the citadel®

Journal™

issue 30

The Games Workshop magazine by hobbyists, for hobbyists!

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MEET DA BOSS



WITCH HUNTERS



DOK BUTCHA'S HACKSAW MASSACRE

GAMES® WORKSHOP

'I Didn't Expect the Warhammer Inquisition!'

By Thomas 'Slaine' O'Brennan **(check out pp 54-58)**



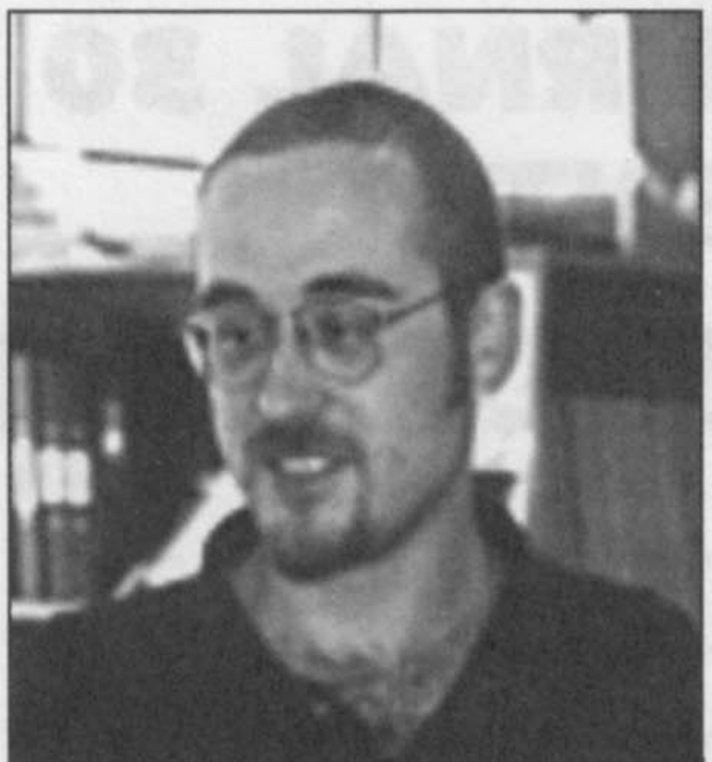
'Alright, who called my pint a poof?'



'Purge heresy, destroy the decadent and don't upset any more Daemons!'



'Honest, I never used "The Forbidden Rod" in the Tournament!'



Revenge of the sideburns!

Steve's Slot...

Well, you have all been asking who's been editing the Journal lately and it's about time I crawled, in a hazy stupor, into the spotlight. I'm Steve Hambrook, Black Library troubleshooter and champion of the bad fashion statement. Yes, it's those sideburns which have earned me so much respect from Gordon Davidson (see Journal 29's foreword). Well, what does he know, the haggis-eating git?

I've been working (slaving, more like!) in the Journal Bunker (which is affectionately known as 'Da Skip' by my esteemed colleagues in the Black Library) since originally playtesting (and constantly losing!) Covert X, way back in issue 22.

I'm joined in my end-eavours to scan the far reaches of the universe for wonderfully diverse (would some say heretical?) articles by the entity known only as Warwick Kinrade. In the cool, new look Journal, Warwick will be astounding (and occasionally confusing) us with his regular column, Warwick's World, where he'll be letting on about all the weird things that he's got up to in the hobby every couple of months.

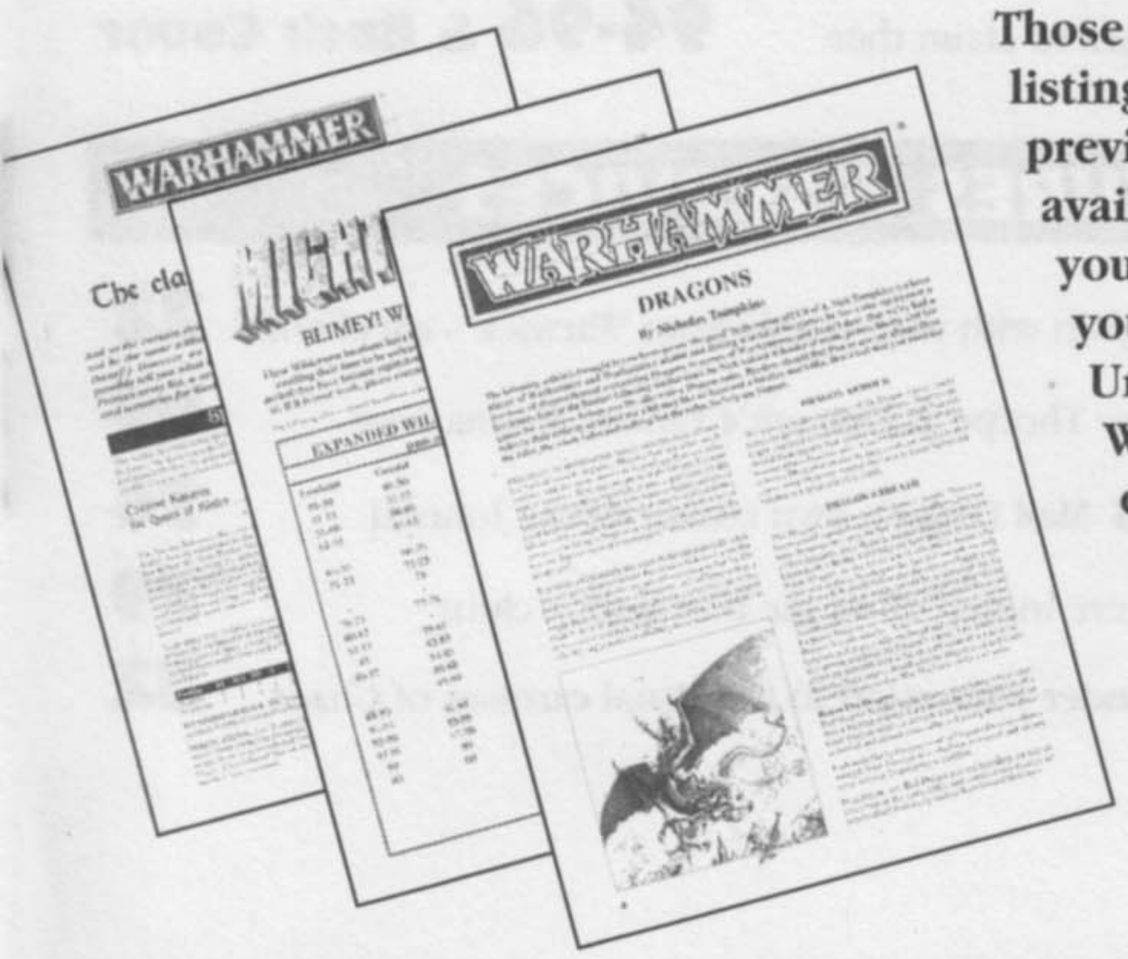
Over the last year, there've been a whole lot of changes in the Journal: we've had some incredibly swanky covers; cut down on the number of ads (who says that we don't listen to you lot?) so that we can cram even more of your articles into each issue; most issues will have at least one article that's been 'Chapter Approved' by the guys up at the studio and now, finally, it's a 'Lard Free Zone' – no more 'ayups', no more 'shandy swiggin jesse', cos I'm a southern geezer and proud!

Finally, hopefully kicking off with Journal 31, we'll be running a page of classified ads under the'Trading Post' banner. This is perhaps our most radical departure yet, providing what we hope will be a very useful place for our fans and readers to trade in Games Workshop armies, rulebooks and so on, or even to offer painting services and the like. All you'll have to do is ring us or write to us, here at the Bunker, with your ads and you're sorted!

So, read on and enjoy...

Steve

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Those helpful Mail Order Trolls have compiled 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're kicking yourself for missing the rules for the Undead Plague cart or the Norse Army list for Warhammer, or even if you want to know if there have ever been rules written for Dwarf Acrobats! All you have to do is give the Ladz at Mail Order a call on 0115-91 40000 (phone lines are open from 6.00 am til midnight) and they'll tell you which articles appeared in which Journals, and the availability and prices of them.

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Assault on Fultram Primus

By Jason Gustaves

Hi, I've been a *veteran Warhammer 40,000 player for over ten years now. I have played all the armies at one time or another and my favse happen to be my Grey Knights Space Marine Chapter and my almighty Tyranid Swarm. Over here in the US my friends and I just love to mess around with as many obscure types of scenarios, mixing regular rules with our own brand of house rules: special setups, victory conditions or army selections and we always have a lot of fun.*

Recently, I watched a HBO movie called 'When Trumpets Fade'. It revolved around the Battle for Hurtgen Forest, when Hitler's army was pushed back into Germany in the final days of World War II. The Allies, while pushing the Germans back, were ill-equipped, morale was low, and the troops were tired.

Winter was approaching, and it was cold and wet. Hurtgen Forest was dense, such that the German and Allied foxholes could be 50 yards apart and not be able to see each other. Patrols were organised constantly, and the death rate was extremely high. New troops were shipped in at high rates, so nothing but green troops were available to a few seasoned veterans. The Germans had machine gun emplacements and tanks, while the Allies had simple foot troops.

I watched this and thought about a series of small 40K battles, where the objectives of the first tied into the next, and so on. So here is the situation...

The Planetary Governor on Fultram Primus decided that the mineral ore there would allow him the funds to secede from Imperial rule. All dissenting advisors, politicians, and residents were either executed or shipped off-planet, according to the volume and physicality of their opposition.

Word was received by the Imperium fairly quickly, but the Outer Fringe location of Fultram Primus meant that a full-scale mobilisation and deployment of the Imperial Guard would take months. A small contingent of Ultramarines was in a neighbouring system, however, looking for the remains of a Tyranid Hive Fleet. The Ultramarines responded quickly, with the limited forces they had.

Upon arriving in the orbit of Fultram Primus, the Marines' Battleship was attacked and crippled by previously un-catalogued orbital defence weaponry upon the planet. A hurried message was loosed to warn the next arrival, as the Marines scrambled to board the escape craft.

Only five Thunderhawks filled with Marines, a single Dreadnought, and a Land Raider escaped the burning craft. The Thunderhawks took heavy fire on the descent, both from the orbital defenses, as well as the scrambled fighter-craft of the renegade Governor.

Barely managing to stave off the attacking fighters, the Thunderhawks landed in a rocky, mountainous area, scant miles from a Planetary Defence Force Base. Erecting a makeshift base, the Marines gathered their data for the coming assault. A Thunderhawk was dispatched to scout-out to the P.D.F. base, and identified a small contingent of P.D.F. forces in the nearby woods, and a bridge further up the road that prevented traffic.

Just as the Thunderhawk got the P.D.F. base in sensor range, the sounds of cannon fire could be heard, a screamed warning of anti-aircraft guns from the crew, an explosion, then silence. The Marines bowed their heads for a moment in tribute to the downed crewmen, then returned to the preparations of war.

SCOUTING MISSION

The Ultramarines send a scouting party of two battle squads to investigate the P.D.F. force in the forest. The enemy was in a densely-forested section of the forest, and the Land Raider and Dreadnought could not travel through to the force.

They crept through the night towards the P.D.F. encampment. As the Marines approached, they could tell that a larger contingent was



Spy Sat 1x32 – Rebel armour positions (minor interference)

stationed here, but only a small crew was present. Two Leman Russ tanks were parked in the centre of a clearing, and dark shadows of men patrolling could be seen around the clearing perimeter. The Marine force split up to form a two-pronged attack with the primary goal of disabling the tanks. If these were allowed to attack the remaining Ultramarine force, it could be a bloodbath.

Pillboxes and Flak Guns

Use the Armour Value of 20 for these emplacements, and the 'Hull' damage table from the Leman Russ Battle Tank for penetrating hits. For variations on difficulty, to make it easier, a 'One penetration kills' rule could be used, or you could roll as a building in the 40K rulebook. Base it upon your players, experience, and luck.

(If using 3rd Edition rules, the pillboxes can be classed as bunkers and offer a cover save of 4+.)

Setup

The scenario is played on a 48" x 48" gameboard.

One squad of Guard may be placed on the board, scattered so that the troops are in groups of one or two, no closer than 6", but no further than 18" from the tanks. These troops are unaware of the lurking Marines, so they will move randomly as per the *Sentry* rules printed in Necromunda.

Pillboxes: The P.D.F player gets three Pillboxes unknown to the Marine Player. The Pillboxes are essentially a mini-bunker with an Imperial Guardsman inside, with a Heavy Bolter and a Targeter. The Pillbox has double the Initiative range for detecting troops (6"), and begins the game in a hidden spot on the board.

Once the alarm is sounded, the Marines finish their turn if appropriate, and the Imperial Guard player gets to bring on his reinforcements. Roll a D6 for each off-table squad: on a 2+, the squad comes on to support their comrades, on a 1 the squad must roll next turn to come on. The Leman Russ tanks will be fired up immediately, but not be able to move for one full turn after the alarm is sounded. After that, the tanks may operate as normal.

Scouting Mission Forces

Imperial Guard
4 Tactical Squads
(2 with Heavy Bolters and 2 with Melta-guns).
2 Leman Russ tanks

Note: The Imperial Guard/P.D.F squads have no Veteran Abilities, no Comm-links, and no Command squads. The Leman Russ tanks have no Vehicle Cards, and not even Auto-Launchers (so there!).

3rd Edition rules:
4 Infantry Squads (each with two man heavy weapons teams)
2 Leman Russ Tanks

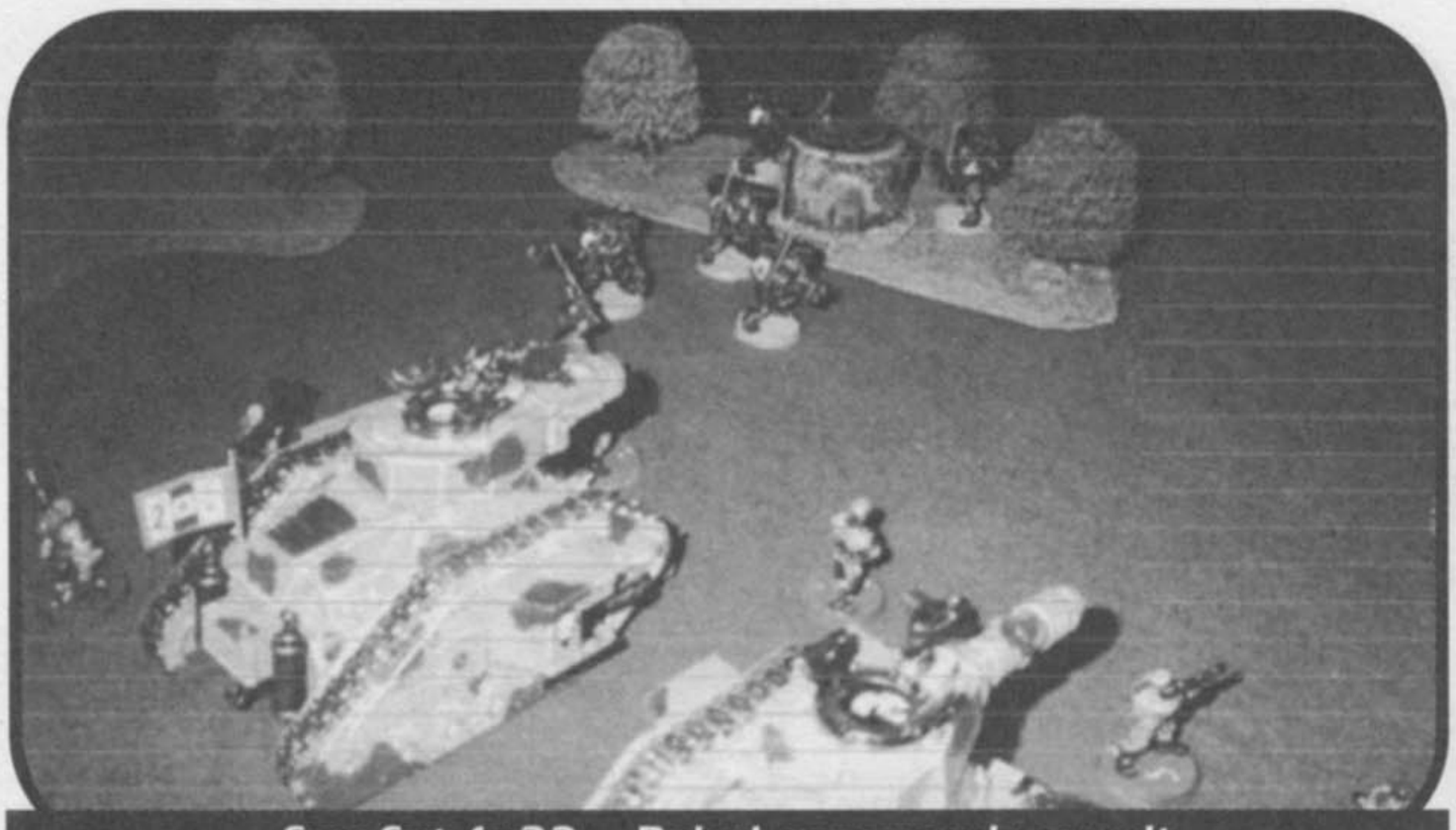
Space Marines
5 Scouts
(Needle Sniper Rifles and Krak grenades)
1 Assault Squad
(Melta-Bombs)

The Marines get no Veteran Sergeants (Sergeant Grummon is too busy co-ordinating the rest of the force to include himself), or any other equipment than listed at the beginning. This forces the game to be based on tactics and dice rolls, rather than characters and wargear.

3rd Edition rules:
5 Scouts
(Sniper Rifles and Krak grenades)
10 Assault Marines
(Melta-Bombs)

The Marines win this scenario if they destroy the tanks. The P.D.F wins if they kill all the Marines.

The winner of the game needs to keep track of his survivors, for they will be available later on in the missions.



Spy Sat 1x32 – Rebel armoured assault

Sentries

Movement of Sentries: They move a D3" in a random direction (scatter die determines), then end up with a random facing. If they move such that a Marine may be seen, they must roll a D6, add their Initiative characteristic, and a +2 if in full view, or +1 if in partial view. If a '9' result is achieved, the alarm is sounded and the Imperial Guard may react. If the model is within the sentries' Initiative range, add two more to the roll.

Firing on Sentries: if a weapon is fired, roll a D6 and add the Strength of the weapon, adding two more if the weapons is a heavy weapon: if a '9' or more is scored, the alarm is sounded.

Close-combating Sentries: If a sentry is attacked in hand-to-hand, but killed in THAT phase, then the alarm is not raised. If the sentry survives, or kills his attacker, then the alarm is raised.

KILL THE A-A GUNS

Sergeant Grummon evaluates the last data received from the Thunderhawk. The Bridge is heavily defended, and the P.D.F are dug in. The only way to take the bridge is to get a squad in the middle of the forces which will require an Marines to use special parachutes *(perhaps it's too high for Jump Packs! – Ed)*, but the A-A guns make that impossible.

The A-A guns are targeted as the next priority, and a plan is formulated. The Marines make their way through the dense forest, and come to the base of the hill where the A-A guns reside. A small clearing at the bottom shows the P.D.F forces holed up behind barricades, hidden behind rocks, or dispersed around the A-A guns. The Marines are horrified as the A-A guns lower and begin firing at them!

Setup

The P.D.F player can use the two A-A guns, which are in small bunkers (armour value 20), with an Imperial Guard gunner with twin-linked Autocannons with a Targeter. The A-A gunners are extremely good shots, and have wreaked havoc on pirates and raiders for years.

The A-A guns may lower their fire arc and fire at troops no closer than 12" from the base of the hill the guns are on.

The Marines win if they

A-A Guns Forces

Imperial Guard
4 Tactical Squads
(2 with Heavy Bolters and 2 with Melta-guns)
1 Command Squad (Comm-Link)
2 Twin Liked Auto-cannons (A-A guns with *Slick Crew* Veteran ability)

The Imperial Guard squads are limited to 150 points per squad, however, but may buy Veteran abilities.

3rd Edition rules:
4 Infantry Squads (each with two man heavy weapons teams)
1 Command Section (with a two man heavy weapons team)
2 Twin Liked Auto-cannons (A-A guns)

Space Marines
1 Assault Squad (Melta-Bombs)
1 Devastator Squad (Lascannon and Heavy Bolter)

3rd Edition rules:
10 Assault Marines (Melta-Bombs)
10 Devastator Marines (Lascannon and Heavy Bolter)

knock-out the two A-A guns. The P.D.F. player wins if he kills all the Marines.

The winner of the game needs to keep track of his survivors, for they will be available in later missions.

TAKE THE BRIDGE!

The road to the P.D.F. Mid-Base leads across a heavily-defended bridge. The Marine Scouts recon the area and return with the following information:

The P.D.F. forces include four squads of P.D.F. troops, two pillboxes, a Griffon and a Basilisk tank. The troops are behind hardened obstacles, and the bridge is blocked with obstacles as well. To make matters worse, the road leading to the bridge is straight for nearly a mile and mined, allowing the P.D.F. ample time to destroy any incoming tanks.

One battle squad of Tactical Marines jumps out of the Thunderhawk as it flies near the battlefield, pulling their parachutes and aiming for the pillboxes whilst the ground forces lend fire-support.

Setup

The P.D.F. player sets up the terrain on his side of the river, and may use all the hard cover he can find (no bunkers!). The Marine player gets virtually no cover, and must kill the pillboxes and vehicles.

The paratroopers nominate a hit location, and roll a Scatter dice: they MUST deviate, a 'HIT' does not allow them to be on-target. Deviation distance is 2D10". They may move, charge, or shoot normally on the turn they land.

Take the bridge Forces

Imperial Guard
4 Tactical Squads
1 Command Squad
1 Griffon Tank
1 Basilisk Tank

The Imperial Guard squads are limited to 150 points per squad.

3rd Edition rules:
4 Infantry Squads (each with two man heavy weapons teams)
1 Command Section (with a two man heavy weapons team)
1 Griffon Tank
1 Basilisk Tank

Space Marines
1 Tactical Squad (Krak Grenades)
1 Devastator Squad (Lascannon, Missile Launcher, Heavy plasma Gun and Heavy Bolter)

3rd Edition rules:
10 Tactical Marines (Krak Grenades)
10 Devastator Marines (Lascannon, Missile Launcher, Heavy plasma Gun and Heavy Bolter)

The Marines win if they kill both pillboxes and both tanks. The P.D.F. win if they kill all the Marines.

The winner of the game needs to keep track of his survivors, for they will be available later on in the missions.

ASSAULT ON FIRE BASE ALPHA

Sgt Grummon now commits the last of his forces to attack Fire Base Alpha. Aerial recon of the Base shows a large concentration of troops, and several vehicles. Grummon knows that he must attack with extreme prejudice, or lose his opportunity as reinforcements come in.

The P.D.F. has a large bunker which serves as their barracks. The barracks is ringed with crates, fencing, and other debris to provide a defensive perimeter. Two Leman Russ tanks patrol the perimeter, along with a single Sentinel. Two Command Squads and 6 P.D.F. squads protect and populate the base.

Fire Base Alpha Forces

Imperial Guard
6 Imperial Guard Squads (Tactical or Heavy, 3 squads may be Veterans)
2 Command Squads (with Comm-links)
2 Leman Russ Tanks
1 Sentinel

3rd Edition rules:
6 Infantry Squads (each with two man heavy weapons teams)
2 Command Sections (with a two man heavy weapons team)
2 Leman Russ Tanks
1 Sentinel

Space Marines
1105 points to spend on:

Assault, Tactical, Devastator or Scout Squads only.

Veteran Sgt Grummon (Power with Glove and Stormbolter)

1 Land Raider
1 Dreadnought
(Neither of the above are allowed Vehicle Cards)

3rd Edition rules:
As above, but using 1000 points under the Standard Force Organisation chart.

Setup

This mission needs to be setup on a 4' x 6' board, with the Fire Base setting up in the last two feet on the 6' long side. The Marine gets to setup a row of buildings or trees along the first twelve inches of the board on the 6' side. A smattering of cover and debris should be placed between the deployment zones.

The P.D.F. player can start with up to eight men in the bunker/barracks. Use the rules for Bunkers for the barracks.

If the P.D.F. won

Scouting Mission: Gets to use any surviving Leman Russ tanks in the final battle.

Kill the A-A Guns: Fighter aircraft provide support, and the P.D.F gets the *Strafing Run* and *Bombing Run* Strategy Cards.

Take the Bridge: Marines do not get their vehicles, and any surviving vehicles may be used in the final battle.

If the Marines won

Scouting Mission: The P.D.F does NOT get the 2 Leman Russ tanks to add to this battle.

Kill the A-A Guns: The Thunderhawks provide covering fire, and the Marines get the *Strafing Run, Barrage,* and *Bombing Run* Strategy Cards.

Take the Bridge: Gets the use of the Land Raider and Dreadnought.

Remember that each army will get the survivors of any scenarios that they won.

If you are playing 2nd Edition the P.D.F. get the following Strategy Cards: *Minefield* and *Booby Traps.*

The previous battles tie into the assault on Fire Base Alpha as shown below.

The Marines win if they destroy all of the vehicles and the bunker. The P.D.F. wins if they kill all the Marines.

BATTLE REPORTS

Scouting Mission

After a particularly poor choice on the Marines' part (or good choice on the P.D.F. side), the Assault Marines ran through a woods right into the first Pillbox! It took a turn to kill that, which raised the alarm and allowed the P.D.F. player, Chris, to start rolling for his reinforcements.

The Scout with Multi-Melta performed well, microwaving a Leman Russ tank, only to be charged by the Lieutenant of the P.D.F. command squad and killed! The Scouts were engaged in close combat and held up for the game, while the Assault Marines charged through the P.D.F. troops! Many P.D.F. troopers were chopped to pieces as the Marines moved towards the Leman Russ tank.

After failing to bring on his last squad of reinforcements, the last two Assault Marines managed to charge the remaining Leman Russ, blowing it to smithereens with their Melta-Bombs!

Results: A Marine victory, with the following survivors – two Assault Marines and two Scouts with Sniper Rifles!

Kill the A-A Guns

The Marines went first, the Assault Marines engaging their Jump Packs and charging the P.D.F. troops at the base of the hill that the A-A guns were mounted on! The Devastators divided their fire between the A-A guns and P.D.F. troops, killing a few guardsmen, but failing to knock out the A-A guns.

The A-A guns retaliated by annihilating the Devastators on the first turn! That *Slick Crew* is REALLY good for the P.D.F. player! The Assault Marines continued making a slow advance up the hill, cutting down every P.D.F. trooper in their path!

The game ended when the Assault Marines charged the A-A guns themselves, placing Melta-Bombs and running for their lives! Their luck ran out when the bombs exploded, me rolling 6's for both A-A guns, and the resulting explosion catching all remaining P.D.F. forces and even the two Assault Marines!

Results: Marine victory, with no survivors on either side!

Take the Bridge

Having won the A-A gun mission, and winning Initiative yet again, the Marines went first, the Tactical troops parachuting into the middle of the P.D.F. encampment. The deviation for the paratroops landed them right next to the Griffon, and the Marines circled it and also charged a few P.D.F. troopers. The Devastators swept the bridge clear of the P.D.F. defenders, while also managing to completely miss or fail to penetrate the pillboxes. The

Griffon blew sky-high in the close combat phase, with the Tactical Marines following up to tie up the defenders.

The Pillboxes attacked back, killing a couple of the Devastators, while the Basilisk managed to miss both shots! After killing more P.D.F. troops in this close combat phase, the Marines charged the Basilisk the next turn, with the Devastators pouring fire into the Pillbox, managing to knock-out one!

Results: The Marines ran rampant in this scenario, much to Chris' disgust and it was quite a decisive victory. The survivors amounted to three Tactical Marines and five Devastators, including the Heavy Bolter, Heavy Plasma, and Lascannon.

Assault on Fire Base Alpha

What a slugfest this turned out to be! Chris set up his P.D.F. in the encampment, with a Command Squad on top of the bunker to gain a great line-of-sight for his Comm-link, and setting up the Tactical P.D.F. squads around the fence. A squad of heavy weapon troops went into the bunker, and the Leman Russ tanks hid around the back, out of sight of the Marines.

The Marines set up along the edge of the board atop a small outpost of buildings, obviously the remains of a mining colony. Winning Initiative yet again (clean sweep on that, eh?) *(Cheesy Git, more like, Jason! – Ed)*, the Assault Marines moved forward into cover, and snapping off shots with their Bolt pistols at the P.D.F. troops on the left flank. Thunder Hawks roared overhead, and the Command Squad on top of the bunker vanished under explosive shells and missile fire.

The Land Raider and Dreadnought moved up the centre, only for the Dreadnought to be blown-to-bits by fire from a Russ' battle cannon. The Sentinel walked around a stack of crates and blew the tracks off the Land Raider, flipping it over and destroying it!

The Devastators answered by destroying the offending Leman Russ tank, and the Assault Marines charged into the midst of the P.D.F. troopers, hacking off limbs and cleaving skulls with their Power Swords. The Tactical Marines shot the driver of the Sentinel out of his seat whilst taking serious casualties by massed P.D.F. fire. The forward-placed Scouts (seven-strong, with the survivors of the first mission) vanished under massed heavy weapon fire.

The strain of such heavy casualties seriously affected the P.D.F. as they failed to kill much in their next turn, their Leman Russ missing with all of its shots! The hidden *Booby Traps* were detonated, and the Devastators lost a number of men.

Angry at the loss of their fellows, the Devastators stayed put and a few well-placed shots blew the tracks on the last Leman Russ, flipping it over onto a couple of horrified P.D.F. guardsmen!

The Assault Marines charged into the bunker, placing the Melta-Bombs and trying to escape the blast they knew would come. The blast came, as the bunker exploded, killing all of the occupants and (artistic license here, we felt this appropriate) the bunker blew up everyone near, including the marauding Assault Marines.

The Marines won this one, but not without a lot of casualties and hard work. The survivors were about ten Marines and the same number of P.D.F.!

And two very satisfied gamers!

Try it out, and have fun!



Spy Sat 1x32 – Final Assault on Fire base Alpha

The Dwarf Way

Tactics for Blood Bowl

By Ben Singleton



WARNING – exposure to this being causes madness

Hi, my name is Ben Singleton, so I guess that you can call me, er... Ben! I have travelled under many names in my short time; I served in the Fellowship of the Ring as Gimli and I have walked this world under the guises of Nostradamus, Hugo Rune, Queen Victoria, Uther Pendragon, the Dalai Lama and Elvis *(stop this, it's getting too silly! – Ed).*

I am seven foot tall and fabulously handsome, speak Dwarfish fluently and my taste in hairdos is legendary! I have also been known to fabricate the truth once in a while!

I am the arbitrator in our Blood Bowl League, I collect Dwarfs for Warhammer (about 7000 points worth) and in Blood Bowl. I also have an Undead army of about 10,000 points and for Warhammer 40,000 I collect Imperial and yes, lo and behold, I have a Squat battle force in Epic (thanks, Warwick!).

Right, enough about me, on with the show...

Here commences a definitive guide to everyone's favourite short, fat people in Bloodbowl (no, not bloody Halflings!).

Dwarfs have been playing Bloodbowl since it was invented and teams such as the Giants and the Ironbreakers are legend. Dwarfs seem to be ideal Bloodbowl players being tough, well-armoured and having that stubborn knack of refusing to die! Most successful Dwarf teams work to the principle that if they can take out all the opposing team's potential scorers and wear down the rest, there won't be anyone left to stop them scoring the winning touchdowns!

Choosing your team

This is the team that has served me well in leagues championships and:

1. It's flexible

2. It uses all the models that come in the box

- 2 Runners – 160,000
- 2 Troll Slayers – 180,000
- 2 Blitzers – 160,000
- 6 Longbeards – 420,000
- 1 Re-roll – 40,000
- 4 Fan-factor – 40,000

Total: 1,000,000

BLOOD BOWL®

Dwarf Team Tactics

Attacking

On the offence, Dwarfs are at their best. The Runners should field the ball and run forward. The other players should then form a pocket around the ball carrier led by the Troll Slayers, possibly with a Blitzer 'going it alone' up a wing to keep the option of a pass open or to take the opposition from behind. You should then be able to smash your way through the defence hopefully taking large chunks out of the opposing team.

This play should work well against fast, wussy teams (i.e. Humans, Skaven, Elves, Halflings and Gobbos), but against the tougher teams (Chaos Dwarfs, Orcs, Undead, Chaos, Norse and other Dwarfs) you may need to adjust it a bit, but on the whole your greater resilience should see you through despite their greater strength.

Defending

It is easier to defend against harder teams; deploy quite close to the front line and give as good as you get, leave your Runners back to intercept anything that gets through the rest of your team or to take out any Gobbos thrown over your defenses. With a bit of thought you should at least be able to hold up the opposition. If you think you need to, you could

Note: *If you think it's worth it, you can put off scoring for a few turns so that your opponent doesn't have enough time to score. WARNING: THIS IS BEARDY!!*

bring up your runners to support the rest of the team or perhaps to get a hand to the ball.

Defending against a fast team is harder. I favour the 3, 4, 4 pattern described by Andy Chambers in his article; *Dugout of Doom* in WD 183. This prevents any serious holes appearing in your line. I recommend having three Longbeards on the skull, a Longbeard on each wing one square from the side, the Blitzers are deployed one square behind. Each Troll Slayer is then placed one square behind the front-line next to the widezones. The Runners one Square behind them. This should be effective in stopping those fast scum.

Dwarf Players and useful skills to have

New Dwarf teams have advantages over other starting teams as they all come with a set of useful skills. I mean, can any other race claim that their Linemen come with 3 Skills?!!

All Dwarfs come with the handy *Thick Skull* Physical Ability. This gives all the team a 50% protection from being knocked out! Combined with high armour values this makes Dwarfs very hard to get off the pitch.

I will now go through the merry, sociable bunch of psychos that make up your team.

Note: *If you are fortunate enough to roll a double, in most cases, go for Agility Skills because this is the only skill table other than Physical Abilities that you cannot choose from regularly.*

Runners

Runners do as their names suggest, they run! These are the guys who can pick up the ball with some sort of surety of success, having from the start the useful *Sure Hands* skill. Runners will benefit from skills which keep them in one piece on the run up to the oppositions endzone, skills such as *Block*. Other skills that are good for them are *Leader, Pro* and *Tackle*. Try to get one of your Runners *Guard* and the other *Dodge*. That way the Runner with *Guard* can support the other with *Dodge*. Any Stat increases are welcome but



A closely fought match against a Dark Elf team

Note: *A lot of people on the Net consider making a Runner into a thrower is essential. I disagree. 'Pass' is a useful skill, but I think that Runners are better used carrying the ball forward.*

Move increases may seem a bit excessive.

ONLY PASS IF IT IS ABSOLUTELY NECESSARY! If you want to pass the ball a lot play with an Elf team!

Longbeards

These are the basic guys, the Linemen. At a glance their Stat lines are not particularly inspiring *(especially their Movement! – Ed)*, but they make up for this by coming with the very useful *Block* and *Tackle*, a very nice skill combo for dealing with those pesky catchers and other annoying, dodging opponents. Longbeards will benefit from Lineman skills like *Guard, Dirty Player* and *Mighty Blow*. On rolls of a double, I recommend *Diving Tackle* or *Dodge*. All stat increases are welcome especially Movement and Agility increases as these allow the player to keep up with the action and handle the ball with some chance of succeeding. Try and get one Longbeard with *kick* because this will make life defending so much easier.

Blitzers

These are the guys who intercept ball carriers and run forward as escorts because they have good Armour, Movement and Agility (for Dwarfs, that is, I mean let's not get carried away now!) so

they can handle the ball and *Dodge* fairly well. It is the Blitzers who pick up the ball if the Runners get clobbered, so *Sure Hands* could be useful. Like Longbeards they benefit from skills like *Tackle, Guard, Mighty Blow, Dodge* and *Diving Tackle*. As they are faster than Longbeards they can get into better positions to use skills like *Strip Ball* and *Pass Block*. Any Stat increases you are fortunate enough to roll are useful, particularly Strength increments.

Troll Slayers

These are the 'ardest members on your team and they should lead from the front smashing their way through anything that's stupid enough to get in their way!

They come with the skills *Dauntless* and *Frenzy* which, during the early stages of a championship, makes them unstoppable! Their only problem with *Frenzy* is that you have to follow up and hit your opponent again which can work against you.

Skills that these fellas benefit from are *Stand Firm, Pass Block, Tackle, Strip Ball* and *Guard* (sigh), on doubles *Diving Tackle* combines with *Pass Block* to create a nasty 'catcher-killer'. *Mighty Blow* turns these guys into blocking daemons. Any stat increases are welcome, particularly Agility increases as these allow the player to handle the ball with some chance of hanging on to it!



Agwin – My greatest player

The Stars

The Dwarf team only has access to two Star Players in Death Zone but this is more than made up for by the vast number of Stars that are in the Journal and on the Net. I will go through a few of them;

Grim Ironjaw

Now he is a really useful guy is Mr Ironjaw, he is S4 and comes with *Mighty Blow* (ouch!). Otherwise he is just like a normal Troll Slayer but has an Agility of 3 so he can *Dodge* (a bit). He is useful throughout a championship.

The Deathroller

With 4/7/11/10 as its stats and not having to make Dodge rolls, the Deathroller literally churns up the pitch, its only weakness being that if it's knocked over it's instantly destroyed for the game! All is not lost, however, as it will be repaired in time for the next match. Deathrollers are very effective early on in a championship but get less and less so towards the end, when people get players with *Dauntless* and skills like that. I recommend using it to multiple block several opponents or to Foul.

The Cannon

(Rules published in the Bloodbowl Compendium) The Cannon is very useful for scoring quickly, the only problem being the amount of luck required to score!

Flint Churnblade

(Chainsaw wielding loony)
A Longbeard, but when his Chainsaw is started, go on a Fouling spree! The only problem is starting the



'The Ironbreakers', my own team – complete with the BloodBowl trophy!

chainsaw, having only an Agility of 2 means that this is difficult.

Barik Farblast

(Bazooka)
Useful if you want to try a throwing game. Helpful if the player you shoot the ball to has *Diving Catch*, otherwise ignore.

Conclusion

Well, that's it from me in my Stronghold of Lewes. I know for a fact that a lot of people disagree with me on certain points as any tactics article is often a matter of personal preference. So, why not tell me what you think or just e-mail me anything to do with Games Workshop.

You can e-mail me at:
ziken@compuserve. com



'The Backroom Boyz' heavy drinking and heavy cheering!

Ben Sez

Did you know?

Dwarfs are the beardiest race.

Did you know?

Green Paisley Shirts & flairs rarely make a good fashion statement!

Did you know?

Never pet a burning dog!

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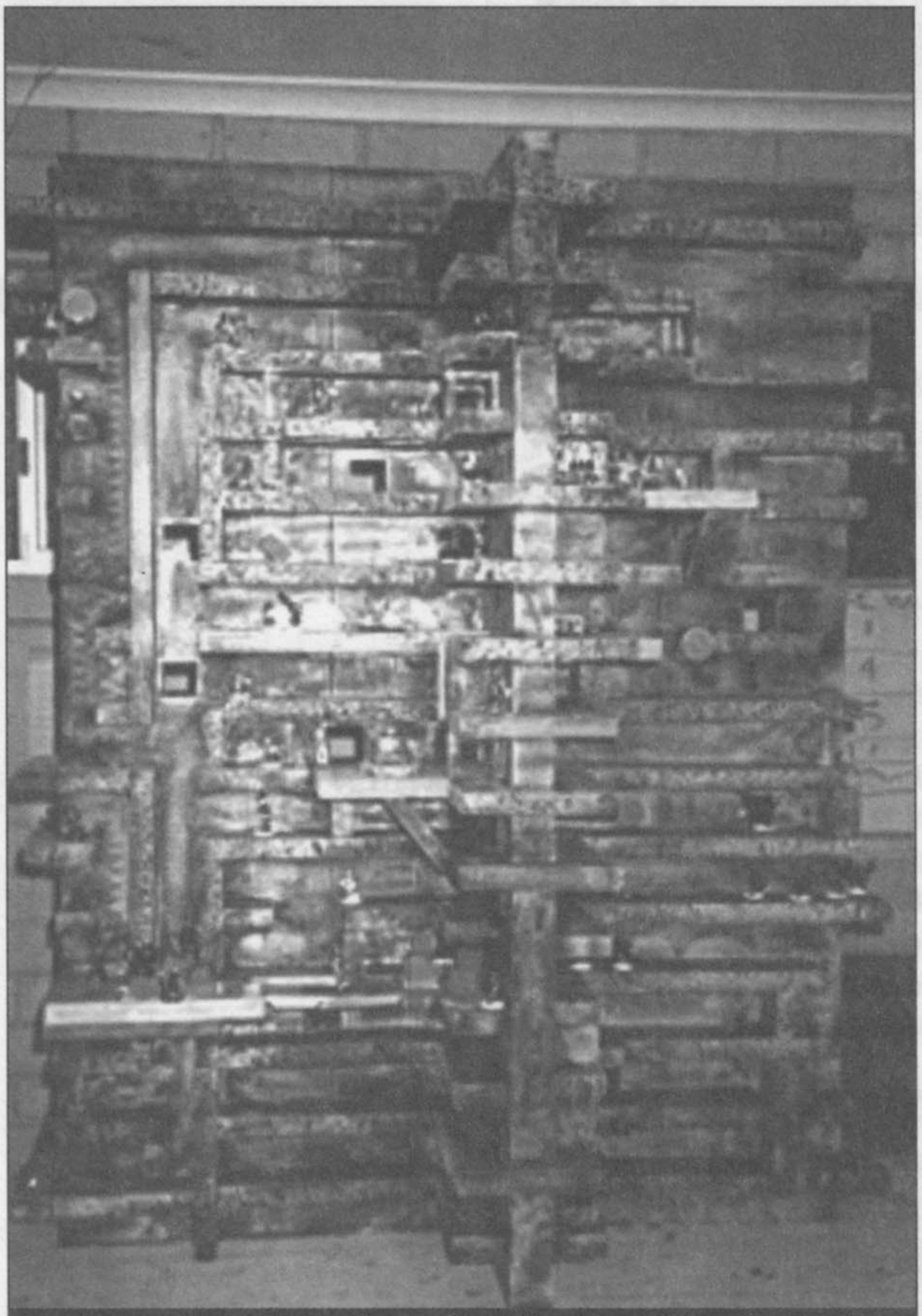
The Underhive Workshop

Modelling a Necromundan Tower-block

By Tom Merrigan

The Underhive Workshop returns with yet another story of modelling mastery. This time, Aussie Tom gives the details on how you can make your own Necromunda Tower-block from some polystyrene, card, a little skill and a whole lot of enthusiasm.

Don't miss Tom's article 'A Fistful of Gunfights', which is featured in the forthcoming first issue of *Gang War*, a compilation of some of the best Necromunda articles from White Dwarf and the Journal.



A vast metropolis in from the depths of the Underhive

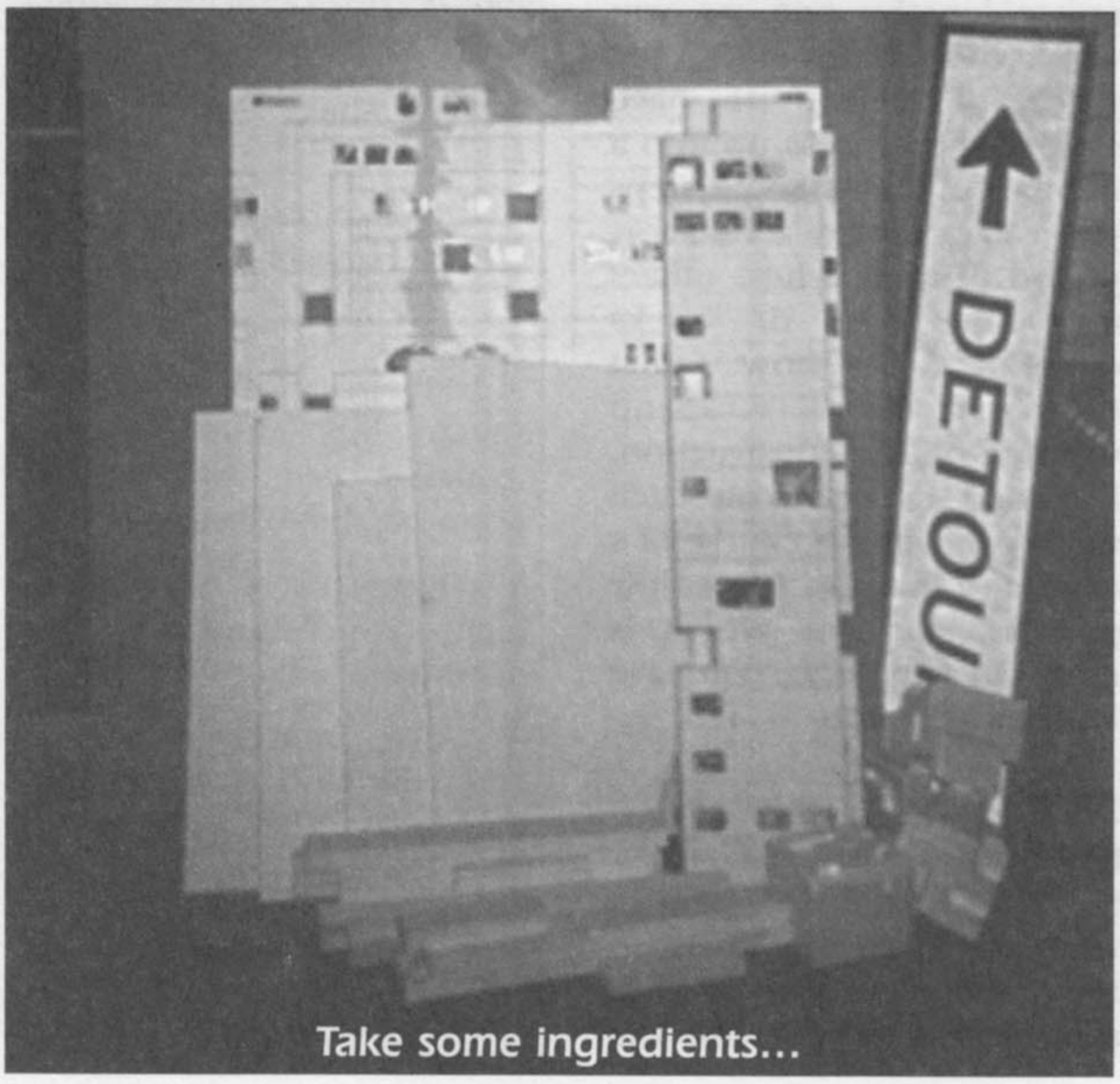
Why a Necromunda Tower-block?

It was early 1997 and Necromunda had been out for just over a year Down Under. In that time I had fought in numerous campaigns with a variety of gangs, and like many of my friends was starting to look for new challenges. I wanted to be able to play huge multi-player scenarios (at least 4-8 gangs at a time), but unfortunately, like a lot of gamers, was restricted by the amount of space I had devoted to wargaming and the size of my terrain collection. It was at this time that Matthew Currier appeared in White Dwarf 207 showcasing his rather large Necromunda and Space Hulk gaming board. From my first glimpse I was inspired. It reminded me of some of the old arcade platform games I use to play when I was in primary school back in the 80's. In short, fighting over such a board was the way I had always envisaged Necromunda to be played. I knew what my mission was. I was to build my very own Necromundan Tower.

From that moment on I spent every moment I could building my own Tower. The monstrosity ended up being 14 stories (42") high and was mounted on a 3' by 2' board. Among the twisting and winding passageways were a docking bay, cinema, bar, a number of lift shafts and other terrain features. I even constructed it so that it came apart in two pieces for easy storage. For around a year my friends and I gamed happily on the Tower, which had inspired all sorts of different scenarios and special missions. Then one day a new idea began to form in my brain. I decided it was time to make a new, bigger, better and more extravagant Necromundan Tower. Now I have two of the 'beasts' lurking around in my downstairs gaming room. Endless days of gaming await. Time for 'Block Wars' in true Judge Dredd fashion was upon us.

GETTING STARTED

The most important part in building the Tower is designing it. This is the best part, but also the most difficult part of the building process. A poor design can lead to absolute frustration when it comes to playing games. I speak from personal experience when I say this. My first Tower was constructed in the shape of the letter 'H', which severely limited setup in multi-player games. The gangs that got to set up on the outsides had an advantage over the gangs that had to setup in the centre. The board was also designed with most of the points of interest on the top half, and as such most of the games were played on that part of the board. Rarely was the bottom half of the board ever used. Therefore you need to take a lot of time in considering the exact layout of the board and how you want it to function.



Take some ingredients...

The first thing to do is sit down and decide what shape you want the Tower to be in. For my new Tower I chose the shape of a cross, but you may decide to build yours in the shape of a square or some other wacky design. Before you commit yourself to any one design though always think about how it will effect the set up of gangs if they were fighting a standard gang fight. On such a board you are trying to maximise the number of gangs that can participate, whilst still making setup fair for all parties involved. Personally I think the cross or '+' shape is the best and most suitable for the game of Necromunda.

Next, you have to sort out all of the things you want to include on the Tower. Do you want lots of lift shafts, lots of rooms or are you more into winding passageways and so on? This is an important step as it helps you in the next stage, which is actually designing the levels. The best thing to do is to write all these things down so you have a reference list later on. You also need to decide on the dimensions of the Tower. How many levels high and how long will each side be?

THE DESIGN PROCESS

The best way to design your Tower is to draw a two-dimensional plan of each side of the board. This should be complete with doors and ladders along with any other terrain features. Remember though, that the construction will ultimately be a three-dimensional model, so the sides will interact with each other. For example, getting from point 'A' to 'B' on the Tower might involve

traversing all of the sides. Really, this is the place to let your imagination run wild. Make the Tower as interesting as possible. Also, try and keep the plan as close to scale as you can. The plan shouldn't be a rough sketch but a detailed piece of reference material. In total it took me three days to come up with my final plan, but even then I was unsure of how the whole thing would function. I therefore constructed a miniature three-dimensional model from my plans. This proved invaluable, as not only did it show me how the four sides of my Tower would function together, but it also acted as a map to help out players whose gang members get lost. Once you have designed the Tower the hard part is behind you. Now all you have to do is build it! Trust me, it's simpler then you think.

MATERIALS

There are a few materials that are essential to the building of the Tower. The most obvious is foam or polystyrene, and lots of it. Packing foam that you find around TV's and the like is really not suitable. You need flat pieces of foam which you can use to make levels and, of course, the chassis of the Tower. The easiest way to get such foam is to buy it. Of course this can make building the Tower a rather expensive process. The other way to get flat foam is to scout out local white goods retailers for foam which is used to pack refrigerators, dishwashers, washing machines and the like. Big waste dump bins in industrial sites are also good *(though do make sure that you have permission to be there and take great care of toxic waste n' stuff, y'hear! – Ed)*. It may interest you to know that for the first Tower I built I did not buy any foam. I'm actually quite lucky, with a white goods retailer only five minutes drive away from where I live. They were more than happy to help me out by giving me packing foam which they otherwise would have disposed of. For the second Tower though I wanted a good looking, stable model so I actually bought all the foam. The old one was just getting too rickety for my liking!

Using the materials that I've described will allow you to build the Necromunda Tower in its simplest form. Of course, adding detail, and how much is entirely up to you. More of this later though.

CONSTRUCTION

The construction process is a rather lengthy one, as you would imagine for such a big piece of terrain. I have divided the process up into a number of steps. Some steps you can complete in a short period of time, whilst others may take days or weeks depending on how much time you have to spend working on the construction. I tended to do a bit each weekend over the course of a couple of months. It's a slow process, but one which is most satisfying once you have finished.

STEP 1:

Reproduction of the Plan

So you've made your plan of what you want the Tower to look like. Now you have to reproduce that plan onto the superstructure of the building. The superstructure is the part of the Tower that all the levels are glued onto. The foam for this needs to be sturdy because it will support everything else, and so should be at least 1" thick. The thicker the better though. This foam will have to be cut so it is equal to the dimensions of your plan. Remember, when you cut your foam that each level in Necromunda is 3" high so if your tower is 15 stories high then you will need a piece of foam 47" long (This includes an extra 2" at the top to represent the wall for the top level). It is always the number of levels x3, plus 2. If you are using the '+' shape it is best

Other Useful Stuff

Below is a list of other materials I used to construct the Tower.

- PVA glue. Lots and lots. As much as you can get your hands on (although that might get a bit messy!).
- A sharp modelling knife.
- Lots of cardboard (cereal packets are perfect).
- Scissors.
- Filler of some kind (again lots and lots). A caulking gun will make applying the filler easier.
- Tooth Picks. Yes that's right, the humble old toothpick.
- A metal ruler. (Preferably one with inches and cm on it).
- Sand paper.
- A not-so-sharp lead pencil.

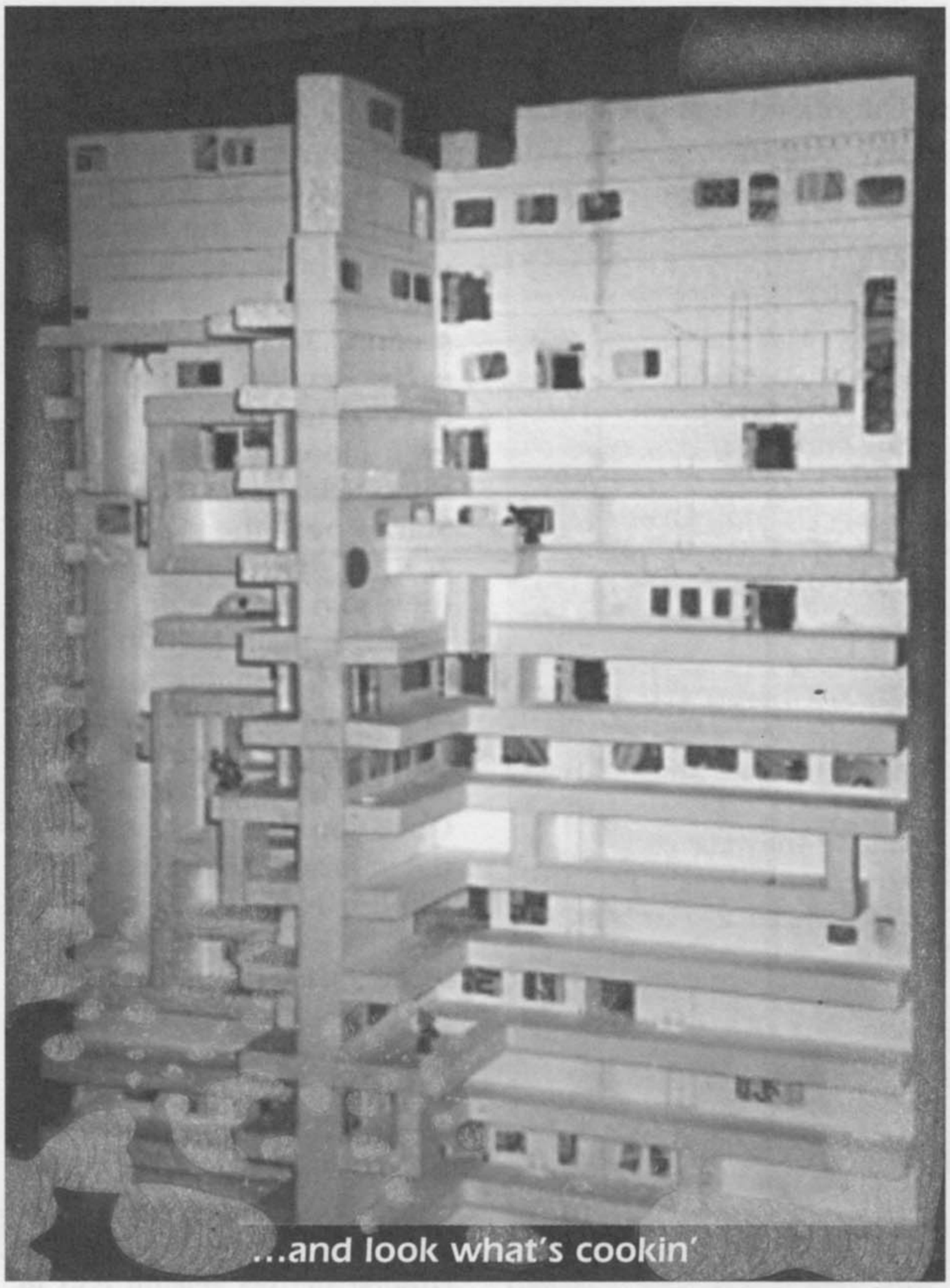
to have one big long section and two smaller ones. These two smaller sections will be glued to the bigger one about halfway along. When measuring and cutting the larger section you will need to make sure you leave room for the side sections to be glued on. (If the side sections are 2" thick then you will need to leave a gap of 2" at the point where they are to be glued on to). The easiest way to cut out the foam is with a modelling knife and a metal ruler. Remember to always cut away from yourself!

Once you have cut your foam make sure that all the pieces of the frame fit together appropriately. Do not glue the pieces together though. Once you are sure everything will fit together nicely you need to copy all the details of your plan onto the super structure. Draw it on exactly to scale, as it would be once constructed. You need to draw where the platforms will go, where any barriers will be, where the doors and ladders will go, and where any holes are to be cut out. Remember again to leave room for the side sections to be joined to the main one. It is also useful at this stage to mark out where rooms will go and so on.

STEP 2:

Cutting Out the Doors and Other Holes

Now proceed to cut all the doors (and anything else that needs to be cut out) out of the superstructure. Once you have cut the doors out use sandpaper to smooth up the surface of the little tunnels which should have now been created. Something else you might like to do now, but which is not a necessity, is to



...and look what's cookin'

glue bits of detail onto the Tower. If for example you want your Tower to have lots of billboards on it, as mine does, now is the time to add them. Trust me, it will be a lot fussier to do so later on. At this stage I also glued frames around the doors. The billboards and door frames are simply made out of cereal packet cardboard cut to the desired shape and size. Once you have done this you are now ready to glue the frame together.

STEP 3:

Gluing the Frame

For this step you will need to find those toothpicks that you brought earlier. If you forgot to buy some, head for the kitchen in the hope that you can acquisition some from the pantry cupboard. The toothpicks act as joiners between the sections of foam you are going to be gluing. This is kind of the same process you would use when adding a wire support between two metal components of a miniature. Position the toothpicks about 2" apart up the entire length of each of the side sections along the part that is to be glued to the main section. Remember to only push the toothpicks in half way because the other half will be

pushed into the main section. It will be easier if you push the blunt end in and leave the sharp end facing out. For added strength you can glue the toothpicks into the foam, but this is not really necessary.

Now join the side sections to the main section, gluing each one in place as you go. The sharp ends of the toothpicks should push easily enough into the foam of the main section. When I had glued each section in place I decided to reinforce the joins even more by adding further toothpicks to act as supports. Simply push the toothpicks in at a 45 degree angle so that they join each side section with the main section. Make sure you push the toothpick in all the way and remember to repeat the process for each side (a total of four times). Once you have done this give the glue sufficient time to dry. I find it is always good to go and have a cup of tea and some biccies, but that's just me.

IMPORTANT

Before you glue on any platforms to the superstructure consult your plan and see if you need to cut out any hatches or holes from the platform. It is easier to cut these out now and 'hell' to do it afterwards.

Adding Ladders:

I like to put the ladders onto the Tower before I paint so they are picked out and highlighted by the paint. There are numerous things you can use as ladders such as: building them out of cardboard. In building two towers I have found the most effective way to create ladders is with staples. You'll have to glue them in place though otherwise they tend to fall out!

Adding Tiles:

I also like to add tiles to the floor areas before I start painting. They come out the same colour as the floor but add depth and also interest to the Tower. For tiles simply cut some thick card up into squares and glue them to the floors. There is no need to cover every bit of floor, and no need to make all the tiles the same size. In fact having irregular sized tiles and laying them down in irregular patterns makes the Tower look more like something from the Underhive.

STEP 4:
Mounting on a Base

By the time you return the glue should be dry and you will have a three-dimensional superstructure staring you in the face waiting for the next stage of construction. Now it is time to mount the superstructure on a base. I must point out that this is purely optional. My first Tower was mounted on a base but my second one isn't. However, I do hope to eventually mount it on a base as in the long run it provides extra support and also functions as the 'ground floor'. If you decide to mount your Tower use as light a base as you can find. The board on my first Tower was extremely heavy and effectively tripled the weight of the construction. The size and the shape of the board are entirely up to you, but consider the problem of storage when you are deciding. When you have decided on a board simply glue the superstructure to it using PVA glue.

STEP 5:
Adding the Levels

With the superstructure now completed it is time to glue all those levels on. This is the most tedious part of the whole process but allows for some creativity. Be patient, because hours of gaming and fun await when you have finished. For this stage of construction you will need some big flat pieces of foam that are preferably 1" thick. Remember though, that the Underhive is a ramshackle place, so you may want to experiment with foam of all shapes, sizes and thickness. Be imaginative and you'll get more enjoyment from the Tower when it's finished.

When I make platforms I normally make them about 6cm wide. This allows for two models to easily walk side by side and have another gang member behind them providing cover. It is, however, good to have platforms that allow for more or fewer models to be placed side by side. Rooms are good for big engagements and will be wider, whilst places where models can only move along in single file are perfect for single engagements in close combat, with your best close combat attacker taking out the enemy one at a time.

To build the platforms take a sheet of foam and trace out the width and length of the platform. Cut it out, sand down the edges with some

fine sandpaper and then glue it into the desired place. Simple really. And once you've done a few you will get the hang of it easily enough. When I glue the platforms in place I use toothpicks to act as strengtheners in the same way as before. For platforms you only need to position the toothpicks every 4". Repeat the process for the entire Tower and you're basically finished. All you need to do now is paint it and start adding detail.

Once the Tower is at this stage it's probably wise to have a game or two to test it out. It's time to invite your friends around and unveil that top-secret project you have been working on over the last couple of months. Trust me, they'll be amazed, astounded, and more than eager to test it out with you. Whilst it seems like fun this is an important stage of the construction process. Only by playing on your construction can you really test whether or not everything interacts the way you want it to. After a few games you will know whether anything has to be changed. You might need to add another ladder somewhere and so on. It's best to be able to do any modifications before painting so that you can paint everything at once. Which brings me to the subject of painting.

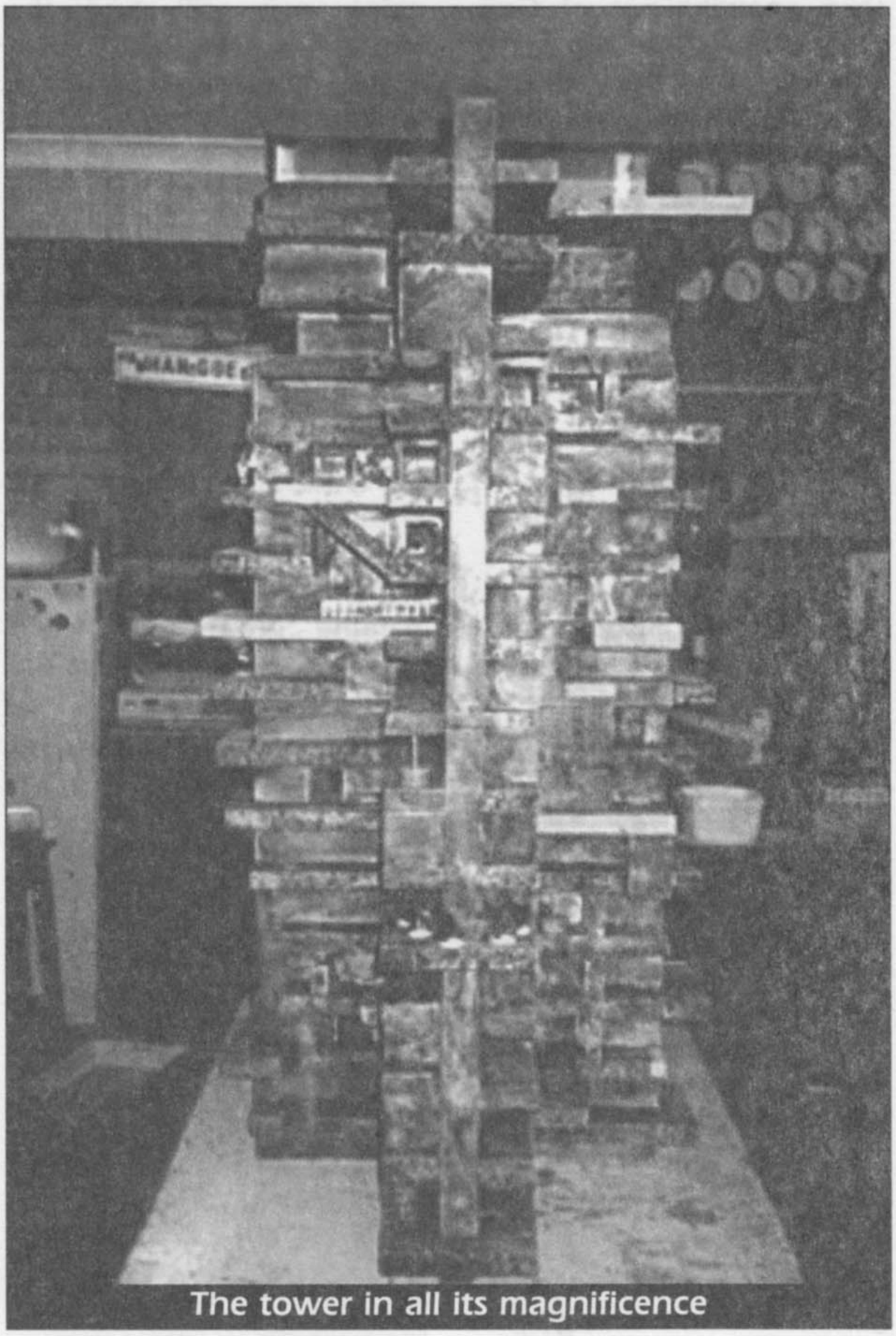
PAINTING

Painting is a straightforward process. Before even considering getting out your paint there are a few jobs that need to be done. The first one is to fill in all those gaps between the bits of foam and the superstructure. A caulking gun and some *Sellies 'No More Gaps' (Er... What! – Ed)* is perfect for this job. Fill in all the gaps and sand down any place where necessary once the filler has dried. You're now almost ready to paint. Before you do, go over the entire construction with a brush or the vacuum cleaner to get rid of any dust, bits of foam, cardboard and anything else that has made its home on your piece of terrain. Now you're ready to paint.

IMPORTANT

Always use water based spray paint as the other stuff will eat into and corrode the foam. Also, when spraying, work in a well-ventilated space.

The first stage of painting is to undercoat the building. I wanted to create a dark sort of atmosphere for my two Towers so I chose to undercoat them both in black. There are two ways this can be done. The first is to get a big pot of black paint and attack your new construction with a brush. It is much easier



The tower in all its magnificence

however to buy some black, water based, spray paint to undercoat the Tower. Using spray paint makes it easier to achieve a good coverage of the entire building. Sometimes you may find it hard to get your brush in between all those platforms.

When the undercoat is dry it's time to apply the base coat. I was really eager to get my Tower finished and start playing on it so I decided to just dry-brush it. I headed down to the local paint store and picked up a litre (more than enough) pot of Grey paint. The colour was pretty close to *Space Wolf Grey*. I then dry-brushed the whole construction using a medium sized brush. This gave it a kind of rustic and decrepit look, which is just what I wanted. Alternatively, you can take your time and do a much neater job. It depends if you like painting or gaming more I suppose. If you want to do a really good job paint the Tower like you would any Citadel miniature.

ADDING DETAIL

Once you have painted the Tower it is now time to go to town and add bits of detail. This will personalise your Tower and make it a much more interesting piece of terrain to fight over. Pipes, refuse, hatchways, messages on billboards, wanted notices, electrical wires, rubble, bullet-holes, blood from where someone's brains have been splattered against a wall *(alright, alright just calm down Tom! – Ed)* and so much more. Be inventive and have fun.

In the campaigns my fellow gamers and myself play we allow the winner of each fight to personalise the Tower in some way. The most common is the writing of a message marking their gang's turf or a warning to the other gangs. This is a great way to get your fellow gamers involved in the construction of the Tower and ensures that everyone in your gaming group has a hand in the Tower's evolution.

FINAL WORDS

I hope this article inspires you to go out there and build your own Necromunda Tower. I think you will find the rewards well worth the time it takes to build such a monstrosity. Remember, the Tower is not just useful for Necromunda, but 40K and Space Hulk as well. You could even use it to play some games of Mordhiem on. A band of human cut-throats fighting it out against those fiends the Skaven in the sewers under the city. There are endless possibilities. For those of you who decide to build your own Tower I have included the rules that my gaming group use when playing Necromunda on the Tower.

Cheers, and may the Chaos Gods smile on you.

IMPORTANT

Some of the special play cards (from 'Designer's Cut' in Battles in the Underhive) won't really work when using the Tower in your games so they should be removed from the deck. In addition, some Treacherous Conditions should be ignored, or at least modified to suit the Tower better.

Using the Tower in Necromunda

We applied the following rules to our games of Necromunda when using the Tower:

1. You are not allowed to look around at the different sections of the Tower unless you have a gang member on them.

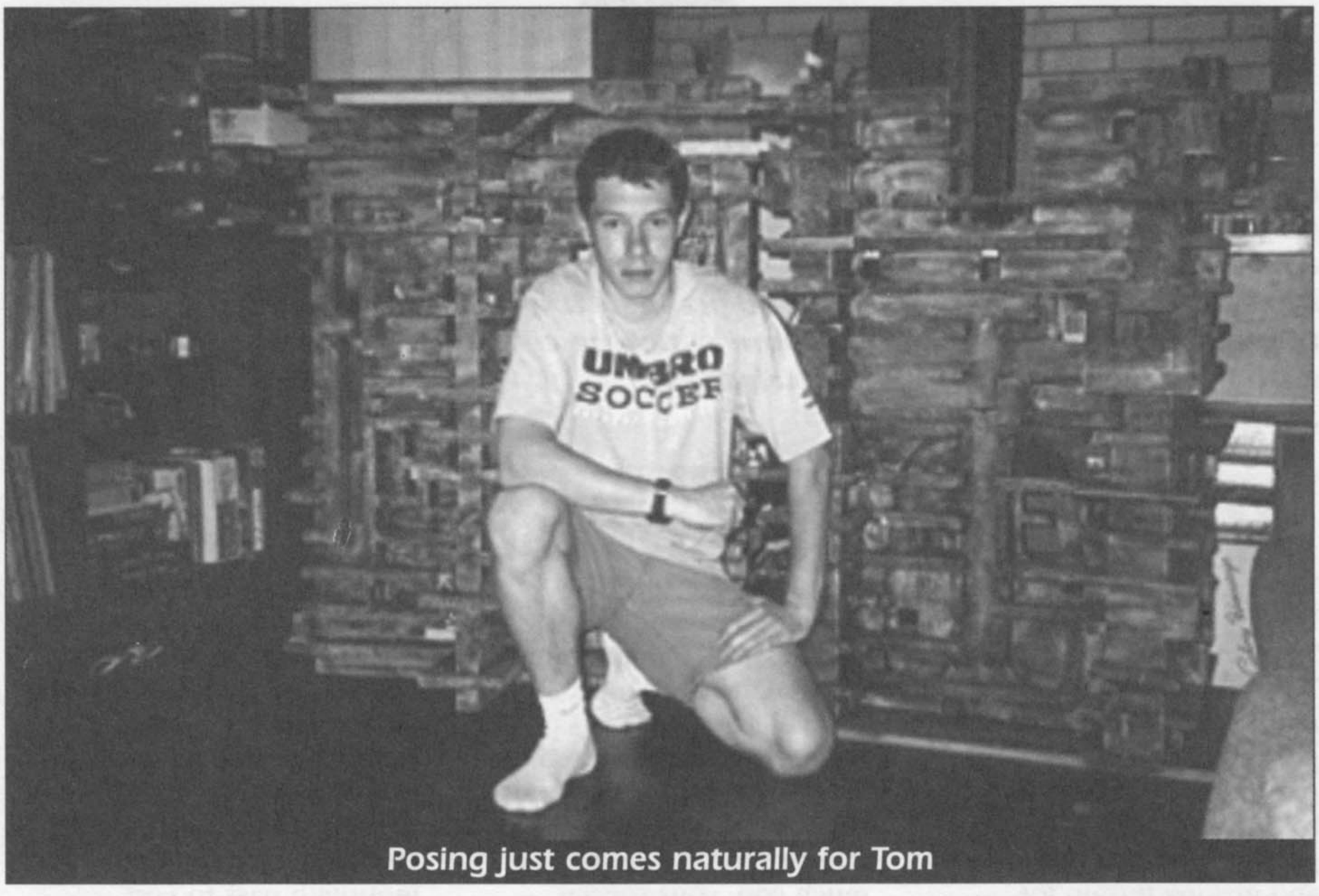
2. All levels on the outsides that join the sections are open and can be fallen off of. As too is any place that is painted yellow (or yellow and black striped).

3. If a gang member falls more than 5 levels they are automatically injured. If a gang member falls more that 10 levels they are dead.

4. Any model equipped with grenades can throw them down hatchways and lift shafts so long as they are within 1" of the opening. Roll to hit as normal, but if the grenade falls more inches than can normally be thrown, then it automatically scatters.

5. A scattering grenade will explode on impact with any wall.

6. Models can be lifted up and lowed down levels, but only in places that are open. Two models in base-to-base contact can expend their entire turn to both move up or down a level. Alternatively, a model directly above another model may lift that model up a level or the said model can move down a level. This costs them their entire turn, and they may do nothing else.



Posing just comes naturally for Tom

Tom Merrigan, Man from Down-Under

Hi, I'm Tom and I'm from Sydney, Australia and I suppose you could really describe me as a fanatical gamer and modeller *(we wouldn't dream of describing you in any other way Tom! – Ed)*. My totally fave games are Necromunda, of course, Gorkamorka, Epic, Blood Bowl and the new Warhammer 40,000 which just rocks! Recently I got a job at the Games Workshop Sydney store – which has added an extra dimension to my gaming life. We've also just had our very first Australian Games Day and Golden Demon over here as well – Totally awesome! I had so much fun running games and talking to some of the thousands that turned up, and boy, you should've seen some of the Golden Demon entries they really were 'Works of Art'!

So, what have I got in the pipeline? Well I'm pretty busy at the moment what with Uni exams fast approaching, but when the holidays hit I want to convert all of the old Tyranid scenarios for the new edition of 40,000. I'm also working up some secret weapons for Blood Bowl and am putting the finishing touches to a whole new Brat gang for Necromunda. Phew! I'm busy...

If anyone has any ideas, coments or just general gaming chat, you can drop me an e-mail on:

tlm@start.com.au

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WARHAMMER® WARHAMMER® 40,000 NECROMUNDA™

WARWICK'S WORLD



We invited the most excellent Warwick Kinrade to the bunker to see what he's been up to recently and now he's a permanent resident! So, we just left him in the corner converting, painting and gibbering quietly to himself and thought what a non-bogus idea it would be to give him his own regular column which he can fill with his sage words and hobby wisdom.
So, party on, dude!

WARHAMMER EPIC 40,000™ GORKA MORKA® BLOOD BOWL®

Welcome to the first of what I hope will become many, Warwick's World columns. This is where I get to have a ramble about our hobby in general and my hobby in particular. By way of introducing myself I've been gaming, painting toy soldiers and making terrain for seventeen years, playing Warhammer since 1st edition and Warhammer 40,000 since it was first released in 1987. I've collected more armies than I care to remember, but currently I have a Skaven army, and five 40K forces – all painted. Enthusiastic – yes, obsessive – probably! *(Oh, definitely! – Ed.)*

For this first edition of Warwick's World I'd like to talk about something a lot of people will be experiencing at the moment – converting your army from an old system to a new one. New 40K has been out for three months now, and for veteran gamers the new game is both a blessing and a curse. A new game means new army lists, which means reorganising your army in some way. I've been through this process with every revamp of 40K. Four changes later, and each time a few squads are no longer the right size, characters are suddenly carrying obsolete wargear, vehicles which once were allowed are no longer available, and new equipment is introduced that is just too good to miss out on. What was once an effective force is no longer much cop, your special weapons are in the wrong place, squads that mixed heavy weapons can't, and having lots of plasma weapons suddenly doesn't seem such a good option.

I know one player who steadfastly refuses to change his armies, because he's put too much time and effort into collecting it, getting it painted and honing it over the course of battles and campaigns into a characterful fighting force, with names and battle honours etc. This is fine by me; when it comes to gaming we will simply bend the lists to make his army fit. For example, his Imperial Guard army still uses Predators (fine right up until the release of Codex Imperial Guard) – now he'll take them as Heavy Support instead of Leman Russ, paying the same points as Space Marines. Of course he won't be able to fight in any tournaments with them, but he doesn't want to anyway. For me it's more important that the army retains it's history and character that fits perfectly into new lists. I want to be able to play games and remember the time the Imperial Guard Predators stormed the mountain pass to Fort Narshak, or led the defence at Parvan, and the time Colonel Achebiedies held off four Genestealers with his Stormshield. So just because the lists change doesn't mean you have to; it's nice to fit in, but between friends anything goes. Other friend's armies are so Codex standard that they fit right in, no changes necessary at all! Personally I fall somewhere between the two, I'll just change my armies as little as possible to make it fit again.

My largest, but not my oldest, 40K force is my Space Wolves. I started collecting it in 1993 after the release of the last edition. I used all the plastic Space Marines in the box game (I was a poor student at the time!). Today I have them all lined up on my desk at home and looking at them I'm thinking, 'I want to replace them all with the new plastics'. What a daunting job! I mean, all my

Grey Hunters, the core of my army, my Long Fangs (plastic Missile Launchers mostly), the sergeants, the Wolf Guard terminators, the list goes on. My army will be decimated for months and I can't just bin all that hard work, it took me weeks slaving to paint them all. It's not as if the paint jobs don't stand up, they're still well painted, but they are so boring. Twenty men all in exactly the same pose. What should I do?

I have been thinking about this long and hard of late. Should I start again or just grin and bear it and use my old models? They were good enough for me a couple of months ago, why not now?

I have decided to bite the bullet, my army no longer fits well or fights too well in the new game, and there are too many special characters in it – the usual suspects. Ragnar, Njal, Ulrik, Bjorn. All of these need replacing with my own characters, I'll keep the special characters for special occasions and sentimental value but otherwise their time of being the main stay of my characters is over. I have already created my own Wolf Lord, *Ulfkel Skallagrimson*, a conversion from a Blood Angels Sergeant. My new Rune Priest is *Einar Wartooth*, another conversion, including his own pet wolf and hunting hawk (inspired by the John Blanche picture in Codex Space Wolves), and a new Wolf Priest, based on the Brother Corbulo model. I will put the finished conversions in the next Journal. I had already replaced Bjorn with another Dread' a while ago.

O.K. that's the characters sorted what about the squads. I can't bring myself to throw out so many painted miniatures, so the old plastics will remain as the core of my force, besides the time and expense of replacing them makes me balk. I've bought this army once, I'm not going to buy it again. I am going to convert many of-them, give them extra equipment, purity seals, more wolf tails, etc, to vary them a bit. I am also going to



Ulfkel Skallagrimson

add ten new Grey Hunters, made from the new plastics and the older metal range. These will all carry close combat weapons and pistols and be given dynamic poses. Adding these to my other squads will give me enough figures for an entirely new squad – an extra troop choice is useful in most scenarios, and helps to give my squads that 'individual warriors' look.

Next, were the sergeants. I hated my old ones anyway so I binned them, (saving their back banners for later use) and used my Wolf Guard in Powered Armour as replacements. Veteran sergeants in Grey Hunter packs are Wolf Guard anyway. That was easy enough.

Next problem is the Long Fangs. Again the miniatures are a bit samey – three missile launchers and one heavy bolter, all plastics, with a Long Fang sergeant. They are also well painted but lack any nice 'wolfy' details, but I think they can stay for now. I have enough on my plate already. I might replace them with the new style heavy weapons eventually; until then I can live with them.

This brings me to my Wolf Guard. I have a squad of five in Terminator Armour, including a heavy flamer, assault cannon and cyclone. One of these heavy weapons will have to go. Least work dictates the cyclone, so I pulled it off a dab of paint – legal again, sorted!

I will leave the biggest task to last, I want my Wolf Lord to have a personal hearthguard of his finest Wolf Guard, each an individual warrior in his own right. five of them should do it, including the Company Banner Bearer, but this squad is a future project. My main priority is to get my army legal and on the tabletop again.

I estimate there is at least a months work here, converting, painting, basing etc. That's one 40K army reorganised, just my Imperial Guard, Tyranids, Genestealer Cult and Squats left.

If you have any comments about reorganising your armies for new 40K then send them in to the letters page. Until next issue, that's all folks!

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GAMES DAY '98

We were simply bombarded with Games Day reports from you guys, so here's a few that weren't so long as to fill a telephone dircetory!

WARHAMMER EPIC 40,000™ GORKAMORKA® BLOOD BOWL®

'ERE WE GO, 'ERE WE GO, 'ERE WE GO!!

Waking at 5 am (yes, there is a 5 am) I managed not to bang my head on the bedside shelf, only to kick my bin over getting out of bed. I never have much luck on these trips I dare say. Staggering downstairs doing my best 'Dawn of the Dead' impression, Games Day 98 had begun...



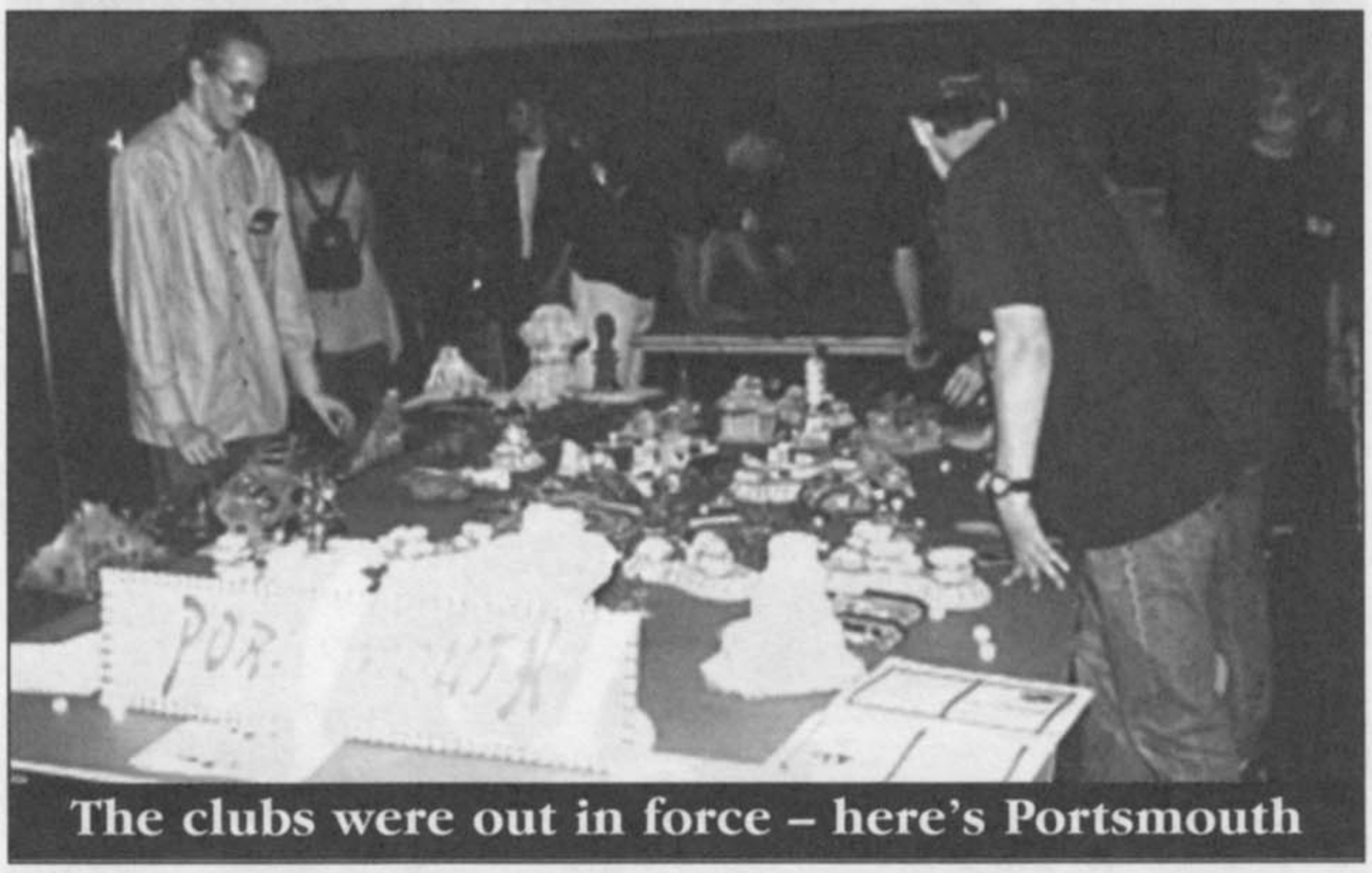
The Black Library had its own little domain...

This was my fourth, utterly brilliant Games Day and only now do I feel I can do it justice by reporting on it. First there is the usual bus trip, which went a lot smoother this time thanks to the insight of our new store manager Andy, who provided coke and biscuits (ummmmm, caffeine!) and manned the bus like a tour operator, pointing out the service stations we were NOT stopping at. Come about half eight, we had arrived in Birmingham and were surprised that our Bus driver could actually find the N.I.A. (Last year we turned up at the N.E.C. and all hell broke loose!)

For those who have never been to a Games Day, the photos just can't do it justice. The sheer number of people winding slowly around the building as they queue to get in is somewhat disheartening, yet once the doors actually open (which was about an hour after we got there) we were in within ten minutes. Many people pile into the trade stands for pre-released models or the limited edition figure. Me, I trade in information so went and mobbed the Games Designers for all I could find out. And just exactly what did I find out?

In Warhammer, the Chaos Dwarfs are being shelved for about a year to allow work on the new Codex books. The Undead Tomb King army list is absolutely brilliant. Mummies now have a Ballistic skill and fire *Asp Arrows* which give them +1 to hit. Liche Priests now come in four levels like wizards and Tomb Kings automatically cause D3 wounds on anyone who kills them due to their curse. Horrifying! Battlefleet Gothic is going to be out as a boxed game some time next summer and the Epic-scale Warhammer is supposed to be out for the Millennium. What else is there to tell? The new edition of Warhammer 40,000 is absolutely brilliant, but you already knew that didn't you??!

The main display this year was the battle for the Ultimate Gate from the Horus Heresy, with a full sized Warlord Titan *(I think that you mean 40K sized Ian, because fully sized wouldn't fit in the building! – Ed)* and a Chaos variant of it, a drilling machine that was breaking down the walls, and a vast column of Space Marine bikes was sallying forth. There were even a



The clubs were out in force – here's Portsmouth

couple of milk bottles sat beside the Ultimate Gate. (No, seriously!) At the height of it all, Sanguinius could be seen battling with a Bloodthirster above the gate, the stuff of legends. What more can be said. I wonder how they'll top that next year... *(Er... So do we! – Ed.)*

Of course, the Ultimate Gate was not the only display. Big Toof River was out in force again and there were many others. One of my favourites was the Chaos siege of an Empire fortress, from both land and sea, with a Warhammer-scale Iron Shark being built to unload tonnes of Khorn Daemons who had to face seven – yes, seven! – Dwarf Organ Guns, not to mention Empire Cannon. All the while a squad of some dozen or so Gyrocopters were bombing a Warhammer-scale Plaguecrusher ship and towing a water-skiing Trollslayer behind them – manic!

There was a Warhammer scale Man-O'-War game which was just awesome, how long it must have taken to actually build functional ships in Warhammer scale is beyond me. The speed painting competition was manic and messy. There was a mission to build a terrain board in one day, a life-sized Nightlords Chapter bike, Space Marine helmets, the Black Library, Forgeworld's super-cool new terrain... Have I filled up a page yet???

So, if you haven't been I would really recommend it. White Dwarf would have to put aside an entire issue for photographs just to cover the whole event.

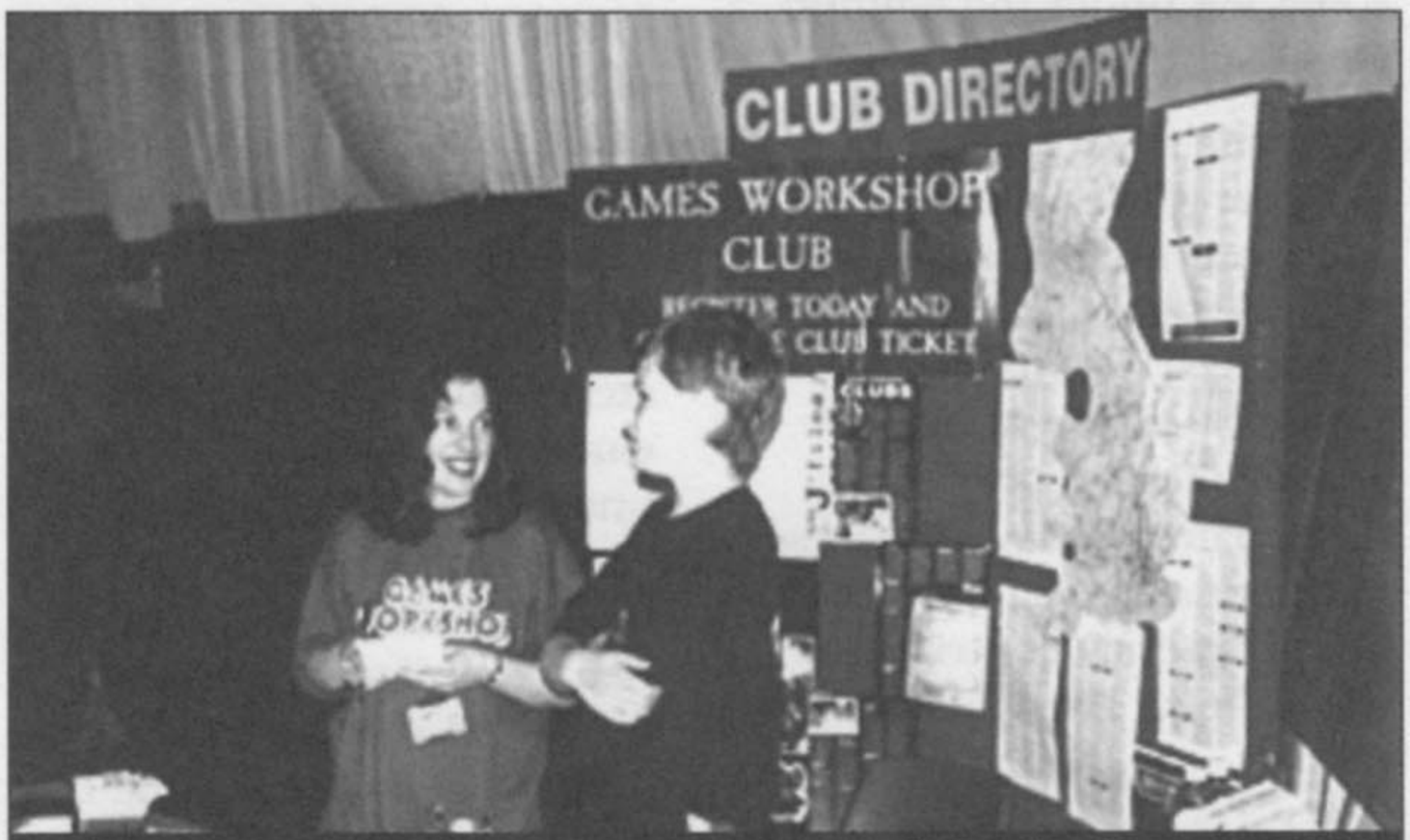
Near the end of the day is the gathering for the Golden Demon awards, three of which were won by the same guy (he was one hell of a painter) but he missed the Slayer Sword this time. As people fought to get out we managed to find our Harrogate flag quickly (last year the guy had stood in the middle of the car park entrance and we didn't find him at all!). We all filed back to the bus singing 'Vindaloo' and joking about the Harrow store (well, it does sound like a Japanese greeting).

The bus trip back is worth a mention since I came second in the quiz. (The other guy spelt Cornel right so got an extra 1/2 a mark. Bugger!) *(Quite what part of a plant has to do with GW I know not! – Ed.)* and naturally chose an issue of the Citadel Journal as my prize. (Yes, this mag is the best, slurp! Slobber! I want this to get printed!) *(Back to the rubber room with you – Ed.)*

Finally, to anyone who may have seen me (you will remember, I was wearing a sash of blue material covered in badges). I would just like to say it does work since three people from the Mighty Empires convention recognised it and remembered me as the Chaos Dwarf Player.

See you all next year.

Ian Roberts, Harrogate.



The Games Workshop club desk

'What I did at Games Day 98', or 'The further adventures of Da Boffin and Matt the Sleepy – ye saga continues!'

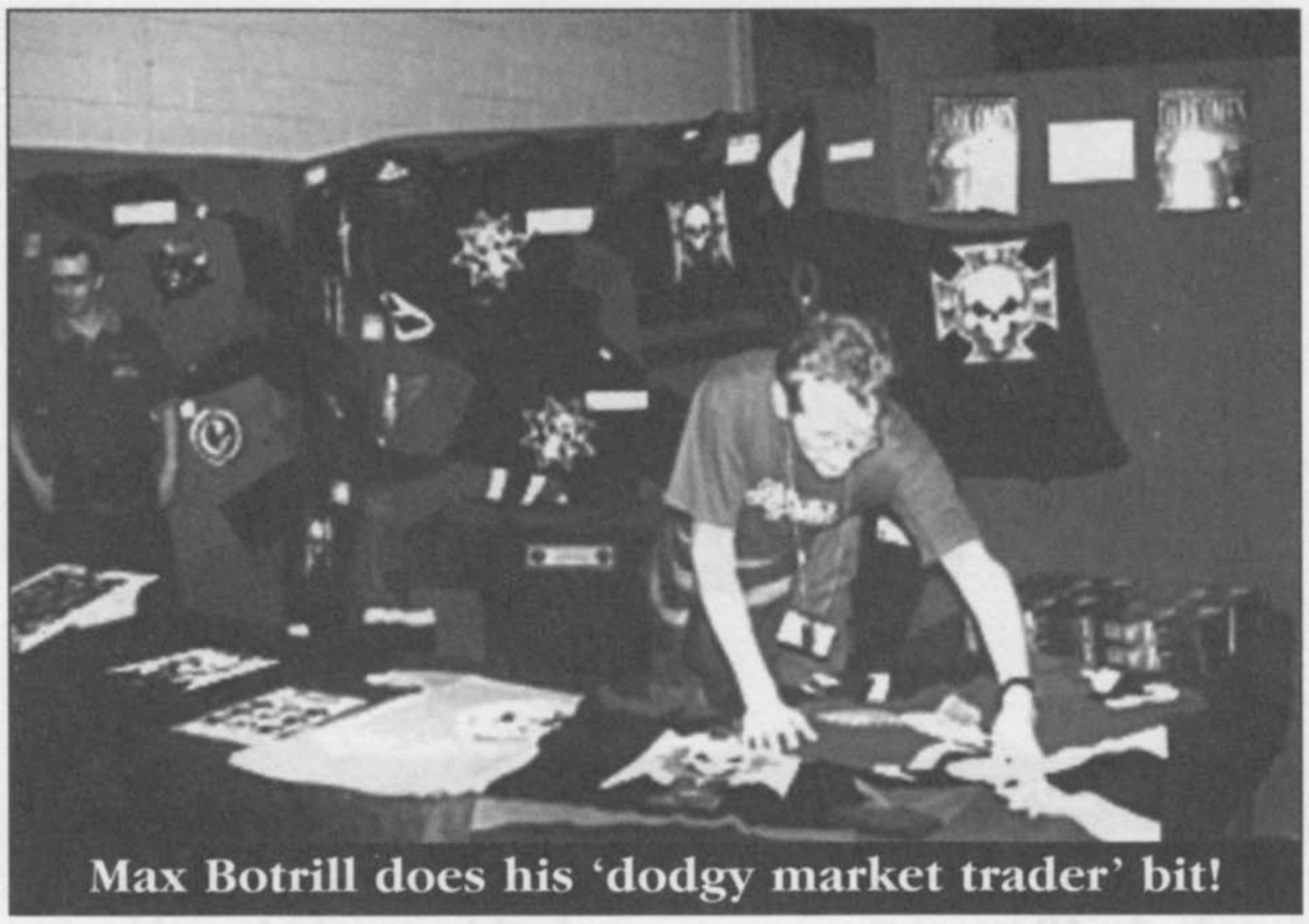
Have you ever tried getting a household ready to travel from Ipswich to Birmingham by 10:00, with two members of the party slightly ill, no-one being quite able to remember how long the journey took last time, thus making a setting-off time difficult to decide, with the pet cat-squigs (Gorka and Morka – or George and Megan as otherwise known!) to feed on the way out, and one Ork (me) determined to remain under his duvet for as long as possible? We have.

That's three times now, which either makes us persistent or stupid. On the way, we listened to Pulp (pure-wickeddoub - well, we won't go into that again!). We arrived only an hour late, and entered to find the event in full swing.

The first thing I noticed was the lack of the big yellow balloon, under which lost people had always met each other before. Not that I was planning on getting lost, but I had arranged to meet someone under the balloon. Great start!

Onto the attractions! Quickly discovered was 'Das Squig', a game on the high seas where Ork Speedstas and 'Ulks tried to get past the Imperial Guard blockade of one cruiser (The Quebec) and three patrol boats. Of course, I joined in on the Orks' side, but my measly contribution was to miss The Quebec twice!

Next discovered was the amazing 'Troll Olympics'. I partook of the Troll Race, but my Troll only moved once before eating his Goblin rider. Doh! Other events included Squig Hopper racing and Squig Chucking! These were presided over by a slightly strange bloke in helmet and sewn furs, whose northern accent made him only slightly intelligible to us southern types. Tut! *(I know what you mean, all this 'Ayup' and 'T'pub' nonsense, what's it all about? – Ed.)*

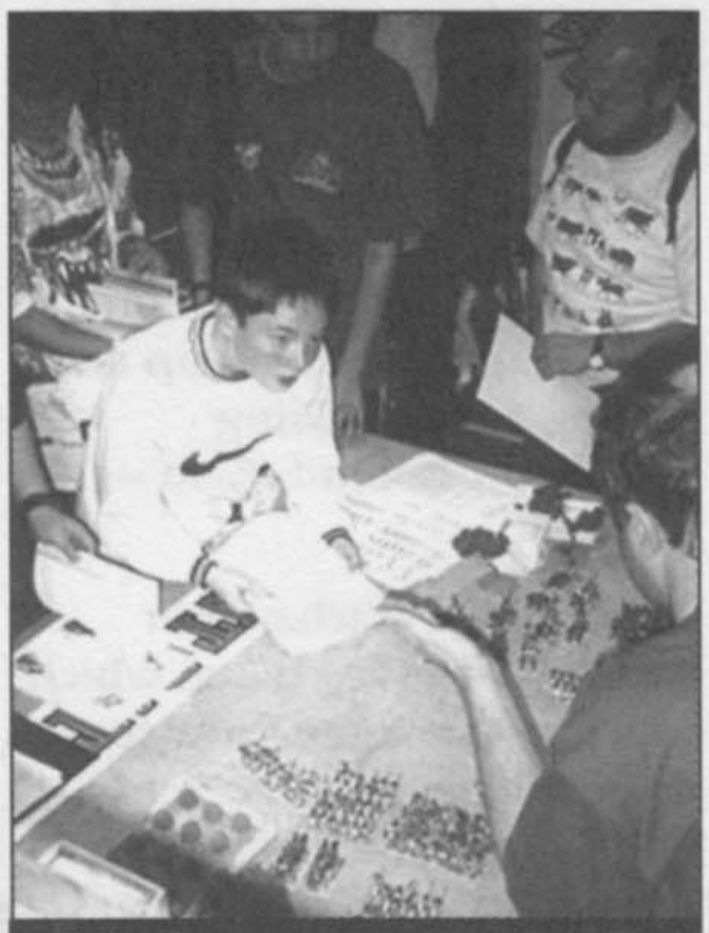


Max Botrill does his 'dodgy market trader' bit!

Finally, we discovered the new edition of Warhammer 40,000. With some little trepidation Matt and I took on the Space Marines (FOR THE EMPEROR!) in the guise of some dastardly Dark Eldar (SPIKY BITS!). Even with Matt's legendary bad luck we easily trashed them.

We ate our lunch (or rather, I ate my lunch – Matt hadn't eaten for a week for some unexplained reason, and wasn't going to start now!) whilst watching the exploits of a Commissar on the big screen. Plot was a little difficult to ascertain, due to the lack of sound, but it included tanks and some Tallarn Desert Raiders under fire.

After lunch we wandered around, and purely by accident located Nige, GW Ipswich's Manager. He was in the far corner, with some posters, trying to make innocents sign the documents that would chain them forever to a life of slavery and deprivation (or 'employment', as it's euphemistically known). After exchanging a few words I procured the new White Dwarf, and started investigating the main

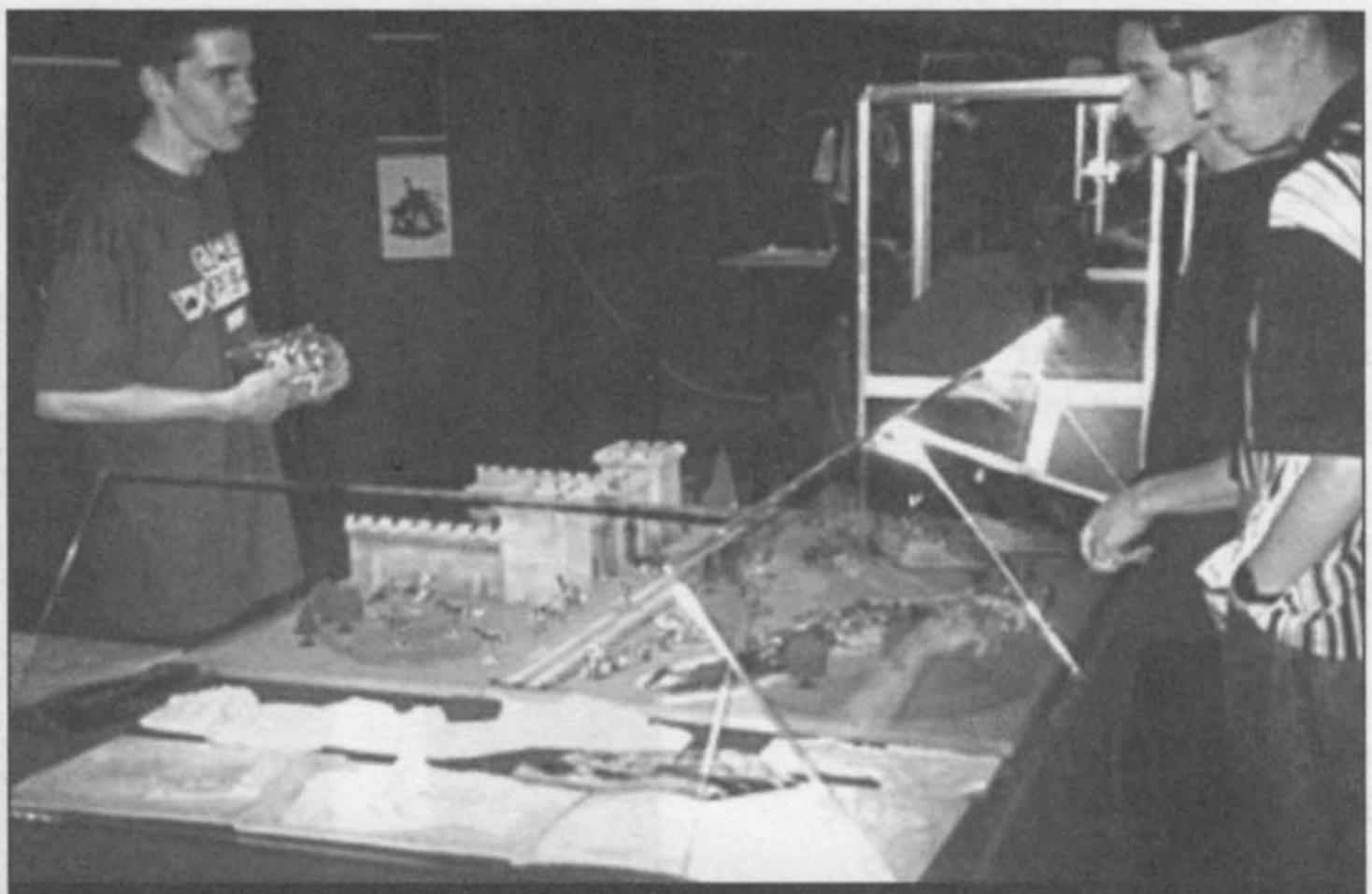


Warhammer Ancients

feature, which was (of course) the new 40K.

At the foot of the mighty Space Marine statue we located my two friends who I'd arranged to meet under the balloon, Simon 'Psychic' Lewis and David Seaman (no, not the Arsenal 'keeper!). We then visited the Studio area, and saw several amazing things, including Fat Bloke and Adrian 'Grand Warlord' Wood playing a battle *(I've heard Fat Bloke called many things in my time, but amazing? That's scary! – Ed)*, the Citadel designers and artists (including Des Hanley, who signed my WD), Dark Eldar Reaver jetbikes and Wyches. Richard Wright (we mention him because he has the same name as the Ipswich 'keeper - nice one!), and Gav Thorpe frenetically signing autographs whilst trying to explain to an agressive American why the new space battle was being played around a red planet rather than Earth.

The afternoon continued eventfully as, having just got the new Warhammer Monthly while the others had a go at the Troll Olympics, Matt and I ran into Marcus Riley. Marcus is a friend of Matt's who won the Best Epic Titan category in 1995 with his Banelord. This time round he didn't win, but rumour has it that he acheived some success with his battle scene. Speaking of Golden Demon, although all were brilliant entries I consider worth a special mention were the Gargant getting attacked by the jetbikes, the entire frothing mob of Orks, and the female Avatar, just for sheer originality. And so the day moved inexorably towards it's inevitable close.



Ben, ready to drive off the usurpers of Forgeworld

Psychic Simon's challenge for the day: Find a group of ten randomly-selected people attending Games Day '98 without at least one member wearing a South Park t-Shirt.

Mike 'Da Boffin' Brooks, Ipswich.

One man's report on Games Workshop's 'event of the year'.

On Saturday 19th September, your intrepid (decrepid?) reporter, Andy Sheppard packed his bags and headed north on an epic journey of adventure and flash photography. His mission: attend Games Day UK. A four hour drive, eight thousand marauding West Ham supporters, a barrage of pigeon excrement and a sea of frenzied munchkins were not enough to deter him. He was willing to drink beer and have an outrageously good time in order to get to the truth. He was prepared to take unbelievable risks, including spending most of



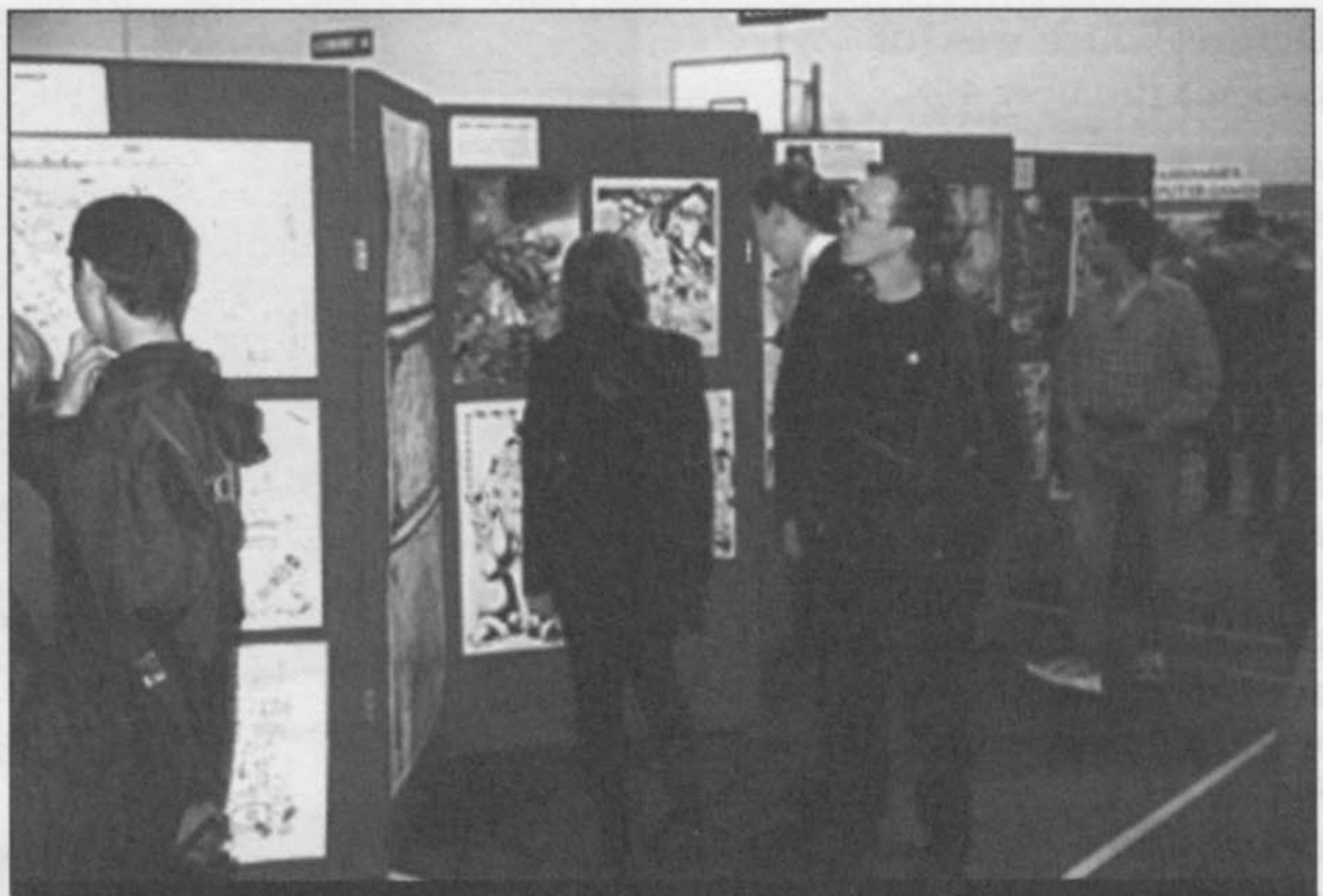
That git with the beard looks familiar!

Games Day '98

Sunday 20th within earshot of the man responsible for the worst Warhammer 40,000 joke in living memory. He even ate a Games Workshop packed lunch in the name of duty and honour. Brace yourself. This is his story.

For many years I have looked at the photos of Games Day and convinced myself that it wasn't for me. Historically, the zillions of hyped-up kids, the potentially over-the-top screaming and yelling, the fact that there would be photos in White Dwarf anyway, plus a thousand other reasons conspired to make Games Day an entirely missable event from my point of view. I had never been.

Last weekend I found out what I had been missing. Games Day was superb. Huge, crowded and over-whelming on occasions, but always superb. It was wondrous at times, and I even captured quite a few of those wondrous moments to share with you – read on for details. Whatever you do, go to one when you get the chance. It is worth the trip.



Aesthetic moments in the gallery...

In fact, it is worth letting a pigeon try to crap down your collar, but that's another story.

I'd like to start with some thanks, mainly to the people who made it such an enjoyable time. My heartfelt thanks to all of these people (in no particular order of importance or appearance, just thanks!). To Tube, Jimmy, Josh and Sarah, Aaron, Darryl and Tammy from the 40K Mailing List for their company and humour on two thoroughly enjoyable days. Tube's two companions were also really nice, but while I can remember their names well enough to say them I wouldn't dare try to spell them. Not in public anyway. (Tube kindly e-mailed me with their names; Jaakko and Kukka, thank you both. I'm glad I didn't try to guess at the spellings!) To Ian Pickstock, for making the day possible.

To Tuomas, for taking time to spend Saturday evening with us, for being such an interesting and open conversationalist and for bringing the bag of goodies for us to have a look at. Thanks also to Milla, for being so tolerant of over-excited adult gamers!

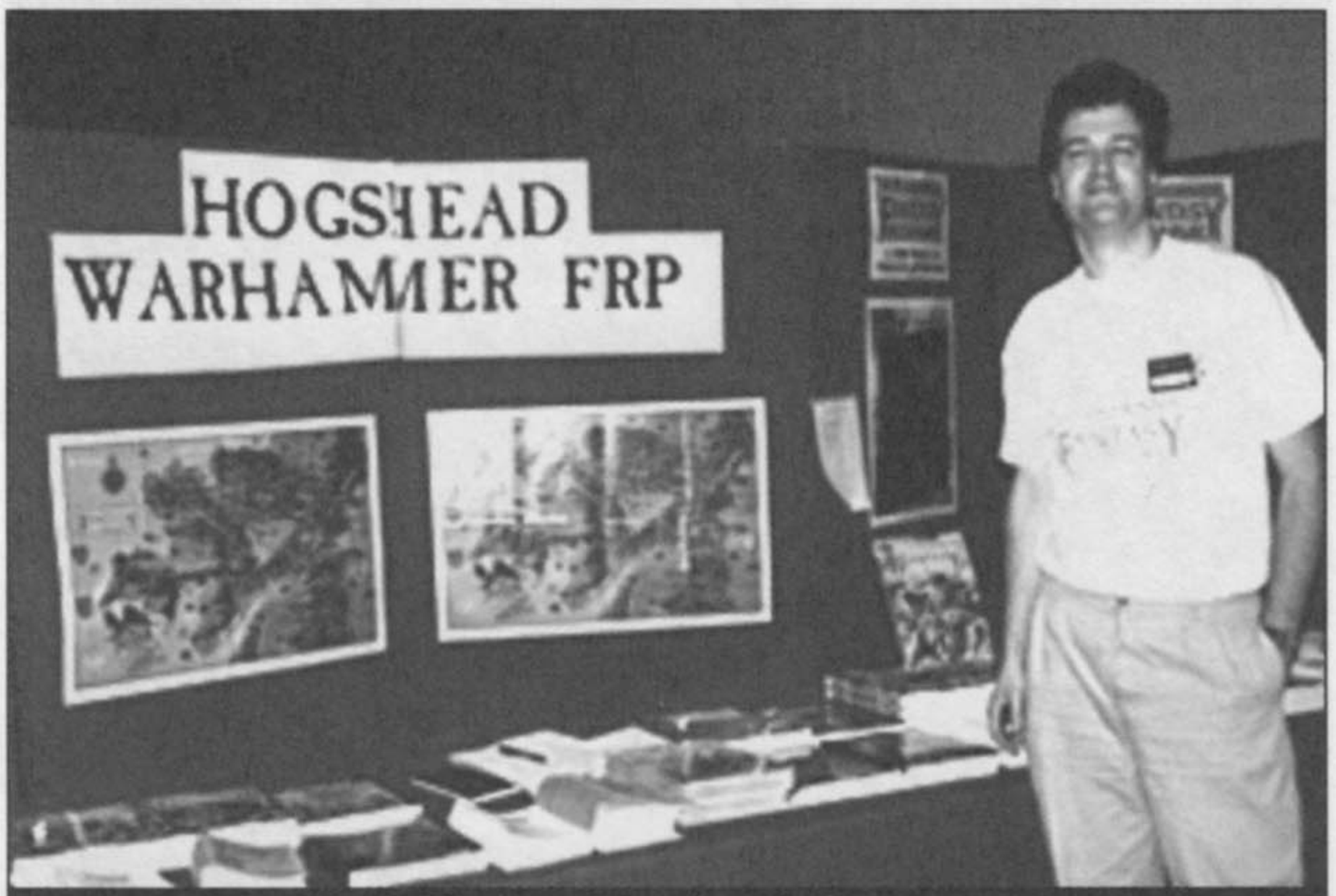
To Paul and Robin for their time and assistance. To Jervis, for always being so amazingly friendly and approachable.

To everyone else from GW who had even the smallest hand in the creation of an excellent event (with special greetings and kudos to Che, despite the fact that he seemed too busy to talk).

To Aaron again, for not trying



Manic moments playing Dark Omen!



James Wallis of Hogshead, such a sensitive chap

to tell the joke. Self-preservation is such a wonderful thing.

To Gary James, for having such a great moustache. I know that it must be made out of static grass, but I can never find an excuse to touch it to confirm this.

To Conrad Gonsalves, Jimi Tubiman and all of the other people that I met on the day. It was nice to put faces to names, and it'll be even more fun to read you guys now I have met you.

Finally, apologies to those I must have forgotten. It was a long day, a lot happened, and I'm a Southerner. *(Ah! A civilised man then, no lard and bacon butties – Ed.)*

'The Night Before'
Darryl, Jimmy, Josh, Sarah and I arranged a rendevous at the Balmoral Hotel, Nottingham (our base of operations for the Saturday night). From there we ventured into Nottingham town centre to meet Tube. Tube had brought a couple of celebrity guests with him; fellow-countryman Tuomas Pirinen and his partner Milla. We proceeded to a local restaurant and spent a very pleasant evening chatting, eating, drinking and generally enjoying ourselves. What is the collective noun for rabid gamers?

From left to right below: Jimmy, me, Jaakko, Tube, Darryl, Tammy, Kukka, Tuomas, Milla, Sarah and Spot, then Josh on the end.

Tuomas proved to be great company and very interesting to talk to. He also brought a copy of the brand new Warhammer 40,000 rulebook, Codex: Space Marines and his full draft of the Mordheim rules with him for us to flick through. All three were mightily impressive. There is a lot more Mordheim stuff tucked away in Tuomas's binder, so hopefully we'll be seeing more of this over the coming months.

Josh spent the evening trying to commit all of the new rules to memory. In the picture below you can see him trying to slip one of the rulebooks up his shirt. He even ignored the dessert menu (and anything else that happened around him!) as he delved into Codex: Space Marines. He became so attached to it that it took a team of surgeons to cut him out of it at the end of the evening.

In fact, Josh was so focussed on the new rules that he ran into some difficulty in the disabled toilet, but you'll have to ask him about that. Ian Pickstock joined us later on (having just returned from Birminham and set-up



Is it a bunch of rabid gamers or a toothpaste ad?

duties). It was a great evening, and my thanks go to everyone who was there.

'The Morning After'
We piled into the two available cars and made tracks for the National Indoor Arena, Birmingham. I gave Tube and his friends a free tour of the English countryside, taking them up and down several unnecessary motorways in the morning mist. Lost? Me? I had to phone the N.I.A. in the end and ask them how to get there. How embarrassing.

When we finally did arrive (following the directions of Tube's girlfriend Kukka, who had a far better idea of where we were going than I did) we parked and made our way to the Stage Door. We were running a demonstration game in the Black Library area, so we met up there and set up the gaming table.

Jimmy and Josh set up the Loyalist forces as Darryl and Aaron prepare to defend the superb Tzeentchian castle (scratch-built by Tube) in the name of Chaos. See Aaron's site for the full rules (above)



The Assault on the Emperor's Palace

(http://www.users.dircon.co.uk/~atunney/)

At this point I decided to rush upstairs to take some photos before the main doors opened and the pygmy masses swarmed in. Moving rapidly up about six flights of stairs (the Black Library area was in some kind of nuclear shelter sub- sub- sub- sub-sub-basement) I made it to the main floor.

I rampaged around the main floor, snapping away madly at the wealth of jaw-dropping material on show. These photos are some of my best of the day. Once Games Day started it was difficult to get a clear shot of anything, and most of the glass cabinets were covered in fingerprints or the greasy imprint of a sweaty forehead or nose. Here's some of the good stuff:

This year's main display was a massive Warhammer 40,000 diorama depicting the assault on the Emperor's Palace. Note the Chaos Titan in the picture above; there was a Loyalist one, just out of shot.

Then I hit the glass display cabinets. This was where I had to start taking care not to kick my jaw as I shuffled forward. First, there were some Chaos Space Marine Raptors. Think airborne Chaos Space Marines. Covered in the new rules. 'Nuff said.'

Next, I saw a selection of new Dark Eldar Grotesques. My photos were a bit blurry, but still odd-looking. That's probably intentional though.

More weirdness: The Dark Eldar Talos, a vicious-looking skimmer equipped with all manner of nasty spiky bits.



Scratch-built Tzeentchian castle – Nice!



Ahriman refuses to come out to play!

The Imperial Guard General and what looked like a new Wraith lurking behind him.

Dark Eldar here, Dark Eldar there, Dark Eldar just about everywhere. A well-supported line, if ever there was one. Buy with confidence, boys and girls. Don't ask me who the next lot of oddballs were. Short people. The kind without a parent's credit card. Hmm, must be the new plastic Dwarfs then. Due out in 1999.

Ooh, look. New plastic Khorne Berzerkers too. The new Codex: Chaos is due out early next year, so presumably these will appear at the same time (the plaque near them says January).

A plastic siege tower and the Dark Eldar skiff-type vehicle soon comes into view, also in plastic. Thinking that I'd seen everything, I headed back to the Black Library area for the start of our battle.

I returned to our demo game. Ahriman (painted in record time by Jimmy) was at home but not inclined to receive visitors. Especially not Space Wolves. The thought of them peeing up his possessed ramparts was almost too much for him to bear. A fight was bound to break out, and promptly did.

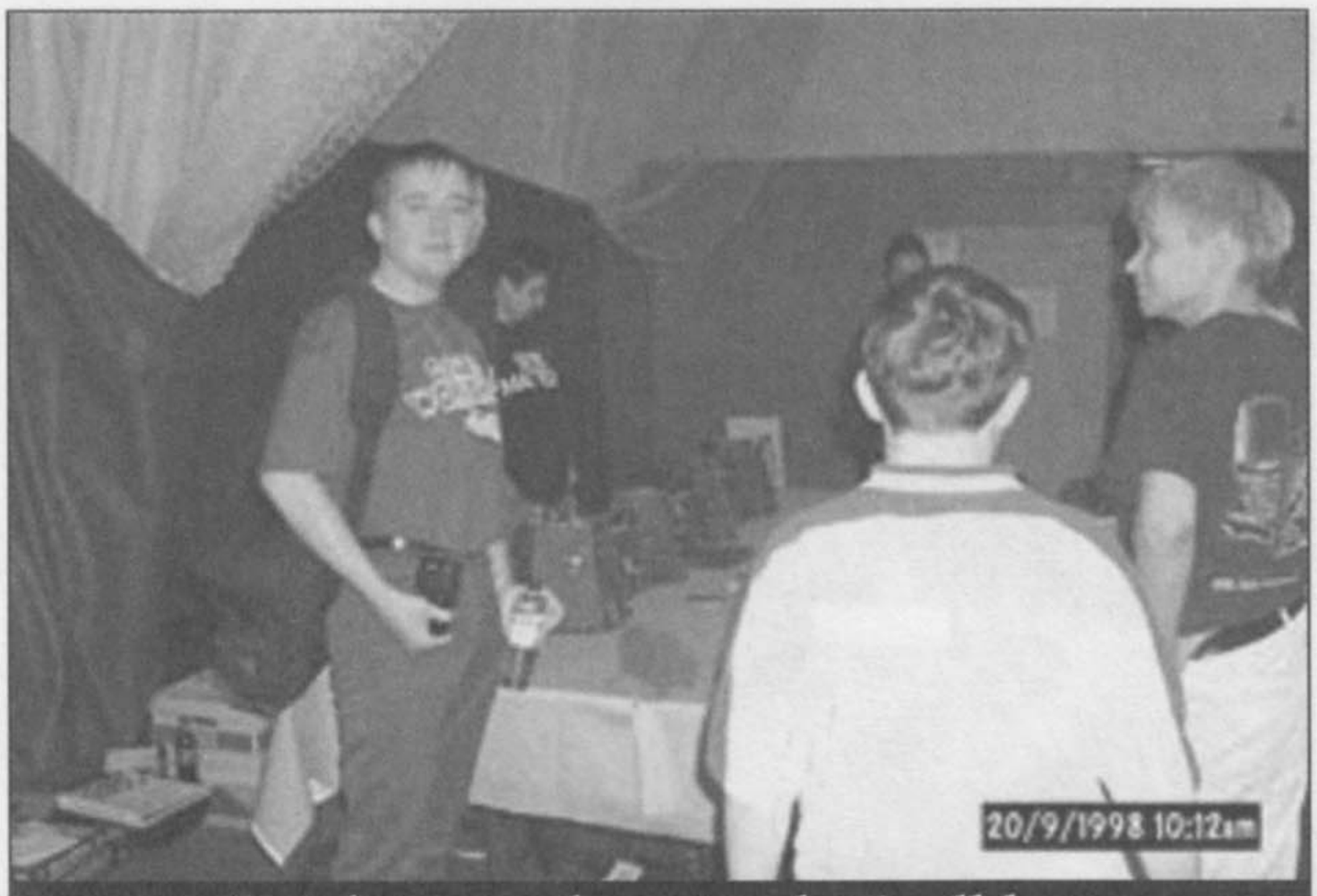
Ian Pickstock appeared to check that we were okay. He made me re-take my first photo of him because he decided he looked chubby, so this is the sucked-in stomach version (Tube can be seen on the right of the shot, below, in his 40K List t-shirt).

Our battle raged as Josh's Dreadnought and some of his pals strode forward. Josh airlifted his Dreadnought out of the battle and into Golden Daemon just as things were getting interesting!

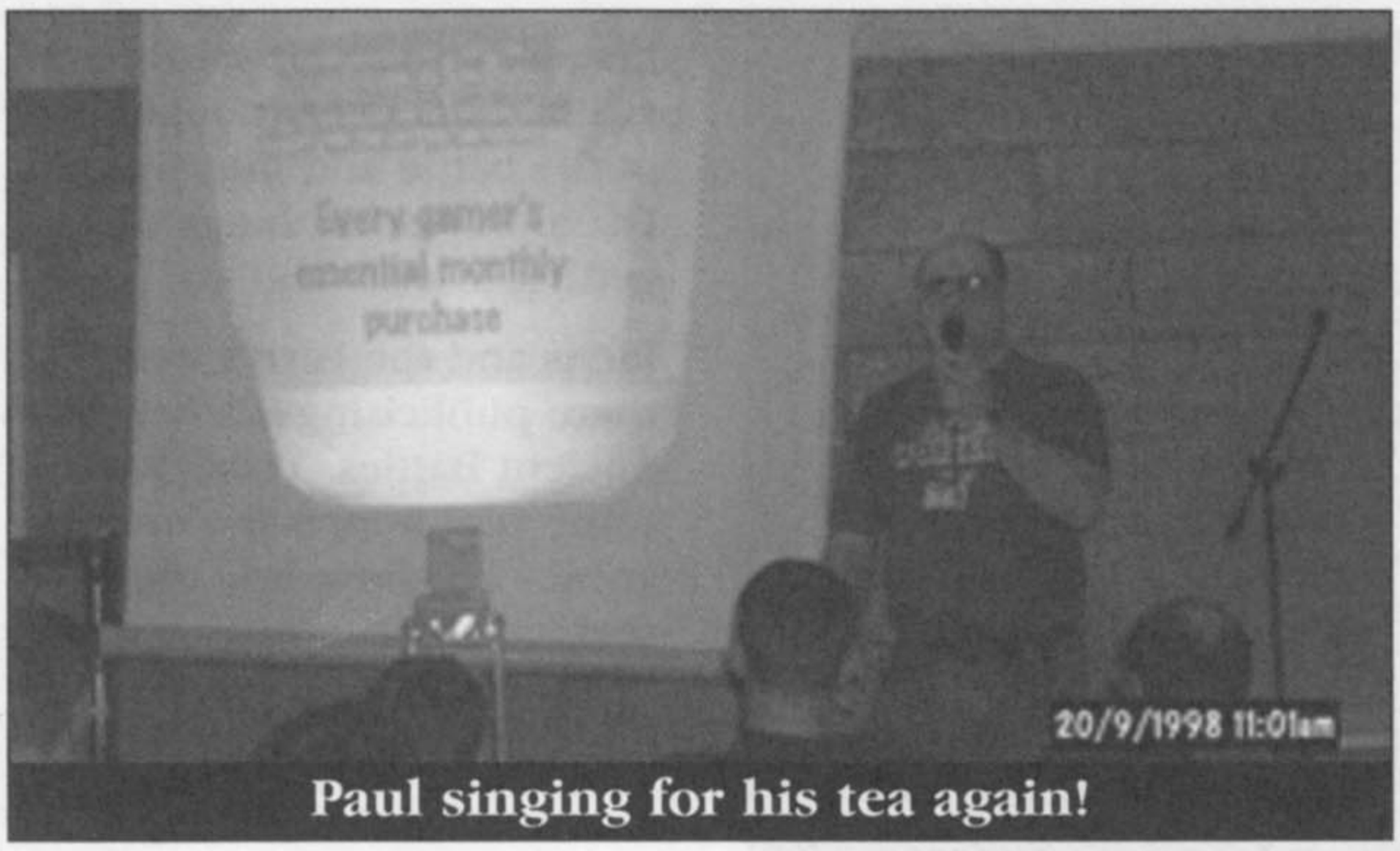
Jervis and the Perrys were there publicising Warhammer Ancient Battles. There were some very impressive ancient armies on show, and they seemed to be attracting a lot of interest. Good for them, I thought.

At around this time Paul Sawyer arrived for the first of the GW seminars. Paul was talking about White Dwarf (surprise!). Despite the fact that at first he looked to be having more trouble than Heinrich Kemmler trying to find a spark of life in his audience, he did regale them with his words of wisdom and amazing overhead projector skills for over an hour.

His recent work on White Dwarf has even earned him more than a few kind comments on Usenet, so he must be doing well. Paul spent most of the day being mobbed by little munchkins. They would charge him, he



Ian, trying desperately not to let it all hang out...



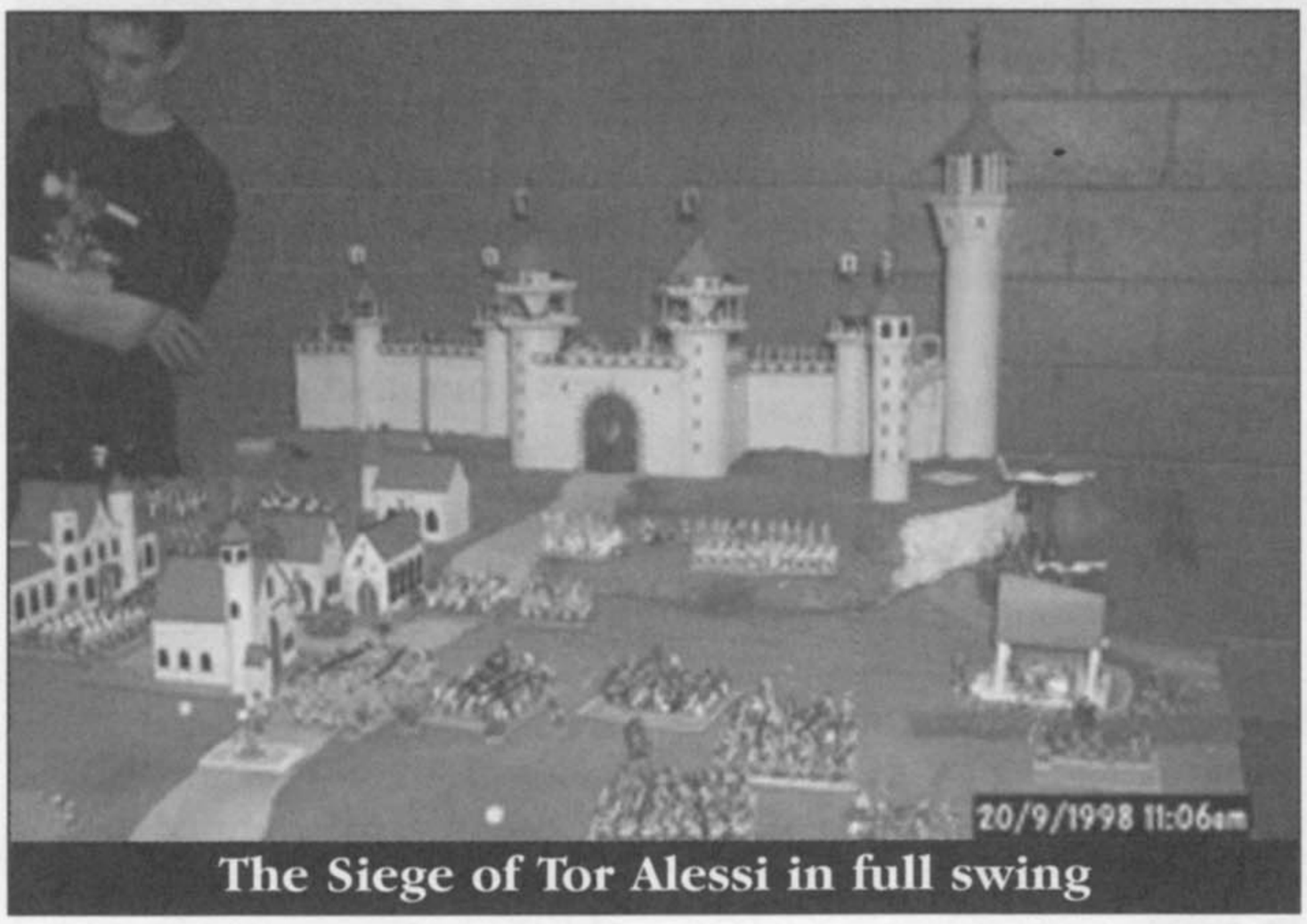
Paul singing for his tea again!

Gary James (bottom) waters his moustache and keeps an eye on a punter who may be just a little interested in some of the miniatures. Our battle raged on, until eventually somebody asked me if I had taken photos of all the cool stuff in the Studio area. My (stupid) response was and quote; 'What Studio area?' I had missed it on my first pass. Cursing my luck and wading through a sea of cash-rich

would declare the charge response and quote at them; Stand and sign and quote again; and they would withdraw, only to be replaced by subsequent waves. It was quite funny to watch.

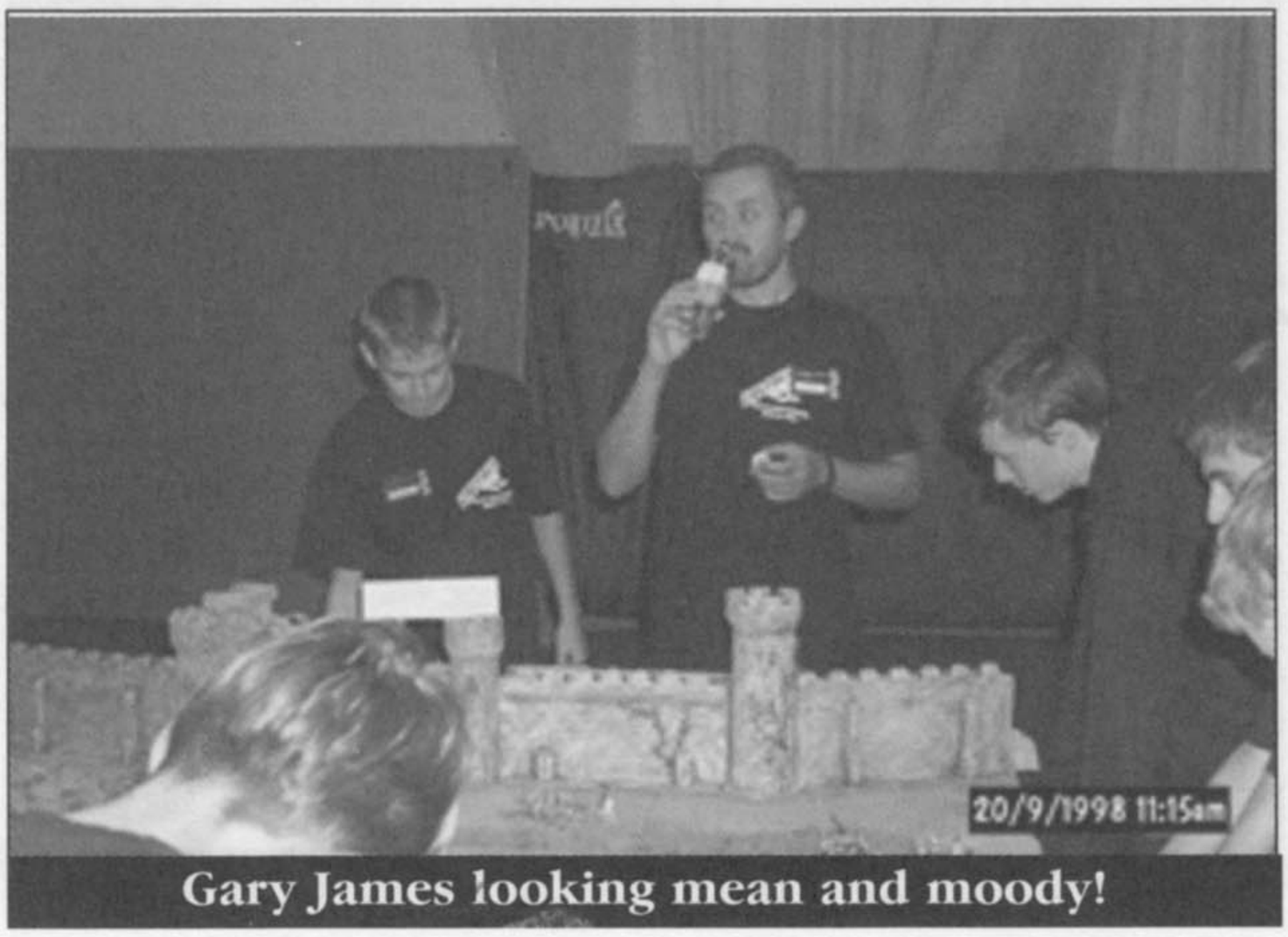
He spent some considerable time chatting to me, so thanks to him for that. MC Paul threatens to sing his accapella version of Frostie the Snowman (above).

There was an amazing display by one of the games clubs *(None other than Nottingham club – Ed).* This is not an official GW diorama, it is one built by club members! (see right).



The Siege of Tor Alessi in full swing

Terrain god Gary and the Lincoln Games Club were on an adjacent table



Gary James looking mean and moody!

toddlers, I made my way into the maelstrom that was the Studio display. More jaw dropping was imminent.

There was just loads of new Space Marine stuff. I particularly liked the painted Blood Angel Predator variant (the Baal, I think). Twin - linked Assault Cannons in the turret and a beautiful turret gunner make this a superb model. Note that Assault Cannons are nowhere near as powerful in the new Warhammer 40,000 edition.

Beneath them, was a fully-painted Dark Eldar army. The Dark Eldar models have to be seen to be believed. I really

like them, but it is probably fair to say that you'll either love 'em or loathe 'em. They have such a distinctive look. I thought that the new 40K, cover art from four of the more imminent Codex books was incredibly cool. I gather that the Orks are also either done or nearly done.

I got to say hello to the new Keeper of Secrets. Damn, but he's impressive. Wait until you see him up close. An amazing model.

I saw a number of new things at the studio area. A Plague Bearer command group, metal Skaven Slaves, a plastic Skaven command group and the two Albion Giants and their female Druid friend. New plastic multi-part Orks, plus the new plastic Assault Marines with jump packs hiding at the back there.

Then I saw Dark Eldar again. This time, Wyches. Think sadistic Banshees with less clothing and more spiky-bits, and you'll be close enough to the truth. Nice models. *(Mmm, I'm still thinking about it! – Ed.)*

Next up I saw some Scourges (Dark Eldar with wings, equivalent to jump packs). Tim Adcock and Andy Chambers manned the battle stations as they demonstrated Battlefleet Gothic. There were actual metal models in some of the display cases, so the Spring 1999 release date looks firm.

Chaos Obliterators were up next, another new unit type. These guys apparently have the ability to morph their weapons according to need. Nasty. I think they must be in the Codex rather than the main rulebook.

Shock, horror: some Battlefleet Gothic models, flanked by Cypher and a Necron with a honking great big gun. Who said the Necrons were dead?

Meanwhile, back in the Black Library area the corpses were piling up. *(They certainly were Andy, especially around the Journal table when we told the punters that the Blood Bowl Compendium had sold out, we had to fight them off with sticks! – Ed.)* A huge heap of trashed tanks adorned the centre of the battlefield, many killed in hand-to-hand combat. We reflected that things might have been different under the new rules, but we couldn't remember them clearly enough to draw any conclusions.

The day wound on and eventually we approached the final couple of hours of Games Day 1998. There were awards ceremonies at the end of the day (including Golden Demon, which I didn't manage to get any photos of).

Only one awards ceremony took place in the Black Library area. Jervis handed out trophies for the best demo games, but we didn't win. Unfortunately, I was too far away to hear who did. There were some amazing display games running though, so the prizes were well deserved.

By 3.30pm, it was pretty much all over. Everyone was knackered, and the forces of Chaos had managed to hold out and win the day. The big awards ceremony, compered by Robin Dews, took place in the main hall, then everyone went home. What a day!

Games Day was an amazing experience, and I would recommend that you try to get to at least one, preferably in the company of a great group of friends. You can't really fail to have fun.

I have more photos (some of which duplicate things already shown) and I will put them up on my website when I get a chance, probably a few at a time. For the record, the photos were all taken using a Kodak DC260 digital camera at a resolution of 1536x1024. I shrank most of the images to 600x400 and saved them as JPEG's with 10% compression for this article, to keep the file sizes (vaguely) sensible. Even so this page is bound to be a slow loader on my site.

Before you go, treat yourself to a visit to one of these great web sites:

Tube:
http://www.hut.fi/~tube

Jimmy Murphy:
http://www.clubi.ie/Murphyonline/main.html

Joshua Thaler:
http://people.netscape.com/thaler/

e-mail: thaler@netscape.com

Aaron Tunney:
http://www.users.dircon.co.uk/~atunney/

That's it really. Thanks for reading. I hope you enjoyed it! See you next year...

Regards,

Andy Shepperd
'Southerner and proud'

Admantium Immortals

By Joshua Thaler and Friends

WARHAMMER® 40,000 WARHAMMER® 40,000 WARHAMMER® 40,000

***I've been gaming** since the age of 9, so it was inevitable that I would eventually write at least one article related to this hobby. I was introduced to Warhammer and Warhammer 40,000 at university, My addiction has since spread to most GW games including Necromunda, Blood Bowl, Space Hulk, and Gorka Morka. Now primarily a Warhammer 40,000 player, I have 7000+ points painted for my Space Marine chapter, 'The Hounds of Ulster'. Recently relocated from California to Ireland, I quickly became known for my fanaticism and entire room full of GW stuff. Repeated pilgrimages to Nottingham have just reinforced this image.*

A discussion on the Warhammer 40K Mailing List prompted me to put onto my website my thoughts on Imperial Dreadnought weapons and how to use them effectively.

Codex Space Marine Dreadnought Weapon Fits

Dreadnought weapon fits, a favourite subject of mine.

A standard Codex Dreadnought weapon fit is the Assault Cannon and Powerfist/Storm bolter, since that is what came in the box for a long time.

I have had limited success with this fit. It is a Short to Medium Range weapons combo. You will find yourself playing at Assault Cannon range and never utilising the Powerfist/Storm bolter well. I've analysed the possible fits for a Codex Dreadnought and evaluated them based on my arbitrary criteria: battle experience.

If you have a different perspective then please do let me know *(see page 33 of the 'Games Day Report 98' to check out Joshua's e-mail address and website).*

You must first ask yourself: at what range, and for what purpose, do you intend to using your Dreadnought?

Your Options

Range: Short/Medium/Long

Weapons:

- Power Fist with Storm Bolter
- Assault Cannon
- Twin-linked Heavy Bolters
- Twin-linked Las Cannons
- Missile Launcher
- Multi-Melta
- Lightning Claw with Heavy Flamer
- Heavy Plasma Gun
- Heavy Flamer with Storm Bolter

Optional Extras:

- Autolaunchers
- Vehicle Cards
- Deployment

Codex Short Range Dreadnoughts

Variant 1

Left: Lightning Claw with Heavy Flamer.

Right: Lightning Claw with Heavy Flamer.

If you intend to use your Dreadnought in Hand-to-Hand, there's nothing I can suggest better than the Lightning Claw/Heavy Flamer option. A pure close combat Dreadnought would look great with one of these on each arm. My interpretation of a Dreadnought's close assault would give it +1 A for the extra Close Combat arm and 2 *Parries*.

Variant 2

Left: Lightning Claw with Heavy Flamer.

Right: Multi-Melta.



Inferno Dreadnought

If you want solid Hand-to-Hand backed up with vicious close ranged shooting, the Lightning Claw/Heavy Flamer combined with the Multi-Melta is an awesome combo. The Multi-Melta busts through vehicles and characters like butter. If you have to deal with lots of troops, dial the Multi-Melta down to a Heavy-Flamer and you have two. Whooosh!

Variant 3

Left: Multi-Melta.

Right: Multi-Melta.

A bit excessive, both points wise and damage wise, but it will make sure that any units, vehicles or characters that stray too near will be vapourised. You also have two Heavy Flamers if needed.

Variant 4

Left: PowerFist/Storm Bolter.

Right: Heavy-Flamer/Storm Bolter.

The relatively poor Strength of the Storm Bolter makes either of these a poor weapon fit. Any one of the other three previous fits will perform much more effectively, but this one is at least 'cheap and cheerful'!

Codex Medium Range Dreadnoughts

Variant 1

Left: Twin-linked Heavy Bolters.

Right: Assault Cannon.

Want to roll lots of shooting dice? This is the combo for you. Both guns will mow down troops and the Assault Cannon will punch through most vehicles. Coupled with the 'ammo feed' feature of Marine Dreadnoughts you will deal serious fire death.



Close-combat 'monster' with twin Lightning Claws

Variant 2

Left: Multi-Melta.

Right: Assault Cannon.

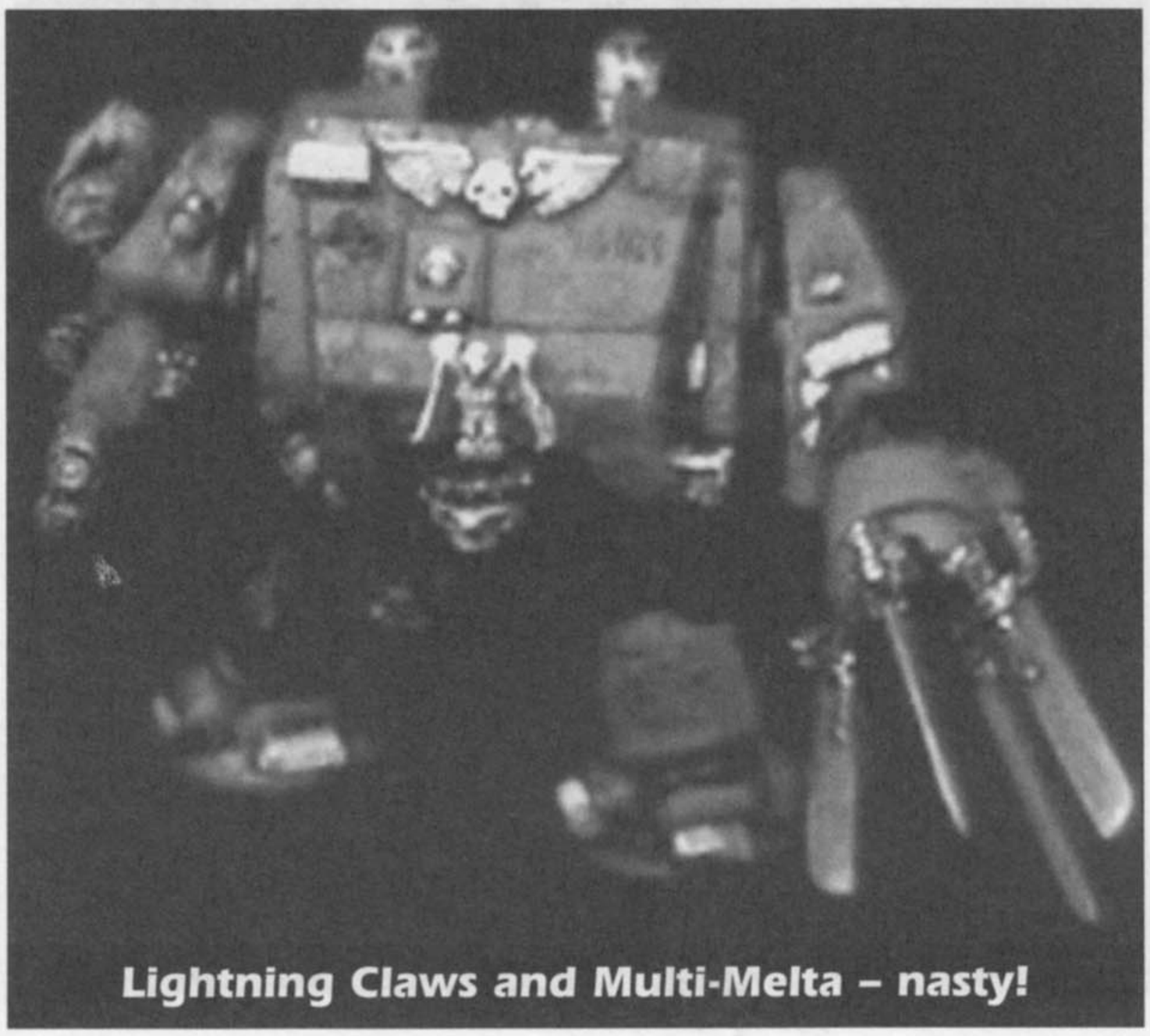
I see this as a serious killing combo. Putting both of these on one Dreadnought may earn you the ire of your opponent though.

Variant 3

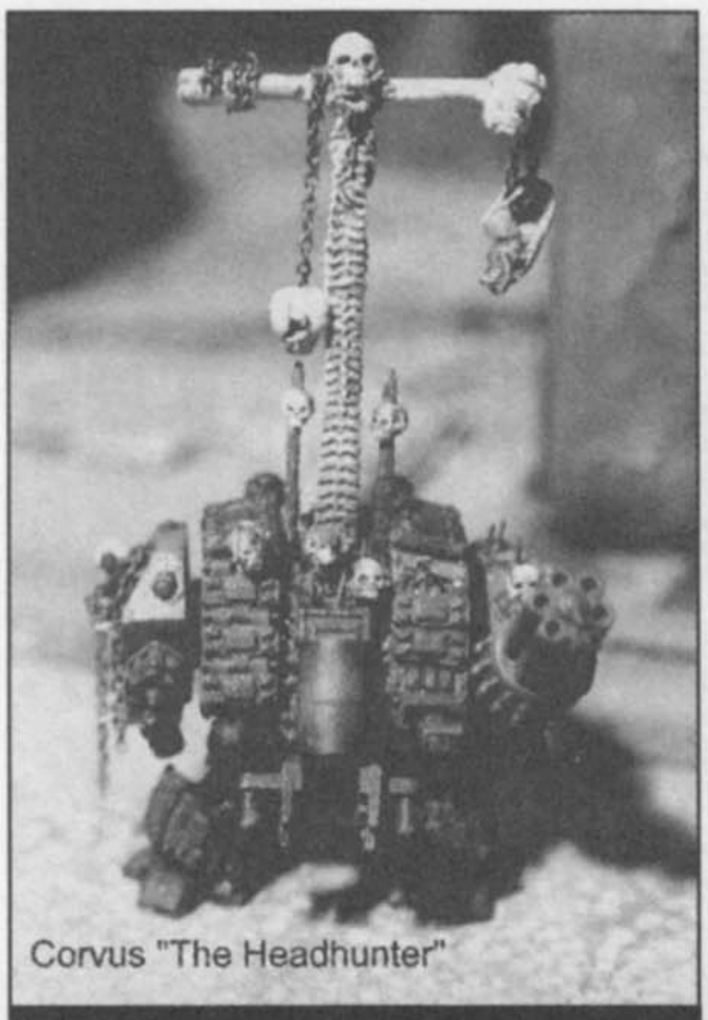
Left: Twin-linked Heavy Bolters or Assault Cannon.

Right: Twin-linked Heavy Bolters or Assault Cannon.

Either of these is a fearsome sight. With that many shooting dice, the Heavy Bolters will ensure that you can mow down huge units of any troop type. This would be

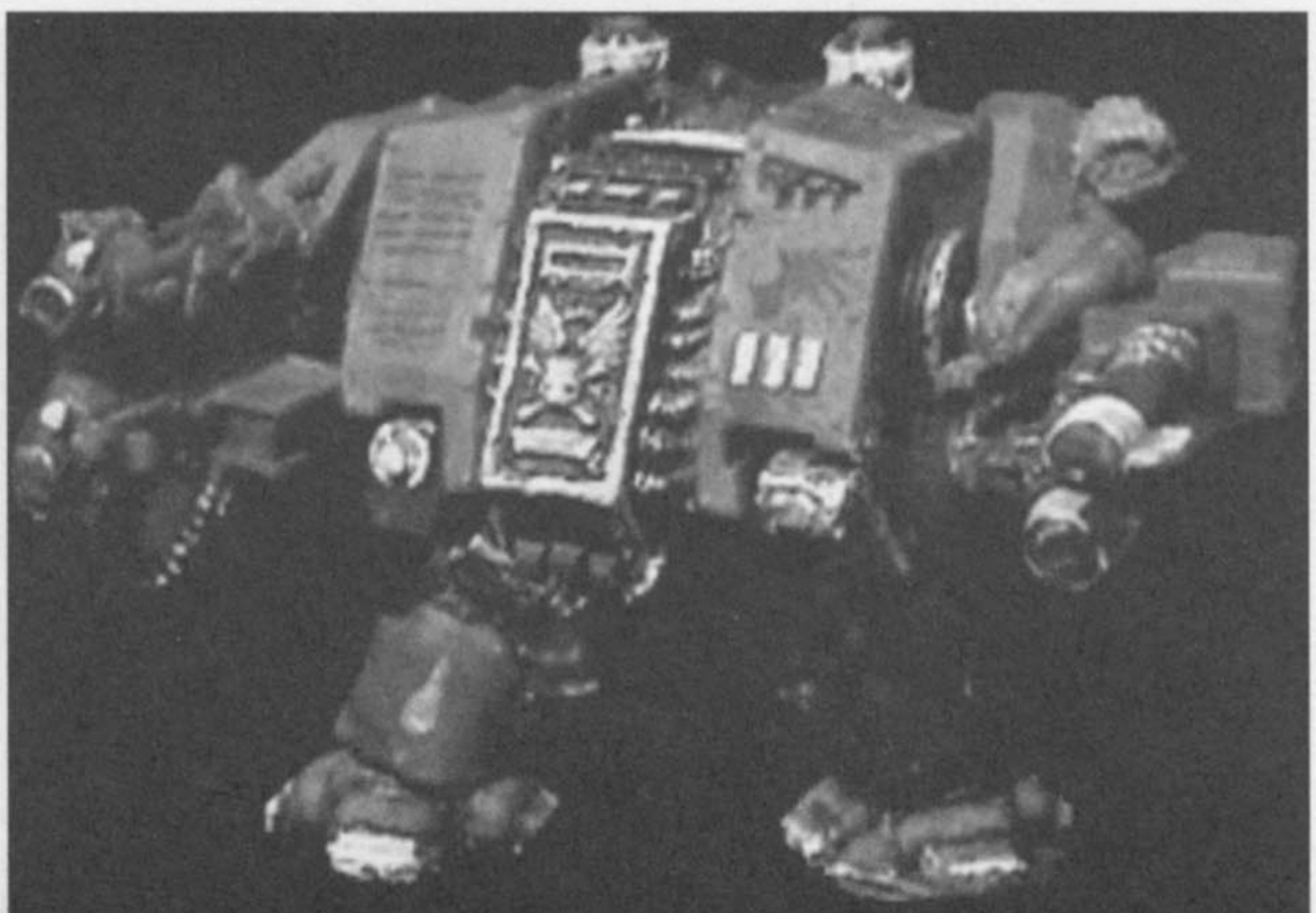


Lightning Claws and Multi-Melta – nasty!



Corvus "The Headhunter"

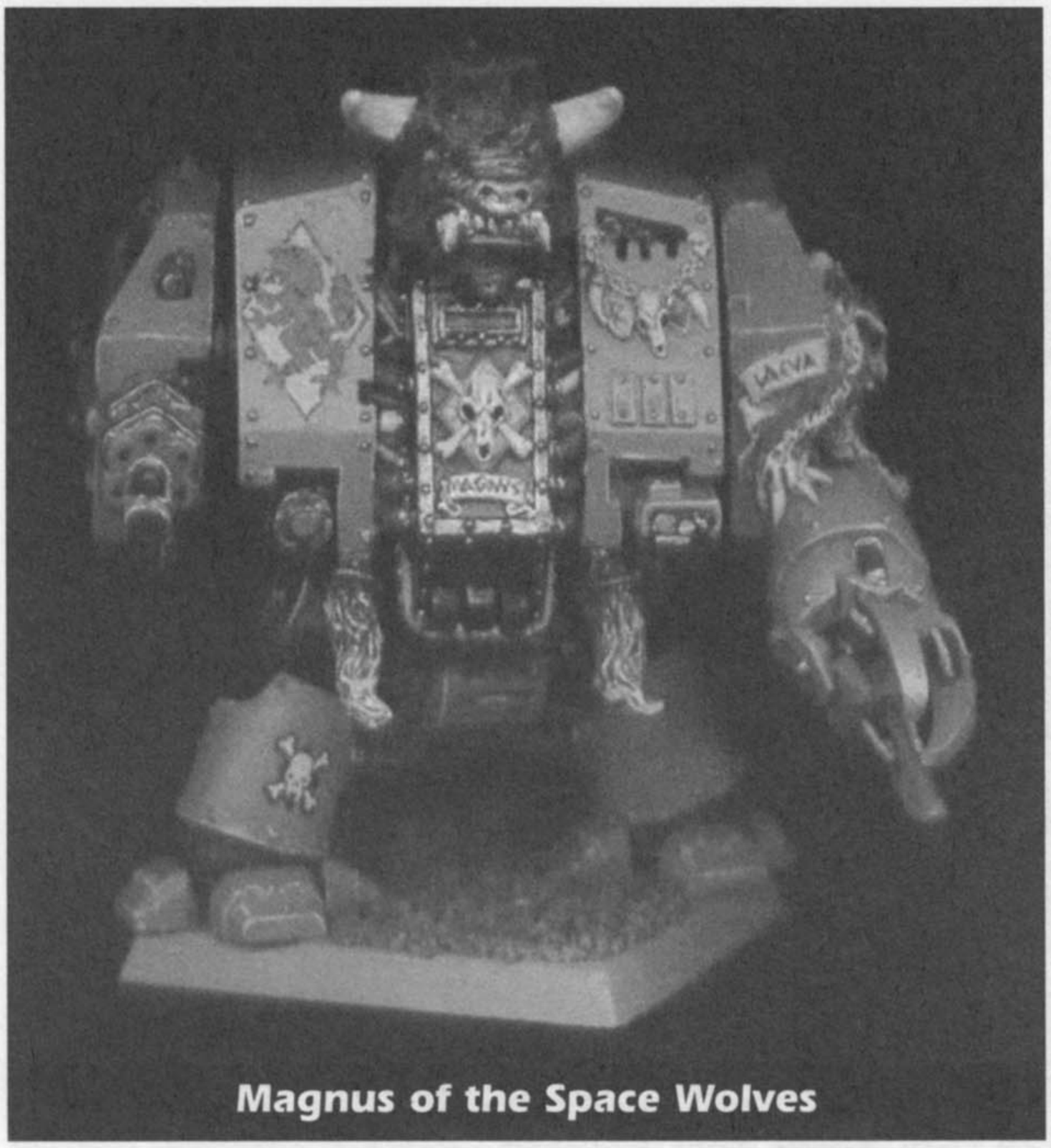
Corvus – Draco Legion



Dreadnought – 'Valpurgis'

a very effective combo against Tyranids where you could also pump huge amounts of shots into the Monstrous creatures.

The Assault Cannon is also effective, though if you want to kill troops it will be over the top. I'd prefer variant 2 to this one. I've also noticed that many people will equate identical weapon fits on both arms of a Dreadnought to cheese or beardyness. I'm not so sure, but the only one of these I find to be worth the points is the Heavy Bolter variant. In all other cases, I find it better to mix up the weapons.



Magnus of the Space Wolves

Codex Long Range Dreadnoughts

Variant 1

Weapons: Heavy Plasma Gun, Missile Launcher and Twin-linked Lascannons.

Your long range combos will invariably be high Strength and damage weapons. I find them good for taking out enemy vehicles at a distance, specifically the Twin-linked Lascannons with the ability to adjust the location hit by +1 or -1. This ability, combined with an average armour penetration of 20 will allow you to get two penetrations per hit in most cases.

The Heavy Plasma Gun on a Dreadnought can be fired on Max power every turn if you don't move. While nice, this does mean that your Dreadnought will be a sitting duck. Now, if you put two on

it you could move-fire-alternate and still fire one on max power each turn. I don't know if it's worth the points though.

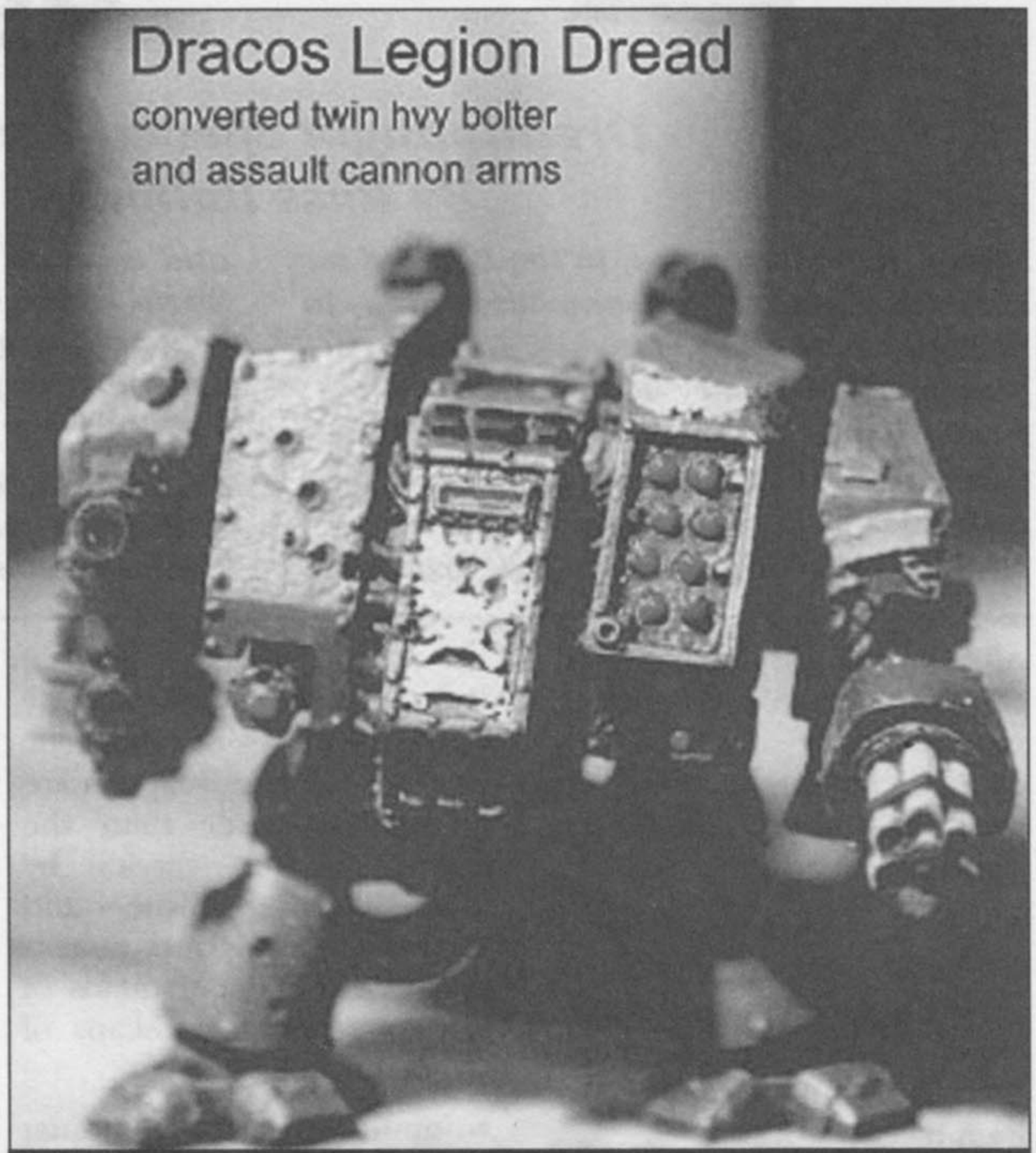
The Missile Launcher really doesn't seem to be worth it to me. Frag missiles only hit like a Bolter, I have Tactical squads for that. Krak missiles hit hard, but if you roll the Sustained Fire dice you have a 1/6 chance of jamming and a 50% chance of still only firing one missile. With those odds I'll spend my points elsewhere.

Optional Extras

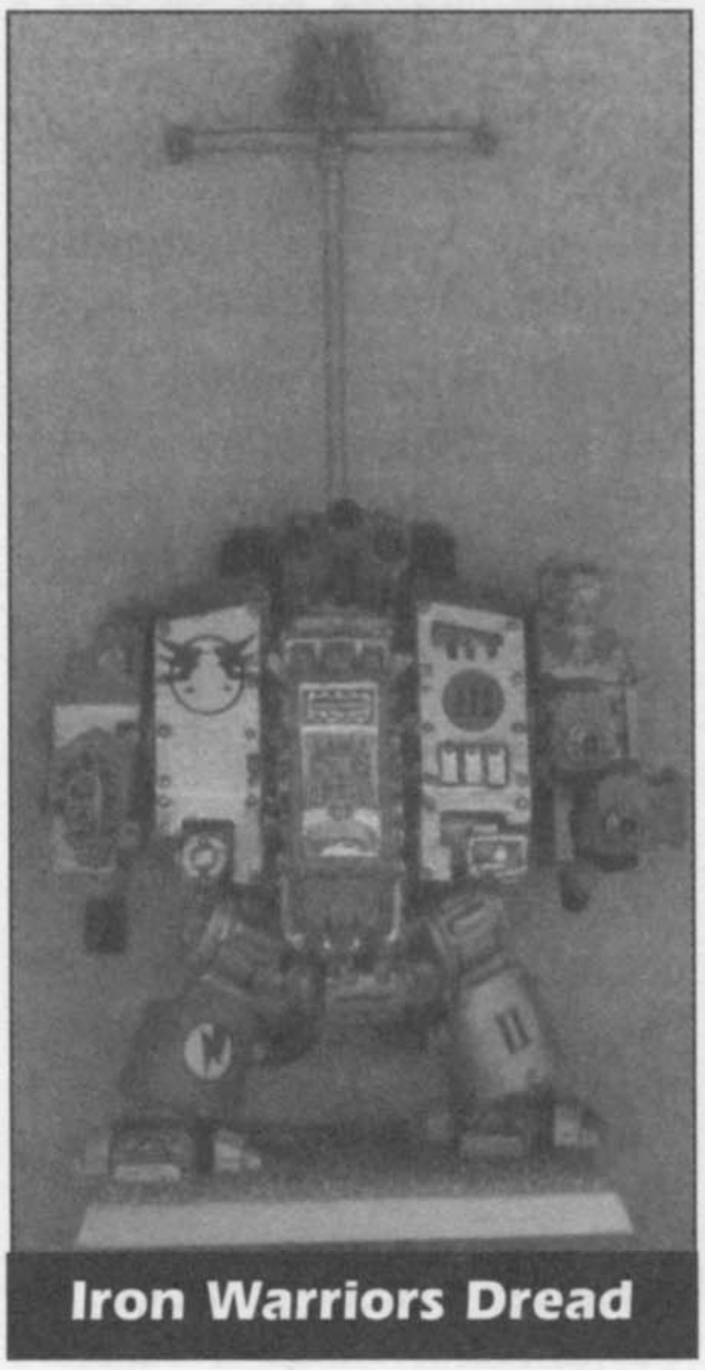
AutoLaunchers
Your Dreadnought is naked without his Autolauncher with Blind Grenades. Don't leave the Thunderhawk without it. As mobile cover it is the best 5 points you'll spend on your Dreadnought.

Vehicle Cards
I've had good experiences with *Ablative Armour* and *Electro-Hull*. If taking a Hand-to-Hand or Short Range Dreadnought, an *Electro-Hull* will help keep those pesky assault troops off your back.

Deployment
Many a Marine player enters the game convinced of his invincibility and power. Deploying your troops in the open is one symptom of this malady. Do not fall into this trap. Sure, you will get the first turn most of the time, but when you don't you will lose valuable troops before they even get to fire. Deploy in cover whenever possible. Use bikes and Rhinos as cover for your Dreadnoughts and tanks.



Dread – Twin Heavy Bolters and Assault Cannon



Iron Warriors Dread

Warhammer 40,000 3rd edition Dreadnought Refits

Left Arm: You may replace the close combat weapon with one of the following:

Assault Cannon +30 pts

Twin-Linked Lascannon +50 pts

Twin-Linked Heavy Bolters +30 points

Multi Melta at +40 points

Plasma Cannon +40 points

Twin-Linked Autocannon +30 pts

Right Arm: You may equip the right arm with a close combat weapon instead of a ranged weapon for +10 pts. This also adds +1 attack to the Dreadnought's profile.

HEAVY METAL HEROES

Dreadnought Special Abilities

By Russ Bullman

Russ is from East Alton, in the US, and has submitted quite a few innovative ideas to us chaps here at the Journal. He enjoys playing Warhammer 40,000 and Necromunda but mostly likes to devise new games set within our gaming universes. One such game that he is currently working on is called 'Exodites' and is set on an ancient Eldar Exodite World where Craftworld Eldar come into reluctant conflict with their Exodite cousins over forbidden ancient technology – sounds like a corker!

So, what better than Dreadnought Special Abilities to follow on nicely from Joshua Thaler's 'Admantium Immortals'!

After seeing your recent article on customising commanders for player-created chapters, I thought it might be interesting to do the same for Dreadnoughts.

After all, why should Bjorn the Fell-Handed be the ONLY character Dreadnought in the galaxy? After all, aren't all Dreadnoughts supposed to be mighty heroes?

I hope you like these Dreadnought Special Abilities and maybe use them. It just seems right that other players should be able to have 'special' Dreadnoughts, not just the Space Wolves.

Heroes in Admantium

'Space Marine Dreadnought', The very name strikes terror into the enemies of the Emperor. These towering, cybernetic sarcophagi are the ultimate defenders of mankind. Plated in layers of admantium, bristling with an awesome array of weapons and beyond the reach of fear or weakness of the flesh.

Having given their lives in the defence of the Imperium they, like their sacred Emperor, continue to protect humanity beyond the limits of mortality.

As is, Space Marine Dreadnoughts are pretty awesome pieces of cybernetic hardware. Their weapons are generally nastier than the equivalent gun carried by their still-living brothers and they can often ignore attacks that would reduce squads of normal Marines to heaps of slag and ash.

Nonetheless, one must remember that a Space Marine Dreadnought is not just another armoured combat vehicle but in fact a Space Marine, wounded beyond mortal survival but nonetheless still a living, thinking, unique individual despite his condition.

Neither edition of the rules for Warhammer 40,000 don't do much to reflect the unique status of these tragic heroes. Yes, you can select a particular weapons mix and customise your Chapter's Dreadnought with all the wargear cards your little black heart desires (If you can afford the points). For me this doesn't go far enough in terms of making each Dreadnought a true individual.

After the excellent article on customising Chapter Masters for player-created Chapters, the next logical step was to allow players some leeway in creating special - characters Dreadnoughts for their own chapters. Besides, after what you pay for a Space Marine Dreadnought, you ought to be able to do some special thing with it, right?

The following rules allow you to create special Dreadnought characters. In fact, in some cases a Dreadnought might be in command of a small Space Marine force, or a Dreadnought could be sent to take command of a small Imperial Guard force as well as providing it with heavy armour and firepower.

While it is unlikely that a Dreadnought would ever be a leader under normal circumstances, in some situations they might be the most experienced and capable officer available and would thus be followed by their battle brothers.

The table opposite shows the following special options that are available to Space Marine Dreadnoughts only. Each Dreadnought may have up to two of them each.

(These rules are compatible with the 3rd edition Warhammer 40,000 rules except where noted.)

Imperial Dreadnought Special Abilities

Damage Resistant: Perhaps the Techmarine who cares for the Dreadnought's mechanical body installed multiple redundant back-up systems to compensate for damage, or perhaps the warrior heart and soul of the hero encased in the sarcophagus has, in some way beyond mundane understanding, infused metal and circuitry with the will to fight on under any conditions. Whatever the cause, the effect is that when the Dreadnought is damaged, you make 2 rolls on the damage tables and the Dreadnought player picks the result he prefers, even if it is in a location that has already been hit. **(30 points)**

Hi-Res Targeter: The Dreadnought has a highly advanced targeting system in some ways equal to the Vindicare Assassins' *Spy Mask*, which adds +1 to the Dreadnoughts BS. In addition, the Dreadnought suffers no penalties when shooting at fast-moving targets. Also, the Dreadnought may fire at targets that have only been detected and not yet seen. **(20 points)**

E.C.M. Package: The Dreadnought is outfitted with an arcane and complex device that is all but impossible to replicate in the 41st millennium. The E.C.M package subtly disrupts the functioning of any targeting mechanism used against the Dreadnought. Any attack made against the Dreadnought by a weapon with a Targeter, including Vindicare Assassins and Dark Reapers does not get a +1 to hit but a -1 to hit instead.

In addition, the shot will miss the Dreadnought on a roll of 2 or less regardless of the actual chance to hit, and shots that miss will add 1D3 to their scatter distance. Note that the E.C.M package effect is subtle and the attacker will not even know it is there, and therefore cannot declare to fire without the Targeter when shooting at the Dreadnought. **(35 points)**

(3rd edition rules: -1 to hit the Dreadnought)

Strong Willed: The hero whose mind controls the Dreadnought's admantium body has an immense will. If the Dreadnought is attacked by a Psychic power that calls for a Leadership roll, the Dreadnought rolls 3 dice and discards the highest roll when determining if he resisted the Psychic attack. **(25 points)**

(3rd edition rules: 4+ Invulnerable Save against any Psychic power)

Robust: The hero inside the Dreadnought sarcophagus was extremely hardy, and his internment has not changed this. The pilot has 2 wounds for purposes of attacks that inflict wounds, and must be hit twice by *Damage to the Pilot* results on the Damage Charts before he is affected. If he is hit twice, apply the second result immediately. **(15 points)**

(3rd edition rules: -Ignore all Crew Stunned and Crew Shaken results)

Agile: The Dreadnought's pilot was quite agile during life, and with the help of some improved leg servos he is even when entombed in the admantium shell of the Dreadnought. If the Dreadnought moves over 10", it will be at -2 to be hit due to its deft and practiced evasive stride. **(20 points)**

(3rd edition rules: -1 to hit the Dreadnought in any turn that it moves)

Melee Mastery: The Dreadnought is especially deadly and savage in melee. Add +1 to its WS. Also, no attack made by the Dreadnought can ever be parried. Due to the savage violence the Dreadnought shows in melee any other opponents fighting the Dreadnought must make an immediate *Panic* test. **(40 points)**

Fear: The Dreadnought has an extremely ominous appearance and uses its speaker system to make a horrifying battlecry, or perhaps the machine has earned a reputation among the enemy. The Dreadnought causes *Fear* as described in the psychology rules. **(15 points)**
(3rd edition rules: Troops wishing to Assault the Dreadnought must first pass an Ld test)

Leadership: The Dreadnought pilot was, during his waking life, a great leader of Marines, perhaps even the Chapter Master himself.. The Dreadnought may lead a squad into battle just like any other character, and the unit lead by the Dreadnought will be immune to Psychology.

In addition, if the Dreadnought is destroyed, the squad it was leading will be so enraged that they must pass a Leadership test or go into *Frenzy* as their desire for revenge will be very great indeed. **(35 points)**

Hipshot: The Dreadnought may fire one ranged weapon after making a run move, if it can roll 4+ on a D6. The shot will not be able to use the Dreadnought's normal Targeter bonus, and will be fired at -1 BS. **(20 points)**



Da Jolly Ork!

Ork Freebooter Mobs

By Neal Plews

GORKAMORKA™ GORKAMORKA™ GORKAMORKA™

I have here some insane scribblings which will allow you, if you so desire, to use a different type of Ork Mob in Gorkamorka – Freebooterz. This idea is not as corny as it sounds so do bear with me. I have extensively researched the background using such forgotten tomes as 'Waaagh the Orks' and 'Freebooterz', of course *(Cor, now that does take me back... – Ed).*

I have always loved Freebooterz for their 'piratical' feel. Indeed, it was these cool miniatures that attracted me to a small and sinister broom cupboard that was Games Workshop Manchester eight long years ago. Since then I have collected an Ork horde for Warhammer 40,000, a Dwarf Man-O-War fleet, four or five Blood Bowl teams, several Quest characters, Necromundan Orlock, Redemptionist and Ratskin gangs... I also play Space Hulk and some of the older games like Dark Future (which I got for only £2.00 at a car boot sale). I especially like Gorkamorka which offers me the opportunity to use my other Ork miniatures to further effect.

Rules House

Doze Magnifsunt Orks in dere Flashy Masheenz

Ork Freebooterz have always existed on the fringe of Ork life. They are bandits and mercenaries of the first order owing no allegiance to anyone. Quite frequently they are the remnants of Orkish communities that have been almost totally wiped out, or maybe fugitives fleeing from the wrath of a powerful Ork Warlord whom they have somehow displeased. Amongst these disaffected elements of Ork society, which exists even on Angelis, there are a handful of individuals who are particularly dangerous and unstable (even by Orkish standards). These Orks tend to leave Mektown in search of adventure, booty and above all a good fight. These Orks tend to form small, roving bands of Freebooter pirates who all share the same lust for booty.

Unlike most of the Orks of Gorkamorka, Freebooterz have no faith whatsoever in the Mekboyz grand plan and what they are building. They harbour no desires to be to identified as Gorkas or Morkas. Freebooterz are obsessed with the acquisition of Teef instead and regard the Mekboyz of Mektown as being remarkably stupid for exchanging scrap metal for good solid Teef. Ork Freebooter bands usually become the refuge of those few Bad Meks who have grown disillusioned with the Gorkamorka project and instead seek adventure and booty. Ork Freebooterz can be readily identified by the sign of the Jolly Ork, which is the common symbol of all Freebooter bands. It is a symbol depicting an Ork skull with two crossed bones and its meaning is very clear: Watch out, there's Freebooterz about !!!

Freebooterz Mob List

The following mob list is used to hire your initial mob. You have 100 Teef with which you must recruit at least three Orks, including a Kaptin plus sufficient vehicles to transport your entire mob. Any Teef left unspent can be added to your Teef hoard and used later when you get the opportunity.

Freebooter Mob for Hire

MOBSTERS

There are five different kinds of mobsters: Kaptinz, Furst Matez, Bad Mekz, Freebooterz and Kabin Boyz. Freebooter bands despise Grots and therefore have no use for Slavers either.

Kaptin. Your mob must include a single Kaptin to lead it, no more and no less.

Furst Mate. Your mob may include a single Furst Mate but it is not compulsory.

Bad Mekz. Your mob must include one Bad Mek for each vehicle or three bikes in it.

Freebooterz. Your mob may include as many Freebooterz as you can afford.

Kabin Boy. Your mob may include a single Kabin Boy if you desire.

Weapons, Vehicles and Injuries. The costs for vehicles and weapons for a Freebooter band is the same as for normal Ork mobs as detailed in *Da Uvver Book*. Drivers and Gunners must be nominated in the same way as normal. In a campaign game the tables for Serious Injuries and Vehicle permanent damage from *Da Uvver Book* are used when a Freebooter Ork or Vehicle is taken out of action.

KAPTIN

Cost to recruit: 12 Teef

The Freebooterz band is lead by a particularly hardened boss, or Kaptin. The Kaptin will be the most cunning member of the band and also the best at fighting and shooting to. The Kaptin holds a very prestigious position in Freebooter society and wears Da Kaptin'z hat, with the Jolly Ork symbol on it, as his badge of office. He wears excessively flamboyant clothes with stripes and polka-dots in the most garish colours to distinguish himself from the other Orks.

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

Weapons: The Kaptin can be armed from the Hand-to-hand weapons, Gunz, Armour and stikkbombz lists.

FURST MATE

Cost to recruit: 8 Teef

Da Furst Mate is the Kaptin'z right-hand Ork. He is in charge of most of the day to day running of the mob and its vehicles. Da Furst Mate depends upon the Kaptin in order to hold his rank and so will watch for any Orks who might present a challenge to the Kaptin. Some Freebooter mobs do not have a Furst Mate and instead the Kaptain will run the mob entirely himself although most Kaptinz can't be bothered with the more menial tasks.

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

Weapons: Da Furst Mate can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

BAD MEKS

Cost to recruit: 10 Teef

Bad Meks are few and far between and cost serious Teef for Kaptinz to recruit. Bad Meks are extremely skilled in the building and repair of Ork wurky-bitz and have skills that would put mere Spanner Boyz to shame. They are able to keep the Freebooter'z vehicles running on scarce supplies, which is essential as Freebooterz are constantly on the move and never stop to build forts or workshops.

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

Weapons: Bad Meks can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

Tricks of Da Trade: At the end of each battle you may choose one vehicle or piece of equipment for the Bad Mek to work on. Roll for kustomisin' or fixin' just as if you had gone to Mektown. The work still costs some Teef (for da bitz and piezez) which is D6 divided by 2 (rounding up) rather than the normal D6.

FREEBOOTERZ

Cost to recruit: 5 Teef

Freebooterz are the normal members of da Crew who do most of da fightin'. They model themselves upon their Kaptin by wearing equally outrageous clothes, but without the flamboyant Kaptin'z hat. Most Freebooterz are outcasts from normal Ork society, perhaps they insulted a powerful Nob or Mekboy, perhaps they showed strange behaviour, for whatever reason no normal mob would touch these Boyz with a grabba Stick and so they drift into Freebooter mobs.

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

Weapons: Freebooterz can be armed from the Hand-to-hand, Gunz, Armour and Stikkbombz lists.

KABIN BOY

Cost to recruit: 3 Teef

It is rare for Yoofs to become attracted to the Freebooterz, most would rather prefer to fight in normal Ork mobz. There are some however who are attracted to the Flash clothes and the outlaw status of the Freebooterz and seek to join the first band they encounter. Most Kaptinzwill allow one such Yoof to become Da Kabin Boy, who has all the menial and dangerous jobs to do. If and when Da Kabin Boy proves himself to be a warrior, then he is allowed into the ranks of the normal Freebooterz, and a fresh Yoof is recruited to take his old jobs.

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

Weapons: Da Kabin Boy can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

Toughening Up: Once da Kabin Boy has reached the experience level to become a Freebooter his Toughness increases by +1. Once this occurs another Yoof can be taken on to become da new Kabin Boy.

MAXIMUM CHARACTERISTIC INCREASE

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

EXPERIENCE

Type of Warrior	Initial Experience Points
Kabin Boy	0
Freebooterz	20+1D6
Bad Meks	60+1D6
Furst Mate	30+1D6
Kaptin	60+1D6

Underdogs: When a Freebooter mob fights another mob with a higher gang rating than its own it gets the bonus experience points as described on page 57 of *Da Uvver Book*.

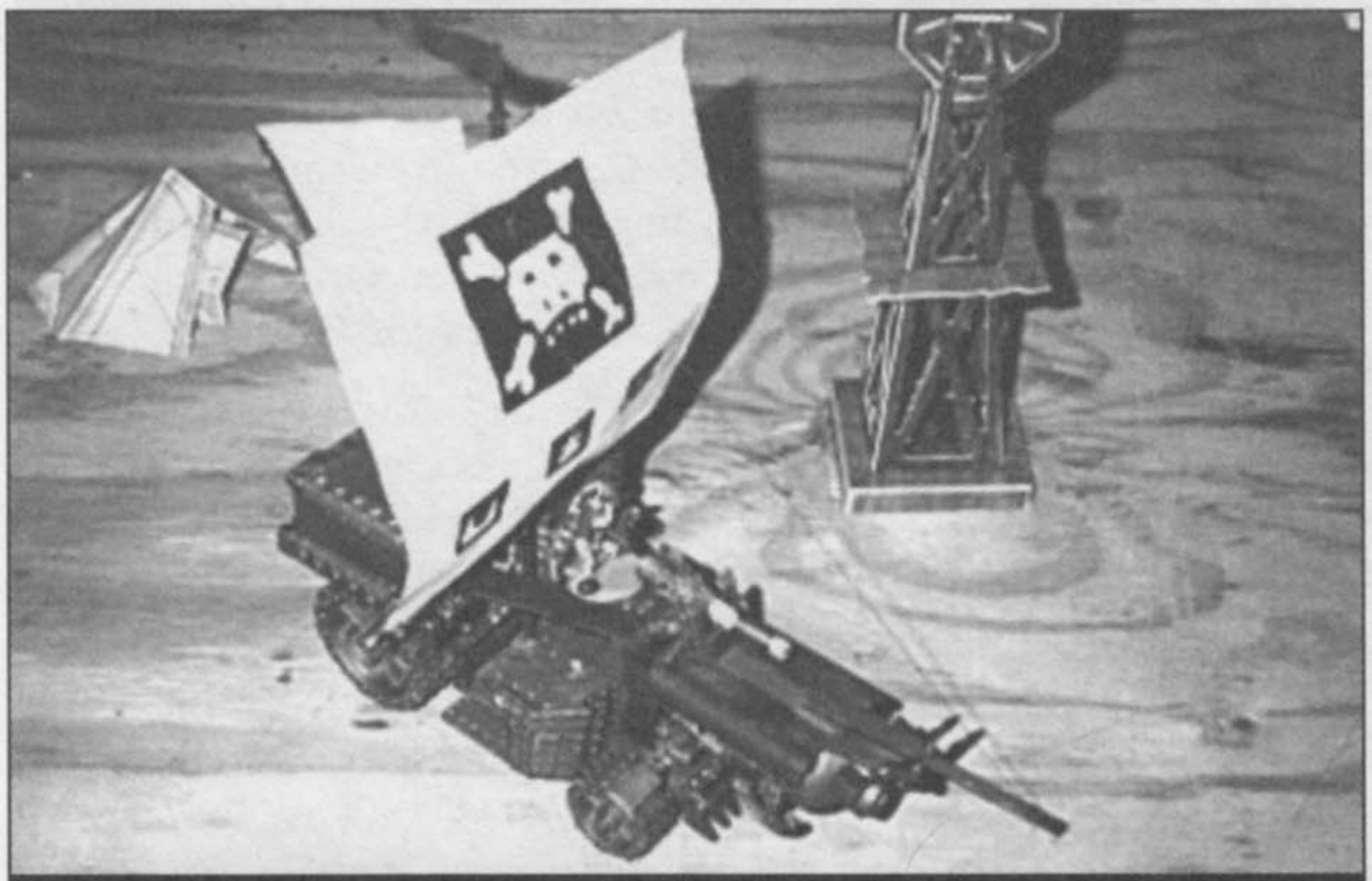
FREEBOOTER ADUANCES

2D6	Result
2	**Know-wots.** Choose any skill from any table and randomly generate a skill from it.
3-4	**Know-wots.** Select one of the standard skill tables for the Ork and randomly generate a skill from it.
5	**'Arder.** Roll D6. 1-3:+1 Strength; 4-5:+1 Attacks
6	**'Arder.** Roll D6. 1-3:+1 BS; 4-6:+1 WS
7	**Pirate.** Roll on the Pirate Table
8	**'Arder.** Roll D6. 1-3:+1WS; 4-6:+1 BS
9	**'Arder.** Roll D6. 1-3:+1 Wounds; 4-6:+1 Toughness
10-11	**Know-wots.** Select one of the standard skill tables for the Ork and randomly generate a skill from it.
12	**Know-wots.** Choose and skill from any table and randomly generate a skill from it.

Freebooter mobs are often very small, specialised bands of double-hard renegades that make up for their lack of numbers with their individual tough-as-nailz approach and flash style.

EXPERIENCE

Experience Points	Title	Notes
0-5	Skivvy	Starting level for Kabin Boyz
6-10	Kabin Boy	
11-20	Kabin Boy	
21-30	Freebooter	Starting level for Freebooterz, a Kabin Boy reaching this level becomes a Freebooter and gains +1T
31-40	Freebooter	Starting level for Da Furst Mate
41-50	Freebooter	
51-60	Freebooter	
61-80	Flash Git	Starting level for Kaptin and Bad Meks
81-100	Flash Git	
101-120	Flash Git	
121-140	Flash Git	
141-160	Flash Git	
161-180	Flash Git	
181-200	Flash Git	
201-240	Rich Git	
241-280	Teef Boss	
281-320	Teef Lord	
321-360	Teef Baron	
361-400	Teef King	
401+	Da Jolly Ork	A warrior who advances this far may not advance any further



'Waaagh, me heartys!'

Da Duty to Da Booty

It is the job of every Freebooter Kaptin to lead his Boyz into the fights from which the most booty will be gained. A Kaptin who doesn't get enough booty for his Boyz will find himself disposed of rather quickly. If the amount of profit that the Freebooter mob makes is over the Kaptin'z Leadership characteristic after a battle then his mob remains content. If it is lower than his leadership the Kaptin must have a pitfight with the Ork with the highest amount of experience points. If the Kaptin wins he asserts his authority over the rest of the mob. If he loses the pit fight, his opponent becomes the new Kaptin. This is accepted by all Kaptinz as an inevitable fact of life; after all 'Teef make the wurld go round'.

Income

Freebooterz look upon the mining activities of other Orks with the contempt it deserves. No Freebooter will get his gear messed up scrabblin' in the dirt for scrap. However, they are not adverse to thievin' other mob's scrap. Freebooterz also extort money from market traders in Mektown, especially Grots, whom they despise. The Kaptin and Bad Mekz are above such low activities and so it is left to the rest of the band who must earn the mobs living. After each game each surviving Furst Mate or Freebooter may earn D6 Teef from his criminal activities. whilst the Kabin Boy earns D3 Teef from petty theft. If three or more 6's are rolled the Grots gang up on the Freebooterz and a D6 should

PIRACY SKILLS

This table is used for both the Pirate Skill generation as well as if a 7 is rolled on the advance table. This table includes ways of making Freebooter Orks more 'piratical' as well as showing some of the reasons they became outcasts in the first place.

2D6 Result

2 ***Beardy!*** This Ork collects a large quantity of hair squigs and attaches them to his chin. The Ork must choose what colour beard to be worn and this is to be added to his name (ie Grimshak Blackbeard) no two Orks in the same band can have the same colour beard. The beard makes the Ork more startling and he now causes *Fear*.

3 ***Pet Growler Squig.*** The Ork keeps a vicious pet growler squig on the end of a metal chain. If the Ork charges into Hand-to-Hand he may unleash his squig which will inflict a S3 hit on a 5+. As long as its master wins the combat the squig returns to him and can be re-used.

4 ***Robba.*** When this Ork takes an enemy out of action in Hand-to-Hand he takes the opportunity to loot his victim. On a D6 roll of +4 the Freebooter steals one randomly determined weapon from his victim which can be sold or used (if possible).

5 ***Da Kaptin Sez.*** When a Freebooter with this skill takes a weapon or vehicle to the Meks to be customised or repaired, he tells the Mek of his Kaptin'z fearsome rep and large Teef hoard, the Mek is convinced and Da Big Day table result may be re-rolled

6 ***Peg-leg.*** Although this looks like an ordinary peg-leg and the unfortunate Ork must lose his leg to have this fitted (-1 to his Move) it has an in-built force field created by the Bad Mek which gives him a 6+ unmodified save.

7-8 ***Madboy.*** This Ork begins to show strange habits which are odd even for Freebooterz. Perhaps it was this behaviour that lead the Ork to be outcast in the first place. Roll a D6 to determine the behaviour

1 *Frantik.* This behaviour leads the Orks to become subject to un-controllable excitement and hyperactive behaviour. Their constant movement makes it impossible to hide.

2 *Paranoid.* This Ork is under the impression that someone or something is our to get him. The Ork is subject to *Hatred* against (1D6) 1-2 all enemy **boyz** 3-4 all enemy Yoofs 5-6 all enemy Grots

3 *Phobiak.* An Ork with this behaviour exhibits an irrational fear of something. Roll a D6 on the table for a Paranoid Ork except this Ork *Fears* the particular type of enemy.

4 *Moroniks.* An Ork with this behaviour is in a permanent state of bewilderment and wanders aimlessly about. An Ork with this problem is subject to the rules for *Stupidity*.

5 *Deliriak.* this behaviour causes the Freebooter to be in a permanent state of happiness. They laugh insanely and grin delightedly even when suffering extreme injuries or fighting the most horrific enemies. This Freebooter is immune to the effects of *Fear* and *Terror*.

6 *Savantz.* This Ork exhibits bizarre un-Orky features. They have great powers of memory, recall, calculation and increased mental abilities. Only Meks can make some sense of what they say and so they are used by Meks as computers. A savant can help a Bad Mek fix vehicles and allows the Freebooter player to re-roll any damage caused on the vehicle permanent damage table.

9 ***Eye Patch.*** The Ork wears a big black Eye Patch which gives him instant respect with the other Freebooterz so +1 Ld. However, the Ork finds it difficult to run or charge using one eye as he can't see properly, every time this Ork charges or runs he will fall and takes a flesh wound on a roll of 1 on 1D6.

10. ***Yo ho ho and a bottle of Squig Joose.*** This Ork is partial to fermented squig juice. At the beginning of each battle roll 1D6. On the roll of a 1 the Ork is ësozzledí and is subject to the rules for *Frenzy*.

11 ***Walkin' da Plank.*** This Ork practices boarding by balancing on a plank nailed to one of the mobs vehicles. This practice improves his balance and adds +1 to his initiative

12 ***X marks the spot.*** An Ork with this skill is adept at sniffin' out valuable pieces of scrap and may add 1D6 Teef to the mobs income after each battle.

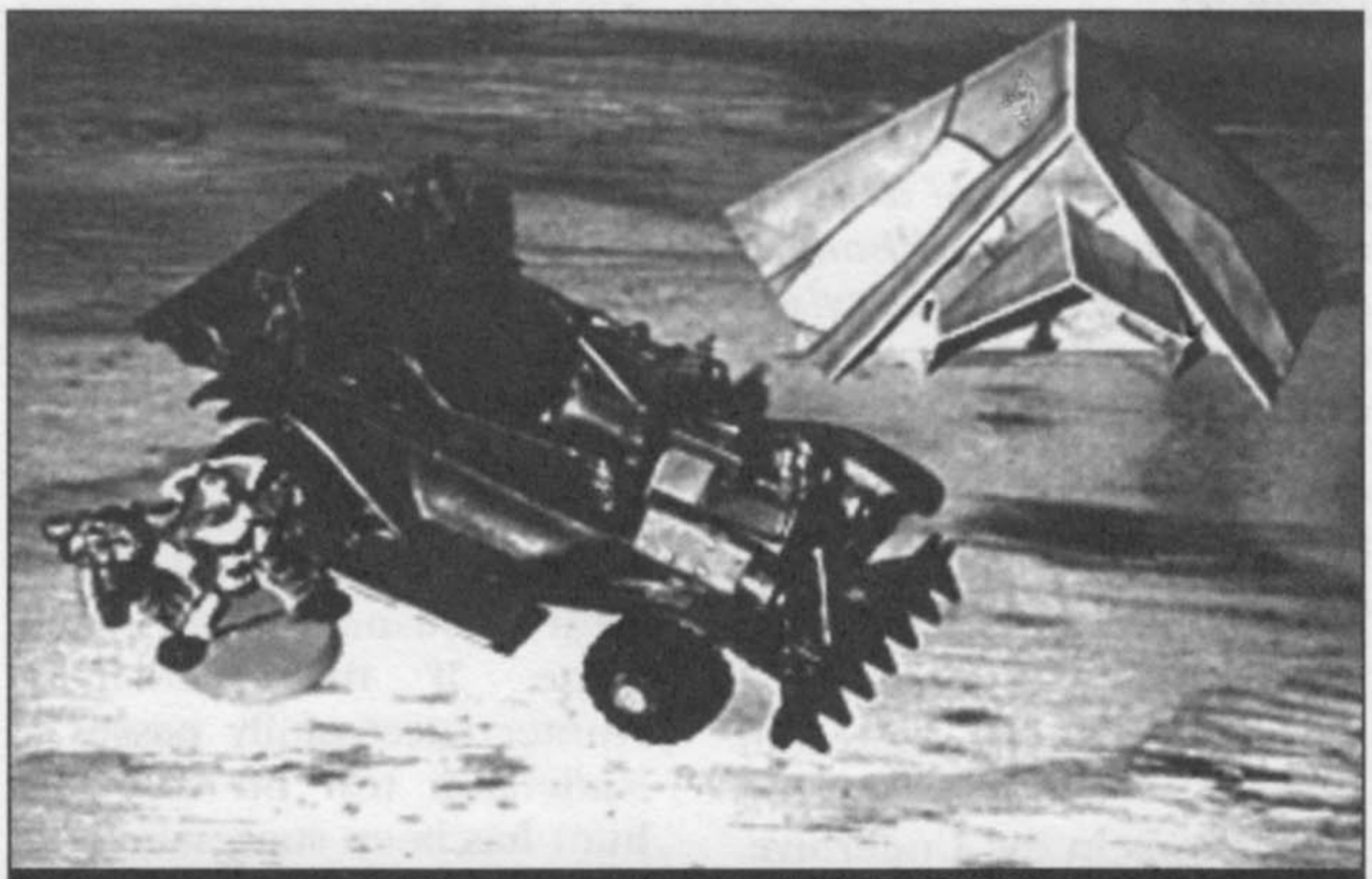
SKILL TABLE

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd	Pirate
Kaptin	Y	Y	N	Y	Y	N	Y
Furst Mate	Y	Y	N	N	Y	N	Y
Bad Mek	N	N	Y	Y	Y	Y	Y
Freebooterz	Y	Y	N	N	Y	N	Y
Da Kabin Boy	Y	Y	N	N	N	N	N

be rolled for each Freebooter. On a '1' he has been 'duffed up' and must roll on the Serious Injury table ignoring *Captured* and treating *Bitter Enmity* as a *Full Recovery*. The profit table and the 'Ardboyz bonus from page 65 of *Da Uvver Book* are used as normal.

Mektown

Although technically outcasts Freebooter mobs do visit Mektown occasionally. Although most Freebooterz would be thrown out of Mektown (or worse!) if they went alone, the Mektown Orks are less likely to cause trouble with a band of flashy, shooty Freebooterz. Freebooterz use the normal rules for Mektown as given in *Da Uvver Book*.



'Nice motor, ya flash git!'

Scenarios

Freebooterz are treated in exactly the same way as normal Ork Mobs for the purposes of deciding which scenario to pick. The only exception is that Ork Freebooterz cannot be the defenders in Scenario 6: *Da Siege*. This is because Freebooterz are nomadic and never stay in one place long enough to build a fort preferring instead to live in their large customised vehicles instead.



This is Neal's converted Ork Battlewagon, the 'Titanic' *(Doh! What a name – Ed)* is such a huge beast, with added running boards so that he can fit as many Freebooterz on as possible. On the deck is a converted Hop-Splatt Gun but sadly it is missing a plank to walk rival Orks off of.



Hive Ken Skills

New skills and professions in the Underhive

By Lachlan Abrahams

Lachlan is another chap from 'Down-under' and hails from a peculiar sounding place – Yarralumla Act (the Aussies just get all of the groovy-sounding place names). He is another Necromunda obssessive, a game which seems incredibly popular in Oz. Maybe it's living in such a vast and beautiful land that makes them feel the need for claustraphobic settings!

Lachlan is presently working up a few new Hired Guns, one of which is the Crazy Doc, although he is having trouble trying to fix a head-mirror to his model conversion

But, what we want to know is, who exactly is this 'Hive Ken' geezer and is there a 'Hive Barbie'?

Hive Ken Skills represent gangers who develop professions in the Underhive. If any ganger rolls the 'select any skills table' result on the advance table he may select to roll on any one of these tables. Models learning skills from these tables must miss the next fight whilst they are finding a tutor to teach them the skill. Redemptionists and Spyrers may not select these skills. To use any Hive Ken skills the model may not forage, collect income from territories or search for rare items during the turn that they elect to use their skill.

Hive Ken Skill Table

2D6	Result
2	Wildsnake Hunter
3	Gigantic Spider Hunter
4	Stinger Mould Harvester
5	Orb Spider Handler
6	Rumour Monger
7	Scavenger
8	Explorer
9	Giant Rat Herder
10	Carrion Bat Handler
12-11	Player's choice

The Wildsnake Hunter

A ganger with this skill can hunt Wildsnake after each game. If the Wildsnake Hunter successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Wildsnake hunting table to see how may snakes he has found *(see end of article)*. If the Wildsnake Hunter is successful he may sell any Bottles of Wildsnake he brews for 10 credits each bottle and sell Wildsnake skins for 5 credits each skin. The ganger may give any bottles of Wildsnake to their gang leader to issue to his gang instead of selling them.

The Wildsnake hunter is given a Wildsnake Catchpole when he gets this skill and is his badge of acceptance amongst the Wildsnake hunting parties.

Spider Hunter

A model with this skill can try and hunt for Gigantic Spiders after each game. If he successfully passes a Leadership test on 2D6 his hunt has been successful and he may roll on the Gigantic Spider hunting table *(see end of article)*.

A Gigantic Spider Hunter must buy a Gigantic Spider Harpoon Gun when he gets this skill, the Harpoon gun costs 50 credits and is his badge of acceptance amongst the Gigantic Spider hunting Parties. If a model rolls this

Wildsnake Catchpole

Type	Strength	Damage	Save Modifier
Close Combat	User +1	1	-1

Special Rules: Requires two hands to use.

If the model using the weapon hits an opponent in hand-to-hand combat, re-roll any dice which roll 6's to wound. If the second roll is also a 6 the victim's neck is snapped, unless they can make an Armour Saving Throw, or *Dodge*.

Any models that suffer this fate are automatically dead and don't roll on the Serious Injuries Table.

Note, that a model with a broken neck can't be revived with medic skills, medipacks etc.

skill and his gang is not willing to pay for his Harpoon Gun, the model must reroll his advancement on another table of his choice, however he may not re-roll on the Hive Ken Table.

Gigantic Spider Harpoon Gun

Range		To Hit					
Short	Long	Short	Long	Strength	Damage	Save	Ammo
0-12	12-24	-	-1	6	D3	-3	6+

Special Rules: As Scaly Spear Gun (see page 54 of Outlanders). Counts as a Heavy Weapon.

The Gigantic Spider Hunter is able to use this weapon, which unlike the Scaly Spear Gun he would not be able to use unless his Strength was 5 or more, as the Harpoon Gun has a motor winch to help the model load the massive harpoons. The Harpoon Gun may not be used by any other model unless they also have the Raft Spider Hunter Skill.

Stinger Mould Harvester

A model with this skill can search for patches of Stinger Mould after each game. If the Stinger Mould Harvester successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Stinger Mould Patch table to see how may patches he found *(see end of article)*. If the model is successful he may either sell Patches of Stinger Mould for 15 credits for each patch or give them to his gang instead.

Orb Spider Handler

The model with this skill can milk venom and weave silk thread from a domesticated Orb Spider. he may even try to harvest the rare steel web used to make cables of incredible strength. If the Orb Spider Handler successfully passes a leadership test on 2D6 he may roll on the Orb Spider Harvesting Table *(Yup, you guessed it! See end)*.

Orb Spiders are sometimes reared from hatchlings and raised within settlements to gather their web silk and venom. Sometimes an Orb Spider will prepare a nest for its eggs out of a special type of web called 'Steel Web', this is collected and made into rare *Web Grenades*. The Orb Spider will not attack its Orb Spider Handler in her lair but anything else in or within 2" of her lair she will see as an intruder and charge them.

Note: The Orb Spider Handler may give doses of Blade venom to their gang instead of selling them.

Having this skill means that when the Orb Spider Handler's gang is fighting in their own territory there will be a site allocated for the Orb Spider Grove which the Orb Spider Handler and Harvester maintains. The gang may position the 4" x 2" Orb Spider Grove in any corner of any structure on the board. If the Orb Spider is killed the handler must spend the next turn seeking a new one. He cannot collect income or roll on the Orb Spider Harvesting Table. The turn after the handler may start harvesting from his new Spider.

Orb Spider

M	WS	BS	S	T	W	I	A	LD
3	3	0	3	3	1	1	1	5

Special Rules: As a normal Orb Spider.

Web Grenades

Web Grenades are usually used to attract young Orb Spiders for capture and farming, as such they may only be used by the Orb Spider Handler in combat. When he first creates a supply of *Web Grenades* the orb Spider Handler will have to take an Ammo test every time he rolls a 4+ (and then his supply for the game will run out) every further time he manages to make *Web Grenades* he may -1 from his roll to make an Ammo check. ie. The Handler has managed to create *Web Grenades* twice, therefore he must make an ammo check whenever he rolls a 5+. Once the Handler has reduced his ammo check to 6 then every time he rolls a 6 on the Orb Spider Harvesting table count the result as a 5 instead.

Rumour Monger

The Rumour Monger is an expert at finding out or fabricating information or evidence. This may lead to some calling them a spy. They are also usually adept at forgery and mimicry. After each game if the Rumour Monger successfully passes a leadership test on 2D6 he

Web Grenade

Strength	Damage	Save Modifier	Area effect
Special	Special	Special	2"

Special Rules: Once a *Web Grenade* has hit its target the victim is automatically enmeshed – there is no roll for wounds or injuries and no saving roll is allowed for armour. A webbed target may do nothing other than attempt to struggle free – roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself from the web and may continue normally. If the total is less than 9 then the victim suffers 1 wound immediately, though an armour save may be attempted if the victim has armour.

Freeing webbed models: Surprisingly enough, Blade Venom disolves *Web Grenades*, any model with Blade Venom may automatically free a webbed model at the start of the turn if he is within 1".

However, a model can never free itself from a web using Blade Venom, as the strands are far too tight to allow the fighter to reach his en-venomed weapon.

may roll on the Rumour Monger Table.

Instead of rolling on the above table the Rumour Monger may alternatively apply his knowledge and information (or mis-information) to draw up a Ratskin Map (you don't honestly believe they're all drawn by Ratskins!) which he may sell for 1D3 x 5 Credits. In order to draw the map he must still successfully pass a leadership test on 2D6 to make it look believable. Note: The Rumour Monger's gang can't use his maps to give them greater insight into the hive – they just don't trust him

Scavenger

The Scavenger is adept at exploring the Hive's Body Dumps, the piles of corpses which either fuel the Hive's furnaces or are reconstituted into food by the Long Pig processing plants. A model with this skill may choose to search for any loot or serviceable parts on the corpses. If he successfully passes a Leadership test on 2D6 his hunt has been successful and he may roll on the Body Scavenger Table to see how his search went.

Explorer

The Explorer is adept at exploring the Hive, knowing ways and means to get places that ordinary Underhivers wouldn't dream of. Then again, ordinary Underhivers know better than to take short cuts through Rad Zones and Acid Bogs. If the Explorer successfully passes a leadership test on 2D6 his exploration has turning something up and he may roll on the Explorer Table to see what happened.

If the Explorer's gang takes a piece of territory from another gang, they may choose which territory they capture, instead of deciding it randomly, as the Explorer leads them to the usurped gang's prime sites.

Giant Rat Herder

The model has been trained to catch and herd Giant Rats. A gang who has a member with this skill can lower their upkeep as they have a herd of rats to keep them fed. Non Outlaw gangs may add two credits per ganger to their stash after working out their upkeep. Outlaw gang members only cost 1 credit each to feed per turn.

When the Giant Rat Herder's gang is fighting in their own territory they may position a Giant Rat Pen anywhere on the board. The Pen contains D6+2 captured Giant Rats, the pen has a Toughness of 4 and has 1 wound. If released Giant Rats will head towards the closest table edge or attack the closest model within double their Initiative range. Rats may be released by either destroying the pen or if a model opens it by spending a full turn doing nothing else.

If the Giant Rats are released, the gang which benefited from them, loses their food bonus after the game, the Giant Rat Herder has to go and round up some more Giant Rats to replenish his herd. Next turn, his gang regains the bonus. Giant Rat Herders will never be attacked by Giant Rats, they will ignore him instead.

Giant Rat

M	WS	BS	S	T	W	I	A	LD
6	4	0	3	2	1	1	3	4

Special Rules: *Dodge* as normal Giant Rat.

Carrion Bat Handler

The model has managed to catch, tame and train Carrion Bats. Domesticated Carrion Bats are useful for delivering messages between the gang's territories and assisting their Handler in combat.

The model with the Carrion Bat handling skill can be accompanied by three Carrion Bats. Even if some are killed in a game, it is assumed that next game he will have caught and trained some more. These bats have been domesticated and are under the command of the Carrion Bat Handler. He maintains control over them with strange clicks and whistles.

The Bats must remain within 10" of him at all times. But, as long as they remain within 5" of him they can use his Leadership characteristic for any Leadership roll they have to take. If they ever end a movement phase more than 10" from their controlling model or the model goes out of action, they are removed from play, as it is assumed they have fluttered off into a nearby nook or cranny. Carrion Bat Handlers will never be attacked by Carrion Bats, they will ignore him instead.

A gang who has a member with this skill may add +2 to any dice rolls which determine how many gang members they are allowed to field in a fight. This represents the Carrion Bat Handler sending messages to gangers via 'courier bat' *('courier bat'?! Whatever next? Pet Zombies? – Ed.)*

At the end of each game. Roll 1D6 to see whether the scratches the Carrion Bat Handler receives from his bats have any effect on him.

Carrion Bat Handlers keep their bats clean and feed them clean food, thus their bats have a lesser chance of giving the Zombie Plague to models they bite (1-2 on 1D6). Carrion Bats belonging to a Scabbie Carrion Bat Handler are not as cared for, as in other gangs, so they have the same chance of giving a model the Zombie Plague as Wild Carrion Bats (1-3 on 1D6).

Carrion Bat

M	WS	BS	S	T	W	I	A	LD
8	3	0	2	2	1	3	3	4

Special Rules: Fly (as normal Carrion Bat), Plague (as normal Carrion Bat).

Carrion Bat Plague Table

1D6	Result
1	Test the Carrion Bat Handler for the Zombie Plague. (The model applies -2 to the dice roll due to him only having received a scratch.)
2-5	Nothing happens.
6	The Carrion Bat Handler is now immune to the Zombie Plague and never needs to roll on this table or the Zombie Plague table again.

Wildsnake Hunting Table

1D6	Result
1	The Wildsnake Hunter finds a huge snake and is wounded in the savage battle. The model must miss the next fight. No income may be generated by the model.
2-4	The Wildsnake Hunter kills one snake. The snake yields 1 Bottle of Wildsnake and its hide is worth 5 credits
5	The Wildsnake Hunter kills D3 snakes. Each snake yields 1 Bottle of Wildsnake and 1 snake hide.
6	The Wildsnake Hunter finds a huge snake, the struggle is long and vicious but eventually the hunter wins the battle. The snake yields 3 Bottles of Wildsnake and its hide is worth 5 + 1D6 credits.

Spider Hunting Table

1D6	Result
1	The Hunter takes on more than he can handle. Roll on the serious wounds table – *Captured* and *Survives Against The Odds* counts as *Full Recovery,* whist *Head Injury* and *Multiple Wounds* count as Death. If he lives, he gains 1D6 experience points from the ordeal.
2	The Hunter is wounded in a savage battle. The model must miss the next fight while he recovers.
3	The Hunter suffers a Flesh Wound in a savage battle. He suffers -1 to his Weapon Skill and Ballistic Skill in the next battle only.
4	The Hunter brings down a Gigantic Spider. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
5	The hunt takes place near the sump lake. Roll a further D6: 1-3 The Hunter brings down a Gigantic Spider. He can sell 1D6 x 10 credits worth of the spider's meat and venom. 4 6 The Hunter brings down a Gigantic Raft Spider. He may pluck out several eyes before the body sinks below the surface of the sump and sell them for ID6 x 5 credits each. Roll another D6: 1 The Hunter managed to get one eye but loses his knife (he must immediately buy a new knife for 5 credits). 2 The Hunter managed to get 2 eyes. 3 The Hunter managed to get 3 eyes. 4 The Hunter managed to get 4 eyes. 5 The Hunter managed to get 5 eyes. 6 The Hunter managed to get all 8 eyes.
6	The Hunter brings down a rare type of Gigantic spider. Roll a further D6: 1 The Hunter has killed a rare Tank Spider. As well as collecting income for he spider's meat and venom he may also make armour out of the Spider's hide. Chitin Armour has a Save of 5. Chitin armour may be worn by the hunter, given to any other member of his gang or sold for 10 credits. He can sell 1D6 x l0 credits worth of the spider's meat and venom. 2 The Hunter has killed a rare Chameleon Spider. The model may be able to make a chameleon cloak out of the Spider's hide. hnyone shooting at a model wearing the chameleon cloak suffers a - l to hit. A chameleon cloak may be worn by the hunter, given to any other member of his gang or sold for 15 credits. He can sell 1D6 x 10 credits worth of the spider's meat and venom. 3 The Hunter has killed a rare Stiletto Spider. It.does not have enough meat on it to collect, but its venom sacs, whilst small, contain incredibly potent venom. Two fangs may be collected and made into daggers. These Venom daggers act as normal daggers but have the additions of an extra -1 Save and inflict 1D3 wounds. A venom dagger may be wielded by the Hunter, given to any other member of his gang or sold for 10 credits each. He can sell 1D6 x 10 credits worth of the spider's venom. 4 The Hunter brings down a very old Gigantic Spider whose flesh and venom are hardly worth anything but, slitting open its abdomen reveals several pieces of equipment. The model may roll 1D6 random pieces of equipment from the trading list. (Roll a further D6 for each item -1-3 roll on the normal Trading List 4-6 roll on the Outlaw Trading List). *(Cont over the page)*

Spider Hunting Table (cont)

1D6	Result
5	The Hunter fights against the largest Gigantic Spider he has ever come across and barely makes it out alive. Due to the horror he was exposed to the Hunter is now immune to all *Fear* and *Terror*. He manages to tear out one of the spider's eyes which he may sell for 1D6 x10 credits. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of Gigantic spider table – he doesn't believe in tempting fate twice!
6	The Hunter kills a Giant Albino Raft Spider mare. The Raft Spider's eyes are worth 8D6 x 10. The fame that this kill brings the Hunter makes other gangers *Fear* him. He gains 10 experience points and now causes *Fear* in his opponents. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of Gigantic spider table – he doesn't believe in tempting fate twice.

Rumour Table

1D6	Result
1	The Rumour Monger's information was completely and unconvincingly fabricated. The opponent of the Rumour Monger's gang chooses the next scenario. The Rumour Monger's enemy will always be the attacker in this instance.
2	Next time the Rumour Monger's gang rolls on the scenario table they may apply +1 or -1 to the dice roll.
3	Next time the Rumour Monger's gang rolls on the scenario table they may re-roll the dice if you wish.
4	The Rumour Monger's gang may choose the next scenario they fight in from any list. They will always be the attackers in this instance.
5	A carefully placed word of spite reaches important ears. One gang of your choice is subject to Guild Sanctions, they may not buy anything from the Trading Post this turn. You may select the gang that the disadvantage is placed upon.
6	A carefully placed word of spite reaches important ears and culminates in an Investigation by the Adeptus Arbites. The gang in question must halve their income gained this turn. You select the gang that the disadvantage is placed upon.

Orb Spider Harvesting Table

1D6	Result
1	The Handler receives a small bite from the Orb spider which turns septic. The model must miss the next fight. Nothing is produced this turn.
2	The Handler weaves a skein of *Silk Thread* which he may sell for 5 Credits.
3	The Handler weaves 1D3 skeins of *Silk Thread* which he may sell for 5 Credits each.
4	The Handler milks a dose of *Blade Venom* from the Orb spider which he may sell for 10 Credits.
5	The Handler milks 1D3 doses of *Blade Venom* from the Orb spider which he may sell for l0 Credits each.
6	The Handler may produce a batch of *Steel Web* this turn. He may not produce any *Blade Venom* or skeins of *Silk Thread* as the special *Steel Web*, used to make *Web Grenades*, is hard to work with and harder to get away from the Orb Spider.

Explorer Table

1D6	Result
1	The Explorer is attacked in the dark. Roll on the Serious Injuries table. If the result is *Captured* randomly roll the gang that captured him.
2	The Explorer is attacked in the dark. He manages to crawl back to the gang's base, but must miss the next fight while he recovers
3	The Explorer gets hopelessly lost and gets into several scrapes before he returns to his gang's base. He gains 1D6 experience points for the fact that he won't go down that tunnel again. If the Explorer fights in the next game he starts with one flesh wound.
4	The Explorer finds an interesting piece of junk which he may sell for 1D3x5 credits.
5	The Explorer finds something of interest. Roll a further D6: 1-2 The Explorer find a piece of Archeotech which he may either test or give to one of his gang to test or sell for 1D6x5 credits without finding out what it does. 3-4 The Explorer finds some loot which he may sell for 1D6x5 credits. 5-6 The Explorer finds a stash of 1D3 pieces of Equipment. Randomly generate these the Outlaw Trading list.
6	The Explorer finds something of interest. Roll a further D6: 1 The Explorer is exposed to a terrible horror in his search and is not telling anyone what he saw.. The Explorer is now immune to *Terror* (and therefore *Fear* as well) If the Explorer has already had this result on a prior search hunt he must roll again, nothings going to scare him any more. 2 The Explorer rescues a Juve (or Juve equivalent) which joins the Explorer's gang for free out of gratitude. The Explorer's gang must still pay for the Juve's equipment. 3 The Explorer rescues a Hired Gun who in gratitude will fight for the Explorer's for free for the next fight only. Roll a D6: 1 The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!). 2-3 The Explorer rescues a Scum. 4-5 The Explorer rescues a Pit Slave. 6 The Explorer rescues a Wyrd (randomly select). 4 The Explorer finds a Terntory which may be added to the gang's list of Territories. Roll ID6: 1 Water Still. 2-3 Old Ruins. 4-5 Slag. 6 Spore Cave 5 The Explorer finds an Archeotech Hoard. Add it to his gang's list of Territories. 6 The Explorer finds a group of Green Settlers which he point in the direction of his gang. Add a Territory of your choice to the Explorer's gangs list of Territories.

Scavenger Table

1D6	Result
1	The Scavenger finds a Herd of Zombies feasting on the dead. They attack him but he manages to escape with only a flesh wound. Test for Zombie Plague, if he survives he must miss the next battle as he recovers. He does, however, receive 1D6 x 10 Food company as a spotter's (silencing) fee.
2	The Scavenger Finds a Dead Outlaw on a heap who's bounty hasn't been collected. (1D6x1 credits) On a roll of a one, the Body Scavenger's ruse has been discovered, however he may still keep the 10 credits. The gang opposing the scavenger's gang next turn may take a free bounty hunter (he's the one that should have gotten the bounty and now wants to get even).
3	The Scavenger finds some good spare body parts which he can sell for 1D3x5.
4	The Scavenger finds a corpse with lots of loot on it which he may sell for D6x5 credits.
5	The Scavenger finds one random piece of equipment from the Outlaw trading list.
6	The Scavenger finds a bionic part on a corpse. Note: If the Scavenger gives the part to his gang it cannot be fitted this turn as it has to be cleaned off and recalibrated for its new owner. Roll a further D6: 1-2. The Scavenger finds a Bionic Arm, which he may sell for 40 credits. 3-4 The Scavenger finds a Bionic Leg, which he may sell for 40 credits. 5-6. The Scavenger finds a Bionic Eye, which he may sell for 25 credits.

Stinger Mould Harvest Table

1D6	Result
1	The Stinger Mould Harvester finds a patch just as it goes to spore and is covered with a terrible rash. He must miss the next fight whilst he recovers. No patches of Stinger Mould are gathered this turn.
2-5	Stinger Mould Harvester gathers 1 patch of *Stinger Mould* which he may sell or give to his gang.
6	Stinger Mould Harvester gathers 1D3 patches of *Stinger Mould* which he may sell or give to his gang.

WOT? NOT ANNUVA APOLAGEE!



In Citadel Journal 26 we credited Jason and Scott Hill, the 'Ultimate Gamers', for the 'Fistful of Ruins' on the inside back cover and for several of the buildings and conversions in the article.



Damn and hellfire! we were horribly wrong for t'was infact, none other, than their mailing list mate and distinguished American modeller **Alfonso J. Falco III**

So, we will be sending him a free Journal in recompense for this and would simply like to say:

Alfonzo, Soz Man!

Witch Hunter Warbands

WARHAMMER® *By Thomas O'Brennan* WARHAMMER®

Thomas, known as Slaine to his close friends, opponents and other strange people who adorn their bodies with woad, is from Auckland, New Zealand and has been gaming for many years. He's been a regular contributor of ideas to the Journal but has now finally found someone to photograph his miniatures so we can see what he's been up to!

Thomas's first love is of all things Celtic (as his name suggests, he was originally from 'over here') and he fields a massive Wood Elven Warhost which, unfortunately, he confesses does tend to get pounded quite often. He also fields his very own 'Celt Army' with varying degrees of success. So, without further ado, let's hand straight over to Thomas...

House Rules

Us Auckland players do tend to lean towards being power-gamers. We believe in playing to the spirit of the game and are always loyal to our armies' backgrounds, but we do not like to limit the use of Magic Items and every regiment that is capable will be 'Tooled-up' with their full quota of items, banners etc. Probably because of this our house rules are devised for such attrition.

I have the Warrior Priest and Witch-Hunter figures from Warhammer Quest and have always wanted to include them in my games of Warhammer. This, the first of my Warhammer articles, comes straight from my own book, 'Regiments of Renown' from the 'Warriors of the Inquisition' section, which is used by our group of local gamers as a supplement for Warhammer.

Witch Hunters

The Witch Hunter guilds of the cults of Sigmar and of Verena (Goddess of Justice) are amongst the most secretive of organisations. The Temples of Morr (God of Death), Myrmidia (Goddess of War) and Ulric (the God of Wolves and Winter) are generally a lot more open about their operations. These guilds are not a part of the standing armies of the nations within which they are founded or even a military wing of the Temples that they are deemed to serve. They are ruthless, merciless warriors of conscience, fundamental zealots nearer bounty hunters than priests.

Witch-Hunter Characters

1 Witch Fynder General *130 points*

Witch Hunter *85 points*

	M	WS	BS	S	T	W	I	A	LD
General	4	6	6	4	4	3	6	4	9
Witch-Hunter	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Sword and pistol with *Enchanted Silver Bullets*.

Weapons/Armour: Any combination from the Empire equipment lists.

Options: May ride a warhorse (+3 points).

Magic Items: A General may have up to three items, a Hunter may have up to two items.

Special Rules: Witch Hunters are immune to all psychological effects caused by Undead and Chaos (they may still, however, be broken from combat).

Holy Relics: A Witch Hunter's collection of blessed amulets and the like are enchanted with magic from the Temple of their patron. These negate the effects of any magic weapons wielded against them in close combat on the roll of a 4+ (roll at the beginning of each turn).

Silver Bullets: Witch Hunters are equipped with *Silver Bullets* that are enchanted by the priests of their temple. Each wound caused by one of these on Undead or Chaos foes causes D3 wounds.



Lookin' for people to burn!

Many of these 'holy warriors' start out as battle-hardened soldiers and mercenaries who, for some reason, find their true vocation and turn to the Temples. This is for the sole purpose of hunting down and eradicating the secret covens of Chaos worshippers and the walking dead that often stalk the lands of men, bringing terror and death to the innocent.

These warriors become very driven men and often can be found in the possession of potent religious artifacts and icons that they are equipped with by their patron Temple in order that they may better tackle the forces of darkness. These men are uninterested by the affairs of state and what they consider to be petty intrigues and so will serve in the armies of the righteous against the forces of evil regardless of any political ties.

Witch Hunter bands can be found serving as allies to any army that is considered to be of 'good' alignment (Empire, Bretonnia, High Elves, Wood Elves, Dwarfs and Dogs of War).

Warrior Priests

The Warrior Guilds of the Inquisition were set up by the Temples of Sigmar, Verena, Myrmidia, Morr and Ulric where they train the religious acolytes to fight the forces of evil. These cults were founded deep within the Empire and their tireless servants can be found fighting in the armies of the Witch Hunters.

The Inquisitor Priesthood is the less commonly known name for those warrior-wizards who have abandoned the colleges of magic to study Daemonology within the cults of the Temples and have become the foremost Daemon-hunters within the Empire and indeed throughout the Old World. They are often accompanied by the knightly orders of the Temples – the Templars.

Inquisitor Characters

Warrior Deacon *173 points*

Warrior Priest *106 points*

	M	WS	BS	S	T	W	I	A	LD
Deacon	4	5	3	5	4	2	4	2	8
Priest	4	4	3	4	4	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Hand Weapon (this is always a blunt weapon such as a mace or hammer as the strictures of the priesthood forbid the use of edged weapons).

Weapons: Any combination from the Empire equipment lists.

Options: May ride a Warhorse (+3 points).

Magic: Priests are 1st level Battle Magicians.

Deacons are 2nd level Battle Magicians.

Magic Items: A Priest may have up to one Item and a Deacon may have up to two.

Special Rules: Inquisitor Warrior Priests are immune to all psychology caused by Undead and Chaos creatures as is any regiment that they are leading (They may still break from combat though).

Aura of Serenity: Inquisitors have a natural 5+ dispel.

Righteous Anger: Once per battle an Inquisitor may re-roll any misses in close-combat.



A Warrior Deacon and his guards

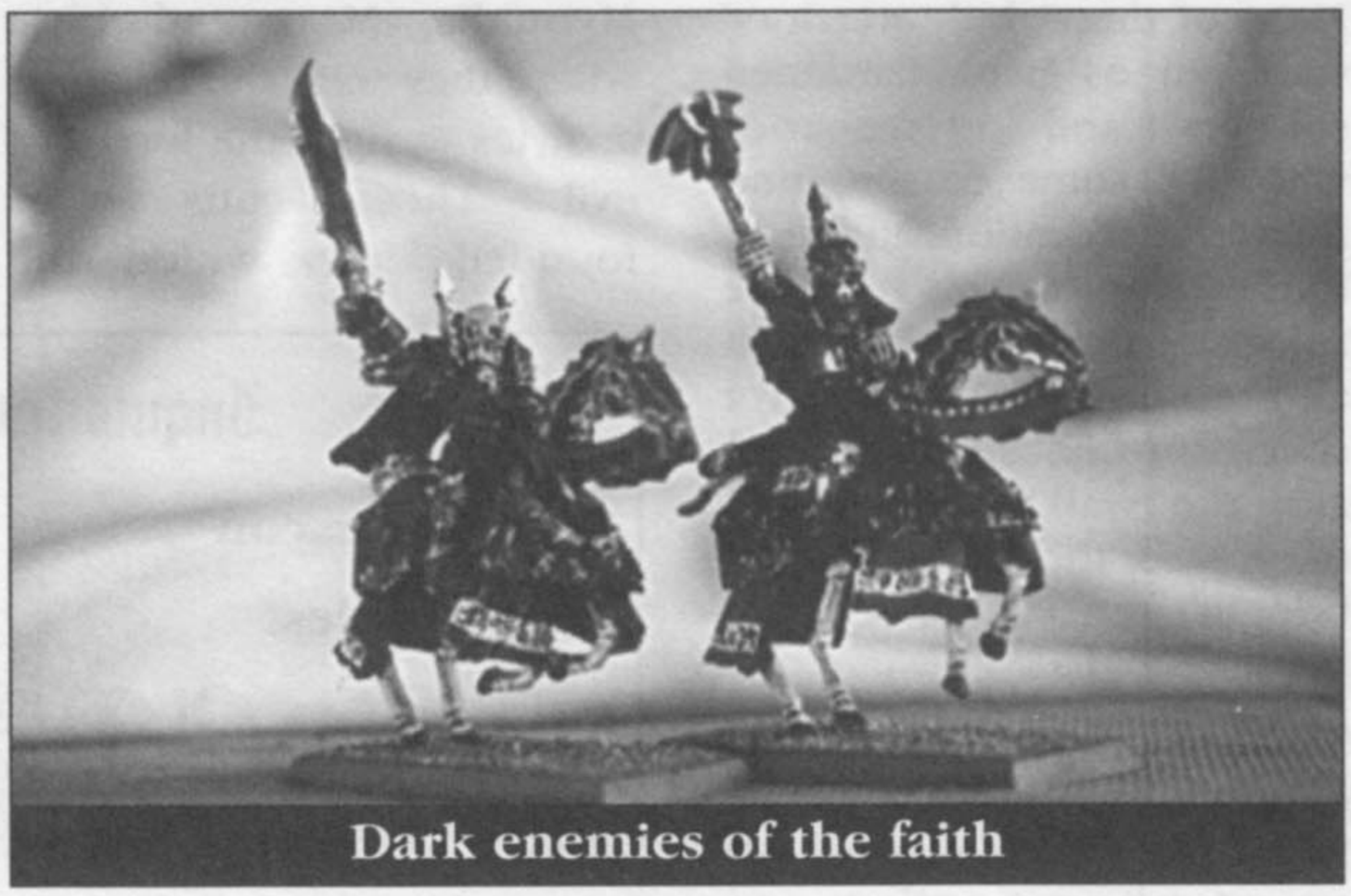
Panther and Blazing Sun are covered in the Empire rulebook but here I've put the rules for a generic Order of Knights Templar, the special rules of which apply to the former Orders of Knights.

Temple Acolytes

These are the young zealots and fundamentalists that join the bands of Witch Hunters in their bloody quests against all

Regiment of Knights Templar

The army of the Witch Fynder General may include a single regiment of Knights Templar. These form the military wing of the Temple which they serve. Each Temple has it's own specific order of Templars and many are very well renowned throughout the Old World. The following are the most famous Orders that regularly fight in the armies of the Empire: the *Knights of the White Wolf,* based in Middenheim who serve Ulric; the *Knights Panther*; reputedly the oldest of the orders of Templars who serve Sigmar; the *Knights of the Blazing Sun* a fairly new order originally founded in Estalia who serve Myrmidia; and the black-garbed *Order of Light* who serve Morr.



Dark enemies of the faith

These Templars are not just a priestly brotherhood but are also temple guardians, bodyguards and serve as crusader Knights pledged to the annihilation of Undead and Chaos wherever they can be found.

Knights of the White Wolf, things that are unholy. Some are priestly Initiates whilst the mainstay are religious nutters and ex-soldiers, all however, are extremely dangerous men.



Cultists and Undead – the bane of Witch Hunters

The Sigmarite Sisterhood

Among the women-folk of the Empire are a small number that have devoted their hearts so fully to the worship of Sigmar that they spurn a husband and family to serve their God. The Sigmarite Sisterhood, as they are known serve and protect the Temples' of Sigmar in small complements, known as Warrior Convents. Each convent is led by a

particularly powerful and influential Abbess who in turn pledges her allegiance and that of her convent to the Inquisition.

These penitent warrior women wear simple black robes and wimples. They live and fight barefoot and in chastity in order that they may be humble before their God.

Holy Icons

Any regiment that is lead by an Inquisitor or a Witch Hunter army include an Icon of their particular religious cult, which will be borne aloft by a member of the regiment in a similar way to a Standard.

Special Rules: Icon Bearer's are not Standard Bearers and do not count towards the Combat Resolution as standards do. An Icon Bearer will cost double the standard points cost of the normal trooper of the regiment and the cost of the Icon comes out of regiment points in exactly the same way as for a standard.

The Bones of Saint Rass-Puttin (50 points)
These are the bones of the greatest Vampire hunter ever known and are carried in a massive and ornately decorated oaken casket.

All enemy models in base contact with the bearer of this item suffer –1 Leadership even if it is unmodified for some reason (I.e the *Crown of Command*).

The Tome of the Covenants (50 points)
This ancient and holy book is reputed to contain some of the original preachings written by Magnus the Pious, in his own hand. It is lashed

Rank & File

01 Regiment of Knights Templar *39 points per model*

	M	WS	BS	S	T	W	I	A	LD
Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Wear Heavy armour and carry a shield and ride a barded warhorse. They are armed with a sword and lance.

Options: They may carry a Magic Standard or a Holy Icon if accompanied by an Inquisitor or Witch-Hunter.

Special Rules: Templars who act as a bodyguard to an Inquisitor will be immune to all psychological effects caused by Undead and Chaos and may make their break tests on his unmodified Ld.

Temple Standard: If the regiment includes a Standard Bearer he will cost the same as a normal trooper.

Temple Acolytes *10 points per model*

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

Equipment: Wear Light armour and carry a shield. They are armed with halberds.

Options: They may carry a Magic Standard or a Holy Icon if accompanied by an Inquisitor or Witch-Hunter.

Special Rules: Acolytes who act as a bodyguard to an Inquisitor will be immune to all psychological effects caused by Undead and Chaos and may make their break tests on his unmodified Ld.

01 Regiment The Sigmarite Sisterhood

11 points per model

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

Equipment: They are unarmoured and carry spears

Options: They may carry a Magic Standard or a Holy Icon if accompanied by an Inquisitor or Witch-Hunter.

Special Rules: *Aura of Divinity* (as Daemon save 4+ up to unmodified 6+).

Immune to Psychology: They may still break from close-combat though. If they do fail their Break Test roll a D6, on the score of 5+ the Sisters will fall to their knees and offer themselves to Sigmar, allowing their enemies to slay them in repentance. Any Characters in the unit will also be driven into prayer on the score of 6.

Musician: If the Sisters include a musician in their ranks, which is usually a harp, they will be so imbued with religious fervour that they may re-roll their first failed Break test.

to a long pole so that it can be borne aloft like a standard to inspire the god-fearing followers of Sigmar.

This item offers a natural 3+ dispel against Dark, Chaos (all types) and Necromantic magic but not against items.

The Crucifix of Iscariot Swaggatt (75 points)
This Icon bears the likeness of the famous Witch Hunter who was captured and defiled in the most shocking ways imaginable by a Slaaneshi Coven. The aura given off by this Holy item is thought of by Inquisitors and Witch Hunters alike as purity incarnate, the gift of the ultimate Martyr.

When an enemy regiment comes into base contact with a regiment that contains this Icon, it immediately loses any positive psychology that may be effecting it, unit such as *Hatred* and *Frenzy*.

Holy Items

These may be considered in all respects to be the same as magic items except that they can never be destroyed by any means.

The Grimoire Daemonicus (75 points)
This is considered to be amongst the greatest collections of Daemonological lore in the Old World. There are only a few passages that are fully understood by the Inquisitors who fear studying this tome too much for the sake of their sanity!

When used in the magic phase it casts a spell that negates all Chaos Rewards, abilities and Auras within 12" of the bearer of this item.

(Inquisitors only)

The Shroud of Toumas Torque-Mada (60 points)
This is reputedly the death shroud of one of the greatest Witch Hunters to have ever lived and is carried, treated in a special case.

The shroud offers quite considerable magical protection for the bearer and the unit that he is with. On a 3+ it will *rebound* any spell back against the caster and the bearer may power up the dispel roll if he so desires.

(Witch Hunters only)



'And at the stake shall all heathens perish...'

Appropriate Models

When playtesting the Sigamarite Sisterhood I used High Elven Maiden Guard models which I do intend on re-modelling as my Warrior-Nuns when I eventually sell my High Elf army.. For a banner I intend to use one from Codex Sisters of Battle.

For the Inquisition Warrior Deacon I simply used the Warhammer Quest Warrior Priest (079901701) which makes an ideal model without any need for converting.

The same applied to the Witch Hunter (079902201).

The Imperial Preacher (010802201) made for a great Warrior Priest also.

Necromunda Redemptionist models are also well suited to represent Inquisitors and Warrior Deacons and House Cawdor gangers, when converted, would make excellent Acolytes.

For the Icons I used the following pieces: The standard top from Imperial Missionary 1 (010801201) as *The Tome of the Covenants* and the standard top from the Imperial Missionary 2 (010801204) for the *Bones of Ras-Puttin*.

Check out 'Hot from the Forges' (the Mail Order pages, pp 74-77) for more conversion ideas for Witch Hunters and their zealous brethren and take on the might of darkness yourself!

Tales from the Black Library

•WARHAMMER MONTHLY 11



In this amazing competition issue...

We must be crazy to even think about it, and you'd be even crazier to miss it. This month we're gonna give away every single page of comic artwork inside this issue. Miss it at your peril!!

This month sees the start of a fantastic new Warhammer 40,000 series from Dan Abnett and Simon Coleby. The first episode of *Inquisitor* sees the enigmatic Defay investigating an outbreak of Chaos.

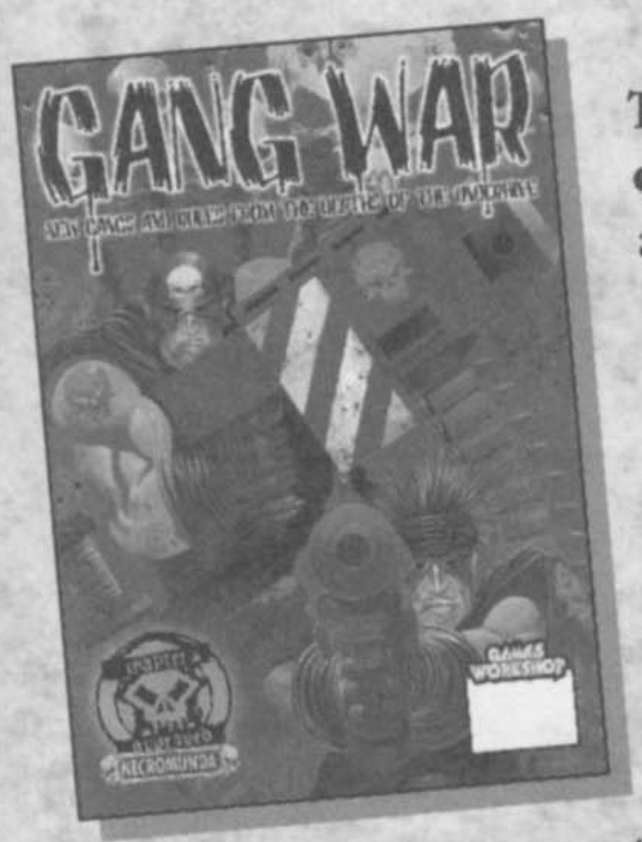
As Ephrael Stern and Silas Hand near the end of their epic journey, all will be revealed in the cataclysmic conclusion of Book One of *Daemonifuge*.

Our Dwarf heroes find refuge deep in the Mountains of Mourn. But all is not as it seems, and an old crone proves to be a dangerous foe for the intrepid *Dwarflords*.

The Wardancer *Shadowfast* has become inexplicably linked to a mystical staff. A staff that is capable of raising the dead spirits of Elves. Unfortunately such a powerful artefact has attracted the attention of his evil cousins, the Dark Elves.

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•GANG WAR 1



The essential Necromunda supplement. This is the first compilation of some of the best articles from White Dwarf and the Citadel Journal, plus some new rules and errata from the likes of Jervis Johnson, Andy Chambers and our readers of course!

Pit Slave Gangs are the meanest muthas in Necromunda, equipped with a nasty selection of hammers, drills and saws are now ready to compete for power with the best that the Underhive can muster.

A Fistful of Gunfights brings even the hardest Gang boss a bit of a challenge if he's brave enough to double-cross his rivals for a quick cred...

Ash Nomads are used to hardship, being renegades from the inhospitable Ash Wastes of Necromunda. Full rules and conversion ideas for the Underhive's grittiest gangs.

In *Get Yer Motor Runnin'* everyone's favourite Necromundan Hell's Angels drive into your district of the Underhive, spraying bullets and pulling wheelies in total, reckless disregard for anyone else's property or life!

Plus: Mail Order have set up their own *Guilder Workshop* to ensure that your gangs don't go to the gunfight empty handed.

Available February **Price £2.75**

WARHAMMER® 40,000

FORWARDS FOR THE EMPEROR!

COMMISSAR TRAINING SQUADS

By Rob Wolters

I've played Imperial Guard for as long as I can remember *(so at least five minutes then, Rob? – Ed)* and my favourite troops have always been the Commissars. Looking cool and suave, dressed in their long black trenchcoats, and being driven by a fundamentalist belief in the sanctity of the Emperor, these guys really know how to rock the battlefield. And to top it all, they're the meanest, most bad-tempered hombres in the Guard.

Defenders of the Faith

Since Commissars always fight in the front ranks of Imperial Guard armies, inspiring the troops, a lot of them fall in battle serving the Emperor. For this reason there is always a constant demand for replacement Commissars.

Cadets for Commissar training come from many

COMMISSAR TRAINING SQUADS 170 points

	M	WS	BS	S	T	W	I	A	Ld
Cadet	4	3	3	3	3	1	3	1	8
Orderly	4	3	3	3	3	1	3	1	8
Commissar	4	5	5	4	4	2	5	2	10

Equipment: The Cadets are armed with lasguns and wear flak armour.

Options: The Orderly can choose weapons from the assault weapons section.

The unit can include a standard for +10 points (+1 WS for the first round of combat when the Cadets charge).

The Commissar can choose weapons from the assault and command weapons section in addition he may have up to two wargear cards.

The squad can be mobilised by including a Chimera for 140 points.

Special Rules: The Cadets are immune to psychology as long as the Commissar is still alive. If the Commissar gets killed then they will count as being *Grizzled* (take LD tests on 3D6 choosing the two lowest scores).

In addition, the Squad may have one *Veteran Ability*.

You may only ever include a single Training squad in your army and they count as being an additional unit.

Veteran upgrades and special rules for this unit do not apply to the tank crew.



Mordians with a few added details make excellent Cadets



backgrounds although most are orphans brought up in Imperial conditioning centres. These Cadets undergo some of the hardest training there is within the Imperial Guard and most of these Cadets will have at some point served within an Imperial Storm Trooper squad. Commissars are deemed never to flinch in the face of the enemy and so the Cadets become especially battle hardened even though only the bravest few make it through the training program.

Once basic training, both practical and battle theory, is complete and after two years of spiritual and psychological indoctrination, they are inducted into the field training squads which are lead by an experienced, veteran Commissar, who will judge them worthy of further progression.

Only a select handful of the cadets will go on to become Commissars, provided that they don't fail in the hawk-like eyes of their tutors or get killed in battle. Those that fail, but don't die, often join Imperial officer training but the few that get through the

Warhammer 40,000 3rd edition rules

COMMISSAR TRAINING SQUADS

	Points/Squad	WS	BS	S	T	W	I	A	Ld	Sv
Cadet	110	3	3	3	3	1	3	1	8	5+
Orderly	Free	3	3	3	3	1	3	1	8	5+
Commissar	Free	4	4	3	3	2	4	3	10	5+

Weapons: The Cadets are armed with Lasguns, the Orderly is armed with a Laspistol.

Options: The Commissar may be given one choice from the Imperial Guard Officer's Wargear list.

The unit can include a standard for +10 points (+1 WS for the first round of combat when the Cadets charge).

Special Rules: The Cadets are immune to psychology as long as the Commissar is still alive.

You may only ever include a single Training squad in your army and they count as ELITES.

Transport: The squad can be mobilised by including a Chimera for 95 points.



'Smile for the war correspondent lads.'

rigorous training procedures become the most feared and respected Imperial officers who are also representative of the Priesthood of Terra...

Suitable Models

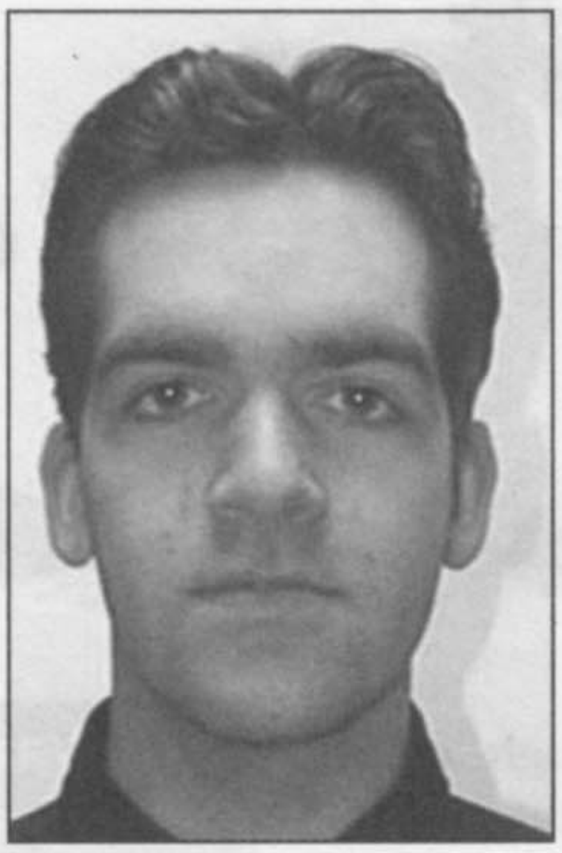
For my Commissar cadets I used simple Mordian Iron Guard from the Imperial Guard range, just painted in predominantly black uniforms with a few slightly different symbols. Instead of the familliar red banding and piping that most Commissars have on their uniforms I replaced it with blue for the cadets *(sort of like 'L-plates' then? – Ed.)*.

I wanted to knock-up my miniatures pretty quickly for battlefield use, so you may think that they quite fit the bill as Commissar Cadets. To accomplish this, I suggest removing the decorative epaulettes and giving them a some-what plainer look.

Of course, there always the original Commissar Cadets from the 'good old days' which you can probably find in the 86-91 catalogue.

Or check out the Mail Order pages, 'Hot from the Forges' for suitable miniatures.

INQUISITION DATA-SLATE



SUBJECT.....Rob Wolters

SECTOR.....GW Bedford store

RANK.....Squad Leader (ser no. 3348 mynzapynt)

SPECIALITIES.....Warhammer 40,000, Necromunda, Being Smug!

CRIMES.....Irresponsible alcohol intake levels, acute laid-backness (he is Dutch!), having a gorgeous girlfriend thus making the editor very jealous indeed!

PUNITIVE MEASURES.....Suspension of all privileges (requisitioned by the editor!) and immediate return to unit.

Da Roolz Boyz

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

Da Roolz Boyz
Games Workshop Ltd,
Willow Road, Lenton, Nottingham, NG7 2WS

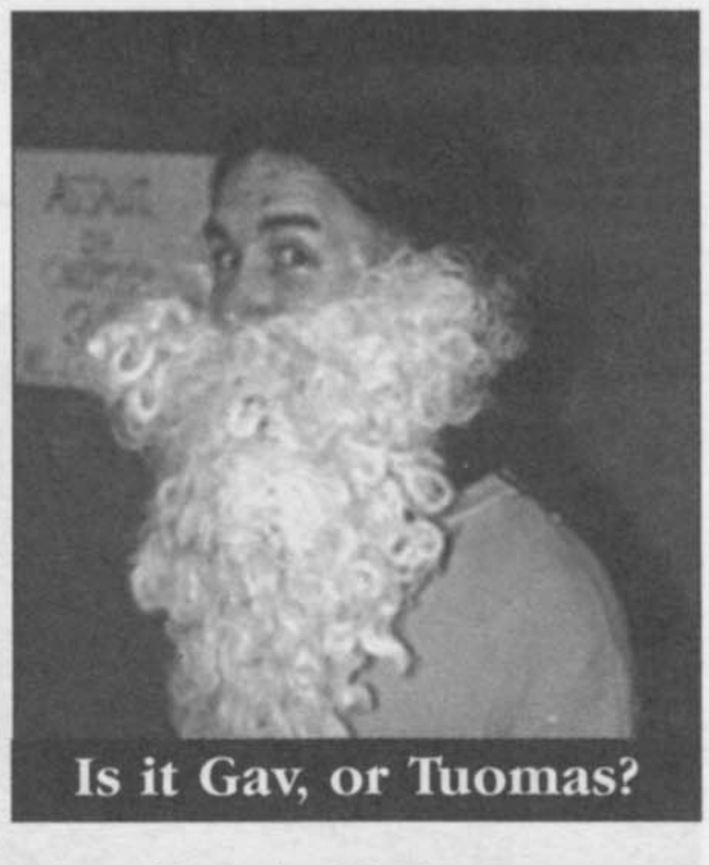
Telephone: 0115-91 40 000

Lines are open 6am-midnight
7 days a week

Those Mad Danes

Fanatic Tournament '98

By Gav Thorpe



Is it Gav, or Tuomas?

It was with honour and delight that I recently received an invite the the third Fanatic event in Viborg, Denmark. Organiser Bo Tolstrup (perpetrator of the Army of Darkness, for those of you with good memories or a copy of Collecting And Painting Wargames Armies) assured me of a fun-packed, non-stop action weekend. So it was that on a dreary June Friday, I set out from Birmingham International Airport on my first trip to Denmark. My mind was full of wild expectations - mention had been made of Squig Hopper Races and dressing up as Bertrand the Brigand of Bergerac...

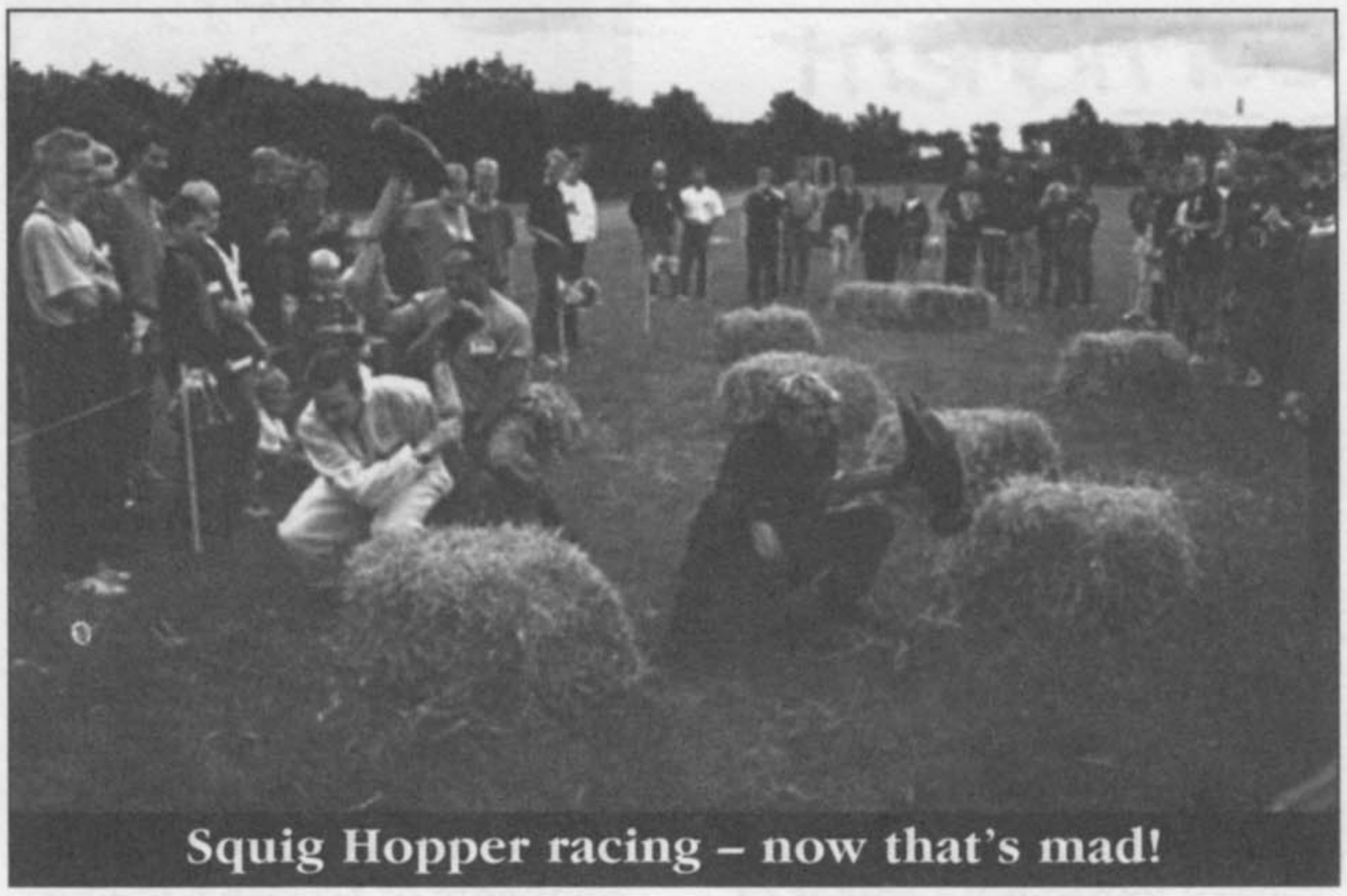
It was a nice easy start on Friday night, as most of the people at Fanatic were crammed around a television watching Denmark playing Brazil in the world cup! However, there were a few loyal souls who were still true to their real hobby, and several impromptu games of Warhammer and Warhammer 40,000 had been started. Bo assured me that things would get more lively later on – and they did. Although Denmark were knocked out of the World Cup that evening, it was pleasing to see that this didn't dampen the Danes' enthusiasm for gaming in the slightest!



The winners in all their glory

The first major attraction was the Army of Darkness bring 'n' battle which, owing to the football, didn't start until gone 11.00pm on Friday! Beautifully painted by the members of our Scandinavian team, the Army of Darkness faced off against a mixed horde of Chaos, Bretonnians, High Elves, Empire and even some renegade Undead. A few hours later and the tattered remnants of Nagash's mighty host conceded defeat (the usual outcome Bo assured me), though I must say that the centre of the Army of Darkness fared pretty well (I wonder who was commanding them – Paul Sawyer). With the morning sun already creeping over the horizon it was time to get a pitifully few hours of sleep before the bulk of the gamers arrived on Saturday.

The bulk of Fanatic was two tournaments – 60 Warhammer players and 40 Warhammer 40,000 players. The tournament had proved so popular, in fact, that the players had to take it in turns to fight their battles because there simply wasn't enough tables for all of them to play at the same time... Over the Saturday and Sunday they would play five games, and also collect tournament points for their painting, army selection and sportsmanship. Tickets to the next Grand Tournament were up for grabs and as you can imagine, the competition was fierce. For those who have been to a Grand Tournament, or the Test of Legends, you'll recognise the format.



Squig Hopper racing – now that's mad!

While the tournament players began their quest for international renown, I was inundated with questions about Games Workshop new releases, rules questions, ideas and all manner of other inquiries. Accompanying me was 'Eavy Metal painter Torben Schnoor who answered an unending stream of questions about painting and modelling. Many of these were prompted by the pre-release copies of Warhammer Siege and Dogs of War, plus a selection of miniatures which have yet to hit the shelves. It was then that Bo announced that the Squig Hopper racing was about to begin, and Torben and I exchanged worried glances.

Mounted on our trusty Squigs and armed with inflated hammers, Torben and I were ready to race against a mysterious character who was only referred to as Skarsnik – though, truth be told, he was awfully tall for a Gobbo. Much furious bouncing, walloping, falling over, getting up again, being whacked on the head, falling over, getting up again, and getting extremely tired ensued!

Fortified with a bottle of cola and a plate of chips, I made my way round the Tournament listening to various tales of heroic victories, miserable defeats and extremely jammy dice rolling. In the afternoon I held the 'What's stirring in the Warp?' seminar where I fielded questions about Games Workshop's forthcoming projects and told the attendant gamers about… Well, you'll just have to wait if you weren't there! More questions followed, interrupted only slightly by a barbecue being served up.

Saturday evening was as full as the rest of the day. Quite innocently I agreed to play a game of Blood Bowl as I had brought my Skaven team, the Crookback Cretins, with me. As we played, I thought that a bit of a crowd was gathering and, when I looked up, I then realised I was suddenly playing in the first round of the Blood Bowl tournament! With a 2-0 win to the furry ones under my belt, I went on to the next round.

However, before my dreams of glory could be fulfiled there was the matter of the Beardy Quiz to be settled. Between myself and Tuomas Pirinen, the gamers faced 20 of the hardest, weirdest, most outlandish questions about Warhammer, Warhammer 40,000 and fantasy and science fiction in general (okay, we threw in a couple of easy ones so that nobody scored zero!). The winner scored a pretty amazing 12 points (including a bonus point for actually having a beard!) which reassured me that there are plenty of people in the real world who take Games Workshop even more seriously then I do! Another



More madness: speed painting – Danish style!

win in the Blood Bowl tournament took me through to the semi-finals and it was starting to look like I might actually win something for a change…

There were all sorts of other things going on during Saturday too, such as Gorkamorka racing, a 40K Arena of Death organised by the players themselves, and far too many other things to remember but which were very exciting at the time. A few drinks with Bo and the staff of the Hobby Worlds games store (who were running the event) swiftly passed the early hours of Sunday morning, until it was time to jump in a taxi, grab three hours of sleep in my nice hotel and then charge back into the fray once more. Oh, did I mention that amongst all this I also had to mark the Warhammer army lists for army selection, take part in a Speed Painting competition and give points for the Army Painting category of the tournaments! Phew, Bo hadn't lied when he said it'd be action-packed…

Bleary-eyed but courageous, I took part in my Blood Bowl semi-final game. Despite a stout resistance by the Chaos Dwarfs opposing me, my plucky ratmen managed to pull off a 3-0 win. As pleasing as this was, it left me in something of a dilemma. There was a nice trophy up for grabs in the Blood Bowl tournament, and it seemed somewhat out of order for me to claim it. However, my competitive spirit would never let me throw a game I was playing – what was I to do? Well, in the end I decided to concede the match without playing it, as this seemed the only fair thing to do. Besides, it also avoided the possibility of a very embarrassing defeat at the hands of a highly accomplished Wood Elf coach!

The main non-tournament attraction of Sunday was the archery competition. My fears were allayed when I did not have to dress up as Bertrand the Brigand of Bergerac, although my archery skills did leave something to be desire (I think I rated as a Bretonnian Bowman, although Torben scored a big fat zilch!). The winners of the archery contest were then allowed to shoot at a selection of boxed sets and game supplements to see what they won. The sight of a copy of Digganob transfixed by an arrow was certainly something you don't see very often, and you may see adverts for a Forest Dragon (one wing slightly damaged) appearing soon…

While Bo and the other tournament officials compiled the final results, it was time for another Q&A session. I won't go into details, but highlights of this include questions about units of Stegadons (shudder!) and being able to shoot at detected enemies although they'd normally be out of sight (I ask you!). I'm not sure how many future debates I've solved (or started) though I realise that many of my answers ended with '… I guess'. With all the points tallied up, the sportsmanship awards given out, it was time for the prizes ceremony. The fanatic Warhammer champion was Michael Andresen, while the title of Warhammer 40,000 winner fell to Thomas Donslund. The Best Painted Army (voted for by the other players with a large majority) was the beautifully modelled and painted Chaos Warrior army of former 'Eavy Metal painter Jakob Nielsen.

All in all, it was a great weekend, with a magnificent spirit displayed by all the gamers there. Everybody seemed to enjoy themselves immensely – both in the tournament and in the other events – and it is notable that everybody was able to iron out any rules wrinkles without raising their voices (or their fists!). The mixture of veteran gamers and newcomers worked splendidly and I can think of no better introduction to the hobby for someone just starting out — from the worthy tactics advice of the old beardies to the introductory games being run by the Hobby World staff. Bo is currently planning more Fanatics, and I look forward to my next invitation. Happy Gaming!



Fanatic Tournament 1999

5th, 6th and 7th Feb
Munkebjergskolen,
Segersvej No.6,
5230 Odense M,
Denmark.
Dragonslayer
Tel 65919701

OVERWATCH!

This issue's Overwatch! goes in search of the hobby in California, the Sunshine State in the US and we found the Warmongers. They've even included a short campaign for Warhammer 40,000 for you to get your teeth into.

DATAFAX

THE WARMONGERS

LOCATION: Southern California, U.S.A

TIMES: Fridays 6.00 pm til 11.00 pm. Saturday 10.00 am to 6.00 pm.

AGE LIMITS: If you can learn a game then you can play!

FEES: FREE for small get-togethers and members.

GAMES PLAYED: All GW games, both old and new. Most titles of board games, most historical periods, card games, oh... and darts!

FACILITIES:

- There's plenty of parking.
- There's plenty of terrain covering many different historical periods as well as sci-fi and fantasy.
- Some armies are provided and rules taught to those interested in learning every game!
- Room for between three and eight gaming tables.
- Rest room and disabled facilities.
- Usually between six and eight gamers per session.

CONTACT: **Pete Loukos via e-mail at:**

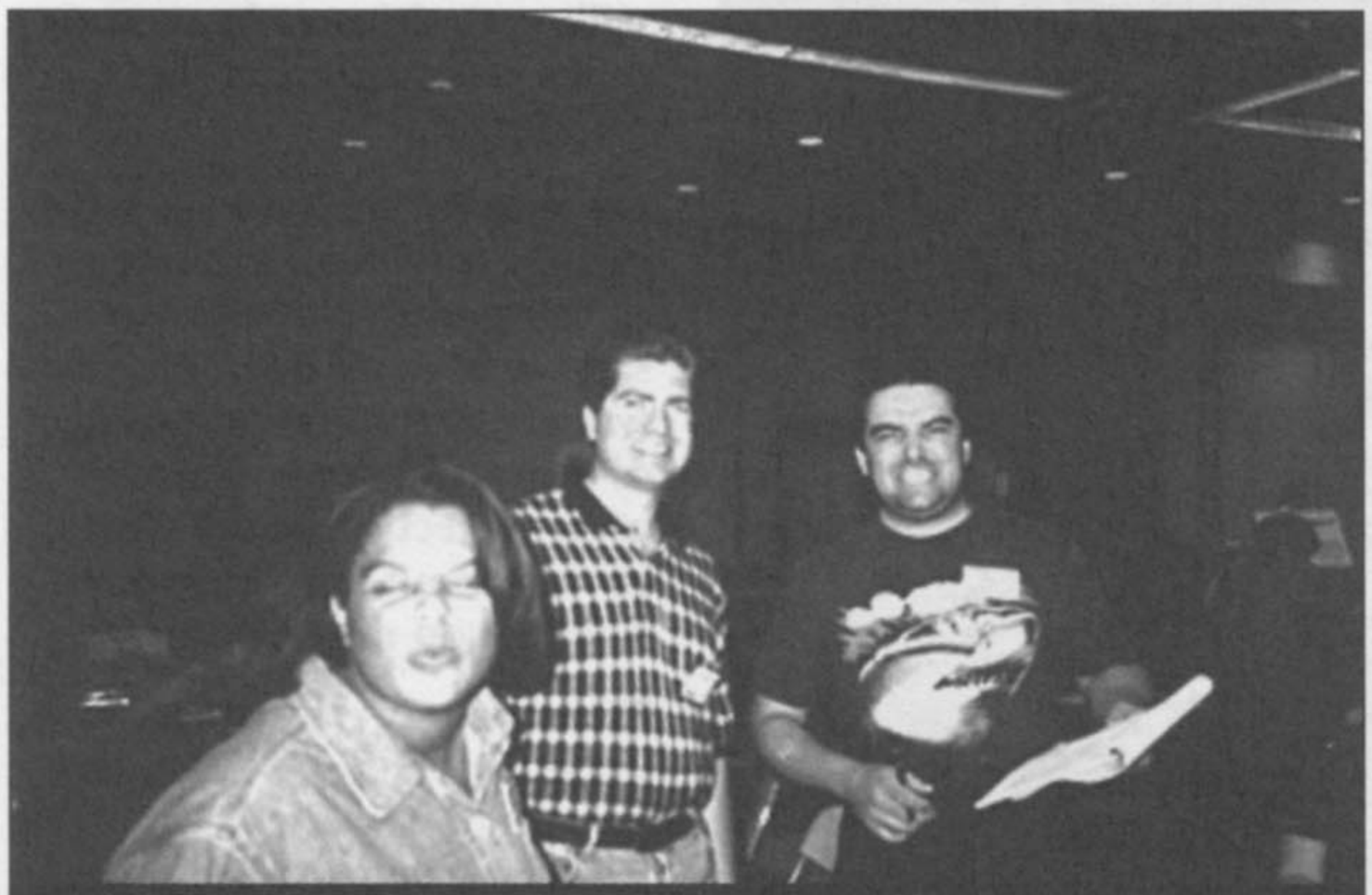
Stride9881@aol.com

Origins

Our club comes from a very modest beginning, starting with my buddy Steve and myself looking for a place to play games. Around this same time I met Helen through a friend at work and her interest in this hobby was sparked by curiosity, leading her to invite Steve and myself over to her house one Sunday to play a game. Having no experience, or prior knowledge of wargaming, Helen involved herself by taking on the task of rules arbitrator. Refraining as best she could from wanting to manoeuvre little soldiers, she armed herself instead with a rulebook and dispensed justice with a firm, 'You can't do that' or 'You must declare your Charges before you move, not when you think of it later,' and thus Helen was baptised into wargaming, so naturally I married her.

Since that time, Sundays have become a regular gaming day, and no matter where we have lived, our house has been at the centre of any gaming group we create. There are stores in my area that do permit in-store gaming and once in a while we go and either run a game or just play a pick-up game at these locations.

Unfortunately, these gaming places are not suitable to our special needs. You see Helen is a paraplegic and so has a hard time seeing what's happening on tall gaming tables. (A quick note to any clubs that have members in wheelchairs: While it is good to have plenty of room for a wheelchair to get around your tables, there is one thing people forget. Wheelchair gamers play at a disadvantage, because if the table is too tall it is hard to see what's going on.) In order to make it fair for my wife our gaming table is only 21" from the floor (this puts the table well below her waist level and so gives her about the same view as if she were standing). In my area there are no formal clubs, mostly the gamers around me are just small social groups all of which enjoy gaming very much but lack a place to do it collectively. Our little gathering of gamers wasn't too different from that of our peers, although I was always one to try and make the games as interesting and fun as possible, by writing



Pete (on the right) showing off his warface!

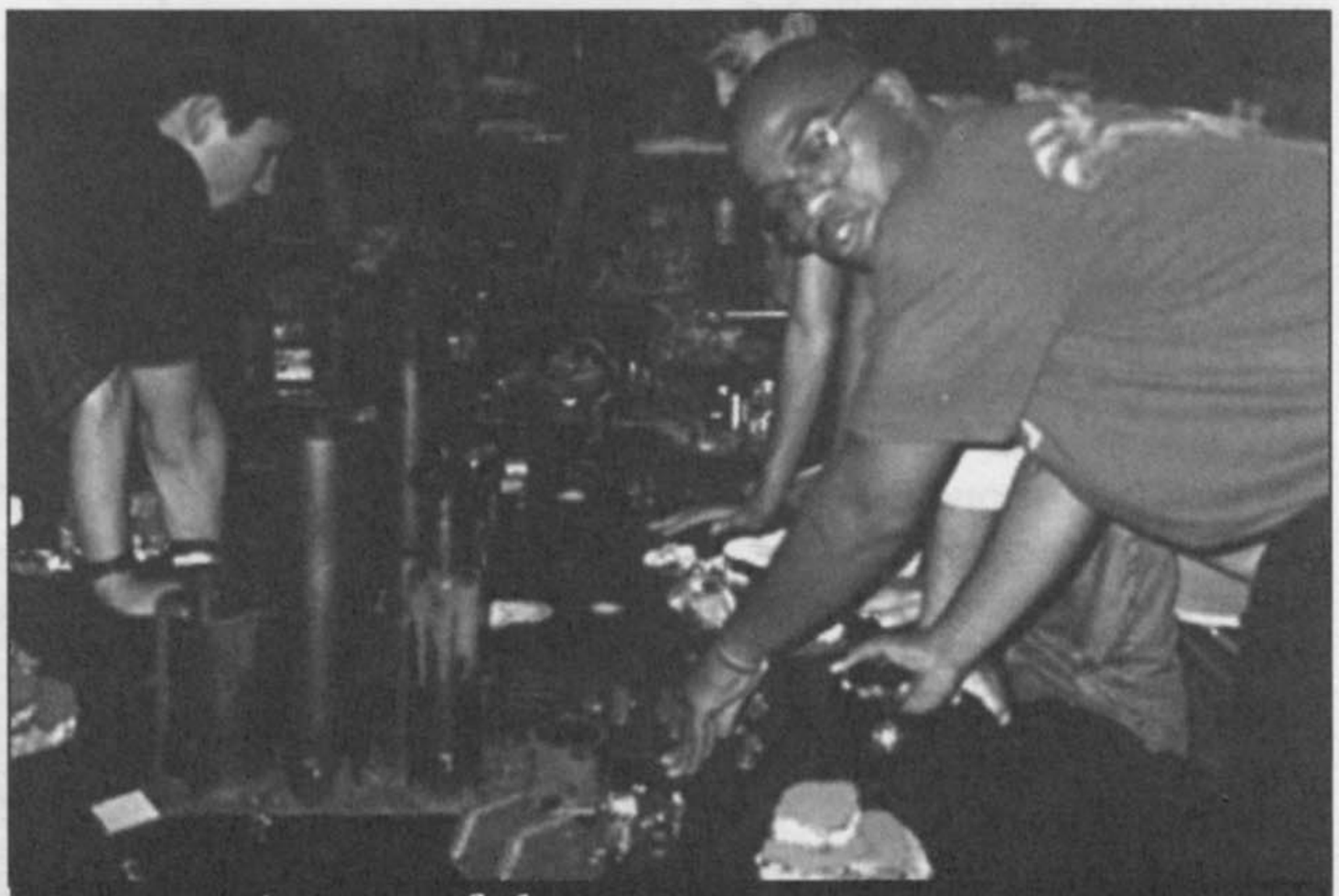
my own scenarios and thinking up neat little campaigns. This made me a little different from other gamers in my area, because most of them would just have great big battles with lots of troops, lots of stuff, and no way to finish.

Tony started coming over and playing games at my house about two years ago. At the time I met him he was running a game at one of the local conventions. Right away Tony and I saw eye-to-eye on a lot of issues. First and foremost was the desire to show other Warhammer 40,000 players (back in the good old days of 2nd edition) that the game was more fun when played around some kind of special scenario, or for that matter the basic mission cards in the game box. Far too often I meet gamers who have been playing both Warhammer 40,000 and Warhammer, without ever trying the missions or scenarios, some are even unfamiliar with victory conditions (I guess this comes from too many big point games that never reach a conclusion).

So, as Tony and I started playing every week we got the idea that we should put together some special scenarios, make terrain and go show other gamers that the hobby is more than just who has the most outrageous character. Wargaming is an on-going story, where there are rescues, bridges that need crossing, and whole worlds to be plundered. *(Yeh, right on, let's get away from this power-gaming, beardy nonsense and play properly! – Ed)* While some players spend their points on creating unstoppable super-heroes, we Warmongers see the need for rank and file troops who, in their own special way, are the heroes of everyday. For us Warmongers the true difference between a hero and a fool, is a well-aimed bullet, and in no less a way, bravery and cowardice can be defined by the number of protective devices your heroes wear.

As our club doesn't take money, and generally is a casual get-together atmosphere, it took us no time at all to get up-and-running. As a small club the members have no trouble staying in contact with one another and discuss a variety of issues over the phone. Whenever a big event is planned, like a convention, or the running of a special scenario at a games store we use the local bulletin boards, convention flyers, and the all-powerful word of mouth.

I suppose the biggest difficulty we face is that of growing beyond our limited gaming space, and if this ever happens, I think we will just have to set up some tables in



At one of the recent tournaments



Just a few of the club's armies...

the back yard and make a outdoor party of it! *(Being in California, of course, you can do this sort of thing – try doing that over here and you'd freeze! – Ed.)*

As a club we are a collective, no person is any more important than anyone else. But, if you don't play nice Helen will ram your shins with her chair. (In short, if you insist on being a Turd you must go lay in the yard?!)

Members

The Warmongers are made up of only a few like-minded individuals; while we do not exclude people from coming over and playing, we are very happy being just a small club. The main Warmongers are my wife Helen, Steve Toler, Rich Stewart, Paul Robles, Rob Williams Tony Bell, and myself. Tony and I spend much of our time planning scenarios and events like conventions and other stuff. The other members (my wife included) make up the bulk of our play-testing team, and provide good feed back on balance and the special rules that Tony and I come up with.

One element of creating a good scenario is tabletop terrain. In this area Tony has become a true master. So often when we get an idea for a game to run, at a convention or in my home, Tony spends his time making suitable terrain to go with the stories I write. In this way we can establish a feel as well as a look to catch the gamers attention, and make the battle a real special event for everyone. Because of this attention to detail, our club has been smothered by people wanting to join, some willing to drive as far as sixty miles just to play on my gaming table.

On average we have six active members with an average age of thirty plus. Needless to say, we have all been playing wargames for a good number of years and the combined army collection of the club covers about any wargaming subject you might think of.

There are six regulars in all, these are the people I know for certain I will see from week to week and there are at least six others who drop in from time-to-time to get in on our regular weekend gaming. As a rule Helen and I like to stick to a schedule, so as not to be completely disrupted with all the folks coming over to the house. Also, with the limited indoor gaming space it helps if the players know what games are being played.

Current Gaming schedule

The Warmongers do have some very good painters; notably Tony and Rob, both of whom have done well in the local painting competitions.



Now that's enthusiastic gaming!

On writing current projects, each member is working hard on their Epic 40k armies and I know of at least two Space Marine chapters being created. I'm working on an Epic 40k narrative campaign which I hope to be able to start sometime this summer. Hopefully when the work is complete we will be able to see it published in the Citadel Journal.

For refreshments there is a Del Taco across the street. At this time the club is open to members only, but we have talked about expanding to allow more gamers to join in on the fun. So growing is possibly in the not-so-distant future.

Tournaments

The club favourite is our Warhammer 40,000 500pt anything-goes-but-allies Tournament. At present this match has been postponed until we all have a copy of the new 3rd edition game.

Events

Three times a year we attend the local wargames convention and run one of our own special scenarios. The next Con will be in September '99 when we intend on hosting an Epic 40k game, designed to introduce new players to the game.

Concept:

Our club was founded for the purpose of playing games, running special events at the local conventions, and writing articles for the Citadel Journal. (At this time I have submitted two articles, the first about three years ago. The second only a few months ago. As yet we have had nothing published, but I'm still trying.) *(That's the spirit, Pete, keep 'em coming; it helps stop the desk from wobbling! – Ed.)*

When we created our club we did so to show other gamers an alternative way to fight their battles. We view ourselves as a creative club and so we are always trying new things. If I had any message to give to other gamers it would be this: You don't have to have a big club to have a good club, you just have to have a group of players you enjoy playing with. My personal gaming experience has been very enjoyable and I owe that to the club. As a primary goal, we Warmongers have tried to make a positive impression on all gamers that we come in contact with. In that I hope we have succeeded.

Just to show the fruits of their labour, here's a few scenarios that they prepared earlier:

Europa Secondus

Scenario 1: THE BREAKTHROUGH

St. Marc-Greigor is a junction for five roads in the invasion area of the battleground that was Europa Secondus, its strategic importance was immediately recognised by the Eldar and the Imperium alike as the key to defeating the airborne invasion on the primary continent. Shortly after midnight the advanced elements of Ulthwe Craft-World, had destroyed two drop-pods of Space Marines. Those Marines had the misfortune of being dropped directly onto a factory complex while the garrison was policing the streets and putting out the numerous fires caused by the preliminary bombardments. Some four hours later surviving elements of the Space Wolf initial assault force entered the factory under cover of darkness and captured it

Erecting a make shift siege line around a bastion in which the Space Wolves had retreated, the Eldar were intent to settle the score. One hope for the defenders lay in a rescue attempt being made to break them out of this ring of steel. The line of advance would not be easy, separating the two Space Wolf forces from linking up was the Hellfire River and air power was unavailable. This obstacle was more then just a partition of flowing water, as volcanic activity under the planets crust also fed into the river heating the water to intolerable levels, making it impossible to ford. Along the river's winding length, key points were bridged to allow the flow of traffic from the Hives dotting the Primus Continatus, but they were all in the hands of the Eldar. For the rescue to be a success one of these bridges had to be captured, and then held long enough to allow the extraction to take place

The first order of business was to penetrate the Eldar main line of resistance. The Space Wolves chose to start their advance across the jungle of Ur, an area previously overlooked by both sides, as it held no immediate strategic advantage for either army. This strategic position would

place the Space Wolf strike force a short distance from the final objective, and well behind enemy lines. Then all that need be done was to break through the thinly defended front line and advance upon the bridge.

Forces
Each side may choose an army up to 1,500 points.

Special Rules
In this scenario each vehicle may only have a single Vehicle Card and no two vehicles may have the same card. Strategy Cards may be chosen in the normal manner.

3rd Edition Rules

Forces: Each side may have 1000 points.

Special: Vehicles may not buy optional extras.

Mission: As a *Blitz* mission counting the Hill objectives as the line of fortifications. (Breakthrough)

The Space Wolves are the attacking force. The Eldar defending.

Victory Conditions
The Space Wolves will use the *Dawn raid* Mission to determine victory points.

The Eldar will use the *High Ground* mission to determine victory points.

Set Up
Set up your terrain as shown on the map.

Scenario 2: BRIDGEHEAD ON THE HELL FIRE RIVER

As ad-hoc Eldar forces moved into the jungles of Ur, the Space Wolves launched a lighting strike against a weak flank. The arrival of two Falcon Grav-tanks bolstered the Eldar position immeasurably. Soon no-mans-land was littered with Imperial wreckage, but the light armour of the Eldar tanks could not withstand the Space Marines counter attacks.

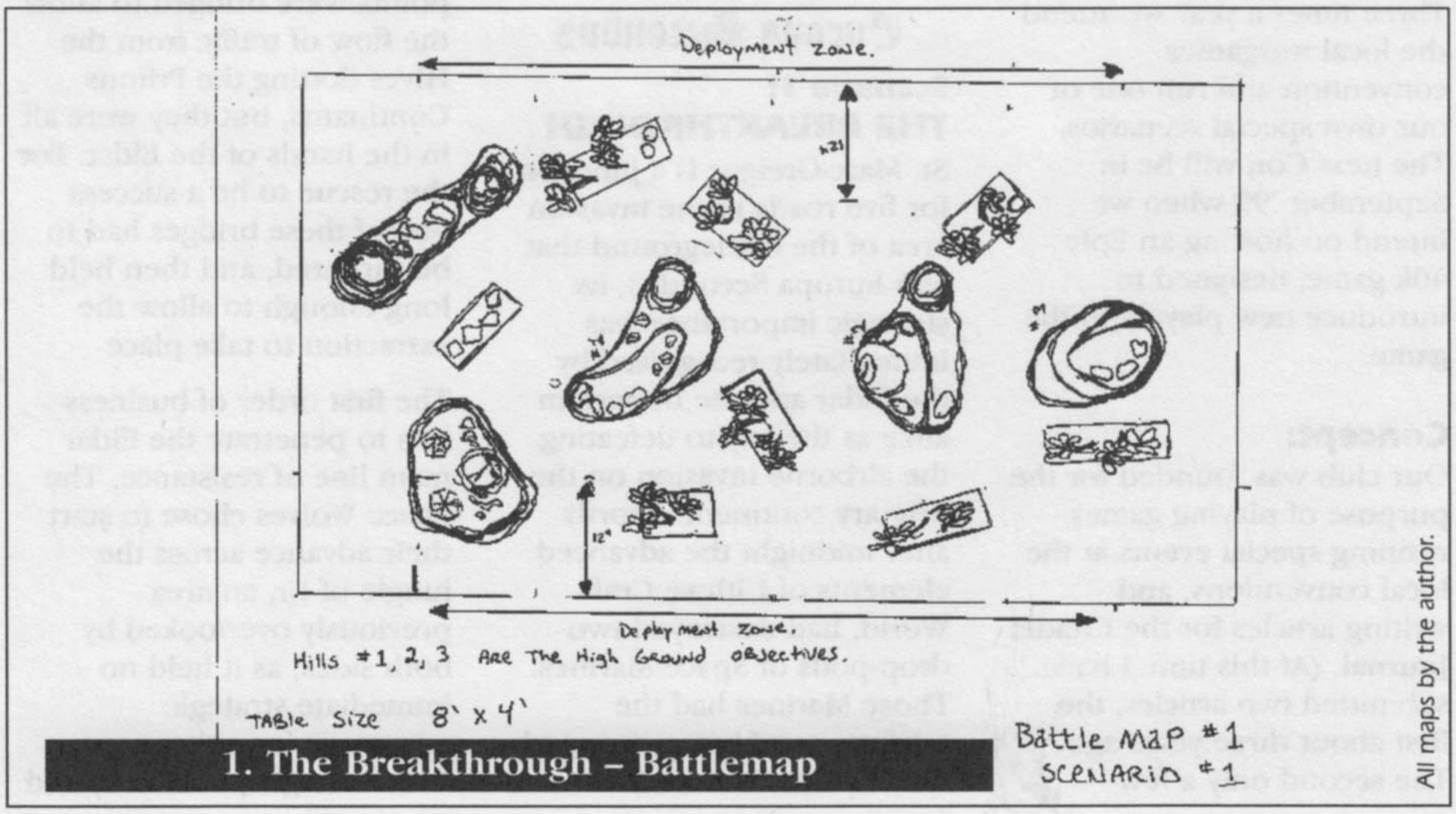
Pushing on, despite their losses, the Space Wolves breached the Eldar front line. One hope for the Eldar of stopping the Space Wolves lay in hitting them as they attempted to cross the Hellfire River. Garrisons were sent to guard these bridges with the task of slowing down the Space Wolves' advance long enough for reinforcements to arrive and destroy the enemy vanguard.

Forces
Each side may choose an army up to 2,500 points.

Set Up
This scenario is played running end to end down the length of the table.

1. Mark an area 10" wide down the centre of the table end-to-end; this is the road described earlier.

2. Designate an area roughly two feet wide that runs across the width of the table at its centre. This area is the river basin, and is impassable for all troops except those



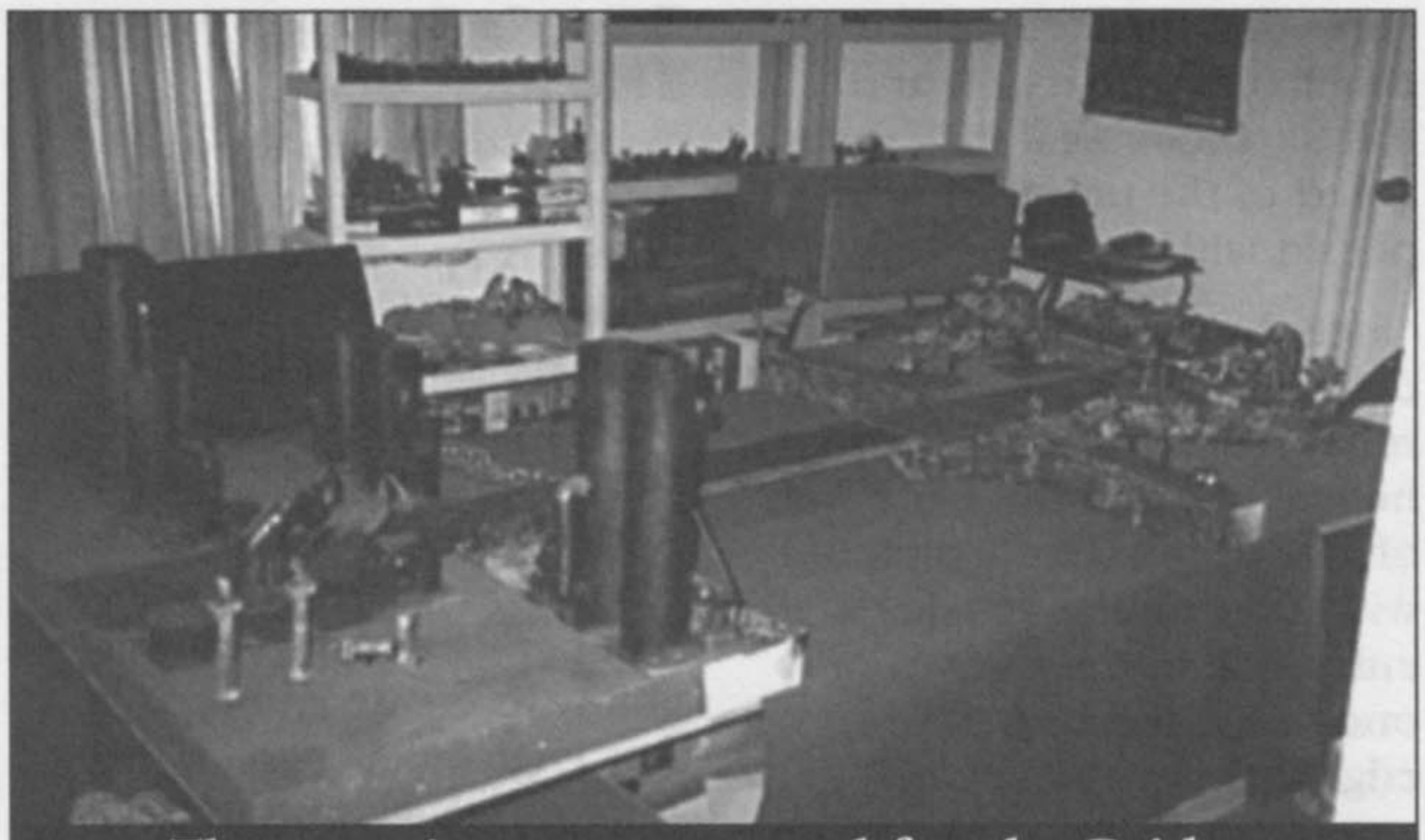
1. The Breakthrough – Battlemap

All maps by the author.

equipped with anti-grav motors to cross.

3. Once the river basin is placed, designate a bridge to connect the road you placed earlier.

4. Place rocks, trees, and small hills on the rest of the table in a mutually agreeable fashion, on one side of the river, and buildings or ruins on the other side.



The amazing scenery used for the Bridge

Deployment

The defender will set up first.

1. The defender will deploy up to 25% of his force any where on the table as if the force was made up entirely of infiltrators.

2. The defender may place his units on *Overwatch* and *HIDDEN* when the unit is deployed.

3. The remaining defending units will arrive on later turns as described in the reinforcement section.

4. The attacker will not place any units on the battlefield at the beginning of the game, but will instead enter the battlefield edge along the road on turn one with his entire attacking force.

5. The attacker will take the first turn.

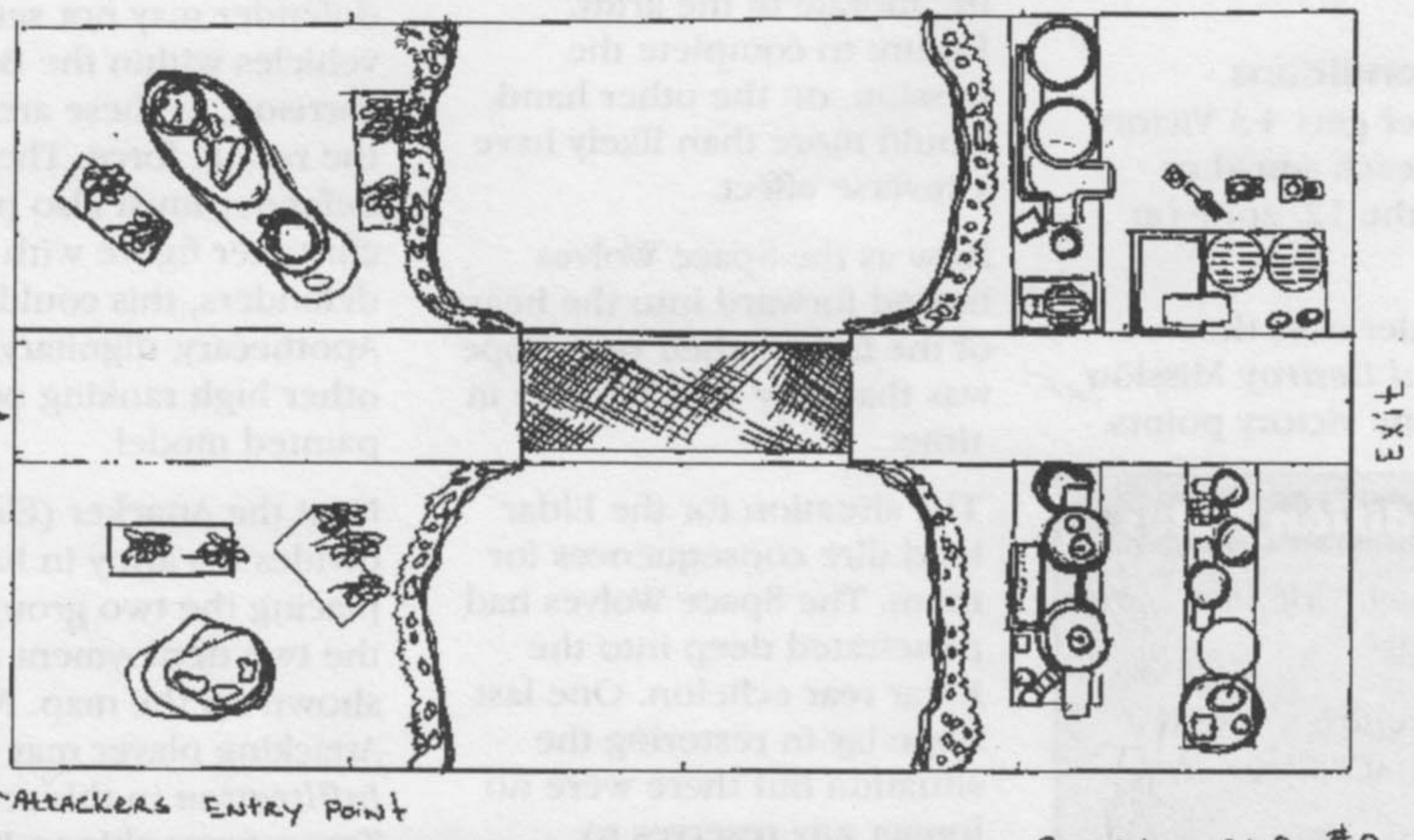
6. The attacker may enter at fast speed.

7. The attacker may also declare a charge, and charge any enemy force within charge range of his entry point.

Reinforcements

At the beginning of each turn the defender will roll a D6 for each of his remaining units and vehicles to determine which force will be available as reinforcements. On a roll of 4+ the unit/vehicle will arrive along a randomly determined edge.

Note: if the defender failed to roll a 4+ for his reinforcements on a turn then he may randomly choose one unit or vehicle to



2. The Bridge – Battlemap

enter that turn. Put characters with a unit and roll for them. As if they were a part of the unit they were placed with.

Once the defender has determined his reinforcements for the turn, he will roll one D6. On a roll of 1 or 2, the reinforcements will enter on the attacker's entry side of the river from one of the flanking table edges.

Note: the defender may not enter reinforcements along the road behind the attacker as it is assumed that the attacking force has cleared the way. On a roll of 3-6 the reinforcements will enter from any edge along the exit side of the ever. This includes both flanks and the road facing the attackers advance.

Note: all reinforcements for a turn will arrive on the same side of the river but not necessarily from the same edge.

Game Length
5 turns

Victory Conditions
The attacker gets +3 Victory points for each squad or vehicle in the 12" zone on exit side.

The defender uses the *Engage and Destroy* Mission to determine victory points.

Scenario 3: THE RESCUE

Beyond the river, the Adeptus Mechanicus factory complex spread out over a wide area. The devastation from the war had left the facility inoperable. Despite this, the Eldar had staunchly defended this area since the beginning of the war, thus hampering the Imperium's ability to create and repair war engines. As part of the Imperium's liberation plan, the factory had been considered as a primary objective.

Until now it had been considered unattainable, but luck had become a factor when the Space Wolves had landed in this area completely by mistake and then, despite the Eldar effort to eliminate them, they held on to the ruins.

The Space Wolf Commander knew that the entire campaign may well hang in the balance of one pitched battle. Victory here could shorten the war immeasurably by boosting the morale of the army. Failure to complete the mission, on the other hand, would more than likely have a reverse effect.

Now as the Space Wolves moved forward into the heart of the factory their only hope was that they would arrive in time.

The situation for the Eldar held dire consequences for them. The Space Wolves had penetrated deep into the Eldar rear echelon. One last hope lay in restoring the situation but there were no longer any reserves to commit, so the final conflict would be waged with the regional forces besieging the trapped Space Wolves in the factory. If these troops could not stop the Space Wolves, then Ulthwe would lose the factory completely and possibly the war.

Forces
Each side may choose an army up to 3,500 points.

Terrain
Place the Bastion (card building) or other suitable fortification in the centre of the battlefield. Set up other terrain in a mutually agreeable fashion with at lest 10" of open ground surrounding the Bastion. You may also wish to place barricades and other defensible positions in the Bastion perimeter, this is all right as the defenders inside the compound are expecting an assault.

Set Up
The defender (Space Wolves) sets up first placing up to half of his army in and around the Bastion. The defender may not set up vehicles within the Bastion garrison, as these are part of the rescue force. The defender must also place a character figure with the defenders, this could be a Apothecary, dignitary, or other high ranking or well painted model.

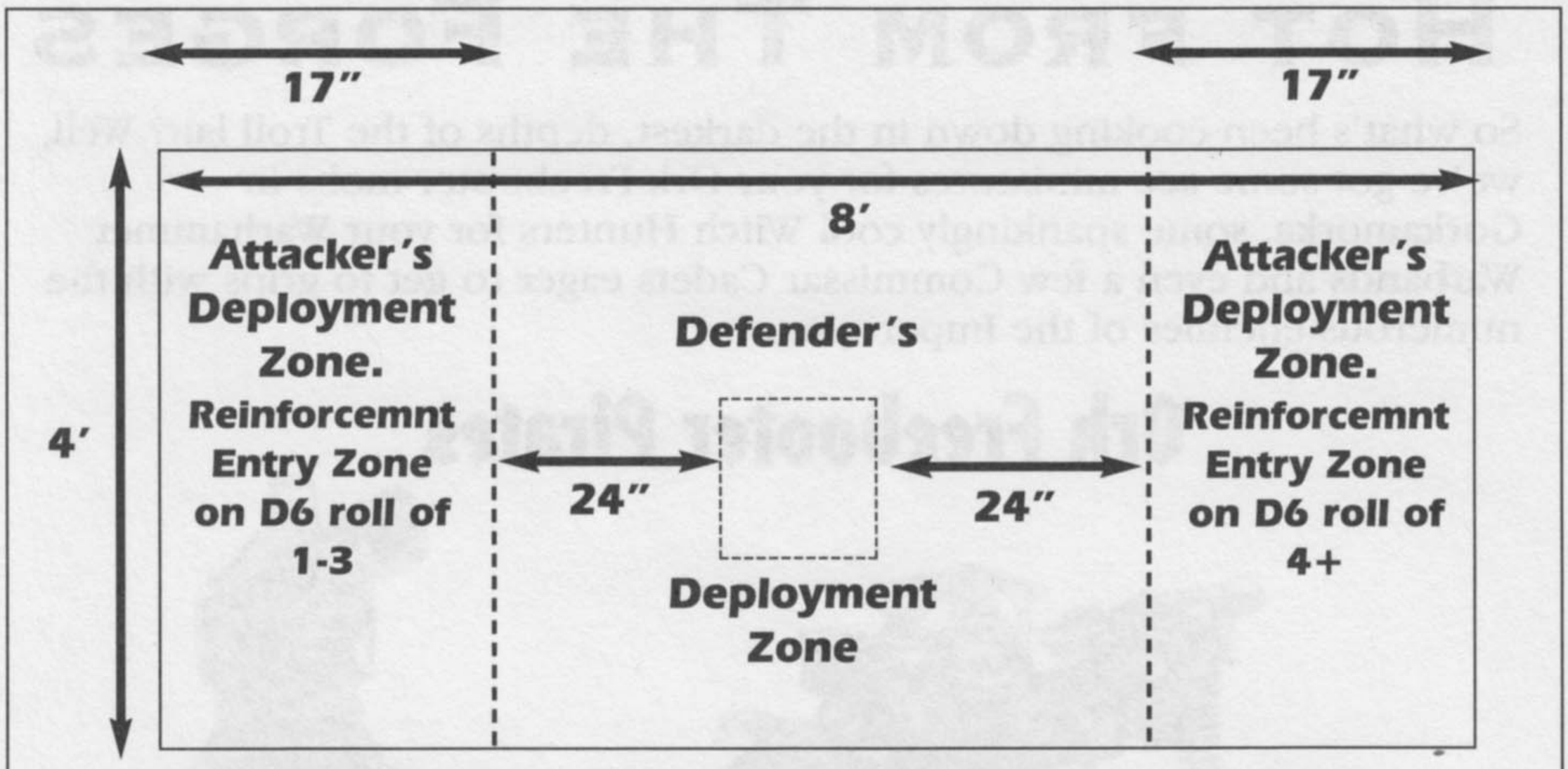
Next the Attacker (Eldar) divides his army in half, placing the two groups into the two deployment zones shown on the map. Note: the Attacking player may not use *Infiltration* in this scenario. Troop types able to *Infiltrate* must set up with your army as normal.

3rd Edition Rules

Forces: Each side may have 1,500 points.

Special: Vehicles may not buy optional extras.

Mission: As a *Blitz* mission counting the bridge as the line of forts (Breakthrough).



Note the defender may only place up to half his/her force at the start of the the scenario, but must place at least 25%.

The attacker must place half of his/her force in both of the deployment zones shown above.

In playing this game we used a 8'x4' table; some modifications may need to be made for use with a smaller or larger table.

The Rescue – Battlemap

Game Length

The game is set to last for 10 turns, roll to see who takes the first turn as normal.

Victory Conditions

The defender receives +5 Victory Points if he is successful in rescuing the V.I.P. model. These points are in addition to the normal points awarded for eliminating enemy models. To rescue the V.I.P. model the defender must exit him from the battlefield edge that his reinforcements arrive on, before the end of turn 10.

The Attacker receives +5 Victory Points if the defender fails to do rescue the V.I.P. in addition to points earned for eliminating enemy forces.

Special Rules

Strategy Cards are restricted to one card per side, regardless of how many points the players are using. In addition, some Strategy Cards would not be applicable and must be removed from the deck As follows: *Virus Outbreak, Delayed, Booby Traps, Minefield, Brilliant Strategy, Reinforcements, Ambush, Forced March, Flank March* and *Surprise Assault.*

Because this is a Rescue mission the defender must choose his army with enough transport vehicles to move his entire infantry army. (So while a Predator tank might be cool and add plenty of fire support, if you can't complete your mission you just gave your opponent five Victory Points). Obviously the defender's army selection prohibits Jump Packs from being given to the garrison, after all, if they were equipped in this manner then they really wouldn't need rescueing, would they?

Space Wolf Reinforcements

At the beginning of each turn passed the first, the defender rolls a D6 .

Reinforcements

Turn	1	2	3	4	5	6	7+
Roll	6	5	4	3	2	enter.	

The rescue party will enter from a random table edge (see map).

3rd Edition Rules

Forces: Each side may have 2,000 points.

Mission: As a *Strong-point Attack* mission (Raid).

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HOT FROM THE FORGES

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Flash Git Nob – 'Kaptin'
010300714



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010300814



Freebooter Boy 1
010300803



Freebooter Boy 2
010300805



Freebooter Boy 3
010300813



Freebooter Boy 4
010300809



Freebooter Boy 5
010300811



Freebooter Boy 6
010300816

CIU US A CALL 01115 91 40,000



Bionic Body 'Bad Mek'
010300802



Freebooter 7
010300818



Freebooter Kaptin
010300804



All of these models, except the Bad Mek and Flash Git Nob are supplied with an Ork arms sprue and an Ork weapons sprue as standard.

(left) Example of a complete Freebooter



Commissar Cadets



Commissar 1
072117/9



Commissar and Lasgun 2
072117/11



Commissar 3
072117/17

Commissars 1 and 3 are supplied with clothed human arm sprue and an Imperial Guard weapons sprue as standard.

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Witch Hunters and the Inquisition



Witch Hunter
079902201

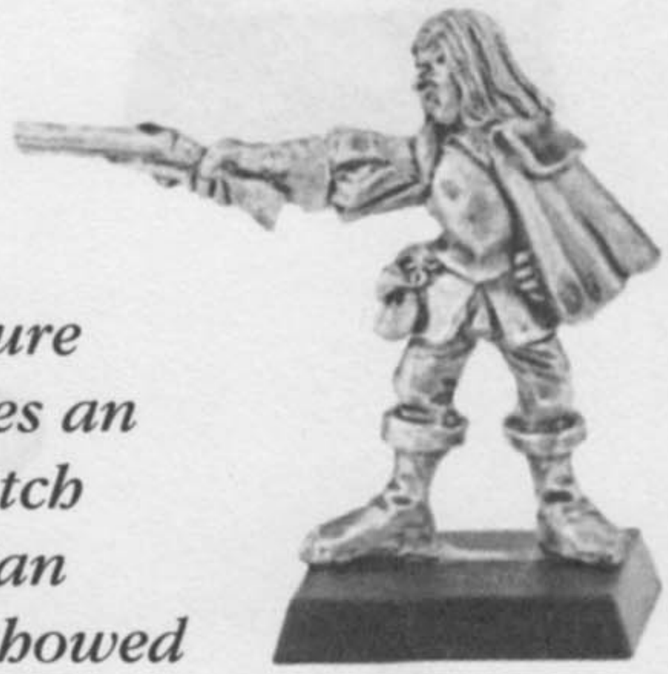


Warrior Priest
079901701



Mounted Witch Hunter conversion
079902201+020201204+020702802+
021401005 +1 armoured horse

This miniature (right) makes an excellent Witch Hunter, as Ian Strickland showed in White Dwarf



Militia Pistol 1
074102/7

These miniatures are ideal for Warrior Priests



Wizard Cleric 1
074141/55



Wizard Cleric with Mace
074141/35



Wizard Cleric with flail
074141/50

HOT FROM THE FORGES

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Commissar Cadets.....£4.00 each

Witch Hunters and the Inquisition

Witch Hunter £3.00

Militia with Pistol.....£1.75

Mounted Witch Hunter.....£7.00
(Witch Hunter + Mounted vampire Lord's Cloak + Long Drong Slayer Pistol sprue+ Plastic Horse + Imperial Pistolier legs)

Warrior Priest.....£3.00

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JOURNAL™ FEED BACK

WE WANT YOU to enjoy reading the *Citadel Journal* as much as we do compiling it. Your opinions are very, very important to us. So if you have something to tell us, please send in this Feedback form. We read every single one of them as they come in, and we may well feature the best of them in 'is there anybody out there'.

As always, if you don't want to mutilate the holiest of holy Gaming Tomes, *Citadel Journal*, feel free to photocopy this page or write your answers on a different sheet of paper.

I've got *Journals* ..... My favourite is *Journal* .....

This many *other* people read my copies ..... 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5+ ☐

I bought 'em at ..... I'll buy the next one? Yes ☐ Maybe ☐ No ☐

I've got the Blood Bowl Compendium Yes ☐ No ☐ I've got Firepower Yes ☐ No ☐

I would like to see Compendiums become regular quarterly magazines? Yes ☐ Maybe ☐ No ☐

I would like to see Compendiums based on the following games systems .....

.....

*I want **Scenarios** about*	More	Same	Less
Warhammer	☐	☐	☐
Warhammer 40,000	☐	☐	☐
Necromunda	☐	☐	☐
Other (insert)			

*I want **House Rules** about*	More	Same	Less
Warhammer	☐	☐	☐
Warhammer 40,000	☐	☐	☐
Necromunda	☐	☐	☐
Other (insert)			

And I also want	More	Same	Less
Archives	☐	☐	☐
Bitz N' Tipz	☐	☐	☐
Doc' Butcha	☐	☐	☐
Gaming Contacts	☐	☐	☐
Is there anybody out there?	☐	☐	☐

	More	Same	Less
Mail Order Deals	☐	☐	☐
Overwatch!	☐	☐	☐
Tips n' Tactics	☐	☐	☐
Warped Visions	☐	☐	☐
Other (insert)			

I want to contribute. Please send me your Writers guidelines ☐

I have so many other things to tell you about the *Citadel Journal* that I'm going to use this box:

.....

.....

.....

.....

(Out of room? Use a separate sheet of paper!)

I am .....Age .....

I live at .....

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..... Post Code .....

Return this form to:

Citadel Journal Feedback,
Games Workshop Ltd,
Willow Road,
Nottingham
NG7 2WS
UK

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.): _____

_____

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bexleyheath	***South London Warlords***	John Merritt 0181 778 6578	16 Gainsborough Square, Crook Log, Bexleyheath, Kent	GW plus others
Birmingham	***East Birmingham Marauders****	Jon (0121 783 0935) Paul (0121 783 3246)	261st Scout Hut, Yardley Fields Rd	*ALL*, 5.30pm to 10pm Sat.
Bradford	***East Leeds Militaria Society***	John Daybell 0113 2628974	Firthfields Community Centre, Garforth	*ALL* & Historical, Thurs 7.30 & every 1st Sun 10.00am
Bridgend	***Bridgend YMCA Games Club***	Matt Churchill 01656 870648		Tues and Sundays
Bristol	**Games Workshop Club Bristol**	0117 9251533	Patchway Community Centre, Patchway, Bristol.	£1 1st eve, £2.50 mon 6pm to 10.45
Cambridge	***Elite Games Club***	Sam Wallace 01763 838311		40K, E, SH
Carlisle	***Carlisle Games Club***	Chris Mountford 016974 73610	Newman Scholl, Cumbria	
Cheltenham	***Cheltenham War Chiefs***	Heath Barnes 01242 700157	St Marks Community Centre, Hesters Way, Cheltenham, Glos.	
Cheshire	***The Killing Field****	Martin (01270) 665153	MGN Studio Crewe, Cheshire.	40K, age 16+.
Crawley	***Crawley Games Club***	Robin Fiton 01293 408021	Hut 13 Tilgate, Rec Centre, Crawley.	
Frome	***Frome Trolls games club***	Rob D 01373 300909	Frome Somerset	
Enfield	***Minotaur's Head Club***	Stephen Fase 0181 3642965	Bishop Stopford's School, Enfield	*ALL* £2, Mon & Weds 7-11
Exeter	***1st Exonian Games Club***	G Harris 01392 219675	Exeter GamesWorkshop	*ALL* Fri 6pm to 9pm
Glasgow	**Games Workshop Club Glasgow**	0141 2263762		66 Queen Street.
Gosport	***Gosport Club****	G. Donaldson (01795 542485)	Casement 48, Fort Rowner, HMS Sultan, Military road	40K/Ne/W/RPGs, fee £12 pa
Guildford Club	**Games Workshop Club Guildford**	Kieran 0148 451793		
Hanick	***Hanick Games club***	Alex 01450 3723026		Wednesday from 6pm
Harrogate	***The Harrogate Wargames Club***	Ian Roberts 01423 540610	Rafa Club east Parade	*ALL* 6.30pm Thursday to 10.30pm 1st night free £1 thereafter
Inverness	***Da Klub***	John 01463 242644	Spectrum Centre	
Kingston on Thames	**Games Workshop Club**	0181 5495524	33 Fife Road.	
Letchworth	***Warhammer and 40K club***	Rod 01462 677369	St Chris School, Letchworth, Herts	
Lincoln	**Games Workshop Club Lincoln** (01522 548027)	Gary James St Martins Lane.	United Reform Church, Thurs, £2 (first free).	*ALL* 6pm to 10pm
Macclesfield	***2nd Legion***	Sam 01625 574435	Nags Head, Waters Green	Weds 7pm to 11 pm age 16+
Market Bosworth	***The Miniatures Club***	01827 711225	Market Bosworth High School, Leics.	
Northumbria	***Northumbrian Adventures Guild***	Andy King 01670 362073		*ALL*
Nottingham	**Games Workshop Club Nottingham (HQ)**	0115 9168410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free).
Nottingham	**Games Workshop Club Nottingham (Central)**	0115 9480651	34a Friar lane.	*ALL* 6pm to 10pm Weds, £2 (first free).

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Penrith	***Penrith Games Club***	Dan Barham 01768 483319 Robert McNaught 01768 892085	St Andrews Parish Hall	7pm to 11pm
Poole	***Battlescar***	Paul 01202385632	Talbot view community centre Alder Park, Alder Road, Parkstone, Poole	*ALL* Entry £2, 12 noon to 5pm every Sat
Portsmouth	**Games Workshop Club Portsmouth**	01705 876266	34 Arundel Street.	
Shrewsbury	***Shrewsbury Games Club***	Ben 01743 790697		
Stockport	***Stockport Dragons***	Ray 0161 427 4006	Railway Pub, Wellington Rd	Entry £1 age 16+
Sutton	***Sutton Games Club***	Mark 0181 2862911	Sutton, Surrey	
Swansea	***Red Dragon Wargames and Roleplay club***		Chris Morris 01792 774902	
Thetford	***Thetford Games Club***	Paul Clarke 01842 762153	Riversdale Centre, Thetford, Norfolk	2nd & 4th Sun a month
Thurrock	**Games Workshop Club Thurrock**	01708 867133	Unit 415, Level 3/Food Court, Thurrock Lakeside	
Watford	**Games Workshop Club Watford**	01923 245388	Unit Q1A, Harlequin Centre Queens Road.	

USA	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Colorado	***Rocky Mountain Knights***	Trey Moody (303) 460-0295	Boulder, Colorado	*ALL* age 16+ most Fri and Sat
Delaware	***Marc's club***	Marc Moroz 302 830 – 6640 Morozmn@acwilm.com	TBA	*ALL*
South Florida	***South Florida Gamers Association****	Phil Tortorici (561 588 1668) Lakeworth, Florida.	Back Room, Toolmart,	BB/Ne & 40K, Midday to late on 3rd Saturday of the Month, $3 to non-members

EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Slovak Republik	***Club of the Green Table***	Mike Novak 00421782238 (weekends)	Svabinskehu 85101 Bratislava.	

OI! CLUBS AND CONTACTS REMINDER

Because clubs have failed to keep a regular contact (that's you guys!) and confirm their existence every two issues (that's every four months!) we are only showing the new club details for those who have recently contacted us with a request to be included on the clubs and contacts pages. Remember, we will only advertise a club for two issues after which the club secretary must contact us to ensure that space is readily available for this free advertising.

So, if you do have a club that you wish to include in the contacts list either send in the form with all of the appropriate details filled in or give the bunker a call on (0115) 916 8162 to get your club in two issues of the Journal.

KEY: ALL – all GW games, W – Warhammer, 40K – Warhammer 40,000, E – Epic 40K, Ne – Necromunda, BB – Blood Bowl, SH – Space Hulk, WHQ – Warhammer Quest, GM – GorkaMorka, RPGs – Roleplaying Games, Historical – Other historical wargames.

Clubs in italics will be featured in two issues, on their second feature they will be accompanied by an * which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list.

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

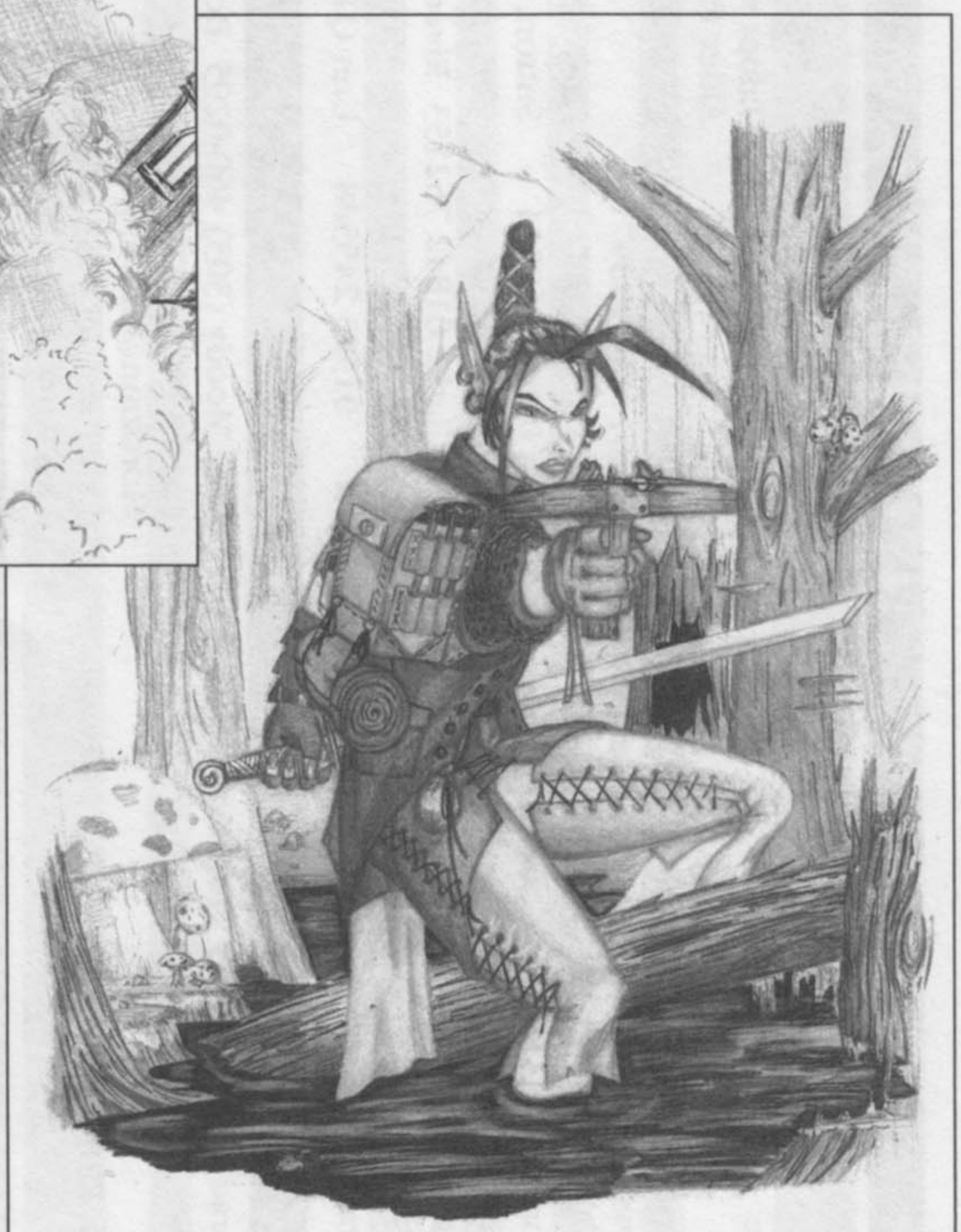
WARPED VISIONS

Here's another collection of artwork from budding amateurs that is sometimes innovative, sometimes beautiful and often quite bizarre...



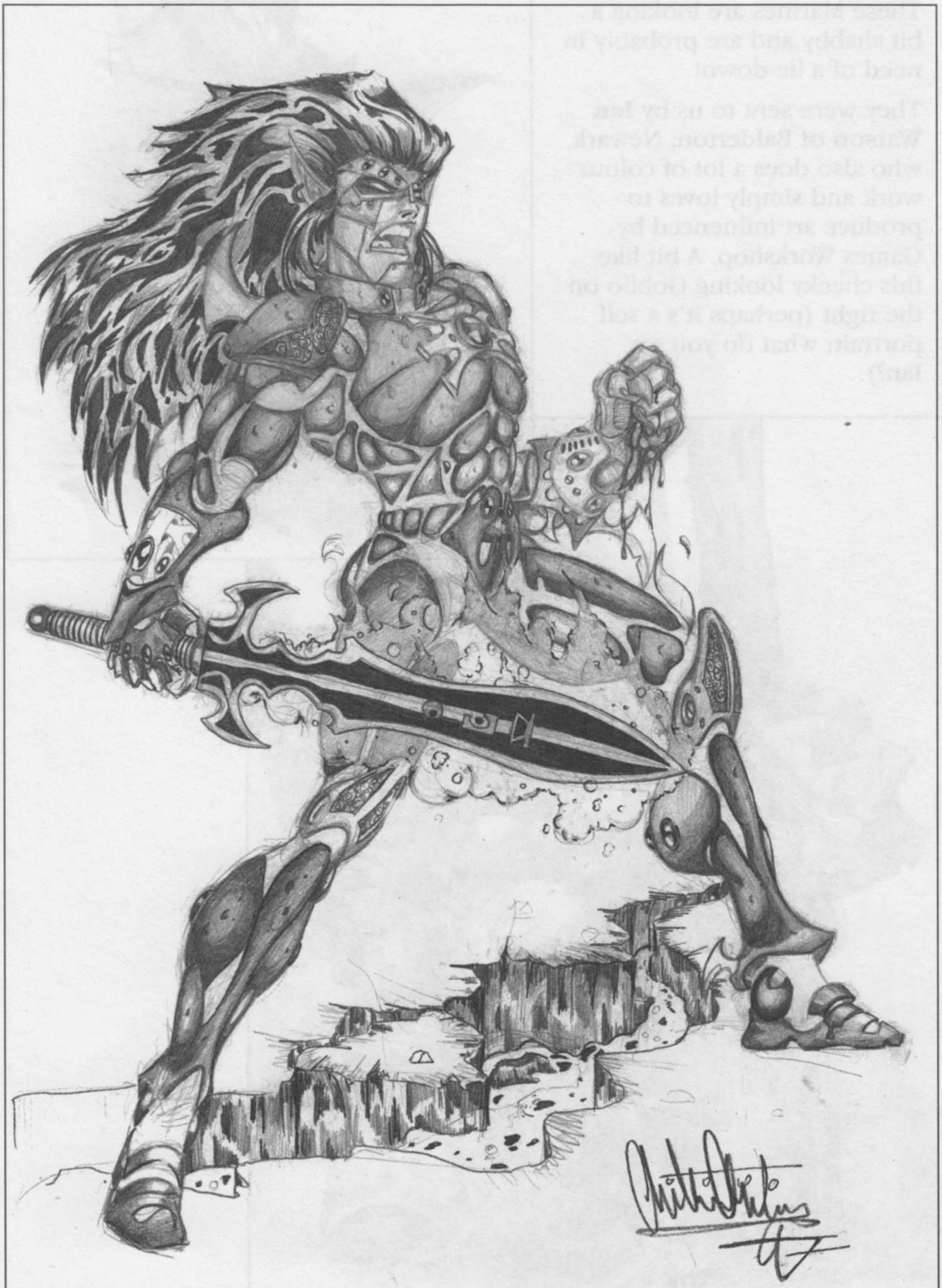
Chris Christerson, a Keytimer at Games Workshop Bournemouth store, is just commencing a three year degree course in illustration.

We are not at all surprised that he's going to hone his talents further, because he really can capture the dynamic feel of the Warhammer and Warhammer 40,000 worlds – as this cool picture of a Seraphim Sister of Battle proves.



This illustration of a Wood Elf Scout, also by Chris Christerson, is wonderfully sinister and captures the image of a secluded and highly secretive race (even though he's given her a crossbow instead of a Longbow, the berk!).

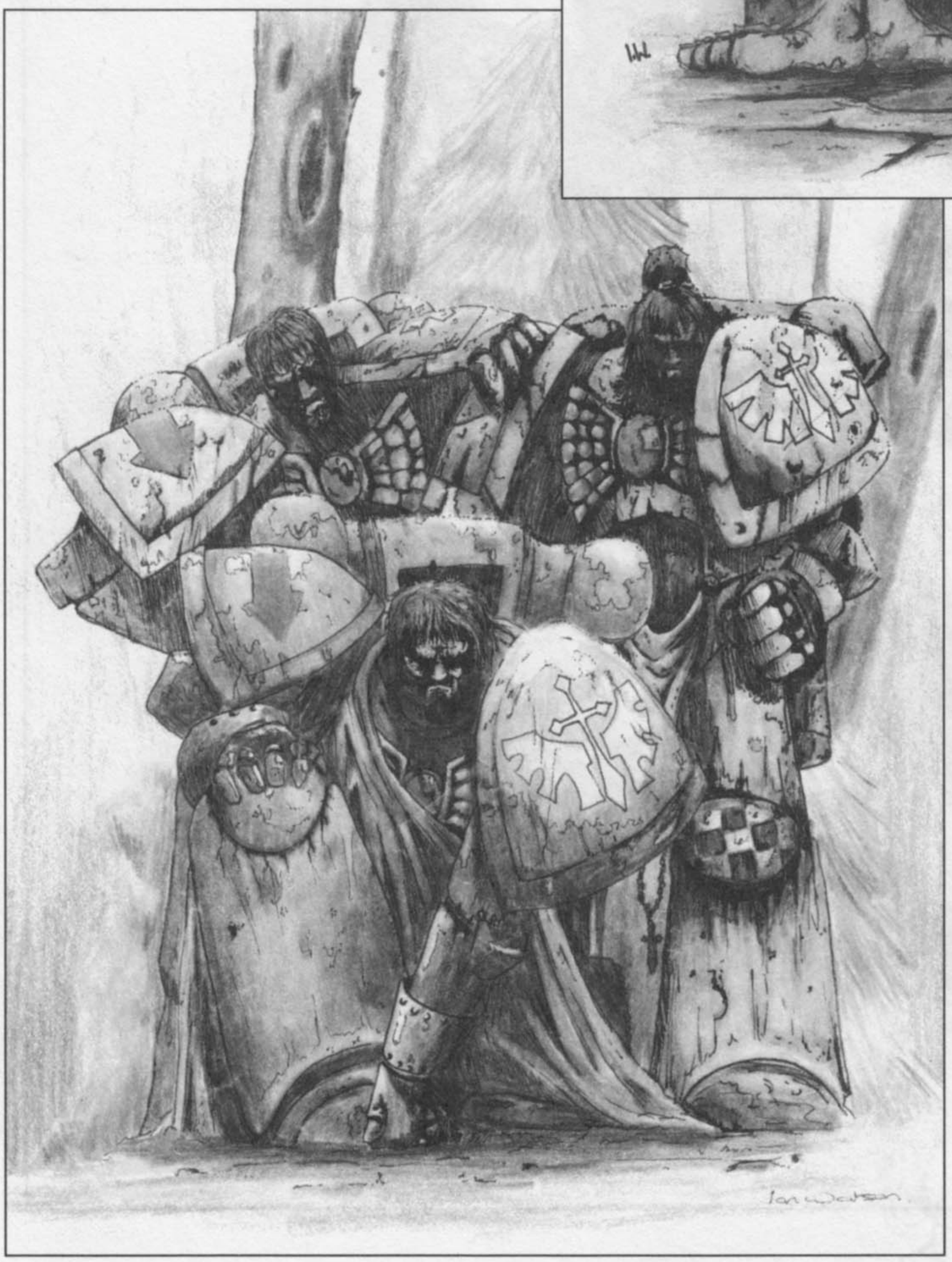
(Next page) Another of Chris's, an Avatar looking ready to bust some heads!



These Marines are looking a bit shabby and are probably in need of a lie down!

They were sent to us by **Ian Watson** of Balderton, Newark, who also does a lot of colour work and simply loves to produce art influenced by Games Workshop. A bit like this cheeky looking Gobbo on the right (perhaps it's a self portrait; what do you say, Ian?).







This excellent pencil composition of a Chaos Champion was submitted by **Tebbo Van Dijk** of Bodegraven, in the Netherlands. Quite amusingly, his first e-mail to us was in Dutch. As you can imagine, this caused all manner of difficulties when you consider how fragile our grip is on English, let alone another language!

Mailbag

Well, we're well and truly aware that there are hundreds of you out there, so we're simply calling this feature MAILBAG. And it's still the Journal's letters/reply forum that lets you have your say.

POSTERS?
So when's the introduction of colour then? And also, you really ought to consider selling posters of the covers, you know, about £2.00 for an A3 or A4 sized poster coz that would be quite cool!

— Chris Frosin, Derby

Now there's an idea for a money-spinner! As for more colour in the Journal do you guys know that it will cost a lot more? – Ed.

A FISHERMAN'S FRIEND
I'm writing in reply to Clive Dudley's comment in Journal 27. I worked for Games Workshop York for two months and understand what it's like on the other end of the stick. Questions help the staff to know what level of understanding the customer has and from that they can advise in the best way.

The way to handle it is to say 'I'd just like to look around'. Ok, ok, this won't work on the average 'Games Workshop fanatic' who's only been released from his rubber room a few hours before. The way to handle these sorts is to stare in a menacing way and say 'I'm looking. Go away'. This will usually throw them off (it did to me!).

As for the Sainsbury's analogy, apart from the fact that the staff wouldn't care what you bought, they also don't need to tell you that buying a mango and half a pound of garlic isn't the best choice. Remember, Games Workshop staff are hobbyists just like yourselves, only that they have taken the ultimate challenge of turning their hobby into their job. Oops, got carried away! I hope that's cleared up matters. If you really want to go into your local store hassle free – make yourself known to them. They will then know who you are and where you are coming from and you never know, you might even learn something.

— Ben Price, York

IS SMALL BEAUTIFUL?
I've got just about all of the Journals and the only change that I didn't like was when the mag shrunk in size! With the A4 format we had more Spellcards and gubbinz. All in all, though, the Journal just needs one thing to make it better than ever... EVEN MORE STUFF!

— N. W. Alderman, Coulsdon, Surrey

WE WANT MORE COMPENDIUMS
I thought that the Blood Bowl Compendium was great and I think that you should consider doing others like it for some of the other games systems.

— Matt Hawker, Dorking, Surrey

Well, it's funny you should mention that, Matt, because that's exactly what we are doing. Have you seen Firepower, the Epic 40,000 compendium? And keep your eyes peeled for the forthcoming Gang War, which covers Necromunda – and don't you just know that there'll be a whole lot more – Ed

NO ALLIES OF MINE
This is another letter from another disgruntled gamer (this time a cynical 12 year old) *(how the hell do you become cynical at twelve? – Ed.)* with unflinching views on what is and what's not in the 'spirit of the game'. The subject of this letter is allies. In particular, I wish to talk about the Imperium.

One thing that really annoys me is the way that the Imperium is treated as a 'pick and mix' organisation by some of the other gamers at my school (they will ALL know who I'm talking about). By this I mean simply taking the powerful bits of every different Imperial army and combining them to make a single, all-conquering, super-army. This makes my blood boil just HEARING about such

armies *(Ooh! It makes us even madder! – Ed)*.

Imperial Space Marines aided by the utterly brilliant tanks of the Imperial Guard! Another common plot is to combine all the most powerful units from different Space Marine Chapters to form yet another all-conquering, super-army. How may times have you seen the Ultramarines (boo!) aided by Blood Angels *Death Company* and Dark Angels *Ravenwing*. Some players I know call this 'Space Marines as a whole'. I call it power gaming.

Ok, I've had my rant. I'll hand back over to the makers of your ever-more-brilliant magazine. I hope this will set some of the power-gamers at Bedford Modern straight and solve some of the problems their beardiness is causing (personal aggravation, for one!). Anyone with a comment on this can e-mail me at catriona.stevenson@virgin.net.

— Tom Stevenson, Dark Angel/ Tyranid/ Chaos player extraordinaire!

WHERE-HAMMER QUEST?

Please do keep the Warhammer Quest articles coming. Has Gav Thorpe got any more of his marvellous characters? And how about the long awaited 'Lizardmen in Quest' rules which we've been promised.

We've just found out that you've stopped making Quest, which really is a shame. We've got boxes of Quest stuff and all the supplements apart from the Bretonnian Knight Character pack which we can't get (can we still get blank event cards as we get through loads??). Anyway, keep up the good work.

— Tim & Sue Bradley, Belper Derby

The answers are yes and yes. So, keep reading the Journal and you'll soon find out – Ed.

RIGHT TO REPLY

As a colleague and personal friend (if that's not too strong a term!) of the said editor of this fine magazine, I felt it necessary to rush to Steve's defence at the evil green fingers of Warlord Gordon Davidson from issue 29.

Although he is correct in saying that Steve's armies have never been on any battlefields of repute, I have reliable evidence to prove that he has in fact spent some time with a girl (that I'm reliably informed wasn't his mother!). He enthusiastically informed me that she said she'd keep in touch. Unfortunately, as yet she hasn't. As for the sideburns, they do a mighty fine job of hiding all of the other strange defects his face possesses. *(Er... that was a defence then, was it Chas? – Ed.)*

Now, on to the real topic: I have an Empire army which is at long last fully painted and although they nearly always lose, they're great fun to use. The one thing that I love about the Empire in particular is that they can field Ogres. Ogres are just great and I have forty of them! They only cost one more point than Empire heavy cavalry, have the same *Charge* range, with an extra hand weapon can have three Attacks each, have a massive Toughness of 5, a Leadership of 8 and just to cap it all cause *Fear* as well. They also bear an uncanny resemblance (in looks rather than stature) to the aforementioned Editor, which is funny!

— Charlie da Troll, UK Mail Order

WOT I WANT

A Snotling Pump wagon for Blood Bowl, special characters for Diggas and Muties in Gorkamorka, alien gangs (Orks, Eldar, Squats, etc.) in Necromunda, and for you guys to re-do the modelling and painting guides.

— Russell Lilley, Halstead, Essex

Well, Russell, if that's what you want to see in the Journal then you'd better get writin', convertin' and paintin' then hadn't you? – Ed.

STUFF THAT SMELLS!

In response to Tony Johnson's letter in Journal 28, here are my views on power gaming. First up, a wargame should always be fun (after all, what's the point in playing it if you aren't going to enjoy it?). Yeah, sure most of us have made up Mr. Cheese the all-conquering-army-in-one-model, and most of us have made up the most stupidly huge army ever with every special

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character under the sun in it – and it was jolly good fun. But that is where it should end – what is the point in fighting a battle that revolves around which character can kill his opposing number first? It isn't fun. It isn't tactically challenging. It just smells!

Another problem with power-gaming is that it usually blatantly ignores the background. To people like me who've been playing GW games for so long they can hardly remember, this sucks mega-big time. When I make up an army I try to challenge my opponent sure, but I also make sure that such an army is feasible according to the background feel of that race.

Now all this doesn't mean that there is no room for silliness and having a laugh in a game, it is only a game for Lord's sake. It also doesn't mean that people shouldn't make new and obscure armies, I just think they should always have a reason for including obscure stuff – take for instance a Chaos Dwarf hero 'guarding' Hobgoblin bolt-thrower crew in Warhammer. Now then, a mighty Chaos Dwarf hero would never think of degrading himself in such a manner but, call him a Slave Master and give him a suitable magic item (say the *Whip of Agony*) and it fits in nicely.

Oh well that's it I've got to go now – I hope that all made sense!

— Tim Richardson

UTTER MADNESS

I've got three and a bit Journals *(??!!?? – Ed)* and my favourite ones are the Orky and Orcy ones. I think that the smaller archives section is a lot better now and the decision not to print too many special characters is a sound one. Generally speaking the mix of stuff in the Journal is quite good but unfortunately I just can't afford to buy the Journal, White Dwarf and still afford miniatures every month.

Incidentally, I submitted an article entitled 'Necromunda Ork Warbands' quite a while ago which you said that you were going to use if I sent some more details, which I did and then I heard nowt!

I do hope that the second lot didn't get stolen by the **Chaos Postman:**

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

Weapons: Large Bag

Armour: Large Bag (6+)

Options: May be mounted on a bike for +20 points or ion a van for+50 points.

Special Rules: Always folds envelopes marked 'Do not bend' and eats everything in his bag.

— Ross Flint, Calside, Dumbfries

P.S. Yes, I am barking!

You are quite mad, aren't you? Yes, we have received your article and have immortalised it on our hallowed pages, but you will just have to wait and see it when it comes out – Ed

SMALL IS BEAUTIFUL?

I like the Journal because I believe that the balance of articles is good and I also like the reduced size of the newer Journals. I have also found the gaming contacts section especially useful as it has put me in touch with three other gamers in my area. Good work!

— Matt Finch, Reading

So, there you go, keep the club details coming, for people like Matt – Ed.

GYTS WITH CHEESE IN THEIR HUGE BEARDS!

As I've played GW games for about four or five years, I've pitted my forces against various players and their armies. Some were *Beardy*, some were *Cheesy*, many (oh, so many!) have been *Tinboys*. Even though I'm a gamer who has only once fielded unpainted models (I needed those three Sword Masters to make up the points!) *(Hypocrisy, sir? I certainly hope not – Ed.)* Tinboys aren't the worst you can come up against. Let me give you a few examples of what I consider Beardy, and therefore should be avoided:

Example no. 1: Slann Mage-Priests! A tournament game, my only cavalry regiment was charged (through magic, I'll hasten to add), by a level four Slann Mage-Priest. He was armed with

a *Dragon Blade* (all hits doubled – I mean, after all, the blasted toad only has eight Attacks!), wearing the *Crown of Command* and was protected by TWO special saves, namely his usual *Shield of the Old Ones* plus the *Black Amulet (Cheesy, cheesy, cheesy – Ed)*. But, as if that wasn't enough, he was also the Battle Standard bearer, and carried a *Healing Potion*! After the first turn of hand-to-hand, he had only one wound left (after a brilliant turn from my Elven Steeds – none of the High Elf knights managed to hit the bloated git!), but in his turn, before I could even touch him, he drank his *Healing Potion,* killed off the last model in the regiment, and routed the rest of the army. *(Ah! A little bit of cheating going on there, methinks, for the Healing Potion can only be used when NOT in close-combat – Ed.)*

Example no. 2: Bretonnians. There is (at least) one combination of Virtues and Magic Items that should be banned forever. In a massive 12,000 point game (with seven gamers!) that I took part in, there was a Bretonnian Hero riding, a Hippogriff. He had the *Knight's Virtue* and the *Virtue of Knightly Temper* (which allows you to re-roll all hitting attacks), and was armed with the *Dragon Blade* (there it was again) and was also equipped with the *Tress of Isoulde* (hit on 2+, wounds on 2+ for one turn only) To my shame, however, he was on my side...

Example no. 3: Wizards so cheesy they could be Skaven! One nasty example is cheap 1st level wizards with the *Black Gem of Gnar*. I've heard of a level one Chaos Sorcerer on a Disc of Tzeentch with this devious item which once met (I should say, charged) an Empire Battle Wizard, who also carried this, freezing him in time for two turns (I consider myself lucky that it only lasted this long).

Finally, I've heard of a Wood Elf Master Mage, armed with a longbow and wearing the *Cloak of Mists and Shadows*, and equipped with the *Skull Staff* and *Ring of Corin.* In the movement phase the Mage ran right behind the enemy's wizard, scanned for magic items with his *Skull Staff* and vapourised the most dangerous one with his *Ring of Corin*. As he was behind the whole enemy line, no-one could charge him, as they didn't see him.*(Clever, still beardy, but clever – Ed.)*

Have you been on the sad end of a beardy combination, or if you think that the examples above are in no way cheesy, let me know. Let us fill the pages of the Journal!

— Linus Widner, Orebro, Sweden

THE JOURNAL SUCKS!

The Citadel Journal has a personality problem! In the good old days, although it looked pretty chaotic, it did have some character. It was a modelling guide and contained House Rules and army lists. Now, don't get me wrong I'm not saying that I liked it in the old days but... it did at least have character. Nowadays it looks like... The Eye of Terror. It looks like a drunk who can't remember his way home (I am sure that through personal experience you do get the meaning of it). *(Just what are you suggesting? – Ed).* Now, it is time for a rebirth and that happens through the Feedback form which, unfortunately, is all wrong! I hear you gasp? *(Too bloody right you do, pal! – Ed.)*

Well, gasp a little more, because by basing your efforts on this Feedback form you are achieving nothing more than taking the old stuff and trying to make it look better. It is like dressing Abaddon in a suit *(Splendid tux', sir – Ed)*. Do you really think it is going to work? (No, you do not have to answer... Pinky.) *(Huh? – Ed.)* According to me, if you want our opinion and not just recycled garbage, all you have to do is ask for it. It is really simple: 'Ok lads, how do you want YOUR Citadel Journal to look?' I am sure that you will receive an awful lot of feedback, each one the size of the Black Library's Tomes.

I do not want to hear you moaning you lazy Goblinoids, for the next step will be to make sense out of all of this gibberish.

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Mailbag

I am sure it will take some time (a millennia or two at least) but in the end you shall have in your hands the secret essence of the real Citadel Journal.

Well lads, do you really want a piece of us? Then you'll have to give a piece of yourselves. Farewell and may you always run out of aces! (Now what did he mean by that?) *(We haven't got the foggiest, mate! – Ed)*

— Kalomoiris Vasilis, Thessaloniki, Greece

Now, that has to take the biscuit as the bizarrest letter I think that we've ever had, but it is still an opinion (vaguely!) and you know that we will always print your opinions (mostly!). It would be most interesting to see how many of you agree with part, or all, of what Kalomoiris wrote (even more so to see how many of you understood it!). Essentially, he is correct about the Journal being YOUR magazine and you, the readers, having a bit of a say in how you want it to look and in what you want it to contain. So, get on yer soapboxes and deluge us with your opinions. The very worst we could do is trace your addresses and send Paul Sawyer and Gordon Davidson round for a chat!

I think what we need now is some good, honest praise – Ed.

IT'S JUST BRILLIANT!

I think the Journal is cool, awesome, brilliant, colourful, packed, skill-ful and a bit good really!

— Adam Winnett, Seaton, Devon

Mmm, that's so much better... Ed.

THE VOICE OF REASON?

Since reading the debate about beardiness that has cropped up every so often in past issues *(that'd be most of em! – Ed)*, I feel that I must throw my argument into the fray. To begin, with let's take two from past Journals, each having opposing views about army composition. Alex Richard's letter (issue 24) and Robert Clark's letter (issue 27) both show an alternative way of going about collecting an army. The former emphasises the role of the individual, the Heroes and leaders that always make the difference in stories, while the latter favours the role of massed units as the more realistic of the two methods, as it is only rarely that individuals make a major impact on the course of war. I personally favour the method taken by Alex Richard, as it seems that in most fantasy and science fiction stories, it is the hero that makes the difference and I think that the same approach should be made when playing a fantasy or science fiction game. Still, it is a matter of personal preference about which method is preferred by a player and I do not intend to say one is better than the other.

What I will say is that players are too keen to cry 'beardy' and moan to the Journal and are not flexible enough to consider how other people play. Every player has their own concept about how the game should be played, from the rules to the army concepts and so on. However, on the whole, I think it is usually for the best if players would be willing to be more tolerant in how other players play and cease moaning.

Still, it might be best if players were to limit themselves when playing and perhaps warn their opponent whenever they are going to try something slightly different. I usually make it a point to tell my opponent if I have taken a special character or a radical army and I think that warning my opponent has usually made things easier to deal with whenever me and my opponent have a problem.

— James Draper, Northampton

EMPIRE REBORN

In light of the fact that eventually with the revamp of the current army books the Empire will be redone (hopefully), I have decided to give you my pennies worth. The Empire was my first army in Warhammer and remains my favourite. I've played about sixty battles with it and had a good ratio of wins. However, over time as the newer armies came out, it became apparent that the Empire was in danger of becoming outdated. So here are my suggestions

to improve the playability of the force:

1. Include Champions and Heroes for the Dwarfs, Ogres, Flagellants and Halflings. I have often seen this proposal echoed over the Internet and am in agreement.

2. Allow Dwarf Champions runic weapons, (a family heirloom) only one Rune per item and no more than fifty points. No Master Runes.

3. What characterises the humans of the Empire as opposed to Bretonnia or Kislev is their faith in Sigmar and their iron discipline. So allow characters to purchase Faith points, much like the Quest Witch Hunter. They modify die rolls and can be purchased as an additional skill much like the knight virtues. Characters get D6 Faith points before the battle and each point will modify a dice roll by +1 or -1. The detachment rule needs to be looked at and the confusion surrounding it cleared up. Does the *Crown of Command* allow an unmodified 10 Ld on the detachment unit. Creating some special foot troop formations could also be looked at; i.e. detachments may Stand and Fire if the parent unit is charged. The front rank of archer units could drop to a kneeling stance allowing two ranks to fire, possibly use the same rules as the Handgunners one rank moving forward or back to allow the other to fire. I feel that the Empire needs to be able to able to shoot with more troops, having probably the most mediocre hand to hand troops. The need to whittle down the enemies numbers in the early turns is vital and when you purchase large blocks they tend to get in the way of one another thus restricting the volume. This then leads to the temptation of forming a character heavy army.

4. The Outrider volley guns need to be changed. I propose rolling to hit then rolling the artillery die, the result halved gives the number of Str 4 –2 save hits inflicted, a misfire causes a hit on the rider.

5. I find the departure from the colour decks sad and find it a little bit boring having all mages clumped together as Battle Wizards irrespective of race or training. How about colour-orientated abilities that again could be purchased in place of magic items that would enhance the wizard. i.e. Bright magic is more aggressive, harder to dispel and counts as being reinforced by one card at the beginning. One colour might allow easier dispels, another might allow the user to draw an extra card. Alternatively what about a list of spells for each colour, about six and the Mage could substitute one or two of the battle magic spells for them. He could roll a D6 to randomly choose his spells.

6. I would like to see more background on the deities worshipped Sigmar, Ulric and Morr. Where are they strongest?, what does each god represent to which people? I feel the Empire with its diversity, its Halfling, Dwarf, Ogre and human populations, the various Counts and their lands and the land of Sylvania are what gives the Empire its rich background and makes it so appealing. It should be further cultivated.

7. What about attaching the various knight orders to the gods? The White Wolves worship Ulric and are allowed to *Frenzy*; this would make them more attractive. The Knights Panther might worship Sigmar and thus be allowed to re-roll failed Break tests, the Blazing Suns who worship Myrmidia might cause -1 to hit for one combat round, once a battle. A new knight unit could be created to worship Morr that could perhaps be immune to Psychology. The Reiksguard would become the standard unit of the land and would not be restricted to one unit per battle.

8. Allow the Reiksguard foot knights to carry a magical banner.

9. Allow the War Wagon to purchase scythes and extra horses.

10. What about the possibility of foot regiments carrying Hochland Long Rifles and Blunderbusses?

Okay that's all of my suggestions, you may laugh or cry now.

— A. Teixeira, Morpheus@icon.co.za

Mailbag

WRITE FOR THE JOURNAL™

The Journal is written *for* fanatical GW gamers *by* fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is – a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

If you would like a full list of writers' guides, send a self–addressed envelope to the address that follows.

1. What do we need?

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

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

• **We don't need flowery prose** - we leave that to the INFERNO! boys.

• **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

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

• **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

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

2. Decide what article you want to write

For example:

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

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

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

3. Get writing!

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

• An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

• A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

• An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

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

Things to keep in mind are:

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

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

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

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

• **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Journal Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

Send your ideas to: The Journal Bunker,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS • UK

Or, if you're on the Internet, why not E-mail to us at:

journal@games-workshop.co.uk

Please title any submission 'Journal Submission'

6. See your name in lights!



The Citadel Journal is read by thousands of hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the best magazine in the Multiverse, we'll send a copy of the Journal featuring your article, upon publication. At our discretion, for particularly good submissions, we may send all manner of other goodies, such as GW vouchers and complimentary miniatures. Also, for any utterly blinding articles. Be they scenarios, letters, model conversions, or whatever... we'll send out one of these very prestigious Black Library Approved Certificates to the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

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



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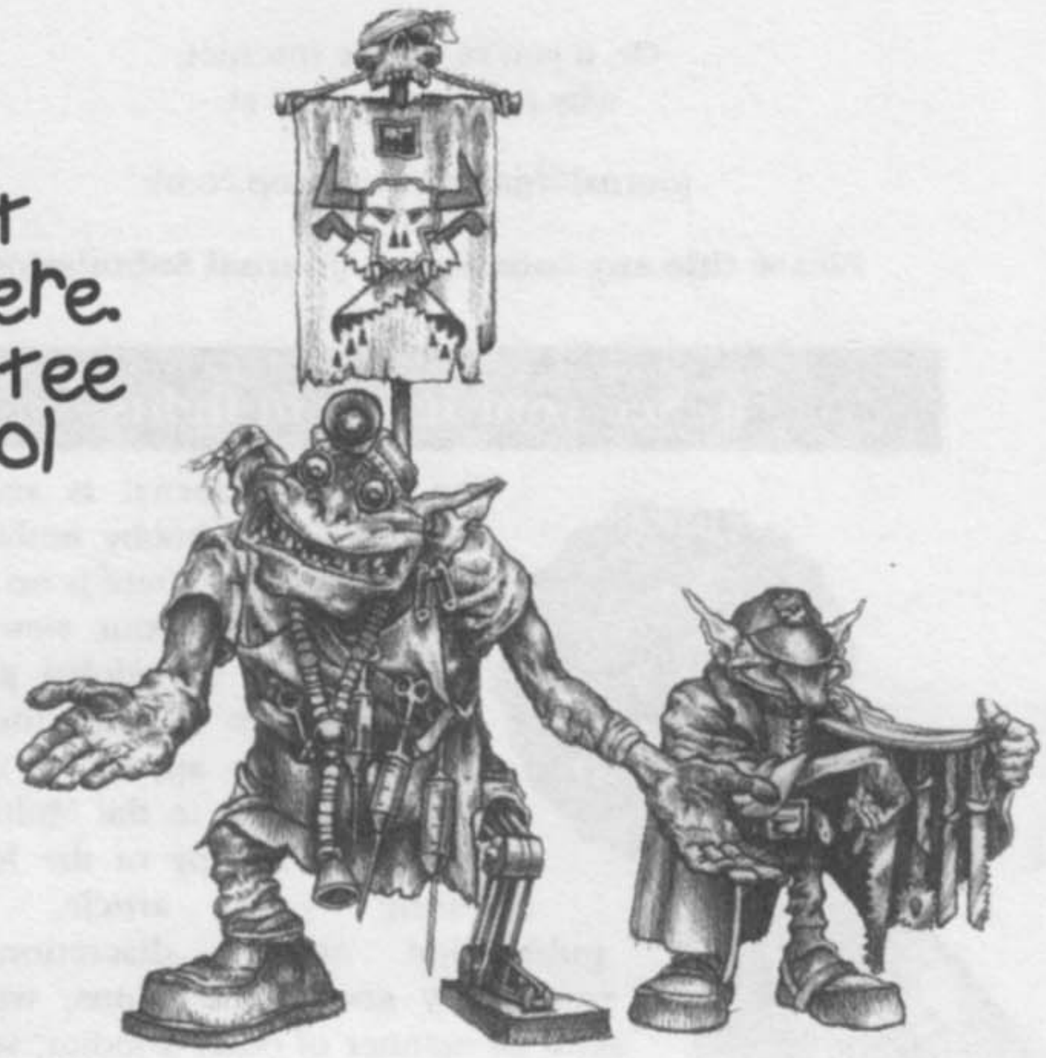
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DOK BUTCHA'S KLINIK

At leest 2um fingz avant chaneged an Da Docz 2til ere. Diz izh00 weev gott a nastee kaos 2pikee fing an a kool lookin tank fore yoze!

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 this address:

Da Journal Bunker, Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS





Behold – Khorne's concubine

DOOMBLASTER DAEMON ENGINE OF KHORNE

By Martin 'The Machine' Howell, rules by Iain Compton

Martin, late of UK Mail Order, made this truly awesome, possessed Daemon Engine for the Games Day display 'The Siege of the Emperor's Palace' that we have adorned our back cover with. After we tortured the secrets out of his twisted Chaos form we cajoled Iain Compton to devise some fiendishly evil rules for you to use this mighty machine of destruction in your games of Warhammer 40,000.

Ow! Ow! Stop it, that hurts, alright, alright I'll tell you everything…

Right, you will need a whole lot of gubbinz to put this monster together. You start off with two Chimera hulls and trim them so that they will join together without too much hassle Once you've done that, cut the track armour-plates to the right size from plasticard and assemble them to the sides of main hull. Then you want to follow the painstaking task of putting on the top track plates (I used numerous Hellhound turret armour plates – and I mean numerous!). The actual tracks themselves were just thin strips of plasticard.

With the main hull and tracks completed you want to detail the inside of the hull with a couple of platforms from the Griffon tank for the Doomblaster cannons to rest upon. The cannons themselves are quite tricky and I suggest that you use small sections of plastic pipe. The rear platform was easy – just use one from the Basilisk tank kit!

Now you are free to decorate your Doomblaster in as gory, depraved a manner as you desire. I used piles of skulls from the Undead Skull Chucker, along with trophy racks from Chaos Terminators. I also used the skull yoke from the metal Skeleton Chariot. A few pieces of old neck-lace does wonders as bits of rusty chain, so if you have any knackered old metal 'things' lying about the house, then use them! Once you're happy with your detailing the crew are easy, just take a Chaos Marine with Heavy Bolter and give him a Bolt Pistol.

If you have some 'Green Stuff' handy you can sculpt a skull on the front as I did, but that might

take a while and certainly takes a lot of concentration. You can really go to town with your detailing if you want and add nasty spikes, close-combat pincers and the like if you want to make it look really mean.

The painting was a far easier affair than the construction and only took me about four hours, on and off. You can get some great effects on the armour with dark washes and avoid highlighting too much, especially on such a big vehicle, as it overpowers the whole look of the model.

There, I've confessed. What do you mean you're not letting me go? No, not the pliers again... Aaaiee!!!!

DOOMBLASTER

Daemon Engine of Khorne Grrr...

The Doomblaster is a fearsome union of Daemon with machine. Thundering salvos of hellish fire rain down upon the foe with each volley from the quad cannon, tearing apart men and machines with equal ease. Doomblasters are a physical representation of Khorne's delight in indiscriminate carnage and mayhem. The malevolent spirits that inhabit the infernal mechanisms take endless amusement in sowing death amongst friend and foe alike. The massive frame is not only heavily armoured but as a living organism is also able to heal itself over time.

In addition to the usual vehicle invulnerabilities the Doomblaster ignores the 'Crew Shaken' results on the Glancing Hit table, if this result is rolled for the Doomblaster, treat it as having no effect.

The Doomblaster cannons themselves are enormously powerful, however the daemonic spirit that guides them is erratic and unpredictable. Every time that you wish to fire the cannon you must make a leadership test in exactly the same way as if you were using a psychic power. The Doomblaster is assumed to have a Leadership of 7 for this purpose only. If a double one or double six is scored on the Leadership test then the Doomblaster suffers an immediate glancing hit instead of the usual daemonic attack.

The Doomblaster cannons have the following profile:

Doomblaster

	Points	Type	Front Armour	Side Armour	Rear Armour	Bs
Doomblaster	125	Tank	13	12	10	3

Range	Strength	Penetration	Special
Guess up to 60"	8	3	Ordnance 1/Blast



BRASS SCORPION DAEMON ENGINE OF KHORNE

By Fred Reed

The prolific Fred has been responsible for a number of weird and wonderful conversions seen in both the Journal and White Dwarf. This time, we really think that he has outshone himself with his incredible, scratchbuilt Brass Scorpion model.

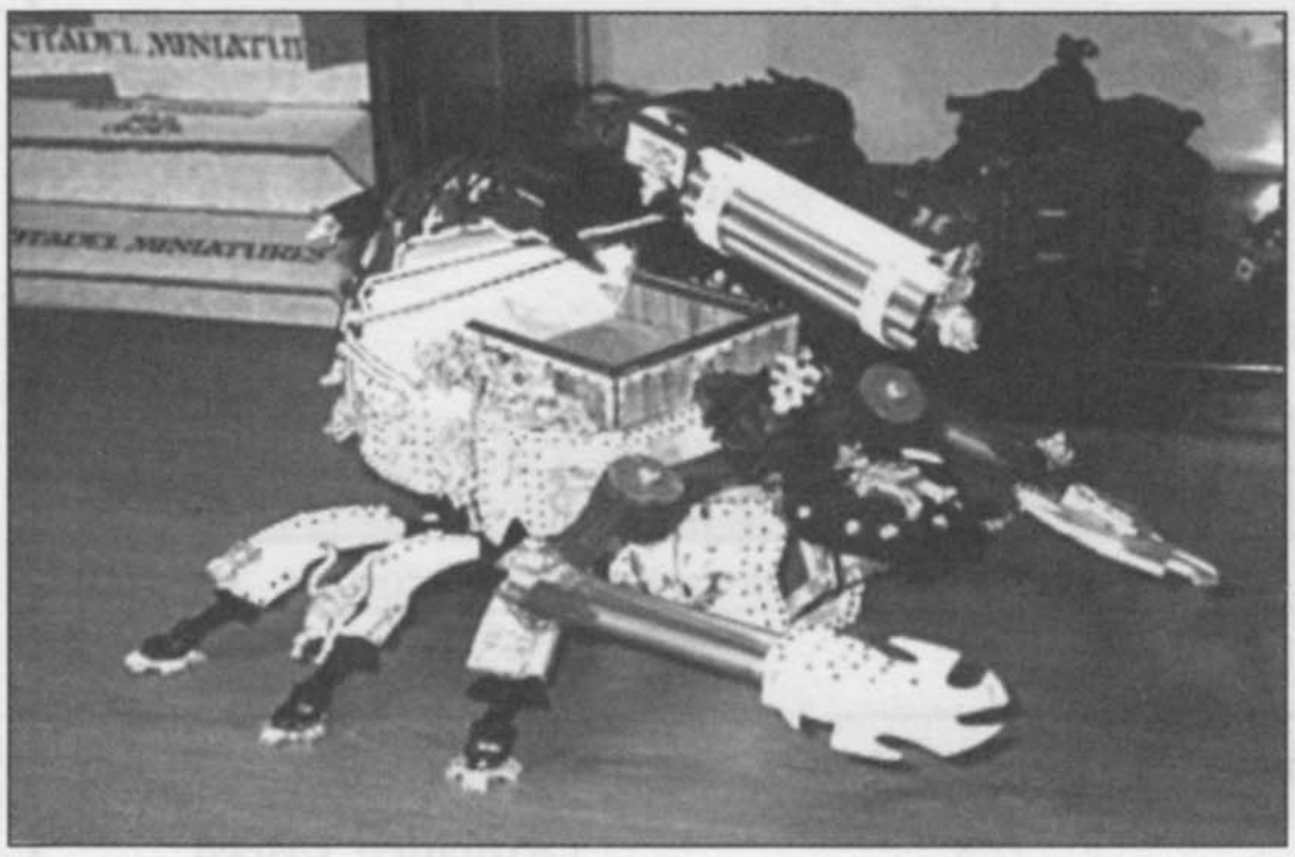
We managed to collar Fred in a darkened corner of Bugman's Bar in an effort to get him to divulge a few of his trademark conversion secrets, and here's what he told us...

FRED'S KLINIK WWW DOK BUTCHA'S

At the very beginning, I heard about the plans for the diorama that was being constructed for Games Day 98 – The Siege of the Emperor's Palace and I wanted in. I was told that there were going to be a couple of Daemonic War Engines and, seeing as I had done some work on 'Big Toof River' figured that would make for an interesting modelling project.

The model that I was to make was going to be a Brass Scorpion. Immediately I got on with my research and where better to start than by taking a look at the Epic 40,000 model? For Epic, it's fine but for something in 40,000 scale I thought that it would just look like another tank. I felt that the Brass Scorpion really should be just that, a massive, insectoid, metallic beast. It shouldn't have wheels, it should have legs.

That's when my bizarre imagination began to run riot. I had to build up an image in my head before I could set to work building the thing. I thought of a dark background that would justify the Daemon – possessed nightmare. I saw a battered space-port in Chaos hands with numerous vehicles and machines lying wrecked amidst the embarking hordes of chaos. A sorceror talks with Angron of the World Eaters about possessing these wrecks with Daemons to make great war-machines. A hundred stasis tubes filled with howling psychopaths and lunatics are gathered for a sacrifice of horrific proportions and in the middle of it a World Eater Chaplain offers himself as the victim for the possession conducted by the sorceror. There is much blood-letting and a maelstrom of violence as the possession takes place. Flesh and blood, metal and machine flow and merge together, and a horrendous beast is born... *(How on earth do you get any sleep, Fred? – Ed.)*



Having a solid image in my head all I needed was the materials. I found a 'War-Planet' Zoid toy in a shop and thought that it was perfect for my needs. It had moving legs, six of them and looked, more or less, just like a scorpion. I got to work and first I reinforced the main body with strips of plasticard and polystyrene to make it sturdy. I added a deployment ramp to the front for my Khorne Berserkers to charge down howling, madly.

The rotary cannon on the top was made from plastic tubing and lots of separate panels were added to the main body from plasticard. In the recess between the legs I really wanted to add something that looked good but didn't restrict its movement (yes, the legs still worked!), but what? Then I hit on the idea of putting a Bloodletter in there. Brass rod was used for the arms and the blades were made from three discs of plasticard together and shaped to indicate sharpness. Numerous skeletons and spikes were added for the detail. Later I decided to fit a fighting platform on the top with plasticard.

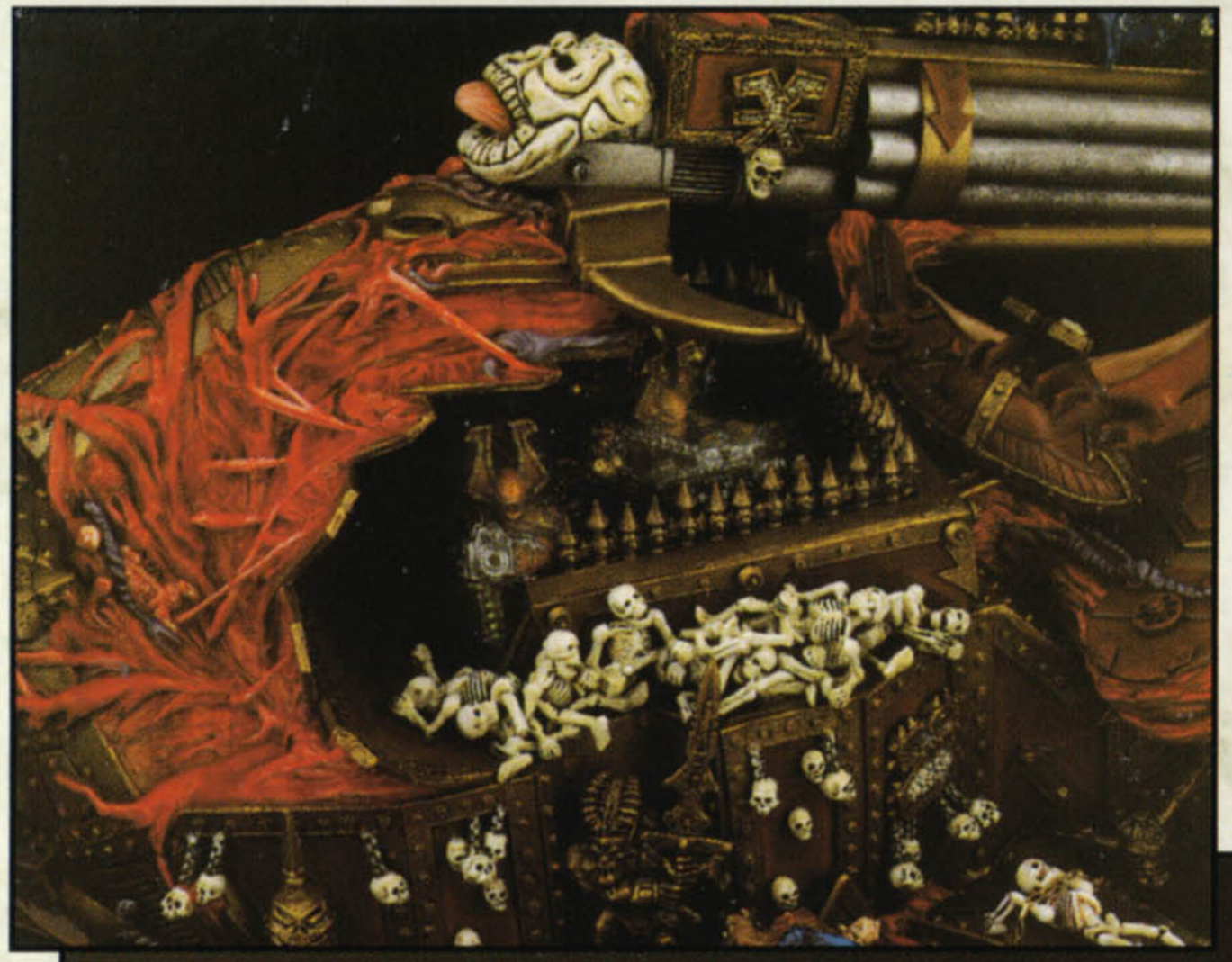
The flesh came next and proved to be a lot easier than it looked. I rolled out strips of Green Stuff into uneven tubes and wound them around the model, twisting them to look like flesh and sinew.

At this stage I showed it to Jes Goodwin who advised me to paint the flesh not Daemonic green but like flesh to give the indication of all those tortured souls and to add a little 'weight' to the model. I chopped off a few model's faces and inserted a few skeletons into the Green Stuff for this effect and added some chains and flesh banners, that would hang and give the indication of gravity on a large vehicle. I even decided to make one of the feet into a Daemon foot so that it was slowly changing into a Daemon. An altar was added to the top to maintain the magic binding the whole thing together, if they needed more blood!

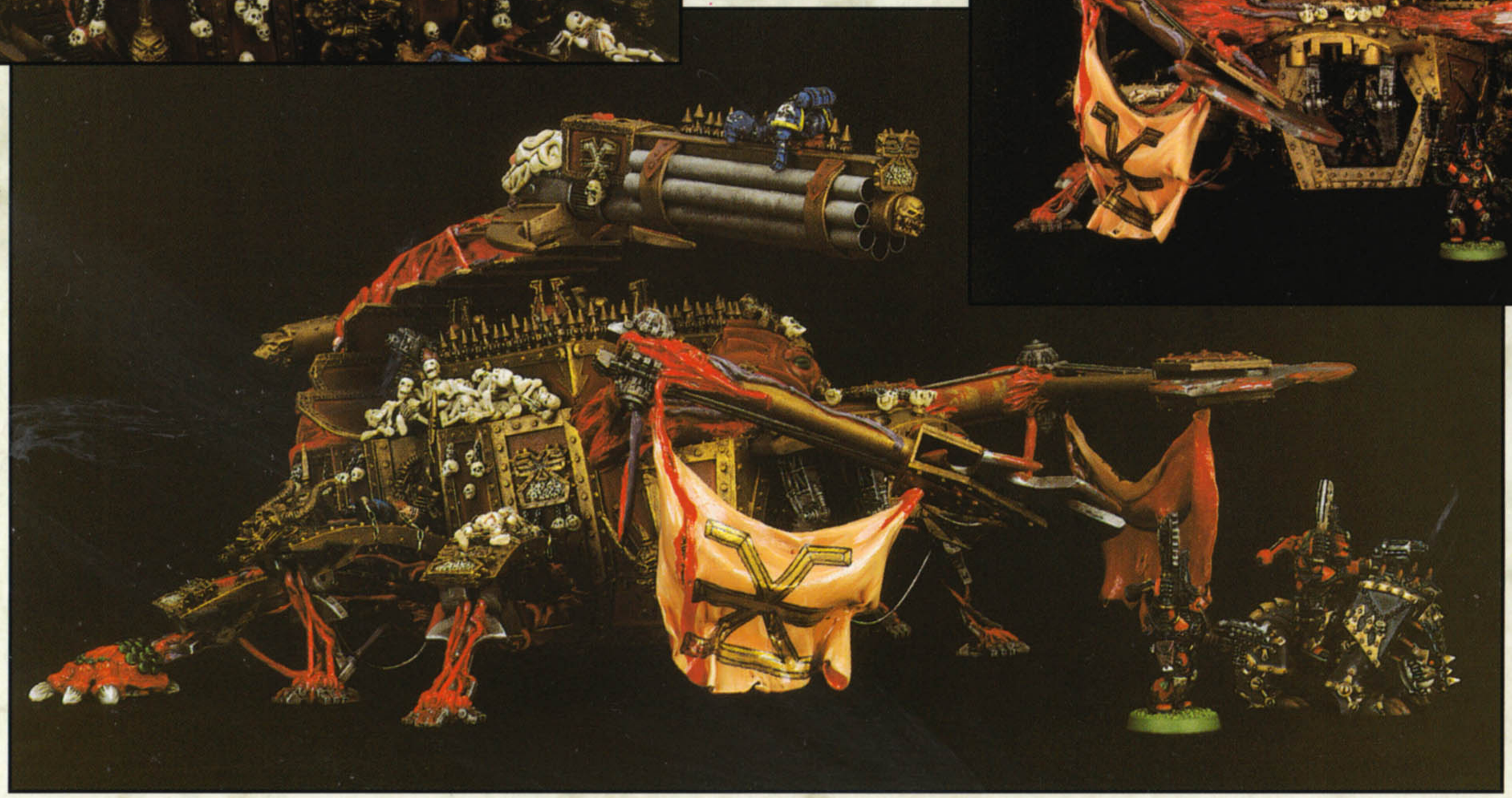
Painting and construction took around 120 hours over a few months, but it was certainly worth it.

BRASS SCORPION

By Fred Reed (check out Doc Butcha pp 94-96)



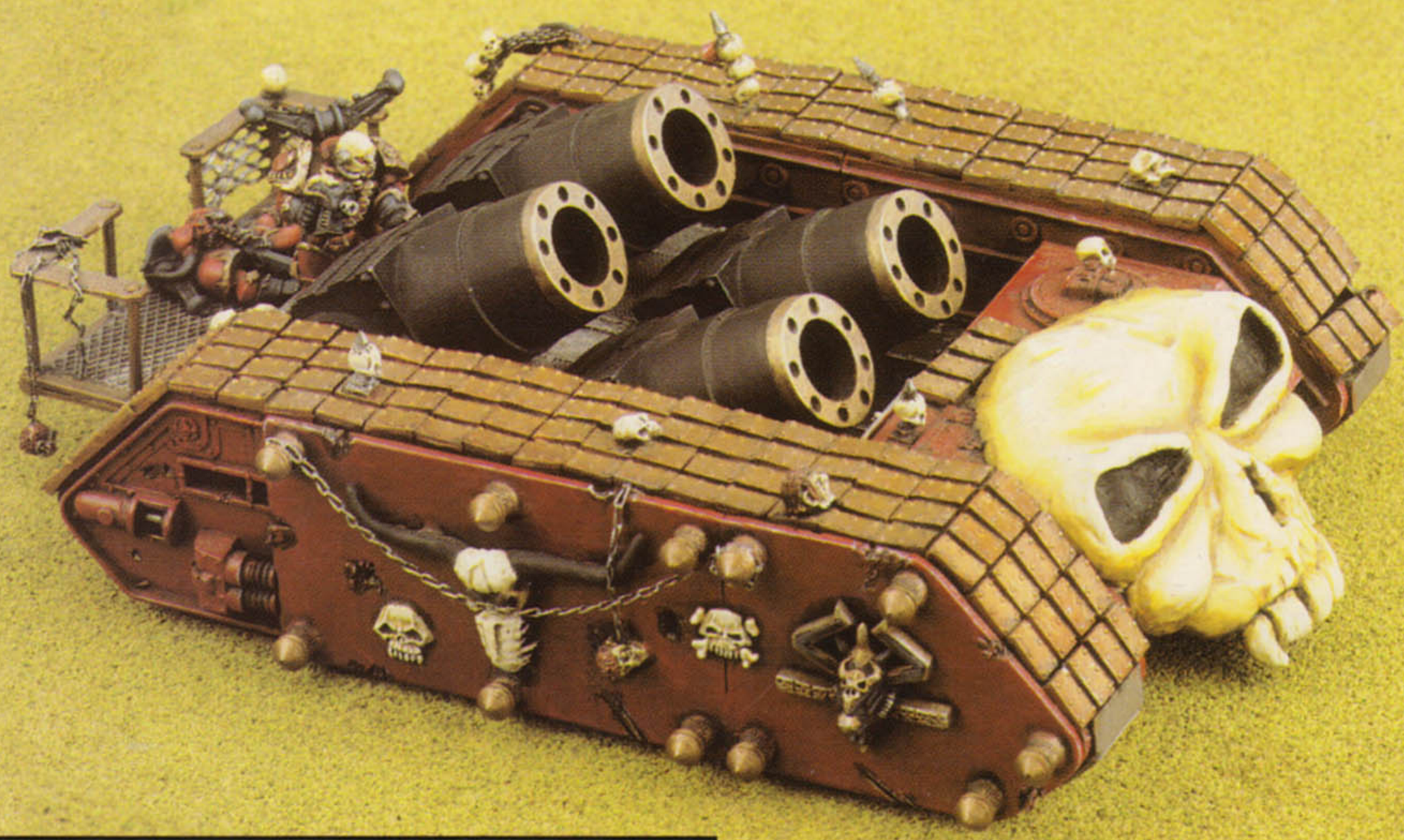


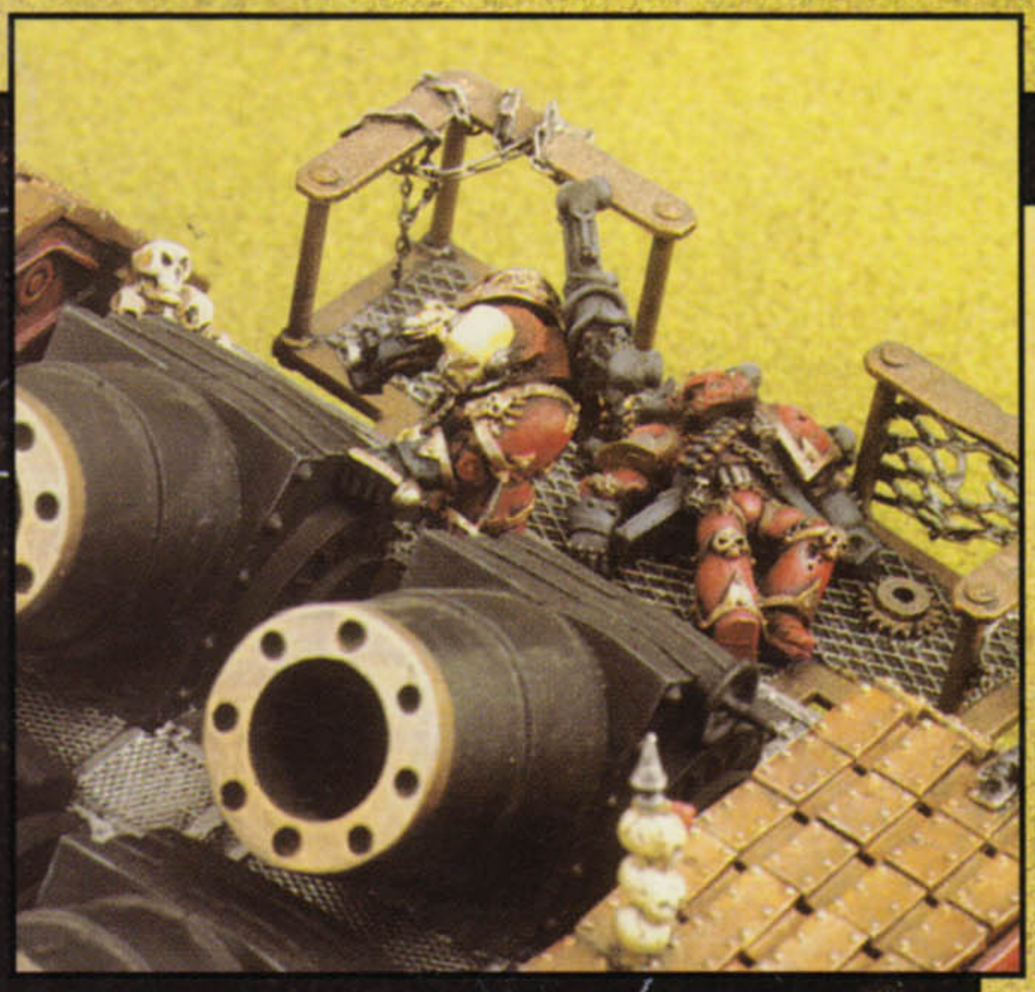


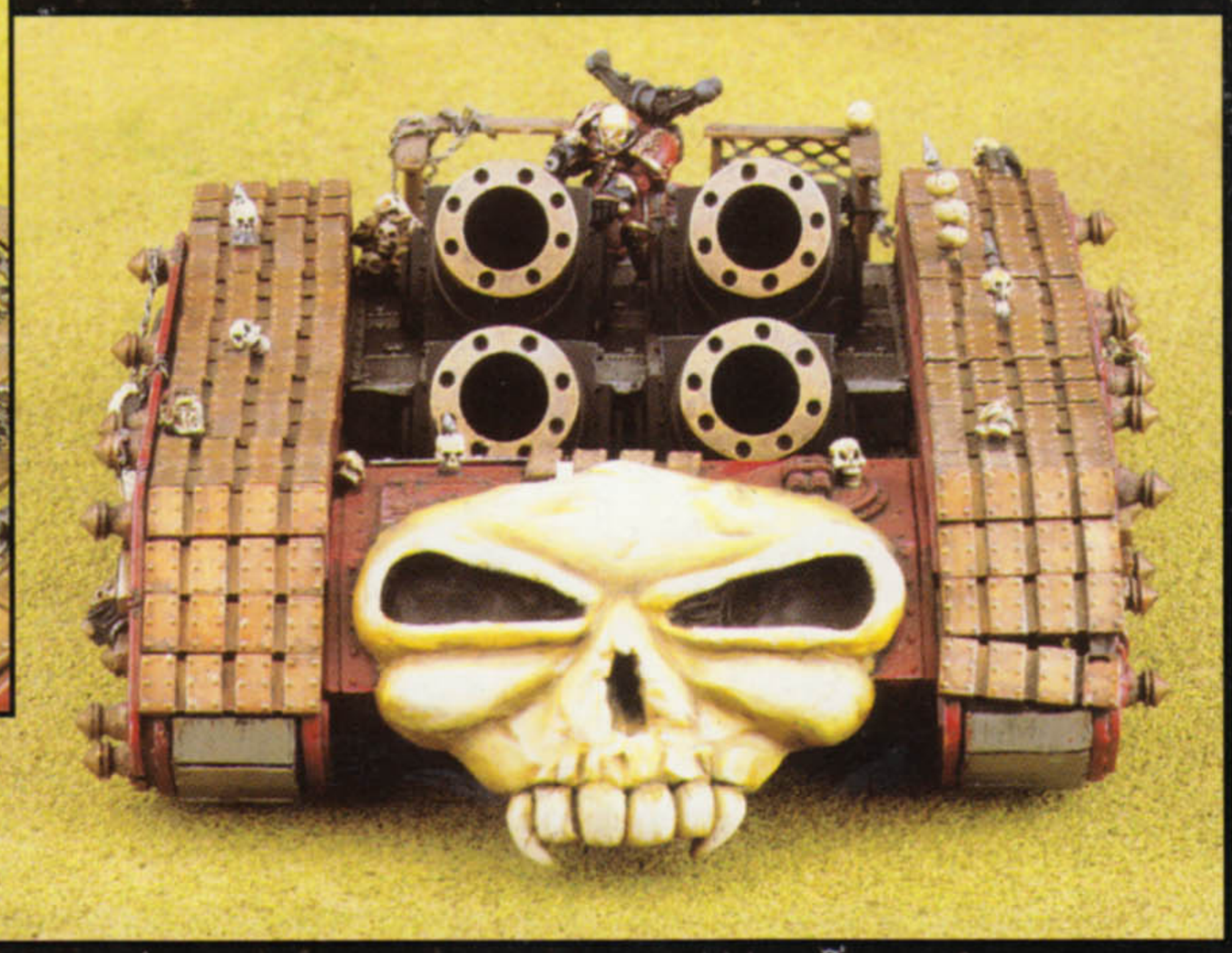
DOOMBLASTER

By Martin 'The Machine' Howell

(Check-out Doc Butcha pages 94-96)







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