THE CITADEL®

Issue 23

JOURNAL™

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- GENESTEALER CULTS
- TEA WITH THE PERRYS
- MONSTA GOBBO LIST
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GAMES WORKSHOP®



SLEAZY RIDERS!

40K ARMY BY JOHN MATTHEWS

BIKES! BIKES! BIKES! Seems to be all that goes through the insane mind of U.S Sales' finest, John Matthews (apart from guns, that is!).

'Why isn't it Ravenwing?', 'Why are you a beardy git?' we asked. John's excuse was that he had a reputation to live up to (then he started boring us with biker tales from his youth). In the spring of '97, he got to work on his master project, which took him about five months to complete. John has upgraded most of the weapons on his vehicles and performed a few minor conversions. The Predator Annihilator tanks have a staggering:- 8 Las-Cannons, 2 Heavy Bolters and 2 Assault Cannons between them! They are also equipped with Ablative armour and Electro-Hull, which is reinforced. John's favourite troops, however, are of course the bikes, and with a truly beardy strategy rating of 7 (Grandmaster and Recon Pack) likes to get 'em in nice and fast. This tactic doesn't always work of course but typically John just chuckles and says, 'What the Hell!'



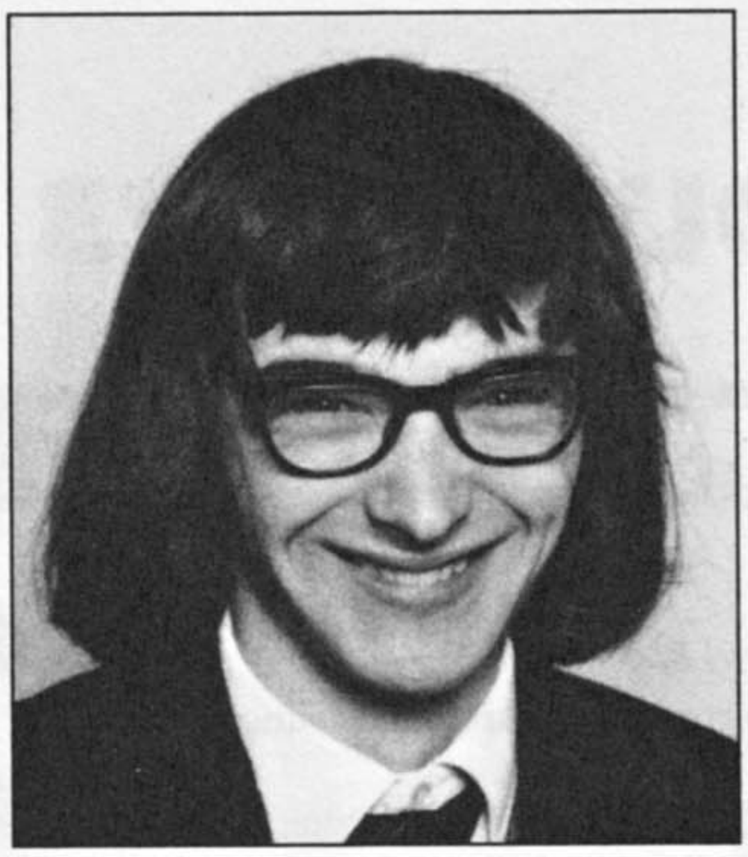






JOHN'S 40K BAD-ASS BIKER ARMY

'You lookin' for trouble…?'



WELCOME TO THE JOURNAL

by Rick Priestley (age 17)

Welcome to a new chapter in the history of the Journal. I remember (*cue Hovis bread commercial music-Ed.*) the days of the first Citadel Journal back in 1984. It was originally based in an old Newark pub where myself and Tony Ackland worked on the Citadel Compendium and the original version of Warhammer. In those days White Dwarf was based in London and, since we were situated in the Midlands, we could never get anything in it.

Strange to think that, back then, Warhammer was created as a game system to give people something to do with all the Citadel miniatures that they had invariably bought to use in role-playing games. We've come a long way since then but the basis of our hobby is still simply a passion for model soldiers. Warhammer has evolved from a pamphlet to one of the best selling wargames in the world and Warhammer 40K has, since its appearance in 1988, yielded a number of successful offspring (*most recently Gorkamorka)*

The Journal has also evolved over the years, originally serving as a Mail Order catalogue, then moving to the Studio - only to find itself once again under the control of the Mail Order Trolls. Now under Games Workshop Publishing, it has become the eyes and ears of our hobby.

People often ask me what this hobby is all about. My advice, particularly to gamers from outside the U.K, is to go out and watch every single 'Carry On' movie ever made. This won't necessarily help you to understand the hobby, but it will help you to appreciate the underlying humour that pervades it.

I think that humour is at the heart of what we do. When you're at home having a game of Warhammer - have a laugh. Its not a matter of life or death, its a game, so have fun!

I sincerely hope that the Journal will take this philosophy to heart and never start to take itself too seriously. The madder the better I say. (*Gurglefroodibrrrrp!!! - Ed.)*

Well as to what I've been up to lately, I'm keeping myself very busy with Warhammer at the moment, painting some of Gary Morely's new High Elf miniatures to add to my ever expanding Ulthuan army.

As I have recently been involved with the new Realm of Chaos army book, I could not resist starting my own Chaos army. So far I have recruited a Great Unclean One with a retinue of Nurglings and Plague Bearers and have started work on Trish Morrison's excellent Lord of change to lead a Tzeench warband.

My particular favourites are the new Pink Horrors - Trish has done some wonderful command figures for them, including a drummer who is beating his own head!

Then there's the new mercenaries book, Dogs of War - containing the excellent 'Regiments of Renown' (*a name familiar to most veteran gamers)* which can be added to any Warhammer army - as long as they can afford them of course!

I've actually started work on my own regiment a Halfling army of poachers and gamekeepers called 'Lumpin Croop's Fighting Cocks'. Sporting Davie Crocket -style uniforms, their motto is : 'Short, fat and dangerous to know'.

On the 40K front I've just finished painting up a few squads of my *(thus far nameless)* Space Marine chapter. Hopefully this might evolve into something interesting - and I've been working on some spangly new rules for. Watch this space!

Creating the Warhammer and 40K universes has been, and still is, a massive undertaking. It has embraced all the best aspects of the science-fiction and fantasy genres and our attention to detail has bordered on the fanatic. Nevertheless, these universes are massive, certainly big enough to incorporate the ideas of all who game in them. Likewise no matter how many times we play test our games, we cannot hope to cover all possible combinations and eventualities. That is where you, the gamer, come in. The Journal allows you to have your say, to tell us who you are, what you play and how you play it.

Well, the Journal boy's have asked me to give you a tip, so here's one of my favourites: always look both ways before crossing the road.



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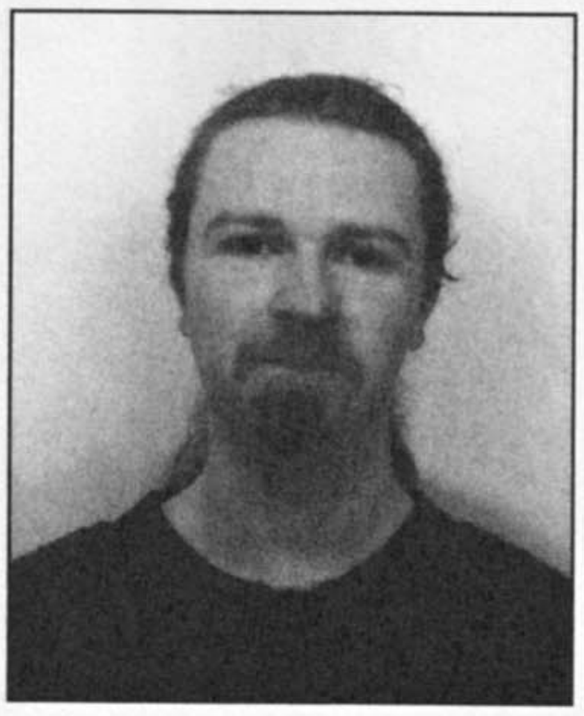
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HOW TO WAGE A LONG WAR IN THE 41ST MILLENNIUM

A guide for Campaign Co-ordinators

by David Rae



Those of you who have been reading the Journal over the last four issues will be familiar with David Rae's excellent Circle of Seven campaign. One thing we have not been able to convey in the adapted scenarios that we featured is just how much of a fanatic gamer Mr. Rae is. Every month he has supplied us with an update of his campaign, complete with maps, dozens of Polaroid battleshots and comprehensive army lists! We thought that such a prolific campaigner ought to share his secrets with our readers so we asked him to tell us a bit about himself, inside and outside the hobby, and give us his tips on running a Warhammer 40K campaign. Over to you Dave...

My Name is David Rae and I was born in Perth, Scotland on the 24th of January 1965 (Which makes me old!).

I was educated at Perth High School and Perth College of Further Education before moving to Edinburgh in 1986 to study a BSc in Building Engineering with Management at Napier University.

My line of work should be in the building industry, but a lack of employment opportunities has unfortunately left me unemployed since graduation.

My interest in gaming started whilst I was at school with the D&D and Traveller role playing games in 1980 (and whose didn't!). Over time I found that I preferred to devise and run campaigns for my fellow players rather than take part as a character myself.

Moving to Edinburgh found me in a rather small flat, which meant that games playing was difficult, although I continued to devise campaigns. Later moves found larger flats and more space to play in.

I have always enjoyed painting miniatures and have only recently begun constructing scenery, now that I have the space to use it.

In addition to gaming I also enjoy reading, predominantly science fiction but I am not adverse to fantasy, espionage, thrillers, horror works and the occasional graphic novel.

I am a member of the Raceland Karting Club near Gladsmuir and, once a week, I play a game of Mah Jongg with friends.

My current army totals are;

1st collected Eldar - 8994 points

2nd collected Space Marines - 8257 points

3rd collected Imperial Guard - 8463 points

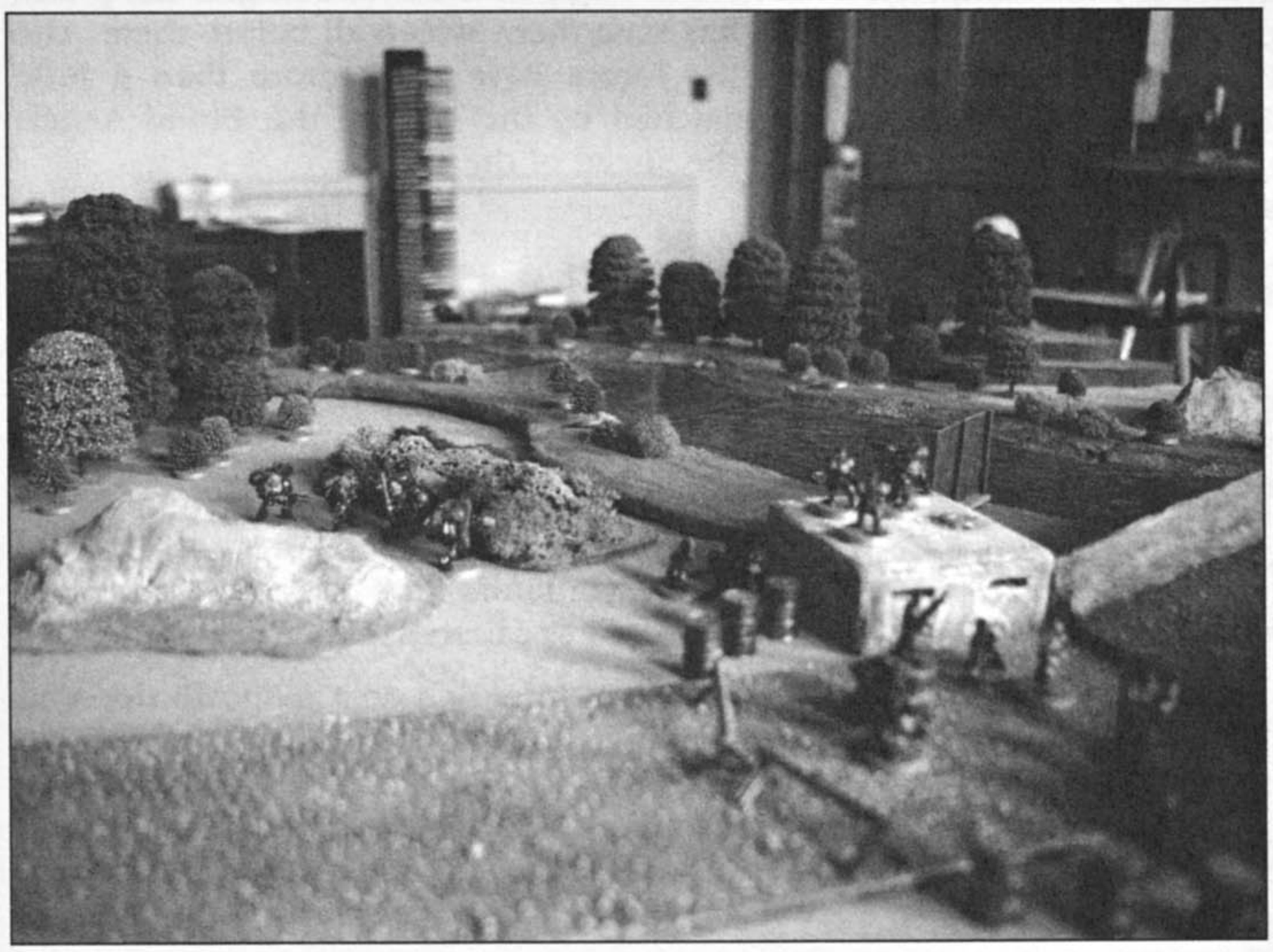
THE CIRCLE OF SEVEN CAMPAIGN ORIGINS

CONCEPT & CREATION

There is no specific area or idea that can be identified as the origin of The *Circle of Seven* Campaign. It is the culmination of many ideas gleaned from a range of disparate sources.

The first source has to have been a wide range of reading and television viewing which includes not only fictional works and programmes, but also historical, topical and scientific subjects. Such a wide range of input

provided ideas which can be translated not only from science fiction but also from the contemporary and the mythical into game terms. The main influence on this front is Raymond Feist's Rift War Saga.



However, this only provided a skeleton for the campaign. The idea had to be fleshed out. I attempted to work the idea around the armies I had already collected. This provided the adversaries and, once this was done, the battlefields and their relationship to one another could then be envisaged.

A strong story line and vision of the overall campaign developed slowly. I found that sleeping on the previous day's conceptual work crystallised them into feasible ideas for the following day.

Once the main concept was complete the details for each battle contained within the campaign were easily devised. Again a wide range of reading helped in fleshing out what was required.

I listed a number of specific missions that could be attempted by each of the armies involved. From these lists I selected the most suitable and the most interesting, ranging from assassinations to sabotage to tank battles. Each battle then had a points limit imposed upon it and an army list was then drawn up for each participating army.

To add further interest, a campaign limit was imposed upon each army; e.g. - the Blood Angels were restricted to choices from the 3rd Battle Company and a number of auxiliary units.

After the complete lists had been devised, I designed each battlefield according to the needs of the scenario. Tank battles required a measure of space whilst manhunts required a more intricate battlefield. I also attempted to use a range of table shapes and sizes to provide additional interest.

Once the battlefields and army lists were completed, the building of scenery and painting of miniatures could commence.

THE GRAND VISION

There is a grand vision behind *The Circle of Seven*. The intention was to have the first five battles played on the same day by players representing each of the army commanders. Each battle would start according to a strict timeline, starting with *Intercept at the Devil's Elbow* and concluding with the *Battle for Little Bluff*. The surviving troops for each army and their prescribed reserves would then be put forward to the final battle, *Carnage on the Black Plains*, and played the following day. The intervening evening would allow the surviving commanders to select their armies for the next day's play. A further player would be introduced representing the loyalist Imperial Guardsmen. Heretic players would, by default and having become tainted, play the part of the attacking Chaos army.

The campaign should require three players, one for the Blood Angels/Loyalist Guardsmen, one for the Eldar and one for the Heretics/Chaos armies. Currently I have found that only two players are required if they take

turns at playing the Heretic side. I have, however, reached a stage where a third player is now essential.

INTRODUCING THE PLAYERS

The second player/playtester for the campaign is Steve Earl, an independent illustrator and long time friend from Perth. It is he who shall be blamed for introducing me to the infectious delights of role playing and gaming in general. His gaming preferences are for role playing as opposed to wargaming, but he is always willing to pit his wits against another like minded individual.

Who the third player is to be is, as yet, undecided, as is whether a fourth player is desirable for the concluding battle.

REPORTS FROM THE FRONT

As the campaign stands after the fourth battle, the scores are;

Battle 1: Blood Angels 38	Heretics 11
Battle 2: Harlequins 13	Heretics 7
Battle 3: Blood Angels 24	Heretics 8
Battle 4: Eldar 27	Heretics 11

Scores Summary:

Blood Angels:	Total VPs: 62	Average VPs: 31
Eldar:	Total VPs: 40	Average VPs:20
Heretics:	Total VPs: 38	Average VPs: 9.25

SUMMARY

Since The *Flight of the Raven*, the Eldar forces have made some gains on the Blood Angels' success rate, although they are still some distance behind. The fire of righteous ire has burned strongly in the Blood Angels camp and this has seen them sweep all before them. The Heretic forces have been more than a little outmatched by the skill of the Blood Angels and the speed of the Eldar.

RUNNING A WARHAMMER 40K CAMPAIGN

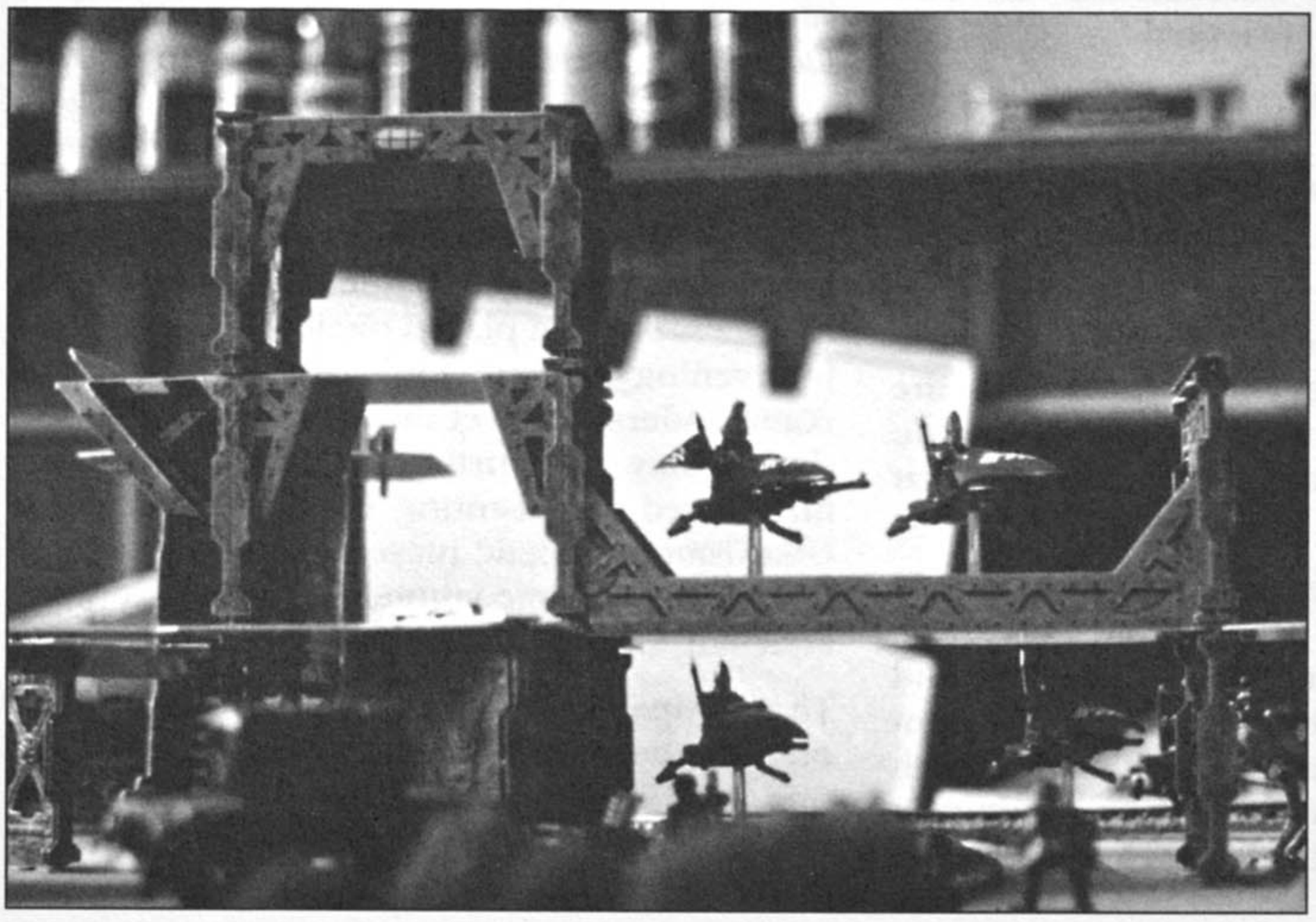
INTRODUCTION

Running a campaign is no easy matter. It requires a great deal of work to prepare and a great deal of restraint to prevent it from expanding to limits that are out with your control, and I speak from bitter experience!

This article is intended as a guide to devising and running a campaign without stumbling into all the pitfalls that I have had the misfortune of hitting. Not that I have found them all, there are still others lurking out there waiting to ensnare the unwary!

If you follow the following tips I believe you should be able to run a reasonable campaign without too much heartache and pain to yourself and others!

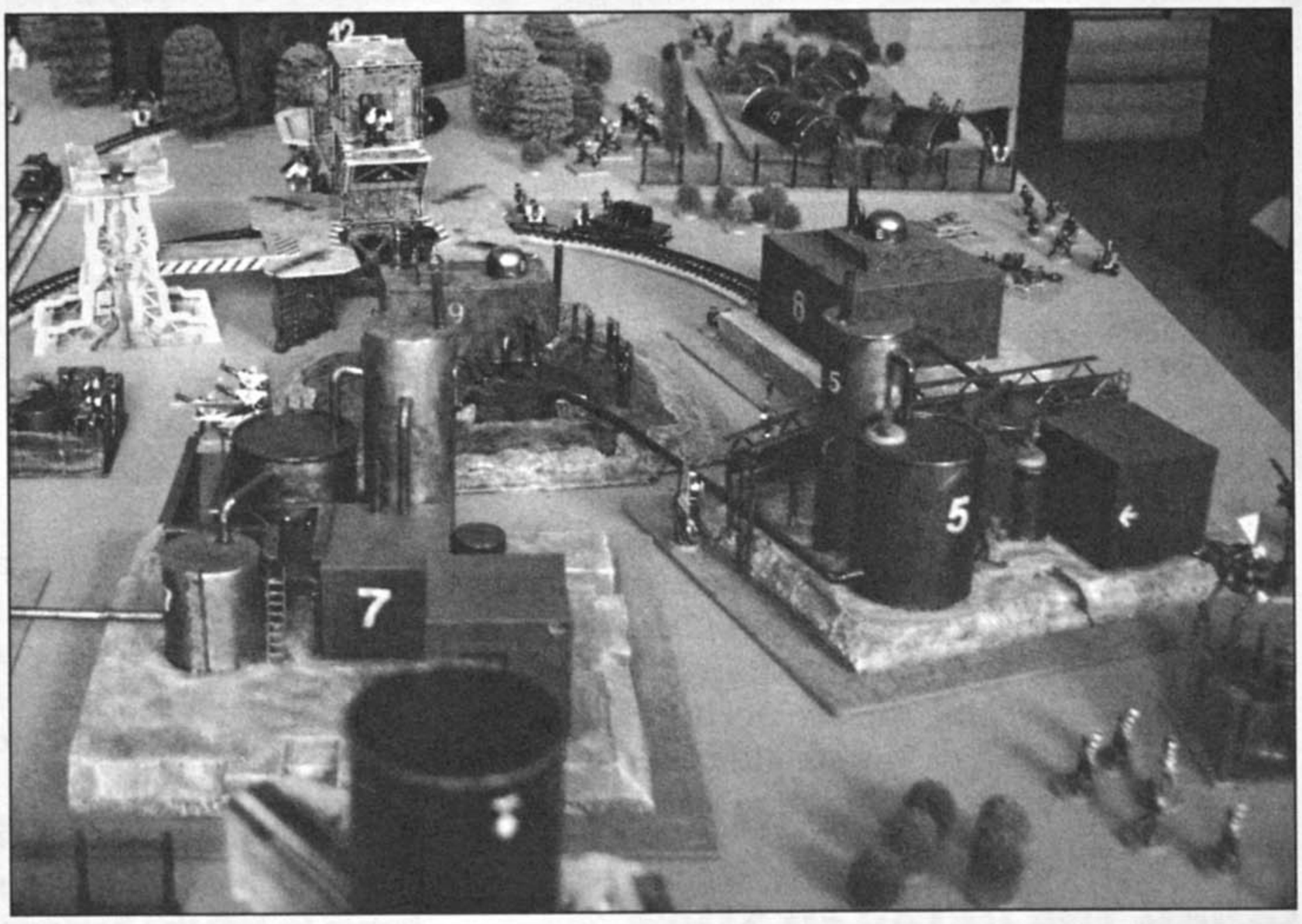
GETTING STARTED



1. The first thing you need for a successful campaign is a strong storyline and a believable concept. Players will find it difficult to throw themselves into a battle if there is no immediate or overall goal to achieve. Story lines can be adapted from almost anything you care to adopt. Fiction is the most readily adaptable, but historical and mythological texts can also be used.

Even within fiction, there are a number of genres which can be used. Fantasy, War, Thrillers, etc. can all provide inspiration. Similarly, news and current affairs programmes can provide political motivations for war. A reason for starting a war is just as important as the fighting of the war itself.

2. Once an idea has come to mind, you will have to organise and plan the methods by which you will conduct the project. The bigger the campaign, the more organised you will have to be. Start small and learn what problems arise before attempting large-scale campaigns. You will need to keep notes and lists of all your ideas, the main protagonists and the armies involved. Even if you do not use all the ideas you devise, keep them. They may be ideal for your next project. Sketches of maps can be made at this stage also. Keep everything in an order you are comfortable with and in one folder so that nothing gets lost.



DRAFTING AN OUTLINE

1. Consider the armies involved and the nature of the selection. You may wish to devise strict army lists for each battle as I did or you may wish to allow the player to choose from the appropriate Codexes or from a prescribed campaign list.

2. Consider how long you wish the campaign to be. If the battles are large, the campaign should be shorter. Conversely a longer campaign should comprise shorter battles. The aim is to keep the interest of the players. Ideally, there should be a good mix of sizes and settings to vary the tactical thinking.

3. Along with a good mix of sizes for your battles there should also be a number of different settings. Try and provide a theme and a solid reason for each battle to take place in a specific setting. Put in puzzles to make the players think as well. A wide river with one crossing point is a good obstacle to players who have to complete Dawn Raid type missions.

4. Draft everything out and read it through. Consider the following questions:

- Does the concept feel right?
- Are the armies in keeping with the setting and the overall vision?
- Are the battlefields suited to the scenario?
- Are the armies balanced?
- Are the missions achievable?

Do not be afraid to drop things if they are out of place or change things that are not suitable or that might unbalance the game.

5. Plan well ahead. Playing out a battle takes less time than it does to devise and write one. Attempt to be at least two, if not three battles ahead of schedule before you start the campaign. Ideally you should have everything prepared for the entire campaign before you start. This means that the armies and the scenery should also be ready for play. Make sure you have accurate maps for all your battlefields because you will be assembling and reassembling them many times.



6. Be ruthless. Once you have set limits, stick to them. My campaign has become hideously oversized, and even now I may end up sleeping on the streets as it is still expanding!!! It may be worthwhile exploring the use of church halls or wargaming clubs as a venue, although this will make the devising and building of battlefields quite difficult.

DOING THE DETAILED STUFF

1. If you have access to a PC, use it. A spreadsheet package will allow draft army totals to be drawn up and altered without too much hassle. Word processors can be used to produce legible mission briefings and army lists (My handwriting is appaling so I am forced to use one or no one would understand what I have written!) and Graphics packages will allow mission and wargear cards along with floor plans and banners to be produced.

2. Try and introduce some modularity into the design and construction of your scenery. This will allow you to save time when designing and building battlefields as many of the modules constructed can be used for later battles time and time again.

3. Similarly define army lists so that several units can be used in more than one battle. This will cut down the number of miniatures you and the other players will need to paint. I designed all the army units I needed before hand and ended up with a huge requirement in miniatures. Every tank involved was armed and equipped differently (Gulp!).

4. Produce a briefing pack for each of the players. Include a scenario, army list/unit choice, mission cards, relevant house rules, maps, main characters, etc. for each player before the battle so that a reasonable amount of planning can be conducted. If you are really well organised, you can produce a campaign pack allowing the player to plan immediate and future actions for the entire campaign.

TESTING, TESTING

You will have to conduct a mock up of each battle to test the balance. There is no need here for detailed play, you are merely attempting to discover if deployment zones are large enough and in the correct place, missions are achievable and if there are any units on the field that may be considered too powerful.

NEUTRAL OBSERVERS

You may wish to play the role of referee for the campaign, after all you wrote it and the opposition may conclude that you have an unfair advantage in knowing what is to come and what units are available. Similarly, you may wish to nominate someone as a referee to adjudicate over proceedings. A neutral party is best here, perhaps someone who is taking part in the campaign, but is not involved in the current battle. However try and avoid using those who may have a hidden agenda.

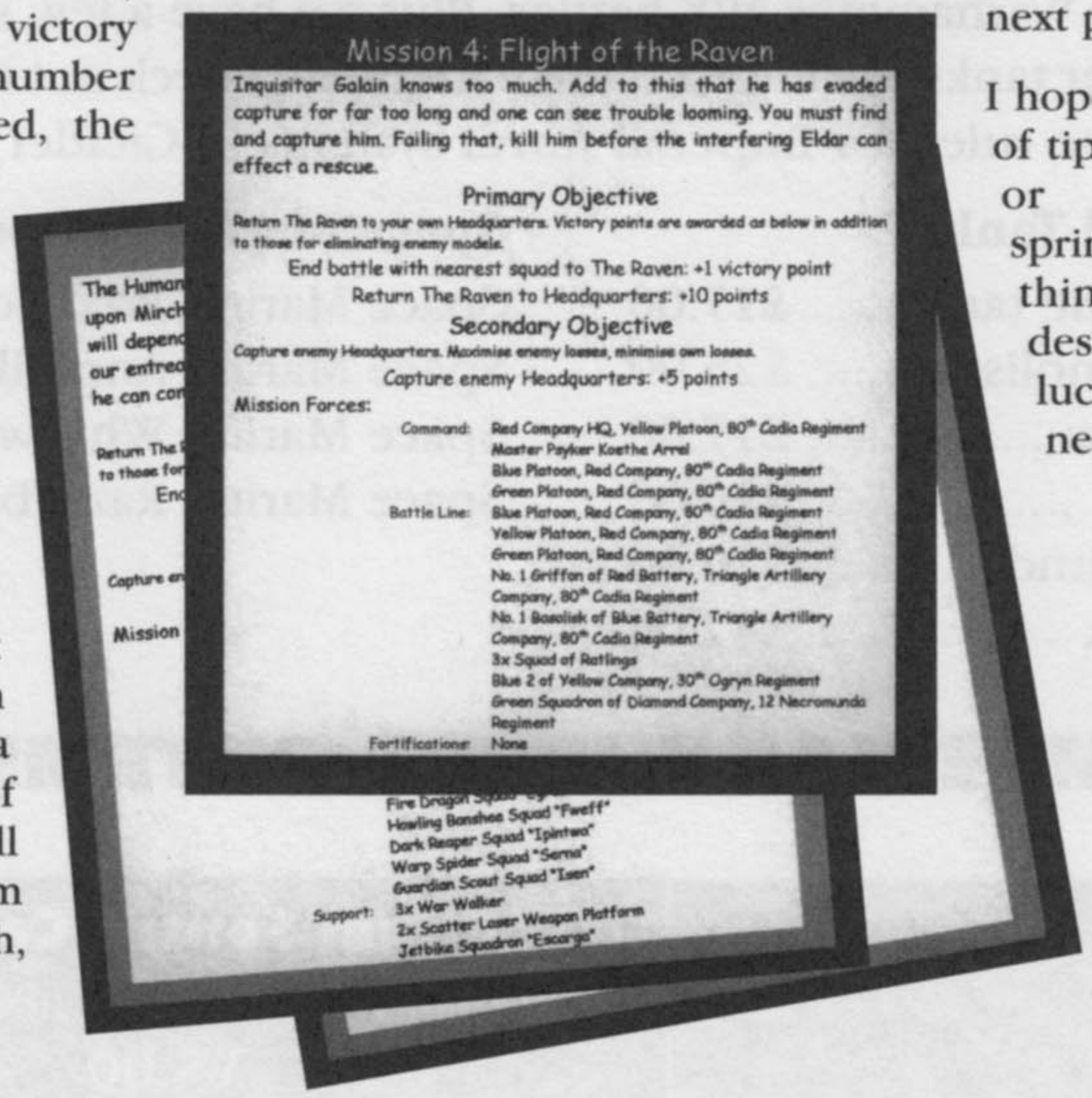
KEEPING SCORE

To decide upon who is the overall winner of the campaign, a means of keeping score is required. This is entirely up to you as campaign designer. The system need only be fair. You can use a battle by battle score, or a grand total of victory points or even the number of missions achieved, the choice is yours. Once a system is in place, you must not change it, unless it becomes patently unfair or unbalanced.

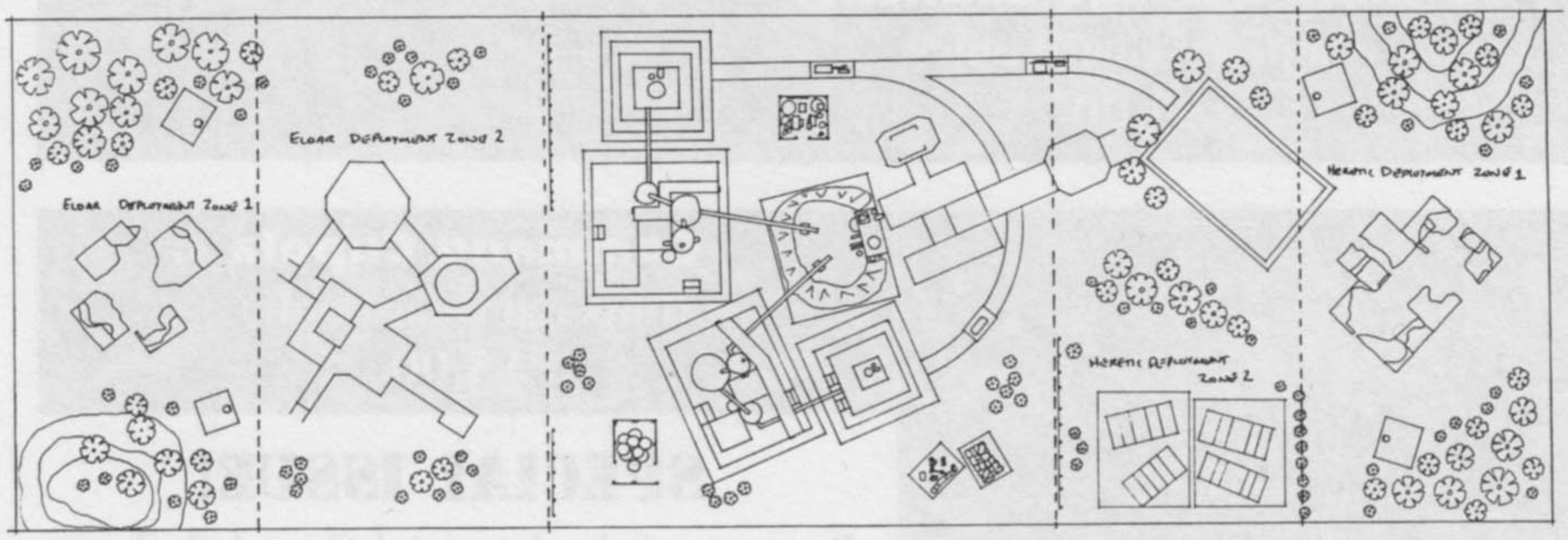
Now you should be able to start playing. Select players you get on well with. Make a social occasion of each battle. This will keep the enthusiasm of the players high, there is nothing more dispiriting than seeing a campaign falter halfway through. When your campaign starts, try to persuade another player to start designing their own campaign, then when the time comes to play that series, you can commence with your next project.

I hope that this collection of tips has proven useful, or even just a springboard to you own thinking on campaign design and I wish you luck (You're going to need it!!!).

David Rae.



For the Circle of Seven Campaign, David even took the time and effort to create these mission cards which he printed out from his home computer set up (David has a much better computer than the steam driven ones we use at the Journal).



MAP 4 - FLIGHT OF THE RAVEN
CIRCLE OF SEVEN CAMPAIGN

GET TANKED UP!

Here at Mail Order we've got everything you need to roll out the Imperium's big guns in your Warhammer 40K battles. Plus we have a few secret weapons that will give your tanks the edge on the battlefield, check out Iain Compton's spectacular house rules for Imperial turret systems in Citadel Journal 22.

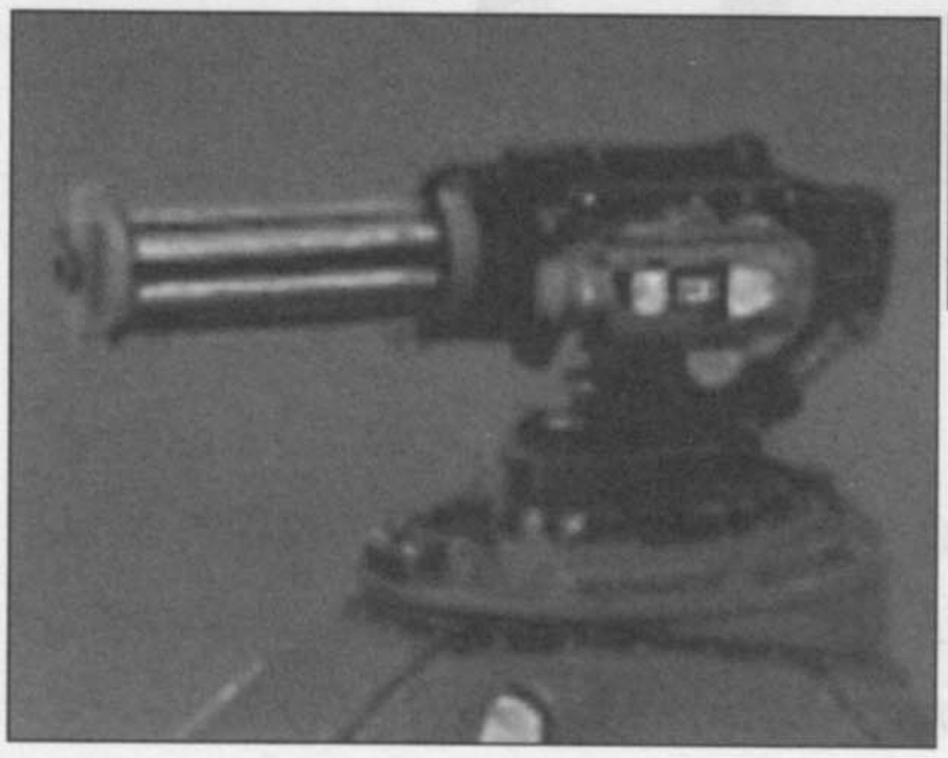
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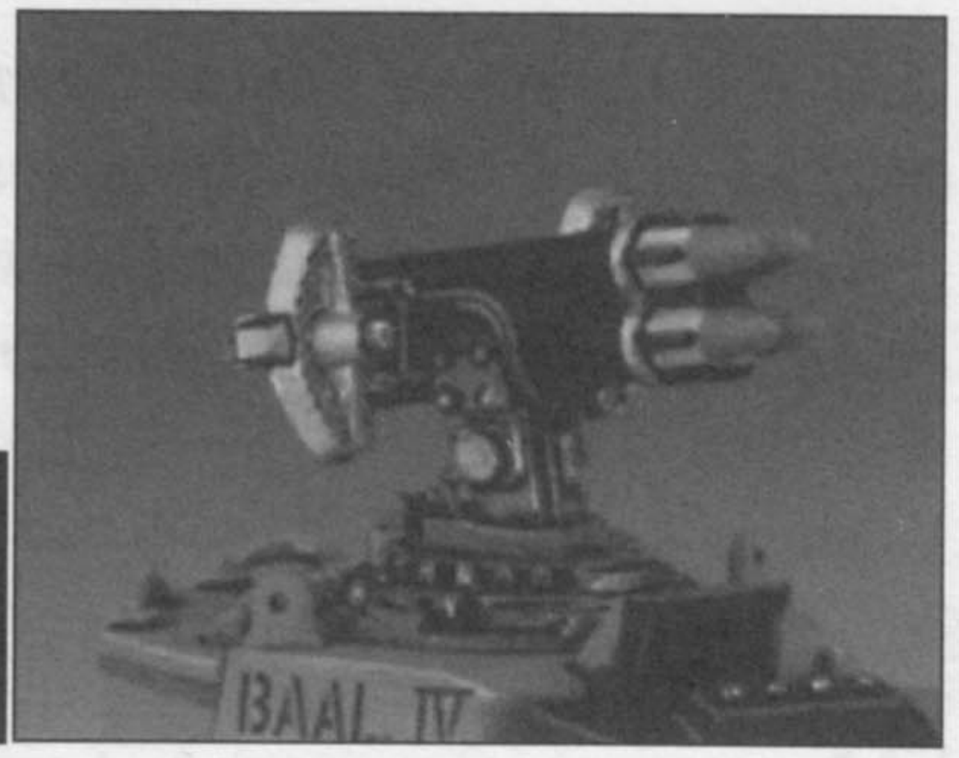
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Grand Tournament '97
players' reports

GRAND TOURNAMENT REPORT 1
a Hive Tyrant's account
by Aaron Tunney

Before I start going into depth about my wins and losses I'd like to give my comments on each of the tournament special rules and limitations, from my own experience.

Firstly the *veto* rule (this allows both players to remove one or two of their opponent's magic items/wargear cards at a cost of 100 VPs per card vetoed). Although I always managed to find something to veto in my opponent's army many people didn't feel the need to veto anything which I found interesting. Although magic items in Warhammer can make or break a game (especially when they run into hundreds of points each) and are worth 100 VPs when they are vetoed, in Warhammer 40,000 I can only think of two items that are worth over 50 points so, in my opinion, the amount gained by your opponent for each vetoed card should be nearer the 50 point mark. On the whole I found that people, when they did try to veto things, picked on the more offensive items such as Lasblasters and Vortex Grenades but tended to leave things such as armour fields alone. As to whether two cards should be the maximum that can be vetoed, I think that the number is just right and, had I the option of taking more, might have given away more victory points to my opponent than I did, which would not have helped me one bit.

The *bidding* system also intrigued me. As a Tyranid player, I rarely get to move first and so I leapt at the chance of going first, winning 4 out of 5 bids. It could be argued that certain armies, such as the Space Marines, are significantly weakened because their strategy rating is redundant, but I would disagree. Sure, they do lose their advantage when it comes to who goes first, but are still likely to be setting up second which to me seems equally advantageous. This rule seemed like a good idea and is another twist on a normal game of Warhammer 40,000 which my gaming group may add to our wad of house rules.

The *scarce troops* rule seemed too complicated compared to the vast majority of other limitations/rules and this may have meant that some of the people were competing lost points on army selection through no fault of their own. A simpler rule such as "50% squads or more" would have been better, in my opinion, and would resolve the problem of such cheesy (although not, according to Jervis, beardy) armies as all-jetbike affairs (er-hem, Tuomas) since the jetbikes come out of the support allowance. What I did find with the scarce troops rule was that people spent a lot of points on squads (as they had to) and they became a lot more scary than any single character or vehicle.

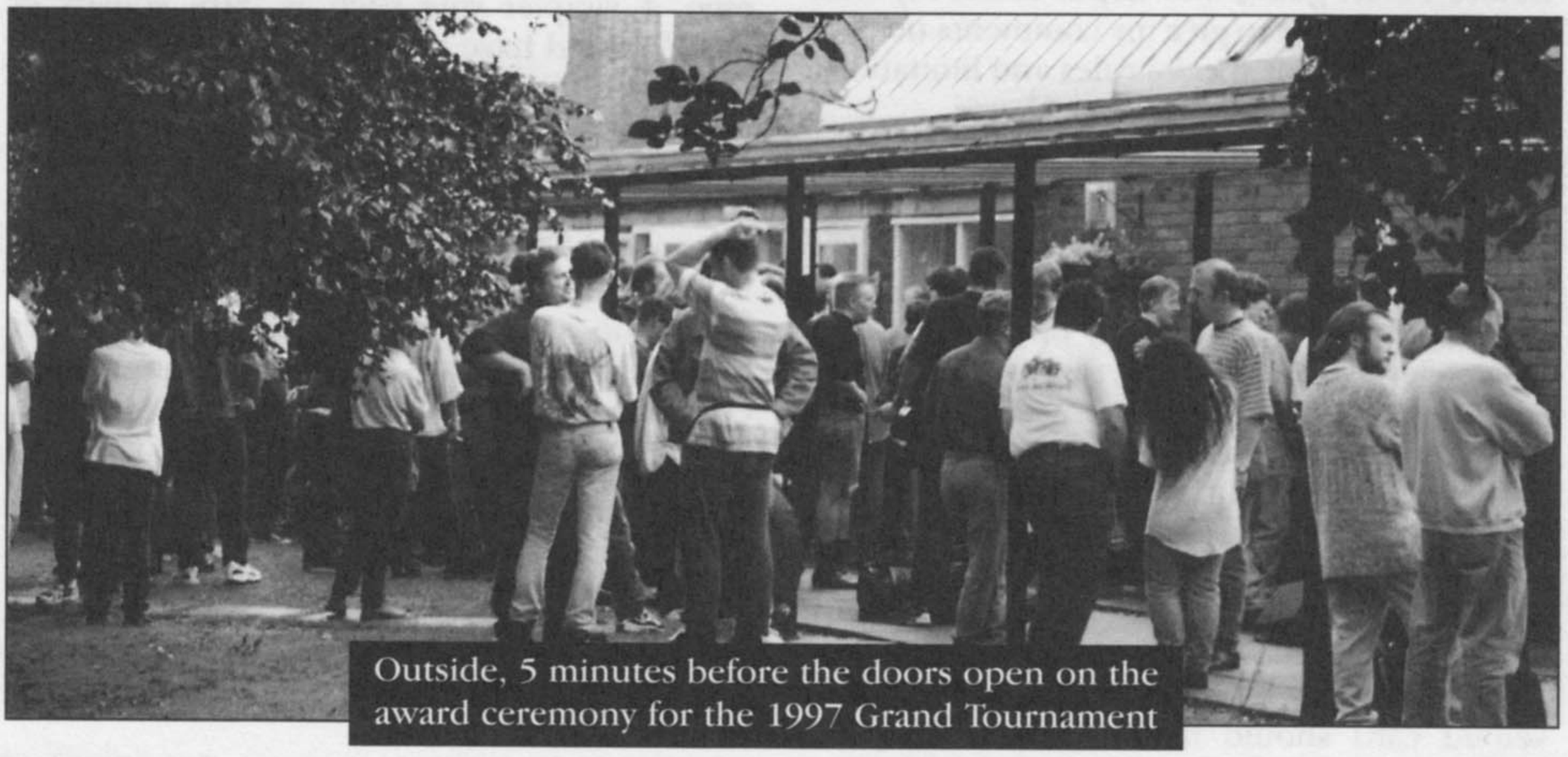
The *no psychic phase* ruling was, for me, a godsend as I did not have to spend any of my limited points on anti-psychic psychic powers for my Hive Tyrant. Also, with the short amount of time available, it helped to speed up play immensely and I did not see a single game run-over the time limit.

Another welcome inclusion was the variety of scenarios. As the Grand Tournament did not use the Warhammer 40,000 mission cards, I was concerned that the games would lack direction. The scenarios gave focus to the games and broke up the bouts of 'normal' battles well. I just felt sorry for the Chaos player who had to face my Tyranids in the scenario that limited the range of weapons to 16" (especially since some of my troops had charge ranges of 18" and 20"!). If these scenarios are varied each year, there will always be a new challenge for the players. Bravo Jervis!

Other rules such as allowing any character with 2+ Wounds to lead and the restriction on special characters to those of 2 Wounds or less were all welcome.

Anyway on to my story. Imagine the scene: It's Friday afternoon at King's Cross Station, I happen to be wearing my prized Spurs shirt and a kid walks up to me and proclaims "We're gonna fecking slaughter 'em! Wrightie's gonna take a kickin'!". Indeed.

Proceed to the platform, board the train and, after about one and a half hours, arrive at Leicester, famed for it's crisps and nice guy footballers. The weather isn't fantastic and my friend realises that his army is only half-painted and the vast majority haven't got bases (Eldar players, eh?) so we head into Leicester to find the fabled Games Workshop store. As anyone in the UK will tell you, most G.W stores aren't on the main road and this one was no exception. So the search was on. After many hours of



Outside, 5 minutes before the doors open on the award ceremony for the 1997 Grand Tournament

desperate seeking we struck upon an idea: we would go into Virgin and either buy White Dwarf or a five pound box set with a list of addresses in (we were very desperate at this stage). As luck would have it, who was in Virgin but none other than Jim, the store manager. And he knew where the store was. What are the chances of that happening? Eh? Eh? A good start was quickly followed by four hours of painting and one super large Dominos pizza. Later we had a drink and then prepared for the first day of battle...

Battle 1:
vs. Space Marines (normal battle)
Adam Bevington
(86th - Best Sportsman)

Aaah! The sweet smell of table no.1. OK, I was only on it due to being called Aaron but I enjoyed it all the same. The table was great with a massive raised road running down the centre of it. My opponent, Adam, had his own Space Marine chapter (whose name escapes me) and his army included the following:

- Mighty Hero Chaplain on Bike
- Bike Squadron
- Attack Bike
- Landspeeder
- Assault battle squad
- Devastator battle squad (3x Heavy Bolter, Lascannon)
- 2 Scout squads

The battle was as devastating as the terrain was spectacular. Having to set up first, I realised the way to win was to put my main force of troops on the road itself so that I could attack either side. His army set-up was central which was fortuitous, as an attack down one flank would have crippled me. The most "interesting" aspect of the game was the fact he vetoed my enhanced sense biomorph, worth 2 points, so he could set up his Scouts closer to my force. Some people, eh? The battle went according to plan for me with the two Lictors (one of which had a sign that many of the G.W staff enjoyed reading) holding up his entire army while the rest swarmed forward. The end result was a massive 2065 to 528 victory to me. Especially since his score had been boosted by me bidding 300 to go first and vetoing two cards (another 200 VPs). So after the first game I had full points (20) and was in joint first position.
Thing of the game: Hive Tyrant (shot everything!)

Battle 2:
vs. Eldar (normal Battle)
Mark Hargrave (7th)

"Ah... Bugger." was my joyous reaction to seeing myself drawn against an Eldar army for battle two. It's not I have a particular problem with Eldar armies but I found that most contained thousands of jetbikes and even more Warp Spiders. Yuck! Unfortunately I had a brain spasm at this point and I can't remember his army beyond "2 Vypers, War Walker, Wa.....".

The battle itself was extremely close with piles of casualties on both sides (my Lictors heartily feasted on multiple Guardians). Bad memory, sorry. After what seemed like minutes the battle was over with only a handful of select troops on each side still of their feet. Both sides had scored highly but I had been defeated by less than 50 points. Aaaghh! Like many others at the tournament I thought it would be a marvellous idea that matches that ended with a VP difference of 50 points or less would be classed as a draw. Not that I'm biased or anything.

Thing of the game: Termagants with Stranglewebs (they defended my Biovores excellently)

Battle 3:
vs. Chaos (Met By Moonlight)
Ian Miller (23rd)

After two battles I was doing "OK" and I laughed as I heard what the next battle would be. Every weapon reduced to 16"? Cool. My opponent seemed to be one of those, dare I say it, serious gamers who took 3 hours to decide where to deploy his troops. Meanwhile I managed to set up nearly 100 little guys in 30 seconds. Anyway, here's his army:

- Commander
- Terminator squad
- Nurgle squad
- Veterans
- Plague Bearers
- Chaos Marine squad
- Predator

A charge or march move of 16+" really was a great advantage and it really showed. Although my Biovores were almost reduced to walking bombs I felt that I definitely had a major advantage. Now I'm not saying his tactics weren't sound but the amount of times his troops decided to flee rather than fight was remarkable and voluntary! His Veterans fled from the Biovore, his commander fled rather than face the slight prospect of losing his last link to his Nurgle Daemons. Oh dear. Not surprisingly I managed to pull off a win, although the margin wasn't amazing.

Thing of the game: Biovore.

After my last battle on Saturday I decided to face the pub quiz rather than battle into the small hours of the morning. Before that could commence though there was the matter of a dreaded seminar where various top G.W people answered and asked questions. I sat there quietly most of the time, my slightest murmur could have given my position away to Paul Sawyer. Although heads did turn when I said my opponent had vetoed a 2 point biomorph. Codex: Assassins was passed around and Rick repeatedly refused to reveal the secret of making the perfect cup of tea. Next the auction came (for the Yoshi appeal). I can't say I saw most of it (I was under the crowds at the bar) although I did hear someone paid £30 for SoV.

So the pub quiz started and much fun was to be had, if you knew your stuff. I don't want to embarrass readers of this article by quoting some of the questions but the Zoats (and their zoatibix) did show up. Of course my team came "mid table" with the winners looking surprising uniform and troll-ish.

Thank god for alarm clocks. I had a headache and my day wasn't going to get any better.

Battle 4:
vs. Ultramarines (Clash of Patrols)
Robin Draycott (31st)

You can tell what kind of opponent you're about to face when they stride (as only a 14 year old could) up to you and say "I've won all my games so far! Hahahaha!". I wasn't too amused. Also don't expect me to mark you too highly when you have 6 lascannons and 2 assault cannons in your army. Yuck! The game was the "start with one unit and have an entire Ultramarine force facing 8 Hormagaunts by turn two" battle. Here's his (dodgy) army:

- Casius (in Terminator armour!)
- Techmarine with Vortex Grenade and Graviton Gun (!)
- Apothecary
- Terminator Squad
- Devastator Squad
- Dreadnought with two heavy weapons
- Predator Annihilator

The battle was a disaster. My poor 'nids were dying all over the place. The Carnifex was engaged with a crippled Dreadnought all game (which on turn 6 finally blew, taking my Carnifex with it!) and my two Lictors who tried to attack the Predator died without saving once! There were some brilliant highlights though. The Terminators fired everything (inc. assault cannon) into a squad of Genestealers, didn't kill one and then got massacred by their targets! Also a lone Tyranid Warrior took out Casius (I complained about the Terminator armour as special characters were supposed to be taken "as is", especially after the battle when he tried to con me into thinking that he had only cost 75 points in total!).

I didn't mind this game actually, I took great satisfaction in killing the blue bimbos.
Thing of the game: The Genestealers

Battle 5:
vs. Eldar (normal battle)
Peter Riley (4th)

To say this game was a disaster is an understatement. He wasn't even a bad bloke. He just didn't understand the term "power gaming" and vowed to take a completely different army next year. Good on him! Here's his army anyway.

- 3 Exarchs (Howling Banshee, Swooping Hawk and Warp Spider)
- 2 Howling Banshee Squads
- 1 Wraithguard Squad
- 1 Warp Spider Squad
- 1 Striking Scorpion Squad
- 1 Swooping Hawk Squad

Not much to comment on really. His blokes killed the vast majority of mine. I cried at the insanely powerful Wraithguard (how could I get passed them?).
Thing of the game: Lictor (for actually killing something)

After the last battle I hurried along to the awards ceremony (and after an hours wait they let us in). We clapped anything, even the person who told us where lost property was. I didn't win anything and so I made a hasty exit to get to the phone for a taxi.

And there you go. That's what happened to me at the Grand Tournament '97.

Cheerio!

GRAND TOURNAMENT REPORT 2
an Eldar's (from Finland) account by Tuomas Lähdeoja.

The dreadful tale begins on May 28th, when I heard through the 40K mailing list that the Grand Tournament tickets had been on sale from Mail Order for a while. I also heard that there were only 100 tickets for each tournament. Panicking, I called up the people with whom I had been discussing the possibility of travelling 2000 kilometres to play with little metal (or, in my case, mostly plastic) men. After that came the phone call to Mail Order to get the tickets - amazingly I managed to spell every single one of the Finnish names correctly to the troll on the other end of the line and secure us a piece of the glory to come.

So we (myself, Atte, Jake, Jani, Santtu and Sami) were set to go - all we needed was a method of transportation, accommodation, armies and a command of the English language to avoid all kinds of embarrassment in Hobbyland.

Fortunately we had a friend living in Nottingham, so the accommodation was the easy part - if not very spacious, it was certainly cheap and comfy. Transportation... after much debate we decided to climb into a VW Kleinbuss and drive to the Albion through the goblin-infested forests of Sweden and cross the perilous seas of Norsca by ferry.

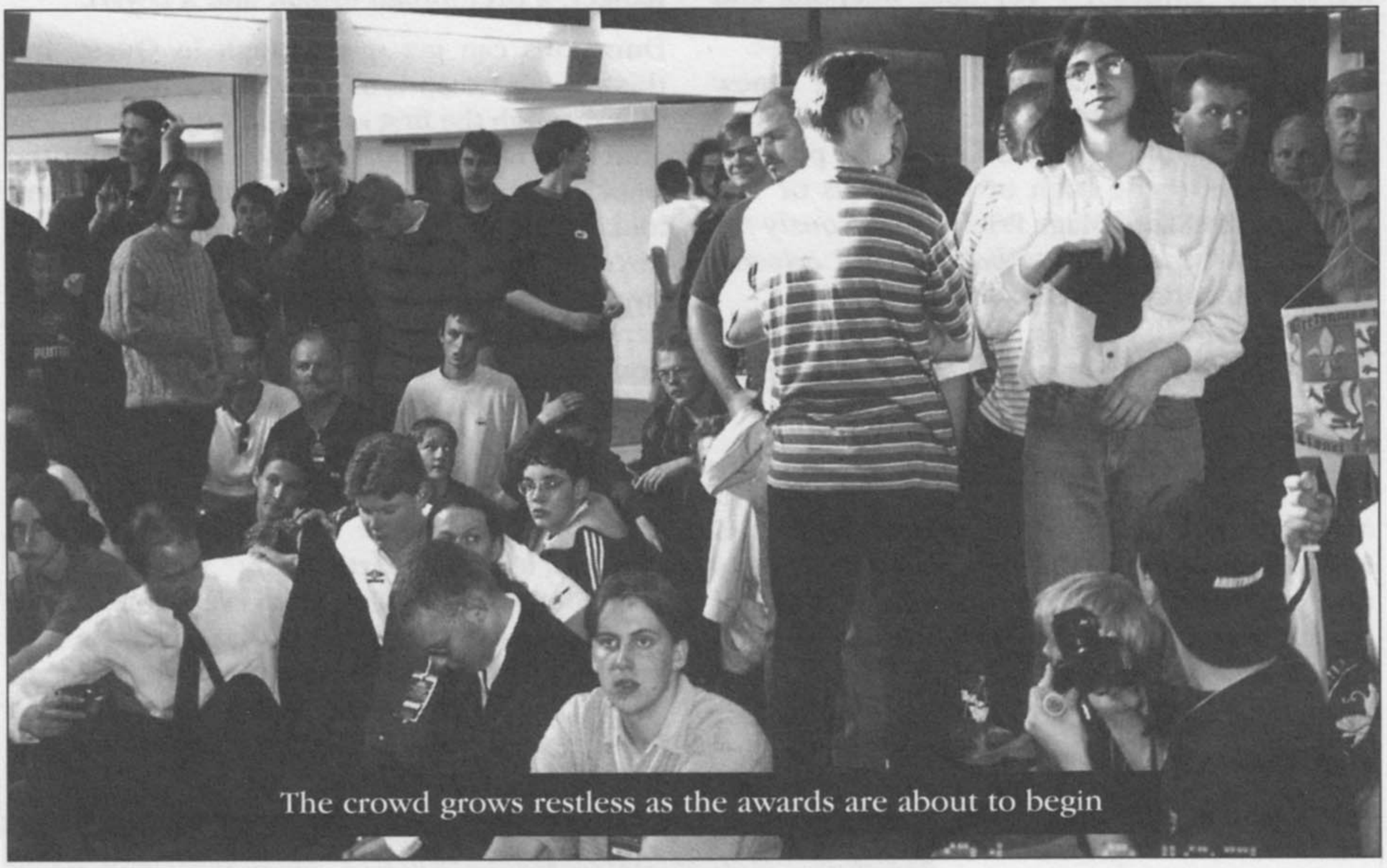
So June and July came and went, with everybody merrily doing the summery things and more or less completely ignoring the piles of unpainted miniatures which should have been the Grand Tournament army. I woke up to reality in early August after the Ropecon. "Yikes! I have 30 jetbikes to paint in less than a month!" Our boat set out on August 22nd, by which time I had completed one Harlequin bike and a squad of Guardian bikers with the associated Vyper. Oh, did I forget to mention that the Kleinbuss broke down on the afternoon of the 21st and we had to get one of us (Santtu won this one) onto a plane and negotiate for another car?

The trip to England was, as expected, a deranged one, five gamers stuffed into a car. Then onto a ferry (Finland-Sweden), then to the car again, another ferry (Sweden-UK) and finally to the car now being driven on the wrong side of the road. Highlights of the journey include a (rather tasty, I must say)

including a Vyper in one week leaves no time for anything else. So I spent all the available time in our generous hosts' ex-living, now Hobby-room, singing praises to the Great Drybrush. The result was quite spectacular and I managed to get the third best score for painting and army selection. The first army was finished around Thursday evening, the rest of us busily painting ever on in a room littered with miniatures, paints, brushes and the usual hobby paraphernalia.

The great day, Saturday, came. I finished painting the army on Saturday morning at 8 O'clock - we had to leave for Leicester at 8.30. Finding Leicester was easy, finding the University campus was not. After much map-reading and direction-guessing we arrived at 9.45, with plenty (15 minutes) of time for Sami to be in the first game of Warhamster(*).

The following two days were pretty hectic. Gaming, quick lunch, gaming, gaming, dinner, seminar, pub quiz, sleep (oh boy it felt good after staying up for 36+ hours) and on and on it went. I think I saw more beautifully painted armies, definitely more jetbikes, in the Halls than I've ever seen before. I managed to win three of my five games, with the two others ending as marginal losses (too marginal if you ask me...). I played one of the most enjoyable 40K games I've ever had (thanks Fred!), and had the honour of scoring the most marginal victory ever at the same time, 928 vs. 926. Not that I suffered badly during the other games either.



The crowd grows restless as the awards are about to begin

I fielded a (now infamous?) Windrider Host of jetbikes, with a mix of Shining Spears, Guardians, Pirates and the odd Vyper. After a weekend of good and challenging games I ended at 5th place in the final ranking, with the rest of us in the top 50.

At the end of Sunday we were all quite tired but happy. The tournament had been a very enjoyable experience and definitely the best

games related event I've ever been in. Thank you Jervis, thank you everybody else whose names escape me at the moment. Next year, we'll be back -with more mad Berzerkers from the Chaos Wastes!.

(*) The Webster On-line Dictionary has the following to say:

hamster n. (1607): any of a subfamily (Cricetinae) of small Old World rodents having very large cheek pouches

war n, often attrib [ME *werre,* fr. ONF, of Gmc origin; akin to OHG *werra* strife; akin to OHG *werran* to confuse] c (1) obs: weapons and equipment for war

So apparently the Warhamster is either a new Skaven Clan Moulder creation or a secret weapon which the Unified Old World plans to deploy against the High or Dark Elves or The forces of the Slann Mage Priests! *(Obviously the English cultural climate has had an adverse effect on this gamer's sanity-Ed.)*

GRAND TOURNAMENT REPORT 3

a Wardancer's account

by Nick Cernis

My name is Nick Cernis, I have been immersed in Warhammer and 40K for about three years now and have built up around 11,000 pts of overall troops. My dream is to one day become a games designer.

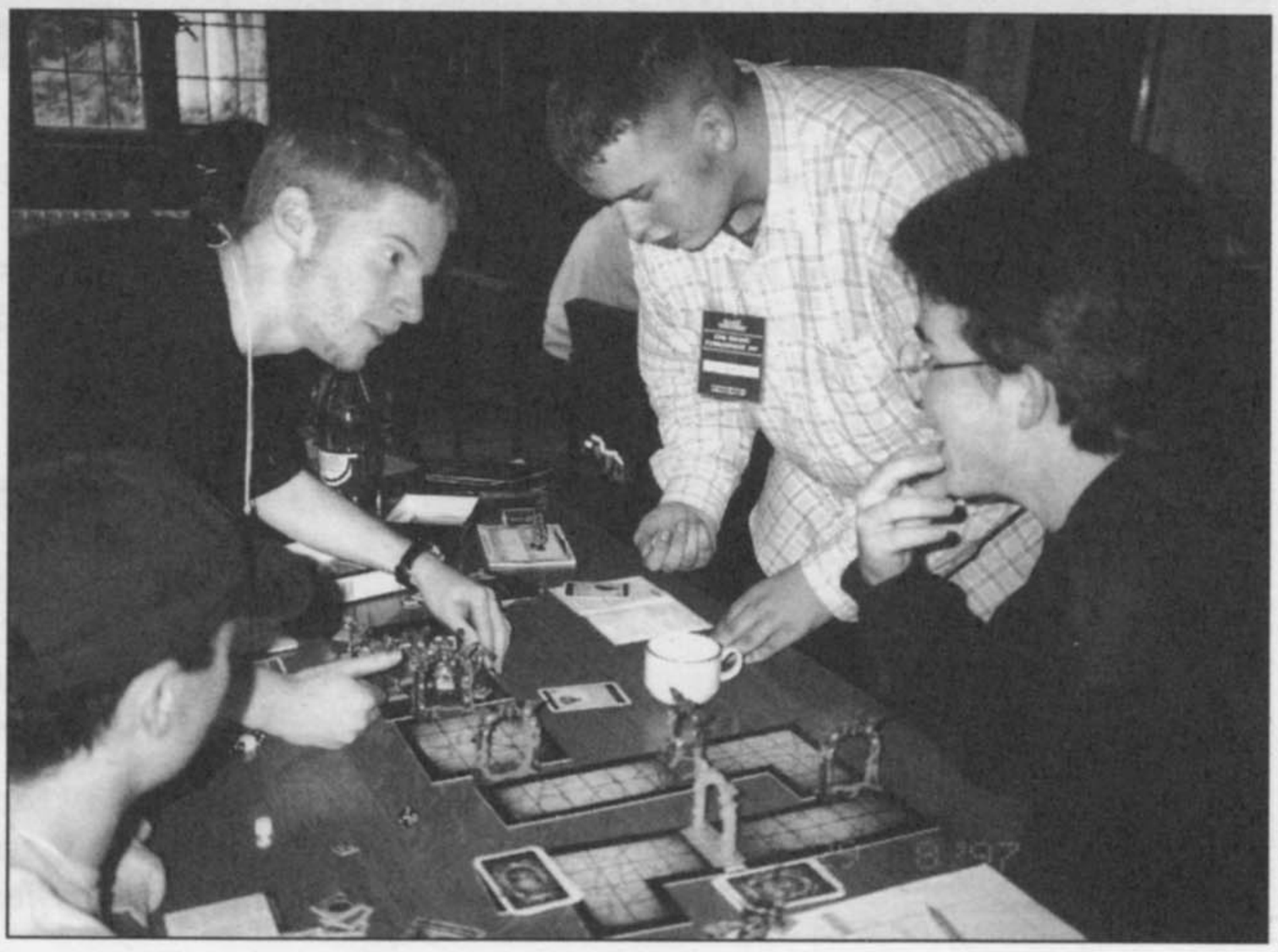
People who claim that competition is no fun are completely wrong.

It's Saturday morning, 5.00 am and it's England. It's raining and the long journey to Leicester gave me a lot of time to ponder over the coming two days. The tournament started at 10.00 am and began with two hours of solid gaming. I was taking part in the first ever Warhammer Quest Tournament, and jolly proud of this I was too. Warrior choice had been my only problem. I love Elves and their history but I also wanted to think practically. The Warriors available are close to being equal at level one but some have distinct advantages. The obvious choice was the Witch Hunter but eventually I decided on the Wardancer because characters matter more to me than items and equipment.

My painting left a fair amount to be desired. I was being marked by Andy Jones and Ian Pickstock and received a probably generous 500 out of a possible 1000. The organisation on their part couldn't have been better. The party selection was close to perfect, and I became a member of "Anir's Avengers", a party consisting of myself, a Wardancer, our leader the Elf Ranger, a Bretonnian Knight and a Dwarf..

Dungeons can get quite tough in Quest, but this was an exception. We waltzed (literally for me) through the first and ended up with far less gold than we wanted. Gold was all that counted (much to the delight of our Dwarf) so it wasn't looking too good with four more rounds to get through, but we soon perked up and went strolling into the next Dungeon. The pace was kept up throughout the day, for a total of six hours of gameplay, which left some time for looking around.

This is exactly what we did. The 40K hall was surprisingly...Er...Yellow, desert being this year's obvious theme for terrain. The Italian players looked particularly vicious, with Tyranid nasties crawling from every corner. The predominant army was Eldar, despite the arguably drastic rules imposed by Jervis in White Dwarf 212 (The Eldar are too hard though, aren't they?) The Warhammer hall was

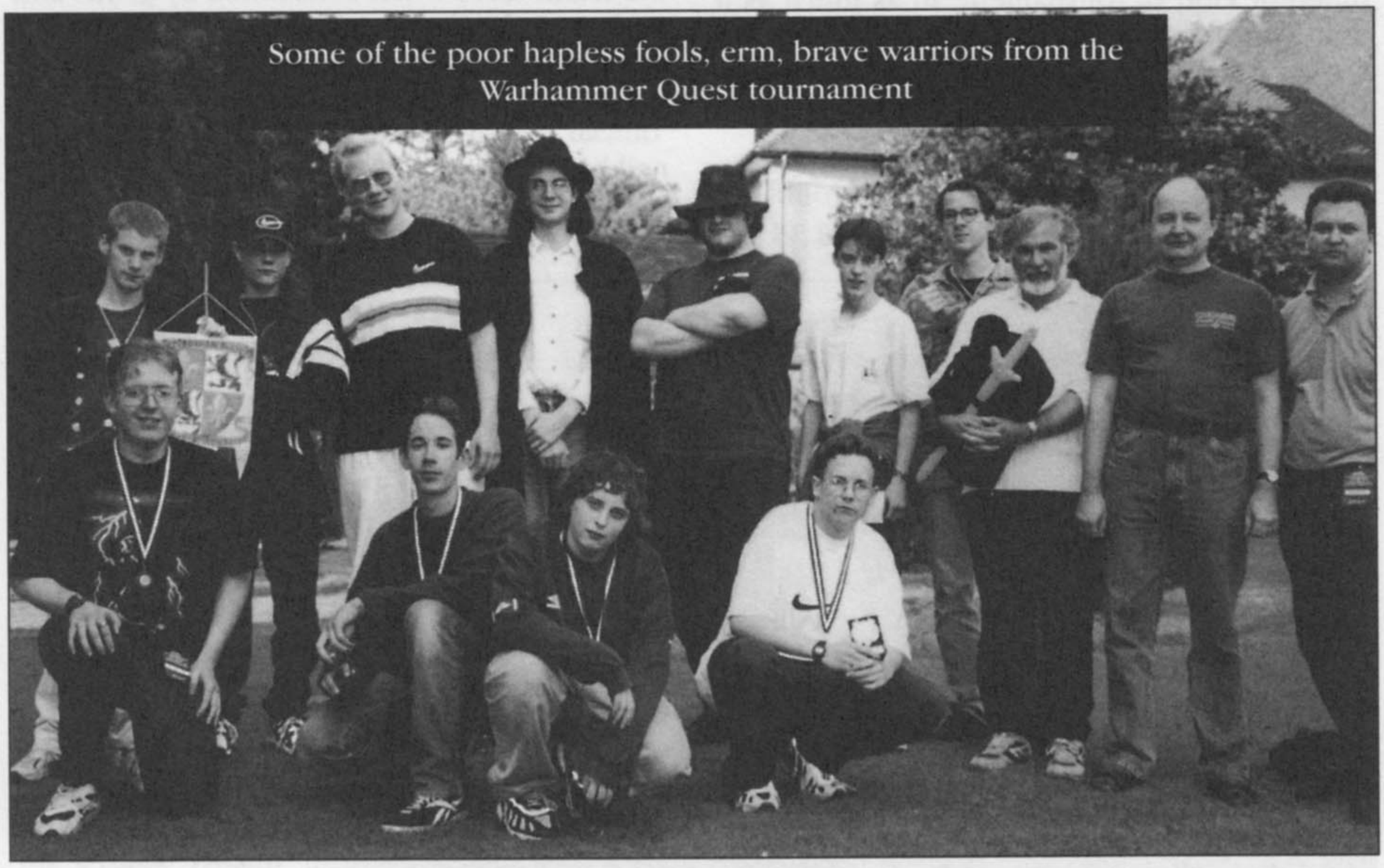


swarming with the minions of Chaos, interspersed with the light of Knighthood. There was a palpable aura of tension in these two halls compared to the relatively relaxed atmosphere of our dungeon. It felt good to be a quester!

Games went on through the night and I competed until we had to be threatened out by big men with a variety of long pointy implements -Don't you dare make a comment you mean Editor, you! *(heaven forbid! - Ed.)* We came up with a few experiments including an Eldar Vyper equivalent of "Gorka Morka!"

killing a Wyvern and a Giant in our first three rooms. Our hearts raced as the scores for the penultimate round were entered for all to view. We saw that we were leading by a comfortable two or three thousand gold and that I was a mere two hundred and something behind the Witch Hunter.

The last round was quite tense with two Greater Daemons being killed by two of the six groups. Ian had already displayed his brilliance with his "Death-trap Dungeon" the night before but he and Andy came up with even more eccentric entertainment in the from of event



Some of the poor hapless fools, erm, brave warriors from the Warhammer Quest tournament

On Sunday the tension mounted as only two sessions remained before victorious individuals would emerge from their Dark, Fungus-filled battle ground. Ian and Andy obviously felt generous so they promoted us all to level two and introduced other wonders. These came as Giants, Wyverns, Hydras, and Greater Daemons as well as the less frightening Dark Elves donated by a friendly gamer and parts of my own Skaven army. Our party had stumbled into the lead, hotly pursued by a group containing a Witch Hunter. This preserver of all things remotely holy was also being chased by me for the best individual prize. Only four hours of gameplay remained and we started off well by

cards such as "Take a breather" where every minute of real time we rested healed one wound on all of the warriors in the party, and "Warp spasm" where we had to swap dungeons with those on our left! This was the most enjoyable round for me, perhaps because of the space after the final two hours of frantic dice-rolling.

We had come out on top as a party, and I came second in the best individual competition to the Witch Hunter by mere thousands. Swords and a backpack were given to each member of the 'Losing' party in Quest. We had time to thank Andy whilst Ian was left slaving away with a camera. There really were no losers in the

Quest Tournament, and even if I had ended up in minus figures I wouldn't have cared. The Grand Tournament is quite probably the most fun you can have with little metal warriors and I heartily recommend it to all my fellow gamers.

AN OVERVIEW FROM ANDY JONES

Wolfrik has asked me for my take on the Warhammer Quest tournament. What can I say? It was brilliant! Ian Pickstock and I (well mainly Ian, with help from Gav Thorpe and Marc Gascoigne) put the thing together, and it went kind of like clockwork. Right from the start, I realised that this was going to be a slightly different kind of tournament, in as much as it was a team event, with competition between teams. Also, in each game, the teams would be playing against the system, not against a gamesmaster or opponent.

We hit on the idea that each player would get an initial gold score for the painting of his warrior, after which we would assemble the warrior groups. This was done by picking each leader for the six groups (names out of a hat), and grouping the rest of the players by warrior type ("All the barbarians stand in that corner"). After that each leader took it in turns to pick a warrior, until all players were allocated, and the tournament commenced.

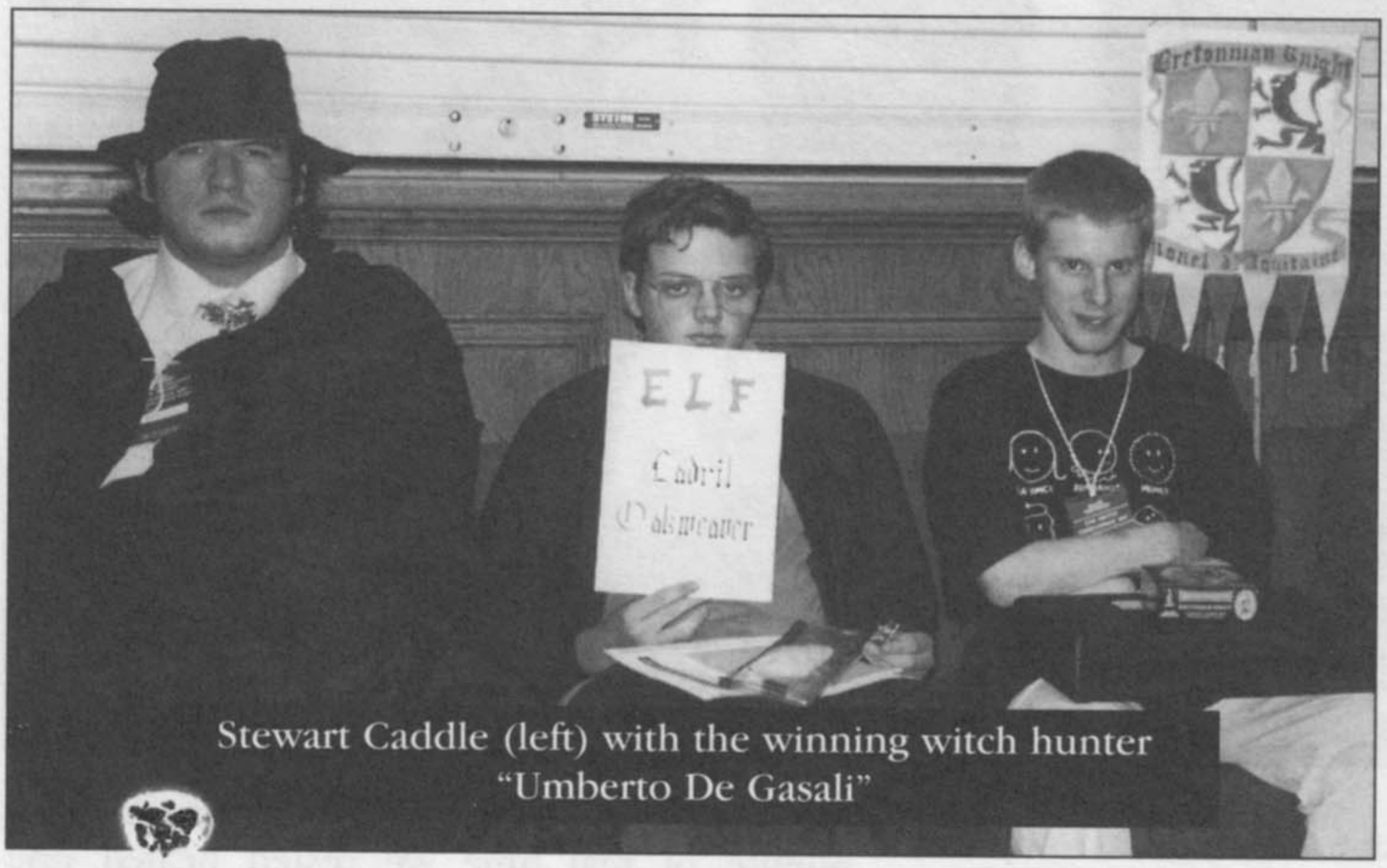
Scoring was by individual gold, which was then added up to get a team score per round, and also an average score for each team.

The prizes were to be awarded as best painted warrior, best overall team average score, and best individual score. And by score, we of course meant GOLD!

Penalties could be picked up for, erm, dying, and for the whole party baling out and starting again. Apart from that, each round was 2 hours, and during that time all the players had to do was GET LOTS OF GOLD!

Of course, we had doctored the event decks, causing general hilarity as whole groups had to change tables with each other in the middle of a combat. Not to mention the look of horror on the teams faces when confronted by giants and demons (remember that these were all level 1 warriors!). Halfway through, and all the players got up to level 2, with a good smattering of 'official deaths', and right to the end it was a nail biting yet very good-natured tournament.

Winners were: Anir's Avengers, with best overall group average (a mighty 55, 577 gold!!) and best painted model too, a Bretonnian Knight from Jason Refalo (scoring 950 gold out of a maximum paint score of 1000). The highest individual score went to Stewart Caddle, with his Witch Hunter (played for the first time ever!), scoring a mighty 19,370 for the INQUISITION team.



Stewart Caddle (left) with the winning witch hunter "Umberto De Gasali"

Commiserations to the members of "The Hard Nutz", "Dieter's Damned" and "The Crypt Killers" who didn't quite make it, and a special mention to the not-so-aptly-named "Lords Of Battle" who came last, with several minus scores to their credit. Still, at least they each got a prize of a rucksack loaded with goodies, including plastic swords, magnifying glasses, pork scratchings and all the other essentials of the warrior trade! Better luck next time lads - and yes, I am sure that there will be an even bigger, better Warhammer Quest tournament next year!

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The Reader's Gallery

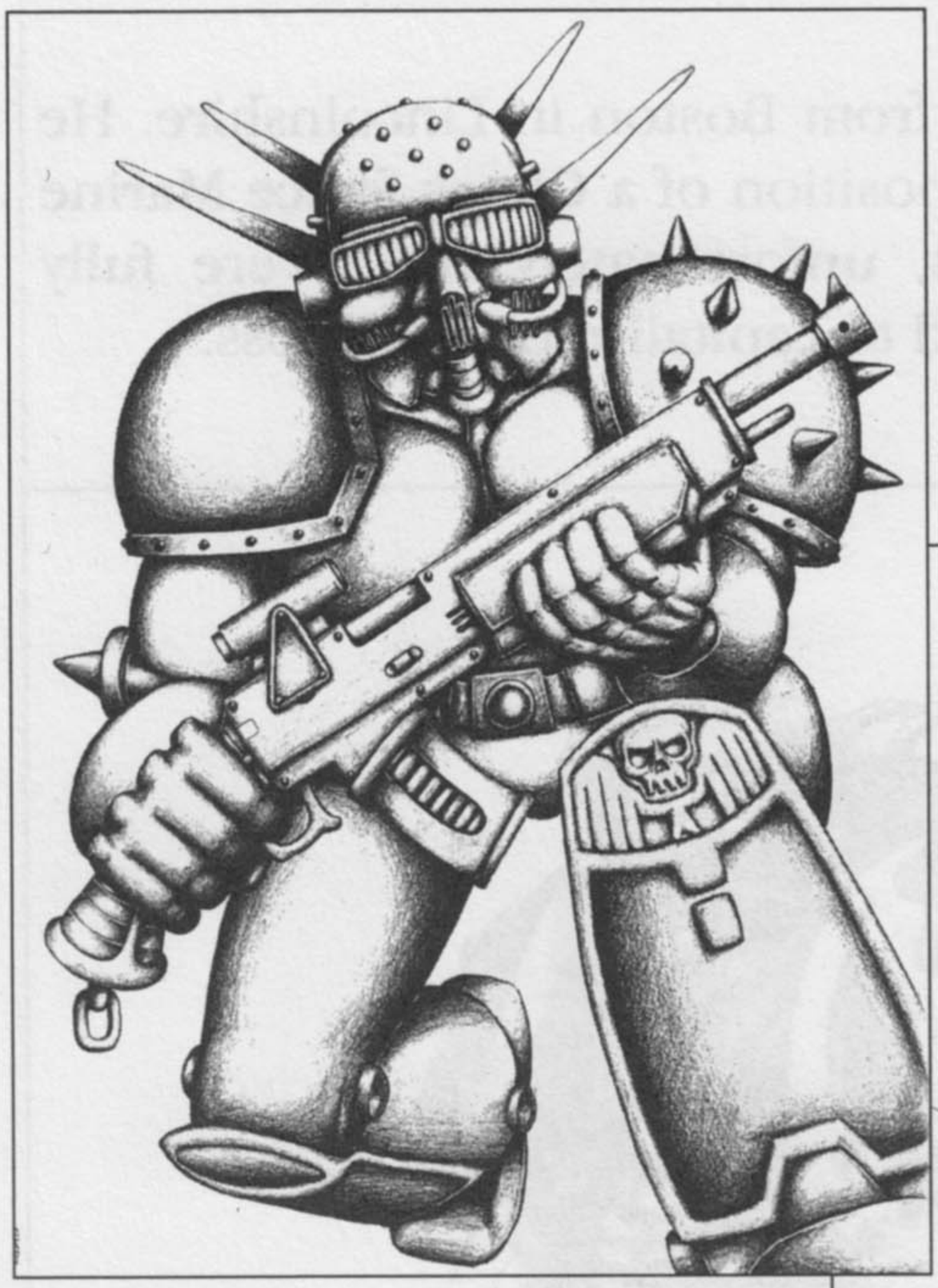
Not only do we receive articles by the bucket-load from you lot, but lately we've been inundated with all manner of artwork, ranging from simple pencil sketches to marvellous ink compositions and computer generated images.
e decided to give you your own Reader's Gallery. You lucky people...

Budding illustrator **Gil Vazquez** from Elmhurst, New York sent us some extracts from his sketchbook and has promised us that his next batch will be even better. If this is his rough work, we're certainly looking forward to seeing the Real Mcoy.









This rather manic looking Chaos Space Marine (left) was sent in by 27 year old signwriter Clive H.Jones of Suffolk.



Gorglum, Orc Master Shaman, was sent in by **Ross Packman**, aged 11, from Devon. (below)



Iain Brooks from Nottingham who describes himself as a "poor artist person", found the time (and presumably the postage!) to send us this gory depiction of a Blood Angels Space Marine. (above)

Stan Stevens is an illustrator from Boston in Lincolnshire. He originally sent in this ink composition of a Chaos Space Marine Captain to the Inferno! boys, unfortunately they were fully booked. So we humbly decided to capitalise on their loss.



WARHAMMER®

NOW YOU SEE THEM.... NOW YOU'RE DEAD !

Wood Elf tactics by David Cain



David is perhaps the Journal's best known sylvan general. After much coercion, we finally persuaded him to share his Warhammer secrets with us. Of course we wouldn't dream of blabbing them to anybody else Dave...

INTRODUCTION

With the recent arrival of the all new High Elf army list, prospective Elven players are spoilt for choice. There are now 3 excellent armies from which to choose.

I'm afraid that I find myself agreeing with Tuomas ('The Beard') Pirinen with his declaration that the Dark Elves are probably the best 'game winning' army available to an Elven player. Hence the success of Dark Elf armies in last year's Tournament. In many respects both the Dark Elves and their old adversaries the High Elves, with their new look army, are very similar in composition with a wide variety of fast assault, skirmish, and missile troops at their disposal. However considering the spread of unique abilities available to both armies, I reckon the forces of Evil just shade it.

Where does this leave the budding Wood Elf general? Actually, if you are prepared to employ tactics that don't revolve around large blocks of combat orientated troops then this may be the army for you.

With undoubtedly the best missile troops in the Old World and with an absolutely huge selection of skirmishing or light troops you need to avoid large stand up battles and employ fluid fighting lines that will allow your army's strengths to dominate.

Obviously, a basic Wood Elf is much the same as any other Elf. In other words, for 8 points you get a warrior with good Weapon and Ballistic Skill who can move freely through wooded terrain and causes *fear* in goblins. On the downside Wood Elves are even more restricted in choice for equipment and are usually less well armoured than their High or Dark counterparts, if they are armoured at all.

CHARACTERS: PROTECTORS OF THE FOREST

Wood Elf General

There are two real options here. Since there are few core combat units in the Wood Elf army, it can make sense to include your General with the regiment that you are going to commit to taking on the enemy's close assault experts. This is especially true against armies such as Chaos, Skaven etc. who will be trying to close with your troops as soon as possible. In such a situation the excellent WS and I of the Wood Elf General can prevent your regiment being over-run. Typically, items such as the *Crown Of Command*, a decent sword e.g. *Ogre Blade* and a ward of some description, e.g. *Jade Amulet*, would suffice. I always try to keep the points cost of my general down so I do not have to scrimp on my rank and file troops.

The alternative is to keep your General on his own, preferably on an Elven Steed so he can react to threats anywhere on the battle line. The problem with this is that he is an inviting target for missile troops. Nevertheless by keeping him within 5" of other cavalry troops or by careful manoeuvring around terrain features, especially woods, this threat can be minimised.

Typical items here are the *Bow of Loren, Armour of Protection* and *Strength Potion.* Note that as the *Bow of Loren* is classed as a magic weapon, the general cannot be given another magic sword or lance. I usually equip my general with a normal lance instead. I normally use the *Strength Potion* to boost the close combat effectiveness of the charge with the lance. However against large monsters or

giants etc. I would consider coupling the potion with the *Bow Of Loren* to give me 4 strength 7 arrows.

Wood Elf Hero

If your General is not leading your close combat units then you should always lead them with heroes. Their leadership of 9 gives them that crucial edge in break tests, rallying, psychology tests etc.

Rather than give them magic items that benefit the whole unit as discussed by Tuomas in his articles on Dark Elf tactics, I tool up my heroes for killing. The reason for this is simple – the very nature of the Wood Elf army means it very rarely employs large blocks of close combat troops. The combat troops employed by a Wood Elf general will be mainly present to tie up and slow down the enemy so that there is more opportunity to grind down the opposition with sustained missile fire.

If you do find yourself in a combat situation, your troops will often be out-numbered so you need to chalk up a lot of casualties to offset the rank advantage held by your opponent. Hence a magic weapon such as *Flail Of Skulls* to counter the Wood Elves natural low strength and some magic armour to help keep him alive e.g. *Armour of Meteoric Iron* are the order of the day.

Wood Elf Champion

Useful for leading units that are not likely to get into the fighting such as your archers or units that are more than likely going to get destroyed such as Scouts. With the revised rules for challenges the requirement to include champions has been reduced. Champions die almost as readily as rank and file and so they don't really help keep down your opponent's overkill total.

They are useful for including that 'magic item' in a unit where you do not want to compromise on the choice for your hero. *Talisman of Ravensdark, Ruby Chalice* etc. which effect the whole unit or one use items like the *Hail Of Doom Arrow* are good selections here.

Wardancer Champion

This character is best utilised when fielding large combat units of Wardancers rather than the small skirmishing units that are more common. His Weapon Skill of 6 will mean he is frequently the match for the opponent's heroes. Remember that the normal rules for Wardancers apply to him as well so he can gang up with his mates on enemy characters. For that reason give him a potent magic weapon.

Please do not give him the *Black Gem* – this is way too beardy.

Wood Elf Mages

If your opponent agrees then use the Wood Elf deck published in Journal 18. It gives a much better feel to the magic phase than being forced to use the much blander Battle Magic Deck.

In games against Undead and Chaos I always opt for a level 4 Mage to give me access to the High Magic deck because even the threat of the *Banishment* spell can affect how your opponent approaches the game. Obviously, if you actually get the spell it is even better. In addition, Vampire and Chaos Lords are absolute beasts in hand-to-hand combat and so the *Deadlock* spell is essential to deprive them of their magic weapons etc.

If you are not using the superb Wood Elf spells then your lower Wood Elf Mages will be constrained to choose their spells from the battle magic deck. Because of the size of the deck there is even less chance of getting the spells you want than with other races' spells but all is not lost.

Bless, with its +1 to hit for missile troops, means your archers will rarely miss and can cut down large swathes of the advancing enemy.

Move Unit allows you to move regiments of archers to cover threats from outside their 90 fire arc. In this way they don't suffer the -1 penalty associated with moving. Alternatively, your skirmishers can be moved out of the charge arc of their close combat orientated enemies.

Hold Fast and *Net* prevents your opponents from moving and allows you even more time to shoot them to ribbons.

Shield and *Protect* can give Wood Elf units much needed protection from harm since they come to battle pretty much buck naked in terms of armour availability.

Because Wood Elf Mages are pretty fragile; I often include them with regiments to offer them some protection from missile fire etc.

Because of their low survivability quotient I rarely commit my Mages to combat. I use them and equip them to try and dominate the magical exchanges. Hence *Dispel Scrolls, Chalice Of Sorcery, Potion Of Knowledge, Wand of Jet* all come into consideration.

I never, ever choose the *Book Of Ashur* – no logical reason except I don't like it. It smacks of "I can't win with my own magic so I'll borrow someone else's !".

SILENT DEATH REGIMENTS

Chariots

Great fast assault troops. The Wood Elf army list benefits by having chariots listed under regiments. Other armies have to compromise, with chariots competing with bolt throwers, rock lobbers, cannons etc. in the war machine section of the respective army lists.

Weaknesses: Because of their inability to march move, chariots are very susceptible to massed archery. So against an army with a preponderance of missile troops such as Dwarf, High & Dark Elves etc. the option of two extra steeds and an additional crewman are worth considering. This makes them much more resilient.

Uses: Try using chariot units. This compromises their flexibility somewhat since each chariot must remain within 5" of each other. However with a character in one (I usually choose a Mage) they all benefit from the enhanced leadership. *The Crown of Command* keeps them all from breaking and the *Ruby Chalice* makes them much harder to take out with missile fire.

Furthermore, in the same manner as war engine batteries, where casualties can be removed from any specific machines, the same principle applies to chariots.

Chariots are ideal for breaking large enemy formations particularly if you can co-ordinate the charge of two or more chariots at the same time.

I usually keep my chariots out on one side of the battlefield until I have lured in my enemy through the centre of my battle line and charge him in the flank.

The option of giving one chariot a magical standard should be exploited. *The War Banner* or *Battle Banner* gives the chariot unit a close combat benefit to ensure they break their target regiment. If chariots don't break the enemy on the turn that they charge and are drawn into a protracted fight, they are very vulnerable.

Glade Riders

Excellent fast cavalry with the ability to skirmish. Can use the special tactic of *feigned flight*. You can tool them up with lances, light armour and barding to make them more suitable for combat.

Weaknesses: Magic, massed missile fire and tough hand-to-hand opponents will cause them problems.

Uses: With no additional equipment these fast, mobile troops are excellent for advancing quickly to stop the enemy from marching and thereby giving extra shooting time to your archers. They can also be sacrificed as bait for drawing out Goblin Fanatics. By drawing out these accursed pests early on they are kept well away from your line and because their direction of movement is randomly decided they can well act in your favour by stalling the Orc and Goblin advance. Any that do venture too close for comfort can be picked off by a few of your archers while the remainder target the close combat blocks.

Remember that Wood Elf units are frequently outnumbered by the opposition so try to manoeuvre around your opponent's flanks to negate their rank bonus.

If you can get round the flanks of your opponent then you can perhaps target enemy characters, frequently spellcasters, who skulk around the sides of units to avoid being shot at.

However the classic method is to make use of their *feigned flight* tactic. This is best reserved for enemy foot troops who are unlikely to catch the Wood Elf cavalry.

Let yourself be charged by the opposing regiment and then before any blows are struck opt to flee. Nine times out of ten your opponent, no doubt filled with blood lust, will opt to pursue. This should leave him well clear of his supporting units and perfectly placed to

be crushed by your rallied cavalry and your second line of Treemen, Chariots and Glade Guards.

Alternatively you can tool up your cavalry as described above and use them as shock troops. This is not entirely satisfactory since the inclination is to treat them much like other armies' heavy cavalry and they are just not up to the job. It puts a lot of eggs in the one basket and if the unit is broken the Wood Elf army is usually swept away. However, when supported by other Wood Elf units and co-ordinating charges so that enemy units are bereft of their rank bonus, this tactic can pay dividends. I would normally give the cavalry the Standard of Shielding to reduce their vulnerability.

Warhawk Riders

A supremely versatile troop type.

Weaknesses: Their high points cost means they are rarely fielded in great numbers so enemy units boasting the full 4 rank/banner bonus will cause them difficulties. As with most light skirmishing 'cavalry' massed missile fire may well seal their fate.

Uses: Can be used in a similar manner to the lightly armed Glade Riders described above. I usually equip them with spears, longbows and shields bringing them in at a hefty 40 pts each. However this does mean they can fulfil a number of roles on the battlefield and, with their 24" flying range, can react to situations occurring at the other end of the table.

Again, like light cavalry, they can be used to prevent the opposition march moving and sniping at them at the same time.

They are in their element taking out war machines or batteries where their high WS and enhanced strength bonus from their spears will clearly outclass war machine crew members. Even regiments of archers are fair game as long as they aren't ranked up 4 deep. Warhawks are not large targets so opponents that elect to stand and shoot suffer a -3 penalty on their to hit rolls (-1 for long range, -1 for charging and -1 for skirmishers). Even High or Dark Elves will struggle to cause many casualties with that sort of modifier.

Equipped with spears the Warhawks can fend for themselves against most normal troopers. Remember that flyers must be placed against the front rank of opponents regardless of where they charged from. Consequently wait until your chosen target is already in combat and attack him from the sides thereby ensuring your precious flyers end up in base to base contact with normal rank & file and at the same time negating the oppositions rank bonus. I usually equip a champion for this unit with the *Hail Of Doom Arrow* or, if it is going to see some action, the *Star Lance.*

Don't be tempted to give your Warhawk champion the *Black Gem Of Gnar* and race across the table to take out the biggest character on the other side. Its sad, its beardy – get a life !

A word of warning about including higher level characters on Warhawks with your flying unit. As skirmishers, they must test on the basic Elf leadership and your Mage, hero or even general must abide by that result. A risky proposition !

Wardancers

Probably the most recognisable Wood Elf troop type. Famed for their ability to hold up units. For your points you get an Elf with 2 hand weapons, who is immune to psychology and who has an unmodifiable 6 save due to his agility and a natural magic dispel of 4+. On top of all that he has special movement rules and a selection of attack modes.

Weaknesses: Lack of armour and numbers usually mean that once again massed missile fire will wipe them out. However their main problem lies with their reputation which is such that enemy commanders are determined to destroy them and target them at every opportunity.

Uses: THE Warhammer troop for delaying large powerful monsters or enemy units. I usually include two small units of 5 wardancers each. The first unit engages a suitable target and employs *Shadows Coil* to draw the contest. In the following turn *Whirling Death* is a good choice since their high Initiative characteristic usually means they will strike first. *Woven Mist* can be tried against low leadership armies. If this first unit is destroyed, the second unit moves in and in this way 200 pts of Wardancers can keep a much larger chunk of points tied up for the majority of the game. The immunity to psychology means *fear* & *terror* tests are

ignored so large powerful monsters are not safe and when the first unit perishes the second unit is immune from the resulting panic test. Large 'super' units like the 50 strong Witch Elf unit described by Tuomas in Journal 21 are ideal targets for this tactic.

Storm Of Blades which allows all the Wardancers to target a single model is useful for taking out a low level character such as the Army Standard Bearer who usually hides in units for protection.

Archers

The best missile troops in the business. An enhanced range of 36" means they can outshoot anyone and the -1 armour save modifier means that even heavy cavalry must beware. No options for armour.

Weaknesses: Fast skirmishing cavalry which can close to within firing range such as the Dark Elf Dark Riders are the bane of archers. Powerful flying monsters that descend from on high are also problematical.

Uses: These are the main boys. I usually include two regiments of at least twenty figures if there are sufficient hills on which to deploy. Ranked 4x5, these will still give a good account of themselves should anything manage to engage them in close combat.

On flat terrain go for more numerous small regiments – 9 models per unit is a good size as each only gives up 1 VP (*Oops! I think you've slipped into Tuomas territory- Ed.*) and they are more mobile than one or two large blocks.

Pick on targets which your close combat troops will have difficulty dealing with. Heavy cavalry are my favourite targets since with the sheer number of hits you should accumulate, armour saves are going to be failed. With the points cost associated with such mounted elites, there are rarely very many of them so their fighting capability is quickly eroded. Always, always concentrate your fire to wipe out one target before moving on to another. In this way you avoid taking out half of two targets and not getting the VPs for either. Chariots and skirmish screens are also good targets for archers.

I tend to give my archer units some form of protection against aerial attacks so the *Talisman Of Ravensdark* or the *Scarecrow Banner* are common acquisitions. Magical protection via the *Amulet Of Fire* is another favourite since large blocks of troops frequently attract the unwanted attentions of enemy spellcasters.

Glade Guard

Standard Elven spearmen but slightly cheaper as they don't come with the obligatory light armour. Any unit can have a magic standard.

Weaknesses: With no armour these guys won't last long, but equipping them with light armour and a shield pushes their cost up to the 'not worth it' category.

Uses: I like these troops a lot. They are not really in vogue when you look around many Wood Elf armies but they are the only real choice available to get a decent rank bonus in a close combat regiment. Dryads are too expensive in standard 3000 pt games to field that many.

Against Goblins such a large unit is really a necessity as it brings the *fear* factor into play, and with their low leadership this is crucial. Use such large blocks of spearmen to gain the +4 rank/banner combat bonus and Treemen or Dryads to actually cause the casualties.

This is a case where the *Banner Of Defiance* is a good choice, since the Wood Elf army contains many fast moving troop types which can be used to chase down fleeing enemy forces. Other items to limit the damage suffered are also worthy of consideration e.g. *Ruby Chalice (Not that bloody cup again! - Ed.)*

Scouts

An enhanced Ballistic Skill with an ability to skirmish and deploy anywhere outside the enemy's set up zone.

Weaknesses: Because of their advanced set up, Scouts are frequently swept aside by the enemy's combat troops. Their lack of armour means they are easily shot up and since they are normally the only target in range for enemy wizards in the first turn, they are frequently bombarded with magic. Not the best prospect for an out of work Wood Elf looking for employment!

Uses: The cheapest 'sacrificial' lamb for drawing out Fanatics. Also good for sniping at war machine crews. Because they are normally found in small numbers, the number of casualties their shooting inflicts will also be limited. War machine batteries can choose to spread these casualties over several weapons so this tactic does not often produce the desired effect. By occupying a wood close to the enemy's deployment zone (always possible because of the special Wood Elves rules regarding the placement of scenery) you can prevent units marching and lure regiments subject to *frenzy* away through the wood.

With Scouts always fight with your back to wooded terrain so you can always opt to flee allowing the difficult terrain to slow down your pursuers.

Scouts can sometimes tip the balance in a large melee by sneaking out of a wood to engage enemy troops in the flank or rear with all the associated benefits that entails.

Sometimes the inclusion of a champion with the *Heart Of Woe* will put off opponents from being too keen to engage them in combat. With their dispersed skirmish formation, Wood Elf casualties are kept to a minimum while hopefully a severe dent is knocked in the opponents combat unit.

Waywatchers

Basically Scouts but for an extra 2 points, they come with an ability to hide and set up some sneaky traps.

Weaknesses: Basically the same as for the Scouts but greatly reduced due to the benefits of the 'hide in woods' rule. They cannot be charged, shot at or targeted by a spell unless your opponent rolls a 4+.

Uses: If you are dithering between using Scouts or Waywatchers – go for the latter. They are much more resilient.

Even if they can be spotted, many opponents prefer not to charge because of the threat of the traps. Of course in reality the actual trap set depends on a roll of a dice but the very notion of what possible catastrophe may befall them is often enough of a deterrent to make opponents think twice about charging.

Similarly if you are fortunate enough, your Waywatchers can sit up in the trees freely firing at the enemy all game and if your opponent can't roll a 4+ he can't fire back.

The drawback of such troops is that if they cannot be seen they cannot really prevent enemy troops within 8" from march moving. It's a matter of common sense, if troops do not know a threat exists close by they should not be prevented from marching.

Treemen

What can I say – these guys are rock! Well, wood actually. Phenomenally hard hitting troops with superb characteristics right across the board where it matters – WS, S, T, W, A and Ld. Included as rank and file rather than monsters which makes fitting them into your army easier. Added to this are the recent improvements of a 5+ unmodifiable save and the 'rooted to the spot' rule which means they are immune to break tests unless they suffer a wound.

Weaknesses: Magic users, war machines, sad opponents with *Black Gems* and Chaos Dwarf characters with the *Black Hammer of Hashut.*

Uses: Killing things. especially Orcs and Goblins (Gordon, Gordon, where are your gobs ! sorry Mr Davidson, sir. Couldn't resist it). Treemen hate Orcs and goblins (and who doesn't I say !) so make the most of your to hit re-rolls on the first turn of combat.

Statistically speaking Treemen, even against mediocre opposition, will only cause 2-3 wounds so if you are hoping to break the enemy unit in a single turn you need Glade Guards to boost your own rank bonus or deprive your opponent his rank bonus by using your fast skirmishers to charge them in the flanks or rear.

With a Toughness of 7, Treemen are immune to most archery fire and only wounded by crossbows on a 6+ so are ideal for advancing on and engaging enemy missile troops.

Because of their uncanny ability to attract war machine fire, try to select lines of advance that maximise the use of wooded terrain.

Dryads

These are hardest standard (if that's the right word) troops the Wood Elves possess. WS, S & T of 4 and each with 2 wounds and 2 attacks. This is combined with a 5+ save which includes magic spells and varied fighting modes.

Weaknesses: Elite combat troops such as Cold One Knights, Frenzied Chaos Knights etc. will see off the dryads in most instances.

Uses: These will probably bear the brunt of the combat in a Wood Elf army and be your main infantry assault unit. Careful consideration of the 'shape shifting' fighting modes is needed to get the best out of them. Against Humans, Elves or other low Toughness targets go for the *Birch Aspect* (extra attack). If you are hitting second or are facing high toughness opponents plump for the *Oak Aspect* (+1 Strength and +1 Toughness). If charged by fast assault troops with single attacks (like heavy cavalry), choose the *Willow Aspect* (opponent loses first attack). Support your Dryads with Treemen, Glade Guards and Wardancers. To further enhance the Dryad unit consider including characters to bolster their fighting capabilities. The Wood Elf Army Standard allows the Dryads access to banners such as *Banner Of Might, Banner of Defiance, Valourous Standard etc.*

Woodland Beasties: The Monsters

Unicorn

This is my personal favourite. Not only is it one of the most appropriate 'monsters' for a Wood Elf host but it is a good buy considering what you are getting for your 90 pts.

As a mount for a character it is second to none. It's cheap (saving those precious character points allowance) and if accompanying a Glade Rider regiment does not expose your character to unwanted missile fire.

Do not let your scurrilous opponent tell you its a monster and so therefore it is a large target. Its a horse with a horn! Even comparing the Unicorn model to a standard Elven horse shows they are the same size. It is not a large target.

It saves you having to use up a magic item slot on a magical protection item for your character as the Unicorn has an in-built 4+ dispel which also extends to the unit the Unicorn is with. Now there's a bargain. Its characteristics are very good and it benefits from a lance (horn) bonus when it charges. Against minor Daemons it will have a field day as it negates their daemonic aura.

Try using them in units without riders. Their leadership of 9 means they can operate quite well on their own and constitute a fast moving strike force.

Great Eagles

These are also frequently found operating on their own. Like the Unicorns described above they do not need to take 'Bound Monster' tests and with their relatively high leadership are able to pass psychology tests without relying on the presence of characters.

Flocks of Great Eagles can decimate opponents war machines or batteries. Another good target is fast skirmish troops such as Dark Riders or Kislev Horse Archers. I have my doubts over their validity as character mounts. Although you get an ability to fly for only 75 pts, your character suddenly becomes a large target and the Great Eagles fighting capabilities do not extend to taking on core combat units or Manticores, Chimeras etc.

Forest Dragons

Call me paranoid but when the Dark Elves get their 'own' monster they get a much better version of the old Hydra (for the same points!). When the Wood Elves get their 'own' monster the Forest Dragon turns out to be a poorer substitute for the Green Dragon on which it is based. Not only is its breath attack less dangerous (S3 rather than S4) but it has a reduced armour save (5+ rather than 4+).

No, I'd rather buy a Green Dragon for my 450 points any day.

The Big Guns War Machines

Don't have 'em and don't like 'em.

Seen The Light: Allies

Wood Elves are a solitary people who don't tolerate interference in their affairs and as such, shouldn't use allies. Basically you are saying – "I can't win with this army so I'm going to draft in something else to help me out". If you don't like the fact there are no war machines, no cheap sacrificial troops, no heavy cavalry then you shouldn't be playing Wood Elves. Get another army. Getting round the shortfalls of an army is half the fun and skill in using an army.

FOREST NOBILITY: SPECIAL CHARACTERS

Orion, King Of The Woods

Actually I'm not a great fan of Orion (although it's a really nice model which makes it worthy of inclusion in the army anyway). When pitched up against other armies 'super-heroes' then Orion comes off second best. His spear can be useful against large monsters but it only has a range of 8" and so leaves him very exposed to being charged in the following turn. It is extremely unlikely to kill a multiwound (say 4 or more) model when throwing the spear unless it has suffered wounds in a previous turn. In combat the spear loses its bonus and so Orion is left slugging it out with a strength of 5. Not very good for a super-hero.

If you supply him with a pack of hounds then against good enemy combat troops like Plague Monks or Witch Elves, the hounds are slaughtered and Orion is unable to cause enough casualties to offset their loss and he usually ends up legging it with a regiment of irate Skaven, Dark Elves or whatever hot on his heels.

His best position is probably accompanying a unit of Dryads which at least will stand up to enemy combat specialists and give Orion a chance to wear down the enemy.

In my games to date, the major contribution from Orion comes from his *Horn Of The Wild* Hunt which causes the nearest unit within 12" to take a panic test. If you can manoeuvre Orion correctly you can pick on the enemy's most susceptible regiment.

Ariel, Mage Queen Of Loren

Ariel on the other hand, well, she does the business (Oo-er). She has an extra point of leadership, can fly, has an unmodifiable 4+ armour and magic save and there is no save against her attacks (screech). All this for only 38 points more than a normal level 4 Mage. The only drawback is the fact she is a large target and therefore attracts an even greater share of missile and war machine fire. A must for large scale games.

Her *Wand of the Wych Elm* allows her to cast her most potent spell without power cards and she comes with her own *healing potion*. Use her to plant a wood right in front of the enemy's war machines, Screaming Bell, large combat unit etc. to greatly reduce his movement or firing options. This is achieved via the *Acorns of the Oak of Ages* which is not a spell and so cannot be dispelled as it is played.

With her flying move of 24" try to get into within 12" of a Greater Daemon to use the *Dart of Doom*. Because it is a magical item the Daemon takes an automatic Wound with no save (except a Bloodthirster and I wouldn't want to be within 12" of one of those anyway!) and reduces the victim's Strength by D6. I once drained a Vermin Lord's Strength down to 2!

Alternatively use Ariel to pounce on the flanks of enemy cavalry whose heavy armour is of no use against her screech.

Naieth The Prophetess

My favourite out of all the special characters (c'mon someone get Jes to design a figure for her!). I place her out of the way at the rear of my lines in one of two large units of archers. Her magic items don't need to be close to the enemy to generate their effect. Her rod gives the Wood Elf player an extra magic card per magic phase. Her owl flits from one unit of archers to the other and back again for the whole game giving them the benefit of re-rolling missed to hit dice with their longbows.

Thalandor

I must admit I find Thalandor hard to play. He is equipped for combat but cannot quite hack it against tough combat opponents. As he is mounted on Gwandor the Great Eagle he is a large target and vulnerable to enemy fire. I usually get him to lead a flock of Great Eagles (monster pack) so that he cannot be picked out and his enhanced leadership can be used by the flock as a whole.

Lothlann the Brave, Battle Standard Bearer

Sorry, don't use him. Dies way too easily and gives away an extra victory point. A 5+ dispel does not fill me with confidence (especially when you roll dice like I do!) and I would much rather invest in Dispel Scrolls to guarantee stopping that crucial spell which is going to roast your army. In the olden days, when you could attempt a number of dispels, this would have been worth considering but not now that you are restricted to one try.

Durthu the Treeman

A rock-hard character who comes into his own against Orcs & Goblins or Dwarves (*hates* both), but is also a good choice against close combat orientated armies such as Chaos or Skaven.

He benefits from +1 Strength and +1 Attacks and a better save (4+ rather than 5+) when compared to ordinary Treemen. He also possesses a swarm of Sprites who have a range of 12" and inflict D6 S3 hits. But this is more a nuisance than a potent threat in its own right.

However at 360 points, Durthu does take a fair chunk out of your character points allowance and I find it is usually better to omit him for a tooled up hero and saving some points to try and include say Ariel in my army.

If using Durthu then he basically has the same weaknesses and uses as ordinary Treemen.

Scarloc and Sceolan

These are simply a champion and hero equipped as described with no real special attributes. I would use them to lead a Scout and archer unit respectively.

Wychwethyl the Wild.

Has a couple of neat twists that make him more appealing than a normal Wardancer Champion.

He can pick out any model in the enemy unit to attack and not just the model in base to base contact. This makes him ideal at taking out Mages or army standard bearers who opponents may try and manoeuvre next to your rank and file troops.

Also, once during a battle, he can elect to attack each model in the front rank of a unit fighting the Wardancers. This is most effective against light skirmishing cavalry where he can potentially wipe out the whole unit. He is best used to lead a large (non-skirmishing) unit of Wardancers in a specialised close combat role.

Drycha, the Dryad

Definitely worth including in a unit of Dryads. For a mere 25 points more than a normal Dryad you get +1 Weapon Skill, +1 Strength, +1 Attack and +1 Save. All this and Drycha can also sing the 'Dirge Of The Dryad' which can prevent an enemy unit moving or shooting in the following turn. As mentioned before anything that can slow down the opposition, so that your archers have more firing time, is certainly worth having.

Skaw, the Falconer

Another personal favourite. I commonly select Skaw as a champion for a unit of Scouts. This allows him to deploy within falcon range (24") of my chosen enemy target. Remember that the Scouts are set up after the opposition deploy so you can set up to threaten any enemy unit etc. Although the falcons can only inflict a maximum of 3 S3 hits, their ability to pick out targets normally immune from such targeting is an excellent advantage.

Low level characters or Mages skulking around regiments or even in regiments are fair game. Who would like to be an Army Standard Bearer now! Also war machine crews or chariot crews are a good target and in this case the victim selected by Skaw must be removed. No averaging out casualties across war machine batteries here.

The bell ringer of the Screaming Bell, the driver of the Doomwheel, the Skink Shaman in the Stegadon howdah etc. are good targets also.

Gruarth, the Beastmaster

Gruarth suffers from the normal fate of lower ranked characters wandering about on their own. They usually fall foul of large units with the maximum +4 rank/banner bonus. However with his trusty sabre-toothed tigers at his side he can boast 8 attacks (6 x S5 and 2 x S4) so he is not totally without offensive ability !

He is best used in a supporting role protecting one flank of a core combat unit such as Dryads or Glade Guards. His manoeuvrability is such that he and/or his pack can readily attack the flanks of enemy units. With their numerous attacks Fang and Claw will readily chomp through standard rank and file.

The *Binding Bolas* are an interesting item. Once again individual models can be picked out as targets despite the normal rules preventing this – see above for the comments on Skaw's falcons.

In addition if the bolas wound but the victim passes his armour save then he is ensnared and cannot move next turn. Since units move at the speed of their slowest member the target unit is prevented moving in its next turn. Obviously easy to wound targets with good armour saves are the best possible target e.g. Human or Elven heavy cavalry.

TACTICS

Any Wood Elf army worth its salt is going to be based around archers. No real point in playing them if it's not. However they are not the be all and end all of the army and you must balance their inclusion with the need for close combat and supporting troops. No battle is ever won with missile fire alone.

Use Treemen, Dryads, Chariots or large blocks of Glade Guards as your core combat unit(s) and support it with Wardancers. Scouts and Waywatchers who can snipe away at War Machine crews or/and prevent enemy troops from march moving.

The Warhawks and Glade Riders, depending on how they are armed, can fall into either the combat or support sections.

A couple of tactical variations are as follows:

Crossfire

You base your army (~50%) around blocks of archers. Setting these up primarily down each flank, your remaining forces, comprising your combat and support sections, cover the centre ground. Your Scouts and Waywatchers stop the enemy from marching and you pour fire into the slowly advancing enemy. As your fire from either flank crosses over units advancing up the centre of the battlefield, the crossfire is created and by concentrating your fire you can quickly finish off one regiment before you target another. Hold back the centre until the last moment to give your archers as much time as possible to eliminate enemy forces and then charge in to finish of their depleted numbers.

Old Weirdes Tacticus

Here your combat troops are concentrated down one of your flanks. For this purpose choose fast moving troops like Warhawks, Treemen, Glade Riders and Great Eagles. Hopefully these will overpower the enemy facing off against them, leaving you to roll up across the enemy's line and gang up on the flank of successive regiments.

The archers cover the other flank and centre of your lines, perhaps protected by Wardancers, and can shoot up any troops the enemy tries to use to strengthen his beleaguered flank.

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 Chaos Sorcerers by da ace (for a Humie) Aly Morrison an' also a fistful of Wood Elf Scouts and Champions. 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?

GAMES DAY '97

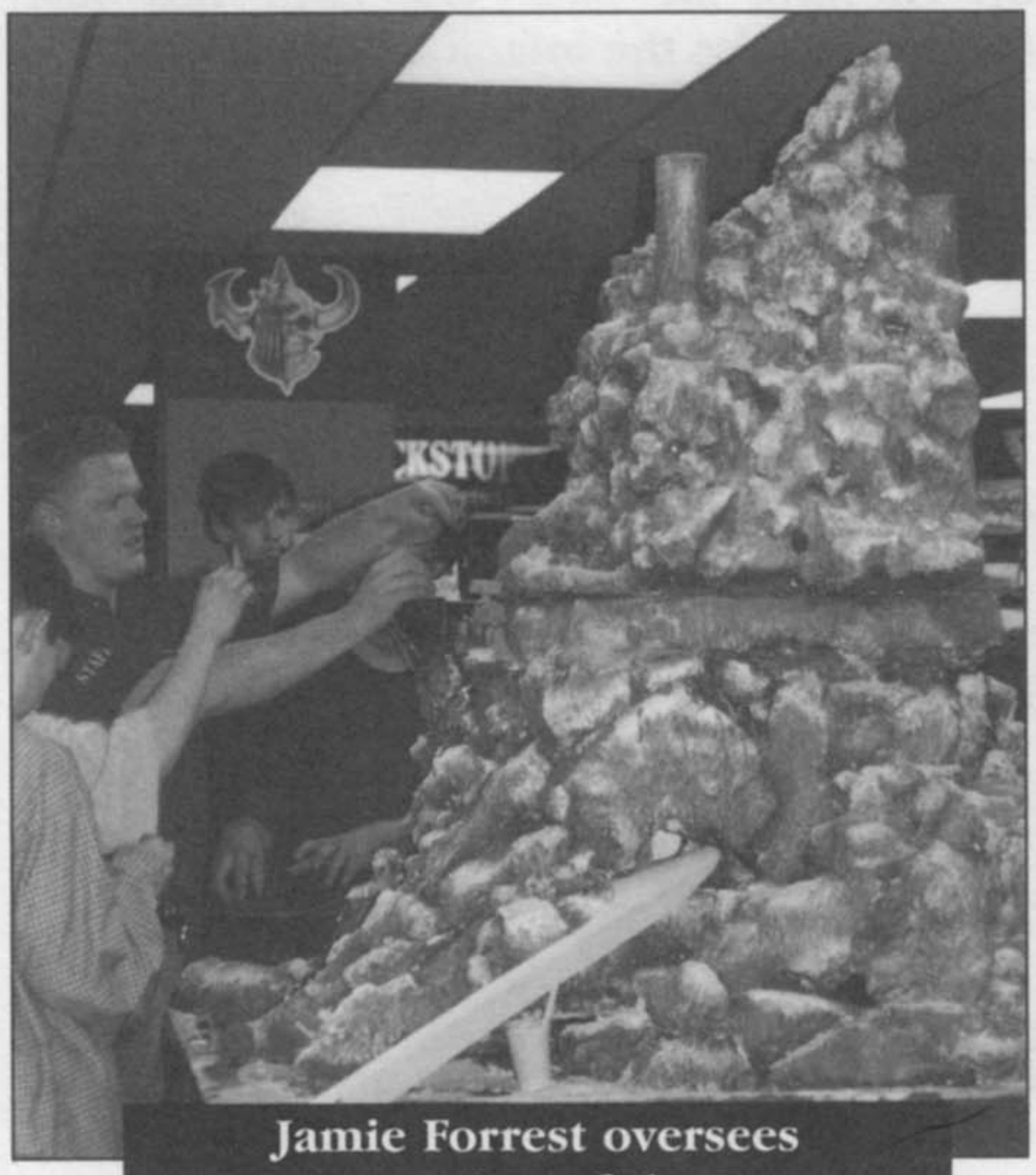
MAD FOR IT!

The Journal being your magazine, this year we thought it might be interesting to let the hobbyists travelling on the Manchester Coach tell us what they think of the illustrious event. Oh, and we also sent Wolfrik along for the ride!

G DAY-minus 7.

Wolfrik: Orders come in today from Grand Inquisitor Jones. I am to go to Manchester to investigate the mysterious appearance of *the Fang,* fortress home of the Space Wolves, in the city's recently re-opened Games Workshop store.

When I arrive at the store a number of enthusiastic hobbyists are gathered around a huge grey erection constructed of polystyrene and filler. The mountain, towering from floor to ceiling, sports a variety of interesting features, including radar installations, walkways, defensive weapons and resident Space Marines.



Jamie Forrest oversees construction of the Fang

Over to Trainee manager **Jamie Forrest** "The project is the brainchild of operations manager Dave Cross and area manager Dave Green. It has been constructed by Manchester staff and customers and all visitors to the store are invited to contribute to the towering fortress.....AND THAT INCLUDES YOU!! - Go on then, build something!"

G DAY-minus 1. 13:00

Wolfrik: I board the train once more from Nottingham to Manchester. My fellow passengers seem to suspect that I am not what I appear to be. Maybe I should have left my sunglasses at home this once.

G DAY-minus 1. 15:00

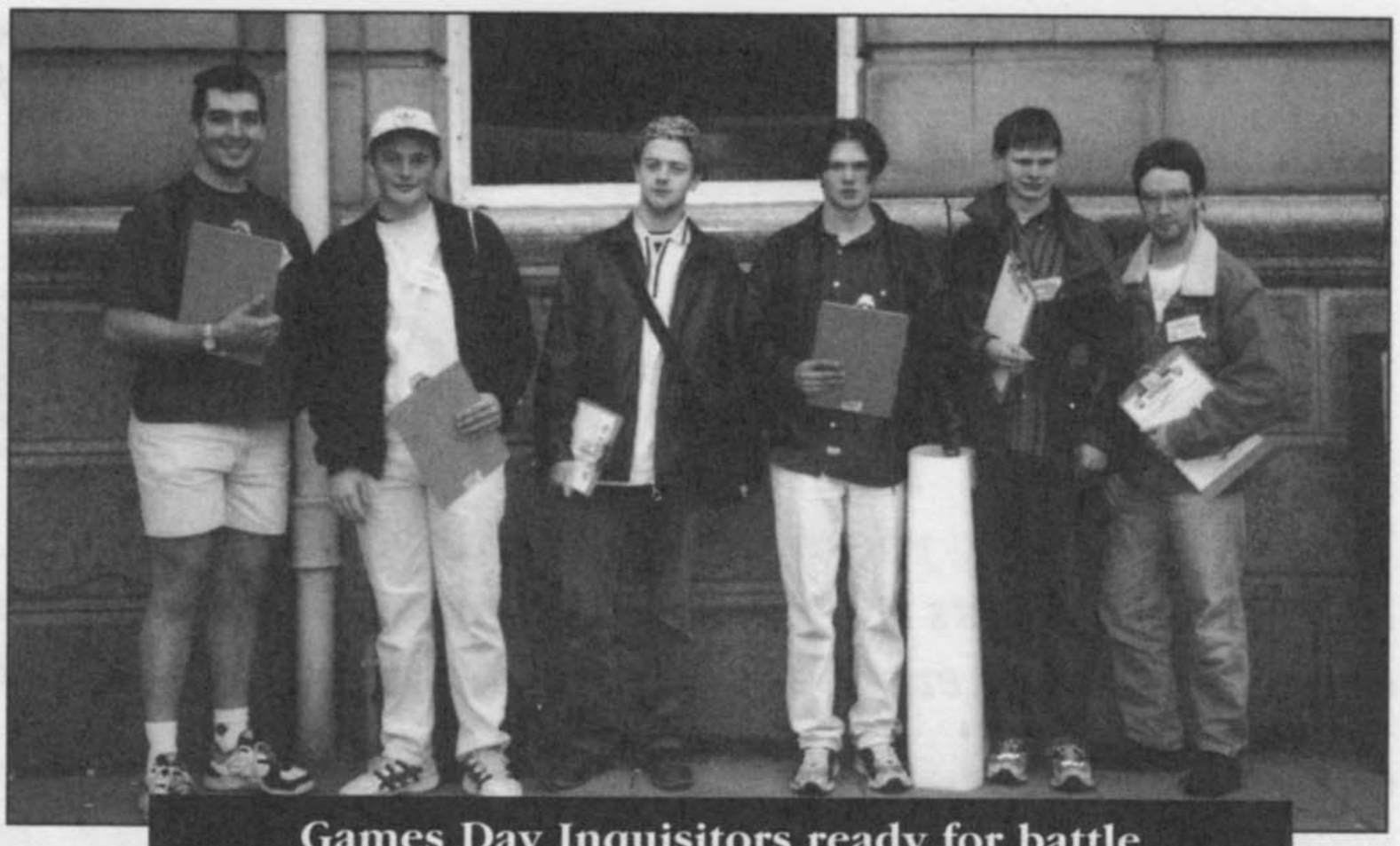
Wolfrik: On entering the Manchester store I notice that the activity level is significantly higher than the last time I visited. Conspicuous by its absence, however, is the towering Fang, it has already been shipped out to the Games Day venue. However the retail team are still hard at work constructing extra bits that can be added to the model on the day.

Jamie "Now that the store is shut, what about partaking in some mancunian hospitality?"

(**Inquisitors note:** *Contrary to popular belief, though brought up in the South of England, I am perfectly capable of holding down a few pints of beer).*

G DAY. 6:00

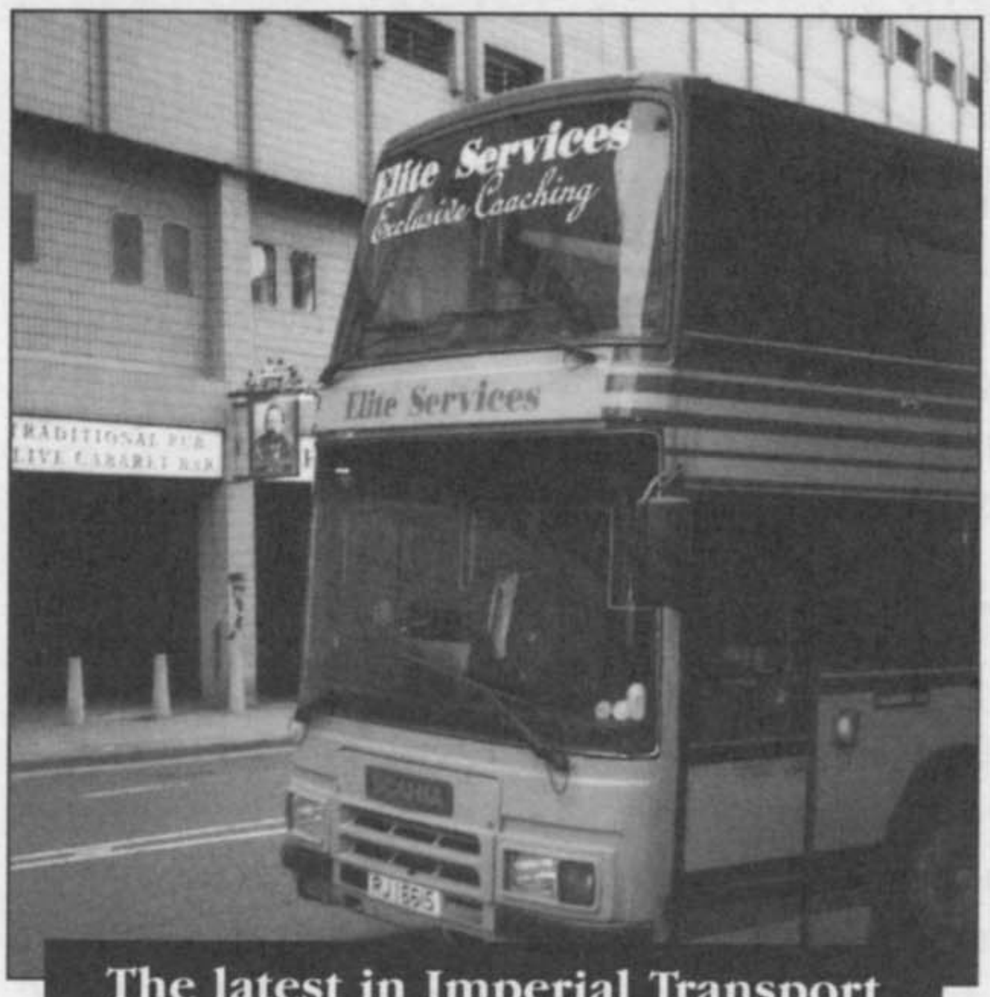
Wolfrik: Ugh. I wake up on somebody's couch, my brains feeling like mashed potato. Jamie is already up, however, and has begun to rally his troops. Within minutes they are ready for action. Such is our zeal that we decide to skip coffee and make straight for the coach.



Games Day Inquisitors ready for battle

G DAY- 7:30

Wolfrik: The enormity of my mission hits me like a barrage bomb. I realise that I am going to need some help covering this massive event, but from where?



The latest in Imperial Transport

Seconds tick by before I realise that the solution is all around me!

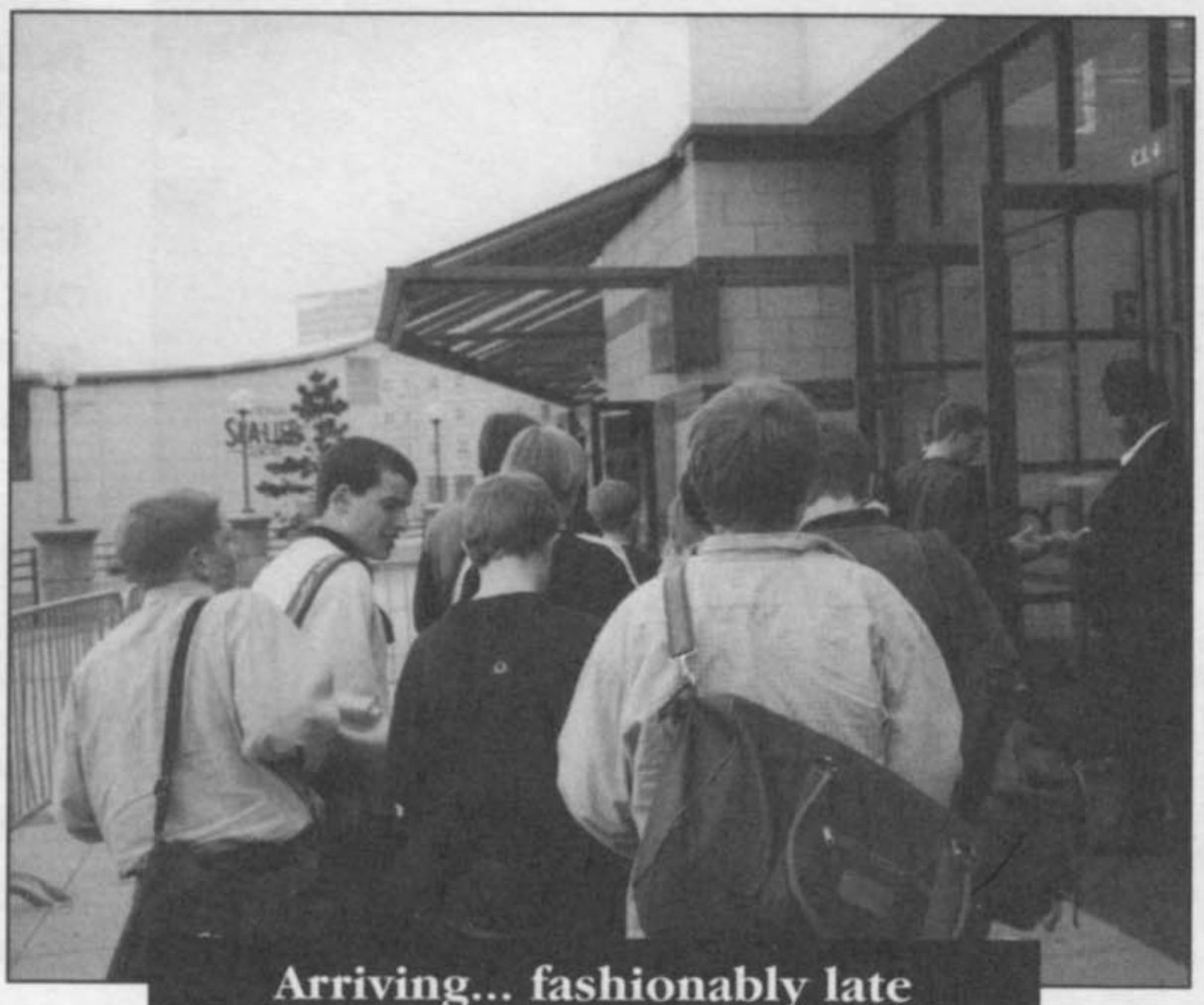
Lee Rawcliffe, Chris Wilkes, Alexis Chappatte, Michael and Jake Widdas, and Darren Lord are quickly pressganged into being Inquisitors for the day, reporting on the most exciting things that are going on at different parts of Games Day.

Carried away by the spirit of the thing, Mark Worthington from our retail team volunteers to join our band too. Here's the coach, lets rock!

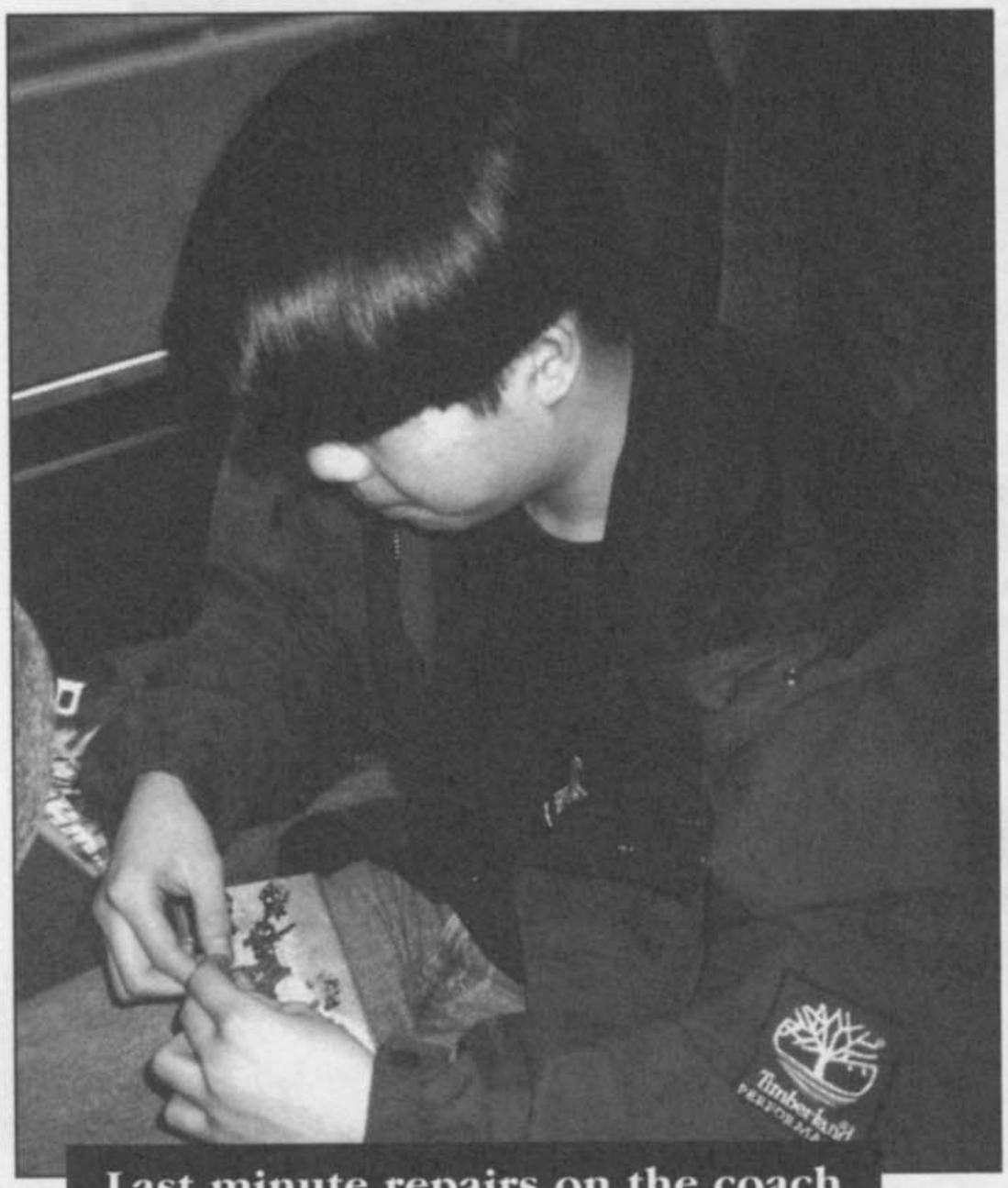
G DAY- 7:45

Wolfrik: The Coach finally arrives and we are off! During the journey, there is a quiz on Warhammer and 40,000. Clearly Manchester gamers have an in-depth knowledge of all the game systems - Purity Seals all round!

Due to warpstorms and roadworks we end up running an hour late....but this just means we miss the infamous queue!



Arriving... fashionably late



Last minute repairs on the coach

GDAY- 9:30

Wolfrik: The Inquisitors disperse into the seething mass of hobby-humanity, clipboards and pens at the ready. Not to be outdone, Mark and I rush into the frenzied tide. Let the interrogations begin!

Sean from Braintree: emerges from an intriguing participation game of Warhammer looking triumphant and proudly displays a certificate that proclaims him a 'Golden Boar' winner. "I had to kill this bloke, it was easy! I have had lots of experience in the field of killing things with the help of my ruthless Skaven army. Nothing can stand before me!"



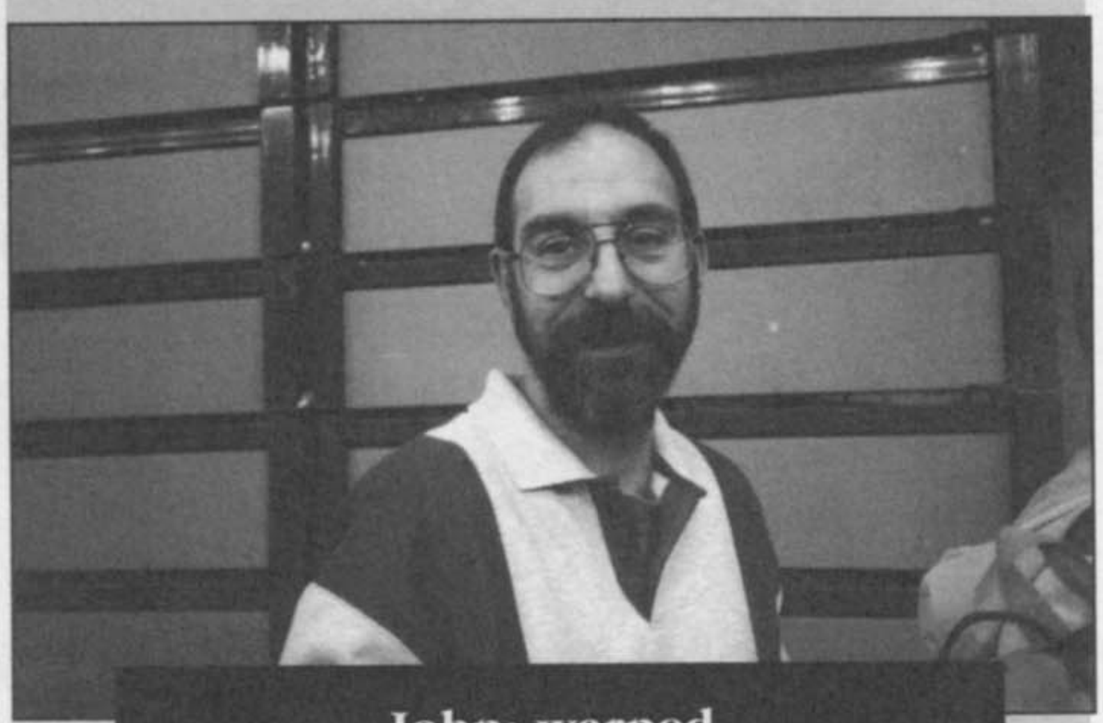
EXCLUSIVE: Ultramarines' banners are made by...their mums!

Next up, Mark spots two young battle brethren, brandishing an impressive Ultramarines banner:

Dave from Dudley: "Errrr, I'm holding the standard for a friend, and, erm... it was made by my mate's mum!"

Mmmm. Moving swiftly on..

The queue for the Studio - John, carrying a copy of the Journal: "I like the Journal because it shares my warped sense of humour!. *No idea what you mean - Ed*



John: warped.

INQUISITION REPORT 1.

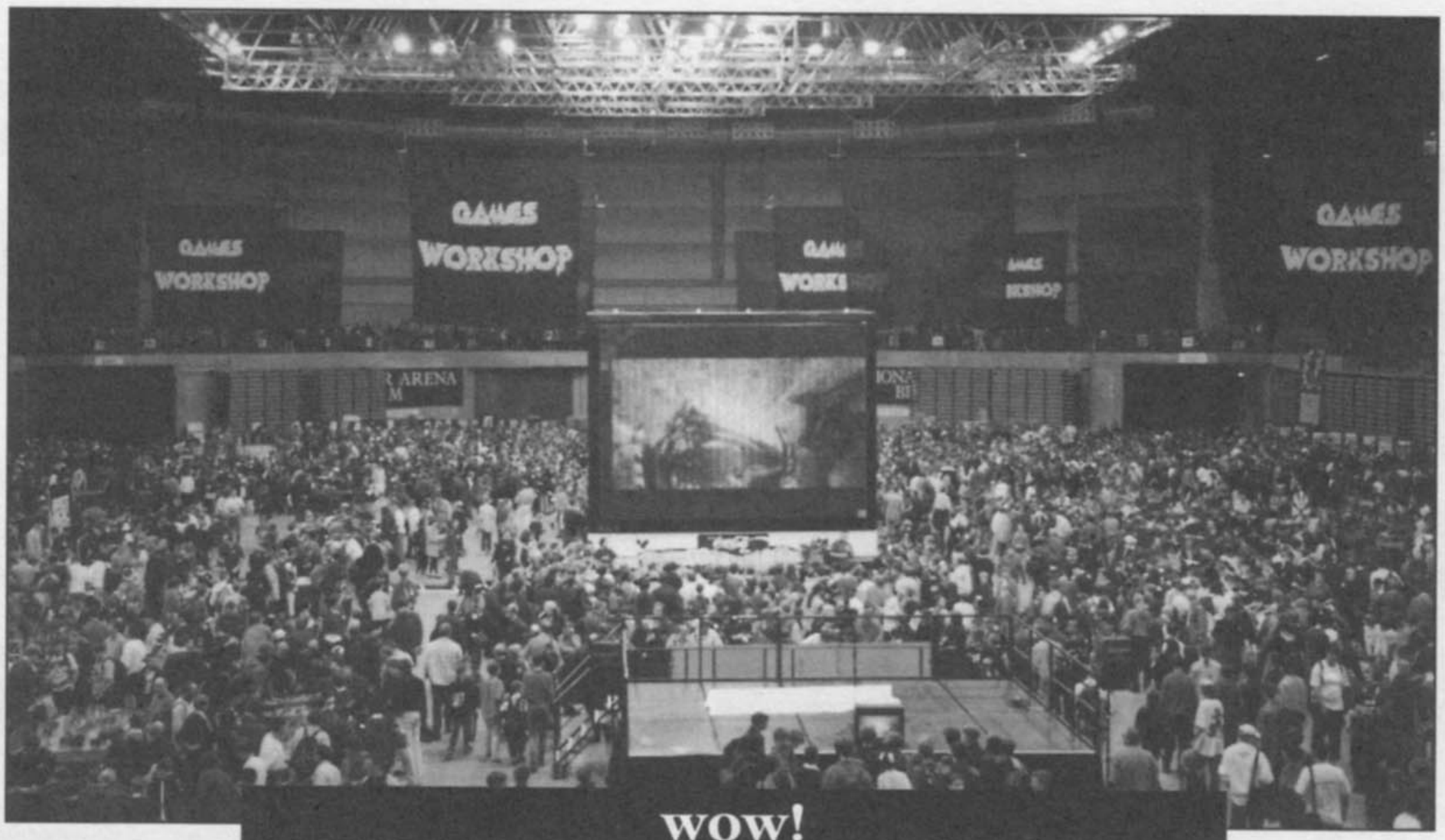
MISSION OBJECTIVE:

Report in full regarding all activity at the speed painting stand.



Deputy Inquisitor 000117753 Chappatte. A

+++All records lost due to copious paint spillage by heretics.
+++Inquisitor status: Wet and multi-coloured! Remember, in the face of iniquity remain ever vigilant.



wow!

INQUISITION REPORT 2.

MISSION OBJECTIVE:

Report in full regarding all activity at the Gaming Tables.



Deputy Inquisitor 000117754 Lord. D

+++My first report is from the "Battle of Ultramarr", where the Ultramarines are caught in a vicious fight with monstrous Tyranids. The battle is being fought in games of both WH40K and Epic 40K by GW staff members. On the northern end the Ultramarines are taking some terrible punishment: both a Rhino and a Predator have fallen foul of Tyranid attacks. I arrive just in time at the southern end to see a Hive Tyrant and his three Tyranid bodyguards wiped out in the first turn....Hurrah!

Having my fill of spectating I decide to find myself a participation game. Which I do in the shape of a 40K beachhead mission, complete with very 'Orky' landing craft, spectacular coastal terrain and Imperial Guard defenders. I'm given command of an Imperial Guard (naturally) Chimera. Instead of charging the 'green scum' I decide to wait for the 'green tide' to roll in.



Ultramar: too cold for comfort

My Multilaser scores an amazing 7 hits on a Storm Boy and succeeds in killing him 6 times over! The heavy flamer manages to cripple the last of the surviving Ork Warbikes, but this is all to no avail as three Ork Buggies vapourise the Radar tower I'm defending.....Poo!

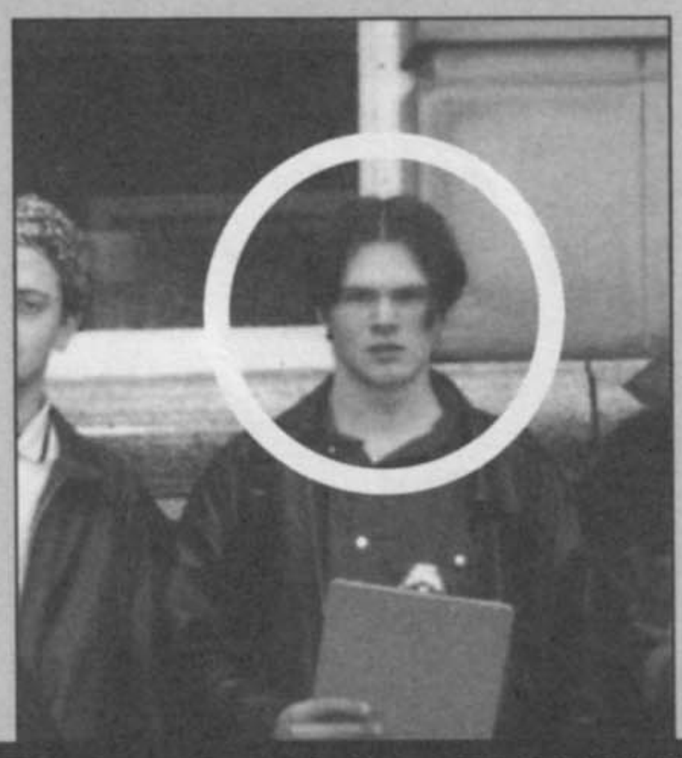
Fortunately the defence of the second tower was a complete success and vengeance is mine.....

+++Inquisitor status: 'Ready to kick some'

INQUISITION REPORT 3.

MISSION OBJECTIVE:

Report in full regarding the activity at the Computer Stands.



Deputy Inquisitor 000117755
Widdas. M

+++The *really* interesting stuff is going on downstairs, and you do not have to queue either! It was surprisingly quick getting into the Black Library. There were several displays of weapons, lizards heads and things.....you name it! I was particularly impressed by Dark Omen, a real time, 3D battle game based on Warhammer and following in the mighty footsteps of Shadow of the Horned Rat. I thought that the graphics and game play were equally excellent.

The other new game, Final Liberation, is an Epic 40,000 computer battle simulation. It features the armies of the Imperium versus rampaging Ork hordes and you can command anything from infantry battalions to massive Titans.This game looks very good so far for Pc Cd Windows (*That means its for teh PC, on CD, and needs Windows to run the game I think - ED*)

The last thing I noticed was the Internet. Lucky old me! On here you can find scenarios, new rules, reviews, links to other gaming sites, the list practically goes on for ever. Well that's enough from me, I've got 'stuff' to look at and email addresses to gather together.

+++Inquisitor status: Foaming!

G DAY. 10:35 - Supplemental

Ribble Warriors Games Club: "We are running a Warhammer demonstration game - It's a Dark Elf raid on a Lizardman temple. The Naggaroth forces are not fairing too well..."



Ribble Warriors

INQUISITION REPORT 4.

MISSION OBJECTIVE:

Report in full regarding the activity at the Games Workshop Publishing Stand.



Deputy Inquisitor 000117756
Widdas. J

+++Imperial year 1997, we departed at 07.45 hrs and Inquisitor Wolfrik gave us our orders. After fighting off the crowds I made it to my objective, the Inferno stand.

Marc Gascoigne told me all the new and exciting things in the pipeline for Inferno. One poster that particularly caught my eye, was the "Tomb Raider", an intricate piece

made to resemble ancient stone tablets.

There wasn't a whole lot more I could find out though, because of the unruly crowd keeping me at bay....Heretics one and all ! Then I heard Marc say that Inferno! 1 and 2 had sold out and that was it, I was off!

+++Inquisitor Status: Too Late!

INQUISITION REPORT 5.

MISSION OBJECTIVE:

Report in full regarding all activity at the Golden Demon awards.



Deputy Inquisitor 000117757
Wilkes. C

+++We reached our destination, the main hall, and it was magnificent.....it was absolutely teeming with people. And what were these people doing???? They were gazing, dumbfounded at definitely the most spectacular array of models they'd ever seen!

I discovered that the models adorned with a green dot were short listed for the final and they all looked great. I was astounded by the attention to detail, the contrast from brilliant, vibrant colours to dark, brooding schemes. I concluded that most of the painters must have weird imaginations!

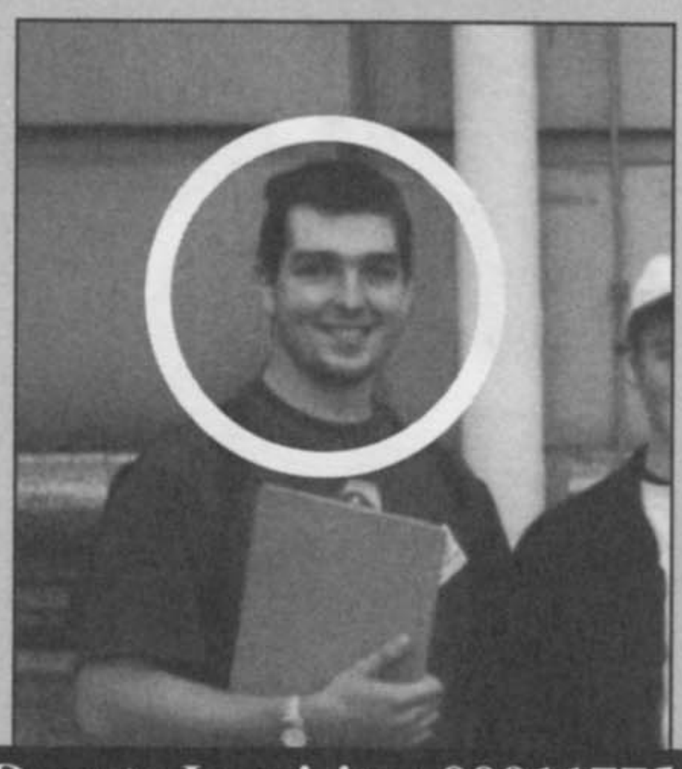
Everything, from single miniatures to dioramas and battle scenes displayed a lot of skill and effort and have certainly inspired me to prepare an entry for next year.

+++Inquisitor status: Paint crazy!

INQUISITION REPORT 6.

MISSION OBJECTIVE:

Report in full regarding all activity at the Studio stand.



Deputy Inquisitor 000117758
Rawcliffe. L

+++As we queued within sight of the studio entrance, members of staff taunted us with glazed looks due to having born witness to the wonders within. There were stands everywhere! Not a single one was free from people, who were queuing up to three deep to get a tiny glimpse of the miniatures on display.

I bravely battled forwards to see what the fuss was all about and before my eyes stood six sleek, Eldar Falcon grav-tanks, for 40K.....WOW!

Staff had to be brought up to mop up the drool, the excitement was definitely mounting! Vast Daemon Princes towered above their mortal legions, daring any who looked upon them to resist the desire to paint them

As that Roman bloke once said:

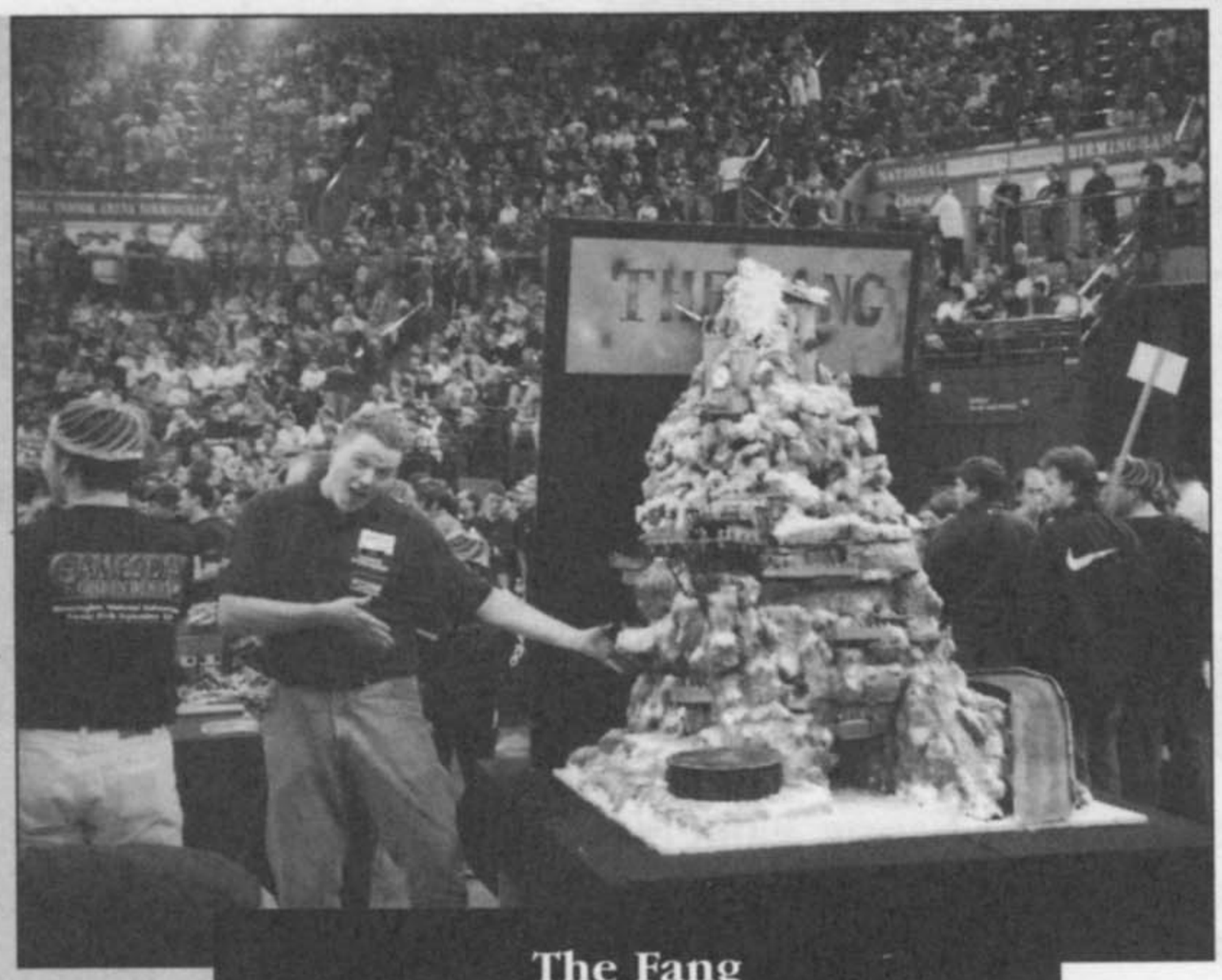
" I came, I saw, I wanted the lot"

Then, as the transfixed onlookers moved on the models and their twisted creators looked forward to their next victims....

And as if that wasn't enough the artists, being equally cunning, decided to show their work to us. To the onlookers, already in a fragile state of mind, this was the final push that sent us into the very depths of insanity.

Please excuse me while I go back and pick up my jaw!

It was totally unbelievable as I went to see about collecting my entry for Golden Demon I was gobsmacked to find out that it had reached the finals, luckily my jaw was still trailing behind me from my previous encounter at the Studio stand, so not many people noticed.



The Fang

The waiting worsened my already demented state. As I wrote this, I was still over an hour away from finding out whether I'd won anything or not. The rest of the day would now feel as if i'm in stasis...aaargh!!

Well the day is now over and I came third in the vehicle category. This has definitely been the best Games Day for me!

+++Inquisitor status: Ecstatic! Committal for extensive psycho-evaluation mandatory.



Lee : silent champion

G DAY. 4:15

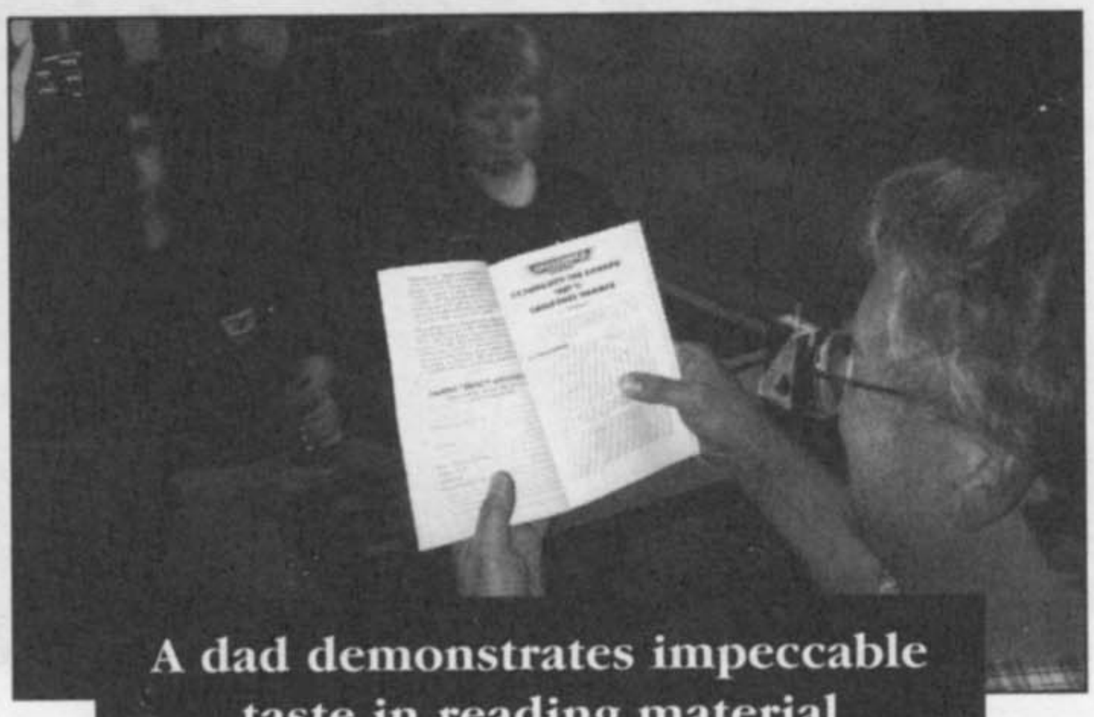
Wolfrik: Mark informs me that time is marching on, its time to board the transports, so we search for our bonkers friends from Manchester. It is not a difficult task, we simply home in on the big grey rock. Jamie is standing beside it, looking proud as punch. It has obviously received a fair amount of praise. I start to chat with Jamie but suddenly all conversation is drowned out by an unholy wave of Waaargh energy. Oh no! It's Paul Sawyer! Together with Adrian Wood and Robin Dews he is rousing the crowd into a complete and utter frenzy of Orkiness. G o r - k a ! - M o r - k a ! GOR-KA

MORKAAAAAAAA!!!!!!!

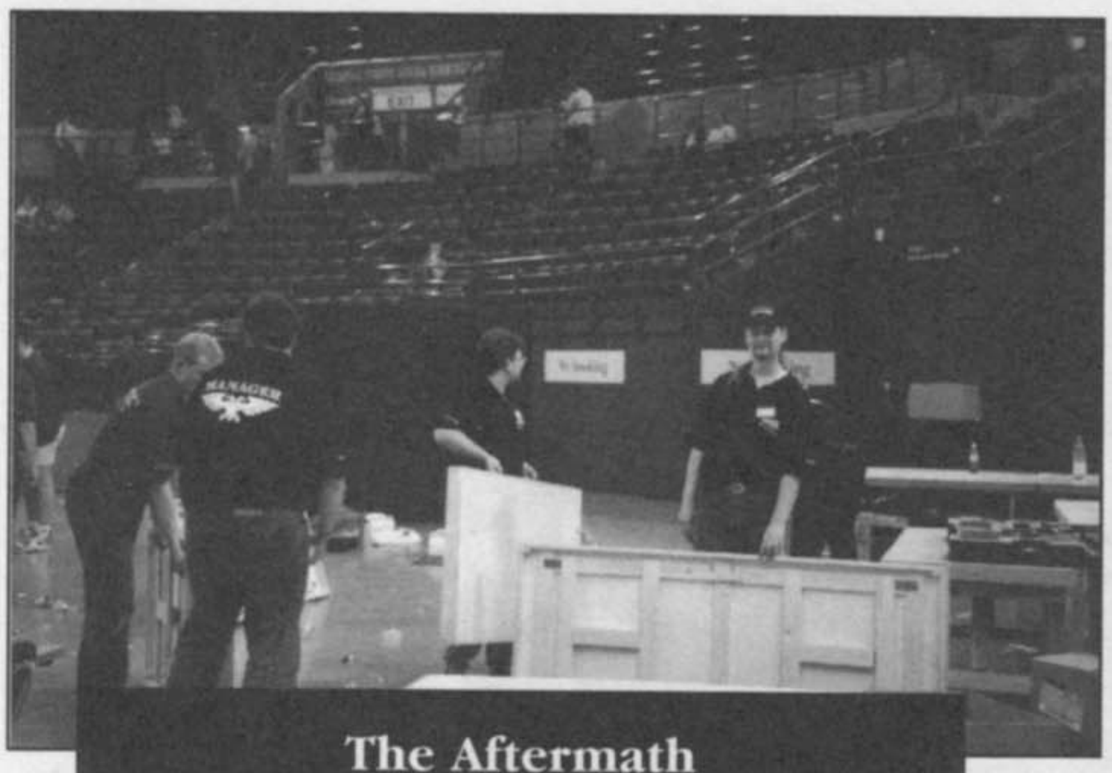
Was that my voice? What on earth am I doing!? I must report for purification and mind-scrubbing immediately.

Everywhere I look the same fanatic force has taken hold. Isn't it amazing what plastic buggies can do?

As the green haze of euphoria starts to clear from my mind, I realise that Games Day is finally winding down.



A dad demonstrates impeccable taste in reading material



The Aftermath

Bands of Waaarghed-out, but happy, gamers are filtering from the arena, leaving the bewildered G.W. staff alone to ponder over the debris.

Mark and Jamie, true Adeptus Astartes that they are, look ready to do the whole thing all over again.

I just want a beer.....

I spy Rick Priestley surveying the carnage at a safe distance. He wanders over, hoping to get some rational conversation.

On recognising me Rick greets me with a slightly hoarse. "Gorka!"

"Morka." I reply on reflex.

Oh well....



Mad for it!

One by one the star Inquisitors home in on my position to deliver their final reports.

Their unanimous verdict is that Games Day has been a complete success and surpassed all their expectations.

Once our happy horde has reassembled we are ready for...

THE VOYAGE HOME

The return Journey is much like the outward one, but in the opposite direction and somewhat less frantic. What can I tell you? everyone is exhausted... *ZZZZZZZZZZzzzzzzzzzz*.....

Our party arrives back in Manchester and unit coherency finally breaks down. As everyone scrambles to their respective abodes, this Inquisitor must hike to the train station and head back to Nottingham.

I catch my train a nanosecond before it departs, hoping that there is a bar on board...

INQUISITOR'S LOG: SUPPLEMENTAL

Well my quest for the Truth will have to wait a little longer. If I learned anything from Games Day'97 it is that our hobby is bigger and stronger than ever and 1997 is, without a doubt, the year of the Waaaaargh (must remember to bill Paul sawyer for that box of aspirin.).

A great time was had by all and I was certainly no exception.

A big "thanks!" to James, Jamie, Mark and the other Retail Marines of Manchester for their help and hospitality, and everyone who assisted me with my inquiries at Games Day '97, and of course teh Inquisitors for the day. I look forward to seeing you all again next year.

Inquisitor Wolfrik Signing off...

WRITE FOR THE JOURNAL™

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.

Here is a concise guide to help convert those sparks of inspiration into articles that you can share with the rest of us.

1. What do we need?

- **We need to know who you are.** In order to get your article in print, We need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

- **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs, will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will play-test them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory, it's about what's really happening in the Games Workshop hobby.

- **We don't need flowery prose** - we leave that to the INFERNO! boys, but we do need finished articles, complete with photographs and maps where applicable.

- **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article. This will save time and paperwork, which for us is always a good thing! We cannot accept any articles that are unaccompanied by a permission form.

- **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.

- **This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!**

2. Decide what sort of article you want to write

For example:

- **A scenario for one of our game systems.** This should be a scenario that you have play-tested at least once. Send in a battle-report with photographs, some feedback from your players, etc.
- **The house rules that you use in your games.** These, of course, should be rules that you actually use in your games and not just theoretical ideas hot off your computer, completely unplayed.
- **Ideas for collecting, modelling, converting and painting Citadel miniatures.** Naturally, an article of this nature should always be accompanied by photographs of your figures. Remember, the painting needn't be excellent, because at the Journal we are just as interested in the make-up of your army, your ideas for conversions etc, as we are in whether you are upto 'Eavy Metal standard.
- **Tips and tactics.** This should be an article based on an army and a games system that you are familiar with. It's no good writing down theoretical tactics, they must be tried and tested strategies, hopefully accompanied by battle reports and photos illustrating their use.
- **A review of a tournament/convention you have attended.** Obviously, photographs of such events would be ideal, along with a record of events.
- **Your Games Club.** You can never give us too many details, we want to know more than just its name, address, venue, etc. We want to know what games are played, what amenities are available, what the attendance is, what you are up to, etc.

3. Get writing!

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

- An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.
- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.
- 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 editing 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.

4. Check your work

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

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.

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'

6. SEE YOUR NAME IN LIGHTS!

The Citadel Journal is read by thousands of hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the best magazine in the Multiverse, we'll send a copy of the Journal featuring your article, upon publication. At our discretion, for particularly good submissions, we may send all manner of other goodies, such as GW vouchers and complimentary miniatures. So what are you waiting for? Get writing!

THE LEGAL BIT

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NECROMUNDA™

The Underhive Workshop

A guide to modelling Necromunda terrain

by Gary James

Not content with just extracting the action-packed Necromovies article from Gary's overworked brain for last issue, we couldn't resist pestering him for this little gem. Gary also runs a gaming club in Lincoln, which we're sure he won't mind us sniffing around, all in the best interests of the Journal we assure you!

WHAT MAKES A GOOD TERRAIN PIECE?

There are a few essential points to bear in mind when planning or building terrain. Think of your own terrain collection or the terrain you use at a club or friend's house. Which pieces do you use most often, and why? The ideal terrain piece has high gameplay potential, flexibility, good appearance, is tough, and is also very cheap to make.

Gameplay potential

If a terrain piece looks wonderful but is terrible to play on then you will find it stays on the shelf. Try to bear these points in mind when designing terrain:

• What effect will it have on the game, and how does it fit into the rules? Do you really want a huge patch of swamp that is classified as 'very difficult terrain'? Maybe you do, but this will become a specialised piece that is only used now and then. Large open spaces such as a large landing pad will become a killing field because of the lack of cover, leading players to avoid it and leave the terrain on the shelf.

• Make terrain that is interesting and stimulating and have game links in mind. Does it conjure up gameplay or scenario ideas? A simple pack of crates can be an exciting terrain piece if its capture will dramatically affect the outcome of the game, perhaps by containing a 'free' piece of equipment. Do you want rules for the contents of storage tanks, is the river water, sulphur or toxic waste?

• Design the terrain with your game system and miniatures in mind. Check scale and get things the correct size - how wide does a road bridge need to be? How far can the average character climb in one turn, and do you want your ladder this height or higher? How big do the doors have to be? Do you want to be able to shoot over that wall, or provide a hiding place?

• If forced to choose between appearance and gameplay (for example hills that look good or hills that a miniature will stand up on) go for gameplay at the expense of realism - ultimately the point is to play games, not look at terrain or drive model trains around it.

Flexibility

Terrain that can be used in a variety of settings will get most use. Terrain will be flexible if:

• It is not tied to one race or game setting. My Ork fort is attractive but doesn't get used all that often because it is large and only tied to one race.

• It is not too big - large terrain pieces dominate the board and push out other terrain.

• It is functional - a building that you can't place miniature inside becomes a hill by another name. This is why ruins are so good - you can allow an easy way in. If possible, make the roof of a building removable to allow access to the inside.

Toughness, appearance, cost

A gameboard filled with beautiful terrain adds enormously to the enjoyment of the game, but it will soon become battered and ugly if it is not up to the job. Think about how you will store your terrain before you make it. If you are going to use a certain size or type of storage box then make sure your terrain will fit into it. Terrain that is tough sometimes takes more effort than flimsy pieces - MDF or plywood bases are harder to make than cardboard, for example, but the extra effort will pay off. If you are making a relatively expensive piece of terrain or something requiring a lot of effort on your part then it is worth spending a little more time and cash and putting it on a tough base.

HOW TO USE TERRAIN

Well, it's obvious, isn't it? You just plonk it down on your gaming board. Not so - here are a few things to think about when placing and using your terrain - board balance, placement, knowing your terrain, and special rules. Of course, the challenges posed by different types of terrain and landscape are part and parcel of the game. I am not suggesting that you eliminate this challenge, but there are certain pitfalls to be avoided.

Board balance

Try to ensure that each side of the board is reasonably balanced in terms of cover, difficulty of ground and height of ground - unless you need a particular layout for a scenario or re-fight. This does not mean that the board has to be symmetrical or exactly the same on each side - it is more a matter of balance. One side could have more cover, but at the expense of it being surrounded by difficult areas of terrain. Another could have more high ground or buildings on one side but they could be difficult to capture or get into.

Placement

Be careful about the placement of terrain in deployment zones. Allowing deployment on a high building or hill with good lines of fire could seriously favour one side. Availability of cover in deployment zones is important too - especially for the person who goes second! Think about the placement of buildings and hills and don't disadvantage a player who has vehicles by making it impossible to get between them - life shouldn't always be easy but deliberately making things difficult for your opponent because you know they have large vehicles and you don't is a subtle form of cheating. Consider breaking up large areas of open ground with something that provides some cover - a few rocks or trees for example - otherwise it might become a redundant area because no-one wants to risk crossing it.

Know your terrain

Having to stop and ponder about the effects of a terrain type in the middle of a game is frustrating and spoils the flow of the battle. Before commencing, run through the terrain and agree that, for example, that river can't be waded, that slope or hill is difficult terrain, chain link fencing provides soft cover etc. Think about making up some terrain datafaxes that carry these details for easy reference. The datafax should include the armour value of the terrain, effect on movement, type of cover it provides, type or degree of obstacle, and any special rules that apply.

Special rules

On the whole I don't recommend introducing lots of special or complex rules to do with terrain - it complicates the game too much. However, it can be interesting to use a special rule now and then. Why not leave some of the details about terrain to be discovered during the game?

Examples...

• When using rivers leave the decision about how deep they are, and therefore how easily they can be crossed, until someone reaches it during play. Place blank counters every 6 inches or so along one bank. When a trooper or vehicle reaches the river roll a D10, D20 or whatever. This becomes the depth of the river at that point. Write this on a counter and place it face down - your opponent must reach the river himself to discover the crossing points!

• Chain-link and other fencing could have variable armour value or toughness rolled up when someone reached it. Once discovered this could be kept secret from your opponent. Why not try randomly deciding if the fence is electrified or protected by a stasis field or something.

• These gameplays make scouts into true scouts, determining the lay of the land before the main drive begins.

PAINTING TERRAIN

This section gives general advice on painting techniques for terrain -instructions for painting specific terrain pieces are also included in each project.

Choice of paints

I use three types of paint - acrylic modelling paints (usually Citadel paints by Games Workshop), ordinary poster or powder paints (from art materials shops or toy shops) and household emulsion and oil-based paints. I use the household paints for covering very large areas such as terrain boards, and textured household paints for buildings that want a textured but not too-rough finish (textured paints are sold to mimic various stone finish and have a fine sandy material added to them).

For smaller jobs that still need a lot of paint I might use poster or powder paints which come in big squeezy bottles or tubs in the case of powder. Powder paint is especially cheap and you can mix it up into a dryish paste which drybrushes quite well. These paints are good for hills or large buildings where model paints would be expensive because the area to be covered is so huge.

For small pieces and for fine details and finishing on all models I use acrylic model paints, usually Citadel. For plastic surfaces some kind of model paint is essential because the poster, powder and household paints don't really take on plastic finishes.

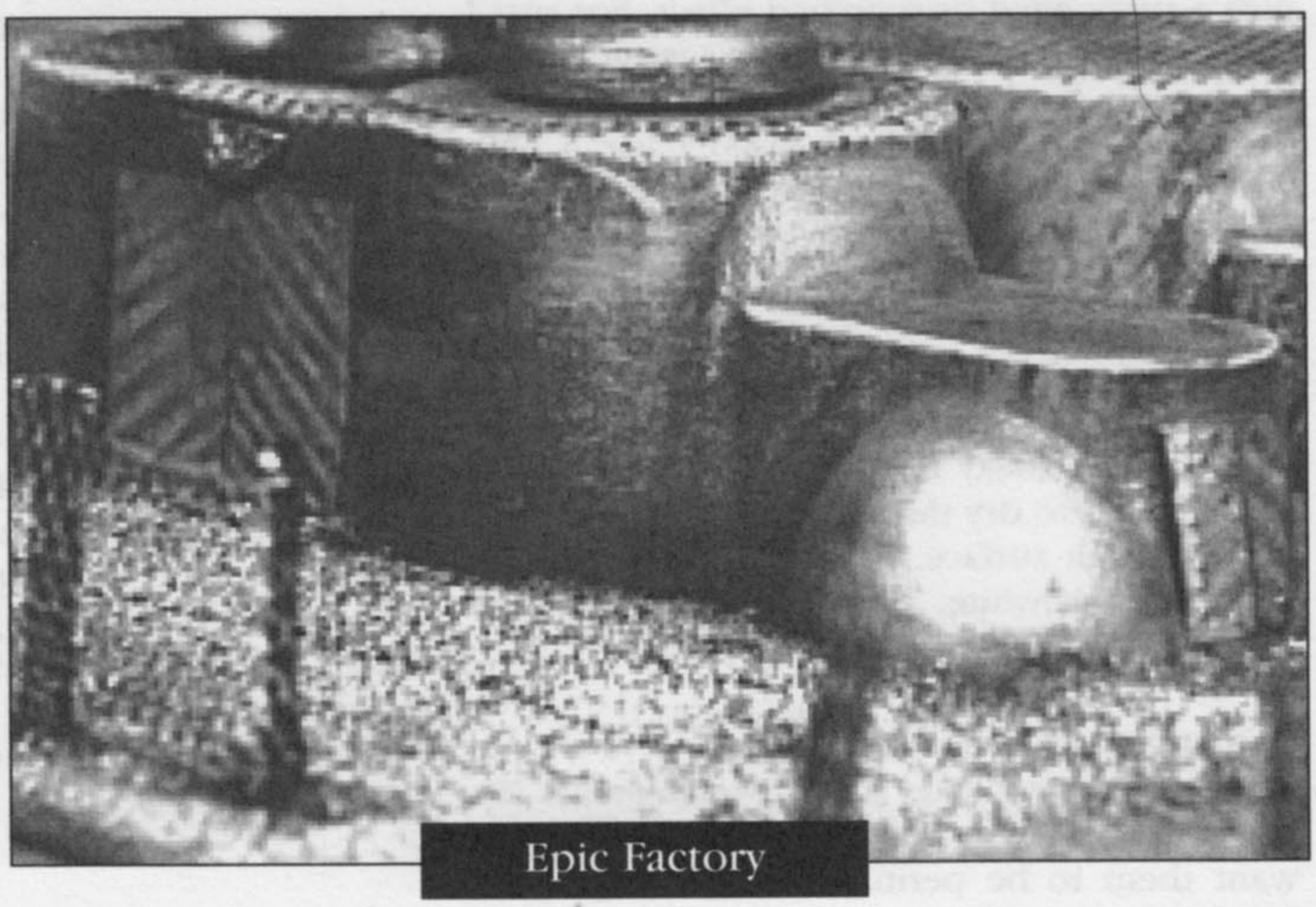
Basic method

The basic approach to painting terrain is to get a base coat of the appropriate colour and then use drybrushing and washes to bring out the detail and give a more realistic effect.

For 40K buildings that require a darkish look I usually start by spraying the whole thing black and then building up the colours to grey or brown with successively lighter shades. I recommend black as a starting base for all but the lightest, most brightly coloured buildings because most buildings are very angular and black accentuates this to give the effect of deep shadow.. Even the bleached bone finish of a Lizardman temple can be built up from a black sprayed base coat - I had tried with a lighter brown textured paint base at first but abandoned this and went back to a black base because the detail just wasn't coming out. Drybrushing is an easy and very effective paint technique in which the paint on the brush is wiped off on paper or something similar until the brush is almost dry, and then this is brushed lightly over the surface of the model so that the paint only catches on the high points. This picks up the detail and leaves the original base colour unaffected.

Painting and scale

When painting remember that paint effects have a 'scale' too - if you paint very bright black and yellow stripes on an Epic scale model, for example, you may feel that it just doesn't look right but not be able to put your finger on the problem. This is because the colours just wouldn't look as bright in 'real-life' scale. Try lightly brushing the colours over with a base colour to tone them down. The black and yellow stripes on the doors of this Epic factory, (*below*) for example, were lightly brushed over in silver to tone them down.



Epic Factory

You also see this effect when making rocks out of broken fragments of real rock - often, these too, do not look right unless the rock fragments are painted, which seems a bit silly (painting real rocks to make them look more real) but the crystal or particle size of natural rock is not always correct for the scale at which you are using it. Rocks take a drybrush technique very well especially if the corners and angles are accentuated with a light drybrush.

Painting wood

I find that natural wood such as balsa also looks better if painted rather than used in a natural colour or stained. I usually paint in Citadel Bestial Brown and then drybrush with a light brown, but you can use Snakebite Leather lightened with white.

Painting metal

Metal can be simulated easily in plastic or cardboard and then painted with Chainmail or silver. If using cardboard try pressing it onto some scattered sand to get a pitted effect in the surface. Spray black and then dry-brush with silver. For a galvanised steel effect such as that on a 40K refinery I use an old, large-ish modelling paint brush and stub the bristles on the table so they splay outward like a chimney-sweep's brush. Then stab the paint onto the surface rather than using strokes from the brush so that the splayed bristles give a random criss-cross pattern in the paint finish. Finally use washes watered down 50/50 with water to give a rusty, aged or scorched effect. For rust I use Citadel Chestnut wash. For ageing I use a black wash. For heat discoloration (for example on metal chimneys or exhausts) I use a blue wash and then follow it when dry with a Chestnut wash.

Concrete

I am often asked how I got the concrete slab effect on the 40K refinery. This was painted with a thick, sticky coat of grey powder paint and allowed to dry thoroughly. The paint dried with a rough surface. I then dry-brushed with light grey and white. The whole thing was then sealed with matt varnish.

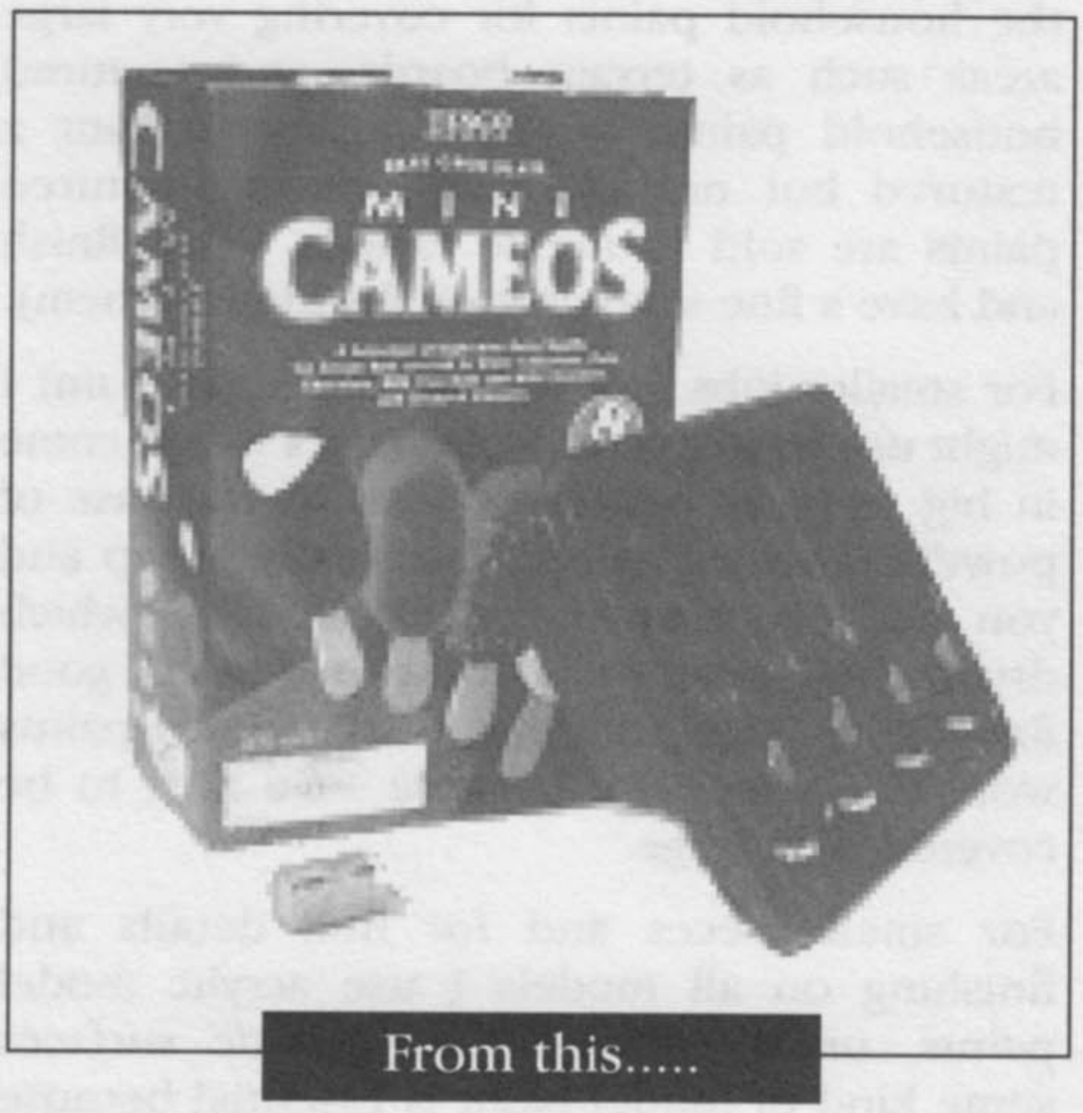
Sealing paint finishes

Remember that poster and powder paints are not water resistant and must be sealed if you want them to be permanent. Use a spray or brush matt varnish.

MATERIALS

Materials for terrain building are wide and varied. many are bits of junk, oddments and left-overs that were just used because they were there! Do not be put off making something just because you can't get the same piece of junk - start your own collection and then improvise.

The names of many things vary in different parts of the world. Where I know alternative names I have used them.



From this.....

Foamcore

A 5mm sandwich of polystyrene between thin card stock. Artists use it for mounting pictures and making lettering etc. Check out your artists supply shops and stationers. This is now my major modelling material for buildings. It can be cut with a craft knife and glues almost instantly with PVA glue. Paint watered down PVA glue all over it before aerosol spraying, or the spray will melt the polystyrene layer.

PVA glue

Viscous, white glue sold as a wood adhesive but excellent for card and paper. Known in the USA as Elmer's glue, white glue or school glue. It is also perfect for adding texture to materials, especially a wood grain effect if painted on in streaks, then allowed to dry, painted with bestial brown, and then dry-brushed with a lighter brown.

Plascard
Plasticard Sheets of plastic 'card' in different thicknesses, for example 20/1000 inch or 60/1000 inch. Some types are embossed with textures simillar to industrial flooring or corrugated metal. Available from modelling shops, glued with super-glue or poly adhesive (the stuff you use for plastic model kits)

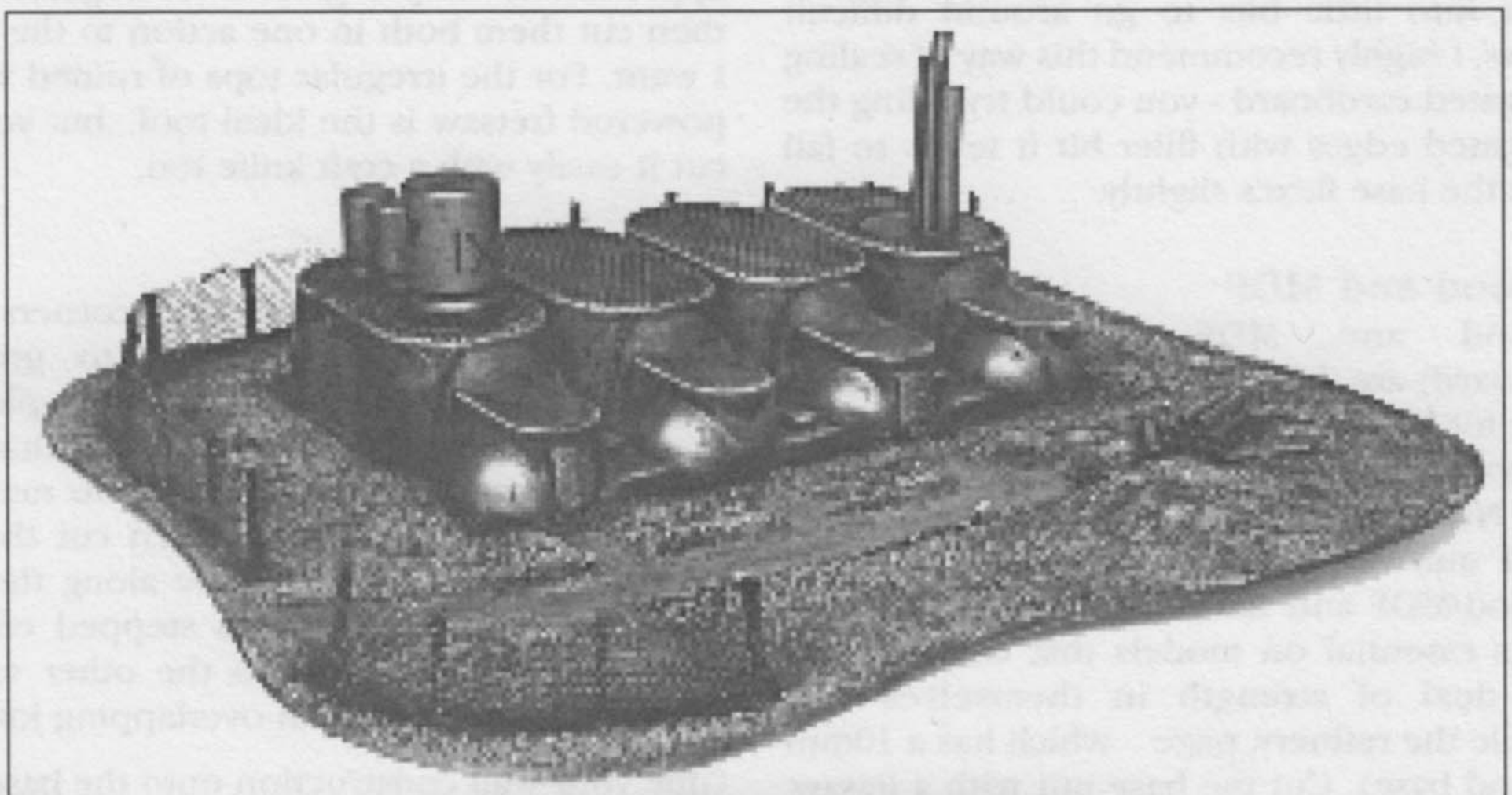
Ceramic tile spacers
Are small plastic crosses used for spacing wall tiles. Some types come in sheets and you have to snip them out to use them for tiling. Left unsnipped these have a girder-like criss-cross pattern. Check out your decorating or DIY store next to the ceramic tiles.

Bouillon
Is brilliant for modelling. This is very fine gold-coloured 'spring' which needle-work shops sell for stitching onto fabric to make gold piping. Perfect for cables and springs in model conversions. Super-glue it into position, then 'flood' it with super glue and dab off the excess with tissue. This sets the bouillon rock solid, giving a ribbed cable effect.

Aluminium mesh
Is sold by model shops but a finer, cheaper version is sold by car repair shops or the car repair section of your DIY store, where it is sold for fibre-glass car repairs. Look next to the tins of fibre-glass paste in the car polish section.

Corrugated cardboard
Is the thick cardboard with the wavy centre layer that is used for boxes. Get the strongest, thickest kind you can.

BASES FOR TERRAIN
Almost all terrain pieces will need some kind of firm base. The base adds strength to the model and allows a bit of landscaping to help it blend into the gameboard. I use three types of base - thin card or foamcore, corrugated cardboard, and plywood/MDF. The commonest problem with bases is warping after the model is finished and the heavier the base, the harder it is to make, but the less likely it is to warp. You pay your money and take your choice!



....You can make this!

Popper studs
Are another needle-work source item. These are called **press-studs** in the UK. Half a press-stud makes a good industrial valve wheel or air-lock style door wheel *(check out the ventilation fan on page 55 to see some on the pipes in the background)*.

Card or foamcore
This is the lightest and weakest kind of base. It is only suitable for very small and light pieces of terrain such as fencing, archeotech hoards or Epic 40K plastic ruins; or pieces that are quite heavy and strong in themselves. I use picture framing card because it is quite sturdy and you can buy offcuts cheaply from picture framing

shops. Thin stock such as this tends to be OK unless you cover it with flock or sand - it is the application of glue to only one side of a material that tends to make it warp.

Corrugated cardboard

Very thick corrugated cardboard can be used quite successfully for bases but you really need to use two layers. Glue the layers so that the corrugations run at right-angles to each other to minimise warp in each direction. I used a corrugated cardboard base on a Lizardmen temple and a fortified tower. In the latter case I used corrugated cardboard because I wanted to cut through the top layer to make a pond. This material is quite difficult to cut - it can be easier to saw it with a hacksaw blade than cut it - and sealing the edges of the corrugation can be tricky...until now that is, because I have discovered how to do it! Buy some of that brown, gummed paper that comes in rolls and is used to seal parcels. Butterfly is one brand in the UK. Don't buy the plastic tape - it has to be the brown gummed paper type. Get 2 inch wide tape if you can. Then lick it (yeuk!) and stick it over the bare corrugated edges. This stuff sticks like crazy to cardboard and you can tear it into little bits to go around difficult corners. I highly recommend this way of sealing corrugated cardboard - you could try filling the corrugated edges with filler bit it tends to fall out as the base flexes slightly.

Plywood and MDF

Plywood and MDF (medium density fibreboard) are the strongest and best materials to use for bases. The down side is that they are the most expensive and the most difficult to work. Note that even plywood will warp if it is only 4 mm or so thick - I recommend 6mm plywood/MDF and thicker. This type of strong base is essential on models that don't have a great deal of strength in themselves (for example the refinery, page which has a 10mm plywood base). Cut the base out with a jigsaw, fretsaw, keyhole saw or similar and then take the edges off with sandpaper, a file or a surform tool (a sort of cross between a rasp and plane). You can always glue some foamcore as a top layer to the plywood or MDF if you want a surface that you can cut into to make streams, roads and such like.

FOAMCORE BUILDING CONSTRUCTION

I think foamcore is the best material to use for brick or concrete style buildings. It is cheap, easy to work and glues quickly. This section runs through the basic technique for making ruins or buildings from foamcore.

Materials

Foamcore, PVA glue, sand, paint and materials for the base.

Planning and preparation

Sketch out your ruin or building and decide on the basic dimensions. Then prepare a base being sure to give yourself a few inches around the outside of the building to landscape it and give a more natural look.

Walls and corners

For the walls of buildings in 40K and WFB I use two layers of foamcore stuck together in a sandwich. This seems to be a better scale of wall thickness, is stronger, and makes it possible to cut away one layer to make a ruined wall effect and stronger corners. For ruined walls I cut two pieces of foamcore out to the approximate shape, glue them together, and then cut them both in one action to the shape I want. For the irregular tops of ruined walls a powered fretsaw is the ideal tool...but you can cut it easily with a craft knife too.

Corners

To get strong and realistic wall corners I cut away one layer of foamcore to give an interlocking joint. First, put a single piece of foamcore against the end of the wall that goes into the corner and draw down it to mark the thickness of the foamcore. Then cut through just one layer of the foamcore along the line. Tear out the strip to give a stepped edge to your wall. Do the same to the other wall to produce a corner with an overlapping joint.

Glue your wall construction onto the base with PVA glue. Remember that buildings have floors too - cut a piece of foamcore to go inside your walls with a suitably ruined edge to it, perhaps with cables or pipes sticking through. Ruined walls look effective if you cut through just one layer of the foamcore and rip it out. This gives the appearance of a double-skinned wall that has been damaged.

Painting and finishing

Before painting a foamcore building it should be covered with slightly watered-down PVA glue and allowed to dry. This seals the Styrofoam layers and prevents the spray paint from dissolving it. For ruins and 40K buildings I mix some sand into the PVA and paint this mixture on to give a very rough texture that takes drybrushing very well. For more finished buildings I might use a textured paint instead, though the sand technique would be OK too. If you want a smooth or rounded top to the walls cover the top edge with modelling clay. For dark buildings (like ruins and large towers) I spray with black undercoat to begin with. Then drybrush with very dark grey and, when dry, gradually build up with lighter coats of grey. Finish with a very light drybrush of pure white especially around any details and on wall tops, around windows etc. For large buildings I don't use Citadel paints (it would use up an awful lot!) - I use children's powdered paint instead. This can be mixed into quite a thick, dry texture which will drybrush properly (some children's paints, such as liquid or tube poster paints, seem too 'slippery' to drybrush with).

ARCHEOTECH

Archeotech is the remains of once sophisticated technologies which occasionally turns up in the Underhive. Gangers will salvage these finds for bits and pieces which may range from strange and enigmatic remnants from a now forgotten age, to rare weapons, equipment and gadgets. Once found, archeotech must be handled carefully - any rumour of hidden treasures may bring a rush of gangers and speculators who will strip the find of anything remotely useful. This section describes one way of making archeotech and supplies stashes. In games these may be used as the property of a gang to be protected, as undiscovered stashes to be found and won, or as simple cover to break up lines of sight. Scenarios could be developed to utilise your archeotech terrain and those of you with Renegade Ratskin gangs may want to develop a scenario where the gang, which regards archeotech as sacred, has to protect it from greedy impostors.

Materials

• For archeotech items you need to start a collection of interesting, 'techy' bits and pieces. Never allow a household gadget to be thrown away before you have taken your screwdriver to it! Circuit boards, battery compartment covers, tape transports from answering machines and cassette recorders, broken toys - especially sci-fi toys...springs, bolts anything!

• Thick card, such as picture mount card (ask a picture framing shop for off cuts).

• Yellow and black 'necro-style' stripes - cut strips from your gang box or print some out on a colour printer.

Method

• Cut the card to the size of stash or hoard that you want.

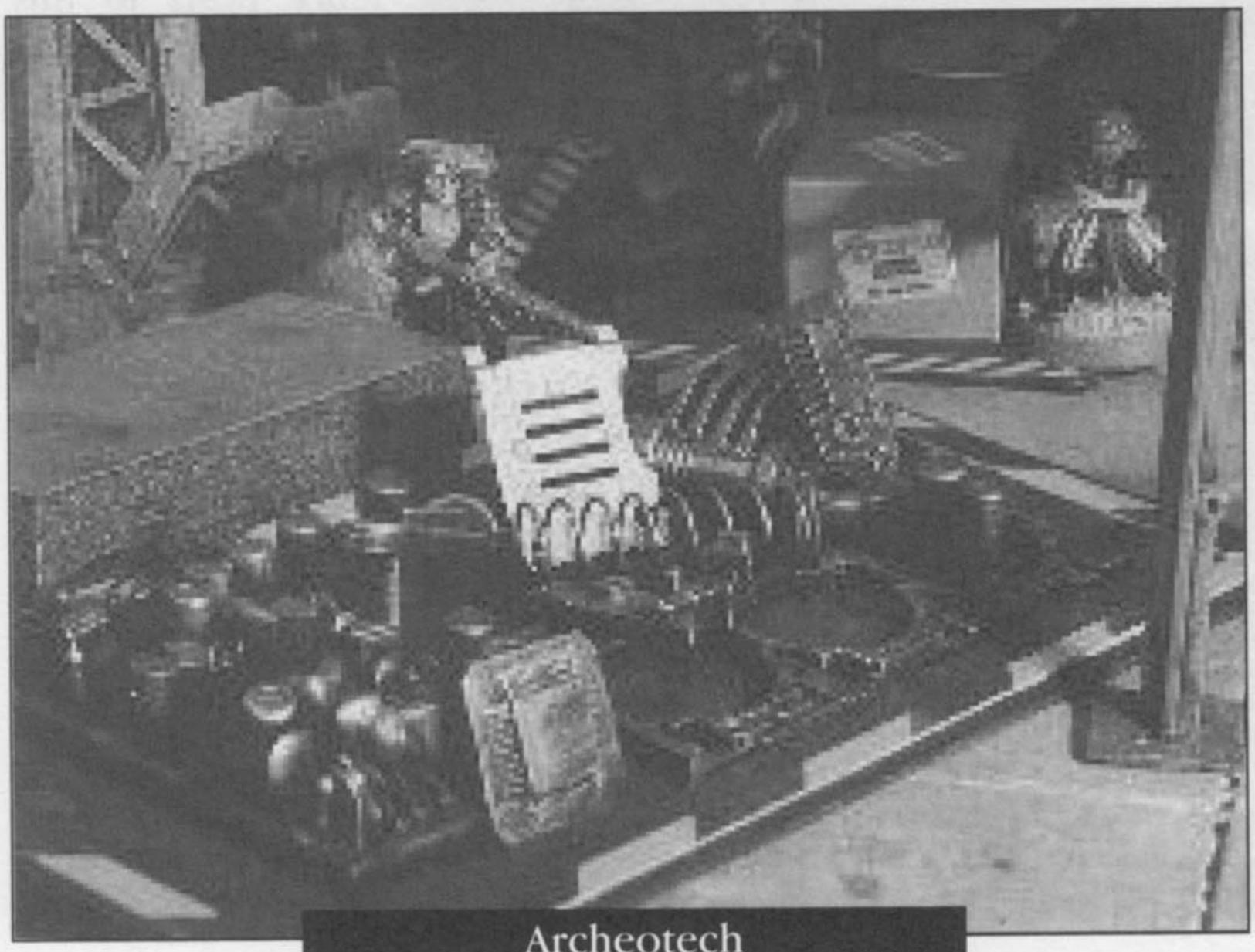
• Glue the bits and pieces you have collected onto the card with super glue.

• Spray the whole thing black.

• Dry-brush the items with metallic paints.

• Tidy up the cardboard base with black paint.

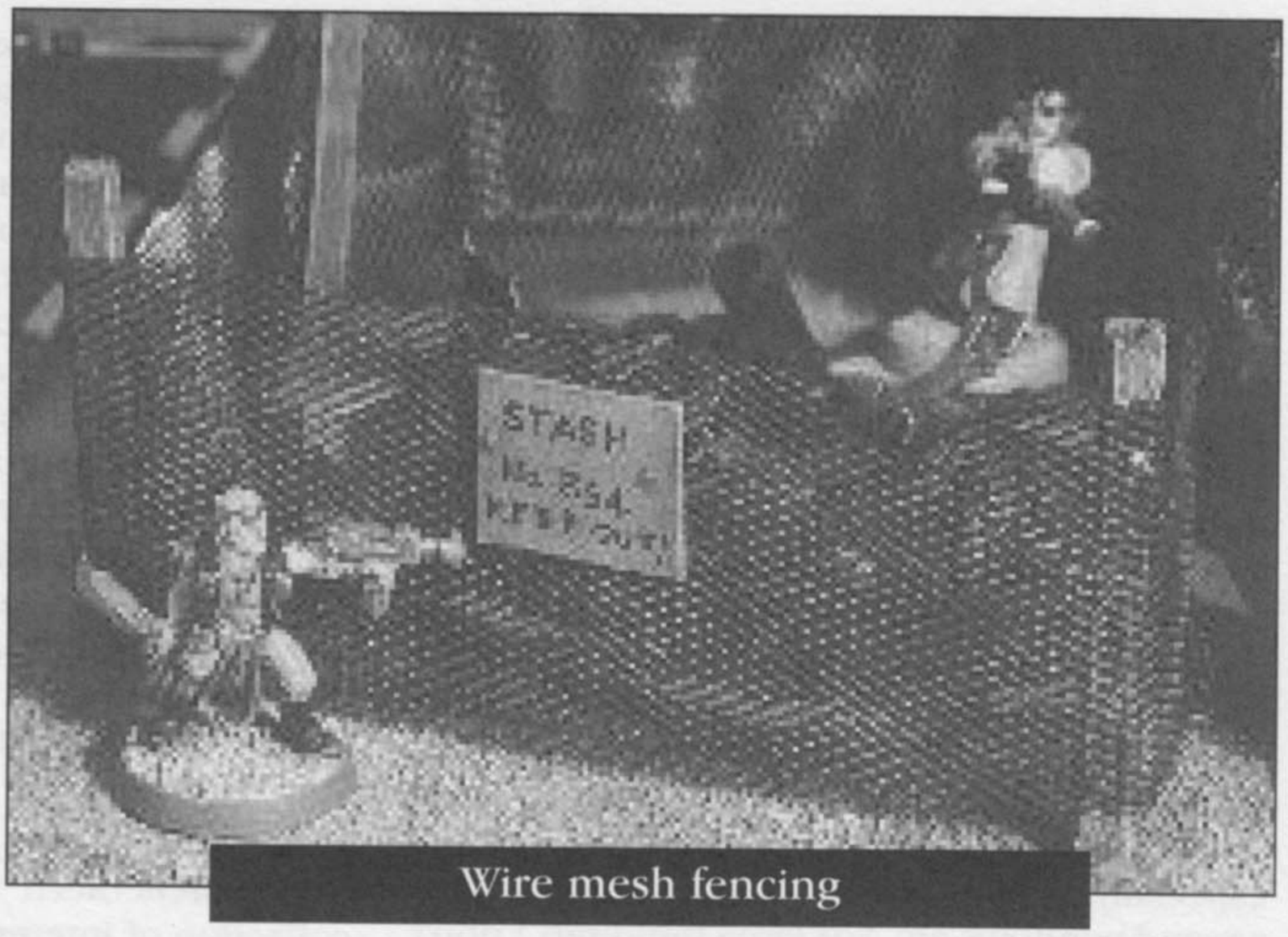
• Glue a band of black and yellow stripes around the base as a border.



Archeotech

Chain-link fencing

Chain-link fencing is easy to make and very useful in game terms fences provide obstacles, create dead-ends and provide a degree of fortification around take and hold objectives etc.



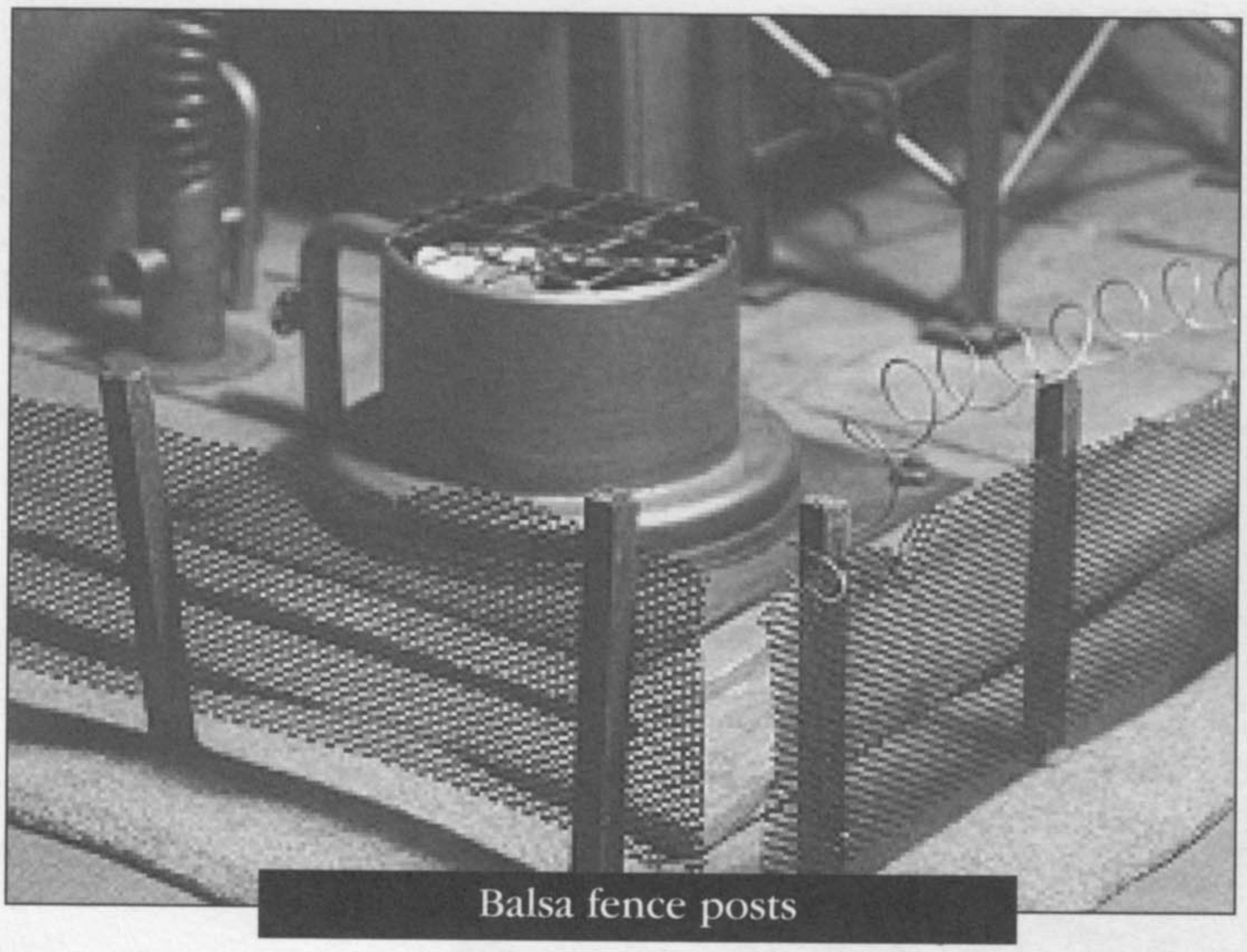
Wire mesh fencing

Materials

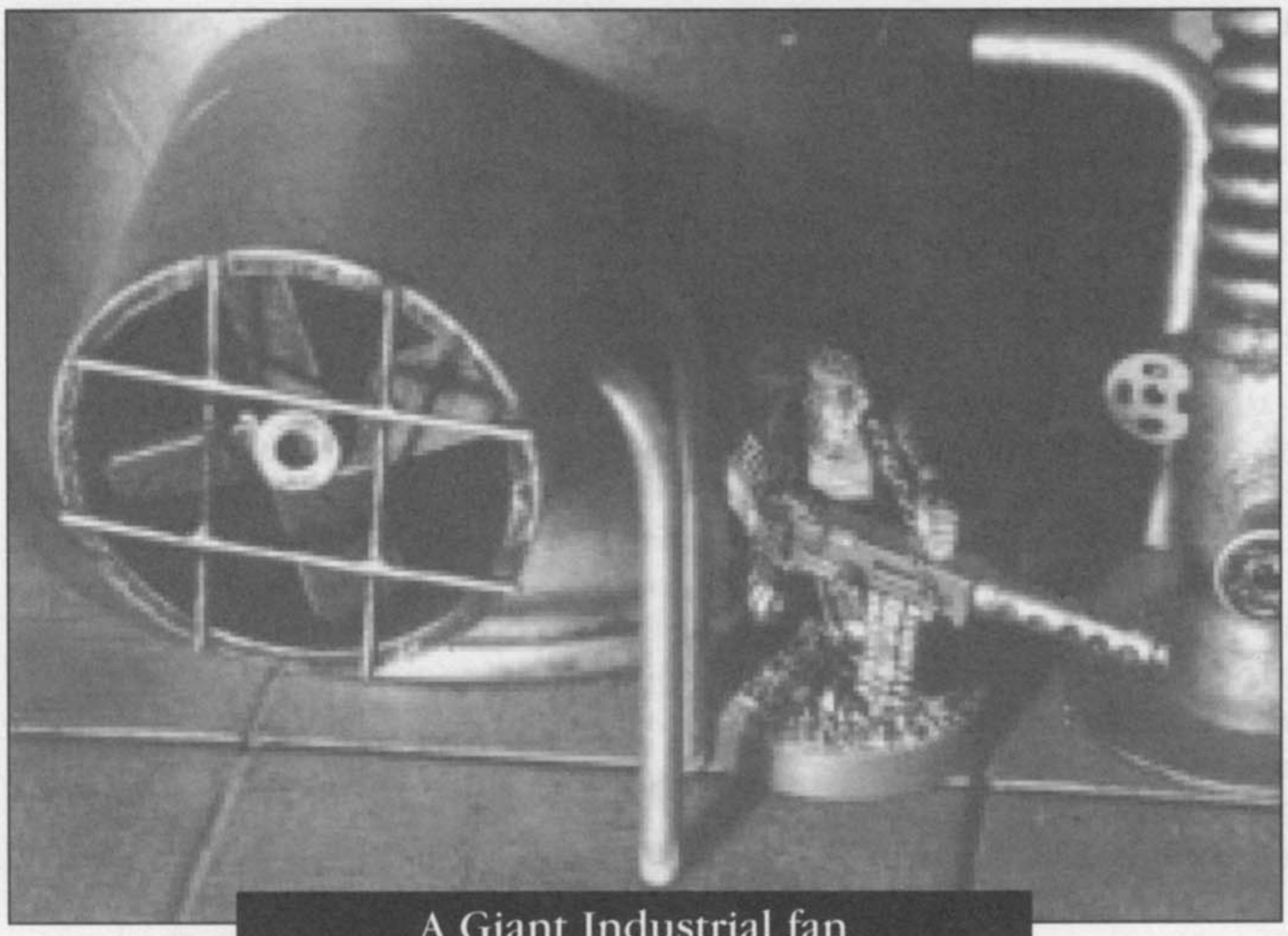
- **Small scale metal mesh**. This can be obtained from model shops, but I use the sort that is sold for car repairs. David's is one make in England - just check out motor factors and DIY stores for aluminium mesh in sheets next to the tins of Isopon and other fibre glass fillers. You could also try mesh from vegetable bags and netting from a suitable fabric store.
- Balsa wood or plastic girder rods (from model stores) for the posts. If using Balsa, rough cut strips work best - buy a quarter inch thick sheet and cut the posts for yourself. This is cheaper too.
- Card or foamcard for the bases.
- Flock, sand or gravel for the bases.
- Some small, large-headed tacks or nails.
- Some ordinary dressmaking pins.
- PVA wood glue (the white stuff).

Method

- Cut the foamcard into sausage shaped sections for the bases of the fence.
- Decide how high you want your fence to be, add a quarter of an inch, and cut your fence posts to this height.
- Mark the position of the fence posts on the base, and then push a dressmaking pin through. Take the pin out and then push it back through from underneath. Put a blob of glue on one end of a fence post and push it onto the pin until it is a tight fit to the base. You will have to press against the pin head with something to force it into the post (using your thumb will hurt!) It doesn't



Balsa fence posts



A Giant Industrial fan

matter if the posts are not very straight!

• Cover the bases with glue and sand, and when dry paint grey and drybrush with a lighter grey. Paint the fence posts with Bestial Brown acrylic paint and when dry drybrush with lighter brown to bring out the grain. The rougher cut the wood the better.

• Cut the fencing to a length to go around /between your posts and deep enough to leave a small gap at the bottom of the posts. Tear the mesh here and there to give it a more battered appearance. Spray with black and then streak with silver, brown for rust etc, to get a more realistic finish.

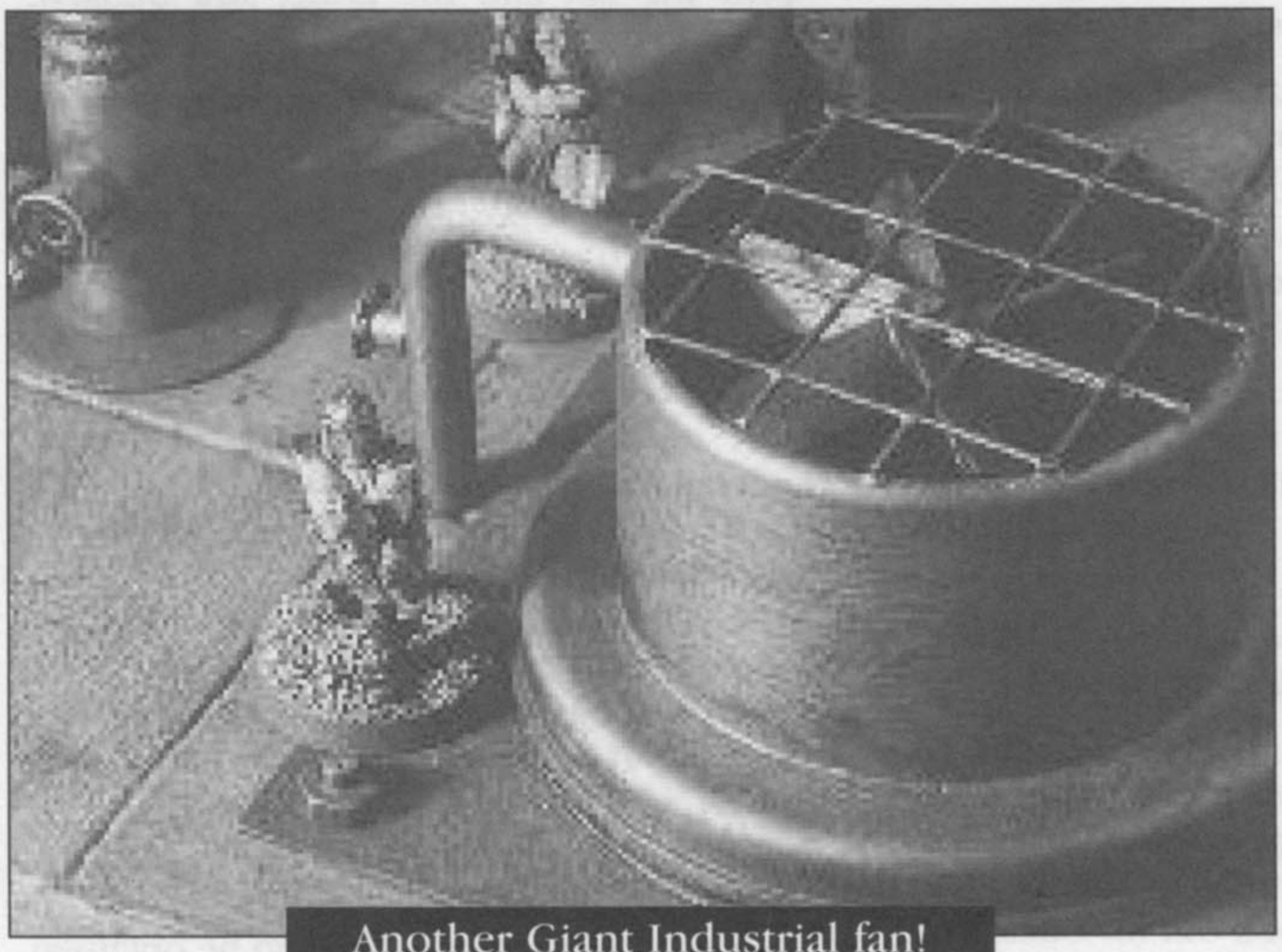
• Fix the fence to the posts using the fat headed tacks. If you can't find any, use ordinary small nails and cut off the excess length with wire cutters.

• If you have used plastic girder rod instead of balsa then paint this black and drybrush silver. Fasten the fencing on with twists of fuse wire.

GIANT INDUSTRIAL FANS

All the best Sci-Fi films include large, slowly turning fans giving a sinister flickering light - Alien, Blade Runner, and that ventilator fan in Alien 3 that made mincemeat of the poor fellow cleaning out the tunnel. I wanted to create some similar fans for my Necromunda and 40k terrain, and this is how I did it.

The modelling of fans depends upon the mastering of one technique - making a close fit onto a curved surface - for example, to fit the tubular body of a fan onto the rounded side of a storage tank. Fortunately this is all very simple when you know how...



Another Giant Industrial fan!

Imagine that you have a large storage tank which is to have a ventilation fan at the bottom (see the example in some of the pictures). The tubular body of the fan, which will house the fan blades, must fit onto the round surface of the tank. Provided the body of the fan is made from something fairly soft, for example plastic waste pipe or drain pipe, this is easily done.

Take a sheet of medium to fine grade sand paper and wrap it around the surface you want to fit to, in this case the body of the tank. Now rub the end of the tubing which is to become the fan body vertically up and down the sandpaper. The tubing is gradually sanded down to conform to the shape of the can. Take care to keep the tubing square in relation to the surface to be fitted. With care you will sand the tubing into a perfect fit on the curved surface. This makes the production of ventilator fans an easy task.

Materials

• Tubing for fan body - e.g. plastic drain pipe, waste pipe.

• Plascard or card for the fan vanes.

• Small bore plastic or wooden rod for the shaft of the fan - the shaft should be at least as fat as the proposed width of your vanes otherwise you will have difficulty fitting the vanes.

• Small size metal mesh for the fan grille e.g. the type used for rabbit hutches.

• Plascard, foam card, cardboard or similar for the base of the fan if it is to be a floor fan.

Method

• Cut the tubing for the body of the fan to the required length and sand to fit the curved surface if fitting to a tank.

• Decide how many vanes you want on the fan. Four is sufficient for small fans, six or eight looks better on larger (2 inch diameter upward) fans.

• Cut strips for the vanes which are about one and one half times as long as they need to be when finished.

The large bore pipe in the photograph is an offcut from a piece of copper plumbing pipe that is sold as hand-bendable, hence the corrugated appearance. Look out for offcuts of interesting piping.

• Cut a piece of rod for the fan shaft with length to spare in case of mistakes.

• Fit the vanes one by one to the shaft, but do not glue them until they are all done. To fit the vanes to the shaft, wrap sandpaper around the shaft (one layer only). Hold the end of the vane against the sandpaper, twist it to get the angle on the blade that fans and propellers have, and then rub up and down the sandpaper-covered shaft to sand the profile of the shaft into the end of the vane. If you are using a small bore shaft you may have to use a thicker piece of rod as a hub for the fan, and attach this to your thinner shaft.

• Glue the vanes to the shaft taking care to space them evenly. It is easier to get the spacing correct if they are glued on in pairs opposite each other.

• Glue the shaft, complete with vanes, to the bottom of the fan and centred within the body. This will be the surface of the tank, if you are fitting to a tank, or the base of the fan if it is to be a horizontal floor fan. If the fan is on a vertical surface and the shaft keeps falling off then glue a block of cardboard or plascard to the end of the fan shaft first, let it fix, and then glue this larger surface to the vertical surface.

• Cut the mesh for the fan grille but don't glue it on yet.

• Spray the fan and the grille, still unfixed, black.

• Dry brush the inside of the fan with silver to pick out the vanes.

• Glue the grill in position.

• Dry brush the grille and the rest of the fan body.

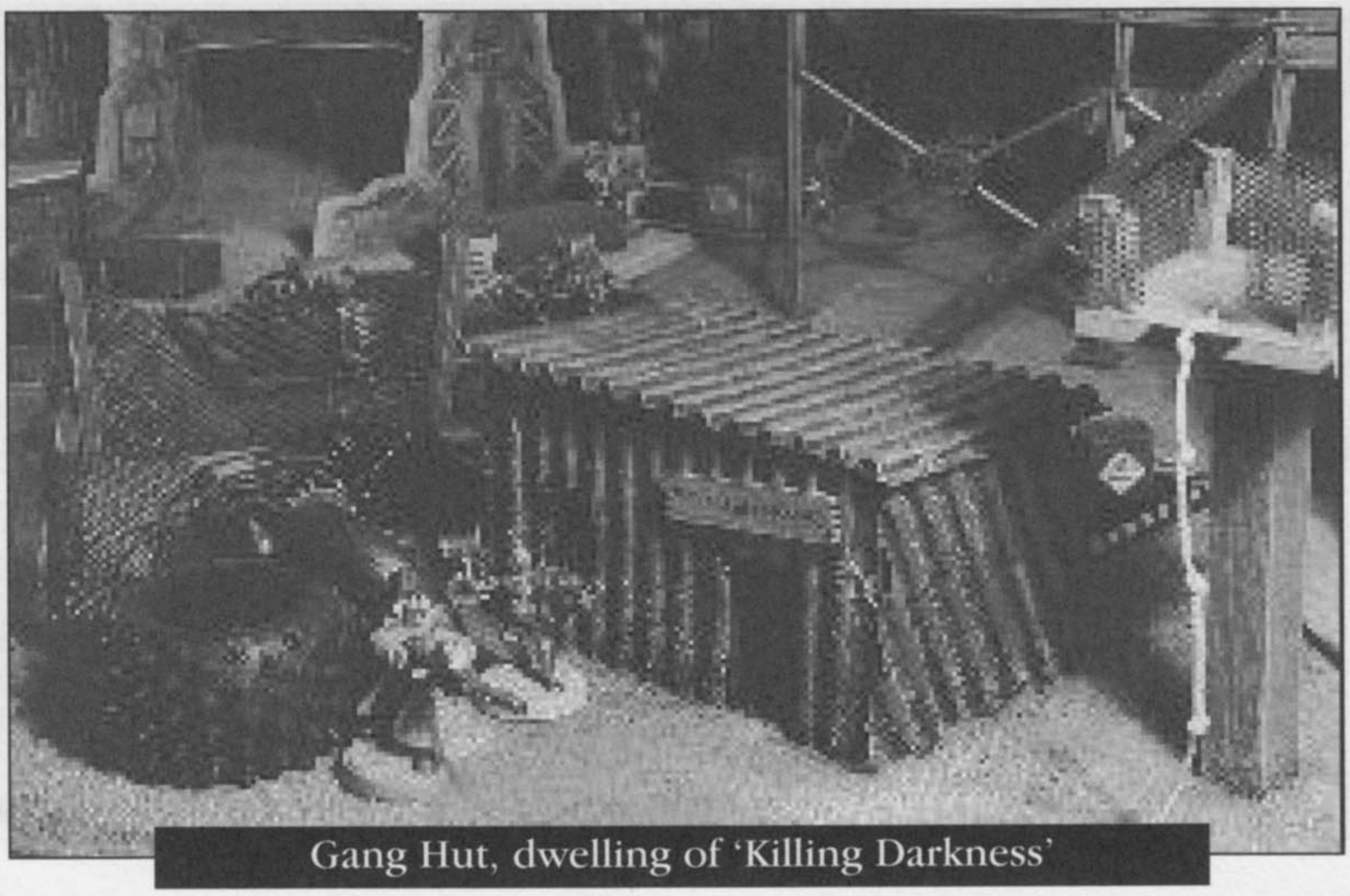
Once you have the idea you can improve the fans by adding detail such as control panels, rivet detail and fixing bolts.

GANG HUT

This terrain piece was made for use with Necromunda. Every gang needs a home. This gang hut belongs to the Delaque gang, Killing Darkness. You'd better get their permission before copying it..

Materials

• Small scale metal mesh. This can be obtained from model shops, but I use the sort that is sold for car repairs. David's is one make in England



Gang Hut, dwelling of 'Killing Darkness'

- just check out motor factors and DIY stores for aluminium mesh in sheets next to the tins of Isopon and other fibre glass fillers.

• Balsa wood or plastic girder rods (from model stores) for the fence posts and look-out tower. If using Balsa, rough cut strips work best - buy a quarter inch thick sheet and cut the posts for yourself. This is cheaper too.

• Card or foam card for the base.

• Corrugated cardboard for the hut walls - the type that is ridged on one side, not the type with the corrugations as a sandwich in the middle.

• Flock, sand or gravel for the base.

• Some small, large-headed tacks or nails.

• Some ordinary dressmaking pins.

• PVA wood glue (the white stuff).

• String for the rope.

Method

• Cut a piece of foam card or corrugated packing card for the base. If using corrugated packing card glue two pieces together with the corrugations running at right-angles to each other to prevent warping.

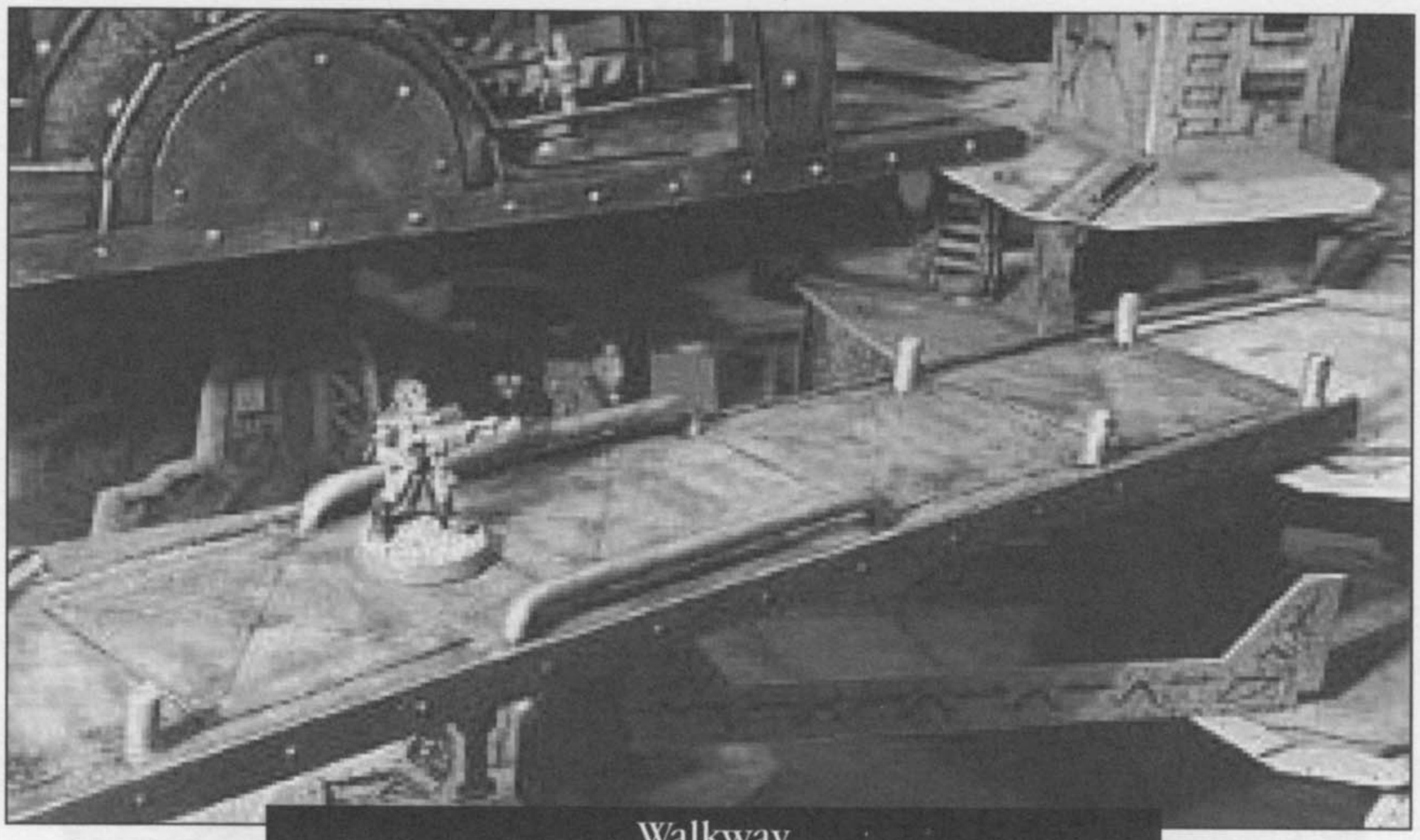
• The gang hut is made as a simple box construction from foam-card. Cut the door and windows out before gluing the walls together with PVA glue. The roof is left unfastened so that it can be removed to place miniatures inside, and a slightly smaller rectangle of foam card is glued on the inside of the roof to drop into the hut walls and prevent the roof from slipping off. When the basic box has dried cover it with corrugated-cardboard with the corrugations showing. Don't try to be too neat.

• The lookout post is simply a stick of balsa with a balsa platform glued and pinned on the top. The guard-fence is make from aluminium mesh and sticks of balsa - pins are pushed through the underneath of the platform and into the fence posts to strengthen them until the glue sets. Add a rope of knotted string to give access to the platform.

• The gang hut has its own fenced archeotech compound. Use the instructions for archeotech and fences to add these to the gang hut base. The hut is sprayed black and then painted and finished with silver or chainmail and chestnut wash just like the walkways and bridges.

• The base is finished by covering with PVA glue and sprinkling sand or fine gravel on it. When dry paint with runny poster paint or powder-paints in dark grey (cheaper than acrylic for such a large area). When dry, dry-brush with greys, browns and other suitably grungy colours for a nice dirty look.

• Finally, embellish with old toy car tyres, archeotech, signs saying 'Keep off or die' etc.!



Walkway

HIGH-LEVEL WALKWAYS

I think the best Underhives are those with multiple walkways at different heights building into a complex maze of paths, bridges and buildings. The walkways in the boxed set are fine as far as they go, but by building your own you can make them longer, more interesting and more versatile. Here is the simple and cheap method I use to construct my bridges and walkways.

Materials

• The basic material used is thick corrugated cardboard, of the type used in strong cardboard boxes. This is strong enough to allow very long walkway spans to be created.

• Thick plain card (such as picture mount card - buy offcuts from a picture framing or art shop) and cereal box card.

• Lentils and split peas.

• Bamboo barbecue skewers.

• PVA glue.

• Paints and inks for finishing.

Method

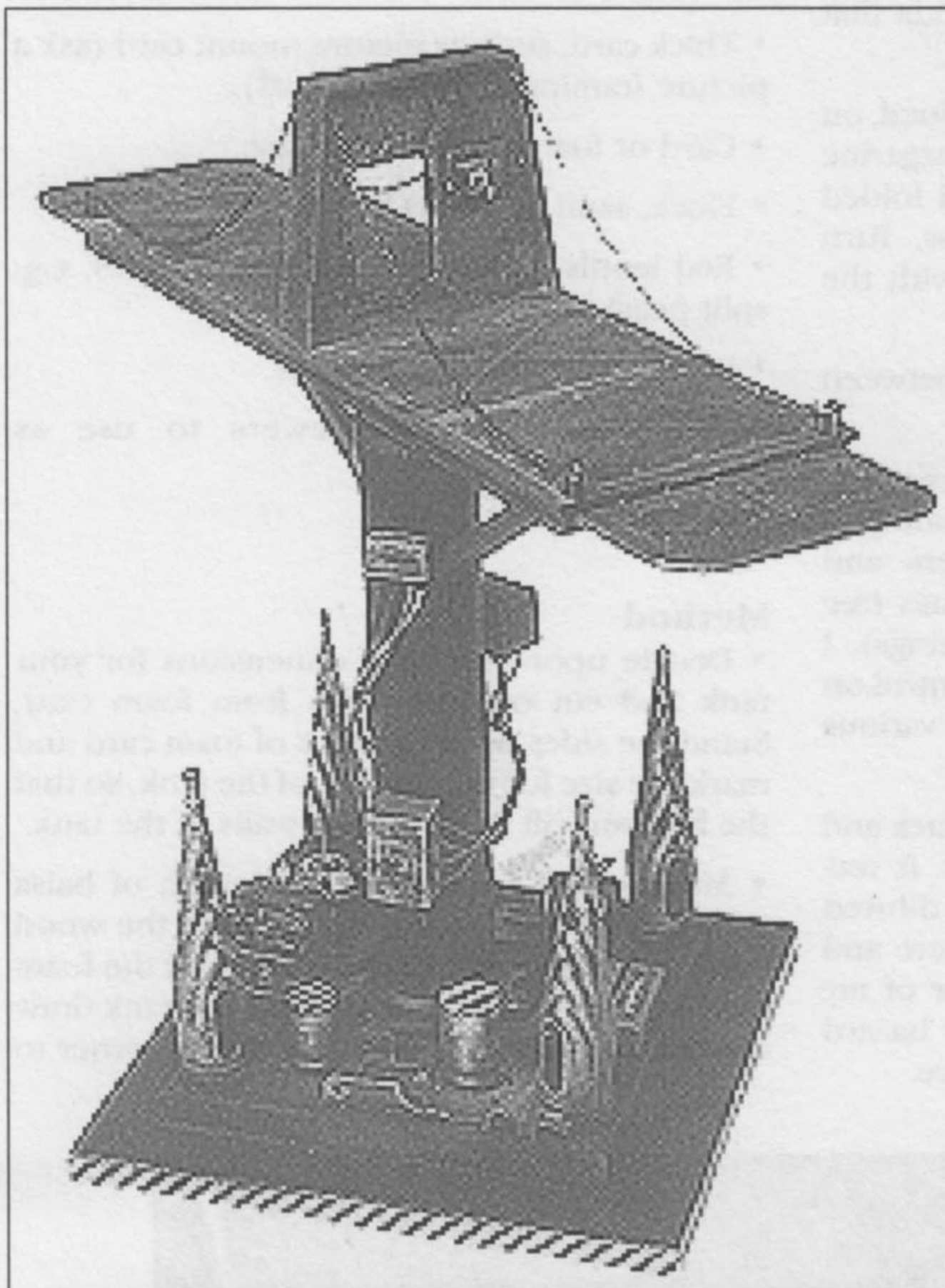
• Cut the corrugated cardboard so that the corrugations run length-wise (i.e., you get a wavy pattern at the ends and solid edges). Make it about 2 and a half inches wide and up to 18 inches long. Next cut strips of plain cardboard half an inch thick and the same length. Stick these over the long edges of the walkway, slightly proud to give a lip at the edge and to tidy up the sides.

• Cut two more strips of corrugated cardboard about half an inch wide and as long as the walkway. Cut the cardboard so the corrugations are at an angle to expose the zigzagging internal structure. This gives a nice girder-like effect. These strips are glued underneath the walkway towards the outside edge to reinforce the span and give a heavier look.

• Finally, add detail. To create the floor panels cut squares of thin cardboard, for example from a cereal box. Score the squares from corner to corner in a cross and fold the card to get good creases. Turn the square over and poke around the edges from the underneath with something sharp to create a rivet effect. Turn it back over and glue it to the walkway. Glue lentils along the edge strip to give a rivet effect or, if you prefer, stick pins through the edge strip and into the walkway. Add any embellishments you can think of - drinking straws for pipes and railings, bits of broken circuit board, discarded weapons.

• It is the painting that will turn your walkway into something special. Start by spraying the whole thing black. When dry, drybrush with chainmail or silver. Use a very dry brush on detail areas to bring out the floor panels, rivets

etc. Brush in a cross-cross pattern to get a good metallic effect. Leave plenty of black showing in corners and around edges. This next stage is very important - wait until the silver paint is really dry, and then give the whole thing a wash over with chestnut wash diluted 50% with water. Go for a patchy effect and encourage the ink to sit around the edges of panels and in pools here and there. Finally, use undiluted chestnut wash to paint blotches, runs and rust marks in appropriate places.



The Swing bridge

SWING BRIDGE

This is a more advanced construction than the walkways. It was made for a particular Necromunda scenario, *Toll Bridge*, and really works - it revolves, and the platforms extend and retract.

Materials

• For the base: a square of 10mm plywood or Medium Density Fibreboard (MDF).

• For the pillar: a plastic tube (e.g. plumber's waste pipe), piece of broom handle or similar.

• For the platform: Plasticard and plastic rod shaped like a capital I in cross-section.

• For the bulkhead: Thick plasticard (about 3mm).

• For the details: Bits of electrical gadgets, as for archeotech hoards.

• Small gauge chain from cheap jewellery or a modelling store.

Method

• Cut a strong and heavy base approximately 6 inches (30mm) square.

• If you want your bridge to rotate you will need to find a bearing from somewhere to fix between the base and pillar - I used the bearing from a broken 5 1/4 inch disk drive. Fix this to the base.

• Cut the pillar to the required height - if using for Necromunda ensure that it aligns with on of the floors of your buildings.

• If you do not want extending platforms on your bridge you can cut the platform to your required length and fix to the top of the pillar. Use the plastic rod in I-shaped cross section to glue to the underside of the platform to strengthen it.

• If you want the platforms to extend at each end like mine do then the construction is a little more complex. The sliding platforms slide in and out in the slot in the centre of the I-shaped plastic rod. Construct the centre of the platform by gluing 2 sheets of plastic card to 2 pieces of the plastic rod to made a hollow section like the sleeve of a matchbox. Space the plastic rod so that the plastic card for the platform extensions slide in and out. Viewed from the end this will look like this: I----------I.

• The bulkhead in the centre of the bridge is scratch built from plastic card. The reinforcing pattern is cut from thin plastic card (or margarine tub plastic) and glued on. Rivets can be pushed into the thin card using a blunt point such as a pencil. Stick it on with the 'rivets' sticking out. As an alternative you could always use a bulkhead from Necromunda that has a door in it.

• The bridge platforms have panels glued on them. These are thin plastic card (or margarine tub plastic) that have been scored and folded from corner to corner to make a cross. Turn them over and glue to the platform with the creases uppermost.

• Chain is fixed through small holes between the bulkhead and platform.

• The base of my bridge was decorated with all sorts of 'technical-looking' bits, including a broken disk-drive motor, transformers and electrical circuit bits, and even Christmas tree lights! (They are the four big spiky things). I used a circuit board gadget as a door control on the bulkheads. Finally I fixed wires in various places and painted them bright colours.

• The bridge was painted by spraying black and then gradually dry-brushing with silver. It was washed liberally in chestnut wash diluted 50:50. Heavy rusting was painted on here and there in neat chestnut wash. The pillar of my bridge is dark blue. Black and yellow hazard stripes have been painted here and there.

Water towers and tanks (*no he doesn't mean A.F.V's-Ed!)*
This section describes the construction of rectangular storage tanks.

Materials

• Foamcore.

• Thick card, such as picture mount card (ask a picture framing shop for offcuts).

• Card or foam card for the base.

• Flock, sand or gravel for the base.

• Red lentils (or other small hemispheres, e.g. split peas).

• Balsa wood stick for the legs

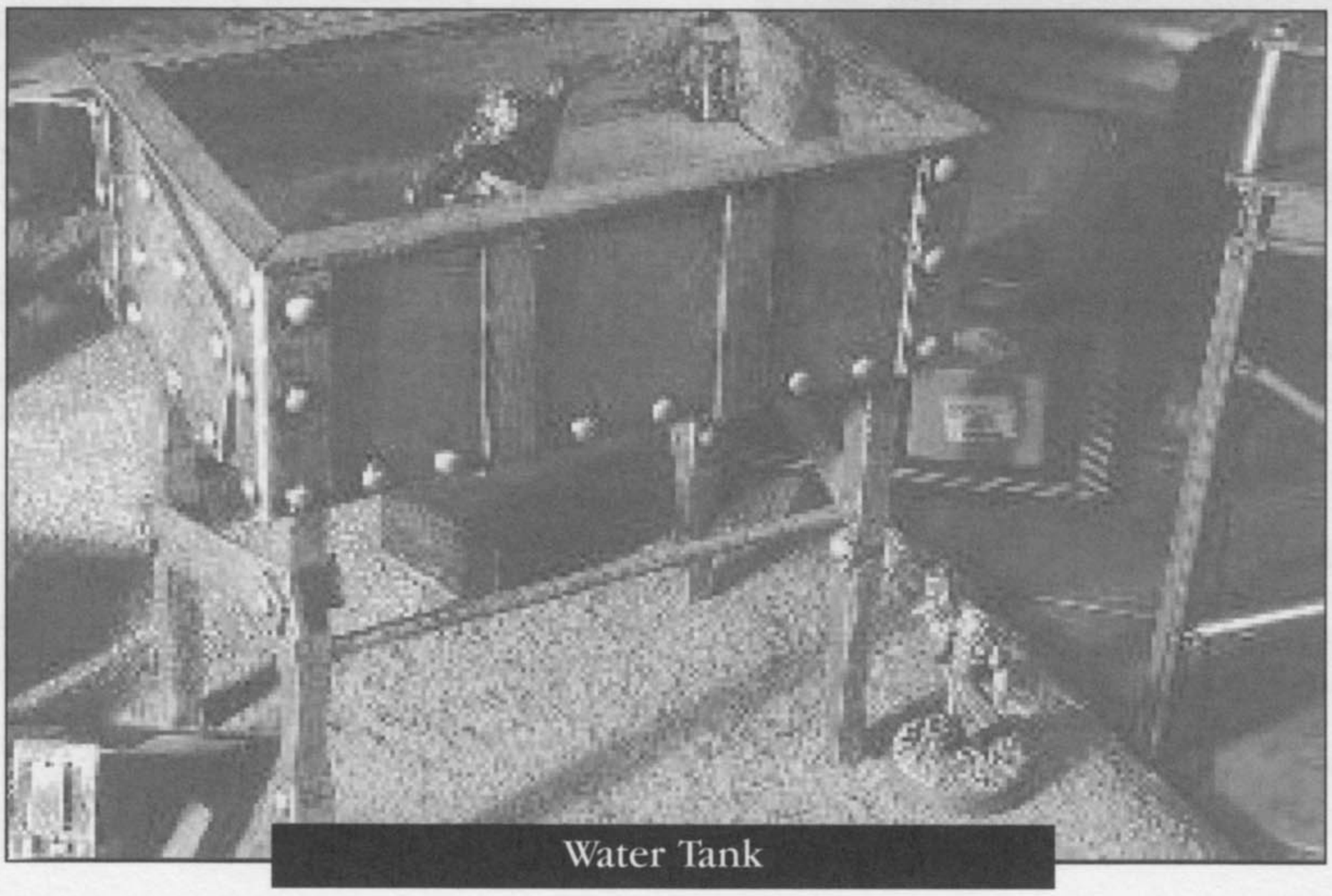
• Bamboo barbecue skewers to use as reinforcing rods.

• PVA glue.

Method

• Decide upon the basic dimensions for your tank and cut out the sides from foam card. Stand the sides up on a piece of foam card and mark the size for the bottom of the tank, so that the bottom will fit inside the walls of the tank.

• Measure off an appropriate length of balsa stick for the legs. Again, the rougher the wood the better the finish. In each corner of the foam card which will be the bottom of the tank draw around the balsa legs and cut out the corner to



Water Tank

allow the legs to protrude into the tank.

• Glue the sides and bottom of the tank together with PVA glue, allowing the sides to overhang the bottom slightly. When firm, push the legs through and glue. While the glue is still wet stand the tank up and slide the legs into position to get the tank to stand level.

• Embellish the tank with strips of mount card to produce a rim on the top, reinforcing strips on the sides, and reinforced corners. Make the corners by scoring a strip of card, bending it to 90 degrees, and gluing in place. You can often encourage the card to stick by sliding the card back and forth until the glue 'grabs'. If you wish, cut out a rectangle of card and stick it on the side of the tank at an angle as a repair patch.

• Stick red lentils onto the reinforcing strips to give the appearance of large rivets (very orky looking!).

• Cut the plastic rod or barbecue skewers to length and glue them between the legs as reinforcing rods. Cut strips of mount card and glue them across the legs as reinforcing bars. You can make these appear to be fixed to the leg by putting lentils on the ends as rivets or small bolts.

• Glue the tank to the base. Spread PVA glue on the base and cover with sand.

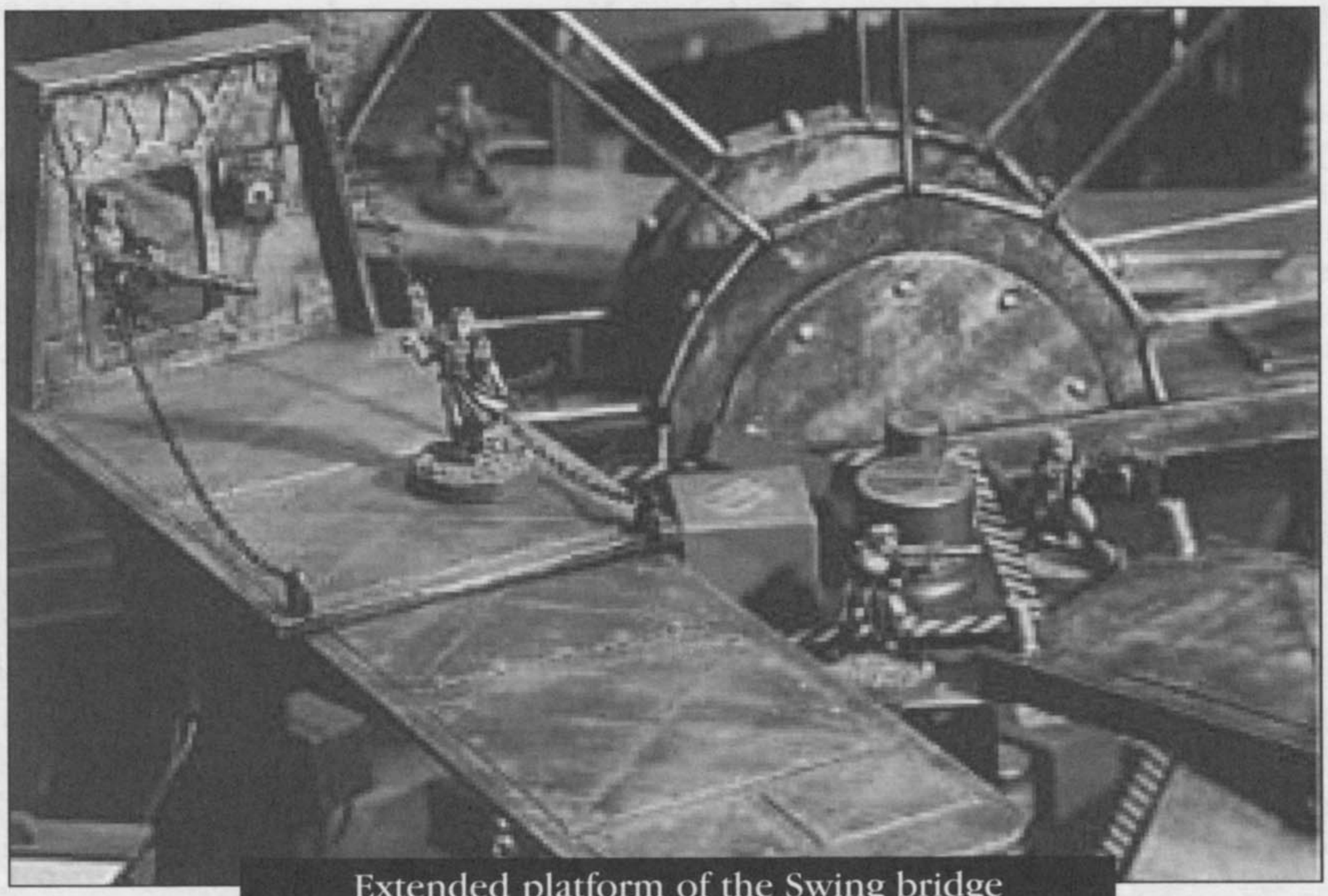
• Paint the whole tank assembly (but not the legs) with slightly watered down PVA glue to seal the polystyrene edges. Produce a texture on the tank by dabbing a brush all over so the bristles splay out.

• Spray black and when dry drybrush with chain mail or silver.

• Paint the legs as for chain link fence posts. Paint the reinforcing rods black and drybrush with silver.

• You can create reinforcing or repair bands on the wooden legs by gluing a strip of thick paper around the leg with a lentil 'rivet' over the loose end. Paint these silver.

We're particularly looking forward to seeing more from Gary in the future, especially if the master modeller has any interesting tips on terrain for Warhammer or 40K (hope you're reading this Gary!). If there's anyone out there who thinks that they're as good a modeller as Gary, then why not send us a few snaps and a bit of descriptive text to go with it?



Extended platform of the Swing bridge

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...

Games Workshop Mail Order, Chewton Street, Hilltop, Eastwood, Notts. NG16 3HY
Telephone: 0115-91-40000 Fax: 0115-91-68002

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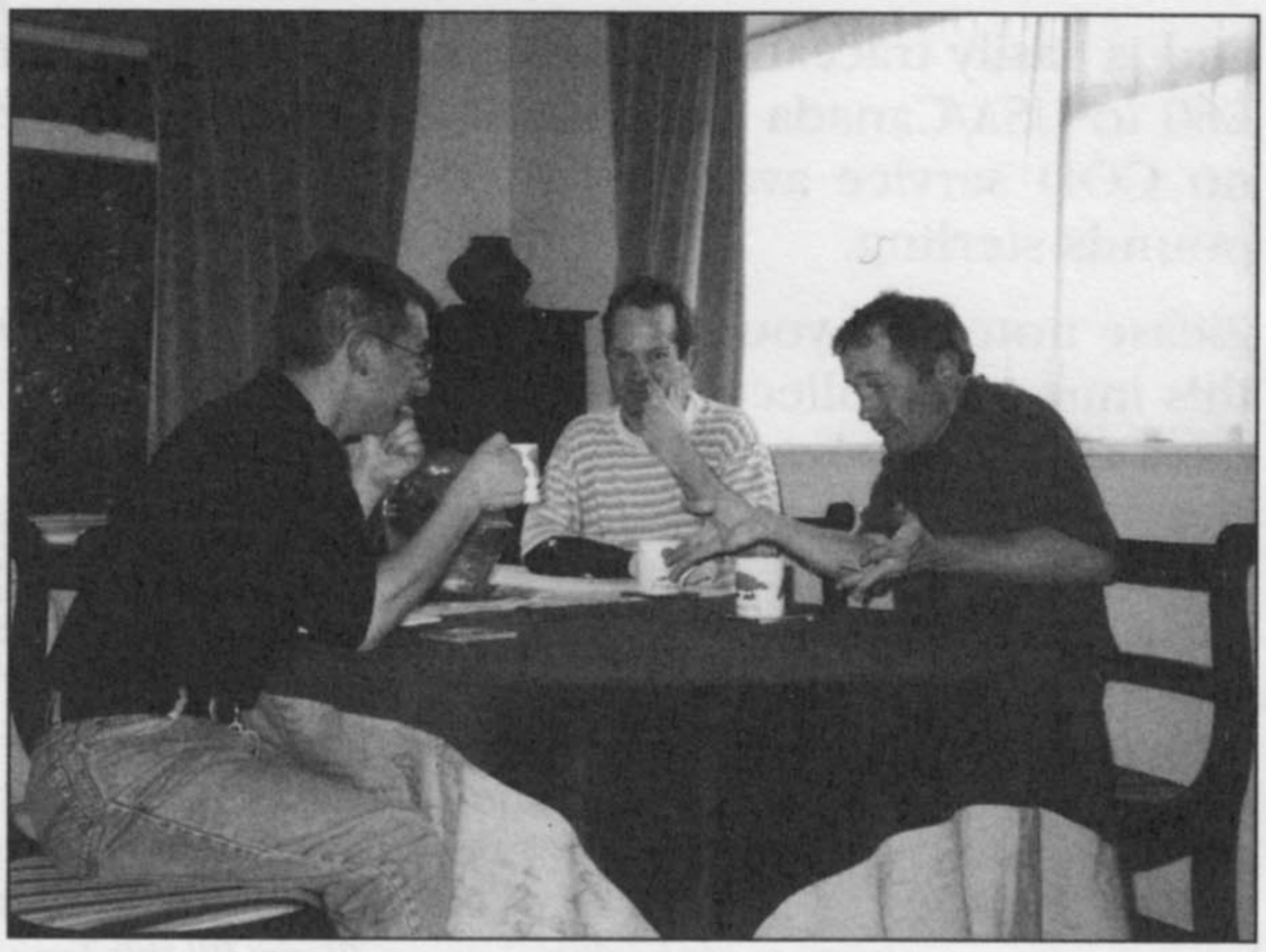
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Tea With The Perrys

The life of an Inquisitor is one of eternal questions: how do Chaos Dwarfs keep their hats on? how many Spice Girls can a Manticore eat? When is Malekith going to leave his mother and get a normal lovelife? Where's my paycheque? etc, etc.
Even when we are off-duty relaxing, an innocent cup of tea and a chat can turn into a full-scale interrogation. Take the other week for example, there I was enjoying a much needed cuppa with the Perry twins at Alan's Nottinghamshire home when the subject, oddly enough, turned to Warhammer. On reflex I activated my hidden surveillance systems and recorded the entire conversation. Here is my report...

I've just sat down with Games Workshop's gruesome twosome. Alan brings in a pot of tea from the kitchen while Michael demonstrates the versatility of his latest prosthetic limb - a nifty cybernetic attachment that would make Robocop go metallic green with envy.

The dining room is a pleasant affair that seems slightly at odds with the predominant theme: everywhere I look, I can see war memorabilia, books about war, and, naturally, copious quantities of wargames miniatures.



WOLFRIK: *Nice decor Alan, so you have a healthy fixation with war then?*

ALAN: *Um. I've always been interested in military history and model soldiers if that's what you mean.*

MICHAEL: *I think it all started when we were about 5 years old. We used to collect Airfix soldiers and vehicle kits.*

WOLFRIK: *Is that when you decided on your chosen careers?*

MICHAEL *Definitely. We used to make our own model soldiers out of pipe cleaners...*

ALAN: *It just sort of carried on from there. When we first started sculpting professionally we didn't even use armature...*

WOLFRIK: *Armature?*

ALAN: *The wire endo-skeleton that holds the sculptures together. We just used modelling putty on its own and so the models had a tendency to flop. But you learn from trial and error what works and what doesn't in sculpting.*

WOLFRIK: *Didn't you ever have any formal tuition?*

MICHAEL: *No, none at all. We're both completely self-taught.*

WOLFRIK: *Working in the same craft, in the same office even, has there been much sibling rivalry over the years?*



ALAN: *No...*

MICHAEL: *No. We both enjoy what we do. We don't see ourselves in competition..*

WOLFRIK: *Do your modelling styles differ significantly?*

ALAN: *They don't really, our skills are very similar. It's quite hard to tell our models apart. Well, we can of course.*

WOLFRIK: *So you wouldn't say that you had different strengths and weaknesses that complement one another?*

MICHAEL: *Not at all. Of course, since my accident, I've slowed down a bit.*

WOLFRIK: *Is it true that you went straight back into work almost immediately after...*

MICHAEL: *After I got my hand blown off?.* (grins at my awkward reaction). *Well I had some time off. But I got bored, so I came back.*

WOLFRIK: *How difficult was it using your other hand?*

MICHAEL: *Its quite surprising. Your brain just seems to switch over. I never realised before that I could sculpt and paint with my left hand. Now that I'm getting used to it, I would say that I'm maybe a third slower than I was before. It feels a bit like when I first started.*

WOLFRIK: *Can you remember what the first fantasy figures you ever designed were?*

ALAN: *Little Red Orcs with pointy heads! Fantasy models were generally a lot smaller back then.*

WOLFRIK: *How many models have you designed together over the years?*

ALAN: *As far as Games Workshop is concerned, about 8000. Twice that if you include our historical stuff for the Wargames Foundry*

WOLFRIK: (looking around) *So where are all your Warhammer miniatures?*

MICHAEL: *Downstairs in the gaming room, do you want to have a look?*

WOLFRIK: *Does Paul Sawyer eat lard?*

We take our tea downstairs into a large converted garage where I am confronted by one of the biggest and most impressive gaming tables I have ever set my eyes on. A large number of Citadel miniatures cover the table. A Bretonnian town, defended by a regiment of knights and a host of bowmen is being besieged by a heavily armed Empire army.

Like gentlemen chess-players the Perry's had left a game in progress. It is obviously Michael's turn since his face is creased by lines of thought and, after a brief deliberation, he proceeds to take his movement phase.

The twins seem to have forgotten about me for the moment, so I settle back to enjoy my tea and perhaps learn something about their playing styles.

After they have both taken a turn (intriguingly without a magic phase) I decide that it is time to recommence the interrogation.

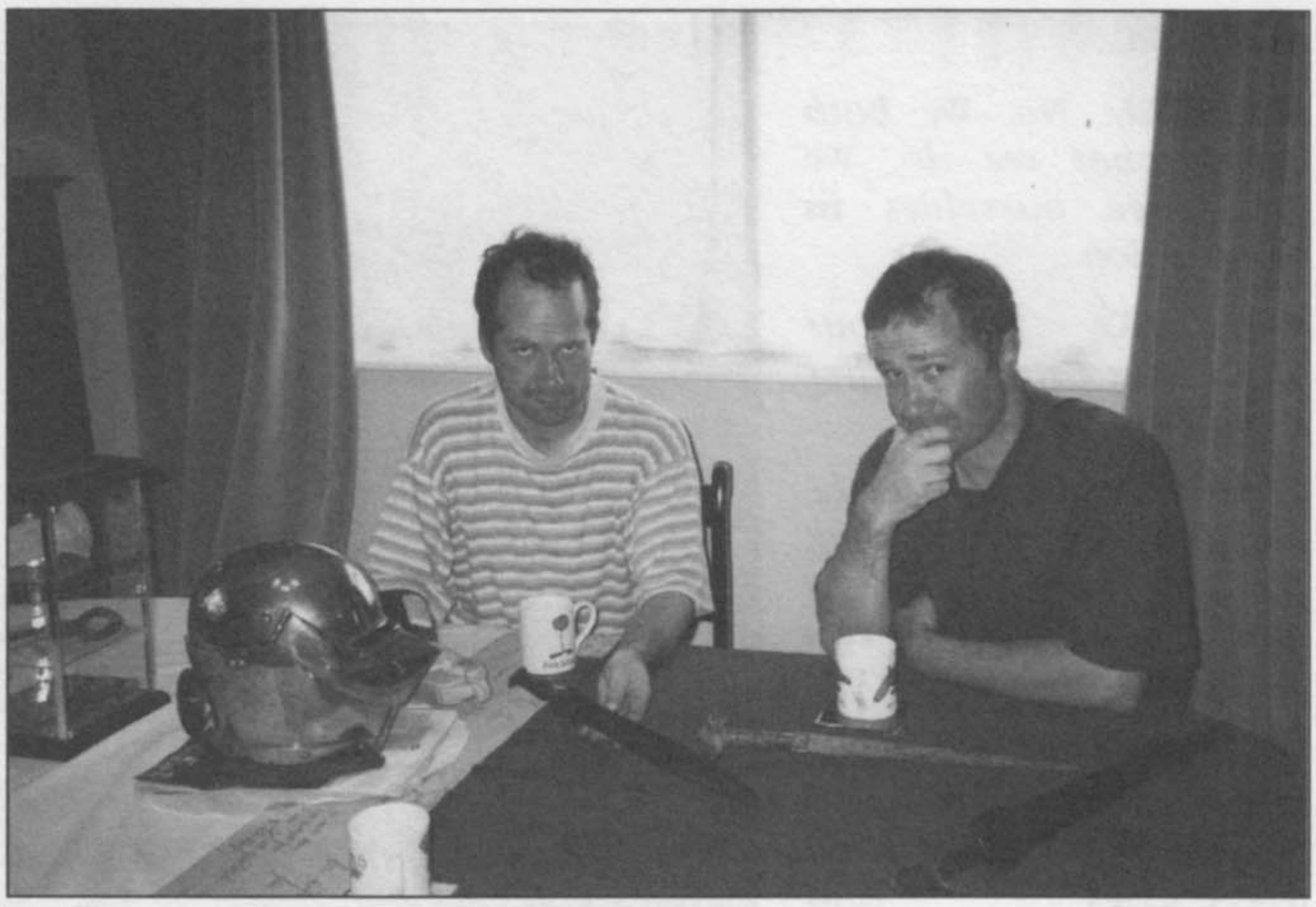
WOLFRIK: *That's quite a formidable army you have there Alan.*

ALAN: *Yes, I have about 3000 points worth of of Empire troops.*

WOLFRIK: *What's the attraction to the Empire? Apart from the fact that you both designed the miniatures...*

ALAN: The strong historical flavour I think.. They're heavily based on 16th Century German Lanschnechts.

WOLFRIK: *What about yourself Mike, what's your warhammer armée de préference?*



MICHAEL: *Definitely the Empire but I quite like Bretonnians too.*

He indicates his meagre force who are faring none-too-well against Alan's advancing legion.

Looking around the games room, I notice a number of well stocked book cases...

WOLFRIK: *What are your favourite books out of this lot?*

MICHAEL: *'The Art of War in the Renaissance'. It's a picture book and makes excellent source material.*

ALAN: *I haven't really got a favourite, I like reading war memoirs*

I decide to pursue this line of inquiry while they are distracted by their battle.

WOLFRIK: *What about films?*

ALAN: *Hmmm.. The Charge of the Light Brigade. The second version though, the first version's rubbish.*

MICHAEL: *Zulu.*

Ah Rorke's Drift.. 4000 howling tribal maniacs against 400 stout British chaps. That conveniently brings the conversation round to *Big Toof River* a subject I'd been hoping to quiz the twins about.

ALAN: *The bosses wanted the theme of this year's Games Day display to be a last stand. They thought it would be amusing if the Imperial Guard were based on the defenders at Isandhlwana* (the first battle of the Zulu war before the, less disastrous, Rorke's drift) ***so*** *I was was asked to design three heads based on the 24th Regiment of Foot.*

MICHAEL: *Then they were attached to the bodies of the Mordian Iron Guard that I designed.*

WOLFRIK: *Are you happy with the way that they turned out.*

ALAN: *Yes, the two components go together very well. They're going to be released as a boxed set, I think.*

WOLFRIK: *How does a new range of miniatures normally start out?*

MICHAEL: *We usually receive a short brief, then we flick through some appropriate reference material and make a few rough sketches. These sketches are given to Alan Merrett* (Studio design manager) *for approval and, once we get the go ahead we work from our sketches.*

ALAN: *It normally takes about three days for a project to go from concept to a finished sculpture.*

The game seems to have concluded, though neither twin is whooping with joy or gnashing his teeth. Doubtless the moment was shared psionically. We head back upstairs for more tea.

WOLFRIK: *I'm intrigued. It seems that a lot of the fantasy models you design are strongly based on factual, historical armies. What sort of reference material do you normally use?*

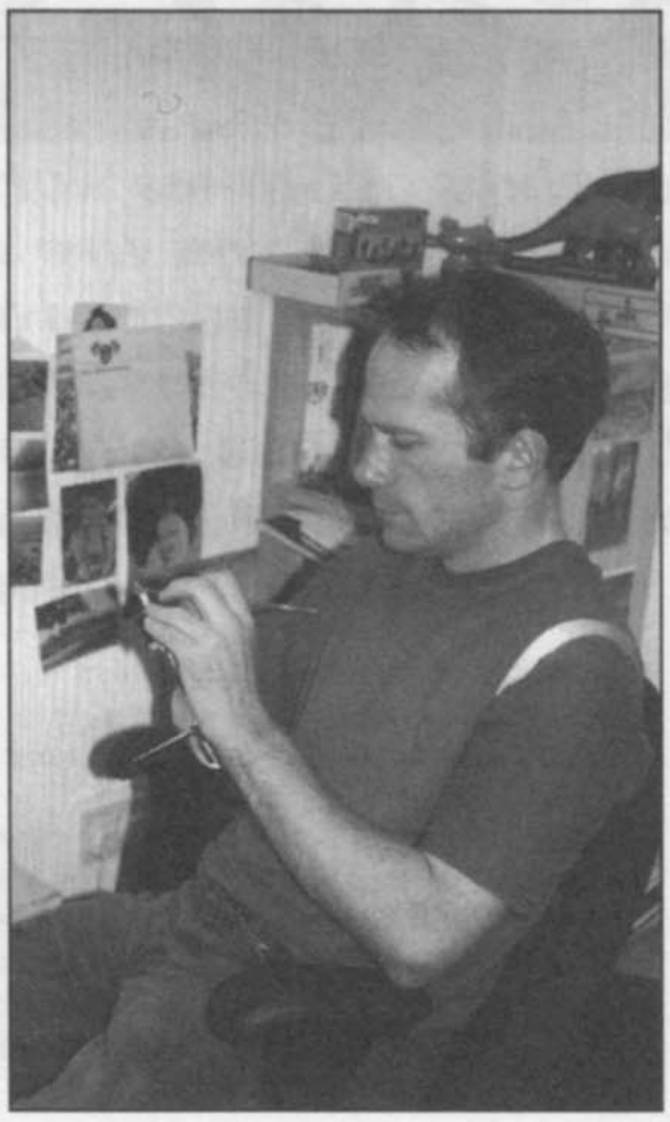
ALAN: *Well some ranges are clear-cut straight from the brief. The Tyranids, for example, already existed before we were asked to design the range, so we were able to work from a number of existing illustrations.*

MICHAEL: *The Imperial Guard for 40K on the other hand were strongly based on contemporary and historical forces, so we drew our ideas from military references*

WOLFRIK: *Such as?*

ALAN: *Well for the Valhallans I used books on*

the Russian Front ('42-'43) as my basic reference material. The Ice Warriors are based on both the German and Russian troops that fought in that conflict.



MICHAEL: *The Mordian Iron Guard were based heavily on 19th century Prussians.*

WOLFRIK: *So what are the other main influences on your work?*

MICHAEL: *I would say that collecting military paraphernalia and taking part in the re-enactments have both helped us in designing miniatures. Knowing the correct stance for aiming a musket, for example, is useful when designing an Empire Hand Gunner.*

Alan digs around in a pile of artifacts and produces three ancient but still lethal looking swords. I am about to comment that if he is proposing a fight to the death, the sides are a little mis-matched.

ALAN: *I thought you might want to have a look at these. The one on the left is Iranian, dated about 900 BC, the middle one is a Hittite sword from around 1300BC. The other one is British and could be as old as 1500 BC.*

I pick up the British blade with some reverence, half-expecting to see the words 'Made in England' engraved on the hilt. I wonder who on earth we could have been at war with back in 1500BC...?

After I finish my tea I thank the twins for their hospitality and head back to base.

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The following day I find myself at the Studio and decide to drop in on the Perry lads to make sure that they have not suffered any adverse effects from the previous day's interrogation.

I am greeted by the twins characteristic offhand cheeriness. Their workshop is strewn with miniatures the like of which I have never seen before. There are new Beastmen, Adeptus Mechanicus Electro Priests and [redacted] s b[redacted], like, incredibly awesome

CENSORED

WOLFRIK: *What are you currently working on?*

MICHAEL: *Plastic multi-part Empire troops and metal Tilean mercenaries.*

WOLFRIK: *What's the worst thing about making models?*

ALAN & MICHAEL: *Fingers!*

ALAN: *They're incredibly difficult to sculpt, if you want to make them look as realistic as possible.*

WOLFRIK: *And the best thing?*

MICHAEL: *I enjoy doing faces and cloth.*

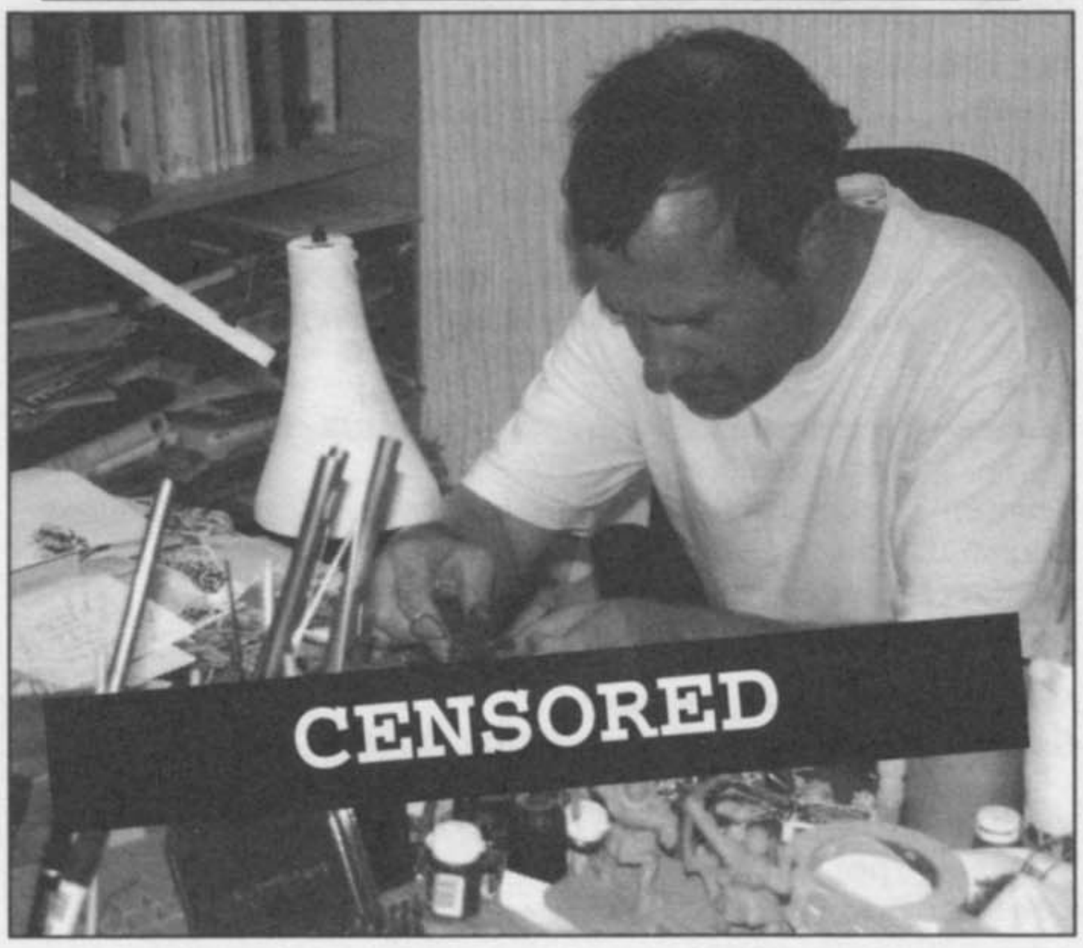
ALAN: *Getting them finished!*

MICHAEL: *We're nipping off to Alsace tomorrow with the Company of Saint George.* (One of the historical battle re-enactment societies that the twins belong to) *and were in a bit of a rush at the moment.*

ALAN: *I've got some top secret new miniatures here that you might like to look at...*

WOLFRIK: *Wow! Is that what I think it is?*

REPORT ENDS...



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 6.00
Notes: Bar for over 18s after club. Over 30 members. 1st session free, age 16+, 3D gaming boards and scenery available.

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)

Warhammer V.A.
Games: All Games Workshop games.
Venue: 88 Ewesley Road, Sunderland, Tyne and Wear, SR4 7RJ.
Times: Thursday evenings and Sunday afternoons.
Contact: Paul Stevenson (0191 5201828)
Notes: This is a club for mature gamers with painted armies only. There are no fees, just enthusiasm, ideas, a sense of humour amd maybe a few cans!

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, D&D live roleplay and Sony Playstation.
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 (non playing parents free of charge). Second hand miniatures shop, food and drink reasonably priced, painting competitions and raffle. This club has well over 400 members though not all of them turn up at any one time. Ages vary from 10 to 40+!and 50p for juniors. Players must bring own dice, armies and brushes (free use of paints).

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
Contact: Chris Morris (01792 774902)
Notes: £1.50 admission

BEDFORDSHIRE

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

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

YORKSHIRE

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

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

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

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

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

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 (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.

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.*

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.



Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

Da Roolz Boyz
Games Workshop Ltd,
Chewton Street, Hilltop, Eastwood, Notts,
NG16 3HY

Telephone: 0115-91 40 000

Lines are open 6am-12am,
7 days a week.

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.

WESTWARD-HO III

15mm A.C.W, Star Fleet Battles, WW II Microarmor and Air Combat, Warhammer Fantasy and 40K, Necromunda and others.
14th March 1998
Best Western Hotel, 3100 West Wall Midland, Texas.
Contact: (915) 699-4144
Westward Ho III
P.O. Box 9805, Midland, Texas 79708.

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

TOURNAMENTS/CAMPAIGNS

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!

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.): _____

_____

_____

_____

_____

WARHAMMER®

"THE FANATIC'S GUIDE TO GOBBOS"

Gordon is our Troll Boss at Mail Order and has been a fanatic Orc and Goblin player for 10 years. Just recently he has sent his underlings scurrying about with the Epic task of compiling a complete list of all the Goblin miniatures currently available from Mail Order. You wouldn't believe just how many Gobbos Games Workshop has made over the years, a staggering 300+ different poses, not to mention War Machines and steeds! Gordon has added a few nostalgic comments to help guide you through nearly 11years of Goblin evolution.

Product code	Description
1986-1991 Catalogue p.176	
GOBBO LADZ £1.25 each, GOBBO COMMAND- £1.75 each or £5.00 for 3	
074763/61A	Wiv sword and Banner pole
074763/61B	Wiv axe and banner pole
074763/61C	wiv axe and banner
074763/48	wiv sword and banner
074763/53	wiv sword and banner 2
074763/62A	Commander wiv sword and club 1
074763/62B	Commander wiv sword and club 2
074763/62C	Commander wiv kleaver and club (nah dats won 'ell ov a choppa)
074763/46A	Champion 1
074763/46B	Champion 2
074763/46C	Champion 3
074763/57A	Musician wiv sword and horn 1
074763/57B	Musician wiv mace and horn
074763/57C	Musician wiv sword and horn 2
074763/52	Musician wiv da bag pipes
074763/52	Musician wiv blooming great horn
074763/63A	Banner pole 1
074763/63B	Banner pole 2
074763/63C	Banner pole 3
1986-1991 Catalogue p.177	
074763/26	Gobbo wiv spear
074763/30	Gobbo wiv spear 2
074763/60	Gobbo wiv spear 3
074763/27	Gobbo wiv spear 4 (dis won iz difrunt to Gobbo wiv speer 2, onest!)
074763/55	Gobbo wiv halberd 2
074763/28	Gobbo wiv spear 5
074763/50	Gobbo wiv spear 6
074763/29	Gobbo wiv spear 7
074763/9	Gobbo wiv sword 8
074763/24	Gobbo wiv sword 9
074763/6	Gobbo wiv sword 10
074763/20	Gobbo wiv sword 11 (ere dis wonz got a Madonna cone on Is ead)
074763/15	Gobbo wiv axe 1
074763/12	Gobbo wiv axe 2
074763/11	Gobbo wiv axe 3
074763/49	Gobbo wiv sword 12
074763/59	Gobbo wiv Kleaver
074763/10	Gobbo wiv sword 13
074763/19	Gobbo wiv sword 14
074763/51	Gobbo wiv sword 15
074763/7	Gobbo wiv sword 16
074763/56	Gobbo wiv sword 17
074763/54	Gobbo wiv sword 18
074763/17	Gobbo wiv sword 19
074763/18	Gobbo wiv sword 20
1986-1991 catalogue p.178	
GOBBO FANATICS: £2.00 each	
074763/38	Gobbo fanatic wiv ball and chain 1 (I cun do dis standin on me 'ead!)
074763/41	Gobbo fanatic 2
074763/39	Gobbo fanatic 3
074763/45	Gobbo fanatic 4
074763/42	Gobbo fanatic 5
074763/44	Gobbo fanatic 6
074763/34	Gobbo fanatic 7 (Gurgle! I noo I shudn't ov terned rahnd wen swingin me chane!)
074763/43	Gobbo fanatic 8
074763/37	Gobbo fanatic 9
074763/35	Gobbo fanatic 10
074763/40	Gobbo fanatic 11
074763/31	Gobbo fanatic 12
074763/32	Gobbo fanatic 13
074763/36	Gobbo fanatic 14
074763/3	Gobbo fanatic 15
074763/8	Gobbo wiv sword 1
074763/2	Gobbo wiv sword 2
074763/4	Gobbo wiv sword 3
074763/1	Gobbo wiv sword 4
074763/25	Gobbo wiv Hammer and net (if I ad an ammer, I'd bash a pansy Elf's ead in)
074763/5	Gobbo wiv sword 5
074763/22	Gobbo wiv sword 6
074763/23	Gobbo wiv mace 1
1986-1991 Catalogue p.179	
074763/3	Gobbo wiv sword 7

Product Code	Description
074763/14	Gobbo wiv halberd 1

GOBBO WULFBOYZ: £2.50 each

074787/7	Gobbo wulfboy wiv bow 1

(Goblin Hood, Goblin Hood runnin fru da glen, Goblin Hood, Goblin Hood wiv Is band ov sicopaffs!)

074787/16	Gobbo wulfboy wiv spear 1

(wulvs iz gud cos yoo can scarper reel quik)

074787/3	Gobbo wulfboy wiv mace
074787/6	Gobbo wulfboy wiv sword 1
074787/5	Gobbo wulfboy wiv bow 2
074787/11	Gobbo wulfboy wiv spear 2
074787/13	Gobbo wulfboy wiv sword 2
074787/8	Gobbo wulfboy wiv halberd
074787/15	Gobbo wulfboy wiv bow 3
074787/4	Gobbo wulfboy wiv spear 3
074787/14	Gobbo wulfboy wiv morning star
074787/12	Gobbo wulfboy wiv bow 4
074787/9	Wolf 1
074787/1	Wolf 2
074787/2	Wolf 3
074787/10	Wolf 4

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074775/33	Gobbo sticka wiv bow 1
074775/48	Gobbo sticka wiv bow 2
074775/47	Gobbo sticka wiv bow 3
074775/22	Gobbo sticka wiv bow 4
074775/51	Gobbo sticka wiv bow 5
074775/23	Gobbo sticka wiv bow 6
074775/43	Gobbo sticka wiv bow 7
074775/42	Gobbo sticka wiv bow 8
074775/41	Gobbo sticka wiv bow 9
074775/40	Gobbo sticka wiv bow 10
074775/58	Gobbo sticka wiv bow 11 (dis won muss be kold cos eez got a woolly at on)
074775/54	Gobbo sticka wiv bow 12
074775/57	Gobbo sticka wiv bow 13
074775/53	Gobbo sticka wiv bow 14
074775/20	Gobbo sticka wiv bow 15
074775/18	Gobbo sticka wiv bow 16 (no messin wiv da mohawk gobbo)
074775/30	Gobbo sticka wiv bow 17
074775/24	Gobbo sticka wiv bow 18
074775/29	Gobbo sticka wiv bow 19
074775/31	Gobbo sticka wiv bow 2
074775/36	Gobbo sticka wiv bow 21
074775/38	Gobbo sticka wiv bow 22
074775/37	Gobbo sticka wiv bow 23
074775/21	Gobbo sticka wiv bow 24
074775/39	Gobbo sticka wiv bow 25
074775/35	Gobbo sticka wiv bow 26
074775/28	Gobbo sticka wiv bow 27
074775/34	Gobbo sticka wiv bow 28
074775/17	Gobbo sticka wiv bow 29
074775/19	Gobbo sticka wiv bow 30

Product Code	Description

1986-1991 Catalogue p.181

074775/27	Gobbo sticka wiv bow 31
074775/25	Gobbo sticka wiv bow 32
074775/49	Gobbo sticka wiv bow 33
074775/50	Gobbo sticka wiv bow 34
074775/46	Gobbo sticka wiv bow 35
074775/26	Gobbo sticka wiv bow 36
074775/5	Gobbo sticka wiv bow 37
074775/6	Gobbo sticka wiv bow 38
074775/7	Gobbo sticka wiv bow 39
074775/56	Gobbo sticka wiv bow 40
074775/1	Gobbo sticka wiv bow 41
074775/10	Gobbo sticka wiv bow 42
074775/4	Gobbo sticka wiv bow 43
074775/52	Gobbo sticka wiv bow 44
074775/9	Gobbo sticka wiv bow 45
074775/44	Gobbo sticka wiv bow 46
074775/11	Gobbo sticka wiv bow 47
074775/14	Gobbo sticka wiv bow 48
074775/15	Gobbo sticka wiv bow 49
074775/55	Gobbo sticka wiv bow 50
074775/45	Gobbo sticka wiv bow 51
074775/3	Gobbo sticka wiv bow 52
074775/8	Gobbo sticka wiv bow 53
074775/12	Gobbo sticka wiv bow 54
074775/2	Gobbo sticka wiv bow 55
074775/32	Gobbo sticka wiv bow 56
074775/60	Gobbo sticka wiv bow 57
074775/16	Gobbo sticka wiv bow 58
074775/13	Gobbo sticka wiv bow 59
074775/59	Gobbo sticka wiv bow 60

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GOBBO BATTLE CHARIOTS: £10.00 complete

MD6	Gobbo crewman wiv kleaver
MD6/R	Gobbo crewman wiv spear
MD6/M	Gobbo driver 1 wiv whip (oi, look at me lyk dat an yeull get a frashing mate)
MD6/K	Gobbo driver 2 wiv whip
MD6/O	Gobbo crewman wiv hammer
MD6/J	Gobbo crewman wiv bow
MD6/E	Chariot side 1 (left)
MD6/C	Chariot side 2 (right)
MD6/D	Wolf 1
MD6/Q	Wolf 2
MD6/I	Wheel
MD6/A	Chassis
MB6/B	Dragon shaft
MB6/H	Shaft
MD6/L	Wheel scythe
MD6/N	Yoke
MD6/F	Dwarf head on yoke (best fing for dem bloomin stunties!)

1986-1991 Catalogue p.185

GOBBO KING'S CHARIOT: £10.00 complete

MD1/C	Sourgut-Gobbo king (Ere wot yoo lookin at, I'm tha Boss arand ere)

Product Code	Description
MD1/E	Gobbo driver
MD1/I	Wheel
MD6/H	Chassis
MD1/B	Left side
MD1/A	Right side
MD1/D	Boars head
MD1/F	Boars left side
MD1/G	Boars right side

1986-1991 Catalogue p.186
SKULL CRUSHER: £15.00 complete (dis waz an old favurit ov da Broken Noze tribe)

MD2/G	Boggrub Legbiter
MD2/F	Gobbo winder 1
MD2/H	Gobbo winder 2
MD2/I	Gobbo Loader
MD2/	Frame
MD2/B	Throwing arm
MD2/C	Chassis
MD2/K	Winch
MD2/E	Wheel 1
MD2/D	Wheel 2
MD2/J	Counter Balance

1986-1991 Catalogue p.188
LEAD BELCHER: £12.00 complete (if ya cant mayk it yahself den nik it off da Dwarfs.....BURP!)
(This miniature is not covered by the current Orc and Goblins Warhammer army list but looks cool)

MD3/D	Gun Shield
MD3/J	Gobbo loader
MD3/G	Gobbo crewman 1
MD3/A	Organ guns
MD3/E	Wheel scythe
MD3/H	Gobbo rammer
MD3/F	Gobbo gunner
MD3/B	Howitzer
MD3/C	Wheel
MD3/K	Gobbo crewman 2
MD3/I	Gutbug Gobbo boss

1986-1991 Catalogue p.191
GOBBO CHARIOT: £10.00 complete (get ya wulvz a runnin an get aht on da highway.....)

MD9/1	Wolf 1
MD9/11	Wheel scythe
MD9/10	Wheel
MD9/2	Wolf 2
MD9/8	Shaft
MD9/5	Chariot right side
MD9/3	Chassis
MD9/9	Yoke
MD9/7	Banner pole
MD9/4	Chariot left side
MD9/6	Chariot front
MD9/13	Gobbo champion wiv staff
MD9/12	Gobbo driver

Product Code	Description
1986-1991	**p.324**
BLOOD BOWL GOBLINZ: £1.75 each	
073324/1A	Lineman
073324/2A	Catcher 1
073324/1B	Lineman 2
073324/2B	Catcher 2
073324/1C	Lineman 3
073324/2C	Catcher 3
073324/1D	Lineman 4
073324/2D	Catcher 4
073324/5	Ooligan 1 (Ere we go, ere we go, ere we go)
073324/4	Ooligan 2 (Yoar gonna get yoar zoggin ead kikked in!)
073387/21	Pogo stick 1
073387/8	Pogo stick 2
073387/20	Pogo stick 3
073387/9	Pogo stick 4
073387/24	Chainsaw wielding loony
073324/3A	Cheerleader 1 (cor she's a bit ov alrite)
073324/3B	Cheerleader 2

3-4 compilation p.368
DOOM DIVERS: £4.00 complete

075444/3	Gobbo Doom Diver 1
0754444	Gobbo Doom Diver 2
075444/2	Doom Diver catapult cable
075444/1	Doom Diver catapult
075432/16	Gobbo standard bearer 1
075432/17	Gobbo standard bearer 2
075432/18	Gobbo standard bearer 3
075432/1	Gobbo wiv spear 10
075432/2	Gobbo wiv spear 11
075432/6	Gobbo wiv sword 21
075432/7	Gobbo wiv sword 22
075432/8	Gobbo wiv sword 23
075432/9	Gobbo wiv sword 24
075432/10	Gobbo wiv sword 25
075432/11	Gobbo wiv sword 26
075432/12	Gobbo wiv sword 27
075432/13	Gobbo wiv sword 28
075432/15	Gobbo wiv club 1 (ow manee arr in iz club den?)
075432/3	Gobbo wiv club 2
075432/5	Gobbo wiv mace 1
075432/4	Gobbo wiv axe 4
075432/14	Gobbo wiv axe 5

3-4 Compilation p.370

075480/4	Forest Gobbo boss 1
075480/1	Forest Gobbo shaman (£3.00)
075480/6	Forest Gobbo boss 2
075480/3	Forest Gobbo banner bearer 2
075480/2	Forest Gobbo drummer 1
075480/5	Forest Gobbo banner bearer 3
075470/1	Forest Gobbo wiv bow 1

Product Code	Description
075470/2	Forest Gobbo wiv bow 3
075470/4	Forest Gobbo wiv bow 4
075470/7	Forest gobbo wiv axe 1
075470/8	Forest gobbo wiv axe 2
075470/5	Forest gobbo wiv spear 1
075470/6	Forest Gobbo wiv spear 2
075470/9	Forest Gobbo wiv sword 1
075470/10	Forest gobbo wiv sword 2
075470/11	Forest Gobbo wiv sword 3
075470/12	Forrest Gobbo wiv sword 4

3 & 4 Compilation p.371

FOREST GOBBO SPIDER RIDERS: £3.50 each

075490/3	Forest Gobbo spider body 2
(now dats da biggest creepy crawlee I eva sene)	
075490/2	Forest Gobbo spider body 1
075490/1	Forest Gobbo spider legs
075490/6	Forest Gobbo spider rider banner bearer
075490/7	Forest Gobbo spider rider 2
075490/4	Forest Gobbo spider rider 1
075490/5	Forest Gobbo spider rider boss
075490/9	Forest gobbo spider rider 3
075490/8	Forest Gobbo spider rider leader

3 & 4 Compilation p.372

075457/3	Night gobbo clubber 1
(Eye woodn't lyke ta bee 'it bye dat stik)	
075457/4	Night Gobbo clubber 2
075457/1	Night Gobbo net chukka 1
075457/2	Night Gobbo net chukka 2

3 & 4 Compilation p.372

075420/1	Night Gobbo fanatic 1
075420/2	Night Gobbo fanatic 2
075420/3	Night Gobbo fanatic 3
075420/4	Night Gobbo fanatic 4
075420/5	Night Gobbo fanatic 5
075420/6	Night Gobbo fanatic 6

3 & 4 Compilation p.373

075418/6	Night Gobbo leader
075418/2	Night Gobbo Champion 1
075418/5	Night Gobbo Champion 2
075418/3	Night Gobbo war gong 1
075418/7	Night Gobbo war gong 2
075418/1	Night Gobbo banner bearer 1
075418/9	Night Gobbo shaman 2 (£3.00)
075418/4	Night Gobbo shaman 1 (£3.00)
075418/8	Night Gobbo banner bearer 2
075405/9	Night Gobbo wiv axe 1
075405/14	Night Gobbo wiv axe 2
075405/17	Night Gobbo wiv axe 3
075405/10	Night Gobbo wiv mace 1
075405/13	Night Gobbo wiv sword 1
075405/4	Night Gobbo wiv spear 1
075405/5	Night Gobbo wiv spear 2
075405/6	Night Gobbo wiv spear 4
075405/15	Night Gobbo wiv spear 5
075405/11	Night Gobbo wiv bow 1
075405/12	Night Gobbo wiv bow 2
075405/1	Night Gobbo wiv bow 3
(dis wonz got a bell on iz at)	
075405/2	Night Gobbo wiv bow 4
075405/8	Night Gobbo wiv flail1
075405/7	Night Gobbo wiv club 1

3 & 4 Compilation p.382

PLASTIC NIGHT GOBBO SPRUE: £1.25 each

104676/1	Plastic Night Gobbo
spearman and archer sprue	
100319/1	Plastic wolf heads and tails 1
100319/2	Plastic wolf heads and tails 2
100319/3	Plastic wolf body 1
100319/4	Plastic wolf body 2

3 & 4 Compilation p.428

GIGANTIC SPIDER RIDERS: £7.00 each

MM35/2	Gigantic spider head
MM35/1	Gigantic spider body
MM35/3	Gigantic spider shaman rider
MM35/4	Gigantic spider champion rider
MM35/5	Spider rider champion's banner pole

3 & 4 Compilation p.432

GOBBO WOLFBOYZ: £2.50 each

88260/2	Gobbo wolf rider boss
88260/4	Gobbo wolf rider banner bearer
88260/3	Gobbo wolf rider horn blower
88260/1	Gobbo wolf rider boss
88260/10	Gobbo wolf rider wiv spiked
club and shield (wotch aht for dis won ahtseyed da pub at chukkin aht tyme)	
88260/7	Gobbo wolf rider wiv sword and shield
88260/9	Gobbo wolf rider wiv axe and shield
88260/8	Gobbo wolf rider wiv sword and shield 2
88260/11	Gobbo wolf rider wiv bow 2
88260/5	Gobbo wolf rider wiv bow and sword
88260/12	Gobbo wolf rider wiv bow 3
88260/6	Gobbo wolf rider wiv bow 1

3 & 4 Compilation p.565

CHIEFTAIN GROM'S GOBBO WAR CHARIOT: £17.00 complete model

0844/6	Chariot base
0844/1	Grom the paunch

Product Code	Description
0844/2	Niblet
0844/4	Chariot yoke
100558	Solid plastic wheel
0844/5	Skull yoke head
0844/3	Chariot haft
3 & 4 Compilation	**p.566**
75425/2	Gobbla £3.50 (Nah datz da biggust squig eye eva sore)
75425/1	Skarsnik £3.50 (da big boss gobbo)
75440/4	Night Gobbo squig hopper 4 (Dey'l drive ya hoppin mad)
75440/3	Night Gobbo squig hopper 3
75440/2	Night Gobbo squig hopper 2
75440/1	Night Gobbo squig hopper 1

CAVE SQUIGS: £1.75 each

075469/2	Cave Squig 1
075469/3	Cave Squig 2
075469/4	Cave Squig 3 (dis wonz got Is tung aht, lookz lyke Gazza!)
075469/6	Cave Squig 4
075469/7	Cave Squig 5
075469/8	Cave Squig 6
075469/9	Cave Squig 7

NIGHT GOBBO SQUIG HANDLERS: £2.50 each

075469/1	Night gobbo squig hunters 1
075469/5	Night Gobbo squig hunters 2
3 & 4 Compilation	**p.567**
075457/6	Night Gobbo clubber 3
075457/5	Night Gobbo clubber 4
075457/2	Night Gobbo netter 3
075457/1	Night Gobbo netter 4

Product Code	Description
3 & 4 Compilation	**p.568**
0831/1	Gobbo wolf rider wiv spear 1
0831/2	Gobbo wolf rider wiv spear 2
0831/3	Gobbo wolf rider wiv spear 3
0831/4	Gobbo wolf rider wiv spear 4
1994 Catalogue	**p.4**
BLOOD BOWL STAR PLAYERS: £4.00 each	
73506/1	Fungus the loon
73502/1	Scrappa Sorehead
73507/1	Bomber Dribblesnot
73501/1	Nobbla Blackwart (Da masta ov hak n' slash)
73512/1	Blodd Bowl Gobbo 1 (£1.25)
73513/2	Blood Bowl Gobbo 2 (each)
73513/3	Blood Bowl Gobbo 3
73513/4	Blood Bowl Gobbo 4
73513/5	Blood Bowl Gobbo 5

WD 209 NIGHT GOBBO SHAMAN: £4.00

020905001	Night Gobbo Shaman body
020905002	Night Gobbo Shaman staff

WD 207 GOBBO WOLF CHARIOT: £10.00

00544/7	Standard Top
100558	Plastic Wheel
00544/9	Side 1
00544/10	Side 2
00544/11	Standard Bearer
00544/2	Haft
00544/5	Tail and skulls 1
00544/6	Tail and skulls 2
00544/8	Chassis
00544/13	Gobbo archer
00544/12	Gobbo driver
00544/1	Yoke
00544/3	Left scythe
00544/4	Right scythe



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NECROMUNDA™

TERROR IN THE HIVE!

by Michael Turvey

My name is Michael Turvey, I'm fourteen and from Aldridge near Walsall. I've recently joined the North Birmingham Trollslayers, the best Warhammer club in the Midlands (all challenges welcome). I usually play Warhammer, fielding the 'good guys', High Elves, Wood Elves, Bretonnians and Empire. I also occasionally fight with Eldar in 40K.

After Outlanders came out I played in an Arbitrators Scenario that included Genestealers. My Cawdor gang the Doombringers received a sound thrashing and that made me want a Genestealer gang of my own.

The following rules were playtested with my mates. They could still stand some fine-tuning and any comments from other Necromunda players would be appreciated.

GENESTEALER SECRECY

The Genestealer Cult does not start out as an Outlander gang because, on the surface, it appears to be a normal gang. When rolling on the Outlaw Table the following additional modifiers apply :

-1 for every Genestealer Purestrain or Hybrid or Magus (Wyrd) that took part in the game, if any of the opposing gang members survived.

-4 if the Genestealer Patriarch (Mentor) took part in the game and any of the opposing gang survived.

+1 per thousand or part thousand points in the Cult's rating, to represent its cultists establishing themselves in positions of authority. The Cult's power in the guild increases as the broods power increases, they can also impose an additional -1 on the outlaw table per thousand points, on enemy gangs to represent this corruption.

If a Genestealer Cult is discovered, it is not only outlawed but after each game roll a D6. On a roll of 1, a purge is declared by the Imperial authorities and the following troops will come to the aid of the next gang to fight the brood:

D3-1 Inquisitors

D3-1 Squads of Adeptus Arbites Arbitrators

Any Cawdor gangs or Redemptionists that are taking part in a campaign may lend a hand

TERRITORY

As for a normal gang but if the cult is uncovered it then loses all its territories with the exception of guilder contact, (because they will be cult members themselves). One territory may be retained as for normal Outlaw gangs.

INCOME

Only Brood Brothers and the Magus can work territories, to gain income.

TRADING

Only Brood Brothers may trade at the Trading Post. They are offered D3 items as for a normal gang leader and any additional brood brother sent along gains an extra +1 rare trade item.

Both the Magus and Brood Brothers can trade at the Outlaw Trading Post, because the outlaw traders are used to mutants and are more tolerant, whereas at the Trading Post the Magus would probably be killed or at the very least, the Cult would be exposed.

HIRED GUNS

Genestealer Cults cannot employ hired guns of any kind because non-Genestealers are likely expose the Cult. They may only gain the services of the Genestealer Patriarch.

STARVATION

Purestrains must be fed or they can become utterly uncontrollable. If a Purestrain is not fed roll on the following table:

1 The Purestrain leaves the cult and goes on a killing frenzy, rampaging through the hive never to be seen again by the cult!

2-5 The Stealer goes berserk with hunger and kills a random Brood Brother (if none are available count as 1). His weapons and equipment bar armour may be kept.

6 The Stealer suffers the rules for *frenzy* next game.

The rest of the cult uses the normal rules for starvation .

GENESTEALER BROOD INTELLIGENCE

The entire brood shares a Psychic link so it has no leader as such. The Magus appears to lead the Cult but receives his instructions from the Patriarch. He psychically relays these instructions to the Brood Brothers and Hybrids. To represent the brood intelligence any Hybrids or Brood Brothers on the table may re-take any Ld test at -2 on their basic value (this rule does not apply to *hatred* which is amplified by the psi-link).

BOUNTY

Brood Brothers are worth nothing unless the Cult is exposed. Hybrids and the Magus are worth their normal bounty.

CAPTURE

Genestealer Purestrains because of their inhuman ferocity cannot be captured. If any Hybrids or Magi are captured, they will avoid capture on the D6 roll of 4+ because they combine human intelligence with Genestealer instincts. If a Hybrid is successfully captured by a non-outlaw gang, the Cult is automatically discovered and is outlawed. If the Cult captures an enemy gang member it must always kill or implant him to avoid discovery. If he is rescued on a 4+ on a D6 he will uncover the cult.

SCENARIOS

The Genestealer player may choose which table to roll on until the cult is discovered.

RECRUITING FOR THE CULT

Genestealers depend on intelligent lifeforms in order to propagate their species. Human gangers are recruited into the Genestealer Cult by being implanted with a Genestealer's genetic material. Once infected the new Cultist (Brood Brother) is controlled by the Brood Intelligence and is one hundred per cent loyal to the Cult.

The infected Cultist retains all outward appearance but its offspring will be hideous hybrids. Subsequent generations will become either hybrids (who will appear more human-looking) or else massive six-limbed Purestrains, monstrous killing-machines who are unmistakably alien.

Each time a cultist reaches a level on the Experience Table indicated with an asterisk he must roll a D6. On a 4+ he or she has been called upon to do their duty, take a roll on the appropriate Generation Table (see below). A Magus does not have to test because he cannot evolve any further. Genestealer Purestrains do not contribute to the mating game but are responsible for infecting new recruits to the Cult.. If a cultist gives birth to a new member then he or she must then take "maternity leave" and is removed from the gang roster.

Brood Brothers who leave the gang are replaced by a Hybrid. Hybrids will either be replaced by another Hybrid or a Purestrain.

The Cult may be chosen freely from the list below. New Purestrains & Hybrids cannot be recruited after the initial setup for obvious reasons but may be generated as a result of breeding (see Advance Tables).

BOTTLE ROLLS

The Genestealer Brood is so single minded in its attack it always takes bottle rolls on an unmodified leadership of 10. The Cult may still bottle out voluntarily as normal.

0-1 GENESTEALER MAGUS:

109 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

WEAPONS: Any weapons from the close combat, pistols and grenades list.

BROOD INTELLIGENCE: Cult members may re-roll their Ld tests any where on the board, because the cult shares a psychic link with the Magus.

PSYCHIC POWERS: The Magus may have 1 Wyrd major power and 3 Wyrd minor powers.

EXPERIENCE: It begins 60 +D6 experience points.

IMPLANT: When an enemy ganger is captured both sides roll 2D6 and add their respective leaderships (the Magus and the captured model). If the Genestealer player gets the highest total the ganger is implanted and becomes part of the cult. He now suffers from *hatred* of all non-Cultists and you must add 10 creds to his value. His weapons may be kept.

GENESTEALER PURESTRAINS:

280 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	1	7	4	10

WEAPONS: None - their razor sharp claws are enough!

PSYCHOLOGY: Genestealers are totally immune to psychology. NB: Genestealers aren't immune to Ld tests.

PINNING: Genestealers are never pinned by shooting hits because of their incredible reflexes and alien determination.

CHITINOUS ARMOUR: The Genestealers have thick Chitinous hides which give them an armour save of 5+ on a D6.

FEAR: Genestealers are frightening alien creatures which cause *fear* as described in the Necromunda rule book.

GENESTEALER NEOPHYTE HYBRIDS:

80 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	1	5	1	8

WEAPONS: Any to be bought from the pistol and close combat section of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 creds) and claw (10 creds). Note that the points cost for Hybrids with the same mutation does not double up as it does the Scavvies because the claw and extra arm mutation are not rare in a Genestealer brood.

GENESTEALER ACOLYTE HYBRIDS

90 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

WEAPONS: Any to be bought from the pistol and close combat and basic weapons sections of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 creds) and claw (10 creds). Note that the points cost for Hybrids with the same mutation does not double up as it does for Scavvies because the claw and extra arm mutation are not rare in a Genestealer brood.

PSYCHIC POWERS: On the roll of 5+ it has a single Wyrd minor power.

BROOD BROTHERS:

60 creds to recruit

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

WEAPONS: Brood Brothers may choose weapons from the basic, close combat, grenades and pistols grenades sections of the Genestealer cult lists and up to one may take a special weapon.

HATRED: Brood Brothers are fanatically loyal to the brood and *hate* all enemy fighters as described in the Necromunda rule book.

MAGUS ADVANCE TABLE

2D6	RESULT
2	**New skill** (any table)
3-4	**New skill**
5	**Characteristic increase roll again**
	1-3 +1 Strength
	4-6 +1 Attacks
6	**Characteristic increase roll again**
	1-3 +1 Weapon skill
	4-6 +1 Ballistic skill
7	**Characteristic increase roll again**
	1-3 +1 Initiative
	4-6 +1 Leadership
8	**Characteristic increase roll again**
	1-3 +1 Weapon skill
	4-6 +1 Ballistic skill
9	**Characteristic increase roll again**
	1-3 +1 Wounds
	4-6 +1 Toughness
10-11	**New Wyrd power roll again**
	1-4 New minor power

	5-6	New primary power
12		**New skill** (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	4	3	8	4	9

BROOD BROTHER ADVANCE TABLE

2D6	RESULT	
2	**New skill** (any table)	
3-4	**New skill**	
5	**Characteristic increase roll again**	
	1-3	+1 Strength
	4-6	+1 Attacks
6	**Characteristic increase roll again**	
	1-3	+1 Weapon skill
	4-6	+1 Ballistic skill
7	**Characteristic increase roll again**	
	1-3	+1 Initiative
	4-6	+1 Leadership
8	**Characteristic increase roll again**	
	1-3	+1 Weapon skill
	4-6	+1 Ballistic skill
9	**Characteristic increase roll again**	
	1-3	+1 Wounds
	4-6	+1 Toughness
10-11	**New skill**	
12	**New skill** (any table)	

MAXIMUM CHARACTERISTICS

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

GENESTEALER CULT WEAPONS LISTS

PISTOLS

Autopistol .....15 creds
Laspistol .....15 creds
Bolt Pistol .....20 creds
Plasma Pistol .....25 creds
Hand Flamer .....20 creds
Stub Gun.....10 creds

HAND-TO-HAND WEAPONS

Sword .....10 creds
Chainsword.....25 creds
Club, Maul .....10 creds
or Bludgeon
Chain or Flail .....10 creds
Additional Knife ..... 5 creds
Massive Axe, Sword .....15 creds
or Club

BASIC WEAPONS

Autogun .....20 creds
Shotgun .....20 creds
Lasgun.....25 creds
Bolter .....35 creds

SPECIAL WEAPONS

Flamer.....40 creds
Plasma Gun.....70 creds
Melta Gun.....95 creds
Grenade Launcher .....130 creds
Frag grenades .....30 creds
Krak grenades.....50 creds
Missile Launcher.....185 creds
Frag missiles .....35 creds
Krak missiles.....115 creds
Heavy Stubber .....120 creds
Heavy Bolter.....180 creds
Heavy Plasma Gun .....285 creds
Autocannon .....300 creds
Lascannon.....400 creds

GRENADES AND AMMO

Frags .....30 creds
Krak.....50 creds
Hotshot.....5 creds
Manstopper.....5 creds
Bolt .....25 creds
Dum-Dums .....5 creds

GAINING EXPERIENCE

Exp. Points	Title	
0-5	New spawn	1
6-10	Spawn	
11-15	Spawn	
16-20	Spawn	
21-30	Brood Brother	2
31-40	Brood Brother	
41-50	Brood Brother	
51-60	Brood Brother	
61-80	Brood Brother	3
81-100	Brood Brother	
101-120	Brood Champion *	
121-140	Brood Champion	
141-160	Brood Champion	
161-180	Brood Champion	
181-200	Brood Champion	
201-240	Cult Master *	
241-280	Cult Master	
281-320	Cult Master	
321-360	Cult Master	
361-400	Cult Master	

401+ (no further advances) Brood Mind

1=starting level for Hybrids

2=starting level for Brood Brothers

3=starting level for Purestrains and Magus

*=new generation on 4+

GENESTEALER PURESTRAIN & NEOPHYTE HYBRID ADVANCE TABLE

2D6 Advance

2 **New skill** (any table)

3-4 **New skill**

4-5 **Characteristic Increase roll again**

- 1-3 +1 Strength
- 4-6 +1 Attacks

5-6 **Characteristic Increase roll again**

- 1-3 +1 Weapon skill
- 4-6 +1 Initiative

7-8 **Characteristic Increase roll again**

- 1-3 +1 Attacks
- 4-6 +1 Weapon skill

9 **Characteristic Increase roll again**

- 1-3 +1 Toughness
- 4-6 +1 Wounds

10-11 **New Skill**

12 **New Skill** (any table)

MAXIMUM CHARACTERISTICS

PURESTRAINS

M	WS	BS	S	T	W	I	A	Ld
6	10	0	7	5	3	10	7	10

NEOPHYTE

M	WS	BS	S	T	W	I	A	Ld
4	7	5	5	4	3	8	4	10

GENESTEALER ACOLYTE HYBRID ADVANCE TABLE

2D6 Advance

2 **New skill** (any table)

3-4 **New skill**

5 **Characteristic Increase roll again**

- 1-3 +1 Strength
- 4-6 +1 Attacks

6 **Characteristic Increase roll again**

- 1-3 +1 Weapon skill
- 4-6 +1 Ballistic skill

7 **Characteristic Increase roll again**

- 1-3 +1 Initiative
- 4-6 +1 Leadership

8 **Characteristic Increase roll again**

- 1-3 +1 Weapon skill
- 4-6 +1 Ballistic skill

9 **Characteristic Increase roll again**

- 1-3 +1 Wounds
- 4-6 +1 Toughness

10-11 **New Wyrd minor power**

12 **New skill** (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	4	3	8	4	10

GENESTEALER CULT SKILL TABLES

Skill	B.Brother/ Neophyte	Acolyte	Pure-Strain	Magus
Agility	Y	Y	Y	Y
Combat	Y	Y	Y	Y
Ferocity	Y	Y	Y	Y
Muscle	-	-	Y	-
Shooting	Y	-	NA	-
Stealth	Y	Y	Y	Y
Techno	-	-	NA	-

GENERATION TABLE

Brood Brother:	1-4	Neophyte
	5-6	Acolyte
Hybrid:	1-3	Neophyte
	4	Acolyte
	5-6	Purestrain
Magus:	Doesn't generate	
Purestrain:	1-4	Purestrain
	5	2 Purestrains
	6	Magus

The Furor peered cautiously into the dimly lit ruins. The Cawdor ganger had been lost in the underhive for several days now. His gang had been slaughtered in the night by an unseen, clawed horror. As he had laid awake that night, it seemed so long ago now, restlessly cradling his lasgun, he heard a quiet movement in the deserted hive dome where the gang had been scavenging that day.

He became alert, listening intently for another sound. He peered into the void of darkness surrounding him, but saw nothing. Then he heard another sound; a strange eerie growl. he stood up and checked the powerpack on his lasgun; it was fully charged. A chill of fear ran down his spine as he stood up.

Suddenly, from out of the still darkness, there came a chilling scream of terror and pain, that made the Furor cringe. There were shouts and the sound of a scuffle. More gunshots and terrified screams rent the air. Filled with zeal, Furor raced towards the sounds of battle, lasgun primed.

The ganger tore into the derelict building only to discover a most gruesome scene: heavily mutilated corpses littered the floor, the blood of what had been his gang had fountained up the wall and pooled on the floor. Most of the corpses were torn apart beyond recognition. Then he heard a groan from a shadowy corner of the room. The Furor rushed over to where it had come from to find the lead Doombringer clutching a huge tear in his chest with one hand, blood streaming through his fingers, and holding his prized power sword limply in the other.

"Take this." said his leader weakly, feebly holding out the sword to him, "In the Emperors name, kill the clawed scum that has killed me!" Grimly, he took the sword as the Doombringer leader groaned and died..

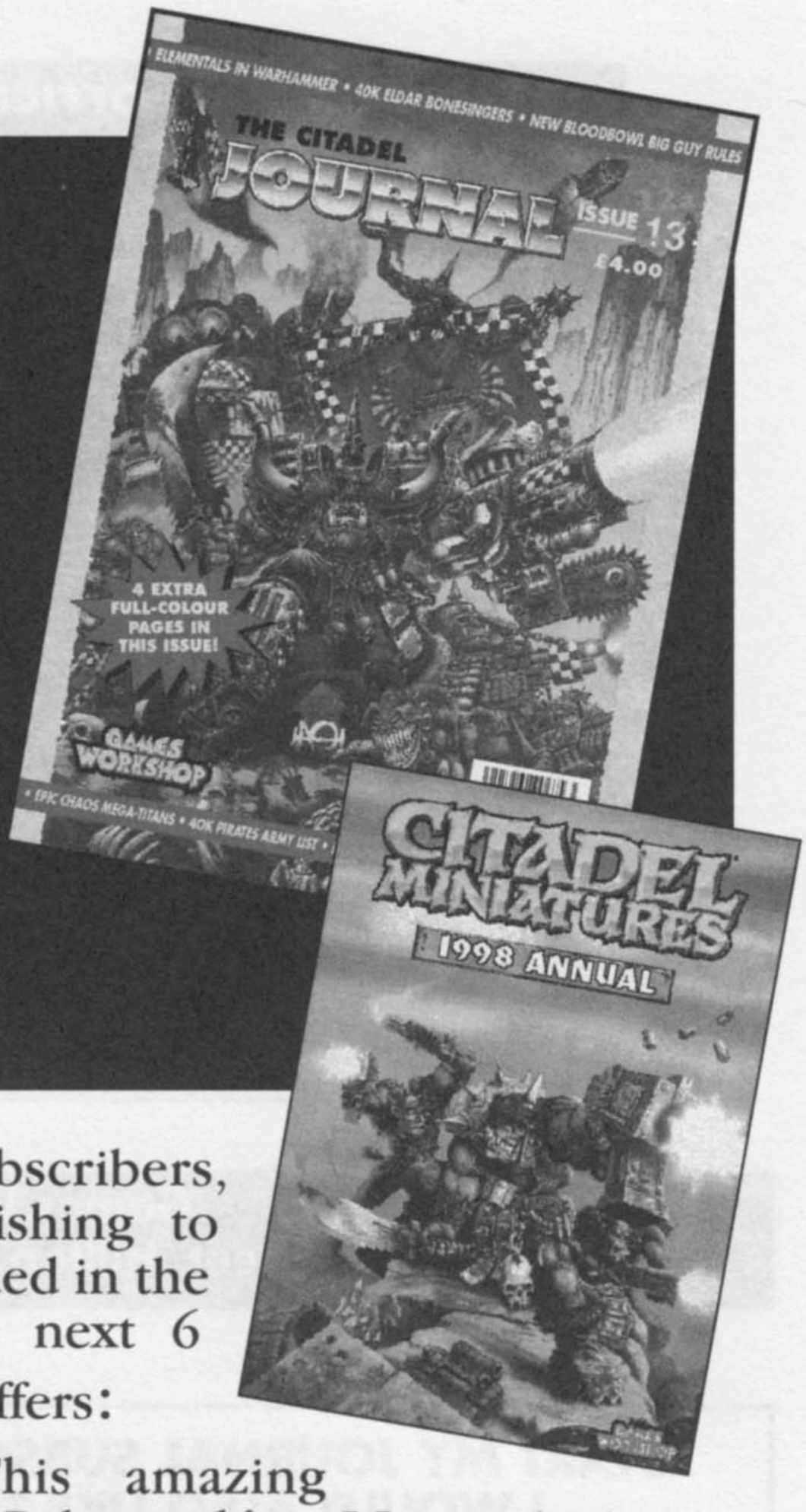
There was movement in the ruins. Something was scuttling about in the shadows. Then it emerged into the light streaming down through a hole in the ceiling of the ruined dome. It was a huge creature, agile and powerful. The six limbed, clawed monstrosity was awful to behold, with it's malignant, very alien features. It's small beady eyes made contact with the Furor's. As the ganger sighted down the barrel of his lasgun at the Genestealer it grinned maliciously, showing all of its bright, glistening, razor sharp canine teeth.

Suddenly he heard a noise to his left and drew his power sword to meet the threat. In an instant it was upon him, lashing out with claws and talons. The ganger tried desperately to parry the onslaught of blows but a claw sunk deep into his side ripping through his soft flesh and tearing into his internal organs; it was the other Genestealer.....

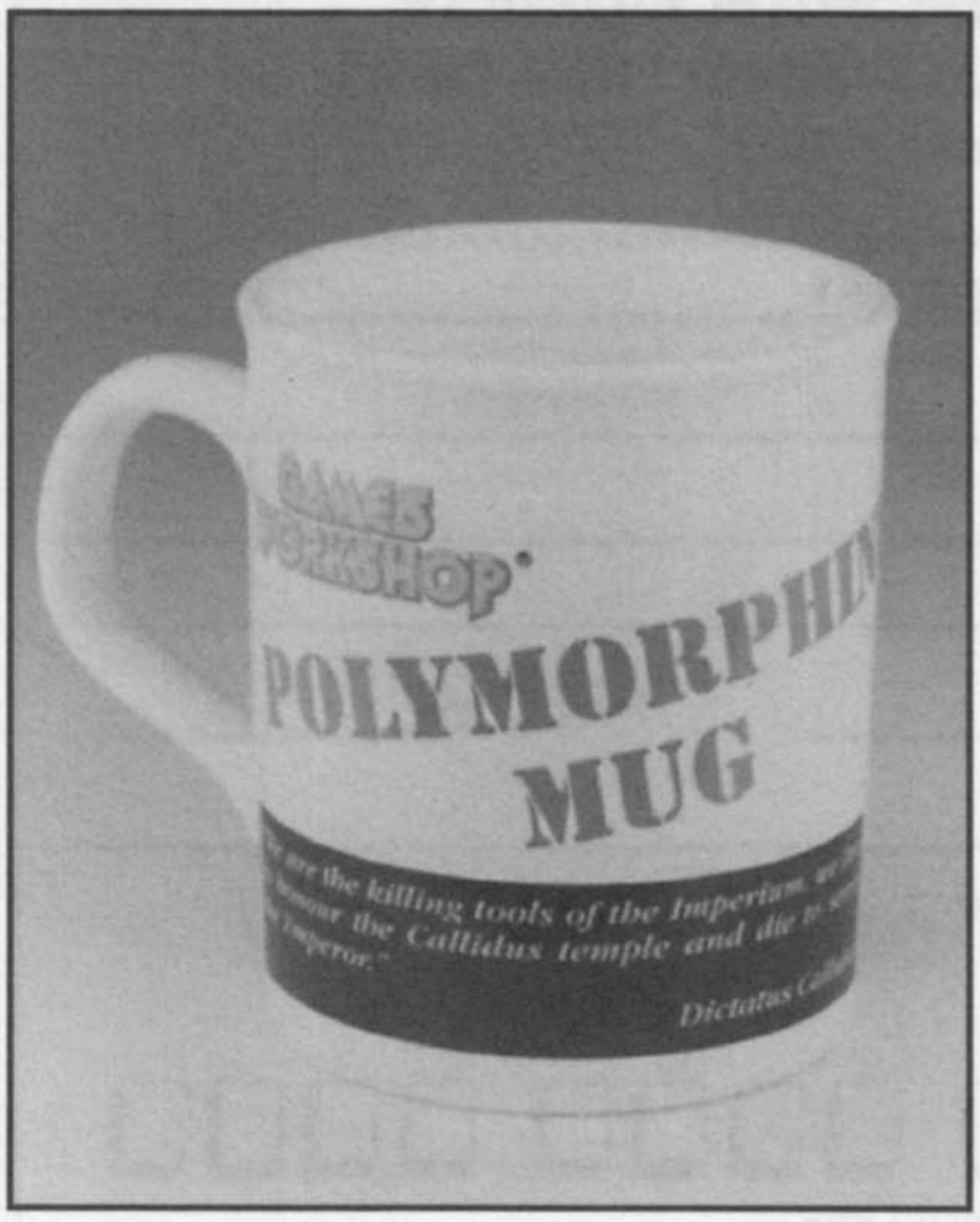
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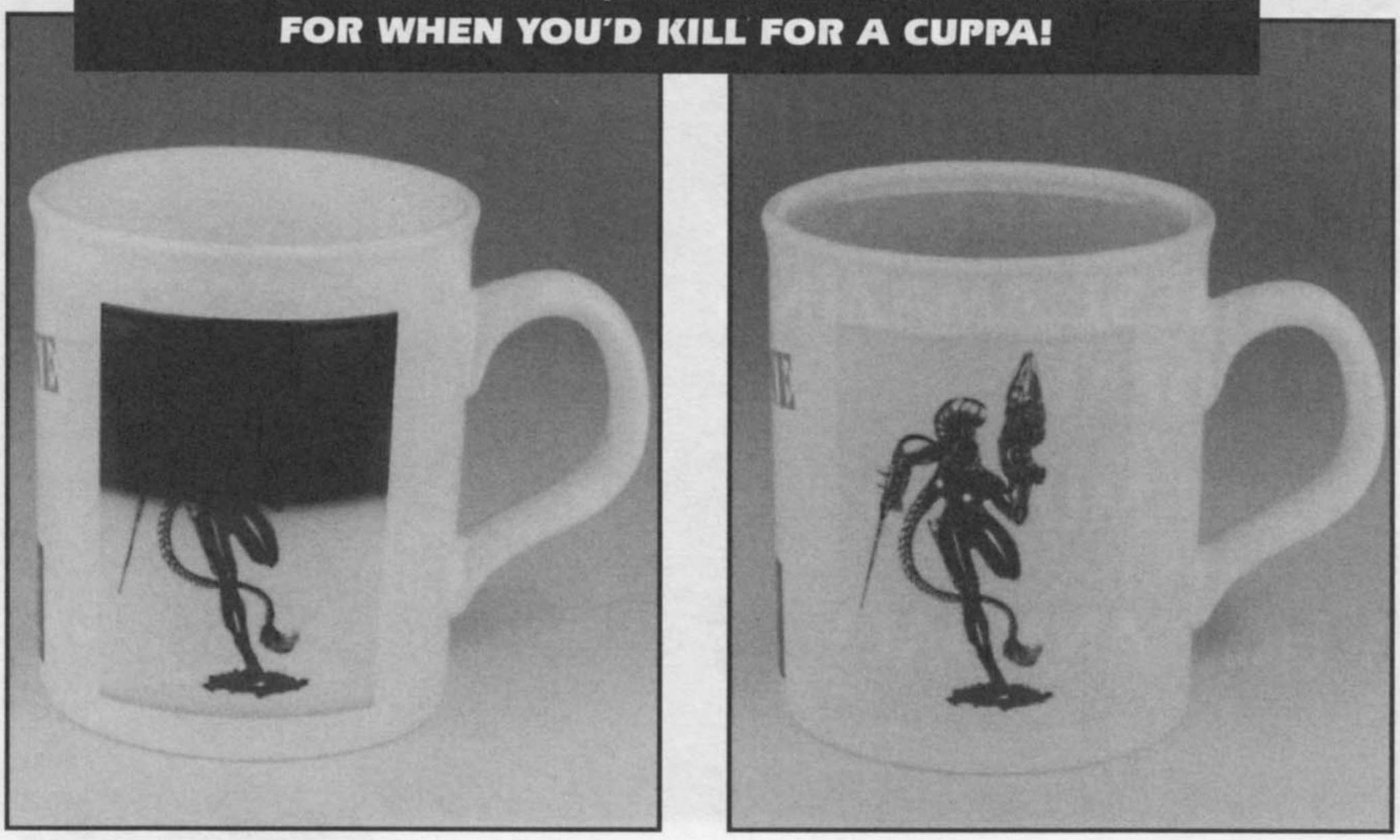
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Once again it's time for another thrilling instalment of: *'Is there anybody out there?'* the Journal's letters/reply forum that lets you have your say about the Hobby. So, if you have a burning question about the hobby or just want to air an opinion, get it down and send it in!

ON THE FLIP SIDE

I'm writing in reply to a letter by Jimmy Murphy in Journal 21, and would like to state the following:

1. I was shocked by Mr Murphy's comments about my sportmanship and army selection. Now don't get me wrong, I believe everyone is entitled to their own opinion, but to question someone's sportsmanship without even knowing who they are or without even playing them is just wrong, in my opinion. I have played in many conventions and my sportmanship has never been questioned before!

2. My army selection is open to debate. I really liked the Wraithguard models and before I knew it I had 10! Now after painting them and after paying over £50 for them, I don't think anyone could hold it against me, if I tried to field them as often as possible!

3. Knowing that Wraithguard are quite deadly, I made it a point not to take any other hard hitting stuff (no Dark Reapers, no Dreadnoughts, no Warwalkers, no Heavy Weapons platforms, etc), in order to keep the warhost balanced. I am well aware of the fear Wraithguard can cause in an opponent, but they can be a double-edged sword. They have a short enough range (16in), and have 50% of killing something, and a 50% chance of displacing something (this ,believe it or not, has its disadvantages i.e in the semi-final, I was fighting a chaos army with 10 terminators and a Daemon possessed tank! My Wraithguard shot the Chaos army's commander four times, he proceeded to be displaced four times, ending up right beside my Farseer, whom he promptly charged and killed! It was amazing, the Farseer was rolling 6's and was still being wounded 3 or 4 times a turn, the Chaos Commander had a Daemon weapon which gave him WS 11!!!!)

4. To finish off, I would like to mention the three best run conventions in Ireland, WARPCON, GAELCON and LEPRECON, and would recommend them to anyone! With regards to Mr Murphy, I would hope to meet him at some future convention where we could actually play a game and see what he thinks.

I would also like to ask what other Eldar generals think about my warhost, the reasoning behind it and the fact that it is based around the Craftworld of Iyanden, which would lack the numerous guardian contingents of other Craftworlds. The warhost also included Guardian infantry, Swooping Hawks, Eldar Scouts and Dire Avengers.

Well, I have to go for now, keep up the good work, the last few Journals have been brilliant by the way! *(flattery will get you everywhere-Ed)*

Mr Wraithguard

AN ASPECT OF BEARDINESS?

Having read Michael Papadopoulos' letter (Journal 21) I felt I had to respond. I see nothing wrong with an all Aspect Warrior Eldar army (led by an Avatar or Exarch, naturally) for smaller games of around 1500 points. This army will probably be geared towards one battlefield role only. Fast troops like Shining Spear squads, Swooping Hawks and Warp Spiders would be used to make a breakthrough attack. A slower close assault force, made up of Fire Dragons, Howling Banshees and Striking Scorpions would be more suited to 'Take and Hold' or 'Guerrilla War' missions. A more 'solid' force comprising of Dire Avengers and Dark Reapers would, of course, be most suited to defending Battle Bunkers and 'Hold the Line' missions.

These situations would be considered to occur at the very outbreak of hostilities, before the Guardians would have time to mobilise. Personally I hate the idea of Aspect Warriors backed up by Dreanoughts and Support Weapons, NOW THAT IS BEARDY!

However, I do disagree with Michael on two points:

Firstly, ex-Aspect Warriors do not put their old armoured suits on again as the Eldar has mastered that art and moved on, besides, by the nature of Aspects it has probably been handed down as such to a new warrior. What they do instead is become the leaders of Guardians and effectively form the 'officer corps'. So how about Guardian Champions, similar to Pirate Captains but with one less wargear card?

Secondly, Support Weapons are not the only strength of Guardians. Shuriken Catapults! Anybody who cannot see the effectiveness of twenty sustained fire dice for just 280 points as a strength should return to playing Imperial Guard! For 315 points you can get five Terminators or twenty two Guardians with these deadly weapons. The Terminators will have three times the chance of hitting, but only an eighth of the firepower!

What about armour? I hear you say. Well, anyone facing a Space Marine army is going to expect to fight Terminators of a 1000 points or more and so should have Krak missiles. Without getting into more number crunching (it's starting to give me a headache!) it will probably only a take a single turn of close combat to wipe out the Terminators but at least twice as long to to kill off all of the Guardians. Which in turn will allow the surviving Guardians to pick off their close combat foes.

John Mcphillips

P.s I agree about the Wargear cards; they define the character's role, his statistics do not. However, vehicle cards can be left until last as they are enhancements of a pre-set role (everybody wants *Ablative armour* and *Electro hulls* and of course *Vortex detonators* for added survivability!)

P.Ps Come on, lets turn this into a proper letters page and get a few debates going. Oi! yes you! stop picking your nose and get on your soap box!

This Months E-Mail Discussion: HOW TO MODEL BATTLE DAMAGE

Tim MacPherson wrote:
I am just putting the finishing touches to my Rhino for my Dark Angels army and have decided that it looks too new. I would like to give it a trail of bullet holes across the front armour plating but am unsure as to what would be the best way to do this and get a realistic effect.

Edwin Voskamp had this encouraging advice:
I think that you have two possibilities here: you can make real holes (Dremel) or paint them on. Considering that a Rhino is an A.P.C, bullets will have a tendency to just spatter off the armour and just scratch the paintwork. Maybe there will be some gouges (most A.P.Cs use an aluminium alloy for armour plating), but not holes. Anything that is able to make a hole in the armour plating is very likely to disable the vehicle.

I'd probably just paint the bare metal underneath, to simulate small arms hits. If you really want to go over the top, you could paint the metal, then the primer, then the army colour topcoat and then use a needle to scratch the layers back off to properly simulate the battle damage....*(I think he's getting a little carried away-Ed.)*

And Nick Tompkins got all historical on us....
Luckily one of the fun things I get to do in my job is come up with ways to put big holes in armoured targets. We have lots of result and discussion photos to look at after various projectile systems have been tested. *(a real Techmarine!-Ed)*

In general, if a tank has even a small hole in it nowadays the crew is in serious trouble. For 40K purposes bolters fire a small, self-propelled missile which penetrates armour and then explodes. Assuming that the bolter fails to penetrate the vehicle's armour then, as Edwin suggested, all it would do is mar the paint job.

For readily available photos of vehicles that have been hit by cannon shells and not penetrated look for WWII pictures of the battle of Kursk, *(1943, Russian Front)* I have

seen many Russian pictures of captured/destroyed Tiger tanks that were hit numerous times by 75mm cannon shells without being penetrated. The shells left a round lipped depression in the armour as they hit and failed to penetrate. Heat charred and blackened the site of impact.

To model this for 40K I would suggest heating the end of a 2-4mm brass rod and pressing it against the plastic part that you would like damaged. The melting plastic will produce a ring around the impact point similar to the compression bulges in the WWII pictures.

For ragged holes in the sheet metal skirting or thin armour, use a Dremel to scrape away the backside of the armour then push in a No.11 (pointy) XActo blade and twist, this should make a suitably ragged hole.

For our modern weapons the external damage is usually minimal compared to the havoc wrought on the inside of the target. So, that little hole in the turret could mean that the interior of the tank is shredded by jagged bits of flaked off internal armour or the crew were killed by a lance of vapourised metal.*(er...and on that pleasant note we'll bring this discussion to a close-Ed)*

A while back we received a little SAGE advice from Oz: PSST...GET 'EM WHILE THEY'RE CHEAP!

How often have you sat down with a new set of game rules and begun to work out just which unit or items provide the best value for their points cost? This little activity certainly occupies a lot of my time. I think of it as an important part of fine tuning your army into a lean, mean fighting machine.

Not too long ago Jervis attended the U.S Grand Tourney. One of the many enlightened discussions he held with gamers concerned the cost-effectiveness of the *Executioner's Axe* and the *Forbidden Rod* in Warhammer. Participants considered both items to be far too cheap given their potential impact on the game.

Both items have awesome offensive capabilities. The *Axe* can kill without the possibility of a save just by rolling a six to wound! But there is a downside, the character hits last and may well be dead before he gets a chance to attack. Desperate players may try to avoid this faux pas by equipping their General with both magic armour and a ward (Don't expect too many gift item combos from me - do your own research!)

Have you ever been on the receiving end of a Total Powered *Curse of Years* on your General's unit? An excellent game winning tactic, considering the panic test for a dead General. This is but one instance of the ability of the infamous *Forbidden Rod* to change the course of the game. The side effect of an occasional loss of a wound on the caster can be easily countered by the *Amber Amulet*. (oops - let that one slip!)

Now the problem with these opinions was that they were made by Americans, and as everyone knows - they're a weird mob. *(shouldn't that be 'Beard mob'-Ed)* So the job of canvassing opinions from the rest of the world fell to me. Thank goodness for email!

Some eighty members of the Warhammer Society and the Warhammer mailing list (warhammer@direwolf..com) responded to the survey. It became a real cross-cultural endeavour with responses from Australia, Canada, USA, England, Sweden, Finland and other European countries.

The average age of respondents was 27 years with playing experience averaging 4 years. Participants were likely to be older, more mature representatives of the gaming community. As not everyone enjoys being likened to a dwarf, it was also true to say that there was much diversity in the age and experience of the respondents. The great majority would have noted the changes to the *Axe* and the relative impact of spellcasting between the 4th and 5th editions of Warhammer.

It was recommended that the *Axe*, in its current incarnation, should cost 100 points. This consensus followed informed debate on the Warhammer mailing list about the relative advantages and disadvantages of the weapon.

Relevant issues included: Cost comparison with other weapons; combinations with "strike first" abilities (resulting in a D6 roll to see if the "strike last" effect of the *Axe* takes precedence); it's great for killing powerful characters, but they too can benefit by using the *Axe*; it's potentially high impact on small points cost games and the benefit of extra attack rolls generated by frenzy or hatred.

While optional, most respondents considered it worthwhile to provide advice on how to modify the powers of the *Axe*. Very common house rules included;- for 50 points: *Tularis* only or on a 6 to wound it causes D3 wounds and for 75 points: Dark Elf only or no change.The last house rule was largely due to the many who thought the *Axe* was great for countering those players who like to invest too many points into a single powerful character but wanted it out of tournaments. It was common to suggest armour and special saves be allowed against the kill outright effect but I urge caution in considering this as the game becomes more confusing for novices every time a house rule allows another specific exception to a general rule.

In my personal opinion (hey, there has to be some advantage to doing all of this!) is that it is far better to retain the item at 50 points and downgrade it's abilities than to simply increase the cost. There are currently very few items available in the scenario 10 tournament conditions which give characters with a strength of 4 a minimal chance against Daemons, Dragons, Treemen, Vampires etc. Generals are more likely to be used heriocally if it is perceived that they have an even chance against such terrors.

The *Forbidden Rod*, a very apt name for this item as many respondents reported that their playing group have instituted house rules to ban it - think of it as a Strategic Arms Limitation Treaty. In it's current form an average cost of 140 points was deemed appropriate. This would have been far worse had a nominal value of 150 points not been placed on the 60% of responses that were higher or advocated the *Rod* should not be in the game. This helped generate meaningful results and ensured a uniform rating system between participants.

It was considered too easy to get around the wound loss, so the suggestion was almost universal for the *Rod* to reduce wounds but preventing saves, regenerates, heals, *Carstein Ring* etc from countering this effect. Specific mention should be made of the Dark Magic spell *Soul Drain*, which would be of assistance.

Very common requests were to:- lose a magic level and/or the spell being cast, to lose more wounds, have a meaningful exhaustion roll (to minimise *Chaos Familliars*), to relate the wounds lost to the power level of the spell, to require more spell cards to cast, to limit the item to one use per game or to just prevent it's use with power 3 spells.

I am sure players would prefer to see the item retained to maintain variety in the item deck, but the use of Total Power must be treated cautiously lest the game become one where the outcome is dependant on who obtains the best spell draw for use with the *Rod*. One player known to me recently attended a Veterans tournament here in Oz with open conditions. After electing to be noble and not use the *Rod* himself he was hit with 22 Total Power spells while he obtained the equivalent Winds of Magic card but once!

Gallantry is a fine ideal, but it is far better to rely on balanced playing conditions. Instead of being a "must have" item the *Forbidden Rod* conjures up images of a powerful item with serious risks on the user. This to me implies something that will only see occasional use on the battlefield.

It can only be hoped that the examples reviewed above are infact sufficiently dramatic to cause players to re-evaluate the place and function of these items in their army designs. Convincing others within local gaming groups should be an easy matter if they too place greater emphasis on tactical challenges than highly predictable armies that always feature the same set of "must have" items.

Sage@gil.com.au

Wisdom is beyond price my son, be grateful that you have it. *Imperious the Monk*

Expound oh sage, and elucidate. (wish I knew who said that!)

DOK BUTCHA'S KLINIK

we didnt av room to zhow yoo orl da konverzhunz dat we yoozd in kovert X last izzue. zo ere dey are...

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

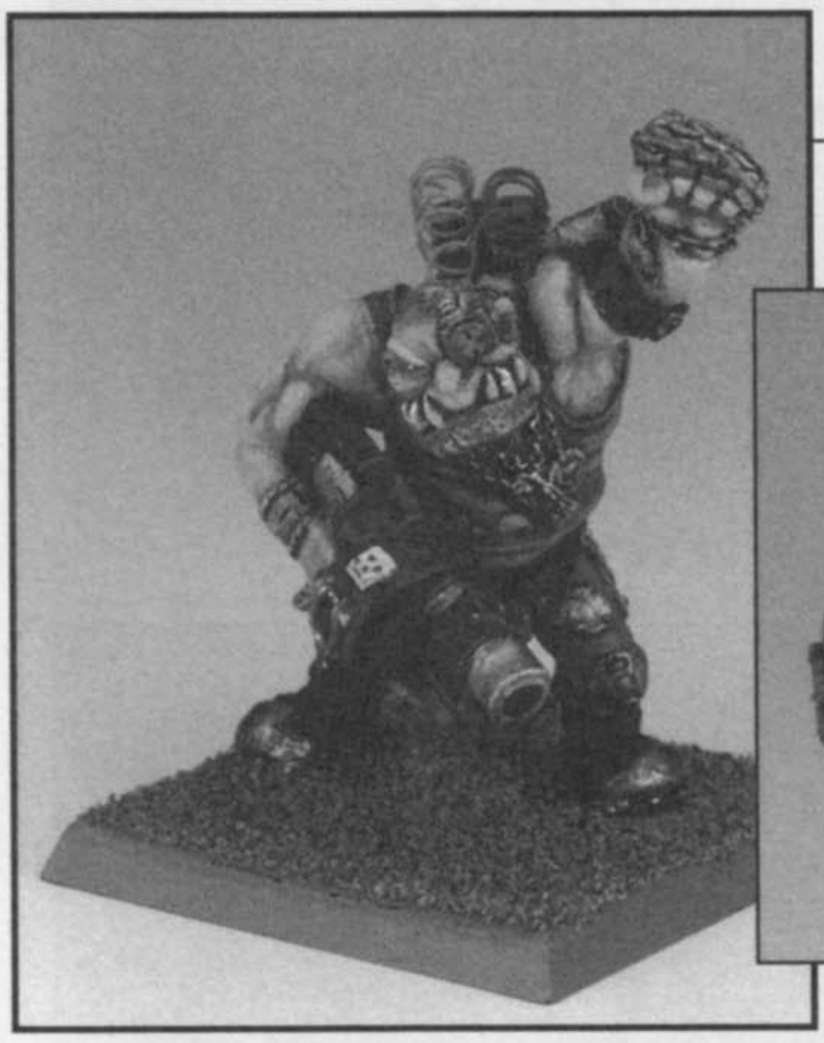
Stealth & Vigilance

by Gav Tyler, Ted Williams and Mark Cox.

JUDGE SALO

The leader of Gav's Precinct 13's Arbitrators is constructed from Ahriman's body with the head of a Chaos Terminator. He has been given an Adepta Sororitas backpack and the hand and Crozius Arcanum from a Sister Superiour.







BUZBOX

This conversion is as simple as the character himself. Basically an Ogryn miniature, with a Hellhound's fuel hose attached to its back (to represent the force field projecta) which was linked to his cranium with some wire coils.



THE FIXER

Covert X's whisky swilling, cigar chomping Techmarine was converted from an old Inquisitor miniature. The addition of a Techmarine's toolbox and a plastic bolter completed the effect.

IF YOU CAN'T BEAT THEM... JOIN THEM!

COVERT X

Stealth & Vigilance

Precinct 13 Coversions by Steve Hambrook

After a rather unsuccessful tour of duty with Covert X, Steve declared that he would like to have a bash at creating his own Precinct 13 Arbites force. Although his conversions are looking quite impressive we can reveal that he is having just as much luck with the law enforcers as he did with the Scouts. **Sort it out Steve!**

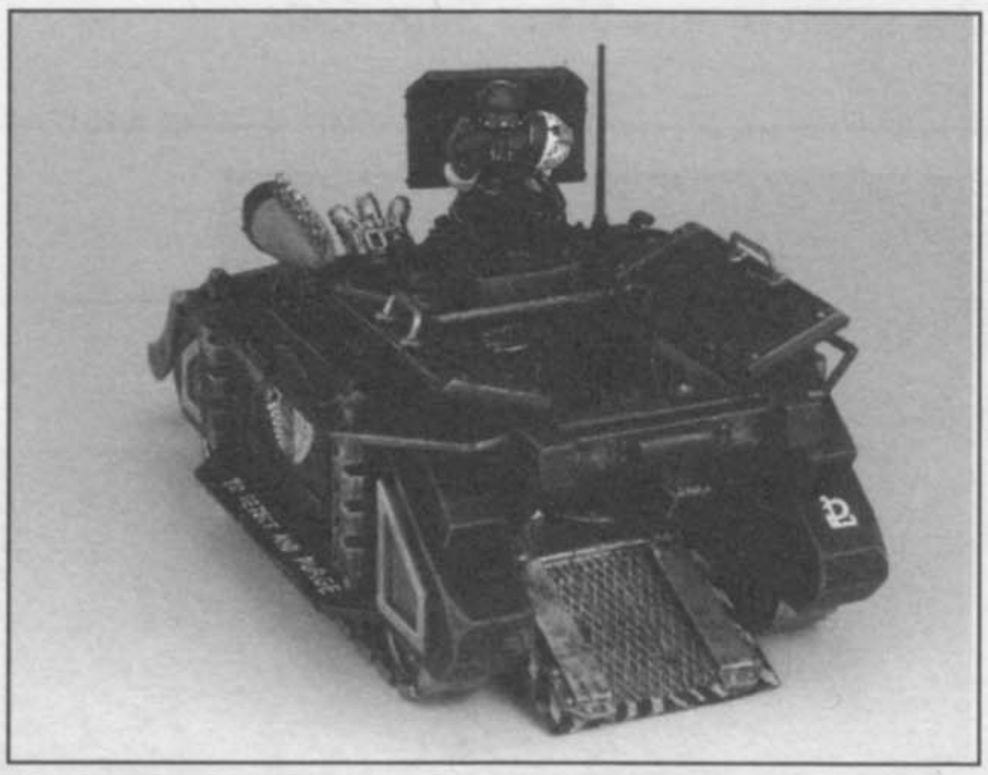


PRECINT 13 ARBITES PSYKER

Being a fan of a certain Sci-Fi mag's blonde-haired psyker-cop, Steve came up with this well-dodgy conversion.
The head from a Seraphim Sister Superior and the Stub gun from a Frateris Militia model were added to a 'modified' Arbites body. Detective
She is currently running up a body count in Sector 6.

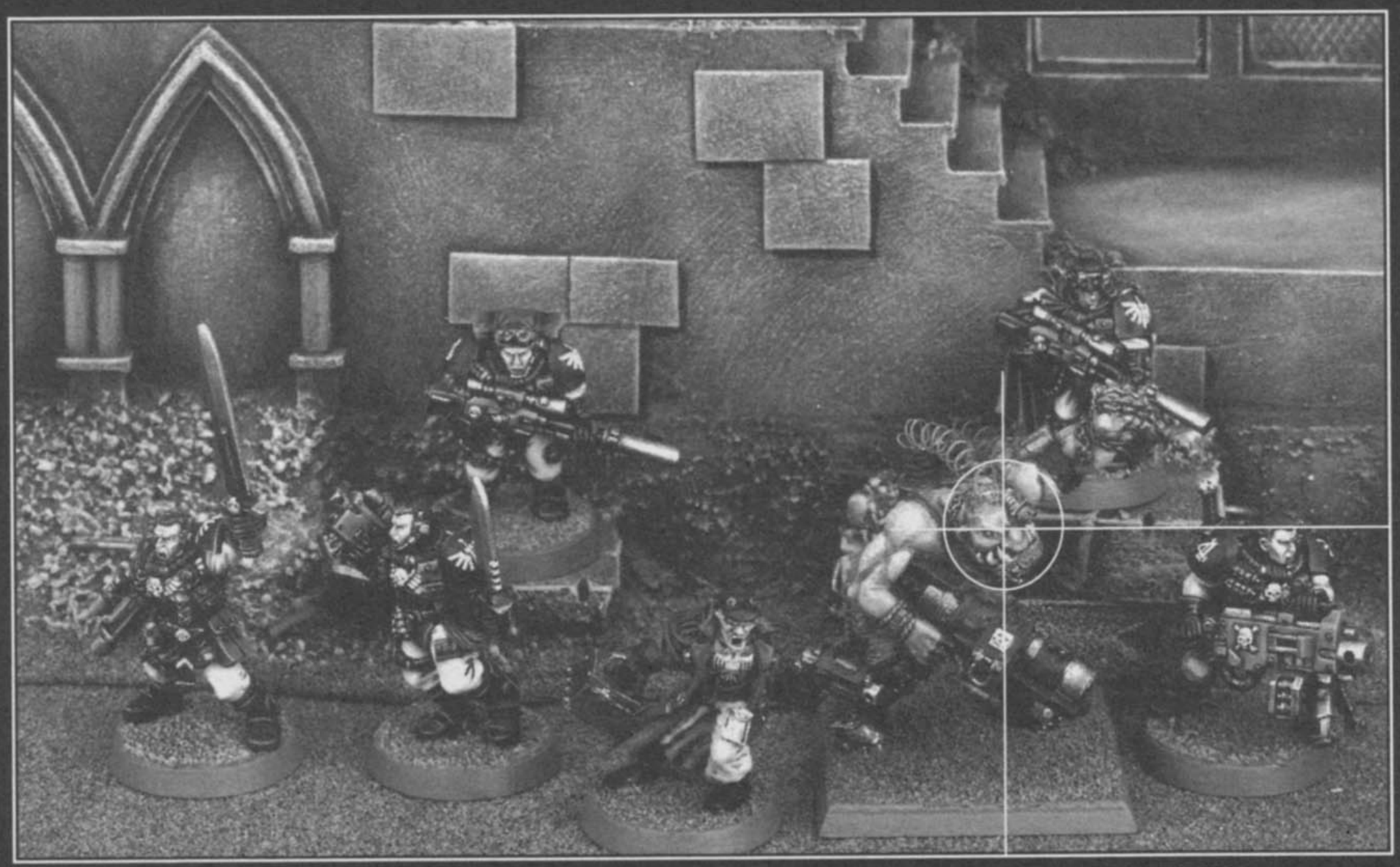
PRECINCT 13 CASTIGATOR

This fearsome crowd control vehicle was based around a Rhino chassis.
The crewman is a modified Adeptus Arbites trooper linked to an Immolator's gunshield and handles.
The Webber was made from a conversion beamer from the old range of Imperial Guard.
Other effects such as the , Riot Plough, Autolaunchers and Spotlight were taken from a Leman Russ tank.
The motto that Steve has painted along the footplate "To Detect and Purge" has now been officially adopted by the Arbitrators of Precinct 13.





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We used the following models as the basis for our Covert X conversions. How you modify them is up to you (and your pocket), but our friendly Phone Trolls are always available to offer advice.

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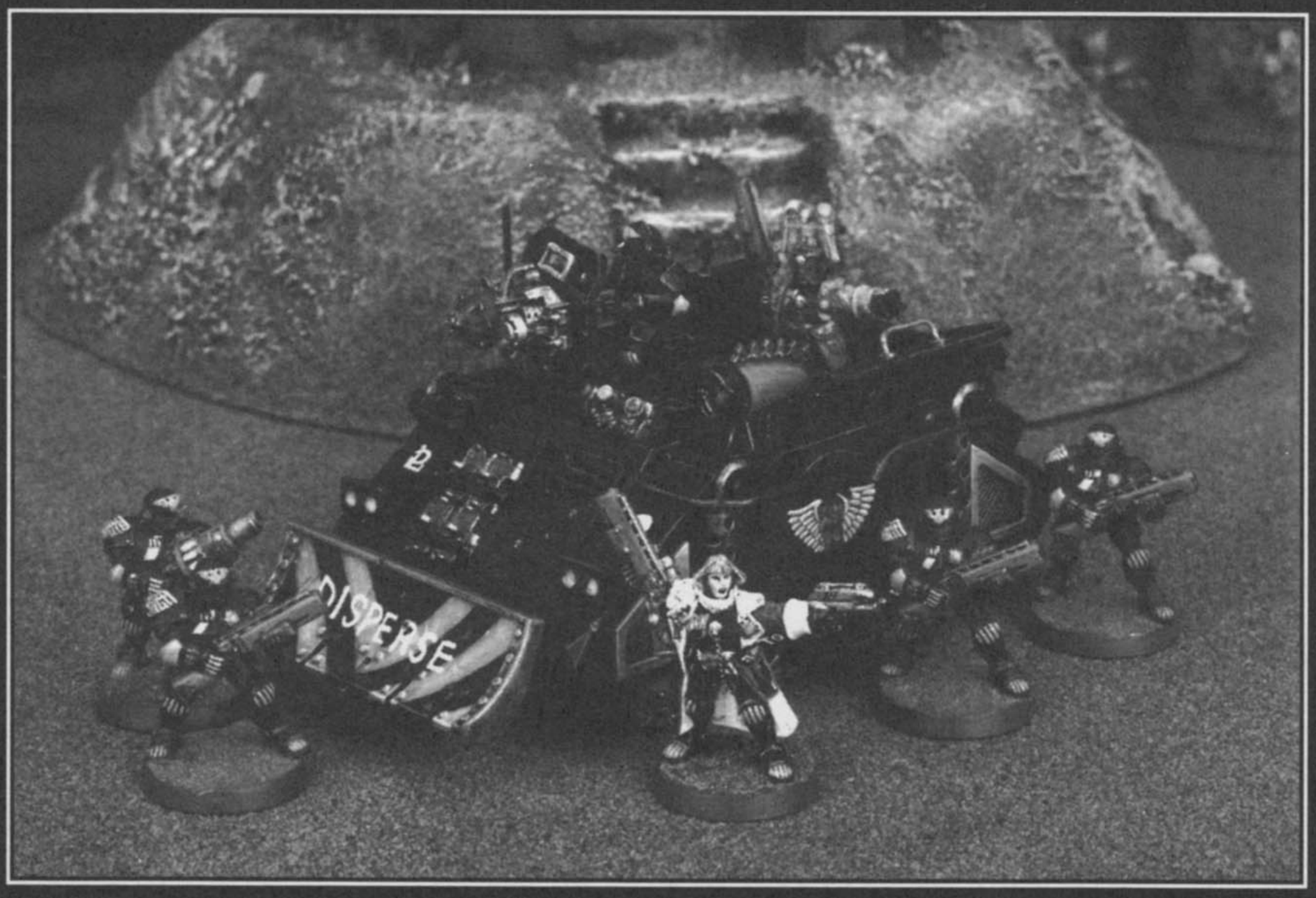
Imperial Inquisitor (72117/31) £4.00
("The Fixer", the Scout Techmarine)

Imperial Guard Ogryn (010505509) £8.00
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Imperial Missionary (010801201) £5.00
(Zenobi the Scouts Librarian)

Escher Ganger (059901523).....£1.75
(Tandi Chann the assassin)

Please note that these are NOT complete conversion kits and will require additional components to complete the conversion.



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COVERT
Stealth & Vigilance

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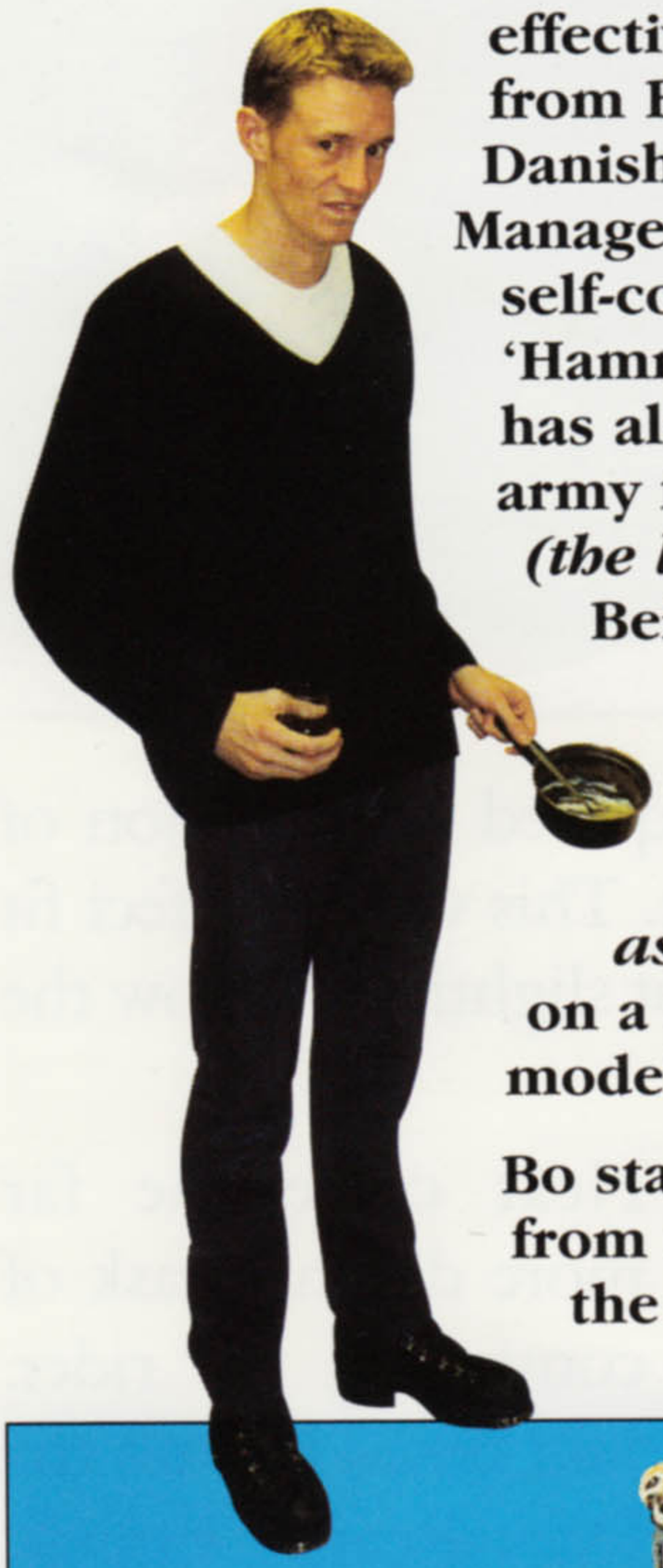
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(HEAVILY converted into the Castigator at a cost of several thousand pounds!)

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Kaisha the Slayer
by Bo Tolstrup



Kaisha the Slayer is a relatively simple, but effective conversion from Bo Tolstrup, our Danish Hobby Manager. Bo is a self-confessed 'Hammerholic' and has almost every army for Warhammer *(the lucky git!)*.



Being a follower of Khaine and slave to the Hag Queen (*which isn't all naked revelry, he assures us*), Bo wanted a Witch Elf mounted on a Dark Pegasus but different to the existing model in our Dark Elf range.

Bo started with the lower body of the Sorceress, from the Dark Elf Pegasus kit, by cutting away the chair and filing down her robes. The upper body for his conversion was taken from a Witch Elf figure. Bo cut the sword away from the Witch Elf's shoulder pad to give the figure a realistic feel of being balanced in the saddle. The addition of Warlord Queek's skull totem back banner was to give the figure an overall savage look. And there you have it: one frenzied, foaming babe ready for action!



If you want to try this conversion (or indeed any conversions!) give the lads at Mail Order a call on (0115) 91 40 000 and they'll give you any help you need!

• DOK BUTCHA'S KLINIK •

Eldar Exarch Jetbike

by Iain Compton



Iain of GW Studio fame has always liked fast and manoeuvrable armies and the Eldar fulfil this criteria more than adequately. In Iain's opinion, Exarchs are the best at 'carving people up' and with this in mind he created 'Morgwath the Avenging Angel'.

Iain converted the jetbike first, which only required the addition of the Black Ark prow from the Man-o-War range. This was a perfect fit after a little trimming. The horns were then bent slightly to follow the line of the carapace.



Next came the far more difficult task of converting the rider. Iain based this on the Dark Reaper Exarch. The legs and left arm were replaced with those of the original jetbike rider and the Web of Skulls with Fuegen's Fire Axe. Finally, to add a little flair, the axe pommel was replaced with the haft of the Nemesis Force Halberd.

This is another example of how to get spectacular results without having to empty your bits box!

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