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THE CITADEL® JOURNAL™ 22

OCT/NOV 97



GAMES WORKSHOP®

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• BLOOD BOWL LIZARDMEN • NECROMOVIES! • WHQ TOWNS • WH40K TURRET SYSTEMS •

TANKS A LOT!

by the Fabricator General
Paint jobs by Ewen Little & Paul Sawyer

You can never have enough firepower, that's the view of Paul Robins our Fabricator General. So to give your Imperial Tanks and Support Vehicles that little bit extra in the never ending war against the Scum of the Universe, he has kindly released these excellent turret systems - only available through Games Workshop's Mail Order.

They are compatible with a wide variety of Imperial vehicles. So check out Iain Compton's unofficial house rules on page 4 of this issue, and give those heretics a damned good thrashing!



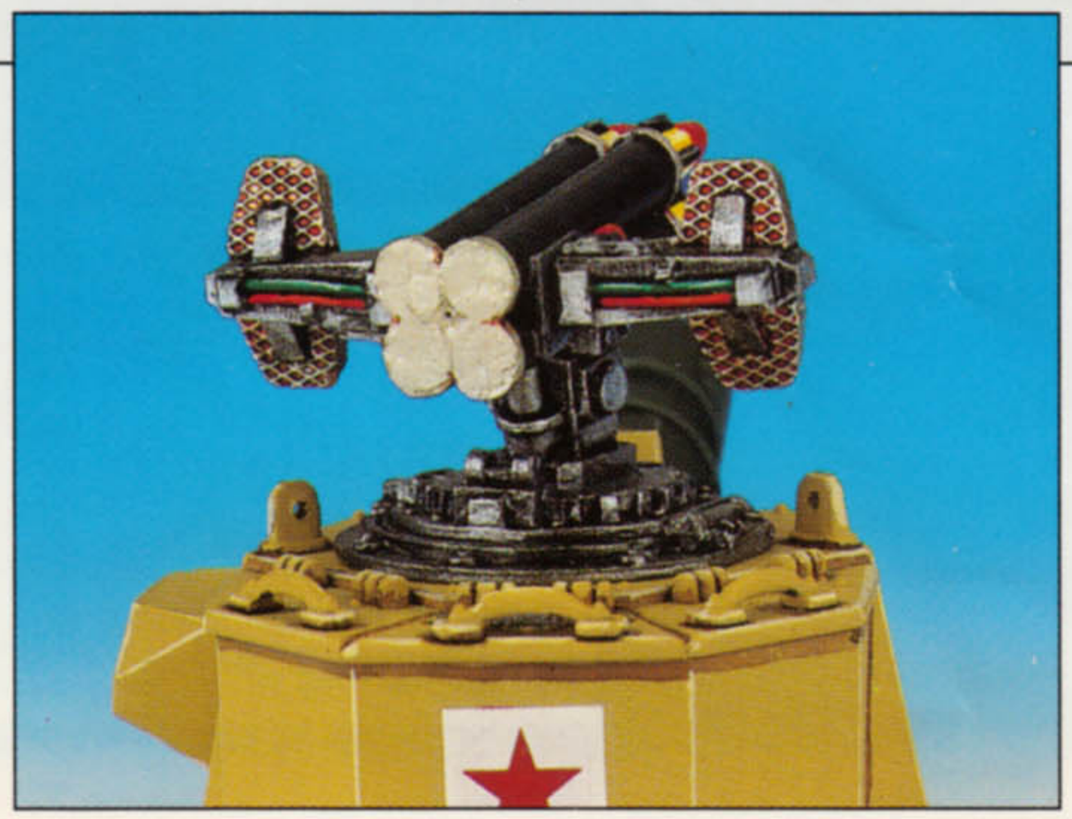
COMMAND CUPOLA

"I say sir! I think those Orks over there are looking for a fight!"



PILUM SENTRY CANNON

(Seen here mounted on a Space Marine Predator Annihilator) Why trust a human to do a job, when a computer can do it for you?

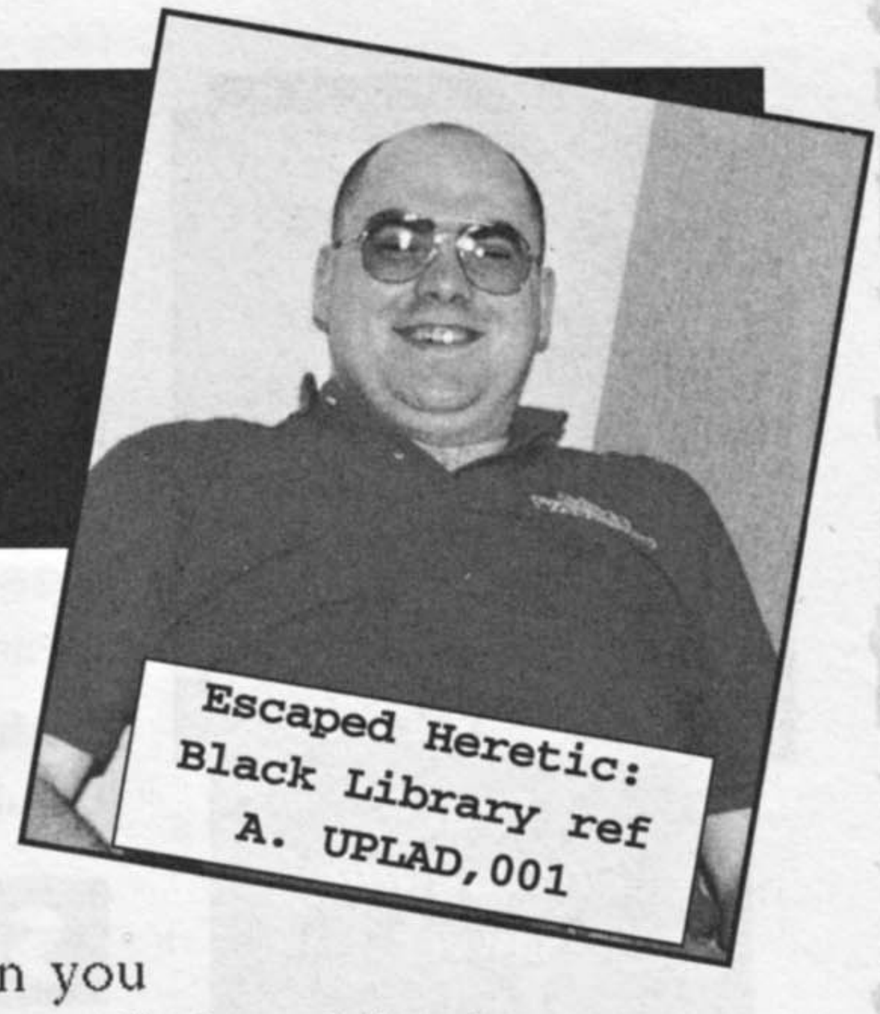




TORNADO BARRAGE LAUNCHER

Now, that's gonna hurt...

Fat Bloke prezentz...



"And so the end is near, it's time to draw the final curtain..."

I'm not going to inflict any more of my singing on you - not unless you really annoy me! I'm leaving this great little publication to become Features Editor of White Dwarf (the Journal's little sister, you may have heard of it). So, you see, it's not all good news as you'll now have to suffer my ugly mug in glorious technicolour every month.

It's been a lot of fun to take the Journal to where it's at, at the moment, and I'm pleased to be able to hand the reins over to Wolfrik. There is a serious downside to this however as, being a soft southern jesse, coming issues will undoubtably include things like Bugman's Lager Shandy and Babycham Quest. Oh dear, oh dear, oh dear...

Paul

..Whizzz Krump! KABOOM!! Dakka Dakka Dakka! AAAAAAARGH!

Incoming Message from Inquisitor Jones

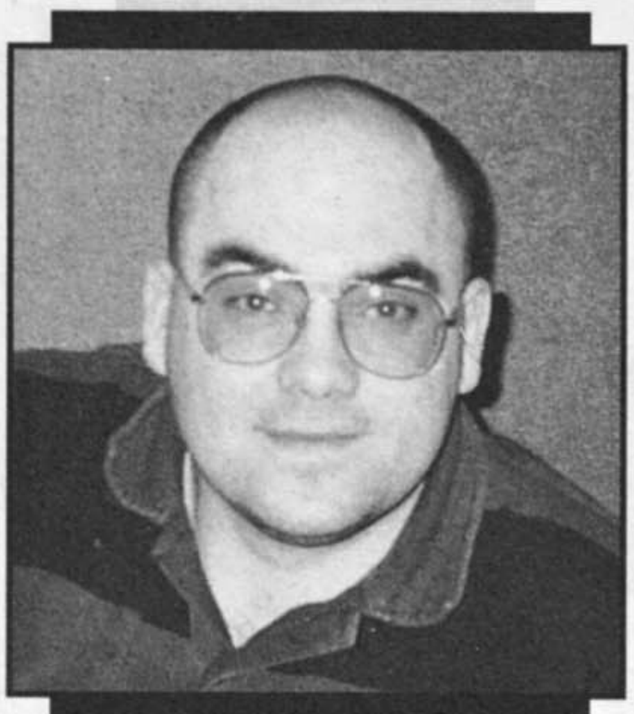
Purge all heretics! We at the Black Library declare lordship over all we survey, and yes, that includes the Journal Bunker. The traitor Sawyer may have eluded our agents for now, (last heard screaming "Lard for the Lard God!" as he fled to prepared defensive positions at the Studio). There is no escape. We now have the enigma known only as Wolfrik in our labs. Initial reports suggest a favourable response to mindscrubbing.

Message Ends



Mission Briefing Agent 24890809 Wolfrik

To establish contact with all indigenous gaming communities throughout the Imperium and find out what they are up to, using all means available to persuade, bully, cajole and threaten the loyal populace into providing enough wonderful articles every issue such that Agent W can put his feet up and enjoy a nice cup of tea.



Paul
'Da 'ead-itter'
Sawyer

CITADEL JOURNAL 22

"Cooler than a Cold One in Kislev"

TIPS'N'TACTICS

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It's time to bring order to the cosmos. Tim tells you how.

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

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Leaping Lizards! *by Andy Meechan* **7**
Out of the Jungle and onto the Blood Bowl pitch - it's the Lizardmen!

Down Town *by Andrew Meredith* **20**
A trip to the shops in Warhammer Quest can be just as perilous as an adventure.

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Now you can enjoy all the excitement of a secret guerrilla war in comfort of your own home. Taking centre stage are a group of displaced Space Marine Scouts, who take on the might of the Adeptus Arbites.

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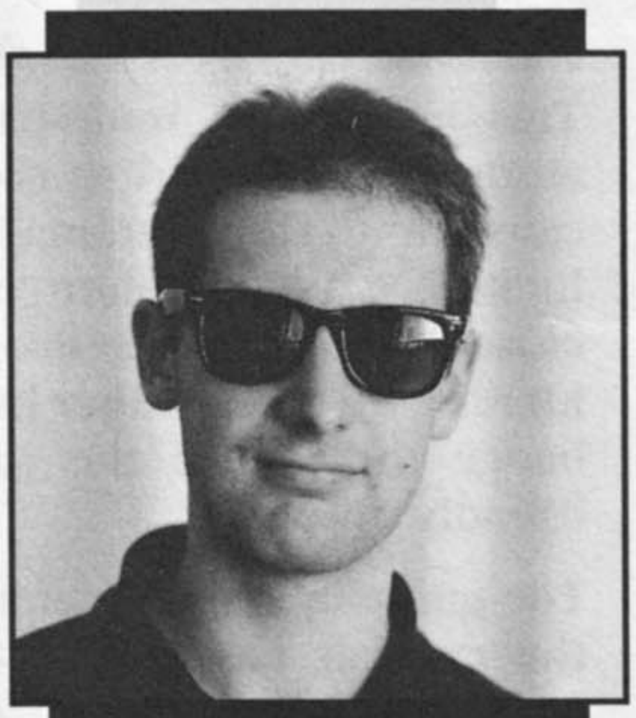
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Wolfrik

IMPERIAL TURRET SYSTEMS

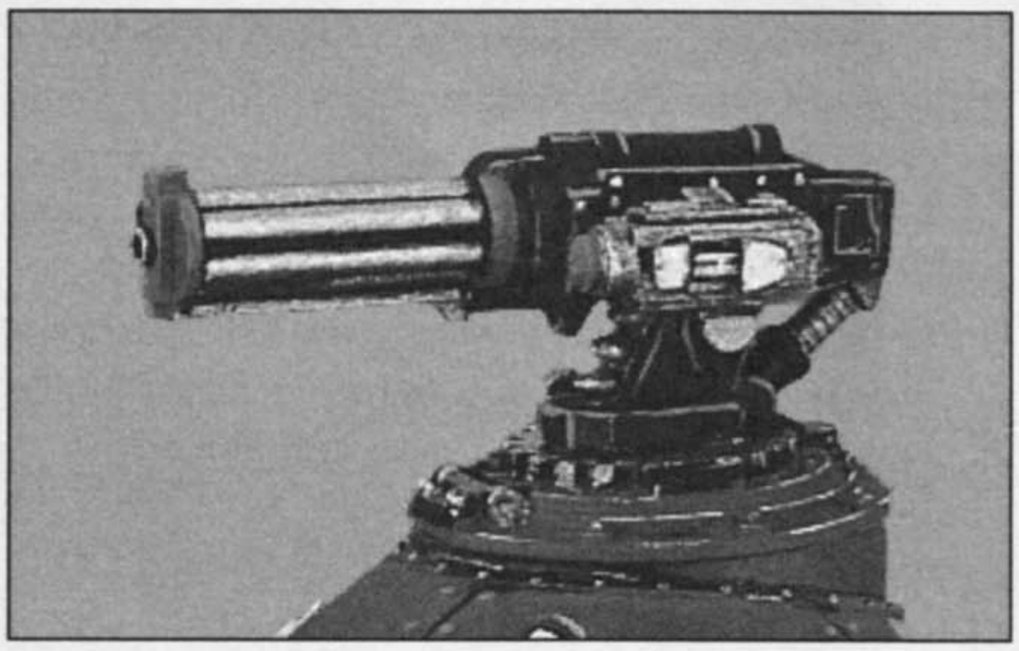
by Iain Compton

The Fabricator General's war factory is a veritable Aladdin's cave of miniatures and gubbinz, some of which seem to have become lost in time until a freak Warp storm uncovers an intriguing and previously forgotten component. Imagine our surprise and delight when one such fluctuation revealed a number of Imperial weapon systems. Of course we couldn't keep them to ourselves and wasted no time finding someone to draw up some appropriate house rules. And who better than one of the latest additions to the Studio's games development team, Iain Compton?

The myriad Forge-worlds of the Adeptus Mechanicus produce vast numbers of tanks and armoured vehicles to sustain the unrelenting, galaxy-wide war of the 41st millennium. These vehicles are each produced to an identical template thereby ensuring that a Leman Russ produced on Mars will be identical to one produced on the most remote manufactorium in the Imperium. These templates are very old, most date back over ten thousand years to the Dark Age of Technology, but their solid and sturdy designs mean that these vehicles are still a match for any in the galaxy despite their antiquity. When a tank is received by a regiment it will be absolutely standard for its type, however commanders will sometimes fit secondary systems or variant weapons that make it more suited to a specific campaign. Ablative armour plating, highly tuned engines, and hull mounted anti-personnel mines are just some of the many improvements ingenious crews devise to increase their chances of survival in a hostile universe. Following recent excavations on the asteroidal rubble of Adantris V, the Adeptus Mechanicus has sanctioned two more systems for retro-fitting to Imperial vehicles. These are the Pilum sentry-cannon and the Tornado barrage launcher. Both of these are detailed below with a more common piece of Imperial hardware, the Command Cupola. All of these systems are hatch mounted and so cannot be fitted to bikes, attack bikes, Landspeeders, Dreadnoughts or Sentinels. No vehicle can mount more than one hatch mounted system. The Pilum sentry gun may be taken for any Imperial force while the Tornado barrage launcher and the Command Cupola may only be taken for an Imperial Guard army.

PILUM SENTRY CANNON ..... 20 points

This is a small, multi-barrelled cannon similar to the larger Assault cannon. Sophisticated autosenses coupled to complex identification systems pick out infantry charging the tank and cause it to fire automatically. As ammunition is limited, it fires in short, sharp bursts and only at close range. The sensors are programmed to identify troopers, either by chapter symbol or army badge to prevent the possibility of it attacking friendly units.

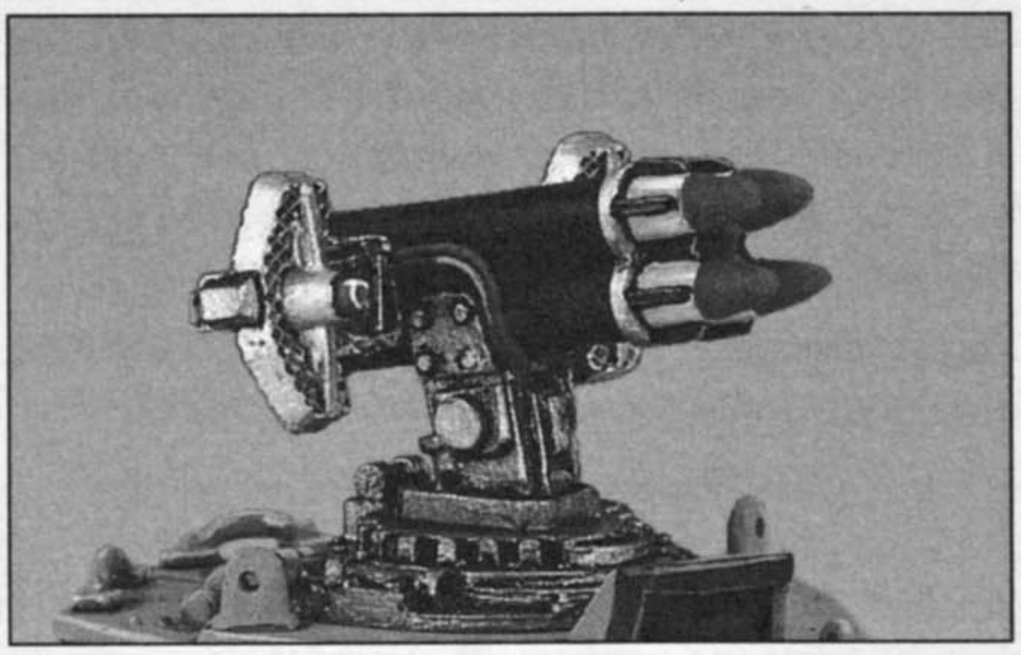


The gun may only fire at a squad which is charging the tank. It has a 360° field of fire, and always counts as if it were on overwatch, even though other weapons on the tank may have fired. When it fires it has the following profile and a Ballistic Skill of 4. All normal shooting modifiers apply.

Weapon	Range	Strength	Dam	Save	Special
Pilum	Special	4	1	-1	2 Sustained dice

TORNADO BARRAGE LAUNCHER ..... 30 points

Another hatch mounted weapons system is the Tornado barrage launcher. This consists of four pre-programmed, linked missiles that are fired to suppress enemy positions before an assault. This allows the tank to fire a preliminary barrage in the same way as if it were a Leman Russ, a Basilisk or a Griffon. If fitted to a Leman Russ, Demolisher, etc, then you may fire an additional preliminary barrage. The barrage follows all the rules as given in the Imperial Guard Codex and uses the standard profile which is repeated below for convenience. Once the preliminary barrage has been resolved, the tornado launcher plays no further part in the battle.



Weapon	Range	Strength	Dam	Save	Special
Barrage	Special	8	2D6	-3	2" Blast

COMMAND CUPOLA ..... 30 points.

It is customary for the HQ tanks of tank companies to be fitted with Command Cupolas. The HQ tank is the nerve centre of the entire company. The commander must be able to keep track of the smallest details in the battle so that he can direct the tanks that he commands to the most critical positions. To aid him in this difficult task, his Command Cupola incorporates systems such as comm-link scramblers, tactical computers, and up-links to other field officers. With all this technology at his fingertips, the tank commander is fully equipped to co-ordinate the actions of his company even when they are widely dispersed. For game purposes, if a tank has a Command Cupola then it allows the commander to direct the fire of other tanks that are within range to any spot that he would be able to target himself, even if the firing tank cannot see it or would not otherwise be able to target it. Only certain weapons can use this facility, they are; battle cannons, Earthshaker artillery cannon, heavy mortars and demolisher cannons. The tank commander calls the co-ordinates over the comm-link, allowing the tank crews to elevate their guns to fire over intervening terrain. As the gunners are firing to a spot that they cannot see, they do not get the benefit of targeters where these are fitted.



The tank commander is considered to be an extra crewman with the characteristics given below, he wears flak armour and you may buy him any weapons from the Assault or Command lists in the wargear section of Codex: Imperial Guard, in addition you may give him up to one wargear card. He can fire his personal weaponry or operate any secondary weapons fitted to the tank such as a Storm Bolter without affecting his ability to direct fire. As he is busy co-ordinating the efforts of up to nine other tanks, some of which may be several miles apart he may not take over other positions if crewmen are killed. The sole exception to this is if he is the only crewman left in which case self preservation overcomes his sense of duty and he may drive the tank. If he takes over the drivers position then you cannot use the command cupola while it is unmanned, other crewmen are not considered to be trained in its use so may not take it over in the commander's stead.

Troop type	M	WS	BS	S	T	W	I	A	Ld	Save
Tank Commander	4	4	4	3	3	1	4	1	8	Flak (6+/5+ vs blast)

Commander Kriegkinder gazed thoughtfully at the holo-display in front of him. Around him the huge hull of the Demolisher thundered and shook as it traversed the rubble and churned earth towards the rebel positions. Oblivious to the stifling heat and deafening noise, he continued punching co-ordinates into the Oraculum Tactica. All the while the red fireflies of the holograph, representing the other tanks of his regiment, burned steadily as the advance continued. Warning icons flickered as a swarm of blue specks appeared on the display ahead of his position.

"Red company, rebels in range in one-oh-five bearing two-seven. Evens advance on port quadrant, odds on starboard. Fire when you have a target."

Immediately the vast bulk of the siege tank shifted to the right and the deep roar of the engines climbed an octave as the driver opened the throttles. After a final check of the display, he reached for his binoculars and opened the turret hatch. Directly ahead, the rebel positions were clearly visible, makeshift barricades had been thrown across gaps in the rubble and men swarmed like ants throughout the ruins. To his left and right, his company were ploughing ahead in a textbook assault formation. His gaze was suddenly caught by a rebel - evidently an officer - operating a comm-link and directing the rebel guardsmen. Briefly, he allowed himself a smile.

"All reds, fire on my mark. Target is at six-two-five-seven, fire as soon as you are able." Hardly had he finished, when the rubble around the officer was torn by a gargantuan firestorm. Shell after shell blasted the rebel position to slag. As the hail of death ceased, it was clear that the rebels were in disarray. A vast breach had been forced in the centre of their lines and of their commander there was no sign. Seeing the mighty battle tanks bearing down upon them, the rebels began to retreat. Moments later Red company crashed through the barricades and the retreat became a rout. Through the comm-link Kriegkinder could hear the cheers of his tank crews and a smile spread across his face. Feeling good, he activated his up-link, Red company had achieved its primary mission and it was going to be a good report.

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BLOOD BOWL®

LEAPING LIZARDS!

by Andy Meechan

Lustria's cold blooded denizens take to the sports field.

It's the hot and sticky summer of 1996 and I am preparing to take my Dark Elf team to compete for the Blood Bowl at the Grand Tournament. Rumours abound (as usual) on the internet about the forthcoming update of Warhammer Fantasy Battle and the new figures contained within: the Slann are returning to the Old World it seems. I throw together a draft idea for a team, pack it with my figures and head off to Leicester.

The Rumour Mill is also in full swing at the Tournament itself and Jervis Johnson is proving himself worthy of providing enough leading information to constitute a straight answer without giving too much of the game away. Lizardmen it is.

Being a huge fan of Blood Bowl, I wanted to design a team which was challenging to play (à la Death Zone) and retained the feel of the new race. The models in the Lizardmen range are great and I couldn't help but find a reason to convert and paint a team!

Extract from the tour diary of Liquid Venom.

The Dark Elves, Liquid Venom, were coached to success in the 2496 Grand Blood Bowl Tournament by Arlith Blacknife. Blacknife used the clamour surrounding the team's lifting of the Sacred Shield to supply his own power base. Finding a new patron he gathered sponsorship for his idea of a world tour of exhibition games. Amongst his entourage was Herva Darkheart, a friend of Arlith's from his days in the Black Guard. Herva was an Assistant Coach to Arlith and was also responsible for keeping a detailed diary of the tour.

It must have been reaching noon as the mists were beginning to dissipate. The humidity was stifling and the players had lost their customary cool pose since donning their armour. Unfortunately the heat resolutely refused to drop, this was the fifth day since landing and the fifth day of these infernal temperatures.

Even Coach Blacknife looked uncharacteristically dishevelled, as he too gave into the constant heat. Hair matted to his face, he turned to me and began to speak. "Herva, there are times when I regret hearing of this land." He paused, weighing his next sentence, "I'm starting to think that Patron Jael gave us those plaques too readily."

Historians note: Coach Blacknife had befriended the Lizardmen in much the same way as Tilean explorer Marco Colombo. By offering back the stolen plaques he gained an audience with high Skinks and arranged a 'friendly' game of Blood Bowl. The diary discusses the possible double cross perpetrated by Patron Jael with typical Naggaroth paranoia. We rejoin as the Lizardmen make an appearance.

As the sun reached it's apex and the air was filled with rainbow coloured birds the Skinks on the third level of the temple sounded their horns. The jungle seemed to come alive as more Skinks appeared around the main square, intermingling with their larger cousins - the Saurus. I noticed some of the largest bipedal reptile-kin, but could not believe they had intelligence enough to follow the game. I followed their gaze to the top level of the temple where the Mage Priest Stikkitofi was moved out into the noon glare on his palanquin; Skink scribes ran between the third level and his majesty.

The square itself is worthy of comment. When returning from our conference with the high Skinks we had a good view of the square and its markings from the third tier. They showed the layout of a Blood Bowl pitch, a strange thing which makes me feel that the Mage Priest knew we were coming. Very unsettling.

The team lined up as the opposition appeared from the lower level of the temple. As they approached the centre I had the uneasy feeling that this may not be their first time on the pitch of glory (the Skink scribe to whom we related the basic rules had seemed disinterested as if he had heard them before). It was when the Kroxigor emerged and walked onto the pitch that I realised that perhaps we had been set up after all.

Long before Sigmar forged his Empire, before the first Orcs started hitting each other, when Elves and Dwarfs were infant races, the Old Ones ruled the world. Their genesis, rise and fall are shrouded in mystery, but their legacies remain. The warp portals linking the world's poles to Chaos are one such legacy. Blood Bowl is another...

In the current year, the jungles of Lustria remain largely unexplored by the Old World. However, the lands of the Old World do not hold any mysteries to the Slann, indeed they refer to the countries as the New World in reference to the young races who inhabit the area. There has been Slann infiltration of the World since it's origin, but these past years have seen the beginning of contacts between the two worlds. As with many first contacts, sports are often a common reference point, and the sport dedicated to Nuffle is always a favourite.

The Skaven have known of the existence of the Slann for many centuries, in fact when Clan Pestilens were chased from Lustria they brought with them knowledge of a game which the Old World was just discovering. The Plaguelords (later to form Clan Rigens) were already at an advantage in the new formed leagues, showing off plays picked up by their brave spies.

LUSTRIAN TEAMS

Providing an odd blend of dexterity and strength, the Lustrian team can almost last the distance against a power team such as Chaos, while remaining able to pull off the running plays of the Skaven.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Skink	60,000	8	2	3	7	Dodge, Stunty
0-6	Saurus	80,000	6	4	1	9	None

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

AVAILABLE SKILLS

TITLE	GENERAL	STRENGTH	AGILITY	PASSING	PHYSICAL
Skink	*		*		
Saurus	*	*			

STAR PLAYERS

No team in either Blood Bowl or Death Zone comes without a Star Player card - although this point could be argued in the cases of the High or Dark Elf teams! The Lizardmen below cannot fail to enhance your team, although you might have to make some sacrifices to pay their wages!

NAME	TITLE	COST	MA	ST	AG	AV	SKILLS
Katchmi'ifyukan	Skink	130,000	8	2	4	7	Dodge, Stunty, Right stuff Block, Dauntless
Silibili	Temple Guard	140,000	7	4	2	9	Block, Stand Firm, Guard
Sokitoomi	Kroxigor	180,000	7	6	2	9	Prehensile Tail, Mighty Blow Thick Skull, Throw Team Mate

STARTING YOUR TEAM

As with the team lists in Death Zone, the Lizardmen are harder to play successfully than Humans or Orcs - but they are ultimately worth the challenge.

Stars are always welcome on a new team as they can add an element of reliability to your game plans early on. However the basic players are expensive, therefore the Coach must make choices between Strength and Agility to balance the team. Coach playing style comes to the fore when hiring players and ultimately one Coach's dream team will be another's bag of Squigs (not much use unless you're a Goblin).

Below I have listed on of the more successful starting teams which was used when playing through the rules:

6 Skinks	360,000
4 Saurus	320,000
Sokitoomi	180,000
1 Re-roll	60,000
3 Fan Factor	30,000
Apothecary	50,000

If I had to start the team again I would be tempted to have a Fan Factor of 8 instead of the Apothecary; after all I could afford to hire one after the first game given a high gate. However, memories of my last Skaven team washed over me putting the team together and I opted for the 'Save the Skinks' mentality - the Saurus can look after themselves!

FIRST DOWN AND TEN

So you're on the pitch, facing off against your first opponent. You'd better hope their team isn't more experienced than yours...

It's not that bad, but you will have to get used to your players and their blend of statistics before a winning streak can be formed. Things to watch out for are the Skinks Agility - they are pretenders to the Gutter Runner, but the lower AG means that you have to tread carefully at times. The Saurus prove that you can get players less agile than a Black Orc, but this is more than made up for by their MA. The Star Kroxigor has to be one of the most intimidating Stars in the game with a high ST and an even higher MA he can outrun Morg, but packs just as large a punch! Just remember that he does not have Block...

On the subject of Star Players, Katchmi'ifyukan is something of a terror of the backfield - have Sokitoomi toss him down-field and watch him tear through your opponent's safeties. You should never score with Stars unless the situation calls for it as they cannot advance from SPPs. Which brings us to skills...

ADVANCING YOUR TEAM

The team should be formed into specialist groups which will play on either offense or defence or in some cases - both.

Due to the number of Skinks available and given their ability to score, these are the players who will advance the fastest on the roster. Spreading Touchdowns will see many players gaining at least one skill within a handful of games and specialisation beginning to take shape. Basic skills to concentrate on include Sprint, Sure Feet, Catch and Pass Block; on 'double' rolls Passing skills are advised. If statistic increases are gained then these Skinks should be coveted (**Tip:** Magic Helmet? - Paint their crest gold!) and their future skill choices based around this upgrade; Leap for AG increases; Strip Ball and Tackle for ST increases or Jump Up and Sprint for MA increases.

Skinks used on offense should be developed around their speed, while a defence should be built around players who can cause or capitalise on turnovers. Upgrades in the latter case depend more upon statistics increases than for Offense as skills such as Strip Ball are of limited use on a ST2 player!

Saurus are most likely to play when kicking and receiving as they are tough players and will likely gain skills so slowly that specialisation seems like an ice-age away. Favoured skills consists of Block, Tackle and Frenzy as they build on the ST4 of the player. On 'double' rolls - and barring stat increases - Strength skills such as Break Tackle or Agility skills like Diving Tackle will turn the Saurus into a formidable player.

JERVIS' BIG GUYS

If your League has adopted Jervis' Big Guy rules from issue 13 of the Citadel Journal, then you'll want to put Kroxigor into the team so that you can 'grow your own'. They follow all the standard rules for the Big Guys and can only choose Strength skills. The full team is listed below:

Although the Kroxigor starts with Prehensile Tail, this does not mean that he can gain any other Physical Abilities - nor can he opt to 'lose' the ability on a 'doubles' skill roll.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Skink	60,000	8	2	3	7	Dodge, Stunty
0-6	Saurus	80,000	6	4	1	9	Normal
0-2	Kroxigor	130,000	6	5	1	9	Prehensile Tail, Thick Skull, Bonehead

BUT CITADEL HAVEN'T MADE ANY LIZARDMEN BLOODBOWL MINIATURES...

They have, but they've cunningly disguised them as the Warhammer Fantasy range. However this means that it requires a little bit of work on your part before your new team can take to the field.

Essential components for any conversions are the modelling knife (the sharper the better), a bottle of liquid poly, superglue and some files. Although not necessary, I would strongly recommend a pair of clippers and a junior hacksaw as well. Other components you may be able to make use of are glasspaper, P.V.A. glue, a small table vice or modelling putty.

SAURUS

By far the easiest conversions are the Saurus players and Star Players. Starting with these will get you used to handling the tools *(Oo-er - Ed)* necessary for the more complex conversions - being comfortable with your tools makes conversions easier and faster.

The Saurus were based on the plastic models found in the Warhammer Fantasy Battle boxed set, but can be bought in smaller numbers either from a store or via Mail Order. The Star player had to be the Saurus Temple Guard Champion and it's an eye-catching figure due to the baby Stegadon skull-helmet. The various picks and sickles were clipped from the Saurus' arms and tidied up using the knife (filing plastic can become quickly irritating) and that was it. I left the clubs attached to their left hand side and tail as it would have meant some nifty cutting at this stage and I was just getting warmed up (Besides, who's going to argue with a 350lb reptile wielding a large stick?)

On the Temple Guard Champion the weapon and shield stub were clipped and the remains were filed down. If you are careful here you can remove the shield stub and file the contours of the fingers onto his hand.

Tip: If using clippers remember to place the flat side of the clippers against the edge of the component that you want to keep - the angled edge will distort whatever it clips!

KROXIGOR

Surprisingly the conversion of the largest figure proved to be almost as simple as the Saurus! I chose the Kroxigor wielding his club overhead so that when the arms were repositioned he would have pose befitting of such an imposing player. Carefully saw between the hands holding the massive axe, be warned that the hacksaw will inflict a thicker cut and remove a part of the hand - so make sure that the blade cuts exactly between the hands. Once separated, the remaining parts of the axe can be clipped away and the hands filed down. Again use the files to add a natural curve to the fingers and fists. The figure can now be assembled as normal, but at this stage I chose to move the right arm from in front of the body - giving a unique and menacing pose to the figure.

Tip: If using a table vice to hold the component, be sure to wrap the part held in the vice in tissue paper or cloth to prevent distortion of the axe or hand.

SKINKS

Why are the smallest guys the hardest to convert? Perhaps it was my choice of figure - the plastic archers from the Warhammer Fantasy Battle boxed set (also available in stores or via Mail Order). Clip off the bows. You can leave the bow part which merges with the Skink's loincloth as it is tricky to remove - paint it in a suitable metallic colour (bronze). The quivers require your full attention as they obscure the back and arm of the Skink. When removing these don't cut too close to the body as you will need some room for mistakes when sculpting the figure's back and arm. It must be emphasised here once again that you should use a sharp knife when you are sculpting the quiver from the body as this will give added accuracy and safety. The quiver straps can be left on the model; once the quiver is removed the straps can either be sculpted or painted on - the latter being easier, but not as effective as the former.

PAINTING

I chose to use Lizardmen from the same spawning to provide a cohesive feel to the team through skin and scale colour. Combined with the red and blue colour scheme on the loincloths and weapons this has produced players who will be instantly recognisable as being on 'my side'.

Tip: Properly basing your figures with flock or sand will improve the whole look of the piece.

NUMBERING

The figures don't lend themselves to being numbered easily as there are no shoulder pads, but there are a few options available to you:

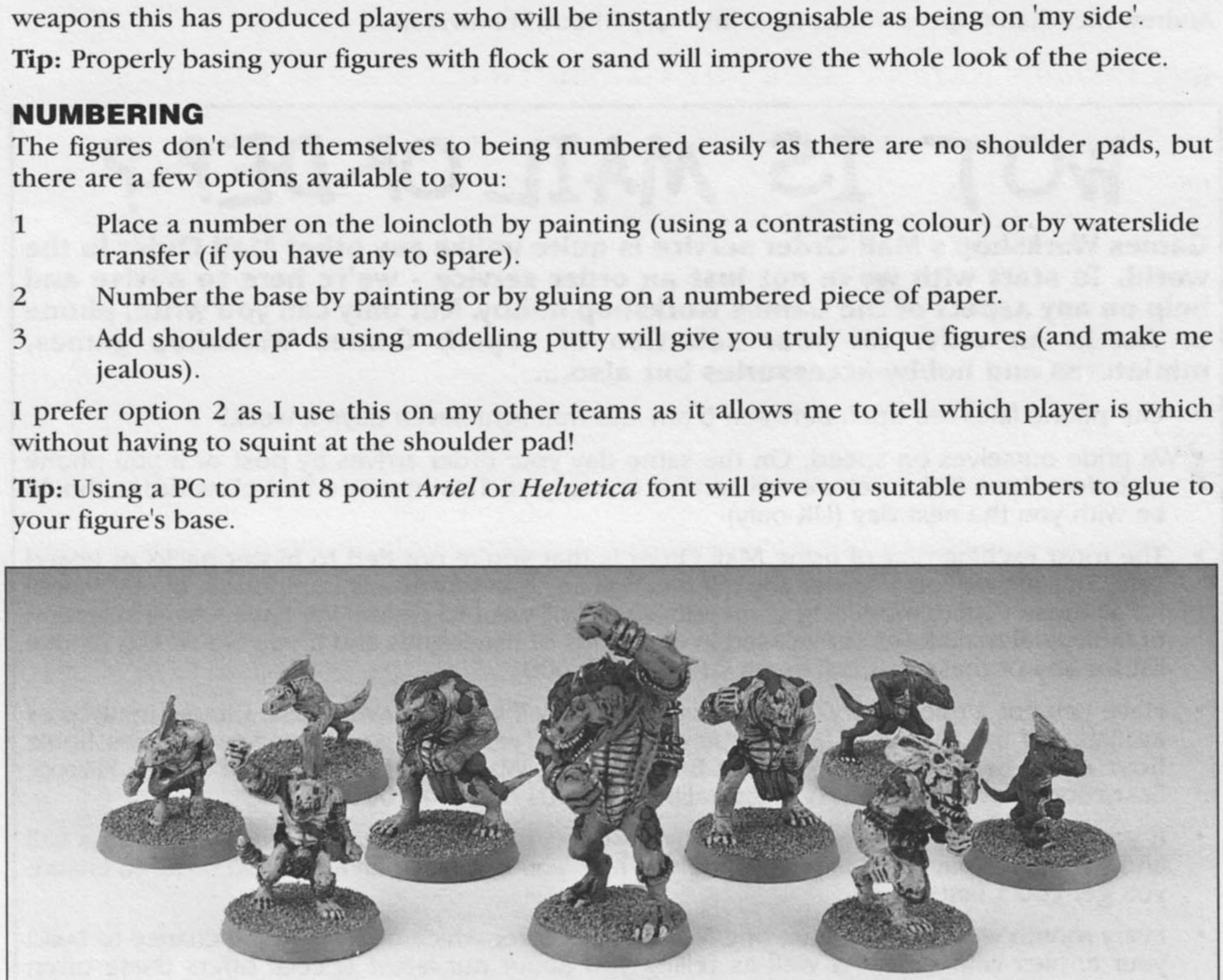
1 Place a number on the loincloth by painting (using a contrasting colour) or by waterslide transfer (if you have any to spare).

2 Number the base by painting or by gluing on a numbered piece of paper.

3 Add shoulder pads using modelling putty will give you truly unique figures (and make me jealous).

I prefer option 2 as I use this on my other teams as it allows me to tell which player is which without having to squint at the shoulder pad!

Tip: Using a PC to print 8 point *Ariel* or *Helvetica* font will give you suitable numbers to glue to your figure's base.



DID YOU KNOW...

The winning coach of the little known (in the Old World) Lustrian "Quetzocoatl" trophy is generally given up as a sacrifice to the ancient Slann gods. This practice generally destroys team cohesion and only the oddly named Jurrasik Park Rangers have won the trophy two years running in 2320 and 2321) - much to the consternation of the replacement coaches!

CONCLUSION

So how do the rules fare within the confines of Blood Bowl? Until I got my hands on *Warhammer Armies: Lizardmen* (advance order can be a handy thing!) my team was Saurus-heavy. While this gave me a playable team I found that it didn't 'feel' like the Lustrians I was now reading about. The Skinks should have more of a presence on the field as they are the ones more capable of independent thought after all! (Imagine how stupid a team full of Trolls would be -- now think about a field full of Saurus!) The new combination played very differently from my original draft, but now feels Lustrian. Like the Chaos and Chaos Dwarf teams I decided to allow only two types of player the roster. This means that there is little 'middle ground' when putting your team together and in play you have to identify your weaknesses and make sure that your opponent cannot exploit them. If that's not a challenge to a Coach, I'd like to know what is! The Star Players, like the cards in Blood Bowl and Death Zone, are included to compliment the team and add a little 'zing' to your games -- although they do make the team easier to play in the same way that Orcs become a breeze when you add Varag and Morg!

Well I hope that you agree with my interpretation of the Lizardmen; it certainly got a vote of approval from the Internet community. It should pose a challenge to play, but above all I think that you'll enjoy playing with them -- and you'll have a great time converting yourself a team!

Andrew Meechan http://www.napier.ac.uk/~cu30/bbowl/bbowl2.html

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DEALING WITH THE DAMNED III:

VEHICLES AND DAEMONS

by Tim Barton

Tim's crusade against the warped might of Chaos continues. This issue he provides a briefing on how to deal with the heavy weights of the Chaos army.

VEHICLES

Chaos vehicles fall into three categories: Dreadnoughts, Daemonic vehicles and the rest. Of these, the rest are the easiest to deal with, because there is nothing especially unique about them. Use your standard anti-vehicle tactics and be wary of the masses of heavy weaponry that they carry.

Chaos Space Marine Dreadnoughts are a completely different matter altogether. Their variable weapon mounts make them extremely versatile adversaries and their weapons are often superior to their Imperial counterparts. This makes the Chaos Dreadnought sound near invincible, and it is certainly a respectable opponent. Its WS of 7 means that hand-to-hand combat is out of the question to all but the most stalwart brawler, so the only option is to hit it with firepower and psychic powers. However, if you take the assault teams that I recommended to you last issue, you won't have so many points to spend on heavy weapons squads and Psykers. You are going to have to compromise; and what you are prepared to sacrifice depends upon your preferred style of play.

Chaos is no pushover on the psychic battlefield. The Dreadnought represents a substantial investment of points and the enemy psykers who pose a threat to it will be a priority target. The obvious solution is to eliminate opposing psykers and thus impair their ability to nullify, or use Ultimate Force to preclude a nullify. However, both of these are difficult to achieve, especially if you are up against an aggressive opponent.

This just leaves firepower, and the best solution is probably to have your infantry provide it. That way, you can at least provide a skirmish screen and make good use of cover. This is more of a problem for the Imperial Guard and Orks, both of whom are some of the worst shots in the Warhammer 40,000 Universe. In the case of Orks, Pulsa Rockets and Shokk Attack guns are the best bet, disrupting an advance and ignoring armour. The Imperial Guard really have no option but to use heavy armour, and the Leman Russ is generally the ideal candidate, although a Basilisk or a Demolisher can be just as effective. When the Sentinel, along with its Assault Cannon, comes out, then yet another option will be available (*NB. the old model is still available from Mail Order - Ed.*). Space Marines and the Eldar shouldn't have too much of a problem with accuracy as Devastators and Dark Reapers both have access to targeters.

Above all, don't rely on the Dreadnought's *stupidity* or *fire frenzy* rules to save you! The Dreadnought has an Ld value of 9 and so is going to spend most of the battle in a reasonably intelligent state of mind. That said, it's certainly helpful when the test is failed and the Dreadnought does go into a *fire frenzy*.

Daemonic vehicles allow all sorts of nastiness, Khornate Rhinos equipped with the Destroyer can be sent crashing into your battle lines, scattering infantry right and left, overturning tanks and Dreadnoughts. Slaaneshi equipped Predators and Land Raiders can also be sent steaming into battle with their Warp Amps sowing mass discord amongst the enemy. This is especially useful

against Gretchin, making it very easy for them to break under any sort of leadership test. Nurglesque Daemonic vehicles are notoriously hard to attack in hand to hand combat, and so on.

Each of the Daemonic vehicle upgrades has a specific use and, if successfully counteracted, can be very costly in terms of wasted points. One especially nasty trick that I have seen once or twice is to take a Daemonic Rhino and load it up with Combi-bolters (which the Daemon can fire with its BS of 5 making it very accurate). The usual counter-Chaos tactics apply, but, if you know that a lot of other Daemons are going to be present, then concentrate on eliminating the models with Marks of Chaos. Once all of these are dead then the possessing Daemon will be banished back into the Warp, disabling the vehicle as well as preventing any future summonings. The downside is that it could take all battle to do this, by which time it may be way too late. Aside from this, remember that good old hand-to-hand combat is always an option, especially since the Daemon only has a WS of 5, which only applies anyway if the Daemon is possessing a Dreadnought. If you do want to take on a Chaos Dreadnought in hand-to-hand, you should consider using a squad with some hard-hitting assault weapons and gang-up on it. Against one armed with a Power Scourge however, you won't gain multiple attacker bonuses, so it's best to send in a single powerful character to do the job.

DAEMONS

This is the one part of the Chaos army that you should **never** engage in hand-to-hand combat, mainly because it is the only way they can do you any damage. For the sake of convenience I will divide Daemons into three types: Greater Daemons, Lesser Daemons and Daemonic Cavalry.

IN GENERAL

Banishment is always a good option, but can be difficult to achieve, particularly if your opponent has based his or her army around a single power, with loads of miniatures bearing that particular Mark of Chaos. Other than that, follow the Fireworks Code: STAND WELL BACK AND HANDLE AT ARM'S LENGTH.

GREATER DAEMONS

These come in two types: the Greater Daemons of the army list and Daemon Princes.

Greater Daemons are possibly the most dangerous creatures in the Warhammer 40,000 universe and, thankfully, you'll normally only have to face one of them. Which one depends on the nature of your opponent and which models he has available.

There are two methods of dealing with Greater Daemons. The first, and often simplest, is to allow them to be summoned and then vapourise them with Lascannon fire. Not really practical, since the Daemonic Aura gives a 50/50 chance of saving the damage, and most Greater Daemons have a toughness of 8 or above anyway along with more that 7 wounds, making a one shot kill very unlikely. Concentrating fire is all well and good, but you need the fire power to be present, and since Daemons take a while to summon, the troopers may well have been killed. OK, so the Greater Daemon of Khorne doesn't have the Daemonic Aura in favour of a 3+ on 2D6 modified save from it's Chaos Armour but a kill is still very unlikely.

Special Weapons such as Psycannon and Vortex Grenades (only one of each in your army) should be considered, as these either ignore toughness, armour save, wounds or all three! However, these are often only available in limited amounts. One that isn't is the Warp Spider Death Spinner. It has a range of just over 10 inches because it uses the Heavy Flamer template, so some careful movement should avoid any *terror* tests and still enable you to hit any Greater Daemon on a 5+. It is also worth remembering that the Death Spinner will pin a target into place for the rest of that phase if it hits, but doesn't kill, so any further Death Spinner shots will automatically hit. Any hit that gets through the Daemonic Aura will shred even a Greater Daemon into ribbons. This trick is completely worthless against Bloodthirsters because their save against this will be a 5+ on a 2D6. The Spiders' ability to warp jump in and out of shooting combat should really frustrate Daemonic attempts to engage them in hand-to-hand. *(Remember: if your opponent holds Daemons off the board for summonin g later, he will turn your Warp Spiders into something foul when they make a Warp Jump - Ed.).*

The second method is to prevent the arrival of Greater Daemons in the first place. You won't get any victory points from this trick, but you'll probably deny your opponent more. Be familiar with the summoning rules and try to avoid letting your opponent gain the necessary ten summoning points. Also, use Energy Drain wherever possible to prevent summoning that turn.

Possession is nine-tenths of the law, or lore depending on which book you've read, and is also one of the quickest methods for your opponent to get his Greater Daemon. If you get the first turn, send everything you can after this character in an attempt to kill him before possession occurs. If you can't stop the possession occurring then attempt to contain the character or the Daemon. A Force Dome is the best option, but one that is only available to Squats. Inquisitors and Grey Knights will have a hard time against an opponent of this calibre until some suitably hard characters become available. A Stasis Grenade requires you to get too close for comfort.

Daemon Princes are basically 'rock-hard' versions of the Greater Daemons(!) and I make no apologies for stating the obvious. This fact is critical because it means that there need only be a few changes to your battle plan for dealing with the likes of Doombreed and M'Kachan. The main difference to note is that the only way the Princes are going to make an entrance is if your opponent can get 20 summoning points together in a few turns. The obvious alternative is to possess, but this can be countered as above. If Doombreed does get into the battle, don't even bother with psychic powers, since the *Collar of Khorne* renders him immune. As always, don't let reputation put you off and take precautions against *fear* and *terror,* especially with Foulspawn.

I don't like attempting psychic attacks on Greater Daemons, if only because my opponent will give high priority to nullifying them, and even if you can break your opponent's ability to nullify, one attack probably won't kill them and you'll end up wasting force and time. That said, this is acceptable as a last ditch measure.

LESSER DAEMONS

This constitutes all other Daemons that cannot be ridden by others. They tend to operate in the same way, generally with a WS of around 5. They are usually summoned close to your troops and charged straight into combat. Possession isn't an option here, because your opponent will have to possess in groups of three, and that just isn't cost effective. The alternative is to possess teleporting troops. Therefore, keep teleport usage down to a minimum, using footwork and Jump Packs wherever possible. As always, keep them clear of hand-to-hand combat.

All the methods for dealing with Greater Daemons apply and are often more effective. The alternative is to use basic weaponry as well, since most of the Daemonic critters have a toughness of around 4 and only 1 wound.

The Nurglings deserve a special mention here. Although they are the one type of Daemon that can safely be fought in hand-to-hand by rank and file troops, they are also cheap and plentiful, so plentiful in fact that your opponent doesn't have to summon them at all. They can be there, distracting your attention from turn 1. Don't let this happen! Ignore the Nurglings and concentrate on whatever is behind them. This is legal because the Nurglings count as a small target and, as such, can be ignored until they are within 6 inches, at which point they present an absolute priority.

Daemonic Psykers aren't as much of a threat as is often claimed. A level four unit is rare and very hard to summon unless absolute carnage has occurred. Actually, the Daemons should only be present for a few turns of the game, reducing their effectiveness.

DAEMON CAVALRY

This section comprises just three creatures: Discs, Juggernauts and Steeds of Slaanesh. These can all be ridden by Champions bearing the correct Mark of Chaos. Discs are the fastest cavalry around because they ignore modifiers for difficult terrain. However, they can't use cover so well. This tends to negate the idea of a fast strike unit (one of the main uses for a Disc) because it makes the rider an easy target. Steeds of Slaanesh and Juggernaut's are less of a problem in this respect because they move over land and can be slowed down by difficult ground. This doesn't mean that

they can be taken lightly. The Juggernaut's attacks are deadly, and it fights independently of its master, allowing it to carry on after his death. Similarly the master can carry on if the Juggernaut is killed. The Steed is less of a threat, but is still a potent adversary nonetheless.

FINAL WORDS

Over this article and the past two articles, I have gone over the main problems of dealing with a Chaos Space Marine army and shown my ways of dealing with them. However, they are just that, my ways and my methods. They are suited to the way I play ,and my perceptions of good tactics. What works for me won't necessarily work for you, and it's only a matter of time before this goes out of date as Chaos Generals devise counter-tactics. The only solution to this is to take a leaf out of the Tyranid's book, and adapt and evolve your tactics.

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Warhammer Quest®

DOWN TOWN

by Andrew Meredith

Call us a bunch of sad gits if you will, but me and my mates like to really get into our characters when we are playing Warhammer Quest. No, REALLY get into them....

So after a good few hours of simultaneous monster bashing and Ale Quaffing of an evening, we kind of resent not being actually able to see our Warriors wander the streets of whatever town we get to between adventures (more often than not, by this stage of the evening some of us can't see at all, whilst others are seeing double, but it tends to average out for the best overall).

Anyway, crazy impetuous fools that we are, we have resolved this situation in what we consider a satisfactory manner. Plied with liberal libations by my erstwhile adventuring buddies, I set to writing some rules for adventuring in town. They took ages. Longer than that even. But eventually they were finished. Daves Doomlords tested them out the following evening (cheers Dave). Oh how we laughed! They actually work. Sort of. If you squint.

So, feeling all clever and talented for once, I resolved to take them to the Journal, waving goodbye to family and friends and setting off to Nottingham with all my worldly possessions rolled up in a hanky and my trusty black cat for a travelling companion..

.....I just might be mad, but anyway.....

Normally in Warhammer Quest, when the warriors arrive in town, the events which happen to them are resolved in a fairly abstract manner, using a set of tables. The rules which follow allow you to actually use floorplans to represent the streets of the settlement, which the warriors can explore using the normal turn sequence of Warhammer Quest.

If you wish to use these rules, then just place a section of corridor on the table. This represents a narrow street in a typical settlement. Place the warriors on the street, in order of initiative, and begin the first turn.

TIME IN TOWN

Although the rules below explain about exploring the settlement and finding the various locations such as the armoury, the Wizards guild and so on, it is not the case that the warriors storm through the settlement at the same speed as they rage through the caverns and corridors of an underground adventure. Although each board section is resolved in the same way as per the rule for exploring a dungeon, it is assumed that much more is going on besides.

The warriors are ambling slowly through the settlement, passing the time of day with the locals and admiring the sights and sounds of civilisation. These events are not actually resolved in normal game terms, but are assumed to be happening nonetheless. Taking this into account, the warriors must use the following rules to see what they can do each day in a settlement.

When the warriors are first placed on the board, roll 2d6. This shows the number of turns which the warriors can complete before the end of the day. Resolve each turn as a normal turn of Warhammer Quest. At the end of the day each warrior must roll on the settlements events table as normal, and pay for accommodation.

Next morning, roll the dice again to see how many turns they can complete before the end of the day and so on.

MOVING AND EXPLORING

If the players decide to venture off down the street, then just follow the turn sequence, but lay a corridor section in front of them. Roll on the table below at the end of each street, with the following modifiers:

-1 if the warriors are in a village

+1 in a city

no modifiers in town

1	Dead End - you have reached the edge of the settlement
2	Corner
3-5	Street
6	T-junction

(there is no need to clip doorways on, just line up the floorplans)

What do they find?

Once they have moved onto a new section of street, then for each 6 square long section of wall, Roll a dice,

1-2	Blank wall
3	Someone's house
4	Local Hostelry
5-6	Town location

Blank Wall

If it's a blank wall, then there are no special rules to apply, as it's simply a ....blank wall in the settlement.

Someone's House

If its someone's house, then roll a dice to see what the reaction is to a bunch of strangers peering in through the windows.

1 Call the watch!

Seeing you sneaking about in a suspicious fashion, the locals call the watch who cart you away to jail. Each Warrior must lose 1d6x100 gold, plus any one item of treasure. The Warriors spend 2d6 days in jail before being released.

2 Fight!

The owner is quite frankly fed up with this sort of behaviour and, before you know it, he is out on the street with his friends, cudgels in hand, ready for a fight. You can run off, in which case no more will be said about it, and you must go back the way you came. On the other hand, you could fight the citizens. If you do, then you will win unless you roll a 1 or 2 on a d6. If you roll a 2, then they give you a severe drubbing and relieve each of you of 100 gold. If you roll a 1 then you win, but you kill 1d6 innocent citizens in so doing. Take a Warrior token to see who the murderer is. That Warrior now rolls a dice:

1 You are grabbed by an angry mob and lynched, hung from the swinging sign of a nearby alehouse. You are dead and out of the game.

2 You are taken before the courts to be sentenced. Roll a dice. On a score of 1 or 2 you are sentenced to be hung drawn and quartered, suffering a painful death. You are out of the game. On any other score, you are sentenced to 3 weeks in jail and are fined 1000 gold. For every 100 gold of the fine you cannot pay, you must spend an extra week in jail.

3 You are taken before the courts to be sentenced, and are fined 1000 gold. For every 100 gold of the fine you cannot pay, you must spend a week in jail.

4 You are taken before the courts to be sentenced, and are fined 1000 gold. For every 200 gold of the fine you cannot pay, you must spend a week in jail.

5 You are taken before the courts to be sentenced, and are fined 1000 gold. For every 500 gold of the fine you cannot pay, you must spend a week in jail.

6 The watch are called and actually give you a 100 gold reward, as the citizens you killed were in fact members of the notorious Black Hand Gang, wanted for numerous petty crimes.

3 Outraged!

Such impertinence from bad mannered strangers! The owner of the house rushes upstairs and throws a bucket of slops all over you from an open window. Roll a dice to see how many Warriors are struck by the slops. Take that many Warriors tokens to see who is actually hit. The smell is atrocious and no

affected Warriors will be allowed in shops from now on until they have found a hostelry and paid for a room so that they can clean themselves up.

4 Indignant!
The old man who owns the property glares at you and slams the shutters in your faces. Charming!

5 Not bothered
Obviously used to impoliteness from strangers, the owners wave at you through the windows, before carrying on with their daily routine.

6 No-one in
You can rob it if you like. If so, each Warrior gains 2d6x10 gold, but has to roll a dice. On a score of 1,2 or 3 you are arrested, fined 1d6 x 150 gold and thrown in jail for 1 week.

If you spend any time in jail, then when you are released, place your Warriors back in the location in which they were arrested.

Local Hostelry

If you find a local hostelry, roll a dice. On a 1,2 or 3 you spend the rest of the day there, spending 1d6 x 10 gold. You must also pay for your accommodation as outlined in the Warhammer Quest role-play book. On a roll of 4,5 or 6 you may ignore the establishment if you wish.

Town Location

Roll on the following table to see which establishment you have found:

D66	Location
11	*Players define*
12	An Armourer
13	The Wizards' Guild
14	*Players define*
15	A General Store
16	A Weapon smith
21	An Alehouse
22	A General Store
23	A Temple
24	A Gunsmith
25	*Players define*
26	An Animal Trader
31	A Gambling House
32	An Alehouse
33	*Players define*
34	An Alchemist's Laboratory
35	The Elf Quarter
36	The Dwarf Guild
41	A General Store
42	A Gambling House
43	*Players define*
44	A Temple
45	The Dwarf Guild
46	The Wizards' Guild
51	A Weapon Smith
52	The Elf Quarter
53	An Alehouse
54	A Fletcher
55	*Players define*
56	The Dwarf Guild
61	A Gambling House
62	The Wizards' Guild
63	The Elf Quarter
64	A General Store
65	A Gunsmith
66	*Players define*

PLAYER DEFINED LOCATIONS

By now, you may well have bought one or more of the new Warrior packs, such as the Pit Fighter or the Elf Ranger. Each of these characters has its own special locations to visit in a town. If one of these new Warriors is being used in the adventure, you may write down which of the player defined location results on the table are appropriate to his special location. For instance, if you were playing the Slayer character, you could say that numbers 55 and 43 are the Slayer Shrine.

If you wish, you may instead replace one of the existing Warrior specific locations on the table with the special location of a new Warrior. For example, if you do not have a Wizard in your party (madness!) but have a Pit Fighter instead (lunacy!) then all the Wizards' Guild results on the table above can be read as 'Fighting School.' If you have any spare locations left on the table, then you may either invent your own locations before the game to fill in the gaps, or simply roll again on the table until you find another location.

Once a place is found, then all the rules for that location apply.

UNEXPECTED EVENTS

If a 1 is rolled in the power phase whilst wandering around the city, roll on the table below to see what happens. Sometimes the event will require the placing of miniatures, just like a dungeon event. In this case there may not always be a specific Citadel Miniature to cover every eventuality. If you have to use alternative models as 'stand ins', simply make a note of what represents what.

11-13 Pickpocket

In the crowded street, no-one notices the skillful fingers of the Thieves' Guild relieving the Warriors of their money. Roll a dice and draw that many tokens to determine which of the Warriors are pickpocketed. Each loses 1 item of treasure + 1d6 x 200 gold.

14-16 Riot

A crowd of excited citizens, protesting at the increase in taxes proposed by the burgomeister and his officials, fill the streets as an impassable, jeering mob. The Warriors are caught up and carried along by the crowd. For the next d6 board sections, the Warriors are just carried along, unable to do anything at all except move forwards. If they reach a junction of any sort, then roll a dice. On a roll of 1, 2 or 3, the Warriors are swept along with the crowd. On a score of 4,5 or 6, they manage to dive off in the other direction. After the d6 board sections, the crowd dissipates and the Warriors may continue as normal. Whilst in the crowd, the Warriors must still roll a dice in the power phase, and may move forward at a rate of 4 squares as normal.

21-22 Fire!

The street bursts into flames, as the forge fires from a local blacksmith ignite the thatch of the roof overhead.

The Warriors have a choice - to go back, or to try and dash through the flames. If they go back then move them as normal, but note down that the street behind them is on fire.

If they leap through the flames, then roll a dice for each Warrior. On a score of a 1, the Warrior is caught in the blaze and burnt to death. He is out of the game. On any other score, he makes it through.

Whichever course of action the Warriors take from now on, in the power phase, if a 1 is rolled then on top of anything else which happens, the fire catches up with them and they must dash through it to safety as outlined above. If a 6 is rolled in the power phase then news reaches the Warriors that the fires are out.

23-24 Collapse!

This section of the city is in a poor state of repair and, as the Warriors stroll along, the house above them collapses with a thunder-crash of falling masonry.

Each Warrior suffers 2d6 wounds + 1 wound per battle level. All deductions apply as normal. This street is now impassable, and the Warriors must declare whether they will carry on the far side of the fall or the near side.

25-26 Assassin!

As the Warriors pass through a bustling market, a cloaked figure slips out from a side alleyway and the glint of sunlight on a sharpened blade betrays his murderous intent the instant before he strikes!.

Take a Warriors counter. That Warrior suffers 1d6 wounds per battle level as the Assassin's blade bites deep.

After his initial attack, the Assassin is placed on the board, adjacent to the Warrior he attacked. He has the following profile:

Move	6
Weapon Skill	5
Ballistic Skill	2+
Strength	3
Toughness	3
Wounds	25
Initiative	8
Armour	-
Damage	1d6 per battle level
Escape from pinning	2+
Attacks	1

Enemy's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	2	3	3	4	4	4	4	4	4

Special Rules
Poisoned Daggers, Dodge 4+, Magic Resistance 5+(magical ring).

The Assassin will attempt to escape as soon as he has made his attack. In the monsters phase of each turn from now on, if he is not pinned, he will attempt to put as much distance between himself and the Warriors as possible.

If he starts the turn pinned, then roll a dice. On a roll of 1,2 or 3, he will stay where he is and attack the Warrior he is pinned to. On a 4, 5 or 6 he will attempt to break from pinning and vanish into the shadows.

If he moves off the board, put a new board section down and move him onto it. The Warriors may follow if they wish. If he manages to put a complete board section between himself and the Warriors, take the Assassin off the board as he fades into the crowd and is lost.

Poisoned Throwing daggers
If he moves away from the Warriors, the Assassin will throw his poisoned daggers at them if possible. He can throw two per turn. Each causes 1d6 wounds, with no deductions for armour or toughness. However, they are steeped in a virulent and deadly poison, which will affect all but the most powerful Warriors.

If a Warrior is hit, he must make a toughness check (roll a dice and add your natural toughness. If you score 7+ you succeed), to avoid the affects of the poison. If the Warrior fails, then on a dice roll of 1,2 or 3 he loses a point of toughness. This can only be restored by using a *healing potion* or some other magical means of healing.

31-32 Thugs attack

Taking a short cut down a dimly lit alleyway, the Warriors are set upon by a bunch of villainous looking thugs, wielding swords, cudgels and axes. They are not just interested in taking the Warriors' money, they want their blood too!

The profile of the thugs will vary, depending on the Warriors' battle level, but each time the Warriors meet some thugs just generate one profile for all of them and keep track of their wounds individually.

Number	2d6
Move	4
Weapon Skill	1d6+1
Ballistic Skill	4+
Strength	1d6+1
Toughness	1d6+1
Wounds	1d6 per Warriors' battle level
Initiative	4
Attacks	1 per Warriors title+1
Gold	20 per wound
Armour	Warriors battle level/2
Damage	1d6 per Warriors' title+1
Escape from pinning	2+

You will need to look at the to hit chart on page 14 of the Adventure book once you have worked out the thugs' Weapon Skill, to see what they need to hit the Warriors.

'Warriors title' refers to the battle level at which the Warrior first gains a certain title. For example, the value to put in for the thugs' attacks when the Warriors are champions is 2, giving the thugs 3 attacks each.

33-35 City Watch

The Warriors are accosted by the city watch, who have been warned that a group of Warriors bearing powerful and destructive magic items are on the prowl.

Each Warrior must roll a dice. On a score of 1 the watch confiscate any one item of treasure from the Warrior chosen by the player - cross it off his Warrior's sheet for good.

36-42 Antagonist

Walking along a busy street, the Warriors hear a frenzied voice, screaming insults at them. They have been recognised by an old adversary who claims that they wronged him in the past, and he wants everyone to know.

Whether or not the Warriors have ever seen the antagonist before is beside the point, as he latches onto them and loudly denounces them wherever they go. As long as he is with them, all items they try to buy will cost double the normal price in gold. He stays with them until another 1 is rolled in the power phase, or until the Warriors decide to leave the settlement and set off on an adventure once more.

The Warriors can kill the antagonist if they wish (no combat resolution is necessary), but if they do so, then roll a dice.

On a score of **1** roll a dice for each Warrior, on a 1,2 or 3 that Warrior loses 2 luck points permanently. On a score of **2** roll a dice for each Warrior, on a 1,2 or 3 that Warrior loses 1 luck point permanently. On a **3-5** the killing goes unnoticed and unpunished. On a score of **6** it turns out that the settlement has been plagued by the man's frenzied antics and the inhabitants reward the Warriors with 1D6x20 gold each for ridding them of the antagonist. Roll the amount of gold separately for each Warrior.

43-46 Old Friend

A shout rings out across the street, calling to one of the Warriors. It is a long lost friend and fellow Warrior, who insists on taking all the Warriors to every inn and alehouse he knows in the vicinity.

Each Warrior must roll on the alehouse events table 1d6 times, deducting a cumulative -1 from the score in each successive visits, as he becomes more and more inebriated.

At the end of the merrymaking, the Warriors go their separate ways, leaving their old friend unconscious in a wharf-side bar of ill repute.

51-52 Lepers

The street clears of people as if by magic, as the sound of a cracked bell and the shout "unclean, unclean!" echoes through the town.

There are 1d6+2 lepers, placed as usual using the rule of one on one. Each leper has the following profile:

Number	1d6
Move	3
Weapon Skill	2
Ballistic Skill	-
Strength	2
Toughness	3
Wounds	10
Initiative	2
Attacks	1
Gold	30
Armour	-
Damage	1d6 +strength

Enemy's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	3	4	4	4	5	5	6	6	6	6

The lepers are clamouring for money, and will follow the Warriors around. The Warriors have a choice - they can either give the lepers money to make them go away, or they can kill them. If the Warriors want to pay the lepers to go away, then for each leper, roll one dice for every 50 gold offered. If a 6 is rolled on any of them, the leper gratefully accepts and limps off into the shadows, remove him from the board. If not, he takes the gold offered and hangs around anyway. The Warriors can try once per turn per leper they are standing adjacent to.

If they kill the lepers, then each Warrior loses 1 luck point permanently and will be at -1 on any dice rolls in the temple from now on, permanently. Killing poor unfortunates is not a very honourable thing to do, after all.

At the end of every turn, roll a dice for every leper your Warrior is adjacent to. On a score of a 1, your Warrior has been infected. The disease is a slow, crawling plague, and there are no immediate effects. However, mark on your Warrior's sheet that he has the disease. At the start of every adventure from now on, one of your Warrior's characteristics is affected, just for the duration of that adventure. Roll on the table below to see which characteristic is affected, and to what extent.

1 The Warrior's Movement is reduced by 1

2 The Warrior's To hit rolls are at -1

3 The Warrior's Strength is reduced by 1

4 The Warrior's Toughness is reduced by 1

5 The Warrior's Attacks is reduced by 1

6 None, you are fine for now.

If the Warriors manage to put a complete board section between themselves and the lepers, then the lepers disappear down a side alley - remove them from play.

53-55 Street hawker

A crowd has gathered at the end of the street, where a street hawker sells his wares.

This event is resolved exactly as the peddler from page 17 of the Warhammer Quest Roleplay Book, 'Hazards Table'.

56-61 Flagellants

Passing by the temple gates, you are accosted by a group of raving Flagellants, who accuse

you of ungodliness and unworthiness, setting upon you with their heavy flails in a frenzy of righteousness.

There are 2d6+2 Flagellants, placed as usual using the rule of one on one. Each one has the following profile:

Number	2d6+2
Move	4
Weapon Skill	3
Ballistic Skill	n/a.
Strength	4
Toughness	4
Wounds	9
Initiative	3
Attacks	2
Gold	none
Armour	-
Damage	1d6 +strength

Enemy's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	5

Special Rules
Frenzy 5+, flail (+2 strength, -2 to hit)

If you kill the Flagellants, roll a dice when they are all dead. On a roll of a 1 another 2d6 pour out of the temple. On a roll of 2 or 3 you are arrested by the watch for trouble making and thrown out of town. On a 4-6 the temple authorities apologise for the trouble - you each gain +2 on the dice roll during your next visit to the temple.

62-64 Street Artists

The Warriors are captivated by a particularly brilliant team of street artists, who are performing their own rendition of a popular and contemporary play.

The play the Warriors watch is called (roll once on each of the tables below, taking a note of the numbers rolled)

1d6	
1	*Death of ...*
2	*The lost love of ...*
3	*A return to ...*
4	*No Solace for ...*
5	*Cursed be ...*
6	*Drunken as ...*

1d6	
1	... *The Emperor*
2	... *A love struck wastrel*
3	... *Solitude*
4	... *The creeping dead*
5	... *The Sylvanian Counts*
6	... *The Ever hungry Halfling!*

The performance lasts 1d3 turns, during which the Warriors may do nothing but watch. At the end of the performance, roll another dice to see how good or bad the actors were.

1 **Appaling!** The Warriors have never seen such rubbish in their lives, and spend the next turn pelting the unfortunate actors with rotten vegetables.

2-5 **Entertaining.** The Warriors each give the actors 10 gold x the total of the numbers rolled on the tables above.

6 **Splendid!** The Warriors are captivated, and shower the actors with well earned praise, and a lot of gold too! The Warriors each give the actors 50 gold x the total of the numbers rolled on the tables above.

65-66 False Accusation

Studying the weapons on display in a local smithy, one of the Warriors feels a steel gauntleted hand upon his shoulder. It is the marshal of the watch, the Warrior is arrested and accused of a crime he did not commit!

Take a Warrior counter to see who is arrested and thrown on the mercy of the courts. That Warrior must roll on the tables below in turn to see what crime he is accused of, and what his sentence is.

1d6	**Crime**
1	Troublemaking
2	Robbery
3	Forgery
4	Arson
5	Treachery
6	Murder

1d6	**Sentence**
1	Innocent
2	A stern warning!
3	1000 gold fine
4	Lose a limb
5	10 years in jail
6	Death by (roll on execution table below)

1d6	Execution Method
1	Burning
2	Beheading
3	Starvation
4	Drowning
5	Torture
6	Firing squad

10 years in jail
This effectively means that the Warrior is out of the game (as indeed does "sentenced to death by.."). However, at the start of every adventure from now on, roll a dice for that Warrior. On a score of a 5 or 6 he escapes, together with all his gear, and may rejoin his fellow Warriors.

Lose a limb
The authorities decide to chop off one of the Warriors limbs as his punishment. You may choose which. If he loses a leg, then the Warrior's move rate is cut by half, and his escape from pinning roll is always a 6+.

If you lose a hand, then your to hit rolls are made at -2, and you may never use a missile weapon or cast spells. If you lose another limb, you may not fight at all.

Buying your freedom
The other Warriors may bail you out if they wish. The cost of this will be found by adding together all the dice rolls you made on the Crime/Sentence/Execution tables and multiplying the result by 100. That is how much gold it will cost for you to walk free unharmed. You are banished from the city, however, and may never venture there again on pain of death. If you do ever return to this city, roll a dice as you enter the city. On a roll of a 1, you are recognised, captured and immediately executed.

WARHAMMER QUEST TOWN RULES & THE GAMESMASTER

If you are playing the town rules in a game run by a gamesmaster then he is a lot freer to decide what happens. He can use Citadel miniatures to represent the inhabitants, having them walk on and off the board as he wishes, and noting what special abilities each has if any. He can map out the town in advance if he wants to add more detail, writing down which are the exclusive quarters, where the temples are located, where the city watch are based and which areas are the most dangerous to visit.

GETCHA MITZ ON OUR PRE-RELEESEZ!

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

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.

3. Check your work

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

Things to keep in mind are:

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

4. Tell us about yourself

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

5. Send your work to us

The Journal Bunker is located deep in the heart of Troll Country - at our Head Office in Eastwood.

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 -

journal@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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NECROMUNDA™

NECROMOVIES

by Gary James

Gary James is a bit of a Necromunda 'Nutter' from Lincoln, who has had several Necromunda articles splayed across the pages of the Journal in the past. This issue Gary has loosely based his scenarios on a theme familiar to all action-adventure addicts: The films of Arnie Schwarzenegger!

NECROMOVIE SCENARIO 1: PREDATOR!

Gannt tapped on the arm of his wheelchair in irritation. He was one of, if not the, richest men on this Hive World and he wasn't used to being kept waiting. And a wheelchair for goodness sake. When his transporter arrived it would go for scrap where it belonged.

At last the receptionist spoke: "Doctor Vickers will see you now."

The consulting room was sparsely furnished with the very best of modern off-world furniture and equipment. This man must be almost as rich as he was. How so? Few people could afford to be ill in this place, let alone pay for treatment.

"Well, what have you discovered?"

The Doctor turned from the window. "It is not good I'm afraid. As I suspected you have a degenerative disease of your spinal column. It was probably precipitated by toxin exposure. There is no known treatment. I'm sorry."

"Sorry! I pay for what is supposedly the best medical attention in the world and that's what I get? Sorry? How long do I have?"

"It's difficult to say. Maybe six months...a year perhaps."

Gannt shook in fury. How could he, the most powerful man on the planet, succumb to disability like a common Underhiver? He summoned all of his remaining strength and pulled himself up against Vicker's desk, leaning forward so that he was just inches from his face.

"If I die, you go with me Vickers. And your family. You are a sham. I was told you were the best - that you could help me."

Vickers appeared unmoved. "I am not one of your lackeys, Gannt and threatening me will get you nowhere. Your whole spine is affected. There is no...accepted treatment." Gannt picked up the inflection in Vicker's voice...

"And unaccepted treatments?"

"I don't know what you mean."

"Don't give me that, Vickers. I am the richest man on the planet. If you know something, give it to me! I'll pay whatever it costs."

"It will take a lot...and even then I might be unable to help you."

"Whatever it is, do it. I don't care what it costs."

Vickers ensured that Gannt had left the building and then opened a secure channel on his desktop comms unit. "Harvester?...I have a job for you. It will be difficult. I want to see you in half an hour in my office."

It was two weeks before Harvester could arrange his departure. He told everyone that he had been sent on an urgent errand off-planet. After laying low for a few days in a plush suite provided by Vickers, he made his way carefully Downhive, tagging along with the Guilder traffic and then moving alone and slipping into the darkness of the Underhive where it was safer to mind your own business. Here, asking questions of strangers was a foolhardy pass time so he relaxed a little. After three days he reached the derelict ventilation shaft. He paused to ensure that he was overlooked and then slipped inside. Deep within the bowels of the plant he paused, looked around, and pulled away some metal sheeting to reveal a trapdoor. The sophisticated locking mechanism of the entrance belied its place in the derelict building. He punched in the access code and slipped inside.

Pugh heard the commotion outside and looked up from his stripped-down melta gun. That must be the boys back. Robby had gone off to work the spore mine and hadn't returned. If he'd blown the stash on a face full of Spur he was going to pay for it, big time. Silver entered, he was ashen-faced.

"Well? did ya find him?"

"We think so..."

"What do you mean you think so? Did you find the kid or not?"

"Well, we found.....something. We think it's Robby. But we ain't sure." Pugh pushed Silver aside in irritation and went outside.

"Well where is he?" Hook indicated towards a sack with his heavy bolter. Pugh looked puzzled. "There's no way anyone could fit in a sack that small!" Tye, the scum, giggled and spat in the dirt. "Oh, I dunno boss... they could if they was bendy. REAL bendy!"

Harvester sat motionless on the girder. The young ganger had just emerged from the bar and he could see from his gait that he was high on spur. "Hmm," he wondered, "does Spur damage the nervous system? Nah, he would have had to have taken a lot to do that, and he was too young. And Vickers had wanted a young one." The ganger paused suddenly and turned slowly to look up at the building. Harvester sat perfectly still. The ganger looked straight at him but did not, could not, see him. He turned and walked on. Harvester followed effortlessly, high on the Underhive structures, waiting for the right moment. When the time came he dropped silently to the ground. The ganger turned a corner and came face to face with him.

The ventilation plant had not been far away and soon the predator and his prey were securely inside the lair. The ganger was still unconscious and Harvester quickly stripped of his Malcadon suit and stored it away. He had to work swiftly. Before leaving for the hunt he had prepared the operating site and the cryo container. Pausing only to top up the gangers anaesthetic he dragged his quarry to the table and picked up the scalpel. Now then, a full spine, that was going to be tricky...

INTRODUCTION

Of the scenarios I have written this one, Predator, has produced most enthusiasm and feedback. Some people have said it is too difficult and the Predator always wins, and some that it is too difficult...and the Predator always loses! This probably means that the balance of the scenario is about right.

Arbitrators often use the Predator as a means of dealing with too many gangs that have developed very high gang ratings. Some introduce an element of role-play and don't use a miniature to represent the Predator until they are ready to reveal what is going on, just telling the players that 'something' is stalking their gang members.

Anyone who is a fan of the Predator films can't have failed to notice the similarity between the predatory alien and the Malcadon Spyrer. This leads to an obvious scenario idea... take a maxed out Malcadon 'Predator', drop him in the Underhive, and watch him go!

MAKING THE PREDATOR

Either roll 19 times to max out a Malcadon to a Great Killer randomly, or choose the advances to produce a character as close as possible to the Predator of movie fame. I chose the latter. Here is my Predator creation:

STATS

M	WS	BS	S	T	W	I	A	Ld
8	4	3	4	4	2	4	3	7

ADVANCES

Thickened Armour x1 (4+ save)

Motive Power x2 (incorporated into stats)

Weaving Spinners x2 (1.5 inches blast)

SKILLS: Leap, Catfall, Jump Back, Dive, Evade, Infiltration, Ambush, Step Aside, Killer Reputation (naturally), Nerves of Steel.

WARGEAR: No change from Malcadon in Outlanders book.

GAMEPLAY

The Predator could be used by one player against a gang, or by an Arbitrator against several gangs. Alternatively, a Predator could be added to any other scenario if played by an Arbitrator :- for example, a gang fight. If the gang ratings in a campaign are getting too high the Arbitrator could always introduce the Predator to an existing scenario now and then to keep them in their place...

SETUP

If including the Predator in an existing scenario, follow the rules for setting up that scenario. The Predator infiltrates.

The gangs set up 8 inches within one edge of the table.

PREDATOR OBJECTIVE

Take gangers who are 'out of action' and remove them to a base as 'Trophies' or to harvest their organs! When carrying a ganger, the Predator cannot double his movement unless he drops his Trophy. If attacked in hand to hand combat, he will drop the Trophy and fight. If shot upon, the hits must be randomly allocated between the trophy and the Predator and dealt with as normal. Blast weapons will hit both the Predator and the Trophy. The 'out of action' ganger is left at the Predator's base rather than taken out of the game. The Predator MUST take Trophies back to it's base and will only stop if attacked or engaged in hand to hand combat.

INTENSE FEAR

Seeing your gang members disappear before your very eyes is a terrifying experience. Any gang member within 8 inches of a member of the same gang, who is taken by the Predator, must take a Leadership Test. If this is failed, the gang member empties his/her weapon wildly into the Underhive in sheer terror. The weapon is now useless for the rest of the scenario, just as if it had failed an ammo roll. If the member has more than one weapon then choose one randomly (but it must be a ballistic weapon - not a knife, sword etcetera! Grenades may be expended if no ballistic weapon is available).

NEAR INVISIBILITY

The Predator is a skilled and wily adversary who rarely shows himself to the gangers. If the Predator remains still in it's movement phase it gains a -2 to hit modifier when fired upon. When using the Predator for the first time an Arbitrator can increase the suspense by initially using a counter instead of a miniature to represent the Predator. When the first gang member is captured replace the counter with a Malcadon miniature to reveal to the gangs the true horror of the situation!

GANG OBJECTIVE

Avoid becoming a Trophy and take out the Predator! Gangers taken by the Predator can be liberated by reaching them at the Predator base and remaining in base to base contact until the gang's next turn . Liberated gangers are still 'out of action' and are removed from play. Gangers taken from a Predator whilst in transit to it's base must be left on the board - the Predator can attempt to come back for its Trophy later, just like in the film.

FINISHING THE GAME

The game ends when the gang bottles out, the Predator is taken out of action, or all the gang members become trophies. Because of the desperate situation, the gang will only voluntarily bottle out - it is never forced to bottle out. The gang may only voluntarily bottle out at 50% casualties or more.

EXPERIENCE

+2D6 For each ganger that survives

+10 for liberating a Trophy

For the ganger that takes the Predator out of action:

+10 experience points

150 credits (all that equipment to sell!)

If the Predator is played as part of another scenario the gangs should receive the experience and income from that scenario as normal and in addition to any income or experience from the Predator scenario.

THE FATE OF TROPHIES

Liberated Trophies: These are dealt with as normal 'out-of-action' gang members.

Unliberated Trophies: Roll 3 times on the serious injury table for each gang member taken as a trophy and not liberated by the end of the game. This represents the Predator harvesting bits and pieces (a hand here, an eye there.....!), Re-roll captured results.

NECROMUNDA SCENARIO: TOTAL RECALL

The emissary considered his options. He could at least tell Stomberg that he had found the agent and that he knew where it was. That much was good. Unfortunately, he could not tell her who it was. That was not good. He thought about pointing out that it had been Stomberg who had suggested doing a psyche swap on the agent in the first place, and that it was not his fault if the records had been mysteriously destroyed and now no-one could trace the body that was used. Hmm, maybe not. He had better tell it straight. He had been a loyal servant of Stomberg for almost ten years now. He should be OK.

The secretary's voice snapped him out of his deliberations. The Head of Security will see you now. Oh, and leave your weapons on the desk please."

A few minutes later the comm unit flashed. The secretary said "Right away madam." Two security staff arrived, entered the office of the Head of Security and left with a body.

The comm unit flashed again. "Yes madam?"

"Get this briefing tablet to the Chief of Underhive Engineering."

"Right away madam."

Carter turned the tablet over in his hands. Blue. A briefing tablet from security, and top priority too. That was all he needed, Underhivers messing with the Guilder toll bridges, engineering staff going missing on routine sump inspections, and now the Chief of Security with, no doubt, more trouble for him and his crews. Reluctantly he slotted the tablet into his portable reader.

Ten minutes later Carter learned that he was right, the tablet was more trouble. Apparently Stomberg had planted a double agent in the Underhive to penetrate the gang structure. To ensure success a psyche-transfer (still an experimental process) had been used to programme the agent at a sub-conscious level. It would believe that it was a loyal gang member. Unfortunately this had worked rather too well, and the agent was proving reluctant to return with his (or, the thought came to Carter, maybe her?) vital information. A slight mis-calculation had left the agent with a nagging doubt about its loyalties. So, Carter was to help it to remember, by threatening to kill the entire Underhive sector by slow suffocation unless the agent gave itself up, or the gangs themselves identified and handed it over.

All he had to do was to figure out which ventilation plant was operating in the sector identified by the unfortunate emissary and shut it down for a while. It wouldn't do to just kill everyone outright, Carter concluded. Oh no, just give them a taste of what was to come if they didn't co-operate. Carter cursed. No mention of military back-up, of course. No consideration for the safety of his men. He suspected that it wouldn't take too long for the gangs to storm the plant and override his uphive link. Ah well, just one more problem to be dealt with.

THE SCENARIO

This scenario is inspired by the film of the same name, in which Arnold Schwarzenegger plays a double agent infiltrating a subterranean colony on Mars. In an attempt to flush out a group of anarchists, the Company switch off the ventilation fans and threaten to suffocate the entire colony. Of course, Arnie saves the day by activating an ancient alien terraforming device and flooding the planet with breathable air.

This scenario is a gang fight with the addition of a take and hold objective. Unless stated otherwise, all the rules for the Gang Fight scenario apply here as well. The scenario introduces a new territory -the Ventilation Plant. The scenario may be played as part of an arbitrated campaign, which allows for richer game play, or as a non-arbitrated encounter. Guidelines for both are discussed below.

SPECIAL TERRAIN

You will need a piece of terrain to represent a ventilation plant. You could construct one specially or designate a standard Necromunda building to be the ventilation plant. In either case there should be an easily recognisable control panel. The markers used in the Spire scenario or a water still will do just fine.

SPECIAL EQUIPMENT

You will need a pack of ordinary playing cards. Remove the Joker cards, the Queens and Knaves (jacks) before setting up.

THE VENTILATION PLANT

In this part of the Underhive breathable air is maintained through a complex system of vents and ducts controlled from a ventilation plant. The plant is normally under Spire control, but a manual override is possible from the plant control panel if the operator is smart enough to figure out how it works. Full control of the plant, though, is impossible because the Underhivers simply cannot decipher its mode of operation entirely.

The terrain used in Necromunda is much more open than is found in this part of the Underhive, and in reality it is possible for the atmospheric conditions to vary from place to place.

The atmosphere present at different points in the Underhive is indicated by playing cards. As the Spire engineers, or a controlling gang member, switches the plant the atmosphere may change. This is determined by revealing a new playing card in each area of the Underhive.

CONTROLLING THE ATMOSPHERE

At the commencement of the game the ventilation plant is controlled by the Spire engineers (unless the scenario has been played before and one gang owns the Ventilation Plant Territory - see below). At the beginning of each gang's turn roll a D6 and consult the following table:

1-2 The spire engineers have switched the plant - turn over a new card in each stack.

3-6 There is no change.

The cards revealed indicate the prevailing atmosphere in the sector:

All odd numbered cards: Normal atmosphere

Even numbered, RED cards 2 to 8 (Aces count as 10): Suffocation! The sector is becoming dangerously low on oxygen and poorly filtered. All gang members within the sector have their movement reduced by half the value of the card whilst in this atmosphere. Gang members may run, in which case make the deduction from the running distance (don't double the deduction). In addition agility, ballistic skill, weapon skill, and initiative are reduced by 1 whilst in this atmosphere.

Even numbered, BLACK cards 2 to 8 (Aces count as 10): Enriched atmosphere. The sector is pervaded with higher oxygen levels and traces of stimulant. All gang members within the sector have their movement increased by half the value of the card. If running, make the addition to the normal running distance (don't double the addition). Agility, ballistic skill, weapon skill and initiative are increased by 1 whilst in this atmosphere.

Any King: Contaminated atmosphere. The atmosphere within the sector has been contaminated with gasses or fumes. Roll a D6 to find the effect:

1-2 Scare Gas

3-4 Choke

5-6 Hallucinogen

Refer to the grenades section on page 59 of the rulebook for the effects of these gasses.

RESISTING ATMOSPHERE CHANGES

Gang members fitted with respirators and filter plugs can use them to re-roll their toughness test taken in response to noxious gasses, as detailed in the Necromunda rule book. Plugs give no protection against RED card results (suffocation), but respirators allow the gang member to function as normal, even in suffocating (Red card) conditions.

GANGS CONTROLLING THE VENTILATION PLANT

When a gang member is in base contact with the ventilation plant control panel, and is not down, pinned or in hand to hand combat, he/she may try to control the plant. To do this the gang member must first pass an initiative test. If the test is passed, the skill 'Operate Ventilation Plant', is immediately gained by the gang member. The gang member may neither move, nor make any other action in the turn the test is made. Once the skill is obtained, the gang member with the skill may, if he/she wishes, switch the ventilation plant at the commencement of EACH player's turn. If the plant is switched, new cards are revealed as discussed above. The atmosphere within the ventilation plant itself is always normal. Agree the boundaries of the plant if these are not obvious from the terrain. You do need to not make rolls for guilder control of the plant if a gang member is controlling it.

HEROIC RESCUES

Gang members with enough bottle can risk themselves for the sake of their mates. These rules are for the heroes in your gangs:

Gang members can drag or carry a comrade for a distance equal to the carrying member's current strength in inches. Two or more gang members may co-operate in the rescue, in which case their strengths may be combined in order to move further, but may never be farther than the distance the slowest member could move. Rescuing counts as the action for the gang member(s) involved.

Example: A gang member of strength 3 could drag or carry a victim 3 inches. Two gang members, one of strength 3 and one of strength 4 could work together to carry a victim 7 inches, provided they could both cover 7 inches by normal movement (by running). Three gang members, all strength 3, could carry a victim up to 9 inches but would probably be hampered by slow members to a speed of 6 or 8 inches - the maximum typical move.

Before embarking upon a rescue each rescuer must first pass a leadership test to see if they have the bottle to do it. If they fail the leadership test they may make a normal move and action instead.

A gang member gains 5 experience points for successfully rescuing a comrade.

KIDNAPPING

Gang members may kidnap a revealed double agent (this is explained below). To kidnap a rival gang member you must move into base to base contact with him or her just as if you are engaging in hand to hand combat. During the close combat phase you declare that you are kidnapping the opponent rather than fighting him. Resolve the combat as normal but instead of rolling to wound the victor may drag the loser, as for the rules for Heroic Rescues, above. To be sure of kidnapping you might need to gang up on the victim! The victim can fight back if he/she wishes to in their own close combat phase but if they lose the victor may make an out-of-turn kidnapping move and drag the victim further.

PLAYING THE SCENARIO

TERRAIN

Set up the terrain with the ventilation plant in the centre of the playing area and the rest of the terrain distributed evenly around it. Shuffle the playing cards and deal them into four stacks. Place the four stacks of cards on the playing area with a stack in the centre of each quarter of the table There will be four distinct areas of atmospheric conditions, one in each quarter of the table. Players must judge which atmosphere sector their gang members are in. If in doubt, roll for it.

GANGS

As for the Gang Fight scenario, note that you may NOT use any method (vents, infiltration etc) to deploy gang members in the ventilation plant unless you have previously added it to your gang's terrain. If you have the ventilation plant territory then one gang member may be deployed in the plant.

Because of the great advantage afforded by respirators in this scenario any respirator must be actually represented on the model. If this cannot be done then it has been left behind at the gang hut (oops).

REVEALING THE DOUBLE AGENT.

If an ace is turned up in any stack of cards then the double agent may have been revealed. Before play each gang should be allocated to a suit of cards. This is done by drawing a card from one of the four Queens (which have been removed) at the beginning of the game. Display the Queen card you have drawn to remind yourself and others of your allocated suit. When an ace is turned up randomly allocate a gang member from the roster, with the Queen of the same suit as the ace. Do not include hired guns in this process. When an ace is turned up rumours of an infiltration by a double agent have reached the gangs and the shadow of suspicion has fallen upon the selected gang member. If a double agent goes 'out of action' they're left on the table at all times.

WHAT TO DO WITH A REVEALED DOUBLE AGENT

A gang with a double agent has a problem. They cannot hand the agent over themselves because they would all be arrested for harbouring the agent. If a rival gang can hand over the agent they will get a bounty of 300 credits. All the equipment, plus the gang member, will be lost. To hand an agent over the gang must get it to within 8 inches of any table edge by taking it 'out of action' and dragging them as for Heroic Rescues (remember, don't remove them when they go out of action). However, an out-of-action agent who dies is worthless - resolve the injury before collecting the cash. Gangs can co-operate in kidnapping the agent and then split the bounty.

Any gang may attempt to take control of the ventilation plant. If they switch it often enough, an alternative double agent may be revealed. If this happens the first agent is decreed to be a fake or they are mistaken, and attention switches to the new agent. Of course, if they have handed an agent in they will want to prevent the switching so that they are assured of their bounty... One recourse that a gang with an agent has is, therefore, to try to switch the atmosphere in an attempt to get another ace revealed, thus taking the heat off them. It's just the tension and pressure, causing people to scapegoat poor innocent gangers you see...

STARTING THE GAME

As for Gang Fight

ENDING THE GAME

As for Gang Fight with the following additions:

If the scenario finishes before an active agent is handed over, the scenario is unresolved and may be played again at a future date when the arbitrator or the playing group wishes.

If an active agent is handed over and then later on a new active agent is revealed, then only one of the active agents is the 'real' double agent. This is decided randomly at the end of the scenario. The false agent is returned unharmed to the gang.

EXPERIENCE

+d6 For each ganger that survives

+5 per wounding hit

+5 per successful Heroic Rescue

+10 winning gang leader

SPECIAL

This replaces the special section of the Gang Fight scenario. If a gang is in control of the Ventilation Plant when the game finishes, and does not bottle out, it may add the new territory 'Ventilation Plant' to its territory list. In order to be in control, a ganger must have a member with the 'Control Ventilation Plant' skill in contact with the control panel and not be down, 'out of action', pinned or in hand to hand combat.

VENTILATION PLANT TERRITORY

Income: 2D6x10

Your gang extorts taxes from other gangs and traders for the provision of fresh air (the cheek of it!) On a roll of double 6 for income, the plant has broken down and will provide normal air to everyone but cannot be switched. This means that its value to black mail other gangs is lost and you must strike the territory from your roster.

The only gang member(s) who can work the ventilation plant territory is(are) the member(s) with the Operate Ventilation Plant skill. If these members are out of action then no income may be generated from this territory. If these gang members are killed then no income may be generated ever again - strike the territory from your territory list. Note that the usual restriction of only

gangers being able to work territories does not apply in this case. Whoever has the skill must work the territory.

The other gangs do not like paying for fresh air! To represent this any gang which holds a ventilation plant territory and plays the Gang Fight scenario can be required to play the Total Recall scenario instead at he choice of the opposing gang. This represents gangs rebelling against the fresh air tax and trying to take the plant back. If the double agent has been resolved in an earlier game then play the scenario without the double agent rules as a gang fight. If the double agent was not resolved previously then play the entire scenario again but with the controlling gang in initial control of the ventilation plant.

If you are feeling generous, or the gangs do not like the prospect of losing a gang member, try one of these variations:

Make a roll for the agent that is handed over. On a 1-3, he remains as the agent and is lost to the gang. One a 4-6 he is stripped of his equipment and allowed to return - he wasn't the agent after all!

The agent is new and will therefore always be a Juve, selected randomly. This minimises the effect on the gangs.

A new ganger comes forward to replace the lost agent.

It is much more tense if the gangs are afraid of losing a member though!



Da Roolz Boyz

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GAMING CONTACTS

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

MIDLANDS

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

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

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

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

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

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

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

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

North Birmingham Trollslayers
Games: All Games Workshop games.
Venue: Karaz A Coldfield, Boldmere J & I School, Cofield Road, Sutton Coldfield
Times: 8pm till late Wednesday evenings
Contact: Steve (0121-605 2287) or Mark (0121-624 2348)
Notes: Members must be 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)

Northampton Gamers
Games: All and any wargaming and roleplaying systems, campaigns and tournaments.
Venue: Kingsthorpe Community Centre, Kingsthorpe Manor house, Kingsthorpe Park, Kingsthorpe (Nr.the Cock Hotel Junction)
Times: Every sunday, 2pm-10pm
Contact: Kriss Addison (01604-404361)
Philip Powell (01296-392345)
Notes: First night admission free. £2.00 per session thereafter.

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.

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 Athanaeum Lower Church Street
Times: Weekdays 7pm - 11pm (except Fridays)
Weekends 10am - 4pm
Contact: Arthur Dixon 01429 429474
Notes: Currently running a Warhammer campaign (over 40 members, 250 territories at time of writing),Necromunda, BloodBowl League (32 Teams), Magic Leagues and many more.

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)

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

SCOTLAND

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

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)

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)

SOUTH WEST

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
Notes: Contact to arrange meetings.
Contact: Ray Barrett (01392-424586)

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

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+!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.

The North Birmingham Troll Slayers Present:
"Whoops Apocalypse!"
Warhammer Fantasy Battle Multi-Player Scenario and Quiz!
At Sutton Coldfield, Birmingham.
15th and 16th of November
For more details send an S.A.E to:
Steve Thornton, "Whoops Apocalypse!",
62 Kinross Cres, Great Barr,
Birmingham B43 7PX

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.

Ye Olde Games Club
Games: All Games Workshop games.
Venue: Rossett High Youth Centre, Harrogate
Times: 5pm to 9pm Fridays

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.
Contact: Ben Harvey (01423-884069), Pauline (01423) 871316, Elvis: nlancas961@aol.com
Notes: £1.20 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.

T.S.A Presents

CRISIS '97

2nd Flemish wargame convention and painting competition
Sat 29th November
Recreatiecentrum de "mix"
Leugenberg 189-2180 Ekeren
Contact: Willie 00-32-3 6471818 or Axel 00-32-3 3256665-
fax 00-32-3 3258238
also e-mail at *willie@glo.be.*

T.S.A (Tin Soldiers of Antwerp)
Games: All GW games, historical and sci-fi games.
Venue: Every friday evening, at "Zaal Bart" st-Bartholomeuutraat 9a 2170, Merksem.
Contact: Bogaerts Willie 00-32-3-6471818, e-mail willie glo@be.

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...

CANADA

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



THE CITADEL MINIATURES ANNUAL 1997

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

Only £6 buy it or weep!

The Edmonton Gamer's Guild
Games: All Games Workshop games and other table-top strategy games.
Venue: 12914-97 Street, Edmonton, Alberta, Canada. 10.00am onwards.
Contact: 1-403-413-8042
Notes: Leagues and tournaments for most games, miniature painting and scenario demos. House armies available for new players.

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.

CogCon5

Warhammer Tournament, WarhammerQuest, WH40K, and Epic 40K Demonstrations

September 26th-28th

Rolla, Missouri,U.S.A

Admission will be $10 for pre-registered and $13 at the door.

Contact via *cogcon@rollanet.org* or: (573) 368-GAME.

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.

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

CONVENTIONS

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

TOURNAMENTS/CAMPAIGNS

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

Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area we have found that we only have a limited amount of space in which to print them. This coupled with the fact that there are occasions when clubs disband (Boo!) or split up and form a greater number of other clubs (Hurrah!) means that we have no option but to rotate the clubs we cover in the Journal.

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...

GAMING CONTACTS APPLICATION FORM

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

Name of club: _____

Games played at the club _____

_____

_____

Club Venue: _____

_____

_____

Date & Time of meetings: _____

Contact Name _____

Contact Tel: _____

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

_____

_____

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WOLFRIK'S WEIRD WORLD

(Give him an inch and he'll take a mile - Ed.)

Hello again!

We've gone totally Warhammer 40K crazy this issue. No Imperial tank commander can afford to miss Iain Compton's excellent turret systems article on page 4. I know that for some of my fellow hobbyists a game of 40K can never be too big - yes, you know who you are, gaming table the size of a small air field and more tanks than were used in Desert Storm!

But for some of us small is beautiful (*what's your excuse then? -Ed.*) and it is to the small-scale commander that the following article is dedicated. In a nutshell it's all about what my fellow bunker beings and I got up to this summer -aside from getting drunk. (*on two pints of shandy-Ed.*)

Any one who has read the *Sisters of Battle Codex* (if you haven't, call 0115 91 40000 for help, right now!) will be familiar with the Age of Apostasy. After the Horus Heresy, it's probably the biggest internal conflict the Imperium has ever suffered. We enjoyed Gav Thorpe's background narrative so much that we decided to make it the backdrop for our own campaign. We wondered, "What if an Imperial force from the 36th Millennium suddenly turned up in 41st?" It sounded like the perfect recipe for a really good scrap to us.

Having got my mits on some of the superb new *Storm of Vengeance* Scouts, I already had the seeds of an idea for my Army. When Gav Tyler announced he wanted to start work on a new Adeptus Arbites army, the whole thing came together. We hope you enjoy the result.

Now read on...

Wolfrik

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Special thanks to unwitting conspirators:

Andy Chambers, Jervis Johnson and Gordon Davidson.

WARHAMMER 40,000

COVERT

Stealth and Vigilance

HERESY ON PRECINCT 13

fiction by Wolfrik

I: ZENOBI

"THE EMPEROR IS DYING!" roared the preacher to the wide-eyed gaggle of citizens that had gathered to hear his frenzied monologue, "and His own Church is sucking the life from his blessed body!"

As one the crowd emitted a horrified gasp. Many covered their ears, as if merely hearing such blasphemy would mark their souls with the indelible taint of heresy. To speak out against the Adeptus Ministorum was to curse the Emperor himself. Marshal Dure reminded them of this every day; in a hundred different, but equally brutal, ways.

Yet not one of the ragged assembly moved away from the charismatic orator. A terrible curiosity had gripped the crowd, they would hear more, though they feared for their lives.

"Who are they to interpret the will of Him on Earth? They are just men like you and I - are we any less moved by His divine presence?"

A few of the listeners shook their heads, though it was unclear if it were in agreement with the speaker or simply to clear his words from their beleaguered minds.

The speaker opened his mouth to deliver yet another verbal onslaught but his next words were suffocated by the deafening shriek of an approaching siren. Arbitrators!

A Castigator, one of the customised Imperial Rhinos that Marshal Dure had imported for police duties, roared into the square and came to a severe crunching halt just feet away from the startled assembly.

The vehicle's reinforced steel doors crashed open and five pairs of heavy duty combat boots slammed onto the hard grey ferrocrete. The white, armoured helmets, black reflective visors and huge, convex shields gave the troopers a dehumanised appearance. They were machine-like, exuding cold efficiency and menace.

A harsh, metallic voice followed them from inside the vehicle, "*Code 7 in progress on Tranquillity Plaza. Arbitrator Shock Team Sigma in position. Respond with extreme sanction.*"

Suddenly the square became pandemonium as the Adeptus Arbites Shock Troops rushed into the paralysed civilians, swinging their power mauls in vicious arcs that smashed noses and crushed limbs before the victims were electro-shocked into unconsciousness. Those unfortunates that came too close to the crackling suppression shields were likewise rendered brutally senseless.

As most of the terrified citizens made to flee the square, a small group of muscular young men with close cropped military haircuts closed around the speaker. Concealing and protecting him from the Shock Troops, they made their way, quickly but without panic, to a nondescript metal doorway.

Once out of sight of the melee, the speaker's demeanour changed. His former, near-hysterical, indignation melted into a look of mediative calm as he forced his mind and body to relax.

He reached out with his mind, a mind that differed subtly from that of most Imperial citizens. His thoughts could penetrate into the otherness that is called Warp Space, a place where thoughts are not obstructed by Space and Time but become real, tangible. And, all too often, dangerous.

On this occasion the Psyker, who answered to the name Zenobi (it had been a long time since anyone had used his full name), was using a mere fraction of his power to communicate with one of his co-conspirators. He concentrated on the name...

Mak...

Zenobi's eyes rolled back as he fully entered the trance. His young protectors had drawn their bulky bolt pistols. Their bodies remained motionless so as not to disturb the Psyker, but their eyes never stopped moving, taking in everything.

Mak...

Many miles from the chaos of the square, in an abandoned warehouse recently gutted by heavy flamer fire, Makallan felt the waves of Zenobi's warp presence wash against his mind. The sensation was far from pleasant but, mercifully, transference of thought was almost instantaneous.

Makallan's battle-worn face contracted into a frown as he silently evaluated the information he had received. Finally he addressed the other three figures standing before him in a pool of dusty light.

"Their response time was faster, but they sent fewer troops. It's time."

Without a word to their leader or to one another, the three figures dissolved into the heavy shadows, leaving Commander Cornelius Makallan alone to ponder the downfall of a government...

II: MARSHAL DURE

Marshal Dure turned off his comm-link and cursed through gritted teeth. The message he had just received had been a hammer blow to his professional pride.

For the last sixteen years Dure had enforced the Emperor's will from Megiddio Primus's impregnable Courthouse. From his early days as a young patrolman, bringing instant retribution to the faithless on the streets of Sector 1, he had risen earnestly through the ranks to finally achieve the highest position in Precinct XIII: Marshal of Court.

In real terms, no one on the planet had more power, even Imperial Governor Konnar, an inexperienced and weak-minded bureaucrat, was answerable to the authority of the Adeptus Arbites. The Arbitrators of Precinct XIII also enjoyed the full backing of the Imperial Church, though its own representatives chose to remain anonymous within the fortress walls of their Chapel in Sector 12.

Policing the Thirteenth Precinct was not the easiest of tasks, the populace lived in absolute fear of the Ecclesiarchy's law enforcers, which made justifying his rather comfortable judicial budget somewhat difficult. In the search for new and more insidious heresies it had occasionally been necessary to... improvise.

Recently all that had changed. Rumours abounded that an organised underground conspiracy was spreading dissent like a contagion, questioning the righteous authority of the Ecclesiarchy!

Dure's Arbitrators had been tireless in their efforts to unearth this most dreadful heresy, but it seemed that whenever the blasphemers reared their heads, his patrols always arrived seconds too late. The ringleaders somehow managed to melt into the faceless crowd, while the people remained stubbornly ignorant, in spite of the innumerable executions Dure had ordered.

And now, even more bad news compounded an already dreadful situation: Dure's superiors were sending a Judge to Precinct XIII with orders to nip the insurgence in the bud, within the month. Marshal Dure had been commanded to put himself, his station and his men completely at the newcomer's disposal.

Dure cursed again, then attempted to recover some of his composure in order to make preparations for Precinct XIII's newest arrival.

III: SALO

Like a tiny silver splinter falling through an oily black sea, the Imperial shuttle descended into the atmosphere of Megiddio Primus. Even the closest inspection would have revealed nothing extraordinary about the craft, one of the millions of short-range transports that moved silently through the vacuum of Imperial space. None could have guessed at the importance of its single occupant. None save the hapless Marshal of Megiddio's Imperial lawmen, who was at that very moment pacing the corridors of his Courthouse like an expectant father.

The shuttle's passenger was a lawman himself, but a far more exceptional one than even the most talented troopers on the planet below. Judge Salo did not simply enforce Imperial Justice, effectively he *was* Imperial Justice.

Salo resembled an animated statue, hewn from a huge slab of cold marble. Beneath his black cowl of office his bone-white face took on the semblance of a skull. Earning him the epithet *Reaper*.

In stark contrast to his deathly pallor, Salo's frame was that of a young warrior, constructed of hard, sculpted slabs of muscle. His strict regime would not permit an ounce of body-fat that might slow him down in the course of his important duties. Salo was a precision-crafted machine, driven by a single-minded faith in his Emperor and regulated by a mind as sharp as lightning and as deep as the void.

Salo sat back into the black suspension couch as the shuttle began its bone-crushing 5G landing. If he felt any discomfort at all, his glacial, pale blue eyes betrayed nothing.

His thoughts were tuned solely to the placid little frontier world that he had vowed to purify.

IV: BUZBOX

Peace and quiet. Buzbox's huge, tooth-filled mouth curved into a smile of child-like contentment as he finally spotted a place to sit down. The curfew had been in effect for twelve minutes and the once bustling streets were now as silent as space. It was exactly as Buzbox liked it, since bustle, like thoughts, made his head hurt.

The huge Ogryn squeezed into the doorway. His considerable mass filled the entire frame and it took his fidgeting muscles a few minutes to press out a roughly Ogryn-shaped portal. Finally he settled into his vigil, staring out at the industry-tainted sunset.

Buzbox didn't think about things very often, but one thought burned so strongly in his limited memory that occasionally these moments of blissful solitude were cruelly fractured.

He recalled the metal men with black mirrors instead of eyes who used to beat him. He hadn't meant to be bad, but he must have done some very bad things because they had punished him every single day. But that was not the worst they had done to him.

They had done something to his head. The thought made him reach up to touch the back of his compact cranium. His stubby fingers made contact with the twin wires that disappeared into his skull and he quickly withdrew his hand in revulsion. Buzbox shuddered and the small movement tore away a sizable chunk of masonry from the doorframe. Against his will the thoughts returned.

One day the metal men said that the 'experiment' had gone wrong. They beat him even more than usual and called him a *bomb in nation* (the term meant nothing to him). He didn't dare tell them that they'd made a terrible mistake as they forced him into the back of the Castigator. He did ask where they were going, but they wouldn't talk to him. They just started hitting him again with their pain sticks.

He never did find out where they had planned to take him, because the Castigator had broken down en route. His guards had been very angry with him, but, before they could start another round of beatings, there had been a bright light and lots of noise. He dimly remembered someone leading him away from the Castigator before it exploded in a white fireball that scorched the flesh from his back before he plunged into the warm, embracing darkness.

That someone had been 'Fixer', the only man on Megiddio Primus who the Ogryn regarded as a friend. Fixer knew how to make the pain in his head go away. and it was for Fixer that Buzbox now patiently waited in the ruined doorway.

Fixer had a plan and had told Buzbox that he needed his help.

Buzbox liked to help his friend.

V: TANDI

A speeding Castigator roared through the empty streets on its way to the sector house. On its rivetted floor the unconscious and shackled body of Zenobi lay at the feet of his captors.

The five Arbitrators of Squad Sigma were reposed but vigilant, they had successfully arrested one of the mysterious instigators of the recent civil disturbance and all of them were eagerly anticipating the Marshal's reaction. All of them, with perhaps the exception of the young rookie most recently assigned to Sigma. His heart was thumping so loudly under his armoured carapace, he was certain his colleagues could hear it.

Suddenly a loud crash filled the armoured interior, followed by the scream of metal on metal. The Castigator came to an abrupt, shuddering halt.

From the driver's compartment the Proctor called to his men.

"Port-side track's buckled! We're about eighty yards from the gate, prepare to debus on my mark... three... two... one... mark!"

The malfunction did not perturb the Arbitrators in the slightest, this drill was becoming all too common since the 'Coverts' had started stirring up trouble. Two patrolmen picked up the battered body of their prisoner and leapt from the vehicle as soon as the doors had swung out. The rookie covered them with his boltgun, glad that his nervous eyes were hidden behind his black visor.

"Wait!"

The command came not from the Proctor, but from the Castigator's driver who now raced towards them with a sense of urgency. The remainder of the squad froze instinctively, sensing trouble.

"Where's Proctor Hobard?" asked the rookie as the driver reached the troopers.

The driver did not answer, nor slow down. The rookie stood stupidly to attention for another handful of heartbeats before sinking to his knees like a puppet whose strings had been cut. The other two Arbitrators could only watch in horror as the rookie's head, now separated from the neck, rolled towards them, sending a torrent of gore across the ferrocrete.

The Arbitrators did not release their grip on the unconscious Psyker, but stared mutely at the crimson fluid lapping around their polished plasteel boots. That was to be their final mistake.

The driver's arm was a blur. The first patrolman was caught just below his chin-strap and collapsed, dead before his decapitated body hit the ground.

The remaining law enforcer dropped the prisoner's arm and fumbled for his holster. He could have been moving in slow motion for all the difference it made to the driver. The strange blade that she wielded so deftly seemed partially invisible, phasing in and out of view like a ray of sunlight on a cloudy day.

She took him cleanly through the heart, the alien weapon piercing the thick carapace armour like a comet through vacuum. With one smooth motion she retracted the blade, allowing her last victim to fall gracelessly at her feet.

Without a moment's hesitation, she put the Psyker's arm around her shoulder and dragged him towards the abandoned Castigator. Zenobi was no longer feigning unconsciousness but was still far too weak to walk. Fortunately Tandi Chann, his saviour, had the strength of two grown men by virtue of her Officio Assassinorum education.

After depositing her comrade in the crew compartment, the Callidus Assassin slid back into the driver's seat. Suddenly, the top hatch flew open and a rough, oil-stained arm reached down to drag the lifeless body of the Proctor from his seat and dump it unceremoniously onto the road.

As the Fixer dropped into the empty seat, the driver removed her heavy Arbites helmet, revealing a young and very feminine face surrounded by a cascade of summer blonde hair. She turned to the technician, regarding him with huge, dark eyes that should never have belonged to a murderess.

"Fixed"

Fixer grinned boyishly, "Zenobi did a good job on the tracks, but it wasn't too tough".

The assassin's full lips held the merest hint of a smile, indicating relief rather than amusement.

"Time to go and collect your Ogryn, he's probably wondering where we are."

The combat technician's smile widened, "Curiosity isn't really Buzbox's strong point."

Putting the Castigator into gear, Tandi pointed the liberated vehicle back in the direction from which it had come.

VI: STORM BREAK

Judge Salo had been instructed to liquidate an underground movement of heretics. He had not been informed that, since his departure for Megiddio Primus, a full-blown rebellion had flared up on Precinct XIII. He had been on the planet for less than a week and in that time the Metroplex had become a warzone.

It was well past curfew, yet the streets were alive with citizens. Some voiced their rebellion openly, cursing the tyranny of the Imperial Church, others preferred to let action express their outrage, smashing windows, upturning road vehicles and setting fire to anything flammable.

Squads of Arbitrators rushed into the fray, battering the rioters into submission with their powermauls, while teams of red-helmetted Executioners attempted to locate and exterminate the ringleaders. But as yet the mobs refused to be pacified..

Salo seemed unmoved by the riot raging around him. He was far more concerned by his most recent discovery: that the instigators of this uprising were not merely some quasi-liberal political movement, but members of Covert X, a group that by all accounts should not exist. *Could* not exist because, if one believed the rumours, its activists were highly trained Imperial agents, operating an underground vendetta. Marshal Dure would never have dared suggest such a scenario, but Salo's training had taught him to suspect heresy from any quarter, no matter how unlikely.

It was clear that someone was deliberately attempting to undermine the Ecclesiarchy's power-base on Megiddio Primus. Throughout its history the Church had had to compete with other factions of the Imperium for the hearts and minds of the Emperor's subjects. Some had been granted exemption from its authority, such as the Adeptus Astartes and Adeptus Mechanicus who were fervently loyal to their own interpretations of His will. However, during the 36th Millennium when the Ecclesiarchy had made a bid for total power, the Imperium had been torn apart by a galaxy-wide schism. During that terrible era some of the Imperium's most ardent warriors had temporarily become its direst enemies.

Was the same thing happening all over again on this backwater world?

The Administratum's representative on the planet was its planetary governor, Ezbesde Konnar. Dure had mentioned to Salo that relations between his Arbitrators and the government were a little strained. Perhaps it would be prudent to begin his investigations by questioning Megiddio Primus's reclusive autocrat.

The Judge was pulled from his thoughts by the sight of a small but evidently frenzied mob rushing straight towards him. A half-brick came within inches of Salo's face before it was neutralised in a flash of white energy from his conversion field. On reflex the bolt pistol leapt into his gauntleted palm and began barking shot after shot into the rapidly approaching rabble.

The Judge's aim was unerring. The entire front line of rioters fell, blasted and lifeless, beneath the feet of their fellows before they had even covered half the distance to their target. The carnage, combined with Salo's unflustered demeanour had a sudden and very debilitating effect on the mob's morale. As Salo calmly pushed a fresh clip into the pistol, they lost heart and fled.

The bolt pistol had not finished passing sentence, however, and continued to roar its judgement after the retreating civilians. Only when the last corpse had stopped twitching did it fall silent.

Slamming another magazine into the smoking weapon, Salo spoke into his comm-link.

"Get me a transport and inform Governor Konnar that I am on my way to meet him."

VII: 4000 YEARS AGO

"Brother Captain Radfael, respond!"

The blaze of static in Captain Makallan's comm-link told him what he did not want to believe: that he and his Company were the only Space Marines left alive in the fortress monastery.

Distant explosions started to rock the dark steel corridor and the staccato bark of bolter fire was drawing closer.

The attack had begun just over five hours ago, when the monastery.'s long range sensors had detected a rapidly closing Imperial warfleet. Every one of the one thousand warriors who comprised the Angels of Wrath Chapter had known exactly what the fleet represented: Ecclesiastical retribution. By protesting against the Church's proposal, to replace the chapter's company chaplains with its own Imperial missionaries, the Angels of Wrath had signed their own death warrant.

Such a scenario might have been unheard of in saner times but, since the the inauguration of Goge Vandire to the office of High Lord of Terra, the Imperium had been torn asunder. Vandire wanted the Ecclesiarchy to consolidate its power and this meant that institutions who were traditionally exempt from its authority were now being brought to heel.

The 'proselytisation' of this relatively young chapter was to have been an experiment, and an example. But the Angels of Wrath wanted none of it, their loyalty was only to their Emperor and to the memory of their primarch Lion'El Jonson. They had opted to fight and die to a man, rather than have their ranks diluted by men who were not of their geneseed.

But now, with over ninety percent of his chapter butchered by overwhelming numbers of Ecclesiastical zealots, Makallan faced the most difficult decision of his life: should he order his brothers to rush into certain death, or flee the field? And return with others, for there *were* others in the galaxy who shared the Lion's seed, and would avenge this terrible crime.

As the first of the mad-eyed Ecclesiastes rushed into his brothers' bolter fire, the commander reached his decision.

"Brethren of Company X, make for launch zone secundus!"

Under the covering fire of his brethren, Captain Cornelius Makallan, last commanding officer of the Angels of Wrath, prepared to leave his home. Forever.

WARHAMMER 40,000®

COVERT

Stealth and Vigilance

WELCOME TO MEGIDDIO PRIMUS

A tourist's introduction

Megiddio Primus is the success story of Man's triumph over nature. Originally written off as an uninhabitable death world, Megiddio's colonists battled bravely against a frenzied onslaught of deadly animals, mutated vegetation and natural disasters in order to establish a functioning settlement, a tiny haven of peace in the eye of the storm. Today this settlement has evolved into a thriving metropolitan community whose citizen's enjoy a peaceful and prosperous lifestyle under the guidance and protection of their ever-vigilant Arbitrators.

Extract from *'Megiddio Primus - A Tourist's Guide.'*

This planet really sucks.

Prisoner 3241.33 (formerly Imperial Citizen and holiday maker Saul Poier)

CONSPIRACY THEORY

Welcome to the Journal's little corner of of the 41st Millennium, a world of tangled conspiracy and dark secrets where the Imperium's top brass compete in a never ending power struggle. A world where everyone is both player and pawn in the game of petty vendettas and where the rules are rewritten on a daily basis. Welcome to Megiddio Primus!

WARNING: As with everything that appears in the Journal, the house rules and army lists featured in this article are 100% unofficial. This simply means that they will most likely be disallowed in tournament play. However this should not prevent two consenting players using them for an evening's mayhem...

THE METROPLEX

Megiddio Primus's only city runs through the middle of the planet's central land mass, bordered by a sprawling jungle to the west and a desert to the east.

The Metroplex was developed despite almost impossible odds. Every sentient thing on the planet is anathema to man, the indigenous flora and fauna are among the most deadly to be found anywhere in the Imperium and the climate is totally unstable, capable of packing a skin blistering heatwave, a subzero blizzard and a mile high tidal wave into the same day cycle.

However even the weather must take second place to the turbulent nature of the Metroplex's own government. While the day to day government of the 'plex is, officially, in the hands of Megiddio's planetary governor (a representative of the Administratum) it also falls under the judicial authority of the Adeptus Arbites (representing the Ecclesiarchy). Ever since a colony was founded on Megiddio the two Imperial powers vied with one another for total control.

Planetary records show that, even before anything resembling a town had been founded, the two factions spent as much time battling against each other as they did combating the ferocious environment. No one is in any doubt, however, that the Arbitrators have the upper hand, being both better trained and better armed than Megiddio's Planetary Defence Force. Fortunately open hostility between the factions is uncommon.

HELL'S GARDEN

The Western jungle was the first place the colonists attempted to settle. Although initially successful, the early decision to construct a Space Port seemed to provoke a unprecedented hostile reaction from the planet. The area was quickly overrun by all manner of alien monstrosities and attempts to colonise the world almost ground to a permanent halt. Unperturbed however, the settlers returned with much heavier firepower and over a period of almost a decade, succeeded in defoliating the eastern tip of the jungle, creating an open plain from which they could set about building their city. Today a good portion of the wilderness has been cleared to make way for the sprawling Metroplex but the western region of the jungle, affectionately christened Hell's Garden, remains a 'no go' area for anyone with an ounce of sanity. The deserted site of Kastras Spaceport is rumoured to be home to a primitive cult of semi-human monsters, reputed to be the mutated survivors of the original colony.

THE SCREAMING SANDS

On the north eastern borders of the Metroplex begins the endless desert known as the Screaming Sands. Harsh, desolate and rumoured to be home to yet more lethal alien lifeforms (no one has returned to give a detailed survey), not even a heavily armoured Arbitrator force would venture out into this terrifying wasteland. Yet strangely the Sands are home to Megiddio's only other human inhabitants - the *Sons of Zholin*. The records indicate that these hardened nomads broke away from the original colony at the inception of the Metroplex, preferring hunting and travelling to the soul-destroying monotony of city life. These survivalists have much in common with the denizens of Tallarn, they have adapted perfectly to punishing environment and even succeeded in domesticating some of the indigenous reptiles as pack animals and steeds. The Son's disdain for city-dwellers is surpassed only by a bitter hatred of their monstrous desert neighbours, the *Sand Devils*. The existence of these multi-armed, chitinous creatures has never been verified by the Metroplex however.

PRECINCT 13

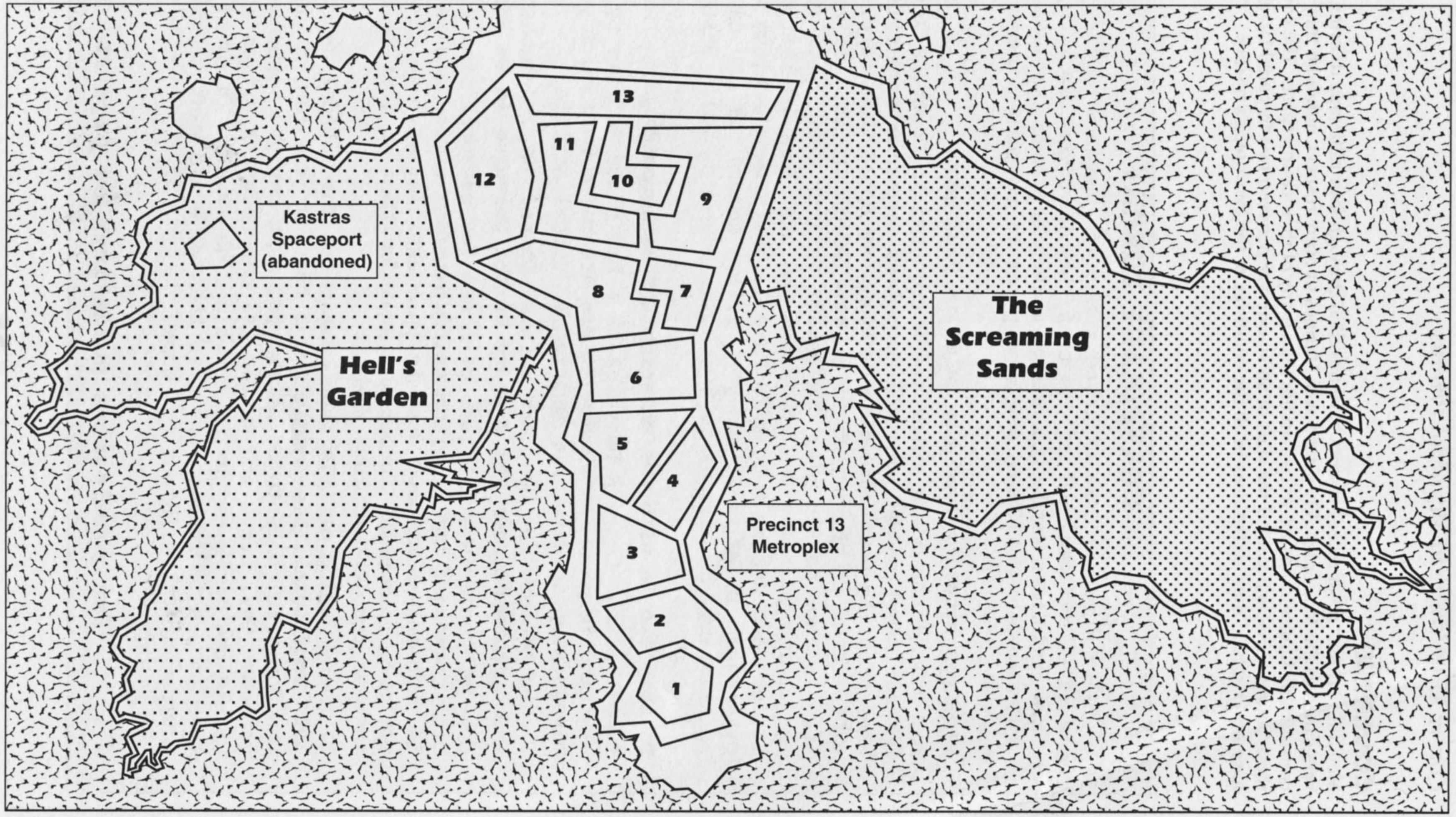
The Metroplex is divided into thirteen distinct sectors. The recurrence of the number 13 is a much overused joke among its citizens who have resigned themselves to life in Hell and are above such primitive superstitions. Each sector has its own Magistratum, a fortified station housing several hundred Arbitrators responsible for keeping Imperial Order locally.

The official designation of the thirteen sectors is as follows-

Sector	Designation	Main Features
1	Judicial Zone	Precinct 13 Courthouse.
2	Residential Zone	Governor's palace.
3	Residential Zone	*Chapel of Divine Radiance*
4	Residential Zone	*Chapel of Perfect Sacrifice*
5	Commercial Zone	Arbites Departmento Telepathica
6	Industrial Zone	Geo-thermal power plant.
7	Residential Zone	Academy Arbites.
8	Industrial Zone	Food processing.
9	Industrial Zone	Ore refinery.
10	Residential Zone	PDF barracks.
11	Residential Zone	Tourist resort. Department of Deportation.
12	Commercial Zone	Toolos Spaceport. *Chapel of Our Terrestrial Father Deified* (Adeptus Ministratum Head Quarters)
13	Restricted Access	Details classified.

The guardians of Imperial (and Ecclesiastical) Order in the Metroplex are its Arbitrators. These lawmen are organised according to unique protocol that dates back to the original settlement.

MEGIDDIO PRIMUS CENTRAL LANDMASS



COVERT X

Megiddio Primus' most recent visitors have travelled through four millennia to bring their war of vengeance to the Metroplex. They are Space Marines in every respect, although they have had considerably longer exposure to civilian life than many of their counterparts. The coming of these young warriors heralded the start of an all-out war between two Imperial factions who have never settled their differences in all the centuries of the Metroplex's history.

CONSPIRACY THEORY

We receive simply stacks of letters from our readers telling us about house rules and game variations that they have come up with. Some of you are doubtless wandering how we select the ones that are included in the Journal. Well here are some pointers to help you get your 40K ideas in print:

- **Have you actually used the rules in your games?**

  Not all of the house rules that were used in Covert X worked to our satisfaction and you will doubtless encounter some difficulties when creating your own. **This is okay**, we don't want to print rules that are up to the standards of our Design Studio, all we want to know is: **How do you play our games?** Tell us about your campaigns, the armies you play and the rules you use. Send us battle reports (these need not be huge affairs à la White Dwarf) along with some details about yourself and your fellow gamers. If you have any interesting conversions tell us about these as well. Better still, send them to us.

- **Do they tie in with the existing 40K background?**

  Remember that the 40K Universe is a big place and pretty much anything is possible. However there are two things which you should always keep in mind when writing a Journal article.

  1) The backgrounds that are printed in the 40K rulebooks,Codexes and supplements are **The History Of The Universe As We Know It.**

  However there is still lots of scope for personalising your own tiny corner of the Imperium using existing armies and races. This is precisely what have done in this article: we have taken two peripheral Imperial forces and expanded them so that we could use them as complete armies. However:

  2) Every gaming article that appears in The Citadel Journal is **100% Unofficial.**This simply means that if you want to use any of the house rules featured herein you must get your opponent's consent. Gav, Steve and myself use our Covert X armies strictly within the confines our own campaign. We wouldn't dream of entering them into a tournament any more than we would want to use tournament rules in our own games.

See submissions guidelines on page 28

VIII: KONNAR

Ezbesde Konnar, Imperial Governor of Megiddio Primus looked down from his thirty-second floor glasteel window and surveyed the mayhem that was pouring through the streets below. From this distance it was as if he examined a nest of angry insects; the people seemed small, impotent, certainly not a threat to anyone on the thirty second floor of the Imperial Palace.

He smiled. Unfortunately the poor Arbitrators who were struggling to keep order on the streets did not benefit from this invulnerability. They were probably unaware that they were fighting not simply against a tide of embittered citizen's, but against some of the deadliest guerrilla fighters in the Imperium. But, of course, how could they possibly know....

He cast his mind back to seven months previous when he had not been such a happy man. His title and position were a joke, the faceless Keepers of the Faith, who rarely left the confines of the Imperial Chapel, kept the people in thrall and the Arbitrators were their watchdogs. Might was right on Megiddio Primus and Konnar's Planetary Defence Force was no match for the highly trained troopers of the Adeptus Arbites.

But seven months ago he had taken steps to change all that, and it seemed that the Emperor did indeed help those who helped themselves. Konnar had called in a favour from one of his fellow bureaucrats, who now worked for the Officio Assassinorum, and now had the services of a formidable (and not unattractive) killing machine.

However, even having Tandi Chann in his temporary employ paled beside his most recent acquisition, which could only be described as a gift. An entire company of Space Marines was now at his beck and call, thanks to a one in a trillion chance encounter. Shortly after the Assassin's arrival, his Naval associates had detected a large craft emerging from Warp Space in the vicinity of Megiddio's sun. The craft responded to Imperial hailing frequencies and contact with its occupants was made quickly and without the Ecclesiarchy's knowledge.

Konnar had taken an enormous gamble, the crew could well have been *turned* by their prolonged voyage through the Warp, but the Governor's intuition had not let him down. Those brave defenders of humanity who had boldly sailed through the sea of pure Chaos were unaware that what had seemed like a journey of one year had in fact taken them 4000 years into their future.

Governor Konnar had neglected to supply them with this information. They were so consumed with a burning desire to avenge themselves on the Church. He could do nothing but sympathise.

The intercomm's cold metallic chime tore him from his complacent musings.

"Governor, Judge Salo is waiting in the reception".

Konnar swallowed hard. He had been expecting, and dreading, this moment. Seconds ticked by as he composed himself, but his voice was carefully modulated when he replied.

"Send him up, will you Maebal."

COVERT OPERATIONS

As Space Marine Scouts, Covert X operatives are often deployed in engagements in which speed and stealth are as vital as firepower. Precinct 13 is unlike the conventional Warhammer 40K battlefield, its urban sprawl provides even more nooks and crannies from which to wage a protracted guerrilla war. To make the best use of their abilities, Covert X use two types of cover when undertaking a mission: *Darkness* and *Urban Infiltration*.

DARKNESS

Missions undertaken in full or partial darkness allow the Coverts to operate out in the open without being instantly torn to pieces by Arbitrator firepower. The most common scenarios that involve darkness are night missions. Darkness generally allows operatives to work unobserved, but a wide variety of factors effect their level of concealment. To represent a unit's ability to move about undetected we assigned a score (Stealth) to a few WH40K races, the lower the score the better the ability. Any enemy unit (the spotter) who wishes to target the exact location of a covert operative who is in the spotter's line of sight must roll equal to or less than the operative's Stealth score on 2D6. If the operative is in the spotter's line of sight and he is within Spotting Range (equal to or less than his Stealth score in inches), he will be spotted automatically.

Unit Type	Stealth
Ogryns	8
Terminators, Orks	7
Arbitrators, Space Marines	
Imperial Guard, Kommandos	6
Eldar, Genestealers	5
Space Marine/Eldar Scouts	3
Imperial Assassins	2

Line of Sight	In Spotting Range	To spot (2D6)
yes	yes	automatic
yes	no	stealth score or less
no	yes	stealth score or less
no	no	not possible

It is also possible for the spotter to become aware of an operative who is within Spotting Range but not in LOS if he rolls equal or less than the operative's Stealth score. This is summarised more clearly on the table - left.

There are many factors that could affect the Stealth score. Some of our suggestions are listed on the table below. Units may attempt to spot before their Shooting Phase or during their Overwatch action if applicable. Once a model is spotted, any model in its unit may be targeted normally by the spotter unit for that turn only. However the spotter's unit suffers a -1 penalty to shooting in poor/low light and -2 in total darkness. Other rules for Darkness are given in *Night Missions*.

Factor	Stealth Modifier
VISIBILITY	
poor/low light	-1
total darkness	-3
SIZE OF COVERT UNIT	
single model	0
each additional model over the first	+1
unit in *dispersed formation*	no modifier*
OPERATIVE ACTIVITY	
operative is hiding	-3
operative moves in last turn	+1
operative runs in last turn	+2

Factor	Stealth Modifier
OPERATIVE USES WEAPON	
bow, lasgun/pistol, hand weapon	0
autogun/pistol, power weapon	+1
boltgun/pistol, flamer, chainsword	+2
most heavy weapons	+3
EQUIPMENT	
operative wearing Cameleoline	-2
spotter has searchlight **	+2
spotter has scanner	+3

* squads in dispersed formation suffer no stealth penalty for the size of their unit.

** See Arbitrators army list.

URBAN INFILTRATION

Precinct 13 contains many crowded urban areas where the Coverts can carry out their terrorist activities almost invisibly in broad daylight. To make their job easier the Coverts have stirred the population into a frenzy of resentment against the oppressive Arbitrators.

MOBS

To represent the crowds of disgruntled citizens running riot through the streets of Precinct 13 we mounted three to five models on 50 mm bases. These bases have the following profile:

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mob	4	2	2	2	2	5	2	5	5

Mobs are not controlled by the Covert player but move and act randomly. Roll once on the Mob Table at the start of the Covert player's movement phase and apply the result to all Mobs currently in play except those that are in combat or broken. Mobs never rally.

The number of Mobs available to the Covert player depends on the scenario being played. For more information on Mobs and Crowd Control - see the Arbitrators Missions.

MOB REACTION TABLE

D6	Mob Reaction	Effect
1	*Abusive*	The mob does not move this turn
2	*Defiant*	The mob moves 4" towards the nearest Arbitrator unit but will stop 2" short of the unit if the move would bring the Mob into hand-to-hand combat.
3	*Aggressive*	The mob hurls a projectile (a brick, molotov cocktail, etc) up to 6" at the nearest Arbitrator unit. The projectile hits automatically and is S3 with no save modifier. Otherwise the mob does not move.
4	*Violent*	The mob moves 4" towards the nearest Arbitrator unit and will fight in the hand-to-hand phase if it comes into contact with the unit.
5	*Dangerous*	The mob is subject to *Hatred* of all Arbitrator units and, in addition, will charge 8" towards the nearest Arbitrator unit. If no Mobs are in combat at the start of the next turn roll again on this table, otherwise the Mob continues to be subject to *Hatred.*
6	*Out of control*	The mob is subject to *Frenzy* and will charge 8" towards the nearest unit (Arbitrator or Covert). If no Mobs are in combat at the start of the next turn roll again on this table, otherwise the Mob continues to be subject to *Frenzy.*

HIDING IN CROWDS

Any model with the ability to *Infiltrate* may hide in a Mob. Up to five models may be concealed within a single Mob base. Until the infiltrators show themselves they are assumed to behave exactly as the rest of the mob and may not fire their weapons, etc. At the start of his turn, the Covert player announces which units he wishes to reveal. These are placed within 2" of the Mob base and may move, fire, etc on the turn in which they are revealed.

CONSPIRACY THEORY

Wolfrik: The house rule for Mobs was probably the single most important factor in providing our campaign with its distinctive feel. Everyone agreed that it helped to capture the atmosphere of a small-scale urban conflict. Strangely it was conceived some time before Covert X was created, and it was on the sage advice of Andy Chambers that I began to build the rest of this article around it.

STRATEGY CARDS

The Strategy cards provided in *Dark Millennium* are perfectly usable in the missions detailed here. However we decided to create some of our own that would capture the spirit of covert ops/law enforcement . These special cards were awarded according to which characters took part in the game (see army lists for details) and how many Victory Points were gained in previous scenarios. To distinguish between the two armies particular styles we made some of the cards specific to one side. A summary of the cards we used is given here, we typed up ours and mounted them onto playing cards.

CAMOUFLAGE *(Covert X only)*

One model or unit may has set up a camouflaged foxhole somewhere on the battlefield. They may start the game in hiding, even if they deploy out in the open. Once the unit moves or fires, it is no longer considered to be in hiding.

COUNTER-INTELLIGENCE *(Special)*

Counter Intelligence is not a card in its own right, **any** Strategy Card may be declared 'Counter Intelligence' instead of its normal effects. The card must be played immediately after your opponent has played one of his Strategy Cards. This card counteracts the effects of the card that has just been played on a d6 roll of 4+ The card is then discarded whether the roll was successful or not.

CROWD CONTROL *(Arbitrators only)*

The model or unit causes *Terror* against all Mob bases.

GAS SATURATION *(Arbitrators only)*

The Arbitrators barrage the area with Choke gas. Place a 3" template anywhere on the battlefield and roll for scatter. Other than its increased size the template behaves exactly as a standard Choke Gas grenade. Use the Choke gas table in the wargear book to determine its status each turn.

EMERGENCY BACKUP *(Arbitrators only)*

Play this card during the Backup Phase before the response time is rolled. Regardless of which unit was requested, the Backup will arrive in 1 turn (ie. the Arbitrators next turn)

ESPIONAGE

Take one randomly selected Strategy card from your opponent and add it to your own hand.

INTELLIGENCE

Play at any time. The opposing player must reveal all of his unplayed Strategy Cards.

PROPAGANDA

Play at the start of the game. For the entire game the player may add or subtract 1 from any roll on the Mob Reaction table.

SABOTAGE *(Covert X only)*

Play at the start of the game. The Coverts have placed explosive booby-traps around the battle field. Roll D6 and place that many suitable looking counters anywhere on the table, but no less than 6" from an enemy model or another counter. During his shooting phase the covert player may announce that he is activating one or more of these devices. Roll D6 for each one activated.

D6	Blast Radius	Strength
1	*the explosive is a dud, remove the counter.*	
2-3	2"	3
4-5	2"	4
6	3"	4

Once an explosive has been activated, remove the counter.

SURVEILLANCE *(Arbitrators only)*

The battlefield is saturated with surveillance devices. No enemy model may hide during the game.

RECONNAISSANCE *(Covert X only)*

Play at the start of a Night Missions. The Arbitrator player must set up all scenery at the **start** of the game.

CONSPIRACY THEORY

Wolfrik: Cards, counters, extra gubbinz. They're not everyone's cup of tea, but we love 'em! We even made our own templates to distinguish Blind, Choke and Hallucinogen grenade effects.
Having more strategy cards made the game unpredictable, but ultimately fun.

MISSIONS

Covert X missions can take place during day or night (using the special rules for Darkness.) The following house rules allowed us to run playtest games without writing up specific scenarios.

NIGHT MISSIONS

The Covert X Scouts are experts at moving through the dark but it is assumed that they are in uncharted territory (unless the *Reconnaissance* Strategy Card is played). To simulate this, all terrain used in a Night Mission is retained by the Arbitrator player and deployed throughout the game. At the start of each of his turns the Arbitrator player may set up D3 pieces of scenery anywhere on the table with the following restrictions.

- The players must agree the total amount of scenery that is available during the scenario.
- Scenery may not be placed closer than 4" to an enemy model or another piece of scenery.
- Scenery may not be placed behind the foremost Scout unit.

Some scenarios will state whether they take place during day or night. Otherwise if the scenario does not involve the rules for Urban Infiltration, roll on the following table.

1-2	Daytime.	No special rules apply.
3-4	Dusk/Dawn.	Poor Light
5-6	Night	Total darkness.

PLAYING AGAINST THE CLOCK

For added suspense and excitement some of the missions were played against a stopwatch. This meant that the Covert player had to complete all actions in his turn within a predetermined time limit. This rule was added to balance the advantages afforded by Darkness/ Urban Infiltration.

VICTORY POINTS IN LINKED SCENARIOS

Covert X scenarios are quite mission-centred and a typical game has the potential to yield a large number of Victory Points . Keeping track of VPs in a campaign is important because they reflect the amount of intelligence gained by each side (the Arbitrators for example are initially unaware of what they are up against and are assumed to interrogate captured operatives to find out who they are). To reflect this bonus Strategy Cards are awarded for the next campaign scenario only depending on how many VPs were gained.

0-3 VPs	no new information gained.
4-8 VPs	+1 additional strategy card next game only.
9+ VPs	+2 additional strategy cards next game only.
each special character captured (see Arbitrator Missions)	+1 additional strategy card next game only.

MISSION CARDS

As with Strategy cards, Mission Cards are easy to make and bring a personalised feel to the game. Two of our favourite Covert X missions are included here.

GAIN GROUND

The Scouts must move through enemy territory, either to escape from a particular zone or to penetrate enemy defenses. The further onto the table they are by the end of the game, the more Victory Points they will accrue. The Covert X army must deploy within 8" of its own table edge.
Victory points are awarded to each squad (50% or more of original number, not characters) that finishes closer to the opposing armies table edge.

For every 8" of table covered +1 VP per squad

SABOTAGE

You must destroy an enemy structure. Select one piece of scenery at the start of the game, your opponent then decides where the target structure will be deployed (anywhere other than in either player's deployment zone). Once a Scout model reaches the objective, roll a d6 and place it next to the structure. This represents a timed explosive charge. Reduce the number on the dice at the start of each player's turn. When it reaches 0 the structure explodes causing anyone in a 6" radius of the structure to sustain a S5 hit. Remove the terrain after all damage has been determined. If an Arbitrator model is in contact with the dice roll a d6. On a 6 the Arbitrator disarms the bomb. On a 2-5 it keeps on ticking. On a 1 it explodes as above. If the game ends before the timer reaches zero, treat the structure as destroyed.

Structure destroyed +5 VPs

VIV: TAKING SIDES

Judge Salo had not slept in fifty-two hours. The sweet morning drizzle that clung to his face like a moist membrane was welcome after the acerbity of Governor Konnar's air conditioning.

Salo marvelled at the Governor's ability circumambulate even the most direct 'yes-no' question. In the field of diplomacy Konnar was every bit as evasive as the shadowy operatives Salo had been sent to neutralise. Unfortunately, since the Judge had been unable to perform a textbook interrogation, the questioning had been a war of attrition that had kept the Judge up all night.

Konnar had told him absolutely nothing. Yet for the first time Salo felt that he was getting ahead of the game. The next step, however, was critical.

Behind him Salo's retinue stood silently as the rain pattered off their hard plasteel helmets. He had requested a modest force given the importance of the mission: two patrol squads and two red-helmeted Execution teams, armed to the teeth and ready for any eventuality.

The rain-sodden, trenchcoated figure of Inspector Bernseid, the commander of the Executioners, came up beside him.

"My men have cornered the perpetrator in the vehicle construction yard in zone three, they report that one of the patrols is down, possibly dead," Bernseid gritted his teeth, "just give me the order sir and I'll turn this slag into pot ash!"

Salo regarded the hot-headed Inspector with disapproval. "No. Keep her covered, I'm going in myself."

Upon entering the construction yard, Salo felt invisible eyes scrutinising his every move. The Executioners had taken up positions around the yard's perimeter. No one could go in nor out without crossing their field of fire. He smiled mirthlessly, doubtless that was what Bernseid believed. Salo knew that the assassin could leave the yard any time she wanted to.

He walked into the rusting monstrosity of the main factory, inside the unmistakable smell of death clung to the air. The crunch of broken glass beneath his feet was strangely amplified in the badly-lit, deserted building, it blotted out every other sound. Stepping over the headless body of one of the Adeptus Arbites patrolmen, Salo came to a halt in the centre of the floor.

Even the Judge's finely tuned perceptions were shocked by the sudden appearance of the assassin. One moment he was looking into a pool of shadow, the next into the bottomless pit of a gun barrel. Behind its gaping maw a beautiful face regarded him with eyes that held no pity.

The two Imperial Agents stared at each other for a long moment. It was Tandi's contralto voice that finally broke the silence.

"So, what's going on?"

Salo waited patiently until Tandi became aware that her bolter was practically in the Judge's mouth. The weapon disappeared from sight faster than even the Judge's eyes could follow. He knew, however, that its absence was no guaranty of safety.

"The game has changed, you're on the wrong side."

With that he turned his back on her, along with the carnage she had caused, and walked calmly from the building.

ARBITRATOR MISSIONS

KEEPING THE PEACE... WITH EXTREME PREJUDICE

House rules for battles on the Streets of Precinct 13

ENFORCING IMPERIAL JUSTICE

The Arbitrators of Precinct 13 are, first and foremost, Imperial troopers, trained and equipped to a high standard. They differ substantially from Space Marines and Imperial Guardsmen in two respects: Firstly they almost always have 'homefield advantage' since they are completely familiar with the sector that they patrol and can call in reserves at a moment's notice. Secondly, they are more likely to take an enemy alive and administer justice later - often publicly, as a warning to other would-be heretics.

The complete Precinct 13 Arbitrator list starts on page 71.

'CONTROL, SEND AN EXECUTION SQUAD TO ZONE 3!'

Sometimes the Arbitrator force that arrives at the scene of the crime will be inadequate to deal with the threat once it has been identified. Fortunately, like contemporary police, they are able to call into their local station for backup. The time it takes backup to arrive depends on the availability of the required support, and how fast they can be deployed. For example, a standard Patrol Squad mounted on bikes could suit up and race to the scene quite rapidly, whilst an elite Execution team deployed in a Castigator would take somewhat longer.

Another important consideration for the Arbitrator commander is the misuse of Adeptus Arbites resources, calling in ten fully armed squads of Arbitrators to deal with one squad of Space Marine Scouts will be frowned upon by the Marshal of Court. You should think very carefully what you actually need before calling in backup. To reflect this, backup units do not cost points and are not included in your initial army selection. Instead a Victory Point penalty is incurred each time you make a backup call.

The Arbitrator player may call for backup at the start of any of his turns. After consulting the table below, deduct the VP penalty immediately from your score, then roll for the response time. A response time of 0 turns or less means that the unit arrives at the end of the turn in which it was called, it may not move in that turn but may be placed on Overwatch. A response time of 1 turn means that the requested unit will arrive at the start of the Arbitrators' next turn and may move, fire, etc. in the turn that it arrives. To determine the unit's point of deployment roll a d6.

1-2 Anywhere on the left table edge (Arbitrator player's point of view).

3-4 Anywhere on the Arbitrator player's table edge.

5-6 Anywhere on the right table edge (Arbitrator player's point of view).

For example if you request a Shock Squad, including a Heavy Webber and mounted in a Castigator you must deduct 3 VPs from your score and roll D3+1 to determine the response time.

You may call in as much backup as you require within the limitations indicated on the table and, of course, the number of Arbitrator miniatures you have. Remember to keep track of your VPs!

If the response time rolled goes over the last turn of the game, the back up unit will not arrive during the game but you must still pay the VP penalty.

ARBITRATOR BACK UP TABLE

Unit (models)	Max. Available	Response Time	Penalty
Patrol Squad (5)	4	D3-1 turns	-1 VP
arm all with Bolters/Combat Shotguns		no penalty	
* mount all Arbitrators on Bikes		-1 turn	-1 VP
Shock Squad (5)	2	D3 turns	-2 VP
arm one trooper with Webber		+1 turn	
Execution Squad (3)	2	D3+1 turns	-2 VP
arm all with Heavy Bolters		no penalty	
** Include Arbitrator Psyker (1)	1	+1 turn	-1 VP
** Include Psyker Champion (1)	1	+2 turns	-1 VP
** Include Psyker Master(1)	1	+2 turns	-2 VP
** Include Psyker Lord (1)	1	+3 turns	-2 VP
** Include Senior Proctor (1)	as no. of squads	+1 turn	-1 VP
** Deploy squad in Castigator			-1 VP

* *may not then be deployed in Castigator.*
** *may be included in any backup call for a Patrol, Shock or Execution Squad.*

'YOU'RE UNDER ARREST!'

Arbitrators have access to a variety of non-lethal weapons that enable them to take their enemies captive, in order to be dragged back to the Magistratum for a really sinister interrogation. There are four ways that a Covert X operative could find himself captured by the Adeptus Arbites: being arrested, being zapped by a Power Maul or Suppression Shield, being entangled by a Web gun, or being under the influence of Choke gas.

ARRESTS

In order to take an opponent alive, an Arbitrator who has no non-lethal weaponry must resort to a more basic approach: unarmed combat. Resolve hand-to-hand combat as normal using the Arbitrator's normal Attacks and basic Strength score. If the Arbitrator actually manages to cause a wound on his opponent, the victim is placed prone (see Prone Models below). He is assumed to be either unconscious or handcuffed and must roll a d6 each turn to see if he can wake up or free himself. As this attack mode is tricky to say the least, it is often a good idea for Arbitrators to gang-up on a single model.

PRONE MODELS

At the start of his turns any player with prone models may roll to see if they are able to break free, regain consciousness or whatever. Roll a d6 for each prone model, on a 6 the model has recovered and may take his actions that turn as normal. Otherwise he remains prone and may do nothing.

POWER MAUL/ SUPPRESSION SHIELD

A far more reliable way of taking prisoners is to knock them out with high-voltage riot weaponry. Apart from the increased Attacks and Strength treat opponents wounded in this way exactly as *Arrests* above.

WEBGUNS

Imperial Webguns enmesh their victims in a quick-setting goo. They have the advantage of being able to effect multiple victims at once. Place all such victims prone as above. The Webber's profile is included in the Arbitrators army list.

CHOKE GAS

The effects of Choke gas are explained in detail in the Warhammer 40K Wargear Book. Models are placed prone while they are under the grenade template, but are able to fully recover once the gas cloud has drifted away. NB. If a Mob is caught under a gas template, it is affected **automatically.**

MOBS
If Mobs are neutralised by non-lethal weaponry (other than Choke gas), remove the Mob base as normal. They are of little interest to the Arbitrators who will be unconcerned whether they are taken dead or alive.

END GAME
At the end of the game, the Arbitrator player totals all of the enemy models that are still prone. Each prone model yields 1 Victory Point. Thus a Covert X Scout squad that is killed will earn the Arbitrators 1 VP, but one that ends the game with all of its members prone will be worth 5 VPs.

MISSIONS

Once again we came up with some of our own idiomatic mission cards to better simulate the urban guerrilla war. For the Arbitrators the potential extra VPs available from these cards are a critical factor when deciding how much backup to call in during the game.

Note that during Night Missions (page 61 & 63), the rules for darkness apply conversely. The terms 'Spotter' and 'Operative' are applied to both Scouts and Arbitrators, depending on who is trying to spot who during their turn.

Here are some of our favourite Arbitrator Missions.

CROWD CONTROL

Only take this card if the enemy is using Urban Infiltration, otherwise choose another mission card.

The level of civil unrest is getting out of control. You are ordered to suppress the crowds with extreme sanction. Mobs that are fleeing or prone at the end of the game are considered neutralised.

Each Mob base killed/neutralised	+1 VP

ARREST THE RINGLEADERS

Enemy ringleaders are wanted for questioning. Your orders are to take them alive. Should you manage to do so, you will receive twice the normal points for having killed them.

Each character model arrested	x2 VPs

REGAIN CONTROL!

An example must be made! The scum who are spreading dissent in your sector must be obliterated to a man!

All enemy models/Mobs killed	+5 VP

CONTAINMENT

Only take this card if the enemy is using Urban Infiltration, otherwise choose another mission card.

Riots are breaking out across your sector, your orders are to contain the troublemakers until backup arrives. At the end of the game divide the table into 4 equal quarters, each quarter that contains one or more enemy models or Mob bases is considered 'occupied'.

Enemy only occupies 1 table quarter	+5 VPs
Enemy only occupies 2 table quarters	+2 VPs
Enemy occupies all 4 table quarters	-2 VPs

CLOSE PROTECTION

One of your characters has acquired vital information concerning the enemy's identity or activities, he or she must survive at all costs! Make a secret note at the start of the game which character is carrying the info. You must inform your opponent that he can discover who the character is if he is able to play the strategy card *Intelligence*. This may be countered as normal.

Character survives	+5 VP

We determine the guilty. We decide the punishment.

Codex Arbites - the Commandments of Justice

ASSAULT ON SECTOR 5

THE COVERT OPS TEAM'S FIRST PLAYTEST SCENARIO

COVERT X BRIEFING

Steve Hambrook

OBJECTIVE: Commander Mak believes that the Arbites response times in this sector will be impaired if you can disable the communication tower. All Scouts will be equipped with a timer controlled explosive. See Mission Card *Sabotage* for further details.

TASK FORCE IS AS FOLLOWS:

Commander: ***The Fixer***

Buzbox

Team Casus- Scout Squad including Veteran Sergeant. Armed with bolt pistols and Blind grenades.

Team Destitutus- Scout Squad including Veteran Sergeant. Armed with needle sniper rifles and Blind grenades.

PROCEDURE: Use rioting mobs as cover. 6 mobs are available and may be deployed anywhere on your half of the table.

SECTOR 5 ARBITRATORS BRIEFING

Gav Tyler

OBJECTIVE: A riot has broken out in Sector 5 your orders are to *Arrest the Ringleaders.* (See Mission Card).

RESPONSE FORCE IS AS FOLLOWS:

Commander ***Judge Salo***

1 Castigator

Patrol Squad Delta including Senior Proctor. Armed with combat shotguns

Shock Squad Gamma including Senior Proctor.

PROCEDURE: Backup is available. Normal response times apply.

GAME LENGTH: 6 Turns

MISSION TIMER: Not used this game.

BATTLE REPORT

SET UP: Thanks to Judge Salo's remarkable Strategy Rating, the Coverts were forced to set up first. Steve elected to *infiltrate* his squads behind enemy lines rather than in the mobs. It was agreed that no unit should deploy within 8" of the telecommunications tower, so Steve put Team Destitutus in as close as possible. Before the game had started Steve attempted to find out what Gav was up to by playing an *Intelligence* card which Gav immediately countered.

TURN 1: Gav deployed Patrol Squad Delta on the roof of the *Magistratum* (we used an Imperial Bastion) which gave him excellent Overwatch position. After assessing the situation, Judge Salo called in some backup: an Execution Squad and a unit of Shock Troops which (incredibly) would arrive on Gav's next turn. The Castigator, and Squad Gamma were sent in at combat speed to deal with the line of rioters while Judge Salo raced for the tower to intercept the saboteurs.

Steve rolled for the mobs' reaction and was disappointed to find that all they wanted to do was stand still and scream abuse at the Shock Troops!

Buzbox and Fixer kept themselves in cover (chickens!). Team Cassus made their way towards the tower while Team Destitutus attempted to flank the Shock Troops. Both units were, fortunately, out of range of Delta Squad's combat shotguns.

VPS: COVERT X: **0** ARBITRATORS: **-4**

TURN 2: The Arbites backup arrived and Gav's spell of luck continued as he rolled for their deployment points: the Executioners arrived close to Buzbox's

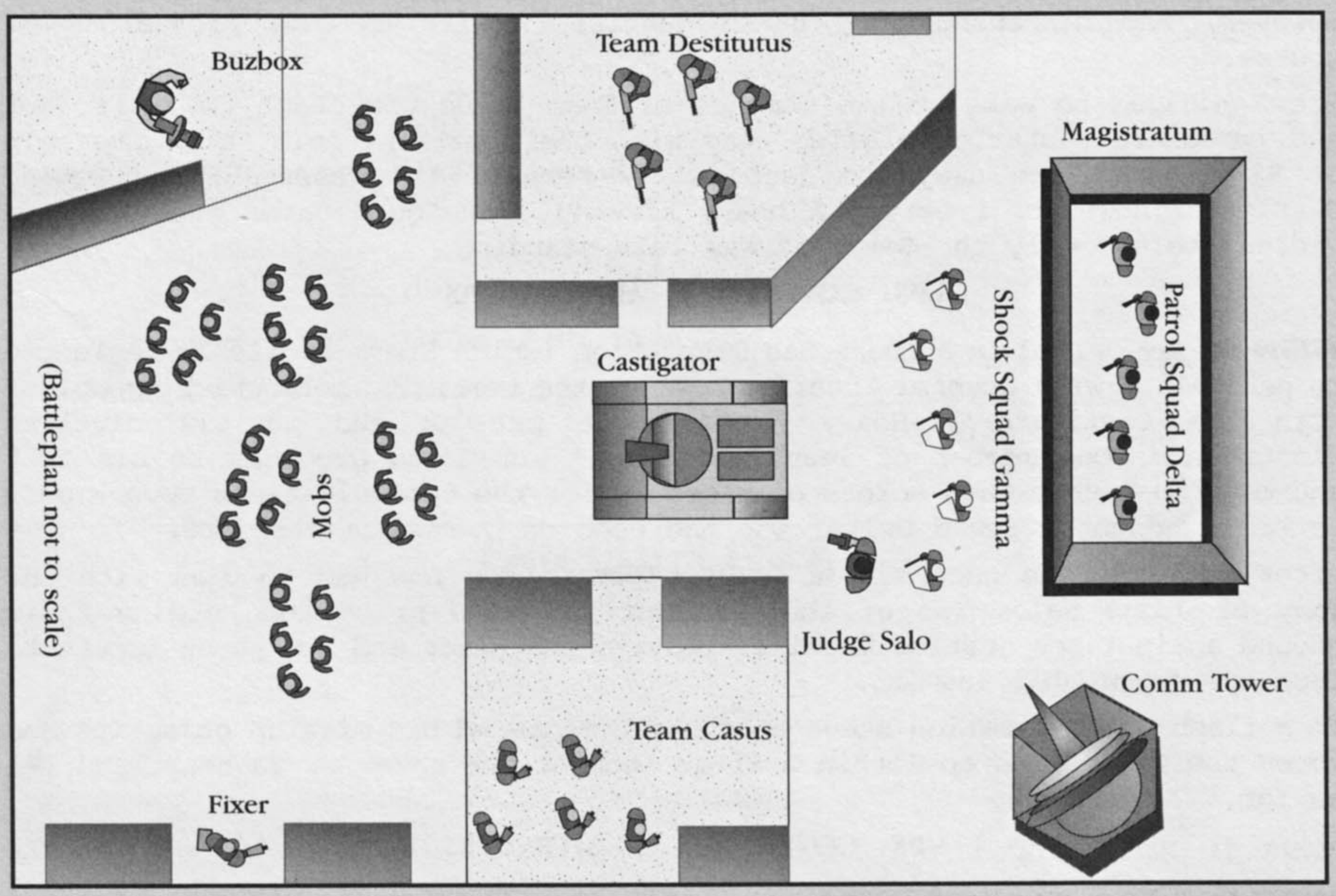
position while the Shock Squad assembled next to the tower and immediately rushed into combat with Squad Cassus, succeeding in rendering two of the Scouts unconscious.

In Steve's turn the Mobs started moving forward toward the oncoming Castigator which stopped mysteriously in its tracks as Buzbox projected his force bubble. Fixer raced in to help the beleaguered Team Cassus and blew one of the Shock troopers' brains out with his bolt pistol.

Meanwhile Team Destitutus broke from cover - straight into a shotgun barrage from the rooftop of the *Magistratum*. One young Space Marine had his career cut brutally short by an executioner shell.

VPS: COVERT X: **0** ARBITRATORS: **-2**

TURN 3: Shock Squad Gamma ignored the advancing hordes of rioters and instead



charged into Team Destitutus, powermauling two of their number into a coma. On the other side of the table Team Cassus were fairing equally badly against the backup Shock Squad - Steve's morale sank at the realisation that Shock troops have a modified armour save of 3+ against bolt pistols! It sank even further when yet another Scout was zapped unconscious. The Executioners then opened fire on Buzbox, riddling his huge body with Heavy Bolter shells. When the smoke cleared, however, the lovable brute was still alive (if a bit worse for wear), and one of the Arbitrators had a jammed weapon to clear.

Steve's attempts to resuscitate his fallen battle brethren were unsuccessful. He also neglected to pull Buzbox out of the firing line, as the Ogryn heroically continued to hold back the Castigator from the angry civilians. Fortunately the rioters had started to get into the swing of things and began to shamble toward the Executioners.

Steve whooped with joy as the Ogryn's Ripper gun let off an impressive barrage of 5 sustained fire hits but, unbelievably, only one of the Executioners hit

the ferrocrete. Fixer and the veteran sergeant showed the Shock Troops that the Adeptus Astartes are not to be trifled with and two more armoured fascists bit the dust under a volley of bolts.

VPS: COVERT X: **0** ARBITRATORS: **1**

TURN 4: With cold efficiency, the Arbitrator Execution team finished its job, cutting down poor old Buzbox with a single shot. Without the Ogryn's interference, the Castigator was free to rumble forward, crushing one of the mobs beneath its heavy tracks.

Things went badly for Team Casus when Judge Salo marched into the fray and splattered the Veteran Sergeant all over the ferrocrete.

Perhaps it was the tragic death of Buzbox, but something stirred the remaining the mobs up into a *Frenzy*. One of the Executioners went down under an avalanche of disgruntled bricks, sticks and fists. The other was unmoved, however, and dispensed some harsh justice... with extreme prejudice, of course.

Steve managed to wake up two members of Team Casus who leapt to their feet and immediately started blazing away with their bolt pistols. With the help of Fixer they blew away the last two members of the reserve Shock Squad. Destitutus,however, received a heavy kicking from Squad Gamma and, after a vicious melee, only the Sergeant was left standing.

VPS: COVERT X: **1** ARBITRATORS: **1**

TURN 5: Gav called in a Choke Gas saturation (which Steve foolishly neglected to neutralise with *Counter Intelligence*) on the remaining mobs which, combined with the Castigator's Heavy Webber, put put an end to all civilian disturbance. One member of Team Destitutus' scrambled groggily to his feet and made an heroic dash across open ground for the communications tower, only to be cut down by Squad Delta, who had been on Overwatch all game.

After reviving one unconscious Scout, Team Cassus now had to deal with the fury of Judge Salo. Two of their number paid the price for holding their ground against the justice machine. Leaving the Fixer and two young Scouts to face the formidable lawman.

In a flash of inspiration Steve suddenly remembered his mission objective and moved the Techmarine to within half an inch of the tower... so near, and yet so far.

VPS: COVERT X: **1** ARBITRATORS: **1**

TURN 6: Seeing Covert X's chief saboteur closing on the tower, Salo lowered his bolt pistol and blew a chunk out of the Techmarine's leg.

Battered and bloody and just a heartbeat away from his objective, Fixer then found himself in the middle of Delta Squad's Overwatch firing range and was subsequently blown to pieces by a barrage of Executioner shells.

"Any last witty remarks?" I asked Steve.

"Oh, b*ll*cks" he replied.

FINAL VPS: COVERT X: **1** ARBITRATORS: **2**

COVERT

Stealth and Vigilance

ARMY LIST:

PRECINCT 13 ARBITRATORS

CONSPIRACY THEORY

Gav: The Arbitrators are among my favourite Warhammer 40K miniatures and they are just begging for the Dok Butcha treatment. I wanted to turn my Adeptus Arbites force into an fully-fledged army - which meant adding close combat units, heavy weapons and other specialists to the existing troop types outlined in the Codex Imperialis.

Using the Imperial Guard Codex as a guide, Wolfrik and I fleshed out a complete army list for Precinct 13's law enforcers.

PRECINCT 13 ARBITRATORS

When a foul act of Heresy is committed on the streets of Precinct 13, the death knell wail of an approaching Adeptus Arbites Castigator is sure to follow.

The precinct is divided into 13 sectors each with its own Adeptus Arbites sector house or *Magistratum*, presided over by a Marshal. The Marshal is entirely responsible for enforcing Imperial justice in his sector and is answerable only to the Marshal of Court (currently Marshal Dure) who in turn answers to the shadowy authority of the Church.

Although their primary role is law enforcement, the Arbitrators are a formidable army in their own right and are equipped to deal with anything from a small civil disturbance to a full scale alien invasion. Each Marshal has at his disposal a wide variety of troops and weapon types from the rapid deployment Patrol Squads to the heavily armed Executioners. No one is safe from retribution in Precinct 13 even to entertain an heretical thought could draw the attention of the 'Thought Police' of the Departmento Telepathica.

Each Sector is organised along different lines. But the most common constitution of a Magistratum is into 10 'watches' of up to 10 squads (generally of a single type) each under the command of an Inspector, assisted by any number of Senior Proctors.

Despite having the largest budget allocation on the planet, Marshal Dure is notoriously thrifty and will always use the bare minimum of resources required to get a job done. Consequently Arbitrator forces often find themselves outmatched (initially) when they respond to a serious incident, it is the responsibility of the on-site commander to request backup as and when it is needed.

ARMY SELECTION

Characters	**50%**	Up to half the points of the army may be chosen from the Adeptus Arbites Characters section of the army list.
Response Force	**25% +**	At least a quarter of your points must be chosen from the Adeptus Arbites Squads section of the army list.
Backup	**Special**	You may request additional squads and characters during the game. See Page 66
Church	**25%**	Up to a quarter of your points may be chosen from *Codex: Sisters of Battle.*

ADEPTUS ARBITES CHARACTERS

0-1 JUDGE ..... 84 points

Your Arbitrator force may be led by a Judge. Alternatively, another character may lead the force and the Judge can be included as an independent character.

Unlike other members of the Adeptus Arbites, Judges are not tied to a specific precinct but are assigned to a sector of the Imperium where they are at liberty to travel, overseeing the application of Imperial Justice.

Judges generally only lead Arbitrator armies in extreme circumstances .

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Judge	4	7	7	5	5	3	7	3	9

WEAPONS Armed with laspistol and power sword.

ARMOUR Carapace armour (4+ save)

WARGEAR The Judge may have up to three Wargear cards.

The Judge may choose additional wargear from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

STRATEGY RATING If a Judge is leading the army it has a strategy rating of 5.

SPECIAL RULES A Judge provides an additional 3 Strategy Cards chosen from the list on page 62.

0-1 MARSHAL ..... 67 points

Your Arbitrator force may be led by a Sector Marshal. Alternatively, another character may lead the force and the Marshal can be included as an independent character.

The Marshal is the highest ranking Arbitrator in a sector, answerable only to the Marshal of Court .

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Marshal	4	6	6	4	4	3	6	3	9

WEAPONS Armed with Bolt Pistol

ARMOUR Carapace armour (4+ save)

WARGEAR The Marshal may choose additional wargear from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

STRATEGY RATING If a Marshal is leading the army it has a strategy rating of 4.

SPECIAL RULES A Marshal provides an additional 3 Strategy Cards chosen from the list on page 62.

INSPECTOR ..... 46 points

An Inspector may lead any Arbitrator Squad or included in the Arbitrator force as an independent character.

Inspectors are senior Arbitrators who specialise in the field of crime-solving. Many of these agents are aspiring Judges. They generally operate alone but may be called upon to lead a squad of Arbitrators on a particularly tough case.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Inspector	4	5	5	4	4	2	5	2	8

WEAPONS Armed with Bolt Pistol

ARMOUR Carapace armour (4+ save)

WARGEAR The Inspector may choose additional wargear from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

SPECIAL RULES An Inspector provides an additional 2 Strategy Cards chosen from the list on page 62.

SENIOR PROCTOR ..... +10 points

Any Arbitrator Patrol or Shock squad may upgrade its Proctor to a Senior Proctor by paying an additional 10 points. Senior Proctors are not independent characters and may be only included in an Arbitrator squad.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Senior Proctor	4	4	4	3	3	1	4	1	8

WEAPONS As the rest of the squad.

ARMOUR Carapace armour (4+ save)

WARGEAR The Senior Proctor may have up to one Wargear card.

SPECIAL RULES A Senior Proctor provides an additional Strategy Card chosen from the list on page 62.
A Senior Proctor may carry a Searchlight during night missions at no points cost.

0-1 ADEPTUS ARBITES PSYKER

Psyker Arbitrator .....40 points
Psyker Proctor .....77 points
Psyker Inspector .....118 points
Psyker Detective .....165 points

An Adeptus Arbites Psyker may be included in your Arbitrator force as an independent character.

The *Departmento Telepathica*, located in Sector 5, houses Precinct 13's frontline troops in the war against heresy. Here recruits with latent psychic potential are put through a rigorous (and frequently life-threatening) training program. Those that survive become Arbitrator Psykers, individuals whose talents are invaluable in rooting out insurrectionists.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Psy. Arbitrator	4	3	3	3	4	1	4	1	7
Psy. Proctor	4	4	4	4	4	2	4	1	7
Psy. Inspector	4	5	5	4	4	3	5	2	7
Psy. Detective	4	6	6	4	4	4	6	3	8

WEAPONS Armed with laspistol

ARMOUR Carapace armour (4+ save)

WARGEAR The Psyker may have Wargear cards as follows: Psy. Arbitrator, up to 1 card; Psy. Proctor, up to 2 cards; Psy. Inspector, up to 3 cards; Psy. Detective, up to 4 cards.

The Psyker may choose additional wargear from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

SPECIAL RULES Additional Strategy Cards from page 62 are available to Adeptus Arbites Psykers. Psy-Proctors may take one, Psy-Inspectors may take two and Psy-Detectives may take three cards.

ADEPTUS ARBITES SQUADS

PATROL SQUAD ..... 70 points

Your army may include any number of Adeptus Arbites Patrol Squads.

Arbitrator Patrols are a common sight in most sectors of Precinct 13 - a constant reminder to the citizens of who is in charge.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	3	3	3	3	1	3	1	7

WEAPONS A basic squad consists of 1 Proctor and 4 Arbitrators. They are armed with bolt pistols.

ARMOUR Carapace armour (4+ save)

OPTIONS The entire squad may be equipped with either Arbites Combat Shotguns or boltguns at a cost of 15 points.

One model may be equipped with an additional special weapon chosen from the Adeptus Arbites Wargear list.

The squad may be equipped with any grenades from the Grenade Wargear List - note that the entire squad must be given the same grenade type and the points cost on the list is per model.

The entire squad may be mounted on bikes at an additional cost of 100 points.

The Proctor may carry a Searchlight in night missions at no points cost.

SHOCK SQUAD ..... 130 points

Your army may include any number of Adeptus Arbites Shock Squads.

Shock Troops specialise in crowd control and urban pacification. Armed with fearsome Power Mauls and Suppression Shields, few civilian uprisings survive the wrath of these heavily armoured troopers.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	3	3	3	3	1	3	1	7

WEAPONS A basic squad consists of 1 Proctor and 4 Arbitrators. They are armed with bolt pistols, Power Mauls and Suppression Shields.

ARMOUR Carapace armour (4+ save)

OPTIONS One model may be equipped with an additional special weapon chosen from the Adeptus Arbites Wargear list.

The squad may be equipped with any grenades from the Grenade Wargear List - note that the entire squad must be given the same grenade type and the points cost on the list is per model.

The Proctor may carry a Searchlight in night missions at no points cost.

EXECUTION SQUAD ..... 72 points

Your army may include one Execution Team for each Patrol Squad in your army.

Execution Squads are dispatched to deal with the most dangerous perpetrators in circumstances where arresting the felon is out of the question. They carry the biggest guns and generally make a lot of mess in the course of their duties. Executioners are highly trained Arbitrators and renowned for their uncompromising approach. The mere sight of their red armoured helmets is generally enough to terrify even the hardest criminals into submission.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Executioner	4	4	4	3	3	1	4	1	8

WEAPONS An Executioner team consists of 3 Executioners. They are armed with bolt pistols.

ARMOUR Carapace armour (4+ save)

OPTIONS Any model may be equipped with additional basic weapons, heavy weapons or special weapons chosen from the Adeptus Arbites Wargear list

The squad may be equipped with any grenades from the Grenade Wargear List - note that the entire squad must be given the same grenade type and the points cost on the list is per model

SPECIAL RULES Execution Teams may *infiltrate.* but may not hide in Mobs

ADEPTUS ARBITES WARGEAR LIST

ASSAULT WEAPONS

A model may carry any number of assault weapons.

Chain Sword ..... 2 pts
Power Maul ..... 6 pts
Power Sword ..... 6 pts
Bolt pistol ..... 2 pts
Laspistol ..... 1 pts
Plasma pistol ..... 5 pts
Hand Flamer ..... 7 pts
Sword or Axe ..... 1 pts

BASIC WEAPONS

One per model.

Boltgun ..... 3 pts
Arbites Combat shotgun ..... 4 pts

SPECIAL WEAPONS

A model may carry a single special weapon.

Flamer ..... 7 pts
Grenade Launcher ..... 10 pts
with Frag and Krak grenades
Choke grenades for above.....+4 pts
Photon flares for above .....+4 pts
Scare grenades for above.....+4 pts
Webber ..... 15 pts
Needlegun ..... 8 pts
Plasma Gun ..... 6 pts

GRENADES

Any number per model. Must be chosen for entire squad.

Choke Grenades ..... 2 pts
Frag Grenades ..... 2 pts
Photon Flash ..... 2 pts
Scare Grenades ..... 2 pts

VEHICLES

Bike ..... 20 pts
Castigator ..... 80 pts

ARMOUR

One item per model. May only be chosen for Character models

Refractor Field ..... 6 pts
Conversion Field ..... 14 pts
Displacer Field ..... 24 pts

HEAVY WEAPONS

Not available for character models.

Heavy Bolter ..... 15 pts
Autocannon ..... 25 pts
Missile Launcher ..... 45 pts
with Frag and Krak missiles
Lascannon ..... 45 pts

NOTE: All heavy weapons come equipped with a targeter.



PRECINCT 13 WEAPONS & VEHICLES

WEB GUN — Special Weapon

Web guns are non-lethal weapons used in urban pacification. The gun projects strands of a fast-setting adhesive substance that expands and solidifies in air, forming a dense, entangling web around its its target. Once it has ensnared its victim the web contracts, preventing all movement and action. The harder the victim struggles, the tighter the web becomes.

Special Rules

Instead of rolling to hit as normal, use the Flamer template to determine who is hit by the web. Targets that are only partially covered by the template are counted as being hit on a d6 roll of 4+. Anyone hit by the web is placed prone (see rules in the section *Keeping the Peace*). Although not unconscious, the victim is considered helpless and will be captured at the end of the game unless he succeeds in breaking free.

Vehicles and Dreadnoughts can not be affected by the Web Gun.

HEAVY WEBBER — Heavy Weapon

A heavier version of the standard Web Gun. The Heavy Webber is not used by Arbitrator troopers, but mounted on the Castigator support vehicle (see below).
The rules for this weapon are identical to those for the Web Gun except that the Heavy Flamer template is used rather than that of a basic Flamer.

ARBITES COMBAT SHOTGUN — Basic Weapon

The rules for this weapon are taken from Warhammer 40,000 Battles, see page 10 of this book for full details.
The Combat Shotgun fires three types of rounds: the standard solid and scatter rounds fired by ordinary shotguns and a special armour-piercing heat-seeking round known as the 'Executioner'.

Ammo	Short Range	Long Range	To hit Short	To hit Long	Str	Dam	Save Mod	Armour Pene.	Special
Solid	0-4"	4-18"	-	-1	4	1	0	4+D6	See below
Scatter	0-4"	4'-18"	-	-1	3	1	0	3+D6	1" blast
Executioner	0-4"	4-18"	-1	+1	4	1	-2	4+D6+D3	See below

Special: A target hit but not slain by a solid or scatter shell is knocked back 2" away and will be place prone on a D6 roll of 4+.

CASTIGATOR — Support Vehicle

Castigators are customised Imperial Space Marine Rhinos used in crowd control situations. The Datafax is exactly the same as for an Adepta Sororitas Immolator but replaces the double heavy flamer with a Heavy Webber (see above).

SEARCHLIGHTS

Searchlights are available only to Proctors at no points cost in missions using the rules for Darkness (pages 61 &63). Place a Heavy Flamer template facing outwards from the model carrying the searchlight, it may be aimed in any direction at the end of the Arbitrators' turn.

Any model caught within the template, either in their own turn or during the Arbitrators' turn, is automatically *spotted* and suffers effects exactly as for a Photon Flash grenade.

ADEPTUS ARBITES SPECIAL CHARACTERS

JUDGE SALO ..... 160 points

*Your Arbitrator force may be led by Judge Salo instead of one the Adeptus Arbites Characters. If Judge Salo is included in your force, he **must** be the army's Commander.*

Judge Salo is a veteran of the Adeptus Arbites who has devoted a lifetime to the enforcement of Imperial justice throughout the Galaxy. He is a brilliant strategist and a redoubtable warrior who is often called in to resolve situations that confound even the sharpest minds of the Adeptus Arbites.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Judge Salo	4	7	8	5	5	4	7	4	10

WEAPONS Judge Salo is armed with a Master Crafted bolt pistol.

ARMOUR Conversion field (4+ save)

WARGEAR Judge Salo carries the *Codex Arbites* he may have up to one additional Wargear card.

STRATEGY RATING If Judge Salo is leading the army it has a strategy rating of 6.

SPECIAL RULES

Strategy: Such are Judge Salo's powers of reasoning and deduction that he provides an additional 4 Strategy Cards chosen from the list on page 62.

Psychology: Judge Salo has witnessed sites that would shatter the minds and souls of lesser men. He is completely immune to all Psychology.

THE CODEX ARBITES

The Codex Arbites is a leather bound volume that contains extracts from some of the original transcripts of the Book of Judgement. The mere sight of a Judge walking resolutely through the battlefield, reciting passages from this text will embolden any defender of Imperial Justice.

Any Arbitrator unit within 6" of the bearer of the Codex is immune to all Psychology and break tests.

IMPERIAL JUDGES ONLY

MARSHAL DURE ..... 67 points

Your Arbitrator force may be led by Marshal Dure. He may only be included as an independent Special Character if Judge Salo is leading the army.

Dure is Precinct 13's Marshal of Court. He is, as one might expect, utterly ruthless and uncompromising in administering Imperial Justice.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Marshal Dure	4	6	6	4	4	3	6	3	9

WEAPONS Armed with Bolt Pistol

ARMOUR Carapace armour (4+ save)

WARGEAR The Marshal may choose additional wargear from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

STRATEGY RATING If a Marshal is leading the army it has a strategy rating of 4.

SPECIAL RULES

Strategy: As a Marshal of the Adeptus Arbites, Marshal Dure provides an additional 3 Strategy Cards chosen from the list on page 62.

Backup: Marshal Dure is the highest ranking Arbitrator serving in Precinct 13. If he calls for back up, he gets it - fast! Subtract 1 from any response time rolled on the Backup Table (page 66).

OPTIONAL RULE: LOCAL BACKUP

If the scenario we were playing did not specify in which sector the battle was taking place, we rolled 2d6 to determine the sector number. We conveniently decided that random scenarios would never take place in either Sector 1 (the Courthouse) or 13 (Top Secret). To make things more interesting we varied the response times according to the sector.

Sector 2 (Gov's Palace): any unit, +1 turn.

Sectors 3 & 4 (Chapels): as normal.

Sector 5 (Psi Dept.): any Psyker, -1 turn.

Sector 6 (Power Plant.): any vehicle, +1 turn.

Sector 7 (Academy Arbites): Patrols , -1 turn.

Sector 8 (Food Processing): as normal.

Sector 9 (Ore refinery): as normal.

Sector 10 (PDF Barracks): any unit, +1 turn.

Sector 11 (Tourists): Shock Squads, -1 turn.

Sector 12 (Spaceport): any unit, +1 turn.

WARHAMMER 40,000®

COVERT X

Stealth and Vigilance

ARMY LIST:
COVERT X
MEN IN GREEN

CONSPIRACY THEORY

Wolfrik: About a week after I started writing Heresy on Precinct 13, I had a nice surprise: samples of Jes Goodwin's Storm of Vengeance Scouts had arrived in the Bunker! It was these excellent miniatures that prompted me to start an all-Scout army. All that was missing was some suitably grungy miniatures for the Special Characters which Paul Sawyer kindly set about converting. You can see some of the results on Page 96.

Designing your own Space Marine chapter can be a daunting task. You want them to be unique, you want them to reflect your personality, but you also want them to fit in with the official Warhammer 40K universe. My Covert X army started life as just another Ultramarines offshoot until Jervis casually remarked "surely the only Chapter that could hold a grudge for 4000 years would be the Dark Angels." Ah, the Dark Angels! my favourite Codex chapter, what a pity that they only have three officially recognised descendants (collectively known as the Unforgiven). Wait a minute... What if my Chapter had been erased from Imperial records, following their decimation? Not only would that fit in with their rational, but it would also give them a secondary motivation: to reinstate themselves on the Imperial Roster.

Unforgiven and forgotten. The Angels of Wrath were born...

The Covert X army list is included here for the sake of completeness. It is extremely unorthodox, focusing heavily on its Special Characters, and is clearly only suitable for use within the confines of our campaign.

Although now operating as an underground guerrilla force, Covert X has tried to retain the composition of the Angels of Wrath Tenth Company. The company's command structure and manpower was seriously depleted as a result of the Decimation and the army list reflects this. The absence of support weapons and vehicles may seem a tad extreme but the intention was to provide a contrast to the Arbitrators who have almost unlimited resources. The special rules (pages 59-63) were created to compensate for this lack of mechanised support.

Remember playing the underdog is always more taxing, but victory is always that much sweeter!

TASK FORCE SELECTION

Characters	**75%**	Up to three quarters of the Covert X task force may be chosen from the Special Characters section.
Squads	**1-10**	You must include at least 1 and no more than 8 Scout Squads
	Special	You may also take 0-2 Arkangels Squads (see army list)
Allies	**50%**	Up to half your points may be taken from any of the Imperial Codexes, with the exception of *Codex: Sisters of Battle*.

COVERT X SPECIAL CHARACTERS

Your Covert X task force must be lead by one of the following Special Characters: Commander Mak, Zenobi or The Fixer.

COMMANDER MAK ..... *200 points*

Captain Cornelius Makallan was Master of the Angels of Wrath 10th Company before their Decimation at the hands of the Ecclesiarchy. As the sole surviving senior officer Makallan has taken on the title of Commander but refuses the laurels of Grand Master as a mark of respect to his old friend Tristan Dare the last Grand Master of the Angels of Wrath. Makallan is an espionage and close-combat specialist *par excellence* and is habituated to missions that most would consider suicidal.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Mak	4	8	7	5	5	2	7	4	10

WEAPONS Armed with Bolt pistol, Frag grenades and a Mastercrafted Auto-shotgun (Profile as Shotgun + 1 Sustained fire dice).

ARMOUR Scout armour (4+ save)

WARGEAR Mak has a *Cameleoline* trenchcoat and may take up to 2 additional Wargear cards.

STRATEGY RATING Mak is a wily commander and a master of subterfuge. When leading Covert X he has a strategy rating of 6. He also adds four Strategy Cards to the army's hand.

SPECIAL RULES

Space Marine. The usual Break Test and Rapid Fire special rules apply.

Master Scout. Mak may *infiltrate* and use any of the special rules for scouts described in this article. In addition if the army he is commanding plays a Strategy Card designated 'Covert X only', it may not be negated by *Counter-intelligence.*

THE FIXER .....*50 points*

Brother Aurellius Fabricus was a Techmarine assigned the Angels of Wrath 10th Company. Even then he showed signs of borderline mental instability. Unfortunately the Decimation occurred before this problem could be addressed. As an agent of Covert X. 'The Fixer' has taken to 'civilian' life with perhaps more enthusiasm than befits a Space Marine.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Fixer	4	5	5	4	4	2	5	2	9

WEAPONS Armed with Bolt pistol.

ARMOUR Scout armour (4+ Save)

WARGEAR The Fixer carries the Tool Box and may take one additional Wargear card.

STRATEGY RATING The Fixer is a competent commander. When leading Covert X he has a strategy rating of 4. He may add 1 Strategy Card to your hand only if he is the commander.

SPECIAL RULES

Space Marine. The usual Break Test and Rapid Fire special rules apply.

Scout. Fixer may *infiltrate* and use any of the special rules for Scouts described in this article.

Techmarine. As a Techmarine, Fixer may attempt to repair damaged vehicles, Dreadnoughts or support weapons. Ref. Codex: Ultramarines.

Instability. The Fixer is prone to lapses of self-control. Roll d6 each turn. On a 1 Fixer may not use any Space Marine special rules that turn.

Tool Box. The Fixer may add +1 to his repair rolls. If the army he is with draws the Sabotage Strategy Card, it can not be negated .

ZENOBI ..... *167 points*

4000 years ago Epistolary Julius Zenobi was 10th Company's Librarian. Specialising in propaganda and subversion, Zenobi was pivotal in instigating the citizens' uprising in the Metroplex.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Zenobi	4	6	6	5	5	3	6	2	8

WEAPONS Armed with Bolt pistol.

ARMOUR Scout armour (4+ Save)

WARGEAR Zenobi carries a Force Rod and may take one additional Wargear card.

PSYCHIC MASTERY Zenobi is an Epistolary and has a mastery level of 3. This entitles him to three psychic powers.

STRATEGY RATING If Zenobi leads a Covert X taskforce, he has a strategy rating of 4. He also adds two Strategy Cards to the army's hand.

SPECIAL RULES

Space Marine. The usual Break Test and Rapid Fire special rules apply.

Scout. Zenobi may *infiltrate* and use any of the special rules for scouts described in this article.

Propaganda. Zenobi is an expert orator and trouble-stirrer. If the army he is in plays the *Propaganda* Strategy Card it may not be negated by *Counter-intelligence.*

BUZBOX .....130 points

A Covert X task force may include Buzbox as an independent character. He may never lead a unit.

Buzbox was held in an experimentation camp where he underwent artificial intelligence enhancement. At the same time his captors were investigating captured Ork technology. This is generally acknowledged as a futile exercise since Ork engineering passed on genetically and is practically incomprehensible to the human mind. However, in this instance a laboratory experiment yielded unexpected results. The melding of Buzbox's cybernetically altered mind to an Ork Force Field Projekta somehow imbued the Ogryn with the ability to create an impenetrable bubble of energy. The projection unit is extremely unstable, however, and prone to potentially lethal feed-back. Fortunately Buzbox's one and only friend, the Fixer, is often at hand to sort things out before the unit becomes dangerous.
Buzbox is fiercely loyal to the Fixer and considers himself to be a key figure of Covert X.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Buzbox	6	5	4	5	5	3	4	2	8

WEAPONS Armed with Ogryn Rippergun

ARMOUR None

WARGEAR Buzbox has the Projekta Pack

SPECIAL RULES

Projekta Pack. The Projekta Pack can emit a bubble of impenetrable energy. Place a 1 1/2" template anywhere within 8" of Buzbox. Nothing can move or fire through the bubble. Each turn the bubble is in play roll a d6 adding +1 if the Fixer is within 8" of Buzbox.

0-1 **BUZZZAP!** The pack suffers feedback and Buzbox must be placed prone (see rules on page 66) The Projekta Pack may not be used again this game.

2-5 The pack functions normally.

6 + **Power surge.** The bubble expands to 3" for that turn only.

The bubble may not be projected into an area occupied by a model or scenery. If a vehicle moves into the bubble, it stops immediately but suffers no damage.

Fanatical loyalty: Buzbox is utterly devoted to his friend the Fixer. If the Fixer is killed during the game, Buzbox immediately becomes subject to *Frenzy*.

TANDI CHANN .....200 points

A Covert X task force may include Tandi Chann as an independent character. She may never lead a unit.

Tandi is a young Callidus Assassin who has been roped into Governor Konnar's vendetta against the Ecclesiarchy. The Officio Assassinorum have not sanctioned her assignment and she does not carry all of the wargear normally issued by her temple.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tandi	6	8	8	5	5	4	8	4	10

WEAPONS Armed with Bolt pistol, *C'tan Phase Sword* and Hallucinogen grenades.

ARMOUR None

WARGEAR Tandi carries Polymorphine, Poison Blades and a C'tan Phase Sword.

SPECIAL RULES

Callidus Assassin. Tandi is a Callidus Assassin and all the standard rules apply (see article in WD 190: available from Mail Order Archives). These include: Immunity to Psychology and break tests, immunity to gas weapons, *dodge* (4+ unmodified Save), vision not affected by gas or smoke, may *infiltrate* enemy units, *evade* (-2 to be hit at short range, -1 long), Jump back (disengage 2" from HTH combat) and *reign of confusion* (opponent must discard one Strategy Card chosen random).

COVERT X SQUADS

1-8 SCOUT SQUADS 100 points each

Your Covert X task force must include at least one and no more than eight Scout Squads .

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	4	4	1	4	1	8
Scouts	4	4	3	4	3	1	3	1	7

WEAPONS The squad consists of 1 Space Marine Sergeant and 4 Space Marine Scouts. They are armed with bolt pistols, swords and Frag grenades.

ARMOUR Scout armour (4+ save)

OPTIONS Any model may be equipped with weapons chosen from the Basic and Assault Weapons sections.

Up to one model may be equipped with a weapon chosen from the Special or Heavy Weapons sections.

0-2 ARKANGEL SCOUT SQUADS.....150 points each

Your Covert X task force may include up to two Space Marine Arkangel Scout Squads .

Arkangels are Covert X Scouts who have received the required training and bio-surgery to become fully fledged Space Marines. Due to lack of resources, and because of Covert X's unique *modus operandi*, the Arkangels are still equipped and deployed as standard Scouts.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
Vet. Sergeant	4	5	5	4	4	1	5	1	9
Arkangel	4	4	4	4	4	1	4	1	8

WEAPONS The squad consists of 1 Space Marine Veteran Sergeant and 4 Space Marine Scouts. They are armed with bolt pistols, swords and Frag grenades.

ARMOUR Scout armour (4+ save)

OPTIONS Any model may be equipped with weapons chosen from the Basic and Assault Weapons sections.

Up to one model may be equipped with a weapon chosen from the Special or Heavy Weapons sections.

The Veteran Sergeant may have up to one Wargear card.

SPECIAL RULES Each Arkangel Squad provides an additional Strategy Card chosen from the list on page 62.

COVERT X WARGEAR LIST

ASSAULT WEAPONS

A model may carry any number of assault weapons.

Chain Sword ..... 2 pts
Power Sword ..... 6 pts
Bolt pistol ..... 2 pts
Plasma pistol ..... 5 pts
Hand Flamer ..... 7 pts
Sword or Axe ..... 1 pts

BASIC WEAPONS

One per model.

Autogun ..... 1 pts
Boltgun ..... 3 pts
Needle Sniper Rifle ..... 10 pts
Shotgun ..... 2 pts

SPECIAL WEAPONS

A model may carry a single special weapon.

Flamer ..... 7 pts
Grenade Launcher ..... 10 pts
with Frag and Krak grenade
Choke grenades for above.....+4 pts
Photon flares for above .....+4 pts
Scare grenades for above.....+4 pts
Plasma Gun .....6 pts

GRENADES

Any number per model. Must be chosen for entire squad.

Choke Grenades ..... 2 pts
Frag Grenades ..... 2 pts
Photon Flash ..... 2 pts
Scare Grenades ..... 2 pts

HEAVY WEAPONS

Not available for character models.

Heavy Bolter .....15 pts
Autocannon.....25 pts
Missile Launcher with Frag and Krak missiles ..
.....45 pts
Lascannon 45.pts

NOTE: All heavy weapons come equipped with a targeter.

CONSPIRACY THEORY

FINAL TRANSMISSION

Well, that just about wraps it up for Covert X. What more can I add except: don't believe a word you have read, it's all unofficial and probably heretical too!

In fact, I'd advise you to completely erase the words **Covert X** from your minds. Let's talk about something else...

What about that chap Horus, was he really all that bad, or just very misunderstood..?

...TRANSMISSION ENDS...

X

X

The clamour of violent dissent had started to subside in Sector 12, to be replaced by the now all too familiar percussion stomp of Arbitrator boots on ferrocrete. The occasional boom of a combat shotgun signalled that the rebellion was coming to an end.

In the grey penumbra of an alleyway Makallan was almost invisible. It had started to rain heavily and where the huge droplets hit the fabric of his hooded Cameleoline trenchcoat his outline became temporarily discernable, turning him into a watery wraith.

Beside him the Fixer had finally managed to light up a cigar. The Tech Marine was blissfully ignorant of the disapproving glare he received from his unseen commander.

Makallan grimaced, after setting up on this dismal world the Fixer had started to change. It was bad enough that he had taken an abhuman under his wing, but smoking, drinking and fraternising with women, that was not proper behaviour for a battle brother, even one forced to go 'undercover'. Makallan prayed every night that his comrade-in-arms had not been somehow affected by the company's long exposure to the Warp.

At least Zenobi seemed untouched by the hedonistic distractions that civilian life offered. The Librarian appeared completely at peace in the pouring rain, and had every right to be after a job well done. He had, after all, almost singlehandedly turned the placid Metroplex into an urban battlefield. A most excellent diversion.

But that was all it was, a diversion. The riots had given the Coverts the time and space necessary to plan this, their final assault.

Makallan took his binox from an inside pocket and scanned the gargantuan building that completely obscured the eastern skyline. The barely perceivable forms of Arkangel Team Venabulum were rushing towards its nearside wall.

The Cathedral (ridiculously referred to as a chapel) looked almost deserted, exactly as Tandi had said it would be. Most of the Arbitrator patrols had now been assigned to mopping-up operations, they believed that there was no longer any threat to the heavily fortified building. More fool them.

Makallan had assembled his entire task force for this mission, it might well be the only chance the Coverts would get to take out this seat of Ecclesiastical power. While the zealous hypocrites inside prayed for their debased city.

His brothers were the best at this sort of operation: bypassing security systems and planting a thermonuclear device where it would do the most damage. No more prayers, no more church. It was not vindication for his lost brethren, but it was better than nothing.

As he focused on the main gatehouse, three Castigators burst from the entrance. Even as he registered this unexpected information, the Commander knew that something was very wrong.

The vehicles did not display the insignia of the Adeptus Arbites but bore Ecclesiastical icons. His intelligence had been certain that the Church had no armed support of its own, so what were these troop carriers doing here?

The question was answered an instant later as lithe armoured figures poured from the backs of the now stationary vehicles. A sudden burst of flame rendered the binox temporarily sightless as its filters struggled to compensate. At the same moment a voice exploded in Makallan's comm-link.

"Venabulum to all teams. It's a trap. Withdraw! Repeat, withdraw!"

The sodden cigar dropped uselessly from the Fixer's mouth as a group of the female warriors were propelled into visual range by their jump packs.

"Lion's teeth! It's a set up!"

The binox disappeared into the Commander's ghostly greatcoat, then it seemed that his huge autoshotgun materialised from thin air. He calmly locked a clip into place before responding.

"Negative Venabulum, hold your ground. We are not running away this time."

WARHAMMER 40,000®



NOW IN WHITE METAL

You've seen them in White Dwarf and you've seen them at Games Day but you haven't been able to buy them - until now!

Yes, you can now get your trembling hands on this incredibly complex 40k collector's set. This massive project was inspired by Golden Demon Slayer Sword winner Paul Robins and was built by Tim 'Aardvark' Adcock as a project to 'cut his teeth on' before joining our miniatures designers full time.

Ever since we built the three Gunships that appeared at Games Day in 1995 we have had constant enquiries from you lot about whether we would indeed commit such gross heresy and release it for sale. Thus we looked into the feasibility of such a release. We knew that a model of this magnitude would need to be something just a little bit special. To this end we looked into all sorts of possibilities and in the end we came up with the following package which we're sure you'll agree is the most complicated and involved model released by Games Workshop. You can now order each set for 40,000 pence (that's £400 to you!).

Packed in a felt-lined, embossed, individually numbered and lacquered pine case (no, really!) this monstrous kit comes with a full-colour transfer sheet covering the four main Space Marine chapters and an extensive, detailed 12-page construction booklet (and boy will you need it!). This model is designed specifically for the modelling enthusiasts amongst you. We have specifically not produced rules or datafaxes for this set as it is not meant in any way shape or form to be used in your games of 40k but as a model in its own right. You will need a lot of experience and modelling know-how to construct it as there are areas which will need a lot of pinning.

THE SERIOUS BIT....

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



This special kit is not on general release and is available through Mail Order UK only. These models are made to order and as such there may be a few days delay as we put your order together (there are literally scores of parts to the Gunship alone!)

We are offering two forms of postage for this boxed set: 1st class post and courier. Normal post is charged at £4 in the UK & BFPO, £20 to Europe & Eire, £30 to USA/Canada and £40 to the rest of the world. Courier post is much more secure and is easily traceable. Courier post costs £10 in the UK/BFPO, £40 to Europe, £60 to USA/Canada and £80 to the rest of the world. Please note that there is no COD service available on this boxed set as we will only take orders in pounds sterling.

Please note that you must be absolutely barking mad (or American) to collect this immense collectors kit and that anyone purchasing one will be subject to random sanity tests...

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WARHAMMER®

SHADOW OF THE HORNED RAT... UNPLUGGED

by David Cain

David Cain is a name that we're all familiar with. It seems that this fortuitous Scot has nothing better to do than send in quality articles to the Journal (well, no problem there then). This time, Dave has thrown out his PC and taken 'The Shadow of The Horned Rat' computer game back to it's true Warhammer roots, with three excellent scenarios.

We organised the campaign around the 5 available players. These commanded the main protagonists in the PC game : Skaven, Orc & Goblins, Empire (Mercenaries), Wood Elf and Dwarf. The result of the whole campaign rested on the outcome of three linked battles.

GAME 1: BACKGROUND

Thanquol and his Skaven cohorts have discovered the existence of a powerful Elven standing stone. The secrets held within this menhir will greatly aid the followers of the Great Horned One in their quest for wold domination. However, to pinpoint the exact location of the menhir, Thanquol has instructed a small force of Skaven to penetrate the leafy glades of the Wood Elf forest and abduct a Wood Elf Elder. With such an Elf in his possession and his undoubted skills in information extraction, Thanquol knows that the exact location of the menhir would soon be his.

The first battle of the campaign takes place with the unfortunate Elder in Skaven hands. However the Wood Elves have smelt a rat (!!) and are hot in pursuit.

GAME 1 : BATTLE RULES

Neither side may employ allies or special characters.

The Skaven cannot use Doomwheels or Screaming Bells (difficult to sneak through forests!) and must choose at least one regiment of Gutter Runners (to scout out a safe path through the undergrowth). 1500 points is allowed for the Skaven force.

The Wood Elves must choose one regiment of Waywatchers (who have found the Skaven trail). Wood Elf Mages can use spells chosen from the Wood Elf Magic Deck published in Journal 18. 2500 points is allowed for the Wood Elf force.

Before the battle the Skaven player must secretly note down which of his regiments is carrying the captive Wood Elf Elder. Once a Wood Elf model engages a Skaven regiment the Skaven player must reveal whether the regiment does or does not have the Elder in it's possession.

The victory conditions for this battle are as follows:

If the Skaven regiment carrying the Elder is destroyed in combat, the Elder is rescued and the Wood Elves automatically win the game.

If the Skaven regiment is destroyed by missile fire or magic, the Elder joins the nearest unit - if this is a Wood Elf unit the Wood Elves win the game. If it is a Skaven regiment the game continues.

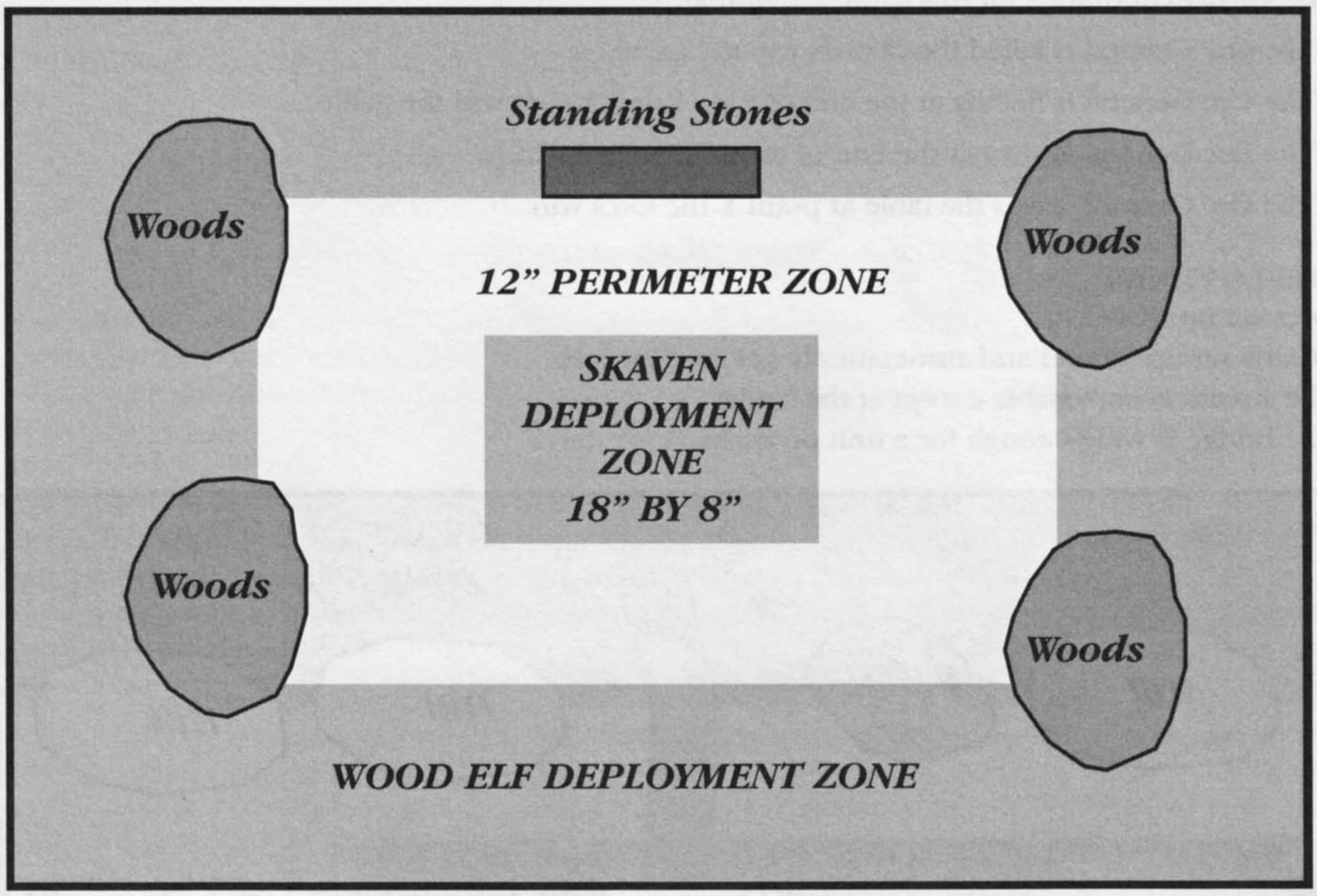
If after 4 turns the Skaven unit carrying the Elder has not escaped from the table, Wood Elf reinforcements are assumed to arrive and the raiding party is destroyed. The Wood Elves win.

If the Skaven unit carrying the captive Elder escapes off the table the Skaven automatically win.

Note therefore, it is irrelevant how many casualties are inflicted during the battle, it is the Elder that is of the utmost importance.

DEPLOYMENT

The battle is fought as a modified version of the Break Through Scenario (p31).
Wood Elves Deploy first, dice for the first turn.



GAME 2 : BACKGROUND

Regardless of whether Thanquol has gained possession of the Wood Elf Elder, he needs to divert attention from his own machinations and buy time for his force to travel to Athel Maraya, the site of the menhir.

To this end he has persuaded a large Orc and Goblin force to besiege the Imperial city of Nuln.

However, aware of the danger inherent in the menhir the Dwarfs of the World Edge Mountains have dispatched a force to help lift the siege and inform the Emperor of the threat to the Old World.

The Dwarf force bides it's time until the Orc General splits his battle force and takes a column of Greenskins to try and outflank the city defenses.

Ambushing this Orc force on it's way through a valley the Dwarfs try and kill the Orc leader. Without his leadership the Waaagh will lose impetus and quickly break up.

GAME : BATTLE RULES

No allies or special characters may be chosen. No flying monsters can be chosen by either side.

The Orcs must be commanded by an orc general (not a Goblin, Black Orc etc) and he must be part of a unit (his retinue) which he cannot leave for any reason.

The Orcs cannot select Giants, Rock Lobbers, Bolt Throwers or Doom Divers. 2500 points are allowed for the Orc and Goblin force.

The Dwarfs cannot choose war machines except for Gyrocopters. No Thrones of Power or Anvils of Doom can be chosen either. 1500 points are allowed for the Dwarf force.

If the Wood Elves won Game 1 then 500 points of Wood Elves can be added to the Dwarf force. This can only consist of Champions and rank and file. If the Skaven won game 2 then 500 points of Skaven can be added to the Orc & Goblin force. This can only consist of Champions and rank and file.

The victory conditions for this game are simple:

If the Orc General is killed the Dwarfs win the game.

If the Orc General is fleeing at the end of turn 4 the Dwarfs win the game.

If the Orc General is alive at the end of turn 4 the Orcs win.

If the Orc General leaves the table at point X the Orcs win.

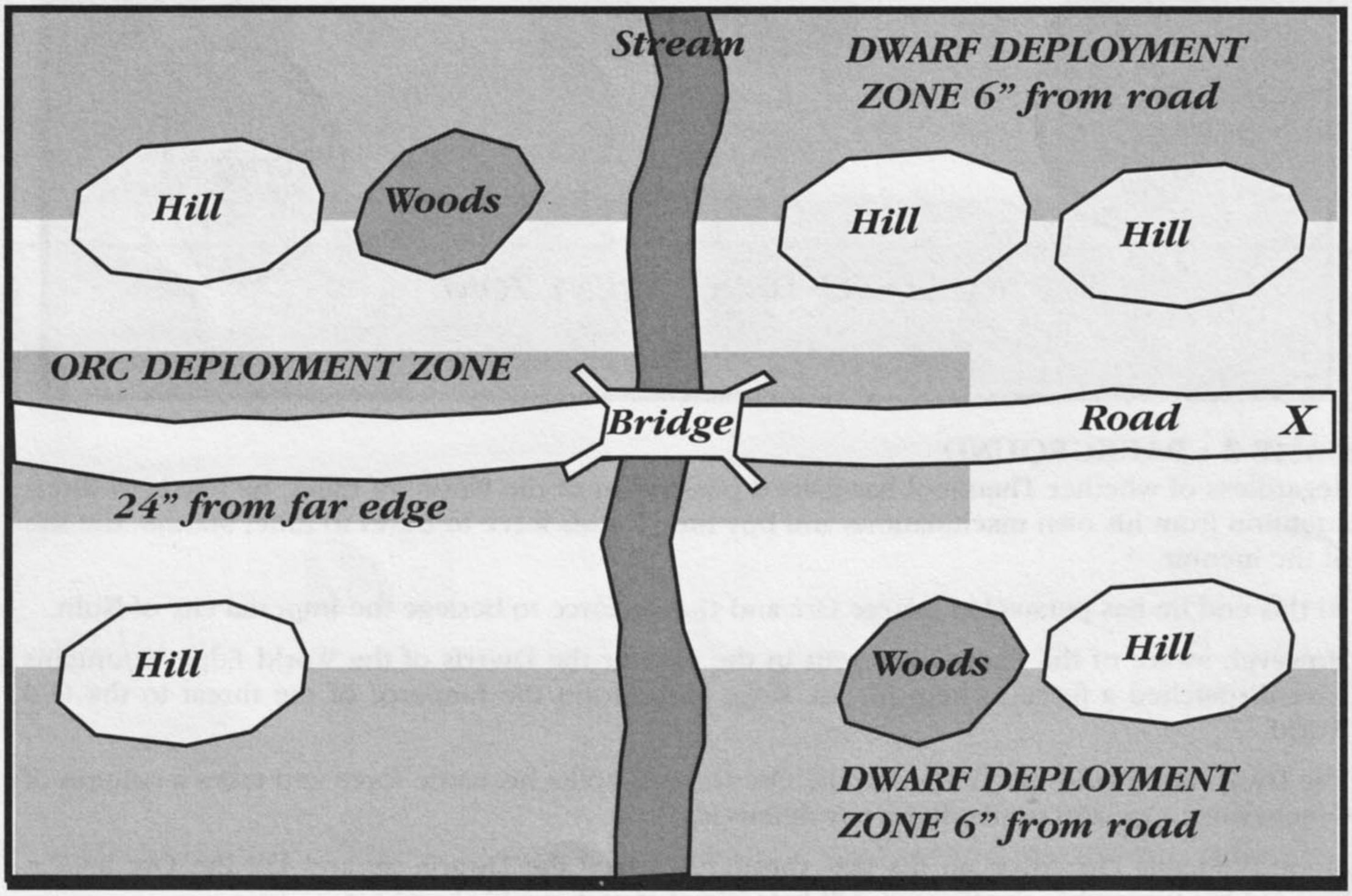
DEPLOYMENT

Orcs set up first.

Dwarfs set up second and automatically get the first turn.

The stream is impassable except at the bridge.

The bridge is wide enough for a unit of 5x20mm frontage.



GAME 3 : BACKGROUND

This final battle will decide whether the forces of good or evil will wrest control of the menhir at Athel Maraya.

The siege of Nuln has been lifted and warned by the Dwarfs the Emperor has dispatched a large Imperial force to prevent the menhir falling into the clutches of the Skaven. With much of the might of the Imperial army away on manoeuvres the Emperor has dispatched Morgan Bernhardt and his mercenary army 'The Grudgebringers'.

GAME 3 : BATTLE RULES

Thanquol must be selected as the General of the Skaven army. No Screaming Bells can be selected. 3000 points are available for selecting the Skaven force. Morgan Bernhardt is the Imperial General. He is allowed two basic characteristics increased by 1 point (e.g WS & S etc.). This costs no points - the cost is still the same as for a normal Empire General. Note he cannot increase one characteristic twice. Morgan must lead a regiment of cavalry (the Grudgebringer cavalry in the PC game).

No Steam Tanks or War Wagons can be selected. 3000 points are available for selecting the Imperial force.

The final game is fought out as a pitched battle, unless either :

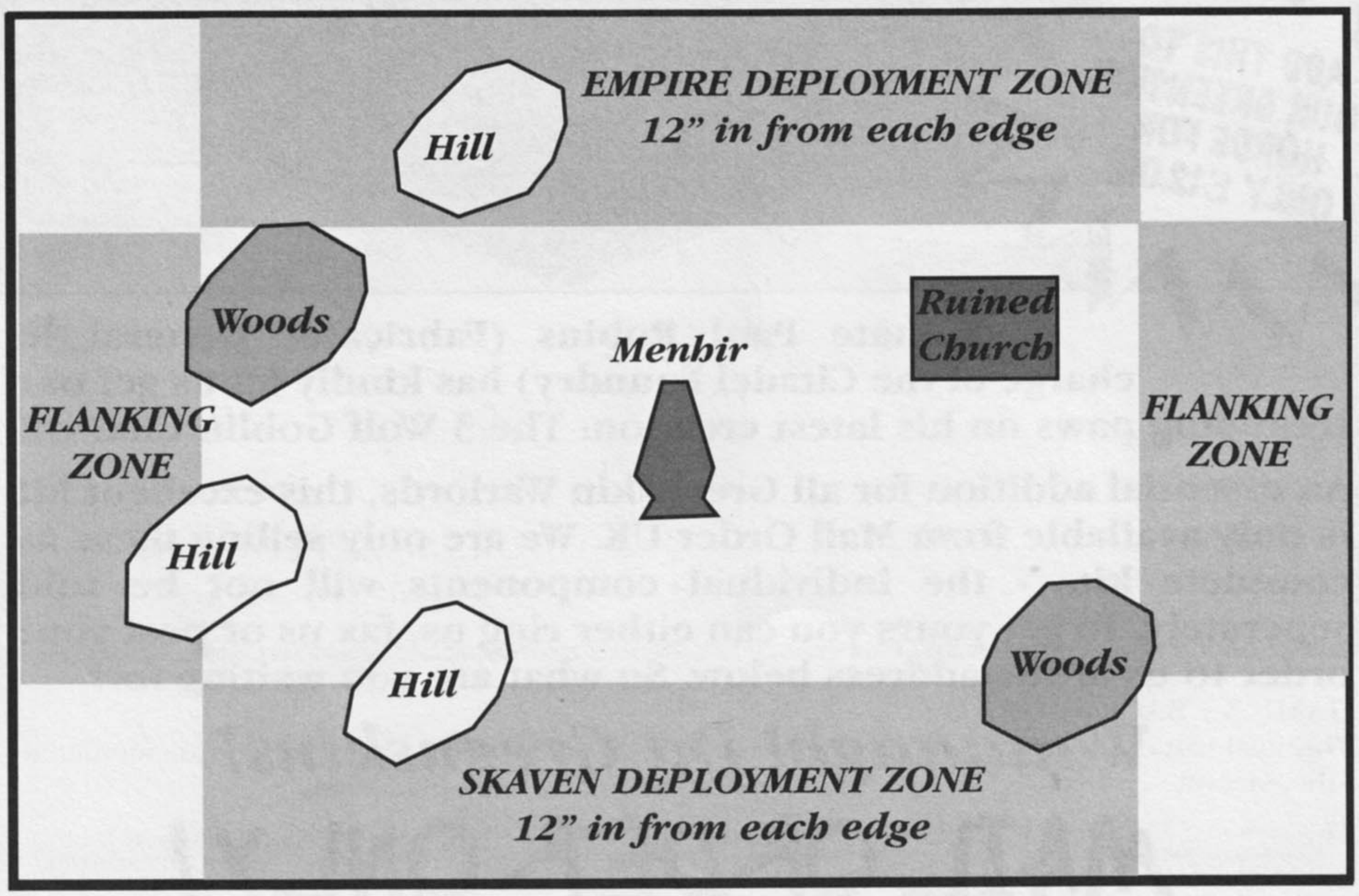
1 The 'good armies' won the first two battles. In this case, the battle is fought as a surprise attack with the Skaven army being caught unawares. Follow all the rules for the 'surprise attack' scenario (pg 28) of the Warhammer Rule Book.

In addition the Imperial army gain the benefit of 500 points worth of Wood Elf or Dwarf troops as allies. Once again these can only consist of Champions and rank and file.

2 The 'evil armies' won the first two battles. In this case, the battle is fought as a flank attack with the Imperial army being our manoeuvred. Follow the basic rules for the 'flank attack' scenario (p28) of the Warhammer Battle Book. However in this case the flanking force consists of 500 points of Orc & Goblin troops which is chosen in addition to the main force of Skaven. Once again these can only consist of Champions and rank and file.

The winner of this final battle determines the fate of the menhir. Victory points are calculated as normal (see page 40 of the Warhammer Battle Book).

In addition, the side with the closest unit (single characters, monsters, war machines etc., do not count) within 12" of the menhir at the end of the 4th turn gain an extra 5 Victory Points.



For Sale: 3 Wolf Goblin Chariot!



Our mate Paul Robins (Fabricator General in charge of the Citadel Foundry) has kindly let us get our trembling paws on his latest creation: The 3 Wolf Goblin Chariot!

An essential addition for all Greenskin Warlords, this excellent kit is only available from Mail Order UK. We are only selling these as complete kits - the individual components will not be sold seperately. To get yours you can either ring us, fax us or post your order to us at the address below. So what are you waiting for?

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

We've received an astounding amount of e-mail this month, it seems that you've been discussing the Hobby amongst yourselves! Here are just a few:

Alex Blake would just like us to know that GW is the:

BEST HOBBY EVER!

I just wanted to mail you about the best hobby in the world (it's slightly cheaper than actually mailing Games Workshop). Since Christmas (when I get my biggest influx of money -I am only 14) I started collecting a Bretonnian army for Warhammer and since then I have made quite a reasonable sized army. I really love all of the new models that are released every month, but this month the best Bretonnian model in a long time is out: the Bretonnian Hero on the Pegasus (I plan on getting him at Games Day). Having looked at all of the Bretonnian Heroes on monsters at the moment there is only Louen Leoncoeur on the Hippogriff (it's not really suitable to field him for every game because he wouldn't lead every army -would he?) and the only other model is the new Hero on the Pegasus which is a really excellent model and useful for some aspects in the game (like supporting regiments in my army just to add an extra punch). A Pegasus doesn't really have the punch I'm looking for, so is it possible to buy the Dragon that Prince Imrik rides and buy the Bretonnian Hero that rides the Pegasus, then combine them so that the Hero rides the Dragon.There are just two points that I would just like to ask you about this and they are:

1.Would the Bretonnian Hero fit onto the Dragon without converting (well, too much)

2.Would it be worthwhile fitting a Hero onto a Dragon or would you recommend another monster -I was thinking of a white or green Dragon (if you do recommend a Dragon, which colour would you recommend would be most use in battle. Oh, and another point, are there going to be any Bretonnian Heroes out soon(ish) that will be riding a bigger monster mount than a Pegasus? Whilst I am on the subject could you tell me what Bretonnian models are going to be released in the near future.... In my army so far I have got:

20 knights of the Realm including Command group and Sorceress; 6 Grail knights 30 Archers; 20 Spearmen including a Grail knight Hero on foot, a Sorceress, a Champion, a Musician and a Standard Bearer; 15 Halberdiers with Champion, Musician and Standard Bearer and Louen Leoncoeur on a Hippogriff. This army does really well against other opponents, but I was wondering if you could give me some help by advising me what you would add next....

I was thinking of getting a regiment of Mounted Squires (about 20) so that when I next play the greenskins I can draw out those pesky Fanatics that at the moment when I play the greenskins seem to be ruining my plans. Also, do you think that it would be worthwhile getting a regiment of knights Errant and enlarging my regiment of Grail knights to 15 including a Command group? I already plan on getting the Hero on the Pegasus and I was wondering what else I should get at games day.

I own all of the Games Workshop games and have several large armies, for 40K I have Chaos, Imperial Guard and Eldar (all around 5000 points). In Epic I have Imperial forces (about 2000 points at the moment, I'm just waiting for some new releases to come out...).

I would just like you to know that Inferno! is the best book ever! (apart from the White Dwarf and the Journal). One last point, do you know roughly when Gorkamorka will be released, it looks amazing--I think I saw it being played at last years Games Day and think I saw some models in the display cases downstairs, mmmm?

I'd put my money on the end of September...

Thanks a lot in advance for replying to this e-mail...

Alex Blake

Oh! do you know if anyone like Jake Thornton, Jervis Johnson or Adrian Wood etc are online and if they are could you give me their e-mail addresses, because that would be really cool (is any G.W fan on icq, my uin is 1980043 if you wanna chat anyone...?)

They are online but this is only for inter GW mail I'm afraid.

Thanks a lot (again)...

Right, a reply to your questions! I know very little about the Bretonnians so I passed your post over to Richard Hobson (our Phone Trollz supervisor) who has a massive Bretonnian army. Here's what he said:

"First things first Alex, I would break your big unit of Knights of the Realm into two separate units. This means that you can have two units with maximum rank bonus (+3) and have another Standard Bearer and Musician, which of course you don't have to pay any points for! Lead these units with well equipped Heroes with strong virtues and also include the Army Standard Bearer and Army General in one of these units. Remember that your General, Army Standard Bearer and the Heroes can all possess different virtues to make the unit rock hard! I always feel that the General is better in a unit than flying around the skies above the battlefield. Remember too, that if you keep him near his Army Standard Bearer you can use the General's leadership on any units within 12" and re-roll any failed break tests (due to the standard).

The next thing I'd do would be to buy four more Grail knights, ensuring that you also have a Standard Bearer and Musician. Make the Standard a magical one (the Standard of Shielding is good as it gives you a 1+ save), and also include a Hero with a good virtue and the Crown of Command (you simply cannot afford these to break).

Your idea of using the Mounted Squires against the Greenskins is spot on. However, using a unit of 20 defeats the object. 3 units of 5 skirmishing, Mounted Squirès will give you far more flexibility and you can use them to flush out the Night Goblin Fanatics that are always hidden away. Expect all of these to die. Don't worry about this too much as they are only peasants and therefore only live to protect your more important knights.

As for your Hero on a monster, most knights and heroes will fit on any of our monsters with only minimal converting. You can, for example, use Karl-Franz's Griffon or Azhag's Wyvern. Personally I never use Dragons as they are very expensive in terms of points and would much rather tool up my rider with one of the three following tasks in mind:

1. Knock out enemy war machines.

2. Rout units with low Leadership values by making them take Terror tests.

3. Kill some specific hard character or monster you know your opponent will take.

On a final note I think you could also do with a unit of longbow-armed skirmishing foot squires to screen your army and harry those enemy war machines.

PS Our ace new game: GORKAMORKA is released on September 29th! Give us a call on 0115 91 40000 for details of our splendid advance order deals!

(As you can tell from the last comment Richard is definitely a salesman! He has a point though. I've been playing Gorkamorka at the Studio and it's the most fun you can have with other blokes!)

E-MAIL DISCUSSION OF THE MONTH

Here are some most interesting e-mail conversations we eavesdropped on.....

MAGIC OR NOT?

Given that the Warhammer boxed set has no spells and few magic items, it should be possible to play this game without much if any magic at all. Has anybody got a tested set of house rules that allow some magic and some Heroes but avoids 'Herohammer', 'Demonhammer', 'Itemhammer' and 'Spellhammer'?

Our target point values are for large games- 3000 or better up to 10,000 points, which would allow us to actually deploy most of our painted units, without the typical 'Hammer' problems that large points values bring. A secondary aim is for exhibition games, based on LOTR or other epic fantasy fictions.

I'm thinking of using some 'Stillmanesque' rules which would emphasise troops and use lower powered monsters and characters. A design goal would be to force a pyramid structure on the armies: lots of grunts, a few elites and a smattering of characters. I also think that this approach would reduce the controversies of item and spell interactions. I'd like the result to be recognisably WHFB, to use existing army lists and retain racial characteristics. Some of the flaws in the basic mechanisms might get exposed but...

Most of the issues seem similar to those faced in campaign rule games. I'd particularly like comments on which armies do well or do poorly under such rules. Dwarves, Elves (all of them), Empire, Lizardmen and Skaven would seem to be possible. Undead would seem to be the major problem and players would need to get Van Hels Danse Macabre and the basic Raise Dead/Summon spells automatically or be allowed to march etc. Bretonnian virtues are a possible thorn. Chaos Daemons need to be carefully thought out. Chaos Dwarves? I've not seen these in a campaign, can anybody comment? We might need to use Catanzio's ROTs to reduce costs of some necessary high level Heroes and wizards, such as Slann Mage Priests and the Undead, if their spell casting abilities are reduced. 1st Level Slann Mage Priests don't fight well enough.

Dragons, Manticores and Chimerae also pose a problem, without killer items can they be balanced? They add a great deal of colour to a battle, so I'd prefer not to ban them. Perhaps you could allow one 150 points plus point monster per 5000 points of the total army cost?

Characters would be restricted to: one Lord, three Heroes, a 2nd level Wizard and three 1st level Wizards. Any number of Champions would be allowed. I was thinking of reducing the items that each level of character is allowed by one, so that Champions would get none, Heroes 1 and Lords 2. I was also thinking of reducing magic standards to being the Army Standard and one other only. Some races depend on some items (Crown of Command for Orcs and Skaven), what can be used instead?

Would a grouping system (1 item from group A, 2 from group B etc.) be better? Certain items would be eliminated, (The Forbidden rod, Book of Ashur and Book of Secrets). Is a cost based system better? I'd rather allow the Banner of Wrath and forbid the Forbidden Rod. Runes are also particularly difficult to deal with neatly.

Level 3 spells could be banned. 'Less useful' spells could be pulled and each side would use a separate deck, so both may have the same spells.

Before I spend a lot of time on this, has anybody else tried it?

For help with the list send e-mail to <warhammerfb-request@direwolf.com>

This list is brought to you by Direwolf Systems.

Richard Hale

MAGIC OR NOT?-REVISITED....

Here, Tommy Punk contributes to the e-mail discussion of the month!

What a good idea, especially if you've played against my friend, you'd be ripping your hair out. In the magic supplement, the spell DRAIN MAGIC not only does that but drains Wizard levels also!!! What the hell! When I tried to modify this spell one player was about to either cry or try to beat the living tar out of me. Low to no magic is a great idea but hard to do. I have 40% characters and you should hear what abuse I get.

The problem with magic isn't the spells, but Total Power and Drain Magic, the 5th edition turn sequence and the potential combo of spells and items. Some armies (like Undead) rely on magic while, for example, Chaos often use magic as a substitute for warmachines (ranged destruction). The problem (and also the problem with characters) are overpowered Wizards that dominate the magic game and use VERY destructive spells. They often tip the battle with a single spell and more often than not the side that gets this one off first will win.

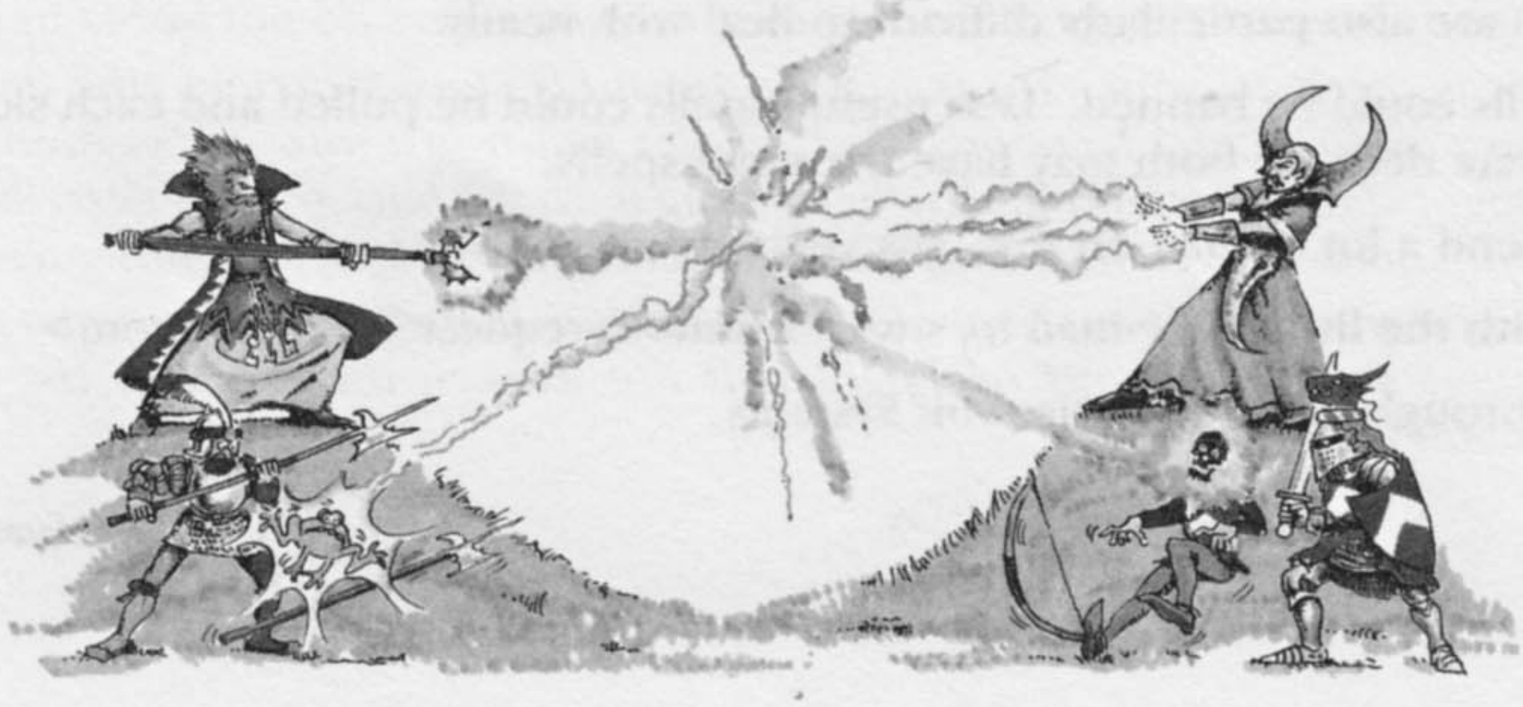
A friend of mine and I often fight with low level Wizards and use less 'deadly' spells. We also use characters with only a few magic items, and then often magic weapons that cost 50 pts or under, some magic items go up to 75 pts but they are acceptable. We never have any problems because the characters can be taken out by Rank and File and the fighting is cantered around units. We also use few warmachines like cannons and hellblasters though I often field my 20 jezzails!The less costly armies will not have any problem with low or no magic games, especially those that have access to warmachines. Dwarfs, Skaven and Empire are hard to beat, they have good infantry at a low cost and they can also have numerous warmachines that are equal to destructive spells but are allowed since they aren't spells. They also have cheap characters.

My conclusion being, that Chaos and Undead have a problem with most restrictions, whilst Elves may have problems but have an easier time fielding a balanced force. I have no problem with Chaos Heroes or Necromancers and Vampire Counts as Generals that reduce the percentage of mandatory characters.

I don't like to have pts limits for characters and items, Undead and Chaos have a hard time fielding their mandatory Generals in small games and really need a large game to benefit from multiple characters. If you have few characters and often only a single Sorceror, they need to be protected and you must rely on getting off a spell that makes up for the points cost of the Sorceror. Of course, this protection is from magic items, which will push the points cost up even higher.

I really like the idea of a magic item list divided into sections of 'effectiveness' or 'destruction'. Don't get me wrong, most of the cheaper magic items can be deadly if they are used right but most of the most of the expensive ones will certainly tip a battle if not actively countered. Expensive ones will certainly tip a battle if not actively countered.

Tommy Punk



Is there anybody out there?

A *FRENZIED* LETTER FROM NAGGAROTH!

As a Dark Elf player I was delighted to see two separate articles in Citadel Journal 21. As a subscriber I am always pleased to see my favourite army dealt with in detail.

It was with some horror that I discovered huge inaccuracies in the tactics article and could find no good reason to include any regiments from the *Dark Elf Slave Warriors* article.

I thought Tuomas Pirinen was a games designer, how can this be? Surely someone who writes army books would know that you cannot hide monsters in units of cavalry, a là Witch Elf on war Hydra tactics. He then advocates almost entirely Witch Elf armies, which a friend of mine, who plays Orcs and Goblins, would delight in defeating by putting smaller regiments of expendable troops, backed up by rock-hard units who would decimate these ladies on the charge!

How many *Ruby Chalices* would he like to have in his army? Every second regiment or hero was advised to take one. Not a very sensible tactics guide as obviously you can only have one of these items in your army. I would like to know who he *recommends* giving the Chalice to rather than who he would *like* to have one. He then goes on to say that Dark Magic is terrible, which is, frankly, laughable. Compared to what? Battle Magic?

I also have a business point to raise as a piece of advice to Games Workshop. I love the way Tuomas slags off all the Dark Elf characters you can buy in the stores (eg. Rakarth and Hellebron) and yet utterly recommends Tullaris and Shadowblade who have not even been made as Citadel miniatures! The same applies to Dark Riders and Executioners who he cannot recommend enough.

Let me leave you with a question on this article: do you think that it was written for the previous version of Warhammer? I do, Hydras yielding 3 VPs rather than 2 in the new rules for example.

My points on the second article are somewhat shorter. Apart from the ridiculous situation where Kharbana changes sex half a dozen times during the article. Why would you want to include these awful, useless units in your elite Dark Elf army? Apart from their cheapness, I can see no advantages and can someone explain to me the ambiguities of the 'badly treated' rules - when a revolt happens do the slaves get the advantage of rank or a standard if they have one? I cannot see how they would work in gaming terms.

All in all, as a Dark Elf player, I feel a bit let down and I just wanted to know how you and my fellow readers felt about this.

Dear Rev. Bench, ***Yours, Rev. Jeremy Bench.***

Your comments are quite justified and you were not alone in your dismay, we have received a number of similar letters from other outraged Naggaroth generals. I am afraid to say that the blame lies firmly on my soft southern shoulders.

With regard to Tuomas's article - the version he sent us was indeed intended for the previous edition of Warhammer and I did not pick up on this until it was too late. My Editor-in-Chief has put me on a strict diet of Warhammer Fantasy Battle (not the most horrible of punishments I'll grant you) so that such blunders do not occur in future.

Whilst there is merit in your critique of the Dark Elf Slave Warriors (the decision to change Kharbanoth (male) to Kharbana (female) was a last minute decision), I think the inclusion of slaves in your army is in keeping with the background described in the Dark Elf Army Book though they may not be to everyone's taste in gaming terms.

I can only offer my most humble apologies to all our Dark Elf player-readers and my assurance that such a heinous oversight will not darken the pages of the Galaxy's greatest fanzine again.

Wolfrik.

Is there anybody out there?

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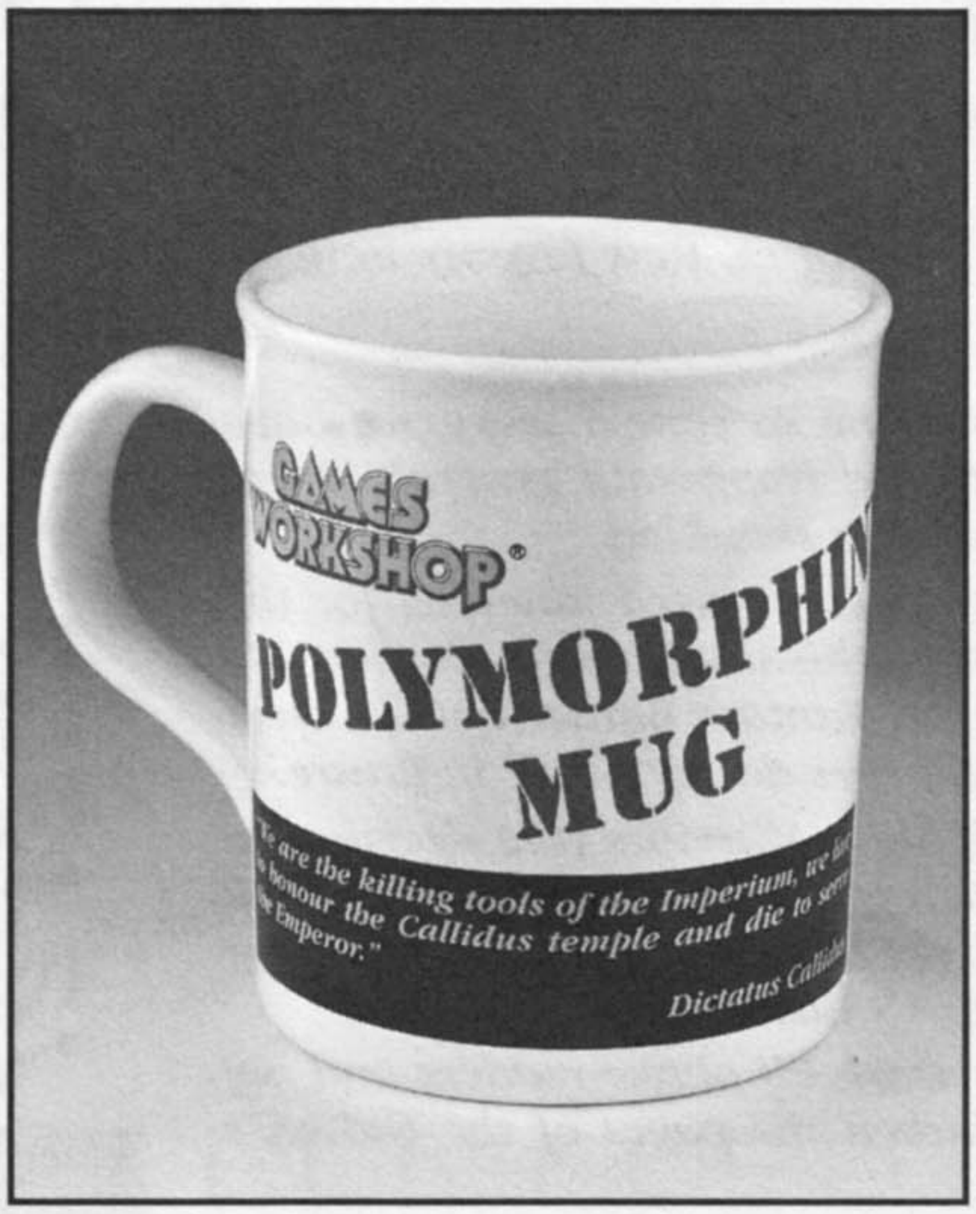
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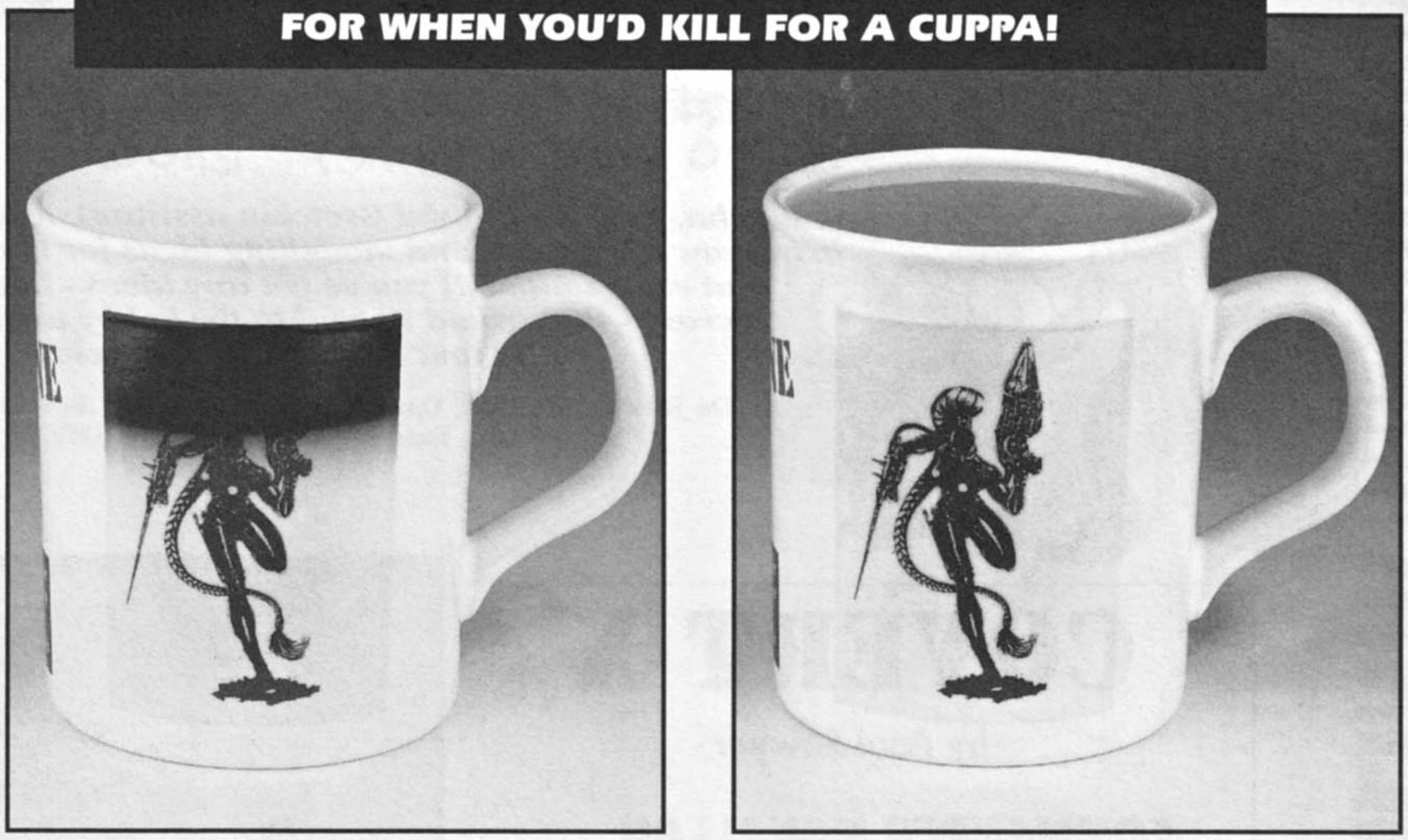
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DOK BUTCHA'S KLINIK



yoo dont av to go barmy, stikkin lodez ov diffrunt minichurz togevva to get da effekt yor lookin for. Da konverzhunz we made for Covert X are ded zimpul.
Weev got loadz more to show yoo, but yool av to wait until next ishoo.

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!

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COVERT X

by Paul Sawyer

COMMANDER MAKALLAN

A Necromunda bounty hunter formed the basis of this conversion for Covert X's stalwart leader. Note that the skull motifs on the trenchcoat have been turned into purity seals - simple but effective.





ZENOBI

Ironically the miniature Paul chose to represent this avowed enemy of the Church was an Imperial Missionary Champion!
To make it quite clear which side Covert X's resident troublestarter was on, he drilled a bullet hole through the skull icon. The chainsword has been removed and the book cut from the staff, which makes a passable covert Force Rod.

TANDI

Shes young, beautiful and deadly, but whose side is she really on?

Paul's motto must be 'make it as simple as possible' and what miniature conversion could be more simple than.... an unconverted miniature!

Seriously though, we thought that Jes Goodwin's Escher ganger looked so much like Tandi, that we couldn't bring ourselves to chop her up.



If you need any help creating your own Covert Operations Team, give the Phones Trolls a call on 0115 91 40000 - they'll be only too pleased to help!

PRECINCT 13 ARBITRATORS
by Gav Tyler

Gav was determined that Covert X's conversions along with the excellent Storm of Vengeance Scouts would not steal all of the limelight in our campaign and really went to town on his Arbitrator force. We'll be featuring more conversions from the campaign next issue.



PATROL SQUAD PROCTOR

For the rank and file of his Arbitrator force Gav used standard Arbitrator miniatures painted in the black and yellow colour scheme commonly associated with the Adeptus Arbites.

COVERT X

Stealth and Vigilance



EXECUTIONER

Precinct 13's Executioner Squads have distinctive red helmets. The addition of a Sororitas Heavy Bolter made this already impressive model truly menacing.



SHOCK TROOPERS

A simple piece of plasticard converted a squad of regular Suppression Shield wielding Arbitrators into a rock hard team of Shock Troops, ready to dispense some rough justice!



A full range of Adeptus Arbites miniatures is available from Games Workshop's Mail Order. 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!

Machinations of a Twisted Soul

by Matt Weaver

Matt is a sales rep for Games Workshop OZ. He came over to the U.K in June with this awesome conversion. Although he seems quite a nice bloke on the outside, it is clear that he has been warped by at least one of the Chaos Powers. I mean, who in their right mind would do a conversion of a Chaos Dreadnought slowly sucking (*steady on! -Ed*) the soul out of a helpless Howling Banshee?

One thing we particularly like about Matt's conversion is the paint scheme he has used - he's really gone to town to give the Dreadnought a 'battle-damaged' look, proving beyond a doubt that you don't always need to use pristine coats of bright colours to get a magnificent looking model.

Readers, please don't send us your house rules for the Eldar Brain-drain device!





This mechanical monstrosity includes: a complete Ultramarine Dreadnought, Imperator Titan hip joints, an Eldar Banshee, an Escher Ganger head, Leman Russ dozer blade support struts, Abaddon's head and torso, a 1:12 scale Honda disc brake, one old Eldar missile launcher, one E string from a guitar, approx. 2 metres of copper wire, an Avatar's sword, 20cm of fine chain, six plastic wheel hubs, two plastic Eldar Guardian arms and one Flamer fuel canister.

Matt, we hope you get better soon!