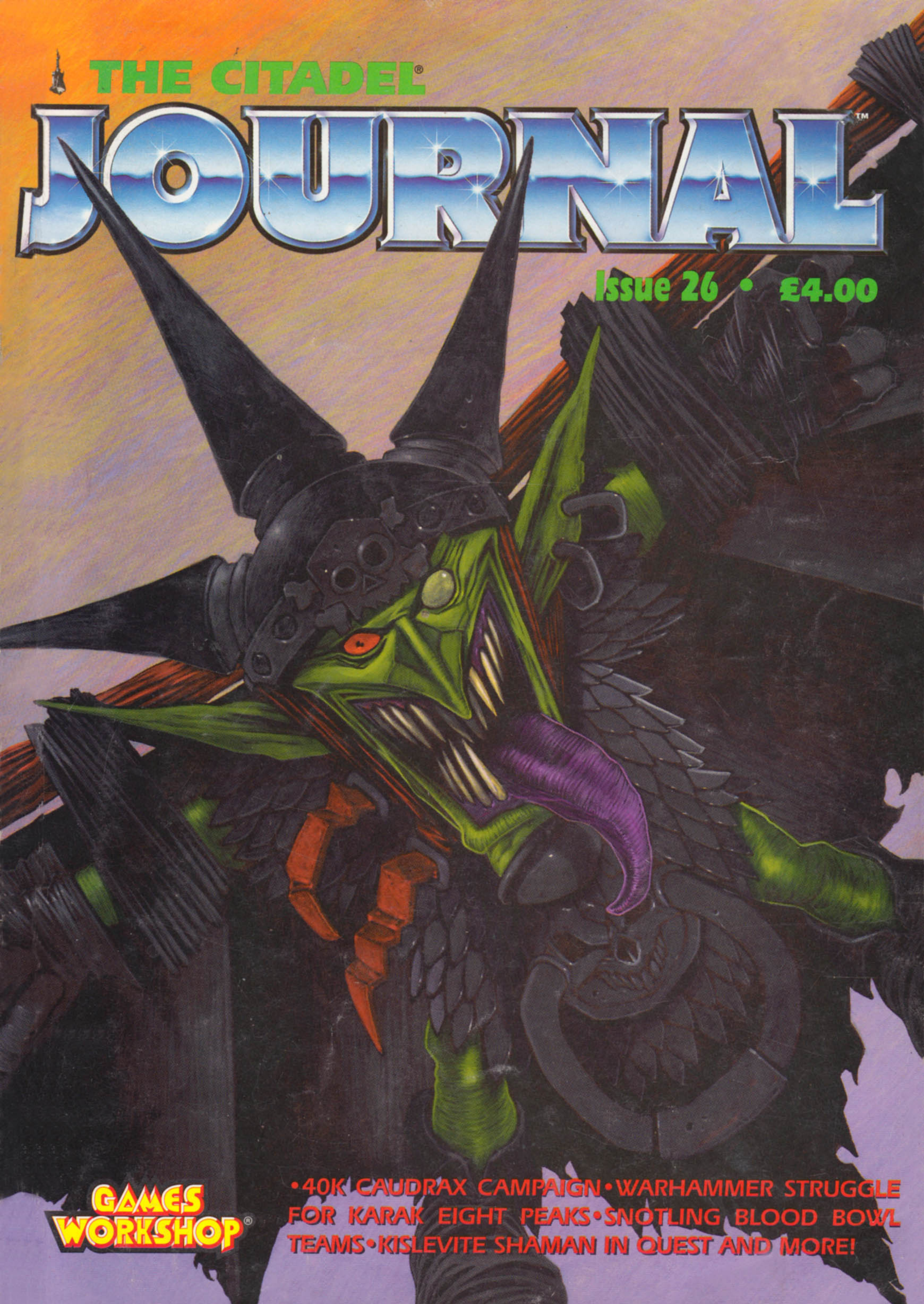
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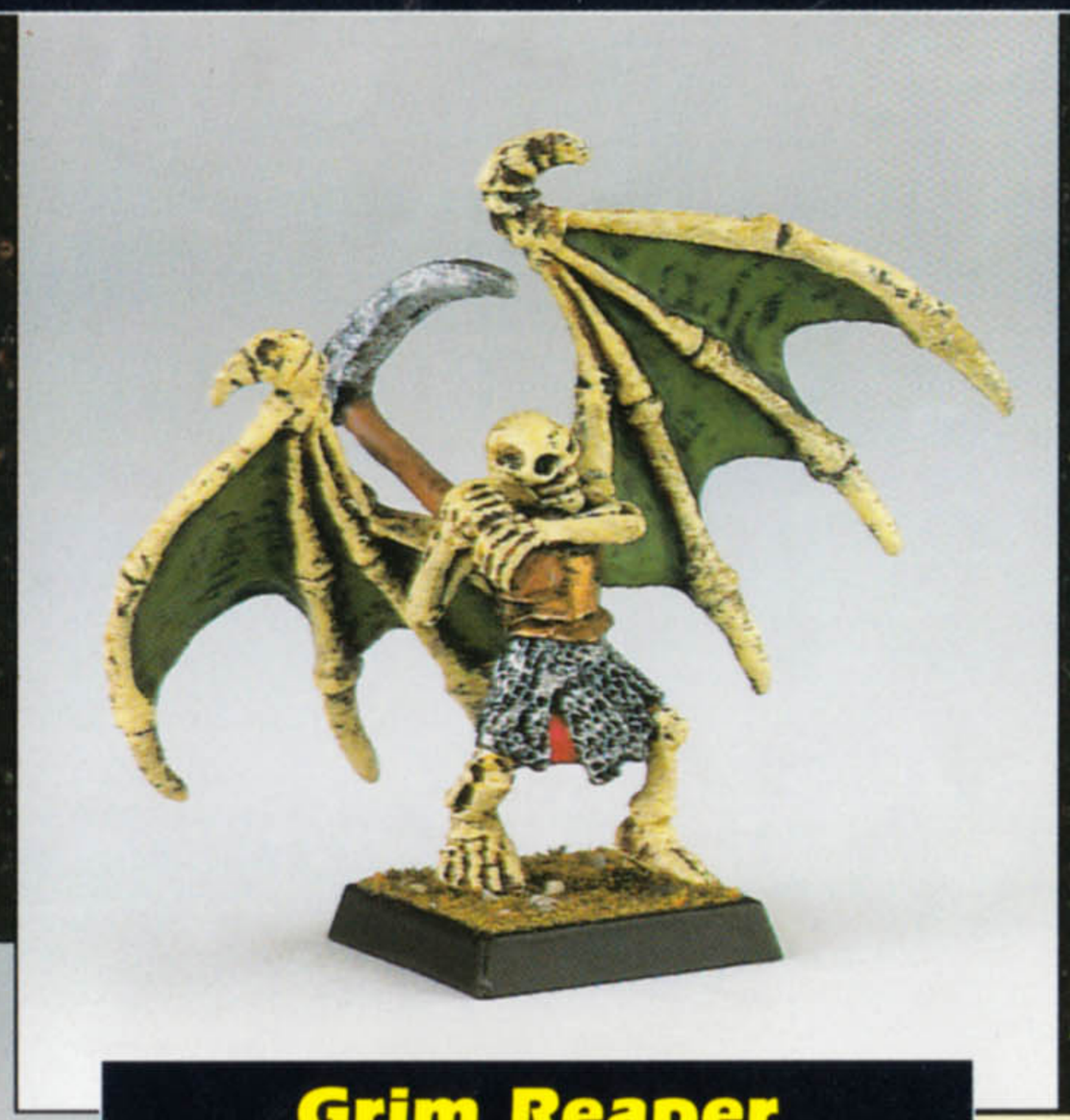
•40K CAUDRAX CAMPAIGN•WARHAMMER STRUGGLE FOR KARAK EIGHT PEAKS•SNOTLING BLOOD BOWL TEAMS•KISLEVITE SHAMAN IN QUEST AND MORE!

'Fistful o' Conversions'

By Jason & Scott Hill



Ja' Kleum Yrandi



Grim Reaper



Domini Trista





Patracian Demolition Team

THE ULTIMATE GAMERS

JASON AND SCOTT HILL have this wild claim to being the 'Ultimate Gamers'! A very brave undertaking we thought, here at the Citadel Journal , considering the amount of obsessive 'mad 'uns' that we encounter. So, we decided to put them to the test and prove it. You can read all about them and the Games Workshop 'Outriders' program on pages 44-55 and find out for yourselves.

On their website they have a 'whole shed load' of new, optional rules, figure conversions and such like, this being merely the 'tip of the iceberg'. You'll find all the rules, background and conversion details in their article. Are you foaming yet? You will be.



Lucky cardi' Andy? Nice...

Welcome to the Citadel Journal

by Andy Chambers

Do ya feel lucky punk?

Give us a rant for the Journal, they said, it can be anything you like – OK, well here's my rant. Well it's more of an observation actually, all about luck and 'probability'. Now then, contrary to popular belief, we Games Designers don't play games at work all day every day, BUT we do get in (on average) a couple of games a week. Now I've been working at Games Workshop for eight years (yes, that long), so let's see... (2x52)x8= approximately 832 games in work-time alone. In all those games I've seen an awful lot of dice rolls and I've started to form an opinion that all this Laws of Probability malarkey is not as, well, immutable as most people seem to think.

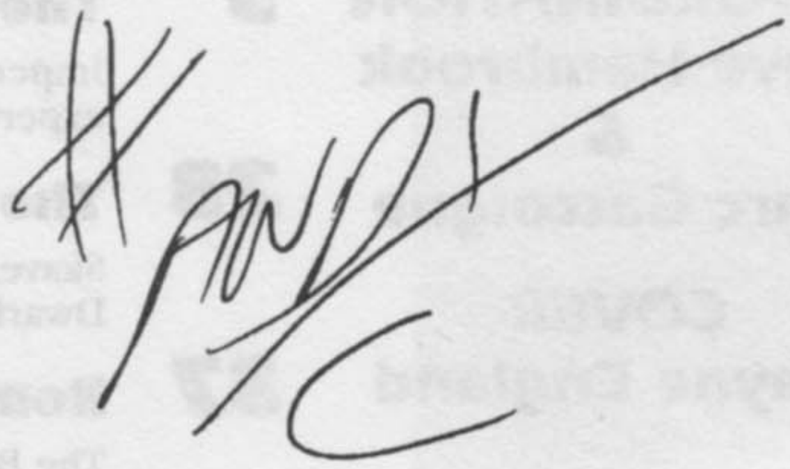
First off, let's talk about dice rolls during a game. I've seen fistfuls of dice rolls come up all ones or all sixes, I've even rolled dice which landed up balanced on their corners! Individual dice rolls are even worse, because they seem to be vulnerable to being 'hexed'. Come on, you've all done it – given a dice to your opponent, told them that they need anything but a one to succeed and then laughed in their face when they rolled a one. How many Warhammer generals have watched their super units with unmodifiable Leadership 10 disappear over the horizon at the first panic test? How many Warhammer 40K commanders have seen their tanks flip over on a lucky 6 hit to the tracks? Is it just me or does that one happen more often than any other hit result?

Next, let,s look at individuals. The battle reports fought between myself and Jervis in White Dwarf gained me a reputation as a much better player than I really am. Why? Yep you've already guessed it, because Jerv is naturally unlucky with dice. Not all the time and not necessarily at moments when it's going to lose him the game, but often enough so that you don't have to be quite as scared of his heavy weapons. My own luck wobbles appallingly between being poor to embarrassingly good – I say 'embarrassingly' good because gross fortune makes your opponent sneer and pout and generally put your efforts down to the pure vagaries of chance. For example, I can claim not one but two Warlord Titans blown up in Epic games with the first point of damage inflicted being a critical hit which caused catastrophic damage. Boom! After that, your enemy just wants to throw in the towel, regardless of what else is going on. Plenty of other players that I've run across have reputations for consistently good or bad luck. Is this all purely a matter of perception? Optimists Versus pessimists? I don't think so.

The thing is, you see, that people's luckiness (or lack of it) starts to subconsciously show through in the way that they game and even in what armies they choose. Lucky players seem to use ever more erratic armies like Orks or Orcs and plans which rely on a level of fortune and gambling. Less lucky players gravitate towards more solid troops like Space Marines or Dwarfs and formulate battle plans where little, if anything, is left to chance. Next time you have a game, keep one eye on the dice and see if I'm right.

To sign off, I have one little anecdote about probability culled from the papers. Hilda Golding, 87, was playing in a local Whist Drive in Bucklesham, Suffolk. After the cards had been shuffled twice and cut they were dealt out and Hilda found her first hand of the evening to consist of all 13 Clubs. Hazel Ruffles, 64, had all the Diamonds and her daughter, Alison Chilvers, 40, had all the Hearts. The full suit of Spades went to the dummy. Back in 1939 Horace Norton calculated the odds against this happening are 2,235,197,406,895,366,368,301,599,999 to 1 against. Now that's what I call improbable.

All the best and may your dice-gods go with you.



CITADEL JOURNAL 26

TIPS'N'TACTICS

Dok Butcha **88-95 & back cover**

This issue brings you 'BITZ N' TIPZ', conversion advice, lists of parts and cheap 'n' simple, ready-to-pick kits available only from MAIL ORDER. Plus we bring you 'Sista Slica', dreadnought 'Orkstraordinaire', and all the converting details you'll need to know.

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The 'Horned One' Andy Chambers speaks, so we must listen!

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With another look at the States, we come across the 'Ultimate Gamers' and more complete madness!

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Debate that's more topical than a chocolate bar with hazelnuts!

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

Ash Nomads *by Chris Ward* **16**
From the howling, desert sands that are the Ash Wastes of Necromunda new combatants are vying for power in the Hive.

Njet Comrade! *by Gav Thorpe* **21**
First there was the Warhammer Quest Halfling Thief. Now Gav takes us in search of the ever elusive (and unclean!) Kislevite Shaman and we have so kindly prepared another fortuitous 'Figga N' Roolz' deal, but available only through MAIL ORDER.

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If you thought that Halflings were altogether weak and 'squishy', wait until you get a load of Joel's new team for Blood Bowl.

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Andy Jones

PRODUCTION AND CO-ORDINATION
Steve Hambrook & Marc Gascoigne

COVER
Wayne England

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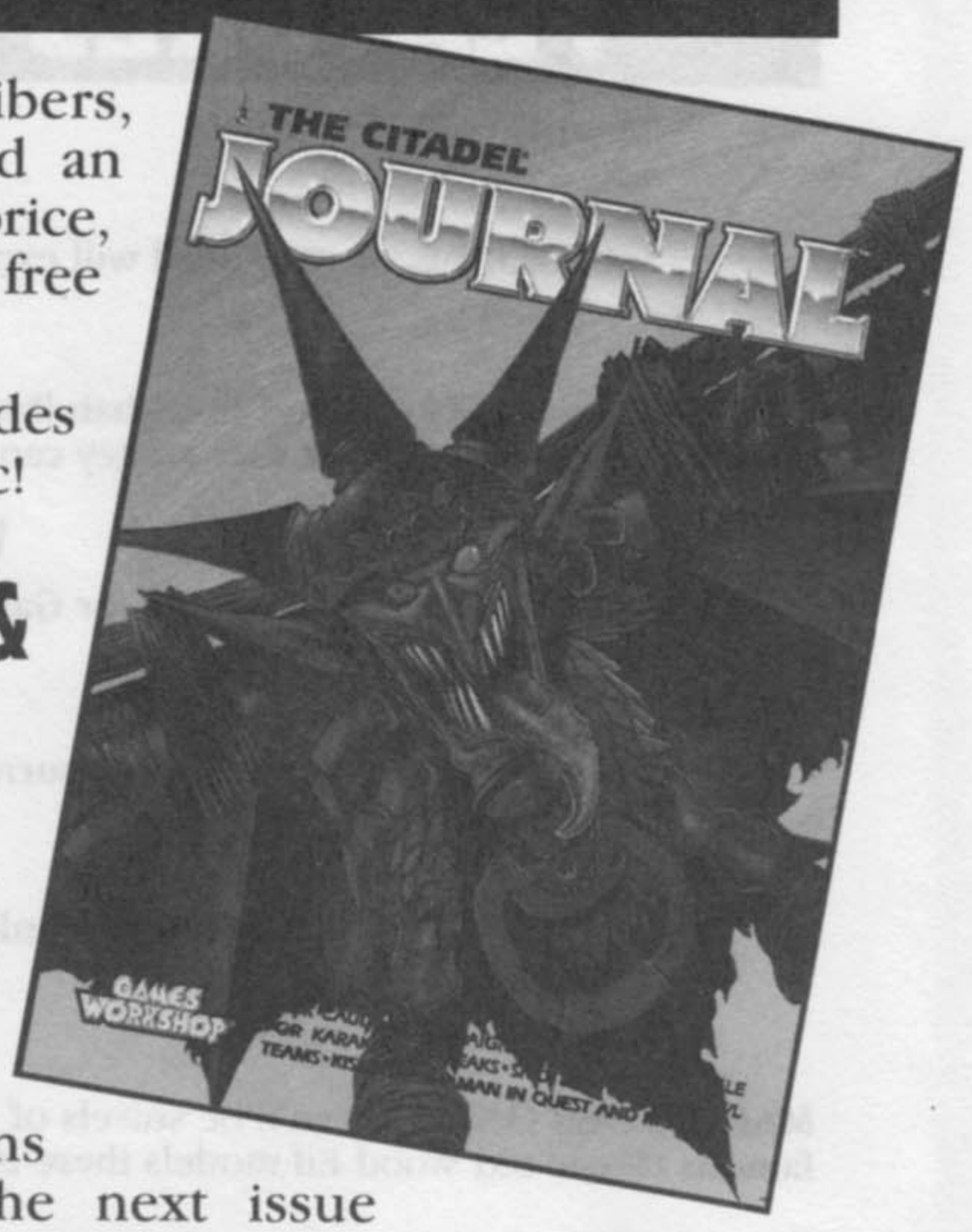
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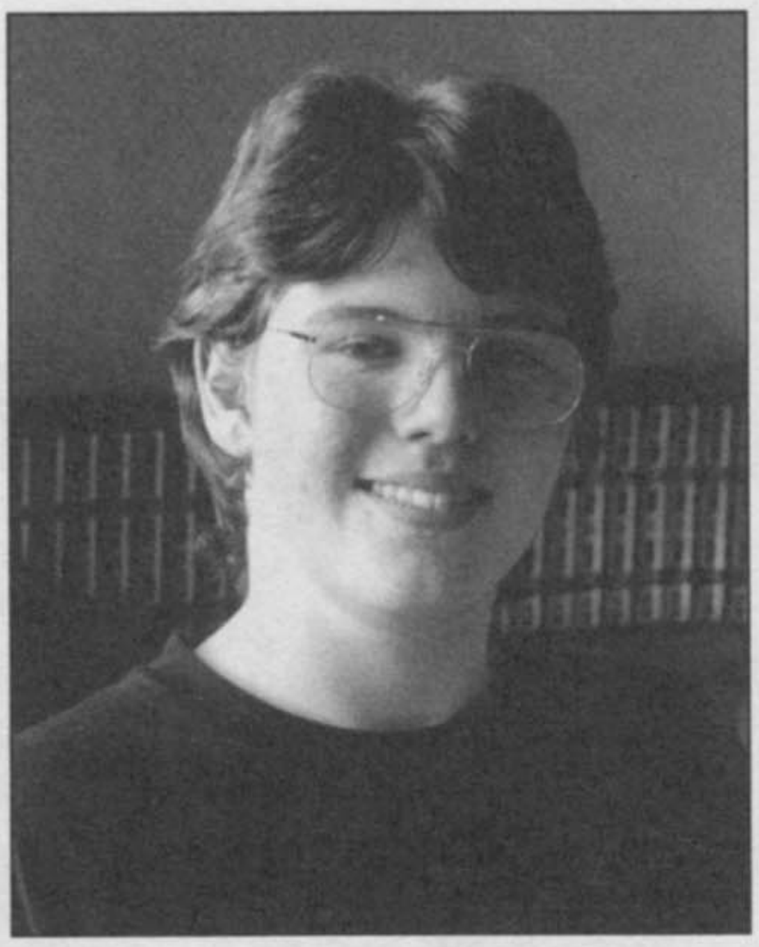
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The Caudrax Campaign

Murder and Mayhem in Warhammer 40,000

By Daniel Hill



Dan is fifteen and from Coventry. He reliably informs us that he has been playing Warhammer 40,000 for three years and is utterly hooked. He freely admits to having a chronic inability to stick to any one army at once, but loves Space Marines (not literally!). His latest creation is his own Chapter, the Xanthic Warriors of Arimalthea *(They sound more like poets than Space Marines! – Ed)*.

He came up with the idea for his campaign after reading *Chambers of the Horned Rat* by Andy Chambers in White Dwarf 199. Here's what he told us:

INTRODUCTION(i.e rambling on!)

At the time that the new Chaos stuff was just being released and by mixing this with my four Space Marine forces and the Piscina Campaign described in the article, I came up with this article. *(Dramatic musical interlude! – Ed.)*

The campaign was originally written for just myself and my mates James and Tom *(both of whom declined to send in their mugshots – sods – Ed)* with their Chaos and Space Wolves armies. Oddly enough, my Dad took a look at it, as only Dads do, and suggested that I send it in to the Journal, who so graciously agreed to put it in their wonderful magazine. *(That's enough, just make sure that those pictures are in the post – Ed.)*

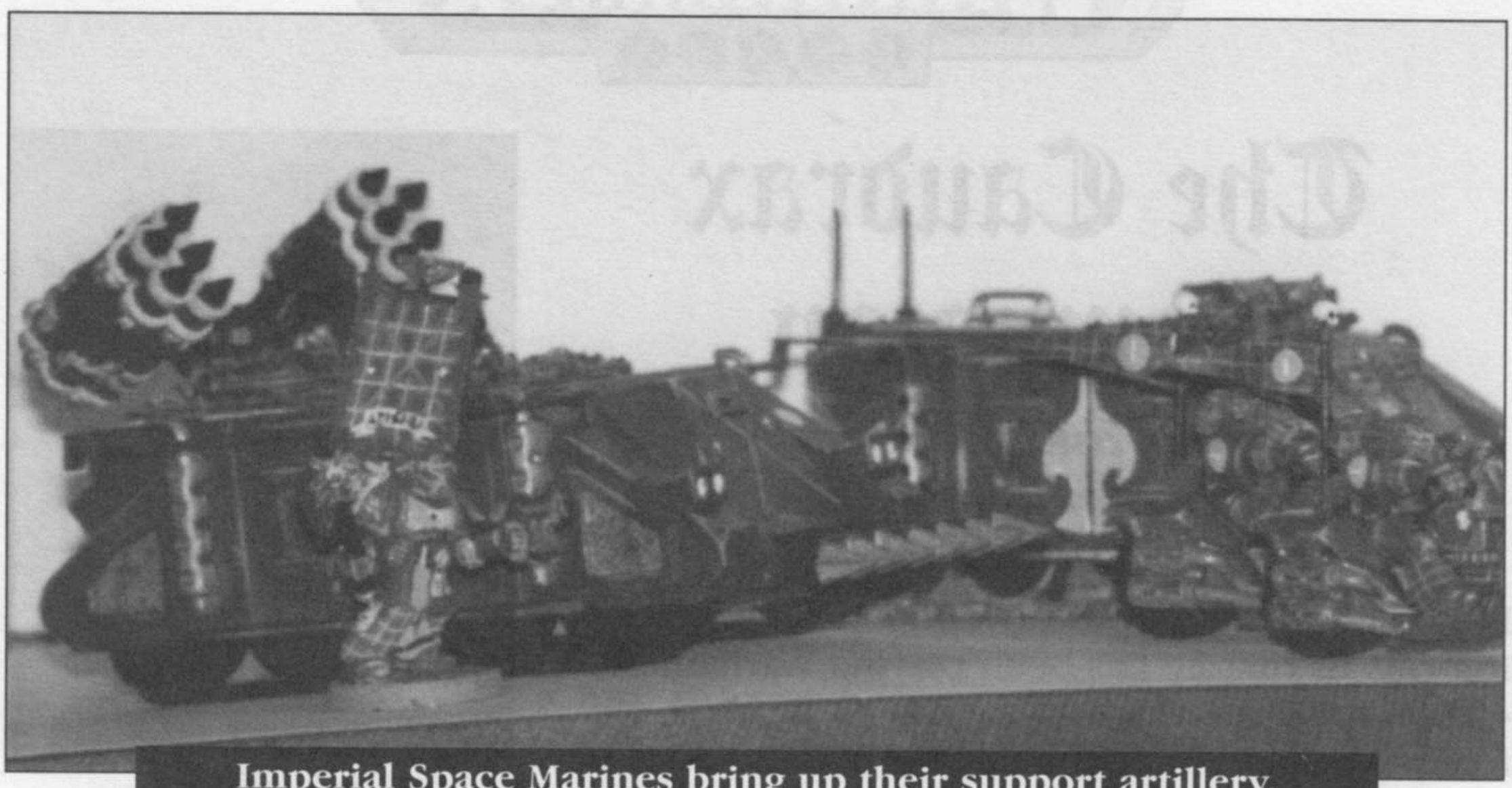
So, here it is for you all to enjoy. It has changed a bit from the original draft (the Space Marines are now fighting against Abaddon instead of my own self-styled anti-hero, 'Evil Chaos Bloke'!). The campaign is suitably flexible to allow minor changes to suit your own armies – Orks against Eldar perhaps. Just feel free to change as much of it as you like (heathens, destroy my work, why don't you?)

I haven't made any restrictions to the size of the forces used in each battle, so you can tailor them to your needs, although I would say minimum forces of 1000 points is advisable and at least 2500-3000 points for the final battle.

PLANETARY BACKGROUND

The Caudrax system lies 4,000 light years north of the galactic centre, just outside the area populated by the Squat Homeworlds. The system revolves around a binary star, younger than our sun, and very hot. There are only four planets in the Caudrax system: Caudrax Prime is a small gas planet, and is uninhabited. Caudrax Secundus and Quatrus are large rock planets: the former a burning wasteland, the latter a lump of whirling ice.

Caudrax Tertius is the only inhabitable planet in the system and it is just larger than Earth. It has a variable number of moons, as its orbit brings it within 3,000 miles of Caudrax Secundus, and the conflicting gravitational fields cause the moons to switch places. Indeed, Caudrax Tertius has been known to have anything between two and seven moons at any one time. The planet is used as an



Imperial Space Marines bring up their support artillery.

Imperial research station, where the members of the Adeptus Mechanicus can obtain exotic new materials from the Squats to use in their experiments.

The planet is very beautiful in comparison to most of the other planets in the Imperium: it is over 93% oceanic with calm, warm waters and many tiny archipelagos of islands. The only major landmass is situated just above the equator and is called Praxis. This had been heavily colonised and industrialised, and, except for a twenty-strong colony on Grethrak, a nearby island, it is the only inhabited part of the planet. The colony at Praxis specialises in new sources of power and energy weaponry, and boasts an incredible new Planetary Defence Laser to destroy hostile ships.

CAMPAIGN BACKGROUND

As Caudrax Tertius was nearing the end of its orbit (approximately half one Earth year long), the Astropath stationed at Praxis began to sense strange disturbances in the warp. He could not discover the source of these disturbances, but felt a threatening presence, and alerted the Planetary Commander, Commander Varkesh. Varkesh trusted the Astropath completely and Praxis was put into a state of red alert. About two weeks later the first attack came. An immense Space Hulk dropped out of the warp just in front of the fifth moon, but was blasted out of the sky by several rounds from the experimental Planetary Defence Laser, the wreckage crashing into the ocean about two hundred miles from Praxis. When the debris was examined, the Space Hulk was found to have been warped and formed by Chaotic powers, and aboard was found the remains of three companies of Chaos Space Marines and their retinue of Beastmen, Daemons and Cultists. The Hulk had trapped them all as it sank, and they had all drowned. Also, the ships computer, when analysed, revealed that the Hulk was one of a fleet of seven which were heading for the Caudrax System. The Astropath sent an urgent message back to Terra, stating that the ship had fallen from the warp too early and too close to the planet. In the Imperial Palace on Terra, the High Lords called a meeting and organised a Space Marine Crusade to rid the sector of the Chaos forces. A large detachment of Grey Knights also joined the Crusade. The forces of Chaos had come for the advanced technology to be found on Caudrax Tertius.

There was also rumoured to be a secret chamber under the island of Praxis, deep in the heart of the planet, where it is said there is a gateway into the warp, guarded by a Greater Daemon, Ergr'ech Ar'gruag'ach, which is bound by the power of the portal. If the Black Crusade were to capture this portal and release the Greater Daemon, they could bring forth an unstoppable torrent of Daemons, Chaos Marines and Chaos Titans which would transform the tranquil, idyllic

planet into a living hell where the oceans burn with fire and mortals are tortured horribly under the rule of their Daemonic masters.

The Imperial Crusade was spearheaded by Marneus Calgar, the Master of the Ultramarines Chapter of the Space Marines. He was backed up by various units from the Dark Angels, the Space Wolves and the Blood Angels, as well as a detachment of Grey Knights and an entire Titan Legion. The High Lords of Terra considered this campaign to be of the utmost importance, and commanded that the experimental technology on Caudrax Tertius must not fall to the Chaos invaders. The Space Marine Crusade must drive back the forces of darkness before the entire Caudrax System comes under their control.

BATTLE 1: DEFEND THE COLONY

Mission Briefing

Imperial Space Marines: The first objective for your troops is to prevent the Chaos forces from establishing a beachhead on the island of Grethrak. This will be their first objective, and could provide them with a base from which to launch further attacks on Praxis. You must deploy your forces in the research stations and other buildings, and prevent the enemy from reaching the centre of the main street. Should this happen, you should try to destroy as much of the enemy forces as possible, and try to drive them away. You will stand a much better chance of achieving this if you carry lots of heavy weapons, and in particular, sustained fire weapons, as you can blast away whole squads of troops as they advance. Try to concentrate your fire on the Assault Squads, particularly any armed with jump packs as they can reach the target area in only one or two rounds. Enemy tanks should also be destroyed wherever possible, as they are even faster than Jump Pack troops.

Victory Points

If the Imperial Space Marines are the closest to the objective at the end of the game, they get a bonus of +2 Victory points. In addition, they receive an extra bonus of +1 VP for every enemy Assault Squad or tank they destroy.

Mission Briefing

Chaos: Your invasion of the Caudrax System would have gone a lot smoother if that Hulk hadn't revealed itself as soon as it did. However, your first objective is to secure a base from which to launch other attacks against the main island, Praxis. The prime target is the colony on Grethrak, a nearby island, and you must take it before anything else. However, the Imperium has anticipated this choice of location and has dispatched several Space Marine Squads to protect it. By the time you are ready to launch your first attack on Grethrak, they will have already taken up their positions within the colony itself, and you must destroy them before you can take the target. Fast-moving squads and/or tanks will be useful for reaching the target quickly, and as the enemy is likely to be carrying many heavy weapons, it may prove useful to attack them at close quarters, as they will be encumbered with the heavy weapons.

Victory Points

If the Chaos forces are closest to the objective at the end of the game, they receive a bonus of +5 Victory Points. In addition, they receive a bonus of +1 VP for every Assault Squad or tank with less than 50% casualties/damage at the end of the game.

Terrain

The tabletop is supposed to represent part of the colony of Grethrak. So, lots of buildings (feel free to use Necromunda scenery, Imperial Bastions and the like) in a fairly cramped central position with four main roads converging on the main objective (this can be represented by a pile of oil drums or crates). Surrounding cover should be fairly sparse and consisting of scattered rocks and a few hills.

SPECIAL RULES

The Imperial forces set up first, regardless of Strategy Ratings. This reflects the fact that the Chaos forces have studied the Space Marines' deployment from orbit. The Space Marine forces may only be deployed in the centre of the table, within 18" of the 'objective'. The Chaos forces may deploy all around the edge of the table, but no further than 6" from the

edge. The 'objective' is marked by a pile of oil drums stacked in the centre of the main street of the colony. The game lasts for four turns.

Space Marine Forces

The Space Marine side is concerned primarily with defending the colony buildings, and may only include a maximum of one Assault Squad, which may not be armed with Jump Packs. Also, as the Imperial troops have been holding this position for a relatively long time, they may not include any Scout Squads, and may only include a maximum of one tank.

Chaos Forces

As the Chaos forces have only just arrived on Caudrax, they may not include any Dreadnoughts, as these will have to be beamed down by teleporter when the colony has been captured. Also, the army may only include one Chaos Sorcerer (of any rank), as the others are still busy guiding the fleet into orbital formation.

BATTLE 2: INFILTRATE THE ISLAND

Mission Briefing

Imperial Space Marines: Your forces have withdrawn to the North edge of Farash Forest as the tide of Chaos continues to advance. The Chaos forces are now trying to enter Praxis itself, and must be stopped. You must engage and destroy a Daemon-supported Scout party which, if successful, could provide the vital information needed for a full-scale invasion. Daemons are notoriously difficult creatures to overcome, and special troops and equipment may be needed to defeat them, such as *Psycannon, Force weapons* and maybe even a squad of Grey Knight Terminators. However, you should attempt to minimalise your own losses, and avoid losing vast numbers of squads in trying to take out these supernatural foes.

Victory Points

This is an *Engage and Destroy* mission, and the usual bonuses for breaking and destroying squads, characters and other equipment apply. However, the Space Marine side is also awarded +1 VP for every squad of Daemons it breaks/banishes/destroys, and gets a bonus of +3 VPs for every Greater Daemon it kills/banishes.

Mission Briefing

Chaos: You are preparing to launch an attack on the main island of Praxis itself. As a precursor to this attack, you have sent several Scout groups ahead into the Farash Forest, to find suitable sites for a base. You believe that there is an excellent post on the North border of Farash Forest, but unfortunately your sensors have revealed Space Marine activity in this area, and you must eliminate it, capturing the post. This is an important mission as your forces are still arriving on Caudrax. To help ensure victory, you have summoned a squad of Daemons to assist the foot troops. These are your most powerful allies, and must be used wisely – the enemy will be seeking to destroy them wherever possible.

Victory Points

This is a *Dawn Raid* mission, and the usual bonuses for getting squads with less than 50% casualties inside the opponent's deployment zone apply. In addition, the Chaos player gets a bonus of +1 VP for every squad of Daemons (with less than 50% casualties) into the Space Marine deployment zone. If a Greater Daemon should be summoned and reach the Space Marine deployment zone, then the Chaos forces get a bonus of +2 VPs.

Terrain

The tabletop is supposed to represent a part of the Farash Forest. So, lots of trees will do nicely, with no more than three low lying hills and a few rocky outcrops. In the Imperial Space Marine's deployment zone you can place a small battle bunker to represent the outpost.

SPECIAL RULES

You should set up normally, rolling and adding the Strategy Ratings to see who sets up and goes first. If the Chaos side won the last battle, they may deploy up to 18" onto the table, instead of only 12". If the Space Marines won the last battle, then they may increase the Strength characteristic of any energy weapons (laser and plasma weapons)

by +1 – this is because the Space Marines have found extra equipment to bolster their power plants. This has the effect of making any energy weapons used in this battle more powerful. However, after this battle, the power packs will be drained of their energy, as they were only prototypes. The battle lasts for four turns.

Space Marine Forces

There are no restrictions placed upon the Space Marine forces in this battle, but it might be wise to use troops and equipment which are good at defeating Daemons.

Chaos Forces

The Chaos forces must include at least one squad of Daemons: this squad consists of 5 Bloodletters, Daemonettes, Plaguebearers or Pink Horrors. These must be summoned in the appropriate manner, but the rest of the army may be chosen as normal. The Daemon squad may have one psychic power (unless it is a squad of Bloodletters, who cannot use psychic powers). If the Chaos forces choose one squad of Daemonettes, then they may not be mounted on Steeds of Slaanesh.

BATTLE 3: POWER THE CONSOLES

Mission Briefing

Space Marines: It is believed that the enemy are going to launch an attack to seize the experimental Planetary Defence Laser in the near future. In order to operate the Defence Laser, the Chaos forces must activate some computer consoles in the countryside near the Laser. These consoles were designed to prevent the Laser from being operated by anyone without the proper code. However, in case the activation key was ever lost, a copy was hidden in the grounds somewhere. This key shows up on scanners, and its code can be discovered by inserting it into a suit of Power armour.

Once captured, this code can be transmitted to all the troops in an army over the radio, giving the army access to the computer consoles. The Chaos forces are going to try to grab this key and activate at least four of the five consoles, before they attack the Defence Laser. You must get the key first. If this mission is failed, then try to destroy two or more of the computer consoles before the enemy activate four of them. The consoles are quite heavily armoured. You must not destroy any consoles deliberately unless the enemy gain possession of the key.

Victory Points

If the Space Marines can grab the key before the Chaos side, they gain an immediate bonus of +4 VPs. If they destroy at least two of the consoles, then the game is automatically over, but they must lose -2 VPs as they have destroyed important equipment. The Victory Point totals are then compared, and if the Chaos side win, it is assumed that they have discovered the code by chance and activated the consoles. However, the enemy are unwilling to spend time trying to crack the code by guesswork while the key still exists, and may not automatically win the game by suddenly declaring that they have broken the code.

Mission Briefing

Chaos: You are preparing for an attack on the Planetary Defence Laser, which will be a valuable asset in your conquest of the System. However, the Defence Laser cannot be operated without first activating at least four consoles which are situated out in the countryside away from the Laser silo. You will need a key to activate the consoles, but fortunately there is one hidden in the countryside. The code may be transmitted over the radio network by inserting it into a suit of Space Marine Power Armour, and so the key must be obtained by a squad of Chaos Space Marines. Once this is done, you must activate at least four of the computer consoles to operate the Defence Laser. You must also prevent the Space Marines from destroying the computer consoles, which they may try to do if you secure the key.

Victory Points

If a Chaos Space Marine squad obtains the key before it is obtained by the other side, then the chaos side gets a bonus of +3 VPs. Also, the Chaos side gets a bonus of +1 VP for every console it manages to activate, even if it gets destroyed in a later turn. Should the Imperial Space Marines destroy two or more of the consoles, then the game is automatically over.

Terrain
The tabletop scenery should be fairly sparse except for the five computer consoles (crates or small ruins/buildings will suffice to represent them. Which should be placed on the battlefield equidistant to each other, no closer than 6" to either deployment zone. In the very centre of the table there should be an unmanned battle bunker or suitable building, which houses the code key.

SPECIAL RULES
Deployment is worked out as normal. If the Space Marines grab the key first, then the Chaos forces must try to kill the Space Marine who holds the key. If the Marine who holds the key is killed by a ranged attack, then the key has a Armour Value of 10, and the Chaos player must test to see if the key is destroyed. If the key is destroyed, then the battle is automatically over. If the Marine who holds the key is killed in hand-to-hand combat, then the Chaos model who killed him must forfeit his follow-up move to pick up the key. This model must move into base-to-base contact with any Chaos Space Marine before the code is released (unless the model itself is a Chaos Space Marine).

If the Imperial Space Marine who holds the key is one of a group of multiple attackers, then he must fight last. Should the Space Marines have the key in their possession for three full turns, then the Chaos side will be forced to withdraw, and the game will be over, with the Imperial Space Marines winning. There are no army restrictions placed on either side.

The computer consoles have an AV of 22, should the Space Marines need to destroy them. If they destroy at least two of the consoles, then the game is automatically over, but they must lose -2 VPs as they have destroyed important equipment. The Victory Point totals are then compared, and if the Chaos player wins, it is assumed that they have discovered the code by chance and activated the consoles.

BATTLE 4: DEFENCE LASER DEFENCE

Mission Briefing
Space Marines: This battle is for the experimental Planetary Defence Laser itself. The Chaos army must not get their hands on the Defence Laser as it would help them immensely. You have only just returned from defending the computer consoles, and have not had time to deploy around the Defence Laser Silo, so the first objective must be to take and hold the Laser controls. You must then keep the enemy from securing the objective. However, only mortals may operate the controls, as they are too complex for Daemons to use. If you cannot get to the Defence Laser Silo in time, then try to destroy the controls before the enemy can reach them

Victory Points
This is a *Take and Hold* mission, and the usual bonus for holding the Laser Silo controls applies. However, if they destroy the controls of the Defence Laser, then they lose -2 VPs as they have destroyed valuable equipment. The Space Marine side may chose to destroy the controls even if they hold the Silo, as this will ensure that the Chaos forces will not be able to use the Defence Laser for the rest of the campaign.

Mission Briefing
Chaos: This may be the most important battle in the campaign. You must take control of the Defence Laser Silo before the Space Marines do, or it could be disastrous for your attack on the Caudrax system. You have just finished trying to operate the computer consoles, and so your attack is necessarily hastily prepared. Above all, you must stop the enemy from destroying the controls to the Defence Laser, otherwise this whole attack will be in vain. Should this happen, you will be punished accordingly.

Victory Points
This is a *Take and Hold* mission, and the usual bonus for holding the Laser Silo controls applies.

Terrain
The tabletop scenery should be fairly sparse except for the Defence Laser Bunker. This should be placed in the very centre of the table. There should be an unmanned battle bunker or suitable building (perhaps an Imperial Bastion), which houses the Defence Laser Controls.

Special Rules

This battle is played down the length of the table, instead of across, and the two sides deploy at either end. Deployment is worked out in the normal way. If the Chaos forces won the last battle by activating at least four computer consoles and they get the Defence Laser Silo before the controls are destroyed, then they may use the Defence Laser to create a Barrage of fire, similar to the *Barrage* Strategy Card. However, because of the experimental nature of the Defence Laser, any hits are resolved at Strength 10, and the Armour Penetration Value is D12+D10+10. Also, the Laser will short out on a roll of 6 on a D6, which will cause the control panel to emit a burst of electricity at any models within 3". All models within 3" of the control panel must make their armour saving throws with a -1 modifier or be instantly fried by the electricity. This will kill the model instantly regardless of wounds. The electricity will also partially negate Daemonic Auras, giving Daemons a saving throw of 5 or 6 on a D6. Pink Horrors are automatically destroyed – they do not split into two Blue Horrors, they just simply vanish. Neither side gains Victory Points for models killed in this explosion. Should this happen, then the Defence Laser will be out of action for the rest of the game.

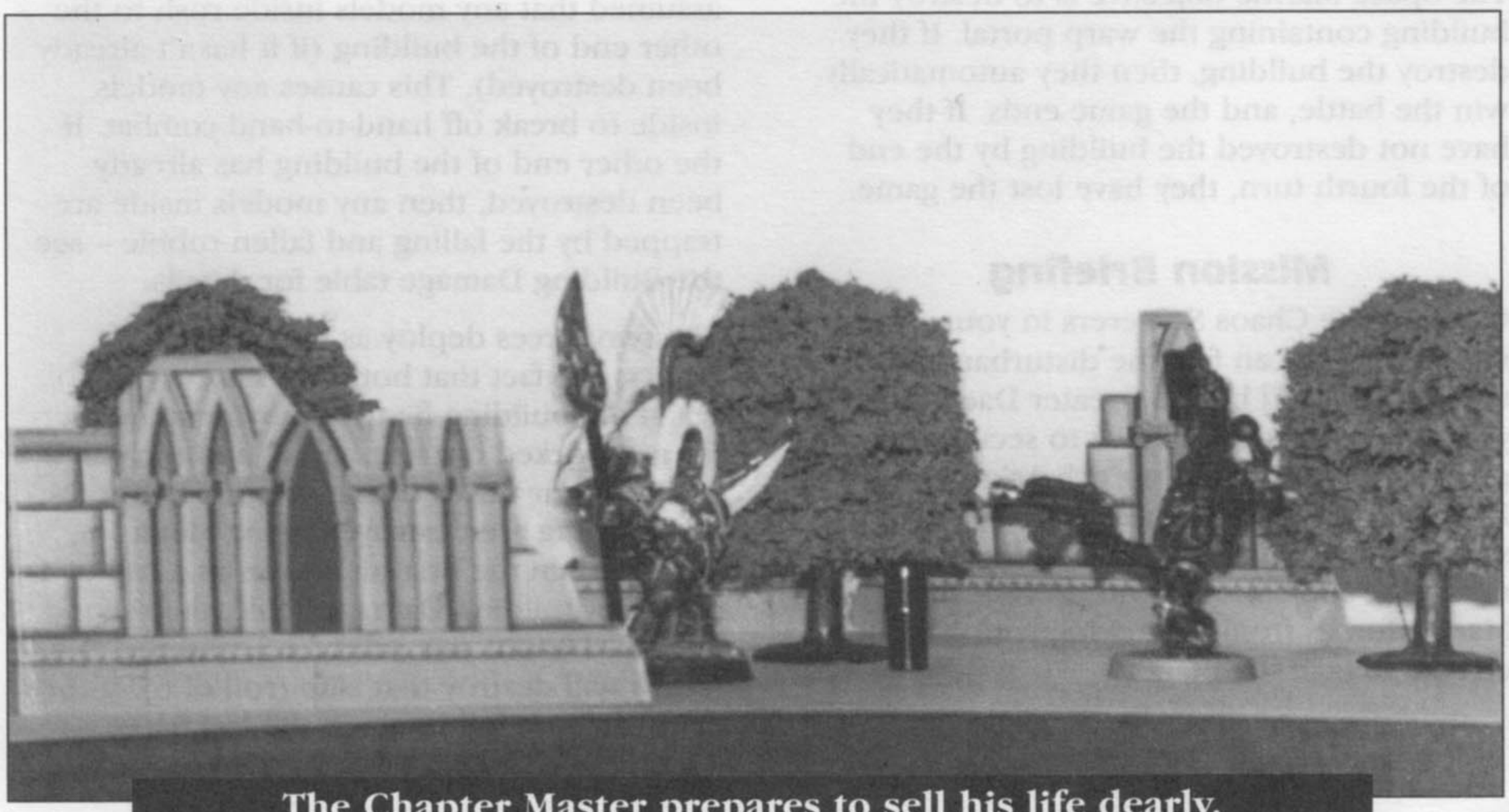
If two or more of the computer consoles were destroyed in the last game, then only the Space Marines may use the Defence Laser, as they were given the codes to use it by the members of the Adeptus Mechanicus prior to evacuating them from the system. If two or more computer consoles were destroyed in the last game and the Space Marines reach the Laser first, then the only way that the Chaos forces can use the Defence Laser is if the Space Marine side decide to use it, and then the Chaos side recapture it.

If the controls are destroyed, then the Defence Laser is unusable for the rest of the campaign. To destroy the controls, they must be shot at, like a target. The controls have an Armour Value of 20. This battle lasts four turns.

BATTLE 5: DESTROY THE PORTAL

Mission Briefing

Imperial Space Marines: Local legend has it that there is a dangerous Warp Portal deep under the island of Praxis. The legend says that once, this portal was a dimensional teleporter, which went seriously wrong and opened a gateway into the warp. Here, it grows vague; the Explorators of the Imperium have been unable to decipher the crumbling message, written in ancient runes upon a slab of stone which was found when the Adeptus Mechanicus began to colonise the planet.



The Chapter Master prepares to sell his life dearly.

All that is known is that the race of creatures which once inhabited the planet fought a massive battle against the Daemons of the warp, and eventually had to bury the portal by forcing their way into the chamber and detonating an ultrasonic explosion device, causing an incredible earthquake which raised the sea level by 4,000 feet. This sank most of the land of the planet. It destroyed their entire civilisation, leaving only one ruined city of Praxis itself. Though the Caudrakians (as they are known) were all killed, what is left of the legend says that the portal was not closed.

There was reputedly one creature left – a Greater Daemon called Ergr'ech Ar'gruag'ach which vowed to guard the portal until his evil masters came to claim the planet. You have intercepted a transmission from the Chaos Space Hulks to the invaders on the planetary surface indicating that their next mission will be to liberate the Greater Daemon and prepare to open the portal, which will allow a huge influx of Chaos onto the planet in a very short time. The entrance to the portal is contained within one of the only buildings left from the ancient Caudrakian culture. If you destroy the building, the rubble will fall and kill the Greater Daemon, destroying the portal. This mission is of vital importance, and you must not fail. (Hint: Melta Bombs are very useful for demolition work.)

Victory Points

The Space Marine objective is to destroy the building containing the warp portal. If they destroy the building, then they automatically win the battle, and the game ends. If they have not destroyed the building by the end of the fourth turn, they have lost the game.

Mission Briefing

Chaos: The Chaos Sorcerers in your invasion force can feel the disturbances in the warp caused by the Greater Daemon, and you are mounting an attack to secure the portal and to release Ergr'ech Ar'gruag'ach. However, it is likely that the enemy will try to stop you by destroying the building. You must take the building and prevent the Space Marine forces from destroying your best chance to take the planet.

Victory Points

The Chaos army must actually have models in the building to claim it. If they have a squad with less than 50% casualties inside the building by the end of the game (and the building is still standing) then they automatically win the game as they will be able to bring in more and more troops through the portal.

Terrain

The tabletop scenery should be fairly sparse except for the ruins of the city of Praxis. This should comprise of five or six centrally placed ruined buildings, with the largest building in the middle. This building represents the building that has access to the warp portal, the building that the Imperial Space Marines are trying to destroy and the forces of Chaos are trying to capture.

SPECIAL RULES

The building has an Armour Value of 25. To destroy the building, the Space Marine player must hit it with a weapon capable of beating that Armour Value. Then roll for Armour Penetration as they would for attacking a vehicle, then if the armour is penetrated, roll for damage on the Building Damage Effect table (found on Page 91 of the Rulebook). The building is large enough to be split into two parts for the purposes of working out damage.

When one part of the building collapses, it is assumed that any models inside rush to the other end of the building (if it hasn't already been destroyed). This causes any models inside to break off hand-to-hand combat. If the other end of the building has already been destroyed, then any models inside are trapped by the falling and fallen rubble – see the Building Damage table for details.

The two forces deploy as normal, which reflects the fact that both sides are trying to reach the building first. Deployment and Set-Up are worked out as normal, and the game lasts for four turns. If one or both sides of the building are destroyed using Melta Bombs, then the first hit counts as a roll of 1-3 on the Building Damage Table, the second and third count as a roll of 4-5, and the fourth will destroy that side (roll of 6). If the controls were left intact in the last battle,

then whoever won may call down Barrages as described in the Special Rules for the last battle. This does not count as one of their Strategy Cards.

BATTLE 6: URBAN ASSAULT

Mission Briefing

Imperial Space Marines: For weeks now you have been expecting the enemy to make a final push to conquer Praxis, and the latest transmission you have intercepted confirms that the Chaos forces are going to make one final attack on Azrath City, the capital city of Praxis. If they were allowed to capture this, then the rest of the planet would quickly fall to their evil schemes, and your campaign would all be in vain. You have invested a lot of time and manpower in defending this system from the evil forces of Chaos, and too many of humanity's finest warriors have ended up in the Apothecaries' labs for gene-seed removal for you to give up at this stage. **If you fail this mission, then you will lose the campaign.**



Space Marines prepare to defend the city.

Victory Points

If the Chaos side gets two squads with less than 50% casualties into the centre of the city and capture the Administratum Headquarters (marked by a large building) then they gain 6 VPS. This is a higher number of squads than normal for a Dawn Raid mission, and reflects the fact that there is expected to be a high level of resistance. The two squads must be wholly inside the building to count as in the centre of the city, but unfortunately the buildings in the city cannot be demolished under any circumstances.

Mission Briefing

Chaos: For weeks now you have been planning your almighty attack on Azrath city, the last bastion of defence for the Caudrax system and your final goal. If you can seize this prize then the foul servants of the four powers of Chaos will have a foothold within the Imperium, within striking distance of many of the major trade routes and other Imperial systems. The wealth of exotic technology will be at the disposal of your despicable lords also.

You must get a foothold within the city itself and to do this you must capture the Administratum headquarters (the largest building). **If you fail this mission then you will lose the campaign.**

Victory Points

(see above)

Terrain

The tabletop scenery should represent a good portion of Azrath city. There should be at least five to eight buildings with a lot of ruins and rubble to represent the pre-assault bombardment. Much of the city set-up should be encompassed within the Space Marine's deployment zone, with the target building centrally placed. Use a suitably large and impressive building for the target building, with at least several storeys and preferably a flat roof (such as the Bastion). You can allow the Space Marines a few barricades on the approach to the main city streets to represent their makeshift defenses.

SPECIAL RULES

This is the final battle of the campaign, and whoever wins this one will win the campaign. The Chaos forces have a hard job ahead of them, as they must get two squads into the target building to gain those points. However, the 6VPs up for grabs should mean that if this mission is completed, the Chaos forces are almost assured of victory.

The Chaos forces are deployed first, regardless of Strategy Ratings. This reflects the fact that the Space Marines can see the

Chaos forces from a long way off, and have time to react to their attack. If the Chaos player won the last battle, then they may choose an extra 1,000 points of troops, which are drawn through the warp portal. They may also include Ergr'ech Ar'gruag'ach, the Greater Daemon of Nurgle that they freed from the portal, although this is not compulsory. However, neither side may use the Defence Laser, for fear of damaging the exotic equipment that is contained within some of the buildings. Neither side may enter any building other than the target building, but both sides may climb onto the roofs of the buildings. This takes up 3" of movement, and may not be attempted if the model does not have sufficient movement to reach the top.

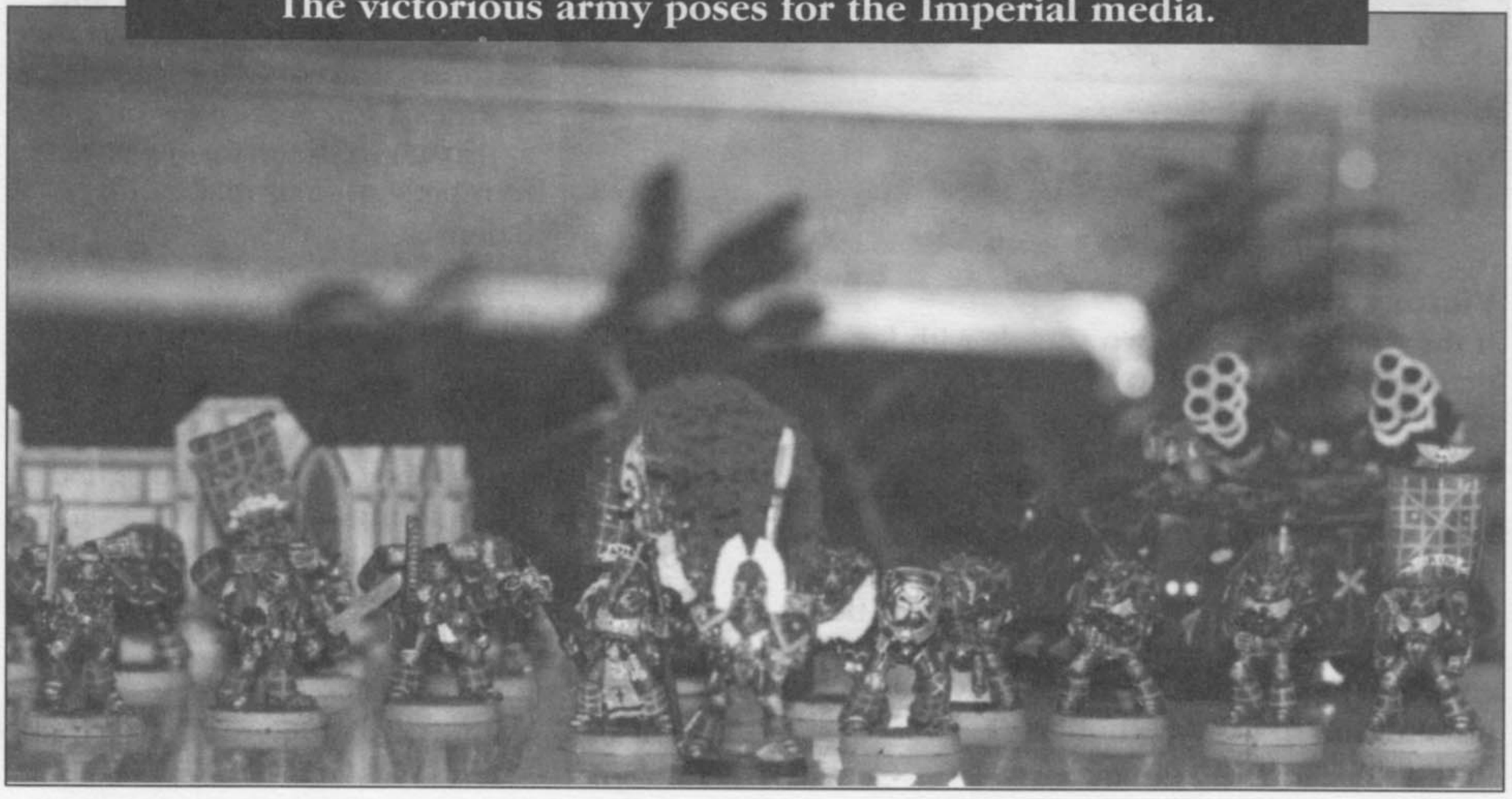
The Space Marines may not deploy inside the target building, but they may enter the building when the game has begun. The game lasts five turns, and at the end of the game, the side with the most victory points has won the entire campaign, and has permission to make fun of the Commander of the other side, laugh a lot, and enjoy the tremendous victory!

HISTORICAL RESULT

At the end of a long and bitter campaign, the forces of darkness finally made their assault on Azrath City, the capital of Praxis. The Imperial forces made a defence that was more solid than anything the enemy had ever seen before, and it was lead by Marneus Calgar of the Ultramarines and Commander Azrael of the Dark Angels. Numerous squads of Space Marines were deployed around the city, and prepared for a heavy assault. The forces of Chaos attacked from all sides at once, and were led by Abaddon, who had led the Black Crusade. Daemon-supported Assault squads of the Alpha Legion made a jump pack attack on the centre of the city. A gigantic Greater Daemon of Khorne occupied the Devastator Squads while the Alpha Legion Assault Squad forced their entry into the Administratum Headquarters building. They blasted the door open with a fusion blast from a Melta-gun and were then cut down by a hail of fire from an Assault Cannon wielded by a particularly resolute Terminator Marine. Squads Gaius and Calidus of the Ultramarines First Company emerged through the wreckage of the door, blowing away the Assault Squad.

The battle continued to rage for over three days, and the forces of Chaos began to overrun the city, fighting with supernatural fury. Marneus Calgar himself was seriously wounded when he led an attack against Abaddon and his bodyguard of Chaos Terminators, but was rescued when a stray shot from a Lascannon wielded by Brother Asteroth, the first Dreadnought of the Dark Angels third company, squarely hit Abaddon. As Abaddon reeled back from the Lascannon

The victorious army poses for the Imperial media.



blast, Calgar struck him with his Power Sword. Abaddon was so seriously wounded that he was knocked to the ground unconscious. Before the glorious leader of the Ultramarines could apply the 'Coup De Grace' to his fallen and much hated foe, a horde of Chaos Terminators charged into the fray and Abaddon was carried off. Later Marneus Calgar was attended to by an Apothecary, but Abaddon had escaped.

As the Chaos forces poured more and more troops into the city, it became overrun with the servants of darkness. Just as the centre of the city was about to be taken by the Black Crusade, an incredibly bright blue light surrounded the city. The blue light resolved itself into the forms of reinforcements from the Blood Angels and the Space Wolves Space Marine Chapters. The reinforcements were led by Commander Dante and Ragnar Blackmane, and the Wolf Guard of The Space Wolves utterly destroyed the Word Bearers First Company, which was pressing hard on the Dark Angels Devastator Squads.

The arrival of the reinforcements swung the tide in favour of the Imperial Space Marines. and after a further five days of bloody fighting, the forces of the Imperium managed to defeat the Chaos horde and drive them back. The Black Crusade was defeated, and the forces of Chaos slunk back into the Warp. The Caudrax system was denied to the forces of darkness, and eventually the planet of Caudrax Tertius returned to normal. Only time will tell whether or not the relentless forces of Chaos will try once again to claim the system...

CONCLUSION

Battle three (Power the Consoles) should be a real test of your co-ordination as a commander. Not only do you have to grab a key, but you have to get your troops into suitable positions to activate the consoles. To activate them, one member of the squad must do nothing for a whole turn whilst standing next to the console. I did my best to make this a balanced game, but if one side finds it too hard, then tweak the rules slightly to fix the problem. If the Marines are having problems destroying the consoles then just lower the armour value or reduce the number that they have to destroy. Simple.

Finally, I'd like to thank some people for their help: Tom for introducing me to Warhammer 40,000, my Dad for all his support through those hard times, everyone at Coventry Games Workshop for learning how to pronounce those bizarre names of my Space Marines Chapters, my agent for getting me this lucrative deal, the photographer for getting my good side and not the one with the hairy wart on it, my PR assistant...

Enjoy the campaign. I hope that it's a lot of fun and may the best general win!

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NECROMUNDA™

Ash Nomads

NECROMUNDA GANG

By Chris Ward

Chris is a veteran gamer from Nottingham and has been playing for about six years. He has a huge Blood Angels army but is slowly building his Ork hordes because he just loves their crazy, unpredictable style! Apart from Warhammer 40,000 and obviously Necromunda (which he has been addicted to since its release) he plays Warhammer Quest, Blood Bowl, Epic 40,000 and Gorkamorka.

Chris was recently reading his back issues of White Dwarf when he came across the old Confrontation system, the forerunner to Necromunda, and stumbled across the original Ash Nomads. Being an obstinate sort, he simply had to make his own!

In the great Hive Cities of Necromunda, most people never see the outside world. They never see the sun, or breathe air that hasn't already been breathed by hundreds before them, and recycled over and over again. Of course, most people are happy living like this, or are at least aware that outside the Hives life is very different indeed. The whole surface of Necromunda is covered in a massive ash desert, full of toxins and corrosive chemicals. The sun is almost completely blocked out by a planet wide layer of toxic smog. However, for some people this is life. Where most Necromundans would die, the Ash Nomads traverse the ash dunes, up to hundreds of miles from Hive to Hive.

Ash Nomads survive in a variety of ways. From discovering and exploiting age-old Archeotech in the ash deserts that can once more be sold back to the Hive Guilders as raw materials, to acting as middlemen between traders, a vital link between Hives. There is another way to make a living, though, and that is to raid the Hives. Many transport vehicles in the ash wastes disappear without trace after Ash Nomads attack. Hive walls are strong, but there is a myriad of ways in to be found by the quick, the cunning, and those with a missile launcher. So here are the rules for including these masters of survival in the bleakest of wildernesses.

STARTING AN ASH NOMAD GANG

SPECIAL RULES

Outlaws: Ash Nomads are not allowed inside the Hive at all. Many years since, their ancestors committed a crime and were expelled from the hive, to die. They are still being punished for that crime, but have learned to live with it. The Ash Nomads do not have a guild price.

Territory: Ash Nomads only have an *Ash Wastes* territory. They may work it in a special way as detailed later. Other territories may be worked as usual. However, Guilder contacts are particularly valued, because Guilders use the Ash Nomads as inter-hive couriers. For this reason the *Guilder Contact* territory income is not halved, as other territory income is.

Income: Ash Nomads collect income from scavenging in their wastes as detailed later.

Trading: Ash Nomads roll on the Outlaw Trading Post as normal.

Hired Guns: Ash Nomads may hire any Hired Guns except for Bounty Hunters, but this is only for one game. After each game the Nomads retreat into the Ash Wastes, and the Hired Guns will not follow. New Hired Guns may be generated before each game.

Starvation: Nomads are a very hardy people; they wouldn't be able to survive in the Ash Wastes if they had to eat rat burgers on a

regular basis. Ash Nomads only require 2 Creds each rather than the normal 3 in order to avoid starvation.

Bounty: The Ash Nomads are each worth a bounty equal to their total cost, just like any outlaw.

Capture: No special rules apply to Ash Nomads concerning capture.

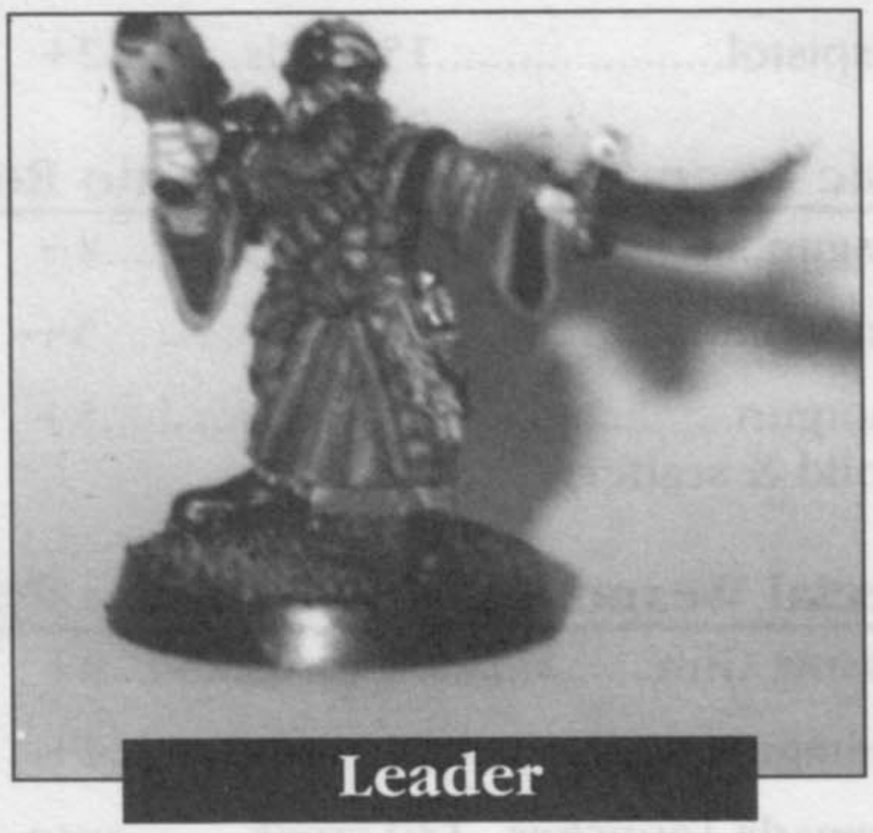
Scenarios: Ash Nomads roll on the outlaw scenario table.

Ammo: It is difficult to keep and maintain some weapons in the ash wastes, so some Nomad weapons have different ammo rolls (See later).

Equipment: All Nomads have respirators (included in their cost). Without them they would certainly die outside the Hive.

Hardy: Ash Nomads only require two creds of food per game instead of the usual three.

Treacherous Conditions: Ash Nomads are not affected by any of the High Winds (p21-26), or Ash Layer (p64), as they have been brought up to cope in these conditions outside the Hive.



Leader

1 NOMAD LEADER 120 creds

The Nomad Leader is an inspirational character who has lived in the Ash Waste Desert all his life. To survive at all in these conditions is difficult, but to survive for as long as he has is legendary.

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

Leader: All the leader rules apply to the Nomad leader (pinning and Ld etc).

Weapons: The Nomad Leader may be given any equipment from all the Nomad lists except the heavy weapons list.

Initial Experience Points: 60+D6



Heavy

0-2 NOMAD HEAVIES 65 creds

Nomad Heavies specialise in armour busting. The Nomads need to break into the Hive and knock out transports to perform raids.

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

Weapons: The Nomad Heavy may be given any weapons from any of the Nomad weapons lists. However, at least one Nomad Heavy must be armed with either krak grenades, krak Missiles and a Missile Launcher, a Lascannon, Autocannon, Heavy Plasma Gun or Melta Bombs. This means that you could not have two Heavies, one with a Heavy Bolter and one with a Plasma Gun for example. However, if one of these Heavies had krak grenades this would be fine. This is to allow access to the Hive even if it becomes sealed up.

Initial Experience Points: 60+D6

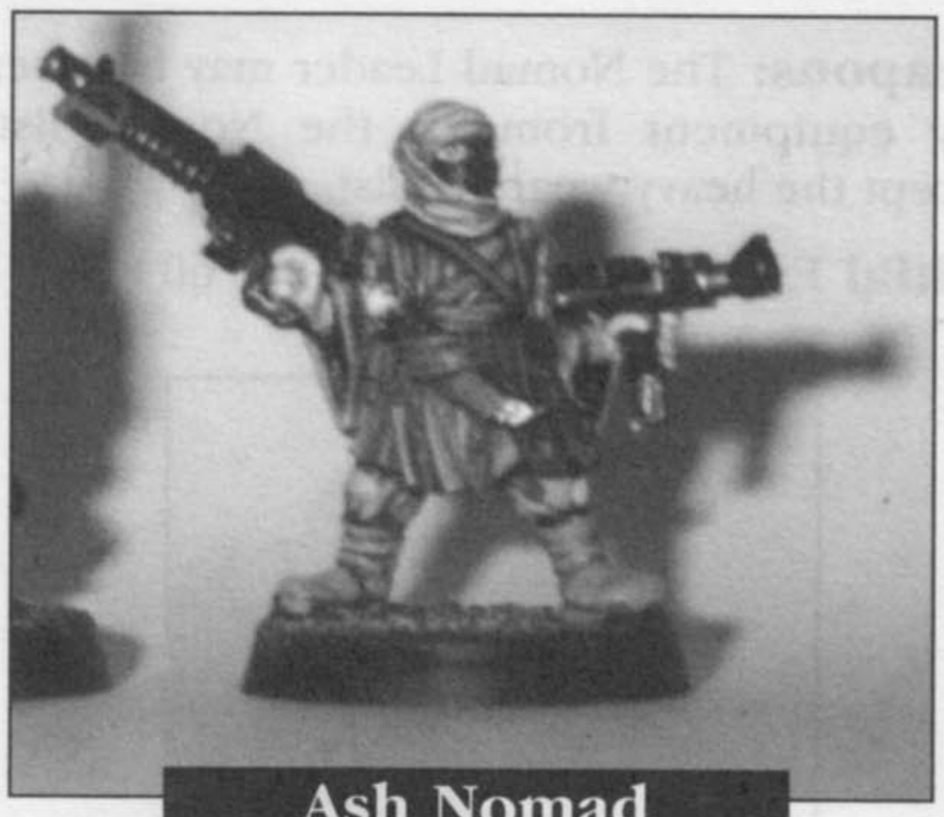
NOMADS 55 creds

Every Nomad is an absolute master of survival, able to walk hundreds of miles across the poisonous ash desert, and only eat and drink once every 'blue moon'.

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

Weapons: Nomads may be equipped with any weapons from the basic, pistol, close combat and grenades and shells lists.

Initial Experience Points: 20+D6



Ash Nomad

NOMAD JUVES 30 creds

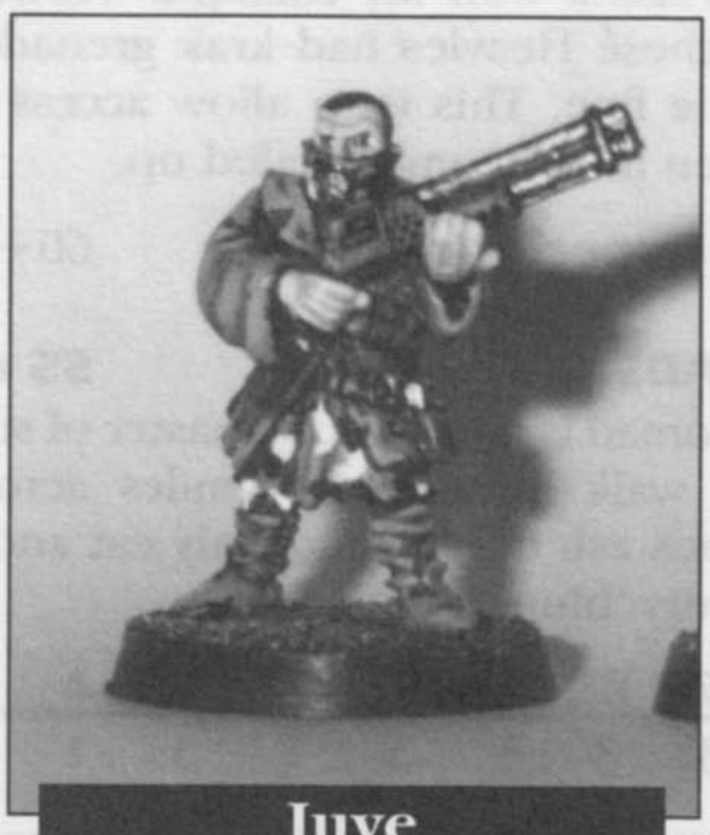
Although young and relatively inexperienced, every Nomad has to be a master of survival from the minute of birth. It is not long before these young Nomads either join the fight or die in the appaling conditions of Necromunda.

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

Weapons: Nomad Juves may be armed with weapons from the pistol, close combat and grenades and shells lists.

Equipment: All Nomads have respirators (included in their cost above). Without them they would certainly die outside the hive.

Initial Experience Points: 0



Juve

ASH NOMAD WEAPONS

In the toxic wastes that are the ash deserts of Necromunda ammunition is often hard to come by, especially rare ammo, and some weapons are completely worthless. For instance flamers are of little use in high wind. For these reasons Ash Nomads tend to use laser weapons and those which fire at a slower rate with more effect, so there is as little waste as possible. The following weapons lists therefore include new ammo rolls for some weapons, and some are missing completely.

Close Combat Weapons	Cost
Knife	free/5 creds
Sword	10 creds
Club/Maul/Bludgeon	10 creds
Massive Sword/Axe	15 creds
Chains/Flails	10 creds
Chainsword	25 creds

Pistol Weapons	Cost	Ammo Roll
Plasma Pistol	25 creds	4+
Stub Gun	10 creds	4+
Autopistol	12 creds	5+
Laspistol	15 creds	2+

Basic Weapons	Cost	Ammo Roll
Lasgun	25 creds	2+
Autogun	17 creds	5+
Shotgun (solid & scatter)	17 creds	5+

Special Weapons	Cost	Ammo Roll
Plasma Gun	70 creds	4+
Meltagun	95 creds	4+
Grenade Launcher	130 creds	auto
Bolter	35 creds	6+

Grenades and Shells	Cost/Ammo Roll
Frag Grenades	30 creds, auto
Krak Grenades	30 creds, auto
Dum Dum Bullets	5 creds, auto
Krak Missiles	115 creds, auto
Frag Missiles	35 creds, auto

Heavy Weapons	Cost/Ammo Roll
Heavy Stubber	110 creds.....5+
Missile Launcher	110 creds.....auto
Lascannon	400 creds.....4+
Heavy Plasma Gun	285 creds.....4+
Autocannon	280 creds.....5+

GAINING EXPERIENCE

Experience Points	Title	
0-5	Nomad Juve	1
6-10	Nomad Juve	
11-20	Nomad Juve	
21-30	Ash Nomad	2
31-40	Ash Nomad	
41-50	Ash Nomad	
51-60	Ash Nomad	
61-80	Survivor	3
81-100	Survivor	
101-120	Survivor	
121-140	Survivor	
141-160	Survivor	
161-180	Survivor	
181-200	Survivor	
201-240	Survival Master	
241-280	Survival Master	
281-320	Survival Master	
321-360	Survival Master	
361-400	Survival Master	
401+	Survival Expert	4

1=Starting level for Juves.

2=Starting level for Nomads.

3=Starting level for Nomad Leaders and Heavies.

4=Anyone reaching this level may not improve any further.

Nomad Advances: Nomads roll on the usual advance table, and their maximum values for characteristics are the same as standard, gang fighters. There is a new skill list available only to Nomads. The Nomad Skills list shows who may take these skills. The new Nomad skills are detailed below.

As usual, when a Nomad Juve acquires 21 experience points he may gain Nomad skills (i.e shooting skills), and he may have Nomad basic weapons bought for him.

NOMAD SKILLS

D6 Roll Skill

1 Loner. May not be taken by the gang leader. This skill allows pinned models to attempt to escape from pinning even if there are no friendly models within 2", just like leaders.

2 Dealer. Nomads only. This skill means the Nomad adds +D3 rare trades when he accompanies the leader to the trading post, instead of just +1.

3 Nerves of Steel. Exactly the same as the ferocity skill.

4 Steady. A model with this skill which does not move in its turn may not be pinned by enemy fire.

5 Explosives Expert. A model with this skill may plant any grenade where he stands in the shooting phase, instead of shooting. The grenade will then detonate in the shooting phase of a nominated turn, either your own or your opponents.

6 Resilient. A model with this skill can re-roll injuries just like Ratskins can.

ASH NOMAD SKILL TABLE

Skill	Juve	Nomad	Heavy	Leader
Agility	-	-	-	Y
Combat	-	-	-	Y
Ferocity	-	-	-	Y
Muscle	-	-	Y	Y
Shooting	-	Y	Y	Y
Stealth	Y	Y	Y	Y
Techno	-	-	Y	-
Nomad	Y	Y	Y	Y

THE ASH WASTES

The Ash Nomads move back to either outside of the Hive, or a section of the Hive where the outer wall is breached, and the ash deserts

have blown in, after each fight, unless they decide to hold another territory that they capture. The Ash Wastes Territory has a varying effect after each game. Gangers may be able to scavenge a variety of age old waste products and mineral deposits; roll a D6 before determining income and consult the following table.

D6 Roll	Result
1	The Nomads can find nothing much of value in the wastes. They can only scavenge as normal for D6 creds each.
2-4	There may be some mineral streaks under the ash sands. Each Nomad may scavenge as normal, but if a 6 is rolled then they find another D6 creds worth of 'stuff'. If a further 6 is rolled another D6 creds are found etc.
5	The Nomads find a colony of animals that have somehow survived, mutated and twisted in the ash desert. As well as scavenging for D6 creds the gang may eat the animals. This means that they don't have to spend 2 creds per model. However, on a roll of a 1 a randomly determined model must miss the next game through food poisoning.
6	The Nomads find a supply convoy and ambush it. No income may be earned by scavenging but the supplies from the convoy earn the gang 2D6 x 5 creds.

THE MODELS

By now it may well have occurred to you that the ideal models to represent the Nomads, who live in the Ash Deserts of Necromunda are Tallarn Desert Raiders. These models, when painted up in a suitably grubby, unwashed manner, are ideal Nomads. The sergeant models make excellent close combat Gangers, and are easy to convert. Also many Nomads use Lasguns, which most Tallarn Desert Raiders are armed with, and with the Necromunda weapons sprue you should have no problems fielding an Ash Nomad gang.

TIPS AND TACTICS

The Ash Nomads work similar to an Outlaw Delaque gang, but with a few major differences. The Nomads aren't as agile as the Delaques, but, with the special Nomad skills, they can be used effectively on their own, (i.e. single Gangers) and can take a lot of punishment before they are disabled. The Nomad skills should be carefully used, as they can provide many advantages.

The Ash Nomads may at first seem weak in close combat, but in fact can stop close combat gangs before they even get close. Using the *Explosives Expert* skill with gas grenades which stay in place can be particularly effective.

Finally, if you can, try to get a *Guilder Contact* Territory.

Good luck with your Ash Nomads, and may your bottle be forever full!



'The Waste Wanderers' – Ash Nomad Gang

Warhammer Quest®

Njet Comrade!

Kislevite Shaman Characters in Warhammer Quest

By Gav Thorpe

Sometimes there's just no stopping that Gavin Thorpe bloke. This time it took a sound clubbing to put a stop to it, and even then he crawled away muttering about hot-dog salesmen for Quest or something! Well, here we are again, forced into featuring this excellent article and arranging another 'Figga N' Roolz' deal for you. It's not as if you deserve it anyway, ungrateful lot...

•KISLEVITE SHAMAN CHARACTER•

On the northern borders of the Old World is the semi-nation of Kislev. It is a land of windswept steppes, barren plains and rugged hills. The capital (also called Kislev) is the seat of the Tzar, and the western parts of the country are relatively civilised. The northern marches of Kislev are bitterly cold and there are only a few scattered settlements there. The main inhabitants of this land, simply called the Troll Country, are beasts and Monsters that have come south from the Chaos Wastes, which encroach upon the northern parts of Kislev.

There are parts of Kislev which are almost inhospitable and only accessible during unusually hot periods of the spring and summer seasons. The people who live in these places are nomadic and their culture bears little resemblance to the customs and traditions of western Kislev. The nomads live in scattered tribes of twenty to thirty families, and they follow the migrating herds of elk and reindeer. These scattered tribes call themselves *Horkoi*, and their heritage and existence can be traced back to the time of scattered tribes before Sigmar founded the Empire.

The Horkoi are no strangers to war with evil creatures such as Orcs and the minions of Chaos. Their territories stretch up into the Troll Country, which is little more than the southern most reaches of the Northern Chaos Wastes. There is the Skaven Stronghold, Hell Pit, in the north, and many Horkoi have been captured and taken as slaves by the Skaven of Clan Moulder who live there. During the wars with the Vampire Counts of Sylvania, legions of dead walked abroad, and at least three armies were sent north through Kislev for out-flanking attacks on the Empire's armies. Some of the Horkoi encountered these marching dead and fought them, and many tribes added to the ranks of the damned army. Orcs and Goblins have various small lairs for the entire length and breadth of the World's Edge mountains, and the larger tribes occasionally raid the most eastern Horkoi for slaves and loot. The Horkoi definitely have reason to fight the hordes ranged against humanity.

Sometimes the Horkoi move westwards and approach Praag and Kislev itself. In the more central regions of the Troll country, tribes of similar outlook have banded together to form rough and ready confederations. There are two of these confederations that are large enough to be of importance to the Old World, the *Ungols* and the *Dolgans*. The Ungols consist of around fifty or sixty tribes and actually have representatives at the court of Kislev. The Ungols believe that they are the actual descendants of the original rulers of Kislev from the time of Sigmar, and that the present reign of the Tzars is but an interlude until they return to power. The Ungols are very warlike and constantly raid the territory of tribes that are not part of the confederation.

The Dolgans live nearer the mountains and are slightly smaller in number than the Ungols. They prefer trade to war, and have a larger number of horses and ponies. The

current chief advisor to the Tzar of Kislev is actually a Shaman from a Dolgan tribe, and his influence has led to many privileges being afforded to his kinsman. This of course only makes the tribes of the Ungols more angry and there is constant strife between the two factions.

Each tribe has its own particular customs, but the religious beliefs, tribal organisation and traditions all come from a common basis. It is the belief of these people that there are powers and deities that control every aspect of their lives. The main deities they believe in are:

Hiskai: the lover of Ice and Cold. It is Hiskai who brings the winter blizzards and freezes the rivers. Hiskai is also associated with death, since the cold and the wind are the most savage and persistent enemies the Horkoi have to face.

Urkov: the controller of Fire and Warmth. It is Urkov's cloak that brings the summer and melts the Ice. Urkov is most often linked with life and growth, and is a form of sun god. However, in many parts of Kislev Urkov is not particularly liked, especially in the mountains, as the rare heat of the sun melts rivers and snow and leads to flooding and avalanches...

Vostich: is the deity of the animals, and prayers to Vostich are delivered to bring good luck on hunts, and to assure that the herds do not move too far away. Vostich is one of the most widely worshiped deities, as all the tribes require his blessings to eat and need the skins of animals to build their tents and make their clothes.

The last of the four main Khai, as these deities are called, is **Kordusk**. Kordusk is the Earth Khai and it is Kordusk who built the mountains and carved the rivers. Kordusk is also responsible for plants and water, and it is he who leads the Shaman to fording points of rivers, and tells the tribe where grazing land can be found for the few domestic animals that they have.

The tribes of the Horkoi are organised on two planes. The physical side of life is led by a war chief who looks after the day to day running of the tribe. It is this chief who leads them in war, directs the hunters and decides when it is time for the tribe to move on. The spiritual side of life is controlled by a Shaman. The Shaman consults with the Khai on matters of importance. The Shaman offers up prayers to the relevant Khai when the tribe hunts, or has to overcome an obstacle such as a river, or the hunters go out to fill the winter stores. A Shaman is usually dedicated to a single Khai, though they can pray to any of the Khai they develop a particularly good rapport with a certain deity.

The power that the Shamans wield is actually a very raw form of Light magic, which is the heaviest and hardest colour of magic to control. How the Shamans originally managed to harness the Light magic is a question that constantly baffles the Wizards of the Colleges of Magic. The religious beliefs are the most likely reason, since strict ritual and perseverance is the most profitable way of controlling the forces of Light magic. The ancient ceremonies performed to the various deities probably formed the method for extracting the Light magic, while a few who were particularly attuned to the winds of magic actually managed to use the energies that were released. Trial and error probably followed, with correct rituals (those that released lots of Light magic to the Shaman) being adopted while less efficient methods were replaced by new practices. To the Horkoi this was just a matter of finding the right prayers and sacrifices that meant the Khai answered their prayers. In other words the Light magic was released and certain influences from the Shamans mind formed it into rough and ready spells that caused rivers to flow slower, drew the herds of deer towards the tribe and so on.

Shamans are sacrosanct and no Horkoi would ever attempt to harm one, for they are believed to be the messengers of the Khai and not totally of this world. However, the tribes of the Horkoi do fight each other and it is sometimes the case that a Shaman's tribe is destroyed. If this happens the Shaman will look for a tribe that has no present Shaman, or has a less experienced Shaman for him to usurp. Many young Shamen are sent out into the world to test themselves against the elements. Sometimes the wandering aspirant will meet people from the Old World and be taken to the Empire or beyond. These Shamen often become involved with adventurers because of their strange talents and powers. The Shaman is happy to accompany these

people as he has no knowledge of the strange laws and customs of the Old World. The other adventurers learn early on not to take advantage of the Shaman as they are astute and have wisdom beyond their age. Often the Shaman seems very eccentric by the people of the Old World, and they can be very emotional and temperamental, sulking when their advice is not heeded and becoming raging madmen if somebody insults their lifestyle or homelands. This is partly an aspect of their barbaric upbringing, and partly because they act as constant conductors for Light magic, which suffuses their bodies and plays upon their minds.

A Shaman appears as an outlandish character, dressed in deerskins, carrying his totem staff and adorned with charms and talismans. Shamen are not easily acquainted with the idea of bathing (the action of undressing in their home country being an invitation to Pneumonia and frostbite) and they carry around pouches of pungent herbs. This all merges to make them into people that part crowds, enter shops which are suddenly closed and are sometimes the butt of the rough and ready humour of the Old World.

•STARTING AS A KISLEVITE SHAMAN•

You may play a battle-level 1 Kislevite Shaman instead of choosing one of the warriors from the Warhammer Quest boxed game. Follow all of the normal rules for creating a new warrior, as written in the Warhammer Quest rulebook.

Weapons

The Kislevite Shaman starts the adventure with a sword and the ***Totem Staff*** equipment card.

The Kislevite Shaman may use his *Mana* to bestow Blessings as detailed in these rules and the Warhammer Quest rulebook. He starts with an innate store of 1D6 *Mana*.

The Shaman's profile depends on which animal he has chosen for his spirit-familiar, as follows.

Totem Staff: A Shaman's Totem Staff is covered with images of his particular deity and helps him commune with his patron Khai. The power of the Totem Staff can be invoked once per dungeon and allows the Shaman to add 2D6 *Mana* to his total for that turn only.

•SPIRIT-FAMILIARS•

Each Shaman takes to himself a totem animal, or Spirit-Familiar. The Spirit-Familiar is a guide in the realms of the Khai, and helps the Shaman communicate with his deities. There a two spirit-familiars to choose from, and each one has its own strengths and weaknesses.

The Raven is commonly associated with death, but is comparatively small and weak. It is agile and has the ability to fly, but cannot sustain much injury. If you choose the Raven as your totem you may add **+1** to your *Move* and **+1** to your *Initiative*, but must deduct **-2** from your *Wounds* total.

The Wolf is lean and fast, and is known for its great endurance on long hunts. It is, however, eternally driven by its hunger and needs to feed to sustain itself. If you choose the Wolf as your totem your Warrior may add **+1** to his *Weapon Skill* and an additional **2** *Wounds*. For every turn that there are no Monsters on the dungeon board, roll 1D6. On a roll of 1 you lose a wound, which may be recovered in the normal way.

You should choose your totem animal carefully as it will affect your Warrior throughout his entire adventuring life.

•BLESSINGS•

Some Blessings have a varying effect depending on which of the two totem animals the Shaman has chosen. The particular effects are detailed in the description of the Blessing.

Blessings are used in exactly the same way as a Wizard's spells. Instead of Power they require *Mana* to use. During the game, anything that refers to spells, their effect and the casting of, will affect Blessings in exactly the same way.

Some Blessings are marked with a symbol that indicates that they are offensive (**O**). This means they may only be used in the same way as a Wizard's Attack spells (during his own part of the Warriors' Phase).

MANA

Mana is the power a Shaman uses to receive and bestow Blessings. The amount of *Mana* a Shaman possesses depends upon his level and the number of Warriors he is with. A Shaman has a number of *Mana* that he has built up during meditation and prayer, and this is treated exactly like a Wizard's store of innate power, it is expended and then regained between dungeons. Rather than using the power dice to determine how much *Mana* he gains from turn to turn, consult the following chart. He gets a set amount of *Mana* shown on the table below. A Warrior who is on 0 Wounds contributes half the normal points (rounding fractions up, so a Warrior on zero Wounds is still worth one point of *Mana*). Obviously a Warrior who starts the Power phase on 0 Wounds is dead and contributes nothing, but the Shaman's *Mana* is not set once the Power phase is finished. If a Warrior is reduced to 0 Wounds the Shaman will lose the corresponding amount from his *Mana* (i.e. half the amount a Warrior is worth). If he has insufficient *Mana* he must expend it from his *Innate Mana* or lose D6 Wounds per excess point lost.

(Full Battle Levels and lists of Blessings from Level 4 to 12 are covered in Mail Order's Figga N' Roolz deal.)

Basic Level Shaman Mana

Basic Mana Per turn	**2**
Mana Per Warrior per dungeon board section	**1**
Innate Mana	**1D6**

The Basic rules for Shamen allow them to have three randomly determined Blessings. Just roll three times on the following table to determine the Shaman's Blessings. In the event of the same blessing being selected twice, the Shaman player is at liberty to choose any other Blessing.

1D6 Result

1 Soul-bind (O) 4 Mana

The Shaman links his soul with the spirit of a Monster's, so that the two of them become spiritually linked.

Select a single Monster on the same board section. Every time the Shaman takes damage roll 1D6. On a roll of 6, the target Monster also takes D6 Wounds, with no deductions for anything (Toughness, armour, Ignore Pain, etc.).

2 Robe of Fire 4 Mana

The Shaman calls on Urkov to protect his follower and a curtain of small flames erupts around him.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The Robe of Fire adds +2 to the target's Toughness, which is still effective against attacks that normally avoid Toughness and armour.

3 Cleansing Flame 4 Mana

Blue nimbuses of light pass into the body of a wounded Warrior as the Shaman performs the rites of this Blessing. The Warrior grimaces in pain as his body seems to be consumed by fire, but the flames die down and the Warrior finds his wounds are healed.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). Roll 1D6; on a result of 1 or 2 nothing happens, on a roll of 3 or more the Warrior has that many Wounds healed.

4 Burning Hand 4 Mana

The Shaman yells his defiance at the Monsters, and clenches his fist in anger. Purple flames burst from his wrist and hand and the muscles in his arm swell up.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The target gains +2 Strength for a whole turn.

5 Storm of Rocks (O) 5 Mana

Raw power sets sparks dancing from the Shaman's skin. He throws his hands forward at the enemy and the roof of the Dungeon shakes and cracks. Small rocks cascade down onto the Monsters.

Pick any single Monster on the same board section as the Shaman. This Monster takes 1D6 Wounds with no deductions for armour or Toughness. For each extra point of Mana over 5 that the Shaman expends, he inflicts an additional Wound. If he causes more than 10 wounds on the Monster (after deductions) it loses D6 attacks in the next Monsters' phase while it frees itself.

6 Fiery Shield 5 Mana

The Shaman sprinkles a few sacred herbs on the ground and prays to Urkov. When he clenches his fist, a glowing red shield appears on his arm.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). Any missile or hand to hand attacks against that Warrior will only cause half damage (after deductions) on a D6 roll of 4 or more. Lasts a whole turn.

•KISLEVITE SHAMEN AND SETTLEMENTS•

Kislevite Shamen are not at all prepared for the hustle and bustle of Old World life when they first arrive. As they grow more experienced, they lose their naivety and find out how to avoid situations more easily. A basic level Shaman must roll twice on the Settlement Events chart, to represent the fact that he can't avoid trouble until he is more attuned to the ways of town dwelling people.

Whenever the shaman has an **Uneventful Day** settlement Event, roll 2D6. Look up the result on the following chart.

2D6 Result

2-3 The Shaman is openly ridiculed and his attempts to keep his pride land him in trouble. After cursing a market trader and sending several members of the watch sprawling, he is finally thrown out of the settlement.

4 The Shaman is involved in a fracas with a shopkeeper and is taken away by the authorities. He must pay 1D6x50 gold as a fine and spend the next 1D6 days in jail, during which time he may not visit any locations and need not roll for further Settlement Events or pay Living Expenses.

5-8 He really does have an uneventful day.

9 A local tries to make a mockery of the Shaman, but soon regrets his harsh words when the Shaman invokes the power within himself. He gestures towards the insulting man and barks a word of power. The man collapses to the floor, moaning in agony. Any items you buy from shops from now on cost 10% more than normal (something worth 50 gold now costs 55 gold, for example), but you no longer have to roll on this table while in this settlement.

10 A boy attempts to steal a purse from a woman nearby, but as he runs off down the street you stretch out your hand and flick your wrist, whilst speaking a powerful incantation. The boy is sent sprawling and the purse is returned to its rightful owner. She rewards you by giving you 1D6x50 gold, plus she covers any living expenses in this settlement from now on.

11 In the night, a fire breaks out in a storeroom and starts to blaze fiercely. The people are at a loss until you arrive at the scene. Intoning a supplication to Hiskai, a cold wind begins to whip at your hair. You stretch your arms towards the blazing building and breath out. The wind increases to a howling gale and billows over the flames, extinguishing them. The crowd cheer and offer you rewards and gifts. Any items you buy in this settlement are now at half price, and you no longer have to pay living expenses in this settlement.

12 During a small storm, a fence is broken down and a herd of cattle begin to stampede through the settlement. As people flee from the destructive beasts, you walk slowly out into the street, right in front of the marauding herd. Somebody accuses you of being insane but you ignore them and offer a prayer to Vostich. With a sudden feeling of strength you raise your arms above your head and utter a sonorous monologue to the skies. The stampeding cattle slow and then stop, nuzzling up to you and pacing around in apparent contentment. The people approach you cautiously, offering thanks and showering you with praise. Gain 1D6 *Mana* permanently, added to your *Innate Mana*.

The Kislevite Shaman may visit the following locations in a settlement: The Ale House (-1 modifier to his roll), the Gambling Den, Weaponsmith, Fletcher, Animal Trader, General Store and the Alchemist.

SOLITUDE

Instead of visiting the Temple, a Shaman may sit outside the settlement and commune with his deities. This takes 1D6 days, during which time there is no need to roll for Settlement Events or to pay for living expenses. Roll 2D6 on the following table.

2D6	Result
2-4	Your prayers are unanswered.
5	You gain a small benefit from the experience, you gain +1 extra point of Innate *Mana* for the next Dungeon only.
6-8	You are uplifted by the solitude, gain +2 extra points of *Innate Mana* that can be used in the next Dungeon only.
9	You soul is strengthened and the ties between you and your deity are reinforced. During the next dungeon you gain an extra +1D6 *Innate Mana* (roll immediately).
10	You are bestowed a special gift from your deity; gain 1D6 *Innate Mana* immediately.
11	Your deity grants you a tiny portion of their power. During the next dungeon you may invoke one Blessing without expending any *Mana*.
12	Your deity links directly with your spirit and broadens your mind. You must spend the next 1D6 days recovering, but you immediately gain more Blessings as if you had advanced to your current level and 1D6 *Innate Mana*.

'Figga N' Rookz Deal'

WARHAMMER QUEST
KISLEVITE SHAMAN CHARACTER PACK

Priced £4.00 (Available only through Mail Order)

Well, once again Mail Order have come up with another cool deal. This special Character Pack consists of all the advanced rules, tables and Battle Levels for you to include a Kislevite Shaman in a long running Warhammer Quest campaign and not only that, it also provides a choice of one of two very suitable figures...one for each Totem.

Don't just whimper with admiration! Drop the Trollz a line and ask for the Warhammer Quest Kislevite Shaman Character Pack from Journal Issue 26. It couldn't be simpler (nor could the Trolls!).

(See page 55 for the Mail Order Hot-line)

Kislevite Wolf Shaman 073791/3





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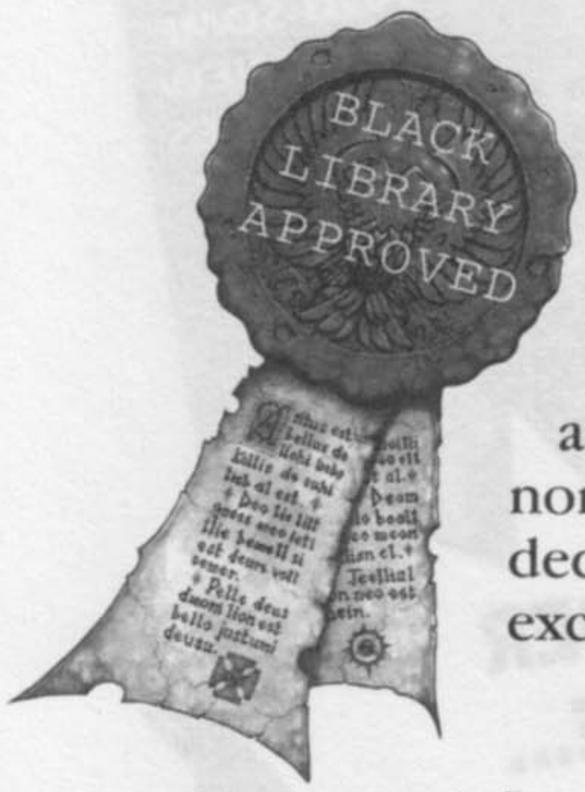
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WARHAMMER®

The Struggle for Karak Eight Peaks

A Subterranean Warhammer Scenario

By Kevin J. Coleman.



Kevin is from Rochester, New York in the US and has been playing Games Workshop games for about eight years. He has recently been hired as a GW Outrider (see pages 44-55 for a complete description) and so spends a lot of his time arranging and participating in all kinds of tournaments, games days and other nonsense! Warhammer remains his true passion and only a totally dedicated, not to mention unhinged, mind could come up with this exciting mix of Warhammer and Warhammer Quest.

Background

In -513 (Imperial reckoning) the Dwarf stronghold of Karak Eight Peaks fell after more than one hundred years of constant warfare from hordes of Orcs, Goblins, and Skaven. Since then Karak Eight Peaks has been infested with Goblins and Skaven, with the Goblins controlling the upper levels and the Skaven ruling over the lower levels. For more then two centuries these two factions have been waging a constant war against each other for complete control of the craggy citadel.

For a small period of time, the Skaven were almost forced out of the lower levels. When a Night Goblin Boss, Snaggut Ratelasha, led an almost successful raid of Night Goblins headed by a herd of vicious Cave Squigs. However Snaggut and his Squigs were finally defeated when the army of greenskins was struck by a horrible plague spell cast by the vile Grey Seer, Squeeket, turning the Squigs into small piles of foaming black mush as the Goblins died in horrible, sickening seizures. There have been many raids and small skirmishes like this by each side. However, to this day neither side has been truly successful in claiming the entire citadel.

The upper levels of Karak Eight Peaks are currently ruled by the Crooked Moon tribe, apowerful tribe of Night Goblins under the leadership of the infamous Night Goblin chieftain, Skarsnik. In his most recent years, Skarsnik has been responsible for launching huge attacks against many Dwarf strongholds such as Karak Azul and Barak Varr.

The lower levels of Karak Eight Peaks are currently controlled by Clan Mors of the Skaven Under-Empire. The Warlord of Clan Mors is Gnawdwell, one of the insidious Lords of Decay. In recent years Gnawdwell has been getting restless with the Night Goblins of Karak Eight Peaks and has been sending his most trusted lieutenant, Warlord Queek Head-Taker, on raids to capture the upper levels.

Warlord Queek has had many successful attacks against the Night Goblins, but the most notable being the Battle of the North Stairs. Here, Queek led a horde of Skaven through an old sewer outlet, surprising the Goblins, and slaying over half of them. During the raid Warlord Queek personally slew the Goblin Big Boss, Ugscum Wortfeet, adding his adversary's skull to his rack and to his immense ego. Since then, Warlord Skarsnik has tightened his grip on the levels that propose a Skaven threat by sealing entrances and almost doubling the amount of Goblins in these areas.

Warlord Gnawdwell has come to the conclusion that the only way to exterminate the Night Goblins and take total control of Karak Eight Peaks is to assassinate Skarsnik himself. The leaderless Goblins would not stand a chance against a full Skaven invasion. Gnawdwell's plan is to send Warlord Queek and a horde of Skaven through one of the northern entrances of the upper levels to distract the Night Goblins, while Gnawdwell's personally hired assassin, Squeeggie QuickDeath, would sneak through a south passage to Skarsnik's throne room, with orders to assassinate the Goblin Chieftain.

In the midst of all this is a small clan of Dwarfs, living in a state of constant siege within the central citadel. The newly installed King Belegar presides over this tiny kingdom. Belegar has no other choice than to leave the warring factions of Skaven and Night Goblins to their own devices as he has neither the manpower (Dwarfpower?) or inclination to stop them. Better that they exhaust themselves fighting each other and leave his Dwarfs to claim what remains.

Army Selection

The Skaven and Goblin players may both chose forces of up to 1,000 points from the regiments, and characters listed below. Note that any regiment or character may be armed and equipped as indicated in the appropriate Warhammer armies book, unless stated otherwise below. It is recommended that units do not exceed 15 models.

Skaven Force: The Skaven player chooses his force from the characters and regiments listed below.

- The Skaven army must be led by **Warlord Queek Head-Taker**. Queek is a Special Character and is armed with all of his equipment and magic items as described in the Skaven Army Book. In addition he may have a *Warpstone Amulet* and/or an *Amulet of Fire* at +25 points each.
- **0-1** Warlock Champion (level 2 wizard). He may be equipped as normal and may have a *Seer Stone* at +35 points.
- **0-1** unit of Stormvermin. The unit is not allowed to carry a Magic standard.
- **1+** units of Clanrat Warriors. The army must include at least one unit of Clanrat Warriors, and may include any additional units the player wishes.
- **0-1** Warpfire Thrower Team. The Warpfire Thrower costs double its normal points cost for this scenario.
- **0-1** Jezzail Team.
- **0-1** Skaven Slave regiment.
- The army may include any number of Rat Swarms.
- The army may include up to 1 Champion for each regiment it includes. These Champions may not have magic items and must be equipped in the same way as its regiment.
- The army must also include the Skaven assassin, **Squeeggie Quick-Death**. Squeeggie is a special character as described at the end of this article.

Skaven Objective: The Skaven player's objective is to assassinate Warlord Skarsnik. If this happens the Goblins retreat and the Skaven player immediately wins the game.

Goblin Forces: The Goblin player chooses his forces from the characters and regiments listed below.

- The Goblin army must be led by **Skarsnik, Warlord of the Eight Peaks.** Skarsnik is a Special Character and is armed with all of his equipment and magic items as described in the Orcs and Goblins Army book. In addition, Skarsnik may have the *Golden Crown of Atrazar* at +50 points and/or a *Potion of Strength* at +10 points.
- **0-1** Night Goblin Shaman Champion (level 2 wizard). He may be equipped as normal and may have a *Power Scroll* at +30 points.
- **0-1** Mob of Night Goblin Netters.
- **1+** Mobs of Night Goblins. The army must include at least one mob of Night Goblins, and may include any amount the player wishes. One mob may carry the *Evil Sun Banner* at +10 points.
- **0-2** Night Goblin Fanatics. The Goblin army may not include more than 2 Fanatics, no matter the amount of Night Goblin mobs you buy.
- **0-1** Mob of Squig Hunters.
- **0-1** Troll or Stone Troll (no River Trolls).
- **0-1** Gigantic Spider.
- The army may include up to 1 Boss for each regiment it includes. The Bosses may not have magic items and must be equipped the same way as its regiment.
- The army may include any amount of Snotling bases.

Goblin Objective: The Goblin player must destroy all Skaven models on the upper level (see map for details on upper and lower levels). If there are no Skaven models (other then fleeing models) on the upper level at the end of the game, the Goblin player wins the game.

Turns

The game lasts for six turns. If neither objective is reached by the end of six turns, then the game is a draw.

Special Rules

The Struggle for Karak Eight Peaks is not played on a standard battlefield like most usual games. Instead, the battle actually takes place inside the main citadel of Karak Eight Peaks. This is represented by the dungeon templates in Warhammer Quest.

Arrange the Warhammer Quest dungeon templates in the same way as the maps at the end of this article. Note that four of the objective rooms from Warhammer Quest are used. The items painted on the templates, such as the *Fountain* and *Temple*, are to be ignored for the purposes of this scenario and should be treated as normal squares. If you have access to the *Lair of the Orc Lord* adventure pack, *Gorgut's Lair* (dungeon temple) can be used to represent Skarsnik's throne room instead of the *Temple*.

The battle will take place on two different levels of Karak Eight Peaks, and so there are two separate maps; one showing the lower level and the other showing the upper level. The map also shows the set up areas for the Skaven army, *Squeeggie Quick-Death*, *Skarsnik* and the Night Goblin forces. The game is played using the normal Warhammer rules with the following special rules described below, that take into account the unusual circumstances this scenario presents.

Movement: On a normal Warhammer battlefield units are moved in inches equal to their movement characteristic. In this game the movement characteristic is measured by the squares on the dungeon templates, rather than in inches. For example a Goblin (movement 4) would be able to move four squares, charge eight squares, etc. March moves are NOT allowed in this scenario. However, models may charge as normal.

Units: All models that are a part of the same unit must stay in adjacent squares to each other. No more than one model may occupy the same square at one time. Note that units do not have to stay in any type of formation other then staying in adjacent squares as described above.

Combat: Close-Combat is worked out in the normal manner. Any model may attack an enemy model in an adjacent square. Models armed with spears may attack from behind one friendly model.

The normal rules for combat results apply, except for rank bonuses. Instead, each side adds up all models (not counting casualties for the turn). Whichever side has the most models earns an extra +1 to their combat results. If the larger side's number doubles the smaller side, add +2. If the larger side triples the smaller side, add +3. For example, after resolving casualties a unit of Skaven Stormvermin end up with 13 models left and a Night Goblin mob end up with 10 models left. Since the Stormvermin have more models, they add a further +1 to their combat results. If there were 20 they would get a +2 Stormvermin (doubling the Goblins) added to their combat results, and if there were 30 (tripling the Goblins) they would get an additional +3 combat bonus. Note that a side may never earn more then a +3 bonus for outnumbering an opponent.

Fleeing Troops: Units of troops which *Flee* for any reason are immediately destroyed and Characters with the unit are also destroyed. Units *Broken* from hand-to-hand combat are therefore destroyed automatically, so there is no need for the enemy to pursue. Characters which are not apart of a unit *Flee* directly away from the enemy as normal and the enemy may pursue if the character was *Broken* as a result of hand-to-hand combat. At the beginning of each turn the players should clarify those Characters that are a part of a unit and those that are not.

Panic: No *Panic* tests are required for units due to broken/destroyed units at the end of the combat phase.

Missile Fire: Troops that may fire missile weapons such as Jezzails or Bows will need Line of Sight (L.O.S.) to their target. To see if a unit has L.O.S. to another unit take a ruler or straight edge and position one end so that it touches the model(s) firing and the other end

at their target. If their are no intervening objects or troops then the model(s) attempting to fire may do so. If there is an object or model in the way then the models may not shoot at all or fire at the model(s) that are in their way.

The ranges of missile weapons are measured in squares instead of inches in the same way as movement.

The large flame template used with Warpfire Throwers may in some cases end up hitting a model from around a corner. If this happens the model is hit as normal, as the bursts of white hot flames flow down and around corners.

Dungeon Doorways: Dungeon doorways (from Warhammer Quest) divide some of the dungeon floor templates. Any model going through a dungeon doorway suffers a -1 penalty to their movement for the turn. If there are no doorways separating any two dungeon floor templates, then the two templates are treated as if they had been actually connected. In short, the two sections connected would not disrupt movement in any way.

Spells: Spells which have ranges are measured in squares instead of inches in the same way as movement and shooting. For spells which require Line of Sight use the same rules as printed under missile fire.

Waaagh! Power: The Goblin army has the option of buying a Night Goblin Shaman Champion. If the Goblin player decides to take this option, *Waaagh!* tests are worked out differently then the rules printed in Warhammer Magic. The Goblin Shaman must be within 8 squares of a Goblin mob to cast any spells. If there are no Goblin mobs within 8 squares of the Shaman then he may not cast any spells. A Goblin mob must be at least 10 models strong to count towards the Waaagh! power.

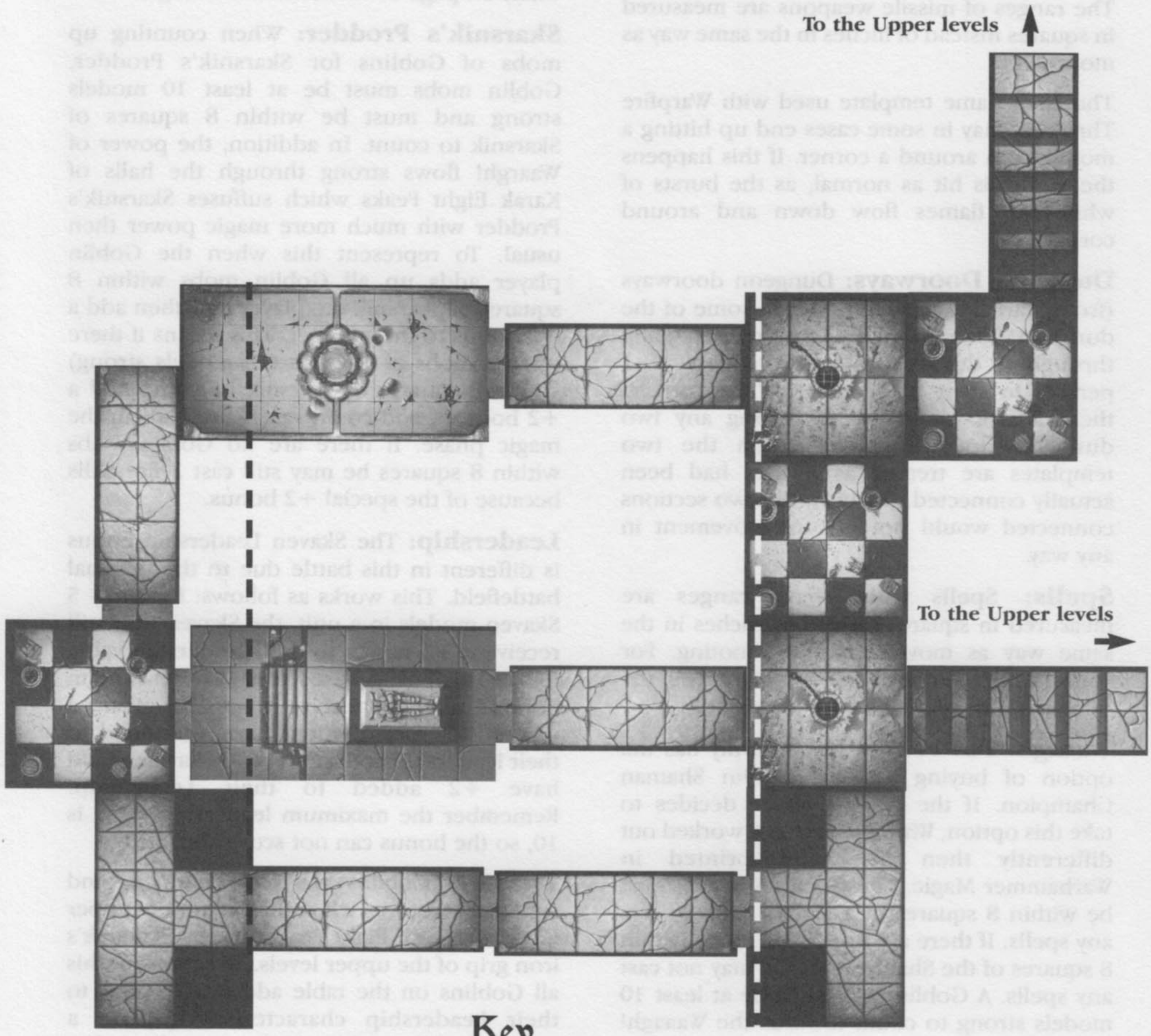
If there are one or more mobs of Goblins (10 models strong) within 8 squares of the Goblin Shaman, at the beginning of the magic phase the Shaman must take a Waaagh! test. This works as follows: add up each mob of Goblins within 8 squares of the Shaman that are at least 10 models strong. The Shaman then rolls a D6. If the D6 roll is greater then the amount of Goblin mobs within 8 squares he passes the test and may cast spells as normal. If the Shaman rolls less than or equal to the amount of Goblin mobs then he has failed the test and must roll a further D6 on the 'Eadbangerz Chart on page 17 of Warhammer Magic.

Skarsnik's Prodder: When counting up mobs of Goblins for Skarsnik's Prodder, Goblin mobs must be at least 10 models strong and must be within 8 squares of Skarsnik to count. In addition, the power of Waargh! flows strong through the halls of Karak Eight Peaks which suffuses Skarsnik's Prodder with much more magic power then usual. To represent this when the Goblin player adds up all Goblin mobs within 8 squares of Skarsnik the player may then add a +2 bonus to the number. This means if there were 2 mobs of Goblins (10 models strong) within 8 squares of Skarsnik he could add a +2 bonuses and could cast 4 fire balls in the magic phase. If there are no Goblin mobs within 8 squares he may still cast 2 fire balls because of the special +2 bonus.

Leadership: The Skaven Leadership bonus is different in this battle due to the unusual battlefield. This works as follows: for every 5 Skaven models in a unit, the Skaven unit will receive a +1 bonus to their leadership value for all Leadership based tests. The maximum bonus a unit may receive is +3. This means a unit of 15 Skaven would have +3 added to their leadership and a unit of 10 Skaven would have +2 added to their Leadership. Remember the maximum leadership value is 10, so the bonus can not score above 10.

The Night Goblins are very confident and arrogant creatures when they are in the upper levels of Karak Eight Peaks due to Skarsnik's iron grip of the upper levels. To represent this all Goblins on the table add a +2 bonus to their Leadership characteristic (up to a maximum of 10). Note this bonus only applies to Goblins, not other creatures such as Trolls. As long as Skarsnik is alive Trolls may use his LD when testing for *Stupidity*. Skarsnik may not be *Broken* from hand-to-hand as he feels so overconfident fighting in the sanctuary of his own citadel.

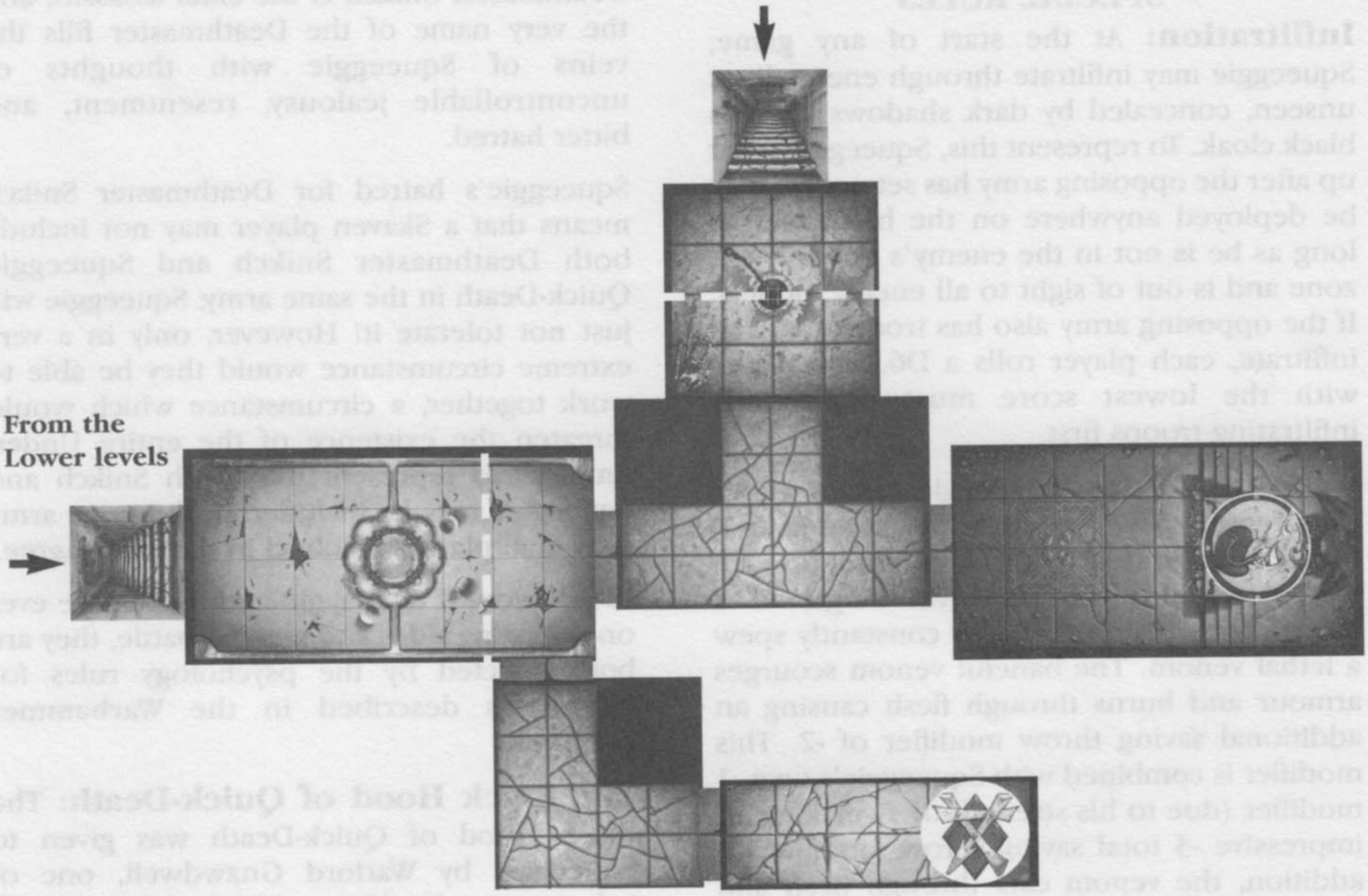
Karak Eight Peaks Lower Levels



Key

- Skaven Deployment
- Night Goblin Deployment
- Squeegie Quick—Death Deployment
- Skarnik and Gobbla's Deployment
- Dungeon Doorways

Karak Eight Peaks Upper Levels and Skarsnik's Throne Room



Special Character:

Squeeggie Quick–Death **183 points**
The Black Hood of Quick-Death **+35 points**

Squeeggie Quick-Death is a special character specifically included for this scenario. He may only lead units of Gutter Runners or act as an independent model.

Squeeggie Quick-Death is one of Clan Eshin's most ruthless assassins, almost rivalling the great Deathmaster Snikch himself. His quick and efficient assassinations have earned him a high reputation in the Skaven Under-Empire and has caught the attention of the insidious Lords of Decay. In particular, Warlord Gnawdwell, ruler of Clan Mors who has sent him on many dangerous missions and believes he will be a great asset in his plans to conquer the upper levels of Karak Eight Peaks.

Squeeggie's flawless record of assassinations include powerful individuals such as the Bretonninan duke, Jean De Fintch, the Orc Warlord, Borgut, and the Chaos Sorcerer, Helms-Holt the Horrible. Warlord Gnawdwell has decided that Squeeggie's next target will be his arch rival, the Night Goblin Warlord Skarsnik, who holds court in the upper levels of Karak Eight Peaks.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Squeeggie Quick-Death	6	6	5	4	4	2	7	3	8

Weapons/Armour: Squeeggie never wears armour, is armed with a pair of *Weeping Blades* and carries a supply of Darts dipped in potent venom.

Magic Items: Squeeggie Quick-Death may carry a single Magic Item. This item is always the *Black Hood of Quick-Death*. The rules for this are summarised below.

SPECIAL RULES

Infiltration: At the start of any game, Squeeggie may infiltrate through enemy lines unseen, concealed by dark shadows and his black cloak. To represent this, Squeeggie is set up after the opposing army has set up. He may be deployed anywhere on the battlefield as long as he is not in the enemy's deployment zone and is out of sight to all enemy models. If the opposing army also has troops that can infiltrate, each player rolls a D6. The player with the lowest score must deploy his infiltrating troops first.

Weeping Blades: Squeeggie carries a pair of *Weeping Blades* which he hand-crafted himself. Saturated with a combination of warpstone and the powerful magic of a Skaven Grey Seer, the blades constantly spew a lethal venom. The baneful venom scourges armour and burns through flesh causing an additional saving throw modifier of -2. This modifier is combined with Squeeggie's own -1 modifier (due to his strength of 4) making an impressive -3 total saving throw modifier. In addition, the venom eats through flesh and bone causing not 1 but D3 wounds for each unsaved wound caused.

Venomous Darts: Squeeggie has a supply of *venomous darts* which will last an entire battle. He may throw the darts in the shooting phase and all the rules that apply to normal darts apply to Squeeggie's darts. However, all hits are resolved at S5 due to the deadly poisons.

Dodge: Squeeggie Quick-Death is a very agile Skaven with quick reflexes and a keen sense of awareness. On the battle field, this keen alertness is represented by a Special Dodge roll. Every time Squeeggie is hit by missile fire, hand-to-hand combat attacks or a magic attack roll a D6. If the result is a 5+, Squeeggie has dodged out of the way and that hit is nullified. In the case of template weapons, move Squeeggie to the edge of the template if he makes a successful dodge roll.

Hatred: Like all Skaven Assassins, Squeeggie Quick-Death is a very competitive Skaven determined to be the best of his kind. Despite his impervious record Squeeggie is not the number one assassin in the Under-Empire. Deathmaster Snikch is the chief assassin, and the very name of the Deathmaster fills the veins of Squeeggie with thoughts of uncontrollable jealousy, resentment, and bitter hatred.

Squeeggie's hatred for Deathmaster Snikch means that a Skaven player may not include both Deathmaster Snikch and Squeeggie Quick-Death in the same army, Squeeggie will just not tolerate it! However, only in a very extreme circumstance would they be able to work together, a circumstance which would threaten the existence of the entire Under-Empire. To represent this, both Snikch and Squeeggie may be included in the same army only if all players involved in the game agree.

In addition, if Squeeggie and Snikch are ever on opposing sides and meet in battle, they are both effected by the psychology rules for hatred as described in the Warhammer rulebook.

The Black Hood of Quick-Death: The Black Hood of Quick-Death was given to Squeeggie by Warlord Gnawdwell, one of infamous Lords of Decay. The hood along with his cloak conceals Squeeggie in the shadows of the battle field and protects him from archaic magic weapons.

The Black Hood of Quick-Death emanates a dark aura which makes Squeeggie very hard to see from a distance and absorbs energy from nearby magic weapons. Any enemy missile fire that normally makes a D6 roll to hit will suffer an extra -1 to hit due to the hood's dark aura at Squeeggie. Any other kind of shooting (such as a cannon) is resolved as normal. In addition, any enemy attempting to hit Squeeggie in hand-to-hand combat with a magic weapon will suffer a -1 on his rolls to hit. Normal, non-magical weapons are not affected.

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- **Your Games Club**

Whatever your article is about, you should have playtested 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!

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• **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.

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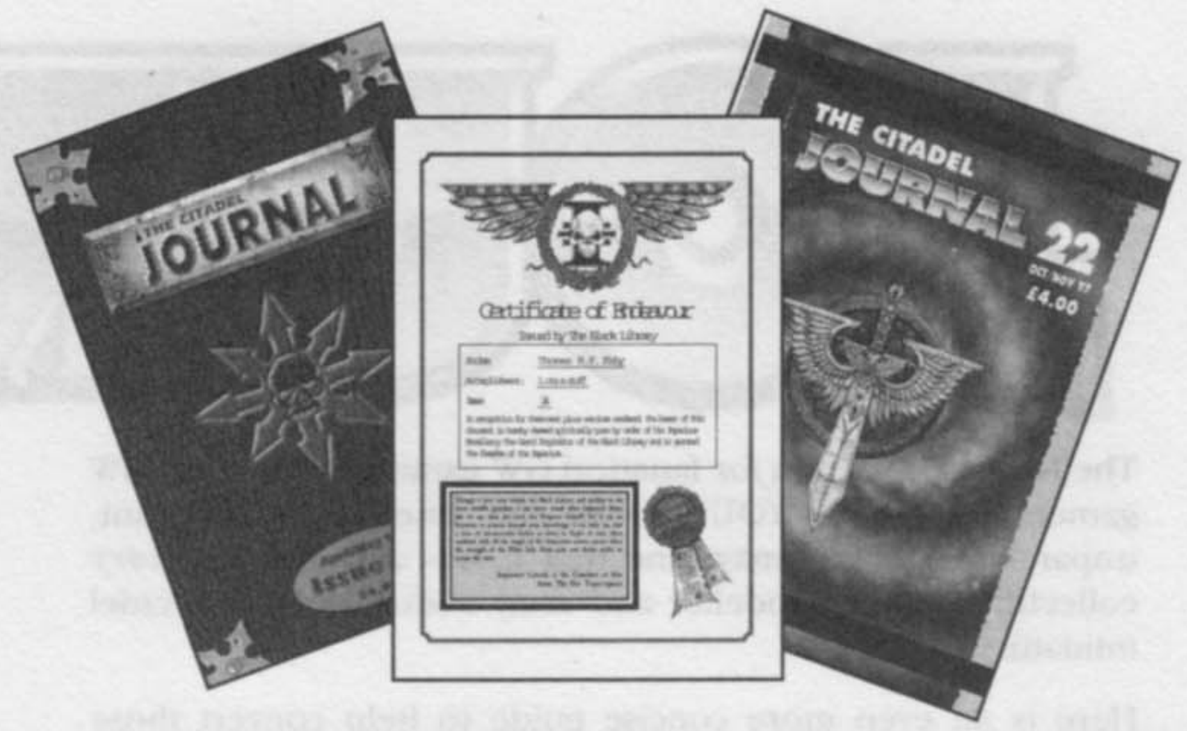
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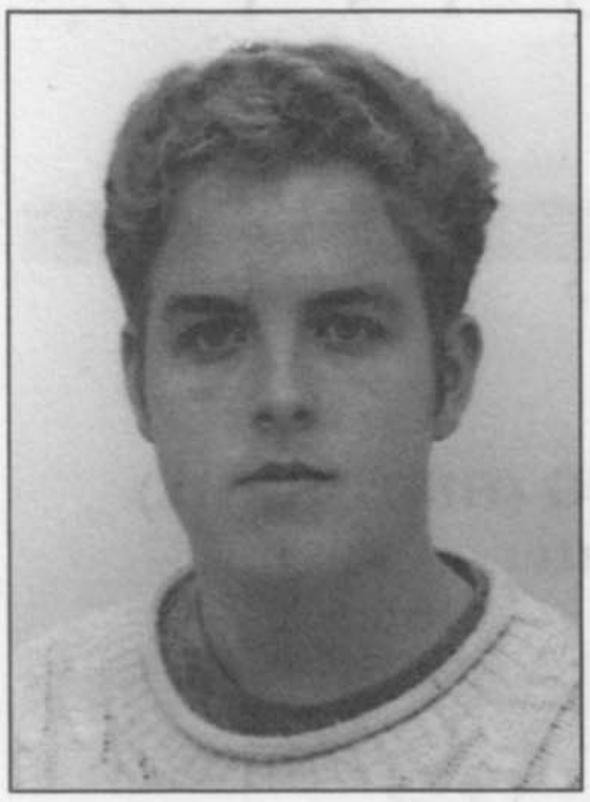
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NECROMUNDA™



Romiet and Julio

A Romantic Tragedy

by Jeff Scarisbrick-Wright

Jeff is a veritable bard of a man from Cleveland. He describes himself as one of the broadly tolerated mutants, known as 'Students', at the University of Durham studying biomedical science. He has been gaming for seven years and likes Warhammer, Warhammer 40,000, Man-O'-War and Necromunda. He fields armies of Imperial Guard, Eldar, Orks, Space Wolves, High Elves, Goblins and Dwarfs, although we are reliably informed not all at once!

This is a scenario for the more romantically inclined or Shakespeare lovers (like me!). It follows (loosely) the plot of William Shakespeare's infamous play of roughly the same title. This scenario is a historical recreation of events that have already passed. Do not follow the normal post-battle procedures for campaign play (other than injury rolls), and the results of these battles do not count towards any campaign (unless you have a lenient and culturally inclined Arbitrator who will allow you to use your own gangs, which needn't be restricted to Orlocks and Eschers and ideally of a low rating. Then use the experience tables that follow each Act! Or, just play it for the hell of it!

The settlement of Verona Point is the setting for our tale. The House Escher and Orlock representatives in the area are the Montama's and the Decapitulates. Romiet is an Escher juve granted the unlikely boon of meeting the eyes of Julio, an Orlock juve, across a crowded battlefield. Romiet justifies falling for Julio as improving the House's bloodline. Of course the rest of the Decapitulates don't see it quite like this and abhor the thought of a Decapitulate even getting off with a Montama! We join this story of two lovers as star-crossed as a nebula just before they meet...

ACT ONE.....BLOOD FEUD

The feud between the Montamas and the Decapitulates had raged for decades, both sides inflicting massacres and murders on the other for so long that they had both largely forgotten what they were fighting over. Every now and then Old Montama and Old Decapitulate – the leaders of their relevant factions would declare an all–out scrap to 'settle this once and for all!' It never worked, of course. This was just one of those days...

This engagement is a normal Gang Fight between Orlock and Escher forces. Sample forces are listed below although the two gangs could include any combination of gangs available from your miniature collection. It is however, imperative that you include as many Juves on each side as possible.

Both sides deploy in the normal manner for a Gang Fight and commence as normal. The first time a juve from the Montamas has a line of sight to a Decapitulate Juve's face, i.e. they can both see each other, the Orlock Juve becomes Julio and the Escher Juve becomes Romiet, .just change the names on the roster sheet *(which could prove amusing if they are both blokes! – Ed)*, they move towards each other at their maximum move, neither will shoot, although they will defend themselves if attacked in hand-to-hand and once in base to base contact will take no further part in the combat, they're too busy whispering sweet nothings (well, yelling over the gunfire sweet nothings). Neither side will attack them as both sides assume that the other will deal with it. The battle progresses until one side or the other bottles out, Julio and Romiet are forced to abandon each other and leg it for home with the others.

Experience: As per a standard Gang Fight +

If and when Julio and Romiet get together, they will get an additional **+5 points.**

ORLOCK GANG (HISTORICAL)

House Montama:

Old Montama — **Gang Leader**

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

Meltagun, Laspistol, knife

Gregori — **Heavy**

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

Heavy Bolter, Autopistol, knife

Samsun — **Ganger**

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

Lasgun, Stubgun, knife

Abrahim — **Ganger**

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

Autogun, Laspistol, knife

Starcio — **Ganger**

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

Autogun, knife

Lorelo — **Ganger**

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

Lasgun, Stubgun, knife

Merkutio — **Ganger**

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

Shotgun+*solid, scatter and hotshot* shells, knife

Jesepi — **Juve**

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

Stubgun, knife

Pepio — **Juve**

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

Autopistol, knife

Fredo — **Juve**

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

Laspistol, knife

Mike — **Juve**

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

Stubgun, knife

Angelo — **Juve**

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

Laspistol, knife

ESCHER GANG (HISTORICAL)

House Decapitulate:

Old Decapitulate — **Leader**

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

Autopistol, Power sword, knife

Diamidia — **Heavy**

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

Heavy Stubber, Stubgun, knife

Moridi — **Ganger**

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

Autopistol, Sword, knife

Namo — **Ganger**

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

Lasgun, Stub gun, knife

Hepitia — **Ganger**

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

Autogun, Laspistol, knife

Necrotica — **Ganger**

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

Autopistol, Chainsword, knife

Christia — **Ganger**

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

Laspistol, Flail, knife

Eeni — **Juve**

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

Stubgun, knife

Meeni — **Juve**

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

Autopistol, knife

Meyeni **Juve**

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

Stubgun, pick, knife

Mo **Juve**

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

Stubgun, knife

Fryda **Juve**

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

Autopistol, knife

Note, both sides include only basic troops, additional skills and advances are hard to remember if it's not your gang.

ACT TWO.....JULIO, JULIO, WHERE THE DREK ARE YER?

Julio was completely taken with the savage Escher maiden (probably) he had met and whilst the rest of the Montamas got wrecked on battery acid and hedonite he decided that he needed to spend some 'quality time' with her. Of course, this meant infiltrating the Decapitulate stronghold...

This scenario is more unusual; play it as a raid with Decapitulate guards patrolling as normal, use all the Gangers and Juves from the roster in act one as guards, but only Julio Raiding. Set up terrain to try and emulate a stronghold of a powerful Necromunda family, Julio has to get to Romiet who should be positioned at least three levels up in the middle of the stronghold. Julio has to get to Romiet (tricky!) without being detected by the Decapitulate guards. This Act is a bit of fun to test the nerves and luck of the Montama player! Note, if Julio is detected and shot at he will leg it (automatically Bottle it) and the scenario stops there. If however he gets all the way to Romiet, the Decapitulate player must admit the incompetence of his guards and utter the immortal line 'Julio, Julio, Where the Drek are Yah?' to which Julio will reply 'Here, you nit! and the scenario ends.

Experience: As per a standard raid plus the following:

If Julio gets to Romiet **+10 points.**

ACT THREE.....LET'S GET THE LITTLE @#~%!

When the Decapitulates made their routine security sweeps the next day they discovered Julio's ID tag for the Montama house in Romiet's quarters. Old Decapitulate was enraged by this and stormed off to thrash it out with Old Montama, knowing that he would be as furious as she was. Meanwhile the Juves of the Decapitulates decided to take matters into their own hands...

This Scenario is an ambush of the Montamas, using the Juves of the Decapitulates (excluding Romiet) and the Juves of the Montamas (especially Julio!). The shoot-out takes place on the streets of Verona Point. Set up terrain representing this: trading posts, houses, casinos etc. (this is a really good way to show off your modelling talents!) with a main street down the middle about seven inches wide by around three feet long.

Set up the Montama Juves in the middle of the street all facing the same way (as if walking home) then roll a D10 and add 4 to the result; this is the number of settlers that are on the street at that moment (use models not involved in the fight for townspeople). They are set up in random groups (use your imagination, make it look like a trading street!).

Finally, set up the Decapitulate Juves at both ends of the street, three at one end, two at the other. The Decapitulates move first. When the first shot is fired the townspeople run for cover. At the end of each player's turn move each Settler in a random direction the number equivalent to that rolled on an artillery die (use scatter dice remembering there is an arrow above the I in 'hit' for the direction). If a misfire is rolled they have tripped or thrown themselves on the ground, lay the model down (it does not block line of sight) it can move as normal next turn. The townspeople are there to block lines of sight and catch stray shots (I've found this a great way of introducing the stray shots rules to new players!) townspeople have a toughness of 2 and if a wound is caused they are removed as a casualty. The gang-fight continues for four turns (so the settlers move eight times!) at which point the Arbitrators arrive to break it up. Both sides flee. Apply Serious injuries as normal, but re-roll any dead results for Julio.

Experience: As per a standard Ambush scenario.

ACT FOUR.....REVENGE

Old Montama and Old Decapitulate were coming to an agreement on what course of action to take over Julio and Romiet when the news of the massacre in the town came through. Infuriated, Old Montama threw the Decapitulates into the street, swearing terrible vengeance on them. They agreed to meet outside settlement limits three days hence...

This is another gang fight between the Montamas and the Decapitulates. Use the surviving members of the Roster from Act One. The battle progresses for D3+2 turns, during which Old Montama and Old Decapitulate both try and shoot Romiet and Julio respectively at any opportunity, both believing the other to be the cause of the recent trouble. If one is downed, the other is instantly counted dead; they assume that their lover is dead and can't live with the knowledge that they brought their death about (or so they think). Then, of course, as soon as the downed Juve recovers, the same applies to them! So, if Julio is downed Romiet will kill herself and vice versa.

At the end of the last turn the Adeptus Arbites arrive, tired of the feuding and appaled at the massacre of the townspeople in Act Three. Judge Benvolio has ordered his troopers to break up the fight, the Arbites shoot at both sides (using a third, entirely impartial player is so much fun here) to get their attention and the combat ends when three gang members on each side have been downed by Arbite troopers, or when both leaders have been downed. Rules for the Adeptus Arbites can be found in White Dwarf 203 (Courtesy of Gav Thorpe) and pages 40–44 of Battles of the Underhive (courtesy of Andy Chambers) but I've reproduced them here for the sake of completeness:

Experience: As per a standard Gang Fight.

+5 points each if Romiet and Julio both survive.

ADEPTUS ARBITES PATROL TEAM

(consists of 4 troopers and 1 Proctor)

Proctor (Arbitrator Champion)

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

Arbitrator Trooper

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

Weapons: Bolt pistol, *Arbites Combat Shotgun*, Solid, Scatter and *Executioner* rounds. One member of the Squad has a Grenade Launcher with Frag, krak and *Scare* grenades.

Armour: Carapace Armour (4+ save)

Skills: *Nerves of Steel, True Grit* (Proctor also has *Iron Will)*

Deployment: Adeptus Arbites always function as a tightly integrated unit, when deployed they must be within two inches of each other and must stay within 2 inches of at least one member of the Squad.

Ammo Rolls: The Weapons and equipment of the Arbites are considerably better maintained than that available to most Necromundans. Consequently, Arbites never need to make Ammo rolls.

THE ARBITES COMBAT SHOTGUN

The Arbites Combat Shotgun is a regular shotgun with a number of adaptations that allow it to fire a special adamantium tipped, armour-piercing, guided round called the 'Executioner'. This sophisticated shell has a tiny robot brain which locks onto it's target and guides it in.

The Executioner round is unusual in that it receives a +1 to hit modifier at long range with a -1 to hit modifier at short range, because at short range the computer hasn't had time to lock on to the target's energy signature.

Short Range	Long Range	To Hit short	To Hit Long	Str	Dam	Save
04"	5-18"	-1	+1	4	1	-2

Well folks, that's the way it happened, when Romiet saw Julio shot she took her own life rather than spend it without him and when he came round and found her dead he shot himself too! Tragic, but that's the way it is. Now you might have thought that this would have stopped the feuding?

Nah!

Them Montamas and Decapitulates are still feuding to this day, only now they got themselves another grudge...

Exeunt All.

JOURNAL™

ARC'HIVING SERVIC'E

Over the next two pages you will find a complete listing for all the articles that have been published in previous Journals. Where a certain Journal is no longer available, you can order photocopies which are sent to you in a dust-proof plastic wallet by First class post. So, if you are kicking yourself for missing the rules for the Undead Plague cart or 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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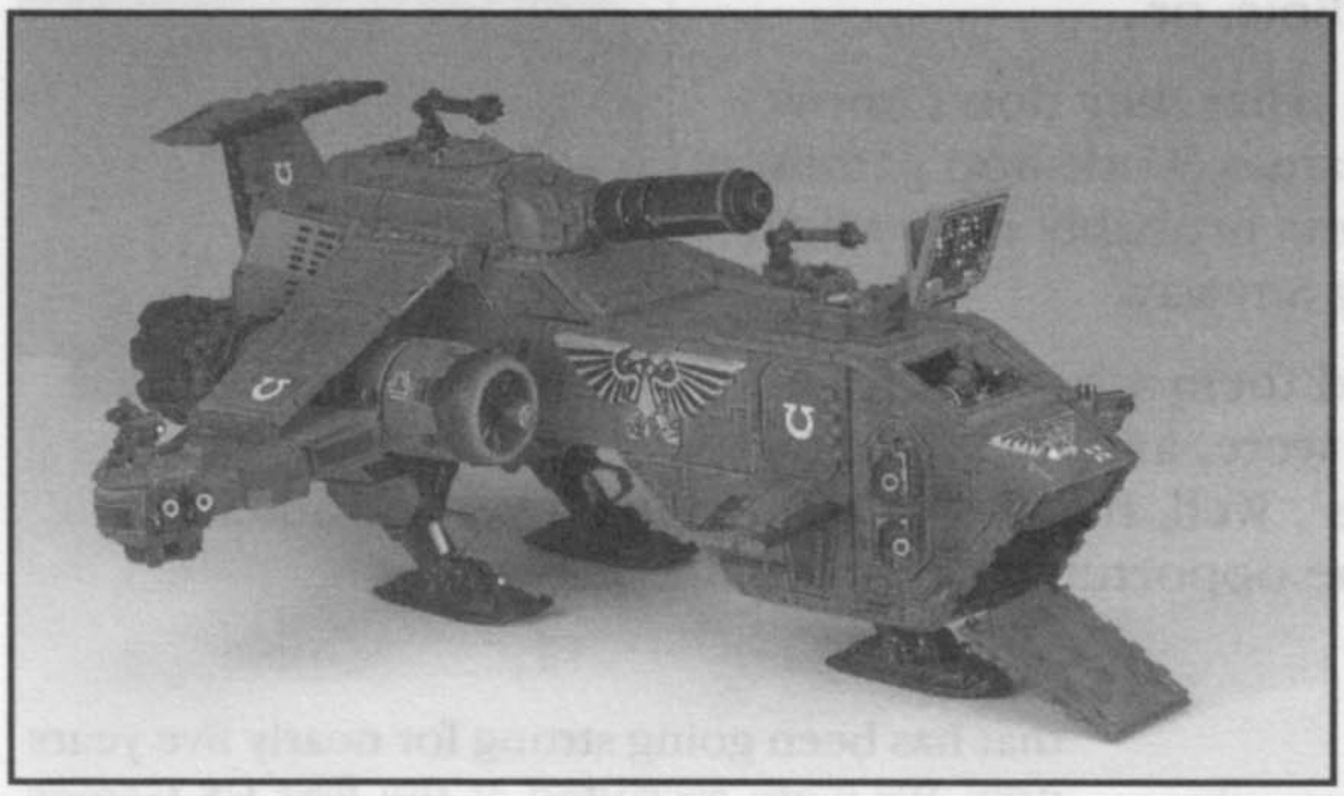
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This special kit is not on general release and is available through Mail Order UK only. These models are made to order and as such there may be a few days delay as we put your order together (there are literally scores of parts to the Gunship alone!).

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WARHAMMER® WARHAMMER® 40,000 NECROMUNDA

OUTRIDERS

The Ultimate Gamers?

by Scott Hill & Jason Hill



Scott?

Scott and Jason Hill, obsessive? Yes. Barmy? Yes. Americans? Naturally. But two of the nicest people that you're likely to meet across the battlefield playing Warhammer, or Warhammer 40K, or Epic, or...

Besides, what they don't know about Games Workshop games and events probably isn't worth knowing anyway.



Jason?

We asked them what exactly Outriders were, and they told us that they were the 'Ultimate gamers'. Well, that was a challenge if ever we'd heard one, so we decided to give them the opportunity to prove it...

IN THE BEGINNING

Who are Scott and Jason Hill? Many people that run in Games Workshop circles have come to know us through the years. We have started gaming clubs and conventions, created a huge web-page for all things Games Workshop, toured through the UK – hitting most every Games Workshop retail store, and we represent Games Workshop running games and answering questions at numerous conventions, including the US Games Day every year. During the day, we do have alter egos – 'non-gaming' lives (is that possible?). Jason attends the University of Washington, where he is majoring in Graphic Arts. Scott earned a degree in Computer Science and now works as a Games Designer/Graphic Artist for a video game developer in Seattle, Washington. With all of this activity, you would think it would be tough to find time to actually play a game, but we wedge it in wherever we can. After all, there's always room for Warhammer!

The Outrider Program

We mentioned before that we represent Games Workshop at conventions, including Games Day in the US. This is through a program in the States called 'The Outriders' that has been going strong for nearly five years now. We were recruited at the first US Games Day to help pioneer the program as the first Outriders. It probably helped show our devotion that we drove 3,000 miles (one way) to Baltimore to attend Games Day! The goal of the Outriders is to go to conventions, tournaments, and sometimes stores, and represent Games Workshop. We have armies and scenery that we have painted to GW standards and run introductory games to teach people how to play. We also get the chance to meet the gamers who already love the games. We chat with them and answer any questions about rules or products. It's very rewarding.

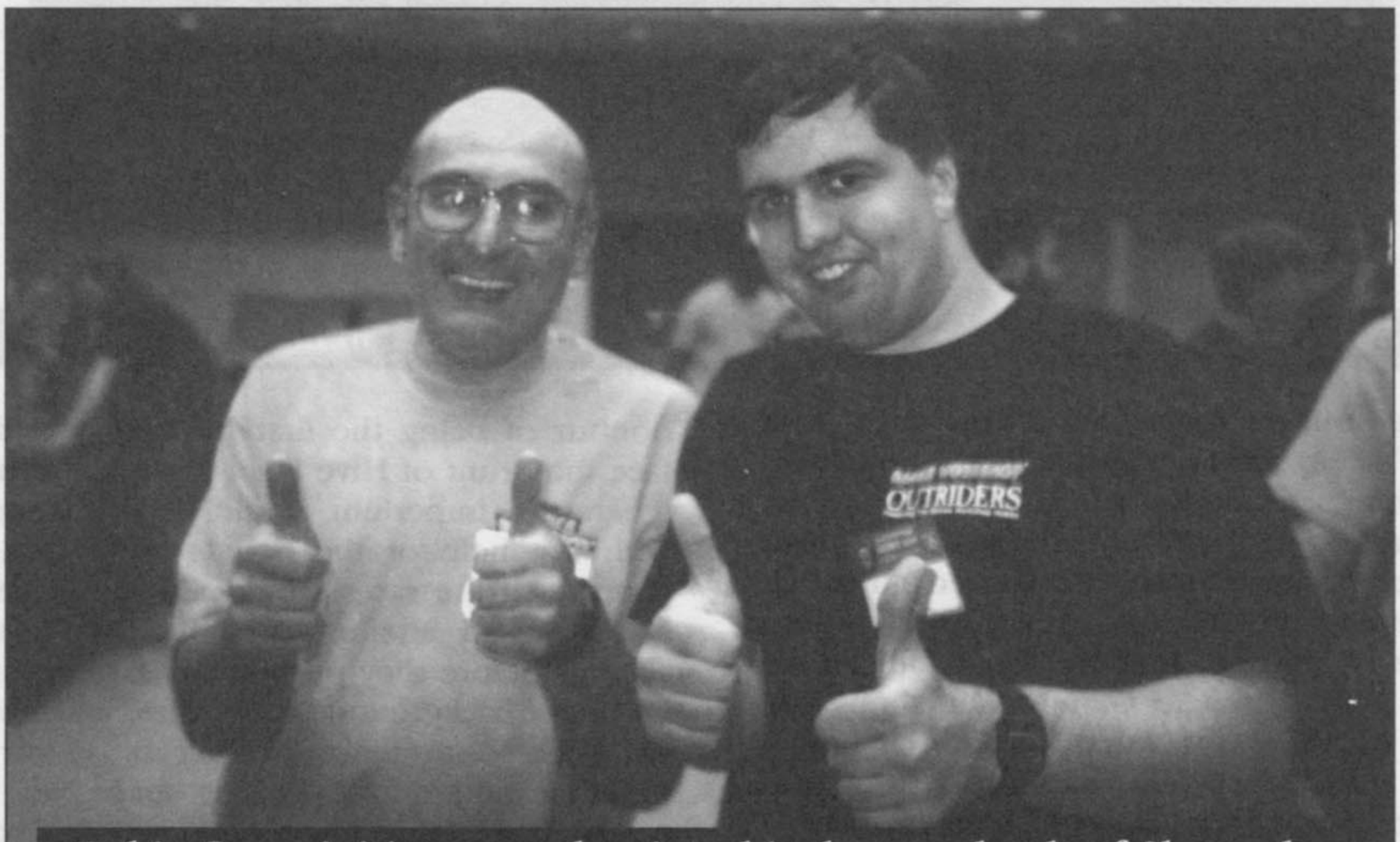
Besides the joy of going to cons and teaching others to play the games we love, we are compensated with Games Workshop merchandise for each convention we attend. Sound like fun? It is, but remember that it is also hard work and requires a lot of patience and understanding. The program is quickly approaching one hundred members throughout the United States. Next time you're attending a convention in the US, look around for the Games Workshop section, you may find one of the Outriders.

How we got started in Warhammer

We began our Games Workshop journey like many others, with Warhammer 40K, back in the Rogue Trader days. Rogue Trader was, in my opinion, one of the best game publications ever written. It gave the gaming world its first glimpse of the dark and mysterious 41st millennium. The game had seemingly no limits. Within this one mighty lexicon were all of the rules, backgrounds, stories, bestiary, painting and scenery guides, and enough great pictures to inspire years of battles! Don't get me wrong, Warhammer 40,000 today is much more structured (especially the army lists) and hundreds more pages of background material have been written, but sometimes I still miss those early days of 'frontier 40K' when it was pretty much anything goes. Someday I'd like to write an article on the pros and cons of new versus old systems and the evolution of Warhammer. Anyway, it wasn't long before we started playing Warhammer Fantasy Battle, Fantasy Roleplay, Space Hulk, then Epic, Titan Legions, and on and on. One game after another, we couldn't get enough! And it continues today.

The Odyssey Gaming Club

We always had a group of friends that we played all of the Games Workshop games with and there was the occasional tournament or campaign in a store or convention, but for the most part no one in our area had created a gaming club. A gaming club is an all-important group. It can act as a hub of gaming activity, a place to meet other gamers and set up games outside of the club activities. We started the 'Odyssey Gaming Club' in 1991 at a local college that Scott was attending. The college had never played host to a gaming club before, but gave us a room to meet in after hours and funded a newsletter and several tournaments each term. We advertised with bright blue photocopied flyers around the campus and in local gaming stores. Within weeks we had a large turn-out for our weekly meetings and soon ran large Warhammer 40K tournaments on weekends. We met many new gamers and formed some lasting friendships that survive to this day! Starting and maintaining that gaming club was one of the most difficult but rewarding things we ever did. It's an excellent way to drum up support for gaming in your area and is well worth the effort. I highly recommend it to everyone.



Robin Dews initiates another into his depraved cult of Slaanesh.

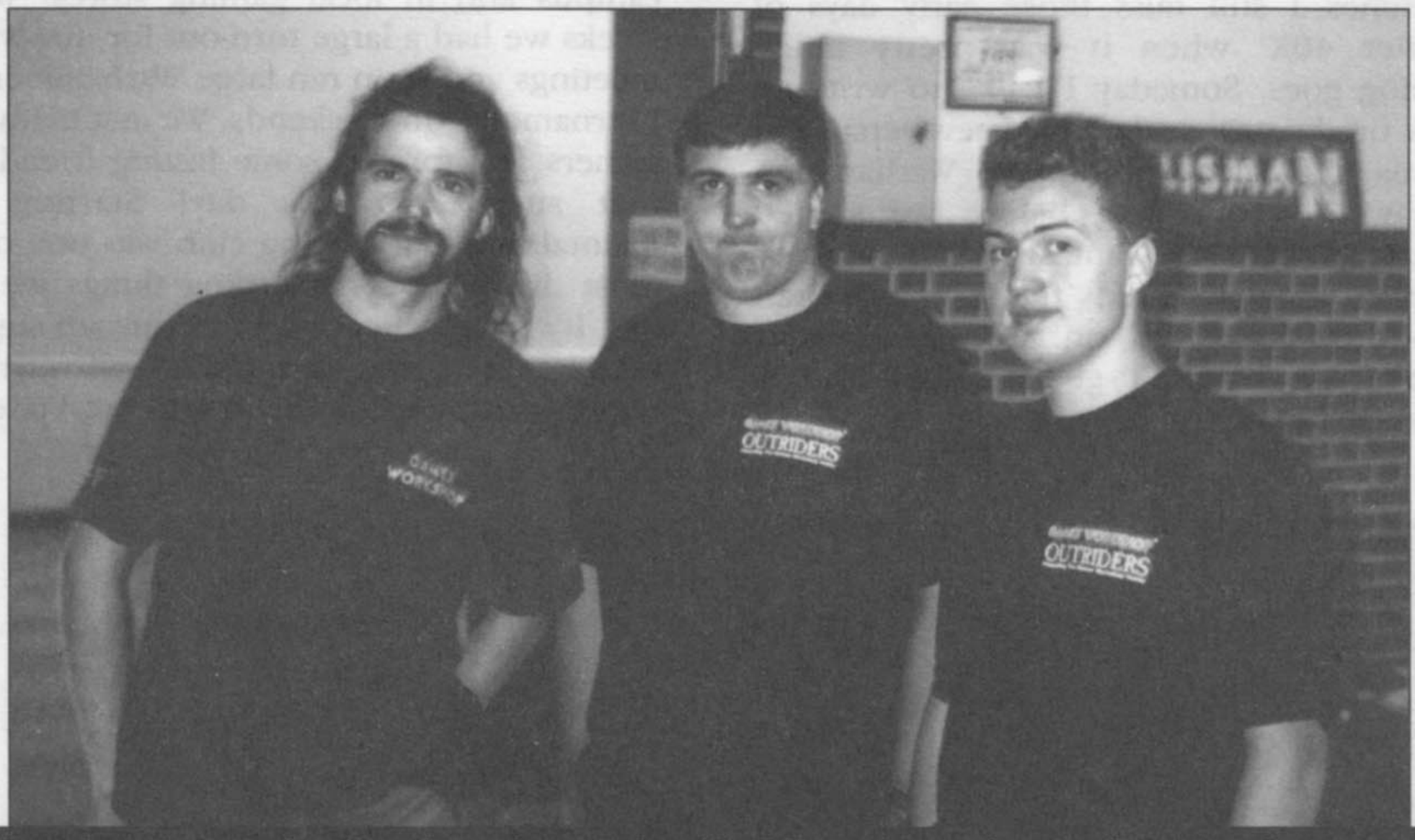
The Ultimate Games Workshop Webpage

In 1994, I discovered the Internet. This was the greatest creation I had ever seen in my life! My very first web search was for 'Games Workshop'... I found nothing. After numerous attempts with such keywords as 'Warhammer' and 'Space Marines', I was able to find a few homepages of gamers who posted pictures of their armies and paint jobs. While I enjoyed seeing other gamers from around the globe, I really felt that something was missing. The web had no site for the Games Workshop GAMES. I decided this was one subject that I knew enough about to publish a web site on. I learned HTML code (the formatting language that web pages are written in) along the way as I laid out the framework for the page. With Jason's help, we soon fleshed out the site with a whole page dedicated to each GW game, new rules, and a forum for gamers to chat about their experiences. We wanted a title that conveyed that this was a page of all things Games Workshop, this one has it all! So we went with 'Ultimate Games Workshop Web Page' or 'UGW' for short. We both channel a great deal of our free time into writing and updating this website, but so many people have e-mailed us or signed our UGW Guestbook with such wonderful compliments that it's easy to keep it up. That kind of feedback really pumps you up and revitalises your interest and excitement.

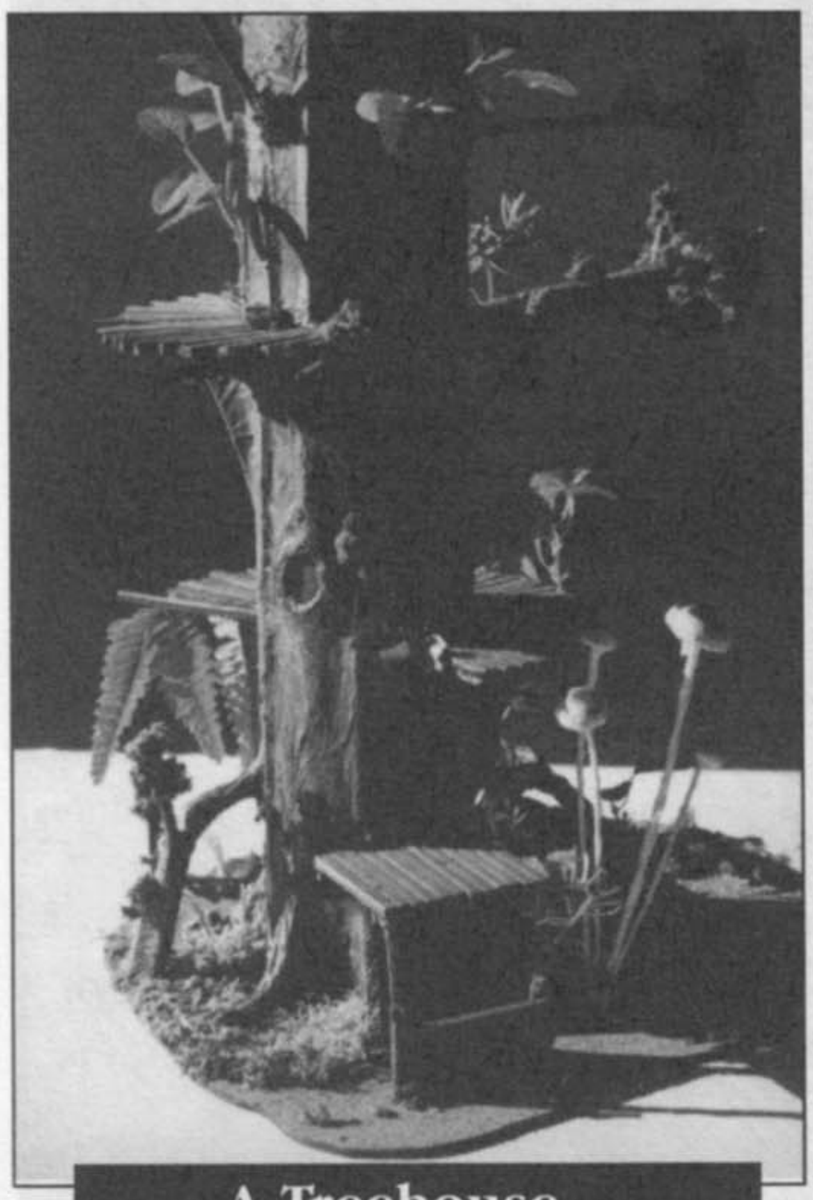
The Callus Campaign

Around the time that our website was getting pretty large and gaining a sizeable following, Games Workshop geared up to release the Tyranid Codex. Jason and I saw the onslaught of the Tyranids into the 40K world as an interesting opportunity. By the nature of the Tyranid army (Hive Fleets charging through systems and devouring all in their path), they were screaming for a campaign. We've run so many campaigns in our gaming groups over the years and this one was definitely going to top them all!

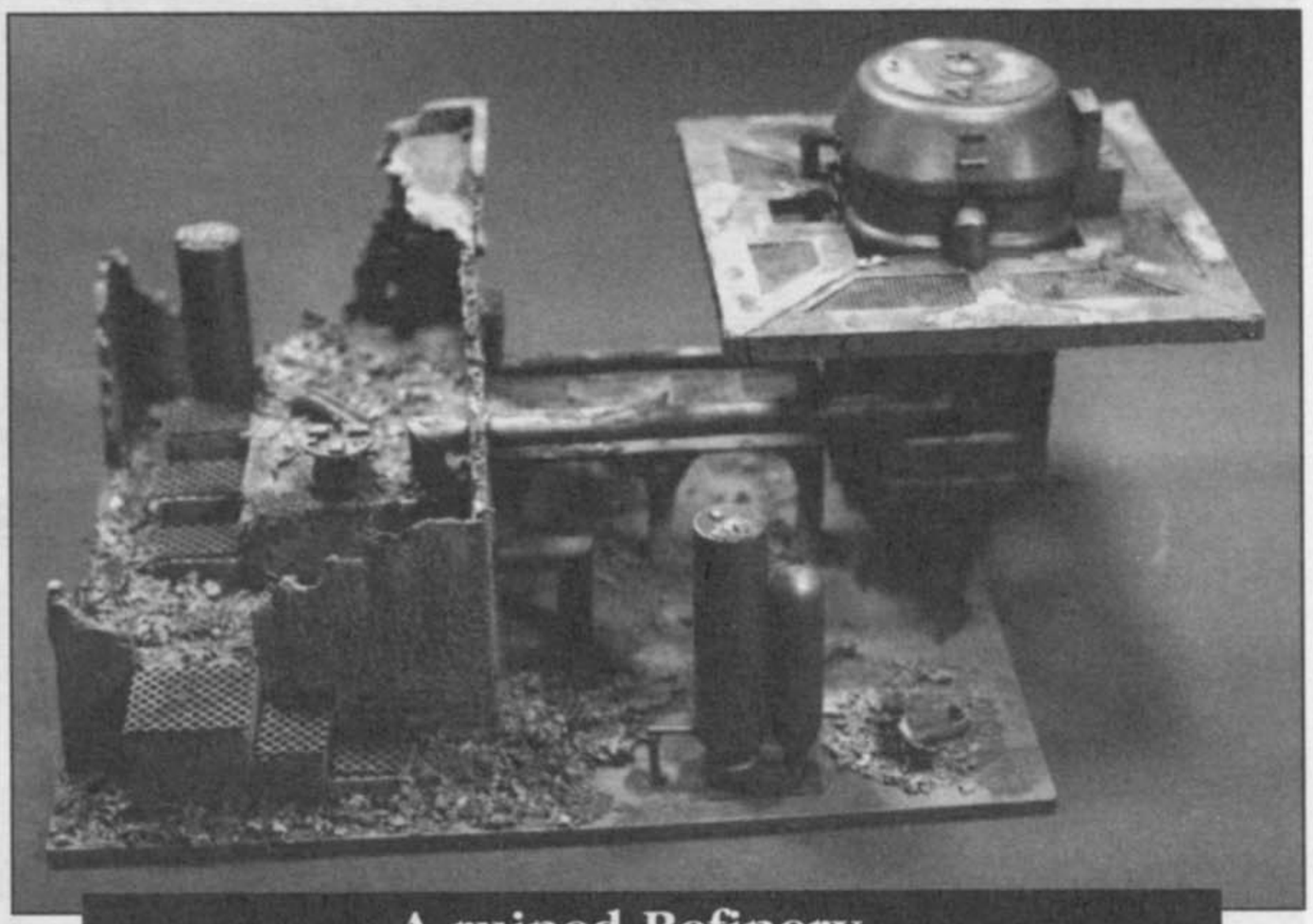
We decided to focus our campaign on Callus, an Imperial Hiveworld at the edge of Imperial space. Callus was to have the unfortunate honour of being the first Imperial world to face the brunt of Hive Fleet Kraken. Callus is where the Imperium would make its stand, with the help of the Squats and Eldar, of course. All the races would aid the Imperial forces in an attempt to stifle the Tyranid swarms before they pushed any farther! After writing a background story, rules, and maps, we decided to make it look as snazzy as possible and create colour maps on the computer and type in all the history and rules for our gaming group. Having all this already on the computer, we were struck with an ambitious idea. Most of the work was done and already typed in, why not, put it on the web page? Why not let everyone play in the



Scott showing Andy Chambers his trick of holding thirty dice in his mouth at once.



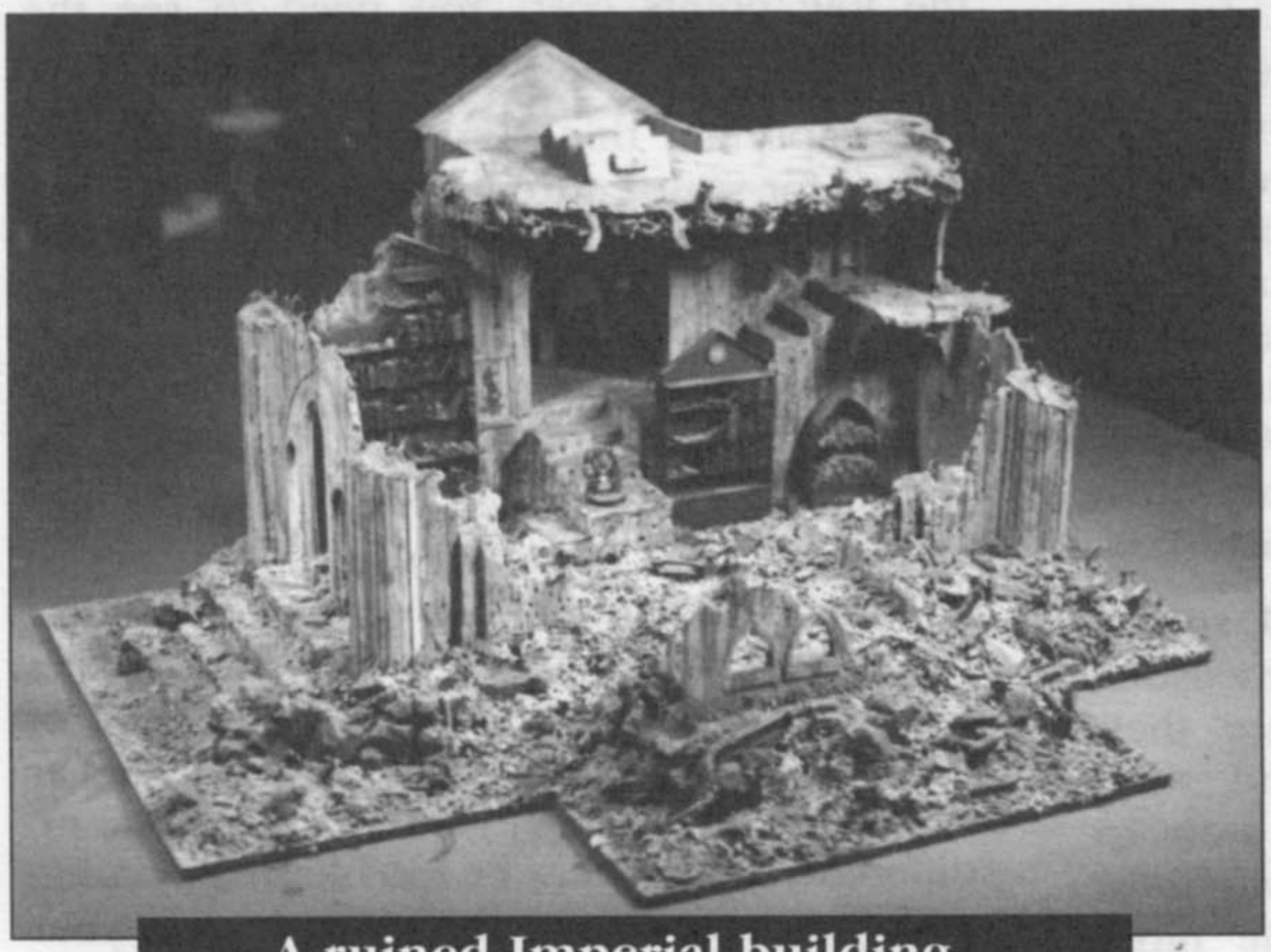
A Treehouse...



A ruined Refinery...

campaign? They could play games against opponents in their local gaming groups and e-mail us the results in the form of a mini battle report. That's just what we did!

By setting up special rules for fighting in different climates on Callus, and providing a map of the planet, gamers could log onto the web site, choose a location on the planet, and play a game using the special rules for the area they chose. After they mailed us the army type/sizes, location on Callus, and the results, we posted the information and up-dated a map of Callus with big red splashes of colour showing Imperial victories and big purple splashes of colour marking Tyranid victories (the larger the points values of a battle, the larger the colour splash). This made it easy to survey the progress of the war at a glance. Once a location was controlled by a side, the opposing side could fight a battle there to recapture the lost territory, but with only 3/4 of the controlling side's points total. This handicap was an incentive for players to do battle in all regions of the map and makes for some interesting games where you start at a disadvantage and work your way up! This is the great thing about campaigns, it's not always a standard game.



A ruined Imperial building...

Armies

Between the two of us, we can field just about every army for every game, but every gamer has his or her favourites to play. Scott's armies of choice include Blood Angels, Orks and Sisters of Battle in 40K, and Lizardmen, Dark Elves, and Empire in Warhammer. Jason's favoured armies include Imperial Guard, Eldar, and Dark Angels in 40K and Bretonnians and High Elves in Warhammer. We also share large Chaos and Tyranid armies for 40K and menacing Undead and Chaos armies in Warhammer. Our other armies are smaller ally armies, but we find that it really helps to play a little of everything when people at conventions or



And an entire city... It's amazing that they have time to even breath!

from our web page ask questions on rules or tactics for specific races. It also provides a unique insight for writing new rules.

New Rules

Over the years, we've seen absolutely hundreds of new rules written by people all over, and while I always encourage adding this kind of imagination to your games, there always seems to be a recurring thread. People write rules for the army that they play the most and generally cannot help themselves but to go a bit overboard on power and undercut the points cost. Another common pitfall is people writing rules to fill a particular gap in their chosen army type (like a special character wizard for the Warhammer Dwarf army!). These seeming gaps in the army lists actually represent the balance of power between the armies and the scales are often tipped when this delicate balance is disturbed.

The best way to make a balanced special character is to take a good look at the existing GW special characters and compare their points cost with their abilities and stats. Playtesting is also an important step to refining a special character. You will most likely find that opponents will be more accepting of trying out your new rules if you let them know before the game that you would like to playtest with the current points value and strengths, but they are not set in stone. However, always play out a full game with the stats/abilities you started with. Changing rules in mid-game will blow your playtesting out of the water. After all, even a Guardian with a lasgun can get a lucky shot or two, that doesn't make him too powerful for the low points cost! You need to see the overall performance through a whole game.

The important thing is having fun and that means for your entire gaming group and not just one happy git with his new super-character! Be willing to consent to raising the points cost or lowering stats if your friends and opponents deem them unfair. The last thing you want is for others to dread playing a game with you because you'll want to use your new rules. In fact, it's important not to go overboard with the use of your own rules. Play a few games without your new characters now and then. People would grow tired of fighting a Space Wolf army led by Ragnar Blackmane every time, your characters are no different, but you may be too blinded by pride and excitement to see the bored look in your opponent's glazed-over eyes.

Chaos Campaign

For roughly the last year we have been working on a new campaign for the UGW Web Page, 'Eye of the Storm: The Chaos Campaign'. This cyber-campaign will be our second on the web page and will be on a much larger scale than our first campaign. The Callus Campaign was based on the epic struggle against a massive Tyranid invasion and was confined to a single planet, Callus. Eye of the Storm will take place in an entire sector of space, covering many planets including, the now Tyranid infested, Callus.

In creating Eye of the Storm, we have learned from many of the mistakes and difficulties that we had with the Callus Campaign. Callus was very ambitious in the amount of work we had to do to keep updating the battle results page. We laid out a format that we wanted game results in, but most of the time, information was missing and we had to fill in the gaps. In some cases, we had to greatly edit the texts that we were sent, so updates were slow. This time around, we will let campaign participants add to the web-page interactively so updates will occur every hour!

Eye of the Storm will be much more of a narrative campaign than Callus was. Every month we will introduce a few new scenarios which players from around the world will be able to play through and send us their results. At the end of the month we will tally up all the results we have received and this will decide the outcome for that month's scenarios. It will also affect the next month's scenarios and the storyline of the campaign from that point on. We will also have an ongoing option to play one-off games (not scenario based) throughout the entire campaign. The results from these games can also be sent to us (no details, just wins/losses) and will affect the general feel of the campaign (i.e. Chaos is winning, Chaos is being held at bay) and the overall mood of the scenarios to follow. One of the most exciting additions will be an interactive campaign journal in which participants can log entries detailing wins and losses, battle stories, comments on the campaign, and, of course, Chaos and Allied forces can send transmissions to one another! We look forward to making Eye of the Storm a memorable and exciting online event. The Storm has been building for some time now and should hit the 41st Millennium this Spring.

Here's a tiny preview of some of the marvellous house rules articles and stuff that they have currently littering their website. (See the inside front and outside back covers for pictures of their conversions).

BOUNTY HUNTERS IN 40K

(To be included with the Imperial Agents list)

Bounty Hunters are some of the most ruthless scum in the galaxy. They'll stop at nothing to bring in their mark, dead or alive.

(0-3) Bounty Hunters.....40 points

Name	M	WS	BS	S	T	W	I	A	Ld
Bounty Hunter	4	4	4	3	3	2	4	1	8

Weapons: Boltgun, Bolt Pistol with Targeter, and Chainsword.

Armour: Mesh Armour (5+ Save)

Wargear: The Bounty Hunter may have up to two Wargear cards as he has collected many forms of payment for his services over the years. He may also take additional wargear from the Assault, Basic, and Special Weapons section of the Armies of the Imperium Wargear list.

Special Rules:

Leader: Bounty Hunters may never lead or be attached to any unit, and may never use anyone else's Leadership but their own.

Bounty: Before the game begins, nominate one enemy character to be the Bounty Hunter's Target. If the Bounty Hunter kills his Target (strikes the killing blow if the model has more than one wound), you gain double Victory Points for the Target at the end of the game. If you control more than one Bounty Hunter, they may have the same, or individual Targets. If both sides control a Bounty Hunter, then the Bounty Hunters themselves may be the Targets.

Bounty Hunters do not use Vortex grenades to kill their Targets, as there would be no proof of their success. If they do, you do not gain any bonus victory points for the Bounty. If the Bounty Hunter uses a Stasis grenade on his Target, the Target is still trapped at the end of the game, and the Bounty Hunter is still alive at the end; then you do gain the bonus victory points for the Bounty.

PATRACIAN DEMOLITION TEAMS IN 40K

(To be included with the Imperial Guard list)

0-2 Demolition Teams.....85 points

A Demolition Team consists of a demolition sergeant and one demolition trooper. Up to two Demolition Teams may be taken as additional units.

Name	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	3	3	3	3	2	3	1	8
Trooper	4	3	3	3	3	2	3	1	8

Weapons: The Demolition trooper is armed with a Lasgun, Melta-Bombs, and Frag Grenades. The Demolition Sergeant is armed with a Laspistol, Sword, Melta-Bombs, and Frag-Grenades. He may take additional weapons from the Assault section of the Imperial Guard wargear list as well.

Armour: Flak Armour (6+ Save)

Special Rules:

Dispersed Formation: Demolition Teams fight in a dispersed formation up to 4" apart.

Infiltration: Demolition Teams may deploy onto the battlefield using the infiltration rule, as described in the Starting the Game section of the Warhammer 40,000 rulebook.

Leadership: As members of a demolition team, the Patracians are used to fighting on the front lines as well as having very loud explosions going off all around them. Because of this, they are less likely to run in a combat situation. This is represented by their Ld characteristic of 8 (as opposed to the usual 7 for Imperial Guard).

Demolitions: Patracians are experts at placing demolition charges, creating tactical explosions as distractions or to destroy terrain features that could be used to the enemy's advantage. Before the game begins or either army has set up (but after the number of turns has been determined), each demolition team in your army may plant charges on up to 2 pieces of terrain. Each terrain piece may be no larger than 12" x 12" or a piece of equivalent area, and must be a single piece. Also, the terrain pieces may not be in either player's deployment zone. Secretly write down on a scrap of paper which features are rigged to explode and in which turn they will go off (individually). Each charge will explode at the end of its specified turn, after both players have gone.

Roll an Artillery dice for each charge when it goes off. A number rolled indicates the size of the explosion in inches. Measure the blast out from the terrain feature (not the base its mounted on) in all directions. Any models on or in the terrain feature, or fully or partially covered by the blast are hit on the D6 roll of a 4, 5, or 6. The strength of the blast is equal to half the number previously rolled on the Artillery dice (E.g. a 6" blast would cause a Strength 3 hit) with a -2 save modifier and causes D4 wounds. If the Artillery dice roll was a Misfire, the charge was a dud and does not go off at all.

If the charge was not a dud, the piece of terrain blown up is removed from the board with the exception of hills, mountains, and buildings. Hills and mountains are left in place while buildings suffer an automatic roll on the building damage chart +3 (this can be found in the WH40K rulebook under buildings). The terrain feature should be replaced with suitable rubble and or craters.

History

Patracia is a planet rich in minerals and ores, and consequently its inhabitants have been mining ore for millennia. Using well-placed charges, they dig out new tunnels to mine and seal up old tunnels that have run dry.

The Patracian's talents were first utilised during the Crusades against the Squat Homeworlds just after the Emperor gained power and formed the Imperium. They were deployed as small strike teams to infiltrate the Squat mines and tunnels to cut off escape and supply routes. These tactics proved quite effective and the Patracians have added their skills to the forces of the Imperium ever since.

DOMINI TRISTA, CHAMPION OF SLAANESH FOR 40K

Domini Trista.....110 points
+53 points *Wargear/Rewards*

Little is known of Domini Trista's origin, only that at one point she was 'First Mate' aboard a Rogue Trader's vessel which travelled the trade routes along the outskirts of the Eye of

Terror. Last seen near the Cadian Gate, the ship was assumed to be lost with all hands. Recently, Domini Trista resurfaced in the name of the Chaos pleasure-lord Slaanesh. Leading her Chaos warband on a rampage, she has made a series of hit-and-run attacks everywhere from Cadia to Tallarn, gouging a bloody path across the galaxy. To this date, she is still at large.

Domini Trista may lead an army (*Strategy Rating* 4) or may be purchased as a Chaos Champion.

Name	M	WS	BS	S	T	W	I	A	Ld
Domini	7	8	6	5	4	3	9	3	10

Weapons: Domini Trista is armed with the *Skull Whip,* a *Shock Whip* and a Laspistol. She may not be equipped with any other items from the wargear list.

Armour: Mesh Armour (5+ Save).

Wargear: Domini Trista may take up to one additional wargear card (Not a Chaos Reward).

Rewards: Domini Trista has the *Mark of Slaanesh* (10 pts.), and the *Allure of Slaanesh* (20 pts.).

Special Rules:

Soporific Musk: In Close Combat, enemy fumbles count double (+2 instead of the normal +1) and they gain no bonus for critical hits (extra 6's).

Dominatrix: Domini Trista is a master of the whip and as such may never be parried against as long as she is using at least one whip in Close Combat.

Skull Whip.....15 points

Range	Str	Dmg	Save Mod	Notes
Close combat	5	D3	-1	Causes *Fear*

(Domini Trista Only)

Shock Whip.....8 points

Range	Str	Dmg	Save Mod	Notes
Close combat	6	1	-3	None

(Slaanesh Champions Only)

Modelling Domini Trista

Domini Trista is based on the Necromunda 'Mad Donna' figure (alternatively, just about any Escher model would work). The whips are made of two different materials. I made the Skull Whip using a long bit of plastic sprue which I heated and stretched until it broke, curling to form a nice whip shape. You might have to try this a few times to get just the right whip look to it. The skull is from a plastic Citadel skeleton model. The Shock whip is made from a bit of guitar string bent into a whip shape. If you don't play guitar (or know someone who does), you can just as easily use any kind of thin, posable wire found at your local hardware store (or stretched plastic sprue as above). I found modelling Domini Trista great fun, and I hope you do as well. Go wild!

JA'KLEUM YRANDI ELDAR BOUNTY HUNTER FOR 40K

Ja'Kleum Yrandi may be used in any Eldar army or as an ally to any army that may normally ally to any army that may normally have Eldar allies.

Ja'Kleum Yrandi (pronounced Ja-Cleum-Urande) was once a Striking Scorpion Exarch aboard the Saim-Hann Craftworld. Showing a natural talent for warfare from a very early age, he progressed rapidly through his warrior path. Fighting in well over a hundred separate campaigns, Ja'Kleum earned the respect of his people and the fear of his enemies. Then, the craftworld received a distress call from a small Exodite colony on the distant planet of Cirrus Prime. They had fallen under attack by a Chaos warband. Ja'Kleum Yrandi was despatched, leading a strike-force to aid the Exodite colony. When they arrived, the Exodites were in the heat of battle, hopelessly outnumbered. Yrandi and his army joined the fight. For days the battle raged on, but in the end, the Eldar were wiped out to the man. Laying waste to the colony, the Chaos warband moved on in their reign of terror. Yrandi, not quite dead, regained consciousness on the smouldering field of battle, surrounded by his fallen comrades. Single-handedly, he buried every fallen Eldar, collecting their spirit stones in turn. Disgraced and dishonoured by his defeat, Yrandi vowed to hunt down every last one of the chaos warband and avenge the death of his brethren.

Taking the sacred Phoenix Lance of the Exodite Lord, Yrandi set out to find the evil

horde of chaos and its Slaanesh Champion. One name burned into his mind for eternity: Domini Trista.

Ja'Kleum Yrandi.....110 points
+55 points Wargear

Name	M	WS	BS	S	T	W	I	A	Ld
Ja'Kleum	6	7	6	5	4	3	9	3	10

Weapons: Ja'Kleum Yrandi is armed with *The Phoenix Lance*, a *Web of Skulls* (25 pts.), Mandiblasters, and a Shuriken Pistol. He may not be equipped with any other items from the wargear list.

Armour: Exarch Armour (3+ Save), and a *Disruptor Field* (see below).

Wargear: Ja'Kleum Yrandi may not have any additional wargear cards.

Special Rules:
Immune to Psychology: As a Bounty Hunter, Ja'Kleum Yrandi has hunted down and destroyed everything from common criminals to great Chaos Daemons and worse. As such, he has lost any sense of fear he might have once had and is now immune to all psychology.

Bounty Hunter: Ja'Kleum Yrandi is a bounty hunter, and so is affected by all of the Bounty Hunter rules.

Disruptor Field.....15 points

This device creates a field around its user that disrupts all incoming, high powered energy bursts and projectiles attempting to pass through it, breaking them apart at a molecular level and dispersing them harmlessly away. Because of the nature of the field, the more complex or high powered the projectile or energy blast is, the more likely it is to be disrupted. This field gives its user a special save which is unmodifiable. Whenever the wearer is hit and wounded, roll 2D6 and add the Strength of the weapon/attack. The attack is automatically saved against if your total is greater than 12. Note that this field may be used to save in close combat as well.

(Eldar Only)

Phoenix Lance.....15 points

The Phoenix Lance is an ancient power weapon of the hunters, traditionally used by the Exodites to hunt large creatures. It is normally accompanied by a Web of Skulls. With a Phoenix lance, a hunter gains a *Parry* in Close Combat as well as a +2 when charging instead of the normal +1.

Range	Str	Dmg	Save Mod	Notes
Close combat	7	1	-3	Causes *Fear*

(Ja'Kleum Yrandi and Exodite Champions Only)

Modelling Ja'Kleum Yrandi:
The model for Ja'Kleum Yrandi is somewhat complex. It is made from the body of a Striking Scorpion, the head of Karandras (the Scorpion Phoenix Lord) slightly modified, a High Elf Silver Helm's Lance, the *Web of Skulls* from a Dark Reaper Exarch and a bit of putty and flexible wire.

First I took a Striking Scorpion model with a pose that I thought was appropriate and sawed off his head and chainsword. Pretty much any Scorpion model will do, just use whichever one you think would look the coolest. Then, I took Karandra's Head and cut off the outer portions of his *Mandiblasters*. If you don't want to go out and buy a Karandras model just to cut up his head (which is understandable) you can buy just the head through GW Mail Order. I found that Karandra's head is very large compared to most Scorpion bodies so I decided to make some larger shoulder pads out of green putty. This would make the head seem to fit better with the model and not look so top heavy. If the putty shoulder pads seem difficult, you might try cutting up some Space Marine shoulder pads and making them a bit more pointy (and Eldar like). This would probably do in a pinch (besides, the shoulders are mostly covered up by the head anyway). Cutting off the arm and stock from the lance, I attached it to the hilt of the old chainsword. The head of the lance is made from the poweraxe of a Howling Banshee Exarch, and the tubing is taken from the arms and guns of the plastic Guardian models. I attached the *Web of Skulls* to his belt at the rear and used some of the flexible wire to make tubes from his lance to his backpack and his backpack to his helmet. As an Eldar Bounty Hunter, Ja'Kleum Yrandi is pretty exotic. Feel free to try new things and experiment with wild colour schemes.

GRIM REAPERS IN WARHAMMER

(To be used with the Undead Army list)

As the armies of Undeath raze their way across the landscape, slaughtering all in their path, the skies grow black with a ravaging swarm of decay. Grim Reapers are a foul crossbreed of man and Daemon forming a horrific monster capable of unearthly acts, reaping vengeance on mankind from beyond the grave.

Striking where opponents are weakest and raining death upon the living, they sweep across the battlefield, causing whole armies to break and flee at the mere sight of them and reaping the souls of all those foolish enough to stand their ground. As their scythes slice through the air, the cries of every victim claimed by the blade can be heard, trapped within the scythe's evil torment.

0-1 Unit Grim Reapers.....65pts

Name	M	WS	BS	S	T	W	I	A	Ld
Grim Reaper	4	2	0	3	3	2	4	1	8

Weapons: Reaper Scythe (two-handed).

Armour: None.

Unit Size: 1 to 20 Grim Reaper models.

Special Rules:

Undead: Grim Reapers are Undead and so all Undead rules apply to them.

Immune to Psychology: Grim Reapers are immune to all psychology (*Fear, Terror, Panic, etc.).*

Terror: Grim Reapers are frightening, supernatural creatures which cause *Terror* as described in the Warhammer rulebook.

Reaper Scythe: The blade of the *Reaper's Scythe* is honed on the souls of the damned, crying out in terror as the scythe claims its next victim. Being two-handed, Reaper Scythes add +2 Strength and cause not one but D3 wounds ignoring all but Magical Armour.

Fly: Grim Reapers may fly up to 24" as described in the Warhammer rulebook.

Grim Reapers may never have a Champion, Standard, or Musician; and may not be led by a Character.

Skirmish: Grim Reapers are always in a skirmishing formation and may never gain a rank bonus.

Modelling your Grim Reapers

Although the Grim Reaper models appear quite stunning on the battlefield, they are not too difficult to create. The main body is just any Citadel skeleton model that brandishes a scythe. The large, bony wings are taken from Tyranid Gargoyles. If you don't feel like buying a bunch of 40K Gargoyles only to use the wings, we suggest that you mail order the parts directly from Games Workshop (Part No. 010601601).

NEW MISSIONS FOR 40K

The following is an expanded missions list for Warhammer 40K. This new list allows you to play any of the usual missions detailed in the Warhammer 40K boxed set, Dark Millennium, and White Dwarf ('High Ground'), as well as, our new missions. These missions (indicated by an *) are for use by all races except Tyranids which have their own special list (found in the Tyranid Codex). To use the list, roll a D12 and consult the chart below.

D12 Roll:

1 Dawn Raid
2 High Ground
3 Assassins
4 Guerrilla War
5 Take and Hold
6 Engage and Destroy
7 Witch Hunt
8 Dropzone*
9 Fallen Angel*
10 The Rescue*
11 Secured Transmission*
12 Re-roll

DROP ZONE

Often units, or whole armies even, must be dropped off or air-lifted out of a battlezone or behind enemy lines. This is usually made possible by a small strike force clearing out the area prior to the arrival of the dropship.

Primary objective

You must clear out all enemy forces at the co-

ordinates of the dropzone. The dropzone is a 6" radius circle around the very centre point of the table (e.g. 24" in 24" up on a 4'x 4' table). If at the end of the game there are no enemy models within this area, you gain +5 victory points.

Drop zone clear at end of game: +5 victory points

Secondary Objective

You receive an additional +1 victory point for each undamaged vehicle or squad with less than 50% casualties completely within the dropzone.

Each undamaged vehicle or squad in drop zone at end of game: +1 victory point

THE FALLEN ANGEL

One of your recon fighters has been shot down over enemy territory. Before going down, they collected valuable information about troop formations and enemy deployment. Your search and rescue army has been despatched to retrieve the information disc and if possible, rescue the pilots.

Primary objective

The wreckage point is 36" from the left and 24" in on the battlefield. You gain +3 victory points for retrieving the information disc. Any non-vehicle model may retrieve the disc by spending a full turn standing within 5" of the wreckage point. During the retrieval turn, the model may do nothing (move, shoot, psychics etc.).

Information retrieved by end of game: +3 victory points

Secondary Objective

You gain +2 victory points for each surviving pilot in your deployment zone at the end of the game.

There is one pilot per 1,000 points or portion thereof in your army. The pilots must start within 5" of the wreckage point and must stay within 5" until the information has been retrieved. The pilots may NOT retrieve the information disc.

Pilots are individual models and count zero victory points for your opponent. They have stats and equipment as per your army's vehicle crewman (for Eldar use Guardians with either a Laspistol or Shuriken Pistol).

Each pilot in your deployment zone at end of game: +2 victory points

THE RESCUE

Your army has been dispatched to rescue some soldiers that have been cut off from the rest of their forces. They are trapped behind enemy lines and cannot last much longer alone.

Primary objective

Before either player sets up (even before *Forced March* etc.), you must choose one vehicle or squadron from your army list to be rescued. Place this unit/vehicle between 24" and 30" deep on the table in cover. The squadron to be rescued may not have jump packs, Swooping Hawk wings, teleporters, or be mounted in any way.

You gain +5 victory points if at the end of the game the unit/vehicle to be rescued has taken less than 50% casualties or for vehicles, if it can still fire any of its weapons or move.

Vehicle/unit rescued (surviving at end of game – see above): +5 victory points

SECURED TRANSMISSION

Your army has been sent to set up a satellite uplink and begin transmitting immediately. It is imperative that this mission is completed as fast as possible to achieve the required transmission length.

Primary objective

You must set up the uplink and begin transmitting from a point on the table 36" from the left and 24" in. You gain +3 victory points for setting the uplink up, and +2 victory points for each turn that you transmit information.

Before either player sets up, you must choose a model in your army to be carrying the uplink and note it down on a piece of paper. It can be any model in your army except for vehicle crewmen or individually mounted models. It takes a firing action to set up the device once the model has reached the transmitting point. While the model is carrying the uplink or transmitting with it, he may fight in close

combat but may not fire in the shooting phase.

If the model carrying or transmitting with the uplink is killed, the uplink is destroyed on the D6 roll of a 6. If not destroyed, it is left on the ground to be picked up by another friendly model. Note that the model originally carrying it may not drop it voluntarily as it is much to vital to the mission's success. If an enemy model ever comes into contact with an unattended device, it is destroyed immediately.

Satellite uplink set up: +3 victory points
Each turn of uplink transmission: +2 victory points

Well, what do you reckon, are they the Ultimate Gamers? It certainly seems that way, but there are hundreds of lunatics just like 'em out there and we're just itching to have them write in with their own articles.

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Jason and Scott have kindly left their e-mail and website addresses so that you can contact them and trade ideas or just have a look and gasp in awe!

Scott is at: **jshill@wizbang.com**

Jason is at: **jchill@u.washington.edu**

The Ultimate Games Workshop Website is at:

http://weber.u.washington.edu/~jchill/gw.html



Da Roolz Boyz

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

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WARHAMMER®

Classic Wood Elves

We've had sneaky low-down Gobbos. We've had grumpy, stumpy Dwarfs. We've even given you advice on how to decorate your dungeon and what gubbinz to use in your modelling. Now, we have decided to once again open the ancient miniature vaults and shed some more light on the dark and sinister past. Cast your mind back if you will, 'cos this issue Skarlock is back, and he's brought a few old pals with him...

This month we are lifting the lid on some classic old Citadel Wood Elf models. But, rather than just reeling off lists of models and their codes (even we think that there is a limit to how many times the line 'Wood Elf with bow number 15' is exciting) this time around we're focussing in on some rather special models, which can be really useful in the Wood Elf army list today. Scratching our heads as to where to begin, what with all the old regiments of renown, champion figures, mages, beastmasters even, we figured that the best place to start was the design studio... Clutching our battered office copy of the Wood Elf Army book in hand we set off to consult the great guru himself, 'Old Father Time', AKA Jes Goodwin, where we got our hands on our first prize of the day – a complete set of Skarloc's (or is that Scarloc's?) Wood Elf Archers.

Who?...

Scarloc's Wood Elf Archers

You don't remember that classic Regiment of Renown? Well, have a look in your Wood Elf army book – Scarloc is still actually in the army list, even if he's dropped the K for a C. Seeing as the original miniature is so cool, we thought it was time that Scarloc, 'The Hooded One's', old company of Wood Elf Scouts once more took to the battlefields in the defence of Loren forest and green tights everywhere.

Over the next few pages, we're showcasing the original miniatures used for Scarloc and his company of Scouts, first released over eleven years ago (*when the world was young, and death was but a dream...*), and splendid they still look too *(in fact Jes Goodwin had a complete, unopened box set for us to goggle at, and now we owe him at least a couple of pints! – Ed).*

As it happens, we also found some other cool models to represent special characters, champions and musicians for your Wood Elf host. More of them later. For now, here is the Scarloc 1997 re-mix in all its glory.

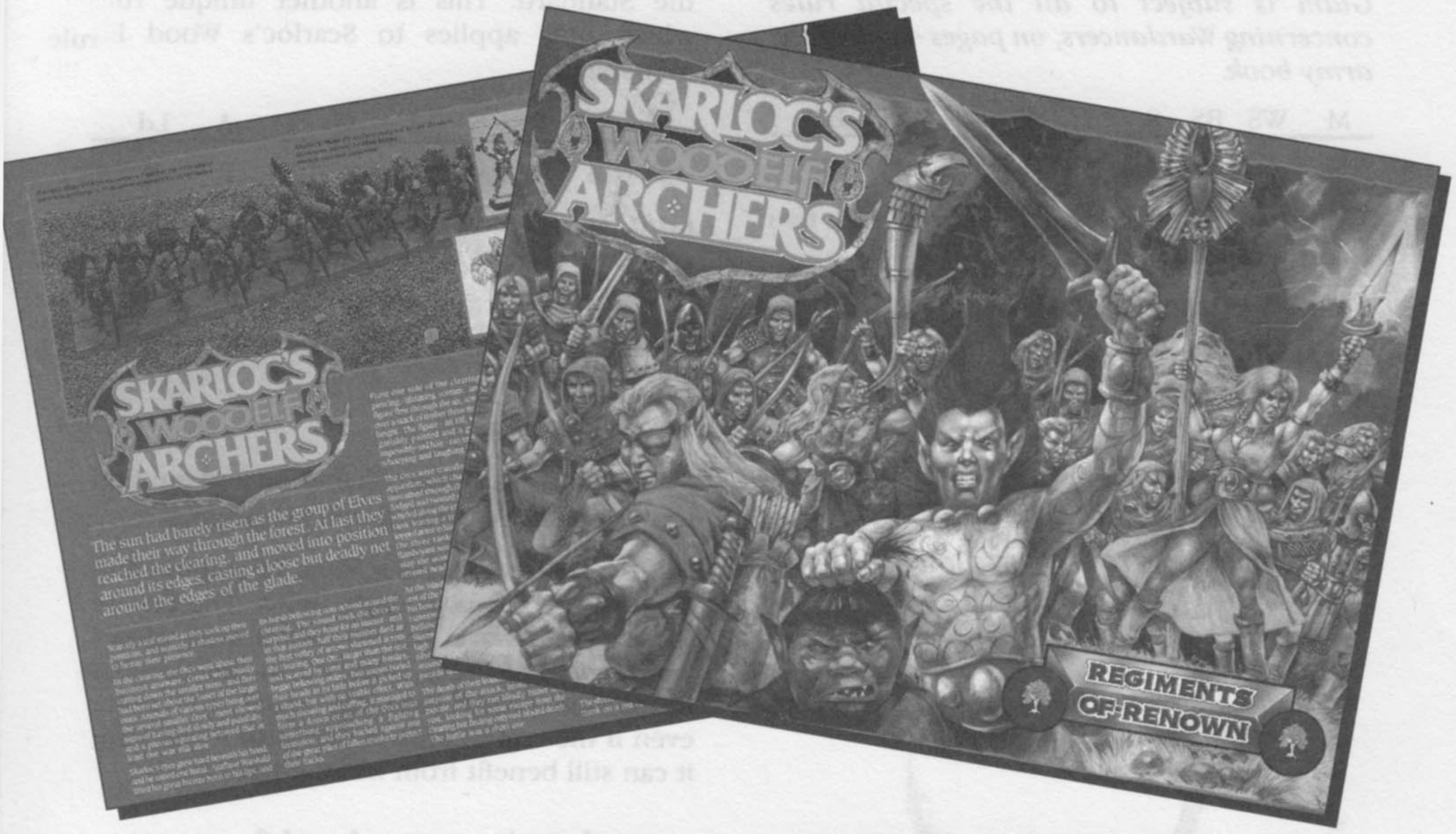
The rules for Warhammer have changed a bit since Scarloc was last around, but with a little jiggery pokery we're happy to say that you can now use the original regiment in your Wood Elf army.

Scarloc's regiment is unique in that it originally contained a Wardancer Champion which is not allowed by the present army list. We decided to make a special exception and print some optional Journal rules so you can field Scarloc's regiment exactly as they used to be, if you so desire.

Also, in Scarloc's original regiment, Kaia the Standard Bearer was also the regiment's Mage. Well, not to leave you hard done by, we've covered her in our optional Journal rules too.

Wood Elf armies may include Scarloc's Wood Elf Archers as a standard unit.

High Elf, Bretonnian, Dwarf and Empire armies may include Scarloc's Wood Elf Archers as allies.



SCARLOC.....54 points

+ 25 points The Hail of Doom Arrow

for in the heat of battle, as he leaps and bounds across the battlefield, he laughs with the joy and exhilaration of the fight, slaying his foes with almost contemptuous ease. His wild and ululating cry is often the last thing that the enemies of the Loren hear as they are ambushed by Scarloc's company, their bones to mingle with those of countless others.



SCARLOC
(RR4/A)

Scarloc has been updated as a special character in the Wood Elf Warhammer armies book and can be found on page 77.

GLAM.....61 points

'THE LAUGHING WARRIOR'

Glam is the regiment's Wardancer Champion, a fearless guardian of the forest tracks. He sports a huge mane of red hair, which he coats with fat to make it stand on end and look proud and intimidating. He is known by friend and foe alike as the 'Laughing Warrior',



GLAM
(RR4/C)

Scarloc's is the only non-Wardancer unit that is allowed to field a Wardancer Champion. This is in addition to Scarloc as its unit Champion.

Glam is subject to all the special rules concerning Wardancers, on pages 45-46 of the army book.

M	WS	BS	S	T	W	I	A	Ld
5	6	6	4	3	1	7	2	8

Weapons/Armour: Glam is armed with two Hand Weapons.

Save: 6+ (unmodified).

Magic Items: Glam is a Champion and may have one magic item.

kaia .....121 points
stormwitch
+15 points *Valourous Heart Standard*



kaia
(RR4/GB)

Kaia is the beautiful young daughter of a powerful Wood Elf Mage. Against her father's wishes she ran away to seek the thrills to be had with Scarloc's wandering company. She bears (*steady on now! – Ed*) aloft the *Valourous Heart Standard*, an archaic and much respected totem by the people of the Loren. Known as 'The Stormwitch', she bring fiery death and destruction upon the enemies of the Wood Elves.

Scarloc's regimental Mage Champion is Kaia the Stormwitch, who is also the unit's Standard Bearer. Should Kaia be slain then another member of the regiment may pick up the Standard. This is another unique rule which only applies to Scarloc's Wood Elf Archers.

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

Kaia is subject to all the special rules concerning Scouts, on page 47 of the armies book.

Weapons/Armour: Kaia is armed with a Hand Weapon.

Save: None.

Magic: Kaia is a Mage Champion and entitled to two spells from the Battle Magic deck.

Magic Items: Kaia is a Mage Champion and may have up to two magic items. The first of these will always be the *Valourous Heart Standard*. This item adds +2 to the Combat Resolution rather than the usual +1 (note: even if the regiment is in Skirmish formation, it can still benefit from its Standard).

scarloc's wood elf archers.....16 points each



M	WS	BS	S	T	W	I	A	Ld
5	5	5	4	3	1	7	2	8

The unit must comprise of at least five Scouts. In the original boxed set there were nineteen Scout models in addition to Scarloc, Glam and Kaia Stormwitch.

Scarloc's Wood Elf Archers are Scouts and all the special rules on page 47 of the armybook apply.

SKARLOC'S WOOD ELF ARCHERS



RR4/GB



araflane
warskald
(RR4/B)



RR4/HA



RR4/GA



RR4/EB



RR4/FA



RR4/EA



RR4/FB



RR4/HB

wood elf classics

While we were at it, we found some other really cool models (also by Jes, surprise surprise!) that will fit in just fine with the Wood Elf list, including some amazing command figures. We also appropriated some miniatures that we got Steve 'Well dodgy conversiontastic' Hambrook to work on to represent some of those Wood Elf special characters not yet available *(after all, he has to do something other than sleep and gurgle around here – Ed)*.

Gruarth the Beastmaster

Here are a few classic models which can easily represent *Gruarth the Beastmaster* and his Sabre-toothed Tigers *Fang* and *Claw* (page 80 of the Wood Elf Warhammer army book). These models are from the old Wood Elf Beast-Masters range from Citadel miniatures Catalogue 1986-1991, page 198.



Gruarth (074249/10)



fang & claw (074249/11)

Naieth the Prophetess

This figure actually required a modicum of work to make, but is still a very simple conversion. We utilised the Kaia Stormwitch model from the aforementioned Scarloc's Wood Elf Archers to represent the main body of Naieth the Prophetess (page 74 of the Wood Elf Warhammer armies book). Then with a pair of sharp snips *(Ah! My favourite instruments of torture – Ed)* or a modelling saw remove the standard top and the left hand with dagger, just below the wrist. Throw the pieces into the bits box for possible later use!

Then take a High Elf, White Lions of Chrace, Banner top (part 021004502, from the 1998 Citadel Miniatures annual page 74) and you will find that, thanks to the convenient groove on its reverse side, it will fit onto the top of the banner pole without the need for pinning. 'Voilla', one *Rod of Divination*.

Then take the Dark Elf leader with owl and sword (part RR11/6, from the Citadel miniatures Catalogue 1986-1991, page 206) and in the same way remove the gloved hand with owl. Attach this hand to the stump of Naieth's left arm, ideally by pinning or if you're lazy (as I was!) with just super glue and you have *Othu the Owl.* Finally, put in a pre-heated oven at gas mark 6 and cook until golden brown... hang on, I think my notes have got mixed up somewhere!



naieth the prophetess
(RR4/GB)/(RR11/6)/(021004502)

wood elf comand

Whilst digging through all the old models, we discovered a bunch of 'reet smart' Wood Elf command figures. Variety, as they say, is the, erm, thing that gathers no... stitch in time. Well, something like that. Anyway, suffice it to say that there is quite a crowd of haughty looking Wood Elves to lead your regiments, and enough piping, harping musicians to take on Jethro Tull any day. After all, not all Wood Elves wear hooded cloaks all the time, do they (*probably not in the bath, at any rate*)?

Wood Elf Captains and Chieftains



(074213/27A)



(074213/27B)



(074213/28C)

Wood Elf Champions



(074237/1)



(074237/10)



(074237/18)

Wood Elf Musicians and Standard Bearers



(074213/28A)



(074213/28B)



(074213/28C)



(074213/29A)



(074213/29B)



(074213/29C)

...and finally, the cheery tale of Skarloc, from the original box set!

The sun had barely risen as the group of Elves made their way through the forest. At last they reached the clearing, and moved into position around its edges, casting a loose but deadly net around the edges of the glade.

Scarcely a leaf stirred as they took up their positions, and scarcely a shadow moved to betray their presence.

In the clearing the Orcs went about their business unaware. Crews were busily cutting down the smaller trees and fires had been set about the bases of the larger ones. Animals of various types hung over the several smaller fires – most showed signs of having died slowly and painfully, and piteous squealing betrayed that at least one was still alive.

Scarloc's eyes grew hard beneath his hood, and he raised one hand. Araflane Warskald lifted his great bronze horn to his lips and its harsh bellowing note echoed around the clearing. The sound took the Orcs by surprise and they froze for an instant – and in that instant, half their number died as the first volley of arrows slammed across the clearing. One Orc, larger than the rest and scarred by time and many battles, began bellowing orders. Two arrows buried their heads in its thick hide before it picked up a shield, but with no visible effect. With much shouting and cuffing, it managed to form a dozen or so of the Orcs into something approaching a fighting formation and they backed against one of the great piles of fallen trunks to protect their backs.

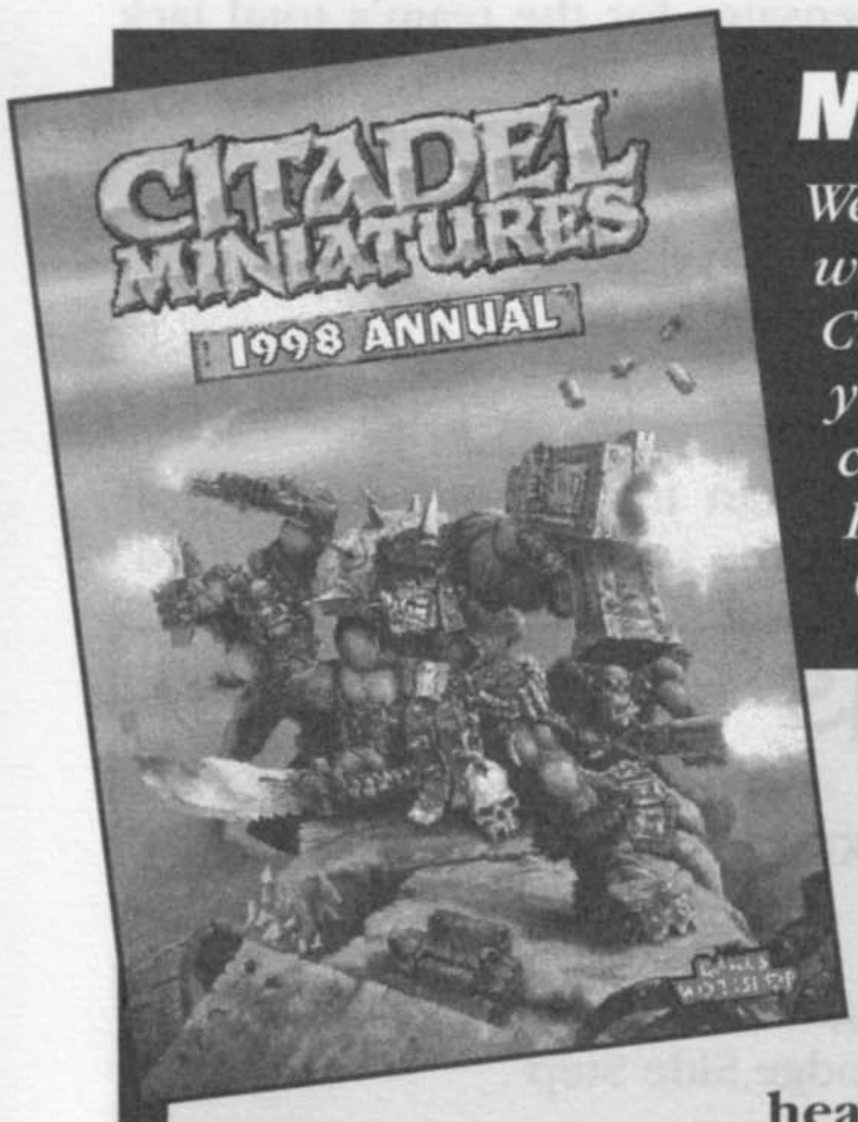
From one side of the clearing came a piercing, ululating scream and a wild figure flew through the air, somersaulting over a stack of timber three times the height of an Orc. The figure – an Elf, with his body garishly painted and a great mane of impossibly red hair – ran towards the Orcs whooping and laughing in ferocious joy. The Orcs' fate was sealed..

CLASSIC WOOD ELVES

The miniatures featured in this article are available through Mail Order only. To recruit Scarloc's elite band of Wood Elf Scouts into your army, or if you're after some of the classic Wood Elf Command figures, just give our overworked, but friendly phone Trolls a ring. All you have to do is quote the product code and description of the figures that you want, or mention the Citadel Journal 26 Scarloc Deal.

Scarloc (RR4/A).....£3.00
Glam (RR4/C).....£3.00
Kaia (RR4/D).....£2.00
Araflane (RR4/B).....£2.00
Scarloc's Wood Elf Archers.....£5.00 for 3 or £1.75 each
Gruarth the Beastmaster (074249/10).....£1.75
Fang and Claw, Sabre-toothed Tigers (074249/15).....£2.00 each
Naieth the Prophetess (RR4/GB)/(RR11/6)/(021004502).....£5.50
Wood Elf Heroes and Champions.....£3.00 each
Wood Elf Musicians and Standard Bearers.....£2.00 each
Scarloc's Wood Elf Archers Deal (Scarloc/Glam/Kaia/Araflane/18 Wood Elf Scouts+get Gruarth the Beastmaster/Fang and Claw for free).....£40.00

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BLOOD BOWL®

SNOTLING TEAMS

By Joel Hainstock

That handsome, young vagabond from North Lincolnshire returns with a cornucopia of sillyness for all of you raving Blood Bowl fans out there. Joel cannot help but secrete Blood Bowl from every pore of his body, which certainly looks strange I can tell you! For those who thought that only Halfling teams went 'squit'... think again!

Snotlings are the smallest of the green-skinned races. They are not very intelligent and behave very much like extremely enthusiastic and uncontrollable puppies. They can fetch and carry for other Goblin or Orc races, and do other rather limited tasks, but they are little use for any real work.

Snotlings live around Orcs and Goblins, infesting their caves and huts, scavenging amongst their rubbish piles, and stealing anything they can get their hands on. Their larger relatives regard Snotlings with a certain amount of affection and treat them as wayward and rather mischievous pets. Sometimes an Orc or Goblin will capture a few Snotlings and train them to perform entertaining tricks, or to perform simple tasks.

It was a Night Goblin Shaman, Nabling Wartnose, who first decided to set up a Snotling Blood Bowl team, the Snotshire Dribblers, and he was so successful that his players sometimes even survived a match! Wartnose led his Snotlings to the dizzy heights of the first ever Blood Bowl open competition before tragically dying of a mushroom overdose just before the Dribbler's first match, against the Redmeadow Rangers. Without Wartnose's inspirational – some say manic – guidance the Dribblers were so badly mauled that the two Snotling players who survived the first half were killed when several hundred Dribbler's fans invaded the pitch in disgust. Since then, the only Snotling teams that have lasted more than one match are those whose Head Coach has the sense to invest heavily in Troll Blockers.

SNOTLING TEAMS

Having undeniably the worst players in the game is a problem no Snotling Coach has yet overcome, although the availability of Trolls almost compensates for the team's total lack of ability.

ALLIES

Snotling teams may hire allied players from Goblin or Minotaur teams.

STAR PLAYERS

Snotling teams can have Snotling and Troll Star Players for the cost listed on their card.

SNOTLING TEAMS

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS	SKILL CATEGORY
0-30	SNOTLINGS	20,000	5	1	3	5	Right Stuff, Midget*, Dodge,Side Step	AGILITY
0-4	TROLLS	90,000	4	5	1	9	Big, Guy, Regenerate, Mighty Blow, Really Stupid, Always Hungry	STRENGTH

(Skills from other categories may never be taken even on the roll of a double)

Re-rolls: 60,000 each

Wizard/Apothecary/Cheerleaders/Assistant Coaches: Same cost as for other teams.

Alternatively the team can hire Orc or Goblin Star Players for twice the cost listed on their card. Note: Snotling teams can only hire Orc or Goblin Star Players, not any player who will play for an Orc or Goblin team. So, no Morg 'N' Thorg. (A selection of additional Star Players which Snotling teams can hire for the cost listed are detailed at the end.)

MINOTAUR PLAYERS

Snotling teams may also hire Minotaur players, but a Head Coach has an almost impossible task in trying to control the beast's blood-greedy nature. Snotling teams may hire Minotaur star players or allied 'rookie' Minotaurs for the standard cost as normal, but after every match – before you work out the post-match sequence – you must feed each Minotaur left alive within your ranks with a Snotling. This can be any Snotling left alive after the game, even one who has been badly hurt or seriously injured, and note that you must still feed a Minotaur if he has himself been injured.

SPECIAL RULES

The Snotling team is a totally unique one, and it is a brave, or somewhat stupid Coach who would choose to lead one out onto the Blood Bowl pitch. That said, a Snotling team does have some advantages, however insignificant they may be. Due to their small size, and the fact league officials cannot tell one Snotling from the next, there is a huge limit to the size of a Snotling team. You can only have up to 4 rookie Trolls. Note you may still only have up to 4 Star Players in your team at any one time.

The small stature of a Snotling means that once a match is underway, it is very hard for a Referee to keep tabs on just how many Snotlings are on the pitch at any one time. To represent this, at the start of every new drive the Snotling Coach may bring an extra D6-1 Snotlings onto the pitch in addition to substituting for injured players, assuming he has enough players left alive! If this takes the number of Snotlings on the pitch over 11, roll a D6. On a roll of 1 the Referee has noticed the infringement and sends off D3 randomly determined Snotlings for the rest of the match. If there are still more than 11 players on the pitch you may continue with the extra players.

Snotlings suffer the same penalties as Goblins, in that they must increase the range by one category when they make a pass and opposing Coaches may add +1 to the dice roll whenever he makes an Injury roll for a Snotling or Snotling Star Player, in addition to any other modifiers that might apply. In addition, Snotlings may never gain Strength skills, even if they roll a double on the Star Player table.

New Skill: Midget (Physical Ability)
The player is incredibly tiny, even smaller than a Halfling or Goblin, and is almost impossible to tackle as he runs between players' legs and generally acts annoyingly. To represent this the player makes all Dodge rolls with a +2 modifier (instead of the normal +1) and may ignore any enemy Tackle Zones on the square he is moving to when he makes the roll. This means that Snotlings will usually Dodge on an unmodified 2+, unless they suffer an AG decrease or a nearby opposition player has Prehensile Tail or a similar skill.

STARTING A SNOTLING TEAM

When starting a Snotling team the temptation is to buy as many Star Players as possible to make up for the weakness of your main players – ignore it. If you have a team like this your opponent will simply spend the first half removing the few Snotlings you have on your roster, leaving you with four Trolls lumbering about on the line of scrimmage while he wins 4-0. A good starting team needs lots and lots of Snotlings and at least two players with the throw team-mate skill. Below I have listed a basic starting team which will serve you quite well:

13 Snotlings	260K
'Ripper' Bolgrot	150K
'Basher' Fishgut	170K
Bogi Dungbreath	60K
1 Rookie Troll	90K
1 Apothecary	50K
3 Re-rolls	180K
Fan Factor 4	40K
Total :	1000K

This may seem obvious, but you should save the Apothecary in case the Trolls fail their Regenerate roll – don't even use it on Bogi as he is cheap enough to replace.

PLAYING A SNOTLING TEAM

Using a Snotling team requires a lot of patience, and after your first few games you may feel like you are fighting a lost cause, but like all teams, with the right tactics a Snotling team can win a game, honestly! Snotling players only have two real strengths, their dodging abilities and their numbers and you must exploit these to the full. If on the defensive, make sure your opponent's ball carrier always has at least three Snotlings next to him at the end of all of your turns. Remember Snotlings have *Side Step* so if your opponent fails to knock one over you can keep the pressure on. Bogi Dungbreath is an absolute must when attacking your opponents pockets, use normal Snotlings to cancel out any *Assists* and watch Bogi go! His *Dauntless* skill almost never fails against Strength 3 players, who are most likely to be carrying the ball. Your opponent will try and beat you into a pulp, so just dodge all your Snotlings away only leaving any Trolls you may have to soak up the punishment. Your opponent should usually only be able to block one Snotling a turn, unless you have some players near his ball carrier.

On the offence there are a few ways you can go, although probably the safest and most useful is using 'Ripper' or 'Basher' to throw a Snotling down the field to score. A more risky option is to run 3 or 4 Snotlings into your opponents half as receivers. If your opponent bites and brings players back to mark these Snotlings, use your Trolls to pummel the rest of his team a bit, then throw a Snotling to score. While you are doing this your receivers should be dodging away from their markers so your opponent has to declare a blitz. Alternatively, if your opponent ignores your receivers, simply run the Snotling with the ball through his lines, hand-off and score! The dangerous part of these last two tactics is leaving the ball with a Strength 1 player for at least one turn. To prevent your ball carrier being mashed, set up a large pocket around your ball carrier with some of your other Snotlings. They maybe Strength 1, but their tackle zones are just as good as an Ogre's! Eventually your opponent will surround the pocket – just dodge the Snotlings away and reform the pocket somewhere else.

Finally, never use your Snotlings to block without a lot of *assists*, and if you get a player over, make it count and foul!

ADVANCING A SNOTLING TEAM

Once you have got some money in your coffers it's time to spend! Your first purchases should be to replace any Snotlings killed in the previous game, and then to buy some more. The amount of Snotlings I like in my team may seem slightly excessive, but remember you can have up to 16 players on the pitch at any time due to the special rules, and that Snotlings really do get pounded so you'll need lots of replacements. If a Snotling player gets a characteristic decrease due to a serious injury, retire him, Snotlings are so cheap it just doesn't matter. If you get enough money saved up, extra Rookie Trolls would always be a welcome addition.

Some of your players may advance fairly quickly, but you should never rely on them being around, as Snotlings are just a bit too fragile for comfort. This said, if you get any really good players you could always protect them with a personal apothecary for only 20K (see the Citadel Journal #18 for details). Snotling players should be given skills like *Sure Feet* and *Sprint* to compensate for their low movement, and *Catch* is very useful to make those hand-offs safer. If you're lucky enough to roll a double, skills like *Sure Hands, Dirty Player* and *Dauntless* are worth their weight in gold pieces. When your Rookie Trolls eventually gain enough SPP's for their first skill, *Block* is possibly the best option, although a Troll with *Break Tackle*, or another player with *Throw Team-Mate* could be worthwhile considering.

MINIATURES

I think this should be fairly obvious, but I will briefly mention the models available to represent Snotling players. There are two main ranges to choose from, either Snotlings from the Warhammer range or from the old Blood Bowl range, which should be mounted on normal 25mm round bases in either case. It may be a good idea to get some pre-filled slottabases to save time and effort on milliputting.

Just to help Joel out, here are the codes for your Blood Bowl Snotling figures: £1.75 each

073387/28 & 073387/26 & 073387/23 Linemen
073387/29 Bogi Dungbreath (Star Player)
073387/22 Snoti Snotson (Star Player)
073387/27 Grit Smelly (Star Player)
029900602/ & 605 Basher £9.00
(Troll Star Player)

BOGI DUNGBREATH SNOTLING



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	2	3	6

SKILLS	TEAMS	SPECIAL
Dodge, Midget•, Frenzy, Dauntless	SNOTLING	NONE

60,000 GOLD PIECES

SNOTI SNOTSON SNOTLING RUNNER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	1	3	5

SKILLS	TEAMS	SPECIAL
Dodge, Midget•, Sure Feet, Sprint, Right Stuff	SNOTLING	NONE

50,000 GOLD PIECES

BASHER RIVER TROLL



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	6	2	9

SKILLS	TEAMS	SPECIAL
Regenerate, Mighty Blow, Throw Team Mate, Foul Appearance	SNOTLING	NONE

170,000 GOLD PIECES

GRIT SMELLY SNOTLING BLITZER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	1	3	6

SKILLS	TEAMS	SPECIAL
Dodge, Midget•, Block, Pro, Leader	SNOTLING	NONE

50,000 GOLD PIECES

WARPED VISIONS

Over the next four pages we have a marvellous medley of visual stimulation for you *(steady on, I'm starting to hyperventilate – Ed)*. Not to mention some great artwork, sent in by our readers.

It looks like these Sisters can certainly look after themselves. This 'Marvelesque' picture was submitted by **Jesse Justice** (yes that's his real name!) from San Pedro, California. He's a comic book artist/illustrator currently working on his own project.



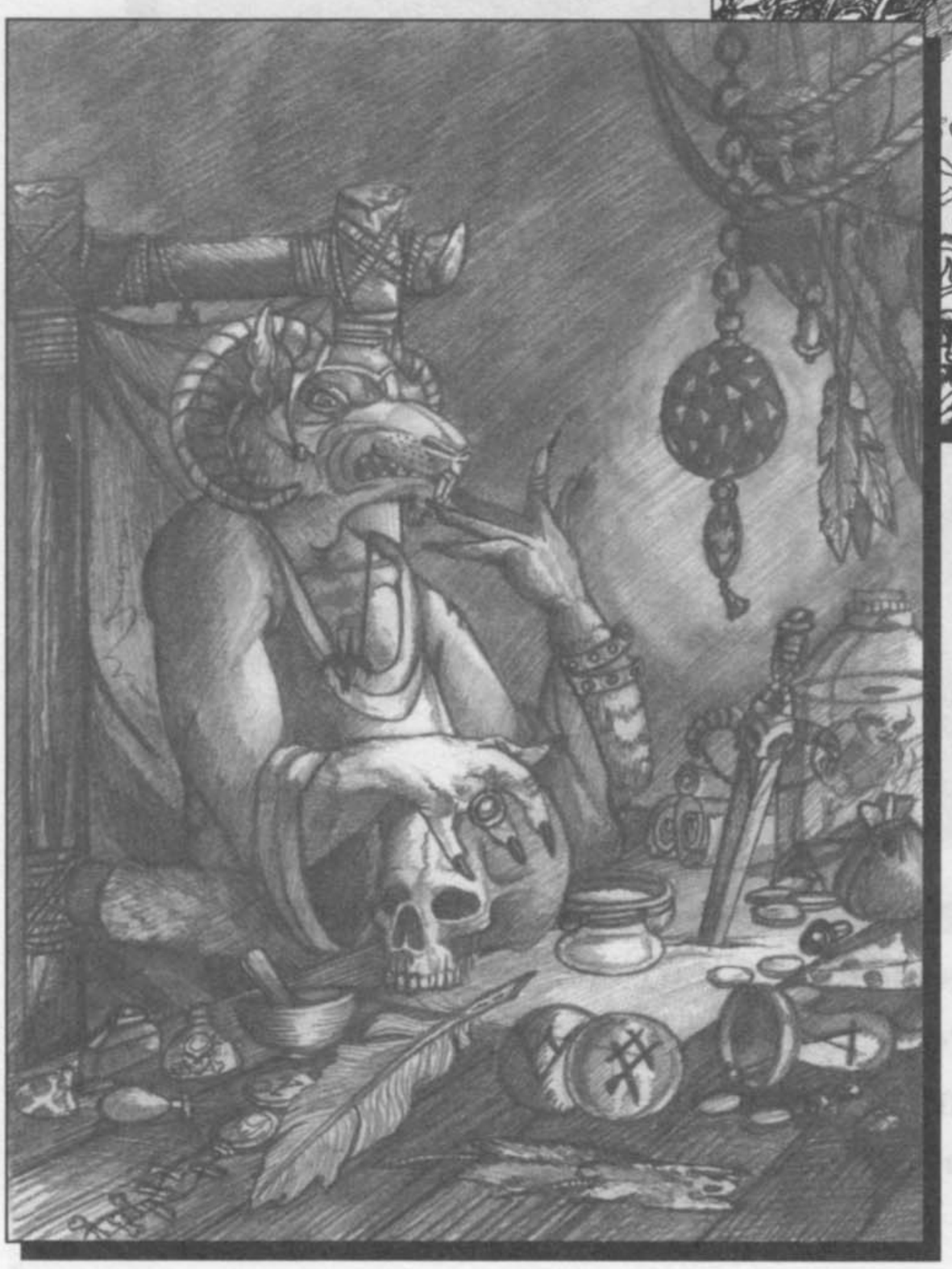
This great ink rendition of the epic struggle between Lion el Johnson and the arch traitor Luther was submitted by **Jason Juta** from Kwazulu-Natal, South Africa. He also sent us the wonderfully wicked 'Bride of Khaine'.



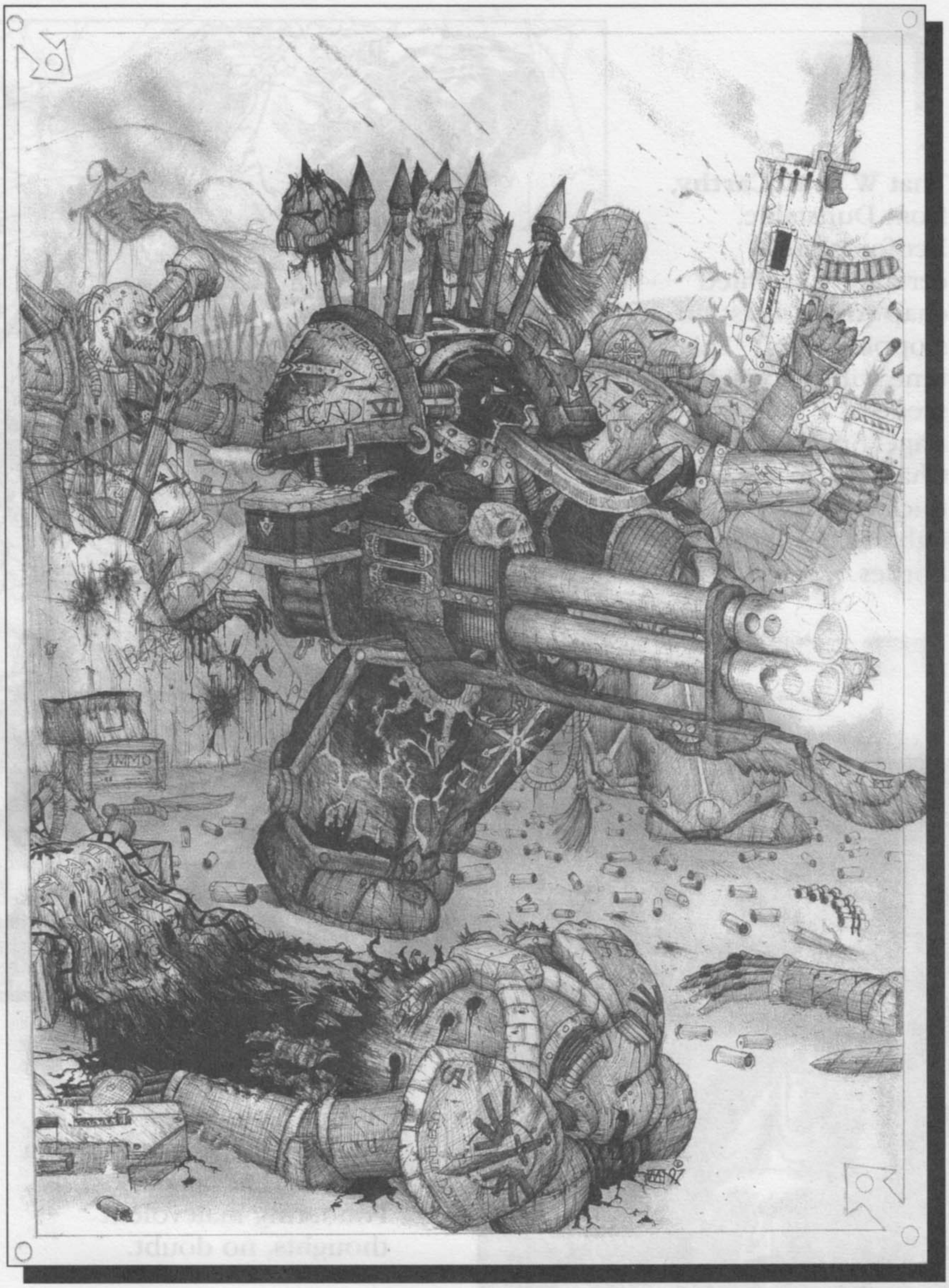


That **W D McCarthy,** from Dunstable, Bedfordshire is certainly a talented chap (there's just no stopping him!). This time with a rousing scene of a Dark Angel Space Marine Chaplain 'in the thick of things' fighting the Tyranid hordes.





Carly Nicholls from Chelmsford, Essex, sent us this pencil composition of a Grey Seer at his desk. Pondering malevolent thoughts, no doubt.



This powerful image of the relentless tide of Chaos was brought to us by Aaron Alderson, a graphic artist from Romford, Essex. Aaron describes himself as a bit of a Warhammer fan and enjoys collecting, painting and gaming, which he has been doing for many years

Here's another of **Aaron's** compositions. Only his mighty and diverse pen can make a Sister of Battle look as though she is auditioning for a shampoo ad!

I wonder if she needs to take two bolters into the shower, or does she just waste 'em and go!
(Groan! – Ed.)





Continuing with the **Aaron Alderson** portfolio we have another graceful sketch, this time of a Howling Banshee. *(Although she does appear to be a little preoccupied by her hair to be able to put up a good fight – Ed.)*

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.

2nd New Nationals
Wargames Convention
held at Aston University
14th and 16th August '98
Full trade show, bring n' buy, participation and demonstration games and major exhibition area. Warhammer and Historical games.
For further information ring:
01372 812132
or e-mail
100523.547@compuserve.com

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+

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: very sunday, 2pm-10pm
Contact: Kriss Addison (01604-404361)
Philip Powell (01296-392345)
Notes: First night admission free. £2.00 per session thereafter.

Circle Battle Group
Games: All Games Workshop games.
Venue: Kingstanding Circle Community Centre, Kingstanding Road, Birmingham
Times: 8pm to 11pm Wednesdays
Contact: Alan Goldingay (0121-311-2768)

Mind Games
Games: Warhammer, WH40K.
Venue: 9 Spring Street, Derby
Times: 7pm Thursdays
Contact: Chris (01332-347382)
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

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.

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)

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.

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)

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.

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.

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.

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.

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.

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

Khorne's Berserkers
Games: Warhammer, Warhammer Quest, Warhammer 40 000, soon Gorkamorka.
Venue: 3 Broadhead Rd, Edgeworth, Bolton
Times: Weekends
Contact: Bryn Morrison (01204-853945)

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

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.

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.

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.

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)

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.

Games Workshop Players Club
Games: Warhammer, Warhammer 40, Blood Bowl, Gorkamorka, Necromunda, Man o War
Venue: Hartlepool
Times: Saturdays 10pm - 3pm
Contact: Arthur Dixon 01429 429474 e-mail gwplayersclub@yahoo.com
Notes: If you live in or around Hartlepool then this is the place to meet and talk and game!

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)

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

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

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.

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.

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.

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

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!

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)

Battlescar
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: 2pm to 9pm Every Saturday
Contact: Paul or Elaine (01202-385632)
Notes: £2.50 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. Players must bring own dice, armies and brushes (free use of paints).

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!

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

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

Halifax Warhammer club
Games: All Games Workshop games.
Venue: Belgrave Social Club, Claremount, Halifax
Times: 7.00 pm till late every tuesday
Contact: Chris (01484- 71178) Gareth (01422-350230)
Notes: Age 16+. £10 annual membership.

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.

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.

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
Contact: Ian Roberts (01423-540810)
Notes: First night free, £1 thereafter.

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!)

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

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

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

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

Rocky Mountain Knights
Games: All GW plus Fantasy Roleplay and Warhammer 40,000 roleplay
Venue: Large, converted basement,Denver, Colerado.
Times: Most fridays some saturdays
Contact: Trey Moody (303 460–0295 weds, thurs)
Notes: 6+, fanatics welcome, no rules lawyers, beer and fun guaranteed.

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 O'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.

Since we've 'rattled your cages' in an attempt to prompt more discussion we've been inundated with letters here at the bunker. Here's some of the ones that we could decipher without our brains hurting too much!

BLOODBOWL RULES!

Here are some rules changes and ideas we had in mind:

Firstly, allow all skills a Team re-roll, even skills like: *Pass, Catch, Dodge, Sure-Hands* & *Sure-Feet*. Therefore, a player could use a team re-roll (once per down, as usual) to re-roll any skill, even if he failed the skill re-roll. This would be the only time a player could re-roll something twice. Why? This would reflect how good the player was at that particular skill. Coaches have a tendency to take many players with the *Dirty Player* skill, because they'll earn a lot of SPPs, and advance quickly. The game then turns into a blocking/fouling fest, leaving the hardest players to win the game. There's nothing wrong with that and it's certainly in the spirit of Blood Bowl, but our new rule allows for Coaches who want to make their team a 'deep-threat, high-scoring machine' to do so. Players with Agility based skills will now be just a little more likely to succeed in their athletic antics and the opposing Coaches will have to think about deploying a deeper defence to protect their Endzone. In turn, this might stretch the field of play and maybe allow for the use of different tactics.

In professional sports in the U.S (NBA/NFL/NHL/MLB), they regularly change the rules or aspects of the rules in order to make the game more spectacular and more of a show. A few seasons ago they decided that there should be less contact between the receivers and their direct defenders. Contact is only allowed in the first 5 yards from the line of scrimmage, but until then, due to poor officiating, it still went on beyond those five yards. So, they decided to enforce that rule very strictly and it became a season with the most passing yards for a very long time as the receivers had more freedom to shake their defenders off and get downfield. This explains why and how I got the idea for this rule: simply to allow the players to get downfield (or the threat thereof) by getting that extra re-roll to *Dodge* an opponent, make that important Throw, Catch, or just to stay on their feet. By the way, I've seen (against all odds) a few players miss their *Sure Feet* re-rolls and team re-roll thereafter (three 1's in a row!) on a few occasions.

Secondly, allow Coaches to buy additional Special Play Cards. Before rolling for them, each player can 'purchase' bonus modifiers to their dice roll to ensure that they have a better chance of getting a good number of cards. Each point to be added to the roll will cost 10,000 GCs. You could also buy modifiers after the dice has been rolled but then the modifiers cost double: 20,000 GCs each! This represents the fact that Coaches have either:

a) Sent 'fans' to fetch a scroll, bribe the Ref and commit all kinds of unlawful acts benefiting their team before the game takes place, or

b) Paid dearly for anything offered to them minutes before the game. Please take note that a maximum of 5 cards is still in effect! This rule (allowing players to buy cards) helps in taking money out of the campaign.

Thirdly, Restructuring/Salary Capacity. Okay, this is a difficult one, so please bear with me. As teams play more games and players get lots of skills and lots of injuries they are eventually promoted to Assistant-Coaches and lose their investment, getting a measly 10,000 GCs back (the price of an Assistant-Coach). Also, Coaches often put a lot of time into their teams and will play a lot of games before realising that they have chosen the wrong tactics and the wrong skills for their players! When this happens they're

stuck with the dilemma of either slowly getting rid of the old players and attracting new ones, or starting a whole new team altogether! Two quite depressing prospects. This is where 'Restructuring' comes in. Once again, I got this idea by observing the way that things are done in the NFL. They tend to get rid of expensive veteran players, past their prime, and invest in rookies who are cheaper and have the potential to become veterans themselves. They also have the problem of the salary cap: the same maximum amount of money a team is allowed to spend on their players. This ensures that no team has more money than another one and that the Coach must choose between having a 'thin' roster of Star Players or 'more depth' in a team of good players (but none of them a superstar). It works this way – a Coach can sell any player he wants for the original value +10,000 per skill gained after the first two, minus 30,000 GCs per Niggling Injury and minus 40,000 GCs per characteristic point lost.

When a player gets his third advance/skill he becomes a Star Player. If the player is sold before gaining the Star Player status, he will be sold for his original price cost minus any GCs due to injury. Whereas when a player is a Star Player and is sold, the team will get the original value, plus 10,000 GCs for any skill gained after the first two (to reflect the fact that they gained experience and therefore are worth more money), minus 30k for a Niggling Injury and minus 40k for a loss of characteristic. Please note, that you can't sell dead players, not even Undead teams are allowed that! The player has to be alive and in the team at the time of the transaction (not shanghaied, in prison, etc.).

The sale takes place at the end of the post-game sequence just before you count the Team Rating. The money stays in the treasury until next game, then and only then can you make use of the money. This represents the fact that the trade takes place between two games, and the team's treasurer is wandering about with all this money in his pockets, just asking to be robbed! Which just might happen next game (Get hold of those extra special play cards!!) Not allowing a team to use the money right away prevents a team from selling a player and, buying another one immediately, thus protecting his money. This way, the team's riches are up for grabs! And it also reflects the fact that it takes a little while to find a team willing to buy a player. Please take notice that the sale will still take place, no matter how crippled the player is (but so long as he is still alive). The player sold could be put on a list of free-agent players ready to be sold to teams or used as Freebooters. The price of freebooters should be lowered to a fourth, or a fifth of their value (instead of half the price like it is now). This will permit teams to strengthen their roster for an important game.

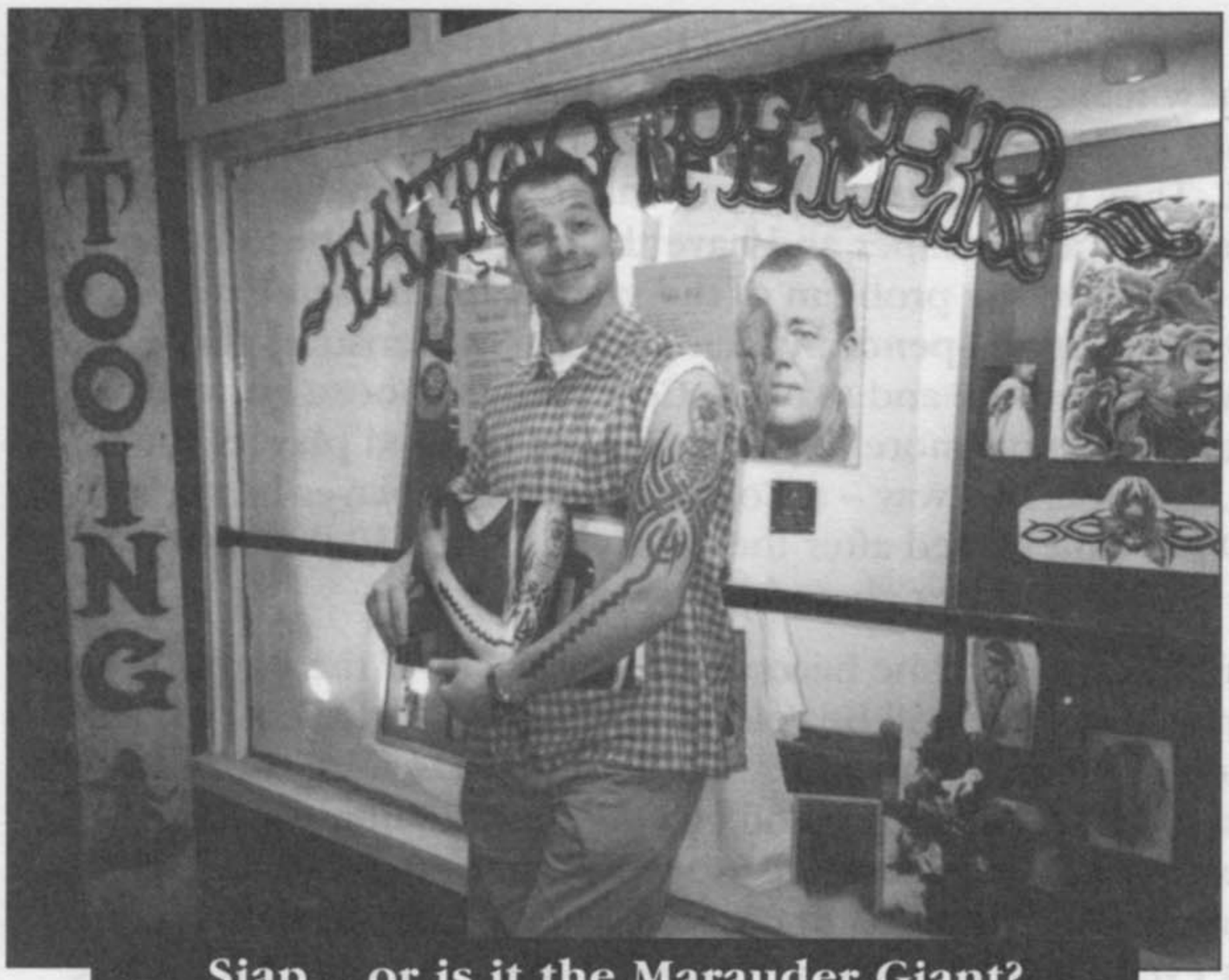
The starting treasury could be raised to 1,500,000 GCs. This will allow teams to start with a reasonably deep roster, and prevent them from being 'pulverised' the first few games that they play.

Fourthly, Re-Rolls can also be used by the non-active team. For example, let's say team A has just been playing its turn 3 and hasn't used a Team Re-roll. Now it's team B's turn 3. A player in team B injures a player in team A. A's Coach sends the Apothecary to fix the fallen player, but he fails! The Coach of team A could elect to re-roll the dice even though it's not his turn, as long it's still turn 3. A Coach could also try to re-roll an Interception, or a Shadowing roll, for example. Remember the most important rule of all; games are about having FUN!

P.S. Everybody in my gaming group contributed to these rules changes. The names of the guilty are: Edwin, Klaas, Merle, Onno and Sjap.

P.P.S. I appeared in a tattoo book called 'Skin Shows' (vol.1) by Chris Wrobleski (Virgin Book published in 1989, ISBN 0 86369 272 9). On pages 74 and 75 there's me being tattooed by Filip Leu of Switzerland. He's applying a tribal pattern I designed on my arm at the 1987 Amsterdam tattoo convention. Why do I mention this in this letter? Well, a few years ago I saw the box cover of the Marauder miniature for the Warhammer Giant and to my surprise, he's wearing an almost exact replica of my tattoo on his arm. Wow! I'm lucky, my tattoo could have been painted on a Nurgling or a Snotling, which, although still cool, would have been something to be a little less proud about!

The boring bit: if you've read this far and really have nothing better to do with your life (other than play games and read boring letters) here's my background: I've been



Sjap... or is it the Marauder Giant?

playing role-playing games since 1982, my first Games Workshop game was 'Judge Dredd' the boardgame, then Chainsaw Warrior, then Blood Bowl when I really started to get into American Football, then Warhammer 40k, Warhammer and Epic.

I work as a tattooist in 'Tattoo Peter'in Amsterdam.

O.K. that was it, thanks & take care,

Sjap Horwitz

JUST WHEN YOU THOUGHT IT WAS SAFE TO BE A BEARDY...

OI DERE! to all the lads in the bunker (and also all the living, half-living and undead things around the bunker...) *(That's uncanny, he must have been for a tour! – Ed)* As a regular reader of your highly esteemed publication (err, sorry must've been the letter to the Times on behalf of foxhunting and its oh-so important function in British culture)*(It's confirmed, this man is completely mad! – Ed)*

Next, as a regular of your fabulous mag, I just voraciously devoured issue 24 and would like to throw into the debate on beardiness my tuppence of wisdom (currently serving as an aspiring GorkaMorka Orkboss). While readying my HD (highly debatable) rounds, I'll take the opportunity for a quick personality check: I probably have to be rated as an old gamer, being 31, university degree, artist and GW fan since around 1984 or there about. *(And I thought that we were a dying breed. – Ed)* Haven't played too many games since I came to GW as a role-playing gamer and collector of your (ever more) brilliant miniatures. Incidentally, that is only one reason for my lack of tabletop experience, the other being the subject of my letter: beardiness.

In one respect, I would like to extend the meaning of the term to include bad sportsmanship which entails not only trying to get one's own way during the game but also uncalled for boasting before and after the game proper. As I see it, 'beardy gits', or power-gamers, aren't looking for the social atmosphere of gaming but simply for an opportunity to win. For whatever psychological reasons they want to beat somebody in order to feel good. This, I feel, is a transgression of the basic meaning of games in general and the GW hobby in particular. In a nutshell the less gits there are, the better!

(NB, how to do a miniature of a beardy git: Take Abaddon and swap the original head for that of a Halfling. Voila!)

But let me get back to beardiness proper. I would like to remind everybody of Robin Dews' thoughts on 'realism' in WD a few months ago. The tabletop battles fought as an integral part of the GW hobby, and subsequently the Warhammer/40K universe itself, are basically devoid of any hardcore realism whatsoever. Right. Fine with me. But does that mean that anything goes? Nope, it doesn't. Historical wargames on the tabletop do not have this problem since they draw the background, army composition etc. from human history, and so can dispense with beardiness since the game mechanics won't allow anything like this. Their peculiar problem is that the generals moving the armies are neither Montgomery and Rommel, nor Napoleon and Wellington. It's just two or more guys with lots of little metal miniatures and mostly without a Sandhurst training. The answer to this problem is small-scale actions (no pun intended), like the fort-with-no- name besieged by North American Indians, Afghans, Indian mutineers, Zulus or

Mahdists. Side-shows to the big events. And that's just fine. Makes for an entertaining few hours of a weekend.

The problem of the generals' strategic and tactical qualifications in comparison to historical counterparts does not arise in the fantastical setting of the Warhammer universe, therefore allowing a wide range of battle systems and settings from the sideshows of Necromunda and Gorkamorka via skirmishes a la Warhammer and 40K to the 'real thing' in Epic 40K, Man O' War and Mighty Empires. But incidentally, all these games take humanity's real history as a pool from which to get inspiration for systems, armies, characters/miniatures, colour schemes etc. Take for example the Imperial Rough Riders (Nomadic horsemen, Napoleonic lancers, Boer War yeomanry) or the Bloodaxe Kommandos (British WWII commando troops).

Or where does Gorkamorka come from? Well, there's the Warhammer universe for a start and then there are films like Mad Max I to III, the ultra-violent spin offs of Easy Rider in the early 70s, GW's now defunct Dark Future setting from way back and so on and so forth. Some might think that this spoils the fun of the hobby, somehow. I don't think so. While you don't need that background to enjoy a game, you can use it as guidelines to expand the game's possibilities and to test against beardiness. How would that work? By far the easiest examples are to be found in the ranks of the Imperial Guard, the army most closely resembling a modern fighting force. (WWII to Gulf War).

I'll take two ideas from James Goodchild's letter. The stealthy Ratling Snipers in the woods are quite consistent with any real account of snipers and how they were used or how they engaged the enemy. A general with the Imperial Guard should always be allowed such a move (or similar). If his opponent feels a bit outclassed, then let the dice decide whether any Ratling Snipers are available at all for the battle. Ratlings are not noted for their bellicosity and therefore realistically in game universe terms are the rarest of troops in the Imperial Guard. The same applies to Ogryns. Anyway, the Imperial player's probably a lowly Captain, Major or Colonel. I'm not sure his CO would allow him first pick from the codex every single time. You don't need to develop a whole campaign (plus Epic battles interspersed); a few dice rolls suffice.

And, on to the mean fighting-machine, the Imperial Commissar. Apart from the Multi-Laser idea being against the rules, this would not be consistent with the Commissar's background. To me this purely evil guy sticks to the back of the action so that he can herd reluctant troops (i.e. reserves concerning game mechanics) towards the enemy lines. Finding him in the thick of the fight? Rarely. In a defensive position, probably. With the frontline troops? Never! *(I'll have to dissagree with you there, Peter, have you not read of Commissar Yarrick? – Ed.)* (I remember a battle at a convention, where the two players agreed to let a Cadian squad actually shoot the Commissar towards the end of the game. Mind you, it was Eldar versus Imperium. Truly epic style, I felt. The battle was a draw, the opposing forces practically annihilated. I was assured it was a one-off game, and still it came wonderfully alive due to a particular care concerning the background of the whole affair. Beardiness seems to come more from a wish to create a particular element of your fighting force which is virtually unbeatable, rather than from a creative interpretation of rules and background. A beardy character, troop or war machine simply shows that your opponent only came along to win, not to fight. This is a crucial distinction. Nobody likes to lose, that much is clear. But good sportsmanship should include the decency to admit defeat and live with it. Nobody loses forever (not even Gavin Thorpe; see WD218, Hooray for da digganob!).

Perhaps people who get beardy are actually bored with their army. Well, either they should start collecting a new army or take a break (a long break!) and try out another system. Or if you think that's too expensive, go and build some terrain. It's cheap and it's a real challenge. I still have my first tree somewhere to remind me of bad starts and how you can improve. As I see it, beardiness is a problem of unimaginative people, really. The GW hobby is just one of the 'entertainments' (in no way negative!) which can spawn your imagination. Ideas develop from the games, might actually go beyond the immediate confines of the hobby and also come back to the hobby.

And that's one of the hobby's strongest assets. What am I talking about?

Fine. I'll give one more example: I started building my Ork mob for Gorkamorka only recently and was looking for some unique style to my boyz. When I had one more glance at Mike Mcvee's conversions on the last page of the colour inserts in the Uvver Book of the basic game, I finally had the right idea. I would model my mob along the lines of the Long Range Desert Group, one of the forerunners of the modern-day SAS during the North African campaign in WWII. The vehicles would get peculiar desert camouflage (one is called 'da pink squig'), the boyz would be led by a kaptin (a conversion of a heavily laden runtherd's body with the head of the Stormboy drillboss) and a plethora of equipment would lie in or hang from the vehicles. Great style.

Since I'm more in favour of narrative campaigns than unconnected skirmishes (strictly reserved for practice), I'll try and weld together some ideas from the Mad Max films and some other desert movies – notably Marty Feldman's 'The Last Remake of Beau Geste' for hilarious nonsense and Rudolph Valentino's 'The Son of the Sheik' for high drama (i.e. the Mutie cavalry will take over the part of the noble sons of the desert, as soon as they're out).

Phew! I think that's quite enough for one reader's letter, don't you agree? Erh, hello? Hello? Hello! HELLO! IS THERE ANYBODY OUT THERE ?

Roight, ladz! Deyz abandoned da bunker, da gitz. Now itz ours, harharhar...

Peter Rutkowski

HOW NOT TO FORGET THE GAME SEQUENCE IN WARHAMMER

This sequence of play system has been extensively playtested in both 4th and 5th editions of Warhammer Fantasy Battle. The Sequence of Play, which has for the past couple of years been a part of the Warhammer Fantasy F.A.Q. on the Internet, was taken from an earlier version that I e-mailed to the webmaster of the F.A.Q. Though some players may find it a bit dry and 'Avalon Hill-ish', we have found it to be a great dispeller of confusion and argument. So many of the most wonderful, tricksy bits of WHFB (like *Stupidity, Feigned Flight*, capture of standards...) are all too easy to forget about in the heat of battle without the aid of a sheet like this one.

The page references herein all refer to the 5th edition Warhammer Rulebook – except for bold numbers, which refer to the relevant Warhammer Army Supplement and the italic numbers, which refer to the Warhammer Magic rulebook. Most of the items in the sequence are 'no-brainers' as far as their ordering goes, but some of them required judgment calls (for instance, the 'Before Combat' series).

I put this baby together in the first place because I had cut my teeth on such hard-nosed wargames as 'Third Reich' and 'Wooden Ships & Iron Men', and while I fell in love at first sight when I participated in a Warhammer battle at a local hobby store, once I started playing regularly the old, crusty wargamer in me demanded ORDER. So, I cobbled together a traditional board-gaming style sequence and kept tinkering with it, testing it out over a period of three or four years. Now I'm really happy with it and have been passing it arround whenever I go to an out-of-town tourney or such like.

Of course, I haven't had my nose stuck in rulebooks the whole time. After years of slow but-steady work I am now the proud owner of large High and Wood Elven armies and have just started expanding into Dwarves, Undead and Chaos.

START OF TURN:

1. Miscellaneous actions (e.g. thaw out from Dragon breath, Shadowblade's *infiltration*...)
2. Rotate war machines recovering from Misfire or suffering from crew loss (p80-84).
3. Test for *Bound* Monsters (Ld test on creature's Ld) (p70).
4. Test for *Panic* if a friendly unit is fleeing within 4" (p47-8).
5. Test for *Terror* if within 8" of Terror causing foe (p49).
6. Test for *Stupidity* (Ld test) (p50).

7. Test for Orc/Goblin *Animosity* (1 on D6) (p**16-17**).

8. Test for Daemon *Animosity* (p91) & Beastman *Infighting* (p**44**).

9. Test for Dark Elf *Disobedience* (1 on D6, during Compulsory movement) (p**33**).

MOVEMENT:

1. Declare *Charges* (exceptions: Pump Wagons, fighting up high).

   a. attacker tests for *Fear/Terror* if charging *Fear/Terror*-causing unit (p4-9).

   b. defender tests for *Fear/Terror*, if charged by *Fear/Terror*-causing unit (p48-9).

   c. defender tests for *Panic,* if charged in flank/rear by 5+ models while engaged (p47).

   d. defender declares charge responses: *Stand & Shoot, Hold, or Flee* (p13&21).

   e. resolve Stand-&-Shoot missile fire (*Panic* test if 25%+ casualties).

2. *Rally* fleeing troops (exception: models that fled at start of turn (p*48-9*)(p13&42).

3. Compulsory Moves (p13).

4. Move Chargers (p14 & p20-22).

   a. test for *Panic* if friendly unit within 4" is destroyed by chargers (p47).

5. Remaining Moves (p14).

SHOOTING: including missile fire, war machines, breath weapons.

1. Designate targets and determine range (p24-26, p78-85).

2. Determine Hits, Wounds, Saves, and remove casualties (p27-31).

3. Test for *Panic* any unit taking 25%+ losses (p31, 47).

COMBAT: Important: resolve *Breaking, Panic*, etc. after all combats are resolved (p34)]

1. Before Combat.

   a. issue *Challenges* (p64-5).

   b. reveal hidden assassins (Dark Elf: p**40**, Skaven: p**51**).

   c. Wood Elf options: *Feigned Flight* (p**44**), War Dances (p**46**), Shape Shifting (p**52**).

2. Fight Combats (including Challenges).

   a. work out attacks from chariot impact (p64, p77).

   b. determine which models fight & who strikes first (p34).

   c. determine Hits, Wounds, Saves, and remove casualties (p35-8).

   d. determine Monster Reaction Table results in case of slain riders (p69-70).

3. Results, determine which side has won each combat (p39-40).

4. Break Tests (p41).

   a. *Frenzied* units defeated (not necessarily broken!) in combat lose *Frenzy* (p51).

   b. units defeated by a more numerous *Feared* enemy are automatically broken (p48)

   c. flyers that lose combat but pass the break test are immediately Driven Off 3D6" (p72).

5. *Panic* Tests for units within 12" of friendly units that are broken/destroyed in combat (p41, 47).

6. *Flee!* move troops fleeing from failed *Break & Panic* tests (p41-2).

7. Pursue. For special rules see: *Hatred, Frenzy,* obstacles, buildings (p43).

   a. Standards (including trophies) lost if unit *flees* from combat (p87).

   b. Standards (including trophies) captured if unit *flees* from combat and is pursued (p87).

Is there anybody out there?

8. Redress Ranks (p44-5).

a. expand frontage & lap round (if defeated, return lapping models to ranks).

b. return characters that refused *challenges* back to a fighting rank (p64).

c. test for *Frenzied* characters (lose 1 A if roll of 2D6 is equal the total number of attacks) (p67).

MAGIC:

1. Resolve all actions and effects taking place at the start of the magic phase.

a. Previously cast spells lasting 1 turn are taken back into the user's hand (p*11*).

b. work out results of spells already in play (e.g. *Fiery Convocation, Curse of Years*).

c. resolve effects of certain magic items (e.g. *Skull Staff, Aldred's Casket of Sorcery*).

d. phasing players may end their spells remaining in play from previous phases (p*11*).

2. Distribute winds of magic 2D6 (p*9*).

a. deal magic cards, phasing player first.

b. deal cards as needed for the *Chalice of Sorcery, War Altar*, Night Goblin Shamans, etc.

c. WAAAGH! tests, count only Orc units of 10+, Goblin units of 20+ (p*16-18*).

3. Cast Spells, 1. Cast, 2. Counter, 3. Reinforce, 4. Result, 5. Cast Again (p*10*).

a. test for Warpstone, **before**, for Crown of Sorcery **after** casting spell with these items.

b. Panic test for units suffering 25%+ casualties due to spell-casting (p47).

4. Counter Magic, phasing player may attempt to dispel spells in play (p*10*).

5. Discard Winds of Magic except cards retained in hand (p*11*).

Clifford Johnson

NEAR PERFECT?

I was very gratified, after 6 months of absence from the hobby, to find that Jervis Johnson has taken over the editorship of the Journal. I like many of the changes he's made, like the great artwork on the cover of Issue 24 (I was getting sick of those paintings I'd seen a thousand times before) and the fact that you've given a lot more space (perhaps a tad TOO much) to your letters column. There is only one thing wrong with the Journal today, and I hope you will be able to do something to fix it. *(Er... Jervis doesn't actually put the Journal together, he's far too busy in Games Developement, but he's always arround to give us his opinion and input, as are all the top chaps like Rick Priestley, Andy Chambers, Nigel Stillman etc. – Ed)*

All the 'Features and Services' stuff, though useful and enjoyable, are taking up far too much space. I know they have to go somewhere, but I miss the days when the Journal was '28 pages of raw gaming material'. These days the Journal is four times as big in numbers of pages but half as big in amounts of scenarios, house rules and tactics articles than what it was four years ago.

Stuff I personally find useless: Gaming Contacts (I know everyone who plays the game in my area) and Overwatch (there is absolutely NO possibility of a GW club opening in my area). *(Ah, well it doesn't have to be a GW gaming club at all, we're interested in all gaming communities, large and small, funded by GW or not. – Ed.)*

Stuff every single one of your readers that I know of (and probably most of those I don't too) find useless: Thunderhawk advert (okay, it's a cool model, how much longer will you keep on showing it to us?!), Archiving Service (we've seen it once, we've seen it twice, we know it's useful to some people, but it's far too big for a bi-monthly magazine (it should become one of those pamphlets Mail Order stuffs in with the stuff

you buy whenever you place an order), and the back-catalogues of old miniatures (Gobbos and Dwarves so far) that you've taken to printing. This last thing especially, is totally irrelevant to what the Journal is about – or at least to what it used to be about, (and I've been a subscriber since Issue 1) and should be a Mail Order Service publication, like the printed annual catalogues, or at best a WD thing – NOT a Journal thing!

I hope you seriously think about my suggestions and I hope you don't print this letter in your letters column as it would be an unjustifiable waste of yet more valuable Journal space!

Michael Papadopoulos

Well, that certainly told us! Since reading this letter we have reduced the size of the Thunderhawk advert and Journal Submissions advert to a page each, the Archives and Writer's guides have been condensed down to two pages each and we've included a Feedback form so that you, the readers, can really let us know what you want in YOUR magazine. We did, of course, forget NOT to print Michael's letter... Doh!

TUNNEY'S TOP TIPS... FOR COLLECTING ARMIES

One of the hardest decisions facing a Games Workshop fanatic, such as myself, is the eternal question of: 'What army should I collect next?'. Whether a seasoned veteran or someone new to the hobby, the question remains the same. I myself have collected various armies for most systems over the years. Some armies I've ditched after just one or two paint jobs while others, like my beloved Imperial Guard, I've steadily added to since I started playing Warhammer 40,000. The secret to deciding on an army and collecting it is, well, there isn't one despite what others may tell you. All I can do is give an advice based on my experience.

So where do you start? Deciding on an army of course! But which one? I've been approached many a time by people asking me what army they should collect but the only answer I can give is the slightly cheesy 'Go with what you like the look of'. Indeed, this is the stock answer but is still the most valid answer and is what I almost always base my armies around. Other ideas worth considering are such things as a themed army (an all jetbike Eldar army or a heavy cavalry Empire army) or a crazy conversion that you've thought up. I must admit I've only tried this with an all-bike Space Marine but it ended after my very first, beautifully converted, model! The unfortunate thing about it was that it was a Space Marine army and I hate Space Marines. But that's another article. The lesson I learnt was that it doesn't matter how good the idea if you didn't like the army before, even with frilly bits, you're probably never going to like the army. I suggest paying a visit to your local Games Workshop store and having a little browse around (or if you live in the middle of an ocean, get the latest catalogue). Have a look at the models and maybe take a peep at the background in the army books. Do not under any circumstances look at the army list or base your plans on someone else's suggestion and certainly do not go for the latest and greatest army for that reason alone. It'll all end in failure. Only if you like the models will you find the motivation to paint them, which is half the fun of the hobby. While on the subject of painting it might be worth mentioning that there's little point deciding on an all Goblin army if it takes you 5 hours to paint a single rank and file model or you have limited space!

So you've decided on army. Now what? It's time to purchase that ultimate army that you'll enjoy painting and gaming with! Or at least that's the plan. The first thing I suggest you buy is the army book and a box or two of basic troops. All Warhammer and Epic 40,000 armies have such boxes available for a mere £5 and so do most Warhammer 40,000 armies. Not only does it give you some cheap troops to try out painting techniques on but most hopefully they'll make a solid base for your army. In my opinion you can never have too many basic troops. Once you've read through the army book a few times, remembering that it starts on page 1, not the with the Army list, you'll be ready to think about what kind of army you'd like to play with. Everyone has their own preferences and my preference is to get as many basic troops in as possible backed up by a handful of more survivable units. The best thing about the army lists is the flexibility they give the player. The worst thing about the army lists is the flexibility

they give the player. Planning an army for the first time is a daunting process. What role should you use X troop for? How easily could they out-fight Y enemy? The best advice I can give for this situation is to ask anyone you know who already plays regularly with your army of choice. Most people I've met have been more than willing to tell me about their favourite tactics and troops. Of course what works for them might not work for you but it's certainly worth a try!

Is there anyone out there?

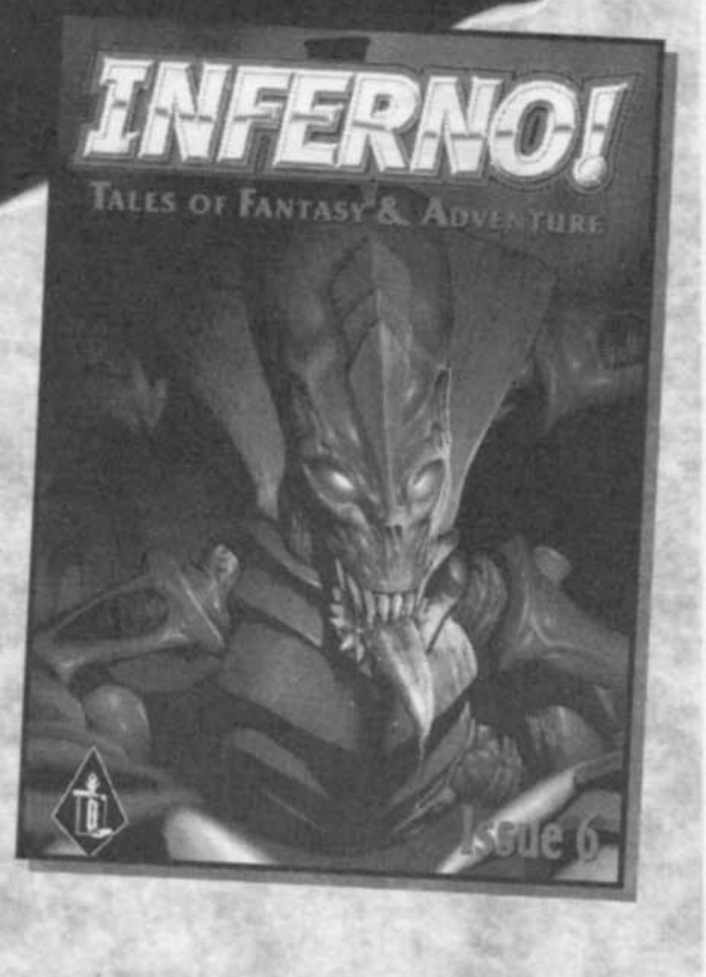
Painting is a big problem for the average gamer. Sure they want beautifully painted ranks of models but how do they go about such a task? The best way to do it is not to buy every single model you want at the same time as you'll soon get bored painting exactly the same type of model for 8 months solid. Let's use the example of the Imperial Guard as their strict structure makes it easy to collect. Most armies can use this system with ease although I find it slightly harder with the massive regiments that inhabit the Warhammer universe. First the essentials. You need something you can use to lead your army so you might want to buy a command squad. This leads to some more options such as mounting them in a Chimera or adding a Commissar, so buy them at the same time. Now here comes the clever part. Don't buy any more models until you've got them painted! I know it's tempting when you see what your friend has just picked up but be strong! Lock yourself in your painting area until you've finished or whatever works for you. I've heard Paul Sawyer denies himself more than 10 pork pies until he's finished his latest unit. Every time you've finished one block you can move onto the next, hopefully even more exciting, block. Maybe adding a squad of Catachan Jungle Fighters and an additional unit, such as some Ratling Snipers. Soon you'll have a well painted, well thought out and large army that will be the envy of all your friends just like mine. OK, confession time: I've only ever done that once (with my Nurgle army for Warhammer 40,000 but it worked brilliantly.) Whatever you do, don't do what I did with my Tyranids. I bought the whole lot at the same time and then realised two weeks before the Grand Tournament that I only had my Hive Tyrant, Carnifex and a single Lictor finished! I painted over 40 models the Tuesday before and the quality, as you can imagine, wasn't up to my usual standard. One key to painting models I've found though is to stick to a limited palette. Not only does that get Rank and File troops done quickly but it also means your army should look uniform. Between my 24 Termagants and 3 Tyranid Warriors I only used 6 colours including washes! This is especially important when painting armies with uniforms, such as Space Marines and Imperial Guard. I'll give you, it might be more exciting to paint every single model a different scheme but it may force your opponents to don sunglasses at the sight of your individualistic army. The same can be said for unusually coloured Space Marines. Yes, it may have seemed like a good idea at the time, but no self-respecting, mighty warrior of the Imperium worth his Boltgun is going to wear pink power armour!

Another question people often ponder is; how big an army has to be before they can start playing with it. A single model is my answer! Yes, I've played many a fun game with just a single character roaming a Space Hulk or a small regiment exploring an underground dungeon. As soon as you buy your first model, I suggest you start playing to give you a feel for the army and especially their special rules. Also, have a look in some of the scenario packs. I've found some great scenarios in Storm of Vengeance where only a handful of models are required. Don't believe those that say you need so many hundreds of thousands of points before you can have fun. Infact, I find games of gargantuan size, where it seems to be all over for one side before they've even moved, rather dull, while small games are usually very quick, tight affairs that will really show who's the best general. Anyone can call upon 10 Leman Russes they've kept in reserve and smash an opponent's flank into small fragments but just how easy is it to defeat a Lictor with only a single squad of guardsmen? Not easy, let me tell you.

By this point you should have a wonderfully painted, wonderfully planned out army which no-one can stop. OK, probably not, but it was still fun trying! So, what army are you going to collect now?

Aaron Tunney

Tales from the Black Library



INFERNO!

Don't miss the next awesome issue of Inferno, its packed full of action adventure from the wartorn worlds of Warhammer and Warhammer 40,000. This issue sees the long-awaited return of Commissar Gaunt, in Dan Abnett's second Gaunt's Ghosts story - *The Blooding.* We've got more action from Necromunda with another cracking yarn from Alex Hammond, this time we get a glimpse of life up-hive in the spyres. Meanwhile the action hots up in David Pugh *Obvious Tactics* as a deadly ally reveals herself to be hidden amongst the ranks of vile and despicable Plague Marines of Nurgle. All of this and much much more in Inferno 6. Miss it at your peril.

Price: £5.00 **Issue 6 Available NOW!**



•WARHAMMER MONTHLY #4

More mayhem and carnage are what you'll find in the next cracking issue of Warhammer Monthly. We've got Chaos Raiders, striking from the warp in *Bloodquest;* Bretonnian nobles questing for treasue in the Land of the Dead in *The Curse of Dubois;* In *Titan* Hekate is called into action once more as acting Princeps of Imperius Dictatio. Plus starting in Issue 4 is *Daemonifuge* the awesome new comic strrip from Kev Walker.

Inquisitor Silas Hand is called to investigate dark and sinister events at the Convent Sanctorum. Ephrael Stern, Battle Sister and psychic void has been incarcerated in the convent cells for many years, covering the walls with insane prophecies. The Inquisition will uncover the truth.
Is she daemon, Heretic or Saint? Find out in...





Price: £2.00 **Available APRIL!**

BITZ N' TIPZ

This issue the scalpel falls on:

Warhammer Big Guys

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 Warhammer Big Guys 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:

'EADS:

Citadel Miniatures Catalogue 1986-1991 (all heads are £2.50 unless marked otherwise)

Page No.	Product Code	Description
p246	073214/19	Blood Thirster Head 1 (Snarling with 'gimp-like' mask)
	073214/15	Blood Thirster Head 6 (Dog-head with spiked helmet)
p247	073214/53	Keeper of Secrets Head 1 (Bull head in mask)
	073214/22	Keeper of Secrets Head 6 (Ram's head)
	073214/49B	Great Unclean One Head 2 (huge open 'Gob' with tongue poking out)
	073214/43A	Great Unclean One Head 3 (with horribly tentacled mouth... eurgh!)
p248	073214/43B	Great Unclean One Head 5 (with twin tongues poking out)
	073214/1B	Lord of Change with Skeletal Head 1.
	073214/1F	Lord of Change with Pterodactyl head.
p295	074653/2/5/7/16	Fimir heads £1.50.

Citadel Miniatures 1998 Annual (all heads are £1.00 unless marked otherwise)

p116	020104501	Minotaur Lord's Head.
	020104502	Minotaur Lord's jaw 50p.
p117	020104404	Minotaur Head 1.
	020104408	Minotaur Head 3 (growling).
	020104406	Minotaur Head 2 (horns) 30p.
	020104407	Minotaur Head 2 (jaw) 20p.
p128	020103103	New Great Unclean One Head £2.00.
p130	020103603	New Lord of Change Head.
	020103602	New Lord of Change Neck.
p132	020104805	Daemon Prince Head 1 (75p).
	020104807	Daemon Prince Head 2 (75p).
p141	020100303	Lammasu Head £3.00.
p166	020800901	Kroxigor Head 1.
	020800905	Kroxigor Head 2.
p195	029900604	River Troll Head 1 (roaring) £2.00.
	029900606	River Troll Head 2 (with top-knot) £2.00.
p196	029900704	Stone Troll Head 1 (£2.00).
	029900705	Stone Troll Head 2 (£2.00).
	029900706	Stone Troll Head 3 (£2.00).
	020600903	Rat Ogre Head 2 (with tongue hanging out)(£2.00).
	020600901	Rat Ogre Head 3 (roaring)(£2.00).
p213	020602001	Bone Ripper's Head (£2.00).
p214	020600101	Vermin Lord's Head £2.50.
p240	020700204	Nagash's Head £2.50.

Page No.	Product Code	Description
	010600716	Tyranid Warrior Head 2 (great for a really daemonic conversions).
p406	010601301	Zoanthrope Head £2.50.
p409	010600201	Hive Tyrant's Head £1.50.

BODIES N' TORSOS:

Citadel Miniatures Catalogue 1986-1991

p246	073214/17	Blood Thirster Body 1 (left arm and right hand are separate parts) £7.00
	073214/10	Blood Thirster Body 2 (as above) £7.00
p247	073214/20	Keeper of Secrets Body 1 (torso with claws) £6.00
	073214/28	Keeper of Secrets Body 2 (torso with raised claws) £6.00
p248	073214/39	Great Unclean One belly 1 (with Nurglings) £2.50.
	073214/33	Great Unclean One belly 3 (with mouth) £2.50.
	073214/40	Great Unclean One shoulders 1 (£2.00).
	073214/32	Great Unclean One back £2.50.
p249	073214/4	Lord of Change whole body 1 (with arms and legs) £6.50.
	073214/6	Lord of Change body 2 (torso) £4.50
p295	074653/1-18	Fimir bodies with various weapons £5.00.

Citadel Miniatures 1998 Annual

p116	020104503	Minotaur Lord Body £3.00.
	020104504	Minotaur Lord Shoulder 50p.
p117	020104401	Minotaur Body 1 (£6.00).
	020104402	Minotaur Body 2 (£6.00).
p118	020104301	Minotaur for two hand weapons Body 1 (£5.00)
p119	020104201	Minotaur for two-handed weapon Body 1 (£5.00)
p120	020100504	Dragon Ogre torso A1 (£3.50)
	020100506	Dragon Ogre torso B1 (£3.50)
	020100508	Dragon Ogre torso C1 (for two-handed weapon) (£3.50)
	020100501	Dragon Ogre body 1 (£3.50).
	020100510	Dragon Ogre body 2 (£3.50).
p128	020103101	Great Unclean One upper torso (£5.00).
	020103102	Great Unclean One lower torso (£3.35).
p130	020103601	Lord of Change body (£2.50).
p132	020104803	Daemon Prince torso 1 (£1.00).
	020104804	Daemon Prince torso 2 (£1.00).
p166	020800902	Kroxigor body 1 (£4.00).
	020800906	Kroxigor body 2 (£4.00).
	029900602	River Troll body 2 (two-handed pick) (£7.00).
	029900601	River Troll body 3 (with fish) (£7.00).
p196	029900708	Stone Troll with two-handed club (£7.00).
	029900707	Stone Troll with rock (£7.00).
p211	020600905	Rat Ogre torso 1 (£8.00).
	020600904	Rat Ogre torso 2 (claws raised) (£8.00).
	020600906	Bone Ripper's torso (£4.00).
p214	020600102	Vermin Lord's Torso (£4.50).
p240	020600203	Nagash's torso (£2.50).
	020600201	Nagash's body front (£2.75).
	020600202	Nagash's body rear (£2.75).

WEAPONS N' ARMS:

Citadel Miniatures Catalogue 1986-1991 (all arms are £2.50 unless marked otherwise)

p246	073214/18	Blood Thirster left arm with double headed axe 1.
	073214/14	Blood Thirster left arm with axe 2 (arm is outstretched).
	073214/9	Blood Thirster right arm with curled whip 1.
	073214/13	Blood Thirster right arm with double-tailed whip 1.
p247	073214/27	Keeper of Secrets right arm1 (mailed fist).
	073214/23	Keeper of Secrets right arm2 (bare fist).
	073214/24	Keeper of Secrets left arm1 (mailed fist).
	073214/30	Keeper of Secrets left arm2 (bare fist).
p248	073214/47	Great Unclean One right arm 1.
	073214/42	Great Unclean One left arm 1.

Citadel Miniatures 1998 Annual (all arms are £2.00 unless marked otherwise)

p116	020104506	Minotaur Lord left arm with axe.
	020104507	Minotaur Lord right arm with axe.
p117	020104409	Minotaur right arm 1 with cleaver (£1.00).
	020104410	Minotaur right arm 2 with axe (£1.00).
p118	020104301	Minotaur left arm 1 with mace (£1.00).
	020104408	Minotaur right arm1 with axe (£1.00).
	020104210	Minotaur two-handed axe 2 (double headed)(£2.00).
	020104211	Minotaur two-handed cleaver 1 (£2.00)
p120	020100505	Dragon Ogre arm A with sword.

Page No.	Product Code	Description
	020100507	Dragon Ogre arm B with axe.

	020100509	Dragon Ogre arm C with two-handed axe.
	020100503	Dragon Ogre claw 1.
	020100511	Dragon Ogre claw 2.
p128	020103104	Great Unclean One right arm with sword (£4.00).
	020103107	Great Unclean One left arm (no hand).
	020103108	Great Unclean One left hand with chain.
p130	020103606	Lord of Change right arm (£3.00).
	020103608	Lord of Change left arm with staff (£3.50).
	020103607	Lord of Change left sleeve.
p132	020104810	Daemon Prince axe left.
	020104811	Daemon Prince sword left.
	020104812	Daemon Prince right arm 1(50p).
	020104813	Daemon Prince right arm 2 (75p).
	020104808	Daemon Prince axe left arm 1 (no hand) 50p.
	020104809	Daemon Prince axe left arm 2 (no hand) 50p.
p166	020800903	Kroxigor two-handed axe 1 (50p).
	020800907	Kroxigor two-handed axe 2 .
	020800908	Kroxigor arm 3 (used in conjunction with axe 2) 50p.
p213	020602003	Bone Ripper's left arm (£1.50).
p214	020600105	Vermin Lord left arm (£1.50).
	020600104	Vermin Lord's right arm with halberd (£2.50).
p240	020600206	Nagash's right arm with sword.
		Nagash's left arm with staff (£2.50).

LEGZ:

Citadel Miniatures Catalogue 1986-1991

p247	073214/21	Keeper of Secrets legs 1 (sort of kinky looking!) (£4.00).
	073214/25	Keeper of Secrets legs 2 (what can I say? They're still sort of kinky looking!) (£3.50).
p248	073214/31	Great Unclean One legs with Nurglings (£3.50).
	073214/45	Great Unclean One legs (£3.50).
p249	073214/7	Lord of Change legs (body 2) (£2.50).

Citadel Miniatures 1998 Annual

p116	020104505	Minotaur Lord Legs (£3.00).
p119	020104204	Minotaur left leg 50p
p120	020100502	Dragon Ogre hind leg 1 (£1.25).
	020100515	Dragon Ogre hind leg 2 (£1.25).
p128	020103106	Great Unclean One right leg (£2.00).
	020103105	Great Unclean One left leg (£2.00).
p130	020103605	Lord of Change right leg (£1.50).
	020103611	Lord of Change left leg (£1.50).
	020103612	Lord of Change claws 50p.
p132	020104801	Daemon Prince legs 1 (£2.50).
	020104802	Daemon Prince legs 2 (£2.50).
p211	020600908	Rat Ogre legs 2 (£2.50).
	020600907	Rat Ogre legs 1 (£2.50).
p213	020602004	Bone Ripper's legs (£2.50).
p214	020600103	Vermin Lord's legs (£1.50).

GUBBINZ:

Citadel Miniatures Catalogue 1986-1991

p219	MD7/G	Netted Gobbo from the GobLobber (What better to adorn your Ogre or Troll, a packed lunch!) 75p.
	074374/4	Beer Barrel side 1 from Bugman's Cart (add it to your Giant or Troll and it will go well with his 'packed lunch') (£1.00)
	074374/5	Beer Barrel side 2 from Bugman's Cart (£1.50)
p246	073214/8	Blood Thirster wings (£3.50).
p248	073214/50A	Great Unclean One horns 1 (£1.00).
	073214/44A	Great Unclean One horns 2 (£1.00).
p249	073214/3	Lord of Change wings (£1.00).
	073214/2A	Lord of Change fan tail (£2.00).
	073214/2B	Lord of Change straight tail (£2.00).
p295	074653/16+	Fimir Tails (£1.50)

Citadel Miniatures 1998 Annual (all arms are £1.00 unless marked otherwise)

	020103111	Great Unclean One tongue tip.
	020103110	Great Unclean One tongue.
	020103109	Great Unclean One chain and skulls.
p130	020103614	Lord of Change right wing (£3.00).
	020103613	Lord of Change left wing (£3.00).
	020103609	Lord of Change tabard front (£2.00).
	020103610	Lord of Change tabard back (£2.00).
	020103604	Lord of Change Staff top.
p132	020104816	Daemon Prince right wing (£1.25).
	020104817	Daemon Prince left wing (£1.25).
	020104814	Daemon Prince tail 1.
	020104815	Daemon Prince tail 2.

TEDZ TIPZ

For this, my third visit, I noticed that Ted, the Troll Herder was getting used to my presence. No blindfolding on the way to his lair, no shackling in chains or flogging. Oh well, can't have everything. So here it is your third quick tip rung from the great brain of that legendary beast.

DIS ISSHOOS TIP: Making bases and detailing them.

Unless you're working on large figures or dioramas bases are best kept simple for two reasons: Firstly, they will distract attention from the model itself, which unless it is a masterpiece or complex conversion does not need this. Secondly, if the model is intended for use on the tabletop Battlefield the base will inevitably get a bit knocked about and lose half of the detail you so painstakingly applied.

Generally I use sand poured over a layer of PVA glue which when dry is painted Goblin Green, Drybrushed Sunburst Yellow and then again with a mixture of Sunburst Yellow and Skull White.

Alternatively, you can paint 'em Bestial Brown and Drybrush with Bestial Brown mixed with Skull White. Then put a few blobs of PVA on top, covering roughly 1/3 of the base in irregular patterns and dip it in Static Grass. Leave this to dry thoroughly, then shake off the excess and Drybrush very lightly and carefully with a mixture of Sunburst Yellow and Skull White.

LITTYL EKSTRERS:

Occasionally I'll add a tiny pebble, bit of coral, sand, twig (privet hedge roots are just great for this), a spare magazine taken from a Bolter, a broken Combat Blade or a sword, an arrow sticking from the ground (made from a piece of wire which is flattened at one end and filed down to make the feathers, clever eh?), bits of girder or wires for a Necromunda base, cogs and springs from old or broken watches (be sure to break 'em first!), the list is just endless...

XPERYMENTIN':

Why not experiment with these techniques on a few spare bases to see how they turn out? If you use monster bases and you like the affect you can always add the figure later!

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 'nailed' together in between naps...



Chaos Troll

A mutant Chaos Troll, what an undertaking! Well, you certainly can't get much more mutant than this. It uses the following parts:

River Troll Head 1	029900604
Bone Ripper's Body	020602002
Daemon Prince's Legs	020104802
Daemon Prince's Tail	020104814
Great Unclean One's left arm	073214/36

This conversion kit is available from Mail Order UK for £9.00

NOW DOR BUTCH A'S RLINIR WW

Chaos Ogre

This is a very simple conversion, but for a better pose try bending the legs a little! It utilises the following parts:

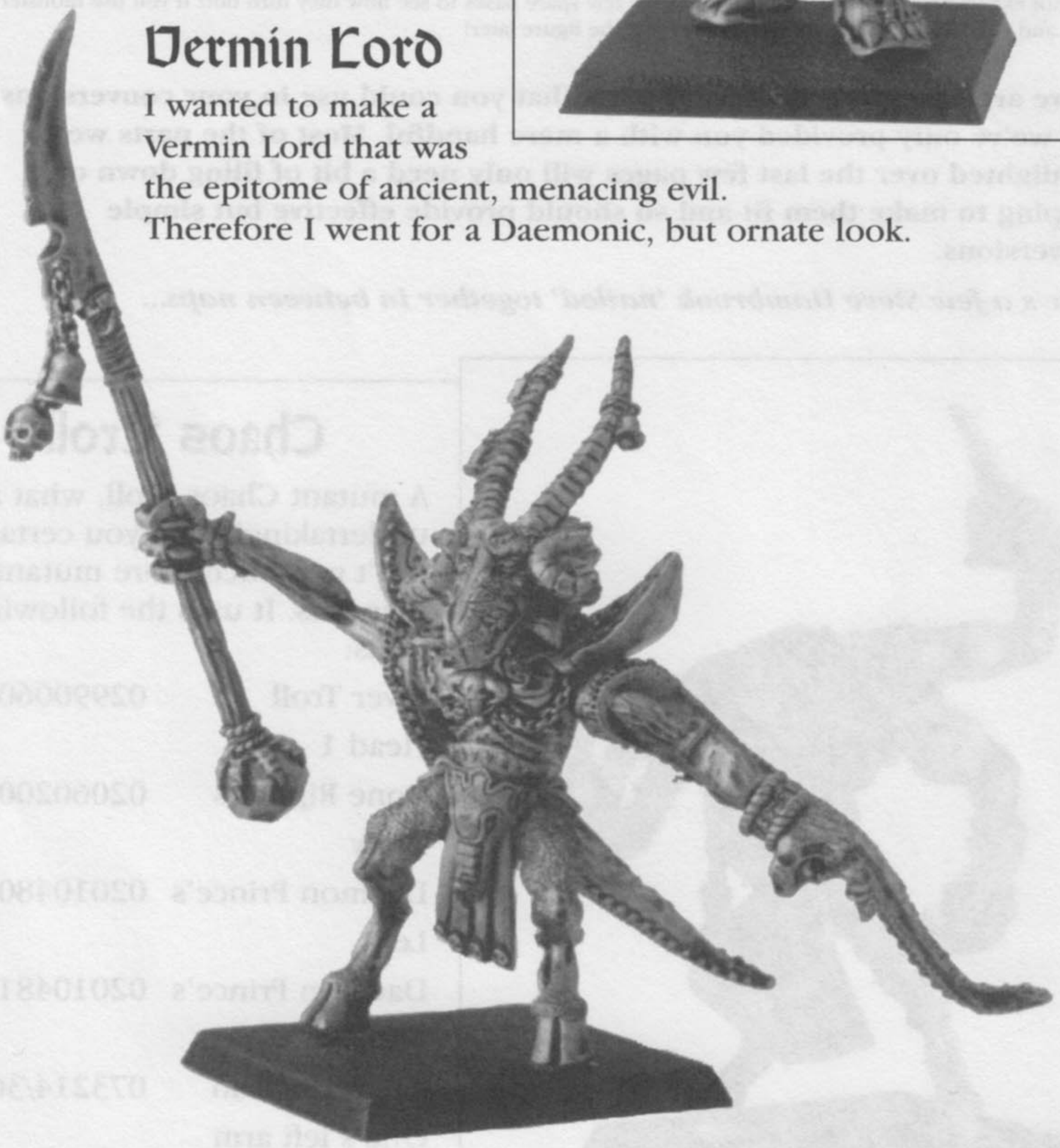
Dragon Ogre Torso C2	020100508
Dragon Ogre Arm C	020100509
Minotaur Lord Legs	020104505

This conversion kit is available from Mail Order UK for £8.00



Vermin Lord

I wanted to make a Vermin Lord that was the epitome of ancient, menacing evil. Therefore I went for a Daemonic, but ornate look.



It includes the following pieces:

Vermin Lord Head	020600101	Vermin Lord Left arm	020600105
Vermin Lord Halberd	020600104	Vermin Lord Tail	020600106
Nagash's Torso	020700203	Lord of Change Sleeve	020103607

This conversion kit is available from Mail Order UK for £17.00

SISTA SLICA and ORK DREADNOUGHT COMPANION

Two unusual Orky conversions:

By Neil Rutledge

Neil is from Coldingham, Scotland and is quite horribly mad. He's been playing Warhammer 40,000 for years and it's obviously started to affect his brain. However, he's a very adept model butcha as we're sure you'll agree from seeing the conversions adorning our back cover. These crazed constructions turned up with a complete guide on how to construct and paint your very own Sista Slica and Dreadnought companion...should you so desire!

When Neil sent in his conversion details for Sista Slica and her Dreadnought companion we thought of getting on the 'blower' and ringing around to see if anybody had escaped from the 'funny farm' recently. Then taking a closer look we were intrigued. We asked if he'd actually constructed them?. 'Not yet, but I'm going to.', came the reply, accompanied by sounds that can only be described as the sloshing of a bath of jelly!

Well, when he sent in his models we were dumbstruck *(no change there then – Ed)*. They really were impressive, and completely in the spirit of Bitz'n'Tipz, if a bit mad. So, without further ado it's over to the mad Scot himself to tell you how he did it, sanity beware...

This is the bizarre story that led the infamous Ork Freebooter, 'Dokter Deth', to construct for himself his mechanical attendant, 'Sista Slica.' With thoroughness typical of his twisted genius, Dokter Deth created a machine that could not just wait upon him, but was a powerful warrior in its own right. Inspired by the dread image of the Elite Seraphim,Sisters of Battle, the mad Dokter also equipped his creation with detachable wings and *rokkit pak* for airborne operations...(*ok, ok we get the message Neil...)*

...The Freebooter kaptin (*what, there's **more?***) conceived such love for the machine that even some of his own crazed followers considered it peculiar; the affection going way beyond that which might be accorded a favoured cyboar or pet Squig. Eventually Deth could not bear to be parted from his favourite creation at all and modified it with mounted leads and jacks so that it could control a dreadnought. He then custom-built a special dreadnought so that his beloved Sista Slica could go into action beside him.

(*Grab him Steve, use the Chloroform...ouch...no biting now!...Right, that's enough of that bonkers nonsense, we just want to know how you made the cool model, which bits you used and so on*)

How to build Sister Slica

(pronounced 'slicer')
Parts list:-

Ref. No.	Description
07067115	Eldar Tinboy
05990440	Pit slave shears arm
059903006	Yeld Wings
010107503	Techmarine backpack

1. Trim the Tinboy and cut off its Bolta-arm and the point of its head. Drill the shoulder for attaching the *Shears*, the back for the *Wings* and the head for the leads. The figure can then be glued to the base for stability.

2. Trim and drill the *Yeld Wings* and pin to the figure's back. (It's best to do the wings first as they affect how you

pose the shears-arm and leads.)

3. Trim and drill the *Shears-arm*. You may have to cut off some of the spikes on the shoulder joint to allow a snug fit because of the wings. Pin and fix the arm.

4. Cut the trailing heads and jacks from the *Techmarine backpack*. Judge the cut carefully to get the best fit with the trimmed head of the Tin boy. Trim, drill and pin the leads to give Sista Slica a sort of 'mechanical coiffure'.

Painting Sista Slica

Painting Sista Slica is very easy. She was undercoated in Chaos Black and then dry-brushed, first in Boltgun metal, then Chainmail and finally Mithril Silver. Details of leads and hoses etc. were picked out in Shining Gold, Chaos Black, Blood Red, and Dark Angels Green. Her eyes were Golden Yellow, mouth and teeth Chaos Black and Skull White with Blood Red lips.

(*Errr, thanks for that Neil.OK folks, so if anyone wants to make a mad tinbot which never appears on the battlefield, but actually pilots a Dreadnought, then, erm, OK, cool. Thanks. Aha, now for the cool dreadnought itself...*)

Once Sista Slica was complete, I just had to build her Dreadnought mate (*naturally!*). The following are details of how to construct the Ork Dreadnought that Dokter Deth built for his beloved Sista Slica The full history of the Dreadnought, of Dokter Deth and his incredible Freebooterz, 'The Metel Gerooz' is one of the most amazing pieces of history in the entire exploits of Orks. It is impossible here to give even a flavour of it, but...(*OK, we won't then, let's row through the jelly and get to the modelling guide itself...*)

Da Bitz

You will need:

No. Required	Code	Description
2x	0431/13	Foot (Ork Dreadnought)
2x	0431/12	Legs (Ork Dreadnought)
1x	0431/3	Body Front (Ork Dreadnought)
1x	0431/4	Body Back (Ork Dreadnought)
1x	0431/1	Hatch (Ork Dreadnought)
1x	0431/7	Exhaust (Ork Dreadnought)
1x	0431/8	Claw 1 (Ork Dreadnought)
1x	00462/12	Power Scourge (Chaos Space Marine Dreadnought)
1x	70308/5	Chirurgeon Arm 1 (Fabius Bile)
1x	70308/6	Chirurgeon Arm 2 (Fabius Bile)
2x	00490/10	Gatling Blaster (Old Imperial Warlord Titan)
1x	Small thingmy from bits box?!?	

Bildin' 'er

Building Sista Slica's dreadnought is very easy. The various bits have to be trimmed, glued etc. as for any white metal model. Special instructions are given below.

1. File the moulded glyphs off of the raised panels on the body front.

2. File the skull motifs off of the two pairs of legs (These were not part of the Metal Gerooz iconography).

3. Assemble body front, body back, hatch, exhaust and one pair of legs as for a normal Ork Dreadnought.

4. Cut the remaining pair of legs into two separate legs without the tab between them. Drill them out so that they can be pinned to extend the legs already attached to the body. (This gives Sista Slica's Dreadnought its distinctive 'stilty' look).

5. Glue on the feet. (I normally stick my Dreadnoughts to a base at this point. They're then more stable and easier to work with.

6. Get the small thingmy from your bits box and glue it to cover the slot where the banner pole would normally go. (Dokter Deth was insane. In totally un-

Orky fashion he banned flashy banners from his creations, believing they attracted extra enemy fire).

7. Fix the *Power Scourge* to the Dreadnought's lower left hand hard point. (Very little 'tweaking' required).

8. Fix the *Power Claw* to the lower right hand hard point. (You will have to cut the flange off the fixing pin as the body is already glued together. I prefer this method as it lets you pose the Claw more accurately).

9. The *Chirurgeon Arms* now need to be fixed to the upper panel of the body front, just beneath the level of the icon plates. I found that the easiest way to do this was to cut off one of each *Chirurgeon Arm's* fixing lugs and then just drill a suitably sized hole for the other lug to be glued into the dreadnought. I fixed the arms so that they hinged horizontally inwards, towards each other. This gives the menacing look of insect mandibles.

10. The two *Gatling Blasters* now go on the upper hard points. (Again very little 'tweaking' and filling is required.)

The Dreadnought is now finished and only requires painting!

Da Colorz

Overall Body: Elf Grey + Chaos Black to give a mid grey mix. Wash with Black + Brown. Drybrush with progressively lighter shades of base colour.

Exhaust Casing: Chains, Blades, Saws, Teeth etc: Chaos Black drybrushed with Boltgun Metal and Chainmail.

Exhaust Pipes: Chainmail washed with mixed Orange / Chesnut.

Hoses etc. & Gatling Barrels: Chaos Black highlighted with Chaos Black + Skull White.

Hydraulic Rams & Shells: Mithril Silver

Shell Casings: Brazen Brass

Wiring: Blood Red or Dark Angels Green

Markings: Sista Slica, painted in Skull White, edged Chaos Black, on main front panel. In same colours on Claw fingers 'H A T E' and on Power Scourge tips, 'L O V E' *(Oh dear, oh dear, oh dear! – Ed)*. On lower front left panel, the Metel Gerooz, 'smiley face' J glyph in Ruby Red with Chaos Black features.

Well that's it from Neil. If you're quite equally mad and would like to share with the rest of us what you've been hacking up, sawing apart and drilling into, then send us some photos. The madder, more creatve conversions the better! Or, if you trust the post, send yer models in and we'll do the 'donkey work' for you.

Happy rampaging!



Nekzt izhOO wheel bee da larzt BITZ N TIPZ, zO dere!

We grunt dezidead wOt itz gonna bee On yett, zO 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!

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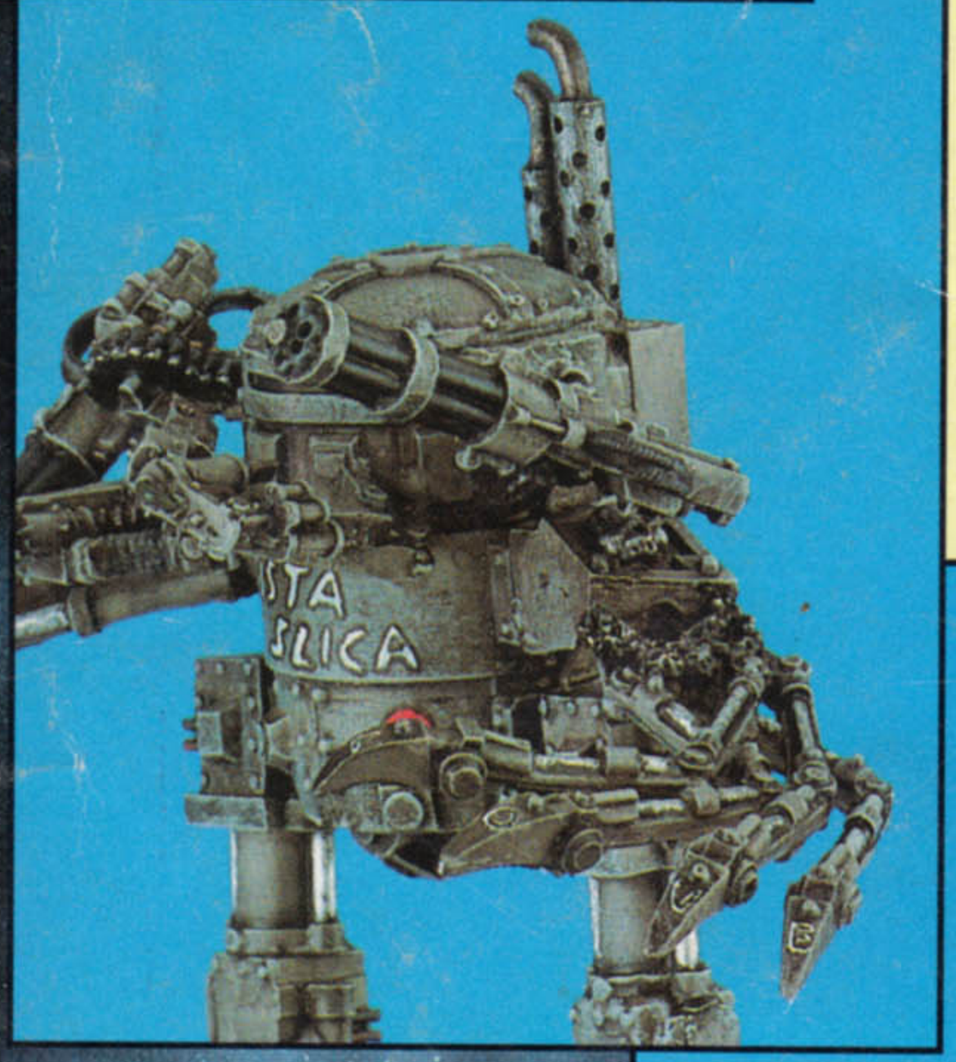


Sista Slica and her Dreadnought

by Neil Rutledge



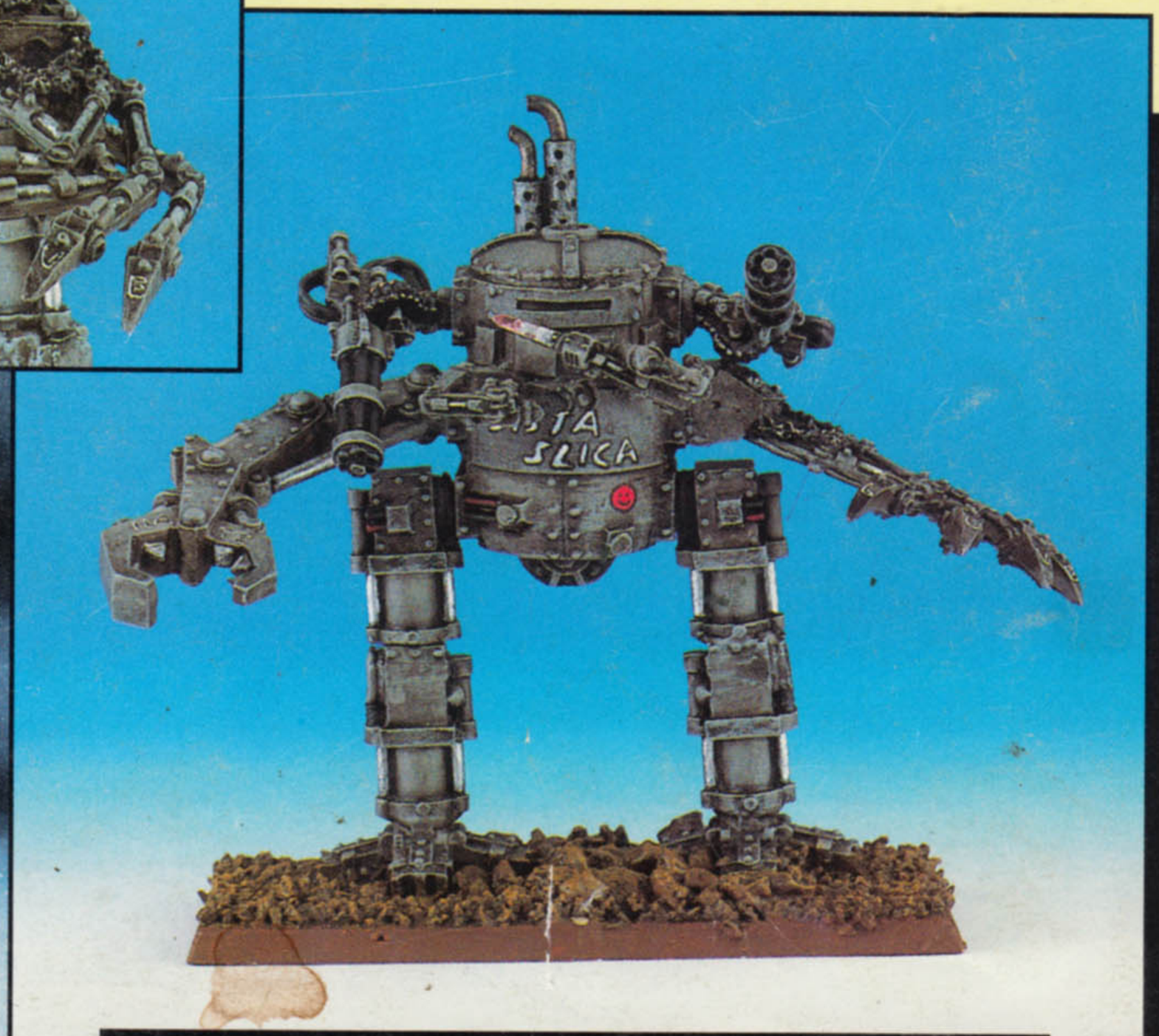
Sista Slica



BEAR WITNESS TO the insane inventions of the twisted genius, Dokter Deth, Ork Painboy/Mekaniak extraordinaire. His faithful servant Tinbot, Sista Slica, and her battle Dreadnought are a terrifying sight to behold on any battlefield.

Neil brought these nefarious creations to life after a particularly vivid and Orky dream brought on by too much ale and curry abuse one night! He insists that he uses them in almost every game even if they do have a habit of attracting the fire of every heavy weapon that the enemy possesses.

He won the coveted 'BA Barracas' award for the fastest metallic construction to be made with an oxyacetylene torch in under two minutes! You can read all about them, their history, the converting technique he used right down to which paints, on pages 94-96.



'Er well 'ard Dreadnought!

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