howling Banshees. These troops can skulk about, preferably hiding so they don't take too much firepower, before launching a devastating pre-emptive strike against the incoming Berzerkers. This does work - you'll have the +1 bonus for charging, Weapon Skills will usually be comparable and they won't be frenzied. Orks can use Stormboyz, but don't be surprised if it doesn't work properly. A better solution is to swamp them with a unit of Gretchin. The Grots will be slaughtered in close combat (pray to Gork and Mork that there aren't any Khorne daemons around) but the Berzerkers won't be cutting up anything more valuable. You can also use the Gretchin to gain secondary attacker bonuses for characters such as the Warboss.

Another thing to remember about the frenzy rule is that it only doubles basic attacks, not those granted by weapons. The upshot of this is that a frenzied Berzerker will generally have 3 attacks.

Alternatively, if the Berzerkers are mounted in a Rhino or a Land Raider, one well-placed Lascannon shot can destroy the entire squad on the first turn. An Assault Cannon is better, but there are relatively few of these in any army so this tactic can't be relied upon.

## PLAGUE MARINES

These are rarer than the Berzerkers, and are often found alongside Nurgle daemons, where they provide a strong link for summoning and preventing banishment.

Besides this, their +1 toughness means that they can absorb a lot of basic weapons fire without keeling over at all, and can only be wounded by a heavy bolter on a 4+. they aren't as deadly in close combat as the Berzerkers. However, they are still fearsome opponents, being alarmingly hard to kill and with the Plague Knife automatically killing living targets on a 6 if it wounds, they can be used to bring down hard, multi-wound characters as second or even third attackers. However, the knife can't be used to parry and only has S4, so it is a little weak.

In a similar vein to the Berzerkers, the best method of stopping Plague Marines is to engage them in close assault with well-equipped squads, and preferably not multi-wound characters, who can be taken down by the Plague Knife. In common with the Berzerkers, they are extremely hard to stop with fire power.

## THOUSAND SONS CHAOS SPACE MARINES

Walking suits of armour, the Thousand Sons are encountered in one of two ways: either as bodyguards for a Chaos Sorcerer or as an independent unit. They present the greatest problems when used as bodyguards, because the Sorcerer is no longer wandering about on his own and it thus harder to target. Vindicare Assassins won't be hampered by this, and neither will template nor blast marker weapons, but those are the only exceptions that I know of. Their other main ability is that they have the same immunities as daemons. In other words, gas attacks don't affect them, and most of the Tyranid bio-weapons will find their effects reduced. They also never break and are immune to psychology, so they won't run away.

However, they also have daemonic vulnerabilities, especially to psychic attacks. This is partially countered by the Mark of Tzeentch, which gives a 4+ save, but this won't keep them safe for ever. Also, if you get the card Energy Drain and use it, then D6 will be eliminated immediately as their souls are sucked into the warp.

Apart from this, they are ordinary Chaos Space Marines - not especially dangerous in close combat, but they can make an excellent skirmish screen, if only because there isn't a chance that they'll run away and bolters aren't especially effective against anything with a 3+ save and a toughness of 4.

## NOISE MARINES

As with the Thousand Sons, these followers of Slaanesh will never run away. They form a core of long ranged anti-personnel troops, with Sonic Blasters capable of mowing down rank and file infantry, of any sort, in a few turns. Their Blast Master is a potent anti-tank weapon, with the same effect as a Battle Cannon. However, this restricts the squad's mobility.

Your opponent will probably try to use the Noise Marines in one of two ways. Firstly, they can be placed somewhere at the back of the deployment zone, and given Blast Masters and Sonic Blasters. If this occurs, then assume that they won't be moving very far, instead acting as a supplement to the more conventional heavy weapons squads. If however, you see Doom Sirens, then it's a safe bet that the squad will spend the battle closing the distance to a point where Siren will actually have a noticeable effect (about 12 inches). If you see both the heavy weapons in a single squad, then one of two things has happened. EITHER your opponent has come up with a plan so cunning he or she has been taking lessons from Tzeentch OR you are looking at one of the biggest tactical blunders possible. The other possible combination is that all the Marines will be armed with Sonic Blaster, in which case either possibility could occur.

Regardless of the above, stay clear of them with your psykers to avoid the Psychic Cacophony that they produce. If this isn't possible then keep the use of your psykers to a minimum until the Noise Marines are dead. What many Chaos players tend to forget is that Sorcerers and magi are also affected by the Cacophony, so daemons are often the only psykers capable of operating without difficulty inside that 16 inch radius. Again, the best option is to close assault, with the Blast Master encumbering it's user anyway.

## CHAOS TERMINATORS

Although, like all Terminators, Chaos Terminators are hard to kill because of their excellent armour saves, personally I don't rate the basic Chaos Terminator that highly. Twin linked bolters don't have the necessary punch in a fire fight (mind you, neither do Storm Bolters) and the chain-axe, whilst all very well against Goffs and such like, doesn't have a save modifier capable of bringing down an Imperial Terminator, which mounts a Power Fist as the standard close quarter weapon. No, any Terminator squad you see will probably have had some fairly hefty upgrades. The most obvious one is to upgrade two of the Marines in the squad to carry Reaper Autocannon. The Reaper isn't especially effective against heavy armour but, with a strength 8 and the ability to re-roll 1 Sustained Fire Dice each turn, it can do horrible things to infantry and light vehicles. Such a squad can hang at the back of the battlefield, shooting up less well armoured opponents. If this happens, send in the heavy firepower or the assault teams. Chaos Terminators with Reapers often only carry the basic chain axe in close combat to keep the points down, making them a snack for better equipped assault troopers, particularly those with Power Fists and, whilst a 3+ save on 2D6 will give virtual immunity against Bolter fire and the like, the -6 of a Lascannon or a Krak missile will reduce that save very quickly indeed.

The other combination is a decent assault weapon allied with one of the upgraded combi-weapons. Flamers are useful against bunkers and hordes of light troops such as the Orks. Melta-guns, as every Eldar player who uses Fire Dragons will testify, are effective against even Terminator suits, and have better armour penetration than a Power Fist in close combat. That said, the Power Fist is probably the best weapon for Chaos Terminator squads because it is cheaper than a Chain Fist and has much the same effect against any infantry that the player is likely to come across. If this more common Terminator squad is encountered, then take heart from the fact that there won't be many of them, and a few heavy weapons hits should send them back to whichever pit they crawled out from. That said, close assaults are, as always, effective. Just make sure that you can actually get into close combat, else you'll pay for it when they either charge in or open up at close range. You'll also need troops with hard enough equipment, Power Fists are my preferred method. Otherwise, things will go to a second combat round and the advantage of a charge will have been lost.

## VETERAN CHAOS SPACE MARINES

Jake Thornton *(Who? - Ed)* is on record as saying that "the most dangerous of the Chaos Space Marines are the Veterans" and, to be honest, I'm inclined to agree with him. Their ability to infiltrate means that they can start close to your force, giving you less time to shoot them up, and preventing run moves almost from turn 1. To prevent infiltration having an effect, make sure that you set up the terrain and deploy your troops so the places where you can hide a squad of power armoured psychos are both limited and close to the Chaos deployment zone. This partially counters their ability to infiltrate, forcing them to advance with the rest of the army.

Jake also mentioned two broad methods of using Chaos Veterans in the same article (the foulest mutations, WD205). To repeat, your opponent can either equip them for close combat, using their infiltration abilities to get close to your troops and thus increasing the time spent hacking away or they can be equipped with heavy weapons, deployed with the rest of the army, and used as compact Devastator squads. Infiltration with heavy weapons is rare (or should be) because your opponent will lose at least one turn getting a line of fire as the infiltration rules state that infiltrators must be out of sight of any opposing models when the game starts. Either way, stopping Veterans is rather harder than Terminators. First off, there are more of them, allowing the Chaos player to attempt to swamp your line with Traitor Legionnaires. Secondly, their dispersed formation means that sustained fire hits and blast marker weapons will have a hard time hitting more than two with one shot, making them even harder to kill.

As with all the Chaos Marines, a close assault is the best method of stopping them, but even normal Space Marines will be struggling on the turn that they charge. The only troops really in with a chance are Veteran Assault squads and characters. Anything else will just find the odds too even. Of course, the Orks can attempt to swamp each Veteran with about three Goffs, but then you're paying more in points per Marine. This is the one Chaos Marine unit where there isn't a complete solution. The only advice I can give is to try and play on your opponent's mistakes and prevent infiltration as much as possible.

## CHAOS SPACE MARINES

This is the cheapest Chaos Space Marine unit available to Chaos Generals, and one that will, as a result, often find itself under used. This isn't really a bad thing for those who fight Chaos as these Marines are fully as tough as your standard Space Marine. They have no special abilities and, what with the mass of Assault troops available to the Chaos player, often find themselves used as Heavy Weapons squads of three men (two with heavy weapons, one with a Bolt gun). They don't have targeters, reducing their chances of hitting compared to a Devastator squad, but they have a higher percentage of heavy weaponry.

You'll probably find them used against tanks and anything else that threatens your opponent's advance, especially if that advance is being made in Rhinos and Land Riders where one lucky Lascannon hit can destroy an entire squad as well as the tank.

If they are being used in this fashion, then send the fastest assault team you have to deal with them. With some luck, this will take the heat off your vehicles, allowing them to concentrate on the real threat.

The alternative is to use them as relatively cheap assault troops, possibly mounted in a Rhino. They can act as a skirmish screen for your opponent's line, and absorb any charges until the Berzerkers are frothing in the usual, psychotic manner. In this case, whittle them away with firepower, then unleash your charge. Alternatively, sneak a few units round the flanks and come at the advance from behind, completely negating the skirmish screen and possibly stalling the advance altogether, giving you an extra turn to prepare the welcoming committee.

# 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

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Send your ideas to:–

The Journal Bunker,
Games Workshop Ltd,
Chewton Street,
Eastwood
Notts. NG16 3HY
U.K

Or, if you're on the Internet, why not E-mail to us at -

Fatbloke@games-workshop.co.uk

**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!

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# MACHINES OF DESTRUCTION

## by Gav Thorpe

*If, like me, you have been playing Epic scale battles for many years (ever since Adeptus Titanicus in my case) you will have seen many changes. In the most recent version, Epic 40,000, we felt it was important that the game was not slowed down or the feel of a massive battle was compromised by niggly, detailed rules. For this reason, most of the various weapons for Titans and other war engines have been rationalised into fewer weapon types, and some other modifications to Titans have also been left out to save confusion. Recently I turned my attention towards these Titan enhancements and this article explains my ideas for using such things as Carapace Landing Pads, Fire Control Centres and so on.*

### HISTORY

When you develop your own rules it's good to think about the background of the Warhammer 40,000 or Warhammer universe and what you're trying to represent with the rules. In this instance, the various Titan modifications I'll be going into next demonstrate the manner in which Titans are built and armed by the Imperium. Like the battleships of the present era, each Titan represents a large investment of resources and time. Unlike bolters, Leman Russ turrets and other equipment of war, a Titan is not mass-produced inside huge factories on the Adeptus Mechanicus' Forge Worlds. Instead, each Titan is painstakingly designed and constructed over many years and much of the technology used to construct them is so arcane that even the Tech-Adepts do not fully comprehend the techniques and methods they themselves are employing.

The building of a Titan is as much a spiritual rite as an exercise in construction and at every stage the Tech-Adepts must ensure that the proper litanies are spoken, the correct runes inscribed and the proper unguents and incense are used. A Titan is far more than a walking gun platform, it is a towering symbol of the Emperor's might and an idol of the Machine-God. Such an endeavour is never taken lightly, and every Titan in the Imperium's arsenal is carefully maintained according to the ancient traditions.

Titans are created for special roles within the Titan Legions. Some are intended as heavy support machines, with racks of missiles and batteries of immense bombards. Others are armed for close quarter fighting, with short ranged weaponry ideal for neutralising foes in urban areas and other dense battle zones. To further increase the effectiveness of the Titan in these roles, the Adeptus Mechanicus fits additional hardware which augment the Titan's weapon systems and tactical purpose in some way. These secondary systems are detailed below.

### RULES BITZ

Below are my ideas for using some of the old Titan additions in Epic 40,000. They are by no means official or anything like that, and to be honest they are really just the first thoughts that came into my head. You can use them, adapt them or forget them at your leisure, and I'm sure Paul Sawyer and his crew would be more than happy to get a letter from you if you had some different (perhaps better...) ideas for incorporating this type of thing into your games. The important thing to remember is that these allow you to create individual Titans and are not just an excuse to make them better. As you will see, each of the upgrades below generally has some kind of negative aspect, whether that's a reduction in some other area of the Titan's performance or at the cost of a weapon.

I first thought about charging points for some of these, but then decided against it. This was mainly due to the fact that war engines, especially Titans, are pretty expensive already so a set of Rubble Claws costing an extra 10 or 15 points isn't going to give anyone any second thoughts. However, it is also rather characterful of the Imperium's technology that nothing comes free. To increase one thing you have to compromise another and this seemed a much more appropriate course of action. Anyway, have fun and don't forget to write to the Journal with any of your own ideas, for Imperial Titans, bizarre Gargant upgrades, weird Eldar modifications or anything else which appeals to you. The universe is a vast place, and if you can think of it, it probably existed somewhere, some time...

## CARAPACE AND HEAD MOUNTS

Many of the following modifications replace one of the Titan's carapace weapons or its head. In terms of critical damage, the upgrade is treated just like a weapon or head as normal, and may be damaged in the same way (and repaired if appropriate). Note that this does apply to the Carapace Landing Pad, as the landing pad is also coupled with additional communications equipment that keeps the Titan in contact with its recon Speeder. A Titan with Carapace Multi-lasers which takes damage to any carapace location should roll a D6. On a roll of a 1, 2 or 3 the Multi-lasers are also damaged and cannot be used until they are repaired in the end phase. On a 4, 5 or 6 the Multi-lasers are unaffected by the hit.

## CARAPACE LANDING PAD

Titans armed with Multiple Rocker Launchers, Vortex Missiles and heavy Mega-Cannon are primarily used to smash foes at a distance. However, the technology of the Imperium is arcane in some respects, and the Princeps of such Titans often find that once they have annihilated a portion of the enemy, no other targets present themselves to the rudimentary targeting matrices of the Moderatii gunners. To counteract this problem, some Titans have one of the weapon systems replaced with a landing pad, which is used in combination with a specially modified land speeder. The Land Speeder scouts for enemy targets and relays this information back to the Titan, delivering vital target co-ordinates and information on the foe's movements.

A Warlord Titan may have Carapace Landing Pad instead of a carapace weapon. The Carapace Landing Pad comes complete with a Land Speeder (the same as a Space Marine Land Speeder, though crewed by Praetorians). The Land Speeder must remain within a 60cm command radius of the Titan, and if it is further than this or the Titan is destroyed it will act like any other unit which is out of command range. The Titan can fire any Mega-Cannon, Vortex Missile or Multiple Rocket Launcher with the special artillery rule at any target the Land Speeder can draw a line of fire too (within the weapon's normal range, of course). If this ability is used to make a Preparatory Bombardment the Titan does not go onto overwatch but may not move in the movement phase (it can move in the assault phase as usual). The Land Speeder can be given orders just like a normal detachment. If it is destroyed then the Titan loses any abilities associated with the Landing Pad.

## CARAPACE MULTI-LASERS

Titans which have been fitted for combat in jungles, cities and other close terrain often find themselves surrounded by enemy infantry and light vehicles and unable to bring its main weapon systems to bear on them. As a defence against these types of ambushes, some Titans are fitted with Carapace Multi-lasers for close-range defence. The Multi-lasers are fitted onto the rear of the Titan's carapace pointing behind the Titan, covering its rear as it advances into the enemy. Although short ranged, the Multi-lasers can have an important effect on firefights with ambushing enemy.

Only Warlord Titans may be fitted with Carapace Multi-lasers. Carapace Multi-lasers have a 180° fire arc to the rear and can only be used in a firefight. For every enemy unit within firefight range and the fire arc of the Carapace Multi-lasers, you may add +1 to the Titan's firepower for resolving the firefight. This means that the more enemy trying to ambush you, the more effective the Multi-lasers are. Unfortunately, the space and energy requirements of the Carapace Multi-lasers are usually offset by removing a void shield generator. This is generally not seen as too much of a compromise as much of the Titan's fighting will take place at close quarters, within its void shields. A Titan with Carapace Multi-lasers has one void shield less than normal.

## FIRE CONTROL CENTRE

As huge as a Titan is, once you have allocated space for the plasma reactor, internal control conduits, tank-sized engines and servos, immense ammunition bays, a small chapel to the Machine God, scanning arrays, comm-net chambers, crew billets and the weapon systems themselves, there's not much room left for sophisticated target acquisition and tracking sensors and fire control mechanisms. This means that as potent as a Titan's weapons are, accuracy is never their strongest point - rate of fire and raw firepower are given greater credence than pinpoint accuracy. However, some specially constructed Titans have one weapon system replaced with a Fire Control Centre. Crewed by tech-adepts, the Fire Control Centre can track incoming fire and calculate enemy positions, re-direct the Titan's fire and also relay information about target positions and movements.

Only Warlord Titans may have a Fire Control Centre. The Fire Control Centre replaces one of the carapace weapons. A Titan with a Fire Control Centre may re-roll any misses from one weapon system in each shooting phase, just like troops in overwatch. You must designate which weapon system is using the Fire Control Centre before rolling any dice, but you may change which weapon has the benefits from turn to turn.

## RUBBLE CLAWS

Titans are capable of unleashing a constant salvo of fire as they march relentlessly forward. However, though relatively fast across open ground, Titans are by no means manoeuvrable or able to rapidly react to enemy movements and attacks. This is further compounded by certain types of terrain, such as ruins, woods, swamps and rivers. Fighting across this type of battlefield can be particularly hazardous as the Titan loses its footing on smashed tree stumps, slips on uneven river beds and overloads stabilisers and servos smashing through ruined buildings. Rubble claws were incorporated into some Titans to allow them to move over such features with greater safety. The greater size and improved suspensors of the Rubble Claws allow the Titan Princeps a greater control over his war engine. Unfortunately, the Rubble Claws are somewhat more ponderous and restrict the manoeuvrability of the Titan even more than normal. For this reason Titans fitted with Rubble Claws are generally used in engagements against static enemy defenses and slow moving foes, when the Titan does not have to turn speedily and can steadily advance, crushing trees and pulverising plascrete with each stride.

Any Titan may have Rubble Claws provided they are suitably represented on the model. A Titan with Rubble Claws must use its 45° turn at the start of its move, otherwise it must pay 5cm for each turn as normal. However, if the Titan enters dangerous terrain there is no chance of the Titan taking a hit if it rolls a 1. The Titan is stopped as normal but do not roll another dice to see if it takes damage.

## WEAPON HEADS

During a particular era of the 34th Millennium, the prevailing doctrine amongst the Techno-Magi of the Adeptus Mechanicus was Strength Is Everything. Titans built during this period featured heavier payloads or more weapon systems than earlier or later Titans, although not without detriment to other factors. Most commonly, the central command centre in the Titan's head was replaced by a secondary weapon system, and the command crew worked in a small con-chamber further into the Titan's carapace. Although firepower was substantially increased, there is a downside. The reduced command capacity of the Titan affects the cohesion of the crew's actions and its ability to maintain its attack under constant pressure.

A Warlord or Reaver Titan may replace its head with either a Gun Battery or an Assault Weapon. Weapon Heads have a front fire arc.

A Gun Battery has a range of 30cm and 6 firepower.

An Assault Weapon allows the Titan to add +D6 to its assault value when fighting against another war engine.

A Titan with a Weapon Head loses its Stubborn ability and only removes D6-2 blast markers in each end phase (treat rolls of less than 0 as 0).

## WEAPON HEAD FORMERLY KNOWN AS 'DEATHSTRIKE'

One of the old Weapon Head variants was the Deathstrike Centerline Cannon. As this fell out of use, the name Deathstrike was then recycled in an environmentally friendly fashion for the devastating support missile launchers of the Imperial Guard. Therefore, I've come up with a few new name possibilities. If you feel strongly about this please write in and make your vote for which one you prefer. *(Don't you bloody dare! - Ed)*

A. Obliterator Cannon B. Exterminator cannon C. Annihilator Cannon

The >enter name< follows on from the idea that firepower is all-important. With a head-mounted Mega-Cannon a Titan can make an excellent siege-breaker, or defensive bastion. Unfortunately, this is about all the Titan can do, as moving is very difficult with no dedicated command and control centre.

This can only be fitted to Warlord Titans. The Titan has a Mega-Cannon mounted instead of a head command centre. The Mega-Cannon cannot be fired if the Titan moves in the same turn. When the Titan moves, each additional turn of 45° costs 10cm of movement rather than 5cm.

## CUSTODIAN BELL

Titans are moving, fighting incarnations of the Machine God, and are one of the ultimate symbols of the Emperor's might. To further enhance this role, a few Titans are designated as Custodians. A Custodian Titan is commanded by a high-ranking Princeps as usually leads Titan Battle Groups into the fray. Custodian Titans are fitted with a huge devotional bell atop there carapace, whose deafening tolls resound across the battlefield as it strides forward, dealing death to the enemy. This is a very inspiring sight for all servants of the Emperor and troops accompanied by a Custodian Titan will fight to their utmost and perform acts of almost insane courage.

A Warlord Titan may be fitted with a Custodian Bell. It's also preferable that the Titan is also enhanced in some other fashion, with one of the special Custodian heads, extra insignia, preaching balconies and so on. Any detachment with its Command HQ within 15cm of the Custodian Titan (including the Titan itself) removes one additional blast marker in the end phase (D6 rather than D6-1 usually). If the Custodian Titan is wrecked or destroyed you must deduct an additional 5 points from your army morale total due to the devastating loss of the Emperor's finest war machine.

## OTHER IDEAS

Well that's some sample rules for Imperial (mainly Warlord) Titans. Many of these can also be used for Chaos Titans (particularly Weapon heads), and you can look at the weapon tail of the Banelord Titan for other ideas about the machines of Chaos. Eldar Titans can have sophisticated systems that enable them to track foes, move even faster, make 'reaction' shots and such like. Some of your Gargants (like mine) may have an observation platform or Snapper, and you may like to devise some rules for these. Anything goes really, it's up to you how far to take it. Cheerio!

# Titan Upgrades

*Mail Order UK have a vast array of alternative heads, weapons, etc that will allow you to customize your Titans to either make each unique or to take advantage of Gav Thorpe's ace rules in this issue. To get your hands on these extra bitz give the phones trolls a call on 0115 91 40000 and they'll furnish you with your hearts desire!*

### WEAPON MOUNTS

| | | |
|---|---|---|
| Warp Missile | 076027/25 | £1.25 each |
| Harpoon Missile | 076027/43 | £1.25 each |
| Barrage Missile Launcher | 076027/35 | £1.25 each |

### CLOSE COMBAT WEAPON MOUNTS

| | | |
|---|---|---|
| Power Saw | 076027/39 | £1.25 each |
| Power Ram | 076027/26 | £1.25 each |
| Trident | 076027/38 | £1.25 each |
| Battle Claw | 076027/44 | £1.25 each |
| Corvus Assault Pod | 076027/31 | £1.25 each |
| Wrecker | 076027/30 | £1.25 each |
| Chaos Energy Whip | 076027/29 | £1.25 each |

### CHAOS TITAN TAILS

| | | |
|---|---|---|
| Tail 1 (Chain Saw) | 076027/45 | £1.25 each |
| Tail 2 (Spiked Mace) | 076027/41 | £1.25 each |
| Tail 3 (Skull Cannon) | 076027/40 | £1.25 each |
| Tail 1 (Scythe) | 076027/42 | £1.25 each |

### CARAPACE MOUNTS

| | | |
|---|---|---|
| Carapace Multi-Lasers | 076027/36 | £1.25 for 2 |
| Banner Pole 1 | 076027/23 | £1.25 each |
| Banner Pole 2 (Eagle) | 076027/24 | £1.25 each |
| Devotional Bell | 076027/27 | £1.25 each |

### ALTERNATIVE FEET

| | | |
|---|---|---|
| Rubble Claws | 076027/37 | £1.25 each |

### HEAD VARIANTS

| | | |
|---|---|---|
| Imperial Titan Head 1 | 076027/15 | £1.25 each |
| Imperial Titan Head 2 | 076027/8 | £1.25 each |
| Imperial Titan Head 3 | 076027/3 | £1.25 each |
| Imperial Titan Head 4 | 076027/17 | £1.25 each |
| Imperial Titan Head 5 | 076027/5 | £1.25 each |
| Weapon Head 1 | 076027/14 | £1.25 each |
| Weapon Head 2 | 076027/12 | £1.25 each |
| Eagle Head | 076027/6 | £1.25 each |
| Dragon Head | 076027/7 | £1.25 each |
| Corvus Assault Head | 076027/19 | £1.25 each |
| Custodian Head | 076027/13 | £1.25 each |
| Command Head 1 | 076027/11 | £1.25 each |
| Command Head 2 | 076027/1 | £1.25 each |
| Close Combat Head 1 | 076027/2 | £1.25 each |
| Close Combat Head 2 | 076027/18 | £1.25 each |
| Slaaneshi Head | 076027/9 | £1.25 each |
| Khornate Skull Head | 076027/21 | £1.25 each |
| Khornate Hound Head | 076027/4 | £1.25 each |
| Nurgle Head | 076027/21 | £1.25 each |
| Tzeentch Head | 076027/10 | £1.25 each |
| Horned Helm Head | 076027/20 | £1.25 each |

***Want help with your army? Got a query about setting up a club? Have no friends with which to learn social skills? Then this section is for you!***

***This is your forum for discussion with other gamers - so use it!***

## WHAT I DID AT LEPRECON!

Sounds like some horrible school essay doesn't it? Well rest easy - it isn't. It's intended as a kind of first person perspective on what happens to a 40K junkie at an Irish gaming convention. You're still here? Then you must be interested, come with me...

Lets get some of the background out of the way. This should be an object lesson to everyone out there not to volunteer. I'm a 25 year old who likes playing with little metal men *(Ooer! - Ed)*. Due to the fact that most people will start looking at you kinda funny when you say this I've found that the best way of avoiding embarrassment is to hang around with people who also like playing with little metal men. A great place to find these people is at gaming conventions where you can happily engage perfect strangers in conversation about the relative merits of scouts versus big guns. The volunteering bit comes in when I volunteered to write a 'shortish' report on what happened at the con for Paul Sawyer, Mr Editor sir *(Ah, you see Wolfrik, proper respect. Take note - Ed)*. Anyway on with the story.

This story begins on a Friday. Unfortunately I wasn't there for the start of the convention so my story starts on Saturday morning. Being the blindingly efficient person I am I crawled out of bed and began wondering what I should take to this convention. As I hadn't had a cup of coffee yet it seemed like a good idea to bring what I had. Since hiring a bulldozer to get me to the convention was out of the question I had to then remove non-essential items from the pile of junk in the centre of the room. I removed a couple of miniatures and the odd codex but it didn't seem to help much. I came up with the novel idea of packing a bag and stopping once it was full or I couldn't physically carry it, whichever came first.

I arrived at Trinity College full of the joys of spring and looking forward to a weekend of battle. Now all I had to do was find where the sneaky gitz had moved the convention to! Last year's building was in the process of being renovated, it's probably wise to point out that the renovations were not directly related to the goings on at the previous years convention.

Arriving at the convention was great. Lots of familiar faces and loads of tables set up for wargaming. I immediately signed up for the 40K tourney and got told to have my army list ready for inspection. I found a table and sat down to the job of designing a 1500 pts army with what have become standard tourney restrictions. No allies, no vortex or virus grenades, no graviton guns, No level 3 psychic powers and No special characters. The seemingly simple process of putting together an army was complicated by a few things. I had 20 minutes to do it in and everyone I'd met at last year's Con was dropping in for a chat. I settled for the simple approach. I pulled out my best/most painted models and started calculating points. If nothing else I was going to get some points for painting.

I had a few points left over when I'd finished and no idea on how to use them so I asked a few people for ideas on how to spend 20pts in a Space Wolves army. Unfortunately I can't repeat the most entertaining replies but I did get plenty of ideas. Thus armed with my mighty Space Wolves army I set forth in search of my first battle. It was fated for me to meet the Ultramarines. Is it just me or are those guys just a little too clean cut for the 41st millennium? The battle was an unmitigated disaster for my troops. The short report is I ended the game with my opponent feeling sorry for me cause I couldn't roll dice to save my life. I suppose you gotta expect a certain amount of 'that kind' of luck when your name is Murphy. At least the competition was friendly and we both had a good laugh at the 'Keystone Cops-style' battle.

One of the great things about conventions is meeting people who are looking to do some trading in second-hand miniatures. I picked up some Space Marine Bikers and 3 jump-pack Marines at a very reasonable price. During my amble around the event I had a look in on the Necromunda tourney and the Warhammer fantasy battle tourney. There were even people playing Blood Bowl in a fully modelled amphitheatre. They even had a rock band on one side of the stadium. After that it was time to scouted out the tables and try to get a handle on future opponents. Sneaky I know but I'd already been beaten in battle, it was time to win a few for my pride. From what I saw most of the armies were pretty balanced. I did spot one really nasty Eldar warhost. It consisted of 2 squads of Wraithguard, some Warp Spiders, 2 Exarchs and jetbikes. Each of the Exarchs had 'Spider jump generators and Fast Shot, one with the LasBlaster, and the other with the Web of Skulls. This guy was obviously out to win. I sat in on the game for a while and I came away pretty annoyed. I'll just say he wasn't winning any votes for sportsmanship or army composition *(he wasn't Italian, was he? - Ed)*.

The time rolled around for the next round of the competition and This time I had a PLAN. I'd read my army list and set some objectives for each of my squads and characters. This time I was going to win. I ended up facing the Tyranids. This was a mixed blessing. On the one hand the table we were fighting on didn't have much in the way of cover for the 'nids to hide behind but then again it was a fairly small table so it wouldn't take the hive long to get upclose and personal with my Marines. I managed to pull a victory out of the game because I was able to stick to my plan. Shoot 'em before they eat me. I like simple plans.

Well that was it for day one. It was time to head for refreshments. The pub quiz was starting soon and I hadn't had much to eat all day. It sounded like a good plan to drop my bags off at a friend's house and have a drink BEFORE getting something to eat. Not the most tactically brilliant of moves. The pub quiz was great fun even if I didn't know a thing about half the game systems the questions were based on. Leprecon pub quizzes cover every type of game from role play to wargame and in my opinion, if you can answer more than 50% of the questions you have wayyyyyyy too much free time. Fun as it is I can't recommend it as a way of preparing for an early start the following morning.

I had planned to be in for 9 o'clock on Sunday. I'd promised the Tyranid player a rematch and besides I had battles to fight and people to meet. Predictably I was late. The fact that I'd missed out on the opportunity to fight a battle that morning didn't improve my mood. I wandered off in search of coffee and something that could be called breakfast. On the way I overheard talk of pre-release miniatures and the name Gav Thorpe. I resolved to track Gav down and see if I couldn't squeeze a bit of info out of him on what goodies were due for

release from GW. He hadn't been too coherent when I'd seen him the night before, he seemed to have fixated on the phrase "Mine's a pint".

When sober, Gav was willing to show me a bunch of pre-release miniatures and talk about all the neat stuff that was in progress. I didn't even have to twist his arm. Every 40K player at the convention spent some time drooling over the Sisters of Battle figures he had with him. Some misguided fools were of the opinion that the fantasy battle and Epic 40K figures were more impressive but I have to say I fell in love with the Sisters *(You need to get out more, Jimmy!- -Ed)*. The hard part was knowing they wouldn't be available for months. I saw the figures way back at the start of March and the first pre-view pics of the models appeared in WD 210 the June edition.

My third battle of the Con was against the Eldar. There will no sagas sang in the great hall in memory of the Rune Priest who was sucked screaming into the warp for the second time in one campaign. For all that it was a hard fought battle I have to admit I didn't deserve to win. I forgot my plan as soon as things started to go wrong and I never fully recovered the initiative. It didn't matter that my force was capable of winning the battle, I though I was beaten. It wasn't until afterwards when the two of us went back over the battle that I realised how close it had actually been. Still a bit of advice, Iron Priests should not take Eldar Dreadnoughts on in hand-to-hand, especially when they have a stasis grenade handy.

The last thing to do for me was to watch the 40K finals. It was between Donnacha's Tyranid swarm, (one of many at the convention ) and, you guessed it Mr. Wrathguard who I've mentioned already. It wasn't a pretty battle. The Warp Spiders jumped in and out picking off the smaller members of the swarm while the Farseer guided the wraithcannon to wipe out the larger members of the swarm. The jetbikes zipped around the flanks delighting in the expressions of fury on the Genestealers faces as they hovered just out of reach. In my humble opinion the Eldar player did not deserve to win the tournament but that's war for ya. Except for him everyone I met at the tournament seemed to be there because they wanted to meet other wargamers and have fun, winning was secondary and with an 'it'd be nice to win a few' relaxed attitude. The last thing to say is, I'm going back next year, Gav said in White Dwarf that he want's to come back and I'm going to take this opportunity to invite everyone who's read this far to come along too, it'll give you the opportunity to pit your skills against some of the best and friendliest players in the world.

Now I've got to go try and organise a trip to the UK Grand Tourney.

So many figures, so little paint.

*Jimmy Murphy*

## ARMY COMPOSITION

In reply to Zeljko Kogl's letter in Journal 19. I always start my army composition with squads, by purchasing a core unit, almost always a tactical squad/tactical chaos marine squad. Then I choose the rest of the army in rough blocks of troops that will bedeployed together and fight together. For instance, in a marine army, I might buy a bike squadron, assault squad, and landspeeder as a fast attackwing to zoom up a flank. At this point I don't worry about percentages or anything. I add up how many points I've spent (in this case around 1000), and decide if I can afford another block. Around now I normally notice that I have way to few heavy weapons, and buy some tanks/dreads/tarantulas/heavy weapon marines. I'll leave myself around 200

points for characters, and choose them last (assuming a character isn't part of a block; I often choose my commander when I choose an assault squad).

This is subject to change -- sometimes the first block I choose is composed mainly of Dreadnoughts or heavy weapon marines. But I always try to buy the army in "detachments", to use Epic 40k terminology. I like to give each detachment a leader, like an aspiring champion/vet sergeant.

With marines, most of this isn't even that neccesary. You can just remember that tac squads are 300, Assault and Dev are 400, scouts are 130, dreads

are 200, preds are 150, and commanders are 150. Thats all approximate, but that way I can come up with a rough idea of how many troops I can get in an army.

*Isaac Tobin*

## THE BOOK OF BEARDINESS

***A selection of your 'favourite' tactics that almost overstep the mark...***

**EPIC 40K:** Put all your Whirlwinds behind cover and keep them on Overwatch for the entire game.

**WHFB:** 18 High Elf Archers with longbows. Excellent long range killing power but, at 198 points, only worth 1 Victory point.

**WH40K:** Put your Eldar Farseer on a Jetbike and equip with the Mask of Jain Zarr, Combat Drugs and Ejector Seat (CJ XX)

**WHFB:** Wraith Champion with the Talisman of Obsidian.

## GAME SPOTTING

Choose Orcs, choose gobbos, choose Trolls, choose a zogging big army. Choose Fanatics, DoomDivers and a Snotling Pump Wagon. Choose Squig Hoppers and wondering where in zog they're goining to bounce next. Choose a Shaman who can't cast a spell all game then watching his head explode the first time a unit of Black Orks charges past.

Choose spending months painting your gobbos in your miserable home and watching the little zoggers break on turn one.

Choose your army, choose Orcs...

But why would you want to do a thing like that?

*Wee Jock McTavish*

## I DON'T BELIEVE IT!

I just read the letters page in Journal 20 and I couldn't resist a couple of comments:

On Zeligo Kogl's letter: I am amazed that there are gamers out there who still choose Wargear and Vehicle cards at the end. I believe that equipment is what most defines the role a character will play in the game, so it should be obvious that they should be picked at the same time as the character. The way to put together an army is to try to anticipate what your opponent will field, and choose squads, vehicles and characters accordingly.

The more skilled a strategist you are, the easier it is to choose armies that cover all possible types of enemy forces. For example, if you feel you need a tank-buster, you might take an Exarch with a Warp Spider Jump Generator and melta-bombs, or, if you're strapped for points, a squad of Swooping Hawks. But

the Exarch's equipment (melta bombs) is what makes him a tank-buster, not his profile or anything else, just as the Hawks' equipment (Krak grenades) make them what they are. To pick characters on their own, and then giving them whatever equipment you have points left over for, is to design your army with no strategic foresight or plan.

Thomas Jenei's army fascinated me: it'd be fun for Eldar to outnumber their opponents for one;) But, I would like to ask how he deals with enemy armies heavy on Terminators (I once faced a Space Wolf force of 18 models, 13 of which were Terminators and the other 5 were Long Fangs!)? He's got a lot of lascannons in there, but if the Termies are in cover the gunners' BS3 will make them very hard to shift, and the rest of your force will be pinned by overwatch fire giving your opponent the initiative.

Also, wouldn't it be more reasonable to use a Pirate Lord instead of a Farseer minus psi-powers? The Pirate's basic profile is the same as the Guardian's so a Guardian Mighty Hero would be exactly the same as the Pirate Captain described in the Codex, only the Guardian would be allowed 3 Wargear cards instead of 4. You can have "Guardian Lieutenants" in the same way by using Pirate Heroes, and even "Sergeants" by using Pirate Champions. You could also stick a banner with the Craftworld's rune in the "Sergeant's" hand and make him a Battle Standard Bearer. Since Orks have about the same basic point cost as Guardians, and Ork BSBs cost 50pts, I think 55 is about fair for a "Craftworld Icon Bearer". And I saw pictures of Guardians with banners in old White Dwarfs.

However, I'd like to tell everyone my view of all-Guardian armies: the Eldar Codex says that for most small expeditions only Aspect Warriors, the "standing army" if you like, are sent, and that there are usually enough of them to do the job. The Guardians are civilians (except on Ulthwe where they are almost constantly fighting some Chaos horde or other so they need to keep them mobilised all the time) and therefore are only fielded in cases of all-out war. Even so, the Codex says that anyone who has gone through the Warrior Path retains his skills and only needs to put his suit on to become a full Aspect Warrior again. This means that while there may be very few Eldar who are *currently* Aspect Warriors, in case of war all those Eldar who were ever Aspect Warriors will take on their Aspects again (logically, because Aspect Warriors are better than Guardians and as such have a better chance of survival, so anyone who can be an Aspect will prefer it to being a Guardian) and a high proportion of the army would be Aspects!

I just wanted to say this out loud so that people will stop calling Aspect-heavy armies beardy, which implies that such armies are not in the spirit of the Eldar background. If anything, all-Guardian armies should be much more uncommon that all-Aspect ones.

By this I'm not justifying people who do weird things with the army lists. Obviously a 2,000pt Aspect army is powerful enough, but to use 1,500pts of Aspects, and then have a cheap Guardian squad join it just so you can also have Vypers, Dreadnoughts and War Walkers for the rest of the 500pts left after the Aspects is just plain evil. When I use Aspects in my armies I do it by fielding less of those wonderful support weapons which are the only strength of the Guardians.

*Michael Papadopoulos*

Warhammer Quest®

# WOTCHOO LOOKIN' AT?

## Ogre Characters Warhammer Quest.

*by Andy Jones*

## INTRODUCTION

*When putting a game like Warhammer Quest together, there is all sorts of stuff which doesn't quite make it into the light of day (my original mock up of the game had at least twice as many models and maybe 5 or 6 card packs, but wouldn't fit in any box and would have cost £100 or more!). When we were designing the warrior packs, we went along on a kind of "Wouldn't it be ace if there was an Imperial noble warrior" and so on, generating the list of warriors which are now available as the box sets.*

*Sometimes we disagreed, as this following documented conversation amply demonstrates.....*

**Gav:** *"What about a Pitfighter warrior?"*

**AJ:** *"Yeah, that would be cool - a real dirty fighter type.."*

**Gav:** *"That's right, special fighting skills, spiky armour, a real hard nut!"*

**AJ:** *"Great! And what about that Elf Ranger idea?"*

**Ian:** *"Splendid! A warrior who can use magic and fight, and be as haughty and proud as he likes!"*

**AJ:** *"Your Empire Nobleman is pretty cool too!"*

**Ian (blushing):** *"Why, thanks..."*

**Gav:** *"Any other ideas floating around?"*

**AJ:** *(radiating enthusiasm) "Yes, actually, I've done some preliminary work on a really different sort of warrior...you'll never guess!"*

**Ian & Gav:** *"What?"*

**AJ:** *"Wait for it....an Ogre warrior!"*

*Silence for several moments*

**Ian & Gav:** *"NURSE! He's gone mad! Finally lost it! Flipped! ...Ogre ! What a joke!"*

Well, that was some time ago and guess what? I've kept my notes! They are pretty rough and ready as I look at them, and that's how I like 'em, but no doubt by the time this sees print it will have been turned into something with a dangerous veneer of professionalism and officialdom - DO NOT BE FOOLED!

I've got quite a few Ogres in my Orc army, and I think the idea of using one of them as a cheerfully dim-witted and childishly enthusiastic warrior is great fun. OK, I admit it, I've even played the basic rules through a few times. Gug'n'thrukkn was a lively addition to our games of Warhammer Quest, I can tell you.

Anyway, the madness which follows over the next few pages just goes to show what you can do to introduce almost any of your favourite models to Warhammer Quest. Of course, you don't HAVE to do all the advanced stuff if you are just playing the 'straight out of the box' Warhammer Quest

game - all you need then is a basic profile, a special rule or two and some neat equipment. Knight of the White Wolf? Amber Mage? Bowman of Bergerac? Halfling cook? If you have a yen to create new warrior types for Warhammer Quest, then there are LOADS of cool Citadel miniatures to choose from.

So, without further ado, here is my own unique brand of insanity - the Ogre mercenary for Warhammer Quest - use him if you dare!

ANDY JONES (Taking a break from INFERNO!)

(*Inferno? Inferno? No, doesn't ring any bells... -Ed.*)

## OGRE CHARACTER

Ogres are hulking creatures, almost twice as tall as a man, with heavy bones and huge muscles. They are deadly enemies and powerful allies, unstoppable in battle and capable of almost anything they really put their minds to.

Ogres are not the brightest creatures in the world, somewhat dim-witted when it comes to anything except fighting, but they are by no means evil or stupid. They have very good memories, and like Dwarfs will hold a grudge for a long time.

Ogres have little time for comfort or luxury, living for the most part in desolate rocky areas, which they guard very protectively against intruders, be they Orcs, Dwarfs, Elves or men. They are not really at home in large towns or cities, and tend to get into trouble wherever they go.

Ogres are often sought after as mercenaries, and they do not much care who they fight for, so long as its a good fight. In some respects they do not much care how much they earn either, so long as they get a good fight for their money.

Sometimes, lured by stories of caverns and caves simply brimming with an untold wealth of monsters to be killed, an Ogre will join up with a band of warriors and venture into the long abandoned Dwarf citadels in search of adventure. An Ogres motives for adventuring will often be at odds with the rest of the warriors. Most warriors want to search out a particular evil-doer, or liberate a certain invaluable artefact or treasured item. They will certainly not shirk from a fight, and the more bloodthirsty warriors will expect a good deal of swordplay and death-dealing to be part and parcel of any adventure. However, their prime motives are usually linked to the treasure, renown and glory that they will gain as a result of their heroism. If there is a cave system or dungeon which is known to be teeming with powerful monsters, but bereft of treasure and so far away that its inhabitants are not causing any real threat, then the average group of warriors would not choose to venture into such an unattractive realm, unless perhaps they had a Troll slayer amongst their number.

Not so an Ogre. It is said that an Ogre only wants two things when he goes adventuring - firstly, he wants a good fight, and secondly, he wants a good fight....

As such, Ogres never skulk or creep, never try to hide or conceal their presence, and never adopt tactics of stealth or concealment. In fact, in would be ridiculous for an Ogre to try (as the self styled Gakk m'kakk the Ogre spy discovered on his first clandestine assignment, when his obvious bulk was noticed 'hiding' behind the curtains in the Lord Mayor of Nuln's private apartments).

No, an Ogre will march headlong into a dungeon, shouting and jeering, banging his club on anything that makes a good loud noise, and cheerily challenging any nearby monsters to come out and show themselves. This either results in the monsters being convinced that warriors of such prowess that they know no fear have descended upon their lair, or that a bunch of fools and half-wits have accidentally stumbled upon them.

Whatever, it takes a certain type of warrior to team up with an Ogre, as whilst one of these hulking beasts is around, the warriors are going to attract monsters like bees round a honey pot.

## RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the warriors from the Warhammer Quest game with the Ogre. Simply allow one of the players to choose the Ogre. The rules which follow explain how to use the Ogre in your games. Remember to put the Warrior counter for the original warrior back in the box, replacing it with that of the Ogre! *(We've purposely left you to make your own Ogre counter as it's getting late, we're dead lazy, the pubs are about to open... -Ed)*

Remember too, that if there is not a barbarian in the party, then one of the other warriors will have to carry the lantern and be the leader.

### Bigger groups of Warriors.

If you want to, you can take more than four warriors into an adventure, but you will have to make sure that there are enough monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four warriors to fight, and if you have fifteen different warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four warriors, but if you have a party of five or six, then increase the number of monsters by an equal amount.

For example, if you have 6 warriors in the party, that is 50% more warriors than the event cards are set up to deal with. In this case, you should make sure that each time monsters appear, there are 50% more of them. So, 6 Orcs will become 9 Orcs. If the card says "1d6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size - so a dice roll of 4 Orcs, becomes 6 Orcs, and so on.

### Starting as a Ogre

The profile of an Ogre is as follows:

| | | | |
|---|---|---|---|
| **Move** | 6 | **Toughness** | 5 |
| **Weapon Skill** | 3 | **Wounds** | 2d6+6 |
| **Ballistic Skill** | 6+ | **Initiative** | 3 |
| **Strength** | 4 | **Attacks** | 2 |

**Armour:** none

**Special rules**

Ogres are powerful creatures, capable of causing a great deal of damage.
Whenever an Ogre rolls to hit his foe, if he rolls 5 or 6 to hit, then that hit causes an extra d6 wounds. This means that some of the time, the Ogre causes 1d6+4 wounds (1d6 + his strength), and when his to hit rolls are 5 or more, he causes 2d6+4 wounds.

### The Pit Event

If one of ten warriors falls into the pit, the Ogre can try once per turn to reach down and pull them out. He can only do this if he is standing next to the pit, and there are no monsters on the board. To get a warrior out of the pit, he must roll 1d6 and score 4+. If he succeeds, the Ogre player places the warrior in any adjacent space next to the pit.

The Ogre can get himself out of the pit by jumping up and climbing out. He can try this once per turn, at the very start of the warriors phase. He will get out of the pit on a 1d6 dice roll of 4+.

### The Lantern and the Leader

The Ogre always goes last, and cannot be the leader. Ogres are not very quick witted, and whatever initiative the other warriors have, the Ogre always goes last. Also, if you have decided to take it in turn to be the leader from adventure to adventure, the Ogre must be excluded - he is quite happy to tag along behind and beat the monsters to a pulp as and when they crop up.

## The Power Phase

An Ogre player also rolls a dice in the power phase. If the Wizard rolls a 1, then an unexpected event happens as usual. Furthermore, if the Ogre rolls the same as the wizard, an unexpected event happens.

So, if the Wizard and the Ogre both roll a 4, for instance, an unexpected event occurs.

If a double 1 is rolled, 2 unexpected events occur at the same time!

This is because the Ogre cheerfully makes as much noise as possible in the dungeon, kicking old bones about and growling loudly at shadows. There is nothing he wants more than a good fight, so there is no point whatsoever in being quiet, or no-one will know he's there.

## Throwing Warriors

In the warriors phase, when it is his turn, An Ogre can throw another smaller warrior. He can throw the warrior down the corridor, over the head of any intervening monsters, and over any pit, if he wishes to. He may throw the warrior 1d6 squares, into any available empty space. When the warrior hits the ground, he must roll a dice and add his toughness to the score. If he rolls over 7, then he is okay and may get up and carry on as usual. If he rolls 7 or less, then he is stunned, flat on his back. He counts as being prone for the next turn.

An Ogre can throw a warrior before or after the Ogre does anything else in the turn.

## Pinning

An Ogre may never be pinned by monsters who are smaller than him, he just shoves them aside. Use the models to decide who is biggest. If in doubt, roll a dice or toss a coin. If the monster is bigger than the Ogre, then he may escape pinning on a 6+

## Gold

When an Ogre kills a monster, put the model on his adventure record sheet as usual. When the combat is over , roll a dice for each monster he has killed. On a score of 1 or 2, he doesn't bother to check the body too carefully, and leaves its gold behind. The other warriors share the rest out between them. On a dice roll of 3+, the Ogre gets the gold as usual.

## Equipment

The Ogre does not have a special item of equipment as such, he just has his trusty, much used club.

## Weapons

A Ogre starts off with a big club, although in his case it is not so much the weapon but the immense strength of the Ogre which is causing the damage!

## Armour

A Ogre wears no armour, he is quite tough enough without it, and it is very difficult to get hold of in big enough sizes.

## Ogres and Treasure

Ogres like treasure, especially items which glitter or shine, or are good at hitting monsters with. As such, he may collect any treasure cards. He can only use items of treasure which are weapons or shields, as well as healing potions and salves if he needs them. If anyone wants to buy or swap equipment or treasure with the Ogre, roll a dice for the Ogre. On a score of 1,2 or 3 he is jealously possessive of the item and doesn't want to swap or sell it ever.

# ADVANCED RULES

In the Warhammer Quest Roleplay game, it is possible to keep your Ogre from game to game, building up his character as he progresses from adventure to adventure. This section of The rulebook gives you all the rules for taking your Ogre right up to battle level 10, including special rules for visiting settlements, training, and a whole range of new skills for him to acquire.

Starting at battle level one as a novice, follow all the rules as outlined over the previous pages. All the rules for Warhammer quest still apply in the Roleplay game, unless specifically contradicted in the advanced rules.

## Ogres and Treasure

The only addition to the treasure rules outlined in the basic rules section concerns items of armour. Some magical armour is enchanted so that it fits perfectly whoever wears it, and whatever his size. Such armour is incredibly sought after and the enchantments which permeate it are very powerful.

Whenever the Ogre finds an item of treasure which is armour, he should roll a dice. On a score of 5 or more, he has found one of these legendary items and may wear the armour, gaining all the listed benefits of that particular armour. On a score of 1, 2, 3 or 4, the armour will not fit the Ogre at all.

## Ogres in settlements

When the warriors reach a settlement, always resolve the Ogres daily events first - what he does can affect the other warriors!

## Weapons

Ogres can use all two-handed weapons without any of the associated penalties, and can wield them with one hand.

An Ogre may not use any form of missile weapon, as he gets tangled up in a right mess with bowstrings and the like, and cannot begin to comprehend the inner workings of a pistol or crossbow.

## Armour

He may buy armour, but has to pay double gold in order to have it made in the correct size. Also he must add +2 to the availability number for the item.

## Living Expenses

An Ogre always pays double the usual rate for living expenses. This is not because he is particularly extravagant or stays in expensive hotels, far from it. He usually ends up sleeping rough in a stable, but he just isn't very good with money...

## Special Locations

Strictly speaking, there are many places where the Ogre should not visit, but there are not many people who fancy trying to stop him. As such, the Ogre can visit any location he likes, if he can find it. Once there, he generally gets in the way, picks a fight with someone or gets bored and goes back to the alehouse, but at least he can say he's been. "Went To see Da Runesmiff today" is sure to cause any nearby Dwarf to give a deflated, slightly worried sigh as he tries to imagine what the Ogre has been up to.

In each location he finds (and as usual he can try and find one per day), the Ogre player should roll a dice and see what happens:

**1-4** He gets in the way, annoys everyone and generally prevents business as usual from going on. He spends the day happily "helping" those who are going about their usual business, and achieves nothing at all that day except the knowledge of a job well done. He returns to the other warriors with a smug grin on his rugged face.

If the Ogre is in the Wizards guild, roll another dice. On a score of 1,2 or 3 he has annoyed the wizards so much that he is turned into a toad for the next 3 days, during which time he may do nothing at all.

**5-6** He is able to try one thing and one thing only which is allowed at that location. For example, in the Dwarfs guild, if he rolls a 5 or 6, he could try and get a single rune engraved on his cudgel, club or forehead by a long suffering rune smith. On the other hand, he could attempt to make a single purchase - Stone bread for instance (Ogres love stone bread and eat it quite happily). Likewise, in the Elven quarter, he could try and find some Ogre sized Elven armour (although the 'stock' roll would be 12, and the cost 6,000 gold even if he did manage to find some!)

## THE ALEHOUSE

When the Ogre visits the Alehouse, he always adds +1 to the score. If he has the drinking skill, then he may end up adding more to the score. These extras are cumulative. This means that the Ogre could get a maximum score 16, so there are 4 new results, printed below:

### 13 Part time job

The owner of the Alehouse offers the Ogre a job as a bouncer. If the Ogre accepts the job then he must spend the next d6 days at the alehouse. Every day, he will earn 1d6*5 gold. Whilst he works, he may not visit any other location, but he will still have to roll for settlement events as he wends his way homewards at the end of the day. He must also roll on the alehouse events table each day as well.

The only way the Ogre will ever turn the job down is by having a strong enough will to overcome the temptation of all that free beer. He must roll a dice, add his will power and score a total of more than 7 if he wants to turn the job down.

### 14 Insulted!

One of the regulars engages the Ogre in intelligent conversation, and the Ogre is mortified, as he is convinced that the customer is making a joke at his expense. The Ogres repertoire of jokes stretches no further than a solid fist to the head, which he always finds amusing, and which has never failed in the past.

As it happens, the customer is a rather disliked character, a bawdy troublemaker whom the owner has been trying to get rid of for months. In exchange for the Ogre taking the unconscious troublemaker out and hiding him under some heavy rocks, or at the bottom of a river, the owner of the alehouse gives the Ogre a cask of his most precious, expensive beer - Bugmans XXXXXX.

This beer, when drunk, renders the drinker immune to Fear and terror, and increases strength and toughness by +2 each.

There is enough beer to last the Ogre for one complete combat in the next adventure, after which the effects wear off. Under no circumstances will the Ogre let anyone else drink his beer.

### 15 "Swap Yer!"

Another Ogre wanders into the bar, and the atmosphere becomes razor sharp as the two hulking monstrosities lean on the bar, staring hard at each other. The atmosphere is broken a moment later as the bar collapses, sending the Ogres sprawling on the floor. No-one else laughs, just in case they offend the Ogres, but before long the two beasts are best drinking mates. Soon they are comparing swords, treasure and other ill gotten gains, and the stranger offers to swap one of his treasure items for an item of the Ogre players which has particularly caught his eye.

"Gis Dat then" he growls, pointing at the item.

If your Ogre wishes, he can do a swap. He can choose any item of dungeon treasure which he has, and give it up. In exchange, he can make 2 rolls on the dungeon room treasure table, and keep the best item he rolls. Alternatively he could swap a piece of objective room treasure, following the same rules.

### 16 FIGHTFIGHTFIGHT!!

The Ogre just wants a fight. He's utterly bored with life in town, and a dim thought nags at him that every day he doesn't hit someone, he might lose his touch. The answer is obvious, and inspired in its simplicity. The Ogre walks into the Alehouse and starts hitting everyone in sight, with no discrimination at all. Soon everyone gets the idea and a raging brawl begins, lasting well into the early hours of the morning. The Ogre emerges the clear winner, in fact he is the only one to emerge at all from the pile of bodies, and he is convinced of his total supremacy. Might is, after all, so right!

For the next adventure, the Ogre is so full of himself that he causes an extra wound every time he hits, laying into his foes within even greater gusto than normal.

## SETTLEMENT EVENTS

The Ogre cannot avoid any confrontational events which occur either in town or on the way there. If there is a 'run away' option, such as in the 'duel' event, he simply will not do it. This is through no sense of humour or pride, simply that the Ogre doesn't understand the concept, and is grateful for the opportunity of a good fight.

If any event occurs which involves an animal, then he must roll a dice. On a score of 5+ he kills and eats the animal rather than following the normal rules for the event.

### Uneventful Days

Ogres do not have uneventful days. Every day is a mystery of surprising and exciting happenings to them. Wherever they go, they end up fighting or brawling with someone, and they usually win.

If your Ogre rolls an uneventful day result when in a settlement, he is in fact having a fight with someone. Roll a dice to see who, and what happens:

### 1 Another Warrior

The Ogre gets very cross with "Da Poncy git" - one of the other warriors, and hits him over the head with a large table. Take a warrior counter to see who the Ogre takes a dislike to. That warrior is knocked senseless, and spends the day in bed, nursing a sore head.

### 2-4 The Locals

The Ogre manages to get in a fight with some local ruffians, which keeps him occupied for some minutes, and which keeps him in practice. He also manages to separate the ruffians from their wallets, and gains 1d6*10 gold for his troubles.

### 5-6 City Watch

If the Ogre gets in a fight with the City Watch, he is eventually arrested and thrown in jail. Actually, he has a great respect for authority, and is very ashamed of fighting the upholders of the law. Although the watch threaten to lock him up and throw away the key, they let him loose after 1d6 days as they are so fed up with the deafening sub-bass cries of "Sorry!" and "Won't Doowit N'mor" which emanate from his cell at all hours of the day and night. When he is let out, he emerges with a beaming smile and full of good intentions, and strides off into the hurly burly of the city to find the nearest alehouse.

## TRAINING

Almost any experienced Warrior can train an Ogre in the arts of war, as far as an Ogre is able to be trained. Training an Ogre usually involves teaching him which bits on an opponent are particularly vulnerable, which end of the sword is supposed to hit the monster, and other such basic skills. Once an Ogre has mastered these his brute strength tends to win the day from then on, but any Ogre serious about "Venturin" knows he has to have "Trainin".

Training an Ogre who is determined to " Lurn Summik" is a difficult and dangerous process, and takes the same time as training the other warriors. Often, an Ogre will train alongside a Barbarian or Pit fighter, as he regards these humans as "Young 'uns" due to their resemblance to small Ogres...

On the battle level profile, you will see that It costs more for Ogres to train to go up a level. This is because it is difficult to train an Ogre, as explained, and also because Ogres aren't that quick when it comes to negotiating fees.

Once the Ogre player has paid the indicated amount of gold, he gains the benefits shown on the battle level table. If he gains an extra skill, roll on the table below.

## SKILLS - ROLL 2D6

### 2 Smash

The Ogre puts all his strength into a single, devastating blow.

The Ogre may choose to smash his opponent instead of making his normal attacks. Roll to hit as usual, and if successful, roll on the following table to see the result.

**1 Dazed -** The Ogre manages to catch the monster a glancing blow on the head which is still sufficient to daze his target. As the monster staggers about with a glazed look on its face, the Ogre resolves to do better next turn. The monster is at -1 to all its to hit rolls this turn.

**2 Lose teeth** - The Ogres blow catches the monster fair and square in its open, snarling mouth, and the Ogre grins as blood and teeth shower the warriors. The monster suffers wounds as usual, and is in such pain that all its attacks are at -2 to hit this turn.

**3 Broken Nose -** The Ogre Smashes his opponents nose into a bloody pulp, grunting with the satisfaction of a job well done. The monster suffers wounds as usual, plus he will continue to lose blood at a rapid rate from now on. At the start of every monsters phase from now on, roll a dice:

1 The bleeding stops

2-5 The monster loses another 1d6 wounds from blood loss, with no deductions at all

6 The monster suffers 1d6 + the Ogres battle level wounds from blood loss, with no deductions at all.

**4 Knocked Over** - The monster crashes to the ground as the Ogre smashes him over the head. He suffers wounds as normal, and must spend the rest of the turn doing nothing except get back up. While he is getting up, other warriors are at +1 to hit him.

**5 KO'd** - The Ogre lands a perfect, extremely brutal blow on his opponents head. The monster suffers wounds as usual, and collapses in a heap at the Ogres feet. The Ogre is convinced that his opponent is dead, as are the other warriors. If there are other monsters in the area, then the warriors must defeat them before coming back and taking a closer look at the prostrate monster.

Each turn, at the start of the monsters phase, roll a dice. On a 1, 2 or 3, The monster gets back up and may fight as usual. On a score of 4, 5 or 6, the monster stays comatose.

If the monster is the last monster on the board, then all warriors may hit it automatically. Its toughness, ignore pain, armour or any other special abilities etc still count against wounds however. It cannot, however, dodge!

6 **Mortal wound-** The Ogres blow connects with a vital part of the monsters anatomy, causing it to double up in pain. This attack causes double wounds against the monster. Also, roll a dice -

**1-5** No extra effect.

6 The Monster screams in agony and is obviously severely hurt. It will fight as normal this turn, at the end of which it will drop dead.

## 3 Crunch

The Ogre opens his cavernous mouth wide and takes a good bite out of his opponent, crunching bone with his huge teeth. This is an extra attack which the Ogre can make each turn. He must roll to hit as usual. If he hits, then the target suffers 1d6+ the Ogres battle level wounds, with no deductions at all. If the Ogre rolls a 6 for wounds, then he gets another bite, and so on.

## 4 Shoulder barge

In his eagerness to attack his foes, the Ogre roughly barges everyone else aside as he charges forward.

The Ogre may move aside any warriors, pushing them into available squares to force a path through as he surges forwards towards his victim - this may involve shuffling several miniatures around, AND NO OTHER PLAYER IS ALLOWED TO MAKE SUGGESTIONS AS TO WHO IS PUSHED WHERE - THE OGRE PLAYER MUST COMPLETE THE MOVE BEFORE ANYONE COMMENTS! He can also barge aside any monsters who are smaller than him (look at the models - if there is any doubt, roll a dice or toss a coin to decide). If an Ogre can shoulder barging his way through the crowd, then he cannot be pinned by anything which he can barge aside. After barging, he may attack as usual.

He can do this every turn if he wishes, when it is his turn to move.

## 5 Roar

Throwing back his ugly head, the Ogre bellows a deafening war cry as he lays about him on all sides. At the start of each Warriors phase, the Ogre may roar at his opponents. He can either make a "general" roar, or can direct his terrifying bellow at a particular monster he is adjacent to.

With a "general" roar, the Ogre rolls a dice for every monster he is in base to base contact with. On a score of 6, that monster loses 1 attack for a turn.

On a specific roar, the Ogre targets one monster he is in base to base contact with. Roll a dice - On a score of 5 or 6, the monster loses 1d6 attacks that turn.

He can try once this every turn.

## 6 Threaten

In Town, the Ogre is a particularly impressive and threatening sight as he strides along the streets, his head and shoulders rearing above the crowd. He casually picks apples and cakes from stalls he passes, and few people dare argue with him. When he sees something he really fancies, he usually bullies the store owner into giving it free or at a much reduced rate.

An Ogre with the threaten skill can use the skill whenever he tries to buy something. This is resolved using the threaten table below. Roll a D6

**1-2** The store owner has two Ogre bodyguards, who emerge from the back room and throw you out of the shop. Roll another dice, on a score of a 1, he also calls the militia, who throw you out of town for trouble making.

**3-5** You manage to scare the shop owner into giving you the item at a reduced price. Roll a dice to see how much money he knocks off the bill:

| | |
|---|---|
| **1-2** | 10% off |
| **3-4** | 25% off |
| **5-6** | 50% off |

If you are not happy with the price, you can roll a dice again on the threaten table to see if you get a better result.

6 The shop owner is so frightened by you that he gives you the item for free, if it is available.

The Ogre player must keep a note of which items he gets for free, or for 50 % of their true price in a settlement.

Every day the Ogre stays in the settlement, roll a dice and add to it the number of items he has extorted for either 50% of their price or for free. If you score a 7 or more, then the City Watch catch you, take the items back and throw you out of town.

## 7 Drink

The Ogre loves nothing better (apart from beating up monsters) than going to the alehouse for several dozen drinks and a good fight. If your Ogre has the drink skill, then he MUST spend a good deal of his time in a settlement in the alehouse.

He must spend d6 days in the alehouse, every time he visits a settlement.

In the alehouse, roll on the following table to see what happens to him

1 Roll on the normal alehouse table

2 Roll on the normal alehouse table adding +1 to the score

3 Roll on the normal alehouse table adding +2 to the score

4 Roll on the normal alehouse table adding +3 to the score

5 Roll on the alehouse event table as normal, and after that, your Ogre starts a bar room brawl. This is resolved as follows:

1 Roll 2 dice and multiply the result by 10, to see how many doomed innocents are in the bar.

2 Roll another dice, and add the Ogres battle level to the score.

3 Multiply the second dice roll result by 10 to see how many customers he renders senseless.

4 If any customers are left standing, they finally overpower the Ogre, and take 1d6 +his battle level x 20 gold from him as recompense for damage.

5 If he knocks everyone out then the Ogre relives each one of 5 gold coins.

6 Roll on the alehouse events table as normal, adding +2 to the score. The Ogre drinks the rest of the customers under the table, and is able to relieve them of their unwanted wealth whilst they sleep like babes on the floor of the alehouse. Roll 2 dice and multiply the result by 10, to see how many doomed innocents are in the bar. The Ogre relieves each one of 5 gold coins.

## 8 Crush

A lethal blow to the monster, horribly crushing the area it strikes-

1-2 Body, the monster suffers wounds as usual.

3-4 Leg, the monster suffers wounds as usual, and its move rate is halved. If the monster has no legs, then treat as a 1. If hit in the legs again, the monster s current move rate is halved, and so on, rounding up to the nearest whole number.

5 Arm, the monster suffers wounds as usual, and its to hit rolls are all at -1 from now on. If it was carrying a weapon, randomly determine if the weapon carrying arm is the one crushed - if so, the weapon is dropped and the monster spends the rest of the turn picking it up. If it has no arms, count as a 1.

6 Head, the monster suffers wounds as normal, plus roll a dice. On a score of a 6, the blow kills the monster outright.

The Ogre can try a crush attack each turn, it takes the place of one of his normal attacks. He must roll to hit as usual.

## 9 Thinking

This is a particularly enlightened Ogre, able to string more than two words together in the correct order. Sometimes he can even speak whole sentences! The Ogre is now allowed to be the leader of the party, and can take his turn just like any of the other warriors. At the start of each adventure, however, if the Ogre is NOT the leader, roll a dice:

**1-5** The Ogre is quite happy with his lot, content to amble along at the back, belching and singing bawdy songs in a gruff, rousing fashion.

6 The Ogre thinks its his turn to be the leader, and roughly pushes his way to the front. He can't count how many dungeons it has been since he was at the front because, ...well... he can't count, but he's sure its his turn now. The Ogre takes the lantern and leads the adventure.

## 10 Kick

This skill works just like the giant attack of the same name. The Ogre can kick any monster in a straight line as many squares as he has strength, sailing the target over the heads of any intervening monsters or warriors, until the monster hits a wall, or lands safely in an empty square. If the monster hits a wall, then it suffers 1d6 wounds for every extra square it could have travelled if it had not hit the wall. This is an extra attack which the Ogre makes each turn, rolling to hit as usual.

## 11 Smell

The Ogre reckons he can smell some monsters who are nearby, and even thinks he knows what they are.

Before an event card is turned over, the Ogre player can try and guess what is about to happen. If the card turns out to be an event rather than monsters, then he fails automatically. If it is monsters, however, and he has guessed the correct type (Orcs, Skaven etc) then the warriors each gain an extra attack that turn as they have been warned of the monsters presence. Furthermore, if the monsters would have ambushed, then the Ogre player may roll a dice. If he scores a 5 or 6, then they do not get to ambush the warriors at all.

## 12 WELL 'ARD

The Ogre Gains +2 wounds permanently and roll again on the following sub table

## 1 Ignore Blow

The Ogre has such a high pain threshold that he simply does not feel some blows at all.

Each turn the Ogre may try to ignore as many blows as he has attacks. Roll 1d6 for each incoming attack he is trying to ignore. On a score of 6, he completely ignore that blow..

## 2 Grapple

Dropping his weapon to one side the Ogre lunges at his opponent and throws his arms around the monster, squeezing his lungs and choking the life out of him.

This skill allows the Ogre to grapple his opponent rather than attack him using a weapon.

This attack replaces all the Ogres normal attacks for this turn. The Ogre must roll to hit as normal. If he succeeds in hitting his target then the Ogre has grabbed the monsters and inflicts (1d6 x his battle level wounds). The monster may not deduct any armour from the wounds inflicted. A grapple attack cannot be dodged.

### 3 Brute Strength

Flexing every muscle the Ogre possesses, he slams into his opponent, pushing him violently backwards This skill allows the Ogre to attempt to shove a monster out of his way. He may try this at the start of his turn in each warriors phase if he wishes. Roll 1d6 and add the Ogres Strength. If the total is less than or equal to the monsters strength, the monster is too big to move and the attempt fails. If the total is greater than the monsters strength it is pushed into any square adjacent to the monsters original position (the Ogre player chooses which). Having pushed the monster back, or failed in the attempt, the Ogre may now take his turn as normal.

### 4 Crack Skulls

The Ogre grabs the heads of two opponents and slams them together, or against a nearby wall.

During the Warrior's phase the Ogre may forego his normal attacks and make a special Head Crack attack. When making a head crack attack, the Ogre may not use any weapon, as he needs both hands free to grab the monsters. He can Head Crack two adjacent opponents, rolling to hit against each one as normal. If the Ogre attempts to Head Crack two Monsters and misses one of them, then neither suffers any wounds, and his attacks for the turn are wasted.

If successfully hit, each Monster takes double the normal damage from the attack.

Alternatively, the Ogre may Head Crack a single monster that is adjacent to a wall, in which case it will suffer a number of wounds equal to 1d6 wounds per battle level of the Ogre.

There are no armour or Toughness deductions for victims of a Head crack, but Dodge, Ignore Blow and similar abilities apply as usual.

### 4 Mighty Blow

Putting all his strength behind the blow, the Ogre brings his weapon crashing down onto his opponents body.

This skill allows the Ogre to increase the strength of his blow by reducing the number of attacks he makes. For each of his attacks which he gives up this turn, the Ogre may add +1d6 wounds to a single one of his remaining attacks.

The Ogre player must declare that he is using this skill before rolling to hit. This skill may be used once per turn.

### 6 Ignore Fear

The Ogre is largely unaffected by fear and terror. He loves to fight, and the bigger the monster, the more cheerful he is.

The Ogre may add +2 to any fear test, and +1 to any terror test.

## ROLEPLAY GUIDELINES

This final section of the Ogre adventure pack gives some brief guidelines for playing an Ogre in the full Warhammer Quest Roleplaying game. In the Roleplaying game, the player swill have many more choices as to what they can try to do, and it will be up to the gamesmaster to make sure that the players act in a fashion appropriate to their particular warrior.

An Ogre is a brutal character, to whom everything is black or white. There is no grey area of indecision, and the usual decision made is to hit whatever the Ogre is deciding about.

An Ogre will make a loyal companion, and if treated well, will defend and protect his companions to the bitter end. Although not the brightest of characters, an Ogre will soon realise if he is being taken for a ride or made to look a fool, and his wrathful reaction will not be a pretty sight.

Ogres are slow witted, fierce, brave, strong, violent, trusting, grudge bearing creatures. They do not have much time for strategy and planning, they live for action and battle.

The way in which this character can be represented in the Warhammer Quest Roleplaying game is by which actions an Ogre will be particularly good or bad at.

## Characteristic tests

An Ogre will be good at any brutal actions to do with fighting. He is not a fancy fighter, and will have little to do with dodging or leaping around. He is not likely to run away, or move around quietly. This is not due to any sense of honour (as with Bretonnian Knights) or a twisted death wish (as with Troll Slayers). Ogres simply want a good fight, for its own sake, no messing about with fancy stuff.

When not fighting, the Ogre will be good at any actions to do with brute strength, such as holding doors open, carrying wounded warriors, forcing open locked chests and so on.

He will not be able to read, write, think much, but this will not mean he will not want to try. Patronising an Ogre is not to be recommended, and an Ogre thinks of himself as being as clever as the next man when it suits him. He will come up with "Cunnin' Planz" every so often, and will need to be convinced as to why they are not going to work.

Between adventures, an Ogre will be quite a handful wherever he goes. He is unlikely to have any sense of manners or behaviour, and is likely to get bored of civilisation quite easily. That is not to say that he will be deliberately rude, awkward or badly behaved, it is just that fate has this way with Ogres and they never seem to be out of trouble. Of course, there are the exceptions to the rule, and some Ogres take a grim pride in 'bein' civilized', taking to wearing elegant clothes after the style of the Empire or wherever takes their fancy.

If you are going to take an Ogre as your warrior, take a little time to think about who he is, where he comes from and the sorts of things which make him tick! Give him a suitable name (Mog B'Kag, Gar K'Bog, Narg'N'Baag and so on), and introduce him to the other warriors in a suitably entertaining fashion

Played properly, an Ogre warrior can be a lot of fun.

*Its Dark In The dark when its dark*
*And We's not eaten for ages*
*Bring us gobbos, bring us trolls, bring us Orcs*
*That'll do fer a snack fer starters*
*You lot keep da Jewlz*
*Wot I want instead*
*Is ta find a smelly Orc*
*'n Kick 'im til e's dead*
*Ohhhhhhhhhh .....*
*Its Dark In the Dark when Its Dark*
*And we's not eaten for ages*
*(and so on)*

Ogre dungeon song

# OGRE BATTLE LEVEL TABLE

| Level | Gold | Title | Weapon Skill | Ballistic Skill | Strength | Damage Dice | Toughness | Wounds | Initiative | Attacks | Luck | Willpower | Skills | Escape Pinning |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 0 | Initiate | 3 | 5+ | 4 | 1/2(5+) | 5 | 2D6+6 | 3 | 2 | 0 | 2 | 0 | 6+ |
| 2 | 2000 | Champion | 3 | 4+ | 4 | 1/2(5+) | 5 | 1D6 | 3 | 2 | 0 | 2 | 1 | 6+ |
| 3 | 4000 | Champion | 4 | 4+ | 4 | 1/2(5+) | 5 | 1D6 | 3 | 2 | 0 | 2 | 2 | 6+ |
| 4 | 8000 | Champion | 4 | 4+ | 4 | 1/2(5+) | 5 | 1D6 | 4 | 2 | 0 | 2 | 3 | 6+ |
| 5 | 12000 | Hero | 4 | 4+ | 5 | 2/3(5+) | 5 | 1D6 | 4 | 3 | 0 | 3 | 3 | 5+ |
| 6 | 18000 | Hero | 5 | 4+ | 5 | 2/3(5+) | 6 | 1D6 | 4 | 3 | 0 | 3 | 4 | 5+ |
| 7 | 24000 | Hero | 5 | 4+ | 5 | 2/3(5+) | 6 | 1D6 | 5 | 3 | 0 | 3 | 4 | 5+ |
| 8 | 32000 | Hero | 5 | 4+ | 5 | 2/3(5+) | 6 | 1D6 | 5 | 4 | 0 | 3 | 5 | 5+ |
| 9 | 45000 | Lord | 6 | 3+ | 5 | 3/4(5+) | 6 | 1D6 | 5 | 5 | 0 | 4 | 6 | 5+ |
| 10 | 50000 | Lord | 6 | 2+ | 5 | 3/4(5+) | 6 | 1D6 | 6 | 5 | 0 | 4 | 6 | 5+ |

*The following reported conversation supposedly preceded the famous "Blackfist's day of blood", in which hundreds of Orcs and goblins were killed in a heroic effort by a band of adventuring warriors. If taken at face value, the conversation sheds some light on the actual events.*

*Before this magnificent day, 'Blackfist's Berserkers' were regarded as something of a laughing stock in adventuring circles, renowned for underhand and downright sneaky methods of stealing the little treasure they managed to get out of the dungeons they dared to explore. They were the sort of warriors who who go down a dungeon after Grunson's Marauders had finished with it, to see if there was anything left worth scrounging. After this valiant day, however, no one could doubt the heroism and worth of this gallant band of warriors any longer.....*

*Perhaps it is worth mentioning that before this particular adventure, 'the berserkers' halfling thief, old Poggy Mugwort, had been caught in the act stealing jewellry from the Elven quarter of Nuln, and sentenced to six months penal servitude in the jails of that city. No one of any worth would deign to join 'the berserkers' as a replacement, until the sneaky Ragnarol Blackfist had bumped into Gug'n'thrukkn, an Ogre regarded as 'slow' even in Ogre company... What N'Thrukkn lacked in brains, he made up for in the 'bitting things very hard' department.*

*The famous Blackfist's Day Of Blood took place when Ragnarol Blackfist led his 'berserkers' into the lair of Gorgut the Orc Warboss. Blackfist was under*

*the impression that the lair had been given a good going over by Sascars Liberators only a day or so ago. "Easy Pickings, lads, the Liberators never bother with anything worth less than a grand". Blackfists source of information was about as reliable as his own sense of courage and honour, and of course Gorgut and his boyz were very much at home. It has to be said that they were not expecting a party of second rate adventurers to wander blithely in through the front door, so Blackfist had an element of surprise. And they also had Gug.*

*The fight was allegedly a glorious battle against all odds, where the 'berserkers stood back to back against the never ending tide of ferocious greenskins. Amazingly, Blackfist himself, together with the self named "Damion Death" the one armed pit fighter, and "Sniffer Grugnogsson" the Dwarf Gold Hunter, although doubtless fighting heroically against overwhelming odds, suffered not a scratch, whilst Gug'n'thrukkn escaped barely alive but cheerful and eager for more. Blackfist put this down to the Ogres "inexperience"*

*It was only months later that a ragged urchin, claiming to be an escaped prisoner from Gorguts lair, turned up in Nuln. He revealed that he had overheard the following conversation as he crawled desperately to freedom, his captors distracted by some kind of raging beast that had appeared in their midst. Watching from a shadowy alcove, he had seen the action at the famous day of blood! His story was by and large discredited, and his garroted body was found floating in the river a few days later. This was seen as proof that he must have been a liar and a scoundrel, for he obviously mixed with pretty dodgy company when he wasn't spreading scandalous rumours.*

*Anyway, the words he reported went something like this....*

*"Shut it half-wit, this place does not have the look of somewhere recently despoiled by our friends, the Liberators, does it, so go quietly. Do you wish to bring the daemon hordes of this evil realm down upon our heads?!" this was snarled by a shifty looking character in wizards robes, who was constantly looking about him in wary fashion. He was talking to a hulking Ogre, who was thumping his club up and down on the helmet of a rather disgruntled looking dwarf. The noisy clanking sound and the painful grunts of the Dwarf went ahead of the odd party of warriors like an illuminated calling card.*

*The Ogres beetling brows creased into a frown, and he momentarily stopped growling and roaring . After several moments puzzled thought, the Huge beast took a deep breath and answered*

*"Err, d'ya mean like start a fight or summink, Blackie?"*

*"Exactly!" The Wizard (the observer assumed him to be a wizard from his pointed hat and flowing robes) looked furtively about him, a scrawny finger to his thin lips "Do you want to be surrounded, in the dark, by hundreds of cruel and merciless monsters, each out for our blood?"*

*"Err, .....Yup! " The Ogre beamed, sure that he had reached the same conclusion as the other warriors. He began to bang his club vigorously against the Dwarfs helmet again, making a louder clanging noise.*

*"RAAAAAAAARGH! RAAAAAAARGH!.....RAAAAAAAARGH!"*

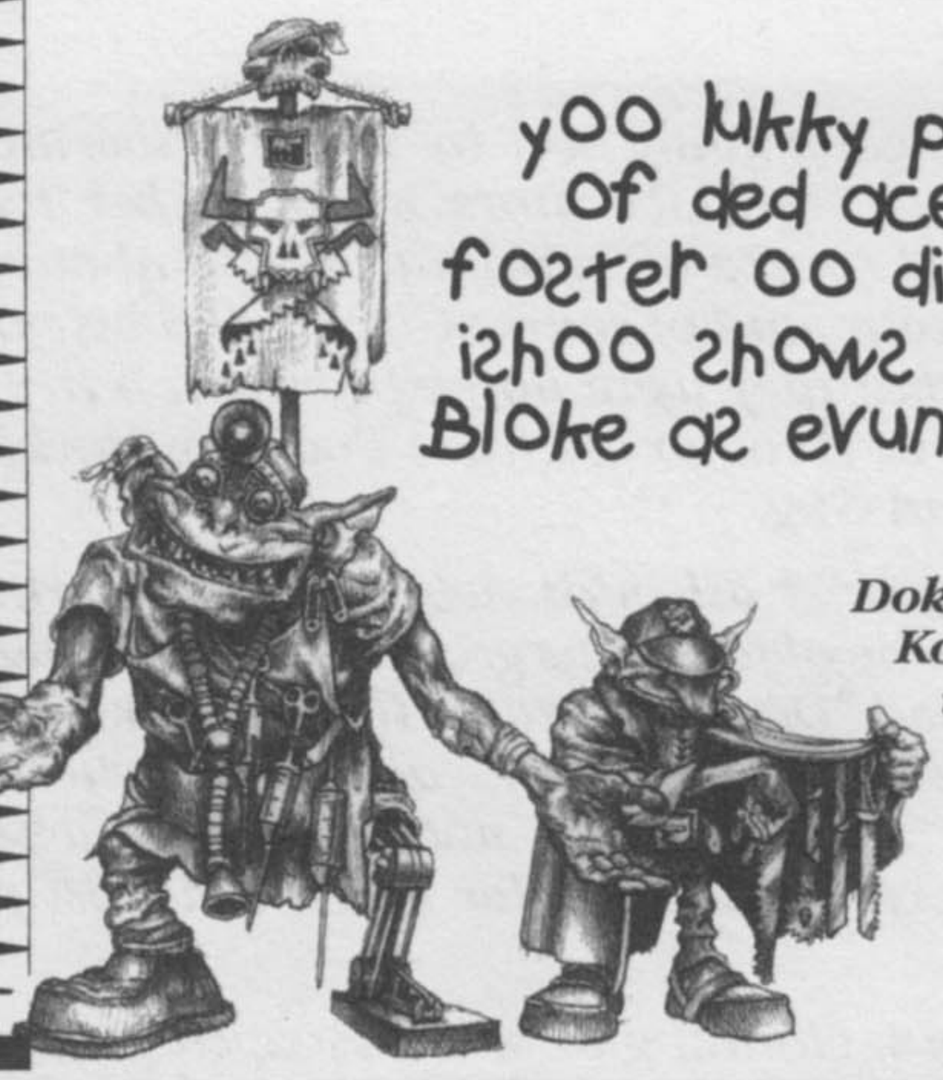
*"Just shut it!"*

*"But ...but.... how is anywun gunna know we'z 'ere? RAAAAAAAARGH! RAAAAAAARGH!.....RAAAAAAAARGH!"*

*"I'd just rather that - Oh give me strength - watch out, Orcs!"*

*The rest, as they say, is history...*

# DOK BUTCHA'S KLINIK



yOO lukky peepul! Diz izhOO we dve loadz of ded ace konverzhunz for yOO. Andy fozter OO did dat rok ard Chaoz chap lazt izhOO zhowz uz lotz more ov iz stuff. Fat Bloke az evun dun zum kultistz - wondurz will nevur ceeze...

***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**

## CHAOS CULTISTS

### *by Paul Sawyer*

**MACE TAIL:** one of the varied tails taken from a back catalogue Chimera was simply pinned to the back of the miniature.

**WINGS:** another simple one this. It's merely a case of pinning a pair of wings from a 40K Tyranid Gargoyle to the back of the Redemptionist.

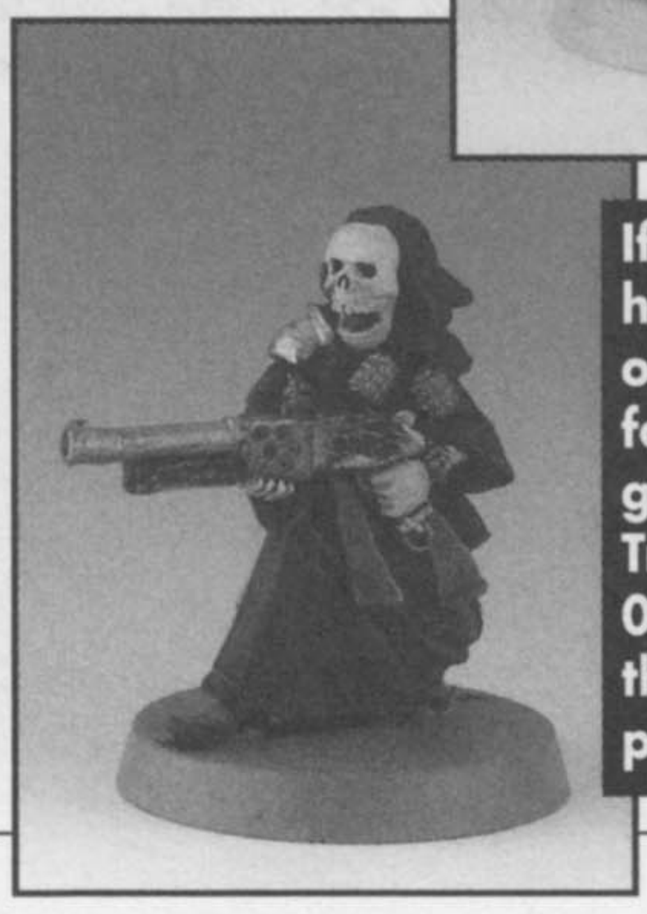
**CLAW:** These really are simple conversions you know! If I can do them then anyone can. Anyway, back to the plot. take the upper torso from any of the Daemonettes that ride steeds and whip off a claw. Clip off the arm of the chosen Redemptionist, clean up the area to be joined and, as ever, pin them in place.

**HORRIBLE VISAGE:** You can use the head from the Daemonette upper torso that you used to make the Cultist with claw. Cut off the head and file the neck flat. Cut off the head of the miniature you wish to covert and clean the neck area here as well. Pin the two together and 'Voila!' (Damn! that's French, isn't it? Must remember not to use that again...).





**SKULL FACE:** Easy Peasy, Lemon Squeezy! File the face off the miniature you are going to add the face to and take any skeleton from our vast range of undead. Carefully saw off the face of the skelly and once you have cleaned up both surfaces glue them together!





**If you need any help creating your own conversions for a Chaos Cult give the Phones Trolls a call on 0115 91 40000 - they'll be only too pleased to help!**

# Look at the fluffy little puppies...

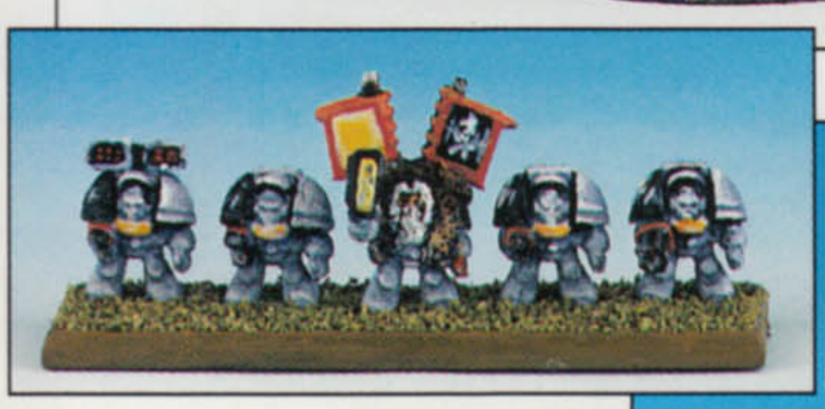


*Left is Andy Foster's Logan Grimnar conversion. He entered this into Golden Demon '96 and forms the centrepiece of his 40K Space Wolf army. This model is based on a Terminator Sergeant torso with power fist and Thunder Hammer arms. Andy removed the Thunder Hammer and replaced it with a scratch built version of the Axe Morkai which was made from plasticard and the heads from the Space Wolf backpack!*

*The Terminator helmet was removed and replaced with a Wolf Guard head. He then added more hair and beard to match the description in the Codex. Next was the Wolf Pelt. This had to be the biggest wolf ever killed by a Space Wolf and so a plastic Giant Wolf's head and tail was added and the rest of the pelt was built up with modelling putty...*

*...and being completely insane Andy just had to create Logan Grimnar in Epic scale. The banners are from an Epic Ork Warboss. Note the Cyclone missile launcher which was made from bits of plastic sprue!*

*More of Andy's Space Wolf conversions are shown below - the animation on these miniatures is superb. Well done, mate!*









**If you want to try these conversions (or indeed any conversions!) give the lads at Mail Order a call on 0115 91 40000 and they'll give you any help you need!**

MAIL ORDER BUTCHA'S RLINR

# Nagash, Supreme Lord of the Undead

*by Andy Foster*

Probably Andy's most eye-catching conversion is this rebuild of Gary Morley's Nagash. As ever, he wanted his model to be that little bit different and set about the task of re-animating it *(Oh, come on! It wasn't that bad a pun! - Ed)*

Andy didn't want to change the miniature so much that no-one would recognise it as Nagash but did want a more dynamic pose. his inspiration came from Mark Gibbons' splendid Nagash illustration in the Undead army book.

The first task was to tilt the head back and add hair to Nagash's ever-living head. He did this by adding modelling putty to the back of the skull and also draping it over his shoulders.





Next was the re-positioning of the arms. Andy wanted to give his model a more 'Forward! Reap the souls of the weak fools!' feel and to this end modelled the arms so that Nagash is holding Mortis, the Blade of Death aloft for all to see.

The base has simply had a gravestone from Mail Order's 'Night Horrors' range added to it. It is a simple addition that enhances the whole conversion without diverting attention from the main piece.

So you can see from the photos Andy has created a stunning conversion using only the Nagash model and has only added the Gravestone and the hair. It just goes to show that you don't need to use lots of different components to produce superb results!