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'THE PIOUS GIRLS' by GARETH HAMILTON & LEE RAWCLIFFE



Saint Praxedes of Ophelia VII

(as Martyred Pious)

by Gareth Hamilton

It seems that Gareth has had enough of ordering around a bunch of butch men (see Journal 24) and would certainly prefer to yell at some women in tight fitting armour with big guns! *(not to be recommended)*



Gareth made this conversion to represent the indomitable Canoness and martyr. A simple conversion *(always the best–just take a look at 'Bitz n' Tipz' –Ed)* but striking all the same. He used a Sister Seraphim Superior, removed the Sword and replaced it with a plastic mast from the Man–O–War range. He filled the top of this with modelling putty which he sculpted into burning coals. Gareth found it necessary to cover up the metal stand with a tuft of long grass, simulated by paintbrush bristles. The base was further decorated with a plastic skeleton, probably the remains of the last bloke who tried to chat her up!

We tried explaining that Praxedes didn't have a jump pack in the Codex, but Gareth just stared in a way not dissimilar to our old 'guvnor' Paul Sawyer. Needless to say we dropped the issue...

Helena the Virtuous

(as Pure Pious)

by Gareth Hamilton

She is perhaps the most spiritually aware of the Sisters of Battle and Gareth brought this figure to life in another simple but highly effective manner. Using the Canoness model, he added the standard from the Plague Marine Icon Bearer (with the top removed) as the *Rod of Grace*. On this he mounted the Canoness' own Icon, covering the hand with a purity seal and some modelling putty.

Finally, Gareth thought that purple inked armour, with gold edging gave the figure an overall regal look.



BRETONNIAN SORCERESS

(as Tarty Pious)

by Lee Rawcliffe

You'd better not call her 'babe ', or the next word that you utter may be 'ribbet!' This is a stunning conversion utilising Korhil's lion cloak, Wood Elf General's sword and the Arch Zealot of the Redemption's book, accompanied by a sorcerous Familiar that is infact a Bretonnian Knight's crest! Lee modelled the brooch and right arm with 'Green Stuff' (that's modelling putty just in case you were wondering!).

WELCOME TO THE JOURNAL



'When in Araby...'

One of the things that 'old ones' such as me like to talk about most is what it was like in the 'old days'. At this time of year I am reminded of the bleak mid-winter of '78. I was young in those days and trying to put together one of my first metal armies. Finding metal figures was not easy. They were rumoured to exist somewhere, but despite trekking around likely places such as 'model' shops, they were not to be found.

A friend and I decided to follow up a rumour that there were model soldiers in some out of the way place in the middle of the countryside. This involved almost military style planning to get there. In those days the cost of a rail trip did not exceed the total cost of a small wargames army, so it was worth the effort even for only a few models. We took an early train out of Birmingham to an outlying town. Then we took a bus out into the countryside. We got off the bus at the place indicated by the driver, having briefed him on the vague location we were aiming for. We found ourselves at an isolated bus stop in the middle of a windswept, snow covered moor. We then walked some distance to the most likely looking group of buildings. This turned out to be some kind of riding stables. The model soldiers were being sold in the riding tack shop. Perhaps wargames were another hobby of the owner?

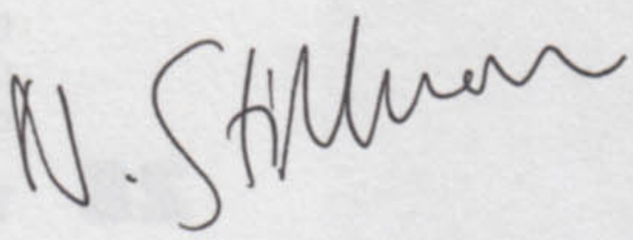
There were indeed model soldiers in the shop, not many, but some in a display case among the saddlery and harness. We bought barely a handful each, all we could afford, and enjoyed a long conversation about wargames. Then we went out into the cold, bleak darkness outside. After a long walk in a snowstorm, we froze while waiting at the wilderness bus stop for ages hoping we had not missed the last bus back into town and speculating as to where in fact we actually were. Eventually it arrived and we made it back home with our hoard of precious metals.

In those days, if your imagination was gripped by the idea of a particular army it was seldom easy to find suitable models, even allowing for conversions. Usually they just did not exist in the locality. Those that did exist were quite limited in range and often hard to track down in any useful numbers. Model ranges were sometimes advertised in hobby magazines, but no one I knew dared send off through the post for them incase they never heard anything more for years if at all. World War II was well represented in the shops by models and 20mm plastic toy soldiers while most 25mm metal soldiers which could be found were Napoleonic. Ancient and medieval soldiers were thin on the ground and fantasy or science fiction models seemed hardly to exist.

There was little alternative except to improvise and convert. Things had to be made from scratch. During this 'dark age of wargaming' I learned many of the techniques which I now find so useful. In the early 70's I was converting plastic Napoleonic figures into Ancient Egyptians (using cannon wheels for chariot wheels) and writing my own wargame rules which seldom worked and had to be revised after each game, or in the middle of it! I had no choice, I couldn't actually find published rules in any bookshops! I adapted napoleonic rules which I found in a library book.

Years later I tried my hand at casting model soldiers of my own design in the garden shed. My methods were primitive and dangerous. Collecting armies was not so difficult now, the ranges of models had increased, but I still wanted models that no one else made and I also wanted to learn skills and achieve mastery. Because my techniques were crude, I had to settle on a larger scale than that used by my regular opponents. They said, 'your figures are a bit out of scale!' but they were still good enough to play against the results of my efforts. Then one day I sent one of these models to Rik, a fantasy Arabian as it happened (not Rik, I mean the model) and he gave me a job.

Over the years our hobby has come out of obscurity and developed in many different directions. Nowadays, most towns and cities have at least one shop selling a varied range of model soldiers. No more need for maps, pack camels or long sea voyages! None the less, the old truths remain; each of us has the potential to be master of our own hobby, to push forward the frontiers and create and adapt things for ourselves.



Nigel Stillman, Games Designer

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The Liberation of Cynus Kleer

By Paul D. Stevenson

Paul's one of the 'Old Boys' and has been gaming for twenty-five years. He's had historical articles and army lists published in mags of such repute as Military Modelling, Practical Wargamer, Miniature Wargames and the like. So, in his own words 'How did a Dyed-in-the-wool historical gamer get involved in Warhammer 40,000?' well, it was his sons of course. Paul bought them a copy of the White Dwarf mag' and got himself hooked aswell! Now Paul shamelessly fields armies of Orks, Chaos and Imperial Guard and has started Lizardmen, Dark Elves and Bretonnians for Warhammer.

ARTICLE PREAMBLE

This article is exactly that given to Dave, my opponent in our long running campaign. It came about as a discussion of some ideas that we bandied about one evening. Whilst I am fairly new to Warhammer 40,000, Dave was in at the beginning but hadn't played since the days of Rogue Trader *(Now that takes me back – Ed)* the forerunner to the present edition of Warhammer 40,000. For those who have not seen this I recommend having a look, it's great. I was especially inspired by the Deathworld rules and the scenario generation system.

The Campaign described details of only the first stage of a long-term campaign which should occupy us for some time. Some of the situations and characters mentioned may be brought into being at a later stage. In this way the campaign is self-contained yet has the option of continuing to another stage at a later date. Editor permitting, I will try to give a run-down of the first phase of the campaign at its conclusion and discuss in more detail some of the possibilities it opens up.

INTRODUCTION

The small and often overlooked Cynus System lies near the border of Segmentum Solar about equidistant between Catachan and the Maelstrom. The major planet is that of Cynus Kleer, which appeared to be just another pleasant place to live for humans – assuming Ork neighbours could be tolerated. And such had been the case until recent times, with the humans and Orks maintaining an uneasy co-existence. But disturbing reports from the planet received by the Astra Telepathica on Earth warned of Ork encroachment into Imperial designated sectors and pleas for assistance from the desperate colonists. Rogue trader, Max Tolerable, on his return to Earth, confirmed increased Ork interest in the planet. He reported that this had to do with the climate on Kleer which apparently favoured the cultivation of squigs so central to Ork society As the Orks expanded their territories, the Imperial colonists had become more and more marginalised and forced to live in less hospitable regions of the planet. The Lord Commander of Segmentum Solar demanded immediate action in order to at least stabilise the situation on Kleer, if not eradicate the Orks altogether.

PHASE ONE - THE TAKING OF CYNUS SECUNDUS

First step in the Imperial plan of action necessitated securing a staging point for the build up of the considerable forces needed for the liberation of Kleer. Although a Death world, Kleer's small sister planet, Cynus Secundus offered the most obvious choice because of its close proximity to Kleer. Some areas of the planet were known to be viable for the construction of weapon sites, depots and all the other paraphernalia of war required, but locating these would prove difficult. Max Tolerable, who had held a brief tenureship as Colonel of the IX Catachan, had visited the planet in the past and as part of his military duties had conducted a topographical survey noting these few areas of strategic value. Unfortunately the survey had been aborted as those engineers present had fallen

foul of the deadly plant life and Max had barely escaped with his life having being pursued by a particularly ferocious carnivore with a large appetite. It was therefore vital to locate Max and utilise his knowledge of Secundus in the initial phase of the liberation of Cynus Kleer.

Grodgoff Nashteef was a typical big, brutish Goff but, as far as Orks go, he was a talented leader. He was the Warboss who had been at the helm of Ork expansion in the system. It was he who had encouraged the development of squig cultivation on Kleer and it was he who had given the humie colonists such a hard time. His infamous relative and fellow Goff, Ghazghkull Mag Uruk Thraka had supported his enterprise, and for these reasons Grodgoff had considerable karma amongst the Orks.

Grodgoff appreciated that the Imperium would not allow his empire to expand continually and that the likely response would be a crusade to liberate the Imperial colonies on Kleer. Such a crusade would appeal to the higher moral instincts of the humans. Therefore any attempt at liberation would be popular and thus well supported by the Imperium. Grodgoff steeled himself for a long and sanguinary conflict. Although he had certain reservations as to the final outcome, Grodgoff did not let this show as he gathered his lieutenants together for a situation briefing. Outside of Blood Axe command headquarters such meetings were rare events in Ork military planning.

The prospect of a big war was warmly welcomed by the gathered Big Bosses who relished the prospect of some serious opposition as compared to the puny resistance they had encountered so far from the humies on Kleer.

Grodgoff explained to the impatient Orks that it would be some time before the Imperial forces could arrive in large numbers but that he would take the fight to the 'humies'. In fact Grodgoff had recognised the strategic value of Secundus in relation to Kleer and that it was essential to establish some outposts there to slow down or even thwart the expected Imperial invasion of the planet. This was done but not without the loss of quite a few boyz in the jungles of Secundus.

The Commander of Segmentum Solar demanded precipitative action. Max Tolerable had to be located and fast. His trade routes were mostly known but sometimes he could stray well off the 'beaten track'. As such, his assistance in the venture could not be counted on. Imperial Guard Regiments were mobilised on Catachan and Rya. But they would take some time to arrive and the landing sites needed to be prepared. It was also necessary to get troops as quickly as possible to the staging areas before the Orks could strengthen their outposts.

As luck would have it, a task force of Blood Angels Space Marines were tracking the activities of renegade Eldar in the Cynus system. They were given a sudden and complete change of mission. The Lord Commander instructed their leader, Captain Crassis to contact the Eldar and enlist their help in return for a safe haven on Secundus and a share of the spoils of war, reluctantly the Blood Angels Commander agreed. Cornered by the Blood Angels, the Lord Commander's offer sounded most attractive to the outcast Eldar leader Exarch Tienn Kan. And so it was that the Eldar combined forces with those of the Imperium for the assault on Cynus Secundus.

SCENARIOS FOR CYNUS SECUNDUS

All scenarios link together to form an overall campaign leading to a final clash to decide who takes control of Cynus Secundus. The outcome of each scenario often has an effect on that following although some scenarios are deemed to occur simultaneously. Ultimately they all have a direct bearing on the final clash. Victory Points accruing to each side from scenarios played are compared for the Final Clash. The Final Clash involves armies of 2000 points each but one army must be reduced by 50 army points for every Victory Point more accrued by the opposition. If the Imperial forces lose the campaign, the war can be further extended by allowing for the assistance of Max Tolerable whose knowledge of the planet allows the Imperial forces to find staging points unknown to the Orks and eventually overthrow the Ork outposts ready for the liberation of Cynus Kleer.

CHARACTERS FOR CYNUS SECUNDUS

All the characters referred to use standard profiles for their type. Captain Crassis may appear in Terminator or Power Armour. Tienn Kan is an Exarch of the players choice but may not change his Warrior Aspect or Powers. The Ork characters Grodgoff Nashteef appears in Heavy Armour and Tin Bitz is a Cybork. No other special characters are allowed and no Avatar or Farseers can be used by the Eldar. There are no other restrictions upon their army list entries. Ork armies of 1000 points in all but the Final Clash scenario are led by a Bigboss character.

TERRAIN FOR CYNUS SECUNDUS

Although most of the fighting takes part in the more hospitable regions of the planet, Secundus is a Deathworld and as such there will be times when the jungle might impinge on the game table set up. Roll a D6 and on the score of a 6. This is rolled by the player with the higher Strategy Rating who also places the terrain - a total of D4 pieces covering an area of about 4 x 6 inches each. Then roll for table edge. One side or the other might wish to have Deathworld terrain. If so they must first roll their Strategy Rating or under. If this is done they may add +2 to the Deathworld terrain roll.

Deathworld Terrain: The side that rolled for the terrain rolls a D6 again:

1. Catachan Brainleaf
2. Floaters
3. Gas Fungus
4. Spiker
5. Tangle fungus
6. Players choice of above plant

Roll a D3 for plant quantity. Refer to Rogue Trader for details of plants.

Deathworld Animals: The side who rolled for terrain does so for animals rolling a D3.

1. Salamander (see Lizardman Codex)
2. Tentacled Beast (see beast of Nurgle in the Chaos Codex but no daemon aura)
3. Small sizes Giant Spider (see Rogue Trader)

Scenario 1: Early Warning

The Orks have a series of signal stations erected on Cynus Secundus, the main one at Abu Thug is in constant touch with Cynus Kleer and acts as an early warning system around the planet itself Captain Crassis considered the mission of paramount importance and was reluctant to entrust the volatile Eldar commander with the task of knocking out the station. Accordingly he took personal command of the mission.

Blood Angels Force:

Choose 1500 points from the army list. Crassis may appear in terminator armour.

Ork Force:

Deploy 100 points on or within 6 inches of the signal station. The 100 points must include a Mekaniak with two Gretchin assistants who are capable of operating the equipment plus a small bodyguard of Gretchin. An additional force of 1000 points should be selected and this may include up to one more mekaniak and two Gretchin assistants who may also be trained to operate the signalling equipment. Neither Nashteef nor Skrewbol can be used in the scenario.

Game Set-up:

The signal station is deployed on high ground with the Mekaniak and his assistants manning the station. Other forces are deployed as normal.

Eldar Missions:

The Blood Angels draw from Dawn Raid and Take & Hold. If Dawn Raid is drawn the signal station is placed centrally in the Ork deployment zone. If Take & Hold is drawn the objective is placed in the centre of the table.

Ork Missions:

The Orks get Take and Hold if this is drawn by the Blood Angels or Engage and Destroy if Dawn Raid is drawn.

Blood Angels Strategy Cards:

Draw one card from Forced March, Brilliant Strategy, Surprise Assault, Ambush and Flank March.

Ork Strategy Cards:

Draw one card from Delayed, Reinforcements, Minefield, Booby Traps and Covering Fire.

Winning the Game:
The game lasts for 4 turns. After the 4th roll a D6. A score of 3 to 5 means play another turn. A 6 means play 2 more turns. The winner is decided upon victory points as normal. Each side must make a note of their victory points (and must do so for every scenario played). Additionally at the end of the game the Orks may attempt to activate the early warning system in the following manner. Roll a D6 (re-roll any 1 s). The score establishes the level of electromagnetic interference on the battlefield. The higher the value the more difficult it will be to activate the early warning system. Roll a D6 for every turn in which a trained Mekaniak operated the signalling equipment - a score equal to or greater than the interference level means the early warning system has been activated. If the Mekaniak was killed and a Gretchin operated the equipment subtract one from the dice roll. A score of one means that the Gretchin got it all wrong and destroyed the equipment - so no more attempts to activate are allowed.

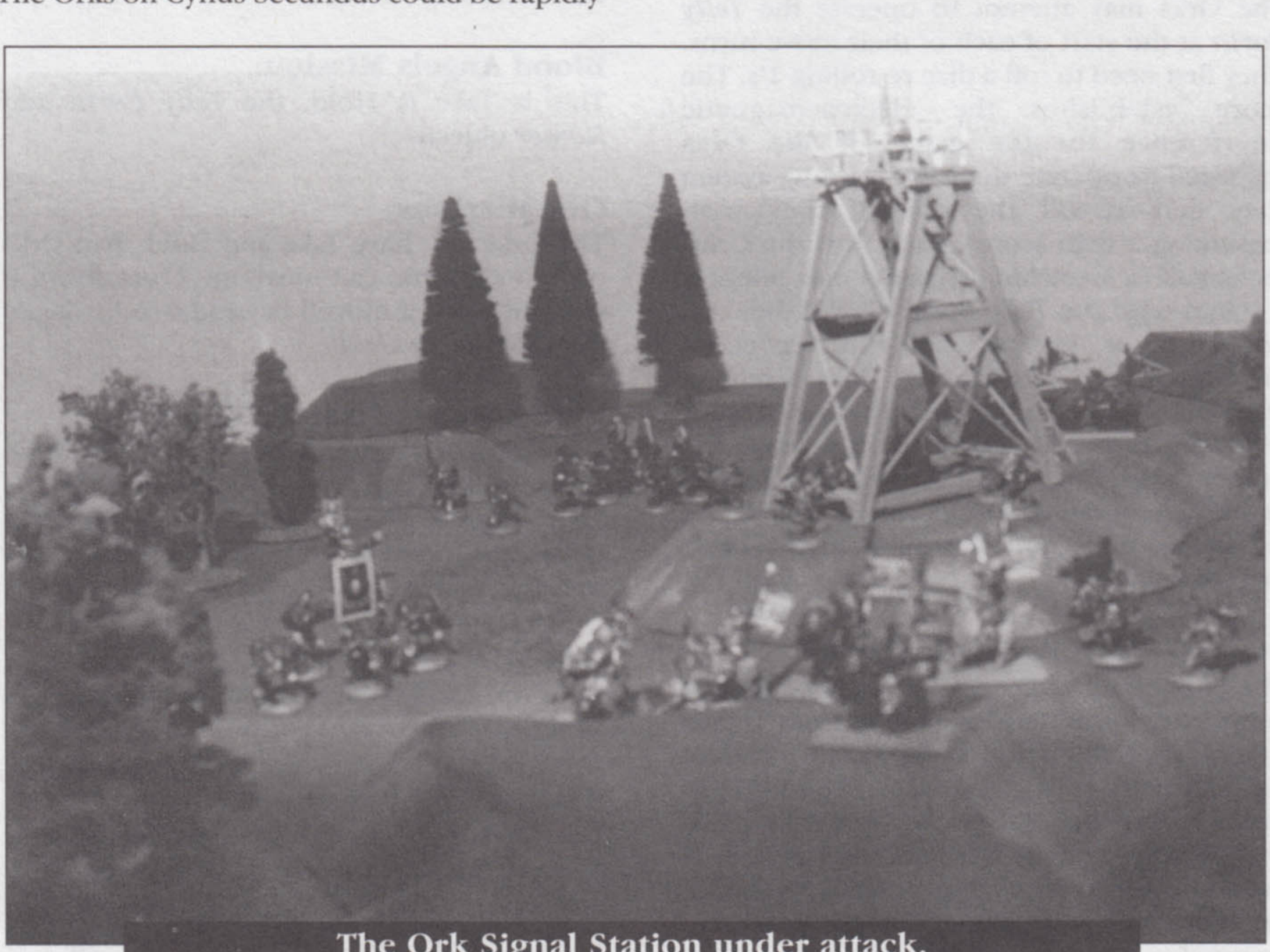
Scenario 2: Telly Porta Site 1

The Orks on Cynus Secundus could be rapidly supported by additional troops from Cynus Kleer, especially if the early warning system was activated. It is vital to seize the Ork *Telly Porta Sites* in order to prevent this.

Eldar Force:
Choose 1500 points from the army list.

Ork Force:
Choose 1000 points including two bunkers at 50 points each, and a Mekaniak with two Gretchin assistants trained to operate the *Telly Porta,* from the army list; plus 500 additional points which may be teleported in during the game if the early warning, system was activated and 200 if it was not.

Game Set-up:
The *Telly Porta Site, Telly Porta Homer console* (which must be no more than 2 inches from each other) and bunkers are deployed within the Ork deployment zone, otherwise normal deployment is followed. At the start of the game decide how many turns will be played a score of 1 to 3 is 4 turns, 4 or 5 is 5 turns and 6 is 6 turns.



The Ork Signal Station under attack.

Eldar Mission:
This is Take and Hold only the objectives are within the Ork deployment zone. These are the *Telly Porta Site* and the *Control Console*. One or both can be taken to claim 5 points.

Ork Missions:
The Orks must control both the *Telly Porta Site* and retain possession of the *Console* at the end of the game. Two Orks or four Gretchin can move the console but it will not work if moved beyond two inches of the *Telly Porta Grid.*

Eldar Strategy Cards:
Draw one card from *Barrage, Strafing Run, Bombing Run, Surprise Assault, Ambush* and *Flank March.* plus an extra card if the Orks were unsuccessful in activating the early warning system.

Ork Strategy Cards:
Draw one card from *Delayed, Reinforcements, Minefield, Booby Traps* and *Covering Fire*.

Winning the Game:
The Orks may attempt to operate the *Telly Porta* at the start of each of their move turns. They first need to roll a dice re-rolling 1's. The score establishes the electro–magnetic interference for the game. If the Orks managed to operate the early warning system they may re-roll the dice if they wish (assuming a high score). Each turn the Orks' Mekaniak or Gretchin assistants may teleport a squad onto the *Telly Porta Grid* if they roll equal to or greater than the level of electromagnetic interference. If a Gretchin attempts to operate the *Telly Porta* deduct -1 from the dice roll - also any 1's cause the homer to malfunction for the rest of the game. Failed teleportation results in the loss of the squad but does not contribute to the Eldar Victory Points.

Scenario 3: Telly Porta Site 2

The Orks on Cynus Secundus could be rapidly supported by additional troops from Cynus Kleer, especially if the early warning system was activated. It is vital to seize the Ork *Telly Porta* sites in order to prevent this. Unfortunately a large force of Orks has already been assembled at telly porta site 2. More are on their way. It is imperative that they are stopped.

Blood Angels Force:
Choose 1500 points from the army list.

Ork Force:
Choose 1000 points including two bunkers at 50 points each, and a Mekaniak with two Gretchin assistants trained to operate the *Telly Porta*; plus 500 additional points which may be teleported in during the game if the early warning system was activated and 200 if it was not.

Game Set-up:
The *Telly Porta Site, Telly Porta Homer Console* (which must be no more than 2 inches from each other) and bunkers are deployed in the centre of the table. The two bunkers are placed anywhere by the Ork player outside of the Blood Angels deployment zone. The Mekaniak and his assistants are placed at the *Telly Porta Site* and one squad or a character can be placed in or within 2 inches of each bunker. Otherwise normal deployment is followed. At the start of the game decide how many turns will be played a score of 1 to 3 is 4 turns, 4 or 5 is 5 turns and 6 is 6 turns.

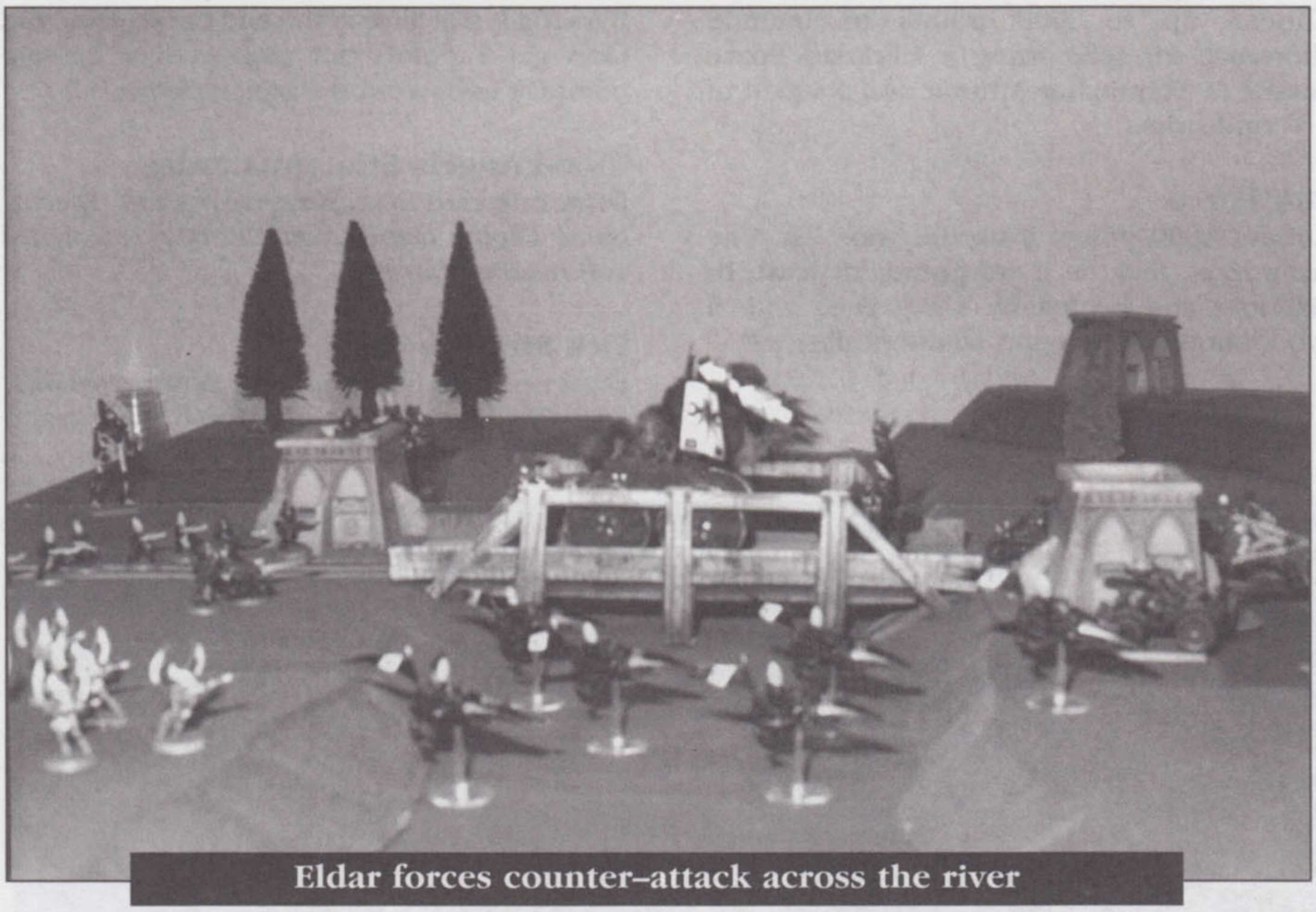
Blood Angels Mission:
This is Take & Hold, the *Telly Porta* and *Homer* objective.

Ork Missions:
The Orks also have Take and Hold. Two Orks or four Gretchin can move the *Console*,but it will not work if moved beyond two inches of the *Telly Porta Grid.*

Blood Angels Strategy Cards:
Draw one card from *Barrage, Strafing Run, Bombing Run, Surprise Assault, Ambush* and *Flank March*. Plus an extra card if the Orks were unsuccessful in activating the early warning system.

Ork Strategy Cards:
Draw one card from *Delayed, Reinforcements, Minefield, Booby Traps* and *Covering Fire.*

Winning the Game:
The Orks may attempt to operate the telly porta at the start of each of their turns. They first need to roll a dice re-rolling 1's. The score establishes the electro-magnetic



Eldar forces counter–attack across the river

interference for the game. Each turn the Orks Mekaniak or Gretchin assistants may Teleport up to twenty figures, two small vehicles or support weapons or one large vehicle onto the telly porta grid if they roll equal to or greater than the level of electromagnetic interference. If a Gretchin attempts to operate the *Telly Porta* deduct 1 from the dice roll - also any 1 s cause the homer to malfunction for the rest of the game. Failed teleportation of Ork squads result in Victory Points to the Blood Angels Victory Points. Orks that do not make a teleport attempt do not count as lost and therefore the Blood Angels player receives no Victory Points for these.

Scenario 4: Weirdhouse

The Orks have a particularly effective Bad Moon Warphead by the name of Nazog Skrewbol. Nazog has great esteem for his boss, Grodgoff, whom he calls God Goff This has something to do with Grodgoff's large amount of sharp teeth! The presence of Grodgoff(within 12 inches of Nazog) causes him great excitement allowing Nazog to draw an additional warp card when using his psychic powers.

At the Weirdhouse, Nazog is regarded with great caution by other Orks especially after a particularly destructive bout of pyrotechnics which caused large scale mayhem. On the receiving end of a power vomit was Big Boss Stikkit, renamed Tin Bitz when a painboy salvaged his career with a cybork body. Not wishing to invite further trouble Tin Bitz has Nazog hoisted up a high copper column throughout the day to earth any blasts of energy from Nazog.

Such is his fame and popularity, Nazog has a large retinue of devoted Madboyz who on most evenings gather round the bottom of his copper pillar and excite him with their chantin' and stompin' in order to enjoy the pyrotechnic show before his MINDERZ finally unshackle him and put the exhausted Warphead to bed in what remains of his weirdhouse which Nazog had already accidentally levelled.

Captain Crassis determined to sent his own psyker, Librarian Brother Lazarus with a squad of Terminators to pay Nazog a visit and spoil the Madboyz fun forever.

Blood Angels Force:
Choose up to l000 points to include allowance for teleporting a Librarian Space Marine in Terminator Armour and a squad of 5 Terminators.

Ork Force:
Choose 1000 points from the army list. The army must include a warphead, at least 10 Madboyz and be led by a Big Boss with a cybork body. No teleport jammers allowed!

Ork Mission:
If Nazog is still alive at the end of the game the Orks get 5 points but must reduce by one point for each wound Nazog receives.

Blood Angels Strategy Cards:
Draw one card from *Surprise Assault, Special Issue, Divine Inspiration, Craven Cowardice* and *Insane Courage.*

Ork Strategy Cards:
Draw one card from *Delayed, Reinforcements, Last Gasp, Saved, Flank March, Saved* and *Look Out Sir - Aaargh!.*



An overview of Paul's superbly layered battlefield.

Game Set-up:
Nazog's quarters and a copper column are set up in the middle of the table. The Madboyz have their own quarters some 12 inches away. At the time of the Blood Angels strike, the Madboyz have gathered around the base of Nazog's pole ready for the evening's entertainment. Other sensible (if that is the right word) Orks are set up within six inches of the table edges and are ready to move into action.

Blood Angel Mission:
The Blood Angels mission is Witch Hunt and they have the first turn.

Winning the Game:
The game lasts for 4 turns or until the warhead is killed. The winner is decided upon victory points as normal. If Nazog is killed he may not be used in battle again. Only a Weirdboy can be taken for a psyker. Nazog can take part in the Final Clash scenario only. If Nazog is twice wounded he starts with 2 wounds in the Final Clash battle otherwise he begins the game with 3 wounds.

Scenario 5: Warboss:
Eldar Scouts report the presence of the Warboss Grodgoff Nashteef on Secundus. At present he is scouting out favourable ground for his forces. If he could be killed the Ork

capability to organise a successful defence of the planet would be sadly reduced. The Eldar leader Tienn Kan feels rather slighted by the Blood Angels Captain's attitude and plans to prove his trustworthiness to him. A strike against Nashteef's headquarters is hastily planned before Captain Crassis can step in and organise the mlsslon.

Eldar Force:
Choose 1500 points from the army lists. Due to the hurried nature of the mission only up to 1000 points may be deployed. The remainder of the force can arrive in the Eldar deployment zone on a score of 8 by rolling a D6 for each squad and adding the turn number to the score. The Eldar move first.

Ork Force:
Choose 1500 points from the army list. Included in the force must be Nashteef in Heavy Armour, his personal standard bearer and his bodyguard of 3 to 5 NOBZ. The Orks get the second turn but are not allowed to move during it.

Game Set-up:
Forces are deployed as normal. A high hill is placed in the centre of the table.

Eldar Missions:
This is Assassins.

Ork Missions:
The Orks draw from Engage and Destroy, Take and Hold and High Ground.

Eldar Strategy Cards:
Draw two cards from *Forced March, Ambush, Reinforcements, Flank March, Surprise Assault, Divine Inspiration.*

Ork Strategy Cards:
Draw two cards from *Craven Cowardice, Look Out Sir - Aaargh!, Saved!, Delayed, Insane Courage, Ultimate Sacrifice.*

Winning the Game:
Roll a D6 at the start of the game. The game lasts for 4 turns if 1 to 3 is rolled, 5 if 4 or 5 is rolled and 6 if 6 is rolled. The winner is decided upon Victory Points as normal.

Furthermore, if the Eldar are defeated by 5 or more points difference Tienn Kan loses face and his leadership is reduced by 1 for the next battle. If Nashteef is killed then he does not draw his extra Strategy card in the Final Clash scenario. If he is wounded he must carry those wounds minus one to the Final Clash scenario.

Scenario 6: Recon

The Imperial player can decide upon which army to use for this scenario. Scanners aboard the Space Marine/Eldar spacecraft indicate a possible useful region that can be used as a staging area. Accordingly a reconnaissance force is sent to investigate the area. Unfortunately for the Imperium the Orks have also discovered the area and have dispatched a fast moving force to secure the area first.

Blood Angels/Eldar Force:
Choose 1000 points from either or both army lists which must include at least one squad of scouts and a squad of fast attack troops. No support weapons are allowed.

Ork Force:
Choose 1000 points of fast moving squads mounted on vehicles or boars.

Game Set-up:
Forces are deployed as normal.

Blood Angels/Eldar Missions:
Draw from Dawn Raid, Take & Hold and Engage & Destroy.

Ork Missions:
The Orks receive the exact same mission as drawn by the Imperial player.

Blood Angels/Eldar Strategy Cards:
Draw one one card from *Forced March, Brilliant Strategy, Surprise Assault, Flank March, Strafing Run, Delayed, Malfunction* and *Covering Fire.*

Ork Strategy Cards:
Draw one card from the remaining deck

Winning the Game:
If the Orks win the Eldar/Blood Angels may launch an all out attack Last Ditch attack to secure the position. If the Eldar/Blood Angels win the Orks launch an all out attack.

Scenario 7: Last Ditch

Whoever lost the Recon scenario gathers all the available forces in the vicinity and launches a last ditch attack on the proposed staging area.

Attacker's (Recon Losers) Force:

Choose 1500 points.

Defender's (Recon Winner s) Force:

Choose 1000 points to include from one to three bunkers.

Game Set-up:

Terrain is set up by the Recon winner (i.e the attacker in this scenario) on all parts of the table except the enemy deployment zone. The Recon loser may deploy the terrain in his own deployment zone. Forces are deployed as normal.

Attacker's Mission:

Bunker Assault.

Defender's Mission:

Hold The Line

Attacker's Strategy Cards:

Draw one card from *Barrage, Flank March, Forced March, Malfunction, Special Issue* and *Surprise Assault.*

Defender's Strategy Cards:

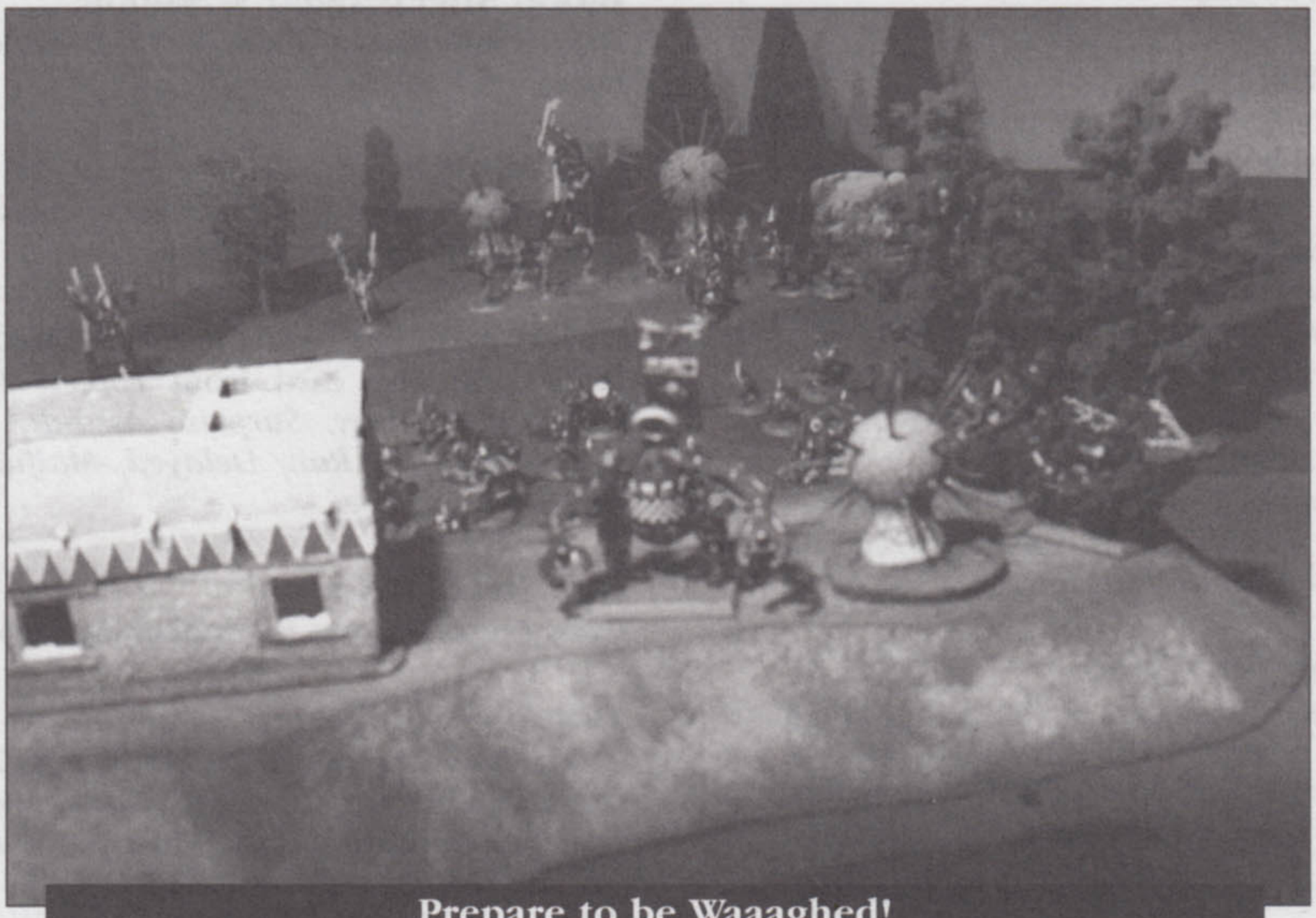
Draw one one card from *Ambush, Booby Traps, Crack Shot, Covering Fire, Minefield* and *Reinforcements.*

Winning the Game:

If the Defenders win the staging area remains in their possession. If the attackers win it goes into their possession. If the possessors of the staging area Imperial then even if they lose the Final Clash scenario the capability to begin the liberation of Kleer is considerably enhanced.

Scenario 8: Final Clash on Cynus Secundus

The combined Eldar and Space marine force are now brought together for the final clash against the Orks. If the Imperialists fail and they have also lost the Last Ditch scenario, then the eventual liberation build up will be drastically delayed. Reduce the points for one army by the difference in accrued Victory Points throughout the previous scenarios. This reduction is 50 army points per victory point difference. If one side has half or less than the other side s force they are given a number of bunkers decided by the roll of a D3 plus a strategy card drawn from Minefields or Booby Traps.



Prepare to be Waaaghed!

Blood Angels/Eldar Force:
Choose 2000 points from either or both army lists. Captain Crassis, if he has survived, is the army Commander. Grodgoff Nashteef commands the Orks but if he has been killed Tin Bitz is promoted to Warboss.

Ork Force:
Choose 2000 points from the army list.

Game Set-up:
Forces are deployed as normal.

Blood Angels/Eldar Missions:
Draw from the full range of missions except Bunker Assault if outnumbered or Hold The Line if they outnumber the Orks.

Ork Missions:
Except for Assassins and Witch Hunt, draw from the full range of missions except Bunker Assault if outnumbered or Hold The Line if they outnumber the Imperial forces. The Orks receive the exactly same missions as above.

Blood Angels/Eldar Strategy Cards:
Draw two cards if the army is over l000 points but only one card if less, from the whole deck (minus *Traitor, Booby Trap, Minefield* and *Virus Outbreak*) plus an extra card if the Orks were unsuccessful in activating the early warning system.

Ork Strategy Cards:
Draw two cards from the deck if the army is over 1000 points but only one if less (minus *Minefield, Booby Traps, Reinforcements* if both *Telly Porta* scenarios were lost and *Virus Outbreak*). In addition the Orks are allowed *Barrage* if the early warning system was activated. (Note it is possible that the Orks could have two *Barrages* if the card is also drawn from the pack. An extra Strategy Card may be drawn by Grodgoff so long as he has at least 2 wounds left on his profile.

Winning the Game:
The game lasts for 4 turns. If the margin of difference in Victory Points for the game is less than five victory points, the war can continue with another Final Clash scenario.

This could continue ad infinitum until one side or the other gains the upper hand with 5 clear points lead. Or if after the second Final Clash the Imperial forces have still not got the 5 points lead it could be assumed that the vanguard of the Imperial Guard has arrived and play an additional 1500 points of Imperial Guard allied to the remnants of the Blood Angels and Eldar force against the remnants of the Orks.



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(please note we will despatch your 1998 Annual on the day of release)

(The Warhammer Quest Adventurer's) 'Catalogue of Dungeon Furnishings'

We thought that we'd bring you something slightly different for this issue instead of a list restricted to just one race. So, feast your eyes on all of the obscure gubbinz we've made over the years and really 'kit out' yer Dungeon. We're sure that you can come up with some nasty surprises for 'em.
Also, if you're an avid terrain builder for either Warhammer or Warhammer 40,000, the parts listed here are great for convertin' or using for terrain making, enhancing your model buildings, dioramas, whatever...

Product Code Description

1986–1991 Catalogue p199

EXTRAS FROM ELVEN HEROES 75p each
(these make excellent gubbinz for any dungeon, either used as additional components to other models or just left lying around as if discarded)

074249/1A Lance with pouch
074249/1B Grail Standard
074249/1C Eagle Standard
074249/1D Winged Standard
074249/1E Sword in scabbard *(this can represent a magic sword or just a discarded one)*
074249/2C Horn
074249/2D Bow and Quiver
074249/2E Bag of Scrolls

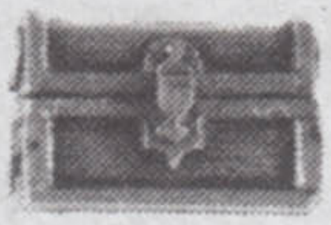


074249/2

074249/2A
Cloak 1 (fur lined)
074249/2B
Cloak 2
074249/1F
Harp in case
074249/1G
Bundle of Orc heads *(a must for any Dungeon builder!)*

1986–1986 Catalogue p204

EXTRAS FROM ELVEN ATTACK CHARIOT 50P each



MD4/G

MD4/G
Chest with brass lock
MD4/F
Wing Standard
MD4/J
Javelin Rack
MD4/I
Quiver with dagger and pouch

CORPSES £1.75 each *(corpses, what better to really put the willies up 'em!)*

Product Code Description

1986–1986 Catalogue p207

074252/25 Dead Dark Elf

074252/2



1986–1986 Catalogue p216

074308/8 Dead Dwarf Adventurer
074308/15 Dying Dwarf Adventurer *(clutching stomach and saying 'Oh mommy!)*
074308/4 Another Dead Dwarf Adventurer

1986–1986 Catalogue p217

074350/5 Set of Five Tools £2.50 *(yes, we know we put these in the last issue but they're even more valid here...so there!)*

074350/33 Lantern on rock pile £2.00
074350/11 Wheel Barrow £1.50 *(well you never know when one of these is going to come in handy down the Dungeon – mucking out the Trolls!)*

1986–1986 Catalogue p218

MD7/O Spitted Meat 75p
MD7/N Open fire £1.00
MD7/G Netted Gobbo 75p

1986–1986 Catalogue p219

074362/10 Fuel Barrel £1.00
074374/4 Beer Barrel side 1 £1.00
074374/5 Beer Barrel side 2 £1.50

Product Code	Description
1986–1986 Catalogue p276	
CHAOS FAMILIARS £1.00 each *(these make great statues if painted golden or marble, or simply use 'em for what they are in your Dungeon–Critters)*	
073128/53	Bloodthirster Familiar
073128/54	Keeper of Secrets Familiar
073128/55	Great Unclean One Familiar
073128/56	Lord of Change Familiar
073128/1A	Skeletal with staff with candle
073128/18A	Imp with sack *(and rather bad hair–cut!)*
073128/18B	Daemonet 1
073128/52A	Scroll bearer
073128/18C	Iron Clad Imp
073128/1B	Dragonet
073128/18D	Bird Thing *(now there's an imaginative name!)*
073128/1C	Imp 2
073128/18E	Armoured Mite
073128/1D	Jester
073128/18F	Mystery Imp
073128/52D	Beastling
073128/35A	Golem on stilts
073128/52C	Toad
073128/1E	Daemonet 2
073128/35B	Iron Hawk
073128/52D	Jaw thing
073128/52E	Lune *(this guy's a moon head)*
073128/35C	Walking Book
073128/35D	Mannequin *(wiv club)*
073128/35E	Daemonette *(mmmmm!)*
073128/52F	Jack 'o' Lantern
073128/1F	Imp 3
073128/35F	Creeping Claw
1986–1991 Catalogue p222–3	
074406/14	Dead Skaven £1.75
074406/46	Giant Rat 1 75p
074406/47	Giant Rat 2
074406/48	Giant Rat 3
074406/49	Giant Rat 4
1986–1991 Catalogue pgs 229–30–35	
074043/18	Dead Knight £1.75 *(this chap is prostrate 'praying', he'd make a great addition to the top of a tomb)*
074043/18	Another dead Knight
074154/97C	& another dead Knight
074102/42	Dead Militiaman
1986–1991 Catalogue p 241	
074068/13	Dead Norseman wiv axe
074056/30A	Dead Norseman wiv loincloth
074056/30B	Dead Norseman wiv spear
1986–1991 Catalogue p 301	
CRITTERS Giant Spider £7.00, Giant Scorpion £8.00 *(what Dungeon would be complete without them?)*	

Product Code	Description
074677/21	Spider Body
074677/22	Pair 'o' Spider Legs *(therefore you'll need four...I think)*
074677/13	Scorpion Body
074677/14	Pair 'o' Scorpion Legs (requires four)
074677/15	Scorpion Tail
1986–1991 Catalogue p 303	
074503/15	Pile of Bones £1.75 *(dem bones, dem bones, dem...Er, I'll get me coat!)*
074503/38	Skeleton rising from the grave £1.75
1986–1991 Catalogue p 308–9	
MD8/B	Huge Horned Bison Skull £1.50
MD8/H	Pile of Skulls 75p *(from the Skull Chucker – always good to give your dungeon a sinister sort of appeal)*
1986–1991 Catalogue p 310	
074542/4	Huge Spectral Claw £2.00 *(for when you want to include Nagash's severed claw in a Dungeon, perhaps)*
074542/9	Raven perched on Grave £2.00



074542/9

074542/14	Carrion Perch £2.00 *(this would make for an eerie discovery; a claw footed pedestal, complete with creeping vines and of course, carrion bird)*
074542/29	Box of Bones £2.00
074542/29	Open Sarcophagus £2.00 *(Mummy on one side and dessicated corpse on the other...eeee!)*
Catalogues 3 & 4 Compilation p 350	
0817/6	Griffon Statue £5.00 *(this is from the Imperial War Altar from the Empire army, but makes an excellent statue for any crazed conjuror)*
0817/8	Griffon Wings £4.00
0817/3	Shrine of Sigmar £1.75
Catalogues 3 & 4 Compilation p 375	
0825/8	Sword in scabbard £1.00
0825/7	Bow with quiver £1.00

Product Code Description

Catalogues 3 & 4 Compilation p 407

EPIC DAEMONS £2.75 each *(again, because of their diminutive size these make very convincing statues...until they come alive of course!)*

076501/8 Lord of Change 1
076501/14 Lord of Change 2
076501/18 Magnus the Red, Daemon Primarch of Tzeentch
076501/11 Keeper of secrets 1
076501/15 Keeper of secrets 2
076501/19 Fulgrim, Daemon Primarch of Slaanesh *(this model makes an awesome statue being multi–armed with snake lower body)*
076501/1 Great Unclean One 1 *(is there an echo in here?)*
076501/16 Great Unclean One 2
076501/20 Mortarion, Daemon Primarch of Nurgle *(this miniature is just amazing; a hooded, scythe wielding Angel of Death, a figure that drips menace and is a must for any Dungeon with an Undead theme)*



076501/2

076501/5 Bloodthirster 1
076501/17 Bloodthirster 2
076501/21 Angron, Daemon Primarch of Khorne *(this figure would make a splendid Gargoyle)*

Catalogues 3 & 4 Compilation p 514

FROM THE SKAVEN SCREAMING BELL

(these pieces are indispensable for any Quests in a Skaven lair, especially if it's Skavenblight)

0839/7 Warpstone Brazier 75p *(imagine this on the edge of a Pentagram, to aid with summoning those troublesome Daemons)*
0839/4 Bell Support £2.00 (requires two)
0839/6 Counterweight £2.00
0839/5 Bell half (requires two) £1.50
0839/8 Bell Clanger 75p

Product Code Description

Catalogues 3 & 4 Compilation p 540

FROM THE ANVIL OF DOOM

0836/3 Anvil of Doom £3.50 *(no DwarfHold would be complete without one!)*
0836/3 Anvil Pedestal £2.50

Catalogues 3 & 4 Compilation p 541

FROM THE FLAME CANNON

0837/11 Lever 50p *(in Dwarf tunnels there'll be plenty of these, capable of causing all manner of nastiness)*
0837/13 Bellows 75p *(to keep the furnaces blazing, no doubt)*
0837/10 Pump 75p
0837/12 Steam whistle 50p *(Ayup Norgrim, it's tea break. Essential equipment for Dwarfen Miners)*

Catalogues 3 & 4 Compilation p 544

FROM THE THRONE OF POWER

828/5 Venerable Dwarf King sitting £3.50 *(one person it's best not to upset when wandering around the Dwarfen catacombs)*
828/4 Throne of Power seat.£2.00
828/2 Throne of Power back £2.50

Catalogues 3 & 4 Compilation p 562



0519/7

FROM THE LICHE KING'S CHARIOT

0519/7 Angel of Death Lectern £2.00 *(somewhere for your Necromancer to read his Citadel Journal)*

Catalogues 3 & 4 Compilation p 578

ARCANE ARCHITECTURE

079717/1 Arcane Doors £7.00 *(Huge double doors topped with a massive fanged skull and adorned with sinister Undead glyphs around the frame)*
079717/2 Single Door £3.50
079717/3 Window 1 75p *(today children, we're going to look through the square window)*
079717/4 Window 2 £1.75 *(a lavish, arched laticework of a window)*
079717/5 Window 3 75p *(a small arch)*

Product Code	Description
079717/6	Window 4 75p *(a smaller arch)*
079717/7	Column 1 £2.50 *(a sordid cluster of skulls make up this dark tower)*
079717/8	Column 2 £1.75 *(I think that we nicked this one off of a Wedding cake!)*
079717/9	Column 3 £1.75 *(a positively Romanic pillar)*



079717/1

079717/10	Column 4 £1.75 *(This one's very Gothic looking, complete with grimacing gargoyle faces at the top)*



079717/12

079717/12	Column with Gargoyle perched on top £1.75 *(is it just stone or is it waiting to pounce on an unwary adventurer?...well how the hell do I know!)*
079717/11	Huge Candlestick £1.75 *(to get that 'Hammer' setting just right)*
079717/13	Gargoyle 1 £1.00 *(one nasty, ugly, squatting beast...oh arse! that's a mirror)*
079717/14	Gargoyle 2 £1.00 *(I'm not sure if this one's roaring or singing!)*
079717/15	Grave stones 1 £2.50 (set of two)

Product Code	Description
079717/16	Grave stones 2 £2.50 (set of two)
079717/17	Grave stones 3 £2.50 (set of two, these are both Gothic Crosses)
079717/18	Grave stone 4 £1.00 *(this is a large, cracked cross)*
079717/19	Headstone 1 £1.75 *(this is a pyramidal stone with a skull carved into it and a skull at it's base)*
079717/20	Headstone 2 £1.75 *(a wonderfully gothic affair this, with skulls and bat–wing like etchings)*
079717/21	Grave 1 £1.75 *(an eerie open grave with coffin topped by a gothic cross, great for a Vampire's resting place)*
079717/22	Grave 2 £1.25 *(Obviously a warrior's grave this; sword, shield and breastplate lying on top of the earthen mound, are they magical and what lies within?)*
079717/23	Sarcophagus 1 £2.00
079717/24	Sarcophagus lid 1 £1.50 *(with carving of an ancient Nordic warrior)*
079717/25	Sarcophagus 2 £2.00
079717/26	Sarcophagus lid 2 £1.50



079717/11

Citadel miniatures 1998 Annual p26

020300704	Wine Barrel 50p *(for all those thirsty adventurers)*
020300605	Toad £1.00 *(you never know when this may come in handy in a Dungeon)*

Citadel miniatures 1998 Annual p157
FROM THE CAULDRON OF BLOOD

021201607	Burning coals £1.50
021201608	Cauldron bottom £1.50
021201609	Cauldron Top £1.50 *(you can use this for things other than the Cauldron of Blood of course, bubble, bubble, toil and trouble, an' all that?)*

Product Code	Description
021201610	Cauldron rest £1.25 (requires two)



079901308

&

079901307

THE LIZARDMAN TEMPLE

(The following is a list of really cool gubbinz for equipping a dungeon out as a Lizardman temple, or for if you want to make one as a set piece of terrain, all the groovy bits to enhance it)

Citadel miniatures 1998 Annual p162

102811	Saurus shield sprue 50p
020801301	Lizard 1 75p (from swarm)
020801302	Lizard 2 75p *(these models are useful to have roaming the dungeon or used on a Lustrian temple model to make it come to life, with a really sub–tropical feeling)*
020801303	Lizard 3 75p
020801304	Lizard 4 75p
020801305	Lizard 5 75p

C.miniatures 1998 Annual p163–165

020801411	Totem Top 1 50p *(a vaguely grinning half growling Slann face would really look the business embedded in the wall of a Lizardman Temple)*
020801409	Totem Top 1 50p
020801511	Saurus Standard 1 75p
020801505	Saurus Standard 2 75p
020801103	Temple Guard Totem 75p

Citadel miniatures 1998 Annual p168
FROM THE SLANN MAGE PRIEST

020800103	Mage Priest Throne base £2.50
020800104	Mage Priest Throne back £2.50
020800101	Slann Mage Priest body £3.50 *(if you're running a Quest in Lustrian Temple, this guy'll make 'em tremble!)*
020800102	Slann Mage Priest arm £1.00
020800109	Throne horn £1.00 each (requires two)
020800106	Throne Standard 1 £1.75
020800108	Throne Standard 2 £1.75

Product Code	Description
Citadel miniatures 1998 Annual p171	
FROM THE STEGADON	
02081614	Quiver 1 £1.00
02081615	Quiver 2 £1.00
02081617	Totem £1.25

Citadel miniatures 1998 Annual p193

020904605	Ale Barrel £1.75

WARHAMMER QUEST PLASTICS

101987	Plastic Archway £2.00

Citadel miniatures 1998 Annual p244
CATACOMBS OF TERROR

079901312	Luthor the Hunchback £1.75
079901308	The Grimoire Necris Book 75p
079901307	The Grimoire Necris Pedestal 75p
079901303	Dread King's Throne back £2.00
079901309	Dread King's Throne seat £1.25
079901304	Dread King's Throne base £1.50
079901306	Dread King's Throne left side £1.00
079901305	Dread King's Throne right side £1.00
079901310	Dread King's Throne front £1.00
079901301	Dread King's body £1.25
079901302	Dread King's legs £1.25



THE DREAD KING COMPLETED

OVERWATCH!

In the last issue we brought you a club focus on a fairly large club, the set–up of which was part funded by GW. But what about the majority of clubs which are generally quite small in comparison and don't get any outside help? This issue's Overwatch! puts the spotlight on 'The Outpost' in West Yorkshire. You'll discover that it usually involves more luck than judgement, but always necessitates a lot of hard work on the part of the founders to get a club of any sort up and running successfully.

The Outpost

DATAFAX

LOCATION: Ryecroft Barn, Ryecroft Road, Glusburn, Nr Keighley, West Yorks, BD20 8RT.

TIMES: Most weekends, it's a very flexible system.

AGE LIMITS: Over 14's.

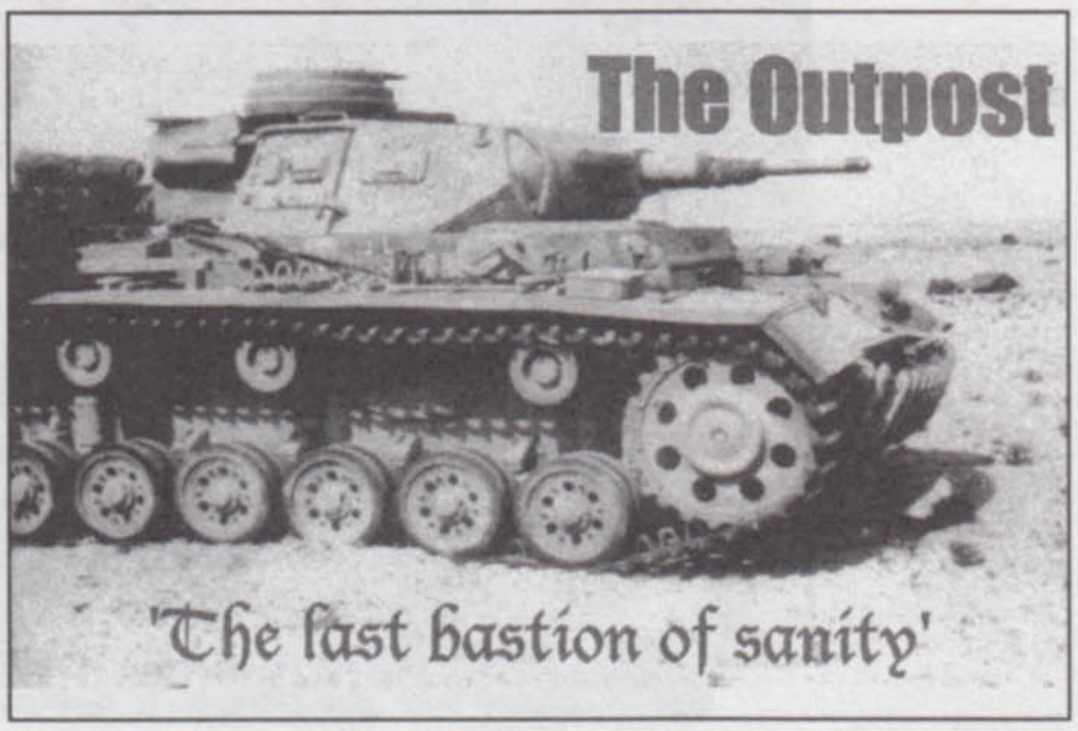
FEES: No fees as of yet, though it is in the pipeline.

GAMES PLAYED: Warhammer, Warhammer 40,000, Epic 40,000, SpaceHulk and Necromunda.

FACILITIES:

- One largish gaming table.
- Scenery is available and to a high standard, with flocked boards, buildings and other terrain for Warhammer and Warhammer 40,000.
- Food is readily available from Owen's mum and the chip shop (Pot Noodles recommended!).
- Armies are available for free use, but choice is fairly limited, so it's best to bring your own.
- Competition and tournaments planned.
- Access to most of the rulebooks and guides for GW games.
- Ongoing Campaigns and Leagues.
- Committee meetings.
- Parking is adequately provided for if needed.

CONTACT: Owen Rees, ring whenever you want! Tel: 01535 637074
WWW: http:/freespace.virgin.net/owen.rees

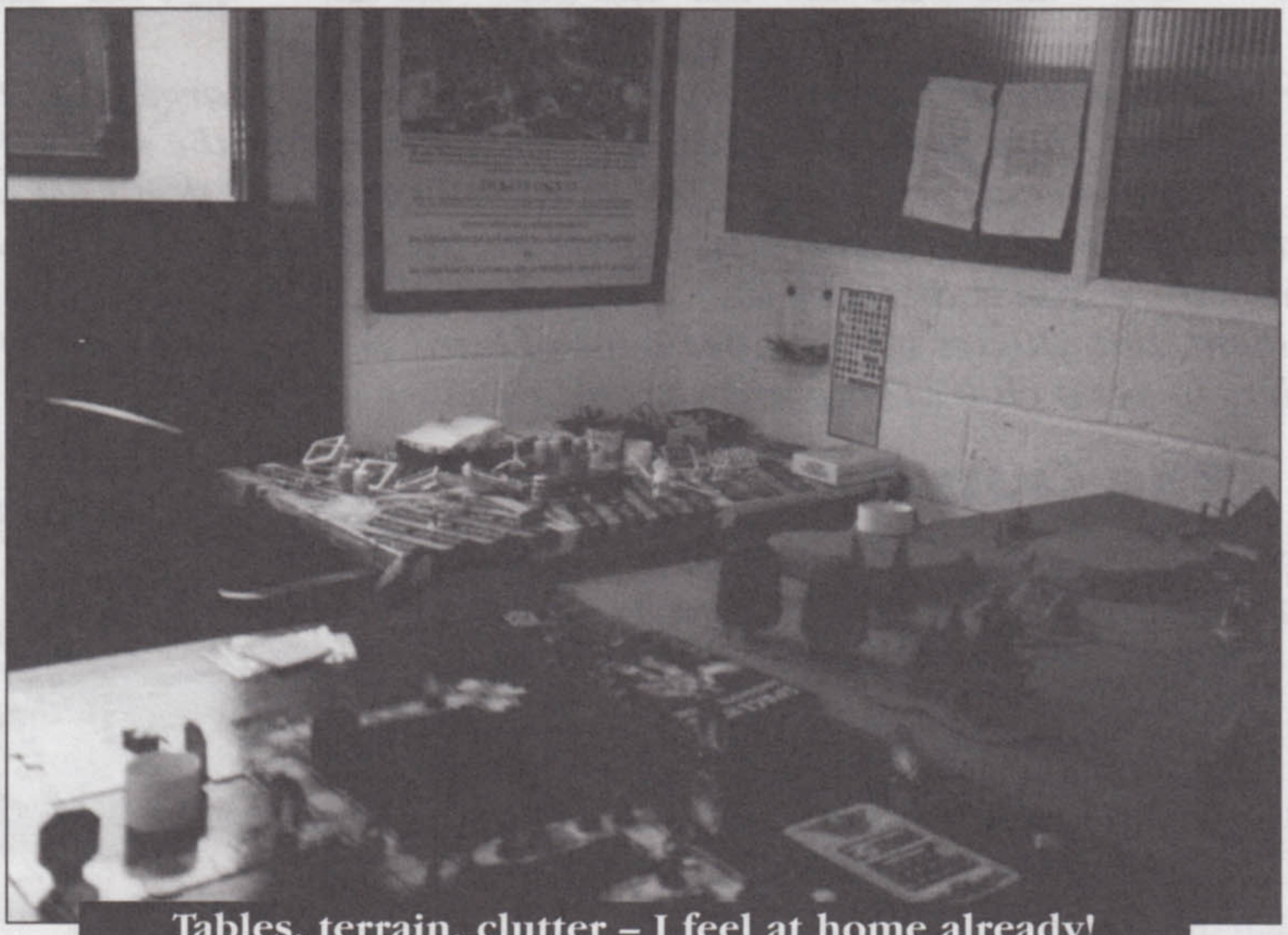


Origins

Before our club was set up we had to go around other peoples houses and play on inadequate surfaces with poor terrain. It all came to a head when I spilt black ink all over my bedroom carpet (that stuff just doesn't come out), my Mum decided that enough was enough and moved me to a separate room adjoining our Garage... it was a stable! *(If there's room at the inn, don't go spilling ink on the carpet! –Ed)* It was adequately fitted out back in 1993 and so it transpired that we had our own place to play our favourite games. Of course, I loved the idea, I should've spilt that ink sooner! *(Who says miracles don't happen? –Ed)*

All in all it took about three months to convert the old stable into a room in which you couldn't smell hay any more. Electricity, carpet, paint and double glazing were added and the end result turned out pretty good.

It wasn't really a club to start with, just a room to use for all my gaming needs. It's grown into a club over the years and the name, 'The Outpost', has established itself at a more recent date. A committee is about to be formed so as to govern the conception of club funds effectively. I've even made a web-site for the club.



Tables, terrain, clutter – I feel at home already!

Gaming

All games are catered for, the ones that I've listed above are just the most popular. Warhammer Fantasy Battle has been put on the shelf for the time being. When all your members are building armies for Warhammer 40,000, Epic 40K and Space Hulk, it does tend to eat up your available money! So 40k has become the primary game played. *(So, if there's anyone in Owen's area who's into Warhammer, got a few armies and would like new opponents, then give 'im a bell! –Ed)* Any type of role–play games are acceptable too, especially Star Wars and Warhammer Fantasy Role–play.



The Outpost's main gaming table and miniature racks.

Members

The club has about 4–5 members on an average weekend (we're only little!). The average age is about 16 and most of us are doing our A–levels. Regulars would include about three of us, including myself. As for input, I always try to follow whatever the general consensus is. A committee is also being established as well, but we really need more members for this to work. The organisation of games is usually done prior to the day to save time. We are pretty big here on historical re-enactments of battles in the 40k universe. We are currently working on, as best as we can get it, a full size re–creation of the assault on the Emperor's Palace in Epic!! *(I hope then that you have several acres to spare! –Ed)*

I used to write a club letter called the 'Outpost Express', which was for Necromunda, but unfortunately that's gone out of the window for the time being. Shame really, but that is what exams do for you. Hopefully, come the summer after the exams, I will have time to start that up again and update my web site. All activity this year has been dampened by our school work and most of the other members are in the same situation *(Well, at least they have their priorities right –Ed)*. Come summer though and we'll be back up to scratch, just you watch us.

Events

As for members attending events, most of us go to Games Day every year, although only I have managed to get a miniature through to the finals in Golden Demon (pause a moment to allow the head–swelling to go down!). This year I also went to the Grand Tournament in Leicester, where I entered the Epic 40k tourney and came 8th. As for stuff in White Dwarf or the Journal, that's a big zero! *(Da–Da! Not anymore me old sunshine, you've been discovered! Bit like an old relic, or that public convenience when yer bustin'...just kidding –Ed)*

Our club can cater for small gatherings and it's all pretty informal. What we can do though is challenge other clubs in the area. We may not be able to play at our premises, but we certainly are mobile. It would be nice to set up a league with other clubs or some other such thing, just to see who was the best type thing! *(There's a challenge laid down for any clubs or individual gamers in Owen's area! –Ed))*

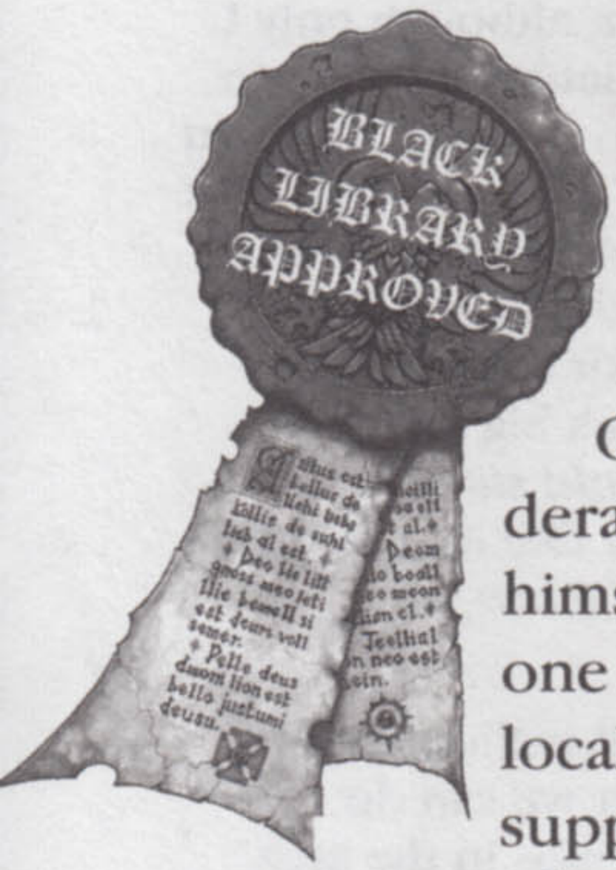
If you would like *Overwatch!* to target your gaming club or community write to us at Overwatch! Citadel Journal, Games Workshop, Willow Road, Nottingham NG7 2WS or call on (0115) 916 8162



The painting table delegated other uses.

SPACE HULK™

Covert Operations



Imperial Guard in Space Hulk

by Owen Rees

Owen (whose club is featured in Overwatch!) is a pleasantly deranged chap from Glusburn, West Yorkshire, who describes himself as an avid 'treadhead' and hopes to evolve into a tank one day! He is a one of the culprits behind the 'Outpost', the local wargames club, which although low on members is supplemented by bags of enthusiasm from its members.

Owen has a passion for Warhammer 40,000 and Space Hulk, in both of which he fields Imperial Guard. How soon it will be before he tries to introduce tanks to Space Hulk, I shudder to think!

Why Imperial Guard?

There are times when Space Marines are not at hand and the situation is desperate. There are also times when Space Marines would be wrong for the mission, this is often a political matter. At times like these the Imperial Guard steps in, for good or for worse.

When entering a Space Hulk the Guard take only their very best troops, because they know that only Lasguns and the Emperor's faith will not suffice! The following rules are for using Imperial Guard, their weapons and special rules with Space Hulk.

New Rules

Most of the normal rules for Space Hulk still apply, except where noted below:

Unlike Terminators Guardsmen have five action points, this represents the added bonus of movement when you have very little armour. Guardsmen can also side-step, like Genestealers, into a square to their left or right. However, unlike Genestealers, they cannot turn 90 degrees for free (see action points table).

Because Imperial Guard are in no way as well equipped or trained as Terminators, they receive a -1 penalty on all close assaults from Genestealers. The only exception to this are Captains (who can also *Parry*) and Storm Troopers, the elite of the Guard.

Each squad contains a com-link and it's generally a good idea to keep him alive, because if he's the last man alive at the beginning of his turn he can call for backup. On a roll of a 5 or 6 on a D6 remove the com-link model and place the exact same squad you started with in the entry area. This new squad has the same mission as the last. Also note that the board is left as it was, so doors which have been destroyed still are and so on (it's at times like these you almost feel sorry for a Genestealer player).

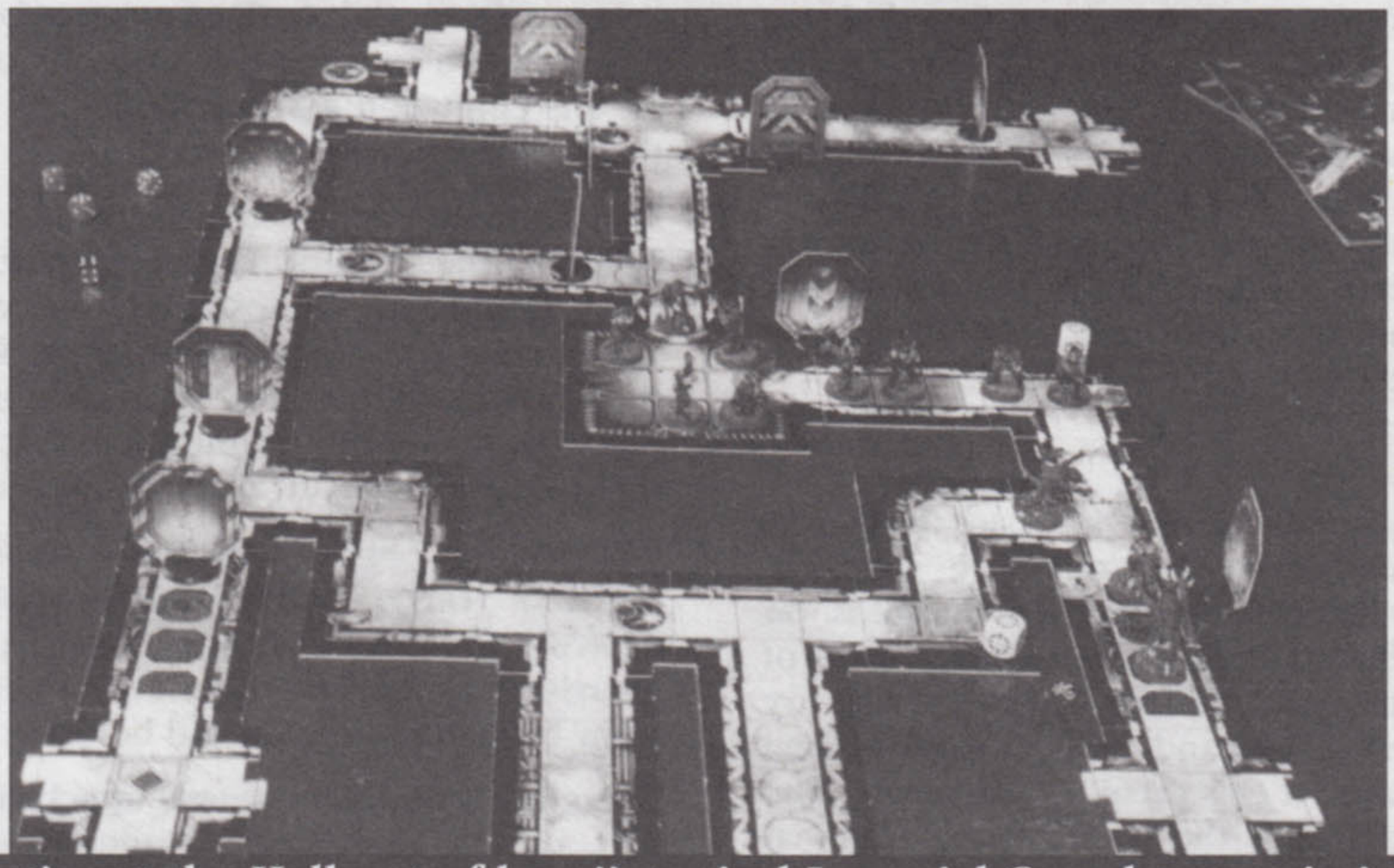
Imperial Guard have also developed a technique for close quarter fighting, basically they shoot and hide. This allows you to fire and then move. It's just like the normal command of move and fire and all the penalties for *Sustained Fire* shooting apply, it's just the other way around!

The Squad

There are two sorts of Imperial Guard squad available for your command; a Storm Troopers squad and a normal Tactical squad. You can fight any Space Hulk mission with these squads. Note though, that for two squad missions in the original boxed set booklet it would be advisable to take Storm Troopers and with one squad missions a Tactical squad.

Imperial Guard Tactical Squad:

Captain, armed with Bolter, Powerfist and Sword.



'Let's get the Hell out of here!', typical Imperial Guard transmission.

Six Guardsmen, armed with Lasguns and knives.

One Com–link trooper, armed with Lasgun and knife.

One Sergeant or Lieutenant, armed with Bolter and knife.

One Guardsman armed with either a Flamer, Plasma Gun or a Meltagun.

Storm Trooper Squad

One Commander (Captain), armed with Shotgun and Sword.

Six Troopers, armed with Hot-Shot Lasguns and knives.

One Com-link trooper, armed with Hot-Shot Lasgun and knife.

One Sergeant, armed with Hot-Shot pistol and knife.

One Special Weapon Trooper, armed with knife and Flamer.

Also, for the loss of one Lasgun armed Guardsman or Hot-Shot Lasgun armed Trooper, you may take another model armed with a special weapon (not Captain or Sergeant). This means your squad will be reduced to a strength of nine models.

New Weapons

Bolters, Hot-Shot Lasguns, Hot–Shot Pistols and Shotguns: These use exactly the same rules as a Storm Bolter but you roll one less shooting dice.

Lasgun: These are similar to Bolters except they are not as powerful. So *Sustained Fire* is not allowed. A perfect hit is needed to kill Genestealers and doors.

Note: Although the Lasgun is not that good, it does work well with the Guards' tactic of shooting then moving. This enables them to be quite mobile (or chicken!).

Plasma Gun: This Gun makes Storm Bolters look like water pistols! It has three Sustained Fire dice and can *Sustained Fire* even when moving. It does, However, need to recharge and one action point must be used before it can fire again.

Melta Gun: Because this gun is quite cumbersome, any model using it only has 4 A.Ps instead of five (yes even Catachan Jungle fighters). It has two shooting dice and can *Sustained Fire* when moving.

Note: Both the Plasma Gun and Melta Gun can *Sustained Fire* from their first shot. They do not have to wait until their second Action Point.

Using these rules you can play a normal game of Space Hulk (in a mission where flaming a room, or two, is needed refill canisters for Flamers are allowed).

The Command Rule

Remember, Imperial Guard squads are not Terminators! They're cannon fodder and so do not have the communication abilities of Tactical Dreadnought Armour. To represent

this, as long as your Captain or Com-link are alive you may take Command Points. The Captain or Com-link shouts additional orders to the other squad members. If both of these men die you lose your Command Points permanently. Storm Troopers each have their own headset communicators and so do not suffer from this, they may take Command Points to the last man.

Tactics

With the Imperial Guard in Space Hulk you have to consider your objective (because sooner or later those excellent Lasguns on *Overwatch* aren't going to stop those waves of Genestealers) and achieve it quickly! Also try not to use Command points with Plasma Guns, because it eats them up wholesale. The rest, of course, is the joy of using Imperial Guard in Space Hulk

GENESIS

(No, we're not referring to a dodgy eighties band with a slap-head singer! –Ed)

What follows now is a three mission scenario that I've written with which to play-test these rules. I'm sure you'll find them a laugh, I certainly did!

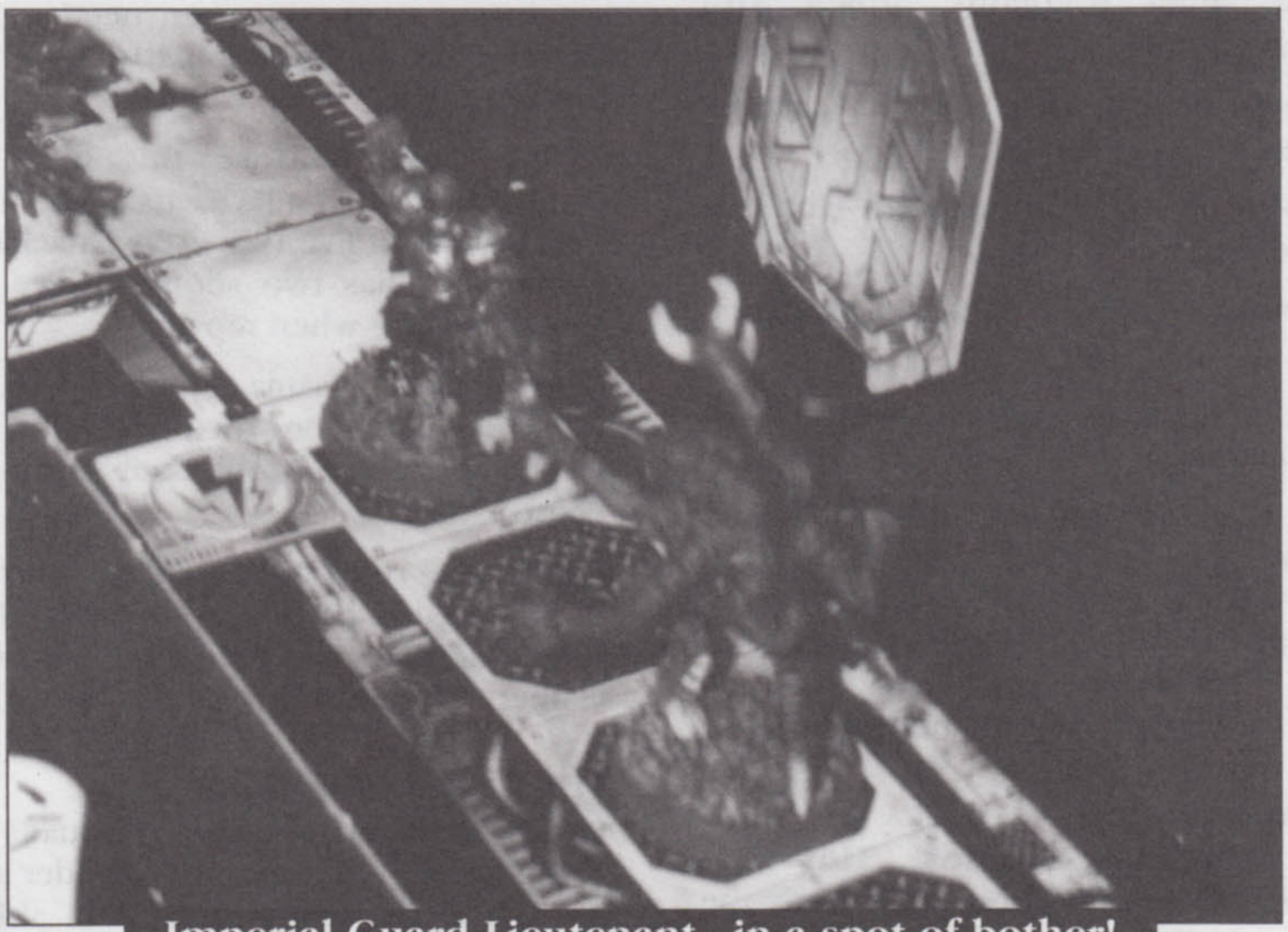
Background

Hive Fleet Kraken rages across the Eastern Fringe of the Galaxy. Everywhere forces are hard pressed to repel the invasions. Amongst all this confusion a Space Hulk slips through the warp. Destination: Terra.

Initial Investigations by the Space Marine Chapter, the Mentor Legion, reported of a new breed of Genestealer, of different appearance and mental composure. Where as the typical Purestrain attacked in wave patterns, these strains infiltrated deep behind the lines and attacked at the weakest point.

The Mentor Legion sent the Strike-Cruisers Beloved Martyr and Ultimate Sacrifice to destroy the Hulk, but this mission was overrided at the last minute by direct order from Terra, a sample should be taken.

The elite Terminator squads attacked, almost half the Chapter's 1st Company. Vicious fighting took place, whole squads were wiped out by surprise attacks. With Genestealers ripping through walls and ambushes coming from behind, the Terminators were soon in trouble, fighting a new breed of 'Stealer whose tactical instinct they were wholly unaccustomed to. Soon the Company was reduced to scattered Squads fighting isolated, deep within the Hulk, desperately attempting the destruction of the Hulk by destroying the plasma reactor which gives it power. Interference was too high to teleport. Flamers ran dry and Assault Cannons jammed, they



Imperial Guard Lieutenant...in a spot of bother!

fought back to back and fell one by one. Half the Legion's Terminators died with over a thousand to one odds.

The Legion then mustered its Battle Companies for a suicidal attack, it could not let the suits be lost forever in that spawn ship. Then, as it would seem, fate intervened. The TechMarines reported that the Hulk, now codenamed 'Hades', was powering up the Warp-Drives! A last ditch Defence Laser barrage from the Cruisers merely crippled one of the five engines, and the Hades slipped out of the Legion's grasp.

It re- appeared three years later, with its deadly cargo, and only twenty days from Terra. Elements of Imperial Warfleet Solar came to meet it, they easily had enough firepower to atomise the Hulk, however word came from Terra to save the Hulk until a specimen of this new breed reported by the Mentor Legion had been captured. The message had come from the High Lords of Terra themselves.

Time was against the Imperium, with all the Space Marine Chapters too far away to intervene in time. The only option left was to send in the Imperial Guard, their mission: capture a Genestealer and secure a bridgehead to retrieve the Terminator suits.

These new Genestealers could be the vanguard of another Hive Fleet and the Imperium would need to prepare for this. It seemed that the lowly Guard had an important mission, one which could decide the lives of millions, and then, of course, they were expendable...

Mission 1.1 – 'BEACHHEAD'

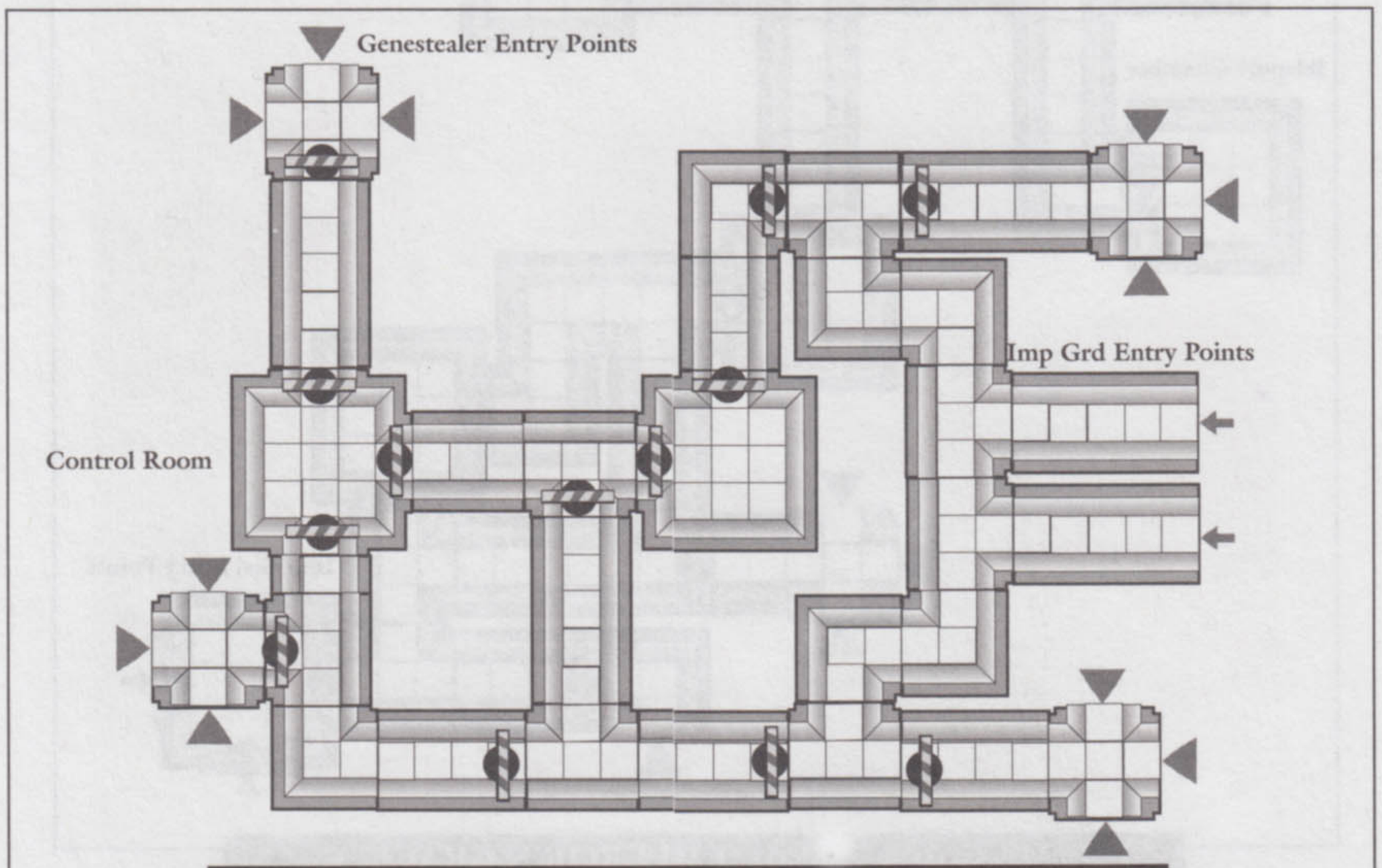
Onboard the Imperial Battlecruiser, Majestic, Colonel Rowney of the Terran 1st Company considered his options, should he attempt a Xenomorph extraction straight away or go for a more tactical approach?

As he mused, a message appeared on the bridge com-display, it was the primary bio-scan of the Hulk 'Hades'. The results showed the majority of Genestealers in, or around the ships old plasma reactor. The scan also revealed a high level of leakage which, if exposed to, would be lethal to his men. The best specimens were nearest the primary heat exchangers and would have to be flushed out of that dangerous area.

The only way to do this would be to make the reactor have a controlled leak, destroying part of the brood and forcing the rest out of hiding. This controlled destruction would have to be done internally, as a Tactical Nuke would be far too destructive. Fortunately, Rowney, knew just the men for the job.

Briefing:

The Imperial Guard Squad must advance to



Mission 1.1 Map 'BEACHHEAD'

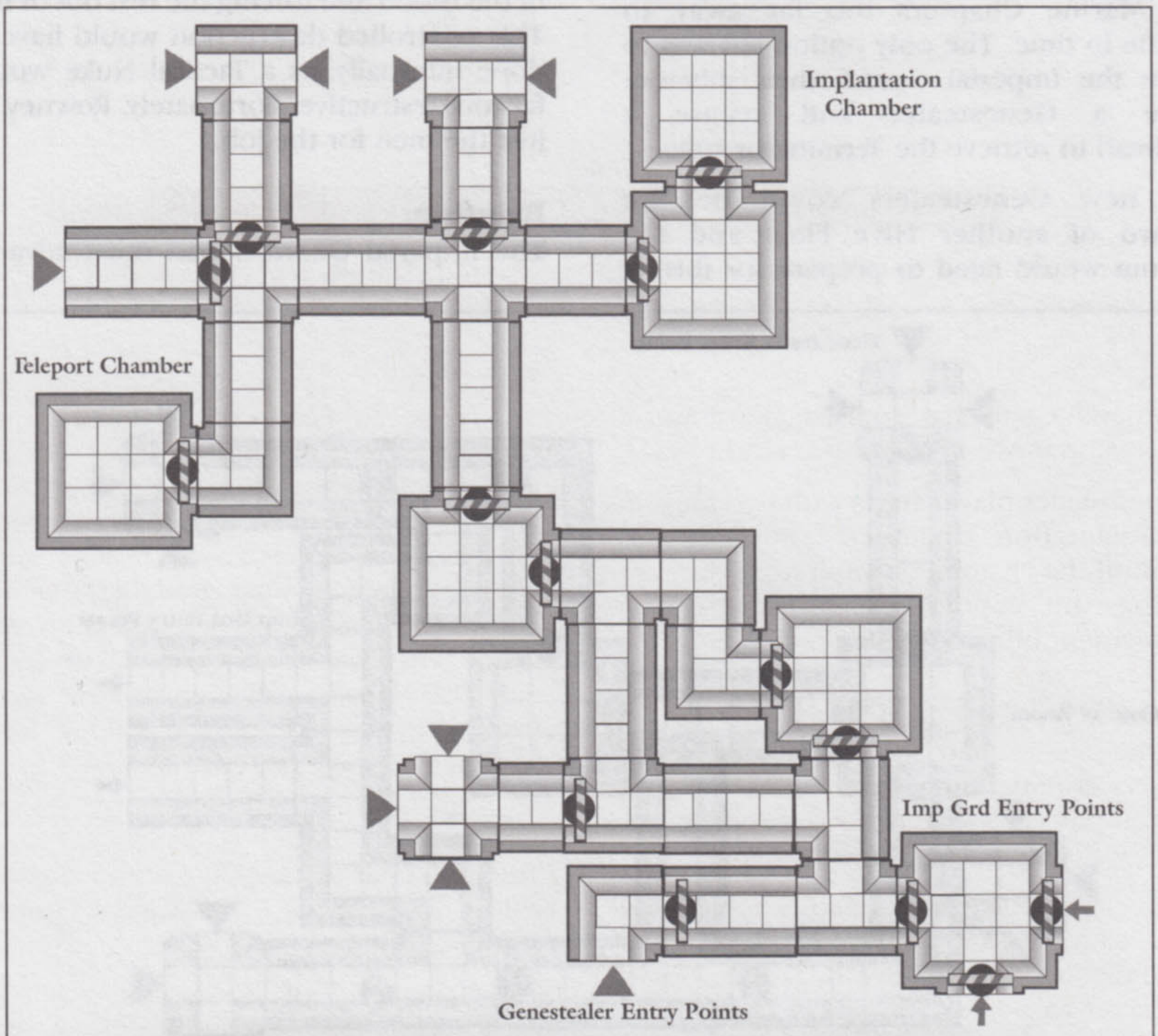
the control room and secure the room from Genestealer attacks by closing the bulkheads (see main rules for closing bulkheads). By doing this they will have full access to the reactor. This 'beachhead' will also enable the Guard to recapture the Terminator suits lost by the Mentor Legion.

Forces:
The Imperial Guard have one Squad and move first in this mission.
The Genestealer player starts with one blip in each room. He receives one reinforcement blip per turn.

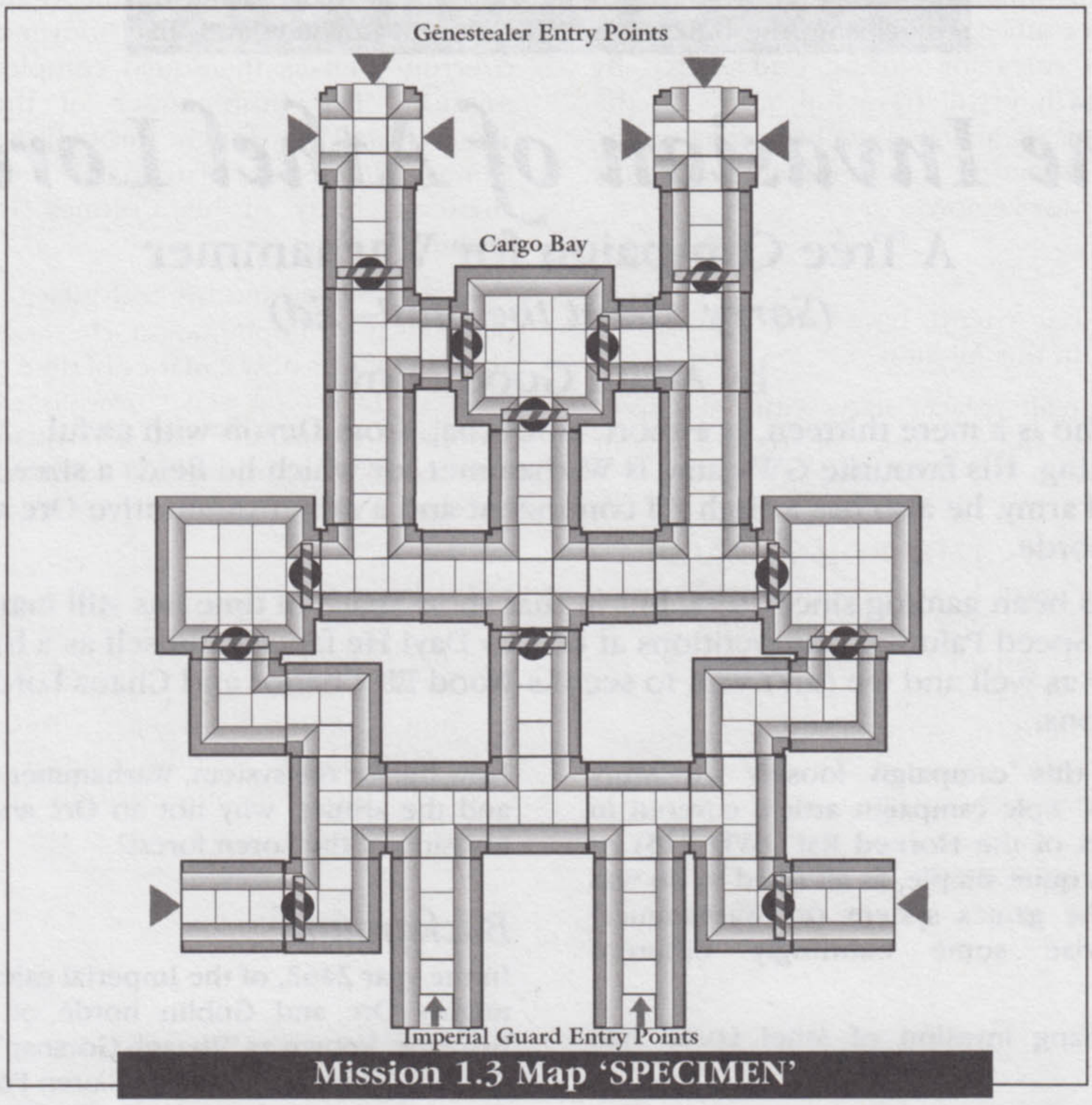
Mission 1:2 – 'EMPEROR'S GRACE'
While the attack on the control room commenced, several hundred Genestealers attacked the Imperial Guard landing site on the Hulk. This action destroyed several Dropships and most of Colonel Rowney's equipment was damaged. The close quarter fighting around the landing site was a brutal and short affair, favouring the Genestealers. Colonel Rowney and his bodyguard were overrun even as the squad completed their mission. The Commander of the Storm Troopers valiantly fought through the mass of Genestealers, but instead of finding the shattered body of his Colonel, he found nothing at all.

Colonel Rowney and his bodyguard had been taken away for implantation. He was still alive, although it was only a matter of time before he died. Pride was at stake now as the Storm Trooper Commander led his squad deeper into Hades. The Colonel would be relieved of the shame of implantation.

Briefing:
The Storm Troopers must advance to where Colonel Rowney is held (the Implantation Chamber) and administer the Emperor's grace on him and his bodyguard (this will be accomplished by spending seven shooting dice and they will automatically be killed).



Mission 1.2 Map 'EMPEROR'S GRACE'



Mission 1.3 Map 'SPECIMEN'

Then any remaining Storm Troopers must exit via a teleporter.

Forces:
The Imperial Guard have one Squad of Storm Troopers and move first in this mission.

The Genestealer player starts with two blips in the Implantation Chamber. These cannot move until the chamber is entered as they are guarding the captives. He receives two reinforcement blips per turn.

Mission 1:3 – 'SPECIMEN'
So far the mission had been a fiasco, they had lost their commanding officer and most of their equipment and time was running out fast. They still didn't have a specimen.

The special Genestealer breed was proving difficult to catch by conventional methods. It seemed that only live bait would suffice. It was a last resort to ask for volunteers. A group of hard–bitten veterans of the Penal squad volunteered. Complete amnesty would be granted, should the mission be a success for any that survived

Briefing:
The Imperial Penal squad must capture a Genestealer, alive. To do this they must advance to a cargo storage bay and use themselves as bait to lure a Genestealer into the bay (ther doors to which start the game open). Then they must close all the bulkheads before the Genestealer kills them all. Any left inside when the doors close will undoubtedly die. The Majestic can then remove the cargo from the exterior of the Hades for safe, confined passage to Terra.

Forces:
The Imperial Guard have one Squad and move first in this mission (Flamers are recommended).

The Genestealer player starts with one blip in each room. He receives one reinforcement blip per turn. The Genestealer player may not close bulkheads.

WARHAMMER®

The Invasion of Athel Loren

A Tree Campaign for Warhammer

(Sorry about the pun!– Ed)

by Adam Goodfellow

Adam, who is a mere thirteen, is a short, stout chap from Devon with awful handwriting. His favourite GW game is Warhammer for which he fields a sizeable Wood Elf army, he also has a High Elf contingent and a rather diminutive Orc and Goblin horde.

Adam has been gaming since 1995, but in that short space of time has still managed to win two Speed Painting Competitions at Games Day! He fancies himself as a bit of a modeller as well and we can't wait to see his Wood Elf Chariot and Chaos Lord conversions...

I based this campaign loosely on Andy Chambers' Epic campaign article covered in 'Chambers of the Horned Rat' (WD 215). It really was quite simple, as all I had to do was change the games system (to Warhammer) and devise some cunningly different scenarios.

The Ironfang invasion of Athel Loren had begun!

Campaign Rules

The campaign runs in an identical manner to the Piscina IV campaign (WD pages 88–99). Players decide to play a series of battles following a 'tree system' of scenarios. The outcome of each battle will directly affect how the whole campaign is developing by indicating which scenarios are played, if at all. Depending on which side wins the scenario, follow the arrows on the Tree diagram to determine the next scenario that is to be played. This continues until one side has reached a victory box, be it decisive or marginal.

Obviously in this manner, not all scenarios will get played and certain scenarios are more beneficial to one side specifically than are others, this is all explained in each scenario's description. By the nature of the Tree Campaign it is entirely possible for one side to be winning for the first half of the campaign but then go on to lose as the other side manages to pull victory back.

Now the for the system, Warhammer naturally, and the armies, why not an Orc and Goblin invasion of the Loren forest?

Background

In the year 2462, of the Imperial calender, the mighty Orc and Goblin horde of Gorsnag Ironfang, known as 'Waaagh Gorsnag', crossed the Grey Mountains into the Loren Forest after their long march from the Border Princes.

The vast Orc and Goblin warhost laid waste to the fair land before it, desperate to bring the reluctant Wood Elves to battle. In answer to the commanding blasts of Orion's Horn the Wood Elves mobilised for war, almost the whole forest realm was prepared to fight for their survival. If the greenskins could destroy the King's Glade all would be lost...

The Armies

- One player will be using Wood Elves and the other Orcs and Goblins, up to a max 4000 pts
- The points allowance of each of the armies to be used in a scenario will be listed along with any restrictions upon units and characters.
- Allies can only be fielded if specifically indicated on the scenario.
- Only the Special Characters that are mentioned in the scenarios are allowed to be used.

THE CAMPAIGN TREE

KEY

Orc Victory

Wood Elf Victory

START

DESCENT FROM THE MOUNTAINS

DIVERSION FROM THE FAR GROVE

NIGHT ATTACK!

ASSAULT ON THE FAR GROVE

CHASE TO THE RIVER

THE SHORE BATTLE

CROSSING THE GRISMERIE

HOUNDING TO PARRAVON

EXPULSION FROM THE LOREN

DEFENCE OF THE KING'S GLADE

BATTLE OF THE KING'S GLADE

DECISIVE WOOD ELF VICTORY
The Orc invasion has been scattered to the four winds. It will be a long while before the Orcs venture into the forest again.

MARGINAL WOOD ELF VICTORY
The Orcs have been stopped, but at a price. The Elves will have to remain ever vigilant and keep watch upon the borders.

MARGINAL ORC AND GOBLIN VICTORY
The Elves have been soundly beaten, but their King will be reborn and the Elves will rise up once again to do battle.

DECISIVE ORC AND GOBLIN VICTORY
It is a time of great woe, the Faerie-folk are a broken people and their ancient songs have come to an end.

Descent From The Mountains

This is the first scenario to be played and represents the first stage of the Orc invasion of the Wood Elf realm of Athel Loren. The Orc and Goblin regiments are descending the mountain passes slowly but in great numbers. The Wood Elves only have light reconnaissance forces in the vicinity and must not only attempt to slow down the Orc advance but also attempt to divert them from probing deeper into the forest and away from the vulnerable Far Grove.

Orc and Goblin Army:
•2000 points. Any units may be taken within the usual army parameters.

Wood Elf Army:
•1000 points

•The army must include at least 1 regiment of Warhawk Riders and the rest may comprise of the following regiments ONLY: Scouts, Glade Guard, Archers and up to 1 regiment of Waywatchers.

Terrain
The terrain should consist of hills, boulders and small clumps of pine woods with perhaps a small stream (not river). The Orc and Goblin deployment zone should have at least three large hills topped with boulders in it to represent the foothills of the Grey Mountains.

Deployment
The Orcs deploy first, up to 3 units comprising no more than 50% of their army. The Wood Elves deploy second and have the first turn.

In each subsequent turn the Orc player may deploy D3 more units in his deployment zone, representing the rest of the army moving down through the mountain passes.

Turns
This is a 6 turn game.

Victory points
In addition to the usual Victory points, the Orc player gets +1 point for each of his regiments of more than ten models that reaches the Wood Elf Deployment zone.

Diversion from the Far Grove

If the Wood Elf player wins the first battle, Descent from the Mountains, then proceed with this scenario. The Wood Elves have successfully lured the Orcs off in the wrong direction and are planning to ambush them.

Obviously if the Orcs won the first battle then this scenario should be ignored.

Orc and Goblin Army:
•1500 points. This may be comprised of any mounted troops available to them, plus a unit of Orc Boyz (the rest of the Orc army are desperately trying to catch up with the vanguard that chased off after the Elves).

Wood Elf Army:
•1000 points. This may be comprised of the following units ONLY: 1 unit of Wardancers, 1 unit of Dryads, 1 unit of Glade Guard, 1 unit of Warhawks and any number of units of Scouts and Archers.

•The Wood Elf army must be lead by *Kieran Trueflight* who is a standard Hero with a Longbow, but may be otherwise equipped as the player chooses.(therefore the Wood Elves may not have a General)

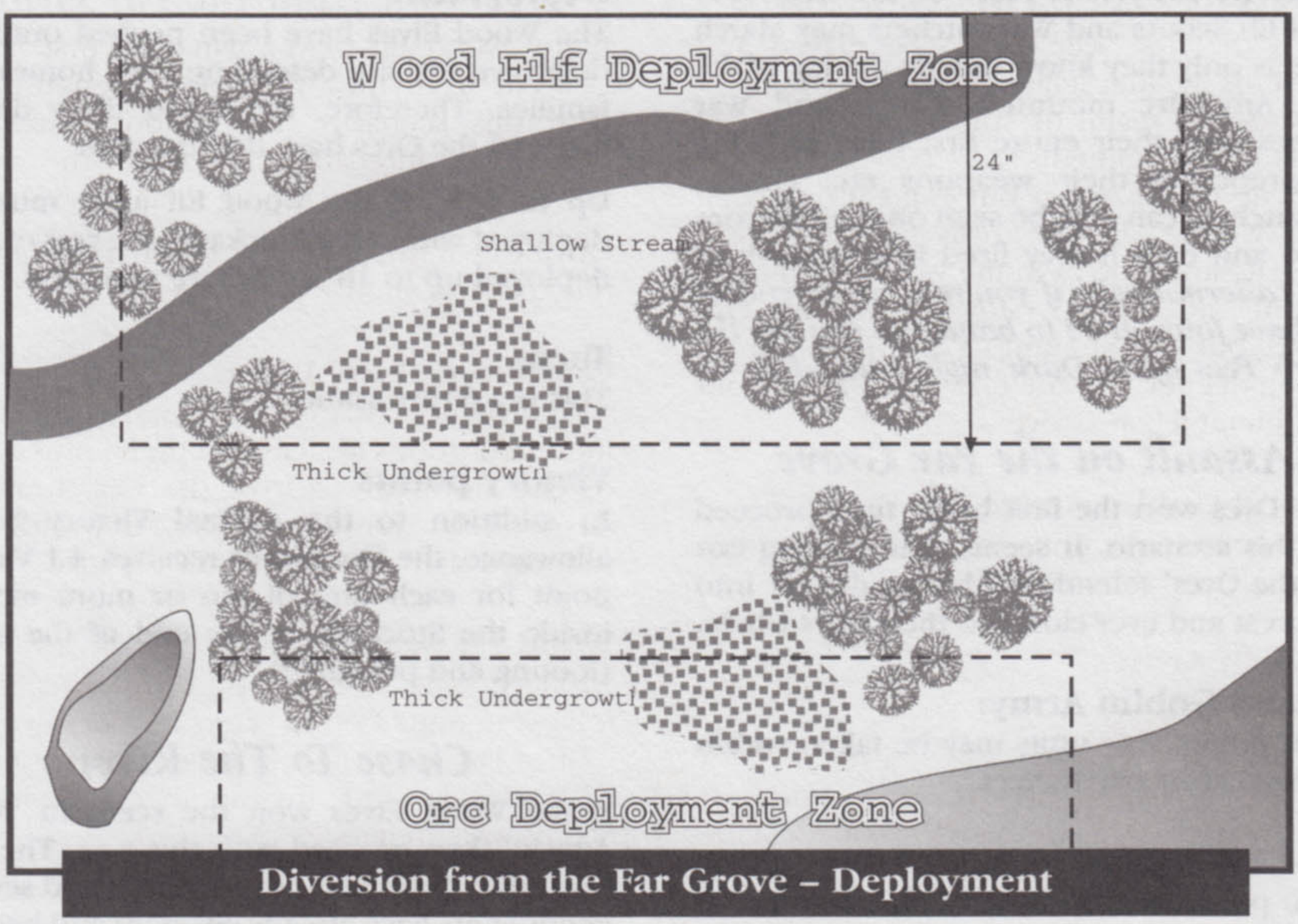
Terrain (see map)

Deployment
The Orc player deploys first, up to 3 units. The Wood Elves set up second and have the first turn.

In each subsequent turn the Orc player may choose to deploy up to three units. For each unit selected roll a D6, on a score of 4+ the unit has found its way and can deploy, otherwise it is still lost and another unit must be chosen until either three units are deployed or all regiments have rolled.

Turns
This is a 5 turn game.

Victory points
The normal Victory points allocation applies.



Diversion from the Far Grove – Deployment

Night Attack!

If the Wood Elves won the 'Diversion from the Far Grove' then proceed with this scenario. The Wood Elves have succeeded in luring the mammoth Orc horde away from the first settlement, the Far Grove, and left them hopelessly lost amidst the vast tracks of the forest. Tired and just a bit annoyed, the Orc army is scattered over over several leagues, lost amongst the sea of trees.

As night falls the Orcs make several encampments and the Wood Elves prepare to strike...

Orc and Goblin Army:

- 2000 points. Any units may be taken within the usual army parameters.

Wood Elf Army:

- 1500 points.
- The army must include at least 1 regiment of Scouts and the rest may comprise of the following regiments ONLY: Glade Guard, Archers, Dryads and up to 1 regiment of Waywatchers.

Terrain

Make a distinct central clearing and then set up small clumps of woods around it broken up with a few low hills and boulders.

Deployment

Needless to say the unfortunate Orcs deploy first again in this one and the Wood Elves have the first turn.

The Orc army sets up in a central deployment zone 18" square with card tokens representing campfires. The Wood Elves may deploy on any battlfield edge up to 12" in as normal.

Turns

This is a 5 turn game.

Victory points

This battle uses the standard Victory points system.

Special Rules

Because the battle is being fought at night the following special rules apply: All missile and charge ranges are halved, except when the target is within 4" of a campfire. War engines

will scatter double the score on the dice. Only Wood Elf Scouts and Waywatchers may March move as only they know exactly the lay of the land. Any Orc mounted troops and War Engines miss their entire first turn; saddling up, preparing their weapons etc. Finally, Waywatchers can only be seen on the D6 score of a 6 and only if they fired in the previous turn. *(alternatively, if you're a smart cookie and have Journal 24 to hand you can use the superb 'Fear of the Dark' night rules –Ed)*

Assault on the Far Grove

If the Orcs won the first battle then proceed with this scenario. It seems that nothing can stop the Orcs' relentless advance deeper into the forest and ever closer to the King's Glade.

Orc and Goblin Army:

•2500 points. Any units may be taken within the usual army parameters.

Wood Elf Army:

•1500 points. Any units may be taken within the usual army parameters, although at least 1 unit of Archers and 1 unit of Glade Guard must be included.

Terrain (see map)

Deployment

The Wood Elves have been pushed onto the defensive and are defending their homes and families. Therefore, the Wood Elves deploy first and the Orcs have the first turn.

Up to 50% of the Wood Elf army must be deployed within the Stockade, the rest may be deployed up to 18" anywhere around it.

Turns

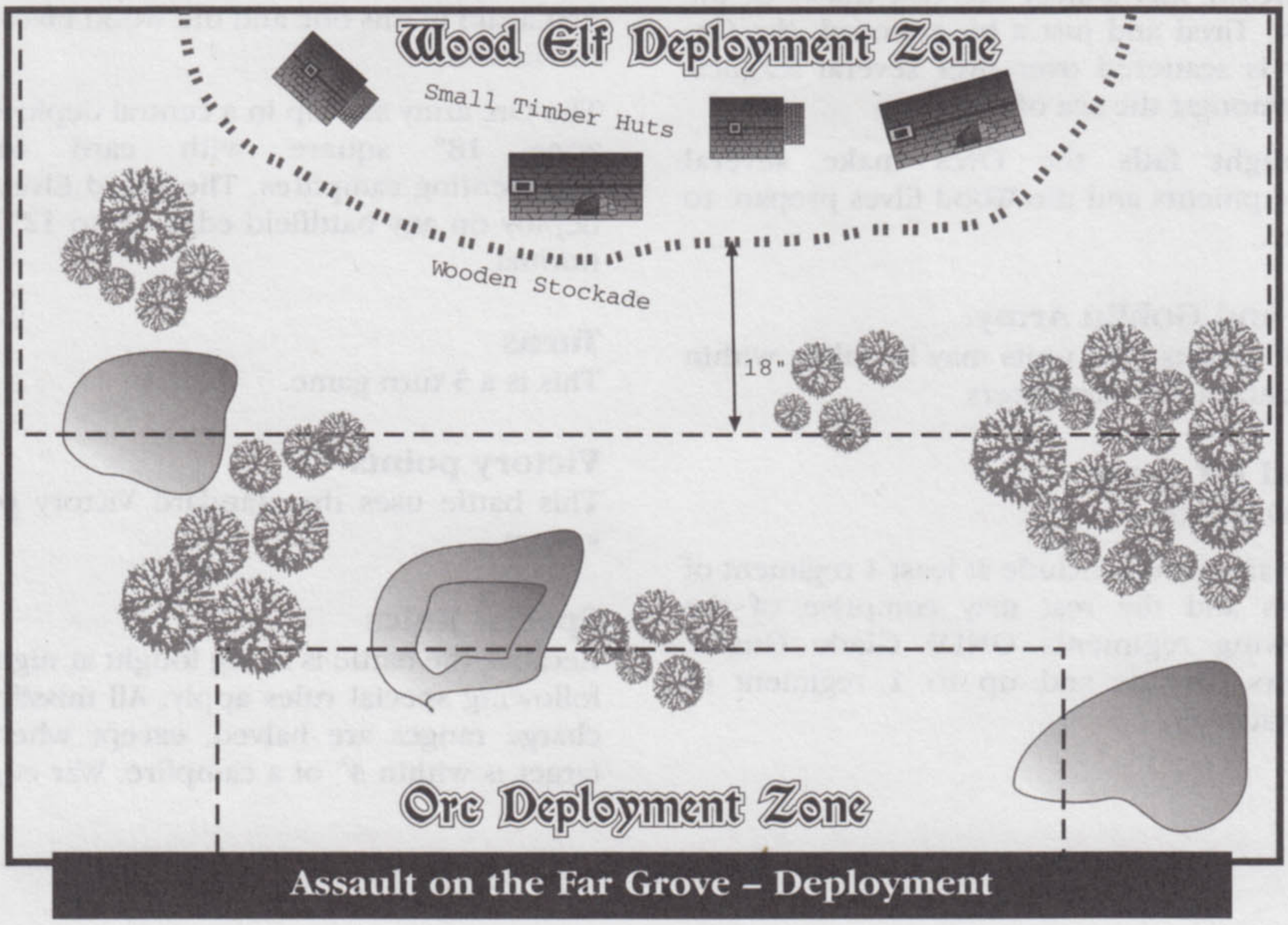
This is a 6 turn game.

Victory points

In addition to the normal Victory Points allowance, the Orc player receives +1 Victory point for each unit of ten or more models inside the Stockade at the end of the game (looting and pillaging!).

Chase To The River

If the Wood Elves won the scenario 'Night Attack!' then proceed with this one. The Orc horde has become more dispersed and several contingents have already given up and headed for home. The Elves have intercepted one Orc force which is still heading towards the King's Glades and attempt to scatter it. This battle is played as a meeting engagement.



Assault on the Far Grove – Deployment



What a great backdrop for the Loren forest – the garden!

Orc and Goblin Army:
•2000 points. Any units may be taken within the usual army parameters.

Wood Elf Army:
•2000 points. Any units may be taken within the usual army parameters.

Terrain
The terrain should be quite dense and consist of woods, low hills and boulders

Deployment
As per a Meeting engagement (see p26 of the Warhammer Battle Book)

Turns
As per a Meeting Engagement.

Victory points
This battle uses the standard Victory points system.

The Shore Battle

If the Orcs won the 'Chase to the River', or the Elves won the 'Assault on the Far Grove', then proceed with this scenario. Either the Orcs are pursuing the retreating Elves or vice versa, whichever it is elements of the two armies are drawn to battle by the banks of the Grismerie.

Orc and Goblin Army:
•2500 points. Any units may be taken within the usual army parameters.

Wood Elf Army:
•2500 points. Any units may be taken within the usual army parameters.

Terrain
The terrain should be quite dense and consist of woods, low hills and boulders. To the Wood Elves rear, the entire length of their deployment zone, lies the river Grismerie (you needn't represent this on the battlefield, but it can look good).

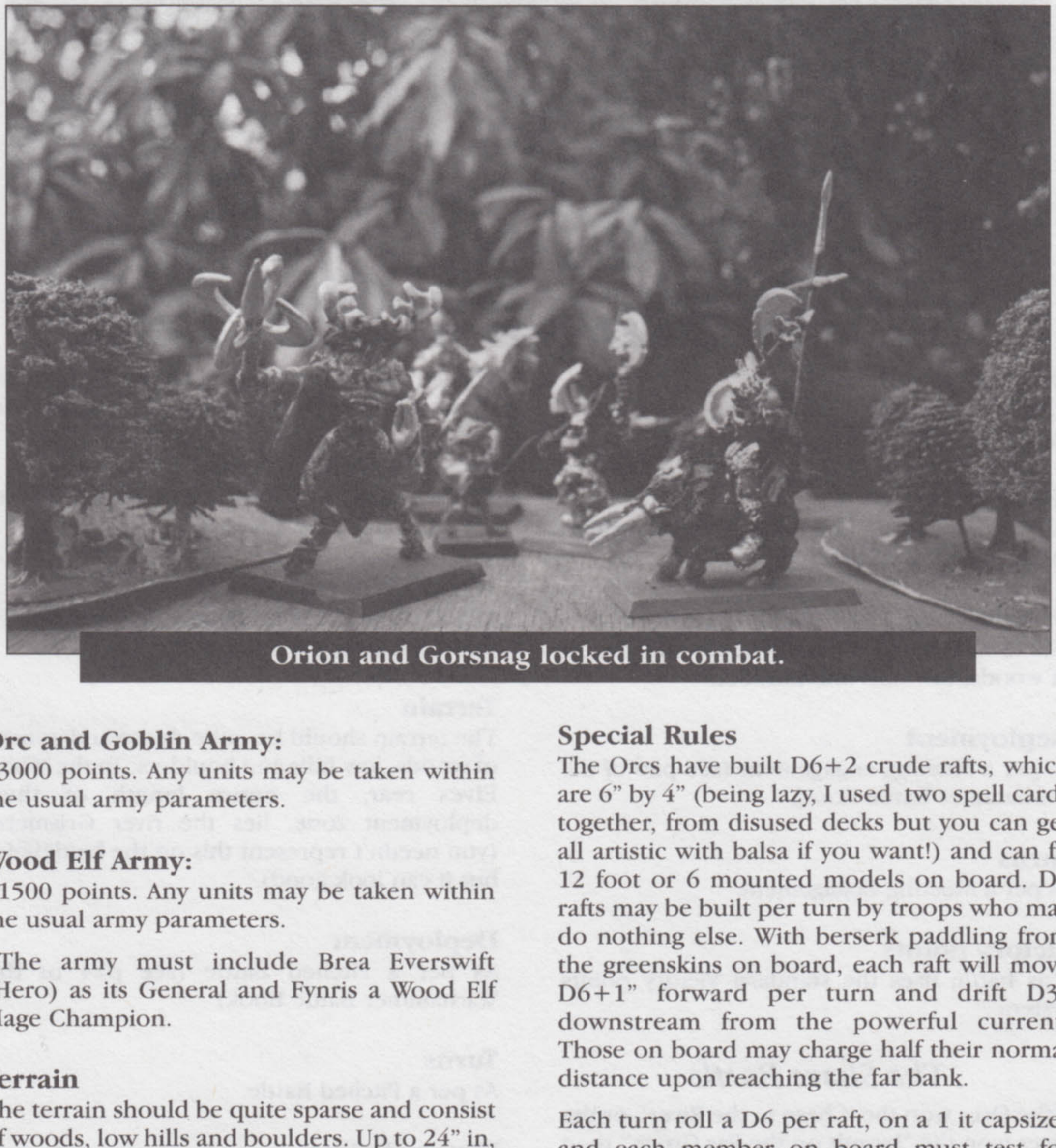
Deployment
As per a Pitched Battle (see p24 of the Warhammer Battle Book)

Turns
As per a Pitched Battle.

Victory Points
This battle uses the standard Victory points system.

Crossing The Grismerie

If the Orcs won the previous scenario, 'Assault on the Far Grove', then proceed with this one. The Orcs are advancing towards the river as quickly as possible. All the previous day the Orcs were outraging the Elves, chopping trees down in order to make rafts to cross the fast flowing river. A small Elf force has assembled on the far bank in an attempt to stop them crossing and threatening the King's Glade.



Orion and Gorsnag locked in combat.

Orc and Goblin Army:

•3000 points. Any units may be taken within the usual army parameters.

Wood Elf Army:

•1500 points. Any units may be taken within the usual army parameters.

•The army must include Brea Everswift (Hero) as its General and Fynris a Wood Elf Mage Champion.

Terrain

The terrain should be quite sparse and consist of woods, low hills and boulders. Up to 24" in, cutting the battlefield in half is the river Grismerie, this should be at least 12" wide (I used a strip of blue cloth!). The river is flowing to the Orc player's left.

Deployment

The Wood Elves have been waiting for the Orcs to cross the river all morning Therefore, the Wood Elves deploy first and the Orcs have the first turn. The Orcs may deploy as far in as the near river bank.

Turns

This is a 5 turn game.

Special Rules

The Orcs have built D6+2 crude rafts, which are 6" by 4" (being lazy, I used two spell cards together, from disused decks but you can get all artistic with balsa if you want!) and can fit 12 foot or 6 mounted models on board. D3 rafts may be built per turn by troops who may do nothing else. With berserk paddling from the greenskins on board, each raft will move D6+1" forward per turn and drift D3" downstream from the powerful current. Those on board may charge half their normal distance upon reaching the far bank.

Each turn roll a D6 per raft, on a 1 it capsizes and each member on board must test for drowning! (well it was made by Orcs!) Any Orc or Goblin that is hit by missile weapons but not wounded must test Initiative or fall overboard and drown on a failed Str test (-1 if

wearing Heavy armour). Models that survive may swim at half move rate, but will still be carried downstream D3". Any rafts or models carried off the battlefield by the river are lost as they reach the falls (ouch!).

Victory points
In addition to the normal Victory Points allowance, the Orc player receives +1 Victory point for each unit of ten or more models on the far bank at the end of the game.

Hounding To Parravon
If the Wood Elves won the scenario 'Chase to the River' then proceed with this scenario. By now the once mighty 'Waaagh Gorsnag' is beginning to break up and many of the Orc forces have been scattered or legged it for home. Gorsnag Ironfang's personal bodyguard however, is still intact and are retreating in a fairly orderly fashion. Gorsnag knows that he cannot win now but maybe he can escape and live to fight another day. The Wood Elves have had confirmation of an allied Bretonnian army belatedly marching to their aid and are attempting to catch the Orcs between a 'hammer and an anvil'.

Orc and Goblin Army:
•3000 points. Any units may be taken within the usual army parameters.

•Must include Gorsnag Ironfang as the army General. Gorsnag is a normal Orc Warlord riding a Warboar and may be given any combination of weapons, armour and Magic Items allowed.

Wood Elf Army:
•2500 points. Any units may be taken within the usual army parameters.

•1500 point Bretonnian allied contingent, which may not include any special characters or monsters.

Terrain
The terrain should be quite dense and consist of woods, low hills and boulders

Deployment
The Orcs deploy in a similar fashion to the Last Stand scenario (p30 Warhammer Battle Book), in a central box 18" by 18" and deploy first. Up to two units may deploy 8" from the Wood Elf deployment zone as a rearguard. The Orcs have the first turn.

The Wood Elves deploy as normal, but their Bretonnian allies deploy on the opposite Battlefield edge, up to 12" in.

Turns
This is a 6 turn game.

Victory Points
In addition to the normal Victory Points allowance, the Orc player receives +1 Victory point for each unit of ten or more models that manage to escape the battlefield and +2 if Gorsnag survives the battle.

The Wood Elves receive an additional +4 Victory points if they manage to slay (not rout off the battlefield) Gorsnag Ironfang.

Expulsion From The Loren
If the Orcs won the 'Chase to the River' scenario or the Elves won the 'Shore Battle', then proceed with this scenario. Things are beginning to look a little shaky for the Orc horde but they are being held together by the sheer force of will of their leader and can still pull off a resounding victory. The Wood Elves have mobilised their largest force in order to expel the invaders, but it will be bloody and hard fought.

Orc and Goblin Army:
•3000 points. Any units may be taken within the usual army parameters.

•Must include Gorsnag Ironfang as the army General.

Wood Elf Army:
•3000 points. Any units may be taken within the usual army parameters.

Terrain
The terrain should be quite sparse and consist of woods, low hills and boulders.

Deployment
As per a Flank Attack with Wood Elves flanking (see p28 of the Warhammer Battle Book)

Turns
This is a 6 turn game.

Victory Points
In addition to the normal Victory Points allowance, the Wood Elf player receives an additional +3 Victory points if they manage to slay (not rout off the battlefield) Gorsnag Ironfang.

Special Rules
Because Orc morale is beginning to crumble, should Gorsnag die then all panic tests are made with a -2 modifier.

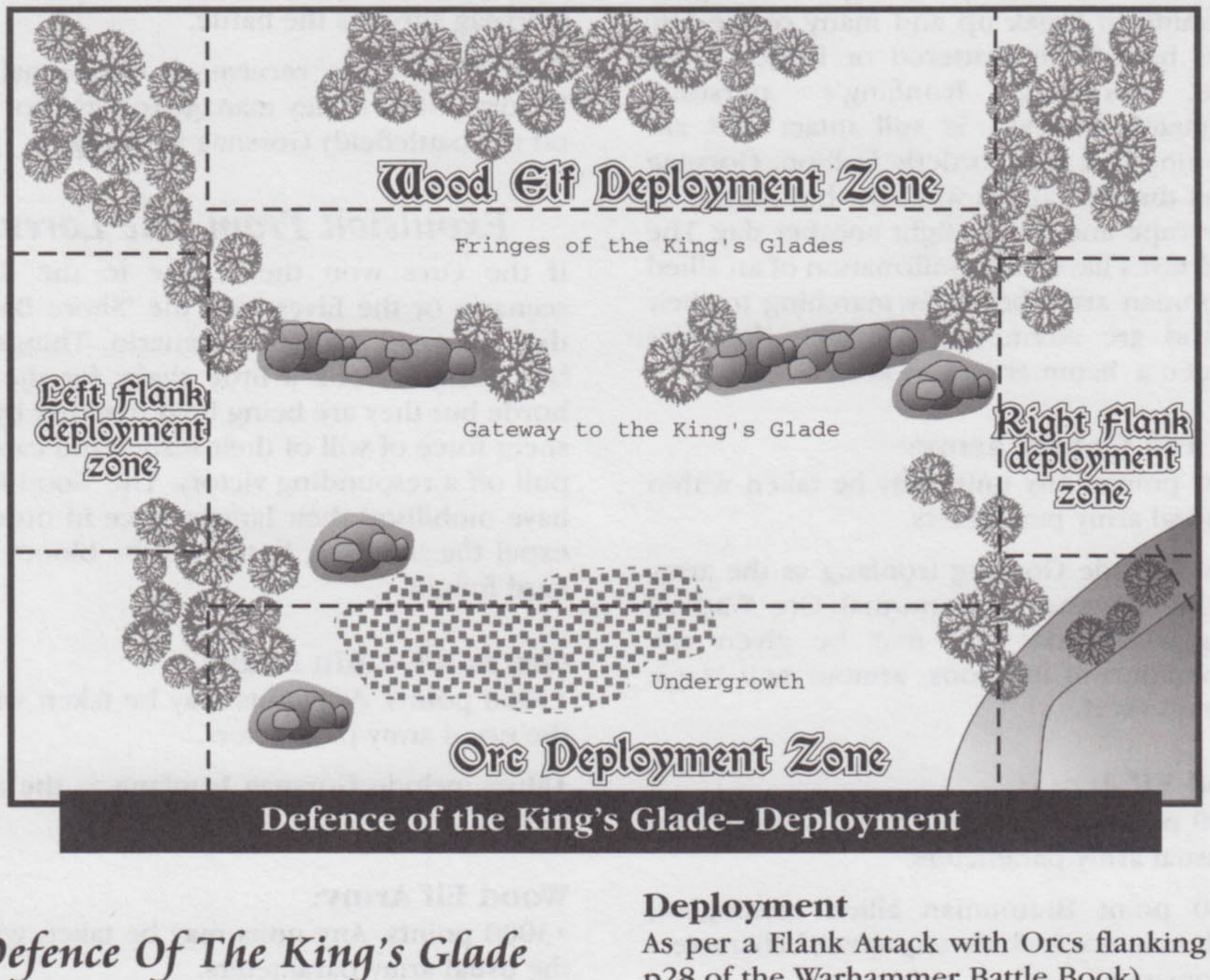
Orc and Goblin Army:
•3000 points. Any units may be taken within the usual army parameters.

•Must include Gorsnag Ironfang as the army General.

Wood Elf Army:
•3000 points. Any units may be taken within the usual army parameters.

•Must include Orion as the army General.

Terrain (see map)



Defence of the King's Glade– Deployment

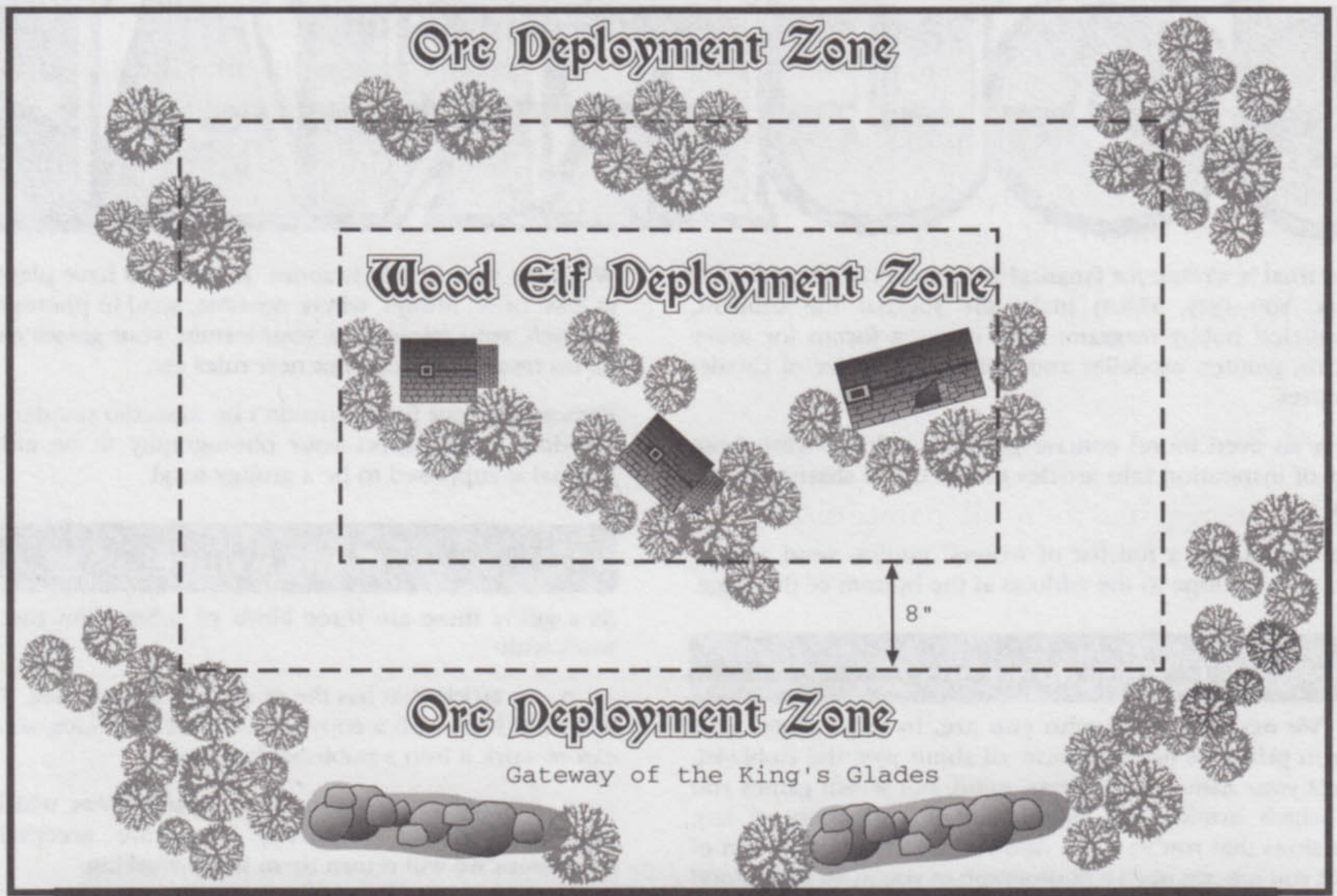
Defence Of The King's Glade

If the Orcs won the 'Shore Battle' scenario or the Wood Elves won the 'Crossing of the Grismerie', then proceed with this scenario. The Wood Elves have got themselves a slight respite and have a breathing space with which to plan their defence of the King's Glade. The Orcs have only suffered a minor setback in their relentless onslaught and their goal is now in sight.

Deployment
As per a Flank Attack with Orcs flanking (see p28 of the Warhammer Battle Book)

Turns
This is a 6 turn game.

Victory Points
In addition to the normal Victory Points allowance, the Orc player receives an additional +3 Victory points if they manage to slay (not rout off the battlefield) Orion.



Battle for the King's Glade– Deployment

Battle Of The King's Glade

If the Orcs won the 'Crossing the Grismerie' scenario, then proceed with this scenario. All have fallen before the onslaught of mighty Waaagh Gorsnag. All that stands against him in defiance are the defenders of the King's Glade and Orion, the faerie king of the Wood Elf people. If Gorsnag can destroy the King's Glade and slay the king, then the Wood Elves will be a broken people...

Orc and Goblin Army:

•4000 points. Any units may be taken within the usual army parameters.

•Must include Gorsnag Ironfang as the army General.

Wood Elf Army:

•3000 points. Any units may be taken within the usual army parameters.

•Must include Orion as the army General.

Terrain (see map)

Deployment

The Wood Elves deploy in a similar fashion to the Last Stand scenario (p30 Warhammer Battle Book), in a central box 18" by 18" and deploy first. They have the first turn.

The Orcs may deploy on any battlefield edge but no closer than 18" to the Wood Elf deployment zone

Turns

This is a 6 turn game.

Victory Points

In addition to the normal Victory Points allowance, the Orc player receives an additional +4 Victory points if they manage to slay (not rout off the battlefield) Orion.

And may the best man...er, Orc or Elf win.

My money's on the Orcs, but if you roll like me anything's possible! So, what scenarios and campaigns are you running at the moment? Send 'em in, don't just keep 'em to yourself, they might even be quite good and if they're not? Erm, we'll discretely re-cycle them.

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 an even more! concise guide to help convert those sparks of inspiration into articles that you can share with the rest of us.

If you would like a full list of writers' guides, send a self addressed envelope to the address at the bottom of this page.

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.

• **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

• **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 article you want to write

For example:

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

Whatever your article is about, you should have play-tested it at least once. Always, where possible, send in photographs, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules etc.

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

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 & Army Lists.**

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!

Things to keep in mind are:

• **Is it Games Workshop?** Your article has to be based on one of our more current games.

• **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

• **Is it interesting?** Try and make it original and innovative.

• **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

• **If you use someone else's ideas** within your article (for example from an Internet Website, Mailing list, etc.) please contact them first 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 has been re–located deep in the secret fastness of the Black Library - at our Head Office in Lenton.

Send your ideas to: The Journal Bunker,
Games Workshop Ltd,
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. Also, for any utterly blinding articles; be they scenarios, letters, model conversions, or whatever... we'll send out one of these very prestigious Black Library Approved Certificates to the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

So what are you waiting for? Don't just sit there foaming... Get writing!



THE LEGAL BIT

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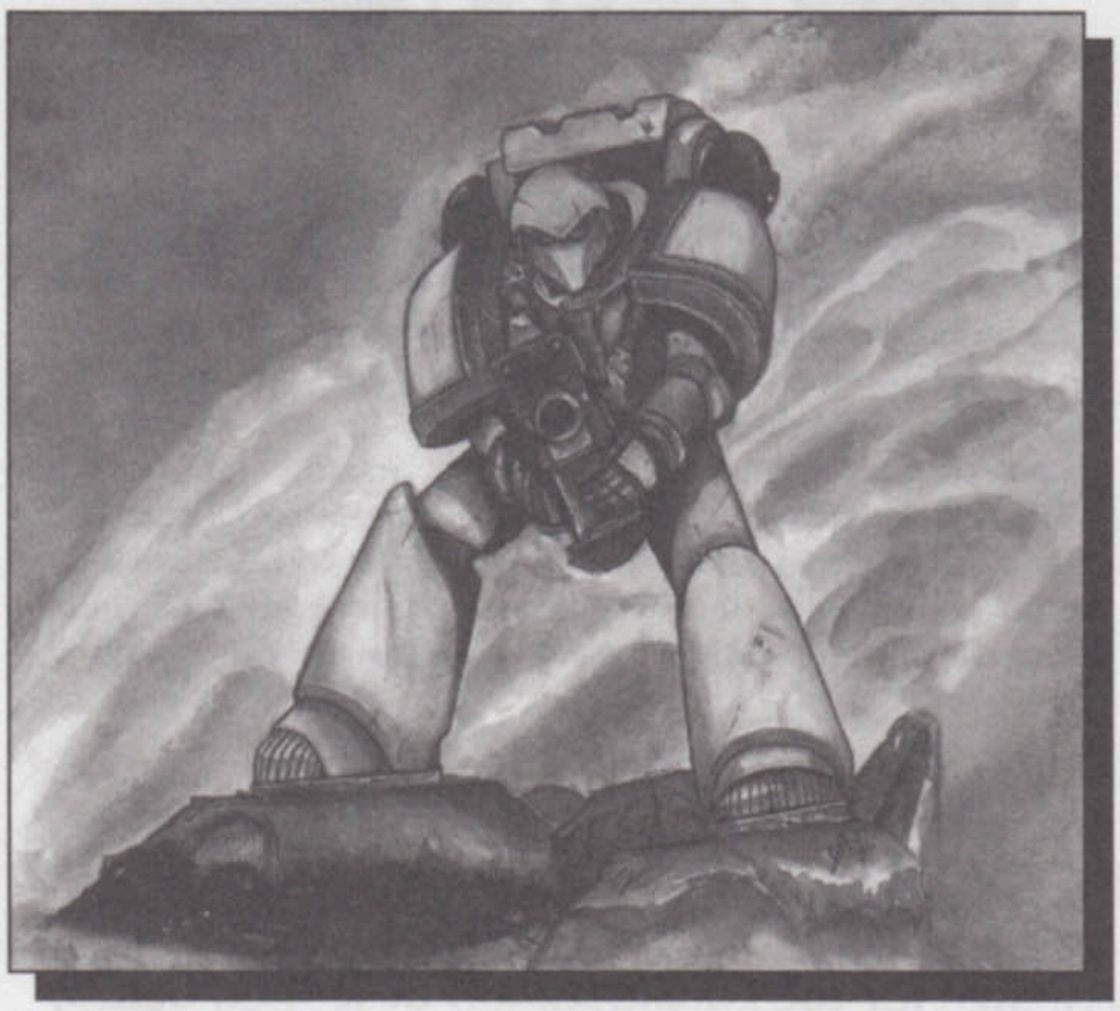
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WARPED VISIONS

Yes, Warped Visions is back! And it just keeps on getting better and better. Most of the artwork that we feature is originally sent in for publication in our sister mag' Inferno! Unbelievably, these are examples of work that didn't quite make the mark *(You cannot be serious! – Ed)*, but with just a little more work they should be up to Inferno! standards. Enjoy...



This dark and broody Space Marine in Mark VI Power Armour was inked by **Rikard Waldner** from Sweden.

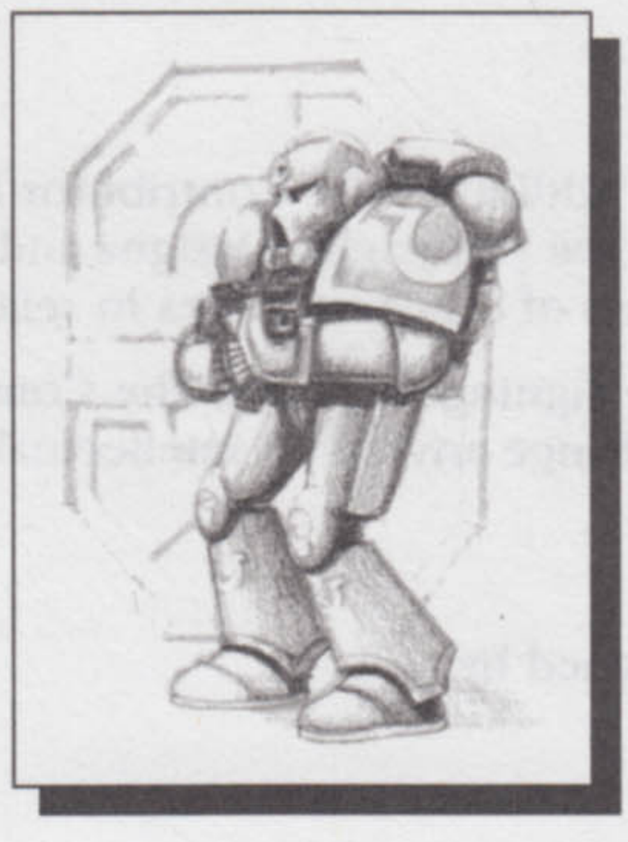
Rikard works in our Scandinavian Sales department and when he's not playing our games, he likes to put our imagery on paper...now that's dedication for you!



Rob Fosnot is an artist from Phoenix, Arizona, in the US. He has only just discovered the Warhammer world and with only a little research produced this stunning picture of a Chaos Sorceror.

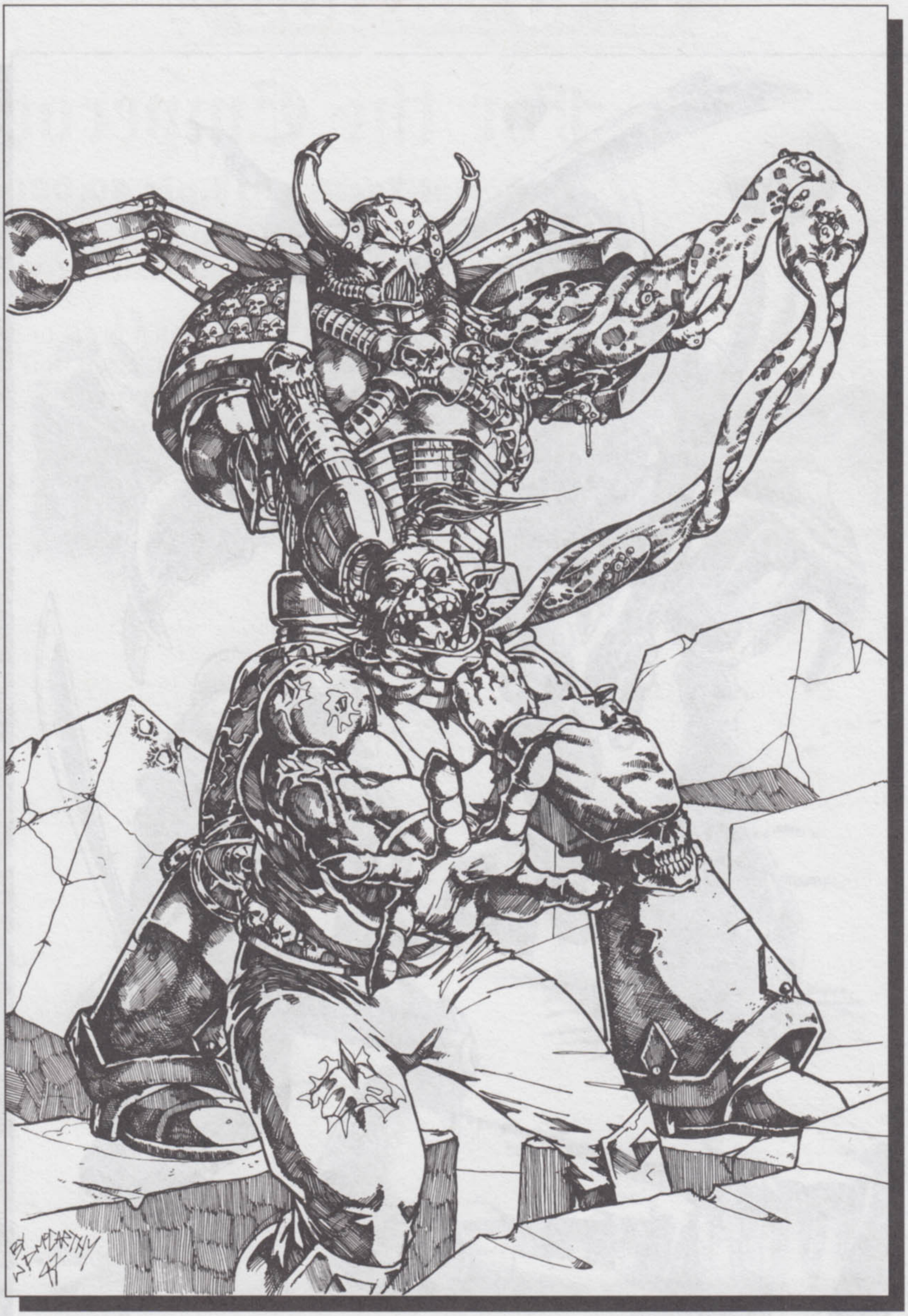


Tim Jeffs from Reading not only produces fabulous art such as this GorkaMorka Ork or this Space Marine but he also makes his own figures aswell!





This great action piece was sent in by **Gary Portman** of Malvern, Worcester. Gary is a professional artist and has had work published in far more reputable mags than this *(watch it! – Ed)* before and does so many 'arty' things such as; signwriting, interior wall design and poster and graphic design (*phew!*).



This altogether grisly scene was sent in by **W. McCarthy** of Dunstable Bedfordshire. He particularly likes the dark and mysterious genre created in the Warhammer 40,000 universe and finds time to exercise his hobby when not at work.

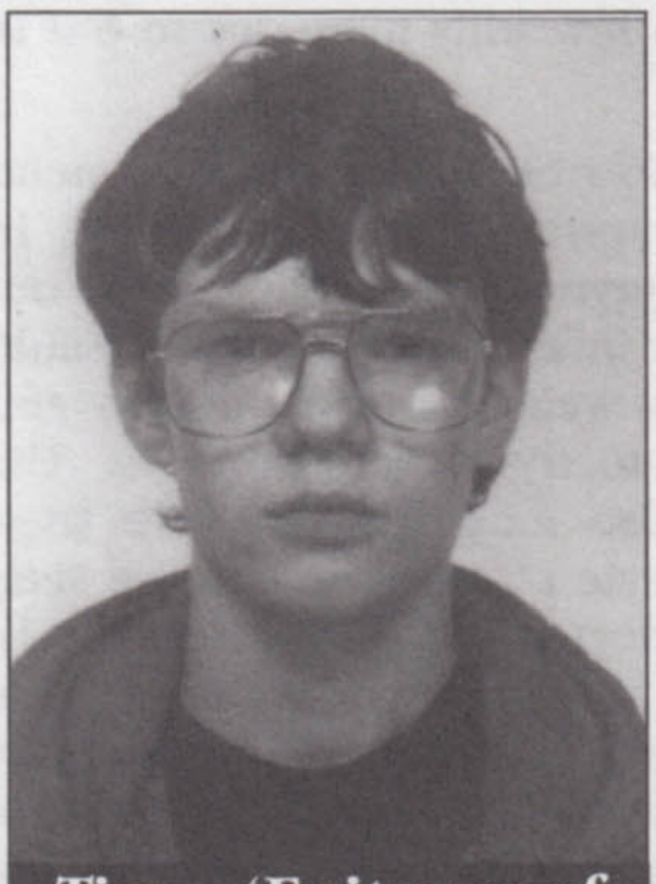
WARHAMMER EPIC 40,000®

For the Emperor!

Imperial Tactics in Epic 40,000

by Tim Barton

(with a little help from the staff of GW Basingstoke)



Tim – 'Epitome of Euphoria'

Now you've all heard of Tim, the chap that brought you 'Dealing with the Damned', well he's at it again, this time giving you a Chapter Approved tactical report on what to field and how to use Imperial troops in Epic 40,000. Tim hails from Wolverton, Tadley and owing to over exposure to certain Chaos entities suffers from a nasty form of cranial leakage, a side–effect of which is an uncontrollable urge for writing articles. Fortunately for us, they're rather good!

Part 1: The Imperial Guard

INTRODUCTION

In the 41st millennium, the human race is guarded by the Imperium of Man. Beset by many dangers, the Imperium is guarded by many forces, and attacked by almost as many. Foremost amongst the Imperium's armies are the forces of the Adeptus Mechanicus, the massed ranks of the Imperial Guard and the super-warriors of the Adeptus Astartes-the Space Marines. Each of these forces has its own specialities and doctrines of war. Properly used, the Imperium is probably one of the most powerful armies in the game. Improperly used, they'll get pounded into the dirt in short order. Since the Army of the Imperium covers so many troop types and there are so many possible variations (the use of Titans alone is a subject still awaiting PhD research) this article only covers the Imperial Guard, and shouldn't be taken as the be all and end all of Imperial Guard tactics. I'll get round to the Space Marines and the Adeptus Mechanicus later, I promise.

The Imperial Guard

'Qui desiderat pacem, praeparet bellum.'

'Let him who desires peace, prepare for war.' (Vegehus, 4h century AD)

The Imperial Guard are humanity's most numerous fighting force. Although single Guardsmen can never be the equal of an Ork or a Genestealer, they make up for this with sheer weight of numbers. This section deals with each of the Imperial Guard's troops and tanks in detail.

IMPERIAL GUARD SQUADS

Notes: Nothing special. Firepower 1 and a range of 30cm is decent for infantry, but an assault value of 1 doesn't do them any favours. At 7 points for a stand however, they're both cheapskate and expendable.

Tactics: Don't try to use them in close assaults unless you want them to run away. Their low points cost means you can build some very large detachments for 200 to 300 points. Ineffective on their own, but if twenty let rip together, they'll still tear a fairly large hole in your opponent's line. Just don't expect them to win the battle though. A speed of 10cm means that Chimera transports are necessary if you want to get anywhere in a hurry. Otherwise, take cover and stay there. Adding Commissars to units is too much of a gamble for my liking.

Heavy Weapon squads

Notes: Twice as expensive as the standard Imperial Guardsman stand, each Heavy weapon stand packs respectable firepower

and a range of 45cm means that opponents will often have to come into range in order to open fire themselves. Armour 3 is not good, and leaves them vulnerable to longer ranged barrage weapons.

Tactics: Essentially cheap Devastator squads, Heavy Weapon teams should be used in conjunction with normal Guardsmen to keep the enemy under pressure. Surprisingly effective on Overwatch, these troops can do some serious damage if they aren't up first. Use standard Guardsmen to take the incoming fire. They're expendable, and in an Imperium of a million worlds, each holding billions of people, who's going to notice twenty or so Guardsmen? Continuing in this vein, upgrading the unit to Heroes by including a commissar is only worth it if the unit is going to be taking some ludicrous amounts of fire. Otherwise spend the points on extra troops.

Rough Riders

Notes: Guardsmen on horseback, the Rough Riders are roughly twice as mobile over open ground as the standard infantry with an effective move of 20cm. However, their assault value is still only 2, leaving them weak in close.

Tactics: Use the speed to keep clear of the enemy assault troops whilst making hit and run raids on exposed units. Stay clear of tight terrain since the Rough riders don't get the armour bonus for cover and will find their mobility impaired. Space Marine Land Speeders are better for skirmishing in this fashion, but are considerably more expensive. Use Rough riders only if you're short on points.

Ratling snipers

Notes: Straight Imperial Guard with the Infiltrators ability. Not very impressive, but see my comments on the standard Guardsmen.

Tactics: The Infiltrators ability means that they can deploy well in front of the main battle line and disrupt enemy attacks. You'll probably lose them, but the enemy will have to spend a turn or so firing disposing of the Ratlings.

Ogryns

Notes: The toughest infantry the Imperial Guard can field, they are hampered by a relatively short range. The only Imperial Guard infantry that are any use in an assault, the assault value of 4 makes them tougher in close combat than Imperial Guard heroes and even basic Space Marines. Armour value 5 is respectable, and it readily increases to 6 if in cover.

Tactics: For a horribly effective detachment, use Heavy weapons teams mounted in chimeras with Ogryn support. The Ogryns can push most other infantry out in close assault, whilst the Heavy weapons teams deploy and defy the enemy to try to come back in. The Chimeras can also lend support with their weapons. This style of attack is one I've seen used to great effect in WH40K. Alternatively, use the Ogryns as insurance against a close assault in a larger battleline. They generally work best in combination with Heavy Weapon teams, since the increased firepower of the Guardsmen balances the Ogryn's raw assault ability.

Command squads

Notes: Basic Imperial Guardsmen with the options of a psyker and a captain. The upgrades are of dubious value –Space Marine Librarians are generally tougher and the strength of the Guard does NOT lie in a few mega-death heroes. Go for more troops unless you really want the dubious protection of a save.

Tactics: As standard Guardsmen, but take care not to get them killed. They're expendable, but there's no point in wasting them, since they're the detachment HQ.

IMPERIAL GUARD ARMOUR

Leman Russ

Notes: The standard main battle tank of the Imperial Guard, this vehicle isn't bad, as tanks go. Firepower 3 allied with a range of 45cm is respectable, and an Armour value of 6 allows it to survive fair amounts of punishment. A speed of 25cm means that it can avoid most assault troops whilst dealing death. At 32 points, this is reasonable value.

Tactics: If you want to fight a mobile war, never actually pinning any of your troops down, then use these tanks in squadrons of 3 and as support for infantry detachments. However, I prefer to field Leman Russ tanks in full companies of 10. Used like this, they can do some horrific damage with a firepower of

30. The catch is that this detachment works out at 345 points, and detachments with a morale value of 7 and a half strength of 5 are a prime target for enemy gunners. Who cares? An armour value of 6 means that fantastically large amounts of firepower are needed to get the 5 rolls of a 6, and by the time that enough superheavy fire has been targeted on them, the tanks will probably have done enough damage. Just be sure to avoid any assaults.

Leman Russ Demolisher

Notes: A slow, solid version of the Leman Russ, the Demolisher was never meant for use as a battle tank. Its weaponry, whilst potent, is too short ranged for this use and a speed of 15cm means that it will be outmanoeuvred by almost everything else. The close support ability looks good, but requires some skill, plus a few Ogryn squads, to use effectively.

Tactics: The Demolisher is perhaps something of a red herring if you like attacking, since it is heavily orientated towards defence. Put it on Overwatch and dare the enemy to come in range. Defensively, it is best used in a firefight, where its firepower of 4 will give anything up to a Stompa a hard time. On the attack, it's useless. If the enemy is more than about 50cm away there's a good risk the Chimeras will leave it behind. Take Hellhounds if you want an aggressive support vehicle.

Chimera transports

Notes: Although the Chimera is generally tagged as a troop transport, this is not the be all and end all of its capabilities. Firepower 1 and a range of 45cm make it a passable light tank when used to support the Leman Russ. A speed of 25cm is respectable, but the entire mix is let down slightly by an armour rating of 5 that can't be improved by cover. At 14 points, it's good value, but you have to take infantry to include it.

Tactics: If bought as the transport for a Heavy weapon squad, the Chimera has one free space that can be used to take some Ogryns along for a bit of close combat muscle. Using small infantry detachments (single platoons of three squads plus the command squad) allows the detachment to make best use of cover and ensures that not too many morale points are lost if the detachment is reduced to half strength. Attaching Heavy weapons squads to a tank company and mobilising those squads gets the same result, but pushes up the cost of an already expensive unit.

Hellhound flame tanks

Notes: A Chimera with a HUGE flame-thrower bolted onto it, the Hellhound is the cheap and cheerful version of the Demolisher. At 12 points it's a lpt cheaper and represents excellent value. When supporting infantry, its speed of 20cm allows it to keep up (sort of) with Chimera transports and help out infantry in the event of an assault. All this makes it a very aggressive vehicle, desperately trying to close the range before it's destroyed.

Tactics: The Hellhound is wasted in anything but a firefight or supporting a close assault if only because a range of 15cm won't let it do anything else. Attach it to a detachment containing a few Ogryns for maximum effect in the assault. Alternately, use it in very dense terrain where the range of 15cm isn't too much of a handicap. At all costs, don't let it be assaulted because the assault value of 1 is virtually useless against specialised troops.

Griffon

Notes: a short ranged barrage weapon is not the most ideal combination, but the Griffon has one major perk over every other artillery piece in the Guard's arsenal Speed. At a move of 25cm it is best used in fast attacks over long distance that will require their own artillery support because they'll leave the heavier artillery behind. Armour 5 won't do it any favours, but at 19 points for each unit the Griffon represents excellent value so far as artillery goes.

Tactics: Griffons are best when attached to tank companies attacking detachments mounted in Chimeras. Tank companies almost invariably seem to be lacking artillery of their own, and infantry in Chimeras will quickly outdistance the Heavy guns of the Basilisk companies. On its own, the Griffon is a fairly flexible vehicle, but for a really heavy pounding, use Heavy and Siege artillery. Best used to keep open a hole in the enemy line. As usual the Imperial guard, avoid assaults at all costs: an assault value of 0 means that even Gretchin will have an advantage.

Sentinels

Notes: Cheap trash. There's nothing here that

isn't done better by something else in the Imperial forces. The one excuse for fielding these is that they make great cannon fodder at 8 points a unit. A range of 30cm is nothing special, and to make a hit-and-run, you'll usually have to come into range of the enemy firepower unless your opponent has been criminally negligent. Armour 4 won't do them any favours either.

Tactics: Having been rude about Sentinels, try putting a few squadrons in your main battleline to give it a bit more mobility and perhaps throw your opponent off balance. That aside, leave them at home unless you want something expendable for a suicide attack on the enemy's artillery.

Heavy Artillery

Notes: The stock 'big gun' of the Imperial Guard, Heavy Artillery Batteries are fairly mobile, but don't count on them to get out of the way of an assault. 41 points is good value for a unit with a range of 90cm. Armour 5 won't let it take too much punishment, but if you've been careful then there shouldn't be much in the way of incoming firepower.

Tactics: Nothing subtle. Go onto Overwatch and stay there. Batteries of 3 are virtually compulsory to get any sort of decent effect out of such troops. For absolute destruction, try using a full company of 10. The worst threat comes from flyers, but this is countered by having infantry well in front (in a position to snap-fire at any flyer that gets too close) and a few Hydra flak tanks, not to mention some Thunderbolt interceptors, around negates this. Also watch out for super-heavy weapons, which often have ranges of 60cm or greater.

Siege Artillery

Notes: Broadly similar to the Heavy Artillery, *Overwatch* is essential to get the best out of such monstrosities as the Manticore and the Bombard. A speed of 10 is further compromised by the fact that Siege artillery can't move or fire on the turn after they've fired. Remember to pick your targets to do the most damage-targeting tightly packed infantry allows truly awesome destruction. Best fielded in batteries of three, since full companies are usually overkill.

Tactics: *Overwatch, Overwatch, Overwatch.* What else is there to say?

Deathstrike missile launchers

Notes: Expensive but worth every point. Speed and armour are nothing special, but if the enemy doesn't present you with some very desirable targets on turn 1, then just stay on *Overwatch* until he does. Armour 5 allows it to absorb most of the fire that come its way. Assault 0...need I say more?

Tactics: Desirable targets comprise any unshielded war engine you can get line of sight to. On Overwatch, one Vortex missile will cripple such a target, two will probably destroy it and three is probably overkill. Tyranid big-titans are especially vulnerable. Watch out for shielded war engines, which may well require more attention from the rest of your force before properly set up for the killer shot. In case you hadn't guessed, I quite like these.

Hydra flak tanks

Notes: The only flak unit possessed by the Imperium, the Hydra is virtually an essential purchase for any army above about 500 points. Attach such detachments to your artillery batteries, especially the Siege artillery and the Deathstrikes, where the special orders rule puts everything else onto *Overwatch*. Which you were going to do anyway.

Tactics: Aim to protect your artillery, especially from players who try to bypass the rest of your army by coming at the target from an angle and not straight across the board. Otherwise, use your own flyers on intercept missions and the snap-fire rule to guard the rest of the army. If a few Guardsmen go down, well it's no major loss. Operating Hydra batteries in pairs means that one detachment can move whilst the other gives A-A cover. On the next turn, the roles are reversed, with the first battery moving whilst the second uses the flak ability. In this way, you can create safe corridors for advancing troops. Finally, it is possible to use the Hydra as a medium-ranged battle tank. A range of 30cm won't do it any favours against specialist battle tanks, but if some stragglers manage to get through your lines, a Hydra's Firepower rating of 3 will give them a hard time of it. Especially effective against infiltrators, who tend to go for artillery targets and ignore the Hydras, thinking that they can't fire back.

The Imperial Navy: Flyers

Marauder

Notes: A poor man's Thunderhawk gunship, the Marauder is incapable of performing transport missions and only packs firepower 5 instead of Firepower 8. However, at 45 points instead of the Thunderhawk's 80, you can afford roughly twice as many. A dogfight rating of 2 won't do it any favours against any interceptors (excepting those operated by the Tyranids), but on intercept orders it can get the drop on Tyranids and Eldar bombers and raiders.

Tactics: Unless you've got complete air superiority, then use Marauders as backup for a squadron of Thunderhawks. Both should go for the same target on ground attacks, hoping that the enemy interceptors won't be able to stop both squadrons. If operating without the Thunderhawks, then use squadrons of 5 to get three blast markers onto the target and still do some reasonable damage. DON'T come straight across the table. Attempt instead to bypass any skirmish screens and go for the troops that pose a real threat to your army, such as artillery batteries and disrupt weapons. In the event that you can sight on transport vehicles, nail them. With a bit of luck, your opponent will lose any cargo contained in those vehicles. This is especially true of the Orks, who tend to rely on Battlewagons to get their slower but plentiful assault infantry into combat.

Thunderbolt

Notes: The only Imperial interceptor, it is also the cheapest fighter the Imperial have access to. At 30 points, you'll rarely be outnumbered by more than two to one (and only the Tyranids have flyers that cheap). A dogfight rating of 3 means that, on Intercept missions, it'll have the advantage over most opponents, but watch out for Eldar Nightwings and Tzeentchian Doomwings, both of which will invariably get to fire first, regardless of mission. The Ork Fighta-Bommerz are the equal in combat and cost exactly the same. Pick on detachments when they make ground attacks. If they make ground attacks. I know plenty of Ork players who only use these ramshackle constructions as interceptors.

Tactics: Use to intercept bombers. Because of the higher dogfight value, it's possible to bait Tyranid interceptors with Marauder bombers, then use Thunderbolts to catch the rest of the Flight swarm. You'll get to fire first because both the Imperial aircraft have higher Dogfight ratings. Take out the Harridans first, then mop up any Gargoyles when you get the chance. This way, life shouldn't be too difficult. Ground attacks are unwise, because the range of 15cm only gives you a 5cm safety margin before snap-fires come into play. Don't try this unless you are very sure of your ability to judge the distance and plan a formation.

Super-heavy tanks

Notes: At 110 points each, these are a criminal waste of points in all but the largest games. A damage capacity of 4 and no shielding renders them horribly vulnerable to even conventional firepower, and Death Rays are odds-on to destroy these with a single shot. Avoid like the plague except in the largest battles.

Tactics: If, for some unknown and unfathomable reason you want to use these (WHY?!), then make sure that there are some Titans around to draw the enemy fire. Equally, focus your efforts on negating the biggest threats to the Super-Heavy tanks. The Baneblade works best in squadrons of three, which gives a total firepower of 24, placing three blast markers automatically. The Baneblade is let down slightly by a range of 45cm, but massed firepower makes it very efficient at clearing infantry and vehicles. Dump a few of these in cover, with a clear field of fire and let the carnage commence. The Shadowsword, however, works just as well when operating solo, possible even better, since it can't get out of command. The Death Ray is best used for picking off Tyranid Bio–Titans and other large, unshielded war engines. Against any other target, you won't do enough damage to recoup the points cost of the tank

The Leviathan

Notes: The rough equivalent of the Reaver Titan, this massive tank is let down by its slow speed. The Mega-Cannon and other weapons are good for dealing with infantry, but war engines could cause it problems. The transport capability is a waste, if only because it is impossible to make full use of it-the Leviathan can take on or drop off a maximum of 4 units a turn, which isn't impressive, given its large transport capability. For transport work, Chimeras are generally better.

Tactics: The only Imperial Guard vehicle to have Void shields, the Leviathan is too slow to be used as an offensive unit. Instead, it is far better off on the defensive, where its lack of speed won't hamper operations and the massed guns can batter any incoming troops. If necessary, some infantry stands can be sheltered in the Leviathan's bays, just as an extra, nasty surprise. Ogryns can, for example, be kept in the Leviathan, then released to assault the enemy when they get in range.

Cunning plans

'Battles are decided by slaughter and manoeuvre. The greater the general, the more he contributes in manoeuvre, the less he demands in slaughter.' (Winston Churchill)

Plan 1: Let 'em all come!

The basic Imperial Guard plan, and one that has been tried and tested on hundreds, if not thousands or tens of thousands of battlefields, this method relies firmly on the strength and range of the Imperial Guard's artillery. Sit still on Overwatch and pound away with the Heavy and Siege artillery. Once the enemy gets into range, the Leman Russ tanks and infantry add their fire, before Ogryns charge in, breaking the enemy (this last bit is an optional extra). Good, enough, but with march speeds of 60 or 70cm, many vehicles will be within range within two turns and can start shooting back. Within three or four turns, the infantry will almost certainly be facing close combat and by the sixth turn, at least some of the enemy may well be among the artillery batteries. If the enemy gets close, this plan is doomed, but if you can keep them at range, either by clever placement of impassable terrain or by some snappy moves, then you can usually pound them into oblivion. Remember to break one detachment's fighting capability and do a solid job before moving onto the next. Deathstrikes should be reserved for war engines, since these are by far the most powerful tank hunters you have.

Plan 2: Blitzkrieg

One thing almost never expected from the Imperial Guard is an assault, especially when operating alone. However, the tank companies can be a potent attacking force, especially against other tanks and infantry.

Dismiss the Heavy and Siege Artillery, except in small batteries of about three guns each. Instead, attach two or three Griffons to tank squadrons and companies to provide a more mobile artillery force. Most of the long ranged firepower, though, should come from flyers. Spending 25% or more on Thunderbolts and Marauders (with the emphasis on Marauders) gives enough air power to overwhelm flak batteries and destroy enemy interceptors before they can do any serious damage. Meanwhile, the tank companies, replete with Griffon support and accompanied by some Ogryns and Heavy weapon crews mounted in Chimera transports storm towards the enemy line at either march or assault speed. Once within range, they slow to normal speed and begin pounding the enemy lines. The Ogryns then assault the battered enemy, supported by Hellhounds, whilst the Heavy weapon crews deploy in cover and defy the enemy to shift them whilst raining down death and destruction and completing the rout. The important thing here is to focus the tank companies' assault upon one part of the enemy line and defeat it at speed whilst maintaining the momentum of the attack. Go for the weakest part of the enemy line and vapourise it. Even war engines have a hard time standing up to the attack of 10 Leman Russ tanks and a combined firepower of 30. Some Deathstrikes can also be used, but only to beat up war engines.

Part 2. The Adeptus Mechanicus

INTRODUCTION

The Forge worlds of the Adeptus Mechanicus are exempt from the levies of the Imperial Guard-they do not have to provide men for the regiments in recognition of their especial role in the defence of the Imperium of Man. However, the Adeptus do provide four main fighting forces: the Skitarii, or Tech-Guard, the Knight Households, the Titan Legions and the Centurio Ordinatus. Each of these provide their own special role in the Imperial forces, and each has its own doctrines regarding war.

The Skitarii

Devotees of the Cult Mechanicus, the Skitarii divide into three main sections: infantry, tanks and artillery. Their role is much the same as that of the Imperial Guard, and the two armies are identically equipped and trained in a similar fashion.

Hypaspists

Notes: Exactly the same as Imperial Guard, all the same comments apply. Cheap and expendable, buy in large numbers and use in large numbers to get the best effect.

Tactics: Stand and shoot. Close combat is out against all but the weakest adversaries. Don't let casualties worry you until detachments start to take up to 25% or more in the way of losses. The Hypaspists are expendable, and should be treated as such.

Sagitaari

Notes: Imperial Guard Heavy weapons squads. Twice as expensive as their Hypaspist counterparts, Sagitaari should really have priority in cover, leave the standard infantry out in the open to absorb Firepower. A range of 45cm is useful in a tank battle, as is a Firepower of two –the equal of a Space Marine Devastator stand.

Tactics: As with the Hypaspists, stand and shoot. Be sure to stay in cover where possible and use *Overwatch* if a shooting match is likely. Don't let casualties pressure you, but if you start taking more than 25%, it's time to withdraw and get support.

Praetorians

Notes: Of dubious value, Praetorians are only really effective against weak troops or when you have a substantial advantage in numbers (like the maximum 2 to 1). A range of 15cm hampers their abilities, and the stubborn ability is useless unless there are only Praetorians in the detachment. This means no transport units, no Sagitaari for Firepower, no Hellhounds or Demolishers for close support, no nothing. Add this to an average assault value of 2 and it's easy to see why these troops are a waste of points.

Tactics: Ordinarily red herrings, Praetorians can make very useful suicide units. Dropping them behind enemy lines in a planetary assault can prove effective, especially against artillery, which generally has an assault value of 0. A low points cost –10 points for a single stand-means that large detachments have a low morale value, and thus can be reduced to half strength without any major problems. Otherwise, well someone has to die in a battle, and the Praetorians might actually do some damage to the cheap troops generally used as a skirmish screen if marched away from the rest of the army at top speed. Remember to keep marching – a lead of about 50cm on the rest of the army by turn two is desirable.

Support weapons

Notes: Reasonably cheap, the support weapons allow the Adeptus Mechanicus to field major antitank firepower that would otherwise have to come from the Titans and Imperial Guard. Armour 4 and an Assault value of 0 doesn't do them any favours, so they need protection against close assaults. A range of 45cm is decent, and should have an opponent wary of coming into range.

Tactics: Since they're classed as infantry, support weapons gain the armour bonus for cover and aren't to badly affected in terms of mobility. They need it, since armour 4 doesn't do them any favours when the shells start firing. At 13 points, they're cheap, so you can easily deploy 9 or 10 of these to keep areas clear.

Another aspect of support weapons is that they can be deployed in drop pods. Attached to Sagitaari units dare the enemy to come into range. When in cover, a detachment of this nature can go onto *Overwatch* and is then very hard to shift. Such a detachment also does serious damage, especially to unshielded war engines.

Robots

Notes: 24 points seems a little steep for this unit. A speed of 15cm is rendered useless by Overwatch, which is necessary to use the rapid fire rule. A range of 45cm is good, but isn't spectacular in a tank battle. Firepower 1 (2 when on *Overwatch*) is way too weak for a full blown shooting match. Armour 6 is good, but perhaps overkill for such as defensive unit.

Tactics: Why take Robots? Sagitaari mount just as much firepower and can get the armour bonuses for cover, as well as being cheaper. The Leman Russ is faster and better armed, if slightly more expensive. An inability to command means that if a detachment is reduced to robots, it'll just stand around being useless because every unit will be out of command. Avoid. Avoid! AVOID!

Knights

Notes: Miniature Titans, the Knights are impressive. Firepower 3 and a range of 45cm is better than most tanks. A speed of 25cm allows them to stay clear of virtually any foe and move in for the assault when they want to. Assault 4 means that they'll have an advantage against many foes, excepting elite infantry (and Stompas) as well as large war engines. A save means that they can take some ludicrous amounts of damage, and partially negates a good, but not exceptional armour of 5. All this for 28 points, and you have excellent value.

Tactics: The Knights can be turned to just about any task you have in mind, whether it be tank battles or assaulting artillery positions. On the defensive, the Knight Castellan is better, but considerably more expensive. *Overwatch* in combination with firepower 3 and a range of 45cm can decimate almost any enemy. In short, Knights are the best all-round unit the Adeptus Mechanicus have. Ignore them at your peril.

Knight Castellans

Notes: Similar to the standard Knight, the Castellan is worse value. However, if you want a good quality support unit, you can't go far wrong with these. A range of 45cm combined with a firepower of 4 is more than the equal of most battle tanks. A move of 20cm is slow in comparison to lighter vehicles, but the Castellan will tend to spend its time on *Overwatch* anyway if there are enemy in range. Still good value at 38 points, but be sure to keep your Castellans safe. Assault 3 is respectable, but any enemy elite will tend to give it trouble. Rank and file infantry will pose no trouble, even to the Castellan. Just don't let them gang up on you.

Tactics: For a truly devastating combination, try operating Castellans in combination with standard Knights. Otherwise, treat them as an artillery battery, albeit a mobile one. March or assault move to get to a better firing position if you run out of targets, but otherwise stay on *Overwatch*. Because of their high points cost, as well as the amount of damage they can inflict, be on the lookout for super-heavy weapons. The Save won't keep a Knight intact forever, so the anti-tank weapons and Death Rays should really be first targets.

Ordinatus

Notes: Expensive and unshielded. Not the best combination. However, each of the Ordinatus mounts a weapon that is either unique or only repeated on a few units. Possibly worth having, but only in large battles. A speed of 10 is needlessly defensive, and armour 5 is questionable on any unshielded war engine.

Tactics: for Mars: The Sonic Cannon is let down by a range of 60cm, the same as many of the Titan-killer weapons on enemy war engines. However, it's the only disrupt weapon the Imperial forces have access to, so if you want a disrupt weapon, you don't have much choice. It can't use *Overwatch*, so you'll place roughly three blast markers a turn. Use massed firepower to place the blast markers and leave Mars at Mars.

Tactics for Armageddon: A very nice Titan-killer, Ordinatus Armageddon has an excellent range and does real damage when it hits. Timing is everything. Use it when a target's shields are down NOT before, since the automatic critical hits are wasted otherwise. Since the Plasma Annihilator is only available on this and the Imperator Titan, Armageddon can be quite useful if it nails some expensive targets early on.

Tactics for Golgotha: 6 Deathstrikes welded together. I'd rather have the 6 Deathstrikes since at least then you get the Overwatch are-rolls for the Vortex missiles and can fire off all 6 missiles in one turn. Leave it at home and take the Deathstrike batteries instead.

Warhound Titans

Notes: Cheap and surprisingly useful, Warhounds are great when some serious firepower is needed to quickly back up a Space Marine assault. A move of 20 means they can being weapons to bear on any facing and a total firepower of 12 makes for a devastating combination. At 200 points each, you get a fairly flexible war engine that can do major damage to infantry and vehicles if it gets the chance.

Tactics: The Warhound may be the fastest Titan, but it's also the lightest. 2 Void shields and a DC of 4 provide only negligible protection from enemy fire. Death rays will find the Warhound a snack if the shields go down. And they will go down if you take

excessive risks. These Titans work best in pairs, since they then boast a combined firepower of 24, enough to pin 3 blast markers on a target, as well as doing some serious damage. This method also gives the enemy two separate targets to shoot at, so it is less likely that the unit will be eliminated.

Reaver Battle Titans

Notes: The lightest of the Titans to mount variable and super-heavy weapon configurations, the Reaver is a flexible tool. It can be tailored to be an infantry killer with barrage weapons and Mega-Cannon, or a Titan-killer with 3 Death Rays (Death Star impersonations?) Most people tend to mount a single Death Ray and 2 anti-infantry weapons, possibly with a close combat weapon instead. A good buy for 390 points, with 4 Void shields and an armour of 6 enabling it to soak up a good deal of damage. Expect a certain amount of fire though, and ensure that this is minimised. A speed of 15cm limits the response rate of the Reaver, so don't let yourself get surrounded.

Tactics: Mounting a single Death Ray is usually a good idea, and two Mega-Cannon give respectable anti-infantry punch. The basic Reaver tactic is not subtle. Steam into the enemy, guns blazing. Assault infantry detachments and watch them break. Get into range of enemy weapons and watch the Reaver topple to the ground in a roaring inferno. The Reaver can be quite potent on the attack, but don't overlook its ability on the defensive. Most of its weapons have a range of 60cm, allowing you to let the enemy come to you instead, giving you more time to shoot them up. Which has to be a good thing.

Warlord Battle Titans

Notes: The heavier of the two Battle Titans, the Warlord is probably the most common Titan in any battle over 1500 points. The debate over whether to use one Warlord or two Reavers is still unresolved, but go for the Reavers (if you have the points) to gain 50% more weapons over the Warlord. However, you're also paying 200 points more, so use the Warlord if strapped for points. For your 555 points, the Warlord offers 50% extra shielding and double the damage capacity and an extra weapon system. Not Bad.

Tactics: Much the same as the Reaver but the extra two Void shields allow you to take some risks and get away with them. Don't tempt fate, however. Two Death Rays and two Mega-Cannons form a good all round combination.

Imperator class Titan

Notes: The single most powerful and most expensive unit in the game, the Imperator mounts a triple Mega-Cannon Death-Ray. Add in a total of Firepower 30, all combined with a decent range and it has immense destructive ability. 12 Void shields allow it to take horrendous amounts of fire, but these are necessary, both because 900 points of infantry generate horrendous amounts of and it only (!) has an armour of 5. DC 24 keeps it going long enough to raise any downed Void Shields. A speed of 15cm is average and fast enough to allow it to take a support role or maybe form a spearhead.

Tactics: The Imperator deals with almost every eventuality by sheer brute force. It mounts enough Firepower to destroy virtually anything in one turn, with the possible exception of an intact Mega-Gargant that has full 12 the Power Fields. Be sure to save the Plasma Annihilator for unshielded war-engines, since the three Critical hits come into effect.

The transport capacity of the Imperator is pretty useless. It cannot load or unload in a single turn. However, if a unit has a rescue objective and needs to be kept safe, an Imperator is about the safest place to hide.

As a final point, for the most awesome demonstration of massed Firepower, turn all of the Imperator's weapons onto a single large war-engine such as a Great Gargant. Fire the Heavy weapons batteries off first, then the Hellstorm Cannon, then the Plasma Annihilator to finish the job. This will flatten pretty much anything in a single go and it is worth it, just for the effect it will have on an opponent's thinking. For other ideas on the Imperator Titan's uses, read the article 'Imperator', in WD 181. To give your opponents nightmares take two of them and use in combination.

Well that's about it, I haven't covered Space Marines because they've sort of been done to death lately in the Dwarf, but I hope this'll help Imperial players to maintain the might of the Imperium.

The Drums of the Imperium

Space Marine special rules for Bolt Guns in WH40K

by Pete Haines

Pete from Birmingham is a bit of a wargaming veteran and has had a long association with Games Workshop. He started off with historical gaming, mainly focusing on the Ancient period, but has been playing GW games since the release of 1st edition Warhammer *(I can barely remember that far back! –Ed)*. Pete was even one of the co-authors on GW's superhero RPG 'Golden Heroes' back in the early eighties.

These days he's calmed down a bit *(yeah right! –Ed)* and settles for a few challenging games with Andy Chambers. In fact he's even become embroiled in Andy's Piscina IV campaign. Whilst wracking his brains for a way of soundly beating the 'Horned One', he's come up with all manner of new ideas and rules for his Space Marines. Here's just one of 'em.

Evolution of the Boltgun

Since the Great Crusade the weapon of choice for the Adeptus Astartes has been the Boltgun. In many ways it symbolises the Imperium with its brutal efficiency. In the centuries since the Crusade the Boltgun has remained in use partly because of the strictures of the Codex Astartes, but primarily because it has yet to be found wanting. With each generation of Space Marines new threats to the Imperium have emerged and whilst their weapon of choice does not change the Marines are constantly identifying new ways of deploying it which if successful become part of the drills which their successors learn in basic training.

These developments in Boltgun use are focused primarily on the tactics of Marine Tactical Squads. This is inevitable given the roles and equipment of the various squad types. Devastator Squads and Assault Squads have very specific tasks in battle whilst the ubiquitous Tactical Squads have to be able to do whatever is required, the assumption being that a Marine Tactical Squad should be equal to any threat. Underlying any development of special tactics is the limitation that there is a finite limit on the amount of time that Marines can spend in training. Marines are after all a rapid reaction force, they can be called upon at any time to go anywhere, their training programs have to be flexible enough to represent this, consequently training has to be prioritised. For Devastator squads use and maintenance of a wide range of complex heavy weapons is the priority, the technical proficiency required is reflected in the number of TechMarines whose initial service was in a Devastator Squad. Although squad members cannot pick up fallen comrades' heavy weapons in the middle of a battle this is due to the difficulty of reconfiguring the suspensor and targetter harness as well as the practical gaming limitation of avoiding having to check whether hits damage weapons and marking where weapons were dropped. Those members of a Devastator Squad still standing at the end of an action will always attempt to recover and repair their heavy weapons so that when next called upon the firepower of their squad is as near its full potential as possible. All members are therefore trained to use every heavy weapon in the inventory, this takes time and effectively precludes the more complex Boltgun drills. Assault Squads similarly have their priorities.

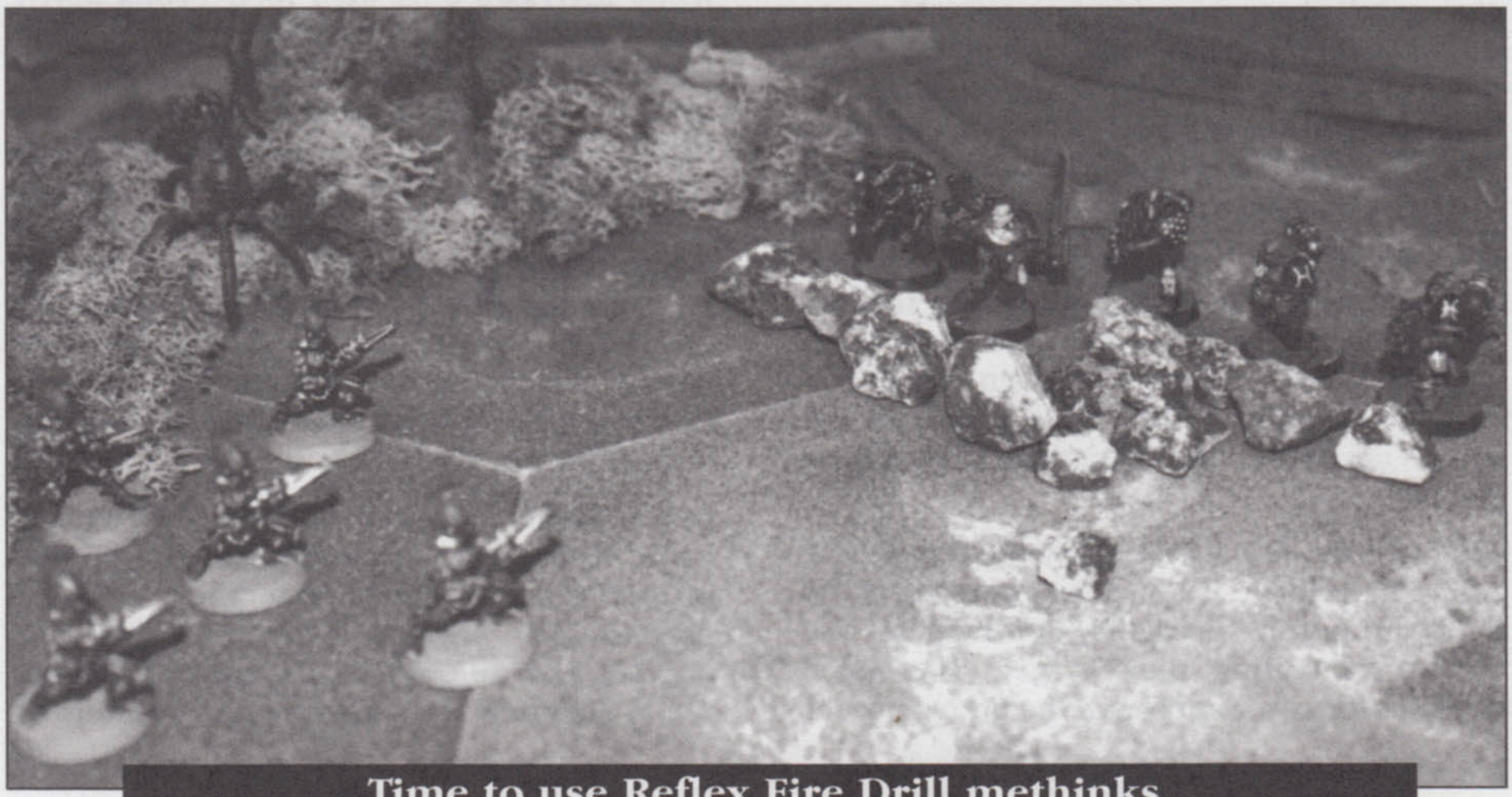
They must master the use of the Jump-Pack, a notoriously fickle device which no other force is able to make such effective use of. In addition, an Assault Squad has access to a huge range of assault weapons from Hand-Flamers to Power-Fists. Whilst an individual Marine will have weapons of choice these will only be established after a long period of experimentation and will always be constrained by availability. As if this was not enough it is Assault Squads who are frequently tasked with crewing Land Speeders, Bikes etc all of which requires extensive training. Finally, Assault Marines' doctrine is close fighting, they are not generally issued with Boltguns as these are not the optimum weapons for their type of combat.

Tactical Squads do not have these priorities, they need to be able to do any job they are tasked with often without the luxury of having the perfect weapons. What they do have is the Boltgun. All Marines have a skill with the Boltgun surpassing other users, this is reflected in the *RAPID FIRE* rule, Tactical Squads have developed a number of variations on this skill tailored for specific circumstances. These drills are available to Tactical Squads only, this includes Veteran squads equipped as Tactical Marines but does not include any Space Wolf pack types (they are too preoccupied with melee weapons). Drills can only be used in conjunction with Boltguns, squad members using other weapons gain no benefit from the drill although they may fire as normal.

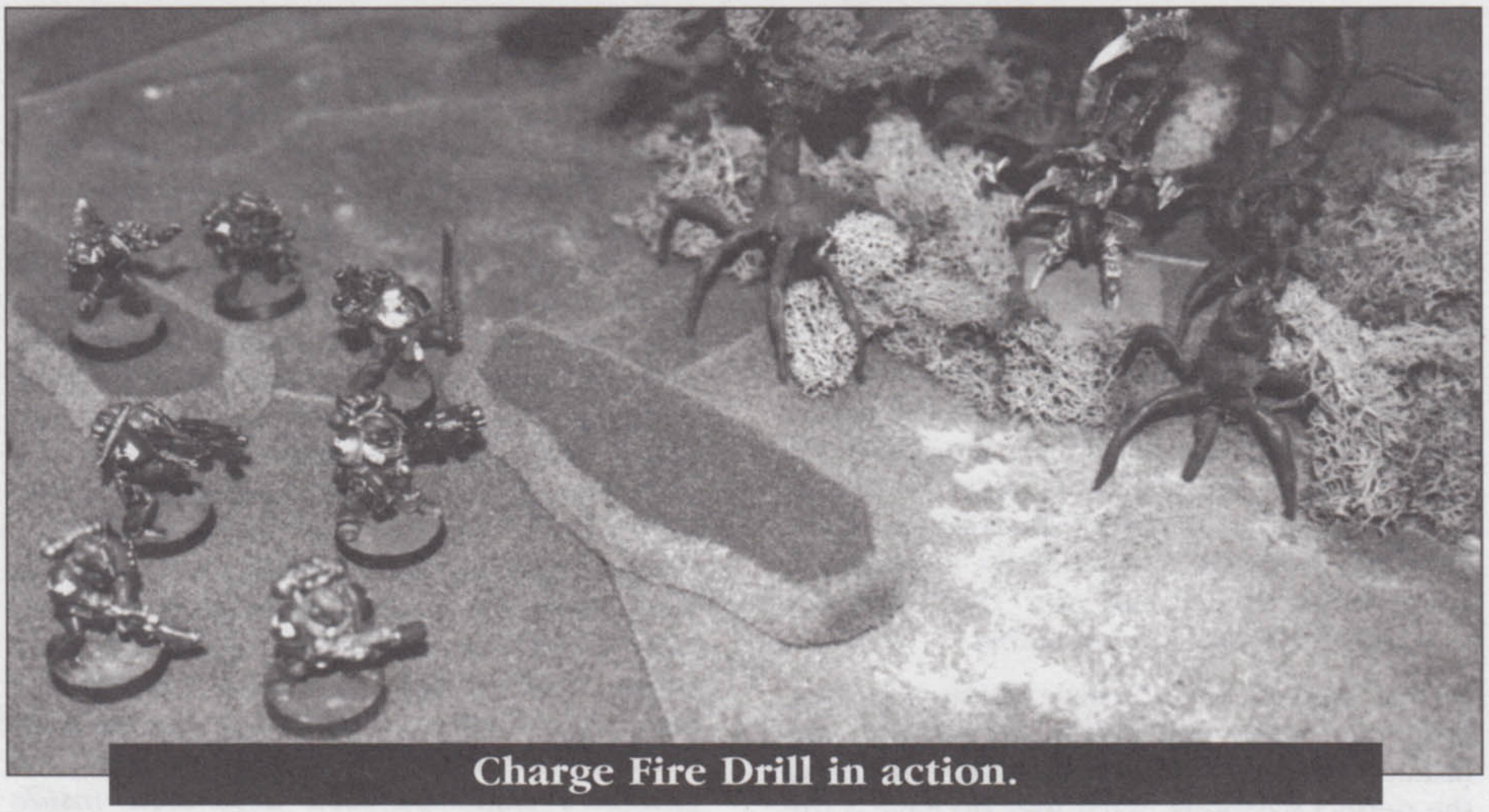
1.Skirmish Fire Drill

Jagrekk squinted as he watched his foes move up to cover behind the wall of a ruined building. His boyz blazed away with their Bolt Pistols. As the Marines advanced he saw one Marine get wounded but otherwise there was no effect before the Marines dropped out of sight. 'Right boyz cover dem roks when a beaki stiks his nose out – blast it' Jagrekk's mob sniggered in appreciation of their boss' cunning. Suddenly from one end of the ruined wall a Marine appeared, a dozen Ork Bolt Pistols tracked enthusiastically across only for the Marine to drop down without firing before the salvo could do more than pock-mark the wall. Immediately another Marine appeared at the other end of the wall firing while the Orks were busy slamming in new clips. Kuzdrenn let out a sudden yelp followed swiftly by a damp thud as the Boltgun's explosive shell detonated inside him. Once again the Orks let fly, but once again there was nothing to hit.

Skirmish Fire represents a co-ordinated pattern of shooting from cover where the enemy attention is drawn toward one member of a squad or combat team whilst another fires. The patterns are very complex and impossible to predict with a mixture of single, double and even triple decoys preceding each shot. The tactic cannot be combined with *Rapid Fire* but has the effect of allowing a squad (or combat team) that is *hidden* to fire and only become located rather than spotted.



Time to use Reflex Fire Drill methinks.



Charge Fire Drill in action.

2.Suppressive Fire Drill

Jagrekk's agitation grew, manifesting itself as in one motion he picked up Kloppa his faithful Gretchin servant and flung him at the wall. The Boyz joined in the fun by firing a few shots at the terrified runt as he leapt back into cover. Slightly calmer, Jagrekk issued his next order, 'evrywun dahn if we can't shoot dem den we don't let dem shoot at us', Jagrekk's logic was starting to get a bit profound for his lads but they obeyed. Everywhere, Orks disappeared behind bushes and trees. Unconcerned, the Marine Combat team stood and as one man let fly with their bolters. The wood shook with the impact of the explosive rounds as the Marines methodically engaged every potential scrap of cover in turn. Precisely and accurately the Marines pattern of fire tore into every bush and tree. The Orks had long since stopped laughing at little Kloppa.

Suppressive Fire Drill allows a Marine Squad or Combat team to engage opponents that are *hidden* or located using their Boltguns usual target priorities apply and hidden troops can only be engaged if they were visible in the terrain currently concealing them during their last move

Although the fire is essentially rapid only one roll to hit is made for each firer as many of the shots are purely speculative and have no real chance of hitting their target. The usual minuses for cover apply and the firers may not move in the turn they use the drill. *Suppressive Fire Drill* is performed at the start of the movement phase after charges are declared but before models are moved. It will therefore always precede enemy *Overwatch* fire and may drive them out of *Overwatch* before they can fire.

This drill is only successful because of the Bolter's explosive ammo. Whilst not powerful enough to merit a blast marker in its own right it can produce a similar effect when used to saturate an area.

3.Fire Charge Drill

While Jagrekk's boyz kept their heads down the Marines leapt from behind their concealment and charged forward, in their left hands they held their Boltguns firing from the hip the moment the hastily concealed Orks came into sight. In their right hands they held their Bolt Pistols keeping the magazines full for the close fighting. Two of the Orks fell before the Marines arrived and two others were mobbed by the five Marines, rapidly falling to the deadly close-in Bolt Pistol fire. Jagrekk knew he was fast running out of options.

Just because a Tactical Squad is not armed with Chainswords, Power-Fists and additional pistols doesn't mean that they are not prepared to engage in melee. They are Marines and are trained to adapt and survive. When Charging, the squad is moved as normal

and at the start of the hand-to-hand phase (before Digi-weapons, Mandiblasters etc) each model may fire one shot. Their target must be one of their melee opponents if they have managed to reach them, but if not then normal priorities apply. The shot has a modifier of -1 to represent the difficulty of aiming while charging forward. If a Marine who has entered hand to hand shoots his opponent in this way he may perform an immediate follow up move before resolving combats. He may not shoot during the follow up move.

Although the drill is primarily intended for combat teams Charging into superior numbers of enemy, it is completely useable by troops who are running. The squad or combat team may therefore fire their Boltguns after performing a run move but with a -1 to hit modifier.

4.Reflex Fire Drill

'Time to even up da score boyz', Jagrekk knew that more than half of his mob were gone and that, so far, they had scarcely scratched the Marines, but he expected sneaky stuff from humies, now at least he could see them and his long–held belief that 'nuffink likes an axe in der face', offered him a solution

He lurched forward growling, 'ere we go' and was intensely relieved to hear the boyz following him whooping enthusiastically. As a Blood Axe, Jagrekk was familiar with the humie idea of field punishments for cowardly troops but no matter how much fun they sounded he knew this was not the ideal time to try them out.

As he charged time slowed for Jadrekk, each stride through the wood took an age, ahead of him the Marines moved in normal time reloading their Boltguns with a speed and discipline that he wouldn't have believed possible. Inexorably the barrels rose to greet him, and in response to his enraged scream he heard a single command – 'Fire!'

Marines use *Reflex Fire Drills* as a means of defeating enemy counter-attacks, they are trained to reload at incredible speeds and in situations where sudden counter-attacks are a possibility, to reload before their current magazine is empty. As a result they are always ready to fire.

The effect is that any Tactical Marine who is charged may fire his Boltgun at an opponent who is charging him or his squad/team. This gets the usual -1 for *Overwatch* fire but is otherwise a normal shot

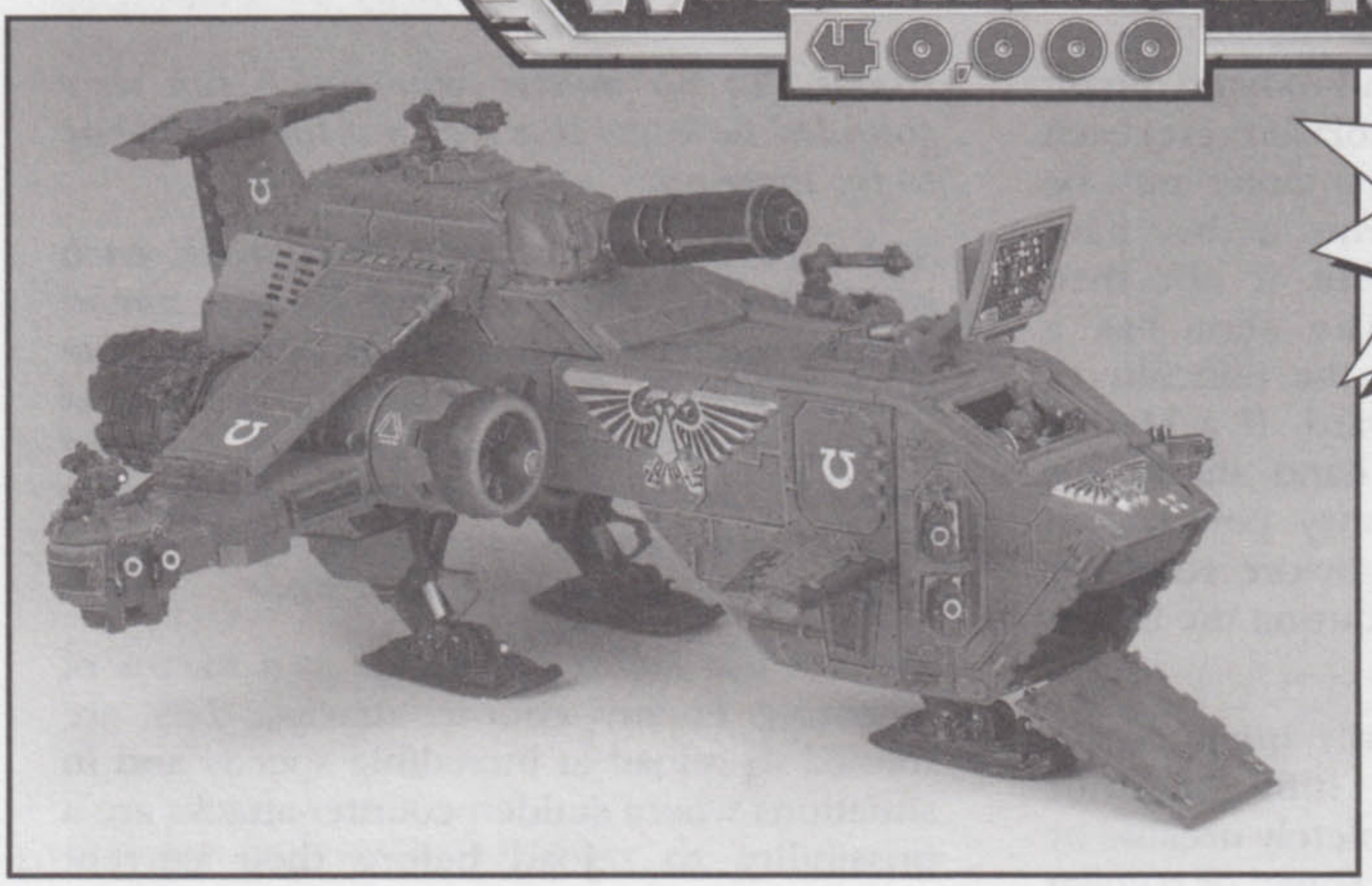
Conclusion

These drills are intended to allow Marine Tactical Squads to be more dynamic in combat. They gain an all-round capability to perform assaults, covering fire and pinning fire not by virtue of better weapons or better stats, but because they are the undisputed masters of one of the deadliest personal weapons in the WH40K universe – the Boltgun.



Marines feeling a little worn out and in need of a fag!

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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JOURNAL™

ARCHIVING SERVICE

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

Over the next three pages you will find a complete listing for all the articles that have been published in Journals 1-13. These are now available as photocopies which come in a dust-proof plastic wallet sent to you by First class post. So, if you are kicking yourself for missing the rules for the Undead Plague cart, Epic Ork Cyber-wyverns or even the Space Marine Drop Pods in Warhammer 40,000 all you have to do is simply give the Ladz at Mail Order a call on 0115-91 40000.

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Rules for this new weapon and how to build your own Wagon.

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WH40K: ASSAULT £2.50
First of a two part article, detailing using trenches, emplacements, concealed bunkers, etc. in WH40K.

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New Eldar Jetbike character plus modelling guide.

SPACE HULK: THE SILENT VOYAGER..... £2.50
Campaign between Chaos' Emperor's Children and Space Wolves.

EPIC: INNER FORCE £2.50
Full psychic combat rules for fighting Epic battles in both the real universe and deadly Warp space.

MAN O' WAR: CURSED OF NAGGAROTH £2.50
Dark Elf Man O' War Magic rules.

WARHAMMER: PLAGUE CART £1.00
Plague and pestilence in the Warhammer World.

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New terrain tiles, rules expansions and increased diplomacy!

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Concluding part, covering Battle Towers and Strongholds.

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Mekanikal madness with these Orky invenshuns.

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Expanded psychic rules for Rune Priests, Adeptus Psykers and Chaos Magi.

EPIC: SNAKEBITE CYBER-WYVERNS £2.50
Huge, green and scaly with wings and big guns! A must for all Ork players.

WARHAMMER: SIEGE £2.50
Introduction to the forthcoming Siege system.

WARHAMMER:
FOR THE LOVE OF GOLD £1.00
Details for mercenaries in the Old world.

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Brand new rules for marauding Orcs on the High Seas!

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New rules for Dragons (breath weapons and spell casting!)

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The first of a three part delve into the realms of Norse. Full Bestiary for the hordes of Norsca.

WARHAMMER:
MEETING ENGAGEMENT £1.00
A simple article allowing you a different approach to games of Warhammer.

WH40K: DEATH FROM THE SKIES £2.50
Full rules and modelling guide for using WH40K Drop Pods.

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FLEETS OF THE DAMNED £2.50
Full rules for Undead fleets, including rules for Screaming Skull Catapults and Necromantic magic.

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The second part of 'The Norse' kicks off with the Army List.

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New weapon rules along with 4 complete new missions!

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Expanded rules giving vehicles greater depth with rules for the mighty Baneblade and awesome Shadow Sword in WH40K.

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Making and converting your own vehicles for WH40K.

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Using mixed teams, including team lists for the famous Underworld Creepers and a shaky alliance between Skaven and Goblins.

CITADEL JOURNAL 8

WARHAMMER ARMIES:
NORSE WAR MAMMOTHS £2.50
Full rules to include these huge war-beasts in your Norse army.

WARHAMMER ARMIES:
NORSE CHARACTERS £2.50
...and Norse special characters to boot.

WARHAMMER: HERO CARDS £2.50
Want more characters? Make your own with these ready-made Hero cards.

WH40K: GOFFIK ROKKERZ £1.00
Who's best? Who's better?

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Kamikaze squigs!

WH40K: ELDAR SCOUT WALKERS £2.50
How to build and use these walkers in your WH40K games.

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Abandon road! Da Evil Sunz use these for Orky driving lessons!

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HE PLAYS LIKE A DAEMON £2.50
Full rules for using Daemons (!) on the Blood Bowl pitch.

CITADEL JOURNAL 9

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An old favourite from our Quest games in Warhammer.

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A new scenario featuring Eldar and Ultramarines.

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New Chaos titans with added Daemonic powers, with modelling guide.

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Valen Swift, Erik Kantona, Jobo Hairyfoot, etc.

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BLOOD BOWL®

OUT OF RETIREMENT

Blood Bowl Star Player Update

By Jervis Johnson

This March sees the re–release of Blood Bowl, GW's very own game of sporting mayhem and mindless violence. If you already own the game, don't worry, we've resisted the temptation to change any of the rules in the game and instead have simply gone for the option of re–releasing the game in a snazzy new box. This said, there will be some new miniatures for the game, headed off by a Norse team designed by Gary 'Berserker' Morley.

You'll hear about these new releases in White Dwarf, but exclusively for CJ readers, the Mail Order Trolls have unearthed some rare and rather old Star Players miniatures that are not included on the Star Player cards in the game. The cards for these miniatures are included below, and you should feel free to use them in your games of Blood Bowl – with the League Commissioner's consent, of course!

One final point, if you take a look in the archive section of this issue of the Journal you'll find quite a few Blood Bowl articles, all of which can be used with the re–released version of the game...

Have fun, and may you never suffer a turn–over.

"Well sports fans that's a big thankyou to the Chairman of the NAF, Mr Jervis Johnson. So Bob, what's new?"

"Well Jim, it seems that the lure of mega–bucks has dragged some of the Blood Bowl 'oldies' out of retirement and back onto the pitch this season."

"Does this mean that we'll be seeing the legendary, six season veteran, 'Ole Bony–Pegleg–McNasty' of 'Night Horrors' fame Bob?"

"'Fraid not Jim, not after the practice match the Night Horrors had against the 'Midgard Marauders' and their new Star Player acquisition 'Wilhelm Chaney' the werewolf."

"He sure has got a taste for those Undead teams Bob!"

THE FOLLOWING STAR PLAYERS ARE AVAILABLE FROM MAIL ORDER ONLY

Just quote the name and product code of the model to the Mail Order Trolls and hire yourself a new Star Player! *(Mail Order Hotline p68)*

Product Code	Description
OLD CHAOS STAR PLAYERS £2.50 each	
073387/15	Hacker Spleenripper
073498/3	Bilerot Vomit Flesh
073387/7	Withergrasp
073498/1	Lewdgrip Whiparm
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073387/16	Slarga Foulstrike
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073387/3	Gregor Meissan
073387/13	Puggy Baconbreath £1.25
073301/1C	Highelm Lyrpade
073387/10	Eldril Sidewinder

HACKER SPLEENRIPPER
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
None	CHAOS	CHAINSAW

135,000 GOLD PIECES

BILEROT VOMITFLESH
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	5	2	9

SKILLS	TEAMS	SPECIAL
Foul Appearance Dirty Player	CHAOS	NONE

125,000 GOLD PIECES

WITHERGRASP
CHAOS MUTANT



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
Tentacles Two Heads Prehensile Tail	CHAOS	NONE

135,000 GOLD PIECES

LEWDGRIP WHIPARM
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
Tentacles Pass Sure Hands	CHAOS	NONE

135,000 GOLD PIECES

DORJAK SURECLAW
CHAOS MUTANT



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	4	3	9

SKILLS	TEAMS	SPECIAL
Long Legs Claw	CHAOS	NONE

130,000 GOLD PIECES

GORLMEN GOREBLADE
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
Frenzy Dauntless	CHAOS	NONE

125,000 GOLD PIECES

SLARGA FOULSTRIKE
BEASTMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	3	8

SKILLS	TEAMS	SPECIAL
Horns Extra Arms Dirty Player	CHAOS	NONE

105,000 GOLD PIECES

WILHELM CHANEY
WEREWOLF



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	3	8

SKILLS	TEAMS	SPECIAL
Razor Sharp Claws Frenzy	CHAOS/HUMAN	NONE

135,000 GOLD PIECES

HELMUT WULF
HUMAN LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	3	8

SKILLS	TEAMS	SPECIAL
None	HUMAN	CHAINSAW

80,000 GOLD PIECES

HOSHI KOMI
HUMAN CATCHER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	3	4	7

SKILLS	TEAMS	SPECIAL
Catch Dodge Leap	HUMAN	NONE

120,000 GOLD PIECES

GREGOR MEISSAN
HUMAN CATCHER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	3	3	8

SKILLS	TEAMS	SPECIAL
Catch Dodge Diving Catch Surehands	HUMAN	NONE

125,000 GOLD PIECES

PUGGY BACON BREATH
HALFLING



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	2	4	6

SKILLS	TEAMS	SPECIAL
Right Stuff Dodge Stunty Block Nerves of Steel	HALFLING/HUMAN	NONE

90,000 GOLD PIECES

HIGHELM LYRPADE
WOOD ELF LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	4	7

SKILLS	TEAMS	SPECIAL
Block Pass Block	WOOD ELF	NONE

125,000 GOLD PIECES

ELDRIL SIDEWINDER
WARDANCER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	3	4	7

SKILLS	TEAMS	SPECIAL
Block Dodge Leap Catch Sprint	WOOD ELF	NONE

150,000 GOLD PIECES

TUERN REDVENOM
DARK ELF BLITZER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	4	8

SKILLS	TEAMS	SPECIAL
Block Dodge Dirty Player Tackle Pro	DARK ELF	NONE

175,000 GOLD PIECES

FLINT CHURNBLADE
DWARF LONGBEARD



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	3	2	9

SKILLS	TEAMS	SPECIAL
Block Thick Skull Tackle	DWARF	CHAINSAW

110,000 GOLD PIECES

BARIK FARBLAST
DWARF LONGBEARD



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	3	2	9

SKILLS	TEAMS	SPECIAL
Block Thick Skull Tackle	DWARF	BAZOOKA*

90,000 GOLD PIECES

UGROTH BOLGROT
ORC LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	3	3	9

SKILLS	TEAMS	SPECIAL
Thick Skull	ORC	CHAINSAW

100,000 GOLD PIECES

GEARGRINDER
ORC CYBORC



MOVEMENT	STRENGTH	AGILITY	ARMOUR
3	5	2	9

SKILLS	TEAMS	SPECIAL
Block Mighty Blow Stand Firm	ORC/GOBLIN/CHAOS DWARF	NONE

125,000 GOLD PIECES

DIRTY DAN
GOBLIN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	3	7

SKILLS	TEAMS	SPECIAL
Dodge Stunty Dirty Player	ORC/GOBLIN/CHAOS	NONE

70,000 GOLD PIECES

SKRITTER
SKAVEN THROWER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	3	3	7

SKILLS	TEAMS	SPECIAL
Surehands Pass Strong Arms Accurate	SKAVEN	NONE

115,000 GOLD PIECES

RASTA TAIL-SPIKE
SKAVEN MUTANT



MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	3	3	7

SKILLS	TEAMS	SPECIAL
Extra Arms Catch	SKAVEN	NONE

100,000 GOLD PIECES

SKREET
SKAVEN LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	3	7

SKILLS	TEAMS	SPECIAL
Block Dodge Leap Guard	SKAVEN	NONE

145,000 GOLD PIECES

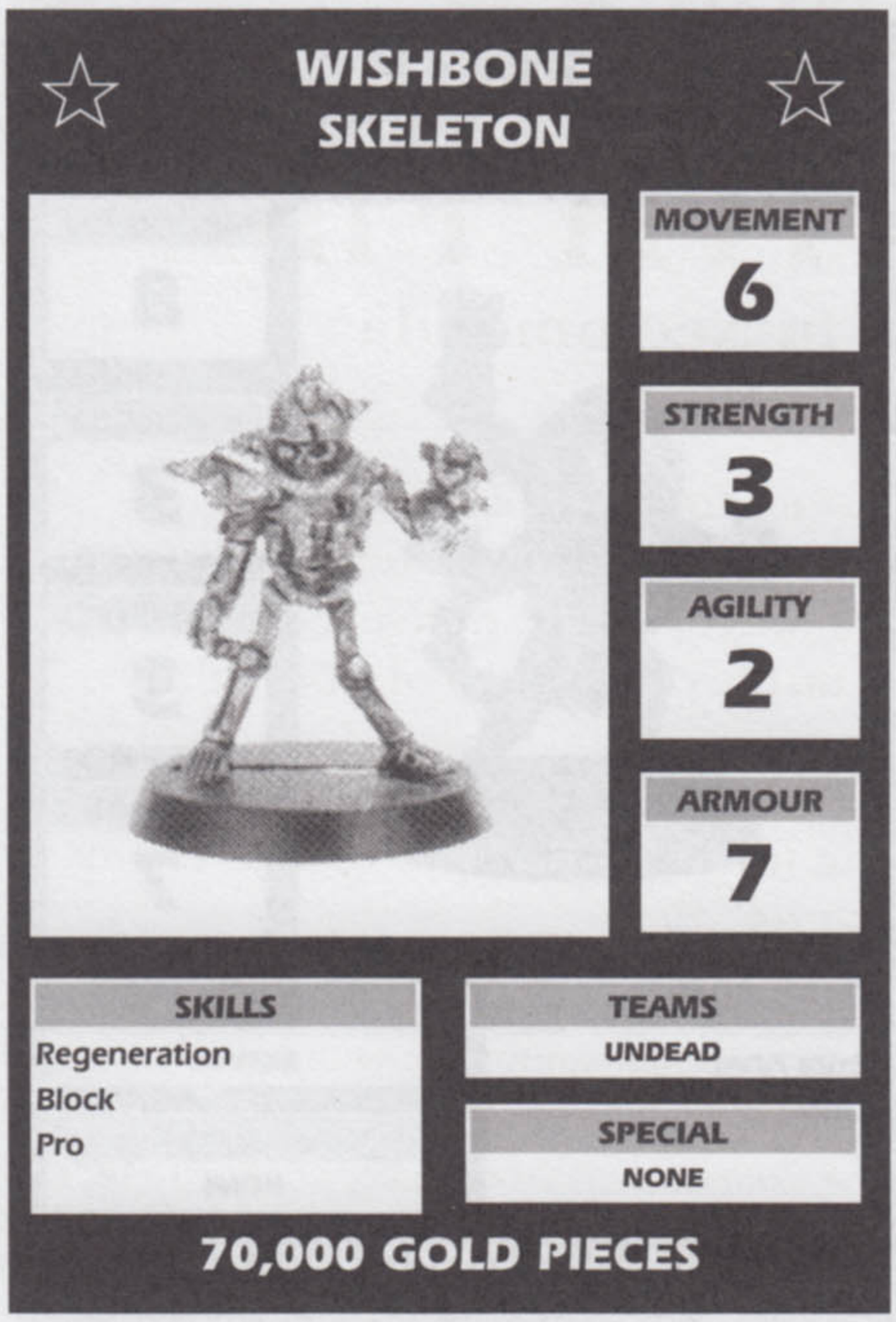
FRANK N. STEIN
HUMAN BLOCKER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	5	1	9

SKILLS	TEAMS	SPECIAL
Mighty Blow Stand Firm Break Tackle Thick Skull	UNDEAD	NONE

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073387/19	Rasta Tail–Spike
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07353/1	Wishbone

(Bazooka* uses the same rules as the Chaos–Dwarf Blunderbuss)

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073351/7	Dark Elf Cheerleader
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073324/3A	Goblin Cheerleader 1
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073324/4	Gobbo Ooligan 2
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073387/22	Snotling Player 2
073387/23	Snotling Player 3
073387/29	Snotling Player 4
073387/27	Snotling Player 5
073387/26	Snotling Player 6

BIG GUYS (These can be used instead of or in addition to the standard models)

020401701/2/3	Treeman 1 £12.00 (with arm? branch? held high)
020401704/5/6	Treeman 2 £12.00
074460/2/5/8	Rat Ogre 1 £8.00 (crouching)
074460/3/4/8	Rat Ogre 2 £8.00 (Reaching up to catch)
074460/1/6/7	Rat Ogre 3 £8.00 (Raising fist)

Check out the vast array of BloodBowl articles we have in the archives (pages 58–60), such as Jervis Johnson's 'Big Guys' from Citadel Journal 13, which allows you to field basic Trolls, Ogres, Treemen etc.

Da Roolz Boyz

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NECROMUNDA™ ®

PLAYING WITH FIRE

Using Redemptionists in Necromunda

by Andrew Stickland

From the man that brought you 'Only 24 hours to save the Underhive' in issue 20, come words of wisdom for Pyromaniacs! Andrew's never still for a moment it seems, just as soon as these dark secrets were delivered to us in an unmarked black envelope, he gave us a taster of another of his slightly deranged ideas.....Blood Polo *(don't ask!)*.
The mighty Stickland cerebral cortex is also working on some Warhammer 40,000 'bits and pieces' in between studying for his Finnish language exams *(how does he do it? you might ask.....search us! -Ed)*.

Introduction

Does it make you weep to see the depths to which humanity has sunk in recent years? Does righteous anger boil up inside you every time you emerge from your hovel, only to come face to face with the sin and depravity which go unchecked among the settlements of the Underhive? Do you see mutants, aliens and witches whichever way you turn? Well despair not, for now there is an easy and satisfying solution to your problems. Simply don your finest robes, clean up and refuel that old flamer you've been meaning to do something with and gather together a group of like minded accomplices...yes, you too can lead your very own Redemptionist Crusade into the corrupt heart of the Underhive and cleanse it for the greater good of all mankind!

Recruitment

As a fully fledged Redemptor priest, you are now ready to select a handful of faithful followers to help you spread the Redemptionist creed to the ignorant and to purify the unholy with generous quantities of cleansing fire. When recruiting for your crusade, you should take at least one Deacon, as their ability to use special weapons will prove invaluable. When first starting out, it is most likely that you will only be able to afford one Deacon but it is worth recruiting a second (and even a third!) as soon as you can. Remember, provided that at least half your gang is made up of Brethren, you can include as many Deacons as you can afford and this will go a long way towards compensating you for not being able to include any heavies in the crusade.

The same can apply to zealots, who are by far the most entertaining members of the Crusade. They are dedicated fanatics who have no time for long-range combat but who love nothing better than purifying the tainted in hand-to-hand combat. Zealots have the same basic characteristics as standard Brethren but may be equipped with pistols and close combat weapons and may therefore seem overly expensive at 60 credits. However, their ability to become frenzied is easily worth the extra 10 credits. Once you've seen an Eviscerator-wielding Zealot disembowel two (or even three!) enemy fighters in a single turn, you'll see what I mean! As with Deacons, its probably too expensive to recruit more than one Zealot at first, but again try to acquire a second as soon as possible. I've noticed that a single Zealot tends to attract an unusually large amount of enemy attention and will most likely end up Down or Out of Action by the end of your first few games.

The Brethren in a Redemptionist Crusade are made up of Novices and Brothers though these are slightly different to the Juves and Gangers in standard gangs as both types of fighter may use basic, as well as pistol and close combat weapons. Also, there is no distinction between the two when it comes to gang composition, so you can use novices to make up over half your Crusade if you want

and this leaves you with more credits to spend on those extra Deacons and Zealots. Of course, the reduced WS and BS of the Novices is a factor to bear in mind but their lower Ld value is less of a problem than usual if you regularly use your Redemptor Priest to Inspire Hatred in your followers. Personally, I prefer to start off with Novices rather than Brothers because they gain skills and characteristics advances more quickly over the first few games and so I end up with a much more varied and interesting Crusade than usual and for half the starting cost.

Going Equipped

Redemptionists may never use heavy weapons. They are, however, free to use the wonderfully powerful and dangerous Eviscerator two-handed chainsaw. These two facts should tell you something about the sort of fighting you're going to be getting involved in as a Redemptionist, so make sure your minions are armed appropriately. At first a sword axe or maul should be a must for each and every member of the Crusade if you can afford it - even for those Brethren with basic weapons as you'll soon discover that you fight best within charge range of your enemies. One of the reasons for this, of course, is the Exterminator cartridge. This can be fitted to almost anything except a pistol and gives you at least one guaranteed hit per game. This is especially ideal for all those eager Novices with more enthusiasm than skill.

Obviously you should arm your first Zealot with the wonderfully vicious Eviscerator. After all, it was the weapon he was born to wield! However, I should give you one word of warning here: although a formidable weapon which cannot be parried, hits with the strength of the user +3 and inflicts a massive D3 wounds. Make sure your potential victim doesn't have the disarm skill or else you could end up looking rather foolish and forced to rely on harsh language when it comes down to the actual combat!

As for the Deacons and Redemptor Priest I like to arm them with Melta guns or Plasma guns first. These are excellent short range weapons and you have a slightly better chance of keeping them working for the entire game than you do a flamer or grenade launcher. Of course, as soon as someone in the Crusade acquires the Armourer skill or if your Deacon becomes a weaponsmith head directly for that Trading post and pick up a flamer. After all this is the perfect weapon for a Redemptionist to wield, setting light to enemy fighters and forcing them to turn and flee as often as taking them down or out of action.

As for the rest of the gang, arming them well depends on which skills and characteristics advances they gain. Don't be afraid to equip any of your gang with whatever weapons you think best, even if there isn't a suitably armed figure available. Customising models really isn't as difficult as you might think and any new opponents you go up against probably won't be expecting anything out of the ordinary. Even fielding just a couple of customised figures in your Crusade could make all the difference. Just remember, no matter what weapons you go for add the exterminator cartridge to anything you possibly can!

(Helpful hint: I have found that the Redemptionist Brethren figure which comes equipped with Stub gun and Autopistol is the most simple to customise. The weapons are easy to remove and replace and the upper arm and hand can be twisted with relative ease. So far, for my own Crusade I have four different versions of this figure; one with it's original weapons, one with hand flamer and axe, one with bolter and Battle Standard and one with two power swords!)

Better than all the Rest

As with all the outlander gangs the Redemptionists have various special rules and abilities which apply solely to them. Learn them! Learn them! Learn them! Knowing how to deal properly with prisoners or captured territories, how much income you can collect or what to do when one of your own Brethren is captured could well mean the difference between success and failure for your Crusade. Of particular importance is the redemptor Priest's ability to Inspire Hatred in his followers before any fight. This is particularly useful for your first few games as it means your fighters are much less likely to become broken or bottle out. It also means you can control your Zealots a lot more easily (that is assuming that you want to) and it gives you a huge advantage in hand-to-hand combat. However, it does have its down side,

as fighters who win a hand-to-hand combat must see their follow up move and this can easily leave them exposed to enemy fire.

If, however, you prefer a more disciplined and controllable Crusade and would rather not inspire Hatred remember that all Redemptionists can have a maximum Leadership characteristic of 10 and 9 as is the case with other gangs.

With Friends Like These

Although Redemptionists may never use hired guns of any sort, there is always the possibility of acquiring the services of the Arch-Zealot. With a Toughness of 5, Mesh armour, 2 Wounds and a serious attitude problem, he's practically invincible. Also, while under his guidance you never have to take Bottle tests so there's no chance of you turning tail and running as soon as the first shots are fired. He's expensive and more often than not you'll be so short of credits there isn't a hope of recruiting him, but remember that if you're fighting a gang with a high enough rating you might be able to get his help as a mentor. Indeed when first starting out on your Crusade it really is worth challenging a couple of gangs with ratings more than 1000 points higher than your own if possible. There's little chance of you winning without a huge amount of luck but there's more chance that the Arch-Zealot will act as a Mentor to you and even if you lose think of all that extra experience you'll be gaining!

Pick A Fight Any Fight

So now you know how to recruit, equip and fight with your very own Redemptionist Crusade. As for the matter of which scenarios to fight, the Underhive's your oyster really. Anything like the gang fight or Scavengers scenarios are good if you can use your Redempter Priest to inspire Hatred beforehand as you'll probably be more likely to pass your bottle tests for longer than your opponent. The Rescue and Raid missions are ideal as you can use your flamers and exterminator Cartridges to guarantee hits against the guards once you're in a position to strike, but make sure you bring along a melta-gun or some Krak Grenades, otherwise destroying the Gateway may be a bit tricky in the Raid scenario. My favourite scenarios have to be the Loot and Pillage and Caravan scenarios from Outlanders. Here you're up against an enemy who can't bottle out, there's a good chance of picking up some choice loot while you wipe out the opposition and best of all, in both cases, the rival gangs and Guilders are gonna get really mad with you afterwards, sorted!

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Warhammer Quest®

DANGEROUS DWARFS

Dwarf Encounters

By David Kay

Dave is a twenty-four year old Aussie from Brisbane, but used to go to school in Scotland *(are all the Davids that contribute articles from bonny Scotland I wonder? -Ed)*. Dave has been playing GW games for as long as he can remember (in other words, at least since last night!). Warhammer is his present focus although he also enjoys Warhammer Quest and Blood Bowl. His main armies are Bretonnians and a Nurgle orientated Chaos army.

Introduction

This article is the result of several games that were played in a Quest campaign where Warriors had to explore the ruins of several DwarfHolds and Fortresses. The addition of Dwarfs was made as easy as possible by using the balnk event cards that you get in the box. The Dwarf characteristics were play tested up to Battle Level six by eight different Warriors and have proved satisfactory. I have decided to include these in all of my games as the thought of running into twelve angry Troll Slayers keeps anyone on their toes. I tried my best to fit the skills given to the Dwarfs into the existing rules as much as possible, using *Ignore Blow* and so on. The Weapon Runes are reproductions of the cheapest Runes available in Warhammer and the Rune Items give bonuses valuable in Warhammer Quest, such as extra Toughness to a Daemon Slayer.

The process of encountering Dwarfs was made as simple as possible for the Warriors and the modifiers are there to remind everyone that the Dwarfs still remember the War of the Beard, even if they weren't there themselves.

I'm sure that you'll agree the encounters with Dwarfs are a welcome addition and quite apt considering the location of many adaventures is the abandoned parts of the Dwarf Empire.

Many of the dungeons that the warriors explore during their quest are in fact the ruins of the once great Dwarf civilisation. Dwarfs often enter these areas, seeking to restore lost artefacts or reclaim their lost Strongholds. The Dwarfs tend to take a rather dim view of others entering territory which they view as their own, to loot and kill (albeit to kill Goblins rather than Dwarfs). An encounter between Dwarfs and Characters can end in a number of different ways. Usually the Dwarfs will allow the Characters to pass with little or no hindrance, but this is by no means assured.

You can add the possibility of encountering Dwarfs to your adventures in two ways:

The first is to replace an entry on your battle level table with one of your own devising, or alternatively make up event cards for the Dwarfs that you wish your Characters to encounter and shuffle these into your existing deck.

Here There Be Dwarfs...

Any time the Characters encounter a group of Dwarfs, roll a D6 and consult this table:-

1. Enraged at the violation of their sacred Halls, the Dwarfs attack! Fight a combat as normal but the Dwarfs get to attack first as if they ambushed the Characters.

2-3. The Dwarfs look the Characters up and down and look quite unimpressed. Their leader demands a toll of 1D6x10 gold from each Character for safe passage through the halls. If anybody refuses to pay, the Dwarfs will attack as in 1 above.

4-5. The Dwarfs pass silently on their way, offering the Characters neither help nor hindrance.

6. Recognising the Characters as fellows in the great struggle against evil, the Dwarfs give the Characters D3 bandages and D3 provisions to help them in their quest.

Apply the following modifiers:

+1 for each Dwarf in the party including Slayers.

-1 for each Elf in the party including Wardancers and Rangers.

-1 if there is a Chaos Warrior in the party (Dwarfs are good at spotting them!)

DWARF ABILITIES

In the listing there are several 'monster skills' unique to Dwarfs. These are explained below.:

Magic Resistance, Ignore blow

These skills work as they do for normal monsters. The number given is the dice score necessary to succeed .

Slayer Damage (n)6+

Dwarf Slayers are expert warriors, able to fell monsters many times stronger than themselves with a single blow.

The number in brackets is the Slayer's strength for any Hit made with a natural roll of 6. So, a Giant Slayer who rolled a 6 to hit would do 2D6+8 damage (Ouch!)

Rune Armour

This simply means that the Dwarf is wearing magical armour enchanted with Dwarf Runes.

Rune Weapon

A Dwarf Rune weapon will have D3 Runes inscribed on it. Roll to determine how many runes are on the weapon and then roll on the table below to determine which runes:

1. *Rune of Cutting:* A hit from a weapon inscribed with this rune will ignore 1 point of armour.

2. *Rune of Striking:* Each rune of Striking increases the bearer's WS by 1.

3. *Rune of Fury:* The bearer gains +1 attack for each rune of Fury on the weapon.

4. *Rune of Cleaving:* This adds +1 to the bearer's strength.

5. *Rune of Parrying:* The first warrior to attack the bearer of this rune loses 1 attack for that attack phase.

6. *Rune of Fate:* The first hit from a weapon with this rune causes double damage.

Note that the effects of these runes are cumulative; therefore two Runes of Cleaving will ignore 2 points of armour and two Runes of Fate will do double damage for the first two hits (they are not, however cumulative from turn to turn and do not multiply).

Rune Item

More important or heroic Dwarfs often carry talismanic items which can aid them in combat. Each Rune Item has D3 runes inscribed upon it. Roll on the table below to determine which rune are inscribed upon it:-

1. *Rune of Running:* This rune doubles the bearer's movement.

2. *Rune of Luck:* The bearer may automatically ignore the first blow against him.

3. *Rune of Resistance:* The bearer may ignore the effects of the first spell cast against him.

4. *Rune of Hatred:* Randomly select a character. The bearer of this rune will attempt to attack the Character wherever possible and will be at +1 to hit when doing so.

5. *Pyrrhic Rune:* When the bearer of this rune dies, he will explode! causing D6+6 wounds on everyone in adjacent squares modified as usual for Toughness and Armour.

6. *Rune of iron:* Each Rune of Iron increases the bearer's toughness by 1.

How to use Dwarf Encounters

Here are some sample encounters I have put together; simply fill out your blank cards from the Warhammer Quest set of expansion cards. Feel free to make up your own encounters, or even specific ones depending on where your Warriors are exploring: Kings Hall, mines, treasury, barracks, engineering guild, the list is almost endless.

SAMPLE ENCOUNTERS:

BATTLE LEVEL ONE
1D6+2 Dwarf warriors

1D6 Trollslayers

1D6+1 Miners

BATTLE LEVEL TWO
2D6 Warriors

1D6+4Trollslayers

1D6+3 Miners

1D6+1 Longbeards

BATTLE LEVEL THREE
2D6 trollslayers & I Giant Slayer

1D6+6 Miners

2D6 Longbeards

1D6+3 Ironbreakers

We're always interested in all manner of obscure stuff to do with Warhammer Quest, new characters, bad guys, encounters, towns and whole continents even...

But, no-one wants to send us any scenarios or campaigns. They don't have to be too in depth or running for decades, just a bit of monster bashing, but with a plot! So, go on give it a go.

WARHAMMER QUEST DWARFS

DWARF	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Dwarf	3	4	4+	3	4	5	2	1	110	1	1	Magic Resistance 6+
Trollslayer	3	4	4+	3	4	7	2	1	110	0	1	Slayer Damage (7)6+, Magic Resistance 6+
Miner	3	4	4	5	4	5	2	1	130	2	1	Two-Handed Weapons, Magic Resistance 6+
Hammerers	3	5	4+	4	4	7	3	1	150	2	1/2 6+	Magic Resistance 6+
Longbeards	3	5	4+	4	4	8	3	1	150	2	1/2 6+	Magic Resistance 6+
Ironbreaker	3	5	4+	4	4	10	3	1	200	3	1/2 6+	Rune Armour, Magic Resistsance 6+
Champion	3	5	3+	4	4	12	3	2	480	3	2	Rune Weapon, Rune arm, Magic Resistance 6+
Giant Slayer	3	5	3+	4	4	16	3	2	630	-	2	Slayer-Damage (8)6+, Ignore Blow 6+, Rune Weapon, Magic Resistance 6+
Dragon Slayer	3	6	2+	4	5	27	4	3	1360	-	2	Slayer-Damage(9)6+, Ignore Blow 5+, Rune Weapon, Rune Item, Magic Resistance 6+
Hero	3	6	2+ §	4	5	22	4	3	1040	4	2	Rune Weapon, Rune Armour, Ignore Blow 6+, Magic Resistance 6+
Lord	3	7	A	4	5	35	5	4	1600	4	2/3 5+	Rune Armour, Rune Weapon, Ignore Blow 5+, Magic Resistance 6+
Daemon Slayer	3	7	A	4	5	39	5		2100		3	Slayer-Damage (10)6+, Ignore Blow 5+, Rune Weapon, Rune Item, Magic Resistance 6+

GAMING CONTACTS

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

CONVENTIONS

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

TOURNAMENTS/CAMPAIGNS

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

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

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

GAMING CONTACTS APPLICATION FORM

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

Name of club: _____

Games played at the club _____

_____

_____

_____

Club Venue: _____

_____

_____

Date & Time of meetings: _____

Contact Name _____

Contact Tel: _____

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

_____

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.

Worcester Club
Games: GW games
Venue: TBA
Times: TBA
Contact: Steve Ray (01893) 94597s
Notes:

Circle Battle Group
Games: All Games Workshop games.
Venue: Kingstanding Circle Community Centre, Kingstanding Road, Birmingham
Times: 8pm to 11pm Wednesdays
Contact: Alan Goldingay (0121-311-2768)
Notes: 3 free meetings, £5 for adult, £2.50 for children. Have to be 14 years old + upwards.

Challeston Gamers
Games: WH40K, Warhammer, Necromunda
Venue: Challeston School, Derby
Times: 12pm to 1pm Fridays
Contact: Stuart Hadley

Martin High School Club
Games: All Games Workshop games.
Venue: Martin High School, Anstey
Times: 3.15pm to 4.30pm Tuesdays
Contact: Chris Farnell (235-1090)
Notes: Please call the contact number before attending.

Broughton Astley Warhammer & Necromunda League
Games: Warhammer Fantasy Battle and Necromunda
Contact: Gary (0589-092044 or 01455-282587)
Notes: Ring for further details

SOUTH EAST

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)

The Emperor's Wargames Club
Games: Warhammer 40,000, Epic 40,000, Warhammer, WW II (Rapid Fire).
Venue: 11 Waterside Drive, Purley–on–Thames, Reading, Berks.
Times: Tueday evenings 7pm or any day pre–arranged.
Contact: Andy (0118) 9678545 or Simon (0118) 9813371
Notes: Enthusiastic and mature gamers required to increase small but keen group.

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: Ian Widdowson (01642-490219)
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.

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

Fantasy Gaming Group
Games: All Games Workshop games.
Venue: Various
Times: All day Sundays
Notes: Contact to arrange meetings.
Contact: Ray Barrett (01392-424586)

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?)
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.

NORTHERN IRELAND

Role – Players Anonymous
Games: Everything and anything!!
Venue: The Barn, Clotworthy Arts Centre, Antrim.
Times: 6.30 – 9.30 pm Mondays.
Contact: Gerard 01849 463902 or Shane 01849 469522
Notes: £1.00 fee which includes refreshments.

USA

The Portcullis
Games: Necromunda, Warhammer 40,000
Venue: Morris County, New Jersey.
Times: To be arranged
Contact: Don Zayacz (973 593–9243
Notes: Any age welcome,any army or any gang.

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.

(BILLY NO-MATES CLUB!)

The following section is for individuals who are looking to join clubs in their area or are trying to set up clubs of their own and want more members. If you want to find a group to play with please send us the details including the area you are prepared to travel to (ie: 'Birmingham area', or 'South East', etc.)

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

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!.

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

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

Cork, Ireland
Games: WH40K and most other GW.
Times: -Weekends
Contact: Jonathon Ó'Keeffe
Age: -
Notes: Seeking to set up a games club in Cork city.

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.

Hertfordshire
Games: Warhammer 40,000.
Venue: Stevenage, or Welwyn Garden City.
Times: Every Sunday, times to be arranged.
Contact: Ashley: Tel: (01438) 861094
Fax: (01438) 861881

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.

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.

It seems that since the Journal crew were taught to read (well, sort of!) this feature has swelled enormously, near to bursting!

SPEED DUNGEONEERING

I would like to test out one of the few ideas that I've sprouted recently. I have to master a game for Warhammer Quest tomorrow *(which is most probably yesterday by now– Ed)* and for it I plan to run a completely random dungeon.

The basic idea? Burn rubber.*(Now you can stop that! This is a clean mag'– Ed)* The Warriors have to clean up a dungeon in a limited amount of time. I laid out my dungeon yesterday and it seems that the shortest path to the final room gets them through twelve other rooms, fifteen if they go too fast and fail to search adequately.

The Warriors will start the game at 8 o'clock, so I expect them to enter the dungeon itself and meet the first monsters at about nine. From then on it will be thick and fast. The first monsters that they encounter will drop hints about a magical gate that closes at midnight. And, of course, that's exactly what will happen. The warriors will have exactly three hours to clean up the dungeon, kill everyone they encounter, greedily scavenge for gold and then find and enter the gate. Two seconds too late will mean that the gate has closed and that there is no way out. Obviously the dungeon entrance has already closed up, just in case anybody tries to get smart. They will have no time to look for hidden rooms or to kill monsters only for fun.

Naturally, I've added some extra features just in case things don't go as planned (the Warriors can go either too fast or too slow and, after all, it isn't their fault if they do); such as a gate that blocks the access to the Objective room,or some nasty monster to keep the party from going any further in a certain direction for a while, etc. How do you do this when playing a random game? Well it's very simple. First you'll have to make two decks of cards, one containing all of the Objective rooms, and the other with all of the ordinary rooms, except for T-junctions. Then take the deck with the ordinary rooms, shuffle it and take out about ten cards. (the number of rooms really depends on how fast the party is able to go, NOT willing to go). Mix at least three T-junctions into this deck, and shuffle it again. Then take the deck with the Objective rooms, take the *Fountain Chamber* from it, and put it on the bottom of the ordinary deck. Now you commence the game as normal, but you have to decide on a specific moment in time when the Objective room, the Magical Gate, has to be reached, and be very strict about it, as it is the objective of the dungeon.

And what were those T-junctions for then? Well, at either end of the junction there is going to be a door. Behind one door, there will simply be a normal room, but behind the other...whatever you want! And make it really nasty! If the Warriors encounter a T-junction, take one card from the Objective room deck, and another from the ordinary room deck. Then secretly roll 1D6. On a roll of 1-3 the Objective room lies to the left side of the junction, on a roll of 4-6 it lies to the right side. Only look at the dice score once they have chosen which door to enter. In the Objective room, you'll have your basic Objective room monsters and of course anything extra you decide to put in there (roll twice on the same table or however you do it)*(page 39 of the Roleplay book Jo, c'mon get with it!– Ed)*, so it is up to the party to avoid entering an Objective room and getting a complete kicking!

So, the Wizard will try to cast a *Pit of Despair* in the entrance, or one of the Warriors will use a *Wall of Steel* to prevent the bad guys from keeping up with the other Warriors and so on...

Now, I'm gonna give it a shot tomorrow, and let you guys know.

Jo Vernelen

WOT MORE HOUSE ROOLZ?

A House Rules Compilation For Warhammer 40,000

I've been putting some serious thought to Warhammer 40,000. From various sources I have compiled this list of house rules that make sense to me and most of the people on my mailing list (a type of internet communication). Admittedly, as per Journal Rules, you don't have to use anything here, hence the golden rule. Let's take number eight as an example. Now, this rule you may think could make Scouts unstoppable, but it's fairly easy to imagine them speeding on ahead and reconnoitring. I hope this helps you end all of those tedious arguments about trivial stuff in the game and if you have any ideas for more house rules do get in touch!

The Golden Rule: NONE of the following house rules may be used unless all players agree and understand them.

1. Thudd-Guns, Mole Mortars, and all Grenade Launchers may use the same indirect fire rule as the Imperial Whirlwind. However, as these weapon systems lack the Whirlwind's sensitive bio and energy scanning system they require an alternative means of detection. The Thudd-Gun and Mole Mortar require a Tech-Priest, Tech Marine, Squat Engineer, or an Iron Priest to act as a spotter. Grenade Launchers may fire at models detected by any friendly troops, either by line of sight or Initiative range.

2. Models are always assumed to have some sort of combat accessory, such as a bayonet, knife or machete; they are not, however, assumed to have a sword, and must pay for one from the appropriate Wargear lists. In the case where there is no mention of such an item, swords and axes cost 1pt.

3. When using *Sustained Fire* weapons, roll the Sustained Fire dice first, then allocate shots, roll to hit, and finally roll to wound.

4. An army will often have multiple models with the same Wargear, for example *Targetters* and *Bionics*. For a list of Wargear and it's availability get WD 195, or check out http://home.netscape.com/people/thaler/wargear.htm for a more recent version.

5. All characters may chose from the army Wargear lists respective of their rank and status. Note: it is encouraged to arm the figure as it is modelled.

6. Vehicles may have the same combinations of vehicle cards.

8. Scouts mounted on bikes and jetbikes, can still *Infiltrate*, provided they can still start *Hidden*.

9. Models that teleport, displace, drop, or otherwise find themselves off the edge of the battlefield will miss one full turn before attempting to re–enter. Re–entering requires a successful Leadership test.

10. For ease of play, all Walkers and Dreadnoughts etc. are no longer subject to movement penalties for turning.

11. Eldar Dreadnoughts are subject to the same weapon advantages as Space Marine Dreadnoughts.

12. All models are subject to a -1" penalty for normal movement through forests, and a -2" penalty when running or charging.

13. The following is an all inclusive list of the 'energy' fields in 40K: *Refractor Field*, *Conversion Field*, the *Rosarius' Conversion Field, Displacer Field, Power Field, Storm Shield, Eldar Rune Armour, Kustom Force Field,* the *Force Field Projecta,* the *Lion Helm* (from Codex Angels of Death), *Force Dome* (Squat psychic power), *Aura of Fire* (Inquisition psychic power), *Psychic Shield* (Librarian psychic power), *Voltage Field* (Tyranid biomorph), *Warp Field* (Tyranid biomorph) and Daemonic Auras; a figure may only have one such field.

Note that all energy fields are knocked down by Shield-Breaker ammunition. In the case of the *Force Field Projecta* it may be fired at as a target in its own right (a large one!) and will go POP! if hit. In the case of psychic powers the field is destroyed and the power returned to the psyker's hand. In the case of Daemonic Auras, the aura will

replenish itself in the Chaos player's next turn; the Daemon, therefore, will only be vulnerable for the remainder of the current round. In the cases of the Storm Shield and Rune Armour, the unmodified save is lost, leaving a parry for the Storm Shield and the equivalent of Carapace armour for the Rune armour.

14.When a close combatant breaks out of hand–to–hand, he simply turns his back and runs off. His opponent automatically hits him as he breaks, inflicting a single hit which is worked out immediately. In the case of monstrous creatures this rule is ignored and they are treated as normal.

15 Riflemen's Parry. Any model with a basic weapon may use it to parry in hand-to-hand combat by declaring his intent before the dice are rolled. A penalty of -1 WS is imposed for the improvised defence, and the model must use its Str. value for damage if it wins the combat. No other weapons may be employed if this defence is chosen: including shields, pistols, swords, etc.

18 Custom Vehicles and Upgrades. These should fall under the same category as conversions and only if your opponent agrees.

19 Pack Mastery. No humanoid trooper may carry more than one Basic, Special, or Heavy Weapon. Nor may they carry more than three Assault weapons and at most three types of Grenades. Twenty Hokey Religions and Ancient Weapons – no normal character may carry a weapon that is the listed wargear of an Ancient Personality. The odds of one of these things showing up is far too great as currently listed. Eldar Brightlance Excluded

21 Single Save – No model may have more than one UNMODIFIED save. This includes all Fields, Auras, Dodges, etc. Better saves may be taken, making the previous body armour saves modifiable.

22 Lack of Allies – Allies are optional. By default, you should not take them unless your opponent readily agrees with you on their use and extent. For larger battles, the % of Allies and Support should be reduced and listed separately.

23 *Virus Outbreak* Strategy card MAY NOT BE USED (GW made it illegal).

24 No 'home made' characters may be taken unless your opponent agrees.

25 Rules clarifications are only valid from these sources: White Dwarf, your local GW store and The Roolz Boyz.

26 Any model with 2 wounds or more may command an army (This is a new tournament rule from GW). In the case of Tyranids it must be a Synapse Creature. Ogryns or other stupid creatures may never command armies. The model becomes subject to the Strategy Rating and rules of that army's commanders.

28 A model may only be equipped as it appears. In the case of confusion; a pistol holster can represent any pistol and things like grenades, Field Generators, Scanners, *Combat Drugs* etc. are assumed to be built into the armour or hidden on the model's person.

29 Tyranids may not use ANY Cultist forces except for participation in very big battles of say 4,000 points or more, when you will probably need all the models you could get your hands on anyway.

30 When Charging or dismounting from a moving vehicle the model must roll under its Initiative (a 6 always fails, of course) or take the relative damage (equivalent of Ram damage).

31 A Psychic power can be given to more than one model, although a model may not have the same COMBINATION of powers.

32 All grenades scatter owing to their fuses.

Richard Brown

And on a slightly less sane note....

EXPLOSIVE KEGS!

My mates and I at the Tycho Games Club in Kirkcaldy came up with this slice of 'explosive humour' for the absolutely fab' GorkaMorka.

Amongst the debris many barrels litter the desert floor after 'Da Big Smash' and most are full of something unpleasant, such is the nature of Orks. The rules that we made up cater for those situations when a model is using a barrel for cover and it gets hit by a stray shot. After a bit of playtesting we moulded the rules into shape, without further ado here they are:

When shooting at a model utilising a barrel for cover, if you miss roll a D6:

- 1 to 3 will miss entirely.
- 4+ will only hit a barrel if the enemy model is behind three or more.
- 5+ will hit a barrel if there are at least two.
- 6 will hit a single barrel.

Barrels have an armour value of 8 and if penetrated roll a D6:

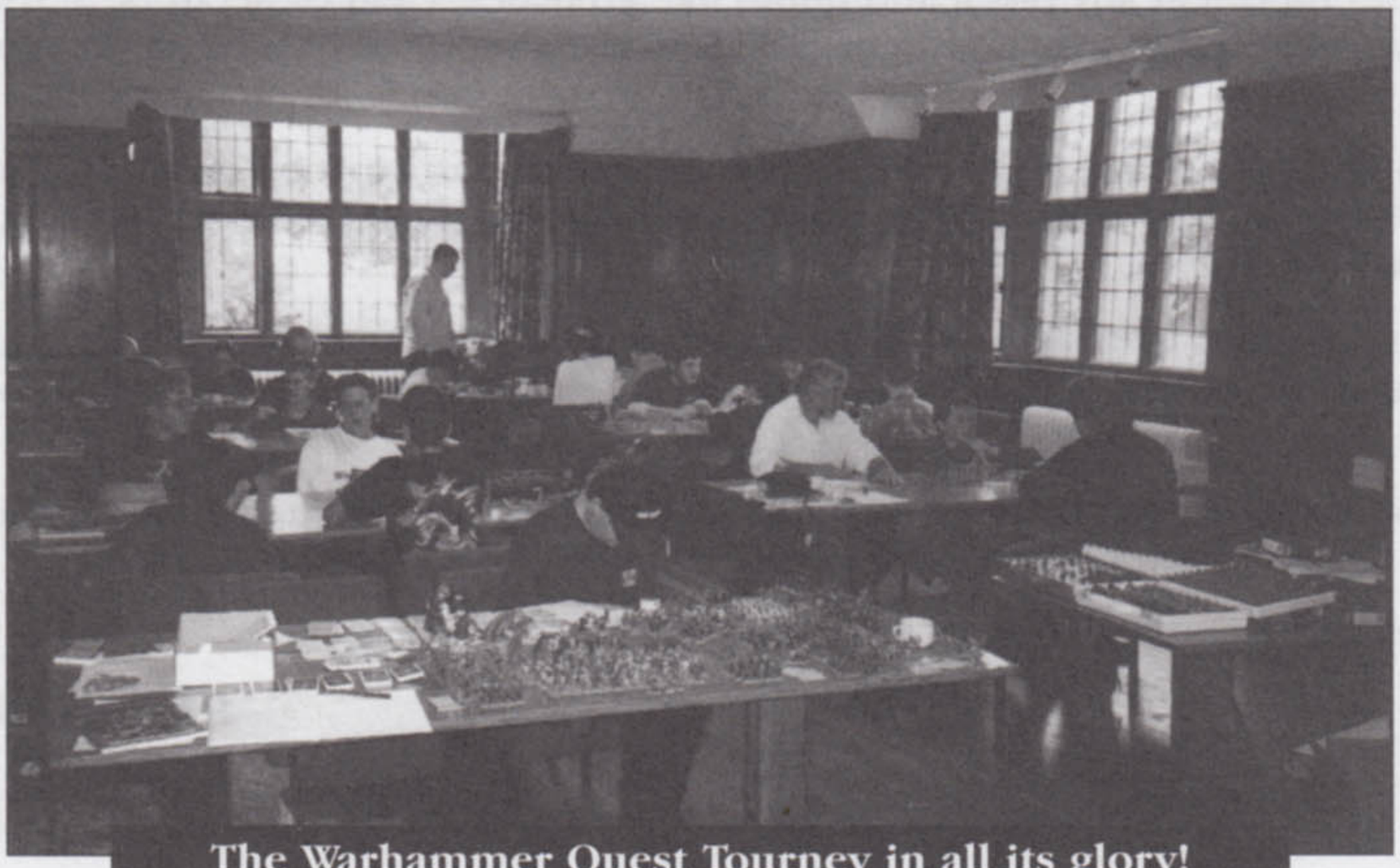
- 1 or 2 indicates that the barrel was empty, the shot has no effect.
- 3 or 4, the barrel was full of toxic sludge which sprays 3", causing a S3 hit unless avoided on a successful I test. Anyone (or thing, including vehicles, terrain features such as barricades and....oh! barrels) moving through or sprayed by the sludge will take the above damage as the spill lasts until the end of the game.
- 5 or 6, KABOOM!!! The barrel was full of fuel and explodes causing a S4 hit to anything within a D6" radius, anyone (or thing) caught in the blast is also thrown D6" in a random direction and will suffer a S3 hit upon landing.

We think that these optional rules are pretty good for a laugh and reckon all those Gorkas and Morkas out there should give 'em a go. *(and you all thought it had something to do with pants! –Ed)*

Neil 'Gorka' Campbell

TOURNAMENT MEMOIRS

Just a while ago I received Journal 23 with the reports on the Grand Tournament '97 and the splendid photos of those foolhardy enough to take on the challenge of the Warhammer Quest Tourno'. It reminded me that I wanted to write a short letter just to tell you all how much I enjoyed the Tournament weekend in general and the Warhammer Quest Tournament in particular – although I was one of those 'not so aptly named Lords of Battle'.



The Warhammer Quest Tourney in all its glory!

Is there anybody out there?

Along with this letter I've enclosed some of the photos that I took on the weekend. I really think that they capture the atmosphere of fun and good gaming at the tournament, as well as the horror of explaining the unknown depths of the Warhammer Quest dungeons. I really hope to be back at the Grand Tournament in '98, but I'm not sure if I can make it there (time management problems and all that).



Enough monsters for the Dungeon Andy?

Well, maybe I'll meet some of you there again, I enjoyed talking to the GW staff, like Andy Jones as much as gaming itself.

Well, cheers for a good time.

Alexander Goetze, Germany

TOOL UP YOUR VILLAINS

Is it just me, or do you get through the couple of villain's items in the Warhammer Quest Roleplay book really quickly? When there are only six Magic Weapons and half the level 5+ badguys seem to have one, you quickly get sick of the same old *Cursed Blackblade*. Magic Items are even worse... with many foes having several!

Yes that's right! This is a blatant advertisement! Come to the Library of Muggee and read 'Tools of Evil', one of the most useful gaming articles I've written for Quest! Andrew has put the stuff up. so visit http://www.ug.cs.su.oz.au/~alum/page2.html to see six new suits of Magic Armour, twelve new evil weapons and eighteen (diabolical laughter!) new Magic Items! Including, to wet your appetite the following...

Bonemail: This armour is made of bone fragments, when pieces of it chip away; the chips grow to become skeletons that attack. For every 3 points of damage the wearer of this armour takes, place a skeleton on the board. These skeletons become Guards (Bonemail wearer). The skeletons are worth gold as normal but have no treasure.

Plaguesword: Dripping fetid slime, the wounds inflicted by this weapon may never be healed by any spell. In addition, this weapon causes Plague.

Cast Iron Ring: This simple ring of grey metal shows no sign of its true power. At the end of the first Monster's phase that the ring wearer is in, that monster will immediately take another Monster's phase. No other monsters are affected. This item will only be used once.*(I don't doubt it, the irate Warrior will probably stamp on it! –Ed)*

Unholy Favour: While it seems to be just a scrap of silk, this potent item protects its bearer from many dangers. When attacking a monster with this item, a warrior may not use any modifying abilities. No die roll may have any bonuses applied to it, and it may not be re-rolled for any reason. Penalties can still apply.

Many other devices can be found in the list, though for everyone who loved 'Braying for

Blood' and 'No Rest for the Wicked', you may be disappointed to discover that the *Goatblade* fails to make an appearance... (Weren't the fifteen or so that appeared across those adventures enough???)

So check out the Library of Muggee, and tell us what you think!!!!

Chief Librarian, The Library of Muggee

PAINTING TIPS...IN BLACK AND WHITE

A forty year old teacher, I have been painting models since 1984 and have tried all sorts of methods and techniques over the years. Since my early attempts I have gradually improved and have a good laugh now looking at my early attempts.

I went to the first Battle Tournament at Nottingham and found some of the armies stunning. Infact I was quite ashamed of my Reiksguard in comparison. Anyway, on the Sunday I met Mark Jones who had brought some of his models and was doing some painting. It was here that I saw the consistency of his paint and came home inspired to improve. it was watered down paint for me from now on.

About a year ago I was painting a model and was about to paint something black, but I wasn't really concentrating and instead of mixing a small bit of water with the paint I picked up a large brush and before I knew what was going on, I had slapped on a really watery load of black. For a moment I was really annoyed, but I noticed the effect on the detail and thought it interesting. I put the model away to dry before I tried to put my mistake right.

Later, I assessed the damage and thought the only way to get rid of some of the black was to dry–brush over with white so it looked like the undercoat again and then carry on. Well, when I did this I was so impressed with what I saw that I tried to do the same thing on a whole model and have used this technique on my models ever since.

Here's the technique:

1. Prepare the model by removing all the flash lines and then undercoat it white.

2. Instead of thinking about its colours I now use another undercoat. I take some black and water it right down until it's like watery ink. Now I run it all over the model until it's completely covered. If there is too much in one place then a clean brush in that place will absorb the excess until the detail stands out.

This coat does take a long time to dry and I usually let it dry overnight.

3. This is the stage which is most important. It has the greatest effect on the final model. A careful drybrushing with white will now highlight the whole model and produce a black and white version of the model. You can spend a fair bit of time on this paying special attention to hair, feathers wood and other finely detailed parts.

You can drybrush until you are happy with the model's appearance. The model should take on a greyish appearance with the detail all standing out and outlined in black.

4. I now colour the white parts with fairly watered down paint and with a little blending of lighter colours to highlight as you go, you can produce a reasonable looking model quickly once you have done your preparation.

Well, works for me!

Paul Arnold,

better known in the classroom as 'Uther the Barbarian'

WHAT THE GLAZES?

Glazes and washes have become an essential part of my painting technique, and they are used extensively on almost all of my models. I'll try to explain the differences between glazes and washes based on my experience.

Glazes are aptly named. They are indeed a glaze. Don't interpret this to mean 'glossy'

or 'shiny'. Glazes have very weak pigments and can best be described as 'watered down', they can be applied liberally to the area being glazed without creating an overly drastic effect.

I use Purple Glaze frequently. For example, my Gargoyle's wings are all heavily coloured with multiple glazes. I first paint the wings grey, then wash them with Armour Wash. Once the wash dries, I dry–brush the wings with a lighter grey to give them a textured look. I then apply Green, Blue, and then Purple Glaze to really do the trick. Glazes tend to soften the effects of dry–brushing, making the brush strokes less noticeable. When combined, multiple hues of glazes (on the Gargoyle wings, for example) can give a natural look, reflecting different colours depending on the angle and the lighting. It's very subtle but effective.

Glazes are also very good for toning down highlights. Let's say your Lichemaster Heinrich Kemmler has a red cape. You can apply pure white highlights to the cape edges and then apply a red glaze on top of this. The pure white is tinted to a light shade of red, yet these highlights are still very noticeable. Glazes are also useful on Tyranid Warriors, Carnifexes and the like. Many Tyranids have 'holes' in their arms and legs exposing sinews and other sub–dermal features. These things look great painted Liche Purple, highlighted with Tentacle Pink, and then glazed with Purple Glaze. Yellow glazes work well over white highlights on things such as horn tips, sword edges, and Ork Bad Moon parts. Yellow can also be used on wolf pelts, dragon skin and wings, and to give a final highlight to Ork flesh.

Washes, on the other hand, are more harsh and strongly pigmented. Caution must be used when applying a wash because the effects are much more dramatic and much less reversable if a mistake is made. Glazes can be puddled off with water and a tissue if a mistake is made, but a wash tends to stain the paint underneath it rather quickly. Washes tend to darken the area painted as well.

Chestnut Wash is the most frequently used wash in my arsenal. I use it on just about every model. It works quite well on top of anything earth–toned, leathery, or organic. I find that Bubonic Brown, Chestnut Wash, Vomit Brown and Bleached Bone can be combined to produce natural tones on a variety of surfaces. Chestnut Wash can be blended with these colours to produce many different shades and hues. I use these colours on horns, skulls, Tyranid exoskeletons and chitinous armour plates, Terminator honour badges, boars and horses, and leather bags and belts. It does take some degree of trial and error to get the desired affect when blending these colours, and patience is required when blending the wash with the other paints to produce subtle, natural appearances.

I use Brown Wash on my Termagants to give them a roach-like appearance. Brown Wash has a very strong pigment that must be lightened to produce a pleasing effect. First, I basecoat my Termagants in Crimson Red. I then bathe them in Brown Wash which really darkens the models. Next, I dry–brush various reds and oranges over this, followed by Vomit Brown highlights. The result is a Termagant that really does look 'roach-like'.

Black wash is very useful for darkening cracks between fingers, separating the lines between a model's teeth, and separating shirts and pants from skin. It is a good outliner if used carefully. A liner brush with a perfect tip is a 'must-have' item in your brush bin to do this with any accuracy.

Orange Wash is great for adding rust to tanks and terrain. My Griffon's mortar platform was painted black, dry–brushed with Boltgun Metal and then dry-brushed with Orange Wash (yes, you can dry–brush a wash) to produce a rusted appearance. On my rubbled buildings, I have small pieces of wire protruding in various places to represent the broken reinforcement rods of the building's walls and floors. I apply small drops of Orange Wash at the base of these rods and then smear the wash downwards with a tissue. This gives the appearance of rust running down the walls from the old exposed metal.

In summary, the main thing to keep in mind is that glazes are subtle, while washes tend to make a drastic difference. Caution is advised when using a wash, lest you destroy your work.

There are many more uses of washes and glazes than those illustrated here. In my opinion, part of the fun of painting is experimenting with different paints and trying different techniques. Washes and glazes give you ample opportunity to do this. Sometimes you will be surprised at how great things turn out. Other times, you'll be scraping the paint off in disgust because it looks downright dreadful! The point is... have fun and keep trying... even if things don't turn out right the first (or second, or third) time!

Charles Laine

Is there anyone out there?

SCOUTING OUT THE CONVERSIONS

I contacted Games Workshop Mail Order through the Coventry store to order a select amount of parts to allow me to refit the new Space Marine Scout body with other heavy weapons and also special weapons. I've already done two of them, a Multi–Melta and a heavy flamer (yes I know that Heavy Flamers are illegal for Scouts but there you go!). I eventually want to do every special weapon and heavy weapon to fully fit out my one hundred strong Wolf Scout Company. My latest are the Heavy Plasma gun and the Missile Launcher. I was telling this to the Mail Order Troll on the telephone and he suggested that I write in to the Journal and tell you lot all about it, I hope you find it of interest!

When I first thought of the idea of heavy weapon variants (well I couldn't stand seeing about twenty Heavy Bolters staring at me, could you?), I had sit down and think it through. Most of the weapons and variations were inspired by the Sisters of Battle and Nercromunda Heavies, such as the Heavy Plasma gun, Lascannon, Flamer and Plasma gun. How can you do it when the hands on these weapons will not match the arm positions on the miniatures? They will fit with just a little time, a drill, some pinning wire (I suggest using Ariel wire) and a little patience. For instance, when I converted the Multi–Melta, the right arm did not reach the arm sleeve of the scout, so a pin was drilled into the arm and the weapon pinned into place, the gap was then filled and moulded into shape to look like a sleeve (Das modelling putty is recommended here). Do of course, remember to file off the Fleurs De Lys from the weapon otherwise the scout will look like a murderous traitor!

Next, I set about the ultimate task: the Missile Launcher conversion. This goes without saying will be a just a little bit tricky and I don't recommend it to 'green' modellers out there. I have based my conversion ideas on the look of the heavy weapon marines from the Aliens movie. They had their weapons slung low across the stomach, in a macho 'make a stand' kind of position, which is what my conversions will hopefully resemble when I'm finished, or started if you will, cos the parts should be here hopefully tomorrow morning!

Another I will be attempting is a Plasma Gun, for which I'll be using the Escher Heavy Plasma gun from Necromunda, which looks more like a Plasma Gun anyway. Then there's the Melta–gun, for which I'll be using the Orlock Flamer (now stay with me on this!). If you cut the gloved hands from the Twin–linked Heavy Flamer from the Sisters of Battle Immolator tank, these make ideal hands for the scouts who wear similar gloves. These hands can be attached to the arm sockets of the scout heavy trooper with a pin for added strength. Then trim the hands off of the Orlock flamer, cut the flamer top off and replace it with the nozzle attachment from a Sister flamer, easy!! This flamer weapon can then be converted into a melta–gun by just replacing the barrel with that of a Sister of Battle Melta–gun barrel (now that wasn't hard was it?)*(Err...I think I'm lost –Ed)*. The Plasma Gun, of course, uses the same procedure, except you obviously need not replace the barrel.

My final conversion will be the Autocannon, for which unfortunately I haven't found a compatible weapon piece as yet... so if anyone's got any ideas? I hope that this provides a little inspiration for others to add this deadly array of weapons to the arsenal of their Space Marine Scouts, enjoy!

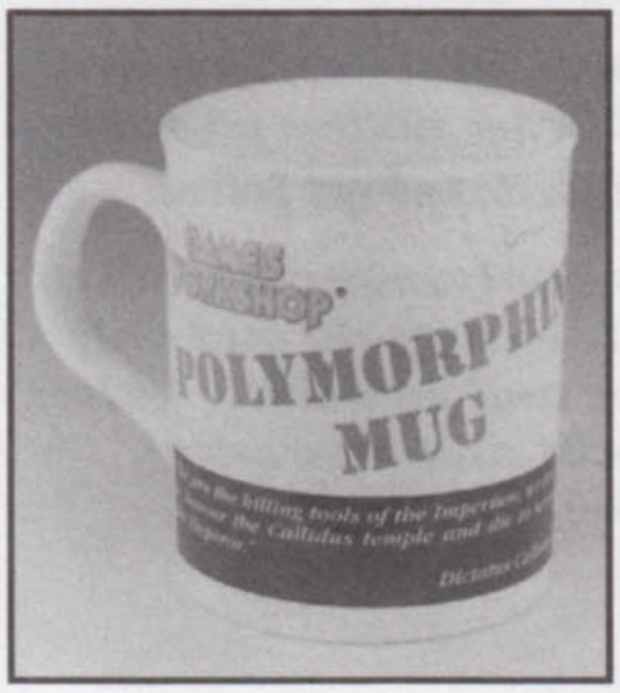
Carl Deakin

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BITZ N' TIPZ

This issue the scalpel falls on:

Heroes of the Imperium

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 Heroes of the Imperium 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 68),* ***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, some limbs plus any other backpacks and interesting gubbinz which catch your eye, it's entirely down to you!

Da BITZ:

BODIES N' TORSOS:

Citadel Miniatures Catalogue 1986-1991

Page No.	Product Code	Description
p19	070204/22	Ordo Malleus (Daemon Hunter) Terminator.
	070204/19	Inquisitor Terminator.
p270	070315/1	Chaos Warrior (although this miniature is a Chaos Warrior, because of its 'Blanchesque' mask and goggles it looks very sinister and gothic, ideal for an Adept or Priest).
p274	073292/9	Chaos Sorceror (with a 'KKK' hood, fire brand and reading from a book, with only minor converting, this would make an ideal Inquisitor).
	073142/12	Another hooded Chaos Sorceror.
	070204/19	Inquisitor Terminator.

Citadel Miniatures 1998 Annual

P277	059900709	Redemptor Priest (ideal to accompany your Sisters' Militia).
	059900707	Deacon Body (this is great for any type of Imperial Agent).
	059900704	Brethren with Stubgun and Autopistol.
	059900703	Brethren with Autogun.
P315	010501501	Captain Chenkov's body.
	010501601	Captain Al'Rahem's body.
p326	010101101+	Space Marine Bodies.
p328	010101001+	Assault Marine Bodies.
P329	010109101	Space Marine Scout Hvy Bolter body.
p330	010107201	Apothecary 1.
p330	010107202	Apothecary 2.
p330	010107101+	Veteran Sergeants.
p339	010102101	Commander Azrael.
	010102201	Asmodai.
	010102301	Ezekiel.
p340	010107401	Marneus Calgar.
p342	010102701	Commander Dante.
	010102601	Mephiston.
	010102701	Commander Dante.
p373	010200601	Fabius Bile body (yes, even Chaos bodies can be used to great effect if converted properly)
	010201601	Ahriman's body

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

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p18	070204/1	Grey Knight Right Arm 1.(these are great to enhance your Terminator heroes)
	070243/7	Grey Knight Right Arm 2.

	070243/8	Grey Knight Right Arm 3.
	070204/3	Grey Knight Left Arm 1.
	070243/9	Grey Knight Left Arm 2 (will take shield).
p19	070204/18	Inquisitor Combi–Weapon (Terminator Right Arm).
	070204/21	Inquisitor Psycannon (Terminator Right Arm).
	070204/20	Inquisitor Power Fist equipped with Digital Weapons (Terminator Left Arm).
	070204/23	Inquisitor Force Rod (Terminator Left Arm).

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p265	059901414	Escher Heavy Plasma Gun.
p266	059901814	Van Saar Heavy Plasma Gun.
	103437	Space Marine Close Combat sprue.
p270	059905517	Orlock Flamer.
p272	059902221	Delaque Lascannon (a small, hand held Lascannon – useful)
p273	059902808	Orrus Left Arm (this would make a very different arm for a Terminator hero).
p277	059900708	Deacon Flamer Arm.
p278	059903813	Redemptor Priest Sword left arm.
	059905515	Cawdor Grenade Launcher.
p281	059906402	Bionic Left Arm.
p315	010501503	Captain Chenkov's Bolt Pistol Arm.
	010501504	Captain Chenkov's Power Sword Left Arm.
	010501602	Captain Al' Rahem's Plasma Pistol Arm.
p316	010501903	Commissar's Boltgun Arm 1.
	010501902	Commissar's Sword Arm 1 (left).
	010501907	Commissar's Sword Arm 3 (resting on shoulder).
318	010800302	Eversor Executor Pistol.
319	010800102	Vindicare Exitus Longrifle.
322	010800702	Sister of Battle Heavy Flamer.
	010801602	Sister of Battle Multi–Melta.
	010800603	Sister of Battle Heavy Bolter.
325	0103437	Marine Close Combat Sprue.
335	010103911	Right Lightning Claw..
	010103912	Left Lightning Claw..
	010100704	Stormbolter.
	010103810	Heavy Flamer.
	010100705	Assault Cannon.
	010100706	Power Fist (left).
	010100708	Chainfist.(left)
	010100707	Power Sword (left).
	010104303	Thunder Hammer.
	010104304	Storm Shield Arm (left).
339	010102102	Azrael's Combi–Weapon (left).
	010102202	Asmodai's Power Sword.
	010102302	Ezekiel's Force Sword (two–handed).
340	010107402	Marneus Calgar's right Gauntlet.
	010104102	Force Axe (left).
	010104002	Crozius Arcanum (left).
342	010102702	Commander Dante's Inferno Pistol (left).
	010102602	Mephistons' Force Sword (left).
345	010101409	Wolf Guard Force Axe (left).
372	010201303	Chaos Marine Sorceror Bolt Pistol left arm 1 (even bitz from the Chaos range can come in useful, so long as they don't look too 'spikey').
	010201303	Chaos Marine Sorceror Bolt Pistol arm 2 (left).
	010201303	Chaos Marine Sorceror Plasma Pistol arm 2 (left).
	010201403	Kharne's Plasma Pistol arm.

GUBBINZ

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Page No.	Product Code	Description
p6	070268/7	Back Pack Cloak.
	070121/2	Back Pack Wolf–Skin Cloak.
p17	070204/24	Storm Shield 1.
	070204/17	Storm Shield 2.
p120	076015/11	Titan Devotion Seals (these are an essential piece of gubbinz when converting Imperial Heroes, as they can cover up any amount of sawing or cutting marks and look really good!).
p199	074249/2A	Elven Heroes Cloak 1.(this can be added to any member of the Priesthood to make them appear more gothic looking)
	074249/2B	Elven Heroes Cloak 2.

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p26	020300602	Morgiana Le Fay's Cloak
p74	021004702	Korhil's Cloak 1.
p263	059901015	Goliath Heavy Bolter Backpack

p265	059901415	Escher Heavy Plasma Gun Backpack.
	059901815	Van Saar Heavy Plasma Gun Backpack.
	059905515	Orlock Heavy Bolter Backpack.
p272	059902214	Delaque Flamer Backpack.
	059902222	Delaque Lascannon Backpack.
p273	059903006	Spyrer Yeld Wings (excellent to represent a hero's Jumpack).
p277	059903402	Arch Zealot's Back Banner (no Missionary should leave home without one!)
p281	059902602	Bounty Hunter Backpack.
p301	010504201	Storm Trooper Powerpack.
p312	010505601	Comm–Link.
p315	010501502	Captain Chenkov's Cloak.
	010501703	Jungle Fighter Captain's Backpack.
p317	010504502	Commissar Yarrick's Banner Pole.
p318	010800303	Eversor Sensor Array.
	010800306	Eversor 2 Sensor Array.
p320	010800401	Sisters of Battle Backpack.
p321	010801001	Seraphim Jump pack.
p322	010800903	Canoness Icon.
p325	0102528	Marine Body Sprue.
	0102789	Marine Arm Sprue.
	0101532	Marine Backpack Sprue.
	0102532	Character Backpack Sprue.
p328	010101004	Marine Jump Pack.
p330	010807203	Apothecary Medi–Pack.
p331	010101802	Standard Company Top.
	010107503	TechMarine Servo–Arm Backpack 1.
p337	010102402	Dark Angels Standard Top.
p340	010107403	Calgar's Banner Pole.
	010107404	Calgar's Banner Pole Top.
p342	010102703	Commander Dante's Jump Pack.
	010201306	Sorcerer Backpack 2.
p373	010200604	Fabius Bile's Backpack.

TEDZ TIPZ

Again I risked life and limb in order to bring 'you lot' more of the 'Great Converting Guru's pearls of wisdom'. This time I ensured that Ted, the Troll Herder, was properly sated and caught him as he left the canteen. All I had to do now was suffer his nefarious wit!

DIS ISSHOOS TIP: Pinning

In the good old days (when all this was fields...), I never used to pin anything (far too lazy!) which resulted in a whole lot of 'multi–part' models.

Nowadays, of course, I tend to pin any large joints (it's either that or carry bucket loads of Superglue everywhere!) and this, my attentive disciples, is how:

Da Ackurait mefod

Use either; proper hardwear pins with the heads removed, or soft(ish) wire (paperclips are just ace!). Then drill a hole using a pin–vice in roughly the center of the piece intended for pinning (obviously on the flat part of the miniature where it will be attached...dummy!). Check the depth of the hole by inserting a piece of pin or wire and then measuring the amount inserted, I tend to find a fingernail more than adequate for this purpose, especially someone elses...*(why Ted is fingering that gratuitous looking pair of pliers I just don't want to know!)*. Then cut your temporary pin to the appropriate length, usually so that about 1mm or so protrudes from the hole.

Next, you can prepare the piece to which it will be attached, be it a shoulder for an arm, a wrist for a hand, a neck for a head or whatever. Position this part next to the temporary pin in the manner that you would like it to look when complete. Mark the place where the pin contacts the other piece (applying a spot of paint to the end of the temporary pin does wonders!).

Finally, you remove the temporary pin using a pair of pliers *(phew!)* and cut your proper pin about 2mm too short. You then insert the pin in the hole, join the two halves together with superglue and Bob's your Uncle...

But, for those of you who are just as lazy as Moi, here's:

Da Kwik n' Eezy Mefod

1/ Secure the part to be pinned with superglue to the parent model.

2/ Drill right through the part (arm, weapon, head, whatever) into the main body part.

3/ Insert your pin and secure with more superglue.

4/ Finally plug up the hole with Milliput.

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.

Here's a few Steve Hambrook threw together to give those Chaos boys from the last issue 'a bit of a sound kickin'...



Master Apothecary

An Apothecary prepared for battlefield surgery! It includes the following pieces:

Apothecary 2	010107202
Bionic Arm	059906402
Marine Backpack sprue	0101532
Chirurgeon Pack	010200604
Chirurgeon Arm 1	010200605
Chirurgeon Arm 2	010200606

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

Marine Scout Heavy

There's nothing better than an idea that you've stolen, especially when it's from one of the letters in this very issue! It uses these pieces:

Marine Scout	010109101
Melta Gun	010801603
Marine Body Sprue	102528
Purity Seal	076015/11

This conversion kit is available from Mail Order UK for £4.00





Imperial Inquisitor

I tried to capture a Papal, gothic feel with this one and it includes the following pieces:

Deacon Body	059900707
Seraphim Pack	010800302
Executor Pistol	010800302
Force Rod	070204/23
Purity Seal	076015/11

This conversion kit is available from Mail Order UK for £5.50

WWW DOR BUTCHA'S RLINR

DOK BUTCHA'S KLINIK



TechnoMagos, Adeptus Mechanicus

This conversion was originally based on an old 'Blanchesque' Chaos Warrior and includes the following pieces:

Chaos Warrior	070315/1
Servo Arm Pack	010107503
Inferno Pistol	01002702
Banner Top	010102402
Weapon Sprue	0103437
Purity Seal	076015/11
Marine Body Sprue	102528

This conversion kit is available from Mail Order UK for £7.00

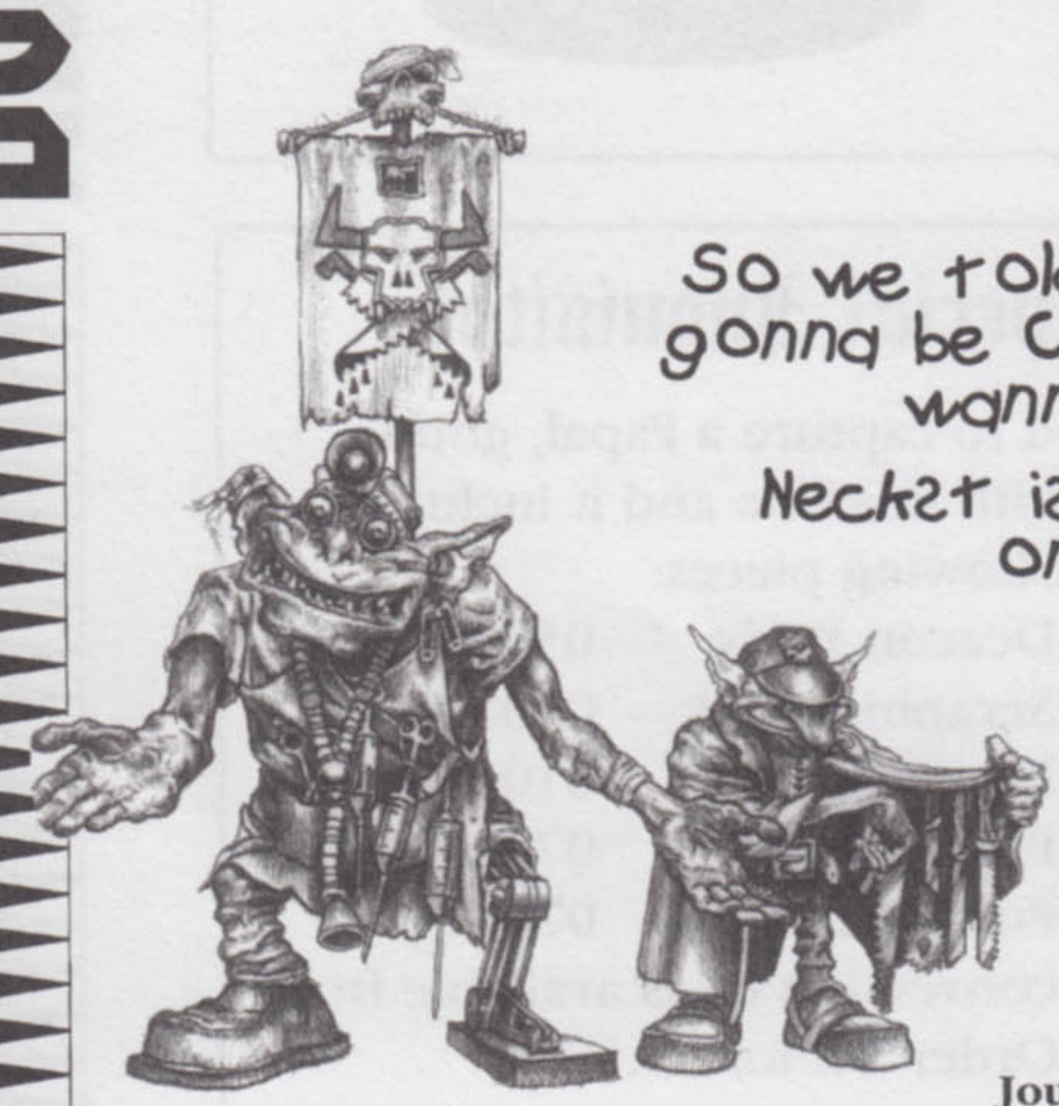
Imperial Missionary

A very simple one this *(no I didn't get bored!)* but still very effective. It includes the following pieces:

Brethren Body	010201401
Canoness Icon	059904407
Purity Seal	076015/11

This conversion kit is available from Mail Order UK for £2.50





So we told yer larzt izhoo dat it woz gonna be Chaoz Spawn, zo we lyed! Yer wanna maik zumfing ov it?

Neckzt izhoo wheel ov a BITZ N TIPZ on dem favoreetz, Da Big Guyz, 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

WAAAGH!

BLOOD AXE TANK

by LEE RAWCLIFFE

LEE HAS AN absolutely huge Blood Axe army for Warhammer 40,000. What he likes about them is their unsubtle and totally unwitting parody of the Imperial Guard. Orks in uniforms, with dirty great jackboots who perform drills, parades and even have a sense of discipline...how incredibly 'unorky'. He reckons that his boyz were a little bit jealous of the Imperial Guard who get all those wonderful tanks to play about with, and so equipped with welding torches and lots of nails they built this Leman Russ/Basilisk hybrid.



Lee was actually inspired by the highly innovative and slightly insane GorkaMorka conversions that have been splayed across recent issues of White Dwarf and just had to 'mess about' with bits of sprue himself.

Most of the tank is made from Leman Russ and Basilisk parts, many of which you'll recognise when you put Lee's model under close scrutiny. Several bits of plasticard (that modeller's dream material!) have been used for some of the panelling. But strangely enough, Lee built the *Reinforced Armour* panels that cover the vehicle's *Super–charged Engines* from...yes, parts from a Hornby Railway, steel girder bridge. *(Railway enthusiasts will probably be screaming 'blasphemy'–Ed)* The final piece of the model was the 'Gunna', who was graciously provided for by a Blood Axe Warlord.

The painting was a 'piece of cake', he says, just undercoat it black, give all the metallic areas a drybrush, paint on the camo–scheme and ink. One really 'Orky' looking armoured vehicle painted in less than three hours!



GAMES WORKSHOP®

Chaos Chariot

by Lee Rawcliffe



NOW YOU ALL remember Lee from Journal 23 in the 'Mad For It' Games Day '97 Report. Lee came third in the vehicle category of the Golden Demon awards. This Chaos Chariot's certainly a close contender for when Lee enters the awards again.

Lee started by using a Dwarfen gun carriage as the main shaft of the chariot. To this he attached two halves of a plastic wheel, with the spokes and axle removed, these were the bars which provided the chariot's yoke. The chariot wheels were from the old Chaos Battering Ram and the propellor blades from the Dwarf Gyrocopter became the scythes.

The steeds are standard Juggernauts of Khorne. Lee decided to spice it up a little by having one rearing up, flailing its iron shod feet at ats foes.

Finally the crew. These comprised Arbaal The Undefeated (minus Flesh Hound of course) and an old Chaos Knight, both sitting comfortably on the Prow of a Black Ark. And one solid evening's painting later, you have a 'nasty, spiky piece of work'. Simple!

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