THE CITADEL®

Issue 24

JOURNAL™

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- BLOOD BOWL STADIUMS II
- WARHAMMER NIGHT FIGHTING
- WH QUEST HALFLING THIEF
- OVERWATCH! CLUB FOCUS

GAMES WORKSHOP®

NOW I KNOW what you're thinking, either this guy's incredibly talented or he's a complete nutter! Well he's obviously both!

Matt, 19 from Peterborough, is studying chemistry at Norwich University and in between lectures (I certainly hope not during!) enjoys playing Warhammer 40K, for which he fields a Tyranid army (naturally), a Chaos army and The Emeralds of the Imperium (his own Chapter of Space Marines for which he's done plenty of conversions). He also loves painting and modelling, and has entered the Golden Demon awards before.

Understandably intrigued by his creations, we asked Matt, why? & How? He told us he wanted to do something that no-one else would consider doing and 'cor blimey' was he right! Matt drew up the plans and started collecting off cuts of patterning wood to use for the main body and sheet steel (!!!) for the chitinous plates. The model took, on and off, one year to build and then about a month solid to paint! Matt had to carve the wood into a recognisable shape using: lathes, bandsaws, chisels and sandpaper of varying grades. The detailing; horns, veins, fangs etc. was achieved by painstakingly sculpting modelling putty.

Matt had a few materials left over and was planning on making a Trygon, but decided to go one better.....*(see inside back cover!)*

'Shoot me with a Bolt pistol would you little man?'



HE'S A MADMAN!

WARHAMMER 40,000 TYRANID DOMINATRIX

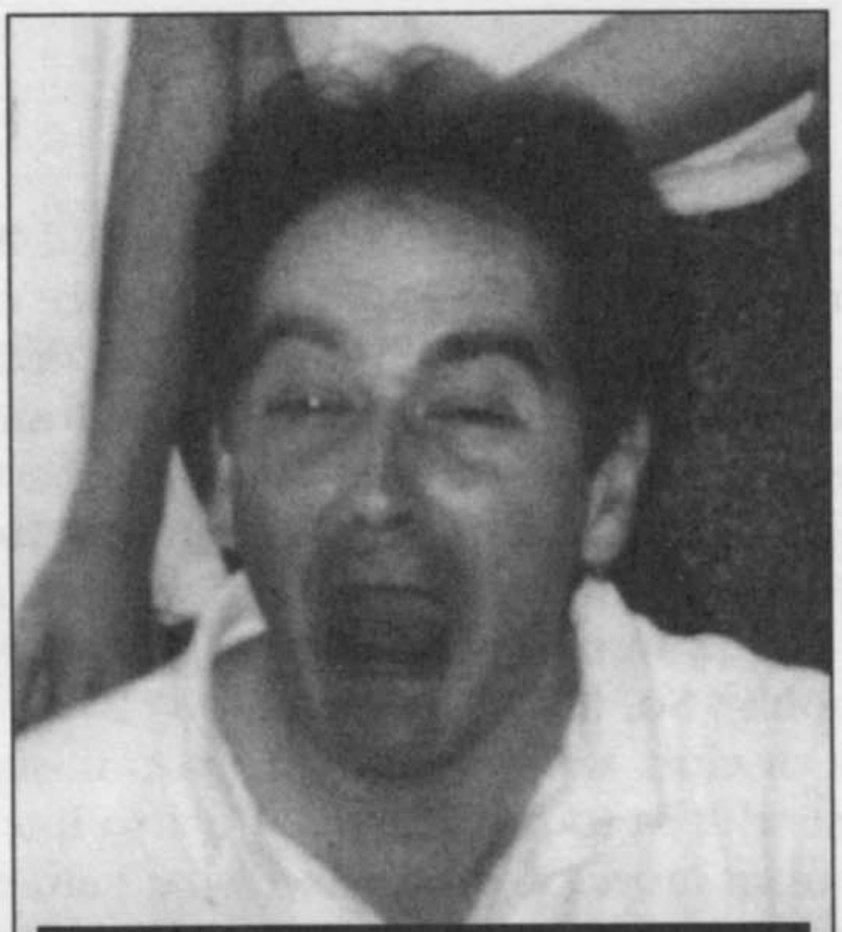
By Matt Meek



WELCOME TO THE JOURNAL

(and other songs by Guns n'Roses!)

by Jervis Johnson



OK Jervis, look at the camera and say 'Blooargh!'

I WAS IN Ireland recently attending Gaelcon, arguably the premier Irish gaming event of the year (and if that doesn't get me in trouble with the other Irish convention organisers, nothing will!). As ever, I had a great time, but this year as part of the trip I decided to visit our two Dublin stores and go along to a 'Battle Tour' Roadshow in Bangor in Northern Ireland. At Gaelcon and the other events I attended there was one question that came up several times – along with 'What's happening with the Squats?' (A: Not a lot at the moment) and 'Will you ever beat Andy Chambers?' (A: In my dreams!) – and this question was 'What is it that you do now?'. Clearly people have started to notice that, apart from the occasional J-Files article, I haven't been doing all that much design work recently. So, I thought I'd use this foreword to explain what I've been up to, and how you, dear Journal reader, can help!

So what have I been up to? Well, for the last year or so I've rejoiced in the unlikely job title of 'Hobby Manager'. This doesn't, as many seem to think, mean that I've taken up 'managing' as an enjoyable leisure time pursuit ('It's not my job, it's my hobby…'), but rather that it's my job to help build up and maintain the Games Workshop hobby. I got this unlikely-sounding job after we came to the realisation that while we were pretty good at introducing new players to the hobby, we weren't doing all that much for established players; that is, players that have been into the hobby for some time and have learnt the basics, and are now looking for something a bit more challenging – in other words, players just like you.

To be honest, it's taken me a while to get a good handle on my new job and what I should be doing, but thanks to advice from people too numerous and diverse to list here I've developed a plan, and as we've finally moved into the brand spanking new Head Office buildings, I can put my plan into action! Basically what I want to do is run more gaming events, and open up lots of Games Workshop Game Clubs. Both of these things will be aimed squarely at established, committed hobbyists, and so – and here we get to the real reason I'm writing this forward – they will require your support if they are to work and thrive.

The gaming events I'm looking to organise are along the lines of the tournaments I've run over the last few years. However, the fact that our new Head Office has a huge gaming hall means that I can run an event just about every month, rather than just once or twice a year, as was previously the case. This in turn means that I can try out events other than simple 'head to head' tournaments. I'm already planning a Warhammer Campaign Weekend, details of which will be appearing in *White Dwarf* 218, and I'm going to come up with some kind of team event where players compete in a tournament as a group rather than individually. We're also planning to hold Open Days and Hobby Clinics, and anything else we can think of. This is the first way that you can help me: if you have an idea for a event, write to the Journal about it - if it's good enough I'll happily steal your idea and run it here (taking all the credit in the process, naturally…).

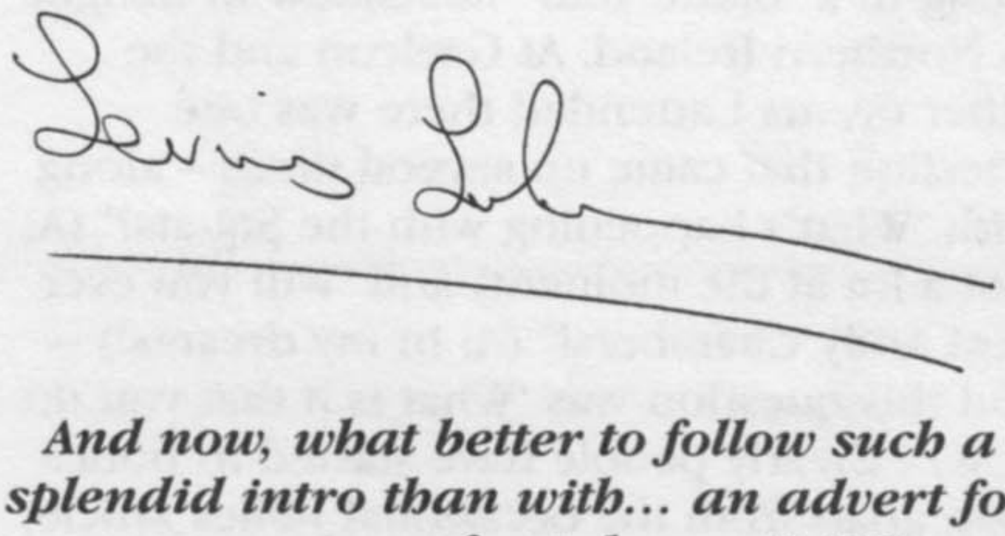
Even more important than the events we'll be running are the clubs we'll be setting up. This process has already started, and there are Games Workshop Clubs already established in 6 locations as I write this forward, with another 3 or 4 scheduled in for this year, and then one a week planned from January '98. As you may already have read the J-Files article I've written for *White Dwarf* about the clubs, I won't go on too much about them here. Suffice to say that if you go along you'll find a 6' by 4' gaming table and all the terrain you need in order to play a proper game of Warhammer, 40K or

whichever other GW game is your favourite (you can even play Blood Bowl if you want to!). I should say here that we're not trying to 'edge out' existing independent clubs and replace them with our own - far from it! We just want to see more clubs around, and we've decided that the best way to do this is to start to open some ourselves.

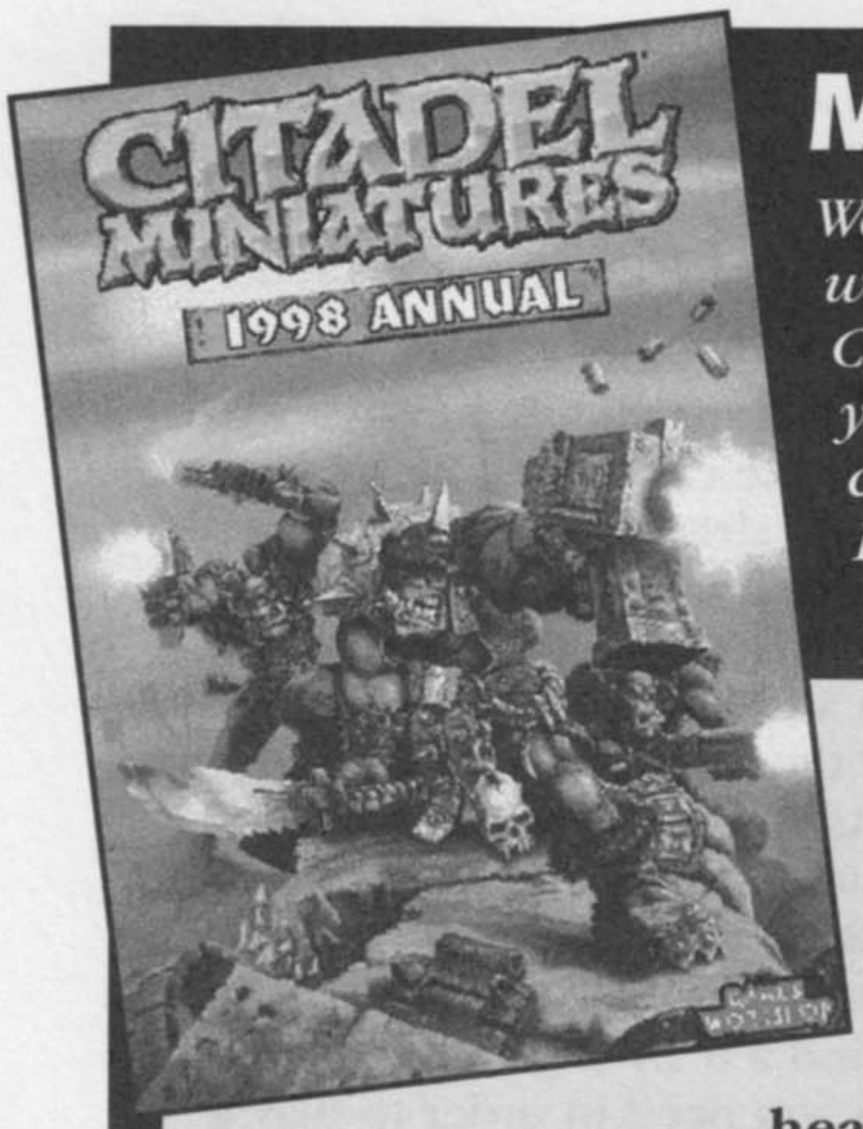
The clubs are the place that I really need your help. First and foremost, they need a certain number of players to turn up if they are to survive and prosper (the clubs are non-profit making, and any money they make after they've paid for their costs can be used by the club to do things like organise trips out to other clubs, buy new stuff for the club members to use, have a Christmas party, or whatever). Secondly, the clubs will need experienced and imaginative members to help organise games, and to help show new members what the hobby is really all about. So if you've come up with a cunning campaign system, or want to set up a league or ladder for your favourite game, or you've always wanted to take part in a huge multi-player battle, then your local GW Club will be the place to go in order to make the dream a reality. At the end of the day, a club will only be as good as its members - and this is where you could make all the difference. So, please go along if there's a GW near to you (you'll find them listed in the Clubs Section of the Journal), even if it's only to see if what I've said about the clubs is really true...

Which leads neatly to the final thing I'd like to write about, which is the importance of the Citadel Journal to the work that I do as Hobby Manager. I very much see the Journal as the voice of the hobby, with a vital part to play in providing ideas and inspiration for established gamers. However, it also has a part to play in reporting what is going on in the hobby. So, if you've been along to an event or club, write about what you thought and send it in to the Journal. I'd also like to hear from more of you saying what games you've been playing recently, what armies you're collecting, and generally what 'hobby things' you've been doing. Stuff like this doesn't have to be written up as an article - just send us a letter and we'll publish it on the letters page. In short I'd like the Journal to start reflecting the reality of the Games Workshop hobby, and there ain't nobody who can tell us about that except you.

So, have fun - and get writing!



And now, what better to follow such a splendid intro than with... an advert for our ace range of catalogues!? (OK, so this Journal is so packed that we had to put the advert somewhere...)



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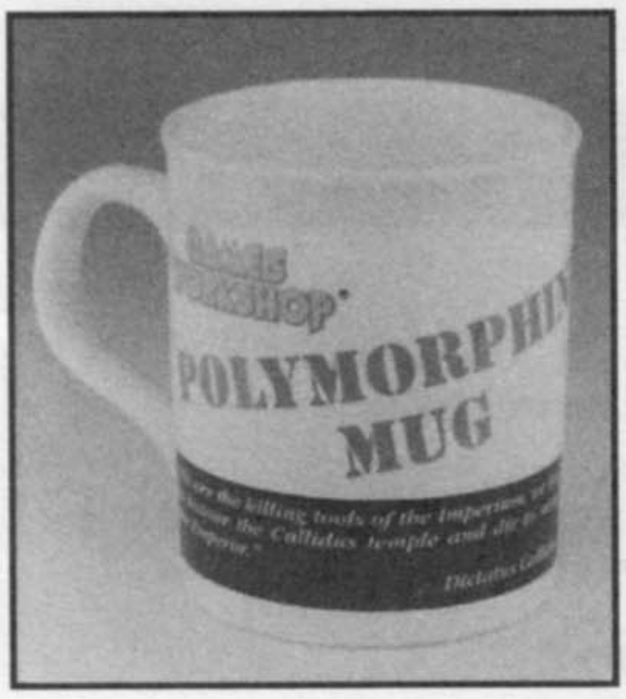
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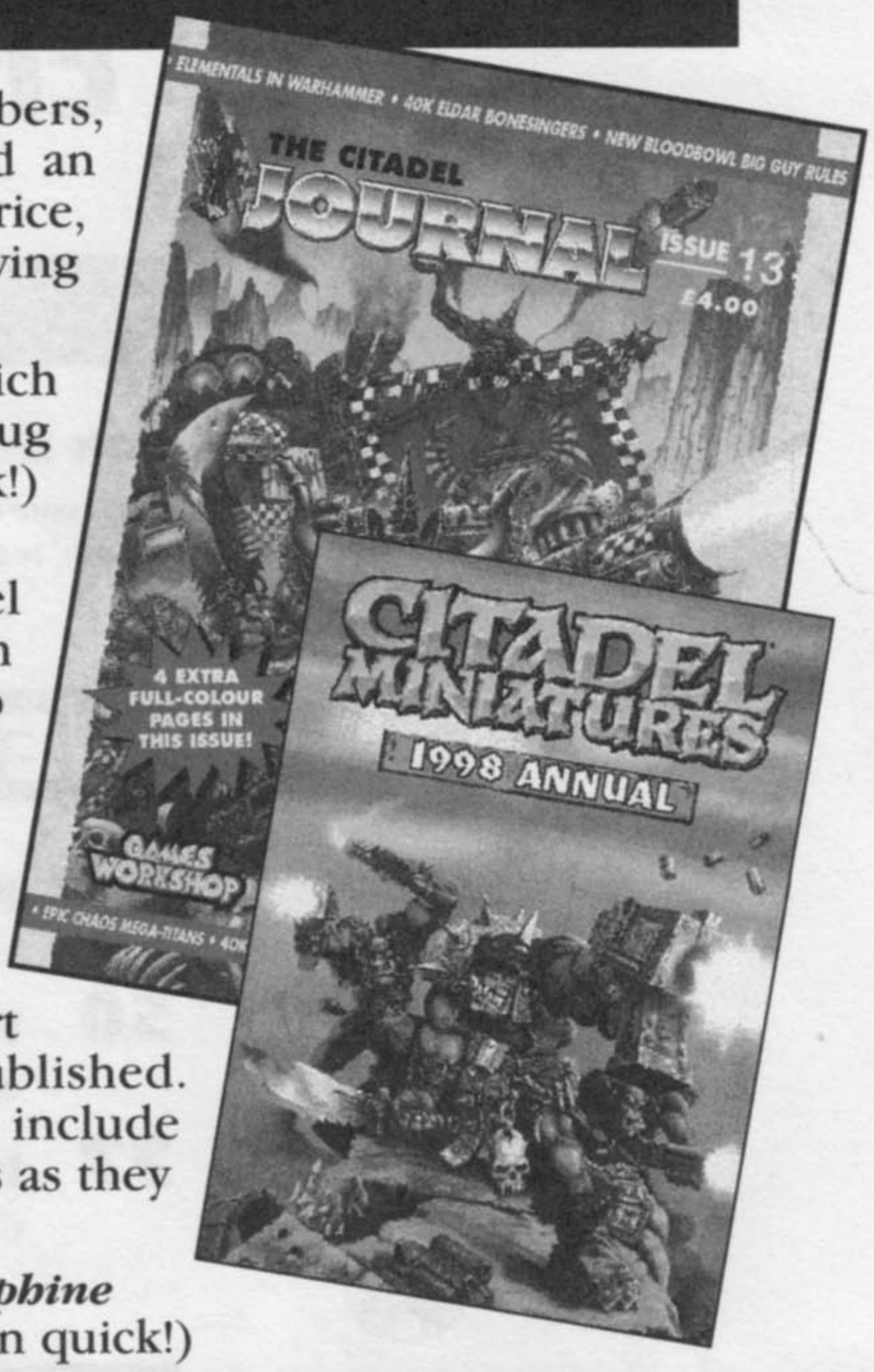
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(Front cover art - courtesy of Mr Tom Lauten of Bright Light FX Ltd.)

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WARHAMMER®

Fear of the Dark

Rules for Night Fighting in Warhammer

by Aleksander Pluskowski

Aleksander is a truly prolific writer and ceaselessly bombards the Bunker with examples of his work. He has an unsavoury fascination with the Undead (you should recall his superb Vampire Wars article from Journal 19) and all things supernatural. He'd probably feel right at home in the Bunker then! With all manner of dark and devious thoughts floating through his mind, Aleksander came up with this, for all of those that are afraid of the dark.

In the Night

Most people take it for granted that battles are fought during the daylight hours, and so get a clear view of the battlefield, thereby giving them plenty of unrealistic reconnaissance in order to move troops into certain positions and launch pre-emptive strikes. In reality, there were, of course, battles fought in daylight and for very good reasons, troops could see what and where they were fighting and their comrades-in-arms could also see them fighting, thereby allowing them to heap up large amounts of glory and honour in the eyes of their peers.But night attacks were not altogether uncommon and in the Warhammer world this is even more the case when there are so many races that are naturally nocturnal. The Chaos Dwarfs live in dark cavems and lava pits, the Dark Elves relate to the night as their element, Vampires are most active at night as are Necromancers and Skaven have perfect night vision. Even Dwarfs, working in deep mines, feel quite at home in the dark. The elements of surprise, *Fear* and *Terror* are enhanced many times in the dark and so, armies such as Skaven, Undead and Dark Elves would choose generally to arrange night attacks when their enemies are at their most vulnerable (especially Humans and Elves).

This article suggests additional, optional rules for battles by night, a few scenarios with objectives, Night Stalkers who haunt the battlefields after dark, and for the criminally insane, a way of simulating night on the actual battlefield tabletop.

The Old World after Dark

The night holds many terrors for the inhabitants of the Old World. In the provinces of the Empire, mothers tell stories to their children of the fiends who stalk their human prey after dark, of Vampires and Ghouls who roam cemeteries and cross-roads preying upon travellers. The High Elves recite tales of Night Trolls and restless spirits while the Orcs speak of 'Woodz Wachez'. Almost every race is unsettled during the hours of darkness. Travellers stop at inns for the night, whilst those who must continue on their journey usually do so in large numbers, carrying talismans of purity and light and avoiding those places where nocturnal creatures wait to drag their screaming prey into their lairs. But there are those who greet the night with celebration; the Dark EIves, the Skaven and the forces of Undeath to name but a few. Battles often occurred by night, during the wars against the Skaven, the Bretonnians had to withstand countless night raids and so created weapons and armour which glowed with radiance, while during the wars of the Vampire Counts, the battles were fought mainly at night, this time for attack chosen by the Vampire Lords, who were strongest during the hours of darkness.

These are the rules that I've used to simulate night battles:

The Rules of the Dark

1) *Terror:* Because it is difficult to see, the range for the effects of *Terror* is reduced to 4",

but because of the sounds associated with Terror causing creatures (e.g. the flapping of a Dragon's wings or the hiss of a malevolent Wraith) and the natural eeriness of being in the dark, there is a modifier of -2 Ld for *Terror* tests. Although this quite obviously makes anything which causes *Terror* pretty nasty indeed! I felt that monsters, such as Manticores, should be even more frightening charging out of the gloom or silhouetted in a murky half-light.

2) All missile weapons firing at standard range are at -1 to hit, and at long range at -2 to hit. When firing cannons at targets at over half range, roll the scatter dice as normal but then roll a D3. On the score of 1 or 2, the shot has veered 45° to the left (measure 45° from the cannon model), on the score of 3 or 4, the shot is on target, and on a score of 5 or 6 the shot has veered 45° to the right. This represents some element of inaccuracy in firing a cannon at night at distant targets (the cannon ball does not in fact scatter, but represents the cannon crew aiming at shadows or silhouettes, or miscalculating the distance, which is easy to do in the dark).

3) All psychology tests – *Panic, Fear,* etc. – are taken with a -1 modifier to Ld. This represents the increased unease of combatants in the dark (note *Terror* is at -2 Ld).

4) Troops with all types of bows have the option of using *flaming arrows.* However, several restrictions do apply. The unit moves at -1 to its movement since braziers have to be carried in order to light the arrows. Each model using flaming arrows costs an additional point. All attacks from flaming arrows count as flammable attacks and will cause double wounds on flammable creatures. Any arrow that hits a Skaven Warpfire thrower will cause it to blow up on the roll of a 4+ on a D6, even if no wounds have been caused, as the fuel tank is ruptured and ignites.

5) *Fleeing* troops will run faster. This is because in the dark, you are not looking out for obstacles and so you are able to run faster without psychological hindrance. Hence all troops will flee at an additional +2", because they are panic-stricken and so utterly desperate to escape. Fleeing troops heed not the perils of the dark, such as walls, fences, pot-holes, weapons that have been cast aside or even each other! Therefore, it is only realistic to expect casualties from accidents: broken necks from falling down or being impaled on your comrade's or even your own weapon! Therefore, fleeing troops suffer D6 hits at their own Strength. Pursuers are far too sensible to risk life and limb in headlong pursuit and so receive no bonus.

6) Creatures immune to psychology will be unaffected by darkness modifiers for Ld tests and will not flee faster. They simply shrug off the eerie effects of the dark.

7) The range for *Line Of Sight spells* is a maximum of 20". Wizards attune their eyes by magic to the dark and so can see more clearly when spellcasting than other troops. Wizards can still see beyond 20" but the accuracy of their spells would be in question and so they do not risk casting spells too far in fear of hitting their own troops or setting fire to a few trees, thus giving themselves away.

8) All cavalry charges may add + 1 to combat resolution, representing the visual and psychological impact of a cavalry charge from out of the gloom.

9) Some troops are nocturnal creatures and have excellent *night vision* and so are not affected by these rules. Skaven, Night Goblins, Trolls, Vampires and Dark Elves can all see in the dark naturally. Dwarf miners and Chaos Dwarfs have adapted their eyes to darkness and acquired a form of night vision and the undead have supernatural sight. Some monsters have night vision, including Manticores, Griffons, Hippogriffs and Swarms. Daemons can see in the dark as if it was day! These races/creatures are able to ignore the effects of the dark which are concerned with psychology, fleeing, spells and missile fire. It is suggested, when fighting a race that is not hampered by the dark, that an allowance of 100 points (per full thousand) be made to the player disadvantaged, to maintain the balance (unless, of course, it is a specific scenario).

10) Each unit's Standard, Musician or Leader will carry a torch and missile troops. War Machines will fire burning ammunition. Chariots will have torches attached to their sides and the moon may offer some illumination, as well as things such as the *Armour of Brilliance* and spells. This means that the battle will be lit up to a certain extent and troops will not be blind. They will be able to see the enemy and communication would be done via horns, trumpets, etc. So in all other respects, the battle will be fought

normally. The range for *Panic* tests caused by fleeing troops remains the same because both their torches can be seen and their cries can be heard moving swiftly in the opposite direction with cheers of victory and pursuit following them. Likewise, the presence of the Battle Standard and the General will be well known by those within 12", especially at night when everyone's alertness is increased with wariness.

Battles by Moonlight

The Scenarios presented in the Warhammer Battle Book can be used with the above modifications, but here is a short list of some others which relate more to battles at night.

1) THE VIP

One army has been given the commission to escort an important Dignitary to a certain destination. An Empire army may be escorting a Priest of Sigmar to an important shrine, the Skaven may be escorting a disabled Grey Seer to a Warpstone mine. However, because the enemy is close behind and shadowing them, the army must continue to travel without rest, by night, even through dangerous territory to reach their destination. Before arriving there, they find that their way is blocked by a large part of the pursuing army. Battle begins at nightfall and to the defending army it is paramount that the VIP survives.

Objective: The VIP should be represented in an appropriate way. He must be taken to the opposite side of the battlefield. He may only be represented on foot and cannot ride a mount of any kind. The VIP must pass through to the other side of the battlefield and survive in order for the objective to be completed. The enemy must obviously prevent this from happening. The VIP may be any type of character apart from the General.

Deployment: As usual, but the side escorting the VIP sets up last, as opposition is already deployed blocking the escape route the VIP's army was following.

Game length: 5 turns to complete.

Victory: Unless the VIP is killed or escorted safely to the other table edge, then use the standard Victory points system, otherwise, it's quite obvious!

2) SNEAK ATTACK

One army with an affinity to darkness has decided to attack the enemy while it slumbers. Of course, the sentries will spot their mass deployment and the planned attack but it will be too late. The attacker deploys after the defender and the attacker takes the first turn. The defender's War Machines cannot fire in his first turn to represent the fact that they are unprepared for such an attack.

Deployment: This will be 12" from flanks, with armies 24" apart.

Scenery: Will be the same as usual – but the defender may place D6 makeshift huts or tents within his deployment zone to represent his camp, after all scenery has been placed.

Game length: 5 turns.

Victory points: Use the standard system.

3) DAWN RAID

One army decides to march on an enemy settlement during the night. The opposing army is residing within a village and has not posted any guard. The attacking army arrives somewhat exhausted after a long march but charges in immediately. The defenders hear the army approaching and are able to prepare themselves.

Deployment: 12" from flanks, 24" from defender's deployment zone. The attacker deploys first and takes the first turn.

Scenery: Place a village in the deployment zone of the defender representing the periphery of a larger town or village. The rest of the scenery is determined in the usual way.

Game length: 5 turns. However, because the attackers spent most of the night travelling, the attack comes near dawn and so only the first 3 turns of each side are fought under night-time conditions. The last 2 turns are fought under standard conditions.

Victory points: These are as usual, plus there is +1 victory point for each attacking unit within the boundaries of the village at the end of the last turn.

Stalkers in the Darkness

The Old World is haunted by many strange and fabulous beasts. Many are bound by sorcery to fight in battles, many are allied to a just and noble cause and others to the forces of Chaos. There are those, however, who owe no allegiance to any master and who simply exist to plague the living. Joyless beings devoid of

remorse and full of hatred, such denizens stalk the moonlit moors, the darkened, dusty roads and the foreboding forests throughout the Old World. Little is known of such creatures, many are shadows of the past when the world was still young and in its primal state.

However, they have remained enshrined in the legends and fairy tales of the Old World and when battles are fought in the dead of night these creatures are lured to the smell and the sounds of the wounded and the dying.

If you wish to include Night Stalkers in your night battles, roll a D3 at the start of the battle to determine the number that are attracted to the battlefield.

Then roll a D6 to determine which Night Stalkers are present:

1 - 2	Night Troll	**5**	Black Hag
3 - 4	Nightmare	**6**	Grendel

Randomly select a piece of scenery for each Night Stalker to start within 2" of.

Every movement phase, the Night Stalkers will move 2D6" in a random direction (in a similar fashion to Chaos Spawn, using the scatter dice). The exception is the Nightmare which moves 3D6". Upon contact with any model (with the exception of each other), each Night Stalker has special rules about the consequences…

A Night Stalker may end up moving through an entire unit, in which case every model it touches is affected! The Night Stalkers are so sudden, not to mention terrifying, that they cannot be attacked by any means and simply blend back into the darkness, so they cannot be targeted by missiles or spells.

Night Troll

These terrifying creatures are similar in appearance to their kin the Stone Trolls but of a much darker complexion. Clad in tattered rags and adorned in the bones of their victims, these Trolls seek the flesh of the living on which to feed. They are attributed in myth to utter a deep guttural sound, akin to mocking laughter before they tear their prey to pieces. Should any man-sized model be unfortunate enough to stumble across a Night Troll it seizes its victim with large brutish clawed hands, bellows a laugh and rends its hapless prey to pieces. The model must roll under its Strength in order to break free or else be torn limb from limb and suffer D6 wounds with no save! Only the strongest and most durable opponents will survive but if they do they will have to take a *panic* test. The Troll, after attacking the victim, will not stop but will continue to move and eat until or unless the victim can break free.

I used a Troll model on a standard base, painted dark brown and grey (alternatively you could use a Chaos Spawn template).

Nightmare

The first sounds that are heard are the thundering of hooves and then out of the gloom a ghostly steed emerges, spitting fire from its nostrils, eyes blazing with incandescent light and snorting a terrible, haunting cry. Charging recklessly at anything in its path, the steed vanishes into the darkness as suddenly as it appeared. Anyone charged by the steed suffers a S5 hit which counts as a chill attack (see Wraiths), the effects of which last until the end of the next turn. Units hit by the Nightmare must take a *panic* test. I used the model of a black steed and painted it with glowing red eyes (or you could use the template).

Black Hag

Known by many names, the Black Hag has an unquenchable hunger for flesh. Straggly hair as black as pitch contrasts with pale skin and the flayed hides of her victims that hang about her in the parody of human clothing, the Hag stalks her victims and attacks with a piercing, shrill cry. Units attacked by the Hag must take an immediate *panic* test. Should anyone be unfortunate to run into the Hag, she will attempt to wrench the head off of her victim. The model in question must roll under Toughness, failure results in instant death regardless of wounds. No armour saves are allowed. The Undead Banshee makes a fairly good Black Hag… painted with black hair, of course (or use the template).

Grendel

The Norse speak of this creature with dread for it has been the plague of the Northern wastes for centuries. Shaped like a hideous Ogre but with long, grappling arms and razor sharp talons and teeth, Grendel, like the other Night Stalkers, comes out to feed in the lonely dead of night. Stalking its enemy like a determined predator, its victims are unaware of its presence until the moonlight catches on its teeth and talons and by then it is too late. Any

unit suffering casualties from Grendel is broken automatically and flees (unless it is either immune to Break Tests or Psychology); it can rally in the next turn in the usual way. Any model hit by Grendel must roll a D6 for each wound it has. On a 4+, a wound is caused. No armour saves are allowed. The old Chaos Ogre is an ideal model to use as Grendel (or the template).

Simulating Darkness

Warning: I have not tried any of these methods out, because they're far too silly!

For those of you out there who go for realism, here are some suggestions for creating a night-time atmosphere:

1) Play in the evening – you will feel as if it is night and you can even dim the lighting.

2) If you have a spare set of white Christmas tree lights, you can spread them over the board, placing each bulb within a piece of scenery (a forest, a bridge, etc.) and then by dimming the lights get an 'illuminated' effect on the board.

3) If you want to simulate pitch darkness, keep a screen in the middle of the battlefield until one unit reaches the screen and then remove it, piece by piece, as units reach it at different parts of the battlefield.

4) Have units moving their full movement in a random direction. Collisions with other units count as charging.

5) Light the board up from the edges with weaker bulbs. Attach portable lights to the sides to light up dimly the best of the four quarters of the board.

Here's a scenario we played in order to try out these rules:

Mousillon by Night

A Nighttime scenario involving Bretonnians vs Undead

Background

The Curse of Mousillon is well known throughout Bretonnia. It is said that the Lady of the Lake abandoned the city during the affair of the False Grail. The city was devastated by outbreaks of Red Pox during this time. It is now a forsaken place, still inhabited by the deformed and the diseased. The streets are filled with rancid, putrescent bodies. Some of the more able citizens have dug pits to burn the carcasses of the plague victims but still the stench of decay lingers. Day and night, thick plumes of smoke emerge from the pits. The river flowing through Moussilon has turned red because of contamination and is choked with debris and corpses. Although open to errantry, the town has not been successfully reclaimed. Many knights have entered never to return. Rumours of a Vampire have spread like wildfire throughout the provinces, prompting a fresh crusade against the town.

During the winter of 2495, the town of Mousillon entered from history into legend when the Vampire Count Vassili Schlossman and the Necromancer Lord Armand de Vontour allied to raise a powerful army actually within the city and overran the province of Bastonne. Led by Tancred, the Duc de Quenelles, an army of holy Knights brought vengeance and justice to the rampaging Undead menace. The army of Undead was vanquished but Schlossman and Vontour escaped to Mousillon, losing themselves within the dark, plague-ridden streets. The army of Quenelles followed but were unable to find their enemies and, fearing infection, withdrew to the city boundaries. It was not long before the dead began to stir again. Duc Tancred was haunted by terrifying nightmares the following few nights and on the fourth night he woke only an hour after he had retired to learn of the advance of a fresh Undead army from Mousillon. Ordering immediate mobilisation, the Duc donned his armour, and armed himself with the most sacred of relics given to him by the King for his quest to slay the Lichemaster.

The dead came forth, a sea of gleaming white bone that had been picked clean of flesh by the rats of Mousillon. Following the legions of Skeletons and Zombies came Chariots, Skullchuckers, and a mass of rotting Undead cavalry, that was once the splendour of Bretonnian chivalry. The Knights of Quenelles shuddered as they recognised the faded colours of some of their fellow knights who had entered Mousillon in the past but had never returned. Leading the cavalry was the first of such knights, Jaques de Brielle, now a powerful Wight Lord in the service of the Necromancer Vontour.

As the dead shuffled into their positions, mechanically, all moving in perfect synchronisation, the Necromancer Lord was

leading a group of mounted Wights. The largest unit of skeletal warriors bore a ghastly standard that stood high against the crimson outline of the city walls.

The Grail Knights and Questing knights had awaited outside the city patiently and now lined up ready to do battle. Archers lit their arrows, braziers were positioned at every few yards on the battleline and burning arrows were shot into the sky, landing in various places on the field before them and creating a series of dim beacons. Sounding the advance, the Bretonnian Knights began to move forwards, followed by their retinues on foot. The Knights broke into a gallop yelling their war-cries as they charged down the hill towards the field below. The response was instantaneous. Skullchuckers opened fire, Chariots raced towards the Knights and the dreaded Army Standard began to advance followed by a swarming host of the dead. And from within the city as if instructed by some unseen command, the rats came, their mouths still weeping blood from the Red Pox that the vermin carried…

The Undead

Choose the Undead force from the usual army list up to 3500 points. The following restrictions apply:

• The army must be led by the Necromancer Lord Armand de Vontour.

• The army must include a unit of cavalry and the first character to lead this unit must be the Wight Lord Jacques de Brielles.

• No allies are allowed other than from the Skaven army list.

• If any Swarms are taken, they must be rats.

• No special characters are allowed other than the ones listed in the special characters section of this scenario.

• The Army Standard bearer, if one is chosen, must carry the Magical Standard *La Mort Rouge* (see special rules).

Deployment

The Undead must deploy within the boundary, 12" from the flanks and a maximum of 12" from the centre of the table. This will place their deployment within the outer limits of Mousillon, but beyond the city walls.

The Undead deploy at the same time as Bretonnians (in this case use a screen to cover deployment or mark deployment on a map; this represents the cover of darkness).

Turns

The Bretonnians have first turn because their reaction is to attack immediately.

Victory Points

These are acquired in the usual way. There are no extra objectives save complete annihilation of the enemy!

Bretonnians

Choose the Bretonnian force from the usual army list of up to 3200 points. The following restrictions apply:

• The army must be lead by Tancred, the Duc de Quenelles, even though he does not usually replace the general. (See special characters in Bretonnian army book.)

• No allies are allowed.

• No other special characters which would have the option of replacing the general are allowed. Other special characters may be taken freely.

• At least one unit of Grail or Questing Knights (or both) must be present.

Deployment

12" in from the flanks and 12" from the centre of the table, opposite the Undead, behind the screen.

Turns

The Bretonnians may take the first turn due to their instant reaction to the Undead mobilisation (they may forego having the first turn in order to pray to the Lady of the Lake – see the Bretonnian army book).

Scenery (refer to map for further details)

The Undead deploy around a scattering of houses representing the outer limits of Mousillon beyond the city walls. A road or track of some sort should lead from one side of the board to the other. The Bretonnians deploy in the hills surrounding Mousillon whose ground has been lowered by the river and sea.

Special Rules

The Battle is being fought at night and so the

Rules of the Dark apply.

Special Magic Item

The Undead Army Standard, *La Mort Rouge* 100 points.

Bearing the grisly image of Mousillon under the shadow of the Red Pox, this banner, constructed from the skins of its inhabitants, bears a powerful spell that may be cast once in each Undead Magic phase. This spell is directed at any unit within 18". Blisters and red sores begin to appear on the flesh of the victims. Each model in the unit must roll equal to or under its Toughness on a D6 or die an agonising death from the Red Pox; there are no armour saves except for Magic Armour.

In addition, the unit carrying this banner is considered contaminated with the disease, so all wounds caused by this unit against living troops are doubled. (This item will only affect living troops, Undead with the exception of Necromancers are therefore unaffected, as are Daemons and other magical creatures.)

Special Characters

Necromancer Lord Armand de Vontour
410 points + 75 points for *La Marche*

Armand is identical to a Necromancer Lord in every way, except that he always carries as his first magic item *La Marche Funebre.* All other items may be chosen in the usual way. He may ride an Undead Steed at the usual cost.

La Marche Funebre. This faded manuscript was encoded by Armand's tutor, a great and terrible Necromancer of Arabian origin. Once per game Armand may recite the songs from the manuscript. For up to D3 turns an Undead unit within 12" of the caster is invigorated with potent unearthly power. WS, BS, S, T, I and A for each Rank and File model in this unit are increased by +1 for the duration of the spell! This tremendous amount of power drains either at the end of the last turn, or if the spell is dispelled, roll a D6 for each member of the unit, on the score of a 1 or 2 it will crumble to dust, no saves apply.

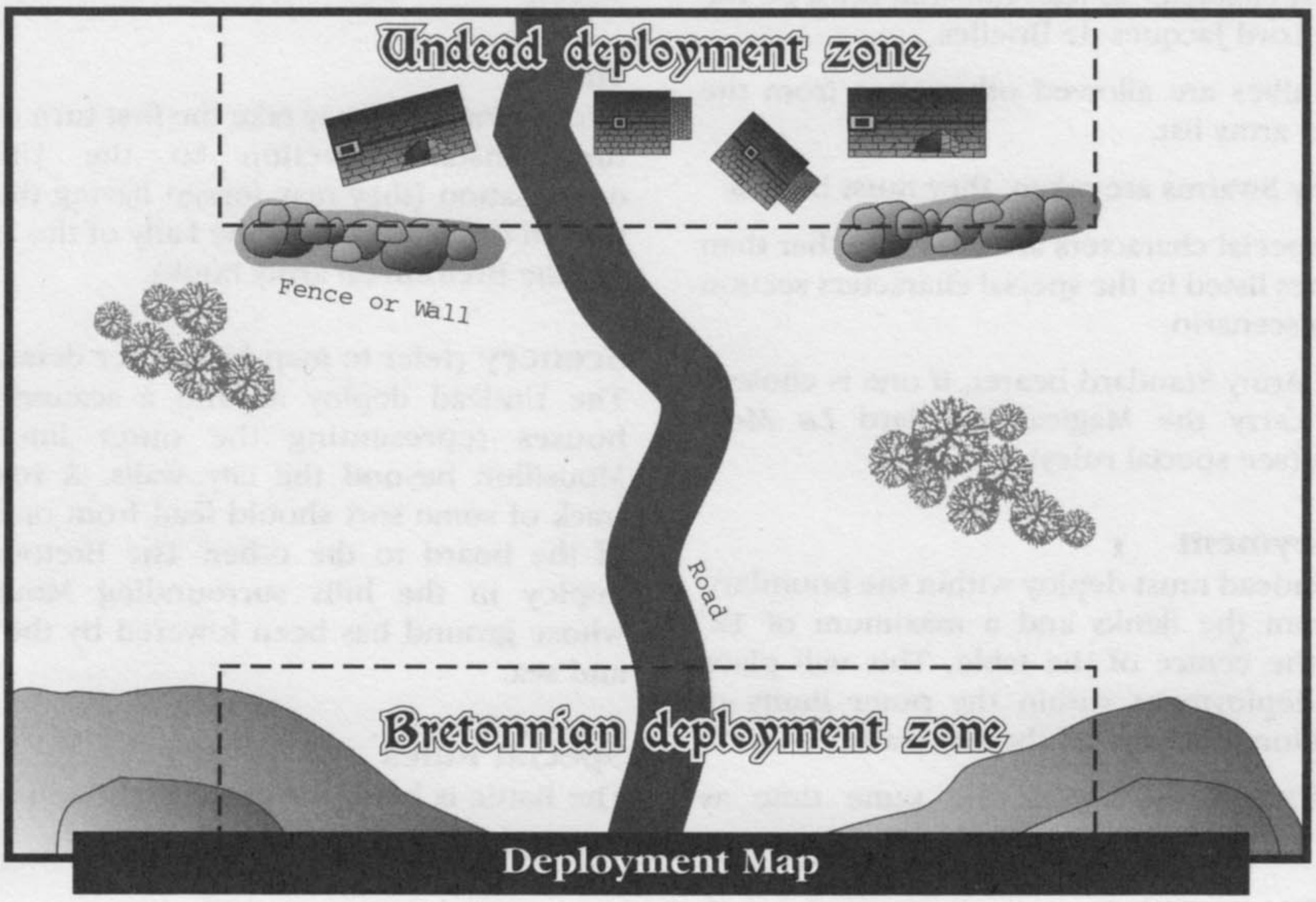
Vassili Schlossman See the Vampire Wars saga (Journal issue 19).

Jaques de Brielles – Wight Lord of Mousillon. 80 points +45 for *Rusted Lance.*

Jaques is identical to a Wight Lord except for the following rules: he always carries as his first magic item, *The Rusted Lance.* This replaces his Wight Blade. He may ride an Undead Steed at the usual cost.

The Rusted Lance adds +2 to his Strength when charging and causes D3 wounds like a Wight blade. His other item may be chosen freely in the usual way.

Special Rules: Jaques drank from the False Grail and bears its sigil upon his armour and pennant. The False Grail has imbued him with unholy power making him near-unstoppable. Jaques cannot be broken in combat and therefore need never take a *Break Test*.



Deployment Map

JOURNAL™

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WARHAMMER EPIC 40,000®

WARRIORS OF JUSTICE

Adeptus Arbites in Epic 40,000

by Mike Headden

Mike's a bit of an 'old pro' and has been gaming since the mid-60's. He hails from Edinburgh *(wot, another Scot? – Ed)* and has two kids who are also GW fans. Mike plays almost every game we've made (including several we'd forgotten!) but for the instantly recognisable ones he fields Empire, Orc and High Elves in Warhammer, Imperial Fists and Eldar in Warhammer 40,000 and Imperial Fists, the XXth Cadia Victrix regiment of Imperial Guard and Arbites from the ice-world, Frigia, in Epic 40,000.

Mike's been interested in the Adeptus Arbites since the old Rogue Trader and as soon as Epic 40,000 came out he just had to do some conversions. Now the Adeptus Arbites can lead his troops in their eternal mission to punish the guilty, in the Emperor's name!

INNOCENCE IS NO EXCUSE

The Adeptus Arbites, though sometimes known as the 'Warriors of Justice' are not concerned with Law and Order at an individual level. Murder, theft and the like are of no interest to them unless such incidents threaten the Pax Imperialis. Their interest in the stability of the Imperium means that they are employed mostly to deal with more dangerous threats than internal strife, such as the emergence of Chaos or Genestealer Cults or perhaps dealing with Planetary Governors who are less loyal than they should be.

Together with the Inquisition, with whom they often work closely, they are mankind's first line of defence. They can be mobilised to a threatened sector much quicker than can the lumbering Imperial Guard.

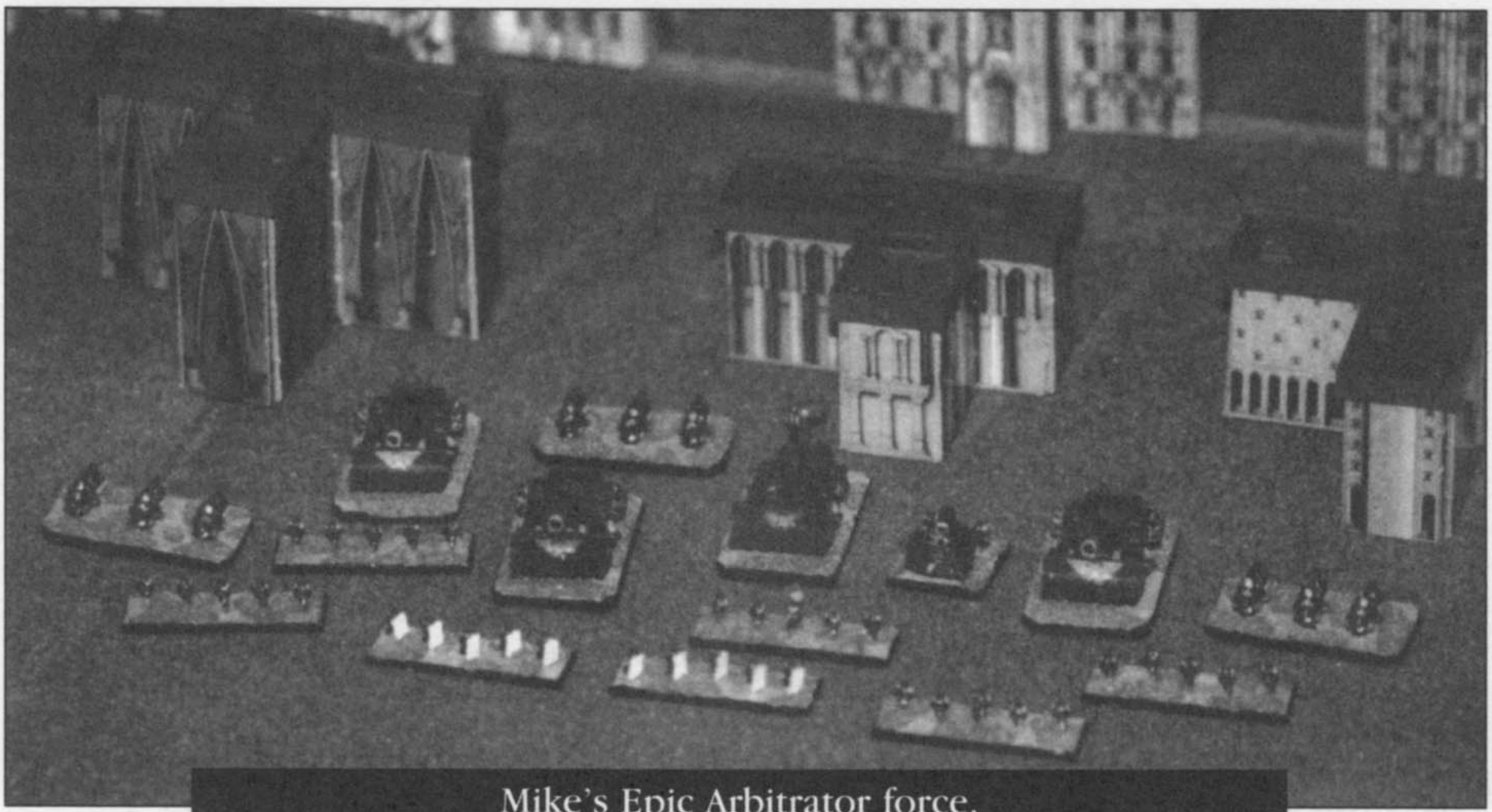
A force of the Imperium may include up to one detachment of Adeptus Arbites.

INFANTRY

The bulk of the Adeptus Arbites are made up of infantry armed either for firefights; with standard issue Bolters or the more specific Arbites Shotguns; or for close combat armed with Power Mauls and Suppression Shields generally utilised in urban pacification.

They do not have, as standard, the heavy weapons squads that provide much of the firepower for the Imperial Guard, but make up for that with the range of grenades that are available: *Hallucinogens, Haywire, Photon FLash* and the like which serve to distract and disrupt the enemy. This is because so many of their foes are deluded or easily lead rather

	Speed	Range	Firepower	Assault	Armour	Special
Adeptus Arbites	10cm	30cm	1	2	4+	
Shock Squad			As Adeptus Arbites			+Assault
Judge			As Adeptus Arbites			+Hero
Support Weapon	10cm	45cm	Disrupt	0	3+	



Mike's Epic Arbitrator force.

than being direct enemies of the Imperium. After all, it is much better subduing the brainwashed population of a protagonist and traitorous Planetary Governor, executing the ringleaders and re-educating the masses, than Virus bombing the planet and wasting a valuable resource (people and industry!).

Adeptus Arbites squads are commanded by Proctors who fulfil the role of sergeants just like in any other Imperial Force. The main officer corps is headed by Judges, powerful individuals who as the name implies are Judge, Jury and Executioner, literally their word is the law!

To compensate for the lack of heavy weapons squads, the Adeptus Arbites are regularly backed up by support weapons such as multiple grenade and missile launchers which fire larger versions of the standard issue grenades.

VEHICLES

The Adeptus Arbites employ comparatively few vehicles and those they have are primarily transport vehicles. The Adeptus Arbites do not use either the Chimera or the Rhino but have instead their own form of transport, the Gorgon. Armed with a turret-mounted, short-barrelled cannon with grenade dischargers on either side of the passenger compartment. They are used to 'soften up' opponents before the Arbites close with them. The peculiar design of these vehicles leaves them open topped, which albeit allows indirect enemy fire to affect the passengers, allows the Arbites to fire out of the vehicle whilst it is moving and therefore bring more firepower to bear. One Arbites unit being transported can fire or fight in melee as normal but cannot be targeted except by indirect fire. Transported troops can be lost as normal if the vehicle is destroyed. Support weapons may not fire from inside the Gorgon under any circumstances.

	Speed	Range	Firepower	Assault	Armour	Special
Gorgon	25cm	30cm	Disrupt	1	5+	Transport(2) Open Top*
Bike	35cm	15cm	1	1	4+	
Sentinel	20cm	30cm	1	1	4+	

Standard Imperial bikes are often used for reconnaissance and fast support and are occasionally supplemented by Sentinel walkers, where longer ranged fire is likely to be important.

NEW SPECIAL ABILITY

Open Top*: Up to half of the Transport capacity of the vehicle worth of infantry units may fire or melee as normal while being transported but any barrage or heavy barrage weapon automatically inflicts a hit on the passengers if it hits the vehicle.

FIELDING ADEPTUS ARBITES IN EPIC 40,000

I have converted my Arbites from the old Epic Imperial Guard figures. Some had their lasguns shortened to represent bolters and others had a scrap of paper 2.5mm X 5mm glued to their left arms as a suppression shield and had their lasguns trimmed down to a tube with a slightly fatter cylinder at the end to represent the power maul. The Judge is a conversion of the old standard bearer who now has the eagle from the standard fixed to the top of his helmet!

In the picture below, the Judge unit is in the centre, backed by the Command Gorgon with penant, the Support Weapon and bikes. You can clearly see the Shock Troopers, with their card Suppression shields in the forefront.

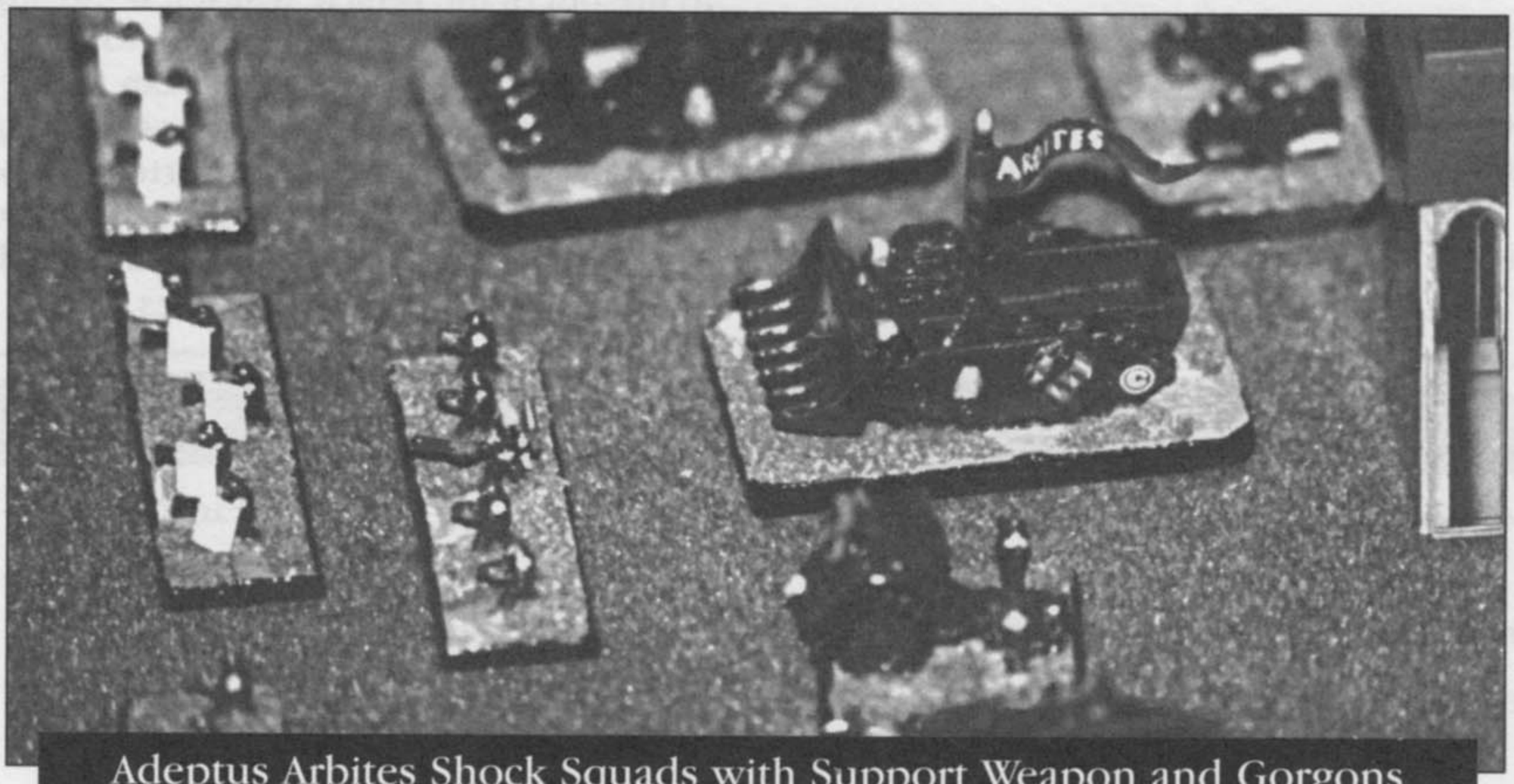
I have even made a conversion for the grenade launcher, using a slice of one of the old Epic flagpoles. *(Is this man mad? – Ed)* Another slice of flagpole was used to make a searchlight for a Techmarine and another, the Crozius carried by the Chaplain on the Space Marine Command stand, although I doubt that you can make this out in the big picture of my Epic army (over the page).

Bikes, gunners and sentinels came from the old Imperial Guard sprues and Thudd Gun support weapons from the Squat sprues.

My colour scheme is based on Judge Dredd – dark blue uniforms, red guns, green boots and gauntlets, yellow shoulder pads and a red-edged visor on the helmet. Naturally, the vehicles are all done in a moody, dark blue.

The Gorgon transport is available from Mail Order, as is the Tarantula support weapon, but the rest of it you need to convert from old Imperial Guard and Space Marines. Amusingly enough, the Marine Company right at the back of the army picture consists entirely of the old metal Marines that were released for Adeptus Titanicus, although I still need two marines with bolters and a sergeant – anyone out there got a spare? *(Well, now you mention it, Mike, I might just be able to get hold of some... but it'll cost ya! – Ed)*

Finally, don't be put off by the diminutive nature and fiddliness of Epic scale miniatures, go ahead and convert them, you'll be surprised at the results!



Adeptus Arbites Shock Squads with Support Weapon and Gorgons

ADEPTUS ARBITES DETACHMENT

Command

You must choose one command squad

Up to 2 Judges.....40 points
Consists of 1 Judge unit.

Main Force

Choose up to 10 squads from the following list.

Adeptus Arbites squad.....18 points
Consists of 2 Arbitrator units

Extra cost to:
Mount in a Gorgon.....+14 points
Upgrade to Shock squad.....+8 points

Extra to mount in a Gorgon.....+14 points

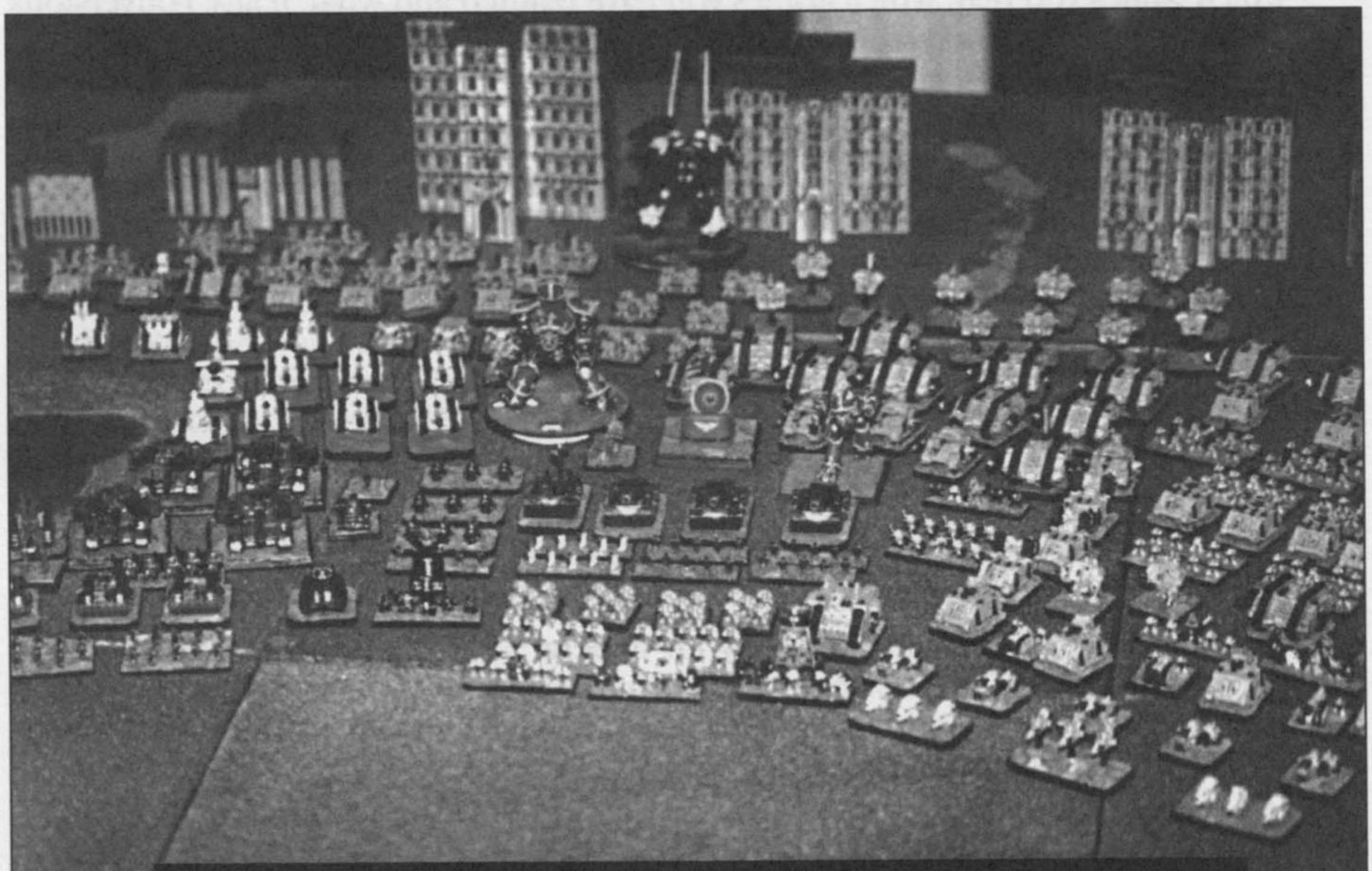
Support

Make up to 10 choices from the following list

Support Weapon Battery.....13 points
May consist of up to 3 units.

Bike Squad.....10 points per unit
Consists of 1 to 3 bike units.

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



Mike's Epic Imperial Forces in all their glory!

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 Lenton.

Send your ideas to:–

The Journal Bunker,
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Willow Road,
Lenton,
Nottingham NG7 2WS.
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!

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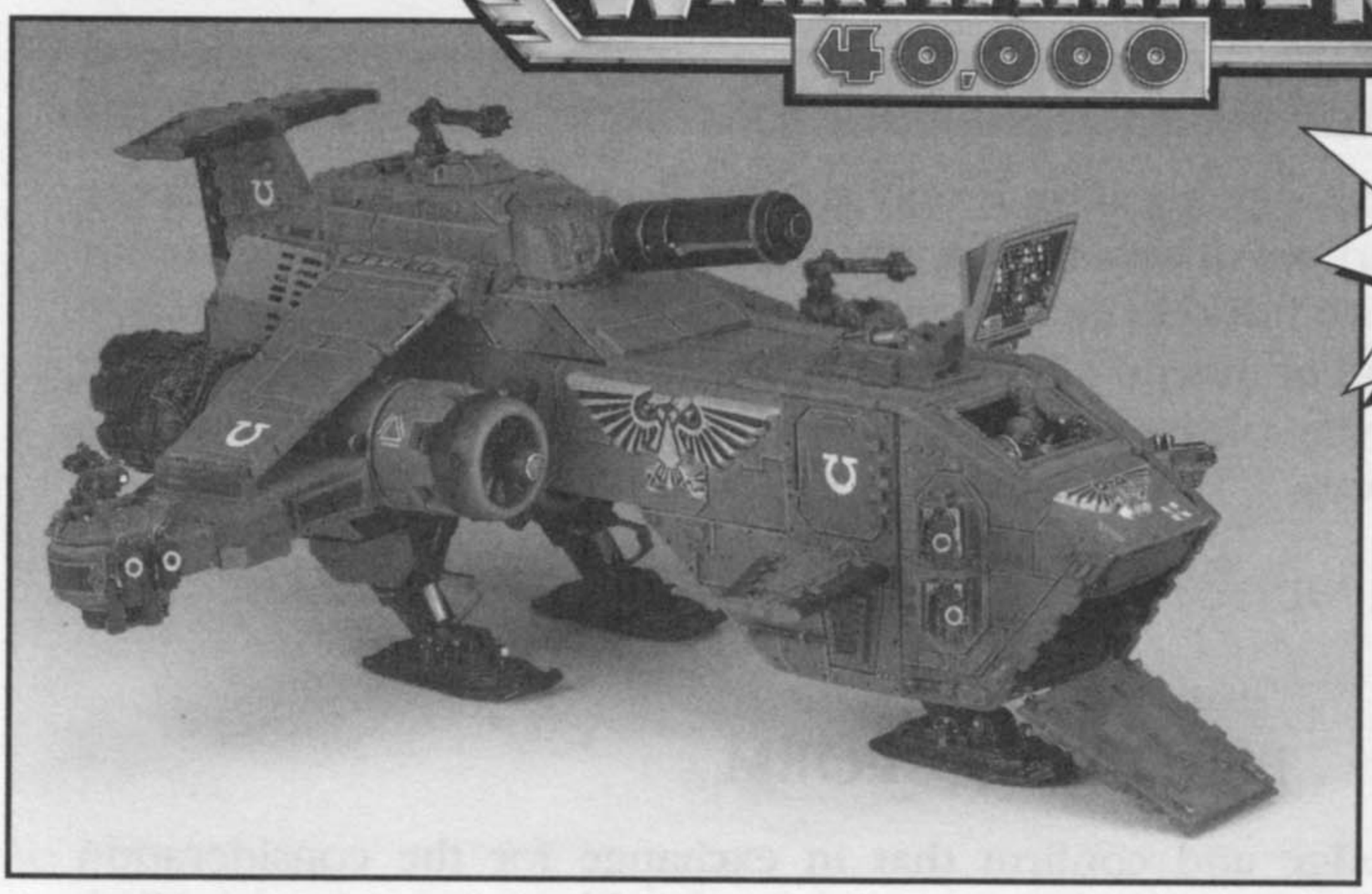
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WARHAMMER 40,000®



NOW IN WHITE METAL

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

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

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

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

THE SERIOUS BIT....

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



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

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

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

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BLOOD BOWL®

BLOOD BOWL STADIUMS II

(OR WELCOME TO THE NOT-SO-CHEAP SEATS)

by Stuart Woods

Stuart from Watford, our regular Blood Bowl Stadium designer, is back again, this time with more madness from the terraces. He has just accepted a contract from 'The Dark Reapers', Dark Elf team, to build a suitably dark and menacing stadium. He had better have it built on time, or else they'll be sending the Witch Elves round to give him a little encouragement aided by a few sharp implements no doubt!

Way back in 1989, I believe, (when I was young and still in my twenties!) I bought my first fantasy game. This was Heroquest (a great game which I still play). After that, there was no saving me and I got into Warhammer Fantasy Roleplay, Blood Bowl, Warhammer, Man-o-War and have recently purchased Space Hulk and Necromunda! I'm also a big fan of the Warhammer novels, especially 'Beasts in Velvet' and 'Drachenfels'.

I've got hundreds of figures lying around unpainted, covering all of the Warhammer armies, all of the Man-o-War fleets and all of the Blood Bowl teams! Sadly I may never get around to painting them all because it's not easy when you work a 65 hour week and have a wife and two kids to keep you busy! *(We've heard it all before, Stuart; any excuse for unpainted miniatures, disgusting! – Ed)*

My favourite race has to be the Dark Elves, for whom I plan to build the City of Naggaroth, although of course I'll probably be about 150 years old by the time I get around to it! *(The man's a nutter! – Ed)*

Incidentally, my Dark Elf Blood Bowl team 'The Dark Reapers', for whom I built the Blood Bowl Stadium featured in this article, have won four of the six tournaments they have participated in so far.

These are additional rules for specific races who have purchased a Stadium for the 300,000 Gold Crowns and were not featured in the 'Take Your Seats Please' article from issue 21 of the Citadel Journal.

TEAM RATING

An optional rule not covered in my first article on Blood Bowl Stadiums, is that money spent on any type of Stadium, Terracing etc. is omitted from the team's Team Rating.

SPECIAL PLAY CARDS

A second optional rule, is for the visiting team to lose one of their Special Play Cards. There are two stipulations for this rule:

1. The Home team must own a Stadium worth 300,000 gold crowns.

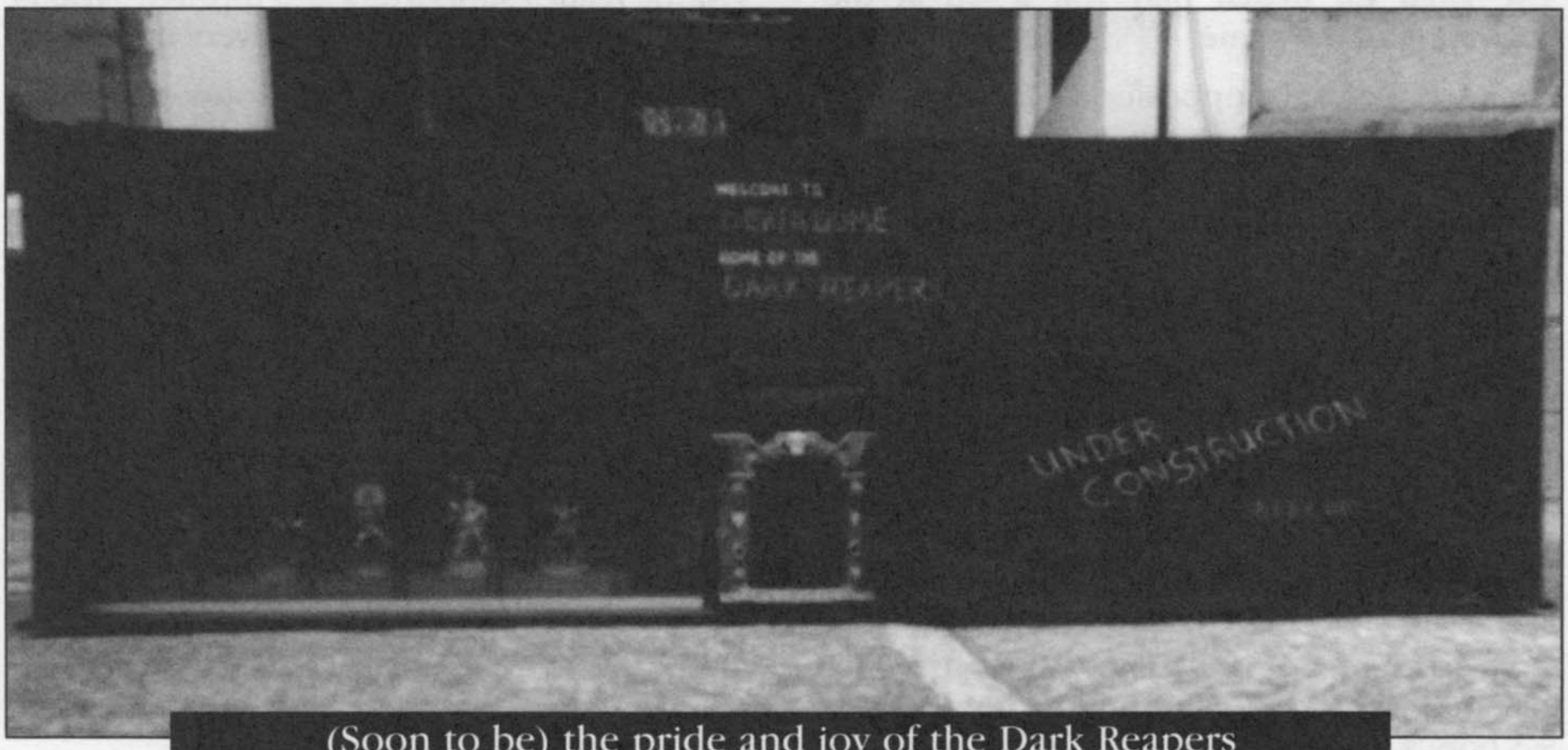
2. The visiting team only lose a Special Play Card if they don't own a Stadium worth 300,000 gold crowns themselves.

This reflects the awe that a visiting team will be in if they don't own a Stadium of their own. At the beginning of the game both players take their Special Play Cards as usual, the visiting team must then discard one card of their choice. Obviously if they have only one card their choice is a little limited!

The single exception to this rule are Goblin teams. They do not lose Special Play Cards for two reasons. Goblin teams are not themselves allowed to purchase a Stadium (see Journal 21 for full details) and I can't imagine anything that's going to stop them from playing Dirty Tricks anyway!

LEAGUE MATCHES

Once team Coaches begin to make ground improvements it will become important for the League Commissioner (a democratically



(Soon to be) the pride and joy of the Dark Reapers

elected, noble pillar of the gaming community!) to make sure that each team in the League plays an equal amount of home and away matches. If you play in a League where you play each team twice it will be a simple matter to play one game at home and the other away. If, however, you play in a League like mine then you will only play one League game against each team per Tournament. My suggestion here is that you roll a dice to decide who will play at home for the first Tournament. From then on you can just alternate, one Tournament at home, the next one away, and so on.

PLAY OFFS AND FINALS

All Play-Off and Final matches are to be played at a Neutral venue. Therefore you will only get your Stadium benefits from League games.

DWARFS

The Dwarfs own a 'spare' key to the referee's changing room. The Dwarf Coach may roll a D6 at half-time.

On a roll of 5 or 6 the Dwarfs have managed to 'spike' the referee's half-time refreshment, seriously affecting his eyesight! The Dwarfs may start the second half of the match with twelve players on the pitch without the ref noticing!

CHAOS DWARFS

Chaos Dwarf Stadiums have an odd tendency to be situated near the local furnace! The Chaos Dwarf Coach may roll a D6 at half-time.

On a roll of 5 or 6 smoke belches from the furnace and engulfs the side or end of the Stadium that contains the opposition's fans. Rather than choke to death, the fans leave the Stadium immediately. Your opponent will have a Fan Factor of zero for the rest of the match.

In addition, the Chaos Dwarf Coach should roll a second D6 and on a 5 or 6 the evacuating fans spill onto the pitch holding up play for 2 complete turns. The second half will therefore start for both teams on turn 3!

HALFLINGS

The Halfing Coach may roll a D6 at half time.

On a roll of 5 or 6 the opposition's fans have stuffed themselves with too many iced buns, cunningly supplied by the Halfling's team chef!

Because the fans are feeling quite sick from all that over-eating, they won't cheer with as much vigour and enthusiasm in the second half of the match.

All Fan Factor rolls made by the away team are subject to a -3 modifier

Halfling fans (including visiting fans) are unaffected by the above rule because they are so used to eating that many buns without any gastric problems anyway!

HIGH ELVES

High Elf Stadiums are a wonderment of silver and ivory with velvet seat cushions and are by far the most expensive to enter.

The High Elf Coach may roll a D6 at the beginning of the game.

On a score of 6 the opposition's fans refuse to pay (or can't afford to pay!) the extortionate entrance fee. The visiting team will therefore have a Fan Factor of zero for the entire game.

This rule does not apply to visiting teams of High and Dark Elves (High Elves are disgustingly rich and as for the Dark Elf supporters they will pay any price to have a go at the High Elf fans!).

ORCS

The Orc Coach may roll a D6 at the beginning of the game.

On a score of 5 or 6 the Orcs' Waaagh will be even louder than usual giving the home side a +3 bonus to any Fan Factor rolls for the entire match!

HUMIES

The Human Coach may roll a D6 at Kick-Off.

On a score of 5 or 6 the 'hardcore' hooligans break into the opposing fan's section of the ground. Because they're such a sociable bunch they decide to stay and 'watch over' the visiting team's supporters and through various intimidatory means keep them very quiet!

Fan Factor rolls made by the opposing team are subject to a -3 modifier for the entire game.

CHAOS

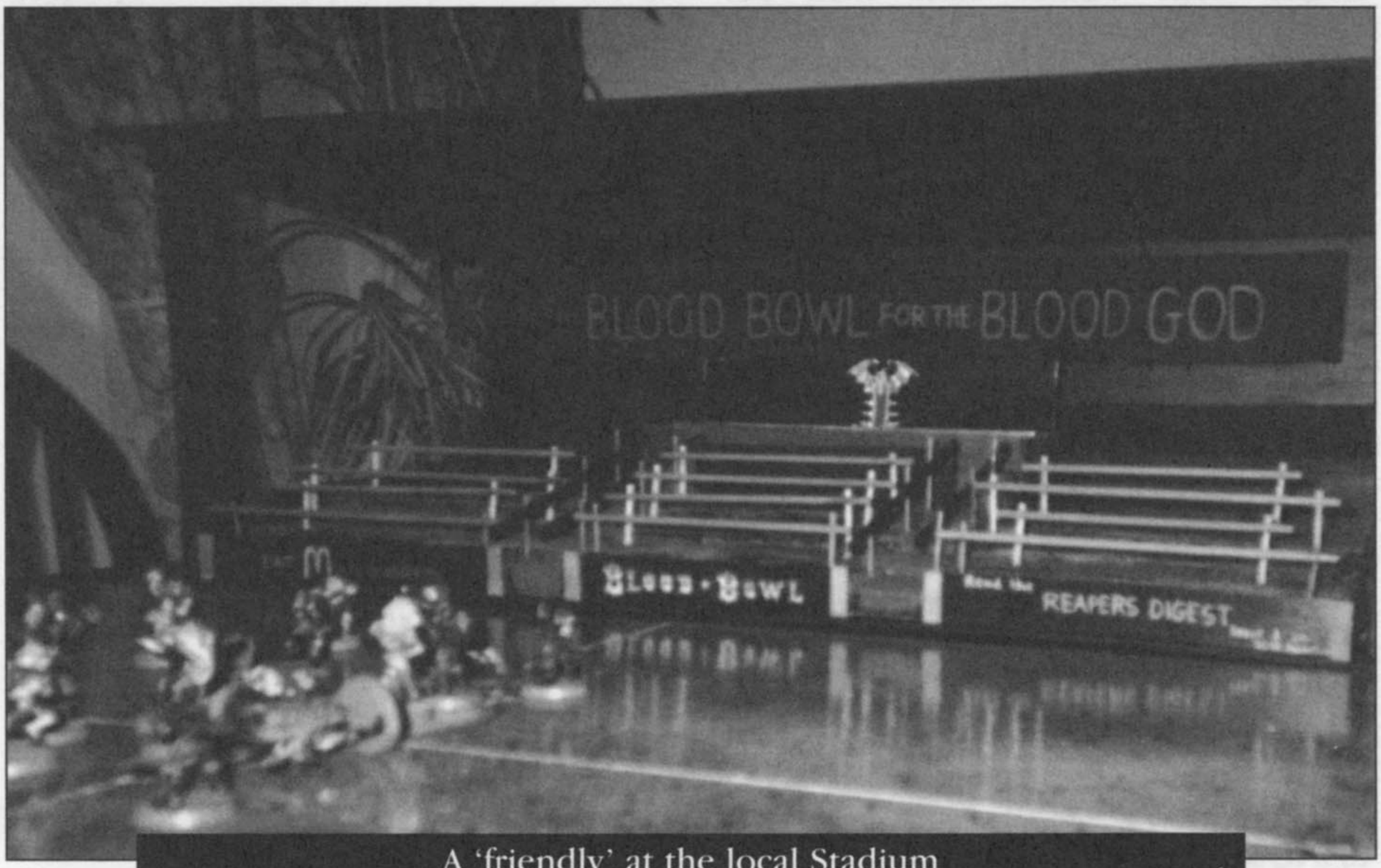
The Chaos Coach may roll a D6 at the beginning of the match.

On a score of 5 or 6 the Chaos Gods are watching over the game and will favour the home side.

All Fan Factor rolls made by the home team receive a +3 bonus for the entire game.

If both teams are Chaos, the modifier only applies to the Home Side (after all, it is their Stadium!).

Well, that's about it from Stuart. So, Blood Bowl fans, do let us know how your Leagues and Tournaments are going and if anyone has made a Stadium to rival that of the Dark Reapers, invite us around to watch a match will yer, because you don't want to know what Dark Elves get up to for half time refreshment!



A 'friendly' at the local Stadium

Warhammer Quest®

You Thieving Little B******!

Halfling Thief Characters in Warhammer Quest

by Gav Thorpe

This article was originally intended as a Mail Order special deal only, but we're crafty sorts here at the Journal and at much risk to life and limb we have a sneak preview of the basic rules for your gratification. We must warn you, however, that these rules have not been playtested much, so play them at your peril!

HALFLING CHARACTER

Halflings are well known for their nimble feet and even nimbler fingers. While many follow their fathers and turn their dextrous skills to works of craft such as basket making, cobbling and cookery (in fact a lot of cookery) many also find themselves drawn towards the danger and excitement of stealing. Of course, Halflings never take anything too valuable (except by accident) as that would not be nice to the person who previously owned the item. Nonetheless, it is surprising the number of things that go 'missing' when a Halfling is about. The poor little chaps don't know they're doing it half the time, they just seem to acquire rings, boxes of matches and small pets as they go about their normal business.

In fact, Halflings have a very relaxed attitude towards property in general, and casually swap items with one another all of the time (mostly without realising they're actually swapping). Halfling birthdays are a celebration of this attitude and many gifts are freely given away by the Halfling whose birthday it is (usually as a consequence of inviting another twelve Halflings to your house and then falling asleep after dinner).

Many Halflings find that the skills which were taught to them as part of their natural childhood and adolescence are frowned upon by people outside of the Moot. They also find themselves very popular with certain organisations, such as the Thieves Guild and the local Watch patrol.

As can be expected, the speed and agility of Halfling Thieves has been noted by many of those who seek their fortune delving into abandoned Dwarf Holds and performing mighty deeds in dungeons. Halflings make excellent bait for monster traps and are usually quick and lucky enough to escape once the monster has fallen for the trap. Their diminutive size allows them to be pushed through sewers, under badly fitting gates and into rat-infested nooks and crannies. As you might tell, a Halfling is considered by some to be the most essential piece of dungeoneering equipment you could get.

Despite this rough treatment, most Halfling 'Treasure and Property Removal Experts' don't mind popping down the odd dungeon. With a couple of big, burly trained bullies and a sneaky looking wizard to back you up, the City Watch don't come calling at your door so often! Besides, where else can you find so many gifts; pretty gems, silver plates, Swords of Mystical and Magical Significance. Not only all that, someone actually listens to what you're saying, even if they do decide to ignore you completely when you finished giving your advice.

Famous Halfling Thieves from the history books include: Nikkit Kwik (also known as the Burglar of Brionne), Bumblebean Lightfoot, Nifflet 'Statue Stealer' Stumbly, and the Halfling who once managed to steal the Great bell out of the Temple of Sigmar in Nuln, 'Two-feet-tall' Telworth Buttercup. The 'King of Thieves' is the renowned Ned Neddley, responsible for stealing almost anything that wasn't nailed down (and if he had a claw hammer with him, he'd steal the nails too).

STARTING AS A HALFLING THIEF

You may start as a Battle-level 1 Halfling Thief instead of one of the Warriors from the

Warhammer Quest box. Make the Halfling Thief Warrior Card and his Lunch Box Equipment card.

STARTING PROFILE

Move	4	**Toughness**	2
Weapon Skill	2	**Wounds**	2D6
Ballistic Skill	4+	**Initiative**	4
Strength	2	**Attacks**	1
Pinning Roll	3+		

Special Rules

A Halfling Thief is very good at ducking and dodging, and is most useful when scouting ahead. The Halfling Thief can use his excellent hearing and sight to Explore, just as if he had the Lantern. The Halfling only has to be within 2 board sections of the Lantern to avoid being lost in the dark, rather than 1 board section.

Every time the Halfling's exploration shows a Dungeon Room, roll a dice. On a roll of a 6 turn over the next Event card to see what is in the room. You do not have to resolve the Event until you enter the room. Place the card on the board as a reminder.

Whenever the Warriors find treasure roll 1D6. On a roll of 5 or 6 the Halfling Thief has found some more. After the treasure has been handed out, the Halfling Thief may draw another treasure card and keep it for himself. This does not count towards his total for the dungeon.

Weapons

The Halfling Thief starts the game with a Short Sword which has a strength of 2 and a Short Bow with a strength of 1.

Equipment

The Halfling Thief also starts with the ***Lunch Box*** equipment card. The Halfling's *Lunch Box* is full of spicy pies, sugared fruits and other goodies, which he casually munches through the adventure.

Once per turn the Halfling Thief may delve around in his *Lunch Box* for a suitable snack. Roll 1D6 at any time during the turn. On a roll of 4, 5 or 6 he finds something tasty and heals 1 Wound. The *Lunch Box* is rather large so there is no limit to the number of times he can do this. He can do this even when he is on zero Wounds.

ADVANCED RULES

Halfling Thieves and Events

Halfling Thieves are terribly nosy and like little more than to spend all day gossiping. If there is an opportunity for gaining information or to investigate someone or something suspicious or mysterious, the Halfling Thief must seize the moment and do so.

Halfling Thieves and Equipment/Treasure

The Halfling Thief's short bow allows him to fire a number of shots per turn equal to his attacks characteristic. Halfling Thieves may carry any items, treasure or weapons, but they are limited to what they can use.

The Halfling Thief may not use the following pieces of equipment or treasure:

Longsword, Greatsword, Broadsword, Battle-axe, Warhammer, Flail, Halberd. Musket, Horse, Warhorse. He may not wear armour of any kind (it doesn't come in Halfling sizes).

Berserker sword, Giant Bane, Deathsword, Ogre Blade. Dispel Magic Scroll, Energy Jewel, Amulet of Fury, Crown of Night, Talisman of Jet, Destroy Magic Scroll, Boots of Battle, Gauntlet of Damzhar.

Chalice of Sorcery, Book of Arcane Knowledge, Brooch of Power, Wand of Jade, Crown of Sorcery, Tablet of Edain, Wand of Diabolum, The Hammer Of Sigmar, Sword of Destruction, Gromril Blade, Hydra Sword, Axe of Slaying, Staff of Command.

If a Halfling Thief somehow ever gets his hands on a Lock Pick Set he gets a +1 modifier to his roll for using them.

Halflings and Food

A Halfling Thief will never give food to anybody unless he considers he has enough left for an adequate meal. Whenever you want to heal another Warrior with provisions from your store you must first roll 1D6. If the total is under the number of provisions you have left you may heal the other Warrior as normal. If the result is equal to or more than the number of Provisions you have left the Halfling Thief hides his food and claims he has only a 'few crumbs' left.

Once the Halfling Thief has decided he is down to the minimum he may not give up any provisions for the rest of the adventure.

A Halfing Thief may always eat; it is an instinctive reaction that sets his hand reaching into his bag to grab some food. This means a Halfling Thief may attempt to heal himself with any kind of food, even if he is at zero Wounds. He must still roll a 4+ to be successful in his attempt, just as if another Warrior was trying to heal him.

HALFLINGS IN SETTLEMENTS

A Halfling Thief can go to the Alehouse, and suffers a -1 penalty on his roll.

A Halfling Thief can go to the Temple, Gambling Den, Alchemist, General Store, Fletcher, Gunsmith, Animal Trader and Armourer.

The Kitchens

A Halfling Thief may visit The Kitchens once per settlement. The Kitchens is not a single place, it just represents the Halfling Thief wandering around the various kitchens, hostelries, inns and taverns, talking to the Halfling cooks and other workers. There is no need to roll to find the Kitchens, every settlement has them somewhere. If you visit The Kitchens roll 2D6 and consult the following table:

Roll **Result**

2 You spend the day gossiping with another Halfling and are then pressed into service as a cook. You may do nothing for the next D6 days, though you gain 10 gold per day in wages.

3 The Halflings supply you with some rations to eat during your next adventure. The Halfling rations allow you to heal 1D6 Wounds, and may only be used once. Halfling food is very spicy and only a Halfling Thief may be healed by these rations. These will spoil in the same way as Provisions.

4 You are given a large bag of food, enough to last one dungeon. This contains D6 pork pies, D6 apples and 1 fruit tart. Each piece of food consumed heals 1 Wound. As these are only light snacks they can be given freely (see Halfling Thieves and Food). These will spoil in the same way as Provisions.

5 You are taken to one side by a venerable old chef who teaches you a few 'tricks of the trade'. In the next dungeon any Provisions you eat or heal another Warrior with will heal 3 Wounds instead of 2.

6 You are given a lovely leather knapsack, in which you find 1D6 Provisions for the next adventure.

7 You are given a Talisman which adds +1 to your Luck characteristic for the next adventure. Roll 1D6 on each of the following charts to see what it is.

Roll	Animal	Part of body.
1	Rabbit's	Ear
2	Stoat's	Paw
3	Cat's	Tail
4	Dog's	Nose
5	Squirrel's	Claw
6	Rat's	Whisker

For example, a roll of 3 and 6 gives you a Lucky Cat's Whisker.

8 You are given a Magic Acorn that supposedly was taken from the Forest of Shadows in the Northern Empire. You may throw the Acorn at a Monster, after which it is lost. Roll to hit using your Ballistic Skill as normal. If you hit the Monster ,roll a D6 on the following chart to see what happens:

Roll **Effect**

1 The Acorn bounces off the monster and rolls into a crack, magically turning into a Goblin! At the start of the next Monsters' Phase place a Goblin armed with a spear on the table. He will attack the Warriors as normal from that turn on.

2 The Acorn bounces off the Monster with no particularly devastating effect.

3 The Acorn bounces off the Monster with no destructive magical effects. However, the Monster is distracted and loses 1D6 attacks in the next Monsters' Phase.

4 The Acorn explodes in a flash of light, inflicting 1D6 Wounds on the Monster with no deductions at all.

5 The Acorn explodes violently. The Monster and any other Monster or Warrior adjacent to it take 1D6 Wounds each, with no deductions at all.

6 The Acorn starts to magically transform the Monster. Roll 1D6 and add the Monster's Toughness. On a roll of 7 or more the Monster resists the effects but takes 4D6 wounds with no deductions at all. On a roll of 6 or less the Monster is turned to stone and killed.

9 You are shown a map on which is marked a small wooded glade that is the home of the Mystical Whortleberry Bush. You may spend the next D6 days doing nothing while you go there to pick some (no need for Settlement Events). If you do this, roll 1D6 and look up the result on the following chart:

Roll Result

1 You cannot find the place and go back disappointed. The Halfling who gave you the information tells you the berries were all probably eaten by a Quarg, which is a voracious Monster and is known to devour entire villages.

2-6 You find 1D6 Mystical Whortleberry Bushes, each of which provides enough berries for one snack that will heal 1D6 Wounds. Any Warrior may eat the berries, and they do not count as food (see Halflings Thieves and Food). Whortleberries only last one adventure before they go rotten.

10 After a long discussion with some distant relatives you are bequeathed an old family heirloom. You immediately gain a piece of Objective Room treasure, chosen as normal.

11 You are given a page from the fabled Recipe Book of Huggo Bobbims. Once per turn you may cast the spell written on the page. This does not require any Power, but the Halfling Thief must give up one piece of food to do so. If the Halfling uses the spells to heal another Warrior, he gains 5 gold for each Wound he heals. Roll 1D6 to see which recipe is contained on the page, re-rolling if you already have that page:

Roll Recipe

1 *Chocolate Supreme.* The room is bathed in a faintly brownish glow which invigorates the Warriors. Each Warrior on the same board section rolls a dice. If they score a 6 they may heal a number of Wounds equal to the Halfling Thief's Battle-level.

2 *Surprise Pudding.* The Halfling's conjurations fill the room with a sickly burning smell, making the Monsters cough and gag. Each Monster on the same board section as the Halfling Thief will lose an attack in the next Monsters' Phase on a D6 roll of 6. If a Monster has more than one attack and you roll a 6, roll again; it will lose another attack on a second roll of 6. Keep rolling until you fail to roll a 6, with the Monster losing one attack for each successful roll.

3 *Death by Chocolate!* The Halfling Thief throws the item of food at the target, which suddenly feels its stomach distend and swell. The Monster will lose a number of Wounds at the start of each turn, equal to the roll of the Power dice plus the Halfling's Battle-level. If the Power dice comes up as a 1 the Monster does not lose any Wounds and the spell no longer affects it. This spell can only be used against one Monster at a time, so if a Monster is currently under its effects the spell may not be cast. Monsters may not use *Ignore Blow, Ignore Pain*, armour or Toughness or any similar deductions to reduce the amount of Wounds they suffer.

4 *Worm Stew.* Grabbing a handful of dirt and rubbing it into the food, the Halfling throws the grimy item at the target, which begins to feel its legs clamped to the ground as long worms writhe up and entwine around its legs. The Monster may no longer move from its square, just as if it were pinned, though it may fire weapons, use spells and fight as normal. If a 1 is rolled in the Power phase the spell ends.

5 *Restoration Pie.* The food takes on a healthy lustre and glows faintly with a golden light. A single warrior may eat the food and will heal 2D6 Wounds, but any normal affects from eating the food are lost.

6 *Special Dessert.* The Halfling mumbles an ancient incantation over the food and passes it to one of the other Warriors (or eats it himself). This affects one Warrior for this turn. Roll a dice for each hit the Warrior suffers. On the roll of a 6 the Wounds of the hit are instantly healed back; do not deduct any Wounds from the Warrior's total.

12 After eating some delicious cookies you are taken into a small back room and given a jar of *Magical Pickles*. The jar of *Magical Pickles* may be used once per adventure and will heal your Wounds back to their starting total. Other Warriors may not use the jar of *Magical Pickles* as it is too precious to waste on non-Halflings.

UNEVENTFUL DAYS

When a Halfling Thief enters a Settlement there is a large number of mischievous deeds he can get up to. Whenever you roll an Uneventful day on the Settlement Events table roll 2D6 on the following chart:

Roll Event

2 The Halfling Thief is caught trying to steal a pet from the Settlement's most important figure. If he is sent to court there is a -1 modifier to the roll on the Verdict table (see below).

3 The Halfling Thief is caught stealing from a bakers.

4 In a fit of conscience the Halfling Thief tries to give back everything he has stolen. Lose 1D6x50 gold immediately.

5 The Halfling Thief manages to steal something before being chased out of town. You may select any item from the shops you are allowed to enter. Roll for its availability and if it is there you get one for free. You must also leave the settlement immediately.

6 The Halfling steals a few odds and ends which are worth 10 Gold. Add this to your gold total.

7 The Halfling runs a few quick games of 'Find the Lady' before he is chased off by the Watch. Gain 1D6x50 gold.

8 After an average day's pilfering the Halfling Thief has accumulated a few odds and ends. Make one roll on the Earnings table.

9 The Halfling Thief manages to 'acquire' a few items of jewellery worth 2 rolls on the Earnings table.

10 The Halfling Thief's day's work is very successful, and he manages to pick up a few *objects d'art*, one of which is actually a piece of Objective Room treasure, make an immediate roll on the table.

11 The Halfling Thief takes part in a daring daylight robbery which gains him 4 rolls on the Earnings table.

12 The Halfling Thief is met by the criminal underworld of the settlement, who invite you to take part in a big robbery. You cannot turn down their offer and must do nothing for the next D6 days but should roll a D6. On a roll of 1 you are caught red-handed and may be sent to court. On any other result you gain 6 rolls on the Earnings table from the escapade.

Earnings table

D6 Roll	Earnings
1	100 gold
2	1D3x100 gold
3	1D6x100 gold
4	2D6x100 gold
5	1D6x300 gold
6	1 piece of Objective Room treasure, determined normally.

BURGLARIES

While in a Settlement, the Halfling may perform one or more Burglaries. There are various stages to performing a Burglary which may be carried out. This is summarised next and explained in greater detail in the relevant sections of this booklet.

1) Choose a Store or Special Location as the target of the Burglary. This may be ANY Location, even those not normally open to the Halfling Thief. However some Locations do not contain appropriate items for the Thief to steal. This will become clearer later.

2) The Halfling Thief may visit the Underworld to obtain Rumours of his target.

3) The Halfling Thief may spend some time planning the Burglary.

4) The Halfling Thief performs the Burglary.

The Target

In order for the Halfling Thief to steal something during a Burglary, the location burgled must contain an list of items that are available to the Warriors who usually visit it.

The list must include a price and a Stock value. See the main rulebook for more details. Once you have decided upon the target, roll as normal to see if there is such a place in the Settlement, if there isn't one in the Settlement, the Halfling Thief must choose another target. A Location or store may only be the target of one attempted Burglary per Settlement.

The Underworld

There are two types of people the Halfling can visit in the Underworld: the Fence and the Insider. Every time the Halfling wishes to meet one of these people, even if he has already located one in this settlement, he must make a Location roll of 7+. (Location rolls are 3 dice in a city, 2 dice in a town, 1 dice in a village)

The Insider

The Insider gathers information for all the thieves of the Settlement, telling them where shipments are kept, how well guarded properties are, and so on. For each visit to the Insider the Halfling Thief may ask about rumours on his target. If he does not like the rumours then he may choose another target. It is possible for the Halfling Thief to have rumours on several different targets before he decides which one he is going to burgle. Once the Halfling has rumours on a target the rumours will stay the same; they will not change if he visits the Insider and asks about the same place again. Note that the Halfling Thief must decide which target is to be robbed before he starts spending days Planning.

Roll 1D6 on each of the following tables.

Contents Table

D6 roll Contents

1 'There's nothing there at all, don't even bother goin'.' You may not attempt to Burgle that Location in this Settlement.

2 'It's a bit sparse in there.' The Halfling Thief must deduct 1 from all his Stock rolls if he attempts a Burglary there (see later for Stock rolls).

3-5 'They've got stuff all over the place, but it's hard to find!' The Burglary can be carried out as normal.

6 'The place is brimming with stuff!' Add +1 to any Stock rolls you make during a burglary of this location (see later for Stock rolls).

Guards Table

D6 roll Guards

1 'The place is right next to the Watch House! Don't go near it!' You may not attempt to Burgle that Location in this Settlement.

2 'The locks can be a bit of a pain.' Deduct -1 from your Burglary roll if you attempt to Burgle this Location (see Burglary rolls later).

3-5 'There's easier places, but there's worse places too, so I've heard.' The Burglary can be carried out as normal.

6 'It'd be safer if they left it in the middle of the square!' Add +1 to your Burglary roll if you decide to Burgle this Location (see Burglary rolls later).

The Fence

Anything that a Halfling Thief steals in a settlement (no matter what its source or the method used) may only be sold to other Warriors or to a Fence. The items are marked as stolen and even another Warrior cannot try to sell them.

Every time he visits a Fence the Halfling may sell any stolen goods he has in his possession. Roll 1D6 for each possession and consult the following chart:

Fence Table

D6 roll Result

1 The local watch interrupt the proceedings. You lose whatever you were trying to sell (discard it immediately) and are Caught.

2 You manage to sell the item for -10% less than its usual selling price

3-4 You get the normal selling price for the item.

5 You get the item at +10% of its normal selling price.

6 You manage to sell the item for its full value.

Items which do not have a selling price listed (such as items available from the Elven Quarter) count half their full price as their normal selling price. This *only* applies to Halfling Thieves selling their items to Fences, not to anybody who wishes to sell an item with

no listed selling price. Once you have rolled on the table above you must sell the item, whether you like the price or not!

Planning

To assist his attempt at the Burglary, a Halfling Thief may spend one or more days Planning. The maximum number of days he can spend Planning in a single Settlement is equal to his Battle-level. These can be split between several burglaries if he wishes or all used on the same target. The days spent Planning must be consecutive, and during this time the Halfling may do nothing else. While Planning, the Halfling is hidden away and avoids contact with other people, so there is no need to roll on the Settlement Events table for each day. The Halfling must declare at the start of this period how many days he is going to spend Planning. After the last day of Planning, the Halfling carries out the Burglary.

For each day spent Planning roll 1D6. On a roll of a 6 the Halfling has learned something new. He may add +1 to the subsequent Burglary roll. This is cumulative, so if he manages to spend three days successfully Planning he will gain +3 to his Burglary roll, for example.

The Burglary

At the end of his last day of Planning the Halfling Thief sets all of his plans in motion and performs the Burglary. A Halfling may perform a Burglary without any Planning or rumours at all. If he has not done any Planning he will not have any bonuses to his Burglary roll, while without the knowledge of rumours he may walk into a trap.

Whatever his Planning or state of readiness, first of all roll 1D6; on a roll of a 1 the rumours were wrong! Roll again on the Rumour Table to see what the reality is. If it indicates that the Watch is there (i.e. a roll of a one on the Guards table) then you are Caught and must abort the Burglary.

If you have not already gathered any rumours for this target, generate them now, to see if any modifiers apply to the dice rolls. If you roll a 1 on the Guards table you are Caught.

Regardless of the truth of the rumours, now roll 1D6 on the following table, applying any modifiers from rumours, Planning or any other source. A roll of a 1 is always a 1, irrespective of modifiers.

Burglary Table

Roll	Result
1	Stop Thief! The Watch apprehend you in the act and you are Caught. The Burglary has failed.
2-3	After all of your careful preparations you are disturbed and flee empty handed.
4	You are slightly hurried but manage to get in.
5	You have quite a while to search out the 'bargains'. You may try to find and steal 1D3 items before there is any risk of being caught.
6	You have loads of time! You may try to find and steal 1D6 items before there is any risk of being caught.

To steal an item you must make its stock roll for it, applying any modifiers. Stock rolls are fully discussed in the Warhammer Quest rulebook. You may only steal one of each item, but there is no limit to the amount of rolls you can make before you successfully find the item. However, this is not without risk: if you ever fail a stock roll and one or more of the stock dice is a 1, you are Caught by the Watch and must try to escape (see below).

SHOPLIFTING

Whenever a Halfling Thief enters a shop for any reason he may attempt to steal something. To do so he must make a stock roll as normal, but modified by -4. If the Halfing enters the shop solely for the purpose of theft there is a further -1 modifier to the stock roll due to his suspicious behaviour.

There is no limit to the number of items he may attempt to shoplift, but cannot shoplift more than 1 of a single item (or a batch, such as D6 bandages). This is unaffected by any purchases he makes. You may only enter a store once per Settlement, as usual, whether you go there to shoplift, purchase or both.

If the Halfling fails the adjusted stock roll, he is Caught and may be punished.

GETTING CAUGHT

Throughout his escapades there are many situations that say the Halfling Thief has been Caught (OH NO!). The Halfling Thief immediately loses whatever he was caught

stealing, from that particular store or location. To escape capture, the Halfling Thief must roll 1D6 and add his Initiative. If the result is an eight or more, he has given them the slip and escapes. If he fails to do this, roll 1D6 on the following Punishment Table:

Punishment Table

Roll	Punishment
1	The Halfling is sent to Court (see below).
2	The Halfling is beaten up and thrown out of the settlement. He loses 1 Wound permanently and must leave the settlement immediately.
3	The Halfling is thrown out of the settlement and told never to let his shadow fall there again.
4-5	The Halfling Thief is summarily fined 2D6x100 gold.
6	The Halfling Thief is charged 1D6x100 gold for the problems he has caused.

Being sent to Court

There are some results on the previous charts that say you are sent to Court. If this happens the Halfling Thief may do nothing for the next D6 days while he languishes in jail. Any stolen items the Halfling Thief has yet to sell are confiscated, remove them from your Warrior sheet.

On the last day the Halfling is sent to Court and faces the judge. You should roll 1D6 on each of the following tables to see what the Court decides.

Crime Table

Roll	Crime
1	Being a Halfling
2	Attempted Theft
3	Theft
4	Grand Theft
5	Unlawful Acquisition
6	Theft with Intent

Sentence

Roll	Sentence
1	You are found innocent and are free to go! Anything confiscated from you (including any item you were caught stealing!) is returned to your possession.
2	You are given a stern warning but left free to go.
3	1,000 Gold fine which you must pay immediately. If you cannot, after selling items and so on, you must pay all you have and are thrown out of the Settlement.
4	Physical chastisement*. The judge orders you to be physically mutilated in some way. Roll 1D6 and consult the following table:

Roll	Chastisement
1-2	Ear, finger or other non-vital appendage. This gives the Halfling a rather more rascally look than before, and hurts for weeks afterwards.
3-4	Leg cut off. You now move at half your movement rate and have -2 deducted from your Initiative, plus you may only break from Pinning on a roll of 6. If you lose your other leg you must retire this warrior.
5-6	Lose a Hand. You are at -1 to hit with any weapon, if you lose both hands you must retire.

5	1D6x5 years imprisonment*. The Halfling must be retired immediately. However, if you can roll a 5 or 6 at the start of any adventure the Halfling has managed to escape and he may participate from that adventure onwards.
6	Death!!!* Roll 1D6 and consult the chart to see what your method of execution is going to be. You are dead...

Roll	Method
1	Beheading. 'Off with his head!'
2	Hanging. 'The fellow's so short we won't need a big scaffold!'
3	Drowning. 'Tie him to a pebble and throw him in the river!'
4	Burning. 'The chap's got so much fat on him he'll probably melt to death!'
5	Torture. 'I'm bored, take him down to the cells for later!'
6	Starvation. 'I can think of no worse punishment for a Halfling!'

Sentences marked with * may be avoided if the

other Warriors can pay to get the Halfling out (bribe the judge!). The amount to be paid is worked out by adding together the rolls on the tables above (including the sub-tables) and multiplying the result by one hundred. If the Halfling Thief manages to evade his fate by bribery the whole party must leave the settlement immediately and may never return there, on pain of death!

'Figga N Rookz Deal'

WARHAMMER QUEST

HALFLING THIEF CHARACTER PACK

Priced £4.00

Available only from Mail Order

Well, after our sneak preview of the Warhammer Quest Halfling Thief here's the full Monty... Inspired by the original article those helpful Mail Order Trolls have come up with a Warhammer Quest Character Pack complete with Battle Levels, Training, full rules and a choice of one of six rather nifty figures to represent the miscreant!

All you have to do is drop a line to one of the friendly (well, at least they don't bite!) Mail Order Phone Trolls and ask for the Warhammer Quest Halfling Thief Character Pack from Citadel Journal issue 24. Remember to tell them which of the six Halfling figures you want and to quote the product code. You'll get all this and for just £4.00! You'll be as happy as thieves. *(Er, sorry about that. – Ed.)*

'Ned Neddley'



74421/1

'Nifflet "Statue Stealer" Stumbly'



74421/22

'Nikit Kwik'



073886/4

'Bumblebean Lightfoot'



073886/5

'Didy Bugry'



74421/9

'Two-Feet-Tall Telworth Buttercup'



74421/36A

WARHAMMER®

'The Beardy's Guide to Dwarfs'

If you thought last issue's Gobbo list was staggeringly long just see how many Dwarfs we've made over the years. We've probably made more Dwarf models than there are Dwarfs in the Old World! Unfortunately the legendary Inconvenienced Dwarf has been lost somewhere in time but there are still hundreds of mean-tempered Stunties just gagging for a scrap!

Product code	**Description**
1986-1991 Catalogue p.210	
IMPERIAL DWARFS £1.75 each or £5.00 for 3	
Command - £2.00 each,	
Champions and Commanders - £3.00 each	
074347/29	Eagle Standard and kettle hat
074347/28	Boar Standard and kettle hat
(For when you'd love a cuppa...)	
074335/27	Boar Standard and skull cap
RR1/C	Horn Standard and horned helm
(This was infact the original Bugman's Dwarf Rangers, Regiment of Renown, Standard bearer.)	
RR6/D	Dragon Standard and open helm
(And this was Prince Ulther's Imperial Dwarfs, Regiment of Renown, Standard Bearer.)	
074347/27	Commander with hammer
074335/29A	Commander with hammer 2
074335/29	Commander with hammer 3
RR1/A	Commander with axe 1
(This figure was the original Josef Bugman.)	
RR6/A	Commander with axe 2
(This is Prince Ulther of the Imperial Dwarfs.)	



RR6/A

074347/26A	Champion with mace
074347/26B	Champion with mace 2
074347/26C	Champion with mace 3
RR1/B	Champion with axe and peg-leg
(This chap's Owd Tom Thykson, original Champion, of Bugman's Rangers.)	
RR6/B	Champion with axe 3
(This fella was the Champion of Prince Ulther's Imperial Dwarfs.)	

Product Code	**Description**
074347/28A	Musician with drum
(Blimey, I thought that was his belly, the fat cow.)	
074347/28B	Musician with drum 2
074347/28	Musician with drum 3
RR1/D	Musician with horn 1
(This was Bugman's Rangers musician but I'm not sure whether he's blowing that horn or guzzling beer from it!)	
RR6/C	Musician with horn 2
(This was the musician from Prince Ulther's Imperial Dwarfs, now he's got a curly one... oh-er.)	



RR1/C

1986-1991 Catalogue p.211

THE ORIGINAL BUGMAN'S DWARF RANGERS

RR1/EA	Imperial Dwarf with axe 4
RR1/EB	Imperial Dwarf with axe 6
RR1/EC	Imperial Dwarf with axe 7

PRINCE ULTHER'S IMPERIAL DWARFS

RR6/F	Imperial Dwarf with axe 8
RR6/G	Imperial Dwarf with axe 9
(Don't you just wish one of them would be different and have a sword or something?)	
RR6/E	Imperial Dwarf with axe 10
RR6/H	Imperial Dwarf with axe 11

IMPERIAL DWARFS

074335/14	Imperial Dwarf with sword 1
(Ah, that's better, a sword...)	

Product code	Description
074335/24	Imperial Dwarf with sword 2
074335/12	Imperial Dwarf with sword 3
074335/4	Imperial Dwarf with sword 4
074335/2	Imperial Dwarf with sword 5
074335/20	Imperial Dwarf with sword 6
074335/1	Imperial Dwarf with sword 7
074335/10	Imperial Dwarf with sword 8
074335/8	Imperial Dwarf with sword 9
074335/23	Imperial Dwarf with mace 4
074335/19	Imperial Dwarf with mace 5
074335/17	Imperial Dwarf with axe 12
074335/25	Imperial Dwarf with axe 13
074335/18	Imperial Dwarf with axe and horn
074335/22	Imperial Dwarf with axe 14
074335/6	Imperial Dwarf with axe 15
074335/11	Imperial Dwarf with axe 16
074335/13	Imperial Dwarf with axe 17
074335/15	Imperial Dwarf with axe 18
074335/9	Imperial Dwarf with axe 19

1986-1991 catalogue p.212

074335/16	Imperial Dwarf with hammer 4
074335/21	Imperial Dwarf with hammer 5
074335/5	Imperial Dwarf with hammer 6
074323/7	Imperial Dwarf with hammer 7
074335/3	Imperial Dwarf with hammer 8
074335/7	Imperial Dwarf with pistol
074347/24	Imperial Dwarf with spear 1
074347/25	Imperial Dwarf with spear 2
074347/13	Imperial Dwarf with handgun
074347/23	Imperial Dwarf with sword 11
074347/11	Imperial Dwarf with axe 20
074347/19	Imperial Dwarf with axe 21
074347/20	Imperial Dwarf with axe 22
074347/17	Imperial Dwarf with axe 23
074347/18	Imperial Dwarf with Halberd
074308/9	Imperial Dwarf with hammer 9
(...and World War I German helmet!)	
074347/16	Imperial Dwarf with axe 24
074347/21	Imperial Dwarf with spear 3
074347/12	Imperial Dwarf with axe 25
074347/22	Imperial Dwarf with spear 4
074347/8	Imperial Dwarf with crossbow 1
074347/10	Imperial Dwarf with crossbow 2
074347/6	Imperial Dwarf with crossbow 3
074347/7	Imperial Dwarf with crossbow 4
074347/9	Imperial Dwarf with crossbow 5
074347/30	Imperial Dwarf with crossbow 6
074347/2	Imperial Dwarf with crossbow 7
074347/5	Imperial Dwarf with crossbow 8
074347/4	Imperial Dwarf with crossbow 9
074347/3	Imperial Dwarf with crossbow 10

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074308/60	Imperial Dwarf with spear 5
074308/1	Imperial Dwarf with sword 12
074308/39	Imperial Dwarf with crossbow 11

Product Code	Description
074308/46	Imperial Dwarf with sword and lantern
074308/57	Imperial Dwarf with sword 13
074308/51	Imperial Dwarf with axe 26
074308/33	Imperial Dwarf with sword 14
074308/41	Imperial Dwarf with sword 15
074308/38	Imperial Dwarf with crossbow 12
074308/43	Imperial Dwarf with sword 16
074308/56	Imperial Dwarf with sword 17
074308/40	Imperial Dwarf with sword 18
074308/50	Imperial Dwarf with axe 27
074308/45	Imperial Dwarf with axe 28
074308/47	Imperial Dwarf with axe and spear
074308/35	Imperial Dwarf with axe 29
074308/59	Imperial Dwarf with sword 19
074308/32	Imperial Dwarf with staff
(You never know when you might need helpers!)	
074308/37	Imperial Dwarf with axe 31
074308/42	Imperial Dwarf with sword 20
074308/52	Imperial Dwarf with axe 32
074308/31	Imperial Dwarf with axe 33
074308/18	Imperial Dwarf with axe 34
074308/54	Imperial Dwarf with axe 35
074308/48	Imperial Dwarf with axe 36
074308/44	Imperial Dwarf with hammer 10
074308/49	Imperial Dwarf with hammer 11
074308/58	Imperial Dwarf with hammer 12
074308/36	Imperial Dwarf with axe 37



074323/3

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NORSE DWARFS: £1.75 or £5.00 for 3

074311/29	Norse Dwarf with Standard
(I wouldn't mess with this one... he looks like Attilla the Hun.)	
074311/27	Norse Dwarf with hammer 1
074311/26	Musician with drum
074323/21	Norse Dwarf with axe 1
074323/3	Norse Dwarf with axe 2
074311/28	Norse Dwarf with axe 3
074323/24	Norse Dwarf with axe 4
074323/22	Norse Dwarf with axe 5
074323/2	Norse Dwarf with axe 6
074323/15	Norse Dwarf with axe 7
074311/25	Norse Dwarf with axe 8

Product Code	Description
074323/14	Norse Dwarf with axe 9
074323/5	Norse Dwarf with axe 10
074308/30	Norse Dwarf with axe 11
074311/21	Norse Dwarf with axe 12
074311/18	Norse Dwarf with axe 13
074323/6	Norse Dwarf with axe 14

('Ere, this one looks like a girl... I think!)



074323/6

074323/8	Norse Dwarf with hammer2
074311/10	Norse Dwarf with axe 15
074323/13	Norse Dwarf with axe 16
074323/11	Norse Dwarf with axe 17
074323/28	Norse Dwarf with axe 18
074311/22	Norse Dwarf with axe 19
074323/1	Norse Dwarf with axe 20
074311/23	Norse Dwarf with axe 21
074311/17	Norse Dwarf with axe 22
074323/26	Norse Dwarf with axe 23
074311/24	Norse Dwarf with axe 24
074323/25	Norse Dwarf with bow 1
074323/23	Norse Dwarf with bow 2

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074323/12	Norse Dwarf with sword 1
074323/30	Norse Dwarf with sword 2
074323/29	Norse Dwarf with sword 3
074323/27	Norse Dwarf with sword 4
074308/53	Norse Dwarf with sword 5
074323/20	Norse Dwarf with spear 1
074323/19	Norse Dwarf with spear 2
074323/18	Norse Dwarf with spear 3
074323/16	Norse Dwarf with spear 4
074323/17	Norse Dwarf with spear 5
074323/9	Norse Dwarf with hammer 3
074311/16	Norse Dwarf with hammer 4
074311/7	Norse Dwarf with hammer 5
074311/20	Norse Dwarf with hammer 6
074323/10	Norse Dwarf with hammer 7
074311/13	Norse Dwarf with hammer 8

(You have to buy this figure just for his beard, it's outrageous!)

074311/12	Norse Dwarf with hammer 9
074311/14	Norse Dwarf with hammer 10
074311/15	Norse Dwarf with hammer 11

Product Code	Description
074311/19	Norse Dwarf with hammer 12
074311/1	Norse Dwarf with hammer13
074308/3	Norse Dwarf with sword 6
074311/8	Slayer with axe 1
074311/9	Slayer with axe 2
074311/2	Slayer with sword
074311/1	Slayer with sword and axe
074311/4	Slayer with axe 3
074311/6	Slayer with axe 4
074311/3	Slayer with axe 5
074311/5	Slayer with axe 6

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DWARF LORDS OF LEGEND

BC3/4	Dwarf with axe 1
BC3/8	Dwarf with sword 1
BC3/2	Dwarf with sword and axe

(And with frothing mouth and lip chain.)

BC3/6	Dwarf with sword 2
BC3/1	Dwarf with sword and dagger
BC3/5	Dwarf with scimitar
BC3/7	Dwarf with pick-axe

DWARF ADVENTURERS: £1.75 or £5.00 for 3

074308/27	Dwarf Wizard 1
074308/34	Dwarf Wizard 2
074308/6	Dwarf Wizard 3
074308/11	Dwarf Wizard 4
074308/2	Dwarf Wizard 5
074308/26	Dwarf Ninja

(Whatever will they think of next?)



074308/26

074308/24	Dwarf with sword and tankard
074308/29	Dwarf Samurai

(This is getting silly, there'll be one on stilts next?)

074350/10	Dwarf on stilts

(Aaarrgh!)

074308/19	Dwarf reading map
074308/14	Dwarf robber with dagger
074308/23	Dwarf robber with club
074308/16	Dwarf runner
074308/13	Dwarf robber with loot

(And cheeky grin...)

074308/15	Dwarf robber with dagger 2
074350/1	Dwarf rat-catcher
074308/25	Dwarf merchant
074308/20	Dwarf hunter with arquebuss and pith-helmet

Product Code	Description
074308/21	Dwarf drunk *(How typical!)*
074308/8	Wounded Dwarf 1
074308/22	Dead drunk
074347/15	Wounded Dwarf 2
074308/4	Wounded Dwarf 3

074308/22



1986-1991 Catalogue p.217
DWARF ENGINEERS: £1.75 or £5.00 each

074350/28	Engineer with pick-axe 2
074350/29	Engineer with pick-axe 3
074308/10	Engineer with pick-axe 4
074308/28	Engineer with crossbow
074350/27	Engineer with shovel 1
074350/23	Engineer with pick-axe 5
074350/20	Engineer with pick-axe 6
074350/24	Engineer with tray of mugs

(An essential piece of equipment, as any builder will tell you!)

074350/12	Engineer with shovel 2
074350/14	Engineer with pick-axe 7
074350/16	Engineer with blow-torch

(Hang on, is that in the rules?)

074350/18	Engineer with hammer 1
074350/19	Engineer with hammer 2
074350/13	Engineer with pick-axe 8
074350/17	Dwarf miner
074350/7	Dwarf prospector
074350/15	Dwarf with sticks of dynamite *(and insane grin)*
074350/21	Engineer with pick-axe
074350/26	Engineer with pincers
074350/4	Dwarf cook
074308/12	Engineer with grappling hook 1
074350/3	Dwarf miner 2
074308/5	Engineer with grappling hook 2

MANTLET: £4.00 complete

074350/30	Wall piece 1
074350/31	Wall piece 2
074350/32	Chassis

TOOLS

074350/5	Set of five tools: £2.50

(No Sawyerisms please.)

074350/33	Lantern: £2.00
074350/11	Wheelbarrow: £1.50

Product Code	Description
1986-1991 Catalogue p.218	
GOBLOBBER: £20.00 complete	
(I bet that those mangy Gobbos will remember this.)	
MD7/H	Dwarf Artillery Commander
MD7/K	Dwarf sitting on goblin
(I bet that's uncomfortable.)	
MD7/I	Dwarf spotter
MD7/L	Dwarf loader 1
MD7/J	Dwarf loader 2
MD7/C	Throwing arm
MD7/F	Shield
MD7/A	Chassis
MD7/B	Support (requires two)
MD7/D	Bow
MD7/E	Wheel (requires four)
MD7G	Netted goblin
MD7/O	Spitted meat
MD7/N	Fire
Md7/M	Dwarf cook

MD7/O MD7/N & MD7/M



1986-1991 Catalogue p.219
FLAME CANNON: £7.00 complete

074362/7	Flame cannon barrel
074362/6	Flame cannon carriage
074362/5	Dwarf gunner
074362/2	Dwarf spotter
074362/8	Dwarf loader 1
074362/9	Dwarf loader 2

FIRETHROWER: £7.00 (This weapon is not covered by the current Dwarf army list)

074362/10	Fuel barrel
074362/11	Dwarf loader with bellows
074362/12	Dwarf gunner

GYROCOPTER: £20.00 complete

074362/17	Propeller
074362/15	Engine
074362/14	Dwarf pilot *(Tally-ho!)*
074362/13	Cannon
074362/16	Tail

BUGMAN'S CART: £7.00 complete

074374/1	Dwarf driver

Product Code	Description
074374/3	Seat
074374/2	Pony
074374/4	Beer barrel side 1
074374/5	Beer barrel side 2
074374/26	Cart chassis
074374/29	Wheel (requires two)

1986-1991 Catalogue p318
BLOOD BOWL DWARFS: £1.75 or £5.00 for 3

073348/8	Dwarf Lineman
073348/7	Dwarf Thrower
073348/4A	Dwarf Blitzer 1
073348/3A	Dwarf Lineman 2
073348/2A	Dwarf kicker 1
073348/2B	Dwarf kicker 2
073348/2C	Dwarf Blocker 1
073348/3B	Dwarf Lineman 3
073348/3C	Dwarf Lineman 4
073348/4B	Dwarf Blitzer 2
073348/1B	Dwarf Blocker 2
073348/1C	Dwarf Blocker 3
073348/4C	Dwarf Blitzer 3
073387/11	Flint Churnblade Star player

(With nasty whirling chainsaw.)

073387/4	Barik Farblast star player 2

(With bazooka!!)

073348/5A	Injured Dwarf 1
073348/5B	Injured Dwarf 2
073348/6A	Dwarf Referee

(Now I bet he doesn't like any beardy *players.)*

073348/6B	Dwarf Cheerleader

(I bet you don't sweat much for a fat lass!)

DWARF DEATH ROLLER: £9.00

073407/1	Roller half 1
073407/2	Roller half 2
073407/4	Engine
073407/5	Dwarf driver
073407/3	Frame



0837/2



0837/1

Product Code	Description
1994 Catalogue	**p.4**
MORE BLOOD BOWL DWARFS	
73512/1	Grim Ironjaw £4.00

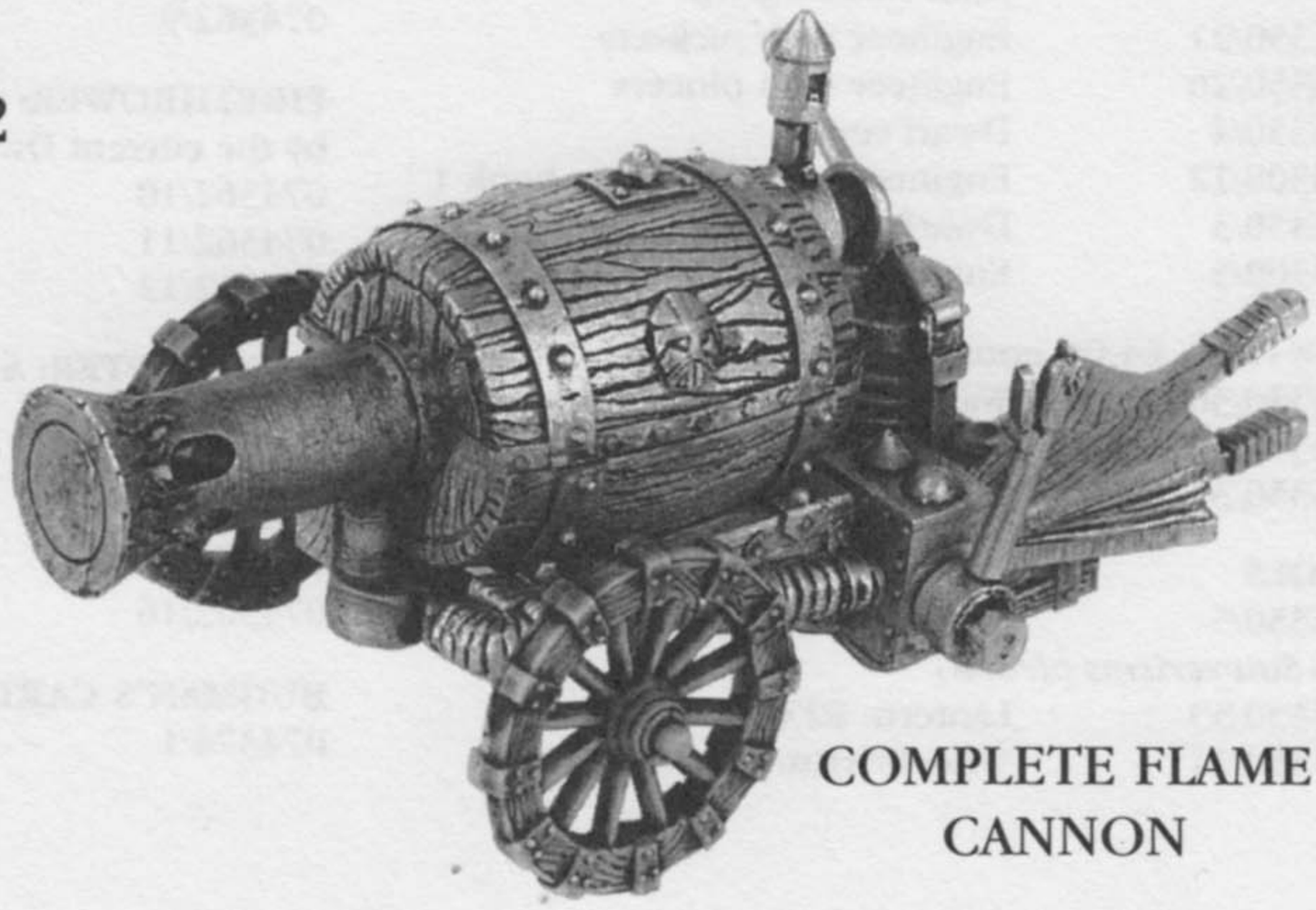
(Why he looks like he's belching I'll never know.)

0287/5	Dwarf Blitzer 1
0287/8	Dwarf Blitzer 2
0287/6	Dwarf Trollslayer 1
0287/9	Dwarf Trollslayer 2
0287/4	Dwarf Runner 1
0287/7	Dwarf Runner 2
0287/1	Dwarf Longbeard 1
0287/2	Dwarf Longbeard 2
0287/3	Dwarf Longbeard 3

1994 Catalogue	**p.85**
DWARF SLAYERS: £1.75 or £5.00 for 3	
88091/57	Troll slayer 1
88091/51	Troll slayer 2
88091/52	Troll slayer 3
88092/54	Giant slayer £2.50
88092/53	Giant slayer £2.50
88097/55	Dragon slayer £5.00
88098/98	Daemon slayer £6.00

1994 Catalogue	**p.86**
ANVIL OF DOOM: £15.00 complete	
0836/6	Banner pole (requires two)
0836/3	Anvil of Doom
0836/4	Anvil base
0836/5	Pedestal
0836/2	Dwarf Runepriest
0836/1	Dwarf guardian (requires 2)
100557	Plastic spoked wheels (requires four)

1994 Catalogue	**p.87**
FLAME CANNON: £15.00 complete	
0837/1	Master Gunner
0837/2	Loader
0837/3	Swabber
0837/7	Front base
0837/8	Cannon barrel



COMPLETE FLAME CANNON

Product Code	Description
0837/11	Lever
0837/13	Bellows
100557	Plastic spoked wheels (requires two)
0837/6	Rear base
0837/5	Upper barrel
0837/10	Pump
0837/12	Steam whistle
0837/4	Lower Barrel
0837/9	Instruments panel
00544/5	Tail and skulls 1
00544/6	Tail and skulls 2



88094/33

HAMMERERS: £1.75 or £5.00 for 3

88095/23	Hammerer 1 (winged helm)
88095/24	Hammerer 2 (feathered helm)
88095/25	Hammerer 3 (horned helm)
88095/26	Hammerer 4 (plumed helm)
88095/43	Hammerer 5 (Griffon helm)
88095/44	Hammerer 6 (three feathered helm)
88095/45	Hammerer 7 (plumed helm)
88095/46	Hammerer 8 (feathered helm)

LONGBEARDS: £1.75 or £5.00 for 3

88094/15	Longbeard 1 (with sword)
88094/16	Longbeard 2 (with flail)
88094/17	Longbeard 3 (with mace)
88094/18	Longbeard 4 (with axe)
88094/31	Longbeard 5 (with bloomin' huge sword!)
88094/32	Longbeard 6 (with sword)
88094/33	Longbeard 7 (with sword)
88094/34	Longbeard 8 (with flail)

IRON BREAKERS: £1.75 or £5.00 for 3

88093/19	Iron Breaker 1
88093/20	Iron Breaker 2
88093/21	Iron Breaker 3
88093/22	Iron Breaker 4
88093/49	Iron Breaker 5
88093/48	Iron Breaker 6
88093/47	Iron Breaker 7
88093/50	Iron Breaker 8

Product Code	Description
1995-1996 Catalogue p.216	
DWARF CLANSMEN: £1.75 or £5.00 for 3	
88053/26	Clansman with axe 2
88053/43	Clansman with axe 3
88053/44	Clansman with axe 4
88053/45	Clansman with axe 5
88053/30	Clansman with two handed axe 2
88053/31	Clansman with two handed axe 3
88053/47	Clansman with two handed axe 4
88053/48	Clansman with two handed axe 5
(I wonder why this Dwarf has his hand on his hip!)	
88053/29	Clansman with mace 1
88053/46	Clansman with mace 2
88053/21	Clansman with two handed hammer 1
(Ah! that's why, so has this Dwarf; they must be really good friends)	
88053/23	Clansman with two handed hammer 2
88053/50	Clansman with two handed hammer 3
88053/27	Clansman with hammer 3
88053/49	Clansman with hammer 4
88053/53	Clansman with hammer 5
88053/55	Clansman with two handed hammer 4
88053/25	Clansman with sword 4
88053/32	Clansman with sword 5
88053/41	Clansman with sword 6
88053/42	Clansman with sword 7
88053/22	Clansman with axe 6
88053/51	Clansman with flail
88053/28	Clansman with spear 6
88053/52	Clansman with spear 7



88001/3

1995-1996 Catalogue p.217	
88001/1	Clansman with spear 1
88001/2	Clansman with spear 2
88001/3	Clansman with spear 3
88001/4	Clansman with spear 4
88001/25	Clansman with spear 5
88001/2	Clansman with sword 1
88001/11	Clansman with sword 2
88001/14	Clansman with two handed sword
88001/30	Clansman with sword and bomb 3

Product Code	Description
88001/22	Clansman with sword and pistol
88001/3	Clansman with hammer 1
88001/3	Clansman with hammer 2
88001/6	Clansman with axe 1
88001/9	Clansman with two handed axe 1
88001/21	Clansman with halberd
88001/26	Clansman with halberd 2
88001/27	Clansman with flail 1
88001/28	Clansman with pole-hammer

1995-1996 Catalogue p.218
DWARF CROSSBOWS: £1.75 or £5.00 for 3

88051/33	Dwarf with crossbow 1
88051/34	Dwarf with crossbow 2
88051/35	Dwarf with crossbow 3
88051/36	Dwarf with crossbow 4
88051/57	Dwarf with crossbow 5
88051/58	Dwarf with crossbow 6
88051/59	Dwarf with crossbow 7
88051/60	Dwarf with crossbow 8
88051/61	Dwarf with crossbow 9
88051/62	Dwarf with crossbow 10
88051/63	Dwarf with crossbow 11
88051 /64	Dwarf with crossbow 12
88001/5	Dwarf with crossbow 13
88001/8	Dwarf with crossbow 14

(the following figures utilize a plug-in crossbow)

88051/38	Dwarf with crossbow 15
88051/37	Dwarf with crossbow 16
88051/39	Dwarf with crossbow 17
88051/40	Dwarf with crossbow 18
88051/1A	Plug-in crossbow

1995-1996 Catalogue p.220
TROLL SLAYERS: £1.75 or £5.00 for 3

88092/10	Trollslayer with axe 1
88092/7	Trollslayer with axe 2
88092/5	Trollslayer with axe 3
88092/4	Trollslayer with axe 4

THUNDERERS: £1.75 or £5.00 for 3

88096/27	Thunderer 1 (shouldering)
88096/28	Thunderer 2 (loading)
88096/29	Thunderer 3 (aiming)
88096/30	Thunderer 4
88096/35	Thunderer 5 (aiming)
88096/36	Thunderer 6 (aiming)
88096/37	Thunderer 7 (loading)
88096/38	Thunderer 8 (with telescopic sight)
88096/39	Thunderer 9
88096/40	Thunderer 10 (shouldering)
88096/41	Thunderer 11 (shouldering)
88096/42	Thunderer 12 (shouldering)

1995-1996 Catalogue p.221
DWARF SLAYERS

88091/11	Trollslayer 4
88091/12	Trollslayer 5

Product Code	Description
88091/13	Trollslayer 6
88092/1	Giant slayer 2
88092/2	Giant slayer 4
88092/3	Giant slayer 5
88097/1	Dragon slayer 2
88098/1	Daemon slayer 2

1995-1996 Catalogue p.223
DWARF COMMAND: £2.00 each CHAMPIONS: £3.00

88010/3	Dwarf Standard Bearer 1
88010/12	Dwarf Standard Bearer 2
88010/8	Dwarf Standard Bearer 3
88010/2	Dwarf Leader 1
88010/5	Dwarf Leader 2
88010/9	Dwarf Leader 3
88010/4	Dwarf Musician 1
88010/7	Dwarf Musician 2
88010/11	Dwarf Musician 3
88010/1	Dwarf Champion 1
88010/6	Dwarf Champion 2
88010/10	Dwarf Champion 3

1995-1996 Catalogue p.224
DWARF ORGAN GUN: £10.00 complete

MM12/3	Dwarf Master Gunner
MM12/9	Upper mantle guard
MM12/8	Lower mantle guard
MM12/1	Dwarf gunner
MM12/4	Organ gun
MM12/5	Spiked carriage
MM12/6	Wheel (requires two)
MM12/11	Scythe (requires two)
MM12/2	Dwarf gunner 2
MM12/10	Elevating screw
MM12/7	Spiked gun mantle



88096/38

DWARF SIEGE GUN: £10.00 complete

880030/8	Dwarf Master gunner
880030/4	Dwarf Water carrier
880030/7	Dwarf swabber
880030/6	Dwarf powderer
880030/5	Dwarf loader
880030/2	Siege gun
880030/1	Gun carriage
880030/9	Gunner's stool
880030/10	Carriage axle
100557	Plastic spoked wheel (requires two)

Product Code	Description
1995-1996 Catalogue p.226	
DWARF GYROCOPTER: £10.00 complete	
0842/1	Dwarf pilot
0842/2	Cannon chassis
0842/3	Engine
0842/4	Tail
0842/5	Propeller
1995-1996 Catalogue p.227	
103305	Dwarf plastic sprue (2 figs)
1995-1996 Catalogue p.228	
DWARF THRONE OF POWER: £20.00 complete	
828/1	Throne platform
828/5	Thorgrim Grudgebearer (Dwarf High King)



828/5

828/2	Throne back
828/3	Banner pole (requires two)
828/4	Seat
828/6	Dwarf bearer 1
828/7	Dwarf bearer 2
828/8	Dwarf bearer 3
828/9	Dwarf bearer 4
1995-1996 Catalogue p.230	
DWARF CHARACTERS: £6.00 each	
74384/2	Kragg's banner
64384/1	Runelord Kragg the Grim
74383/2	Damminson's banner
74383/1	Burlock Damminson, Engineer Guildmaster
074380/1	Gotrek Gurnisson £3.00
074380/2	Felix Jaegar £3.00
00840/2	Bugman's banner
00840/1	Joseph Bugman
BUGMAN'S DWARF RANGERS: £1.75 or £5.00 for 3	
00840/3	Dwarf Trooper 3
00840/7	Dwarf Trooper 2
00840/4	Standard Bearer
00840/6	Dwarf Trooper 1
00840/5	Champion
1995-1996 Catalogue p.232	
74382/2	Ironfist's Banner
74382/1	Ungrim Ironfist
74381/3	Kazador's Banner
74381/2	Thunder horn
74381/1	King Kazador
GRUDGE OF DRONG CAMPAIGN CHARACTERS £3.00 each	
74388/1	Drong the Hard
74389/1	Queen helgar
74394/1	Grung Grudge-Bringer, Runepriest
74397/1	Skag the Stealthy
74395/1	Krudd Mad-Mattock
DWARF MINERS Command £1.75 each Miners £1.25 each	
88045/3	Miner Champion with pick
88045/2	Miner Musician with trumpet
88045/1	Miner Standard Bearer
88044/1	Miner with pick 1
88044/2	Miner with pick 2
88044/3	Miner with pick 3
88044/4	Miner with pick 4
88044/5	Miner with pick 5
DRUNKEN DWARFS £1.25 each	
74396/1	Drunken Miner
74396/2	Drunken Dwarf 1
74396/3	Drunken Dwarf 2
74396/4	Drunken Crossbowman



74396/2

DWARF CANNON	**£7.00 complete**
74390/3	Dwarf Crewman 1 commander
74390/2	Dwarf Crewman 2 loader
74390/1	Dwarf Crewman 3 with swabber
74390/4	Elevation Handle
74390/5	Chassis
74390/6	Gun Barrel
100558	Plastic Solid Wheel
HAMMERERS	**Command £1.75 each Hammerers £1.25 each**
74392/1	Hammerer Champion
74392/4	Hammerer Hornblower
74392/2	Hammerer Standard Bearer
74391/1	Hammerer 1
74391/2	Hammerer 2
74391/3	Hammerer 3
74391/4	Hammerer 4
SLAYER COMMAND	**&&2.00 each**
74398/1	Slayer Standard Bearer
74398/3	Slayer Hornblower



MAXIMUS TACTICUS

RACE SPECIFIC STRATEGY CARDS IN WARHAMMER 40,000

by Christoph Reiter

Chris is nineteen and from Salzberg, Austria. He has been playing Warhammer 40,000 for about four years for which he runs his own Space Marine Chapter, The Hellraisers, which has swelled to an enormous 9000 points. Chris also has a modest Eldar force. For Warhammer he fields Wood Elves *(or should that be forests? – Ed)* and for Necromunda he runs with the Ratskins. This indomitable Austrian also has plans to build a huge Epic Ork Waaagh. *(Is there no stopping this man? – Ed.)* Take it away, Chris…

Way back in *White Dwarf* 205, Gav Thorpe, besides claiming he had a brilliant strategy, brought up the idea of race-specific Strategy Cards for Warhammer 40K, following on from the example of the Tyranids. He gave some titles for these but without any actual rules, which sparked off some ideas of my own. So, I just sat down and invented some Strategy Cards of my own. I think that they are quite appropriate and add a little more atmosphere to the games.

Da Roolz: For each Strategy card you are allowed, roll a D6: on the score of 1-3 take one of the standard Strategy Cards from the Dark Millennium supplement and on the roll of 4+ roll a D6 on the table appropriate for your army's race.

Note: The following tables are treated as Strategy cards and therefore cannot be duplicated in a game (alternatively, you can make them up as cards, if you can be bothered, which I can't).

IMPERIAL GUARD

1. **Veterans:** The regiments at your disposal for this battle are battle-hardened veterans that have fought in countless wars across the Imperium and are loyal and steadfast. You may play this before the start of the game and for the entire battle, all Imperial Guard troops may re-roll one dice in the event of a failed *break test* or other psychology test. This does not apply to squads with the veteran abilities *Crazed* or *Grizzled*.

2. **The Big Push:** Imperial forces are making a determined attack in this sector and a constant flow of reinforcements arrive to breach the enemy lines. You may play this at any time. Any destroyed vehicle or squad that is either wiped out or that has fled the battlefield may join the battle again on the D6 score of a 5+ and may enter from your table edge. This strategy affects all destroyed vehicles and squads throughout the game but has no effect on Characters.

3. **Counter Intelligence:** Special Imperial agents have infiltrated the enemy HQ and learnt much of their battle plan. You may play this at any time to cancel the effects of an enemy's Strategy Card. One use only.

4. **Razor Wire:** Imperial Engineers have been busy at night, laying traps, digging pits and literally covering no-man's-land with Razor Wire. Enemy sappers have cleared a lot of this away, but some still remains to hamper

the enemy troop's advance. This may be played at the beginning of any of your opponent's turns. Roll a D6 for each squad and vehicle (except flyers of course), on the score of a one they have fallen foul of Razor Wire or tank traps and must miss their movement phase as they struggle to free themselves. In addition, infantry squads suffer a strength 3 hit for each member from the sharp steel!

5. **Camouflage:** This may be used on one of your squads or vehicles before the battle begins. This squad or vehicle is using an especially effective camouflage scheme, Cameleoline and other ploys to remain undetected. To target the unit in question for shooting or close combat the enemy must roll a 4+ on a D6 first or choose another target. A separate roll is required for each enemy squad, vehicle and character attempting to locate this target.

6. **Shell Shock:** The screaming of heavy artillery has been ringing in the ears of your enemy for hours after your devastating barrage designed to weaken enemy morale. Play this just after the preliminary barrage. Any enemy squad that received casualties must make a Ld test with a -2 modifier or miss the first turn as they cower in cover.

SPACE MARINES

1. For the Emperor! The Space Marines are fighting with a grim determination that even surpasses their already superhuman defiance. They will fight on even if they would normally be severely crippled or killed. You may play this at the start of the game. Any Space Marine that is killed and removed from play, will fight on if you can roll a 6 on a D6. This only applies to Marines killed by weapons with a strength value and not models killed by *Distortion Cannons*, *Shokk Attack guns*, *Vortex Grenades*, etc.

2. Lightning Assault: Play this before the battle begins and after both armies have set up. The Marines take the enemy by surprise and seize the initiative. The Space Marines get one free movement phase before 1st turn. Models may run, *hide* and charge as normal but may not set *Overwatch*, fire weapons or fight in close-combat until the actual first turn of the game.

3. Drop Pods: A Space Marine squad is utilising Drop Pods with which to make a surprise attack on the enemy. Play this at the beginning of any of your turns. Take the 3 inch blast marker to represent the Drop pod and place it anywhere on the table. Next, roll the scatter and artillery dice together, if you score a HIT, ignore the number on the arty dice – the Drop Pod is bang on target. If you roll an arrow, scatter the pod in the direction indicated. If the Drop Pod is scattered off the battlefield you may try and land it again next turn. If you roll a *Misfire* result, the pod has malfunctioned and crashed, killing all inside! If the pod has landed properly then the squad may disembark, move and fight normally in that turn.

4. Last Stand: The Space Marines are badly outnumbered and are surrounded, yet they are unwilling to surrender. Instead the Marines rally together and try to fight their way through enemy lines and to safety. Play this at any time, all Marines may move and use *Rapid Fire* or combine *Overwatch* and *Rapid Fire* for that turn only.

5. Shock Attack: The Space Marines concentrate their forces on one section of the enemy front in an attempt to punch through and roll up the enemy battleline from within. Play this before you set up. You must set up in only one half of the deployment zone but may set up 24 inches onto the table.

6. Terror Tactics: The Space Marines have been employing Terror Tactics for the last few weeks and the enemy is already showing signs of severe psychosis. You may play this at the beginning of the game. The enemy must roll a D6 at the start of each of their turns on the roll of a 1 roll again: 1 the Space Marines cause *Terror*, on 2-5 they cause *Fear* and on a 6 the entire army is subject to *Frenzy*. Troop types not affected by psychology will not be affected by these rules.

ELDAR

1. **Webway:** The Eldar are using some of the ancient webways to ambush and surprise their enemies. You may play this before you set up. D3 characters, squads and/or vehicles may set up as infiltrators.

2 . **Bonesinger:** These are individuals who use their psychic powers to create machinery from strange psycho-plastics, the raw materials for all Eldar products. Vehicles are made of Wraithbone, a very durable material that even regenerates itself especially if a

Bonesinger is present to guide the process. You may play this at the beginning of the game. All penetrative hits on vehicles, support weapons, wraithguard, etc. may be ignored if the Eldar player can roll a 5+ on a D6. One roll is permitted per penetrating hit.

3. Runesight: The Farseer uses his amazing mental faculties in conjunction with his Seer Runes to foresee parts of the future making it very difficult for the enemy to surprise the Eldar forces. This may be used at the beginning of the game to increase the Eldar *Strategy Rating* by +D4. Alternatively it may be used to counter a Strategy card of your opponent when played.

4. Hit and Run: One of the favourite Eldar tactics is making hit and run raids, attacking and disappearing before the enemy can fight back. You may play this on one of your squads before the start of the game. Instead of deploying it at set up you deploy it on your second turn from one of the neutral table edges. The squad may move again after each shooting phase and has a follow up move of their full movement allowance. The extended follow up move may not be used to enter close combat again. Warp Spiders may also use hit and run attacks, although they're endangered if they exceed their normal 18 inch warp jump distance. Vehicle squadrons, support weapons and jetbikes may not use this strategy.

5. Evade: The Eldar are trying to move silently, utilise cover and generally cause mayhem for the enemy. You may play this at the beginning of one of your turns. Until the beginning of your next turn all Eldar may run and *Hide* and count all cover as being hard cover. Vehicles and large models are still NOT allowed to *Hide*.

6. Fury of Khaine: Kaela Mensha Khaine is the Eldar God of War and Destruction and all Eldar are filled with his spirit when they go to war. This can lead to whole warhosts losing control and going berserk. You may play this at the beginning of the game. All Eldar fight with uncontrolled rage, they are immune to psychology, have their charge range increased by D6 and may +1 Attack, but they have to charge any enemy that is in range.

Chaos

1. *Eye of God:* Sometimes a Chaos God will take a special interest in one of their Champions. They will intervene with divine power to ensure that their chosen slave comes to no ill. You may play this when one of your Characters is killed. Roll a D6: on a 1 the Character is past helping, 2-3 the Character survives but the ordeal of death and exposure to the Warp changes him into a Lesser Daemon of his God's power, 3+ the Character is saved by the unfathomable powers of his patron Chaos Deity and is restored to full wounds.

2. *Abomination:* All Chaos creatures are extremely weird and just a bit disgusting; their mere existence causes the spread of insanity. Many Chaos creatures excel in causing cruelty whilst others are simply so foul to look upon that a mere glimpse can cause mortals to flee in terror. You may play this at the beginning of the game. Roll a D6: on a 1-3 the enemy's psychology tests suffer a -1 modifier, 4-6 all the enemy's psychology tests are modified by -2.

3. *Cultists:* These are suitably deranged, unhinged individuals who have sold their souls to the Chaos Gods and worship them in a cruel and nefarious way. They spread over a planet like a plague gnawing at the soft internal structure of planetary politics, infesting and corrupting whole systems. In battles, they use tunnels and sewers to close with the enemy, dragging away the unwary and butchering them in some dark corner. You may play this at the beginning of one of your opponent's turns. Roll a D6 for each of his squads: on a 5+, a randomly determined squad member is dragged away and killed with no save (not characters).

4. *Plague:* Nurgle is the God of Disease and Plague, and his followers often use his foul creations to contaminate planets before they are invaded. You may play this before the game begins. Choose one of your opponent's squads, all members are affected by one of Nurgle's hideous diseases and suffer -1 WS, BS, S and T for the remainder of the game.

5. *Hand of Fate:* The Chaos Gods are supremely powerful entities but they can be incredibly fickle also. They care not for the complicated lives of mortals, they only desire their souls to feed upon. They are just as quick to punish or destroy one of their followers as they are to reward them. You may play this at any time, directed at one of

your squads. Roll a D6: On a 1, each squad member must roll equal or less than their toughness or be sucked into the Warp! On a 2, the squad takes D6 strength 10 hits, 3 there is some ominous lightning but nothing else happens, 4 the squad becomes immune to psychology, 5 one randomly determined statistic is increased by +1 for the duration of the battle, 6 you may choose to raise a single stat by +2 or two stats by +1 on each member of the squad.

6. *Blood for the Blood God!* Khorne is the God of War and Slaughter and his worshippers are notorious berserkers, eager to reap mountains of skulls and rivers of blood for their master. You may play this at the beginning of the game. All troops devoted to Khorne become affected by an unstoppable blood lust and become immune to psychology and *Break tests*. Additionally, because of their berserker fury they cannot be parried in close combat.

Orks

1. Waa-ork! When Orks become filled with pure Waaagh energy they feel the uncontrollable desire to rush towards the enemy. You may play this at the beginning of one of your turns. All Orks and Gretchin may triple their movement for that turn only.

2. Boot Levver! Compared to a Space Marine or an Aspect warrior, your average Ork isn't that imposing, but when he's with his mates it's a different story. Let's give 'em a taste of boot levver! WAAAGH! You may play this at the beginning of the game. All multiple combat bonuses for Orks are doubled for the rest of the game.

3. Kunnin' Plan: Ork battle strategies are remarkably straightforward (shoot da stinkin oomies) yet there are some Warbosses (known as 'Finkas') who do have some sort of strategy called 'Da Plan'. You may play this before both armies are set up. The Orks automatically get the first turn but must still only set up half of their army if they have a lower Strategy Rating than their enemy.

4. Dakka-Dakka! Orks love big guns which make lots of noise, lay down a withering hail of fire and waste all of their ammo in just one burst of fire. You may play this on one of your squads at the beginning of one of your shooting phases. All members get an extra Sustained fire dice. Of course this dire abuse of equipment tends to lead to jams.

5. Eadbang! Weirdboyz use Waaagh energy generated by their over-excited comrades as the source for their innate psychic powers. If this amount of energy is too much however, this may lead to the Weirdboy's head exploding! Weirdboyz that learn to control this side-effect can use it offensively. You may play this when you nullify an opponent's psychic power and he must make a test on the 'Eadbangerz Table.

6. Orky Know Wotz: Ork Mekaniaks have the innate ability to invent all sorts of strange 'noo weaponz and ekwippment'. This may sometimes lead to somewhat over-equipped and confused individuals and obscure looking vehicles. You may play this before the beginning of the game. One Ork vehicle will get D3 random Ork vehicle cards (use standard cards if you run out of Orky ones).

Da Roolz Boyz

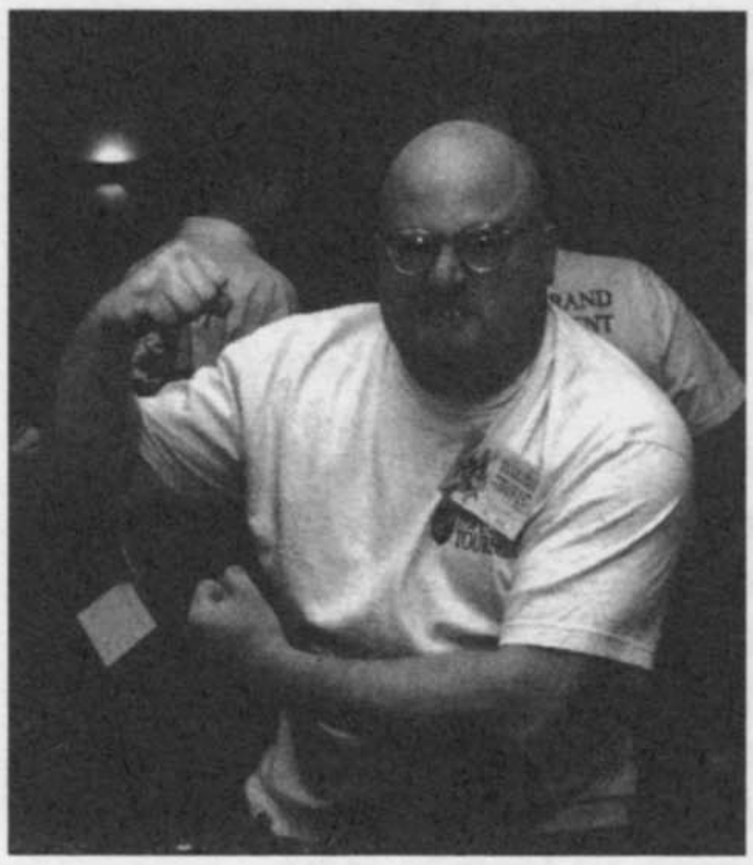
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WAA YARK

by Dave 'Squig-brain' Handy

We thought that we'd have a glimpse across the World Pond and see if there was any News from Naggaroth. Now our cousins from the 'colonies' are pretty much renowned as a bit of a mad bunch, but there's none barmier than the mightily talented Mr Dave Handy.

First, some stuff about me:

Name: ..... Dave 'Squig-brain' Handy

Location: ..... Portland, Oregon, USA

Occupation: ..... Komputer Programma'

Games, in obsession order: ..... 40K, Gorkamorka, Warhammer, Man-o-War.

Pets: ..... Squig the Cat

Buggy: .... 'The Mork 5', a 1973 Datsun 240Z

40k Armies: ..... Orks, Orks and more Orks! And when I get tired of that, I play Orks!

Fantasy Army: .... Chaos Dwarfs (it would be Orcs, but I couldn't resist those big hats!)

Current Project: ..... More Orks! A whole army of Madboyz!

Amount of house filled with GW-related stuff: ..... 318 sq. feet

E-Mail Address: handyda@pop.mts.kpnw.org

Web Page: www.geocities.com/TimesSquare/Dungeon/6539

It was January and I had just received the call telling me I had been accepted into the first ever US Grand Tournament! I immediately leaped to my feet and let loose a mighty WAAAAAAAGH! (Needless to say, this confused and alarmed my co-workers.) But what to take? It had to be Orks, of course. Ever since I was introduced to the game by a Mad Scotsman, the Orks were my army. I have maybe a dozen Chaos miniatures that I painted in a brief period of weakness, but everything else is da boyz! But which Orks? I reviewed what I already had sitting on the shelf, and immediately decided that it had to be the Blood Axes. They were the first clan I had ever painted, but those first models I painted weren't up to Grand Tournament standards. All I had that was suitable was one mob and a Hellhound.

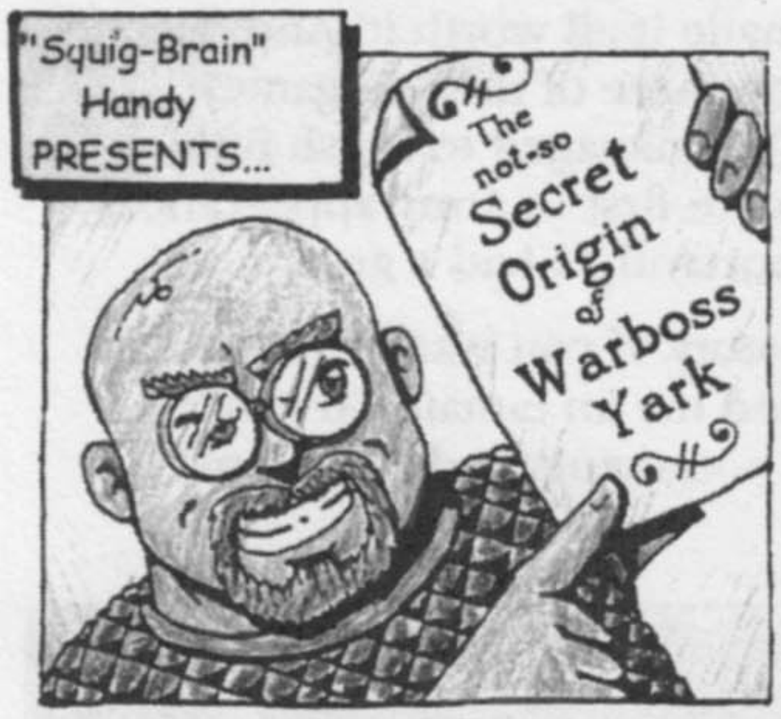
So, in search of what exactly I would put in this army, I was flipping through my copy of the Imperial Guard Codex. While I should have been looking at tanks, I found myself re-reading the fluff on Commissar Yarrick on Armageddon. 'Wow,' I said to myself. 'Now that's the sort of bloke that would really impress a Blood Axe.' I flipped back to the middle of the book and started drooling over the tanks... and then came upon that full-page picture of Yarrick. The Squig that I use for a brain gave a mighty kick... 'Yow! That's it!' I exclaimed. 'A warboss so impressed by Yarrick that he tries to copy him, learns to read, just so he can read the Imperium Tactica, and moulds his army after the Imperial Guard!

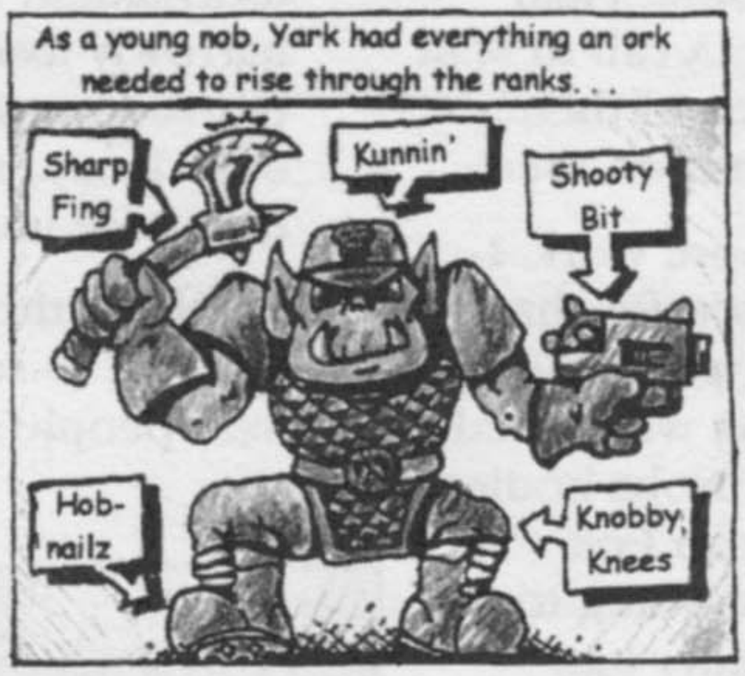
'BWAHAHAHAHAHAHAHAHAAAAA!'

Much frothing ensued, as I flipped back and forth between the Ork and IG codexes, trying to decide which orky units would best match up with the army's theme. Gretchin would be Ratlings! Nobs with big Gunz would be Heavy Weapon Teams! And after much soul searching, I violated my 100% Blood-Axe rule so I could have Boarboyz as Rough Ridas!

Eyes gleaming red with orky fervour, I set to work. To create the Grotling Snipas, I simply took Ratlings and replaced their heads with those of plastic fantasy Goblins. Warboss Yark,

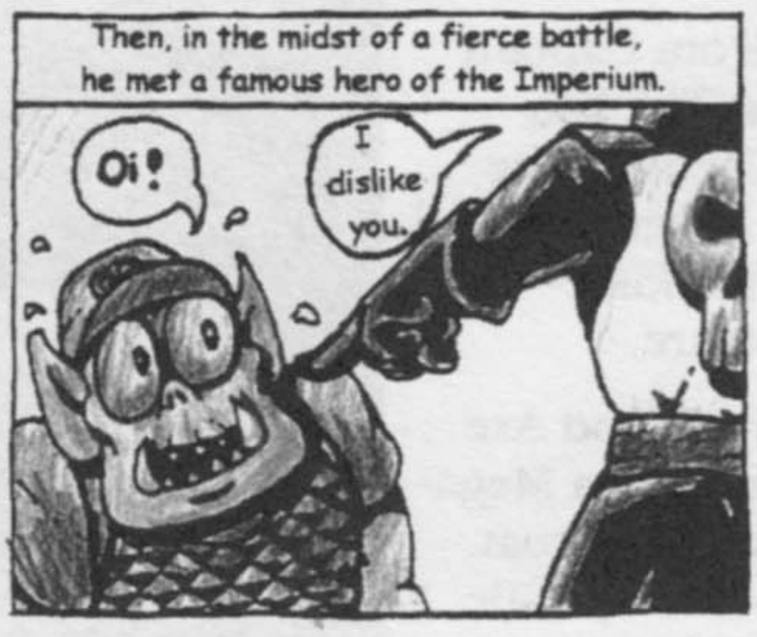
WAA YARK pictorially immortalised!



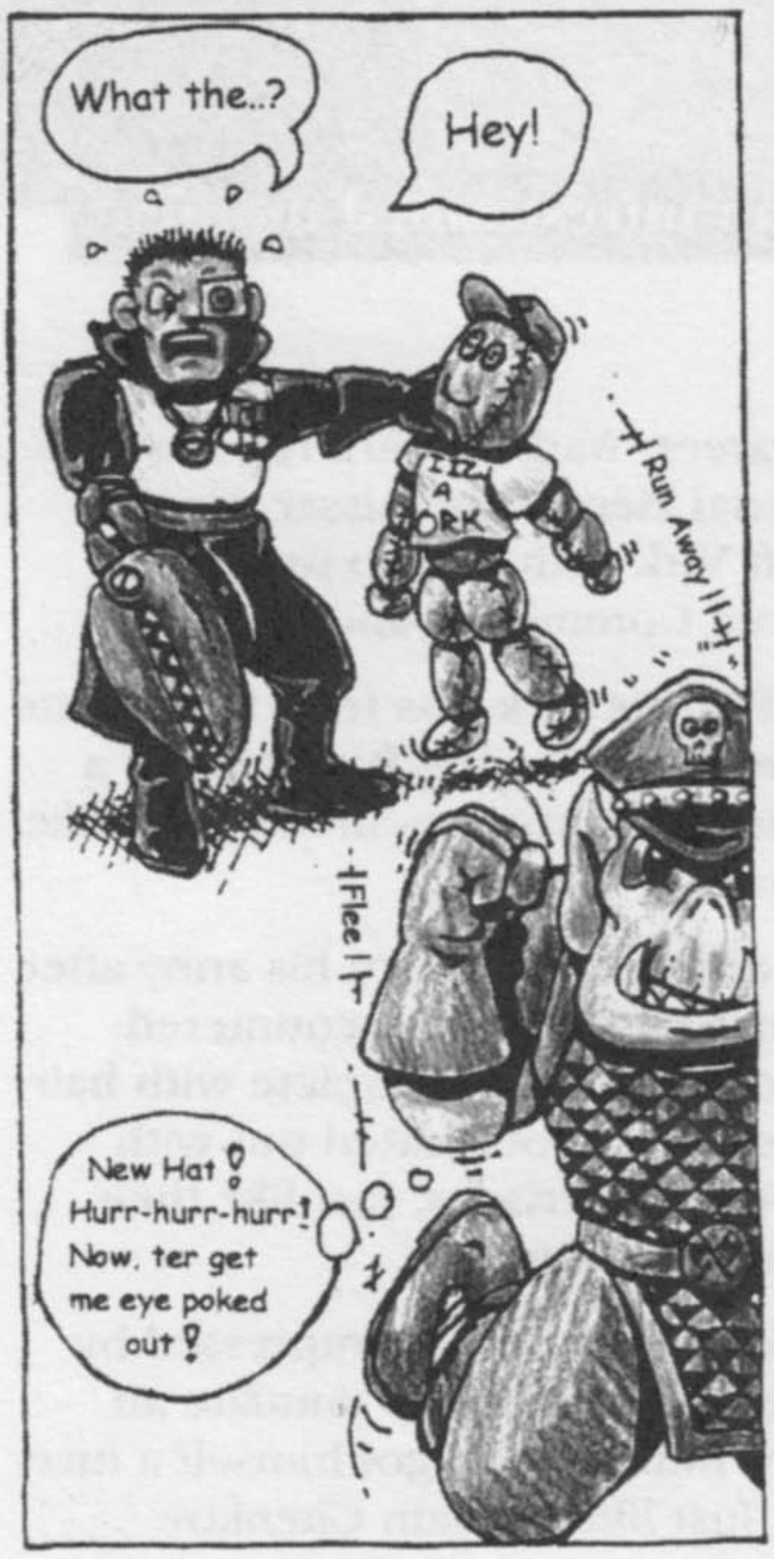


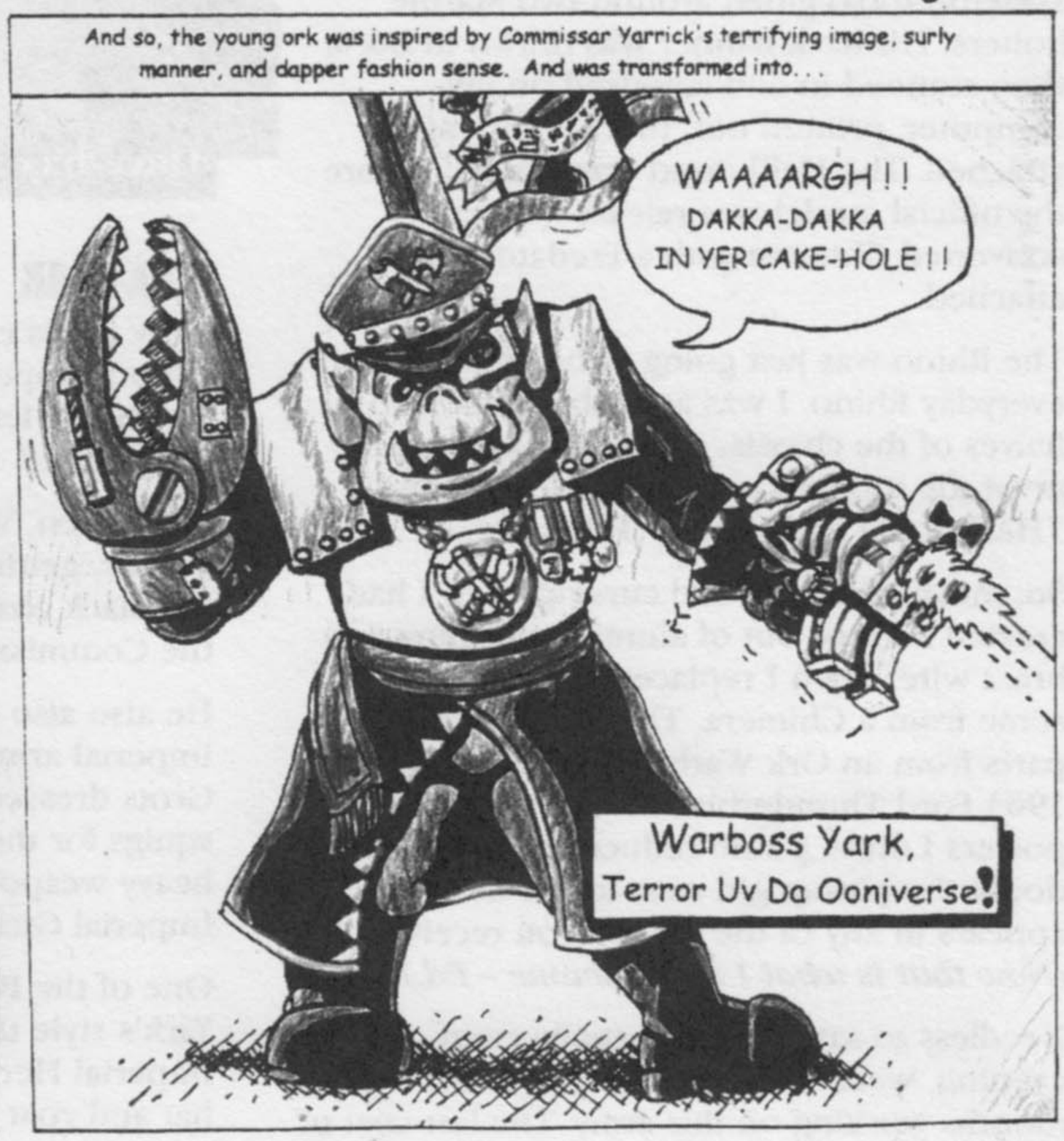












that kunnin' git, even provided tiny hair squigs for their feet!

To create the heavy weapons, I needed some sort of carriage. Digging through my bitz box, I found one from the old Hop-Splat Field Gun which was the perfect size. A call to Mail Order got me another half dozen of them, plus the heavy weapons to mount on them.

The Ruff Ridas required a bit more work. I wanted them to have 'Eavy armor, for that 2+ save... more sawing was in the works! So, the top halfs of the 'eavy armor boys was mated to bottom half of the Snakebite Nobz bodies. Assorted Power Fists (one from an Epic Titan!) were added, and as a crowning touch, each was given a furry Rough Rider hat.

Bigboss Chuckoff was created from Captain Chenkov and an Evil Suns Boss. The hat, coat, cuffs, and legs are from Chenkov, the head and torso from the Boss. I used putty to create a moustache, and to create knee-bulges, to show propa orky posture.

Warboss Yark was created from a Blood Axe Warboss, and a power claw arm from a Mega-armor Nob. I used putty to extend his coat. His Kustom Shoota was made with a plastic skeleton torso glued around two Marine bolters. His back banner was drawn in B&W, then scanned in and coloured on my computer, printed out, touched up, and attached. The Hellhound was created before the official model was released, it's a converted Chimera with a Predator Turret attached.

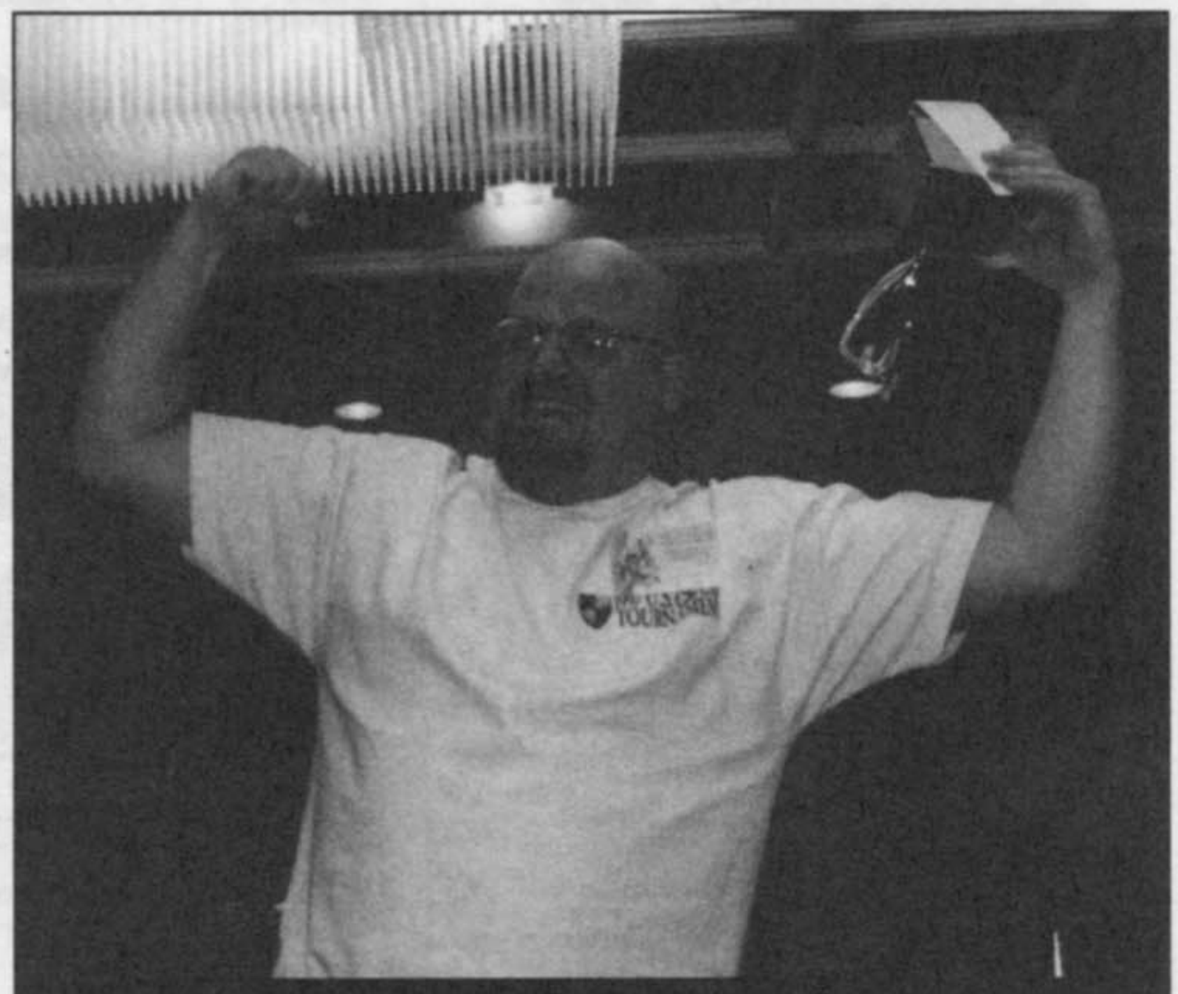
The Rhino was just going to be your basic everyday Rhino. I was assembling the two halves of the chassis, and just happened to pivot the top half upwards. 'Hey... now THAT would be brilliant,' I thought.

So, much trimming and cursing later, I had created a hinge out of aluminum tubing and brass wire. Then I replaced the tracks with some from a Chimera. The interior contains parts from an Ork Warbuggy, the seat from a 1963 Ford Thunderbird model, and some posters I drew, photo-reduced, and painted. I doubt the pin-up girl next to the driver appears in any of the photos you received. *(Now that is what I call a shame – Ed.)*

Needless to say, I spent virtually every evening, weekend, and lunch-hour for three months working on this army. The last coat of sealant was applied an hour before I left for the airport!

The result? Well, the bugged-out eyes and cries of 'I HATE you!' from one and all at the tournament made it all worth it! And despite narrowly losing three of the five games (cursed bugs!), I managed to finish fifth overall, and score first in army appearance! But more importantly, I had a great time!

So, that's the story. If you want any details, feel free to send me an e-mail, I'd love to hear people's comments and questions!



Dave has an unrestrained moment

WAA-YARK

Early in his career, Warboss Yark ran into the famous Imperial Hero, Commissar Yarrick. The battle left Yark with a deep respect for the grizzled old Commissar, and a new hat...

Since then, Warboss Yark was tried to emulate Yarrick,.getting himself a big Power Claw, a big black coat, and a kustom-Shoota, just Iike the Commissar.

He also also decided to pattern his army after Imperial armies that he had encountered: Grots dressed as Ratlings, complete with hair squigs for their feet. Nobz kitted out with heavy weapons on carriages, just like their Imperial Guard counterparts.

One of the Big Bosses was so impressed by Yark's style that he decided to emulate an Imperial Hero himself, and got himself a furry hat and coat, just like Captain Chenkov.

Lacking the Imperial artillery barrage, the Warboss was forced to make do with a Shokk Attack Gun team. He even managed to get the only, non-Blood-Axe unit in his army, (a small unit of Snakebite Boarboy, Nobz), to wear the distinctive hats of the Rough-Riders.

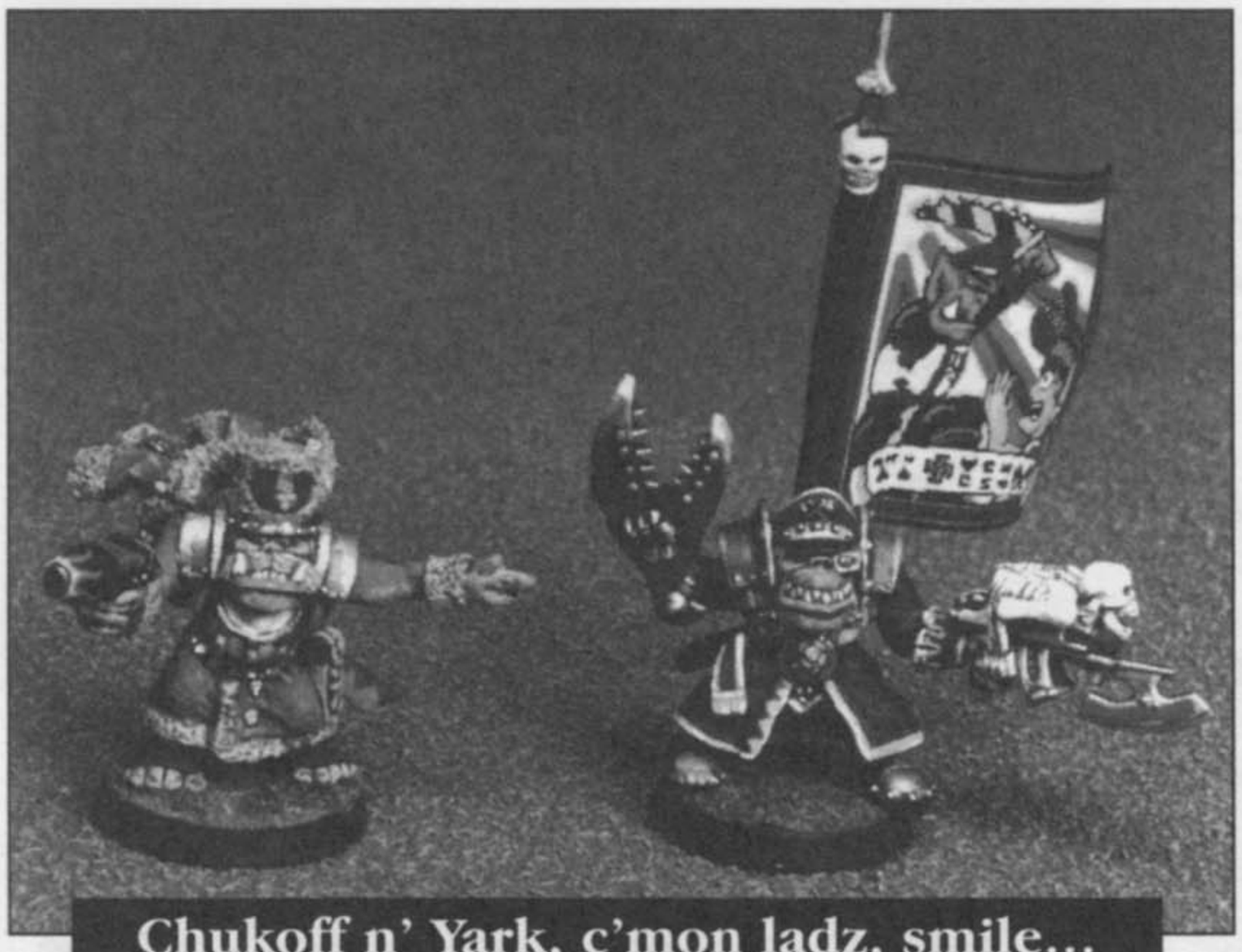
When last seen, Warboss Yark and his band were headed towards the strategic world of Bolta-More. He was heard to say, something about 'Givin' all Dem gitz a good seein' to.'

WAA-YARK, 1500 point Ork Waaagh

CHARACTERS:

Warboss Yark (65 points) Bolt Pistol, Mega-armour (+25 points), MeltaGun (+6 points), Power Fist (+10 points) and a Sword (+1 point)
Wargear: *Aegis Suit* (Rare item +18 points) and a *Kustom Shoota* (Uncommon +20 points) ..... **145 points**

Yark sez: *'I never go off ter a scrap wiffout havin' me along.'*



Chukoff n' Yark, c'mon ladz, smile...

Gretchin Champion Sgt Squishy (5 points) Autopistol (+1 point), Knife ..... **6 points**

Yark sez: *'In a pinch, 'e does fer a club.'*

BigBoss Chukoff (35 points) Bolt Pistol, Flak armour, Plasma Pistol (+4 points), Sword (+1 point)
Wargear: *Refractor Field* (Uncommon +5 points), *Buzzer Squig Bomb* (Rare +5 points) ..... **50 points**

Yark sez: *'E's not much fer taktiks, but 'e keeps 'is boyz in line.'*

Bigboss Gitkrusha (35 points) Bolt Pistol, Power Fist (+10 points), Sword (+1 points), Cyboar (+15 points), 'Eavy Armour (+7 points)
Wargear: *Spike Arm*(Rare +5 points), *Frenzon* (Uncommon +5 points) .. **78 points**

Yark sez: *'Fer a foamin' maniak, 'e's an iggnerent savage.'*

Kommando Kaptin Zogoff (35 points) Power Fist (+10 points), Bolt Pistol,
Wargear: *Cybork Body* (Rare +35 points), *Kustom Shoota* (Uncommon +20 points) ..... **100 points**

Yark sez: *'Tretchrous git... an Æe cheats at cards.'*

Mekaniak Norge (18 points) Bolt Pistol, Flak Armour, Shokk Attack Gun(+25 points),
Wargear: *Force Field Projekta* (Rare +50 points), *Teleskopik Legs* (Rare +5 points) ..... **98 points**

Yark sez: *'I fink I'm gonner hav ter shoot 'im fer bein' taller den me.'*

Runtherd Helbreff (18 points) Bolt Pistol, Flak Armour, Melta Gun (+6 points)

Wargear: Sniffer Squig (Rare +20 points) ..... **44 points**

Yark sez: *'E's a bit soft in da brain-box, dat's fer sure.'*

Total Characters ..... **521 points**

MOBS:

Da Ammo (8 Stands of SAG snotlings) ..... **40 points**

Yark sez: *'Annoyin' lil'ankle-biters.'*

Grotling Snipas (10 Blood Axe Gretchin) Knife, Flak Armour, Autogun(+1 point) ..... **50 points**

Yark sez: *'Dey is good fer soakin' up da enemy's shootin'.'*

Chukoff's Kommand Mob (5 Blood Axe Boyz) Bolt Pistol, Flak Armour, Frag Bombs. 4 Boyz wiv: Hand Flamers (+6 points) and Swords (+1 point). 1 Boy wiv Axe and Flamer(+7 points) ..... **95 points**

Yark sez: *'I uses 'em ta mop up any gitz wot iz hidin in da shrubbery.'*



An apparently ordinary Rhino.....

Bolta Boyz (5 Blood Axe Boyz) Axe, Flak Armour, Frag Bombs. 4 Boyz wiv Bolters (+1 point). 1 Boy wiv Bolt Pistol and Flamer (+7 points) ..... **71 points**

Yark sez: *'Deze boyz're ter keep da enemy off da big guns... dat's taktiks.'*

Zogoff's Storm Troopas (5 Blood Axe Kommandos) Bolt Pistol, Flak Armour, Frag Bombs, Axe. 4 Boyz wiv Plasma Pistols (+4 points). 1 Boy wiv Multi-Melta (+39 points) ..... **125 points**

Yark sez: *'Dey iz sneaky, so dey take da strategik spot an kill da gitz.'*

Shooty 'eavy Weapons Team (4 Blood Axe Nobs) Bolt Pistol, Flak Armour, Frag Bombs, Axe. 2 Boyz wiv Heavy Bolters (+10 points). 1 Boy wiv Heavy Plasma Gun (+26 points). 1 Boy wiv Lascannon (+30 points) ..... **136 points**

Yark sez: *'Lotsa big shootys, so ya uses 'em ta keep gitz off uv da boyz.'*

Ruff Ridas (4 Snakebite Nobz) Bolt Pistol, Frag Bombs, Power Fist (+10 points), Sword (+1 point), Eavy Armour (+7 points), Cyboar (+15 points) ..... **192 points**

Yark sez: *'Dey is primitif skum, but dey is right 'ard, so I bring 'em along.'*

Total Mobs ..... **709 points**

SUPPORT:

Big Scorcha (Imperial Hellhound)
Ablative Armour (+15 points), *Searchlight* (+5 points), *Supercharger*(+5 points), *Electro-Hull* (+10 points) ..... **200 points**

Yark sez: *'Arr-arr-arr! It's fast an it's scary! Watch da gitz run!'*

Da Battlewagon (Imperial Rhino)
Kustom Force Field (+20 points) ..... **70 points**

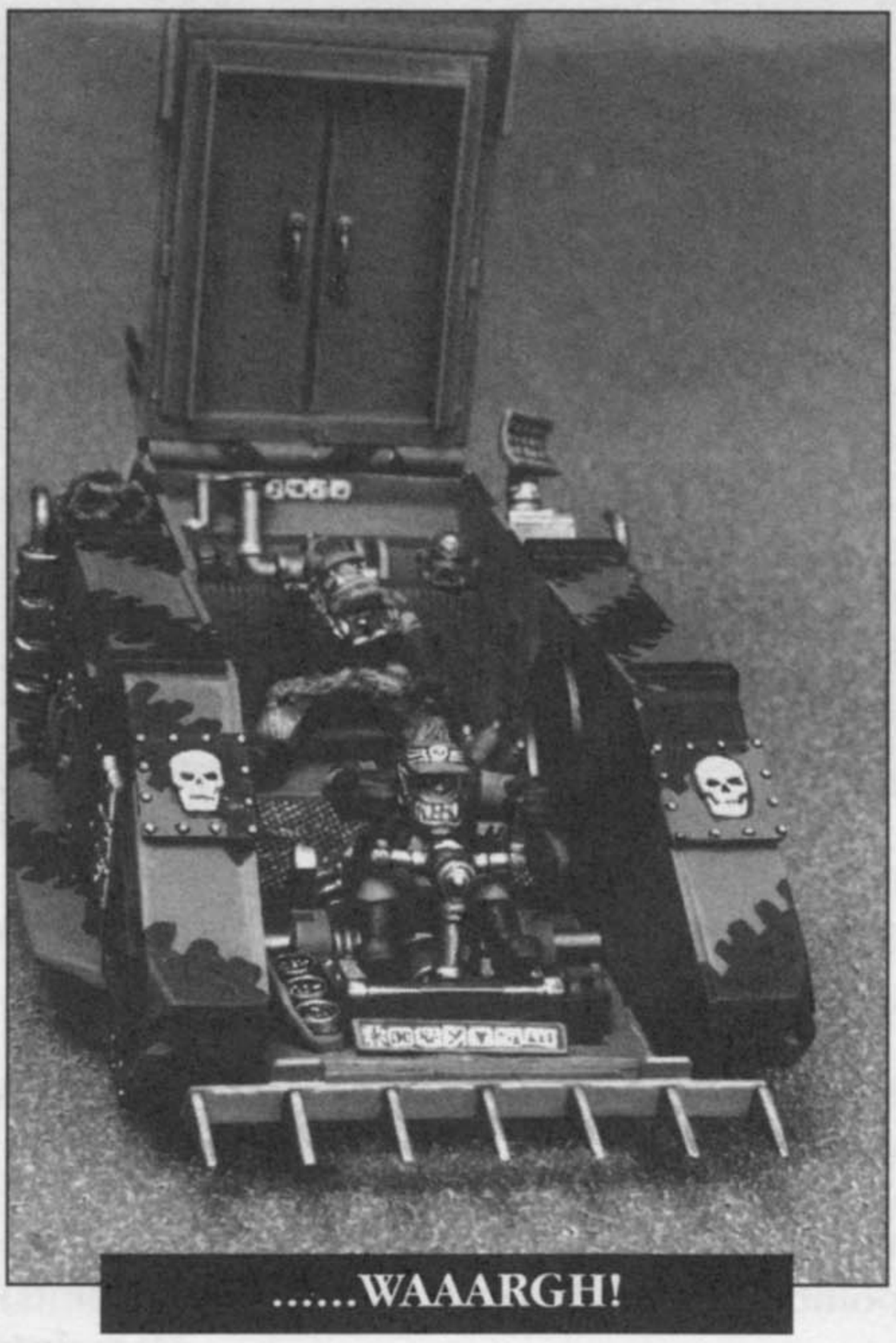
Yark sez: *'Ter get Chukoff's boyz stuck in.'*

Total Support ..... **270 points**

Well, that's about it. A big thanks to Dave for sharing his own particular brand of insanity with us.

We'd love to know what's going on in Naggaroth, sorry! the States regarding games, clubs, tournaments, modelling and any kind of distinctly American weirdness!

So, if any of you Dark Elves wanna drop us an e-mail...



.....WAAARGH!

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TOURNAMENTS/CAMPAIGNS

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

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

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

GAMING CONTACTS APPLICATION FORM

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

Name of club: _____

Games played at the club _____

_____

_____

Club Venue: _____

_____

_____

Date & Time of meetings: _____

Contact Name _____

Contact Tel: _____

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

_____

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)

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.

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

NOTE: we are only providing this feature 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.

SOUTH EAST

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.

Arcane Order
Games: Various RPG's and Wargames (all GW)
Venue: Various locations
Times: Weekends
Contact: Arcane Order, 54 Downing road, Dagenham, Essex, RM9 6NB.
Notes: To join send full name address and D.O.B. All members receive free newsletter.

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)

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.

The Venture Games Club
Games: Most Games Workshop games plus a few others
Venue Selsey Scout Hut, Selsey, Nr Chichester, West Sussex.
Times: Sundays 1pm-5.30pm (officially) usually laterContact: Lee Tiley -01243 605824
Notes: Members to be 14+. £1.25 term fee. 70p session.

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.

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!

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.

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)

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).

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

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!

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)

Wargamers of Ripon (WOR)
Games: All Games Workshop games.
Venue: Hugh Ripley Hall, Ripon, North Yorkshire.
Times: Every other Tuesday night from 6pm 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?)

Rotherham Gaming Group
Northern
Warhammer Tournament
To be held in Sheffield
Sunday the 8th of February 1998
Entry fee £10.00
Prizes to top gamers
For more details please contact:
John Hoyland tel: 01709 839550

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

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.

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

The Outpost
Games: WH40K, Epic, Necromunda, Space Hulk, GorkaMorka
Venue: Own house in Keighley/Skipton area.
Times: Weekends.
Contact: Owen Rees (01535 637074) after 5pm.
Notes: Age 14+. Painted armies preferred. £1.00 a week sub (returned to needy members!)

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

Fantasy Games Breda
Games: All GW games, live roleplay, Ad&d and ccg's.
Venue: BuurtHuis 'SpoorHuis' Academy, Singel 10 4811 AA Breda.
Contact: Bruce Oomen (31 (0) 76 5873137)
Notes: Contribution- WFL 25 to join then WFL 10 per month

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

AUSTRALIA

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

Dragonplayers (Mildura, Victoria)
Games: Warhammer Fantasy Battle, WH40K, Necromunda, AD&D and others.
Venue: 2nd Mildura Scout Hall, 12th Street, Mildura. 9am

to 5pm on 1st Sunday of each month.
Contact: Rod Wharton (03) 5024 5340.
(041) 879 0900 (mobile)
Notes: $1 AUS per Session. Regular Leagues, Tournaments, Painting Competitions. Refreshments available.

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

CANADA

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

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

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

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)

Pontefract
Games: All GW games
Venue: Willow Park hotel, Baghill lane, Pontefract, W. Yorks, WF8 2HB.(pub room available)
Times: Week nights
Contact: Andy Showler

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

WARHAMMER®

The Battle for Fiery Moon Fort

by Tom Danvers

Tom, who is fifteen, is from Exeter and has been gaming for about three years. Although he has nearly all of our games, Warhammer remains his preferred form of mayhem! He has built up two core armies at 4000 points a piece of Orcs and Goblins and High Elves and is starting on a Bretonnian Grand Armeé. Tom's an ardent modeller and after the spectacular Hillfort he constructed for this battle, he's commenced work on some coastal terrain and some Warhammer scale ships. Well, you know we'll be interested in that when you're ready, Tom!

Background

In the far-flung corners of the globe the race of High Elves set up trading colonies with which to milk the rich juices of world trade, millennia ago. Since the sundering of the High Elves and Dark Elves merchandise goes direct to Ulthuan, arguably now the centre of world trade and the richest of continents. With the abandoning of most of the colonies in order to fight the incursions of their dark brethren in the motherland, trade in the colonies gradually diminished until it became a mere trickle. What were once rich and industrious hives of activity are now sleepy, melancholy backwaters where few bother to trek.

In one such forgotten colony on the coast of the Southlands the house of Gilariel, a fading noble family once of glorious repute, are gathering their few warriors together. The Elves aim to storm and destroy a Night Goblin fortress, known as Fiery Moon Fort, that commands the cliffs above the bay and access to the sea. The High Elves know that they must strike quickly and resolutely so that they may destroy their enemy piecemeal before they can make a decisive stand against them. Once and for all, the people of the noble house of Gilariel will be free from raids and glory will again be bestowed upon them.

Terrain

Players set up the scenery in a mutually agreeable way. The fort is placed in the defenders set up zone. There should be a fairly clear approach with as much room as possible in which to fight. No movement hindering scenery should be placed near the fort allowing attacking troops access to all ramparts.

It would be generally helpful to have a model of a fortress. I've used my scratch built hill fort to represent Fiery Moon Fort but parts of the old Citadel Mighty Fortress should suffice or failing that, just set up some walls and buildings on a large hill.

Battle Rules

Neither side may employ allies or special characters.

Each side may have a maximum of 1 War-Machine and 1 Monster.

The Defending army may be up to 2000 pts of Night Goblins only (no Orcs or Trolls, etc.) and only Night Gobbo related troop types (Squigs, Squig Hoppers, Clubbers and Netters, and Fanatics).

The Attacking army may be up to 2000 points of High Elves who have a battering ram and 10 ladders with them. See Journal 5 for siege rules, which you obviously haven't got so I'll reiterate for you here…

Battering Rams: These may be pushed by eight models and move like an ordinary infantry unit except that it cannot march, charge or cross obstacles. If the amount of people pushing falls below eight then the movement is reduced by -1 for each model lost. When in contact with a fort's wall or

gates, it will hit automatically in the hand-to-hand combat phase using a strength equal to the amount of models pushing to a max of 8. Each wound caused causes D3.

The Fortress: Walls and Towers have T10 and W10, Gates have T8 and W5.

Ladders: Four models can carry a ladder at normal move rate, ½ inch of movement is deducted for each model that is lost. A ladder may be put up for free and a model may climb to the top in one movement round. Models must stop to fight if enemy are present at the top of the ladder. Troops on ladders require a 6 to hit their opponents, regardless of WS. Models on ladders that are forced to flee are automatically destroyed.

(There, I think that just about covers it.)

Deployment

The Defending army sets up one quarter of his force (500 points) within 12" of the hill fort. The remainder of the Defender's army enters the battle in subsequent turns from inside Hill Fort (which gives the impression that the defenders are scattered in the tunnels and caverns beneath the fort and are responding to the call to arms).

The Attacking army then sets up 18" from the Defenders deployment zone. The Attackers have the element of surprise and therefore have the first turn.

Special Rules

The Defending army may increase its leadership by 1 to a maximum of 10. This bonus only applies for defending forces actually within the fort.

The Defender may deploy one quarter of his force (500 points), as reinforcements, into the fort at the start of each of his turns, until his entire force has been fielded (These troops may be deployed anywhere inside the fort, but no closer than 6" to enemy troops if they have infiltrated the fort.)

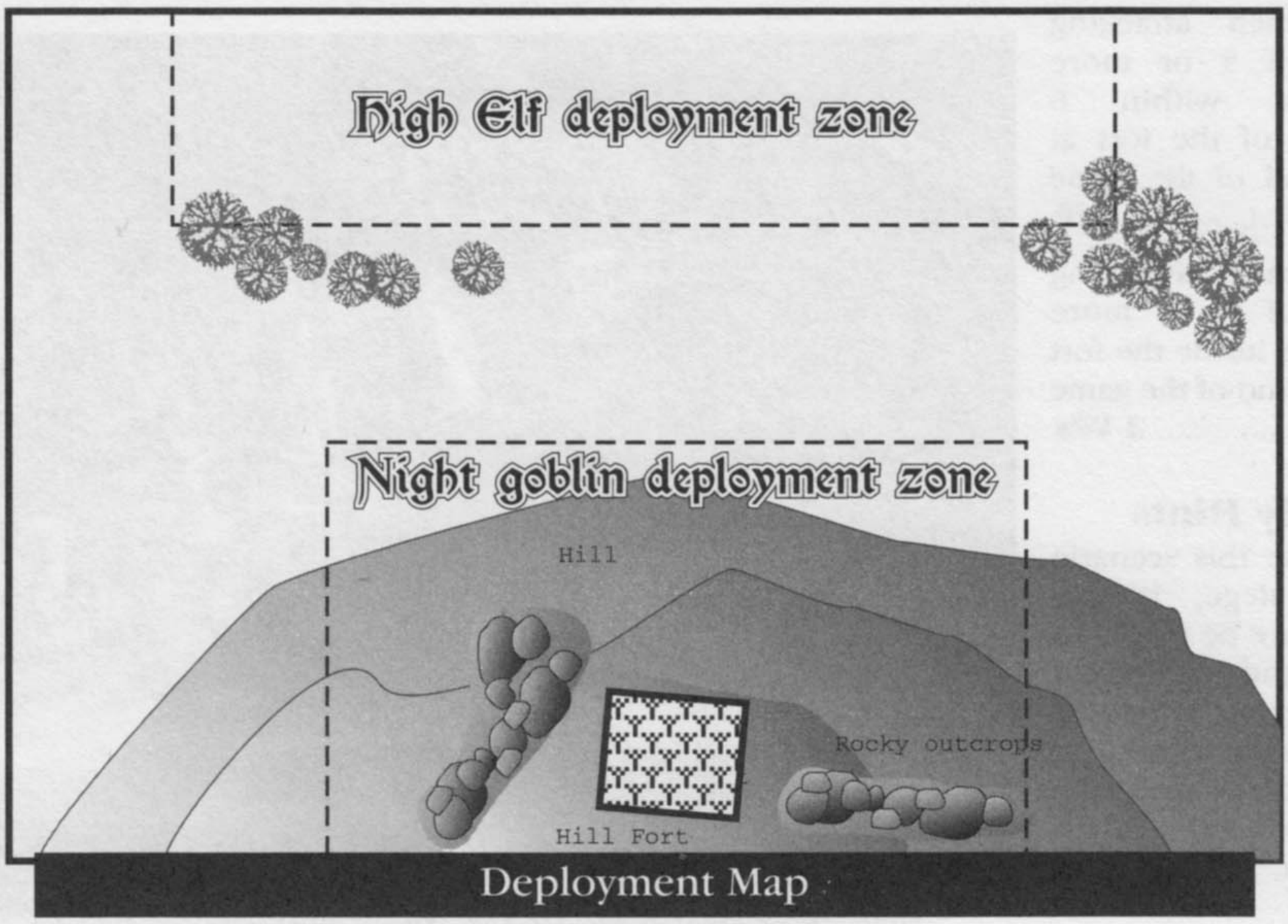
Turns

Players should agree on a fixed number of turns for the game. This should not be less than four otherwise the defenders will have insufficient time to field their entire army. We decided on a six turn game, bearing in mind that it is a siege and the defending army is unlikely to move.

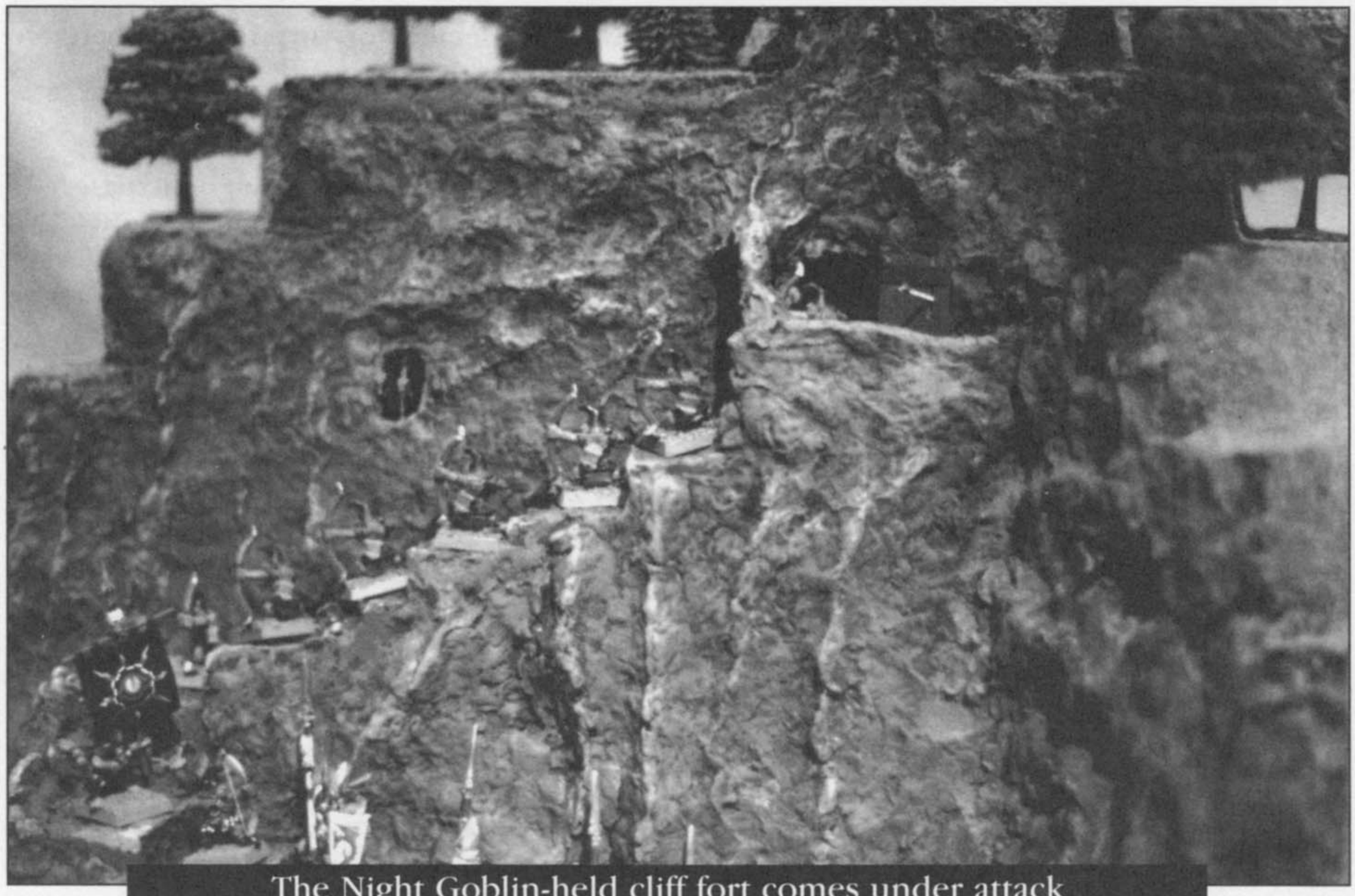
Victory Conditions:

Unless one player concedes, the winner must be established by using victory points:

For each enemy unit either destroyed, fleeing



Deployment Map



The Night Goblin-held cliff fort comes under attack

or having fled the table ..**1 VP** per 100 points

If the enemy General is slain, fleeing or having fled the table ..... **1 VP**

For each unit standard captured and held at the end of the game ..... **2 VPs**

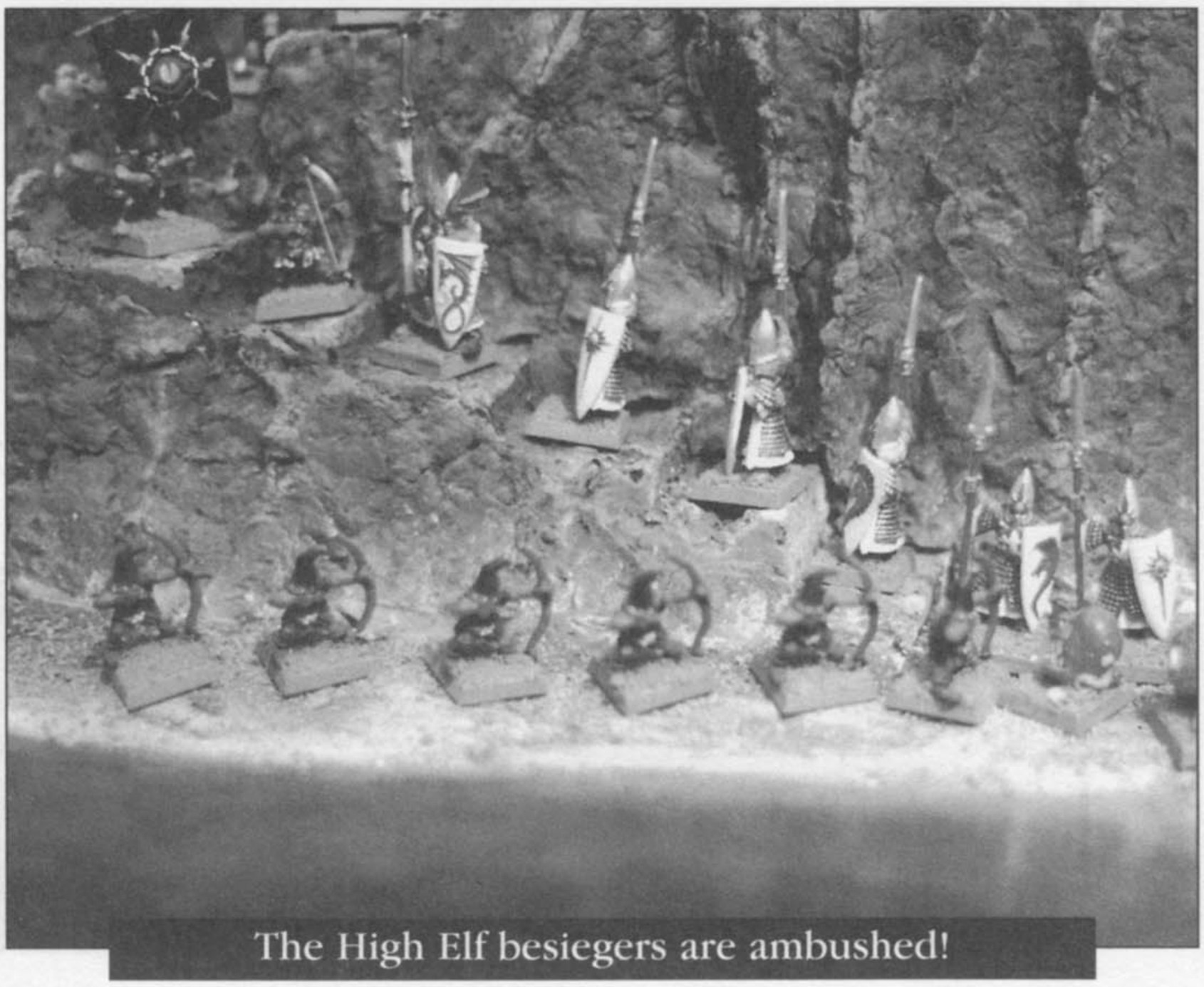
For each attacking unit of 5 or more models within 8 inches of the fort at the end of the game **1VP**

For each attacking unit of 5 or more models inside the fort at the end of the game ..... **2 VPs**

Handy Hints

Because this scenario is a siege, it will therefore be played in a slightly different manner to a regular scenario. Try not to go overboard with the Gobbo fort (it is Goblin, after all!). Something small, of only one storey, will suffice or a Hill Fort which comprises of several levels of the hill's contours and then a rough wall and some buildings at the top.

Remember, the defending player may only use



The High Elf besiegers are ambushed!



The Night Goblins sally forth

Night Goblins, but when defending an obstacle they can only be hit in close combat on a six! Although Goblin Fanatics often prove to be a jolly good laugh on the battlefield, care must be taken if using them from inside a fort, the results can be horribly predictable!

As for the attackers, the key to their success lies in speed, for which the High Elves are well renowned. The Elves haven't the time to just sit back and shoot the Gobbo defenders, because each turn they waste in softening up the enemy, more enemy troops will arrive which will make the storming of the fort harder.

More Weirdness

An interesting idea (inspired by the articles 'Out of Darkness' by Mark Brendan, WD 202 and 'Getting out once in a while...' by Andy Jones WD 199) would be to fight a Warhammer battle like the one in this scenario and then, if the attackers gain access to the fort, a Warhammer Quest game could be played simulating the heroes journeying through the tunnels and catacombs towards a hidden goal (a captured comrade or powerful magical item). The ideas are endless and can be inspired by a relatively simple piece of terrain.

Tom drew most of his inspiration from the White Dwarf *article 'Top Terrain Tips' in issue 207. Since reading that he has really 'gone to town' with modelling and is in the middle of modular terrain building.*

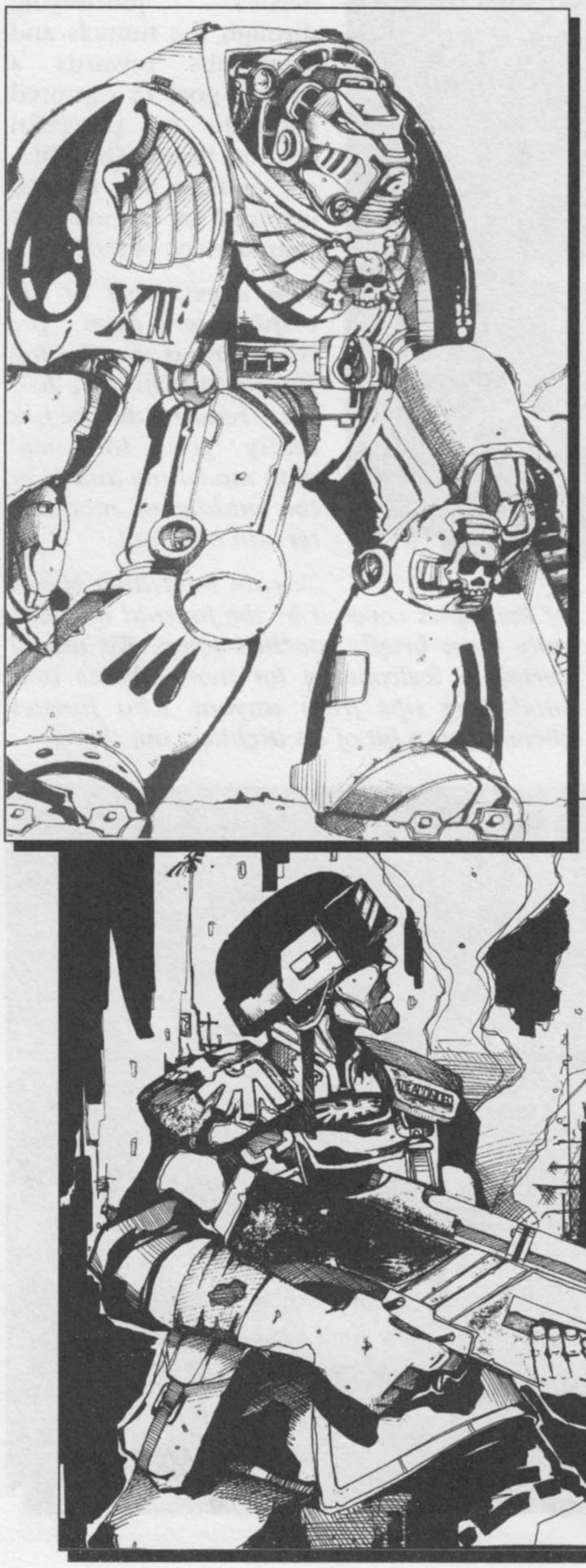
Terrain modelling is one of the topics covered by the Journal that has only been briefly touched upon. We would certainly welcome a lot more photos and modelling tips from anyone who fancies themself as a bit of an architect out there!



With the aid of a Griffon, the High Elves are victorious

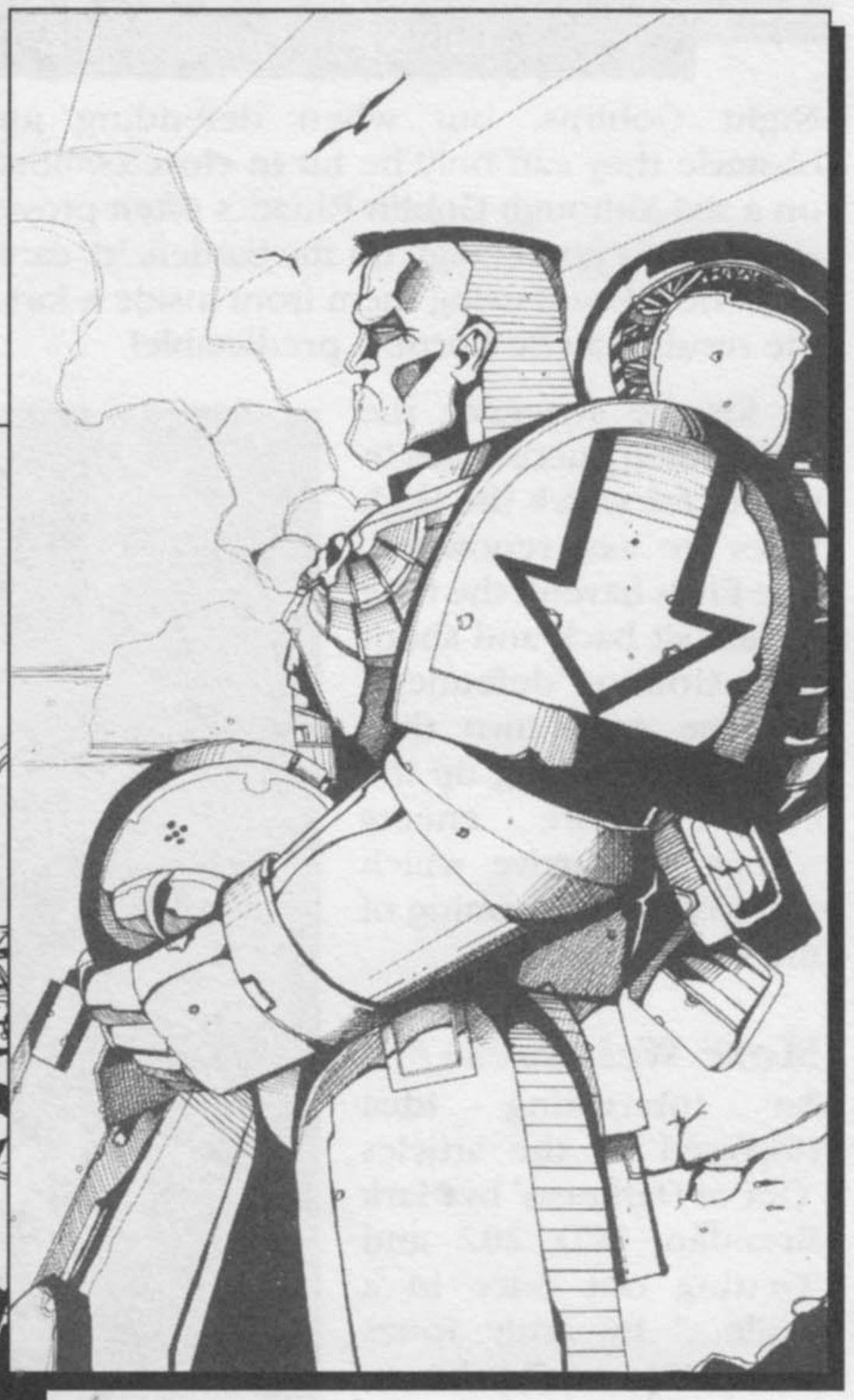
WARPED VISIONS

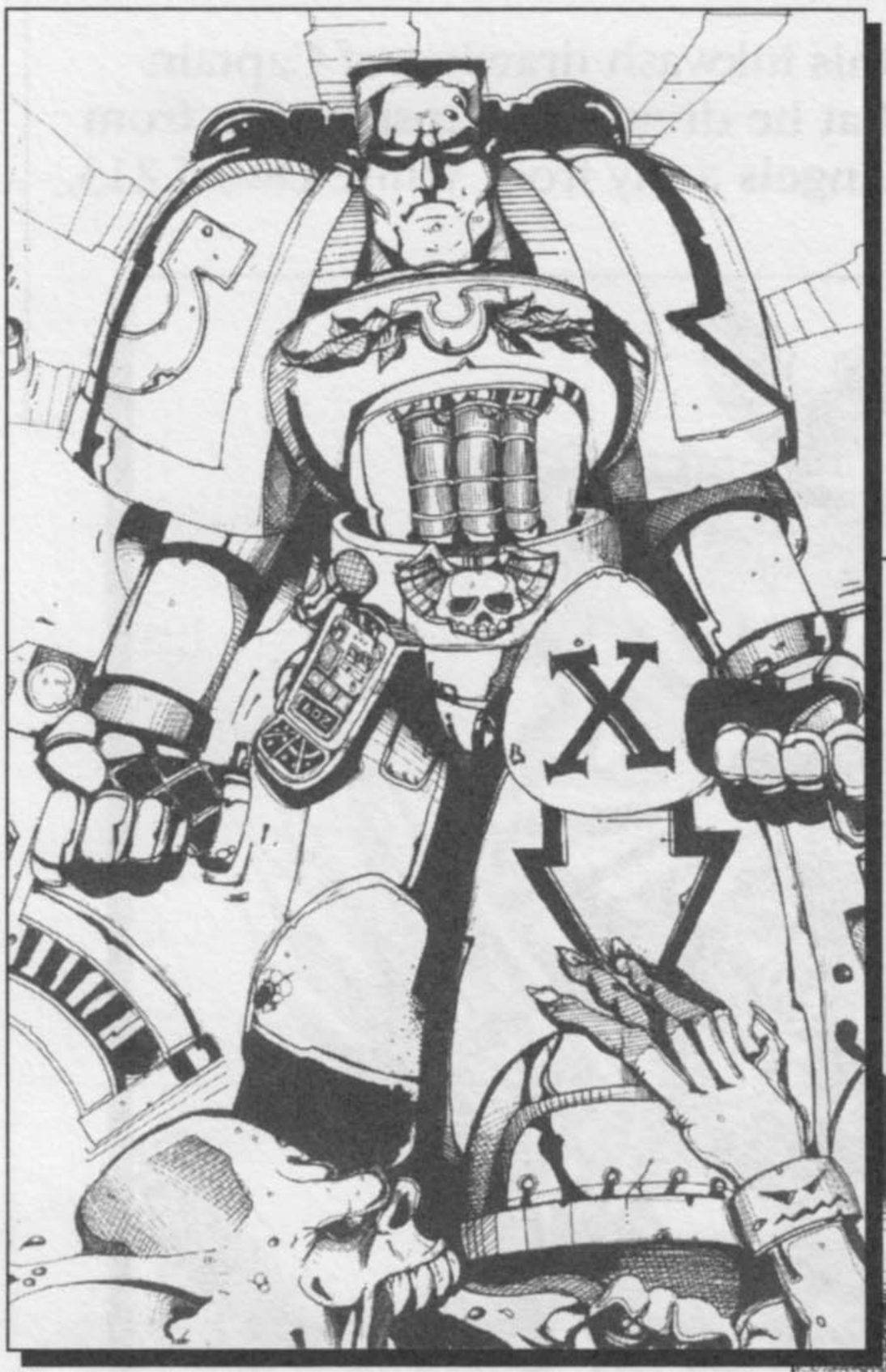
The Reader's Gallery has been renamed (because we thought it sounded just a little bit naff!) and we feel that 'Warped Visions' justly reflects the bizarre contents of our artist's minds. So, without further ado, let's adorn the hallowed pages of the Journal with your artistic extravagancies, awe-inspiring visual wonderment an' all that!



These excellent illustrations were sent in by Mark Holland who hails from Birmingham. Mark claims to come 'very cheap', which we can only hope is in reference to his artistic talents!

The Inferno! boys'll be sending a script to him just to see what else he can do.





If there's anybody out there who thinks that they've got a bit of artistic talent, then why not send in some examples of your work?

There's a free copy of the Journal available to anyone whose artwork is featured here!





This picture of a Fallen Angel (left) was sent in by Tom Bozuric of Port Hedland, Western Oz.

Tom is an enthusiastic illustrator and figure painter and whilst being well versed in Warhammer, 40K and Necromunda has still yet to play a game!!!

Gary Portman from Worcester sent us this inkwash drawing of Captain Tycho of the Blood Angels. Gary says that he drew some inspiration from Mail Order Troll Shane Hoyle's Blood Angels army from White Dwarf 213.



THE CATACHAN DEVILS

My Tournament Army

by Gareth Hamilton

We met Gareth at the Lincoln games club, of all places. He was sitting under the table gibbering and assuming the fœtal position. A few beers later, we managed to get him into a talkative mood and got him to divulge a few of his prize-winning secrets. Gareth is from Grimsby and besides collecting molluscs and invertebrates likes to play Warhammer 40,000. He's not too bad a painter either, but don't take our word for it, read on...

CHOOSING A TOURNAMENT ARMY

In the spring I received a mail shot from Mail Order announcing that they were now taking entries for the second Grand Tournament. Wasting no time I immediately picked up the phone and booked my place at the tournament.

Last year I entered the Warhammer Tournament, so this year I decided to enter the Warhammer 40K Tournament and my army would be Imperial Guard, my favourite of all the 40K armies. Once my entry was accepted I set to work designing an army with two principle objectives in mind.

My first objective was the prize for the best army. This is the part of the tournament that I have always performed the best in and gives me my best chance of taking home a prize. This year it combined both points for painting and points for army selection.

My second objective was the top prize of overall champion. This means I will have to do well in the gaming section and win all my games. This has always been my weakest part of a tournament as I am at best a mediocre general so I decided to come up with a cunning plan that I could follow through in each of my games and be sure to win.

I have listed below the army I finally settled upon, the reasons for choosing what I did chose (with both of my objectives in mind) and the tactics I would use to ensure my ultimate victory!

PLAYER: **Gareth Hamilton**

ARMY: **Imperial Guard**

THE CATACHAN DEVILS SPECIAL TASK FORCE

PROFILES

Captain

M	WS	BS	S	T	W	I	A	LD
4	5	5	4	4	2	5	2	8

Lieutenant

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

Guardsman

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

Storm Trooper

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

Ratling Sniper

M	WS	BS	S	T	W	I	A	LD
4	2	4	2	2	1	5	1	6

COMMAND HQ ..... 75 points

Captain Manwaring: Equipped with a Laspistol, PowerFist (+10 points), Boltgun (+3 points), Carapace armour (4+ save) .....+13 points

1 Imperial Guard Trooper: Equipped with a Flamer (+7 points), Frag grenades, Flak armour (6+ save) ..... +7 points

3 Imperial Guard Troopers: Equipped with Lasguns, Frag grenades, Flak armour (6+

save) one trooper with a Comm-link ..... +30 points

TOTAL: 125 points

COMMAND SQUAD ..... 60 points.
Lieutenant Wilson: Equipped with a Laspistol, Boltgun (+3 points), Carapace armour (4+save) ..... +3 points
1 Imperial Guard Trooper: Equipped with a Melta-gun (+6 points), Frag grenades, Flak armour (6+ save) ..... +6 points
3 Imperial Guard Troopers: Equipped with Lasguns, Frag grenades, Flak armour (6+ save)

TOTAL: 69 points

I.G SQUAD ALPHA ..... 100 points.
Sergeant Jones: Equipped with Laspistol, Chainsword (+2 points), Flak armour (6+ save) ..... +2 points
1 Imperial Guardsman: Equipped with Plasma gun (+6 points), Frag grenades, Flak armour (6+ save) ..... +6 points
1 Weapons team: 2 Guardsmen armed with an Auto-Cannon (+16 points), Lasguns, Frag grenades, Flak armour (6+ save) ..+16 points
6 Imperial Guardsmen: Equipped with Lasguns, Frag grenades, Flak armour (6+ save)

TOTAL: 124 points

I.G SQUAD GAMMA .....100 points
Sergeant Davies: Equipped with Laspistol, Chainsword (+2 points), Flak armour (6+ save) .....+2 points
1 Imperial Guardsman: Equipped with Flamer (+7 points), Frag grenades, Flak armour (6+save) ..... +7 points
1 Weapons team: 2 Guardsmen armed with a heavy bolter (+10 points), Lasguns,Frag grenades, Flak armour (6+ save) ..+10 points
6 Imperial Guardsmen: Equipped with Lasguns, Frag grenades, Flak armour (6+ save)

TOTAL: 119 points

I.G HEAVY SQUAD BETA ..... 60 points.
1 Weapons team: 2 Guardsmen armed with Heavy Bolter (+10 points), Lasguns, Frag grenades, Flak armour (6+ save)...+10 points
1 Weapons team: 2 Guardsmen armed with Las-cannon(+30 points), Lasguns, Frag grenades, Flak armour (6+ save)...+30 points
1 Weapons team: 2 Guardsmen armed with Missile Launcher (+30 points), Lasguns, Frag grenades, Flak armour (6+ save)...+30 points
Dead Eye Shots veteran ability .... +25 points

TOTAL: 155 points

I.G.SQUAD DELTA ..... 100 points
Sergeant Johnson: Equipped with Boltpistol (+2 points), Chainsword (+2 points), Flak armour (6+ save) ..... +4 points
1 Imperial Guardsman: Equipped with melta-gun (+6 points), Frag grenades (+6 points), Flak armour (6+ save) ... +10 points
1 Weapons team: 2 Guardsmen armed with Missile Launcher (+30 points), Lasguns, Frag grenades, Flak armour (6+ save)...+30 points
6 Imperial Guardsmen: Equipped with Lasguns, Frag grenades, Flak armour (6+ save)

TOTAL: 140 points

CRIMSON BERETS ..... 130 points.
Sergeant Hoover: Equipped with Hotshot Laspistol, Bolt pistol (+2 points), sword, Flak armour (6+ save) ..... +2 points
1 Storm Trooper: Equipped with Plasma gun Frag grenades, Flak armour (6+ save) ..... +6 points
1 Weapons team: 2 Storm troopers armed Heavy Bolter (+10 points), Frag grenades, Flak armour (6+ save) ..... +10 points
6 Storm troopers: Equipped with Hotshot Lasguns, Frag grenades, Flak armour (6+ save), *Guerrillas* veteran ability .. +10 points
1 Chimera. Equipped with Auto-launcers armed with Blind grenades (+5 points) ..... +145 points

TOTAL: 303 points

RATLING SNIPERS ..... 80 points.
5 Ratling Snipers: Equipped with Needle Sniper Rifles, Flak armour (6+ save) *Freedom Fighters* veteran ability ... +5 points

TOTAL: 85 points

LEMAN RUSS BATTLE TANK..205 points

IMPERIAL HELLHOUND ..... 165 points
Equipped with Auto launchers with *Frag Defender Rounds* .....(+10 points)

TOTAL: 175 points

GRAND TOTAL: 1500 POINTS

SCARCE TROOPS AND ITEMS

Command HQ	125 points
Command Squad	69 points
Chimera	145 points
Leman Russ	205 points
Imperial Hellhound	175 points
TOTAL	**719 points**

FROM THE MIND OF THE EMPEROR'S FAITHFUL SERVANT

My thoughts on choosing an Imperial Guard army with special reference to the Catachan Devils:

Of all the armies in 40K, the Imperial Guard is the most structured and inflexible and yet does not suffer for it. The number of Command squads dictates how many Imperial Guard squads you can take and these in turn dictate how many additional squads or tanks can be taken. This imposed limitation means an Imperial Guard army will almost always be well balanced and appropriate; in fact, when the tournament limitations arrived through the post, I only had to make one alteration to my planned army.

A Griffon and vehicle cards were dropped for a squad of Storm Troopers, which has actually increased the victory ratio of my games since!

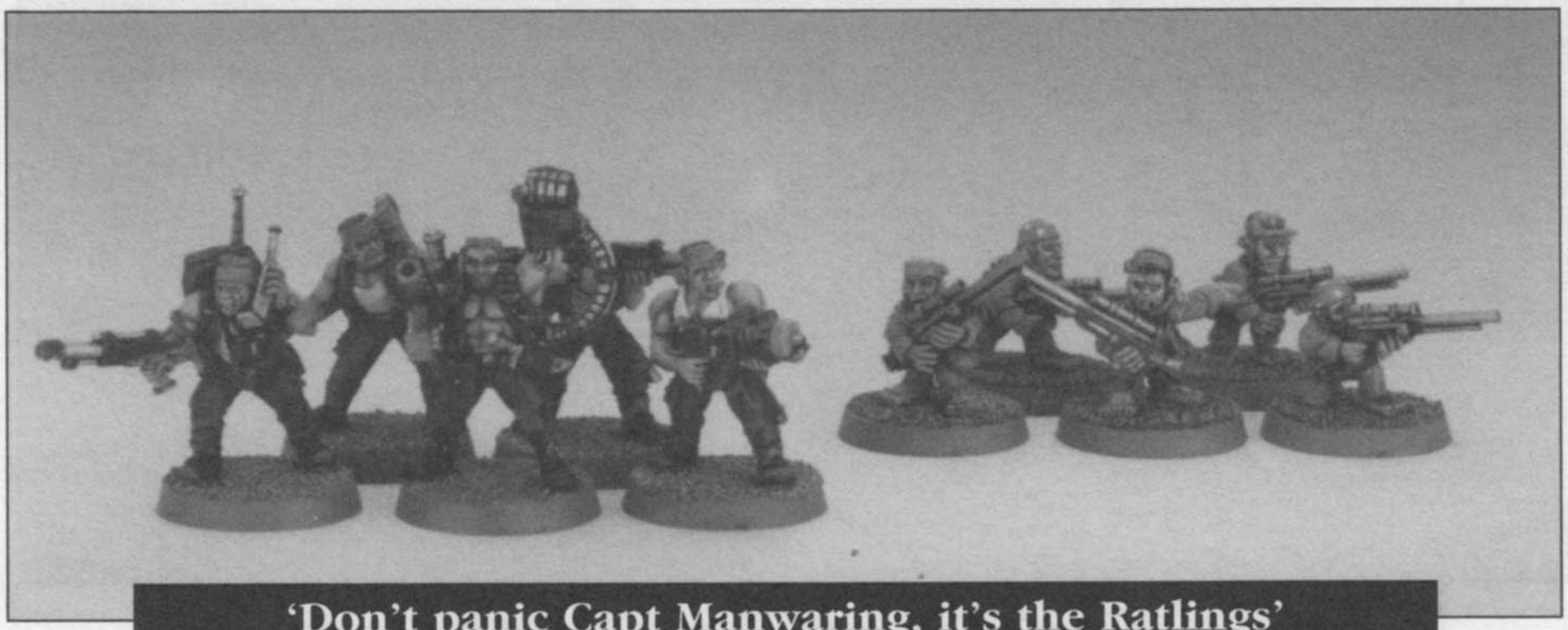
Command squads

When choosing command squads I have found a ratio of one command squad to two Imperial Guard squads and two additional squads to be the most useful. Less than this and you tend to find points you would like to spend on tanks have already been spent on characters and more than this means many of your troops will not be in a position to benefit from the command squad leadership.

I have also found that including a heavy weapons team in a Command squad means that troops advancing soon leave the command range of the squad unless the Command squad sacrifices firing the heavy weapon in order to keep up with the advancing troops. Only if you intend to sit tight and defend will a heavy weapon in a Command squad be useful and such a tactic almost always leads to defeat, even against Tyranids! Any army, even the Imperial Guard must be able to respond to the enemy and that means troops must move.

When it comes to choosing to take a captain or colonel I almost always choose a captain unless fighting a game of 2500 points or more. A captain most represents the rank of officer that would typically lead a force the size of most games of 40k and one of the characteristics of an Imperial Guard army is that it is not character lead. What I mean is, yes, the characters lead the army, but it is the ordinary troopers that do most of the fighting and the commander of a company in the Imperial guard is never going to be able to match a Space Marine captain.

This brings me on to the subject of Wargear. In my opinion an Imperial Guard army should have very little in the way of Wargear and those items that it does have should be the most common, ie. *Scanners, Targeters, Haywire grenades,* etc. What would the captain of a company be doing with rare items of Wargear when he may be one of hundreds of captains in a war zone. Do they



'Don't panic Capt Manwaring, it's the Ratlings'

all carry *Displacer fields* as standard issue? I think not! Have the Imperial guard so many *Vortex grenades* that a mere captain would be entrusted with such a priceless item? The answer is of course no. So if an Imperial Guard army is to be appropriate, Character wargear should be at a minimum and any rare items justified by a special scenario.

Psykers

These are a luxury an Imperial Guard army can rarely afford. A Primaris psyker is never going to be the match of a Farseer, Librarian, Hive Tyrant or Ork Weirdboy. With only the option of one Wargear, card a Primaris psyker is easy meat for any other psyker; all he is doing is helping your opponent by providing a larger warp-flux roll. Unless you are fighting a big battle (2500 points or more) the points would be better spent on troops or tanks. If you do decide to take psykers, several low level ones are a better option than one Psyker Lord; after all, four level one psykers cost less than one level 4 and could give away no victory points (oops, getting a bit beardy here!) .

Battle Line Troops

It is in the battle line that the real strength of an Imperial Guard army lies. It is these troops that are going to win or loose you the game. Many players underestimate the effectiveness of an ordinary Imperial Guard squad and this is probably because they do not take enough of them. Imperial Guard troops are only one third the cost of space marines and so you can get 30 men with 3 heavy weapons and 3 special weapons for much the same price as one Space Marine tactical squad. With the ability to detach any heavy weapons teams you have a much more flexible force and despite the poor quality of an Imperial Guardsman, with so many you are bound to get enough hits to cause considerable damage to your opponent.

When it comes to picking heavy weapons squads I have found a ratio of one heavy squad to three ordinary squads works best. Less than this and you tend to find the enemy can target your heavy weapons teams early on in the game, and more than this and you may lack the heavy fire power to deal with enemy tanks and powerful characters.

Of all the heavy weapons available to the Imperial Guard my favourite is the Mortar. I often find this surprises many players who complain it is only Strength 4. These players cannot be choosing the right targets for this brilliant weapon. Yes, it may only be Strength 4 but it has a 2" radius – you will always hit with a 1-in-3 chance, despite any cover or penalties for fast moving troops. You can target any troops on the table, you don't need line of sight and even if you do miss, the shell will land somewhere giving you a second chance to cause damage. All you need is a good eye for distances.

Tanks

There is no other army that can rival the Imperial Guard when it comes to tanks. For defence you have the Demolisher. The Leman Russ is the best all-round tank in the whole game with tank-busting Lascannon and Battle cannon and troop 'mowing' Heavy Bolters.



Bring on the 'Heavy Cavalry'

For close assault and flushing out dug-in troops, there is the Hellhound. The Chimera is the most heavily armed troop carrier there is. The Griffon is very useful at targeting those troops that stay back behind the protection of their own troops (say goodbye to all those Eldar support weapons). Be warned, however: despite what some may say you can take too many tanks and a few lucky shots from your opponent will damage your army to such an extent you will not be able to recover. Too few tanks and you let the enemy dominate the game with his own vehicles. As with all armies it is finding the right balance that works best.

Of all the tanks the Griffon is my favourite, not so much because it is very effective – it's not – but because it can target those troops with high strength attacks that the enemy likes to hide safely at the rear. This often causes much consternation to your opponent, especially when a Melta shell lands smack on the head of his Farseer! (You may have noticed a hatred against Eldar armies but I don't think I'm alone.) The other great thing about the Griffon is that it is such a cool model.

Close assault

The Imperial Guard is not the best army in the game when it comes to hand-to-hand fighting. Whilst it may have some good close combat troops, on the whole it is weak in this department. Rough Riders are the best hand-to-hand fighters the Imperial Guard has, but they tend to suffer from a lack of cover and the fact that the hunting lance is a one-shot weapon. Ogryns are more survivable, with a Toughness of 5 and 3 Wounds they can take a lot of damage but whilst better at close combat than your ordinary Imperial Guard trooper they are not brilliant and can soon get swamped by cheaper enemy troops. The high cost of Ogryns is another drawback which often means I just do not have the points to spare to buy a squad of these characterful troops. When it comes to close combat your ordinary troopers leave a lot to be desired, but do not despair. On their own they struggle to kill Gretchin but remember: Imperial Guardsmen are cheap and if you pick the right opponent (Space Marine Tactical squads are a good example) you can beat them by swamping them with multiple opponents. As a general rule, however, close combat is not the best tactic for the Imperial Guard.

Their weakness in close combat creates a dilemma for an Imperial Guard player because the army is at its best in a short-range fire-fight. Staying back and trying to win a long-range shooting match will nearly always fail. A static army allows your opponent to pick and choose where he will attack and this will certainly lead to defeat. You must advance on the enemy to get the best out of your troops. Remember a Lasgun is +1 to hit at short range and the maximum range of a frag grenade is 8". The best way to win with an Imperial guard army is to close to within 12" then let go with everything you have. With a bit of luck you can damage your opponent so much he will never recover.

The Catachan Devils

Having waffled on about what I think makes a good Imperial Guard army and the sort of tactics it requires, I shall now look at my tournament army and see how my ideas fit in with it.

Firstly, I have taken no Wargear, which in my opinion is appropriate for the Imperial Guard. I have taken a ratio of 1 command squad to 2 Imperial Guard squads and 2 additional squads, this should give me the extra leadership I need without using too many points up on characters. I have also taken my favourite ratio of 3 ordinary squads to one heavy weapon squad. This gives me a good amount of firepower and plenty of cheaper troops. The firepower is further augmented by giving the heavy weapons squad the veteran ability *Dead Eye Shots* which means this squad will hit twice as often. Anything that improves the chances to hit for the Imperial Guard has to be good.

The additional squads include a squad of Ratling Snipers. This gives me a unit which can *infiltrate* (always useful) and with the deadly Needle Sniper Rifle should cause a few headaches for my opponents. Giving them the veteran ability of *Freedom Fighters* will give a nasty surprise to any charging troops trying to destroy them in hand-to-hand fighting. The Storm Troopers mounted in a Chimera are to be my assault troops. With the extra leadership and more powerful weapons they will be able to fight deep in enemy territory, destroying those pesky support



THe Crimson Berets, Imperial Guard Elites

weapons and heavy weapon squads. The Chimera itself has been upgraded with Blind grenades to shield the tank as it drives deep into enemy territory before discharging its cargo of deadly troops.

The two tanks include the always useful Leman Russ and the very useful Hellhound. The Leman Russ will add further heavy weapon support to my army while the Hellhound will flush out well-concealed troops. Due to its need to get close to the enemy the Hellhound has been given *Frag Defender Rounds* to give it some protection from close combat troops.

All that remains is to make sure my troops take the initiative, close to the optimum range of 6-12" and destroy the enemy with a massive barrage of fire.

AT THE TOURNAMENT

Before I go on to report on the success (or not) of my army, I thought I would make a few comments on the tournament itself. I always arrive on the Friday night before the tournament starts proper on the Saturday. For me, this is the best part as you can meet the other players and staff and talk about your favourite hobby over a pint or three, without the large crowds that there are on the other days.

It always amazes me how the tournament attracts people from all over the world. I met people from Germany, Italy, California USA and Canada! It is meeting other people and hearing different ideas and thoughts on all aspects of the hobby that I find one of the most interesting and enjoyable parts of the tournaments. Another favourite part for me is the brainstorming sessions held by Jervis and other members of Games Workshop staff, where they are grilled and interrogated into revealing many secrets and future projects and where they are asked all manner of probing questions.

Along with other events, such as special auctions, pub quizzes and a Mail Order stand, where you can buy pre-release items, the Grand Tournament is an event not to be missed. So how did my cunning plan work?

SUCCESS OR FAILURE?

First the success. Objective one was met and I came away with the prize for the best 40K army. I am convinced it was the points for army selection that swung it for me in the end. Having a strong interest in this part of the tournament, I made a point of looking at as many of the other armies as I could and I was most impressed with the standard of the painting. I spotted many armies that I thought were as well painted, if not better, than mine. I can only conclude that it was my army selection that made the difference. This reminds me of a question that was asked at one of the brain storming sessions held during the tournament. What are the judges looking for when they are marking an army

for army selection? The answer that Jervis gave was typically vague and was basically that each judge has his own opinion on what is a well-balanced army and there is no one answer. Seeing as I tend to do well in this category I thought I would give my tips on picking a good tournament army.

Firstly, I always try to choose as many different types of troops as possible from the army list. This will usually involve not choosing expensive troops so I can choose twice as many cheaper ones. For example, one squad of Ogryns at 235 points will buy you a 10 man Imperial Guard squad, a Ratling Sniper squad and some Veteran abilities.

Secondly, I try to include weapons or troops which typify the army. In my army this included the Leman Russ tank which is a must for any Imperial Guard army. At the tournament I saw Imperial Guard armies with two Hellhound tanks but no Leman Russ. In my opinion, this will cost points for army selection… and brings me on to my next tip.

Thirdly, I try to include one of everything, rather than many of one thing. This increases the variety in your army and I'm convinced will gain you extra marks. Two Dreadnoughts, three Scatter Lasers, two Carnifex are all examples of troops/weapons I saw at the tournament which, in my opinion, would have been better reduced to one to allow for other, different troops.

Lastly, do not include troops that have no place in your army except to help you win! I am of course referring to Imperial Assassins and over half the Space Marine armies included Assassins. An Assassin has no place in any army except for special scenarios or campaigns. These are individuals who are on a mission to assassinate a particular person and not just another troop type under the command of your captain to help him fight a war. If caught up in a conflict, a good Assassin would leave the fighting to others and get on with his or her mission. To include Assassins in a tournament army is just power gaming and should in my opinion be banned.

Now is the time to point out that if you do follow my tips to produce an army that will do well in army selection, you may not do so well in winning games.

THE FAILURE

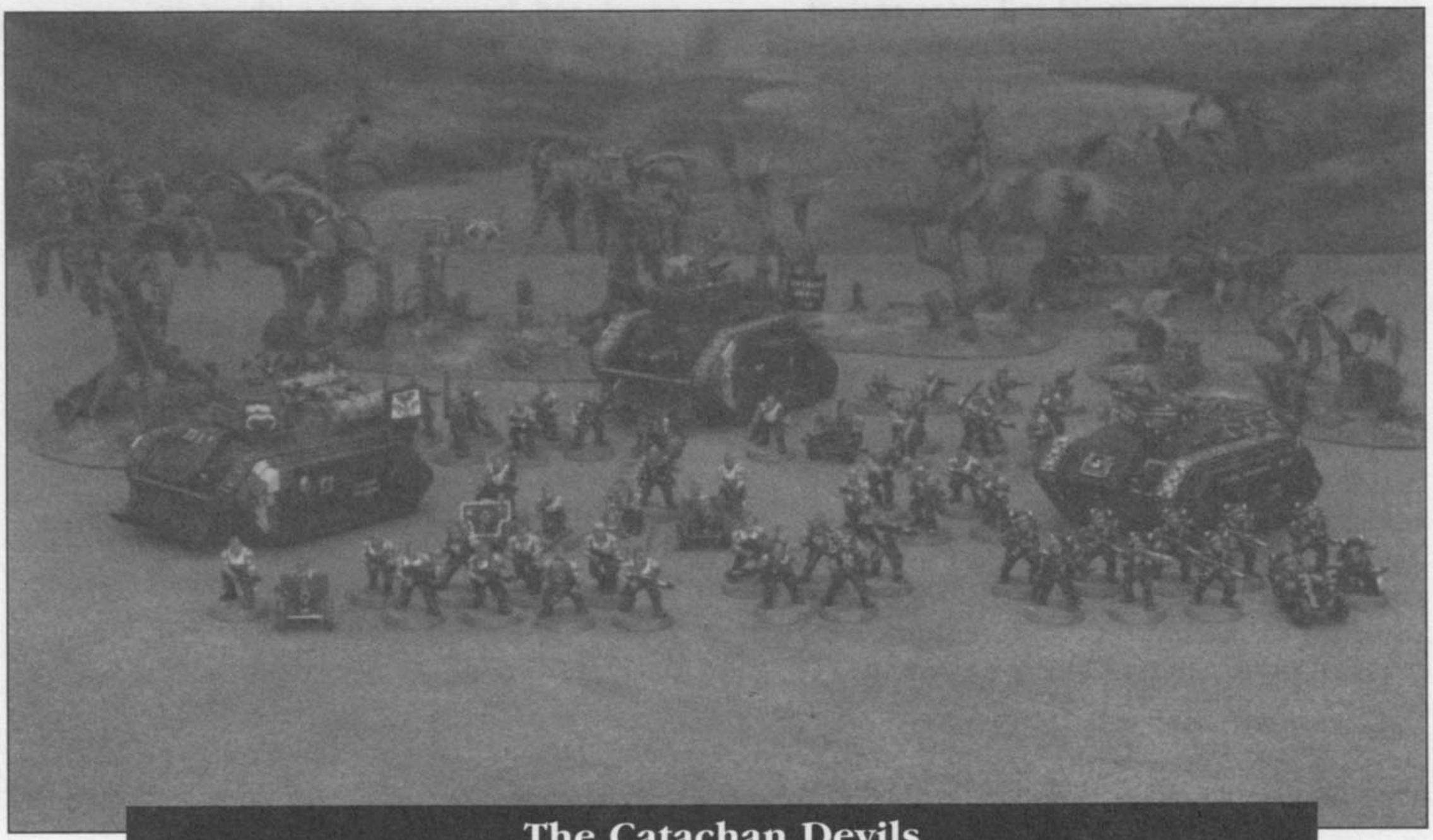
Objective two was a complete disaster! I came away with only 30 points out of a possible 100. This was the 5th lowest score for game-play. So what went wrong? I can think of four areas where my cunning plan proved to be less than cunning and these are:

Me as Commander

Bad Luck

The Terrain

My Opponents



The Catachan Devils

Me as Commander

I have a tendency when playing games involving dice and an element of chance, to believe that I will roll 6's when I need to and my opponent will roll 1's when I need him to. This flaw leads me to take chances that seem worthwhile at the time but on reflection were just plain stupid. Take, for example, the Lictor hiding in a building just 4" away from one of my Imperial Guard squads and now detected. In my mind I'm thinking of the glory when, under a barrage of Frag grenades, the Lictor is blown apart and my troopers can continue their unrelenting advance on the hapless Tyranid swarm. In reality I need 6's to hit, 6's to wound three times and three failed saves from the Lictor. The result is three dead Troopers from scattering Frag grenades, a failed *Break Test* and an undamaged Lictor free to charge the now exposed Chimera containing the Storm Troopers. Oh dear! The sensible, if boring and unglorious, thing to do would be to set *Overwatch* and when the Lictor charges out of cover blast him with everything including a Melta-gun. It is this mindless stupidity that accounts for most of my poor performances but other factors were involved.

Bad Luck

Over the course of a game the dice will probably fall equally for both players but it is how they fall at crucial moments in the game that decides if you have had good or bad luck. It seemed to me that during the whole tournament every crucial roll went against me. Twice when my Leman Russ came on the table from reserves it was hit in the tracks a 1 in 6 chance and twice the damage roll was a 6. This I regard as bad luck. When my Hellhound is hit in the tracks and subsequently goes out of control crashing into the rear of my Chimera and then blows up with a 9" radius, enough to wipe out one of my squads but leave my opponent unharmed, setting alight my Chimera (which amazingly was undamaged by the collision) and roasting the crew and Storm Troopers inside, this I also regard as bad luck. When my opponent's last surviving Space Marine Assault Trooper, from a squad of ten worth over 500 points, survived D6 Strength 10 hits from my exploding Leman Russ, I knew luck was not on my side in this tournament.

The Terrain

I think one of the reasons I had better results in my practice games over the tournament games was due to the terrain. In the battles I fought prior to the tournament I had some degree of control over the terrain. This usually included a large central feature blocking many lines of sight, with loads of surrounding cover and woods through which troops could advance. This meant I could employ my tactic of closing with the enemy without suffering too many casualties on the way. The tournament terrain was entirely different, consisting mostly of low, wide hills with the odd ruined wall or tank trap scattered about. The result was that as my troops advanced they were left horribly exposed to enemy fire, so when I finally did get close enough to do any real damage my army was too weakened for it to be effective. Out of the whole tournament, my only grumble was that the terrain was dull and unimaginative with the whole room filled with tables all virtually identical. Having different types of terrain would have been more interesting to fight over and may have helped those armies with a variety of troops able to adapt to all conditions and penalised those armies skewed to a particular style. (The armies consisting entirely of Eldar on jet bikes comes to mind.)

My Opponents

All my opponents were fair and generous and it was a pleasure to play against them. I am convinced, however, that without an opponent I may have contrived to win more games, and I certainly would not have lost by such large margins.

As it turned out, naming my army commanders after characters from Dad's Army proved prophetic.

FOR FUTURE PRESENTATION

Work has already begun on my army for the next tournament. When the Sisters of Battle Codex came out I knew I had to have a Battle Sisters army to complement my existing Imperial Guard army. At 1500 points they should also be able to do well with little in the way of allies. Now all I need is to come up with a cunning plan…

Once again, it's time for another thrilling installment of: *'Is there anybody out there?'* the Journal's letters/reply forum that lets you have your say.

This issue features the ten best responses that we received to our Games Day Questionnaire. That's a free copy of the Journal going out to all those concerned!

Here we have a few letters specifically concerning the concept of 'Beardiness'.

BEARDY THINGS

All of the following are examples of 'Beardy' encounters that I have had:

1. Eldar Jetbikes.
Jetbike 1. Equipped with *Spiritstone*
(Journal version: dodge incoming fire on a 5+ unmodified)
Jetbike 2. Equipped with a *Spiritstone* and Searchlight.
Jetbike 3. Equipped with a *Spiritstone* and Scythes.
Jetbike 4. Equipped with a *Spiritstone* and Scythes and... (by now you know what to expect)

2. A Bretonnian General carrying the *Tress of Isolde* and having the *Virtue of Knightly Temper* (Roll an additional attack for each of your original attacks that hit) mounted on a Dragon (choppa, choppa, big time!).

3. Veteran Chaos Marine squad with a Champion bearing the *Mark of Khorne* (infiltrate them and on the 1st turn possess the Champion, *voila!* instant Bloodthirster near enemy lines).

4. Dark Elf Assassins wearing heavy armour, equipped with shields halberds and other assorted weapons disguised in a small unit of Dark Elf scouts wearing nothing more than loincloths!

5. Imperial Guard Heavy Weapons unit with *Stealthy* ability (they can shoot 4 inches from a forest edge).

6. Chaos vs Space Wolves 40K battle at 6000 points each. The Chaos ally with Orks and take 1500 points of ablative Gretchin (some of them even made it to the other side!).

Here are some Laws of Wargaming:
You will miss.
If you manage to hit, then you'll fail to wound.
If you manage to wound, then your opponent will save.
A dice rolls an average score of 3.5. This is achieved by rolling 1's to hit and to wound and 6's on Ld tests!
First he will fail his Terminator armour save, then he will fail his Field save, then he'll fail his *Aura of Protection* save and just at the point when you think that you might kill his expensive Character, your opponent will play the *Look Out Sir* card!

Ruud van der Graaff

WHAT IS A BEARDY? *(We actually refer to them as 'Beardy Gits' – Ed.)*

What is a Beardy? Is he/she a cheat, an unfair player who exploits the army lists and pushes the rules to the limit, or someone who ignores the background of the army? Well to me, this is exactly what a Beardy is. However, this phrase seems to get a bit misused and players find themselves accused of this because they utilise something from the rules that other players find hard to beat.

The worst of the Beardy traits, for me, is when the aforesaid breaks with the essence created by the in-depth background of an army list. Now this is a very delicate area of the hobby. Players are always quick to explain how a new Wargear combination does not fit into context with the race's background; it's not 'Orky' or whatever. With a little bit of thought this can be avoided without too much trouble.

For example, this Eldar Exarch I have created designed to destroy tanks and armoured vehicles is pretty solid but, in my opinion, in no way contravenes the image of what is Eldar: Exarch equipped with Meltagun, Swooping Hawk wings, *Fighting Fury* Exarch skill (which gives him an additional Attack, making a total of 3).

Here are some more ideas, this time for Imperial Guard, which some will consider Beardy, others may not:

Give Ratling Snipers *Stealthy* Veteran Ability and infiltrate them in woods. They will be able to fire out with impunity but escape being targeted. *(Haven't we heard this one somewhere before! – Ed.)*

Give all your Ogryns and Rough Riders *Hardened Fighter* Veteran Ability.

Equip your Command squads with Comm-links. These may be quite expensive but they are great fun and can really assist an army which relies heavily on support fire.

Arm a Commissar with two rounds of *Armour Piercing Ammo* and let him man the Multi-laser on a Chimera with his squad being transported (this gives two shots of three Sustained fire dice at a Strength of 6, with a -2 Save modifier). *(Mr Goodchild, the Imperial Guard would throw you in the Brig! I am reliably informed by the Roolz Boyz that this is illegal. Only crew, not passengers, may fire the Chimera's Multi-laser. Surely your Commissar should be inspiring his men? – Ed.)*

Always give your Tactical squads *Dead Eye Shot* Veteran ability. Most of the other skills seem good but are normally a waste of time and points.

Have a Heavy weapon squad all equipped with Mortars and place them with a Command squad that also has one. You use the Command squad's Mortar first as a range finder for the other three… *(Whoa there! I do hope that you're not implying measuring the range estimate for the Command squad's mortar* before *you've ranged up the others, cos that's cheating! – Ed.).*

Keep all of your tanks on reserve; with a Strategy Rating of 2, you're bound to go second anyway. Why give your opponent the opportunity to destroy potentially the hardest units in your army before you've even moved!

Need I say this? Unless you're fighting Tyranids, always take an Imperial Assassin. I have found that Callidus Assassins are most unnerving for the enemy. I always go for wiping out expensive squads and steering clear of 'Rock' characters.

Think about converting the weapons on your tanks. Chimeras with twin linked Assault Cannons can work wonders. Also, try replacing all the lasguns with auxiliary Stormbolters. *(I must refer you to p81 of the Imperial Guard Codex, which doesn't allow you to do this. – Ed.)*

Try taking a rack of five or so Hunter-Killer missiles and watch your opponent's tanks disintegrate.

Well I hope that's got you thinking and remember, if the worst comes to the worst, take Eldar allies *(Oooh! Now what's that if it isn't Beardy? If anyone has any comments on whether James is an out-and-out Beardy, do write in. – Ed.)*

James Goodchild

HOW TO BEAT THE BEARDYS

With the recent 'Power-gaming' debate going on, I have been thinking about how many so-called 'Super Weapons' there are in Warhammer. The truth of the matter is that nothing is invulnerable or really unfair in Warhammer. Many seemingly unbeatable tactics or ploys can be defeated by a cunning combination of Magic Items or a change in your tactics or army composition. I've put together a list of some unfair or 'Beardy' items and tactics along with my ways of beating them.

Mork's War Banner: Almost everyone, especially Undead but with the exception of Dwarfs, lives in mortal fear of this item. When used in a unit of Wolf Riders or as the

Battle Standard which can then be mounted on a flying monster it is so nasty. *Mork's War Banner* is one of the few items that can kill automatically without any save (the *Staff of Nurgle* can be dispelled, don't forget). If it is being used by the Battle Standard Bearer this is fairly easy to deal with, as he will only have Champion stats and can have no other Magic Items and is therefore easy to kill in close combat. If in a unit of Wolf Riders this poses a slightly different problem as you cannot simply hack down the Banner Bearer because one of his mates can always pick it up! You have to hit this unit with enough force to break it and then the banner will be lost. The *Skull Staff* is invaluable in locating this pesky item, but I wouldn't suggest using the *Ring of Corin* against it because of its 4+ dispel. Until the threat of *Mork's War Banner* is removed you could always resort to hiding your Wizards within your units so as not to be in base-to-base contact with it, but that will of course hamper their casting abilities and for some, Undead for example, the spell casters are the best warriors.

Warpstone Armour, Dawnstone and Standard of Shielding: This nasty combo is usually worn by Warlord Queek Head-Taker or Skaven Grey Seers with the Standard being carried either by the Battle Standard Bearer or the unit Standard Bearer. For a mere 100 points it grants the wearer a staggering two 3+ unmodified armour saves! Once again the *Ring of Corin* is very effective but you will have to destroy three items which is a lengthy procedure. *Runefangs,* the *Black Axe of Krell* and best of all the *Star Lance* are the items to use here simply because they offer no armour save whatsoever and that is hard to come by (I believe that Dwarf Runes are pretty good at this also).

Dark Elf Repeater Crossbows: Used in vast numbers these can decimate an army. Similar tactics can be employed by Wood Elf archers and Gobbos to try and match the Repeater's rate of fire but they don't come close. In the hands of Dark Elf Scouts with *infiltrate* skill and a BS of 5, these guys can loose off two shots per turn almost anywhere on the battlefield and still hit on 3's at short range! The simple solution would be to form an anti-missile screen with cheap sacrificial troops perhaps equipped with the *Ruby Chalice (not again no, no, no. – Ed.)* and given the *Crown of Command.* This will create a screen that is not only difficult to hit but also hard to break. Giant Rats make a good screen because they're cheap, fast and expendable (other Skaven won't run off if they do).

Knights: Chaos, Bretonnian, High Elf, Dark Elf, Empire are all reputed for the effectiveness of their heavy cavalry, a charge from which have broken the backs of countless armies. When equipped with the *Banner of Shielding*, heavy cavalry receive a 1+ armour save which makes them nigh-on impossible to kill! If you can halt the charge and hold up the cavalry for several turns you should be able to win the war of attrition using the better rank bonus from your infantry. The trick, of course, is halting the charge and not getting broken in the first turn of close combat. The *Sword of Swift Slaying* is a much underrated item but if combined with a *Potion of Strength* will tear through the Knight's armour before they get a chance to strike. Chaos and Chaos Dwarfs can use the excellent *Helm of Many Eyes* with a suitable weapon for 'tin opening', whilst Dark Elves and Skaven may use Assassins. A mention must go to Night Goblin Fanatics which are instrumental in avoiding being charged. Poisoned wind Globes and Warpfire Throwers are also ideal (Warpfire throwers can stand and fire!).

Dragon Ogre or Mummy Tomb King with the Heart of Woe: This combination would be unfair if it wasn't for the risk to one's own army! It is generally best to bombard these individuals into the floor with War-Machines causing them to detonate within their own army. The only problem of course is knowing who's got the ruddy thing! Using an item such as the *Skull Staff* is all good and fine but it only has a range of 12 inches for item detection. If a less explosive solution is needed, send forward a unit that can *infiltrate* with a Champion equipped with the *Black Gem of Gnarr. (So what's this? If you can't beat 'em join 'em! – Ed.)*

Chaos Lords of Khorne with Hydra Blades and Amulets of Power: Now don't wear out your brain trying to work out how many attacks he could have because this one is easy. Simply arm a hero with a *Black Amulet* and challenge the big lug. Don't worry, he'll

accept, Chaos players can't help it! Now the Hero, invariably, will get chopped up but the amount of wounds that he can bounce back at the Chaos Lord should be enough to kill him and in the end you've lost a only a pitiful amount of points compared to the Chaos player.

And finally…
There are many other potentially Beardy combos just waiting to happen and here are just a few ideas to get you started: *Light Magic* has many entrapment spells; try using *High Magic* and casting *Drain Magic* every turn, you only lose a mastery level on a 6, whereas your opponent loses one on a 4+. The *Sword of Destruction* (especially in the hands of a Vampire Lord), the *Obsidian Blade*, the *Chaos Runeshield*, the *Talisman of Obsidian* and the *Ring of Corin* can ruin magical assaults whilst the *Skull Staff* can spot ploys with Magic items before they can effect you. The thing with Warhammer is that every army has its nasty ploys, its strengths and weaknesses and by using them you can't really be considered a 'Power Gamer'. Lastly, always remember: creating a good army and having a good plan are only half the battle, the other half is ensuring your opponent's plan doesn't work!

Alex Richards

WARHAMMER 40,000 TOURNAMENT

Run by Army Forces Wargames Association (Germany)

Back in October the Herford Branch of the AFW(G) ran one of the Annual Wargames Conventions, 'Muster '97'. The Grand Tournament consisted of a number of lesser tournaments, but Warhammer 40K was probably the most hard-fought.

The tournament was open to all, including the local German wargamers and even with little notice being sent out, due to military commitments, the turn out of twenty-two gave the makings of a good tournament. With each participant playing four games and being judged on army selection, painting standards and extra points being given to the players who smiled even when losing badly generally made the games great fun.

All the players, even after having had the rules only a couple of weeks in advance, had completed their army lists and barely stopped for breath before launching themselves at the gaming tables with abandon. The first round saw battles of all kinds with Space Wolves cleansing the incursion of the Tyranids, an Eldar Civil War, Waargh Macmillen showing the might of Gorka and Morka to the Imperial Guard. There was even an appearance made by some of the lesser seen Chapters, the Raptors and the Fleshtearers. By far the most unusual, however, was the Harlequin Troupe, appearing mysteriously from the Webway following the path of the Laughing God himself. With so many different troops being used and the language difficulty between some of the players I was kept busy running around, translating and answering rules problems and the like. However, with the friendliness of the opposing players and the good nature of all concerned the problems were resolved quickly. By lunchtime all the players had finished and tales of resounding victory, narrow defeats and hard fought draws were banded between them, with all eagerly awaiting their next opponent.

The second round was fought with as much enthusiasm as the first with players really getting into the spirit of the competition. This round ran much smoother than the first, and with more time to spare I took the time to check out some of the games being played. The first thing I noted was the younger players, between 10 and 15 years old, slugging it out with the old and bold, and sometimes actually beating them. A mental note of this was sent to the local Arbitrator (how fortunate that it's me!) and a special prize was found for the best of these budding commanders, such bravery could not go unrewarded. After the second round was complete the tables were reassembled for larger battles with allied forces of Marines, Imperial Guard and Eldar taking on the Waargh and their Chaos allies, while smaller skirmishes were being fought all around.

After the evening battles and a good night's rest the players returned for the deciding day's battling. This got of to a quick start, as each player was drawn against players of a

similar standard. The last two games were fought very quickly with everyone now getting used to their different opponents and the different languages proved to be no obstacle, even for the younger players.

While these battles were being fought, the player's painting and army selection were being marked by two Judges who had volunteer Judges (I actually had to threaten them with deportation to a penal battalion, human bomb unit!) from the ranks of the bystanders who gathered throughout the tournament, and after the final battle was completed all that was left was to total the scores.

It soon became clear that it had been a harder fought competition that you would think with only 3 points between the first two players. The tense silence was evident as the 'Sportsmanship awards' were totalled and added to the scores. It became apparent, as the scores were totalled, that it had been a very close run event, with the winner being clear from second place by only 5 points (gained from a sportsmanship award from one of his opponents). The placing of all players showed that the whole competition had been a success. The highest placed youngster came in 14th place, an excellent showing for a 10 year old.

In conclusion, the tournament has proved to be an excellent event, with a mixture of both BFG personnel and local Germans all combining to make the whole tournament fun. With the increase in contact for local German clubs and players the next tournament should prove to be even better. We hope to also hold a smaller tournament for the local youngsters who certainly got themselves noticed during this competition. All that remains is for me to thank all the players who took part and made the tournament what it was and a special thanks to Herford & Osnabruck Clubs and to Marco Schultze who all supplied terrain for the tournament. Finally a thank you to Jervis Johnson for supporting the tournament and sending the prizes.

Bob Laws

WHAT I DID AT GAMES DAY '97

It was a dull and murky September morning when Matt and myself clambered into my parents' car for the journey to Birmingham. Travelling from Ipswich would be tedious, but we wiled it away by listening to the thumping sounds of Ocean Colour Scene (purecooldoublewicked) and Paul Weller (purewickeddoublecool) *(Er, groovyfunky er stuff! – Ed)*. I then buried my nose in *White Dwarf* 214, while Matt played chess against his portable chess computer (at least, he did when not asleep).

After two hours and twenty minutes of travelling we arrived outside the NIA. *(That's National Indoor Arena, to stupid people like me. – Ed)* My parents, who do not share our enthusiasm for wargaming, had agreed to drop us off and then go and find the seven-mile walk they had decided to do to while the time away until about four. We thanked them profusely for the transport and then approached the massive building. We climbed the steps, found the right entrance, got our programmes off the red-shirted warriors inside and entered the arena.

Whoooaah! I've been to Games Day before but I was still amazed at just how many people there were! There must have been a couple of thousand at least on the floor, with many more on the seating areas around the side. *(Only a couple of thousand, Mike? More like* nine *thousand! – Ed.)* The first thing we looked at was 'The Battle of Big Toof River'. This absolutely huge 40K fight scene depicted a massive group of Orks destroying an Imperial Guard task force (Waaagh! Serve 'em right for cowerin' behind dose tanks, dunnit!). Also present and in 40K scale were a Squiggoth, Fighta-Bomberz and one BIG Gargant (I just gotta get me one of those!) My knowledge of historical battles isn't huge, but I think that the idea for this diorama probably came from Custer's Last Stand at the Battle of the Little Bighorn (Bighorn: Big Toof?). I'd be glad for someone to correct me on this, though. *(I thought it was supposed to be Isandhlwana, 1879 Zulu War – Ed.)*

It's at this point that I'd perhaps better explain about Matt, my longtime friend and

companion. He is primarily a Blood Bowl player and his team, 'The Anarchists' are well-known for their front row (a Minotaur, an Ogre, a Troll and Lord Borak the Despoiler), even if not for their winning ways (about one win out of every ten games, I think). As a result of this there was very little at Games Day for him to get directly interested in. Nevertheless, at the end of it he said to me that he must start playing some of the other games like Necromunda and Warhammer 40K (both of which I own and play often).

In spite of being inexperienced in such matters, while joining in the defence of an Ultramarine outpost he managed to roll eight Sustained Fire hits for an Assault Cannon of which seven hit and all of them wounded! Several Tyranid Warriors ate snow! Not bad for a beginner! However, we couldn't stay and lend and our assistance to the Marines for long as we wanted to see what else was on offer.

We quickly found the 'Doom Diver Squig Squash', a game we returned to several times throughout the day. The scenario for this, told to us by an already hoarse member of staff, was that every five years the Squigs emerge from their caves in the centre of the table and the Doom Divers use them as target practice! Each player commanded a Doom Diver and you got two attempts to try and hit a gold Squig. When the gold ones ran out, you had to hit purple, then blue, then orange and then yellow. If you missed, you were allowed to re-roll the dice if you managed an impersonation of a dying Doom Diver (lovely!). Variations on this theme included a barely audible attempt that was not deemed worthy, a high-pitched squeal followed by a splat, and one that earned its originator the title 'Seagull Boy'.

Throughout the day we made an effort to locate Marcus Riley, past winner of the Best Epic Titan category with his Banelord and friend of Matt. However, the Golden Demon standard painter expertly used polymorphine to blend in with the crowd, and we couldn't see any sign of him.

Another interesting pastime was the Bretonnian Game, where you could take the part of an archer, knight or warrior. My archer failed to hit anything and my knight was knocked off first charge. My warrior, a converted Betrand the Brigand and dubbed 'The Chicken Slayer' by Matt, killed an Elf but ran into trouble in the shape of a nasty-looking Grail Knight who chopped his head off with one swing. Ouch! Matt's warrior suffered a similar fate in a different round, and he was dragged away from the table vociferously protesting that it was 'Only a flesh wound!'

Whilst eating lunch we sat near the queue for looking at Golden Demon, keeping a close eye on the people filing past, but still no Marcus. I also looked at the Citadel Journal 18 I had procured and gloated over the Necromunda retirement plan spaceship scenario. My gang, the Slag Heap Vypers, are well beyond retirement age, a rating of 4864 at time of writing. Now I have my hands on the scenarios, I should be able to ensure they go out with a substantial bang. Ten Imperial Guards and five Ratlings? Pah! I'll sweep 'em aside!

In the afternoon a good deal of our time was spent watching various battles in progress before taking part in a very cool game of Space Hulk which included Space Marine Scouts, Tyranid warriors, Carnifexes and a Hive Tyrant. We were also extremely loud in the shouting department - not only the traditional 'Waaaaaagh!', but since it was just about to be released, 'Gorka-Morka', one side shouted 'Gorka', and the other followed up with 'Morka'. (Oh, and a quick 'hi' to the beefy Birmingham player who fought next to me with his Wolf Guard and 'dakka'd' his way through Genestealers with an Assault Cannon. Yes, I was the one in the White Dwarf t-shirt with the glasses. Shame my *Overwatching* Scouts didn't hit anything, wasn't it?) We shouted ourselves hoarse and after our particular Marines died we went to see the remaining Golden Demon entries.

What can I say? I was stunned by the quality of the entries, especially the winners. No disrespect to the rest of you, but I think that the Open winner was the best, just for sheer ambition. One question though, what was that ship doing in a tree?

Our final activities involved standing around the arena as the final announcements were made. Robin Dews began telling the story of Gorkamorka with some help from Paul Sawyer and my favourite 'Dwarfer', Adrian 'Grand Warlord' Wood. Adrian shouted 'Morka' with all his might into the microphone and our side of the hall joined him. We easily shouted down those Gorkas! Beef triumphs over Blob.

Unfortunately we had to leave at about a quarter to four in order to: a) avoid the rush and b) make sure my parents didn't get irritated by us not meeting them outside after we said we would.

On the way home we listened to Pulp (puredoublecoolwicked) and Shed Seven (er...). I read my new Citadel Journal whilst Matt, unsurprisingly, fell asleep again. It had been a slightly tiring but incredibly enjoyable day, well worth the money, and long may it continue! The only thing I have to get out of my system now is a tendency, when someone shouts 'Gorka', to instantly answer 'MORKA!' at the top of my fairly substantial lungs. Oh well, it should go in a few months.

Mike 'Da Boffin' Brooks, companion of Matt the Sleepy

10 BEST GAMES DAY QUESTIONNAIRES:

GET MORE GIRLS IN GAMING

Being an older Gamester and a woman I have found that Games Workshop Bedford store have welcomed me as one of the 'lads'. Wherever we go, people are intrigued that I am just as interested in the games as the youngsters are. I have my two sons to thank for this and also Jon Rooke who was Bedford's first Manager *(Now going to Luton! – Ed.)*. He was instrumental in getting me started!

Our Manager at present, Chris Cross *(weren't they a dire dance act in '91, who used to wear their clothes on backwards? I hope our Chris doesn't do that! – Pop Ed.)*, is carrying on the tradition where Jon left off. I am treated as one of the boys and am thoroughly enjoying it. I hope this helps to pave the way for women to get involved in the Hobby, which has been a male reserve for far too long.

Mrs B. Whittingstall

GAMES DAY RAVER

I enjoyed Games Day thoroughly, although it started off quite badly as the coach was inevitably late. When I got to Games Day, however, it more than made up for the coach being criminally late. I was quite literally overwhelmed as I walked through the door.

I enjoyed all the games that I participated in and felt good in the pleasant atmosphere of enjoyment and mayhem! I especially thought that the Studio stands were impressive and was thrilled to see a whole host of unreleased miniatures. My Games Day programme was signed by many of the Studio staff including Rick Priestley, cool!

Well thanks for a great day and I'll see you again next year.

Chris Morley

P.S. I thought the 'Big Toof River' display was absolutely amazing!

CRUSTIES OF THE HOBBY UNITE!

The development of a magazine for the brainstorming of new ideas and scenarios is probably the best idea in keeping us 'older' gamers in the fold as the new and revamped games can be a bit simplistic for our liking. *(You should read Robin Dews' excellent speech on the simplicity of games design as a positive strength which has nothing to do with appealing to 'older' or 'younger' gamers. An elegant, simple, uncluttered set of rules makes for a much better, more rounded game. So, what does everyone else think? – Ed.)*

Here's an idea: why not use the wounded/killed options in Necromunda for 40K. It

Is there anybody out there?

would add more of a degree of uncertainty and help counter 'tooled up' invincible characters in the army.

Chris Hodgson

KICKIN' TIME AT GAMES DAY

Games Day kicked ass!!! Not only did I get the chance to paint, purchase and get advice on 40K miniatures, but I expanded my forces to ensure that I can now kick the treacle out of my mate's Tyranid army.

I had to drive for two hours to get there but it was definitely worth it in the end. Absolutely nothing was left out of the day and I would certainly make it a personal annual pilgrimage. If you are considering going next year, fellow gamers, then go for it.

Finally, respect goes out to Ben, Gary F, Mike C and all the staff of Cambridge Games Workshop. Game on!!!!

Sam Wallace

NUMBER 1 JOURNAL FAN

I have been collecting the Journal since issue thirteen and think that it is simply great and has been steadily improving all the while. *(Oh please, you mustn't... go on then! – Ed.)*

I have gleaned much inspiration from the Journal and the games that I play with my mates are more exciting, original and complex. The latest few Journals have been exceptional and it's been a pleasure reading them and implementing the ideas. I'm definitely hooked on the Journal and having a magazine that is really in touch with the hobbyist is excellent.

Gareth Jones

Well, that is high praise indeed. Is the Journal really *that good? Does it cover every aspect of our games in the detail readers would like? What areas need improving? Go on, put pen to paper and let us know. – Ed.*

GISSA JOB!

I would like to say that I think you are doing a stonking job! I just read issue 22 with Covert X and it was well good. If possible I would like a few tips on how to write articles for the Journal *(You should refer to pages 20-23, the writers guides of your Citadel Journal; they'll give you all the information you'll need to write an article. – Ed).* It is my ambition to eventually work for Games Workshop as it is an incredible company. Any tips would be greatly appreciated *(Errrrrrr... – Ed.)*. Games Day was fabulous, I had such a great time and I thought the Golden Demon entries were just too mean!

David Paul Malabar

Well after a bit of thought, we can suggest that you get yourself a copy of issue 216 of that highly reputable mag', White Dwarf, and turn to page 78 which highlights our UK Recruitment Tour. It sets out the relevant dates and places that our recruitment team will be attending. Pop along and put yourself on offer! – Ed.

WHATEVER HAPPENED TO...?

What ever happened to Space Fleet, Man-o-War and Blood Bowl in White Dwarf? That's what makes the Journal better than the 'Dwarf. Not to mention the Journal is funnier too *(Well we know we're better, but WD can't cover games that aren't current and aren't in the stores because it's a full time job just covering those that are! Which, as you so kindly pointed out, is what the Journal is here for. – E.)*.

At the moment I'm busy writing an army list for Adeptus Arbites for 40K *(maybe he*

should read issue 22's rather spiffing Covert X article... – Ed.) and amongst other things they have access to vehicles such as the big recon-stealth-crowd-suppression bomber type-thing that can drop choke bombs and has a top speed of 60 inches! I have also made a model conversion for Huron Blackheart of the Astral Claws fame, a photo of which I'll be sure to send. Keep up the good work.

Nick Hendrick

WOT NO TYRANIDS?

The Tyranids don't seem to feature heavily in the Journal much (do you have something against the scariest and the best creatures in 40K?). Maybe a few rules about Mycetic Spores in 40K wouldn't go amiss. The problem is that the Tyranids have to outnumber their opponents to have any real kind of impact *(Christopher has obviously not read the rules on Hive Tyrants or Carnifexes, let alone seen them in action! – Ed.).* They also have a problem with advancing quickly and can get quite bogged down sometimes. There are of course Gargoyles, but they've got a WS and BS of 3 (eurgh!!!). You really need some 'ard as nailz' troops with the movement to get into the thick of things!

Christopher Kelly

Well Chris, thanks for volunteering to write some optional rules for Tyranids for the Journal, we're awaiting your submission!

HELL'S BLOOD ANGELS

Recently when I bought a bike squadron for my Space Marine army, it got me thinking about a new project. I haven't tried it out yet but think it would work well.

How about a 2000 point Blood Angel force consisting of everything mounted on bikes. *(Wot, even Dreadnoughts? – Ed.)* Most characters will convert into bikers easily. Then plan out 3-5 men squadrons, each designated a different task, be it shooting, close combat, recon, etc., themselves being supported by five or six Attack Bikes for heavy covering fire. An additional 2000 points could be spent on tanks and Landspeeders to give added heavy fire and Marine Scouts to infiltrate and capture objectives.

This army , believe it or not, is built for speed *(and is very similar to John Matthews' bike army from Journal 23. – Ed.)* and will have a good stab at any of the missions, especially excelling at *Dawn Raid, Take and Hold* and *Guerrilla War*. The tanks could take out any enemy artillery or Characters that get in the way and think what a Librarian on a bike could get up to! The speed of the army would be its best defense, it would be harder to hit with ranged weapons and harder to engage in close-combat without being charged first. And after all, wouldn't it just look so cool! Right, now all I need is a lot of money and a heck of a lot of time!

Matt Taylor

WOT'S THIS? A COMPLAINT!

I love your mag, I love making new rules to send in to be published (hopefully!) in your mag. *(Well, thank you very much but it's actually YOUR mag! – Ed.)* Reading the Journal is great for inspiration as I am currently devising a Halfling army list for Warhammer. *(Groan! no more Halfling army lists, pleeeeeze. – Ed.)* This little race are great fun to play and don't get enough air-time, if you know wot I mean.

OK that's enough sucking-up! Here's a few things that I would like to complain about:

1. Why is the Citadel Journal soooooo expensive? I hope that you can work out a way to bring it down in price, perhaps parallel with the *White Dwar*f which, by the way, isn't as good! *(I hope you're reading this Paul! – Ed.)*

Expensive compared to what? A fast food happy meal? Your latest Green Day album? C'mon Nye, get real, it's all a matter of whether or not the Journal is worth what you

pay for it and as far as we're concerned you get a good mix of articles, scenarios, rules and views for only a few quid.

2. Why don't you allow us to buy the Journal in GW stores? For heaven's sake you would sell more.

Maybe I've been locked away in the Bunker for too long but I thought that GW stores did stock and sell the Citadel Journal. Well, after a little investigation (it's good to get out of the bunker and see daylight once in a while!) we discovered that each store gets a set number of Journals which, with the Journal being bloomin marvelous, sells out very quickly. So the moral of the story is: camp outside your local GW store on the day of release! Or you can always order it from Mail Order as usual.

Ok, winge over with, now for some ideas:

1. Why don't you bring out all the special games that were played on Games Day as small expansions? They would then be cheap and fun.

We're already working on numerous projects for our main games, which takes up just about every waking hour and burns out the cerebral cortex of each of our designers. The special games at Games Day are simply that, mad, fun, one-off games to make the day a unique gamer's paradise. Now, the only other place you're likely to find anything that strange or obscurely detailed is your Journal, of course!

2. Why is the GW Internet site so bad? If you invested in it you might find it could open up a whole new market.

It's hard to answer this sort of question without knowing what you mean. There are millions of excellent Games Workshop related sites, run by gamers and focused on their own specific areas of interest. These sites are updated daily. We quickly realised that that is exactly how things should be, the last thing our corporate website wants to be is any kind of attempt to 'out-hobby' you lot. We've plumped for a simple, straight forward site, basically to say 'hello, we're here', to give the uninitiated some idea of who we are and to give those who live in the far wastes of Alaska some way of getting hold of our products. I do hope this clarifies what our web site is all about.

And now for just a little request:

Please! Please! Please! Stop hassling me. Laugh as you may, but I am getting very irritated by your shop staff's sales pitch. I have been gaming for at least four years and consider myself an experienced gamer. I do not, therefore, relish having a GW staff member leaping onto me as soon as I step through the shop door. If I have come in to buy something then I want to be left in peace to do so.

You don't ask for much, do you Nye? Would you rather you went into your local GW store and they blatantly ignored you? GW staff are different to other sales assistants, this is because Games Workshop is different to any other company. Enthusiasm, that's what it is – the people who sell our games are just as enthusiastic as those that buy them. Naturally they're going to be interested in the games that you play and the armies that you run etc. because they play and collect aswell, and don't forget that they are salesman too!

Don't hide your light under a bushel! If you're a bit of a 'Know all' then why not get involved? You can have a whole lot of fun helping to run intro games or teaching rules and tactics, and it's a great way to meet opponents and make new mates.

On the other hand, you could always just look mean and tell them to leave you alone!

Thank you for listening, I hope this was not too much of a lecture and that you can take on board at least some of my ideas.

Nye Brewer

OVERWATCH!

This issue sees the start of Overwatch, a regular feature in which we shall be putting a Games Workshop oriented club or gaming community under the spotlight. Hot on the heels of White Dwarf 216, we delved that much deeper than the J-Files – we want the truth and we know it's out there! This issue we travel to Lincoln in the Midlands.

GAMES WORKSHOP CLUB LINCOLN

DATAFAX

LOCATION: St Andrews/Newland United Reform Church, St Martins Lane, Lincoln.

(Next to O'Neil's Pub and the Party Animal shop)

TIMES: 6.00 to 10.00pm Thursdays

AGE LIMITS: 12 years & upwards

FEES: £2.00 entry. First visit free to check it out.

FACILITIES:

- 20 gaming tables.
- Scenery for WHFB, Warhammer 40K, Epic 40K, Necromunda and Gorkamorka readily available.
- Snack bar and non-alcoholic drinks.
- Free prize draw.
- Regular newsletter.
- Free use of in-house Club Armies.
- Free use of paints and other modelling materials in tailored painting area. Tutorials available.
- At least one competition or Tournament per month.
- Terrain Building for the Club.
- Access to Club library for rulebooks and guides.
- Campaigns and Leagues.
- Inter-club meetings.

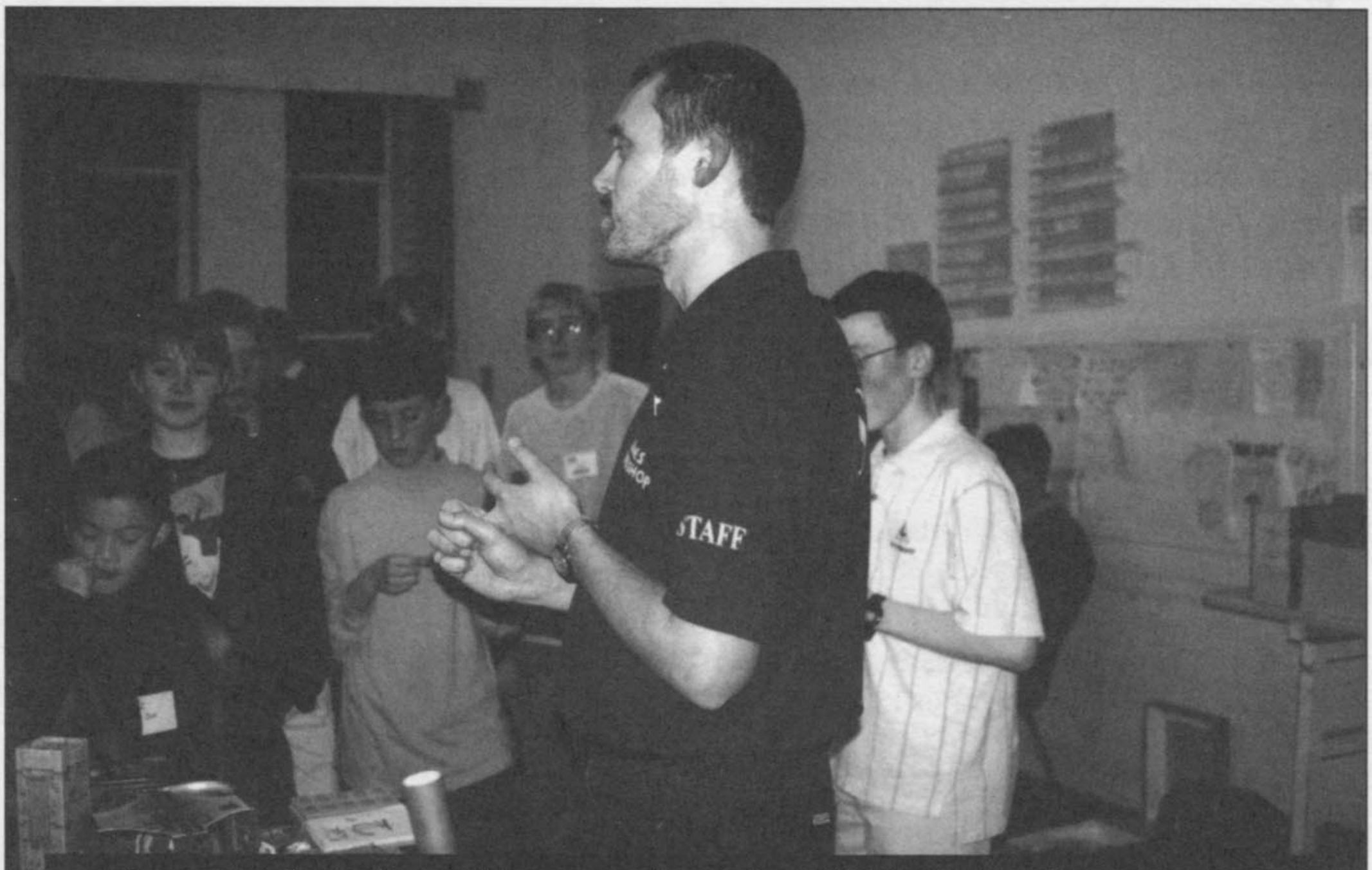
CONTACT: Gary James, club secretary, via the Lincoln GW Store (tel: 01522-548027). Actual and aspiring club secretaries are welcome to call Gary at home in the evenings and weekends on 01522-888016.

ORIGINS

Games Workshop Club Lincoln was the first of the new official gaming clubs to open. Why on earth did Games Workshop choose Lincoln for the first club? Well, the folks of Lincoln have always been enthusiastic gamers - after all, Rick Priestley hails from Lincoln - and there used to be a gaming club in the very hall now used by the new club. Add to this someone daft enough to volunteer to be a guinea-pig secretary for the club scheme (Gary James) and you have the ingredients for a new venture.

Before the club opened the in-store game nights were always well supported but most people just had to game at home on the kitchen table. So, Jervis Johnson visited and we began to plan out the club. A hall had to be found which met the exacting demands of a Games Workshop club and this is usually the most difficult part of the process. Here's a few things to look out for when choosing a club venue:

- Has it got on-site storage for all the boards and terrain you'll have? Will they charge you more for it? Does it lock up?
- Is it in an easily accessible location (bus routes, etc)?
- Is it big enough – how many people do you want to cater for?
- How much will it cost, and what fee and how many members per week will you therefore need to break-even?
- What equipment is included in the hire – especially trestle tables? Are there any extra charges for electricity, etc.?
- Is there a kitchen, or at least somewhere where you can clean up and get water?
- Does it have toilets?
- Is it suitable for people with disabilities or in wheelchairs?



Gary teaches the rudiments of gaming: 'This little piggy goes...'

• Are the hall organisers happy about it being used for playing wargames? (People with some beliefs would not like their church hall, for example, to be used for this type of recreation or activity.)

• What times is the hall available for, and does this fit in with the needs of the club?

• How must payment be made – does it have to be in advance, and is there a damage deposit?

• Is it properly heated and warm enough in winter? (Some church halls can be very cold!)

Luckily we found our hall quite quickly (partly because the former club had used it) and we then planned out how many gaming boards and how much terrain we would need. Jervis set about having the terrain built and game boards painted, and putting together all the other equipment the club would need - a copy of each game, paint sets, tools, snack bar stock and so on. All official Games Workshop clubs get a starter pack of everything they need to get going. This is paid for by the company, as is the hire of the hall. The clubs then pay a modest tithe back to the company each week (currently £5·00) to repay the set-up cost and raise funds for hobby events like tournaments. The club is run by a Club Secretary (that's me!) who is appointed as a Games Workshop key-timer. Any money the club makes over and above its costs it gets to keep! This money is used to buy new consumables and equipment such as paints, terrain building supplies and competition and raffle prizes, and pay for club outings, visits to other clubs and so on. Official clubs can also buy Games Workshop items at a special price.

As the opening date approached we began to publicise the club by handing out leaflets in the shop and generally passing the word around the gaming community. The club opened on 11th September - about four months after we began our planning - with about 45 people attending on the first night. We were off!

PHILOSOPHY

The club – like all Games Workshop clubs – is devoted to the entire Games Workshop hobby. So we play all the games, past and present – though we can't get out-of-stock items like new Blood Bowl or Man 'O' War sets and have to rely on members supplying

their own if they want to play them. To encourage and stimulate gaming we run campaigns and leagues for 40K, WHFB, Necromunda, Gorka Morka and Blood Bowl. Each is looked after by a club Arbitrator.

But the Games Workshop hobby is about more than gaming alone – it is also about sportsmanship and friendliness, painting and modelling, terrain building and having fun!

To support painting and modelling we supply the paints, materials and tools that members need to convert and paint their miniatures. We have a painting area set up and a club painting coach to help out and organise painting events. We are starting a painting league and nunning a painting competition, and will soon buy our first club army which will be a Space Marine Chapter of our own design. Club painters will paint the army up and have the squad or character they paint named in their honour!

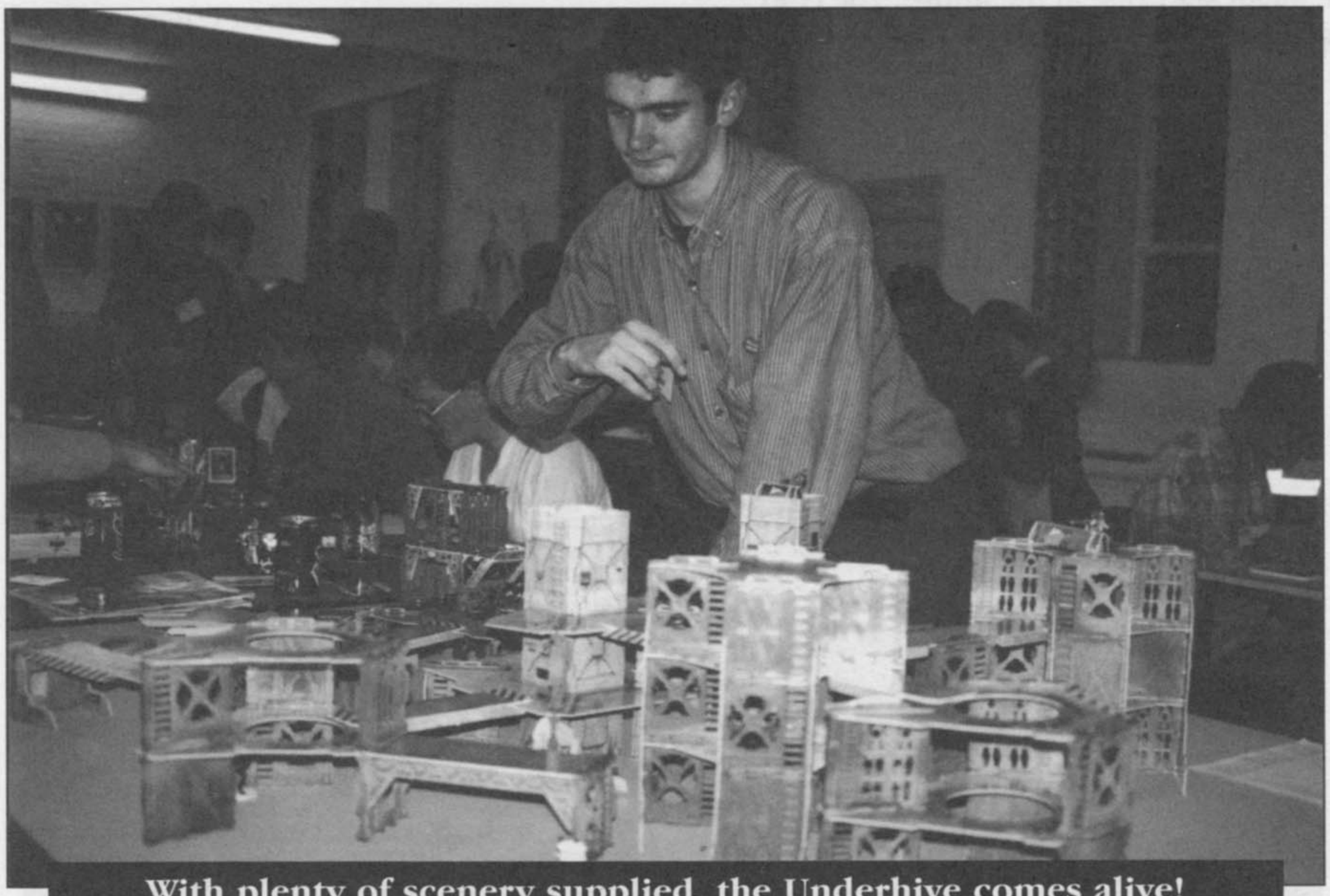
Now, you don't have to have all of your miniatures painted in order to use them at the club… but we do expect members to be painting their armies up! We think that playing with unpainted miniatures is like joining a football team but not wearing the strip, or being in the scouts for ten years and not getting any badges – you're missing out on a lot of the enjoyment! That being said, do not come to the club just because you struggle to paint your miniatures - we will help you, and the club arbitrators will teach you too.

We also have terrain building projects and competitions; in fact we have just finished a Gorkamorka fort-building competition that we hope to write up for the Joumal.

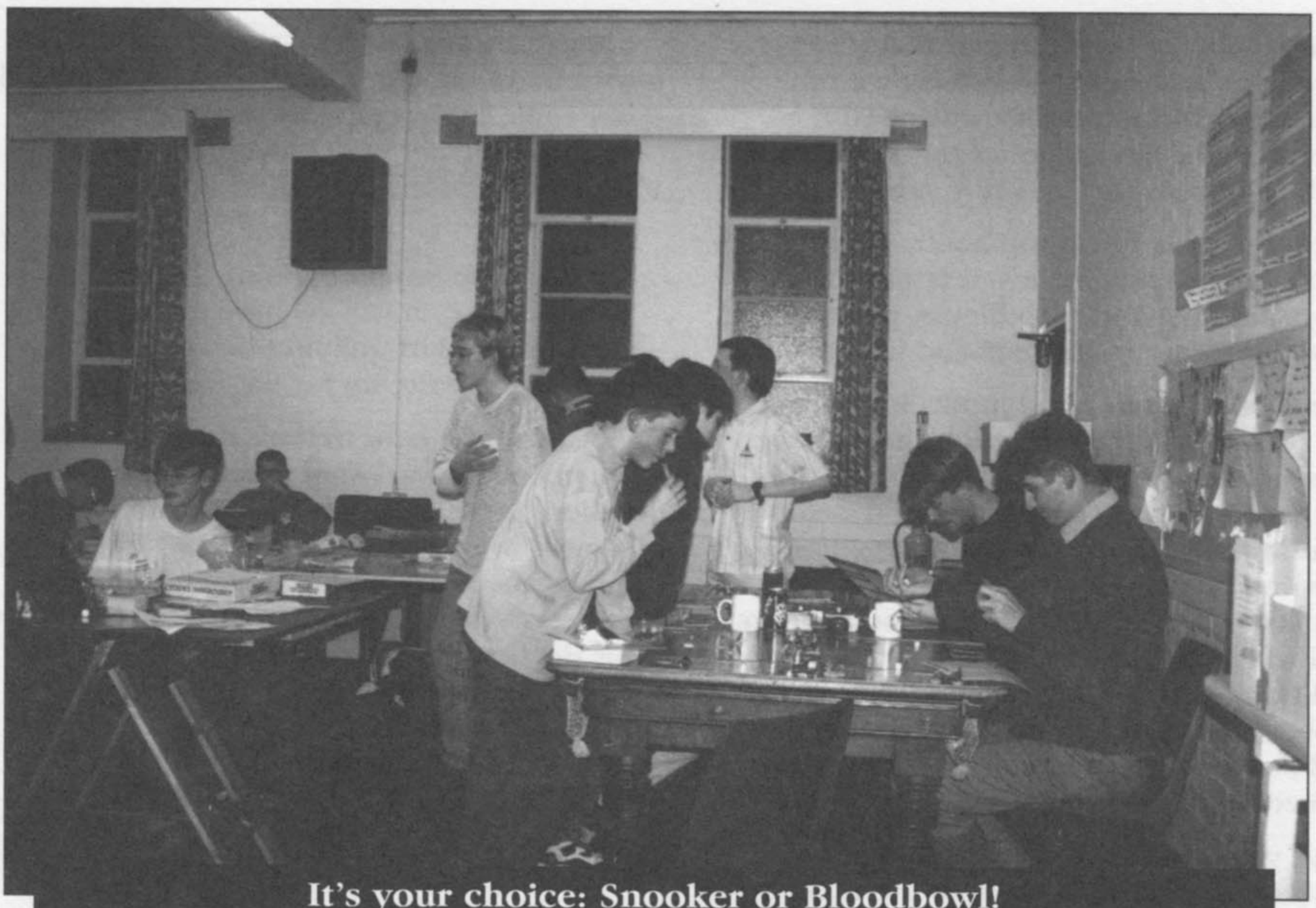
Finally, we try hard to look after new members. I always spot a new face and say hello, introducing new members to other gamers who share their interests. This is very important as a busy, humming gaming club can seem quite intimidating when you walk in for the first time. A Bounty Hunter scheme rewards established members who bring someone new along!

MEMBERS

You don't have to 'join' the club – just buy a ticket and come along. At the moment we have 40 to 50 people attending each week, and our practical limit is probably about 60. Ages range from 12 to 40+ years, but I guess the majority of members are between 16 and 22 years old. Older gamers are an especially



With plenty of scenery supplied, the Underhive comes alive!



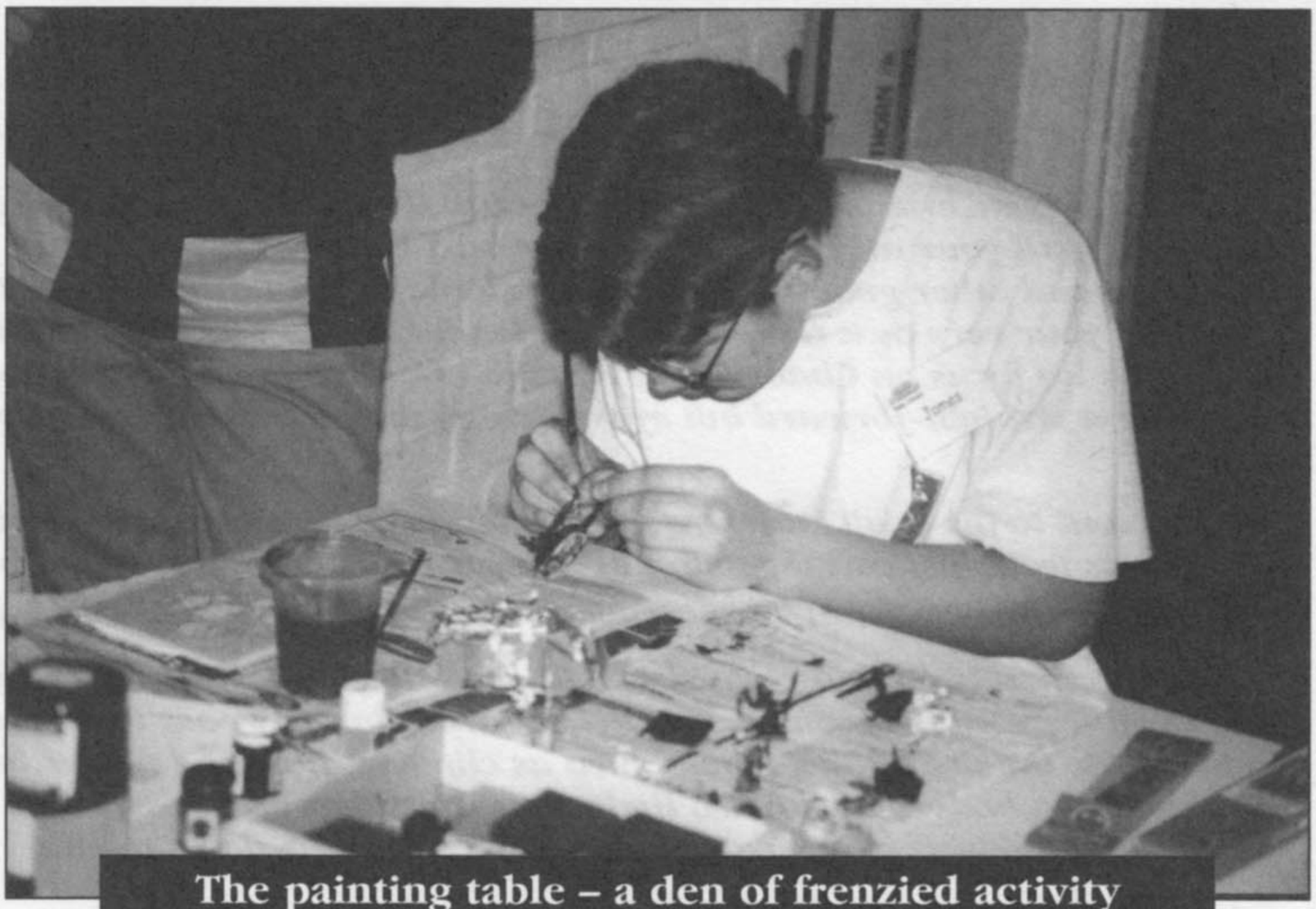
It's your choice: Snooker or Bloodbowl!

welcome but shy bunch – we have a good number of members aged 30+, so please come along and join them!

We don't have a Committee as such, though we might start one in the future. The club leaders tend to be the game arbitrators, club coaches, and older members. A number of 'celebrities' grace us with their membership and we have people who have had their armies in *White Dwarf*, run Games Workshop tournaments, been published in the Citadel Joumal, and entered Golden Daemon



With so many tables, there's a vast array of different games being played



The painting table – a den of frenzied activity

competitions. A scurrilous and entertaining – well I would say that, I edit it! – newsletter (*Gobstyk*) is produced regularly to announce club events and report rumours, club scandal and issue challenges!

EVENTS

We always have a club competition running - as soon as one finishes, we think of another! Our last was the Build-a-fort competition, and we have just launched a squad painting competition and the painting league. We buy prizes and trophies from club funds, and will be making trips to other clubs and tournaments very soon now!

If you would like *Overwatch!* to target your gaming club or community write to us at Overwatch! Citadel Journal, Games Workshop, Willow Road, Nottingham NG7 2WS or call on (0115) 916 40 000

GETCHA MITZ ON OUR PRE-RELEESEZ!

Da Humies dat work in da Citadel Forjes often give uz sum minichores 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 exsampul, resuntly we 'ad sum of da brill noo Diggas an' also a fistful of Digga Yoofs for da Stompin GorkaMorka. 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?

Mail Order Pre-Release Hotline: 0115 91 40 000
Lines are open 6am-12 am,
7 days a week

BITZ N' TIPZ

This issue the scalpel falls on:
CHAOS SPACE MARINES

Daunted by conversions, but want to have that special, unique Character model to lead your army? Well, there is a vast range of arms, heads, legs, weapons and other gubbinz already available in the Citadel range that creating your very own General or unit leader needn't be difficult at all. For this issue we focus on Chaos Space Marine Champions and detail how to put together a straight–forward but eye–catching model that no–one else will have!

All this and to top it all Mail Order have made some special conversion deals for you as well, just call the helpful Phone Trolls *(Mail Order Hotline page 2),* ***state the pieces you want, give 'em your credit card details*** **and yer Sorted!**

We've specifically chosen parts that will need only minimal converting. All of our miniature conversions in this article are relatively easy to do and only necessitate the use of basic tools, such as clippers, files and modelling knives. You'll need a body, a head, two limbs plus any other backpacks and interesting gubbinz which catch your eye, it's entirely down to you!

DOK BUTCHA'S KLINIK

Da BITZ:

BODIES N' TORSOS:

Citadel Miniatures Catalogue 1986-1991

Page No.	Product Code	Description
p19	070204/10	Traitor Terminator
	070204/8	Traitor Terminator
	0702043/3	Traitor Terminator Captain

Citadel Miniatures 1998 Annual

P365	010200201	Chaos Terminator body 1
	010200202	Chaos Terminator body 2
	010200203	Chaos Terminator body 3
p366	010201501	Chaos Terminator Champion Body
p373	010200601	Fabius Bile body
	010201401	Kharn the Betrayer's body
	010201601	Ahriman's body
p374	010202601	Abaddon the Despoiler's body

'EADS

Citadel Miniatures 1995-1996 Annual

p283	73004/4	Chaos Knight Banner Top (yep, as a head!)
p284	73013/8	Steed of Slaanesh Head
p287	73006/12	Flesh Hound Head 1
	73006/3	Flesh Hound Head 2
	73006/8	Flesh Hound Head 3

Citadel Miniatures 1998 Annual

p111	020105002	Chaos Lord Head
p112	020103804	Chaos Sorcerer Head 1
	020103808	Chaos Sorcerer Head 2
	020103811	Chaos Sorcerer Head 3
p127	020104907	Chaos Spawn Head 3
	020104906	Chaos Spawn Head 2
p128	020103111	Great Unclean One Tongue Tip
p132	020104807	Daemon Prince Head
p365	010200211	Chaos Terminator Head 5
	010200210	Chaos Terminator Head 2
	010200208	Chaos Terminator Head 1
	010200209	Chaos Terminator Head 4
	010200212	Chaos Terminator Head 3
p366	010201503	Terminator Champion Head 2
	010201502	Terminator Champion Head 1
p371	010202209	Noise Marine Head 1

Page No.	Product Code	Description
	010202105	Noise Marine Head 2
	010202313	Champion's Doom Siren Head
p373	010201402	Kharn's Head
	010201603	Ahriman's Head
p374	010202602	Abaddon's Head

WEAPONS N' ARMS (all arms are right arms unless specified)

Citadel Miniatures Catalogue 1986-1991

p19	070243/2	Storm Bolter 1
	070204/7	Storm Bolter 2
	070243/1	Assault Cannon
	070243/15	Heavy Flamer
	070243/4	Daemon Sword (left arm)
	070243/14	Power Sword (left arm)
	070204/9	Power Fist (left arm)
	070204/11	Chain Fist (left arm)
p119	076027/30	Chaos Titan Wrecker ball (will fit as either arm)
	076027/29	Chaos Titan Energy whip (will fit as either arm)
	076027/44	Chaos Titan Chainsaw Tail (will fit as either arm)
	076027/41	Chaos Titan blade Tail 9 (will fit as either arm)
p246	073214/9	Blood Thirster Whip 1 (combine with a plastic arm)
	073214/13	Blood Thirster Whip 2 (combine with a plastic arm)
	073214/16	Blood Thirster Whip 3 (combine with a plastic arm)

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p123	020101206	Flamer of Tzeentch right arm 1
	020101204	Flamer of Tzeentch right arm 2
	020101203	Flamer of Tzeentch left arm 1
	020101205	Flamer of Tzeentch left arm 2
p127	020104905	Chaos Spawn claw (will fit as either arm)
	020104910	Chaos Spawn mouth on tentacle (will fit as either)
	020104912	Chaos Spawn Tentacle 1 (will fit as either arm)
	020104913	Chaos Spawn Tentacle 2 (will fit as either arm)
	020104914	Chaos Spawn Tentacle 3 (will fit as either arm)
p261	059903501	Necromunda Pistol Weapon sprue
	059903502	Necromunda Basic Weapon sprue
	103437	Space Marine Close Combat sprue
p262	059900308	Goliath Heavy Stubber
p263	059901014	Goliath Heavy Bolter
p280	059904404	Pit Slave Rock Drill
	059904406	Pit Slave Chainsaw
	059904407	Pit Slave Shears
	059904409	Pit Slave Buzz Saw
p358	102813	Chaos Space Marine close combat Weapon sprue 1
	102813	Chaos Space Marine close combat Weapon sprue 2
p359	102805	Chaos Space Marine arm sprue 1
	102805	Chaos Space Marine arm sprue 2
p365	010200213	Chaos Terminator Combi-Weapon 1 (bolter)
	010202311	Chaos Terminator Combi-Weapon 2 (Melta)
	010200222	Chaos Terminator Heavy Flamer
	010200215	Chaos Terminator Combi-Weapon (chainsaw)
	010200216	Chaos Terminator Reaper Autocannon
	010200218	Chaos Terminator Chain Axe (left arm)
	010200219	Chaos Terminator Power Fist (left arm)
	010200220	Chaos Terminator Power Mace (left arm)
	010200221	Chaos Terminator Chainfist (left arm)
p366	010201507	Terminator Champion Power Axe (left arm)
	010201506	Terminator Champion Lightning Claw (left arm)
p367	010200102	Champion of Khorne Plasma Gun (left arm)
p370	010203104	Heavy Bolter
	010203103	Heavy Bolter support arm (left)
	010201210	Autocannon
	010201211	Autocannon support arm (left)
p371	010202312	Noise Marine Champion Chainsword (left arm)
	010202311	Noise Marine Champion Power Fist
	010202104	Noise Marine left arm 1 (this has no hand, ideal for conversions)
	010202208	Noise Marine left arm 2 (this has no hand either)
p372	010201303	Sorcerer Bolt Pistol arm 1 (left, hand only)
	010201305	Sorcerer Bolt Pistol arm 2 (left, hand only)
	010201308	Sorcerer Bolt Pistol arm 3 (left, hand only)
p373	010200603	Fabius Bile's Rod of Torment (hand only)
	010200602	Fabius Bile's Xyclos Needler (left arm)
	010201403	Kharn's Plasma Pistol (hand only)
	010201602	Black Staff of Ahriman (hand only)
p374	010202605	The Talon of Horus
	010202606	Daemon Sword Drach'nyen (left, hand only)

GUBBINZ

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Page No.	Product Code	Description
p246	073214/8	Blood Thirster Wings
p300	074677/10	Manticore Wings
p301	074677/15	Scorpion Tail

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p359	102794	Chaos Space Marine Backpack Sprue
p363	010202007	Emperor's Children shoulder pad
	010202020	Death Guard shoulder pad
	010202017	World Eaters shoulder pad
	010202016	Thousand Sons shoulder pad (there are 24 different pads representing the Traitor Legions, obviously we can't list them all here because it would take up too much space set aside for pictures of conversions!)
p364	010202402	Flesh Banner (banners can be used to personalise your champions)
	010202403	Rapturous Standard
	010202404	Blasted Standard
	010202405	Chaos Undivided Icon
	010202406	Warp Banner
p365	010200204	Right Trophy Rack 1 (these can be used to decorate any Champion's armour)
	010200205	Left Trophy Rack 1 (there are more Trophy Racks on pages 365, 366, 368 and 374 of your catalogue)
p371	010202101	Noise Marine Backpack
p372	010201302	Sorcerer Backpack 1
	010201306	Sorcerer Backpack 2
p373	010200604	Fabius Bile's Backpack
	010201404	Kharn's Backpack
	010201604	Ahriman's Backpack

TEDZ TIPZ

We managed to tempt Ted, the Troll Herder, from his subterranean lair at much personal risk, with the ingenius use of chocolate digestive biscuits! We knew that Ted was literally an overflowing fount (at least I think that's what Gordon called him!) of converting knowledge. Here's what he divulged to us before scoffing the lot:

CONUERTIN' FILOSOPHEE Part I: Most stuff is done with the attitude that; sturdy and simple is the best (bit like me actually!), because antennae on vehicles and huge, ornate banners will get smashed into fragments the first time you take 'em to a mate's house for a game. Speed is also a factor, if you are trying to get an army finished you don't want to have to spend three weeks choppin' up one unit when you have five more units to paint up just to reach your basic points allowance.

Basic conversions are often the most effective. My Blood Angels army used to have a Dark Angels Captain (minus the wings on the helmet and with an Eldar Exarch's gemstone added) to lead it and amusingly enough, everybody asked where I had acquired the figure! For this reason, conversions are best left for character models, specialist units and the odd occasion where you don't have many figure variants in a particular range (such as Dark Elf Corsairs)

DIS ISSHOOS TIP: How to remove heads, weapons, limbs etc.

Da Furst Rool: THINK TWICE, CUT ONCE. Always try to use any features on a model which will help disguise any cuts that you make; such as joints in armour, deep creases in robes and cloaks etc. NB you should always avoid cutting in the middle of a fairly flat part of the model as this will prove difficult to disguise.

WEAPONS are even easier than limbs, as you can usually get away with hacking sword blades from the hands holding them and no–one will be the wiser. NB: always remember to put left hands on left arms and right hands on right arms, unless it's a Chaos Spawn of course!

Most cuts are best accomplished with a pair of metal cutters *(that's snips to us!- Ed)*, or a razor saw. Because of the way that snips function, you should always use the flat face of the jaws towards the part you want to keep, because the metal will get deformed on the other side by the pressure of the jaws. Where it's going to be a more complex cut you should use a Razor Saw. You can 'start' the cut by scoring along the cut line with a scalpel or modelling knife first which will act as a guide for the saw–blade and make it less likely to slide about. If you want to check what something is going to look like before you assemble it, pre–position the parts using blu–tack or a very tiny spot of super–glue, then break it off and re–position until you are satisfied.

Now, a coat of paint can hide (or if you're unlucky- show up!) a whole multitude of sins and you can often get away with murder by just painting over joints or painting them 'up' as scars, battle damage, camouflage etc...*(at this stage, Ted grinned in an evil way and got out his saw, asking me if there were any parts that I wanted swapping! POO!! the biscuits had worn off, needless to say I legged–it!)*

DOK BUTCH'S KLINIK

There are absolutely dozens of parts that you could use in your conversions and we've only provided you with a mere handful. Most of the parts we've highlighted over the last few pages will only need a bit of filing down or clipping to make them fit and so should provide effective but simple conversions.

And in the immortal words of Delia Smith:
'Here's some we prepared earlier.....'



CHAOS TERMINATOR VARIANT

This disturbing looking Chaos Terminator was put together by Shane Hoyle of Mail Order and includes the following pieces:

Noise Marine Head	010202209
Terminator Body	010200203
Power Claw	010202311
Melta-Combi Wpn	010202311
Left Trophy Rack	010202604
Right Trophy Rack	010202603

This conversion kit is available from Mail Order UK for £6.00

CHAOS MARINE CHAMPION

This is another of Shane's nightmares and includes the following pieces:

Noise Marine	010203101
Chainsword	010202312
Kharne's Pistol	010201403
Backpack	010201404

This conversion kit is available from Mail Order UK for £4.50





UNDEAD AHRIMAN

This terrifyingly simple conversion was thrown together by the Black Library Inquisitor Andy Jones.

Skull	101462
Ahriman'sBody-	010201601
Plastic Chainsword	102805
Talon of Horus	010202605
Backpack	010200604

This conversion kit is available from Mail Order UK for £7.50

DOK BUTCHA'S KLINIK



CHAOS TERMINATOR LORD

This be-tentacled beast was constructed by Steve Hambrook and includes the following pieces:

Ahriman'sHead	010201603
Terminator Body	010201501
Terminator Arm	010200218
Abaddon's Sword	010202606
Energy Whip-	076027/29
Left Trophy Rack	010200206
Right Trophy Rack	101200207
Shoulder Pad	010202020

This conversion kit is available from Mail Order UK for £11.00



KHARNE'S SON

This is another of Steve's creations and includes the following pieces:

Head	73004/4
Kharne's Body	010201401
Pit Slave Shears	059904407
Gargoyle Wings	029900803

This conversion kit is available from Mail Order UK for £6.00



Wel datz it for diz izhOO, nowl get aht dere an get choppin , coz we wanna zee zum ov yOar converzhunz!

Neckzt izhOO wheel av a BITZ N TIPZ on dem narztee, zpikee Chaoz Spawn, butt til den.....ZOG OFF!

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!

Journal Bunker, Games Workshop Ltd., Willow Road, Notts. NG7 2WS

MATT'S WARHAMMER 40,000 TYRANID HIEROPHANT, BIO TITAN





THIS IS WHAT Matt decided to make instead of the Trygon. Making a Tyranid Bio Titan was a heck of a lot more complicated than Matt had at first envisaged.

The method of construction was much the same as with the Dominatrix, except whereas that was a one piece model, the Hierophant had to be constructed in as many as seven parts. These parts were pinned together in a complex manner using steel rod *(it certainly was complicated, it took me bloody hours working out how it went together!- Ed).*

Being a much bigger project than the Dominatrix, invariably it took a lot longer to complete. The Hierophant was more than two years in building, which was limited mainly to during the holidays and took about the same length of time as the Dominatrix to paint!

We asked if Matt had ever used them in 40K. He replied that he had fielded them once, but it was just too silly!

It came from the Sump

by D. J. Golby



This remarkable diorama was sent to us by D. J. Golby of Oxford. He told us that the inspiration behind his work was the Escher picture by Mark Gibbons, to which you will notice it bears more than a passing resemblance.

Most of the Escher models are unconverted save for Mad Donna's weapons and the addition of gunsmoke!! The 'It' is an insane mixture of a Lictor's head, a Hormagaunt's limbs plus the body of an old model Steed of Slaanesh.

But it's the base that really captures the feel of the decaying Underhive. With carefully fashioned bulkheads, superbly highlighted rocks, wire mesh flooring, pipes, hatches and all the other gubbinz this really is the works!



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