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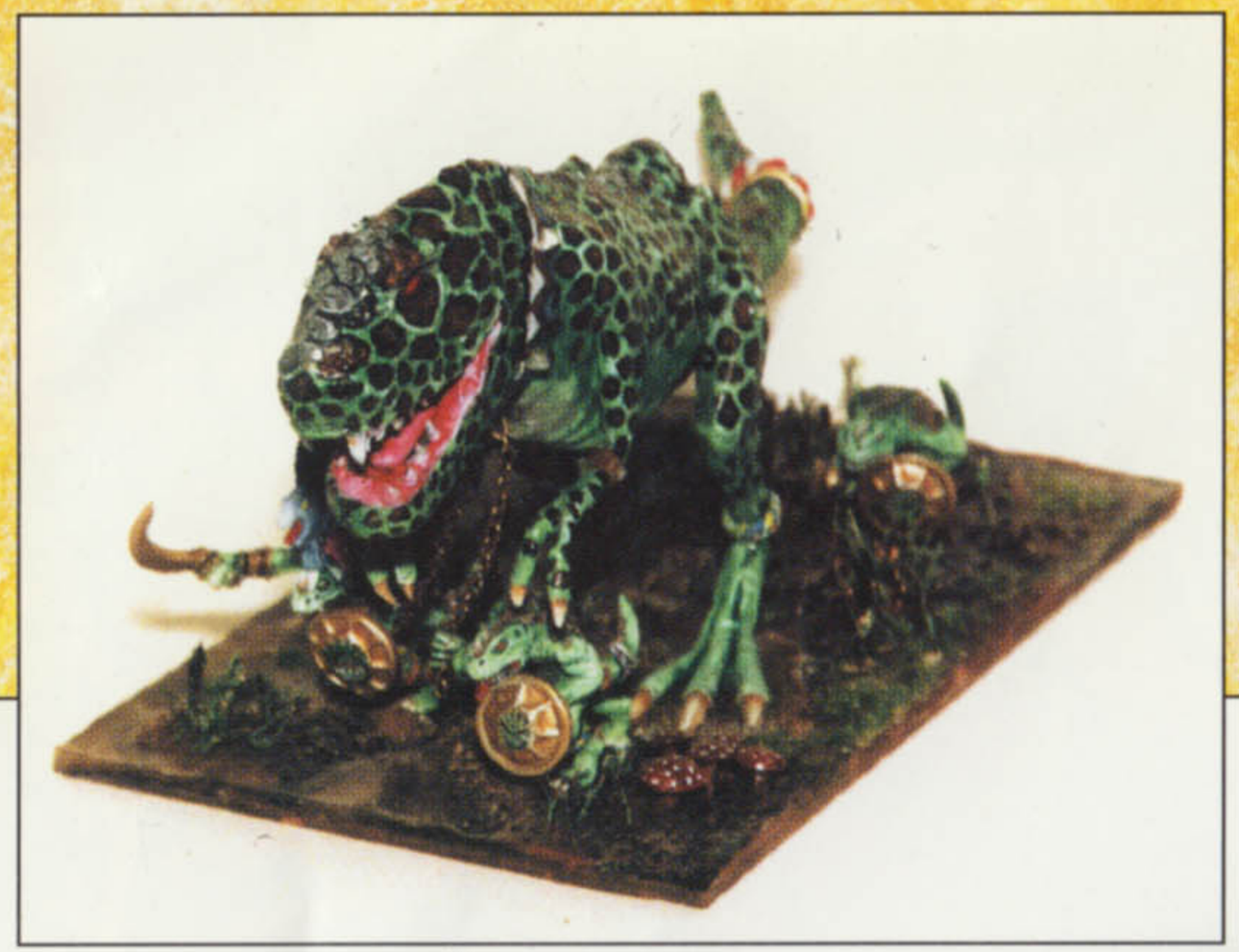


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- Warwick's World

ALL THIS, PLUS LOADS MORE COOL STUFF!!

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Lizardman Tyrannodon

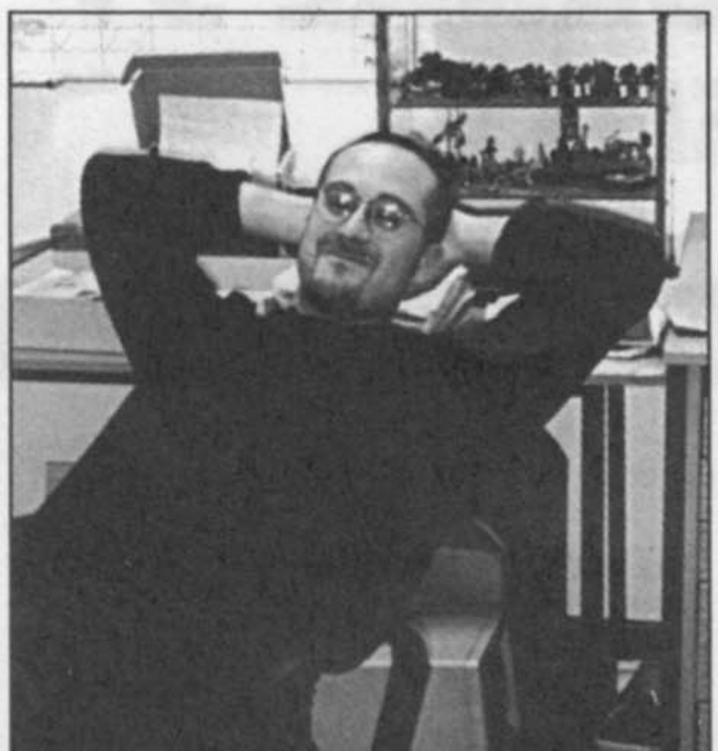
By Ralf Engels

(Check out Doc Butcha on pages 93-96)





Steve's Slot...


A typical overworked editor

Here's a piece of sound advice: never, never, never accept an invite to a party thrown by Gordon Davidson (not that that really needs saying) and definitely never, never, never attend if you know that Dave 'The Barber' Gallagher is going to be there.

Why? You may ask. Here's why: 'cause you'll end up drinking far more than your average African elephant can handle and before you can say: 'No, I really *do* like Braveheart!' two raving mad Scotsmen have robbed you of your sideburns and are performing bizarre acts of modern art on your head with some hair clippers! (Dave insisted that a 'mohawk' would be cool, but thank God it never got that far!)

It's a hard life socialising with the greenskins, but at least the rest of my follicles were still in place in the morning.

Ah! Of course, the Journal. So, here we are again with another stompin' issue, packed tighter than Fatbloke in a string vest! So, what's in it? Warwick's been so busy lately that, not only has he provided us with interesting things to do with scouring pads in Warwick's World, but he's written an incredible Warhammer campaign that we've only just managed to squeeze into this issue AND still have room for all your cool stuff.

Read on, and delve into the miasma of the innovative and surreal...

Steve

WARHAMMER® 40,000

CALLING ALL TREADHEADS!


Look out for – the Leman Russ Vanquisher!

*****INCOMING TRANSMISSION*****

By the divine light of the Emperor, the forge worlds of the Adeptus Mechanicus have been toiling day and night to provide valiant Imperial Guard tank commanders with new, improved armoured vehicles with which to bring humanity's crusade to the dread enemies of the Imperium!

For all you Imperial Guard tank commanders out there, keep your long range scanners on the next few issues of the Journal, for the Adeptus Mechanicus have unearthed a vital Standard Template CONSTRUCT on tank variants such as: the lethal Leman Russ Vanquisher main battle tank, the awesome Sabre tank destroyer and the essential Leman Russ Command tank. We'll be offering these magnificent resin cast supplement pieces to your plastic kits along with the full rules in the Journal. Take heed though, for these offers will only be available exclusively to Journal readers and only a limited amount will be cast (er... probably).

If you really can't wait (we know how impatient you lot are!) then write to us here at the Black Library or email us for prices and other details on **publishing@games-workshop.co.uk**

THE BIG CHEESE
Andy Jones

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(STILL) WORLD'S TALLEST MAN
Warwick Kinrade

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THE SIEGE OF HERODOPOLIS

By Evan Webber

HI, I'M EVAN and I'm fifteeen, I live in Toronto, Ontario, Canada. I have played Warhammer since the third edition came out and have a modest 2000 point Orc and Goblin army. I got into Warhammer 40,000 shortly after that, when my friends started playing the game. I have a pretty huge Ork Warband, 'The Black Rock Raiders' led by Warlord Tarka Bigmowf! I am seriously updating my army now that the cool new edition of Warhammer 40,000 has hit the shelves. I also have a few Imperial Guard and Space Marines (for my Orks to give a kicking to!).

I also play Space Hulk, Gorkamorka and Necro whenever I get the opportunity. A while ago my friends and I re-wrote some rules for Space Fleet to use in our campaign games of 40K (although now the stompin' Battlefleet Gothic is coming out we'll be using that).

In my view, more games should be played as narrative campaigns as that helps to eliminate any beardiness that may seep into your games. And remember, there is nothing to say that campaigns have to be overly long or complicated which most players unfortunately forget!

Oh, here's a completely insane idea that my mate and I have been working on recently: We wanted to play a scenario about Adeptus Mechanicus Explorators being harvested by a brood of 'Stealers. We were at his house and since he didn't have a gaming table at that time, we decided what better idea would there be than to play in the garden? It was just excellent, we were inundated with all forms of Tyranid bio-constricts (ants, earthworms and earwigs!) and the alien florae was gigantic! Things started getting a bit silly when we actually simulated the explosions by blowing holes in the ground! *(Please keep it safe now, children, and don't try this at home – Ed.)* ***for some reason we never did it again although I have ideas for games in a sandbox desert or on top of a snowdrift (we have many of those here in Canada!). How about cross country Warhammer? Waaagh! Of course, ideas like these should only be undertaken by the most insane of players.*** *(Lord help us if we re-release Man O'War then, white metal doesn't float! – Ed.)*

****Oi, dis is Warlord Grundfang 'ere. I's got me uvver bosses and dere boyz wiv me. Now, yooz can give me 'alf of yer oomeez as slaves, build me anuvver kroozer, an'****

****Ha! Foul savage! Already, valiant Imperial warships have left our space docks and are on an intercept course-er...****

****Yer mean da big, floaty slag-heap dat we just shot up? Har Har...****

Excerpt from communications between Ork Warship, codename: Charybdis and Solace IV Planetary Defense Force HQ.

Wait! Don't turn that page just yet! Though at first glance this little campaign appears to be just about the Orks and the Imperium, it doesn't have to be. At the end of the article I've included a brief section about using different forces to fight the campaign. All the history supplied is what came out of fighting the campaign with my opponent, so all the battles mentioned actually took place.

Introduction

The Solace system, lies due galactic south of the Maelstrom, almost on top of the Squat Homeworlds. For this reason alone it remained uncolonised until eight-hundred years ago, when the fearsome Colonel Herod De Ludes brashly installed his entire regiment there upon returning triumphantly from the Ryza campaign. He claimed it was his right, and he was correct. His city, Herodopolis, has endured for some 800 years under the alternate tyranny and ineptitude of his heirs. Until now, that is...

On the day of the Emperor's Ascension, 812 years after the first plasteel was poured over the foundations of Herodopolis, the first tremors of a large, Ork raiding force were heard. Prince Ignatius, the current heir, ordered a punitive strike force to attack the hulks in the of hope of impressing his ailing father.

The force was repulsed with heavy losses.

The first battles centred on the K'Tang plateau, a huge volcanic rise on the centre of the northern continent. Most of these fierce, small battles were the Orks desperate attempts at establishing a foothold on the planet. Early on, the Imperial forces lost the Astropathic Warp Beacon to their foes. Later, after Warboss Tarka Bigmowf led his Boyz to victory at the battle of Snorri's Pass against the 3rd Solacian Light Fusiliers, the plateau was firmly in Ork hands.

For months, combats blazed across the yellow deserts below the plateau. Mobile columns of bikes and buggies clashed with the armoured might of the Imperium. Finally, the greenskins convinced the feral Hulud tribesmen to throw in their lot with the Orks. Then, even the arrival of the Blood Angel Space Marines could not halt the green tide.

The final stand of the Imperial forces was fought on the Plains of El Hayik. The outnumbered Imperial troops made a brave attempt, and indeed were winning, until the plasma reactor of the Titan, Millennial Vengeance went critical, after falling to a wicked crossfire from flanking Gargants.

Now the planet lay before the horde, but all Ork eyes were turned toward the glittering spires of Herodopolis, to its factories and tithe silos, and to the Grand Tribute Hall of Prince De Ludes.

Act I: The Plains of El Hayik

If the Imperial player chooses to fight this battle then the Orks must comply. This does not apply the other way around. If you choose to fight the battle in 40k, then the following rules apply:

Act I: WARHAMMER 40,000

1. The game is a *Meatgrinder* Battle.

2. The participating armies are of 2000 points each.

3. The Ork Army may include up to 2 HQ units (they are normally allowed only 1). These must be Warlord Grundfang and/or Warboss Tarka Bigmowf.

4. The Imperial Army may be made up of one Space Marine Army Tree and one Imperial Guard Army tree.

5. The terrain is sparse and desert-like.

Historically, this battle saw the end of any hopes for a significant Imperial victory. The Imperial player's choice of fighting the battle represents either making a stand on the plains or withdrawing totally to the city walls.

Act 1: EPIC 40,000

It is even better fighting the battles in Epic as this is more in key with the scale of the battle. These are the only rules I recomend, the rest, of course, is up to you:

1. The Orks outnumber the Imperial forces.

2. The game is a *Blitzkrieg* with the Orks doing the Blitzing.

3. The Imperium has 1 war engine: the Warlord Titan, *Millennial Vengeance.*

4. The terrain is sparse and desert-like.

Act II: Blood in the Tunnels and Assault On The Walls

Following the massacre at the Plains of El-Hayik, the Orks became alarmed by the lack of enemies about. The faster moving elements of the army hounded the retreating guardsmen back the city of Herodopolis. When they failed to bring the humans to the field, the Kult of Speed dug themselves in to await the arrival of the rest of the Waaagh! When the rest of the army arrived, the Orks still found that they could not dislodge the humans. With desertion running rife, the Ork bosses knew that they had to come up with a good, sneaky, idea, and quickly. Unfortunately, the plan that Warboss Tarka Bigmowf came up with fulfiled only two of those criteria...

This battle is in fact, two battles fought at the same time. The Orks are staging a diversionary attack on the nigh impenetrable city walls of Herodopolis, while at the same time deploying a Kommando force in the derelict tunnels to the north. This force will attempt to sabotage the defense systems protecting the walls. Timing is very important in this battle, as anyone who has read or played the special scenario in White Dwarf 200 will know. The Assault on the Walls of Herodopolis is one part of the battle. The other part is Blood in the Tunnels. The players take turns as normal but move both their forces at the same time. For example, if the Orks have the first turn, then they could move all the 'Assault' forces and then the 'Tunnel' forces or vice versa. Or they could move some of one force, then some

of the other etc. Then the Imperial player moves in the same way.

Act II: IMPERIAL FORCE

This must be of legal composition for a *Bunker Assault* Defender, but it must include at least 2 or more Imperial Guard troops choices and 1 or more IG HQ. After these compulsory units, It may include Space Marines. The army must include 1-3 individual Techmarines, Engineers or Technomagi (use the profile of a Space Marine Veteran Sergeant, cost, 30 points. He may also have a servo arm at +10 points) to operate the Damper Field (see below).

1. If the first battle wasn't played, then the Imperial player has up to 1000 points to spend on the army.

2. If the Imperial player elected to play the first battle and lost, then he has up to 800 points to spend on an army.

3. If the Imperial player won the first battle, then he has up to 1400 points to spend on his army.

Game Set-Up

The game is set up in the following manner. For the 'Assault' battlefield, the table should be 4' by 4'. First, the Imperial player sets up the walls in his deployment zone, up to 8" onto the table, stretching from one side of the deployment zone to the other. The higher and more imposing these are, the better. There has to be at least one gate. These walls should be able to support a fair deal of movement along the tops of them, and should be divided into a number of sections (4 or 6 is good). With these sections, the wall can be separated into different areas for purposes of allocating damage (see below). The Ork player may then place up to 18" of barricade in his deployment zone, 10" onto the battlefield. In the killing ground between the deployment zones, the players take turns placing D3+6 patches (no bigger than 4" x 4") of debris here.

The 'Tunnels' board can be set up in any mutually pleasing way. I don't have to tell you how good Space Hulk (or even Warhammer Quest) is for this. If you are are able to beg, borrow or, er, buy a copy, then do. If you can't, then you can make perfectly serviceable tunnels out of strips of card. A good way of making this fair is to take turns in placing 4 sections of board. Repeat this 8 times or so, and dice randomly to determine where the entry points are (you'll need two of those) and which room is the control room. The Imperial player must then declare which square in the room is the control monitor. If you are too lazy to do this, then you can simply take one of the maps from the Space Hulk Mission Book. I used Mission 2:1 as the setup, making the centre room the control room. The Yellow corridor was the Imperial entry point and the Genestealer

Act II: ORK FORCE

This must be of legal composition for the *Bunker Assault Battle* Attacker. In addition, the Ork player may choose 1-3 individual Mekaniaks to represent the technical requirements of the attack.

1. If the first battle wasn't played, then the Ork player may select up to 1200 points for the army.

2. If the Imperial player elected to play the first battle and lost, then the Orks may choose up to 1400 points to spend on the army.

3. If the Imperial player won the first battle then the Orks get 800 points to spend on an army. Shame on you!

5. The terrain is sparse and desert-like.



Ork Blood Axe Rhino conversion

entry point at the top right of the page was the Ork entry point.

Deployment

This is the order of deployment.

1. The Imperial player places his Techmarine or Engineer next to the Damper Field Control Monitor in the control room of the tunnels.

2. The Orks deploy all their forces on the 'Assault' battlefield.

3. The Imperial player deploys his defenders on the walls or behind them (obviously, vehicles cannot be deployed on the ramparts!).

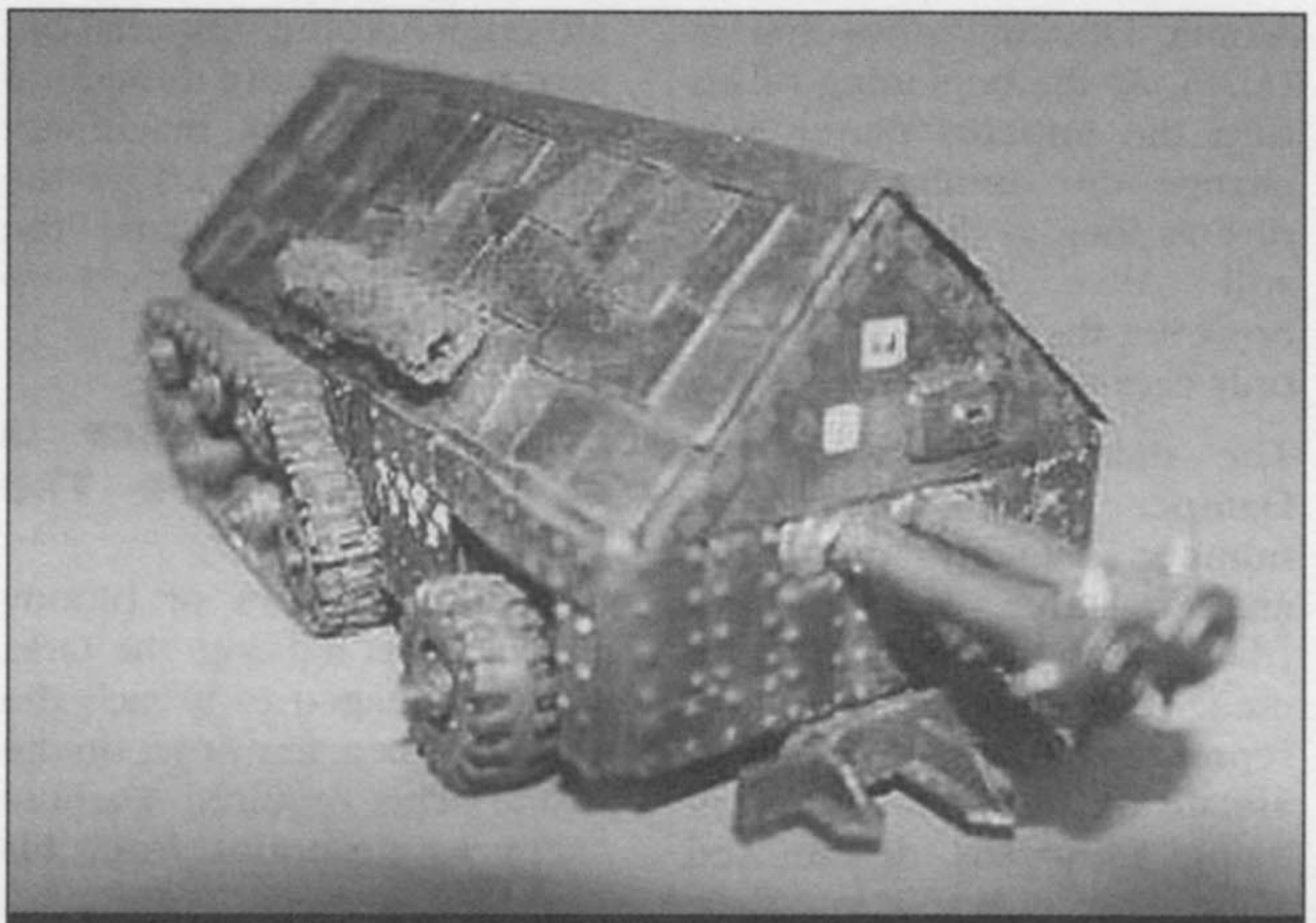
4. The Imperial player may place up to 200 points of his troops (these must be complete squads of Troops, HQ, or Elites) outside the tunnels at the Imperial entry point.

5. The Orks may remove up to 200 points (these must be complete squads of Troops, HQ, or Elites) from the 'Assault' table and place them at the Ork entry point in the tunnels.

Tunnel troops move on through their respective entry points on the first turn. Mega-Armour and Tactical Dreadnought Armour are too bulky to be used in the tunnels.

Turn Sequence

Roll to see who moves first as normal. The Orks roll a D6. If the Imperial forces include Imperial Guard Colonel Tranio Maxentius of the 3rd Solacian light fusiliers, then they roll 2D6 for their strategy rating (Maxentius has come slightly unhinged since his last encounter with Warboss Tarka and is obsessed with killing him). Otherwise, use the strategy rating of D6 to represent the plethora of different troops fighting under the single command. The highest roll may choose to go first or second. The battle continues for 10 turns.



Here's another of Evan's wacky Ork tanks...

Victory Conditions

The Ork player wins if there is an Ork squad above 50% strength or an undamaged vehicle on the Imperial side of the wall at the end of the game. The Imperial troops win if there are no Ork troops on their side of the wall at the end of the game.

Special Rules

This scenario uses the *Preliminary Bombardment* special rules (with the Orks doing the bombarding) and the *Fortifications* special rules (sort of).

Firstly, the city walls, though built of Armaplas, are rather old and riddled with fractures. Thus they have an Armour Value of 13, and follow all the rules for Bunkers (except that troops cannot hide inside them). With the addition of the damper field however, the walls can stand nearly any punishment. The Plasteel gate has been recently repaired and so it has an Armour Value of 13. It is also affected by the damper field as long as it is closed. If the Imperial player wishes to open the gate (to let out tanks or troops for example) then he must declare this at the beginning of his turn. The gate may be closed at the beginning of his next turn. During this time it is unaffected by the Damper Field. If hit and destroyed, then a breach has been opened in the walls.

The city walls of Herodopolis are protected by an ingenious Damper Field which has the duel effect of weakening incoming fire and damaging troops who attempt to attack it in close combat. This works as follows. The Imperial player places two differently coloured dice in plain view of the Ork player and identifies which die represents the Damper Field and which represents the

Atomic Destabilisation System (ADS). At the beginning of his turn the Imperial player may change the numbers on the dice as long as the operator is still alive (more later), however, the two numbers can only ever add up to seven.

The dice representing the Damper Field equals the number you may add to the armour value of the walls (that's every wall section, gate etc.). The dice for the ADS represents how likely a troop assaulting the walls has of being atomically destabilised as his molecules split into their component atoms! *(Ouch! That's gonna hurt – Ed)* Any model assaulting the walls must first roll equal or greater than the ADS dice number or else suffer a wound. Models not killed by this are thrown back D6" away from the walls and may not complete their attack.

As you can see, the Damper Field makes the walls almost impossible to breach. For this reason, Warboss Tarka dispatched a small force of Orks to infiltrate the Damper Field control matrix and shut it off for long enough so his boyz could get through the walls. In order for the Imperial player to change the two Damper Field dice, he must have had a Techmarine, Engineer, or Technomagos next to the control monitor since the beginning of his last shooting phase. If this model is not present, then the dice cannot be changed. The Orks can shut off the field if a Mekboy ends his movement phase there or if any other Ork model spends an entire turn next to it. In the same vein, an Imperial Techmarine or Magos can turn on the Damper Field at the end of his MOVEMENT Phase although no other Imperial can turn it on (it's more difficult to turn on complex machinery than it is to smash it!). At the beginning of the game the Damper Field is warmed up and ready to go.

Act III: The Prince is Dead! Long Live The Prince!

After many hours of bloody and fruitless fighting, the Orks finally managed to breach the wall and get a few boyz, on the inside. This required Warboss Tarka to dismount from his personal Stompa, *Koploppa*, and motivate his troops with a few good kicks. Even stretched thinly over a wide front, the guardsmen would have been immovable if it weren't for the failure of their damper field. Colonel Tranio Maxentius, of the 3rd Solacian light fusiliers, led a nearly telling counter attack against the Orks. Only Tarka's tenacity kept him and his boyz in the fight.

Of the troops who fought in the tunnels, neither Orks nor men returned. That the Engineers' stations were overrun there can be no doubt, for the downing of the Damper Field was what allowed the Orks to breach the wall. Tarka and his band held up in a nearby refinery until nightfall, when one of his Grot spies reported that the young prince De Ludes was headed east towards the Royal Landing Pad at the Grand Tribute Hall. Tarka knew that the humans would continue to fight for their homes as long as their boss was still alive. There had to be a way to get through to the Prince. Luckily, Tarka knew the right Mek for the job...

What Mek Grubbi eventually came up with, was using some dilapidated Imperial Termites, that the Waaagh had liberated, to tunnel under the Tribute Hall and deposit a number of boyz in front of the Prince's bodyguards, while another Termite would deploy troops behind him and cut him off. It was guaranteed to work... 'onest.

Game Set-Up

The battle takes place inside the Grand Tribute Hall. The Prince and his guard are taking what they believe to be the safest route to the landing pad. Only the central plaza affords a visible path, and all the lifts are filled with panicking rabble. The game board is 4' x 4' and should be stoney grey for plascrete or something similar (a marble tabletop is superb). The centre of the plaza is

Act III: IMPERIAL FORCE

The Imperial force represents Prince De Lude's personal guard.

1. The force may not include Space Marines, Sisters of Battle, or Adeptus Mechanicus, since none of these organisations bow to the authority of the Imperial Commander.

2. The personal guard of Prince De Ludes are known as Praetors (see the special characters section).

3. The army may be up to 1100 points if the Imperial forces won the last battle.

4. The army may be up to 900 points if they lost the last battle.

5. The Army must have the following special characters – Prince Ignatius De Ludes and Colonel Tranio Maxentius.

dominated by the huge statue of King Herod in a suitably heroic pose (the base should be at least 8" in diameter). The players take turns placing D6 +4 piles of fallen masonry in random places.

Act III: ORK FORCE

Ork Force: This is actually two separately organised armies.

1. One army is the the 500 point force blocking the path of Prince De Ludes.

2. The other army is the 500 point relief force.

3. For every battle that the Orks won, you may add 100 points to the value of each of the aforementioned forces.

4. These are chosen individually as if for Standard Missions, although you may have only one HQ between them.

5. The army may not include any vehicles other than Dreadnoughts.

6. The only Gretchin that may be brought along are weapon crew (the li'l tiddlaz takz up too much room!).

7. If Warboss Tarka survived the last battle, or if he didn't take part in it, then he will be present here as the HQ.

8. His HQ must also include Mek Grubbi (assuming he survived all the previous battles).

9. You may only use mobs, support weapons and dreadnoughts that took part in one of the previous battles. Mobs are replenished to full strength and dreds are repaired as long as they were not destroyed or wiped out previously.

Deployment

This is the order of set up:

1. The Orks choose a side and deploy the 500 point force which is led by Tarka, up to 6" onto the battlefield

2. The Imperial player deploys his entire force opposite him, up to 6" on.

3. The Ork Relief force arrives later (see below).



Surrounded!!

Turn Sequence

The Imperial forces move second in this scenario, to give them a shot at escaping. The game lasts for 6 turns, after which more Orks arrive on the scene and the Prince is doomed.

Victory Conditions

If the Prince escapes the battlefield then the Imperial Forces win. If he doesn't, or if he dies, the Orks win. It's as simple as that.

Special Rules

The Orks are using some old Imperial Termites to deploy their troops. Though Tarka's force has had time to move up to prepared positions, the relief force is still navigating the stoneworks underneath the hall. The primitive radio communications that the Orks are using have trouble penetrating the ground. When the Ork player wishes to bring on the relief force, he must declare it at the beginning of his turn.

On the turn that the Termite arrives, before doing anything else, the Ork player nominates the place where he wants the Termite to surface. This can be under some models if he wishes. Once this has been determined, he rolls the scatter dice and 2D6 and moves the point accordingly. When he has determined the final surface point, he rolls a D6 and consults the surfacing table (see later).

...With a bass snarl, the green devil brought his claw to bear, but by the Emperor's grace, Maxentius moved between the monster and the Prince. And by that stroke, the flower of 800 years of noble breeding was spared the fate of the meanest soldier, and that soldier was granted the boon of a hero's death.

–Historicus Ostalan Varus, from 'The Fall Of Solace'.

ORK SPECIAL CHARACTERS

AN OLD AND gnarled Ork, Grundfang has led his Waagh on countless campaigns in and around the Maelstrom. His record has not been spectacular before the invasion of Solace, but with the assistance of the pirate Tarka, he could add some punch to his Waagh. In reality, he is simply trying to find a new tribe leader for when he dies.

WARLORD GRUNDFANG

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Grundfang	**60 points**	5	2	5	4	3	4	4	9	2+

You may include Warlord Grundfang in an Ork army and he counts towards one of the HQ choices but may be given a bodyguard as normal. He may be armed with any weapons available to an Ork Warboss except that he may not have Mega-Armour which he does not trust and thinks is 'Un-Orky'.

SPECIAL RULES

Grundfang is old and even senile. At the beginning of any battle he takes part in roll 3D6 at the beginning of the game to determine his Ld value. If this value is above 10 then he is immune to Psychology and will never break (although a unit he is leading may – the Boss isn't inspiring, just stupid). Grundfang's Ld value will change from game to game.

WARBOSS TARKA is the leader of the Freebooting Pirates, *The Black Rock Raiders*, Scourge of The Donorian Sector. He hoped that by allying himself with the considerable but waning power of Waaagh Grundfang, he would be able to assimilate the tribe when Grundfang died. The main purpose of the attack on Solace was to capture slaves and guns, and to prove himself to Grundfang, but the old Ork still isn't convinced.

Tarka enters battle surrounded by an entourage of Nobs and Grots, not to mention his loyal Squig-hound, Skrab.

WARBOSS TARKA BIGMOWF

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tarka	**83 points**	5	2	5	4	3	4	4	9	2+

You may include Warboss Tarka in an Ork army and he counts towards one of the HQ choices but may be given a bodyguard as normal. He may not be given additional equipment.

Wargear: Mega Armour (Shoota and Powerclaw)

SPECIAL RULES

Invulnerable: When in Hand-to-Hand combat with Colonel Maxentius (his Grod) he gets an invulnerable save of 5+.

Skrab: You may include Skrab as part of Tarka's bodyguard. Although he is a Squighound, he is identical to a Nob, except that any wounds suffered by Tarka for any reason may instead be shifted to Skrab.

IMPERIAL SPECIAL CHARACTERS

As heir apparent to the throne of Herodopolis, Prince Ignatius has been trained in all the arts of war and statesmanship (not that he learned anything). He is incompetent in strategy and tactics but is a passable warrior, and his courage is beyond doubt. As a king he would have been terrible, but royal blood is royal blood, and is far too rare to be spilt…

PRINCE IGNATIUS LUDES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tranio	**30 points**	4	4	3	3	2	4	3	10	-

You may include Prince Ignatius in an Imperial Guard army and he counts towards one of the HQ choices. He must be accompanied by a bodyguard.

Wargear: Stormbolter and Epee (hand weapon).

SPECIAL RULES

Inspirational: A squad led by Prince Ignatius may re-roll any failed Morale checks.

Haughty: He must always Assault any enemies within Assault range. If the Prince is wounded, however, he will lose his enthusiasm and this rule no longer applies.

Maxentius was Colonel of the 3rd Solacian Light Fusiliers, an Infantry Regiment which was nearly annihilated in the early Battles over the K'Tang plateau and bears a huge enmity towards Warboss Tarka, who was instrumental in the destruction of his regiment. He was placed in Supreme Command of the P.D.F. following the debacle of the first Imperial Offensive. Maxentius is fanatically loyal to the Solacian Crown, even to the point of madness.

COLONEL TRANIO MAXENTIUS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tranio	**60 points**	4	4	3	3	3	4	4	10	3+

You may include Colonel Tranio Maxentius in an Imperial Guard army and he counts towards one of the HQ choices. He fights as an Individual so that he can move from squad to squad.

Wargear: Power Sword and Bolt Pistol.

SPECIAL RULES

Invulnerable: When in combat with Tarka, Maxentius gets an invulnerable save of 4+.

Commanding Fear: If he is accompanying a squad that fails a morale check, he will execute the 'instigator of traitorous motives'. Remove the nearest friendly model. The squad immediately rallies.

Conversion Tips

For my games, I made Tarka Bigmowf out of the upper and lower torso sections of the old range Ork Dreadnought along with two short legs, a hatch and the new shoota arm from the Gorkamorka Gubbins blister, as well as a Powerfist made out of Green Stuff. The top section of the body was twisted off centre so when the other bits were attached and the powerfist added, it looked like he was pointing – a dynamic pose from quite a static model. For Tranio Maxentuis, I used the upper body of the Imperial Steam Tank Commander and the lower body of a plastic soldier of the Empire. For the Prince, I simply used the Imperial Noble from Warhammer Quest.

TERMITE SURFACING TABLE (D6)

1-2 *'WaAaaRgH!'* With a sudden scream of tortured metal, the Termite bursts straight up from the ground. Any model within 2D6" takes an automatic Strength 7 hit as they are showered with shards of stone and masonry. If it survives, move it to the edge of the blast. The models on board may deploy normally.

The Ork player places the Ordnance template (unless he rolled a 1 or 2; see above). Any models under the template suffer a single Strength 5 hit unless they can roll under their Initiative on a D6, in which case they are moved to the edge of the blast. Place a crater where the template was and immediately deploy the troops which were in the Termite within 4" of the crater. The Orks may not Move, Shoot or Assault in this turn, and may not be deployed in close combat.

3-4 *'Er – Teknikal difikulteez?'* The Mekboy navigating the Termite has miscalculated his speed and arrives at the beginning of the next turn.

5-6 *'Ere we iz Boss!'* The Termite has followed its orders faithfully and arrives now. The boyz deploy normally.

After the protracted firefight, Tarka's Orks are running low on ammo and supplies. For this reason, in their second turn, they must roll a 2+ on a D6 or be unable to fire as they rummage for more ammo. On the third turn, they must roll a 3+ to fire and on the fourth and fifth turn they must roll a 4+ to fire. Orks which can't shoot during a turn still have a chance of finding ammo in the next turn. This rule does not affect weapons being used in close combat. Gretchin crew and Dreds may +1 to their dice rolls because Grots are so weedy and sneaky and because no-one would think of stealing anything from a Dred!

Act IV: The Fall Of The Line Of Herod

Thanks to the incredible bravery of Colonel Maxentius, the Prince survived that day, though only he and his historian made it to the waiting transports. So, despite the horrendous losses, the Princes survival carried the day. For two weeks the city burned. The Grand Tribute Hall fell after the days of shelling and orbital bombardment. The Imperial armouries were emptied and over a quarter of Herodopolis's population was led in chains into the mouth of the hulk, *Charybdis*.

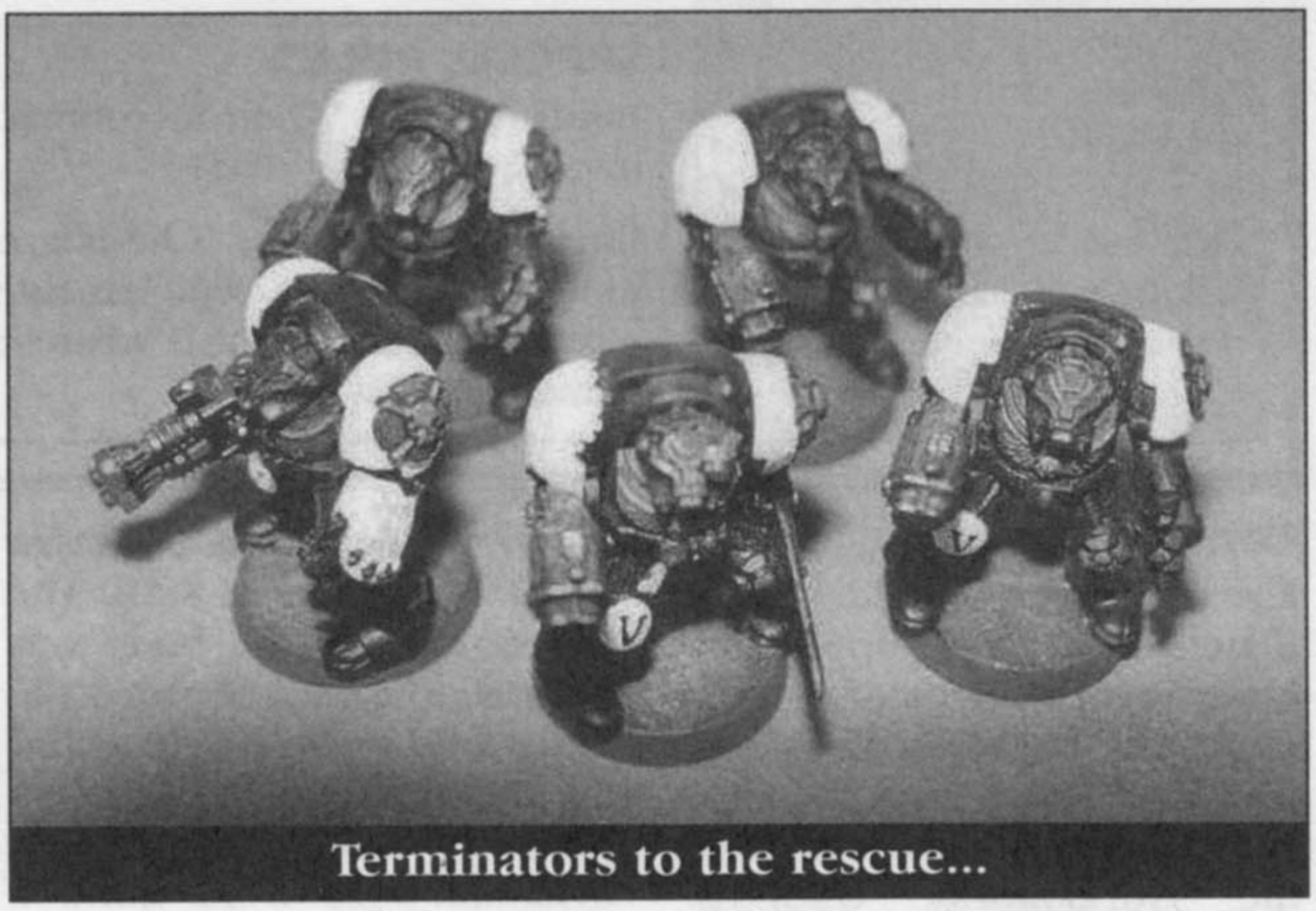
The prince was everywhere in the city at once. He led small attacks against isolated Ork forces and many say that it was his leadership and bravery that allowed the citizens to hold out until help arrived in the forms of Blood Angel and Iron Templar Space Marines.

Though Warboss Tarka and Warlord Grundfang were victorious in the campaign, claiming many slaves and much wealth, the planet was still in Imperial hands. Tarka had yet to prove that he was worthy of Leading the Waagh...

Prince De Ludes welcomed his saviours with open arms. Despite his bravery later in the campaign, he was still responsible for the destruction of the battle cruiser *Rage of Macharius* and was executed under Inquisitorial directive ICIV/12/EX.

Special Troops

The Praetors: These are the elite bodyguard of the Blood Royal. It is no easy feat protecting the prince against would-be assassins (there are many!) and rebels. The Praetors take their job very seriously.



Terminators to the rescue...

To represent a Praetor force you may choose an Imperial Guard Army as normal, however, you may only include Storm Trooper squads as troop choices (they represent the Praetors). You may also include Heralds (Rough Riders) as fast attack and up to one squadron of Sentinels. You may include 1 squad of Ogryn as an Elite choice. The Prince is always surrounded by his hangers-on; his historian, his fencing teacher, his court musicians, his maids etc. You may include one herd of hangers-on (count these as Gretchin, although they do not have anything except an improvised handweapon.) The herd consists of 5-12 hangers-on.



Tarka Bigmowf (centre) and friends...

Notes

This campaign is wonderfully adaptable. If you don't have a spare Ork opponent to fight it with you can adapt it to whatever forces you have. The ideas behind the campaign are so universal that they can even be adapted to other historical campaigns. For example, why not replace the Orks with Tyranids and the Imperial forces with Eldar. The battles could represent the last ditch defence of Iyanden Craftworld from Hive Fleet Kraken. Imagine horrific bio-machines tunnelling through wraithbone and disgorging their vile Tyranid cargo. The role of Maxentius could be taken by Admiral Yuerl. Or you could adapt the battles to represent the fearsome conflicts of Badab, where the Tyrant's fortress was besieged by loyalists. Master Huron could take the role of the Prince as he flees into the centre of the Maelstrom.

If you are already in the middle of a campaign, you can use the 'Siege' as a template. If one side is losing to the point where hope of great victory is dead, then have that side besieged to determine the margin of their loss. If your campaign seems hopelessly deadlocked and you are getting a little bored, you can have a huge, equally balanced battle. If the result is telling for either side then have the side that won be the attacker in the siege. If your campaign just can't seem to get finished then this siege might be just what the Painboy ordered...

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Teachings of Grey Seer Krittar...

WARHAMMER®

By Gary Thorpe

WARHAMMER®



Krittar sez – read it, – punk!

Hi, I'm Gary Thorpe (not Gavin Thorpe!); for now you may call me Krittar. I am a 17 year old 40K, Necromunda, Blood Bowl, Gorkamorka and mostly Warhammer player. I regularly attend 'Ye Olde Games Clubbe' in Harrogate and write the entertaining Blood Sports Review for the Blood Bowl campaign there. For Warhammer I collect the steadfast Dwarfs (6,000 points), the heroic Empire (2,500 points) and, of course, the chittering, multitudinous hordes of cruel and warped Skaven (3,500 points).

All you Skaven lords and warlocks out there would be well advised to read these words of wisdom if you truly wish to establish yourself as an infamous and victorious Warlord who belongs as an agent of one of the all powerful Thirteen. I will give you some scrolls made from the flayed skin of my many war prisoners and written in the blood from their still beating hearts. These contain detailed accounts of how to lead your Clan to victory...

Skaven Rank and File

Clanrats are the starting point for any true Skaven player. I find that all units of Clanrats should be twenty-four to forty strong. This is so they can retain their +3 Ld *Rank Bonus* as well as a high combat resolution when combined with a standard and musician. Hopefully, the size of this unit should mean that sixteen can survive until they reach close-combat even though they will attract a lot of missile and artillery fire. Their 5+ save is also very useful when facing armies like High Elves who often depend upon bow fire to soften up the enemy. It is advisable to stick to form-ations of four per rank to benefit from *Rank Bonus* and to avoid letting too many superior enemy troops getting into close combat. However, when fighting against Dwarfs and the Empire who both have a great wealth of artillery it can prove healthier to just have five or six ranks with a wider frontage because cannons will cut down huge swathes of troops in large ranks. This method cuts down on the number killed by shooting, limits the amount of Break Tests you will take and means that more of your Skaven will get into close-combat. DO NOT use this tactic against any other armies.

Skaven-Slaves are just a slightly more cowardly and pathetic version of Skaven Clanrats. Woe be to those who dismiss them out-of-hand, though. Costing a mere two and a half points each, they are exceptional value considering they also have Move 5, Initiative 4 and the normal Skaven *Rank bonus*. They are most effective at only three points each armed with spears, so they can still give a good fight when charged. It rarely matters if they are killed, however, especially as they do not cause *Panic* in other Skaven units when they flee. Their cheapness means that forty of them can be bought with little dent in your points allowance.

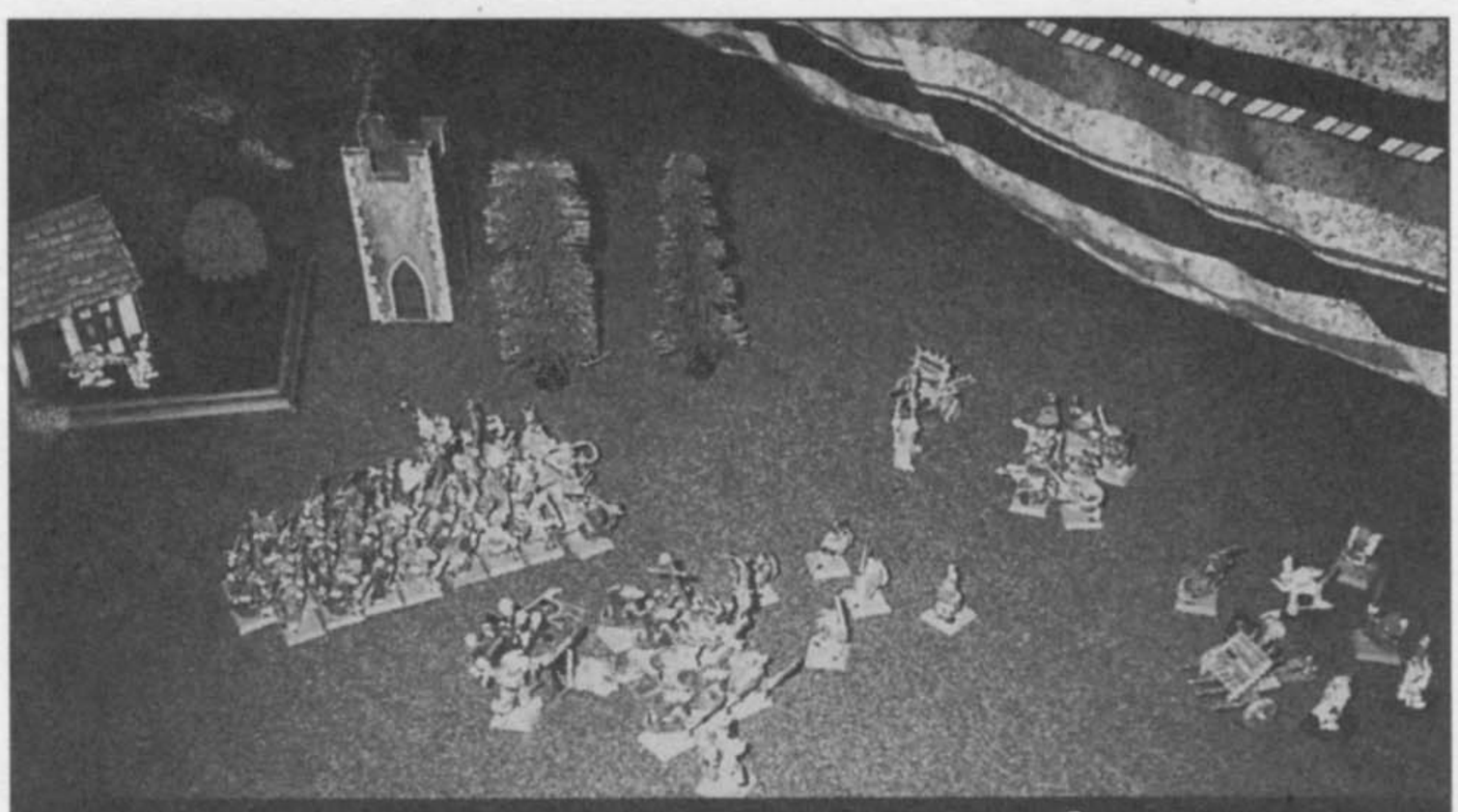
Plague Monks are one of my favourite troop types in the Warhammer World as they are still quite cheap yet they have Toughness 4, are *Frenzied* and can also be given extra weapons to give them an impressive 3 Attacks. *(All this, plus they can have a covering screen of Plague Censer Bearers and they only cost 6 points each! No wonder they're your fave troops, Gary... – Ed)* All this complemented with their beautiful plague causing qualities make them a pleasant alternative to base your army around. The *Plague Banner* is very good to use if they are facing quality opposition like heavy cavalry. Sometimes, I give them the *Banner of Wrath* (fires D6 S4 Lightning Bolts up to 24" range with no armour saves) or even the mighty *Battle Banner* (+1D6 to Combat Resolution) which would make it very difficult for any unit to stand against their charge. I find twenty-four an acceptable size of unit,

balancing moderate cost and T4 with the always essential *Rank Bonus*. Don't bother buying Light Armour as this is next to useless for troops with their Toughness.

Elites and Special Skaven Troops

Plague Censer Bearers are an even more enjoyable unit than Plague Monks and are a must when using these dark disciples of Clan Pestilens. I field them in units of five to eight. This has often proved to be more than enough to strike terror into the hearts of my opponents. I usually only field six because they are quite expensive and, although they do attract an obscene amount of missile fire, their Toughness of 4, -2 to hit modifiers from *Fog of Death* and Skirmishing means some will almost always survive to cause slaughter in close combat. A large unit of them would prove to be too unwieldy, especially with the *Fog of Death* as they are more susceptible to dying of their own plague effects. They're Str 6 when charging with 2 Attacks, *Frenzy, Hatred* and the aforementioned, brilliant *Fog of Death* means that they are combat masters especially at killing armoured cavalry. Even if they are charged, the fog effects are rolled first before the attacker strikes and even if they are eliminated then the Plague Monks lurking behind can charge the remainder of the opposing unit themselves.

Stormvermin are an elite, hard hitting part of the army but in my view are overrated. They are a lot more expensive than normal Skaven but not really that much better. However, they are very useful against armies like Beastmen who use Gors and Minotaurs which are easier to wound when Stormvermin are hitting them with halberds (for Strength 5!). Halberds do, however, limit the use of shields and Stormvermin may only wear flimsy Light Armour which seems to be a waste of points. Because they only have a low Toughness of 3 and are quite pricey, keep them as your rearmost unit or use cover so that your investment isn't wasted. You must get them into combat though, so don't have them milling around the edge of the battlefield! Don't bother using them in units smaller than sixteen to twenty or else they will die without having made any significant contribution to the game. I like to give them the *Banner of Might* (+1 to hit in close combat) so they can cause a lot of damage (2+ to hit and 2+ to kill against most human opponents, for example).



Krittar's army engaging Dwarfs

Poisoned Wind Globadiers are useful but inessential troops although I nearly always put a couple with my Slaves and Clanrat units as they help give them a fighting chance against opponents like heavy cavalry, which operate in small units and can't save against the poisonous gases. Don't bother using them in separate units as they will not get a *Rank Bonus* and often only get in one turn of shooting before being charged or panicked. You could use them against opponents who don't expect any kind of variation in your army and may be caught out when they assist your units in combat.

Gutter Runners are especially useful if your opponent takes low to medium level characters and wizards who could do with being despatched early on. They are also very useful for killing war machine crews and archer units that have only a few ranks or are already engaged in combat to the front. These can be removed very efficiently. Gutter Runners should be equipped with extra weapons and possibly Light Armour and Nets for greater survivability. Slings are also a useful weapon for them to harry the enemy with after their main objective has been fulfiled. They should be set up in cover within charge range (12") of their targets. If your opponent is unlikely to field any of the above troops then Gutter Runners become an unnecessary luxury.

Assassins are expensive but

incredibly useful to have. Put one in each of the units that you're allowed to as they contribute useful extra kills even before charging units may attack. They are also an enticing alternative for enemy super characters to attack instead of ripping apart your rank and file and winning the combat. They are most essential for Gutter Runners to ensure that they complete their tasks especially against low level characters with 2 or 3 Wounds (because of their *Weeping Blades* which cause D3 wounds).

Rat Ogres are a troop type I rarely use because of their relatively high points cost. In 3,000 point games they can be very worthwhile even in units of three with two Packmasters for safety. They are slightly better value than normal Ogres and can be a very tough attacking force with good resilience. I would use them on one side to destroy an opponent's flank which is far safer than the centre where their lack of ranks could cause them to flee which would *Panic* most of the army!

Rat Packs are also a rarity for me as they do not have any specific use except to tie up enemy troops and bulk out the army. Slaves seem to do better at this as a Packmaster is not required who usually skulks around the back of the unit anyway. They can't have a standard or musician, also they may have a Leadership of 7 but don't receive the Skaven *Rank Bonus*. A unit of sixteen Giant Rats with four Packmasters is, however, quite effective and only costs 80 points!



The relentless tide of Skaven

War Machines

The Warpfire Thrower is good to have attached to several different units in your army for amusement value alone. When they toast twenty or so of your opponents in one turn they can be quite magnificent and possibly match winning, but even when they blow up killing the crew straight away (as often happens) it has to make you laugh. Even taking into account such disasters, Warpfire Throwers usually pan out as good value over a number of games. Keep them between 3" and 5" from your units so they don't catch any of your own troops if they explode but can't be targeted separately for missile fire either. Buying Warpfire Thrower units is unadvisable as even when skirmishing they are likely to kill each other or be targeted by hostile magic or missile fire.

Jezzails are near to useless in small numbers. This is due to the poor chance of hitting and only being able to kill one model at a time. However, against well armoured targets it is useful to have a couple of units of three to four operating on hills from where they can use their powerful weapons to better effect. Don't bother fielding these against one of those rare opponents who hasn't any troops worth more than fifteen points each. And you definitely can't win many shootouts with them, so make sure they stay well out of the enemy's range where they can be slaughtered by missiles or spells or even *Panicked* off the battlefield.

The Doomwheel is an excellent device to include in an army of any size, even if it is only 1,000 points. This is because it has a devastating charge plus some very useful missile attacks. Its charge doesn't allow opponents to *Stand and Shoot* or *Flee* as it is not a declared charge, and it hits like a chariot! Almost any unit it charges will be eliminated or made to flee and probably cut down. It should be used out on one flank of the army where it can hopefully shoot a volley of lightning bolts at the enemy before it steamrollers through unit after unit. I once destroyed three units with this tactic in a five turn game. However, do make sure that you don't position it in front of enemy cavalry and fast movers as it is not great when charged and will be bogged down and probably destroyed. You may also roll very low for movement just as you want to charge something. It does have an average move of 10" and can move faster to start

with if positioned on a hilltop.

The Screaming Bell can be very useful indeed as it does damage like a chariot when charging. The Grey Seer gains an extra card in the Winds of Magic phase and when tolled the bell's effects can cause absolute chaos. This all means that it is usually very good value at 200 points. This can be ruined if you take a lot of Warpfire Throwers and Doomwheels while your opponent doesn't take war machines at all. In this scenario your war machines may end up being destroyed by your own very expensive item! So, if you use it put the Screaming Bell in your main Clanrat unit and keep a limited amount of war machines at least 24" away. The Bell effects are very useful against Empire and Dwarf artillery though.

Characters and Magic

It is usually best to have a Grey Seer and a general to give combat strength and magical dominance to your army. I find that replacing the army general with Warlord Queek Head-Taker is quite a cheap but valuable option. *Dwarf Gouger* and *Warpstone Armour* are both dependable items and the *Crown of Command* is another very good one to use so your units within 12" range actually become very brave. For the Grey Seer I may give him a *Skull Staff* and a *Dispel Magic Scroll* for preventing your opponent bothering you with magic and also the *Black Amulet* and *Hydra Blade* to make use of his efficient combat prowess. They should be accompanied by large units of Skaven, of course.

Another alternative to this is to have really hefty characters who completely dominate magic. *(Only if your beard is on a par with Grizzly Adams, of course! – Ed.)* This is done by taking the amazing Lord Skrolk who is a great combat force and has two spells. You could, of course, field the utterly superb Vermin Lord *(not for games under 3000 points, otherwise it's off to the barbers with you! – Ed)*. The Vermin Lord is similar to a Grey Seer for magic and has exceptional abilities in close combat. He is the cheapest of the Greater Daemons and is definitely the best value as he has access to what I believe is the best magic deck in the game. *Plague* is THE best spell in the game as it destroys entire chunks of the opposing army. *Skitterleap* and *Curse of the Horned One* is a brilliant spell combination for the Vermin Lord. He can leap amidst an enemy unit ready to destroy it in combat and then cast *Curse of the Horned One* at another unit within 12" on the enemy line which will be basically destroyed if they only have Toughness 3. *(Oh dear, the beard's really starting to grow here. What about this Gary – try gaming without using any Special Characters or a Verminlord – takes a little more thought eh? – Ed.)*

Another nice addition to the Plague Monks is the extremely resilient Plague Priest. If you give him the *Potion of Strength* and an extra weapon he is still very cheap considering he will have 7 Attacks at Strength 7 when he first charges as well as Toughness 5. He will even kill some army generals and certainly most heroes. Also, if I have some units without characters in them I would usually buy them a champion or possibly a Warlock with something useful like *Skavenbrew, Amulet of Fire* or *Storm-Daemon* if I have the remaining points. These sorts of things boost a unit's survivability and its effectiveness nicely. A *Warpstorm scroll* is also excellent if your opponent mounts their general on a flying creature.

Monsters

Rat Swarms are very useful to a Skaven army as they are only 50 points each and have 5 wounds and 5 Attacks, even when they are taken down to one Wound. They are also immune to psychology including Break tests and have a Move of 6". This means that putting a couple of these together can make a useful first attack force which can be supported in combat a turn later by their larger brethren to *Panic* their enemy. They are also useful for flank charges or for killing war machine crew and weak units. They can also tie up enemy units for turns on end.

Apart from Rat Swarms it is not particularly common to have monsters in the army considering that Skaven can not use Dragons. Chimeras and Hydras can be very useful against tough enemies such as Trolls though. Also, Warlocks, Grey Seers and Generals are allowed to ride monsters although there are no models yet made. Anyone who has converted a General on a Manticore and given him *Crown of Command* deserves even my respect as a controlled Manticore with a rider can rival almost any opponent and isn't particularly expensive.

Happy gaming and enjoy eating Warpstone with cheese!

DARK TIDE RISING

A Campaign for Warhammer

By Warwick Kinrade

Over a thousand years have passed since the Black Plague swept through the Empire. It is difficult to tell with any certainty what occurred in those dark days, when anarchy reigned and the Empire stood on the brink of destruction. Tales of those times remain with us today only in folk songs and the fragments of historians' writings. From these sources we know that the plague killed nine-tenths of the Empire's population in just four years, and in its wake came a worse peril.

The Skaven attacked the weakened cities and towns mercilessly. Their armies marched openly across the land, entire towns were razed, the inhabitants sent to work in the mines and forges of the Under-Empire, never to be seen again.

It was the Empire's most desperate hour. Flagellants wandered the land proclaiming that Sigmar had deserted them and that the end was nigh. Many believed these harbingers of doom.

Yet the Empire survives to this day, largely thanks to the crusade led by Mandred, Count of Middenheim, known as 'Skaven Slayer'. It is from the remaining books of his personal historian that I have pieced together this tale...

— Aldo of Middenheim, in the year 2516

WARHAMMER

THE PLIGHT OF CLAN RABIDSCAR

The fight for survival and power amongst the myriad Warlord clans of the Under-Empire is a desperate and merciless struggle. Just one of the victims of the endless civil wars was Clan Rabidscar. Once they ruled the Black Chasm, and all the surrounding Warlord clans paid them homage, but rebellion and defeat reduced them to the state of outcasts and refugees. Abandoning their domain, Clan Rabidscar, led by their elderly Warlord, fled to the Empire.

A SKAVEN'S TALE

Visquit Furblak had ruled Clan Rabidscar for over ten years, an exceptionally long reign for a Skaven Warlord. The largest of his litter, he had been marked as a natural warrior by the dark colouring of his fur. The white patch over his left eye also marked him out for a position of power, and together with Furblak's razor-sharp cunning showed that he was truly blessed by the Horned Rat.

Furblak had dominated his clan since he had slaughtered the previous Warlord in a leadership duel, but he had now grown old. Over the years his reactions had slowed, and as he ailed so did the fortunes of his clan. Fortunately old Furblak had his secrets, and although exiled and weak he planned to carve out a new domain and return the clan to its lost status.

Years before, whilst still a young, strong and ambitious Chieftain, Visquit, by dint of his cunning, learnt of the Council of Thirteen's secret plan to discover the whereabouts of a mountain called the Taurig, under which could be buried shards of warpstone. Furblak learnt that agents had been dispatched across the Old World to discover the whereabouts of this mountain. These agents were returning and were about to report their findings to the Council when Furblak pounced. In the dark tunnels beneath Skavenblight he ambushed the agents, slew them and stole their map, report and a small sample of the warpstone worn as an amulet by a Grey Seer. Taking his ill-gotten gains he fled the Council's wrath, escaping to the Black Chasm.

Visquit Furblak subsequently took control of Clan Rabidscar and subjugated the neighbouring Warlord clans, but he kept the map, the report and the amulet secret. Now, in his hour of need, the old Warlord planned to lead Clan Rabidscar to the Taurig and find the warpstone. With the warpstone in his possession wealth and power would be his again.

AUSREIK AND THE MONASTERY OF SIGMAR'S ASCENSION

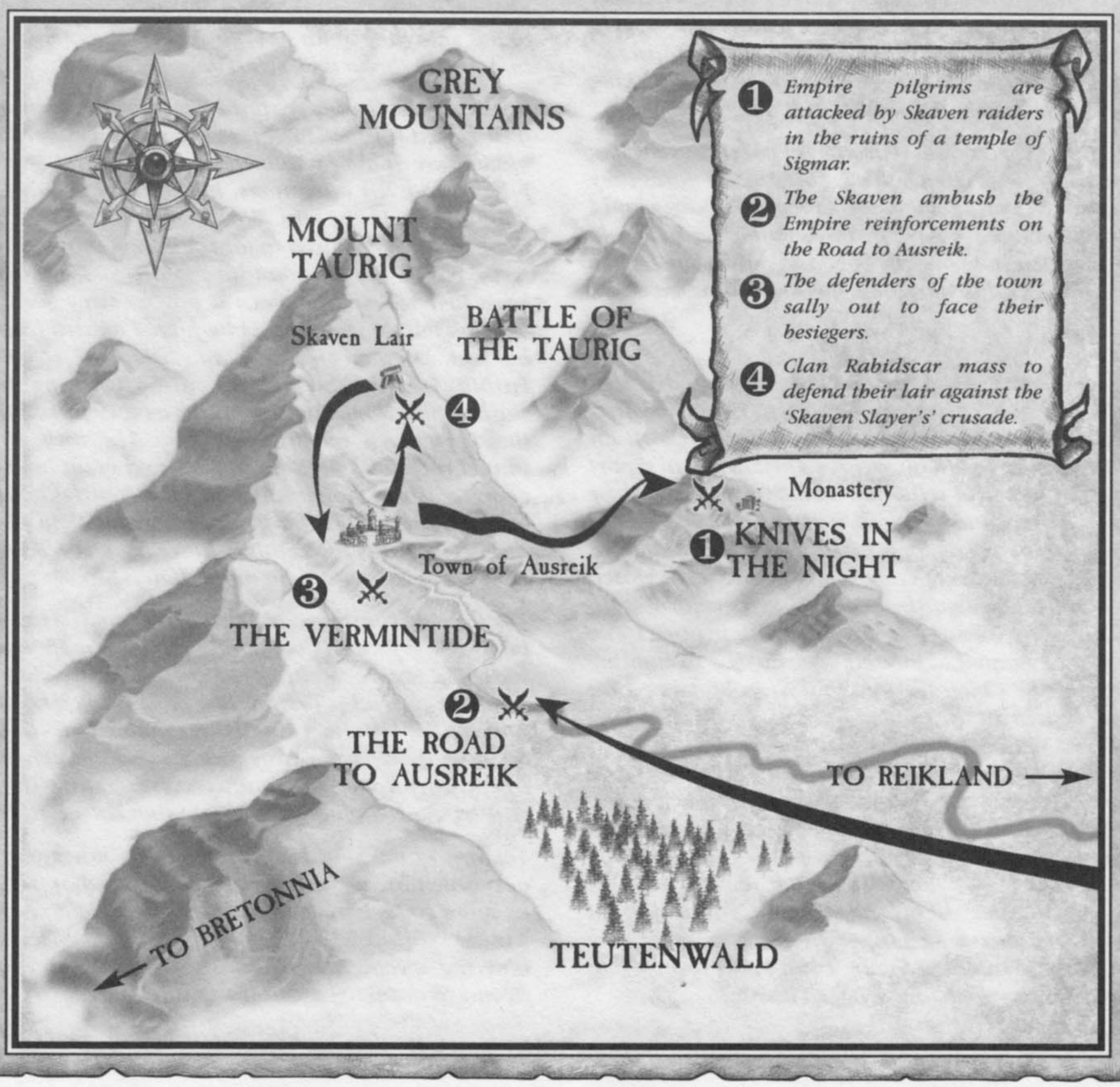
In the year 1121, the Empire was recovering from the ravages of the Black Plague. Skaven attacks were commonplace and the few scattered survivors of the plague were hard-pressed to defend themselves. Many towns and villages had been abandoned and the Empire was on the brink of collapse. At least the plague seemed to be over. New outbreaks were fewer and those citizens that remained set about rebuilding their shattered lives.

The town of Ausreik lay a week's travel into the Grey Mountains along a treacherous mountain road, at the base of a great mountain called the Taurig. The town sat behind its stone walls in the shadow of the looming peak, a grim home to miners, muleteers, trappers and migrant frontiersmen. Despite its isolation, or because of it, the town was well protected by its militia and a garrison of the soldiers from the ruling Graf's retinue. Its isolation had also protected it from the horrors of the Black Plague.

On the shoulder of the Taurig, along a narrow track, lay the ruins of the Monastery of Sigmar's Ascension. Once a retreat for contemplative monks of Sigmar, local superstition had it that the deserted ruins were haunted by witches, and the townsfolk avoided them. On occasion the place was still visited by devout pilgrims of Sigmar seeking discarded relics and spiritual renewal.

The citizens of Ausreik thought that the worst was over, but in fact it was yet to come.

DARK TIDE RISING CAMPAIGN MAP



Furblak eyed the small, pale-furred sorcerer suspiciously. He was a Grey Seer's apprentice and dealing with a Grey Seer, even a mere apprentice, was always risky. It seemed that this apprentice was ambitious: plotting his master's downfall at such a young age was unusual, even for a Skaven. Most Grey Seers instilled far too much terror for that, and plotting against them was difficult because of their prophetic powers. The apprentice had come to sell Furblak information about his master's secret mission for the Council of Thirteen, but in doing so had exposed his own naïveté.

If Visquit Furblak was to act on the apprentice's information then he would have to cover his tracks very well. Interfering with the Council's agents was tantamount to suicide. He realised that few Skaven would risk dealing with the apprentice for fear of the Council's wrath, but Furblak was no normal Skaven: he did not live in fear of his masters.

Furblak was very interested in the apprentice's story, but he did not betray this to the young Skaven, he just listened intently. It seemed that Grey Seer Iktahg had left his apprentice behind whilst he led an expedition for the Council of Thirteen. Iktahg had gone in search of a mountain called the Taurig, and the warpstone hidden below it. This name was known to Furblak, and it intrigued him. The sorcerer's apprentice had overheard Iktahg's plans, where he would search, which route he would take and how many guards he would employ. In his master's absence he was seeking to sell these secrets to the highest bidder.

With this information Furblak could intercept the expedition and steal their findings before they reported to the Council. Only Grey Seer Iktahg would know the whereabouts of the mountain, and only Furblak would know the whereabouts of the Grey Seer. Only Furblak and the apprentice, that was...

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The apprentice felt pleased with himself. He had received a good price for his secrets from the first Chieftain he had approached. Hopefully the Chieftain would attempt to kill his master. Then he could report to the Council and tell them who had attacked their agents. In gratitude he was sure the Council would promote him to replace his master. The hallowed ranks of the Order of Grey Seers loomed ever closer. He scurried through the dark tunnels, returning to his master's, soon to be his, laboratory. The apprentice gloated to himself. Ahh, he was so cunning to set up the Chieftain like that... As he passed an alcove he caught the sudden flash of a blade. Leaping back instinctively the assassin's sword slashed just past him, ringing on the stone wall. A burly figure emerged from the alcove, sword in hand. The apprentice froze in terror; it was the Chieftain, he recognised the white patch over his eye. The apprentice backed away, fumbling for his knife in desperation, but as he did he was grabbed from behind and a net was thrown over him, trapping him tight. He was bundled to the ground and beaten into submission before being dragged away.

Furblak checked the tunnel for witnesses to the kidnapping. Before he could act on the apprentice Grey Seer's information, he had to be sure this was not one of the Council's double crosses, and he needed to know who else the apprentice had told. The torture chamber was just the place to extract the whole truth from the trainee sorcerer...

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The low, rough-hewn tunnel was illuminated by the faint light of a single guttering lamp, its feeble yellow glow leaving all but the centre of the corridor in utter blackness. Visquit Furblak waited impatiently in the darkness, crouching on a rock shelf high on the tunnel sides his beady red eyes staring out into the darkness, his sensitive nose twitching for the scent of his prey's approach. In other recesses and alcoves his loyal followers also waited in ambush.

Furblak saw them approaching out of the darkness, halberd armed guards at the front, the Grey Seer and his advisors behind. He watched as the guards scurried beneath him, then, clasping his sword in one hand and his long dagger in the other, he leapt directly at the Grey Seer. Taking their Chieftain's attack as a lead the other Skaven warriors sprang from their hiding places, faces contorted by the black hunger as it welled up inside them. The tunnel exploded into savage violence, the screams of the dying mingling with the clash of weapons as the ambushers threw themselves into the attack.

Knocking the Grey Seer sprawling, Furblak turned on a surprised Warlock Engineer. Whirling his sword in a bloody arc it sliced into the Engineer, and Furblak followed up his advantage, killing his wounded foe with a knife in the ribs. Blood washed the bare rock floor as Furblak closed in for the kill on the Grey Seer, teeth bared, heart pounding. Most Skaven would have fled rather than face a mighty Grey Seer, but Furblak felt no fear. The white furred wizard leapt to his feet, cursing his assailant. "Die-die!" screamed Furblak. As he lunged forward, lightning bolts slashed past him, singeing his fur as they forked from the Grey Seer's outstretched paw. The rock of the tunnel roof splintered on impact and great boulders came crashing down, crushing the frenzied Skaven below. Enraged, Furblak hacked mercilessly at the defenceless Grey Seer, cutting him down with a frenzy of blows until he was no more than a bloody pulp.

The fighting continued as Furblak began to search the bodies. He found two parchments; a map and a scribbled report. 'Writing!' he cursed. He would need someone to read it to him; like most Skaven he knew nothing of letters. Finally he found an amulet hanging around the Grey Seer's neck. He yanked it free. 'Warpstone,' he muttered reverentially. The amulet glowed with a dark light that attracted him.

The last of the guards still fought on, but the tunnel was becoming unstable and roof groaned ominously as more rocks cascaded down. With a great roar the tunnel collapsed. Dodging falling debris with blurring speed, Visquit vanished into the darkness, fleeing Skavenblight and the Council forever.

KNIVES IN THE NIGHT

THE BEST LAID PLANS OF RATS AND MEN...

Having fled the Black Chasm, Visquit Furblak led the remains of his clan through the ancient tunnels, deep below the surface of the world. Using the map and report he had stolen all those years earlier he led them into the bowels of the northern Grey Mountains. He sent his scouts searching for the Taurig, and once they had located it he used the stolen amulet to find the warpstone buried below.

Each night he would sneak onto the mountainside, scampering to and fro until the amulet began to glow with an eerie green light. The glow dimmed or grew more intense depending on which direction he moved. Eventually, the growing light of the amulet led him to a spur of the mountain on which stood the ruins of a man-temple.

The next night he sent his scouts to investigate the ruins. Their search found the monastery deserted; it was empty except for an old well. Furblak realised that the well would make the perfect place to begin mining for the warpstone and he ordered the clan to set up camp in the ruins. The Clanrats would build a watchtower on the monastery to keep a lookout whilst he personally supervised the slaves excavating the well. Digging night and day the Skaven-slaves had soon cleared the well and began constructing tunnels.

Clan Rabidscar dug their warren quickly, spurred on by their natural desire for warpstone. Meanwhile Furblak sent his scouts, led by Chieftain Scurrit, to keep watch on the manlings' road and the nearby town, whilst he continued to secretly search for more of the buried warpstone.

PILGRIMS' PROGRESS

Unknown to Furblak, a group of pilgrims had arrived in Ausreik, destined for the Monastery of Sigmar's Ascension. This group of pilgrims was led by Hans Halünke, a Priest of Sigmar. The priest had come to the monastery to hold a vigil for Sigmar's return, and to seek out lost relics.

The senile old priest and his zealous followers were sure that the end of the Empire was upon them, and it was time for Sigmar to return and save his faithful servants from the Skaven menace. Hearing rumours from the locals that the monastery was haunted, the priest set out with his guards to exorcise the monastery of any evil spirits before holding his vigil.

The pilgrims and their guards made their way along the narrow path around the Taurig to the ruined monastery only to find it deserted. There was much evidence of evil rituals: the monastery had been defiled with scrawled writing and strange symbols daubed on

Autumn mist swirled across the mountainside amidst the pine trees and boulder screes, rising in thick banks until it obscured the twin moons in the night sky. Scurrit dodged between the trees, panting frosty clouds as he ran, his weapons and armour clattering rhythmically. The sound of scurrying paws and the clatter of armour and shields echoed through the dark forest. Reaching the forest's edge he halted, and barked a command to his Clanrat followers to do likewise. From his vantage point he could see the ruined monastery on a spur of the mountain below him, swathed in mist. He sniffed the air, something wasn't right. He signalled for the Clanrats to fan out.

Scurrit's sharp night vision could make out a black clad figure in the darkness, clambering nimbly over the boulders, tail lashing from side to side for balance. The Gutter Runner approached the Chieftain directly and bowed respectfully before him. Scurrit could not help but be wary of the Clan Eshin hireling and his paw hovered close to his sword hilt for security. "Report-report. What have you seen?" he chittered.

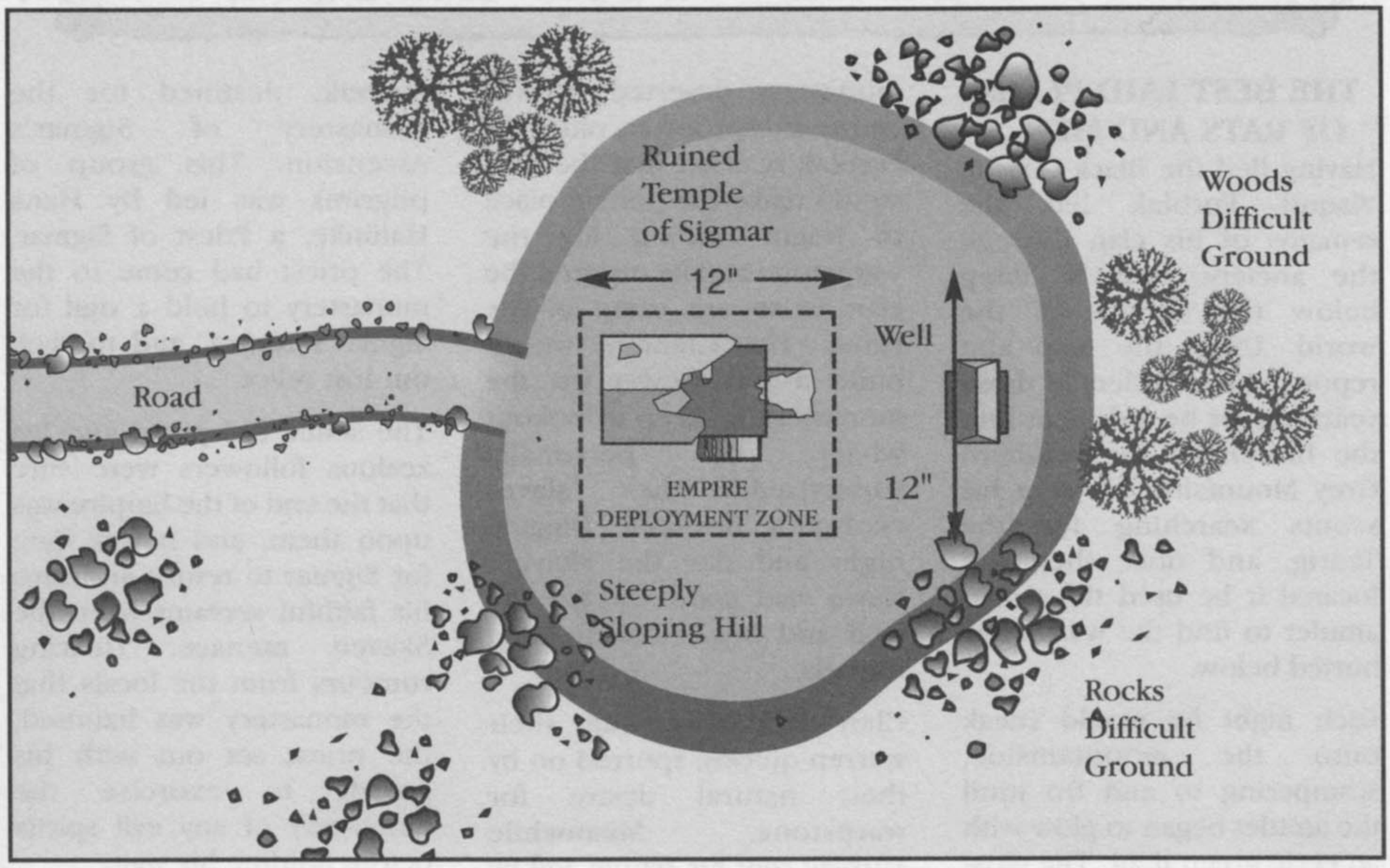
"Unexpected complication, Chieftain. There are manlings guarding the ruins."

Scurrit lashed his tail in frustration. This was bad news, it must be treachery. Perhaps the Warlord had tipped off the manlings in the town about his sortie. Perhaps it was a trap to get him killed.

If not, and the manlings were here by chance, then Scurrit knew that the warpstone mining was in danger. The clan would reward him well for defeating the manlings, and Furblak was old and weakening. Soon there would be a new Warlord. The thought made Scurrit smile; this was his chance.

"Attack-attack, death to the manlings."

KNIVES IN THE NIGHT - SCENARIO I



the walls. There were signs of habitation, but nobody was about. Halünke set his followers to work searching for relics and clearing up the monastery for the vigil.

SCURRIT'S RETURN

That night, Chieftain Scurrit returned from this scouting mission to find the manlings had occupied the ruins. Most of the Skaven were underground in the warren below, digging for warpstone. Realising the danger to their secret operation Scurrit ordered his troops to attack immediately.

FIGHTING THE BATTLE

Knives in the Night is the first in a series of encounters between the defenders of the town of Ausreik and the Skaven menace of Clan Rabidscar. These battles will eventually culminate in the *Battle of the Taurig*.

The outcome of this battle will decide whether Hans Halünke's followers find any holy relics in the ruins of the Monastery of Sigmar's Ascension, or whether Clan Rabidscar will have enough time to mine the precious warpstone which lies under it.

THE BATTLEFIELD

The setting of this battle is a steep spur of the Taurig. The monastery sits on this spur and is only safely accessible via the narrow path that connects it to the town. The mountainside is also heavily forested with pine trees. The monastery itself consists of a main building, a few outbuildings and a well. All of these buildings are very old and have been occupied by the Skaven prior to the old priest's arrival.

The hills are steep and all count as difficult ground. Areas covered by boulder scree count as very difficult ground. The woods also count as difficult ground (it is dark, remember).

Set up the battlefield as shown on the map on the following page. Alternatively, you might like to generate the scenery randomly or use any mutually agreed method of placing the scenery you have available.

DEPLOYING FOR BATTLE

This battle uses unusual deployment. It is a night-time engagement, which will not hamper the Skaven too much as they have excellent night vision, but may cause some problems for the humans. The Empire forces must deploy first. This represents the fact that at the start of the battle the Skaven can see the defenders, but cannot yet be seen themselves.

Due to the small size of this

battle and the fact that it is a night fight, (making marching about in formations difficult), any regiments on either side may *skirmish*, as described on page 95 of the Warhammer rulebook.

The Empire troops are set up in a 12" by 12" square around the monastery, directly in the centre of the table. Within this area the Empire player may

KNIVES IN THE NIGHT – EMPIRE FORCES

SIGMAR'S DEFENDERS OF THE FAITH

The Empire force is made up of the followers and guards of Hans Halünke, an itinerant priest of Sigmar. It is not a large force, so a maximum of 500 points can be used. These are chosen from the army list in the Warhammer Armies Empire book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Hans Halünke, Priest of Sigmar
The Empire force must include Hans Halünke, a special character. He counts as the army commander.

Champions
You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. One Champion may carry a single magic item worth up to 50 points.

REGIMENTS

Flagellants
Your army may include any number of Flagellant regiments. The Empire army list usually limits the number of Flagellant units to one, but you may ignore the limit for this scenario.

0-1 Unit of Archers
You may take a maximum of one unit of Archers.

0-1 Unit of Crossbowmen
You may take a maximum of one unit of Crossbowmen.

0-1 Unit of Spearmen
You may take a maximum of one unit of Spearmen.

VICTORY GAINS

If the Empire win the battle then the Priest of Sigmar will recover many artifacts from the ruined monastery. If the Empire lose they will not be able to, so the Empire force will be limited to a maximum of 200 points to spend on magic items in the final battle.

SPECIAL RULE

Skirmishers: Because this is only a small battle and it takes place at night, any units in the Empire force may *skirmish*. See page 95 of the Warhammer rulebook for the rules for skirmishers.

TACTICAL HINTS

Strong in Defence
This is a defensive battle for your army, so you will find that missile troops are very useful for thinning out the Skaven as they approach. The high strength of crossbows makes them especially useful, and their inability to move and shoot is less of a problem in a defensive situation.

You will also need good defensive units like Spearmen to hold their ground against the initial Skaven charge. Once the Skaven have been halted you can drive them off in subsequent turns.

Open Order
All your units can *skirmish*, which means manoeuvring on the hillside and around the monastery will be easier. However, skirmishers are not likely to hold their ground well against a determined charge. Skirmishers are best for charging the flanks of the Skaven units and should be used in conjunction with units in normal formation.

Mad, Bad and Dangerous to Know...
Hans Halünke can be a fierce warrior if you get the right dice rolls, so don't be afraid to throw him in there. If he goes into frenzy whilst wielding his flail he is more than a match for any mere Skaven.

HANS HALÜNKE

Priest of Sigmar..... 66 points

Old, senile and driven more than a little insane by the Skaven invasion of the Empire, Halünke has taken to preaching doom and despair. He is leading a pilgrimage to the Monastery of Sigmar's Ascension to hold a vigil for Sigmar's return. In his youth Hans Halünke was a brilliant theologian and faithful servant of Sigmar; now he believes that Sigmar will return to save the Empire in its darkest hour. The Priest's unstable mental condition means he will act randomly during the battle. Roll on the table below at the beginning of each Empire turn.

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

EQUIPMENT: Flail.

SAVE: None.

SPECIAL RULES

Leadership: Due to his insane condition Halünke cannot join any regiments. He always operates as a individual model. However, he still counts as the army commander and units within 12" will benefit from his Leadership.

Religious Fervour

Roll 1D6 at the beginning of each Empire turn to see how Hans will act.

1. Ranting and Raving.
Gesticulating wildly, Hans takes no action as he harangues anybody and everybody with prophecies of doom for the remainder of this turn.

2-3. Dazed and Confused.
Hans mutters to himself in a stupefied state. He suffers from *stupidity* for the rest of this turn.

4-5. A Moment of Clarity.
Hans acts normally for the rest of this turn.

6. Zealous Fury.
Overcome with righteousness, Hans throws himself at the enemy. He is affected by the psychology rules for *frenzy* for the rest of this turn.

deploy any way he likes. When all the Empire forces are on the board the Skaven player sets up his forces. These may be placed anywhere on the board no closer than 18" to any Empire models. There is one exception to this, see the following special rule.

SPECIAL RULE

UP FROM BELOW

A single Skaven unit must be kept in reserve. These troops are in the Skaven warren below the well and on hearing the sounds of battle will climb out to investigate. They are not deployed at the start of the game. At the beginning of each Skaven turn roll to see if the unit has heard the battle. On a score of 4+ they have, and may take their first move from the well. The unit may not charge on the turn they arrive because they are too busy climbing out of the well.

THE BATTLE

WHO HAS FIRST TURN?

Because it is dark and the Skaven are used to fighting in the dark (in fact they prefer it), the Skaven get the first turn in this scenario.

HOW LONG DOES THE BATTLE LAST?

The Skaven will only press their attack until dawn. When the sun begins to rise they will all scurry away. To represent this, the battle will last five turns unless it ends sooner due to one side surrendering or being totally wiped out. A player cannot continue if his only remaining troops are character models.

VICTORY OR DEFEAT?

VICTORY POINTS

At the end of the fifth turn both players add up victory points as described in the Warhammer Battle Book. In addition to this, if the Empire force has more models in their deployment zone (the 12x12" square in the centre of the board) than the Skaven at the end of the game they gain +2 victory points. No victory points are awarded for quarters of the table wholly occupied by either side. The side with the highest victory point total is the winner. A draw is treated as a Skaven victory.

KNIVES IN THE NIGHT – SKAVEN FORCES
SCURRIT'S SKAVEN RAIDERS

The Skaven army is a small scouting force, and a maximum of 500 points can be used. These are chosen from the army list in the Warhammer Armies Skaven book. Choice is limited to the troops listed below.

CHARACTERS

Scurrit
The Skaven are led by Chieftain Scurrit. He counts as the army's General even though he is not a Warlord. Scurrit is a special character.

Champion
You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit.

REGIMENTS

Clanrats
You may include any number of regiments of Clanrats.

Skavenslaves
You may include any number of regiments of Skavenslaves.

Gutter Runners
You may include any number of units of Gutter Runners. The Skaven army list limits the number of Gutter Runners, but for this battle you may ignore this.

0-2 Assassins
You may take a maximum of two Assassins in your force. They may be placed in Clanrat or Gutter Runner units.

VICTORY GAINS

If the Skaven win the battle then they will have time to dig up the warpstone buried below the monastery. The clan's new warpstone will be forged into magic items. If the Skaven lose the battle they may spend a maximum of 200 points on magic items in the *Battle of the Taurig*. If they win the battle they may spend any amount of points on magic items within the restrictions given on the Battle Scroll for scenario IV. In addition to this, if the Skaven win this first battle any Warlock Engineers or Grey Seers in the Skaven army get +1 to their roll for warpstone at the start of the *Battle of the Taurig*.

SPECIAL RULES

Skirmishers: The battle takes place at night and on a mountainside, so any unit in the Skaven force can *Skirmish* (page 95 of the Warhammer rulebook)

All's Well...
One Skaven unit must enter the board via the well which is connected to the Skaven warren below. This unit is not deployed at the start of the game as normal, but kept in reserve. Roll a dice at the start of each Skaven turn; on a roll of 4+ the unit has arrived and may make its first move from the well. The unit may not declare a charge in the turn they arrive because they are far too busy climbing the well shaft.

TACTICAL HINTS

It's a Skirmish
This is only a small battle, but that does not mean you have to take a very small army. Your troops are so cheap you can take lots of them. Remember the old Skaven proverb "Never send two rats to do a job if you can send twenty!"

Pack Instinct
Moving around on the dark hillside in formation is going to be very slow unless you are skirmishing. The scenario's special rule means that all your units can skirmish, but remember that the Skaven rely on their massed ranks for their Leadership bonus – in skirmish formation you get no rank bonus!

Overwhelm Them!
Skaven are best used in numbers to overwhelm the enemy. Rush the Empire forces and don't give them a chance to get organised. The more rats the merrier.

Down the Well
Think carefully about which of your units is going to start the game down the well. If you put a large force down the well then you run the risk of them never turning up, making life difficult for the rest of your army. Too small a force and they will have little impact when they do arrive.

Divide and Conquer
You can attack from almost every direction, not to mention emerging from the well in the enemy's midst. Keep changing your direction of attack and the Empire forces will just end up running round in circles.

SCURRIT

Chieftain of Clan Rabidscar.... 98 points

Scurrit has risen to the position of Chieftain within the clan, but his ambitions go further than this. Whilst he is still afraid of Furblak, he knows that the old Warlord is weakening. Soon Scurrit will challenge for the leadership of the clan, but at the moment he is just biding his time. He is hoping that victory against the manlings will propel him to power.

	M	WS	BS	S	T	W	I	A	Ld
Scurrit	5	5	5	4	4	2	6	3	6

EQUIPMENT: Scurrit has a *Warrior Bane Sword*, heavy armour, and a shield.

SAVE: 4+

MAGIC ITEM

Warrior Bane Sword..... 35 points

For each wound inflicted with the *Warrior Bane Sword* the victim suffers -1 Attack.

THE ROAD TO AUSREIK

THE ENEMY AT THE DOOR

The survivors of the attack on the monastery returned to the town with confused stories about the night's battle. Halünke himself staggered into town ranting about how Sigmar had punished him, and how the town was doomed: they should all flee or die. The townspeople became frightened; the Skaven who had invaded the rest of the Empire had finally come for their town. Many townspeople packed their belongings onto carts and fled. At a town meeting the next day Graf Abenauer called for calm. They still did not know how big the threat was. He would send a messenger on a fast horse to fetch help, but for the meantime they would bar the town gates and double the guard. Supplies were stockpiled in case the Skaven cut off the town altogether.

THE AMBUSH

Scurrit was dead and no longer a threat to the Warlord's power. This secretly pleased Furblak, but because of the foolish Chieftain's rash attack the manlings now knew of his clan's presence. This would not do at all. Furblak needed to act quickly to prevent the town being reinforced. He also needed all the Skaven he could muster to dig out the warpstone. At the moment his clan was too weak to attack the town directly, but with the allies the warpstone would buy him anything was possible. In the meantime, Furblak picked Thazakar, another of his Chieftains, and ordered him to take the

Skaven War Machines in 1121

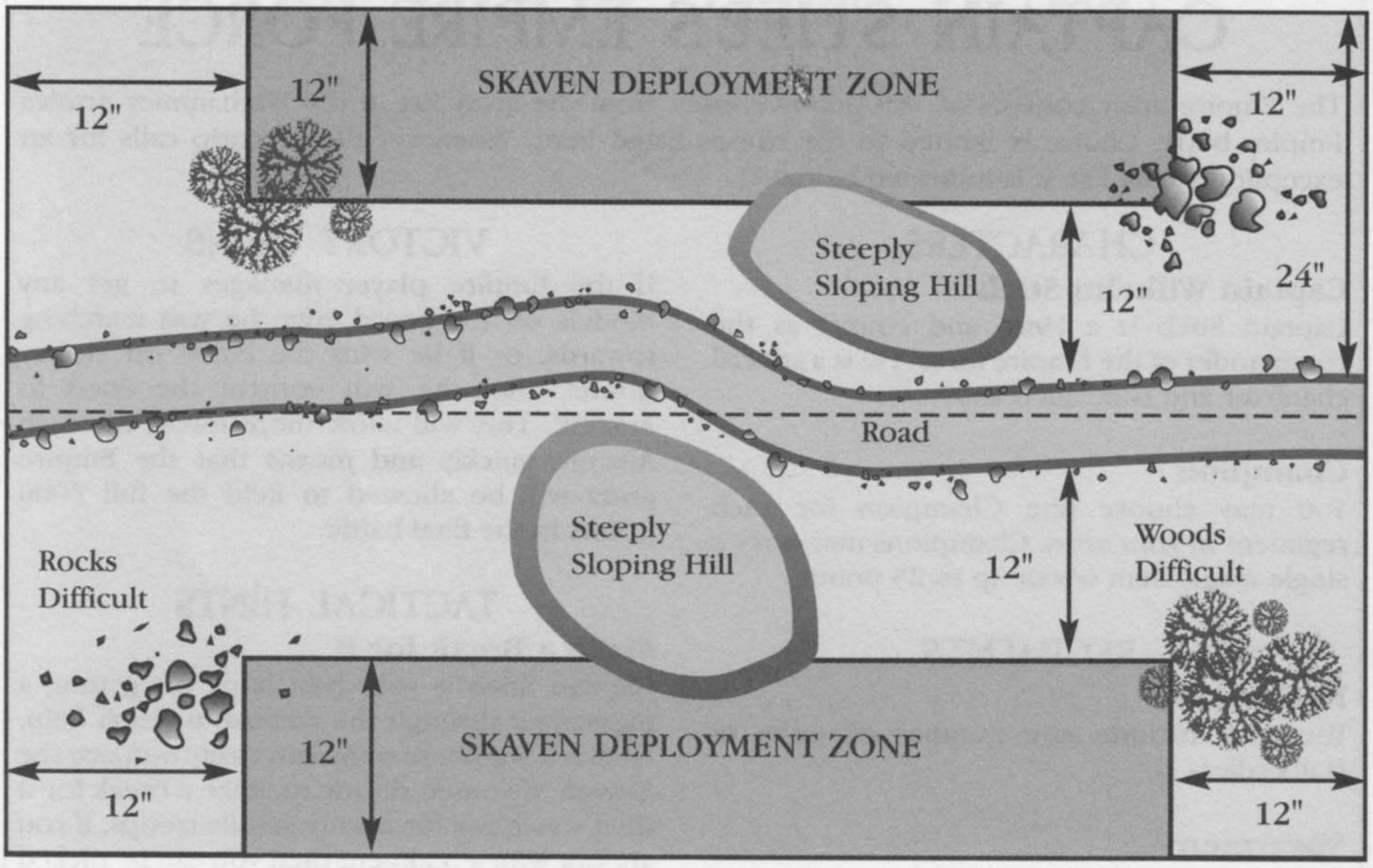
By this time it is thought that the Skaven had developed most of their deadly weaponry. The first recorded use of poison wind globes is from the Book of Grudges of Karak Varn. They were used to devastating effect against the Dwarfs in the battles for Karak Varn circa -1500. Likewise the Book of Grudges of Karak Eight Peaks mentions the use of warpfire throwers in securing the fall of the East Stair and the Gate of Jewels circa -513.

Following the Skaven wars with the Dwarfs, the jezzail appears, a weapon copied from the Dwarf handguns, but firing warpstone shards. Exact dating is impossible as the Skaven themselves keep few records. The Screaming Bell is an ancient artefact, used by powerful Skaven sorcerers since the dawn of time.

The Doomwheel is the most recent engine of destruction developed by the Skaven. Invented by Ikit Claw of Clan Skryre its use dates back approximately 150 years to the Siege of Alcasta in 2367 where a Doomwheel's charge was used to smash the town gates.

— Aldo of Middenheim.

THE ROAD TO AUSREIK - SCENARIO II



mountain road. Furblak's plan was to isolate the town. Without reinforcements the town could be besieged and would be easy prey later.

In the mine below the Taurig, Skavenslaves worked furiously under the whips of their masters to excavate the warpstone shard.

Meanwhile, the Graf's galloper reached Altdorf and reinforcements were sent, under the command of Captain Wilhelm Stieb. His men marched into the Grey Mountains, braving terrible autumn storms which turned the mule track into mud. As this weary and damp column struggled towards Ausreik, Thazakar struck.

FIGHTING THE BATTLE

The Road to Ausreik is the second battle between the armies of the Skaven and the Empire. Each of these encounters will influence the final battle in some way. The outcome of this battle will decide how much of the Empire's relief force reaches the town.

THE BATTLEFIELD

This battle takes place on the narrow road which snakes through the Grey Mountains to Ausreik. Usually only used by mule trains and ox carts, the road is the only easy access to the town. The road is often closed for weeks during the winter and is plagued by bad weather during the autumn months.

The battlefield is set up as shown on the map above. Alternatively, you can generate your own version of the battlefield or agree on a variation to suit the terrain you have available.

The road to Ausreik runs along the centre of the table for its entire length. The road can be represented by a strip of cloth, sprinkling a line of sand or flock on the table, or marking the edge with small stones. It should be wide enough for a column of infantry to march along four abreast. It snakes through a gorge midway across the board and this is where Chieftain Thazakar chose to spring his ambush. The rest of the terrain consists of steep hills, boulder screes and dense pine forests. All of these terrain features, including the gorge, count as difficult ground.

DEPLOYING FOR BATTLE

Like *Knives in the Night,* this scenario uses unusual deployment. All the Empire forces are deployed first. Thazakar has been watching the column's progress and has had time to prepare his ambush.

THE ROAD TO AUSREIK – EMPIRE FORCES
CAPTAIN STIEB'S EMPIRE FORCE

The Empire army consists of 750 points chosen from the army list in the Warhammer Armies Empire book. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is indicated below.

CHARACTERS

Captain Wilhelm Stieb
Captain Stieb is a Hero and counts as the commander of the Empire force. He is a special character and is detailed above.

Champion
You may choose one Champion for each regiment in your army. Champions may carry a single magic item worth up to 25 points.

REGIMENTS

Halberdiers
You may include any number of units of Halberdiers.

Spearmen
You may include any number of units of Spearmen.

Crossbowmen
You may include any number of units of Crossbowmen.

Swordsmen
You may include any number of regiments of Swordsmen.

Greatswords
You may include any number of regiments of Greatswords.

Archers
You may include any number of units of Archers.

VICTORY GAINS

If the Empire player manages to get any models off the board edge he was marching towards, or if he wins the battle on victory points, then he will control the road to Ausreik. This will allow more forces to reach Ausreik quickly and means that the Empire army will be allowed to field the full 3000 points in the final battle.

TACTICAL HINTS

Make a Break for it
Captain Stieb is your best hope for getting a messenger through the ambush to fetch help. He has a warhorse so he can easily outpace the Skaven. If you do decide to make a break for it then watch out for enemy missile troops, if you are not with a regiment then you can be picked off easily.

Spread Out
If your column gets too bunched up they will be an easy target for the Skaven to concentrate their superior numbers on. One for one your troops are a match for the enemy, so make the Skaven divide their forces to attack you. Strong defensive units will be useful because the Skaven are likely to charge first.

Reform
The Skaven set up after you, so they will be able to pick out your weakest regiments and go for them first. Use the *reform* rule to get your regiments into better fighting formations to repulse the Skaven. Do this quickly, you will not have much time before the ambushers strike.

WEATHER TABLE (D6)

1-4. Clouds are gathering, but the storm hasn't broken yet. The weather has no effect this turn, roll again at the beginning of the next turn.

5-6. With torrential rain, thunder, lightning and high winds, the storm breaks. All units and characters suffer -1 to hit with missile fire, and -1" off their basic movement. These effects last for the rest of the battle. Do not roll on the Weather Table again.

CAPTAIN WILHELM STIEB

Commander of the Empire reinforcements..... 103 points

Captain Stieb is a veteran commander in the army of the the Reikland, and has faced the Skaven in several battles already. At the request of Graf Gustavus Abenauer he is leading reinforcements into the Grey Mountains to Ausreik. Braving the terrible autumn weather and the dangerous mountain roads.

	M	WS	BS	S	T	W	I	A	Ld
Stieb	4	5	5	4	4	2	5	3	8
Warh	8	3	0	3	3	1	3	1	5

EQUIPMENT: Captain Stieb wears heavy armour and carries a shield. He has a hand weapon and a lance and is riding a barded warhorse.

SAVE: 2+

MAGIC ITEMS

Dawnstone..... 25 points

In battle Captain Stieb wears a lucky charm around his neck, and so far it has not failed him. It is a *Dawnstone*, which allows him to re-roll failed armour saving throws.

All the Empire units are in a column of march. They are deployed on the road facing towards one of the short board edges. The front unit is placed no closer than 24" to this board edge. Other units and characters are deployed anywhere on the road behind the first regiment. All units must deploy facing the same direction.

The Skaven units are then deployed. The Skaven have two deployment zones as shown on the map, and may deploy in either or both zones. Skaven units can deploy no further than 12" onto the table, and no closer than 12" to the side edges.

Units which are allowed to deploy closer to the enemy due to special deployment rules cannot do so in this battle because they are already waiting in ambush or marching down the road.



Clanrats of Clan Rabidscar scurry into battle

THE ROAD TO AUSREIK – SKAVEN FORCES
THAZAKAR'S AMBUSHERS

The Skaven force has been ordered to keep the mountain road closed. It consists of 750 points chosen from the army list in the Warhammer Armies *Skaven* book. Choice is limited to the troops listed below.

CHARACTERS

Thazakar
The Skaven are led by Thazakar, a Chieftain of Clan Rabidscar. Thazakar is a special character as detailed above, he also counts as the army commander.

Champion
You may include one Champion for each unit in your army. Champions may carry a single magic item worth no more than 25 points.

WAR MACHINES

Jezzail Teams
You can include as many jezzail teams as you like. They will operate as one or more skirmish units.

REGIMENTS

Clanrats
Your army may include any number of regiments of Clanrats.

0-1 Gutter Runners
You may include one unit of Gutter Runners.

Assassins
You may include a maximum of 2 Assassins for each regiment of Clanrats or Gutter Runners.

Skavenslaves
You may include any number of regiments of Skavenslaves.

Poison Wind Globadiers
You may include any number of Poison Wind Globadiers.

TACTICAL HINTS

Jump 'Em
You have to stop the Empire troops from escaping, so make this your first task. Once you have made it difficult for the Empire to escape, then you can close the trap and destroy them. Block the road as quickly as you can, then worry about destroying the Empire regiments.

Snipers
Some sniper fire from the rocks will help a lot. You can try to pick off enemy characters or at least keep enemy missile troops busy. Hidden in cover your skirmishing snipers will be very hard to hit, especially if it starts to rain.

To the Death!
If you get the chance don't be afraid to challenge the enemy characters. Thazakar has two weapons, a *Potion of Strength* and a special attack which makes him a deadly opponent. Don't forget the *overkill* rule for challenges.

VICTORY GAINS

If the Skaven win the battle then they will control the road and it will be harder for relief forces to reach Ausreik. The Empire will be limited to 2500 points in the final battle instead of 3000 points.

SPECIAL RULE

THE COMING STORM
Weather in the mountains at this time of year is notoriously bad. Captain Stieb's men have been marching furiously ahead of a storm. It could break at any time. At the start of each turn roll a dice and refer to the Weather Table above.

THE BATTLE

WHO HAS FIRST TURN?
Roll a dice to see who gets the first turn. The Skaven are ambushing the Empire column and are waiting to spring their trap, so they have an increased chance of getting the first turn. Roll a D6: on a 1-2 the Empire go first, on a 3-6 it is the Skaven.

HOW LONG DOES THE BATTLE LAST?
The battle will last until sunset. To represent this, the battle will last 6 turns unless it ends sooner due to one side surrendering, being totally wiped out, or the sudden death victory conditions coming into effect.

THAZAKAR

Chieftain of .....73 points
Clan Rabidscar

Thazakar is a vicious and cunning Chieftain of Clan Rabidscar, and one of Furblak's most dangerous lieutenants. He reached his position though treachery and by dint of his unique fighting style. Like all his kind Thazakar is very ambitious and covets the Warlord's title. Since the clan were ousted from the Black Chasm he has been secretly plotting a coup, gathering support and waiting for the time to strike. He believes that it was Visquit Furblak's weakness that cost the clan their domain, and intends to kill the Warlord personally to prove his claim.

Thazakar has developed a special fighting style. He uses his lightning speed to good advantage, leaping suddenly upon his enemy, squealing wildly whilst biting and raking with his sharp incisors and claws.

	M	WS	BS	S	T	W	I	A	Ld
Thaz	5	5	5	4	4	2	6	3	6

EQUIPMENT: Thazakar fights with two hand weapons and wears heavy armour.

SAVE: 5+

MAGIC ITEMS

Potion of Strength.....10 points

He carries a *Potion of Strength* which gives him +3 to his Strength for one turn.

SPECIAL RULE

Special Attack

At the end of the hand-to-hand combat phase Thazakar may make an additional attack against one enemy he is still in combat with. With blurring speed, Thazakar throws himself onto his foe, raking viciously with his claws and biting with his sharp teeth. This attack causes D6-2 Strength 3 hits against one opponent and is not effected by the *Potion of Strength*.

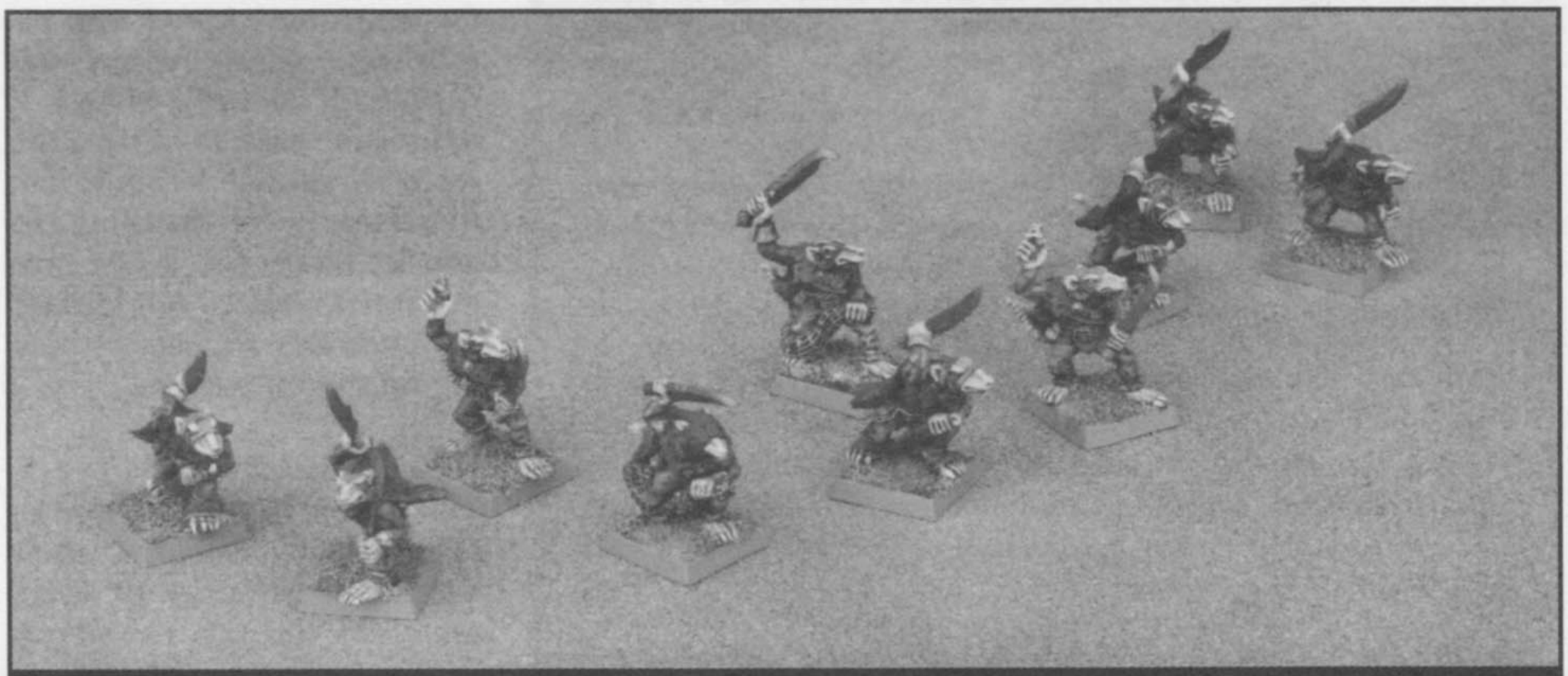
VICTORY OR DEFEAT?

SUDDEN DEATH VICTORY CONDITIONS

If any Empire models leave the short board edge towards which they were marching at the start of the game then the Empire player wins instantly. The game is halted at the moment the first model escapes off the board.

VICTORY POINTS

At the end of the sixth turn both players add up victory points as described in the Warhammer Battle Book. The exception to this is that neither side gains any victory points for occupying quarters of the battlefield at the end of the game; this is not a battle for territory. A draw is treated as an Empire victory as at least some of the reinforcements will get through to Ausreik.



Gutter Runners scout out the enemy

THE VERMINTIDE

WARPSTONE!

The warpstone shard had been excavated, and Furblak set to work using his new-found wealth to buy allies among the other clans. News of the warpstone find spread quickly through the Under-Empire, and many clans sent their agents to the Taurig.

But this first warpstone shard was not enough to satisfy Visquit, and he continued his search. The stolen report from the Council of Thirteen revealed that there were many more warpstone shards buried somewhere deep below the Taurig. Again he began to scour the mountainside, guided by the green glow of the amulet, and this time it led him to the mantown. The amulet indicated there was a large and powerful shard directly beneath Ausreik.

Furblak set his slaves to work, digging a new tunnel towards Ausreik, but despite the best planning of his newly hired Clan Skryre Warlock Engineers they could not reach the warpstone. Frustrated by failure, the Warlord developed a new plan.

THE SIEGE OF AUSREIK

With the manlings barring his way to the warpstone, Furblak turned his attention to destroying the town. That would leave him free to mine the warpstone and return to power! A direct assault against the town walls was still beyond him, but with control of the road he had the town at his mercy. He ordered his Gutter Runners into the town, whilst his Clanrats and Skavenslaves encircled the walls. Furblak gave the Gutter Runners orders to burn the storehouses and poison the manlings' commanders.

Whilst he continued his search for more of the invaluable shards, Visquit delegated command for the siege to Plague Priest Scraek from Clan Pestilens. In return for warpstone, Scraek and his followers would infect the town with the Black Plague. If the plague took hold then the town would fall without Clan Rabidscar ever needing to attack. Once the town was taken Furblak could enslave the survivors and force them dig up the warpstone.

BESIEGED

The people of Ausreik lived in terror. Rats infested their basements, swarms of them ran amok through the streets at night. The town's largest storehouse was burnt to the ground and from the walls

Silently, three dark figures dropped from ropes into the shadows at the base of the town wall. The night was cold and still, nobody stirred in the sleeping town. The three figures emerged from the shadows, each was cloaked in black with a deep hood. From their bandoliers hung wickedly sharp knives, throwing stars and leather flasks. Sniffing the air for any scent of danger the trio began to stalk through the deserted streets. Avoiding the militia patrols they made for the town's largest food storehouse.

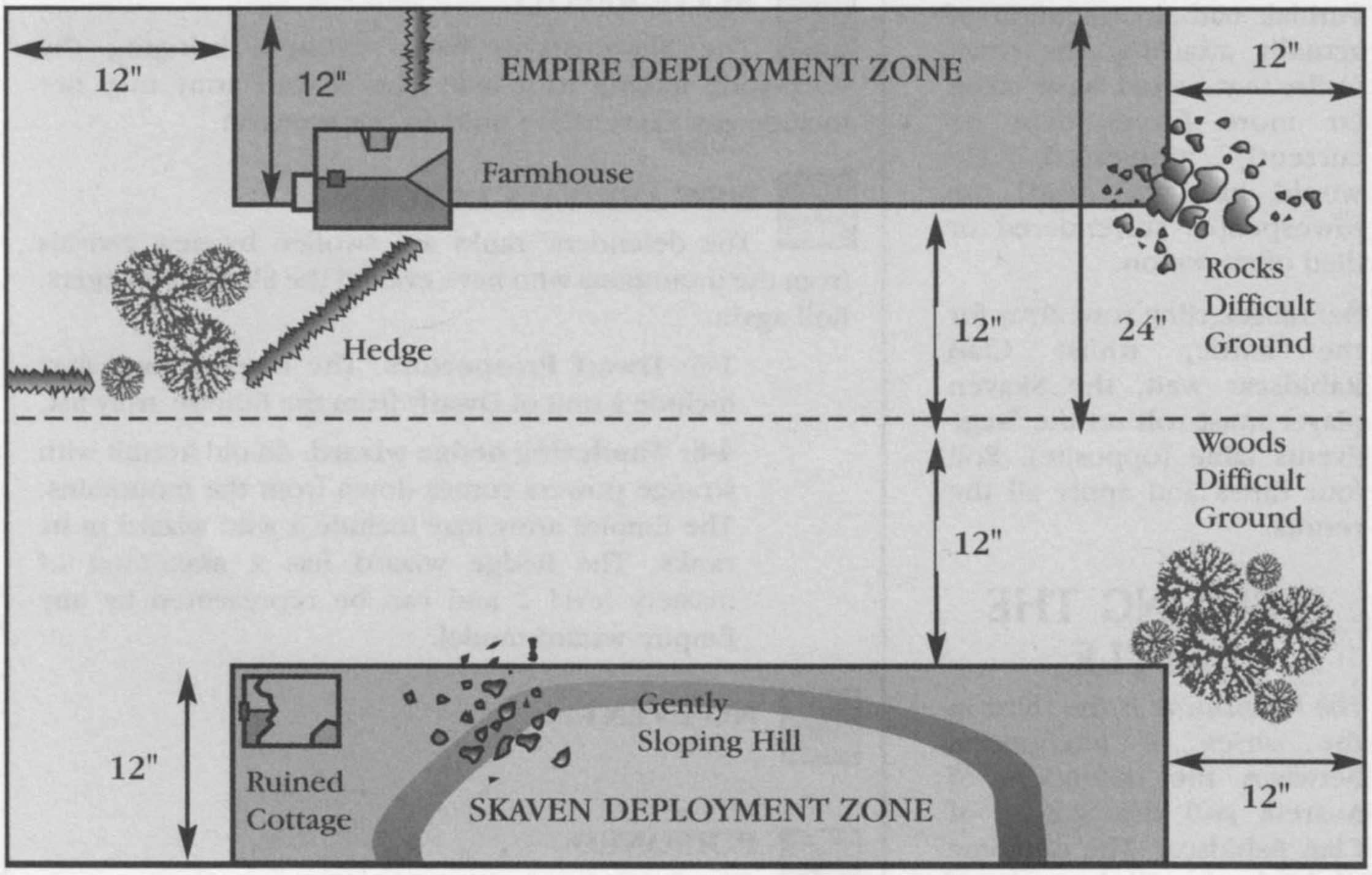
The night watchman never completed his circuit of the warehouse. A swift knife through the ribs left him lying lifeless on the cobbles in an expanding pool of blood. The Assassin sheathed his blade, chittering evilly to himself, almost laughing at the watchman's demise. He dragged the body through the warehouse door, the lock had already been crowbarred. Inside the storehouse, barrels and sacks were stacked row upon row: food supplies for the winter.

The Gutter Runners went diligently about their work. Two opened flasks and began to liberally sprinkle naphtha over the sacks and barrels whilst one kept watch on the street, beady red eyes glaring into the darkness. Nobody disturbed them.

A single spark set the storehouse alight, destroying most of the town's food reserves. As the blaze caught hold the town roused. The streets became thronged with water carriers and firefighters, but the Gutter Runners had done their job well and the warehouse became an inferno. Several houses close by also caught fire...

In the confusion, the three black clad arsonists scaled the town walls, unseen by any guard, and escaped into the night. They would return again the next day.

THE VERMINTIDE - SCENARIO III



they could see the Skaven encampment. Every day they expected an attack, but none came. The supplies began to run low. Nobody could escape the town, they were doomed, just as the mad priest had predicted.

The towns' leader, Graf Gustavus Abenauer, refused to surrender so easily, he had a surprise weapon for the Skaven. In his youth the Graf had indulged his passion for all things Dwarf. 'Bertha', named after the Graf's grandmother, had been constructed by an impoverished Dwarf Engineer and had taken pride of place in the Graf's library ever since. Bertha was a cast iron cannon, an unheard of invention in the Empire at this time. She had never been fired, but the Graf kept a supply of Dwarf gunpowder and stone cannon balls in his treasure room. With the town under threat, the Graf had the cannon cleaned and oiled and wheeled into the town square. Here was their salvation.

The townsfolk held a meeting in the square. "The winter is coming, we have no supplies, we shall all starve!" they wailed. "The rats have eaten my bakery," sobbed the Halfling master baker. Graf Abenauer was forced to agree; the longer they waited the weaker they got. "I would sally forth and meet this menace rather than face slow starvation," he cried. "Who's with me?"

SALLY

The Skaven besiegers were led by a Clan Pestilens Plague Priest called Scraek. The Plague Priest had been sent by Lord Nurglitch to barter for warpstone, and by leading the Skaven siege he guaranteed himself and his lord a good share of the spoils. As Scraek was a Plague Priest of Clan Pestilens, Furblak knew that he would have no ambition to become the Warlord of Clan Rabidscar. This meant that Scraek would not use victory over the town as an excuse to challenge Furblak's leadership. The alliance suited both parties.

As a misty autumn sun began to rise, the Graf organised his men. Banners were unfurled, drums beaten, horns blown and weapons readied. Bertha was wheeled into position in the fields before the town. Immediately Furblak ordered Scraek to attack. "Destroy-destroy the manlings for the glory of the Horned One, and bring-bring me slaves for my mine!"

SPECIAL RULE

PREPARING FOR THE BATTLE

Furblak had no intention of actually attacking the town walls; that would have taken far more forces than he currently possessed. He would just wait until the townspeople surrendered or died of starvation.

Before selecting your army for the battle, whilst Clan Rabidscar wait, the Skaven player must roll on the Siege Events table (opposite). Roll four times and apply all the results.

FIGHTING THE BATTLE

The Vermintide is the third in the series of encounters between the defenders of Ausreik and the Skaven of Clan Rabidscar. The outcome of this battle will determine if the Empire can have their war machine in the final battle, or if powerful allies will come to the aid of Clan Rabidscar, hoping for a warpstone reward.

THE BATTLEFIELD

The setting for this battle is the outskirts of the town of Ausreik. The Skaven horde have been nesting in outlying cottages whilst besieging the town.

All the hills are steep and count as difficult ground, as do boulder screes. The woods also count as difficult ground.

Set up the battlefield as shown on the map. For the building on the Empire side of the board use the townhouse from the Warhammer boxed set. Alternatively, you might like to generate the scenery randomly or use any mutually agreed method of placing the scenery you have available.

SIEGE EVENTS TABLE

1 SLAVE REVOLT

The Skavenslaves have revolted, bringing the warpstone mining to a halt. The Skaven army may not include any Skavenslave units in this scenario.

2 NEW ARRIVALS IN TOWN

The defenders' ranks are swollen by new arrivals from the mountains who have evaded the Skaven besiegers. Roll again:

1-3: Dwarf Prospectors. The Empire force may include a unit of Dwarfs from the Empire army list.

4-6: Wandering hedge wizard. An old hermit with strange powers comes down from the mountains. The Empire army may include a wild wizard in its ranks. The hedge wizard has a maximum of mastery level 2 and can be represented by any Empire wizard model.

3 NO EVENT

4 POISONED

Clan Eshin have poisoned an Empire commander's rations. After deployment, but before the start of the battle, randomly determine which Empire character has been poisoned, including Champions, wizards, etc. That character takes a Wound on a D6 roll of 5 or 6 and is removed if killed.

5 DESERTERS

Hunger and desperation in the town have caused some Empire troops to desert. After deployment, but before the start of the battle, roll a Leadership test for each Empire unit. The unit loses a model for each point it fails its Leadership test by. This result only applies once, further desertions are treated as no event.

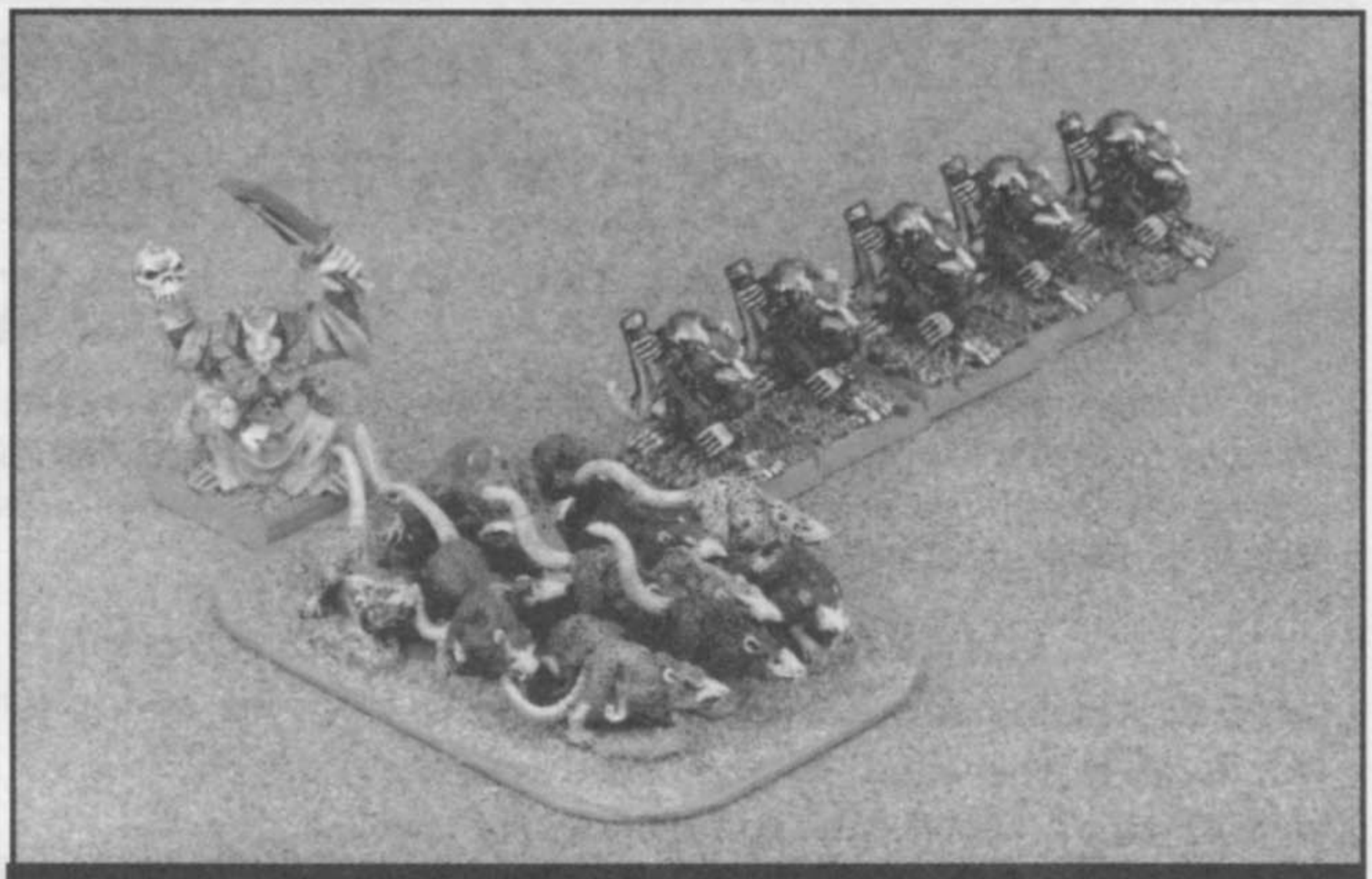
6 BLACK PLAGUE STRIKES

Scraek and his followers have successfully introduced the Black Plague into the town by releasing infected rats. Bodies litter the streets, wagons are loaded with plague victims to the cries of "Bring out y' dead".

After deployment, but before the battle starts, randomly determine which regiment in the Empire army has been affected. The result of the Black Plague is the same as if the regiment had been the target of the Nurgle spell *Rancid Visitation*. You can get this result more than once, in which case more regiments are affected, or perhaps the same one succumbs again!

THE ARMIES

The Battle Scrolls for each army show what forces are available to each side. In addition to the Battle Scrolls, certain results on the Siege Events Table may also affect the forces chosen by either side. The Battle Scrolls also describe any special characters and special rules which apply, together with the victory gains. The historical forces which actually took part in the battle are given in Appendix I.



Skaven Warlock with Skaven-Slave slingers

DEPLOYING FOR BATTLE

Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges of the board, as shown on the map. Each side deploys a single unit at a time, starting with the player who rolls highest on a D6. The first side to complete deployment is ready for battle first and is allowed to advance while the enemy is still positioning troops. When it is his turn to place a unit the player who has completed his deployment can move a unit he has already deployed. The unit may make a normal move and may march. The advancing army moves one unit at a time, but cannot move the same unit twice until all the other units have been moved. No advancing unit may move within 8" of any enemy troops.

Units which are allowed to deploy closer to the enemy due to special movement rules can do so in this battle, but they are not allowed to take advantage of the initial movement rules given above as they are too busy working their way into position.

Empire War Machines in 1121

Gunpowder weapons, so prevalent in the armies of Karl Franz today, were all developed at great cost from their Dwarf counterparts, a benefit of the long-standing alliance between the men of the Empire and the Dwarfs. The first hand guns and cannons in the Empire were built by Dwarf Engineers in very small numbers for rich nobles, as show weapons and curios. They slowly grew in popularity, with fashionable nobles equipping their personal retinues with primitive hand guns for display and drill.

The first recorded use of a cannon made in the Empire by human engineers was in 1650. It was used in battle by the eccentric Graf Igor Hohenstaf III. The cannon exploded, routing the Graf's cavalry. Cannons did not catch on for another hundred years, with the Gunnery School at Nuln being founded in 1800. Innovations such as mortars and the helblaster volley gun followed much later.

— Aldo of Middenheim.

THE BATTLE

WHO HAS FIRST TURN?

The player who completed his set up first automatically gets the first turn.

HOW LONG DOES THE BATTLE LAST?

The battle will last a random number of turns. Roll a D6: 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The battle may end sooner if one side chooses to surrender or is completely wiped out before the end of the allotted number of turns.

VICTORY OR DEFEAT?

SUDDEN DEATH VICTORY CONDITIONS

If the Empire army commander, Graf Abenauer, is killed then the Skaven automatically win the battle. The Empire army will lose heart if they see their leader slain and will retreat back into the town and bar the gates.

If the Skaven army commander, Plague Priest Scraek, is killed the Skaven will flee. If their mighty leader has been killed then the battle is surely lost! If this happens the Empire automatically wins.

THE VERMINTIDE – EMPIRE FORCES

GRAF GUSTAVUS ABENAUER'S RETINUE AND THE TOWN MILITIA

The Empire army consists of 1,000 points chosen from the army list in the Warhammer Armies *Empire* book. Choice is limited to the troops listed here, and by certain results rolled on the Siege Events table. Whenever the scenario calls for an exception to the army list, it is indicated below.

CHARACTERS

Graf Gustavus Abenauer
The Graf is the ruler of the town and an Empire Hero. He is the commander of the Empire force and is a special character, see above.

Battle Standard Bearer
You may include the town's herald as the Battle Standard Bearer. He may carry a magical standard worth no more than 50 points.

Champions
You may choose one Champion for each of regiment in your army. Champions may carry a single magic item worth no more than 25 points.

REGIMENTS

0-1 Unit of Reiksguard
The Graf's personal retinue. You may include one regiment of Reiksguard in your army.

0-1 Unit of Flagellants
Your army may include one regiment of Flagellants.

Halberdiers
You may include any number of units of Halberdiers.

Spearmen
You may include any number of units of Spearmen.

Swordsmen
You may include any number of units of Swordsmen.

Crossbowmen
You may include any number of units of Crossbowmen.

Archers
You may include any number of units of Archers.

Greatswords
You may include any number of units of Greatswords.

0-1 Halflings
Like all Empire towns Ausreik has a Halfling community. You may include one unit of Halflings in your army.

WAR MACHINES

0-1 Cannon
'Bertha', a cannon built by a Dwarf engineer and the pride and joy of Graf Abenauer.

0-1 Halfling Hot Pot

VICTORY GAINS

If the Empire win the battle then they will be able to use Bertha in the final battle. Even if she was destroyed or blew up this time, she can be repaired in time for the next battle.

TACTICAL HINTS

Attack or Defence?
Before you pick your army, decide whether you are going to attack or defend. If you are going to defend then missile troops and Spearmen will be good. If you are going to attack then strong infantry, like Reiksguard and Halberdiers are the best choice. Choose your magic items with your overall plan in mind.

Don't React
If you choose to defend make sure you give the Skaven something to worry them. Use one regiment or some skirmishers to advance around a flank. Anything that slows their advance or diverts the Skaven from launching one massive charge will help. Skirmishing Archers are the obvious choice for this.

Use Your Heroes as Leaders

The average Empire foot soldier has not got a very high Leadership, so you will need to use the General's wherever possible. Keep the Graf in the centre of your battle line as this will maximise the number of troops which can use his Leadership.

The Battle Standard Bearer is another potentially battle-winning character as he will allow you to re-roll failed Break tests. As this battle may well come down to a slogging match between big blocks of infantry, any edge you can get will be important.

Kill the Leaders

Your characters and the Skaven characters are fairly equally matched, so a cheap magic item will give yours the edge in a challenge. Killing Skaven characters like this will seriously damage the Skaven morale. Alternatively, you can use your cannon to attack a character at the front of a regiment. He might fail the *"Look out, Sir!"* roll, and even if he does pass it the cannon will still do lots of damage to the packed Skaven regiment behind him.

Forlorn Hope

When you are fighting against huge masses of enemy troops like the Skaven hordes, try using a small unit as a 'forlorn hope'. This unit deploys well forward of your main battle line, directly in the path of the most obvious and dangerous enemy advance. It is doomed to destruction, but will break up the enemy's formation allowing you to counter-charge them in your turn.

If you use this rather desperate tactic, make sure that the unit is small enough to be wiped out by any enemy contact. A larger regiment will simply flee back amongst your own men with the foe in hot pursuit, causing panic in your ranks and not slowing the Skaven up at all! Brutal as it may seem, a regiment of five Halflings...

GRAF GUSTAVUS ABENAUER

General of the defenders of Ausreik.....94 points

The Graf has taken command of the town's defences. He is no great military leader, but like all Empire nobility he was schooled in the ways of war from an early age. He sees it as his duty to save his town.

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

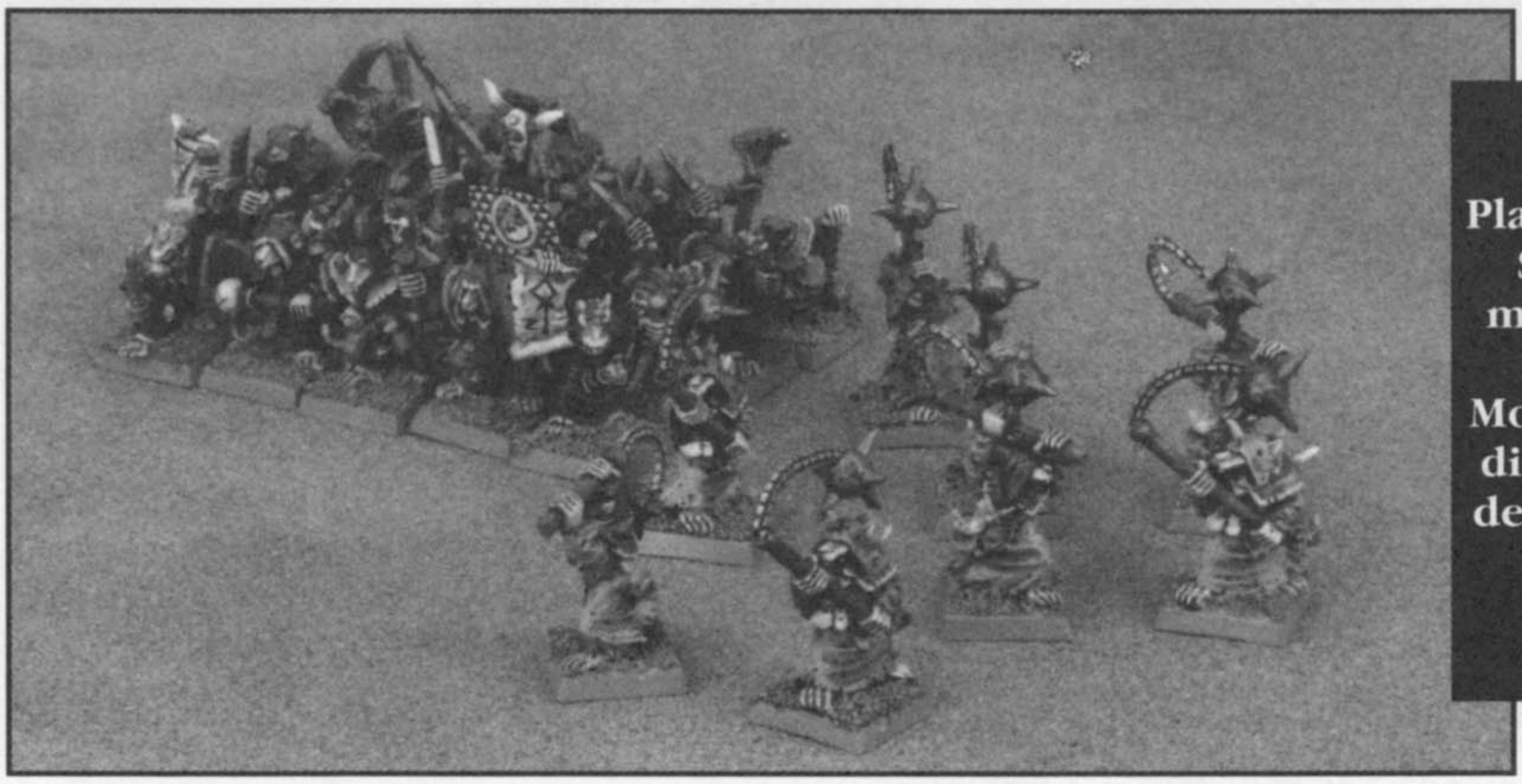
EQUIPMENT: The Graf wears heavy armour and has a shield.

SAVE: 4+

MAGIC ITEM

Rending Sword..... 25 points

The Graf has his family heirloom, a sword which usually resides above the fireplace. It is a *Rending Sword*, and each Wound inflicted with the weapon causes 2 Wounds instead of 1.



Plague Priest Scraek's malevolent Plague Monks bring disease and decay to the field.

THE VERMINTIDE – SKAVEN FORCES
PLAGUE PRIEST SCRAEK'S HORDE

The Skaven of Clan Rabidscar have committed a good part of their strength to this battle. Their army consists of 1,000 points chosen from the army list in the Warhammer Armies Skaven book. Choice is limited to the troops listed here, and by certain results rolled on the Siege Events table. Whenever the scenario calls for an exception to the army list, it is indicated below.

CHARACTERS

Plague Priest Scraek
The Skaven are led by Plague Priest Scraek. He counts as the army's General even though he is not a Warlord. Scraek is a special character.

Warlock Engineer
You may choose one Warlock Engineer up to level 1. He may carry a single magic item worth no more than 25 points.

Battle Standard Bearer
You may include a Battle Standard Bearer. He may carry a magical standard worth no more than 50 points.

Champions
You may include one Champion for each regiment in your army. Champions may carry a single magic item worth no more than 25 points.

REGIMENTS

Clanrats
You may include any number of regiments of Clanrats.

Skavenslaves
You may include any number of regiments of Skavenslaves.

0-1 Unit of Gutter Runners
You may include one unit of Gutter Runners.

Assassins
You may include up to 2 Assassins for each Clanrat or Gutter Runner regiment in your army.

Plague Monks
You may include any number of regiments of Plague Monks.

Plague Censer Bearers
You may include any number of Plague Censer Bearers in your army, up to a maximum of half the number of Plague Monks.

Poison Wind Globadiers
You may include any number of Poison Wind Globadiers.

WAR MACHINES

0-5 Jezzail Teams
You can include up to 5 jezzail teams. They will operate as a skirmish unit.

Warpfire Thrower Teams
You may include a maximum of one warpfire thrower team attached to each Clanrat regiment in your force.

MONSTERS

Rat Swarms
You may include any number of Rat Swarms.

TACTICAL HINTS

Headlong Charge
The best way to beat the Empire is to get stuck in. Try building some powerful attacking regiments of Clanrats or Plague Monks, supported by Assassins, Poison Wind Globadiers and Plague Censer Bearers, and just rushing the Empire battle lines.

Rain of Stones
The Empire troops do not have a high Toughness, and most do not have good armour either; this makes them vulnerable to missile fire. The Skaven don't have many missile troops, but Gutter Runners or Skavenslaves with slings are likely to be effective if used on the right targets.

Zap 'Em
You can have a Warlock Engineer (no doubt taking time off from digging the tunnels), so use his spells to add to your missile fire. Skaven spells are very offensive and quite deadly. Cannon crews and tough infantry units make the best targets.

VICTORY POINTS
At the end of the battle both players add up victory points as described in the Warhammer Battle Book. Unlike the previous two battles there are no exceptions to this. The winner of the battle is the player with the higher total. A draw is treated as an Empire victory.

VICTORY GAINS

If the Skaven win the battle then rumours about Clan Rabidscar's impending warpstone strike will reach Skavenblight. Powerful allies will come to their aid hoping to get their paws on the warpstone. If they win they will be able to take a Grey Seer in the final battle.

SCRAEK

Plague Priest
of Clan Pestilens..... 124 points

Scraek is a trusted servant of Nurglitch and has come to the Taurig to secure a share of Clan Rabidscar's warpstone for his master.

He has struck a deal with the old Warlord and has taken command of the siege of the manling's town. The first stage in the attack will be to release swarms of diseased rats into the sewers in order to infect the mantown with the Black Plague. With a bit of luck they can win the battle before it is ever fought! In return for success he will be granted a good share of the next warpstone shard to be excavated.

	M	WS	BS	S	T	W	I	A	Ld
Scraek	5	5	5	4	4	2	6	3	6

EQUIPMENT: Scraek carries a hand weapon and a flail.

SAVE: 4+ (*Warpstone Armour*, see below)

MAGIC ITEM

Warpstone Armour..... 50 points

Scraek wears *Warpstone Armour*, giving him an unmodifiable 4+ saving throw. Any successful saves rebound against the attacker causing a Strength 3 hit on them.

THE BATTLE OF THE TAURIG

NEW PLANS
In his chamber beneath the Taurig, old Furblak gnawed his tail in frustration. He suspected some Clan Pestilens treachery and cursed himself for trusting an agent of another clan. The Plague Priest had been an incompetent fool.

The mantown would not fall so easily, but their victorious sally had only won them a stay of execution. Furblak made plans to assault the walls. He sent his own agents back into the Under-Empire with warpstone to buy more allies. He would amass an army through the winter and, in the spring, take the town by storm.

THE SKAVEN SLAYER
Back in the Empire the fate of Ausreik and Captain Stieb's column of reinforcements had not gone unnoticed. Mandred Skaven Slayer, the saviour of Middenheim, was rallying support from the Elector Counts, seeking to start a crusade to drive the Skaven out of the Empire once and for all. He heard that the Skaven had surfaced in the Grey Mountains, and decided to ride to Ausreik's aid.

Winter was coming and soon Ausreik would be cut off from help until the spring. Mandred decided to risk the weather and the dangerous road in order to rescue the town. He mustered his army and marched to the Grey Mountains.

Mandred's army marched along the twisting road, following in the footsteps of Captain Stieb. But this army was much larger than the Captain's, and the Skaven watching the road fled rather than face a superior force. Mandred's force scattered the Skaven before them and, as the autumn storms lashed the mountains, he rode directly to the gates of Ausreik. The

besieging Skaven scurried away, scared off by Mandred's open display of strength. The siege had been lifted and the immediate threat of attack was gone, but Mandred knew the Skaven too well to believe they would give up so easily. The town would not be truly safe whilst the Skaven remained to menace the area; their lair had to be found and destroyed. The insidious threat of the ratmen must be stamped out.

Mandred ordered his men to set about finding the Skaven lair. Most of Mandred's soldiers were veterans of the defence of Middenheim, and they had faced Skaven tricks many times before. Mandred's men searched the deserted cottages beyond the city wall which the Skaven had occupied during the siege. Finding nothing there they began a systematic search of the mountain. High on the mountainside, hidden by a stand of pine trees, they found the Skaven lair: a crude mine entrance with a narrow worn path leading away from it. They returned to Ausreik to inform Mandred.

Magic in the Empire in 1121

At this time there was no organised training for wizards in the Empire, and the casting of spells was widely regarded with deep suspicion. Those who practiced spell use, or witchcraft as it was often called, were either exiled or burnt at the stake.

Magic, sanctioned by the gods, was practiced by Priests of Ulric and Sigmar, and hedge wizards (strange old hermits, village elders and the like) were not uncommon.

Magic only came to be fully understood in the Empire after the High Elves established the Colleges of Magic to aid mankind in the Great War against Chaos.

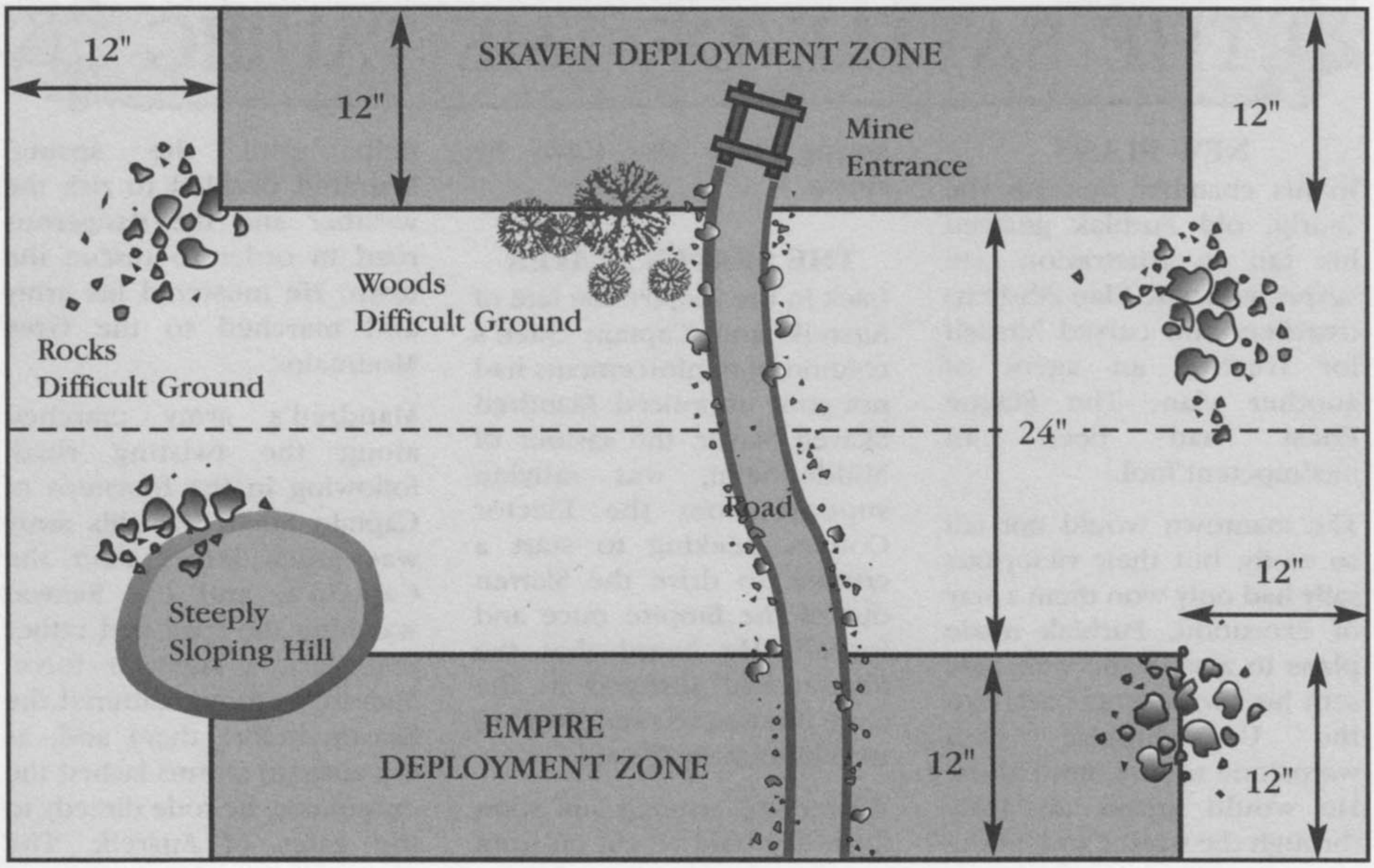
— Aldo of Middenheim.

THE FINAL STRAW

Inside the Taurig Visquit was enraged by the arrival of another army of manlings. His plans were in ruins, would this town never fall? Worse news was to follow. A Clan Eshin spy arrived from the town; the army of manlings was on the march and making for the mine entrance. They were discovered.

This was the last straw for

THE BATTLE OF THE TAURIG - SCENARIO IV



THE BATTLE OF THE TAURIG – EMPIRE FORCES

MANDRED SKAVEN SLAYER'S CRUSADERS

The Empire force consists of 3,000 points chosen from the Warhammer Armies Empire book. If the Empire lost *The Road to Ausreik* then they will only have 2,500 points available for this battle. If the Empire forces won the *Knives in the Night* scenario then they can choose magic items freely. Otherwise, they can only spend 200 points on magic items, including magic items for special characters. The Empire army may only include the Dwarf cannon 'Bertha' if they won *The Vermintide* battle. Even if she was destroyed in the battle, she can be repaired.

CHARACTERS

Mandred Skaven Slayer
Mandred Skaven Slayer is a special character. He is the General of the Empire army.

Battle Standard Bearer
You may include the army's Battle Standard Bearer. He may carry a magical standard worth up to 75 points.

Hans Halünke, Priest of Sigmar
If the Priest survived the *Knives in the Night* scenario then you may include him in your force. See the Empire Battle Scroll for scenario I for more information.

Captain Stieb
If Captain Stieb survived *The Road to Ausreik* scenario then you may include him in your force. See the Empire Battle Scroll for scenario II for more information.

Graf Abenauer
If the Graf survived *The Vermintide* scenario then you may include him in your force. See the Empire Battle Scroll for scenario III for information about the Graf.

0-2 Heroes
You may have up to two Heroes in addition to those characters listed above. Each may be equipped with up to two magic items worth no more than 50 points each.

Champions
You may include one Champion for each regiment in your army. The Champion must be equipped in the same way as the rest of his unit and may carry a single magic item worth up to 25 points.

Priests of Ulric
You may include any number of Priests of Ulric in your force. Priests of Ulric counts as wizards and may be of any mastery level. They may carry one magic item for each mastery level, worth up to 50 points each.

REGIMENTS

0-1 Reiksguard Knights
Your army may include one unit of Reiksguard Knights. They may have a magic standard worth up to 50 points.

0-1 Knights of the White Wolf
Mandred is the Count of Middenheim and may be accompanied by a unit of Knights of the White Wolf. They may have a magic standard worth up to 50 points.

0-1 Reiksguard
Your army may include one regiment of Reiksguard.

0-1 Unit of Flagellants
Your army may include one regiment of Flagellants.

Halberdiers
You may include any number of units of Halberdiers.

Spearmen
You may include any number of units of Spearmen.

Greatswords
You may include any number of units of Greatswords.

Swordsmen
You may include any number of units of Swordsmen.

Archers
You may include any number of units of Archers.

REGIMENTS (cont)

Crossbows
You may include any number of units of Crossbows.

Halflings
You may include any number of units of Halflings.

WAR MACHINES

If the Empire won *The Vermintide* scenario then they can include both the war machines on the following list. If they lost, they may only include one Halfling Hot Pot, and only if the army also includes a regiment of Halflings.

0-1 Cannon
You may include 'Bertha' in your force if you won scenario III.

0-1 Halfling Hot Pot
If your army includes a unit of Halflings then you may take a Halfling Hot Pot.

VICTORY GAINS

If the Empire win then the Skaven are driven out of the Taurig. They will be so weakened after the battle that they will be enslaved by the next Skaven clan they encounter. Clan Rabidscar will cease to exist and the town of Ausreik will be saved. The battle of the Taurig will become one of Mandred's great victories over the Skaven and will be recorded by historians seeking to support Mandred after he is crowned Emperor.

TACTICAL HINTS

Look to the Cavalry
Your cavalry hold the key to victory, use them well and they will win you the battle. Few things can stop a massed cavalry charge so whittle down the Skaven numbers with lots of missile fire then plough in with the cavalry. If the Skaven have large blocks of troops then charge them with more than one of your units at a time.

Trust in Mandred
Against the Skaven, Mandred is a powerful hero. Use him to kill the toughest Skaven characters and monsters, even Rat Ogres hold little fear for the Skaven Slayer! Leading the White Wolves he can use the *Horn of the White Wolf* to make the enemy strike last, giving himself and his men the chance to crush them.

Flagellant wall
Try a long line of Flagellants advancing in front of the enemy. Flagellants don't care how many men they lose and their flails will inflict terrible casualties on the weak Skaven. By the time the Flagellants have been destroyed the rest of your army will be in position to mop up the remains of the Skaven.

Choose Your Targets
Make sure you shoot at the right targets with your missile troops. Some of the Skaven special troops are especially deadly, like Plague Censer Bearers and jezzails, so destroy them before they reach your lines.

Furblak, and it left him with two options. He could cut and run, abandoning his mine and the warpstone, but this meant his newly bought allies would desert him and he would be an outcast with nothing. Alternatively, he could stay and fight. The old Warlord's malicious heart would not easily give up on his last chance for power. The prospect of warpstone had a powerful hold over him. He demanded that the entire clan be gathered for battle. 'Bring me my armour-armour. Gather my Stormvermin. I will show these manlings the fury of the Horned Rat, war-war, kill-kill...' The time for subtle tricks was over.

FIGHTING THE BATTLE

The Battle of the Taurig is the final encounter between the defenders of Ausreik and the Skaven of Clan Rabidscar. The outcome of this battle will be influenced by the results of all the previous battles and will settle the fate of Ausreik and Clan Rabidscar. It determines whether the town is destroyed and a new Skaven stronghold is built below the Taurig, or whether Clan Rabidscar are forced to flee, so weakened that they will be enslaved by the next Skaven clan they meet.

THE BATTLEFIELD

Mandred Skaven Slayer rode out of Ausreik at the head of his troops. Having discovered the Skaven lair, he defied the cowardly ratmen to face him.

Clan Rabidscar mustered all the strength of arms it could. With hired help from Clan Moulder, Eshin and Skryre, and led by their Warlord, they scurried forth to vanquish the humans once and for all.

Set up the battlefield as shown on the map. *The Battle of the Taurig* took place on the mountainside outside the entrance to the Skaven lair. In addition to the Skaven lair, the mountainside was littered with boulders and a few stands of pine trees.

Alternatively, you might like to generate your own version of the terrain using the scenery you have available.

DEPLOYING FOR BATTLE

The Skaven do not have their full army available to them at the start of the battle. They are still mustering in the tunnels when Mandred's army arrives.

MANDRED SKAVEN SLAYER

Count of Middenheim, Empire General..... 210 points

As the Black Plague swept through the Empire, Count Mandred of Middenheim did all he could for the refugees who flocked to his gates. Aided by the priests of Ulric he kept the city free from infection and built up the city's supplies. In 1118 the Skaven finally attacked Middenheim, besieging the city whilst trying to infiltrate it via the tunnels below. The Count led a heroic defence, tunnel fighting in the darkness, using barricades and selective flooding to hold back the Skaven hordes. It was in one such battle that he lost his left eye to a Skaven spear thrust. Despite his injury, months of hunting in the darkness followed. Along with the Knights of the White Wolf and other stout warriors he held the city and, eventually, weakened by famine and pestilence, the Skaven were forced to retreat. Mandred was hailed as the saviour of the city and nicknamed Skaven Slayer.

Since then Mandred has sought the aid of the other Elector Counts whilst organising the Empire's armies to resist the Skaven attacks. He has already won several battles, and his crusade is growing. Eventually he will drive the Skaven out of the Empire altogether, and be crowned Emperor for his heroic efforts. The Skaven will not forget him and plot his end relentlessly.

	M	WS	BS	S	T	W	I	A	Ld
Mand	4	6	6	4	4	3	6	3	9
Warh	8	3	0	3	3	1	3	1	5

EQUIPMENT: Mandred carries the magical two-handed hammer *Verminbane*, wears heavy armour and rides a barded warhorse

SAVE: 3+

MAGIC ITEMS

The Count has taken the weapon of the Knights of the White Wolf as his own, rather than the traditional *Runefang*. It is a magical two-handed hammer named *Verminbane*. He also wears the ancient heirloom of Middenheim, the *Talisman of Ulric,* and carries the magical *Horn of the White Wolf*, a gift from the Order's Grand Master.

Verminbane..... 45 points

A great two-handed hammer, *Verminbane* was specially forged to combat the Skaven. The weapon confers the usual +2 strength bonus, and when used against Skaven and Skaven creatures each Wound caused does 1D3 Wounds rather than 1.

Talisman of Ulric..... 25 points

The ancient heirloom of Middenheim gives the bearer the protection of Ulric. Mandred automatically recovers Wounds he has suffered at the start of his turn. Only 1 Wound may be recovered each turn, and he may not have more Wounds than he started with. If Mandred is slain outright then the Talisman has no power to regenerate him.

Horn of the White Wolf.....30 points

A holy relic of the knightly order, the horn is sounded when the Knights charge, sending fear and panic through the enemy ranks. When the bearer declares a charge he may also sound the horn. The unit being charged becomes so panicked that they will strike last in the first round of combat regardless of weapon types, initiative or other special rules.

SPECIAL RULE

Hatred: Mandred has faced the Skaven many times and is an implacable foe of their kind. Mandred *hates* all Skaven and Skaven creatures,

THE BATTLE OF THE TAURIG – SKAVEN FORCES
CLAN RABIDSCAR

The Warlord has committed his entire remaining strength to this battle. His army consists of 3,000 points chosen from the Warhammer Armies Skaven book. The choice is limited to the troops listed below. If the Skaven forces lost the *Knives in the Night* scenario then they are limited to a maximum of 200 points to spend on magic items, including magic items carried by special characters. If they won the scenario then they can spend as many points as they like on magic items, within the limits listed below. If the Skaven won *The Vermintide* scenario then the prospect of a new warpstone find will attract powerful allies to Clan Rabidscar. If the Skaven won, their army may include a Grey Seer.

CHARACTERS

Warlord Visquit Furblak
You must include Visquit Furblak as your army commander. The Warlord is a special character.

Battle Standard Bearer
You may include the clan's Battle Standard Bearer. He may carry a magical standard worth up to 75 points.

Scurrit
Scurrit is a Chieftain of Clan Rabidscar. You may take Scurrit if he survived the *Knives in the Night* scenario.

Thazakar
Thazakar is a Chieftain of Clan Rabidscar. You may take Thazakar if he survived *The Road to Ausreik* scenario.

Plague Priest Scraek
Scraek is a Plague Priest of Clan Pestilens. You can take Scraek if he survived *The Vermintide* scenario.

0-2 Chieftains
You may include up to two other Chieftains in your army. Each Chieftain may be equipped with a maximum of two magical items worth up to 50 points each.

0-2 Plague Priests
You may include up to two Plague Priests in your army. Each Plague Priest may be equipped with a maximum of two magical items worth up to 50 points each.

Champions
You may include one Champion for each regiment in your army. The Champion must be equipped in the same way as the rest of his unit and may carry a single magical item worth up to 25 points.

Warlock Engineers
You may include any number of Warlock Engineers in your force. They may be a maximum mastery level of 3, and can carry one magic item for each level, worth up to 50 points each.

0-1 Grey Seer
You may take a single Grey Seer if you won *The Vermintide*. A Grey Seer may take up to four magic items worth up to 50 points each.

REGIMENTS

Clanrats
You may include any number of regiments of Clanrats.

0-1 Unit of Stormvermin
You may include one regiment of Stormvermin. They may have a magical standard worth up to 50 points.

Skavenslaves
You may include any number of units of Skavenslaves.

0-1 Unit of Gutter Runners
You may include one unit of Gutter Runners.

Assassins
You may include up to two Assassins for each Clanrat, Stormvermin, or Gutter Runner regiment in your army.

Packmasters
You may include any number of Clan Moulder Packmasters, leading either Giant Rats or Rat Ogres.

Poison Wind Globadiers
You may include any number of Poison Wind Globadiers.

0-1 Plague Monks
Your army may include one regiment of Plague Monks.

0-1 Plague Censer Bearers.
The unit of Plague Censer Bearers can be no bigger than half the size of the Plague Monk unit it accompanies.

WAR MACHINES

Jezzail Teams
You can include as many jezzail teams as you like.

Warpfire Thrower Teams
You may include any number of warpfire thrower teams.

Screaming Bell
If your army includes a Grey Seer then he may ride a Screaming Bell.

MONSTERS

Rat Swarms
You may include any number of Rat Swarms.

VICTORY GAINS

If the Skaven win then Clan Rabidscar will enslave everybody they capture and put them to work mining warpstone. The deserted town will fall into ruins, the haunt of terrible monsters, and eventually be forgotten in all but folk tales. The Taurig will become a Skaven stronghold, riddled with tunnels and chambers where Clan Rabidscar will rule, becoming wealthy and powerful from their warpstone. Visquit Furblak will rule for many years to come before his frail old heart gives way, and his clan will continue to threaten the Empire long after he is gone.

TACTICAL HINTS

Hiding in the Darkness
As the Skaven player, you must choose which units to leave in the tunnels. This is a tricky business as a few bad rolls will leave you missing those regiments for most of the battle. On the other hand, units which are down the hole cannot be targeted by missile fire or magic and are guaranteed to be at full strength later in the game.

It is a good idea to keep fast moving units in the tunnels as they will be able to get involved quickly after they emerge. The more troops you leave down the hole the harder it will be for the troops on the surface to stop a concerted Empire attack. If you think the Empire army you will be facing will have lots of missile troops and wizards then it is worth keeping more troops hidden until later in the battle, otherwise you're better off getting your rats out there and getting stuck in!

Send the Weak to Die
There is no point getting your best troops shot up and charged by the Empire cavalry. Use your weak troops like Giant Rats, Skavenslaves and Rat Swarms for this task, then counter-charge the cavalry with your main regiments of Clanrats, Stormvermin and Rat Ogres.

Watch Your Flanks
Cavalry are faster than Skaven and they can easily outmanoeuvre you and attack your flanks. Use your specialist troops like Gutter Runners, warpfire throwers and Poison Wind Globadiers to protect your advance.

The Skaven player must divide his army into two separate forces: one is made up of the units he will deploy at the start of the battle, the other is comprised of the trailing units who are still mustering below. Each force must contain a minimum of a third of the army's points total. For example, in a 3,000 point battle the Skaven player must include at least 1,000 points in each force.

The players take turns in deploying a unit at a time. Roll a dice: highest score deploys second. All war machines count as a single unit and are deployed at the same time. Characters also count as a single unit and are all deployed at the same time. Units which are allowed to deploy closer to the enemy due to special deployment rules can do so in this battle unless they are part of the Skaven trailing force in which case they will move out of the tunnel entrance like the rest of the trailing units.

SPECIAL RULE

TRAILING FORCES
The Skaven player will have a considerable part of his army waiting off the board at the start of the game. At the start of each Skaven turn roll to see if trailing units arrive. For each regiment roll 1D6 and add the turn number. If the total is 7 + then the unit arrives and may move on from the entrance of the Skaven lair. Trailing units may not declare a charge in the turn they arrive, but may march as normal.

THE BATTLE

WHO HAS FIRST TURN?
Once both sides have completed their deployment, roll to see who gets first turn. The player who rolls highest goes first.

VISQUIT FURBLAK

Warlord of Clan.....219 points
Rabidscar

Visquit Furblak has ruled his clan for over ten years, an exceptional reign for the short-lived Skaven. He was born with the black fur that marked him as a natural warrior, and a single white circle about his right eye. White fur is the symbol of mystical power in Skaven society. He rose to power quickly, possessing a ruthless ambition and a cunning mind, slaying all who stood in his way until, after slaughtering his predecessor, he became the undisputed Warlord of Clan Rabidscar. All feared him, and under his leadership the clan came to dominate the Black Chasm. At the height of his power nobody dared oppose him. Swift, deadly and devious, he was the complete child of the Horned Rat.

Age eventually took its toll on Visquit. Mange ate his fur and his reactions slowed. Others saw that he and his clan had become vulnerable and a revolt of subjugated clans overthrew Clan Rabidscar, forcing them to flee their domain. Exiled from the Black Chasm the clan looked to their elderly Warlord. Using a map, report and amulet stolen from the agents of the Council of Thirteen in his youth, Furblak led his clan to the Taurig in search of warpstone.

	M	WS	BS	S	T	W	I	A	Ld
Visquit	5	6	6	4	4	3	7	4	7

EQUIPMENT: Furblak wears heavy armour, carries a shield and is also protected by a *Warpstone Amulet*. He is armed with a *Weeping Blade* and carries a supply of *Skavenbrew*.

SAVE: 4+

MAGIC ITEMS

Weeping Blade.....50 points

This is a vile and poisonous warpstone weapon. It gives the bearer +1 to wound with an additional -1 to armour saving throws. Each wound inflicted causes not 1 but 1D3 wounds.

Skavenbrew..... 50 points

Used before the battle on the regiment Furblak is with. The effects last for the entire battle, but only effect the regiment, not the characters. Roll a D6: 1 – no effect, 2-3 – unit *hates* the enemy, 4-5 – unit is subject to *frenzy*, 6 – unit moves at double speed and doubles its attack value, and roll a D6 at the end of the turn – on a 1 the regiment takes D6 wounds.

Warpstone Amulet..... 25 points

Furblak uses the *Warpstone Amulet* to guide him to the warpstone below the mountain. He wears the amulet around his neck and enemy models attacking him must take a Leadership test before striking. If they fail, they suffer -2 to hit and -2 to wound Furblak.

HOW LONG DOES THE BATTLE LAST?

In this climactic engagement both sides are determined to fight to the bitter end. This battle will last 6 turns unless one side surrenders or is completely wiped out before the 6 turns have been completed.

VICTORY OR DEFEAT?

At the end of the battle both sides add up victory points as described in the Warhammer Battle Book. Both players receive victory points for quarters of the table occupied by his troops, captured standards, characters slain, etc, as normal. The side with the highest victory points total wins the battle and the campaign.

Warwick's Wise words...

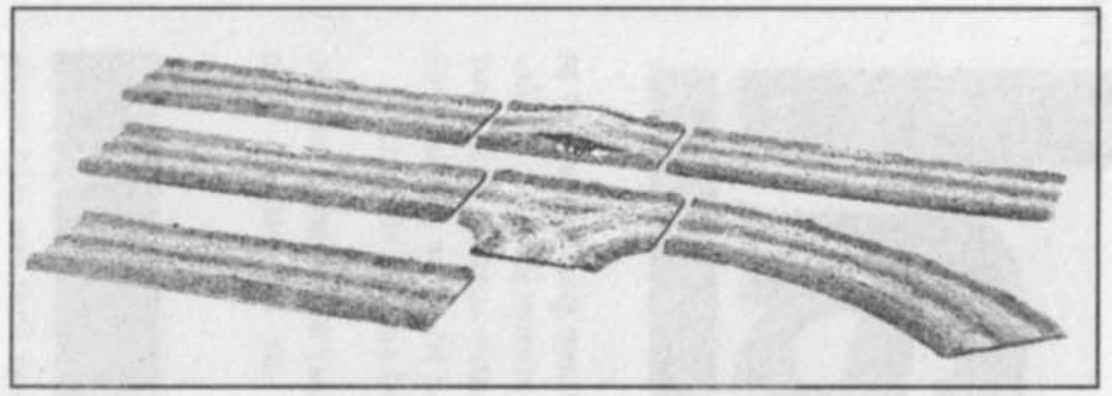
This campaign is set in the darkest history of the Empire, and the Empire army lists have been restricted to represent this. Gunpowder weapons, war machines and wizards are hard to come by. Adventurous players might like to replace the Empire's usual cannons and volley guns with stone and bolt throwers.

The buildings for the battles can easily be represented with card buildings, and again, those with a mind for it might like to scratch build a suitably gothic ruined monastery, a building that would make a fine addition to any players terrain collection.

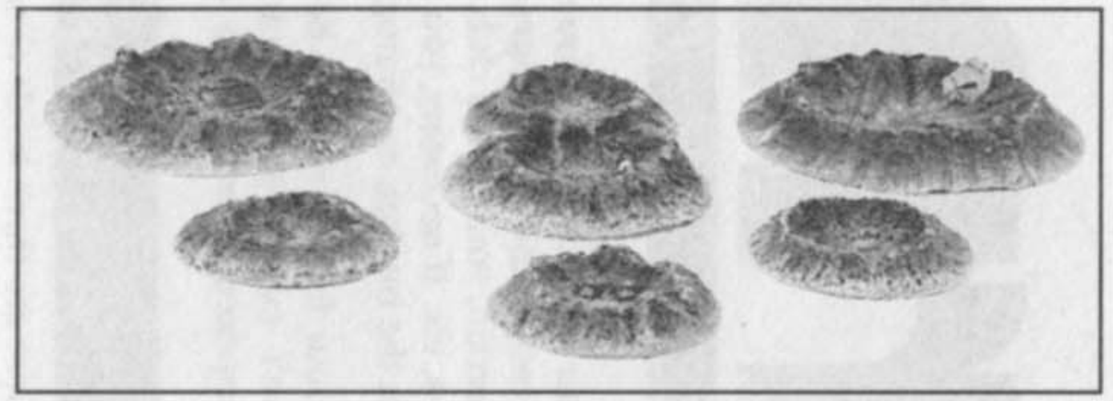
Final Historical Note: During this campaign the Skaven won the first two battles, lost the third and finally lost the Battle of the Taurig after seemingly having the battle all but won. Mandred Skaven Slayer saved a lost cause by riding across the field to challenge Furblak and then killing him in the last turn. The subsequent panic in the Skaven ranks left their army fleeing. A suitable heroic end, you couldn't write it better!

Space Marines shown actual size – honest!





Road Sections and Bomb Craters



See the Space Marine to the left? No, the big one, stupid! Well, he's 143mm tall including his sculpted base, he's made of Resin, he's exquisitely detailed, and he's only the first in a new range of exciting large scale Warhammer and Warhammer 40,000 models from FORGEWORLD! As if that's not enough, at Forgeworld we are going to be releasing all sorts of exciting resin terrain pieces - bunkers, graveyards, roads, craters and so on (check out the work in progress shots above). Soon there will be no excuse not to have a splendid looking wargames table!

We are probably only casting a few hundred of each item, so if you want to know more about the models we will be producing, or if you wish to send us your ideas, write for a price list to:

Forge World, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS

or e-mail: *forgeworld@games workshop.co.uk*

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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.

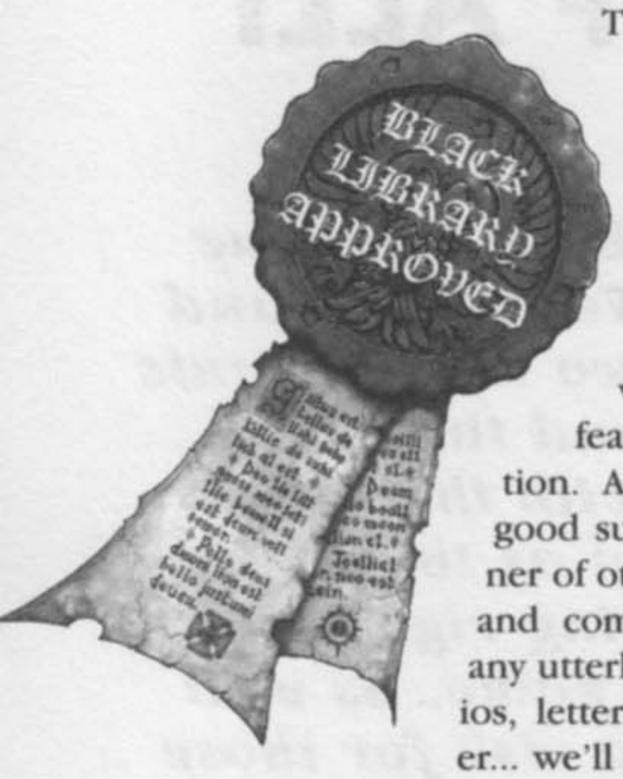
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Or, if you're on the Internet, why not E-mail to us at:

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DEATH BOWL

THE BLOODIEST BOWL OF ALL!

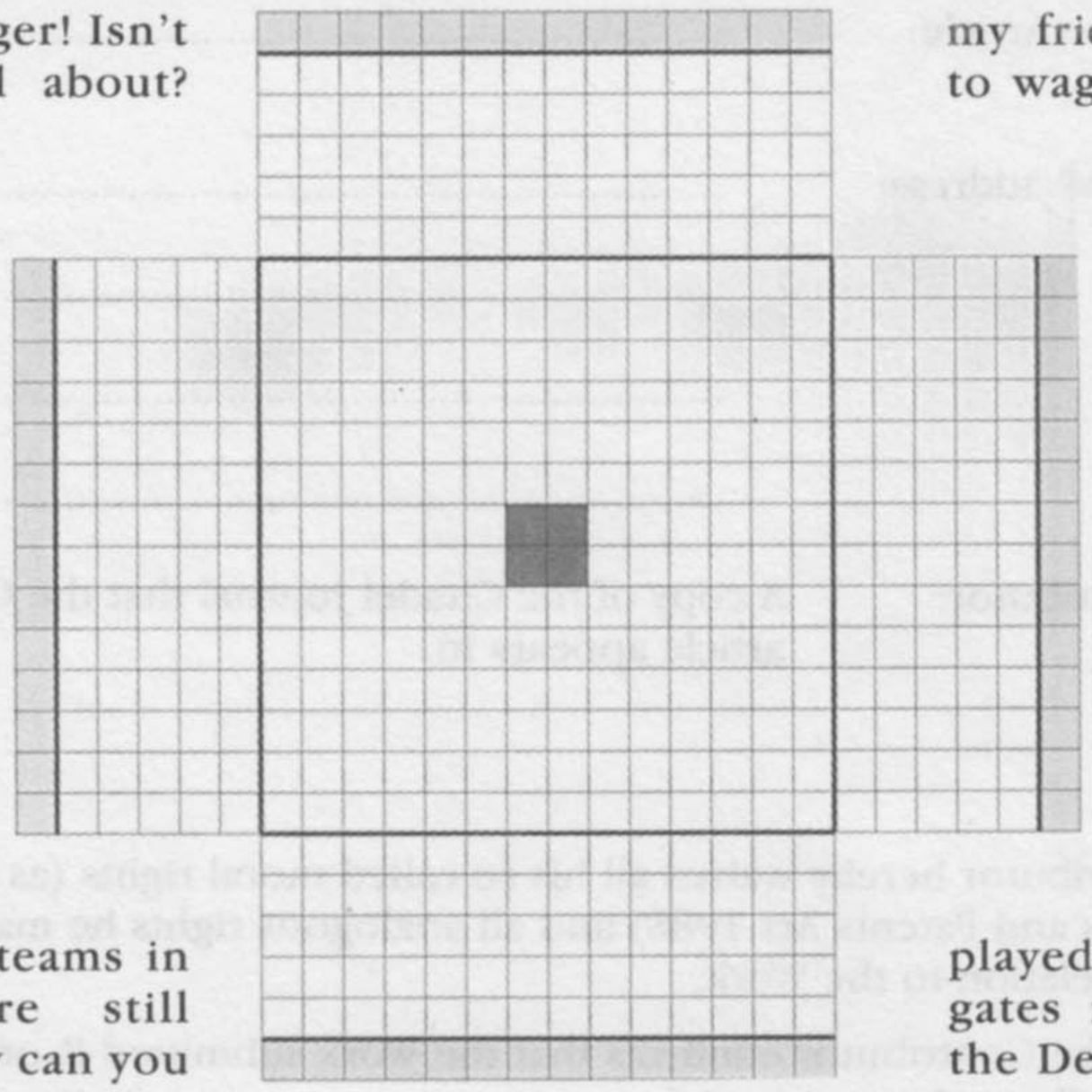
By John Bridegroom

Hi, I'm John and I'm a graphic designer from Chicago in the States. I am also a devout follower of Chaos and have massive armies for Warhammer and Warhammer 40,000 both devoted to Nurgle, the Lord of Decay! I am also an avid fan of Blood Bowl and have a painted Nurgle Chaos team as well as owning every Chaos miniature ever sold! *(I bet you a fiver that you don't, matey! – Ed.)*

My friends and I have a league that plays every Wednesday and has got through two tournaments – the Chaos Cup and the Blood Bowl! I came up with the idea for the Death Bowl as the ultimate in bragging rights, the total testosterone game, as well as being a bit of a risk for those teams with higher Gang Ratings. Hopefully, you'll find it as much of a laugh as we do.



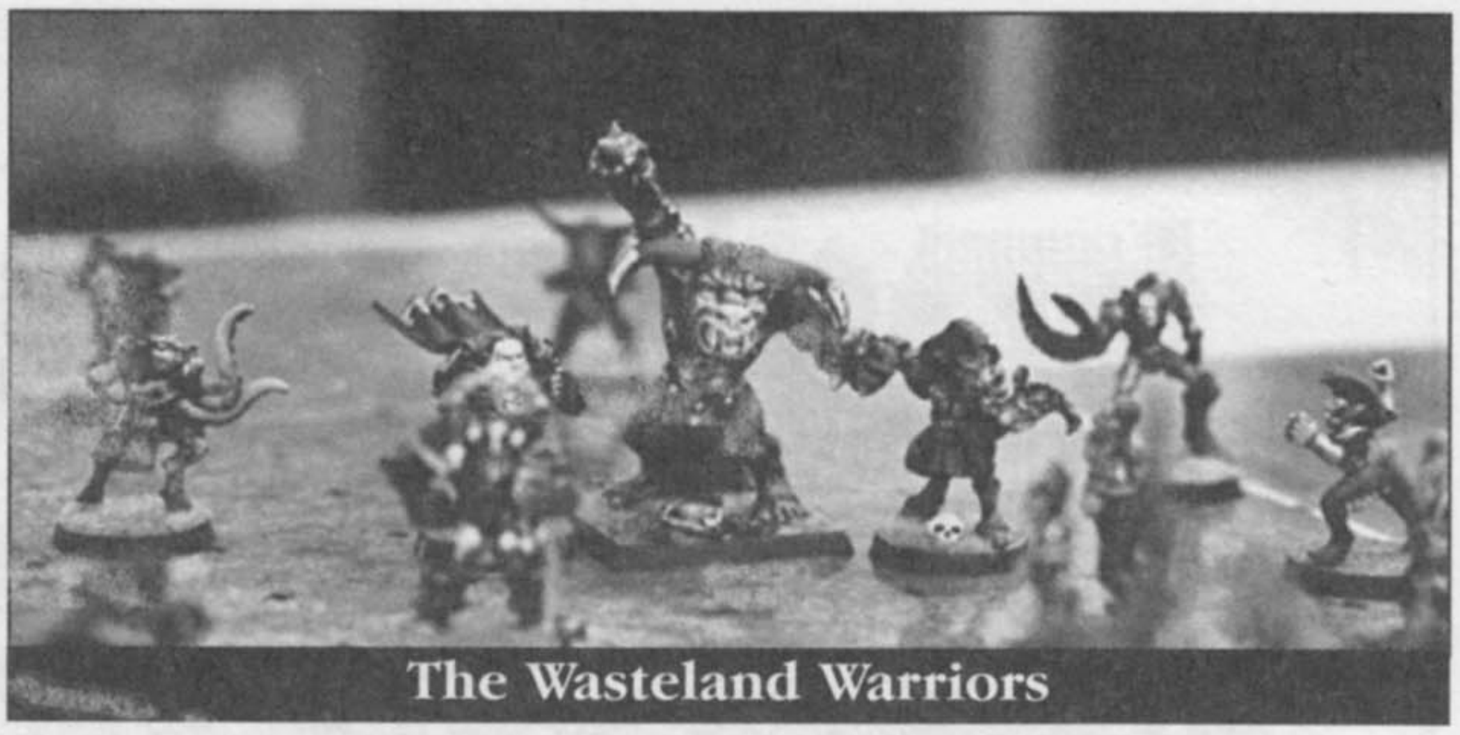
That which does not kill us makes us stronger! Isn't that what it's all about? You've been around, played the baddest of the bad and left their corpses on the pitch, countless victories, and trophy after trophy, but where do you go from there? Even with your record the other teams in your league are still talking trash! How can you prove once and for all that your team is the unstoppable, frenzied force of destruction you say it is? The answer lies in the underground circles, my friend. Where fans go to wager tons of gold and teams come for blood. Here, there's no referee and only the strongest can survive. Where the game itself becomes a test of will with no leagues and no relief. Where the very most important game of your team's career (or its last!) will be played. Step through the gates if you dare, this is the Death Bowl!



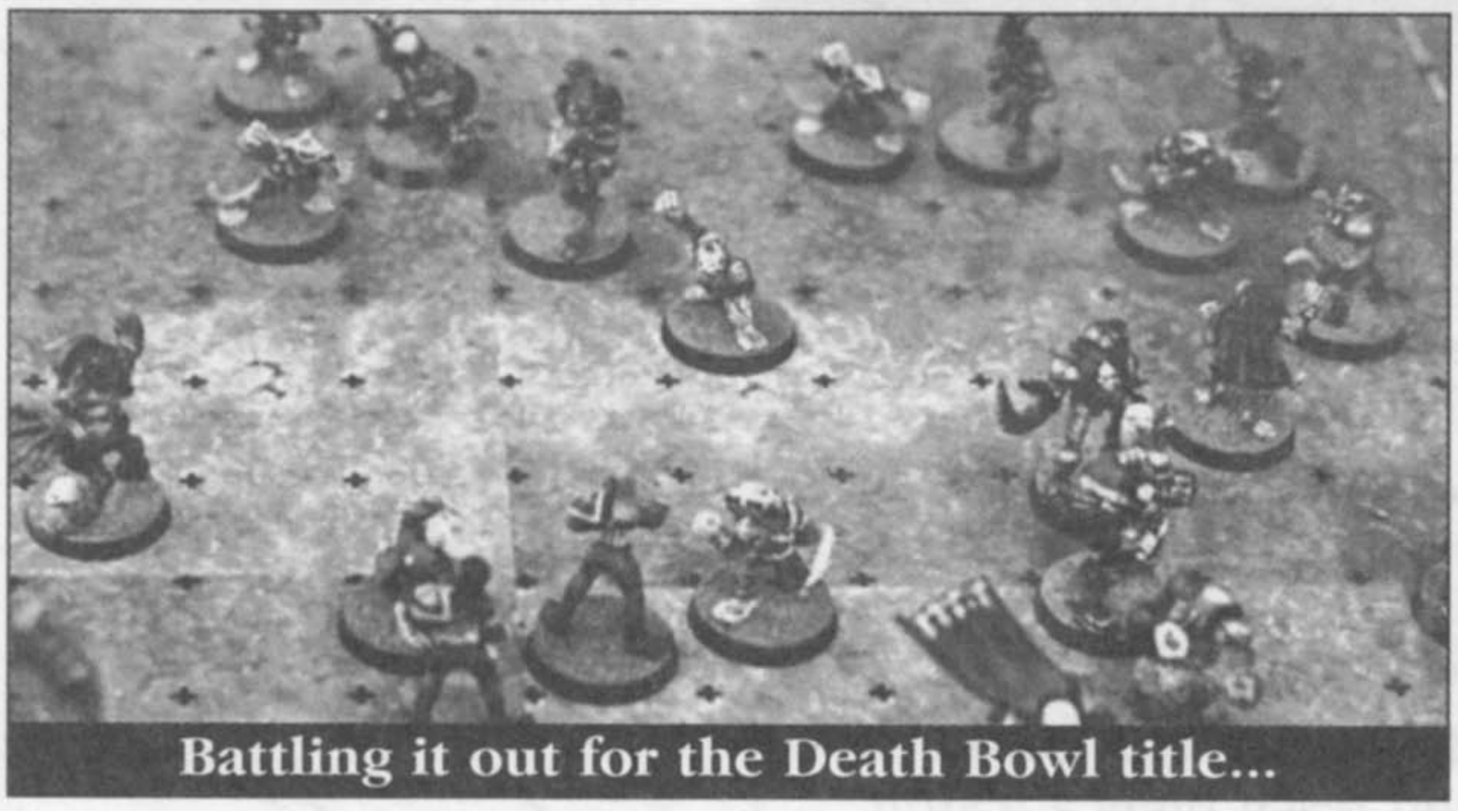
Death Bowl

Death Bowl is played on a

specially designed pitch (shown above) with four teams. The teams line up on or behind the heavy black lines with at least three players on the line. There is no kick off as the ball is placed in one of the four centre squares (chosen randomly). The end zones are marked in grey. To score you must get a standing model with the ball into the end zone directly across from your own. Roll a D6 to see who goes first and continue clockwise from there. It's a mad rush for the ball and Nuffle help the poor creature who gets it!


The Wasteland Warriors

Trick. No other cards are used in the Death Bowl.


Battling it out for the Death Bowl title...

Team Rating

Only teams with a Team Rating of 250 or more may participate in a Death Bowl. Anything less and the bodies crowd the pitch too quickly!

Assisting a Block

Once a player declares a block, and only after he declares it, any opposing players in a position to assist may do so if they want to. (All's fair in love and Blood Bowl!)

Cards

Each team gets one Dirty

Gate

Each team rolls for the gate as normal. Then all four rolls are added together for the final gate.

Healing

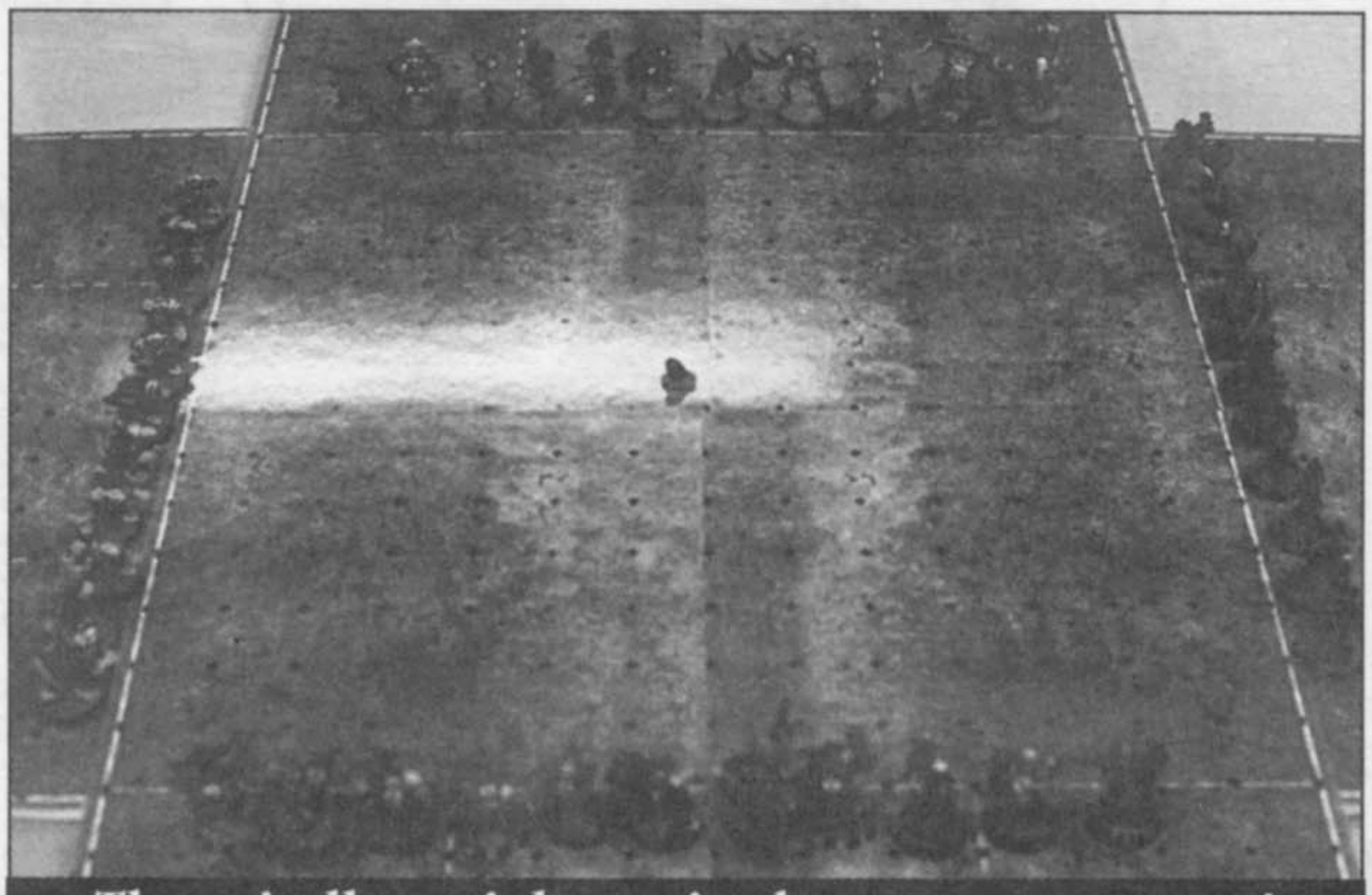
No apothecaries, healing scrolls or regeneration are allowed in a Death Bowl. 'Who needs all that pansy elf-crap, just don't die in the first place!' – coach for the 2493 Death Bowl champions.

Referees

There are no referees in the Old World crazy enough to set foot in a Death Bowl. The only referee to ever step into a Death Bowl was killed by the fans before the first play! No penalties are ever called (except for illegal procedures).

Winners

The winner of the Death Bowl receives 300,000gps plus the gate in gold, as well as the reward of being able to say 'Hey, I won a Death Bowl!' and watch all


The mindless violence is about to commence!



'The Stink Pit' Nurgle team stadium

1D6	Result
1-2	The team is able to make it off the field and go into hiding long enough for the fans to forget about the loss. No effect.
3-4	The NFC finds out about the teams participation in the Death Bowl and fine them 300,000gp that must be paid before any further winnings can be applied to the team.
5-6	The fans catch the team before they could make it off the field and teach them a lesson about losing! The entire team is killed. DEAD! DEAD! DEAD!

the other teams in the league run and cower in their dugout!

Fan Factor

All teams get a permanent +1 to their Fan Factor in addition to the normal roll.

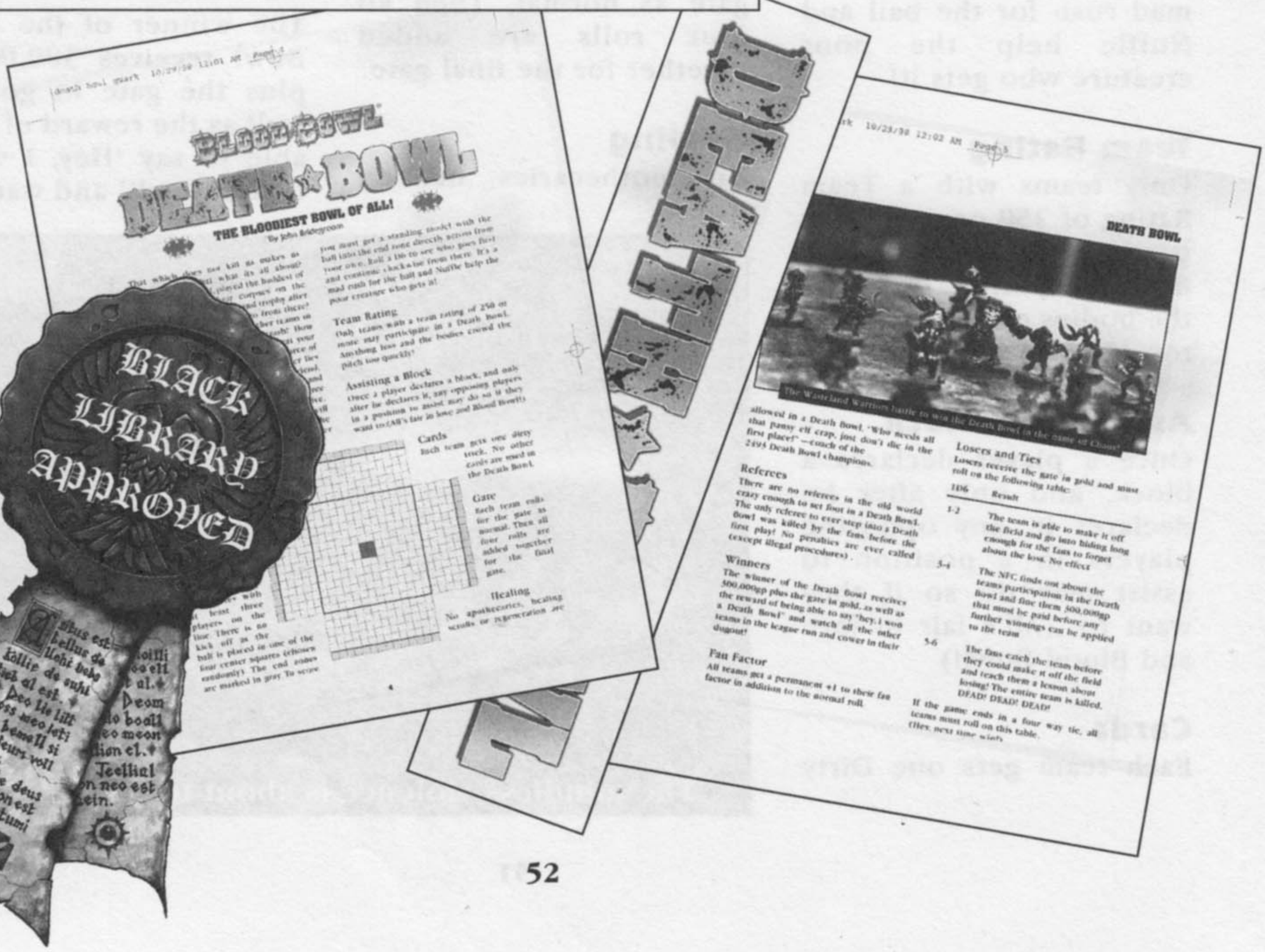
Losers and Ties

Losers receive the gate in gold and must roll on the following table:

If the game ends in a four way tie, all teams must roll on this table; see left. (Hey, next time win!)

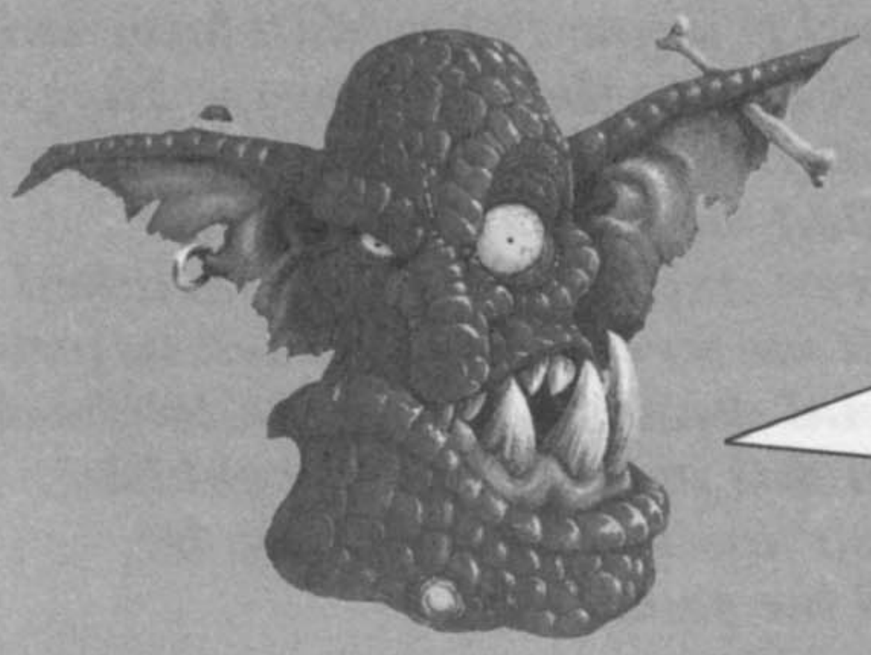
We liked this article so much, especially because of the amount of work that John had put into it. Not only had he submitted it on disc, but he also scanned in his logo and sent us cromalins of the Quark Express pages as well! (see below)

If only more of you could do this then we could spend our afternoons down the pub! – Ed.





'The Stink Pit' Nurgle team stadium



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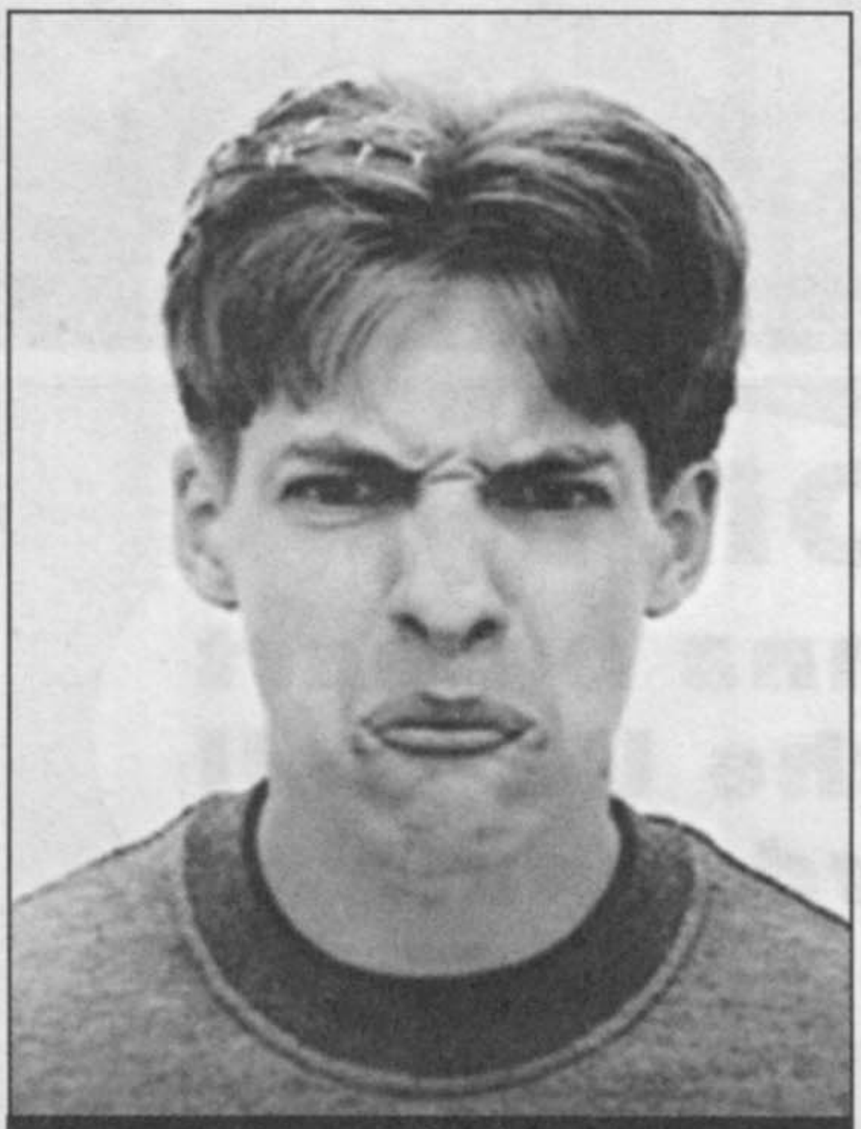
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Da Desert Squigs

Fungal follies for Gorkamorka by Jonathon Smith



Jon – never, ever, put a Squig down your trousers...

Stuff about me: I'm fourteen years of age, and have been playing Games Workshop games for about five to six of them. Currently, I play Warhammer 40,000, Gorkamorka, Warhammer Quest, Warhammer, at which I've only been defeated once (those bloody Lizardmen are so hard!), and am desperate for a girlfriend (I know I shouldn't have said that!). I would like to thank *(hang on, hang on, what is this Jonathon, the Oscars or something? – Ed)* ***my so-called mates (mentioning no names – Darren and Philip!), who skanked me, which left me so bored I decided to write this! But special thanks has to go to Michael, who said that this article was so rubbish, after five or so times of play testing, he finally forced me send it off.***

It is a bit silly, it is a bit mad, but if you like Squigs (as I do) then you'll love it!

GORKAMORKA

Squigs form an intricate and indispensable role in Ork society, providing food, hair *(mmm, imagine that, Sideburn Squigs! – Ed)*, clothes, and somewhat ferocious pets. Many an Ork Yoof sets off to their first battle accompanied by a loyal and trusted Squig that they've found scrounging for food outside their shack, and Warlords are often seen with a train of Grots dragging piles of them behind as a sign of status. It is also a well known fact that Runtherdz make a tidy profit through training then selling certain breeds of Squig, and that they will try to outdo other Runtherdz by making theirs bigger, meaner and more savage than the last. The following rules are for Gorkamorka, but are easily convertible for 40k.

How much is dat Squig in da window?

Squigs of any type cost **D6 Teef.**

You must declare that you are buying a Squig before you roll this. If you cannot afford it then the Slaver mutters something about cheapskate zoggin' rip-offs, takes all your Teef, goes out the back (where faint snorts and howls can be heard), and returns with a tiny, sombre-looking specimen, that whines like a weedy Grot when ya squeeze it! This squig is exactly like any other of its type apart from all its chacteristics are halved(!).

Wot breed of Squig?

Once you have bought yourself a Squig you must decide what type it is: Hopper, Nasher or Hound.

Hopper Squigs

Hoppers are basically a head (with a very large, disturbing smile!) mounted on two short and stubby, but amazingly powerful legs. Hoppers are not the most popular fighting Squigs, but their ability to jump just to the height of an Ork's face, coupled with a mouth just big enough to fit an Ork's face in, and an adequate demonstration, usually throws it for most sales.

Special rules

Hopping – A Hopper Squig ignores movement penalties for obstacles. In addition it does not suffer -1 for charging someone behind an obstacle.

Nasher Squigs

Nashers have long, soft, squidgy, segmented bodies. One end is larger than the other, and it is in this end an unlucky Ork will find a huge jaw, brimming with viciously large teef that are menacingly sharp. They also have two small arms, each with three claws (which are indistinguishable from their teef), but no legs. All these facts combined make any damage inflicted truly horrendous. Nashers are also regarded as a delicacy by Orks, and competitions are held to see who can eat the most Nashers before they themselves are eaten!

Special rules

Nasty Nash – A model taken out in combat by a Nasher Squig may be forced to re-roll the injury result by the Nasher's controlling player if they wish it to do so. The second result must be abided by, even if it is better than the first roll.

Hound Squigs

A Hound Squig has the appearance of a small, heavily muscled dog, albeit a green one with outrageously sized sharp bits and a constant grin when it looks at anyone, like the anticipation of a meal. Hound Squigs are the most popular of all fighting Squigs, because of their ferocious look more than anything else. Another trait of Hounds is their amazing sense of smell which is only rivalled by the Sniffer Squig, which is rather tame in comparison.

Special rules

Sniffa – A Hound Squig can detect hidden models at double Initiative range.

A Squig's for life, not just for Xmas!

Once you have chosen your Squig it is treated exactly like another member of the mob (it must have a name, a separate entry, etc.), except that it must have a handler, who cannot change, and it must always remain within 2" of them. Slavers may have up to three Squigs, Nobz two, Boyz, Yoofs, any Diggas and any Grots one, and anybody else none. If for any reason the Squig is caught outside of the 2" at the start of any turn then the Handler must make an Ld test. If this test is successful then they may carry on as normal. If, however, he fails then the Squig runs over the hills and far away, most likely to end up on someone's dinner plate, but at any rate it is never seen again (e.g. count it as DEAD!). If the Handler goes down and the Squig is still within 2" then the Squig will guard him. Any shots or charges intended at the Handler will hit the Squig instead. If the Handler goes out, then the Squig goes out as well. Squigs always take Ld tests on their Handler's Ld.

Hopper Squigs

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	3	1	–

Maximum characteristics

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

Nasher Squigs

M	WS	BS	S	T	W	I	A	Ld
3	2	0	3	2	1	1	1	–

Maximum characteristics

M	WS	BS	S	T	W	I	A	Ld
4	3	0	4	3	1	2	2	–

Hound Squigs

M	WS	BS	S	T	W	I	A	Ld
4	3	0	3	3	1	2	1	–

Maximum characteristics

M	WS	BS	S	T	W	I	A	Ld
5	4	0	4	4	1	3	3	–



Dinner time boyz...

Diggas and Grots

Whilst Orks can generally keep their Squigs in line (mainly through a mixture of constant feeding and brute force!), Diggas and Grots have problems. In fact, probably the only reason Diggas keep Squigs is to make themselves look more Orky!

Every turn a Squig that's owned by Diggas or Grots is not in combat roll a D6. On the score of a '1' the Squig rampages and immediately charges and attacks the closest model be it friend or foe.

Gettin 'urt badly...

A Squig suffers injuries in the same way as any other model (Note: a Squig will not take injuries for going out because the Handler did). Treat *Gobsmacked, Bitter enmity,* and *Survives against the odds* as a *Full recovery*. If the Squig gets *Captured* then treat the result as dead, unless the opposing Mob has a Slaver in which case he is the new Handler. There is no chance of being rescued or swapping it for another captive, it is simply not worth it to the Orks involved. If the Handler dies then the Squig is counted as dead too, unless your Mob has a Slaver in which case they are the new Handler.

Experience

A Squig starts with zero experience, however, instead of gaining experience in the normal manner, they get a point of Strength for every wound that they inflict, in addition to the bonus for having a lower Mob Rating, but only against Squigs and their mutual difference in rating (?)!

Much needed example:
A Hound Squig costing 3 Teef and having 6 experience inflicts two wounds on a Nasher Squig costing 6 Teef and having 18 experience. Therefore the Hound gets +11 experience
8-4=4 (that's +1 in Da Uvver book), 5+5+1=+11 (1+1=2, just to prove that I can count!).

Squigs use the normal chart to see when they get an advancement, but roll on the table opposite. If a Squig acquires its maximum characteristics, any other advancement will kill it – it just got too fat for its own good and burst!

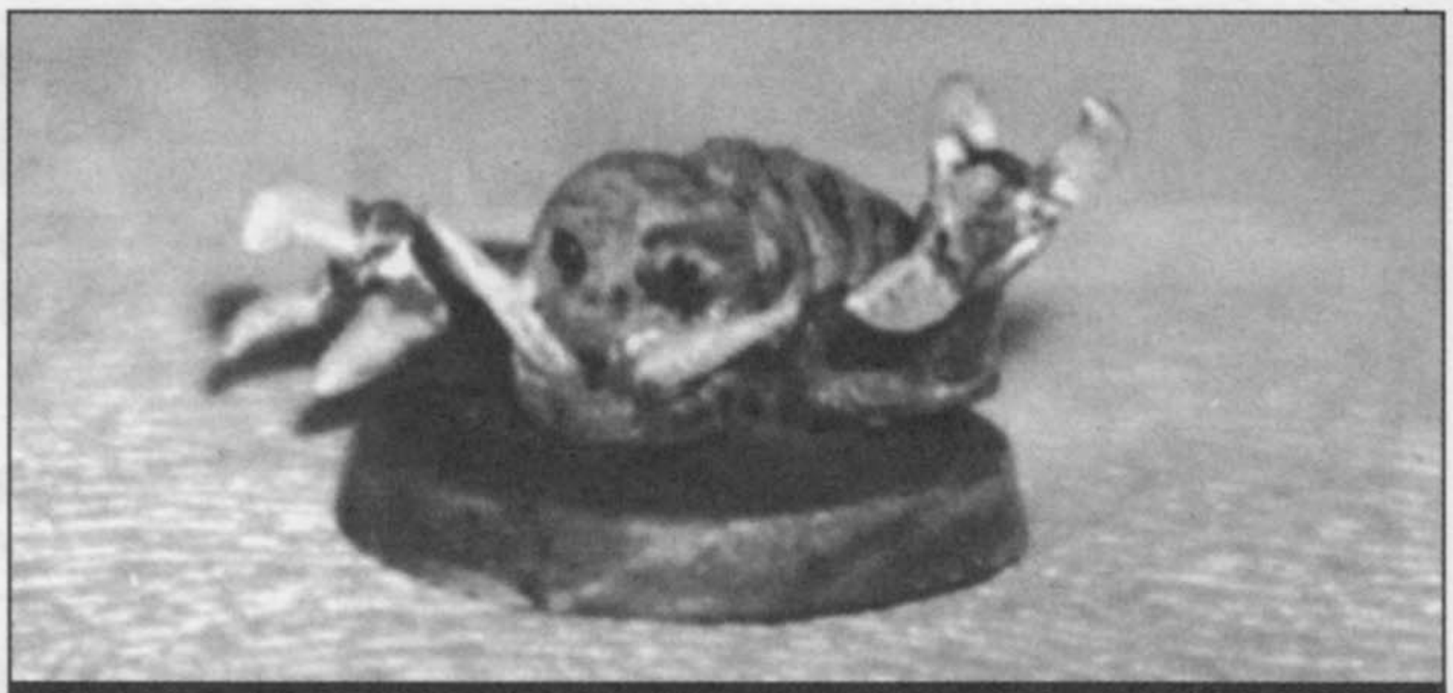


Slavers, Hopper Squig, Hound Squig, Nasher Squig and another couple of Nashers.

Squig Advance Table

Roll 2D6

2.	*Burrrp!*	The Squig literally gorges itself to death. Remove it from your roster
3.	*'Arder*	+1 S
4.	*'Arder*	+1 T
5.	*'Arder*	+1 WS
6.	*'Arder*	+1 I
7.	*'Arder*	+1 WS
8.	*'Arder*	+1 T
9.	*'Arder*	+1 WS
10.	*'Arder*	+1 to any characteristic of the player's choice.
11.	*Rampage*	The Squig gains *Frenzy*.
12.	*Truly putrid*	The Squig gains *Fear*.

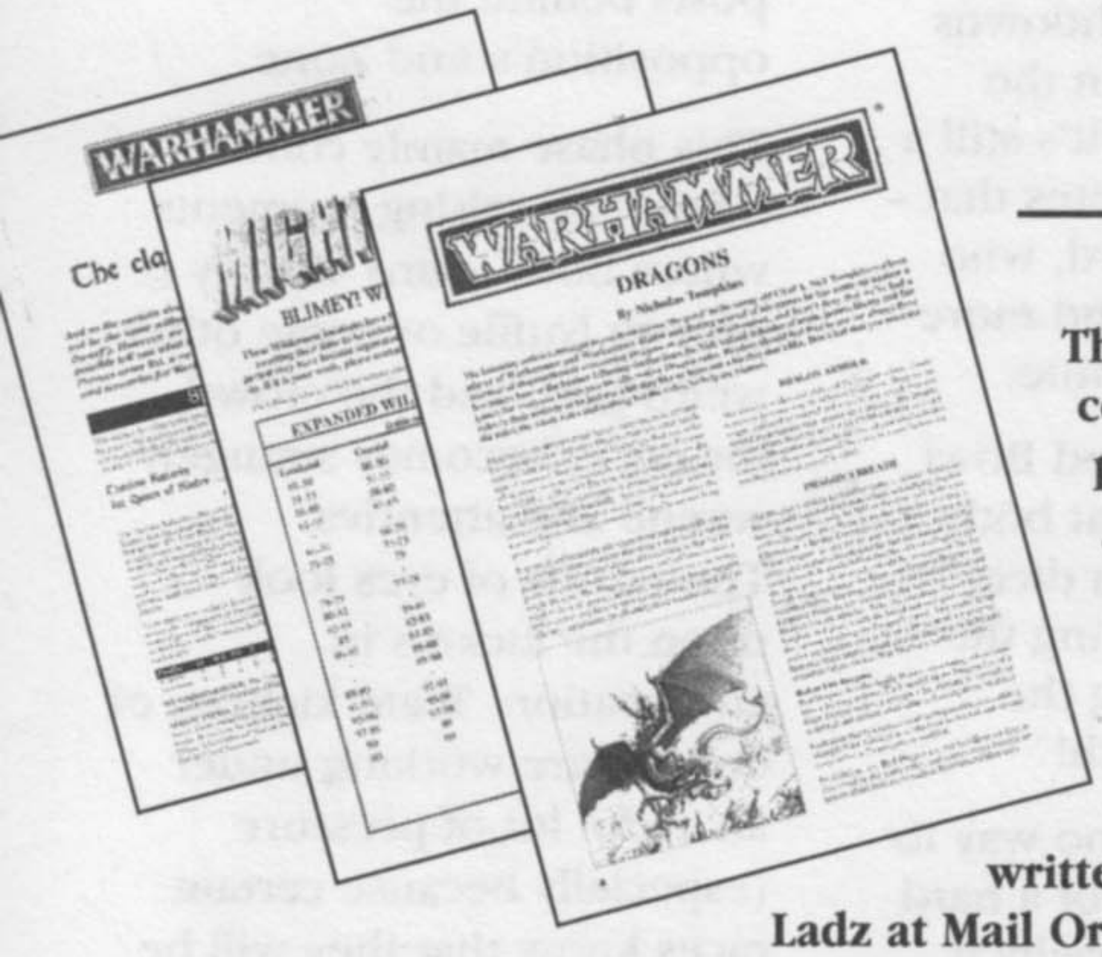


Jon's scratch-built Nasher Squig looking hungry

Kustmizin' and Gubbinz

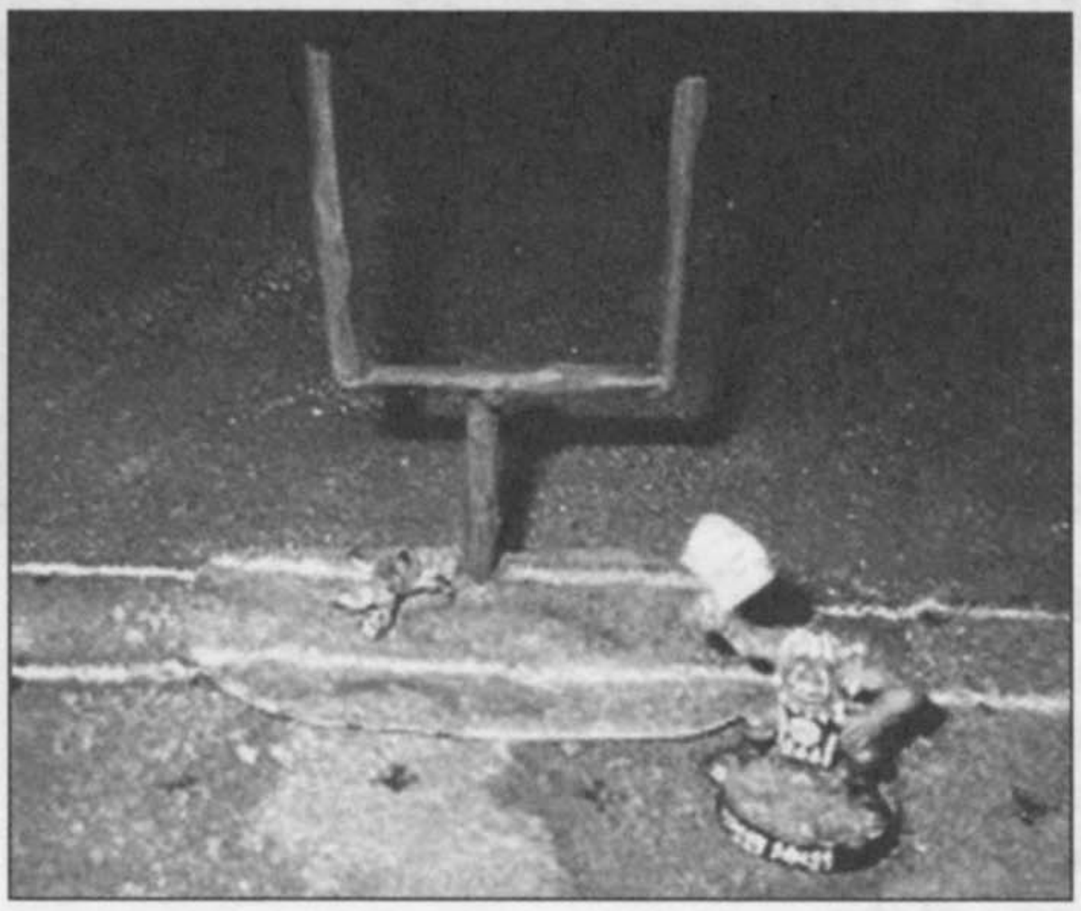
Modelling a Squig is very simple. The easiest option is to use a Warhammer or Warhammer Quest model, but check out some of the older catalogues for other more appropriate representations. Failing this, modelling putty works incredibly well – roll it into small balls, press them together, use some spiky bits from the bits box as teef and claws and you have one bad-tempered, nasty ball of teef and fungus. You can find a picture of a Nasher Squig in the old Codex Imperialis (if you have one), and a Hound Squig on the front of the old Codex Orks. A Hopper Squig can be found in the 1999 annual, in the Orcs and Gobbos Warhammer section under Squigs and Squig Herders.

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BLOOD BOWL®



BLOOD BOWL®

Layin' the Boot in

Penalty Shoot Outs by Chris Ellegaard

I'm Chris, I'm 15 years old and could only be described as an enthusiastic gamer. I live in Denmark and have played Blood Bowl for many years now coaching Orcs, Humans and even a Treeman team(!), which I haven't won any games with yet but I'll show 'em, the gits! I also play a little Warhammer, in which I have an entirely painted Skaven army. I also like to make terrain, especially buildings for Mordheim, City of the Damned.

I knocked up these rules because we were bored with settling tied matches with nothing more than a dice roll!

'...And there goes Urgrum Whupp, the Raiders' star Blitzer. He picks up from the Reaver's Alfonso Labelle's fumble, knocks down a Catcher, takes the run... and there's only seven seconds of extra time...'

'The score's still 3-3. Whupp can certainly move... he breaks a tackle...'

'BANG! Oh dear, and down he goes...'

'Yes, Jim and there's the whistle. That was a really tough game. Three halves of hardcore Blood Bowl action – that's just how Blood Bowl should be!'

'You got it Bob. Here, in the Altdorf Oldbowl, those two old rivals the Reikland Reavers and the Orcland Raiders meet another grudge match. Probably the most entertaining game we've seen this season.'

'Sure is Jim, but the game ain't over yet. It's a draw, and we know what that means don't we, Jim?'

'We sure do, Bob, it's gonna go to a penalty shoot-out and I sure hope that Ragluk, the star Kicker of the Raiders has trimmed his toe nails...'

NAF 99 New Regulations

Yes, coach, you know the situation: no Touchdowns have been scored in the overtime half, and it's still a draw. Everybody hates that – especially the crowd, who are getting more and more raucous by the minute.

In the original Blood Bowl rules it is stated that both coaches must roll a dice, with the coach rolling the highest score being the winner of the match!

This is, of course, no way to decide the winner of a hard fought match especially if half of your team is in the dugout nursing injuries!

This new system I've developed does away with those nasty dice rolls to determine the winner and offers you an alternative. This is the 'Field Goal' phase. Both teams should have a kicker or two and these kickers have to score a field goal by knocking the ball in between the two goal posts behind the opposition's End Zone.

This phase mainly consists of a few, hair-raising moments where both teams silently prey to Nuffle or some other weird god, and the crowd, for once, becomes strangely serene and attentive. Thousands of eyes look upon the kickers in anticipation. Team kickers, of course, are working under an awful lot of pressure (especially because certain races know that they will be pounded into the pitch and that's by their own team!).

Making the Goal Posts

Before you can start using these rules for penalty shoot-outs (or field goal attempts, as they are also called), you will need to scratchbuild your own goal (I used bits of sprue!). You will only need the one goal as you can alternate it for each team's End Zone, but it does look great if you have a goal behind each end zone. The goal should look a bit like a fork (c'mon you must've have seen American Football at some point).

The length of the crossbar should be three squares long, as it is going to cover the central three squares of the End Zone. It should be placed on the line directly behind the End Zone.



The Raiders have crude but lucky goal posts!

The Field Goal Phase

In the event of a tie after the game has gone into extra time, this is when you activate the Field Goal Phase. Before the field goal phase begins flip a coin or roll a dice, the winner of this must decide if his team will kick first.

Each team has five attempts at scoring from kicking the ball which is taken alternately (team A, team B, team A again and so on).

The Kick:

1. Place the ball in the middle of the backfield directly opposite the goal and place the kicker a few squares behind the ball. Now the action begins!

2. There's quite a distance to be covered to the goal and only through intense training does a Blood Bowl player become a good kicker. It takes quite a punt for the ball to reach the forks of the goal. Roll 2D6 and consult the Kicking Table to see if the kick was long enough, otherwise the kick falls short and the kick has failed (as has probably the Kicker's contract with his team!).

3. If the kick is long enough, place the ball within a box of three squares by five squares immediately before the goal. Then the coach must roll to see if the kick was accurate enough for the ball to sail between the two goal posts. Consult the Accuracy Table to discover how many times the ball scatters. The ball will never scatter less than two squares no matter how good the Kicker is, the weather is or what happens before the kick (see the optional weather rules). There will always be a chance of missing the goal.

Roll for scatter as many times as it states on the table. If the ball finally ends up on any one of the squares in the aforementioned box, then the kick is accurate and a goal is scored. (This is probably accompanied by the commentator going mad and shouting: 'IT'S GOOD! OH, IT'S VERY GOOD! IT'S...' until somebody knocks him out.)

If the ball at any time goes out of bounds (i.e. out of the field, not out of the

Note: *It is a good idea to make a template that you can place in front of the goal. The template should be three squares wide by five squares long. Place it with the three square side adjacent to the base of the goal, and then place the ball in the middle of the template if the kick is long enough.*

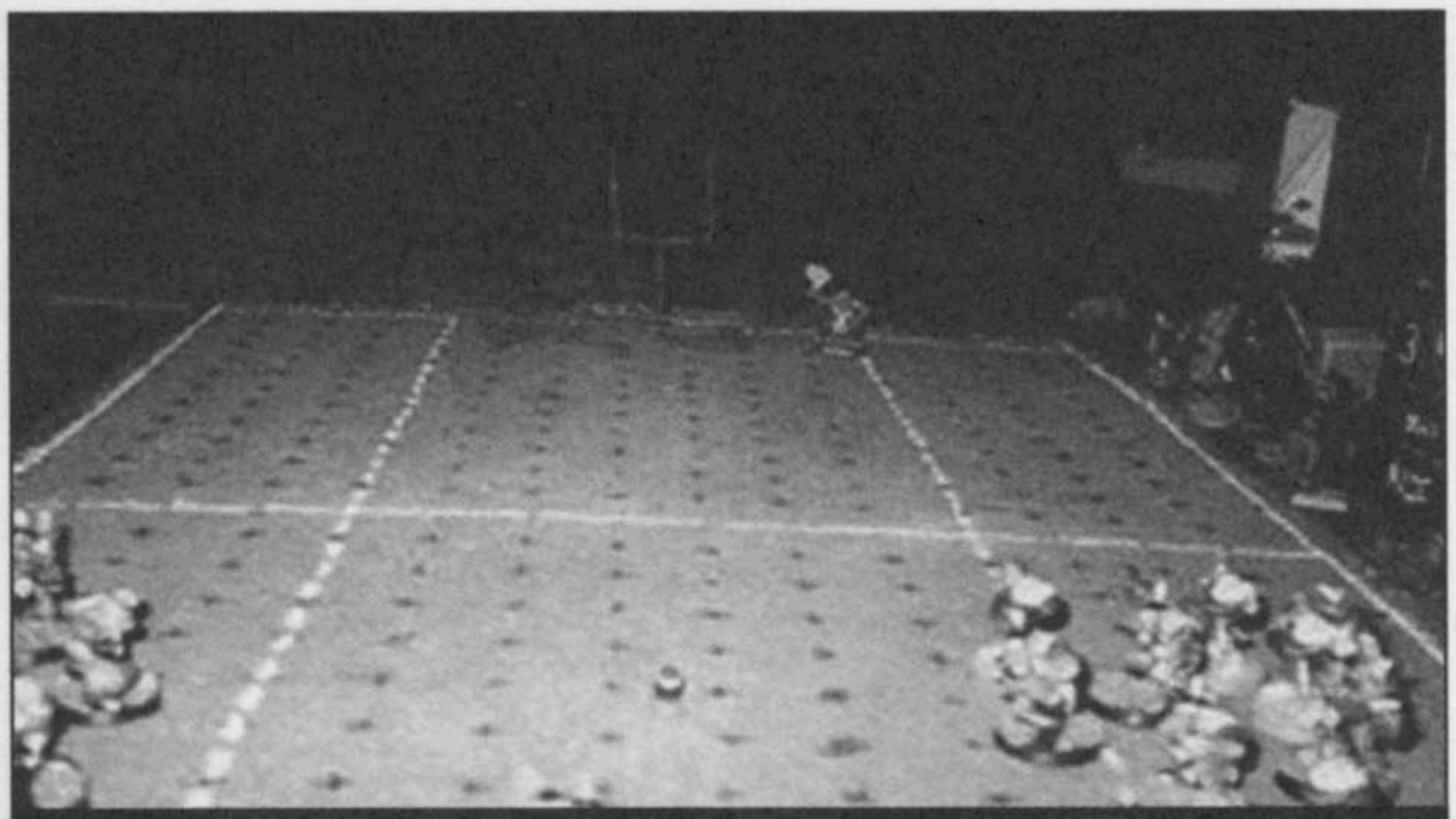
Note: *Remember, the ball only scatters half the distance if the Kicker has the* ***Kick*** *skill (what kind of Kicker would be be without it you may wonder!).*

KICKING TABLE

Kicker's Strength	1	2	3	4	5	6	7+
Score required	9+	8+	7+	6+	5+	4+	3+

ACCURACY TABLE

Kicker's Agility	1	2	3	4	5+
No. Ball Scatter	6	5	4	3	2



Now, that sure is a long way to kick...

template), the ball is automaticaly considered 'no good'.

Scoring:
When a kicker has scored, his team receives one point in the penalty shoot-out competition and this counts as a Touchdown for Star Player Points

Optional Weather rules

You can, if your League Commissioner allows it, use these optional weather rules for penalty shoot-outs. They make the kicks even more unpredictable, and it means that even the most inaccurate kickers might have a chance against the top-ranked Blood Bowl feet!

Kicking off is one thing, attempting a Field goal is entirely another. This calls for pinpoint accuracy and nerves of steel, small changes in the weather can affect almost any attempt, and this means that even the weakest of breezes can potentially bring a well aimed kick out of bounds.

When using the weather rules for kickers, roll on the Weather Table. The result described only affects a Field Goal attempt, so be sure to remember what the weather is like throughout the entire match in case of a draw.

WEATHER TABLE

2D6	RESULT
2	*Sweltering Heat:* If the kicker is still standing then the ball will scatter the ordinary number of squares when rolling for accuracy.
3	*Very Sunny:* The blinding sunshine means that the kicker can hardly see the goal. The ball will scatter once more when rolling for accuracy.
4-10	*Nice:* Roll on the 'Nice Weather' table below for further details.
11	*Pouring Rain:* The rain slows down the ball. Subtract 1 from the roll to see if the kick is long enough. Additionally, on a roll of 1-2 on a D6 the weather is also *Windy* (see the 'Nice Weather' table for further details).
12	*Blizzard!* What a really terrible day for kicking! The snow causes a -2 modifier when rolling for the on the kicking table. In addition, on a roll of 1-3 the weather is *Windy* (see the 'Nice Weather' table for further details).

NICE WEATHER TABLE

1D6	RESULT
1	*Windy:* A light wind is blowing through the stadium. This means that it is harder for the kicker to hit the goal, and the ball will scatter once more.
2	*Breeze:* A small breeze makes it difficult for the kicker to judge how much he has to alter the direction of his kick. On a roll of 1-3 the ball will scatter once more when rolling on the Accuracy Table.
3-5	*Nice!* Nothing special about the weather – all the usual conditions do apply.
6	*Totally calm:* The stadium is totally calm, and there is no wind. The ball will scatter the usual number of squares -1. Note, however, that no kick can scatter less the three times.

If the weather seems to change due to a roll on the kick-off table, roll again on this table when Kicking for a Field Goal.

If the weather is 'Nice', then roll on the Nice Weather table. This table describes the slight differences there can due to wind.

Shoot-out

We added an entirely new Kick-Off table called the Shoot-Out table to the game for penalty shoot-outs which makes them more unpredictable. Roll on the Shoot-out table immediately before rolling on the Kicking Table and apply the results as indicated for a bit of fun.

*****DID YOU KNOW?*****

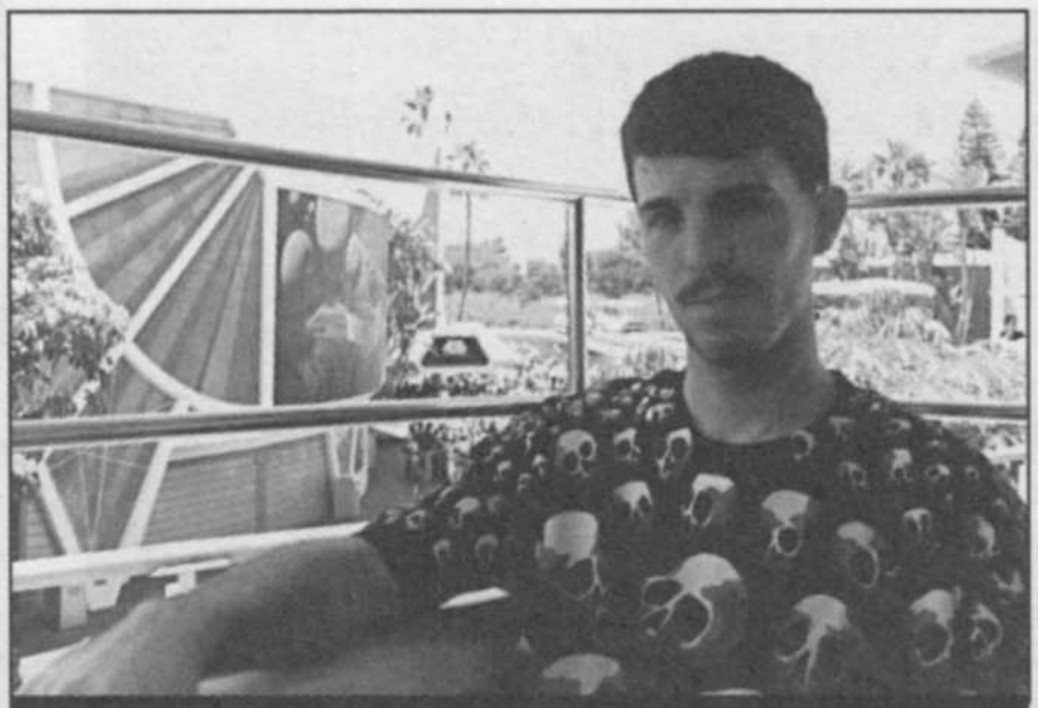
On Blood Bowl pitches all over the world the best kickers always kick with their bare feet. This, however, caused all manner of problems since the opposing teams started thinking of more and more ingenious ways of incapacitating the Kickers.

This finally came to a head when the *Snidy Gitz,* Goblin team, sprinkled nails on the pitch just before the ace Kicker of the *Nordhiem Norsemen,* a giant of a man renowned for the power of his punt, took his kick. In the ensuing madness, in his agony, he kicked the ball so hard and far off course that it hurtled into the official NAF spectator's box killing an official! That's why the former NAF Commissioner, *Jorge Hellhound,* came up with the 'Mascots testing the pitch' rule, which meant each team's mascot would (inadvertently) find any sneaky traps before the kickers took to the field (the fatality rate of mascots rose sharply after this ruling!)

You can e-mail your comments to Chris on:
christian-ellegaard@fc.skolekom.dk

SHOOT-OUT TABLE

2D6	RESULT
2	*Oooops!* The kicker takes his run, but just before he gets to the football he trips over. He stands up and shakes his head. The fans are booing, and because the kicker is totally demoralised the ball will scatter once more the next time he kicks. This penalty will be ignored after this round (i.e. if both teams score equal Field Goals and another round is required). Although the kicker didn't hit the ball the kick counts as being taken.
3	*Oh, damn!* The kicker misses the ball. Yes, he can't hit it! The kick, quite obviously, counts as 'no good', and he won't be allowed another try.
4	*Bad kick:* The ball is kicked very badly, and will scatter twice as many times as normal.
5	*Cheering fans:* The fans are cheering, and the boost the kicker receives means that he may subtract one from the total number of squares the ball will scatter. Remember that the ball must scatter at least three squares no matter how precise the kick is.
6	*I'll show 'em!* The willpower of the kicker means that the kick is automatically long enough. However, the ball will scatter one extra square because he concentrates all of his power on knocking the ball.
7-9	*Silence:* The crowd is uncannily silent, roll to see if the kick is long enough and accurate as normal.
10	*Nervous:* The kicker is understandably worried. The ball will scatter once more.
11	*Slingshot!* A nasty member of the crowd has brought a sling with him. He fires it just before the kicker takes his kick. Because the kicker is distracted, he must subtract 1 from the roll when rolling on the Kicking Table, and in addition the ball will scatter twice more.
12	*Flock of birds:* A flock of birds is currently flying over the stadium. They see the ball, thinking it's a tasty morsel. The ball hits the birds, and together with many feathered beasts it falls to earth, missing the goal completely!



In California, we like to take it easy, man...

Bottleneck

A scenario with more rodents!

By W. Jason Peck

NECROMUNDA™

I'm twenty-seven, live in Fremont, California in the U.S. where it's always sunny (except when it rains), am married to a beautiful and incredibly tolerant woman and own eight exotic birds. *(Any more of this and he'll start harping on about the merits of collecting Orcs and Gobbos – I refer you to Journal 29's foreword by Gordon Davidson – Ed.)* ***I play almost every GW game, especially now that I'm getting the hang of Epic 40,000. I specially love Blood Bowl (the third incarnation of which confirmed Jervis Johnson's place amongst the Gods!). When not at home, I dwell in the Eye of Terror, from where I despatch my teeming Chaos hordes (and I shamelessly admit my favouritism towards Chaos Cultists) to smash all that lie in my path – notably my brother's endless Ork legions.***

On occasion (usually when the medicine wears off!), I stop, change hats and lead my implacable Warhammer Gobbo army in its quest for victory (Orcs themselves are only good for distracting the enemies from my mighty Goblin Wolf Boyz and for screening my Night Goblin archers!). Yet all these pursuits are only secondary when compared to my devotion to the awe-inspiring 'Shadowmoon Swampbats' (my Gobbo Blood Bowl team). I would go on, mentioning my Necromunda gangs especially the Chaos-tainted Cawdors 'The Changers', but I'm afraid that you might report me to the authorities!

Apocalypse

Hive Secundus has fallen! A Genestealer cult has seized control of the Spire from within and hordes of Brood Brothers and Genestealers are invading Hive City. The carnage is terrible and no force can stop their advance down-hive. The Imperial Guard forces protecting the city have been practically decimated due to half its number taking up arms with the aliens. Only the private armies of the Hive City Houses remain to resist, but each is too wary of its neighbours to unite against the advancing foe. It is only a matter of time before the entire Hive falls to the aliens.

In the Underhive all is chaos, even more so than normal. Underhivers run this way and that desperately trying to escape. Many have gone up-Hive to join the defence forces in the city, while still others have retreated to the furthest reaches of the Underhive and beyond in the search for somewhere to hide. Rumours are spreading like wildfire: a Tyranid Hive fleet is approaching the planet, the Adeptus Astartes are coming to rescue the planet, Hive Primus and the other Hives are unaware of their plight, the Tyranids are already here and their monstrous creatures have joined the approaching cultists, in the Underhive no-one knows the truth.

The tunnels of Down Town on the bleak shores of the sump lake of Hive Bottom have experienced a boom in population like never before. Underhivers, rival gangs,

Bounty Hunters and even mutants all crowd the town. But these newcomers have not come in search of the wealth to be found at Hive Bottom, they've come in search of escape. But there is no escape, this is the furthest reaches of the Hive and there is no where else to go... or is there?

It is being whispered that there is a chance of escape. A slim chance, but a chance nonetheless. In ancient times, eons ago when the Hives were first constructed, the closest Hives were all connected via enormous conduits that ran beneath the surface to link them together. These vast, city sized highways carried power, traffic and supplies to the other Hives without having to risk the ash storms of the atmosphere. These conduits are long forgotten, buried along with the other countless secrets of the Hive Bottom. The whispers also speak of certain Ratskin Scouts that know the way to one of these conduits. Perhaps a determined gang could make the long, perilous journey to Hive Primus and sanctuary. Then again, considering the horrors of Hive Bottom, who knows what may be lurking in the ancient conduit?

Campaign Rules

This scenario is set up to be part of an extended Arbitrator Campaign, consisting of about 15 weeks (game time), with about one battle a week. It is assumed that all the gangs taking part are from Hive Secundus and not Hive Primus, although in game respects this makes little difference anyway. Hopefully, if the Editor of this fine publication is nice *(that's it chap, keep it coming! – Ed)* you will get the full rules for my Necromunda Campaign in the next issue, so that you can continue the campaign for yourselves in your own style.

The Bottleneck

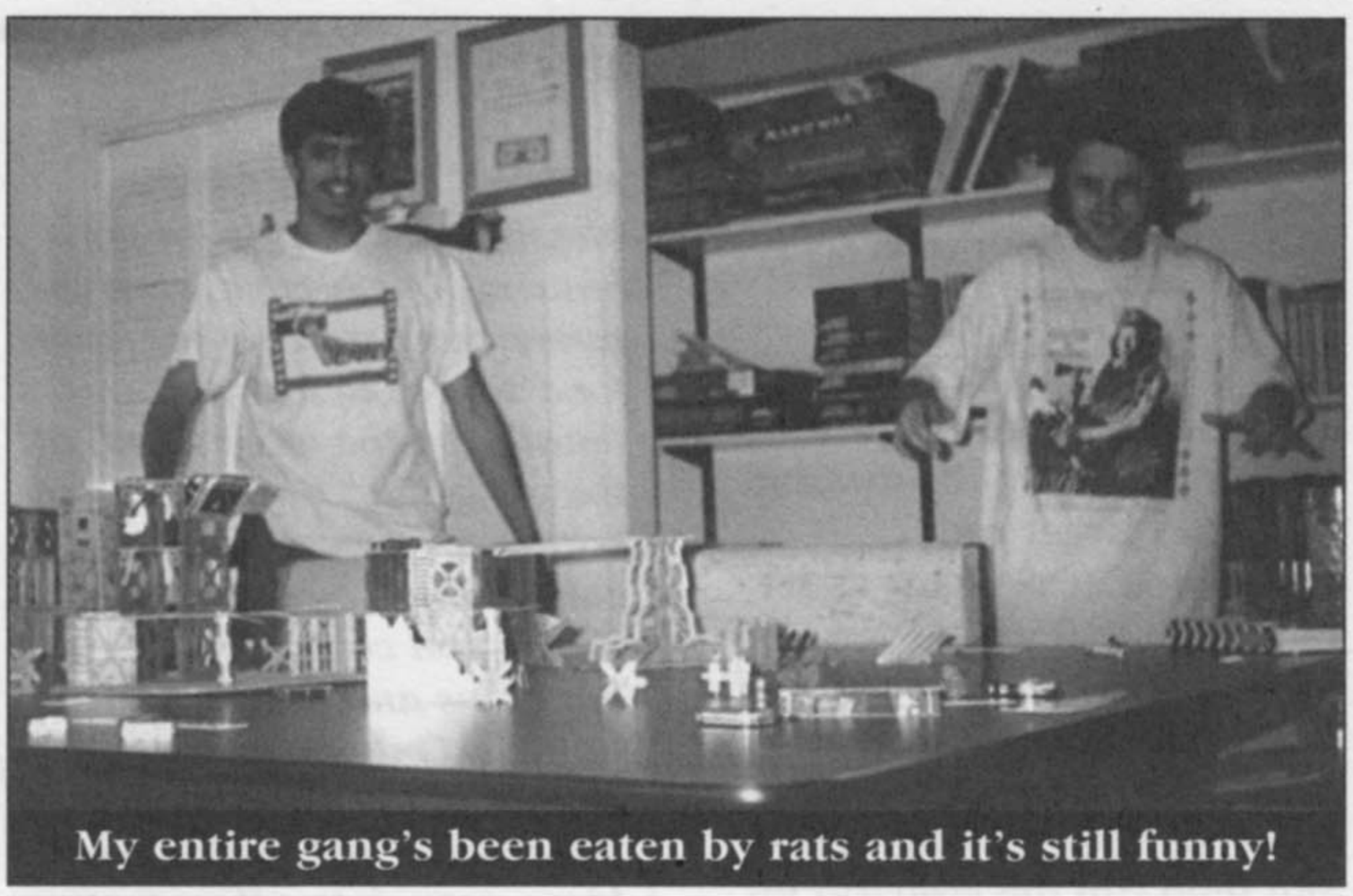
This scenario is ideal for three to four gangs, but by making the setup larger can accommodate as many as six (although that would certainly be a tight fit). Ideally, the arbitrator should have the gangs split themselves into teams of three to four gangs and then run the scenario for each of them in succession. This means that the arbitrator should be running the scenario 1-3 times (or even more for larger campaigns). Since a gang must have its members pass through the bottleneck on the opposite side of the table in this scenario to continue in the campaign, gangs who are forced to withdraw may have to make the attempt again, perhaps joining the next wave of gangs attempting the run.

Setting Up

The Bottleneck is played on a full-size table which needs to be at least 6' by 4'. The table should be filled with as much terrain as possible. The arbitrator should select four 'booty' chits or some other suitable marker to represent rat warrens and place them across the board at ground level. In addition, a section measuring 24" should be clearly marked in the middle of one side of the longer table edges. This is the 'bottleneck' and is the only place a model may leave the table on this side. All participating gang members must set up within 6" of the opposite table edge, in any manner mutually

AT FIRST, the rats were a blessing; they made for good hunting, but after a week the numerous vermin went from food source to menace. Finally, by the week's end, all the gangs had discovered the bottleneck where the rats came from. The Conduit in this region consisted of little but ruins and collapsed tunnels. Only one small section of the Conduit, barely a hundred yards wide, was large enough to allow further passage. Unfortunately, this section of the Conduit was teeming with the rodent vermin.

The first few gangs who attempted to pass were driven back by giant rats. The mass exodus halted and rumours began to pass through the various groups. Some said that the rats were led by a crazed half-rat half-man mutant. Others spoke of traps, swarming rats and strange sounds. Soon, however, the various gang leaders decided to hold a truce-talk. At first nothing was accomplished, but once the initial posturing and insulting had passed, the talk became constructive. Too much time had already been wasted and, for all they knew, the Tyranid hordes could even now be closing in behind them. Therefore, it was decided: The gangs would unite to brave the gauntlet and smash their way through the bottleneck. Once through, however, then things would be different...



My entire gang's been eaten by rats and it's still funny!

agreeable to the participating players.

The Objective

The objective of this scenario is for a gang to have more than half of its members leave the opposite table edge via the Bottleneck. Gangs are not supposed to compete against one another in this scenario and should not purposefully attack rival gang members for it will be hard enough as it is (although firing dangerously close to 'allies' or unfortunately catching these allies in the radius of area-affect weapons is allowed and even encouraged!). Gangs needn't make Bottle Tests although they may Bottle by choice (unless half of their members have already made it through the Bottleneck). Gangs that chose to Bottle must make an attempt to pass through the Bottleneck again until they succeed in order to continue the campaign. The gangs move first, beginning with the gang with the highest Gang Rating and then continuing in descending order (this will remain the turn sequence) followed by the arbitrator.

Treacherous Condition

This ruined section of the Conduit is very dangerous and the following Treacherous Conditions are in affect across the table: *Sludgy Surface* (12) and *Rats* (55).

In addition, the arbitrator controls six Necromundan Giant Rats for each gang participating in this scenario. These rats should be broken up into groups of three and placed in hiding anywhere on the board the arbitrator chooses, but at least 18" from the nearest gang member).

Giant Rats

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

Special Rules

Dodge: 4+ unmodified save which counts against all attacks apart from those that don't allow any armour saving throw.

Note: if the gangs are exceptionally weak in your campaign by this point, you may wish to limit the rats to 3 or 4 per gang. Naturally, these rats are hostile, and the arbitrator uses them to attempt to destroy the gangs and prevent them from passing through the Bottleneck (see below).

Reinforcements

This section of the Conduit is swarming with rats and, therefore, each time three or more rats are put out of action, the arbitrator is entitled to roll a D6 at the start of his turn. On a roll of 1-4, three more giant rats appear from one of the warrens (the arbitrator chooses which), but they may not move this turn. Simply destroying the rats is not enough, the gangs must actively move towards the Bottleneck or lose to attrition.

Carrying Fallen Comrades

Due to the nature of this scenario, a gang member may find himself in a situation where he wishes to keep moving forward, but he doesn't want to leave a wounded comrade behind. The following rules cover such a situation:

A ganger can carry one *downed* comrade (or even a *downed* 'ally') slung over his shoulder by ending his turn in base-to-base contact with them. On the ganger's following turn, he may pick up the fallen ganger and move normally, except for the following penalties:

1. He may not run or charge farther than his base movement rate.

2. He may not shoot with anything other than a pistol.

3. All ballistic attacks are made at -1 to hit while carrying another ganger.

4. When participating in hand-to-hand combat, the ganger may not use more than one single handed weapon unless he has more than two arms (one arm must be used to steady the extra burden).

5. Those with only one good arm carrying a ganger may not participate in hand-to-hand combat or fire a weapon at all.

6. A fighter may choose to drop his burden at any time by simply tossing him onto the ground, out must spend the next turn as normal to pick him up again.

Ending the Game

The game ends once all of the gangs have either Bottled out or have passed through the Bottleneck. Gangs who had at least half of their members pass through the Bottleneck are considered successful in their attempt to continue and all wounded members who survive or are captured (treat as 'Full Recovery') are allowed through as well. Gangs who fail in their attempt to pass through the Bottleneck must continue to make attempts until successful or retire from the campaign.

Experience

+2D6 Survive battle (even if wounded).

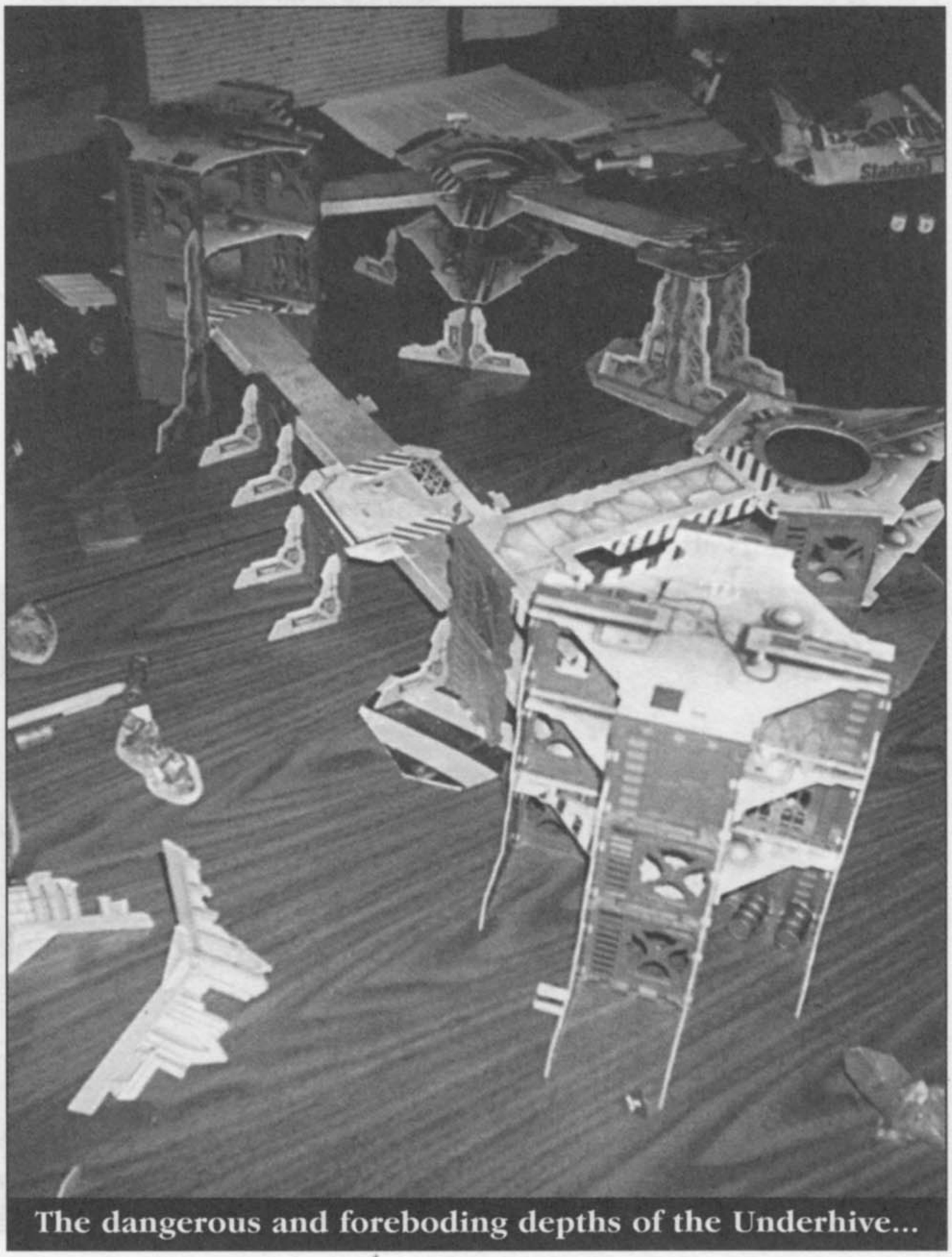
+5 For taking one of the arbitrator's models down and out.

+5 For carrying a fallen ganger off of the table edge and through the Bottleneck.

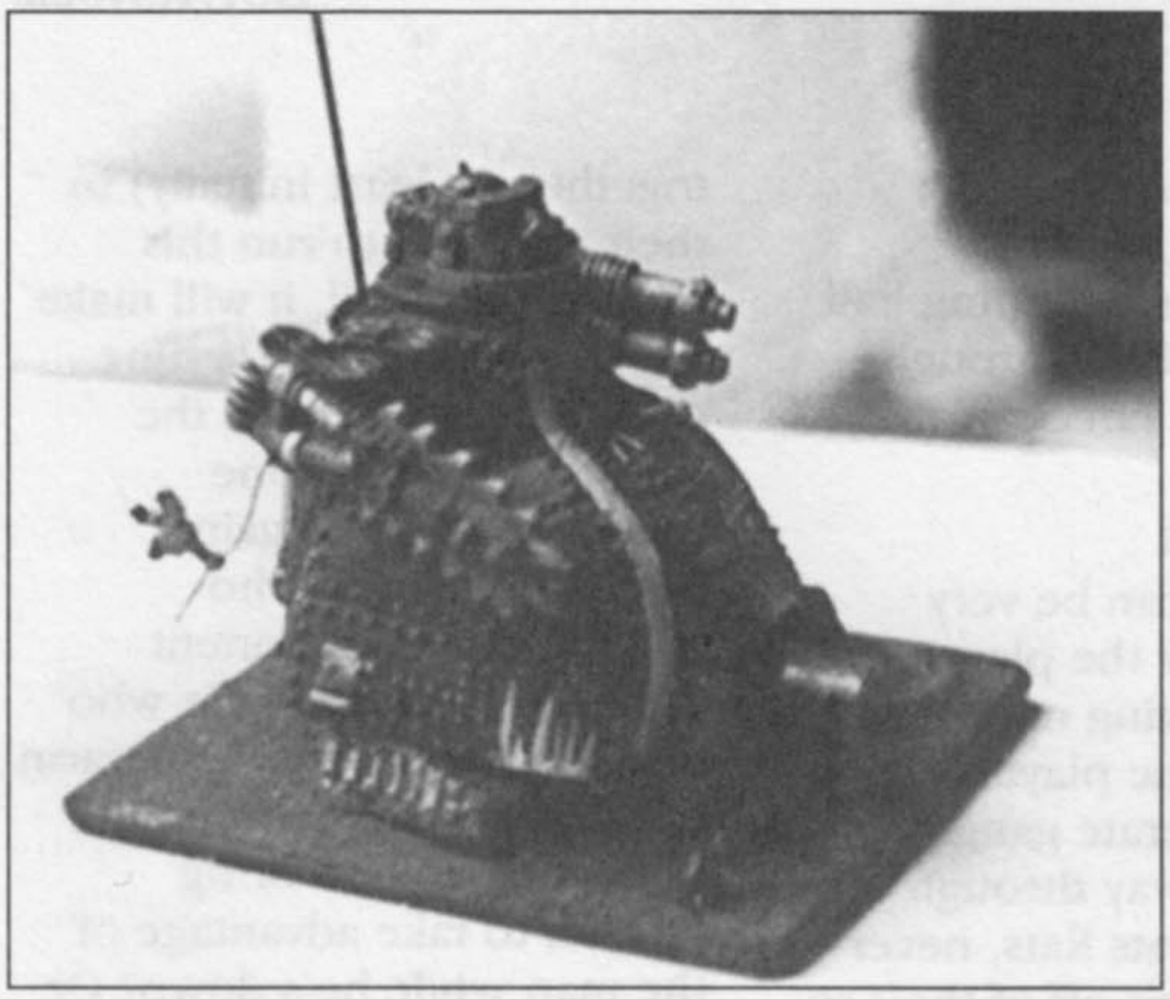
+10 To the Gang Leader whose gang first succeeds in getting half its members through the Bottleneck.

Suggestions

This scenario can be very challenging for the players, but the harrowing nature is sure to keep the players thrilled. Desperate gangs battling their way through swarms of Giants Rats, never taking their eyes off of their so called 'allies' – this is the stuff of legend. The arbitrator should encouraged the players to develop a strategy and work together (at least initially) in their attempts to run this gauntlet, after all, it will make for an even richer storyline once they are beyond the Bottleneck and at one another's throats again. Imagine a ganger who encounters an opponent prone in a future battle who once carried him past a swarm of ravenous rats to freedom. Will he be able to bring himself to take advantage of the man while he's down? Or will he slink off into the shadows, pretending that the encounter never happened?



The dangerous and foreboding depths of the Underhive...



Get Stompin'

Customising your Epic Ork Warband

By Marco Secchi

WARHAMMER EPIC 40,000™

My name is Marco, I'm 27 and I'm an engineering student living near Milan in Italy. I'm currently student of Engineering (Informatics) at the Politecnico of Milano.

It's been 10 years since I first started playing Warhammer, Adeptus Titanicus and collecting Citadel Miniatures (most of which I have now sold in order to buy new ones!).

I've always preferred the 6mm scale for gaming which is why Epic is my favourite system (what about a 6mm fantasy system? in the distant past I heard rumours about it...).

(Er... I've no idea what you mean, Marco – Ed.) I must admit that the new version of Epic is the best ever made, it's fast, furious and there are few problems with the rules (you know how it is, me and my friends we're Italians...). *(On the contrary, Marco, I've found that you Italians are always very fluent with rules, sometimes a little too fluent maybe! – Ed.)*

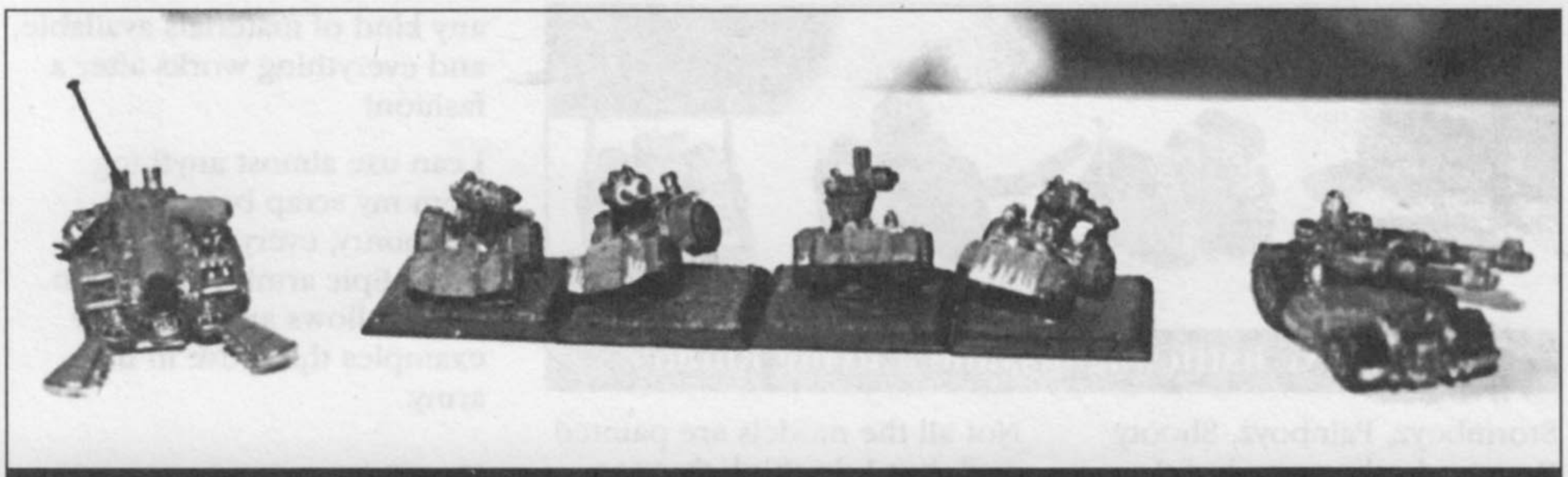
Currently I play Epic 40K, Necromunda, Gorkamorka and the new Warhammer 40,000 (excellent! Finally a return to the good old, dark look of Rogue Trader!!!).

Epic 40K: my first army is of Ultramarines (I have 4 new Thunderhawks! I AM POWERFUL!!!), Titan Legions (I have converted an Imperator which is now walking up a hill and is looking where one of his weapons is pointing), Imperial Guard and some Knights.

Some of the pieces are converted (for instance, in my Terminator Company I have a Terminator Captain, a Terminator Librarian, two assault cannons, a storm shield/thunder hammer and a chainfist. My supreme commander has two power fists (Marneus Calgar). I



Marco's heavily converted Ork horde



Da Kult ov Speed

estimate that the entire army comes to about 10,000 points.

I am presently thinking about starting up a Mordian Imperial Guard army of about 3000 points strong.

I will be giving them a red paint scheme which will look pretty mad and included in their ranks will be two Leviathans (I will use two Capitol Imperialis's instead because they are cool and so HUGE). I will probably end up using a lot of the old Imperial Guard infantry models.

In Gorkamorka I have a mob of Morkers (or are they Gorkers?) made using some Snakebite orks and some Mega Gargant pieces.

For Necromunda I play with Ratskins, Cawdor and Spyrers (I have converted an Eldar to make an Infernus, a Spyrer warrior type that I have taken from the Internet). *(Mmm, that's worth checking out – Ed.)*

Warhammer 40K: I'm working on a Dark Angel army with a different twist: it will be a punitive mission taken from the 3rd Company and Ravenwing thought lost about a millennium ago. They have now come out of the warp but they have somehow changed (or they were like this from the beginning). *(Doh! Sounds a little too close to the Legion of the Damned to me – Ed.)*

Almost every piece is converted (I used Yeld wings and Mark 2/3/4 & 5 models for my Assault squad; my Land Speeder has a Custodian bell from the old Epic Titans accessory range, some of my Veteran Sergeants have a cowl as symbol for their status and I have used Asmodai as my Chaplain mounted on a bike).

Just think about 'Legion of the Damned who are not dying and with a very monastic lifestle...'

I am also working on a Dark Eldar army (it's at a very early stage) and I am going to use Witch Elves from the fantasy as Wyches (sorry but I don't like the actual models). I am waiting for the Talos... it's wonderful!

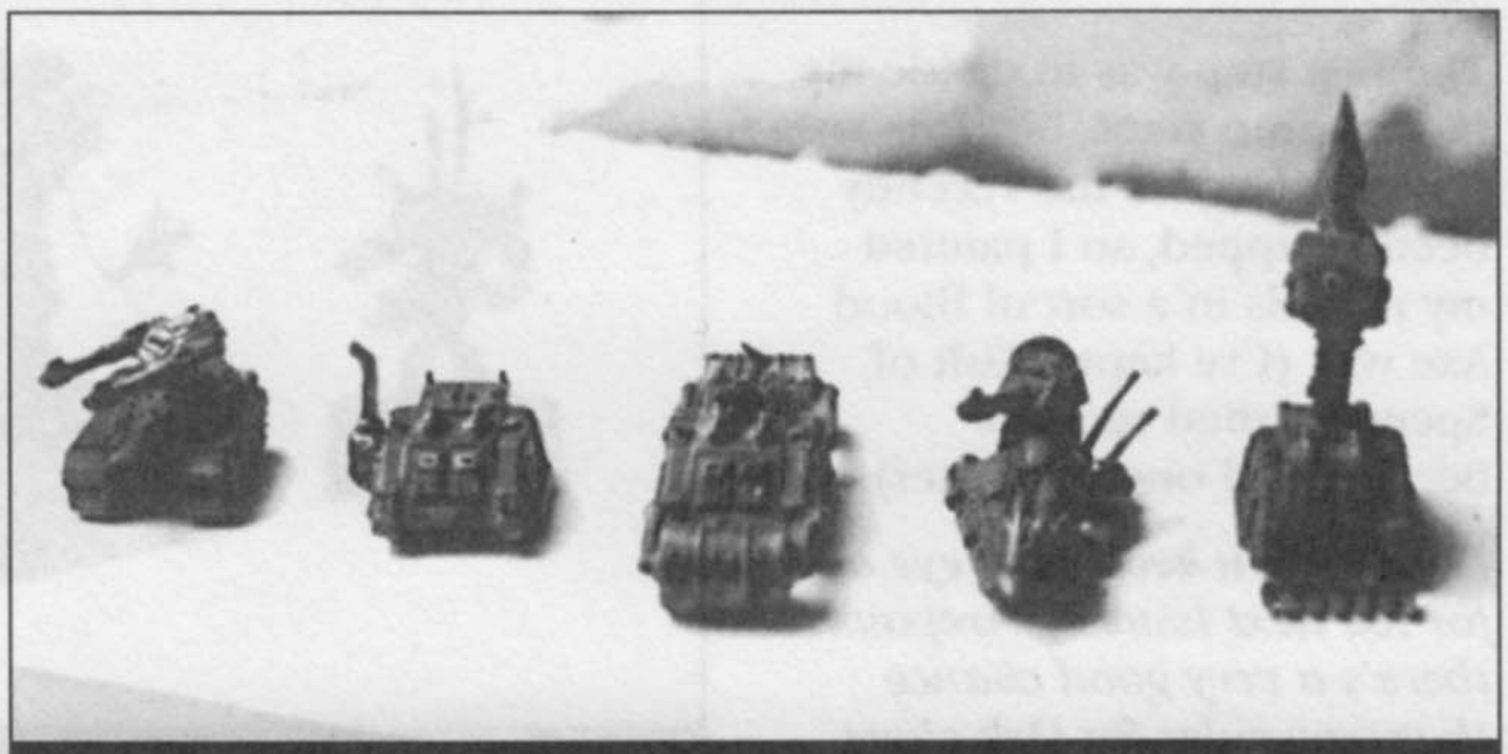
Hmmm... oh yes, sometimes I even study as well...

Converting Orks in Epic 40000

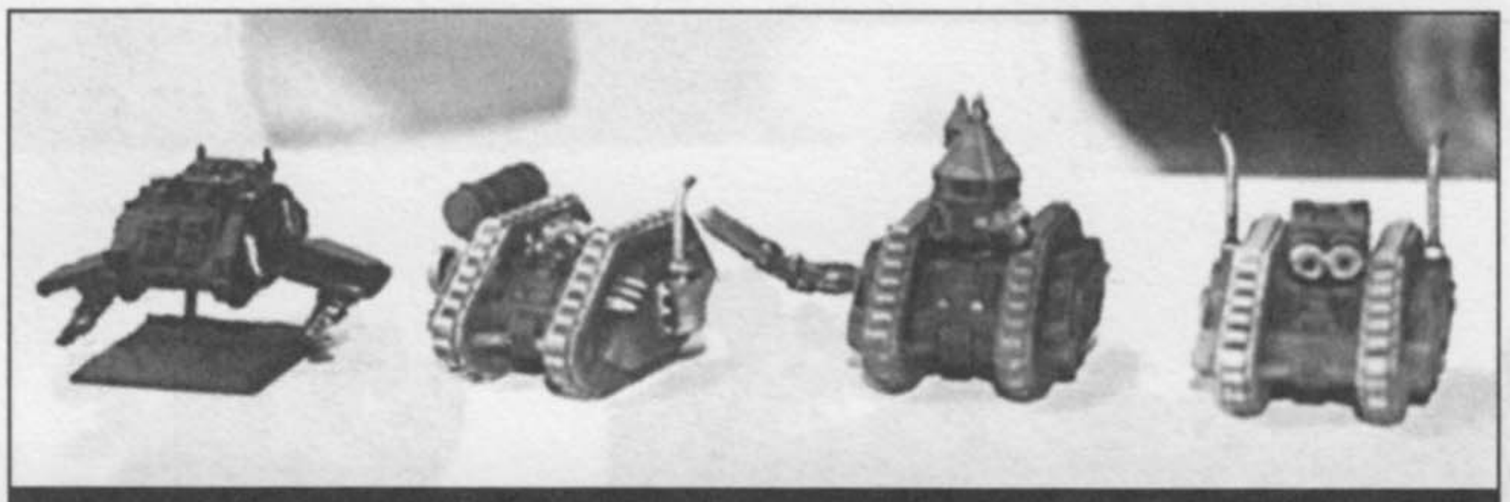
I just have to admit it: Orks iz a wunderful lot...

Since the first edition of Warhammer 40,000 (Rogue Trader) I've always played Space Marines. They're tough, loyal and the defenders of humanity! At the time I really didn't think much of those little green men from outer space.

Then Epic 40,000 came out... (trumpets, fanfare and stuff!) I soon found myself holding in my hands a plastic sprue with



Battlewagons (note the Falcon conversion)



Blood Axe battlewagons, and a flying Rhino!

Stormboyz, Painboyz, Shooty Boyz and other wonderful things ending in -oyz.

One word caressed my mind: conversions.

I began building up my army about a year and a half ago (it's still not finished yet, as I need lots of Pulsa Rokkits and Fighta Bommerz to complete the look).

I really wanted my army to resemble a chaotic mass of indistinguishable vehicles, boyz, stompas, etc. and the only way to achieve this was to convert every possible model.

In particular, I wanted a lot of Stompas because in large numbers they do look very impressive on the battlefield (... no, well, really my girlfriend had just left me so I wanted lots of Stompas to stomp her, and Stomp, and STOMP, and STOMP!!!) *(Marco, take it easy man – Ed)*.

The first step was to divide my models into clans, but I've noticed that this has recently been scrapped, so I painted my models in a sort of Blood Axe way (I've kept a Kult of Speed painted red just because red ones go faster).

(Well, if you keep your eye out for the next issue of Firepower there's a very good chance that new rules for Ork clans will be re-introduced – Ed)

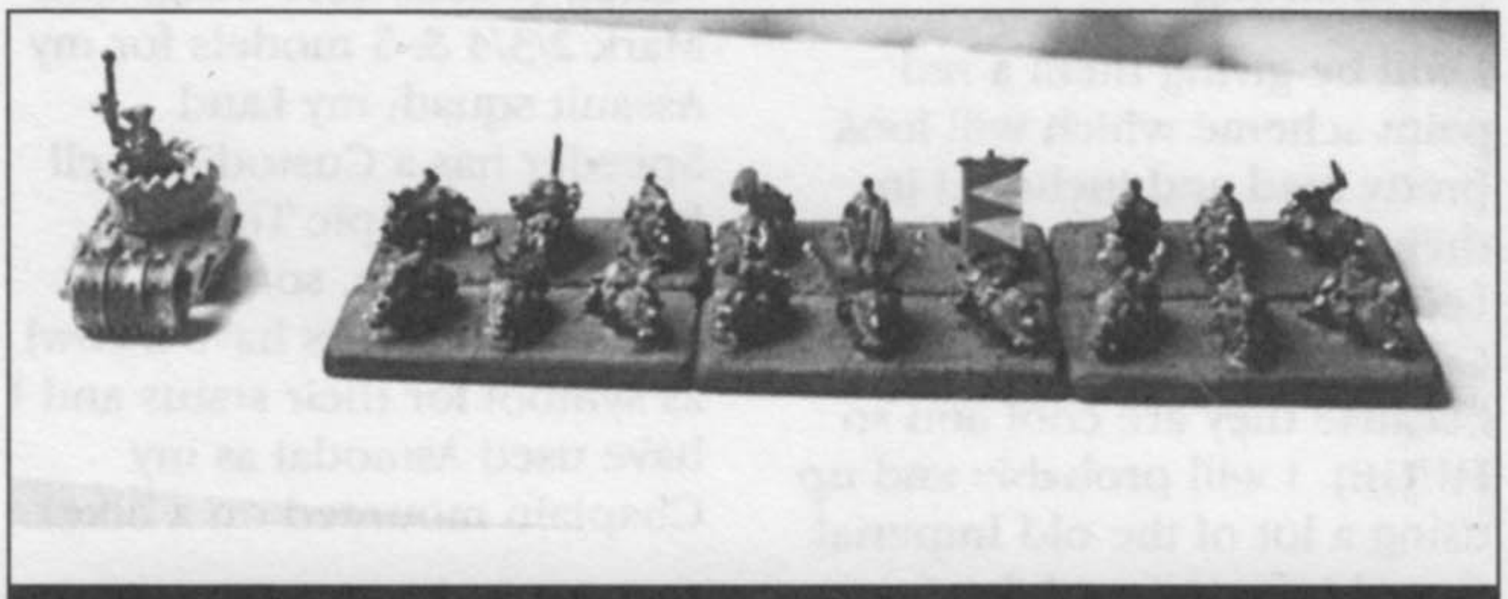
Not all the models are painted well, but I do think that too many details in an Epic army get lost anyway, so who cares?

Orks are savage, brute warriors, but they are also very different from each other. Their battlewagons, weaponry, Gargants, etc. are built using any kind of materials available; and everything works after a fashion!

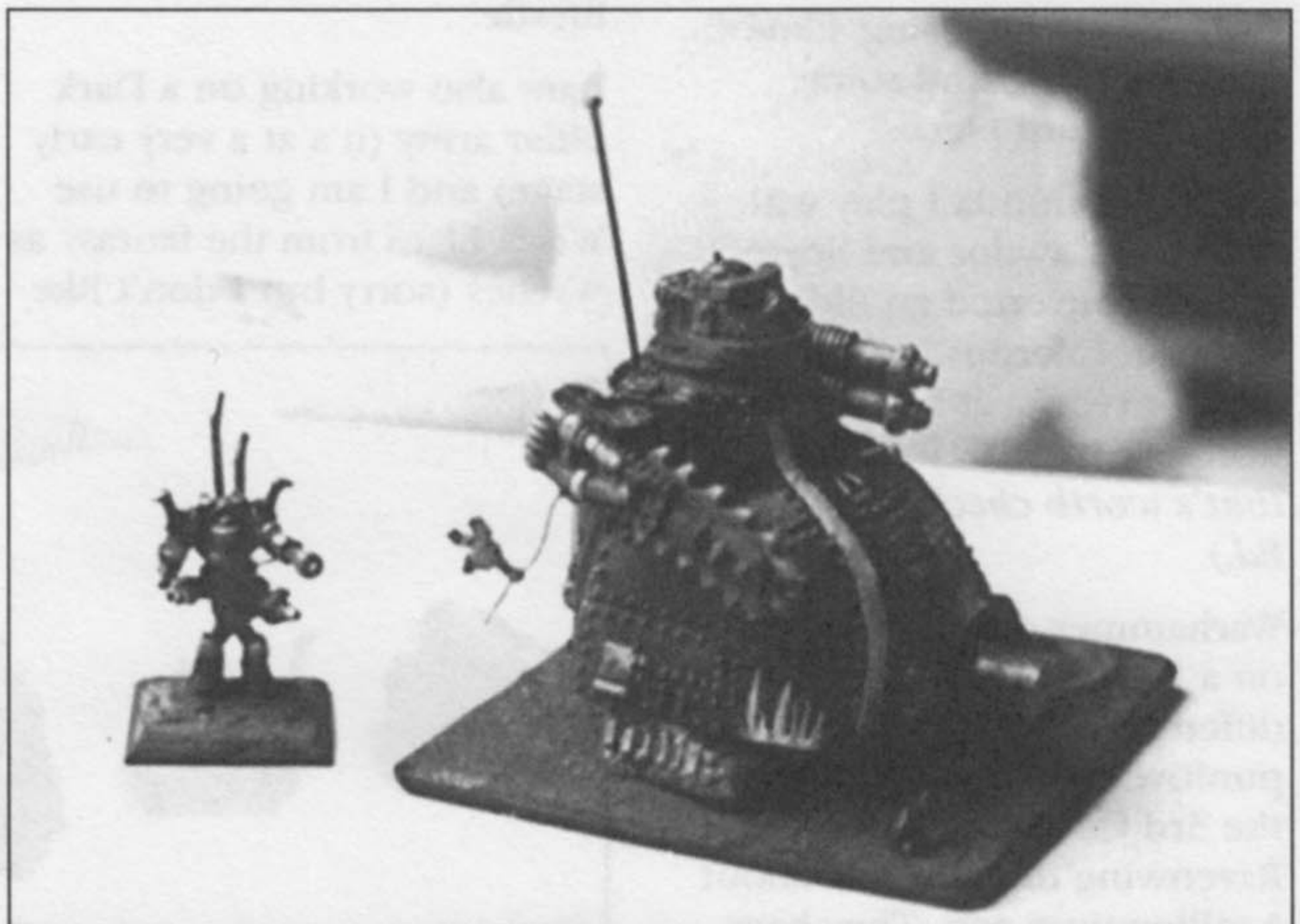
I can use almost anything from my scrap box: 40K weaponry, everything from other Epic armies and so on. What follows are just a few examples that I use in my army.

Battlewagons

You can use almost any Epic vehicle as a battlewagon: Rhinos, Land Raiders, Chimeras, etc. (I even have an old plastic Falcon Grav tank in my mob!)



A customised Snakebite mob



Try out the Ork's new Gretchin on a rope...

You just have to add some Orky bitz: Ork infantry, weapons or rams from the plastic battlewagons sprue, banner poles from old Epic, cut and bent to make them look like exhaust pipes.

I've even constructed a flying Rhino! I sometimes use it as a fighta-bommer (don't argue... Orks can make it work!!!).

Infantry

You can obtain an almost endless variety of boarboyz just by cutting off the torso and gluing another torso from an another Ork (Boss, Nob, the old Mad and Wild-boyz, and so on). Another easy conversion comes from the shooty boyz: cut off the (big) gun barrel and glue on only the point of it: instant Heavy Bolter!

Gargant

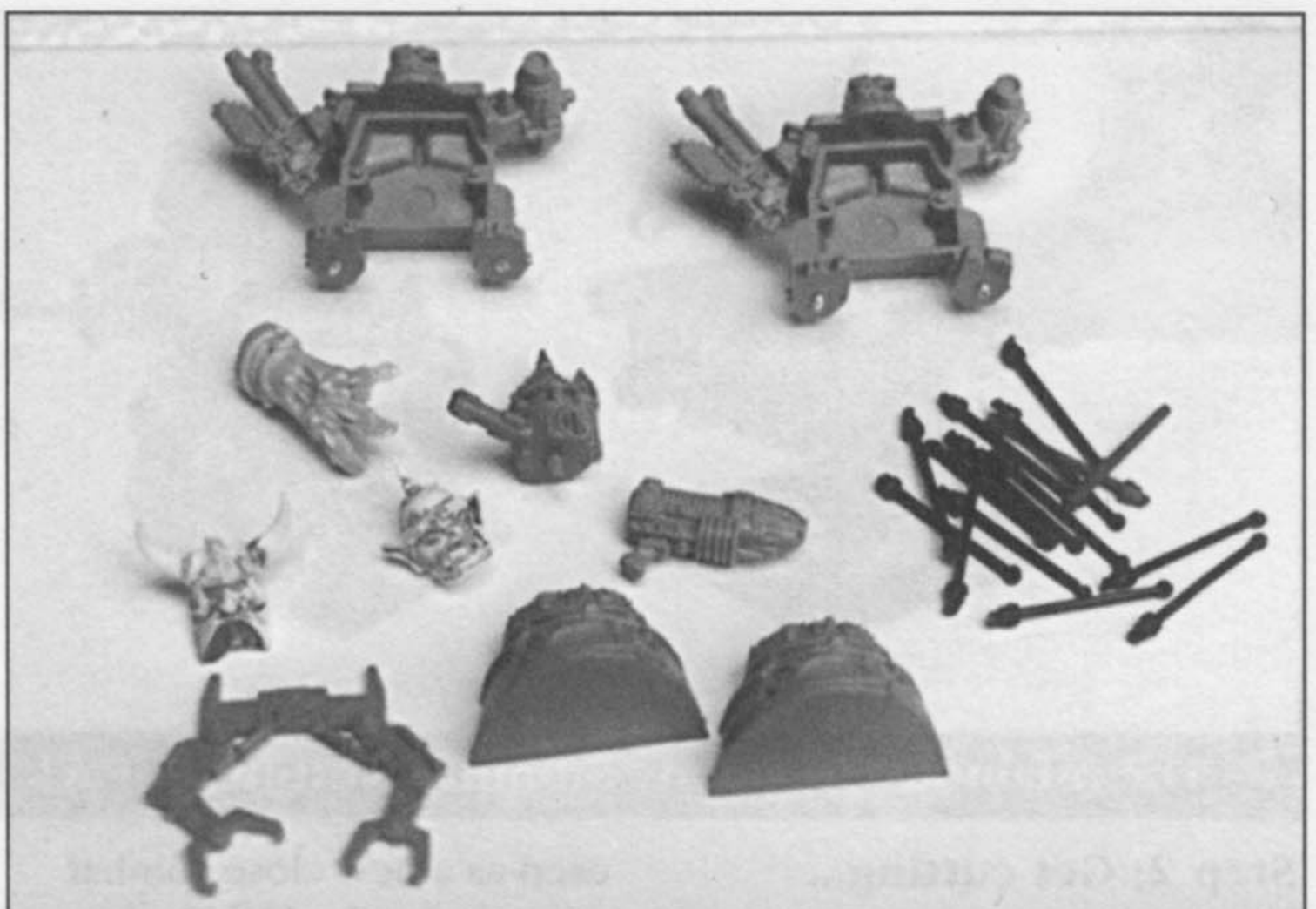
Add a lot of boyz to it (and I mean a LOT!). They will give a real indication of the huge dimensions of these war machines. You can add some weapons from 40K for a really random, ramshackle look (guns from the Ork bikes and trukks are very good).

I have repositioned the feet of my Great Gargant to have it crushing a Rhino.

Check out my scratch-built Dreadnought and Gargant (below left). Notice the Gretchin hanging on a rope!

Stompas

Stompas are my favourite pieces in an Ork army. I used some old Tinboyz from 40K as they have roughly the same dimensions of a normal Stompa. I also glued on a Stormboy Jump Pack (there are no rules to use it, but it looks cool!).



Stompas – Collecting da bits

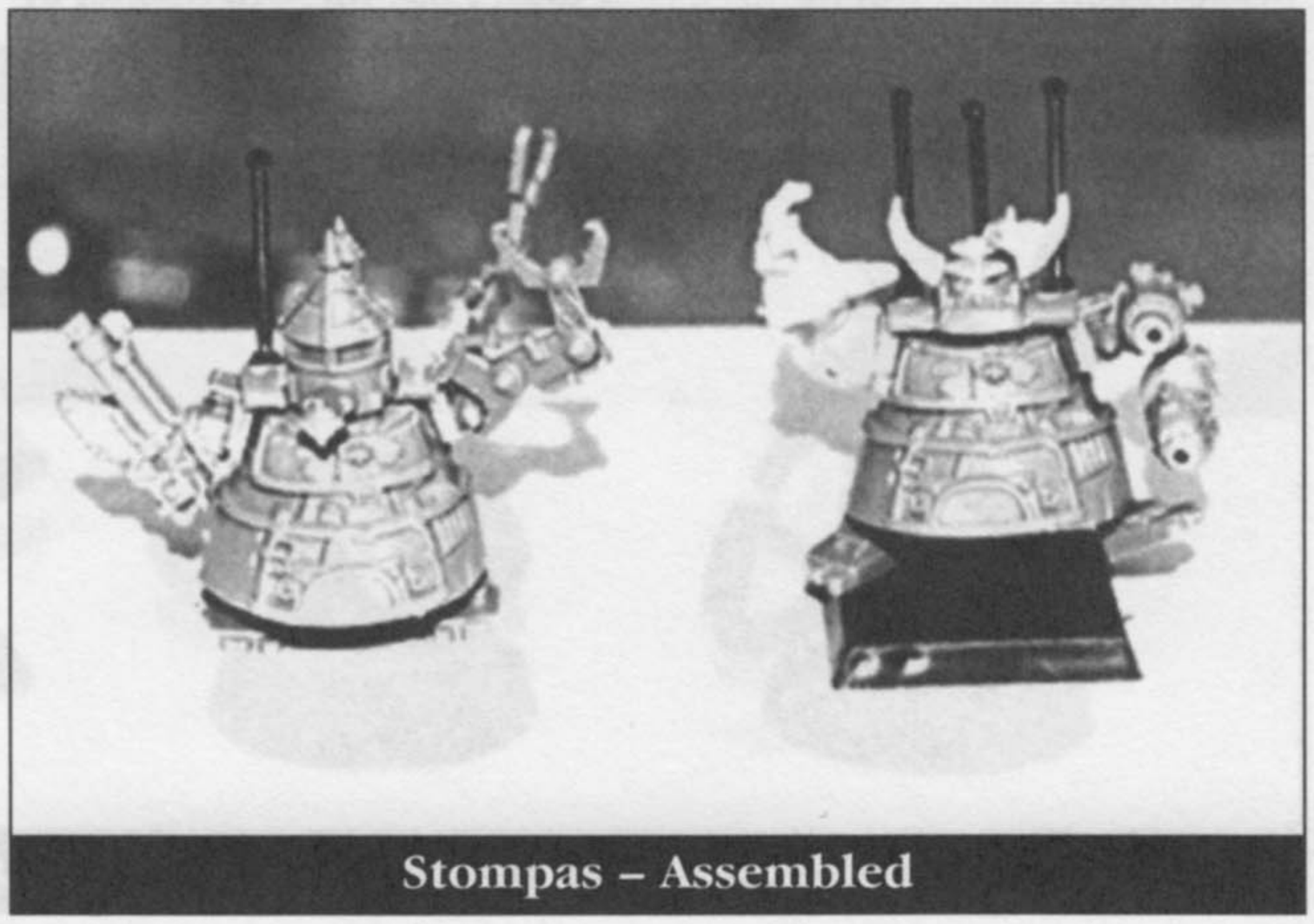
Plastic Stompas are easy to convert and you can obtain an almost endless variety of these vehicles. There are three steps in converting a Stompa.

Step 1: Start collecting...

Decide how you want the Stompa to look. Take any pieces you would like to use from your scrap box.

As you can see clearly in the picture above I have taken two Stompas from the Space Orks sprue, a Plasma Gun and a Power Claw from the 40K range, a couple of pieces from the old battlewagon sprue, some banners and two heads from the old Warhammer Regiments boxed set.

My intention was to build a Warboss Stompa with lots of weaponry and then a Mekboy Stompa.



Stompas – Assembled



The infamous Stormboy Stompa (with Jump Pack) plus a skating Stompa!!!

Step 2: Get cutting...
Here you can begin to eliminate weapons and other parts that you want to change on the model.

I have cut the horns from an old Dwarf head (I'll stick them onto the Warboss head), one Stompa Cannon, one close combat weapon and a pair of feet (they will be repositioned to make the Stompa walk).

I have also removed one head (I'll use the battlewagon cannon although as an alternative, you can just use the back of the Stompa head as a replacement head). The battlewagon claws will be used as a new close combat weapon for the Mekboy.

Step 3: Assemble them...
Yep, you guessed it! Glue your pieces in place. Sometimes your Stompa will not come out quite as you imagined it in the beginning (because you have added or removed things) but that is not necessarily such a bad thing.

Then of course you paint them, either in the colours of your Warlord or whatever. As you can see, the Stompas are now complete!

I didn't use the Ork helmet in the end because it didn't fit very well. Instead, I have chosen an Epic Imperial Stormbolter hatch which served its purpose much better

As you can see, the opportunities for converting Epic Orks are almost limitless, it just takes a little imagination and your away. I've always found that having a good delve into the bits-box once in a while is a great journey of discovery for there are so many obscure plastic and metal bits that can be used as almost anything. So, get looking and get Stompin'!



Tinboyz make great Stompas, but why the other Stompa is dancing is beyond us!

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
Bournemouth	***Battlescar***	Paul (01202 293 054)	Talbot view Community Centre Alder Park, Alder Road, Parkstone	*ALL*, 12 noon til 5pm every Sat, £2.00 entry,, refreshments.
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.	
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**	Gary James (01522 548027)	United Reform Church St Martins Lane.	*ALL* 6pm to 10pm Thurs, £2 (first free).
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.	
Middlesbrough	***Middlesbrough Warlords***	Arthur Dixon 01429 429474	St Mary's Centre, Corporation road.	*ALL* Thurs eves, £2 per session, refreshments available
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).

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
Portsmouth	**Games Workshop Club Portsmouth**	01705 876266	34 Arundel Street.	
Rudleigh	***Rudleigh Staff GW club***	Pete Westwood 01889 583133	Rudleigh Library	Tues eves 6.15 til 9.15
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	Green Hill Dyfatty Centre	*ALL* 5pm til 9pm Sat.
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*

EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands	***Alternative Reality***	Richard van Veen 0031 (0)164 614199	Wijkcentrum Ons Bergen, Goudenbloemstraat 17, Bergen op Zoom	*ALL*, plus RPGs, noon til 6 pm Sundays, 2,50 a time.
Slovak Republik	***Club of the Green Table****	Mike Novak 00421782238 (weekends)	Svabinskehu 85101 Bratislava.	
Denmark	***Giant's Club***	Jonas 26 40 90 84	Classengade 11, St 2100 Kobenhavn 0	*ALL*, Mon to Fri 12am til 6pm and Sun 12am til 4pm

(If your gaming club hasn't a Games Workshop or a stockist of Games Workshop products in your area, then give Richard Hobson of UK trade sales a call on: 0115 916 8241 and we'll see what we can sort out.)

OI! CLUBS AND CONTACTS REMINDER

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.

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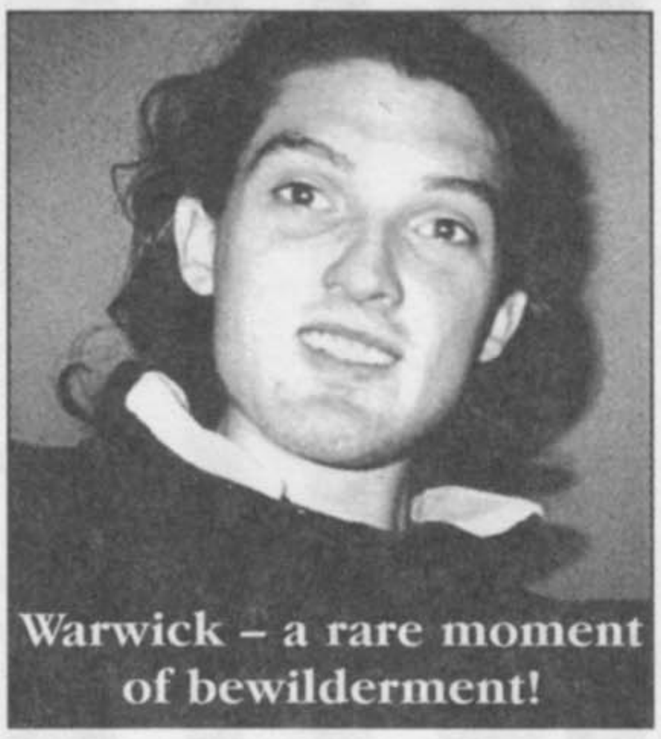
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NECROMUNDA™

WARWICK'S WORLD

What happens when you take one incredibly tall bloke and lock him in a dank and dingy cellar for a couple of months surrounded by all manner of tools and bizarre modelling equipment?

Read on and find out, as we delve deeper into the mysterious, innovative plane of existence that is Warwick's World...



Warwick – a rare moment of bewilderment!

WARHAMMER EPIC 40,000™

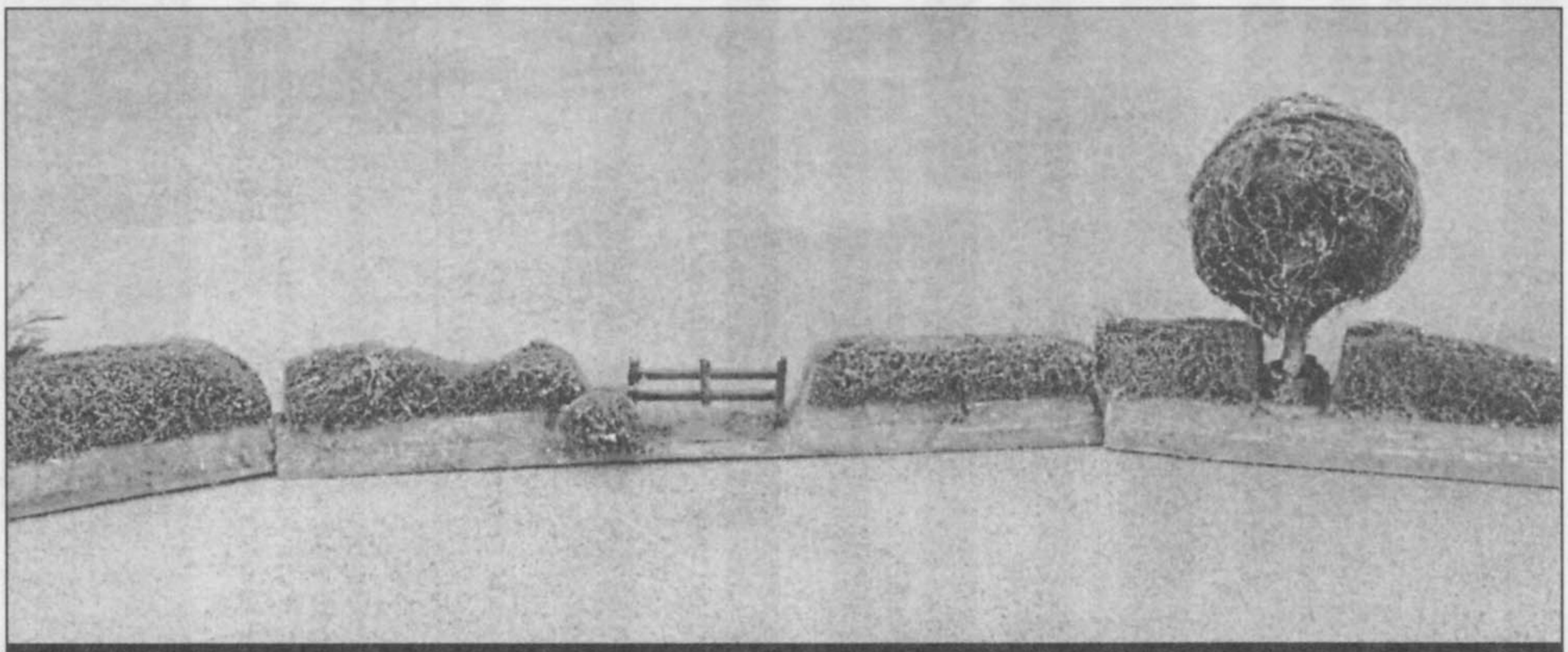
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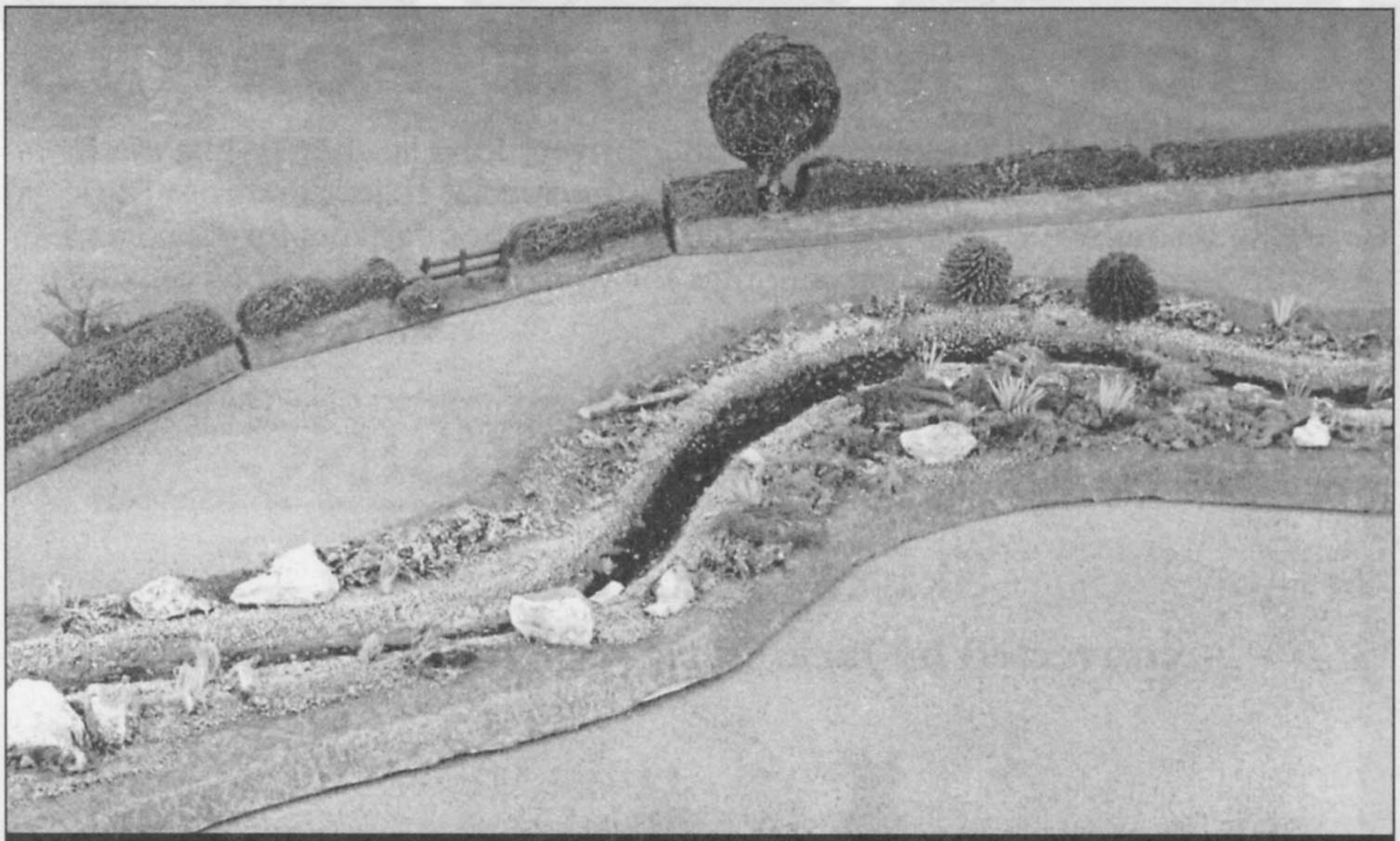
Hello all. Over the past couple of months I have been building some new terrain pieces for my collection. I do feel that terrain is a sadly neglected part of our hobby. In my experience very few gamers put the same amount of effort into their terrain as they do into designing an all conquering army. This is a great shame, because part of what attracted to me to wargaming all those years ago was the purely aesthetic appeal of looking at well conceived and constructed battlefields. I still enjoy looking at model railways for the same reason, (even if I would, given the chance, turn the beautifully made hills, woods, streams and towns into a battlefield!). As a gamer I find good terrain is inspirational, imagining battles raging over the terrain is what spurs me on to finish collecting and painting my army. I find that the two feed off each other, with the army sparking off ideas about the sort of terrain I want to play over with it.

The best example of this was the Tsaragrad terrain featured in White Dwarf 220, the army and the ruined cityscape developed in parallel, with terrain designed specifically for my army to fight over.

Collecting terrain, like collecting an army, is something that happens over a period of time. It will help your collection if you have a focus for your terrain, a theme to work around when building new pieces. If you play regularly with an Empire army then why not theme your terrain to the Empire, with large, dark forests, half-timbered buildings and



Warwick deprives the kitchen of scouring pads all for the sake of terrain...



A sample of Warwick's river section terrain and hedges...

roadside shrines to Sigmar? Or if you play Chaos Dwarfs then why not create a small piece of the Desolation of Azgorh, complete with tar pits, furnace stacks, lava flows etc? If you have Tallarn desert raiders then create terrain for their environment, desert dunes, an oasis... you get the picture. Suddenly your games will take on a whole new dimension. Reading army books and looking at the maps should give you loads of ideas. A strong theme to your terrain gives your battles an added sense of place and consequently a place in the history of the Warhammer world, which in turn gives continuity to your battles, helping to develop character and backgrounds for your units and heroes. In the end, this depth adds to the enjoyment of fighting battles.

I have been theming my own 40K terrain for several years, based on the chemical sludge beds of Magdellan Prime, my campaign world. I'll show you some of this themed terrain at a later date.

After that little ramble about themed terrain back to my recent terrain building. As you can see in the photos I've recently been constructing hedges and rivers.

The hedges where made from foam board (wonderful modelling material available from art stockists – get some), basically it was cut into strips at a slope to make the ridge, topped with slices of scouring pads covered with flock. The trees were made from twigs and wire wool sprayed green. The ridge was painted with textured brown paint and then covered with static grass. The gate was made from cocktail sticks. After a weekend up to my ears in PVA, paint, sand and flock I had made over 25 feet of hedges for about £10. Bargain!

The river was a slightly more complex affair, and took a fair amount of time to complete. Credit here must go to Nigel Stillman, whose own river sections inspired these. Again, the base is foam board carved into to create the river bed. Lots of sand, rocks, gravel, sponge, pieces of plastic aquarium plants, twigs, etc were glued in layers and painted to create the marshy banks. The river was painted dark blue/green and then gloss vanish liberally applied. By the end, four thick layers were painted on and allowed to dry each time, reeds were added in between layers. Allowing for drying time, these river sections took about a week each, but I think the final results are worth it.

C'ya next time.

CIU US A CALL 0115 91 40,000

WARHAMMER | WARHAMMER 40,000 | GORKAMORKA

HOT FROM THE FORGES

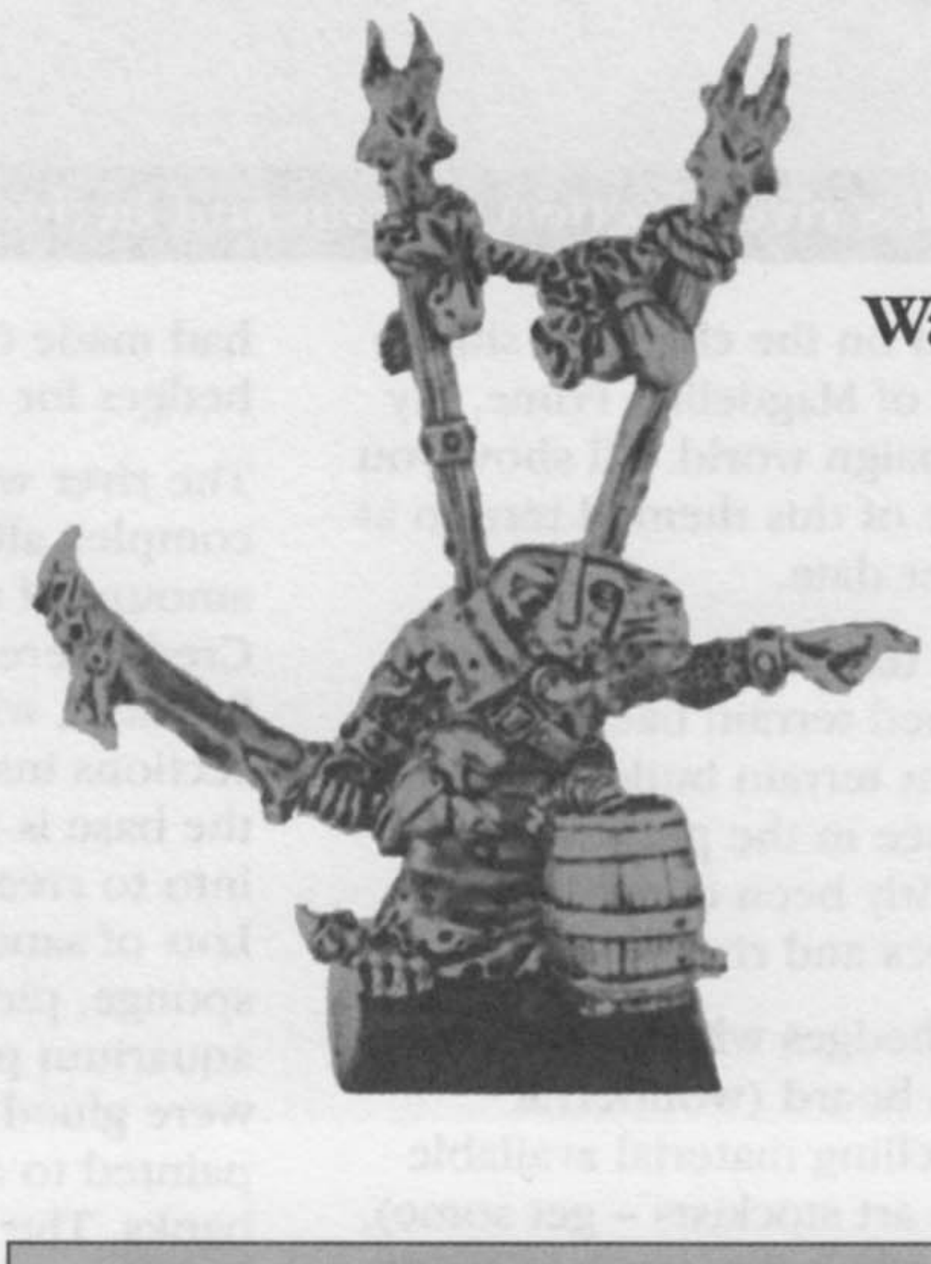
The Trolls in Mail Order never sit still for very long so they've just made some amazing conversions for some of the special characters from Dark Tide Rising. We've also got some tail and weapons variants for Kroxigors and some ferocious fungus – Squigs for your Gorkamorka mobs plus lots more...

DARK TIDE RISING

Skaven Special Character

converted by Jack Slack (yes, that is his name!)





Warlord Visquit Furblack

074451/57 + 020602103
+ 020601503 + 074362/10

Conversion Tips

Count Mandred Skaven Slayer's eye patch and Graf Augustus Abenauer's right shoulder pad have been constructed out of Green Stuff (if you can't get hold of Green Stuff most modelling stores will stock an alternative modelling putty). It takes a fairly advanced modeller to sculpt with Green Stuff and we would suggest that only the most experienced among you attempt this.

Empire Special Characters

converted by Gary Peterson

Captain Wilhelm Stieb

9947021403301 + 99470204603
+ 9947020304603





Count Mandred Skaven Slayer

9947020106101 + 99380201004 +
9947020106001 + 9947020200903 +
9947020107702







Hans Halunke

9947010802201 + 99477020105703 +
9947020105706

Graf Gustavus Abenauer

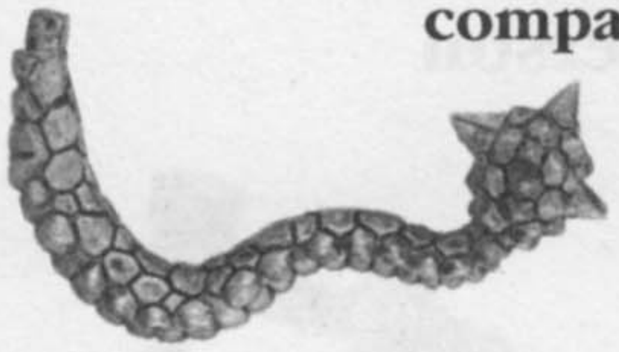
073919/5 + 9947021400502

MAIL ORDER FAX 0115 916 8002

GIU US A CALL 01115 91 40,000

Customize yer Kroxigors

compatible tail and weapons variants



Chaos Spawn Tail 4
020104915



Chaos Hound Tail 2
020108115



Chaos Hound Tail 3
020108111



Drummer's Right Arm 02140123



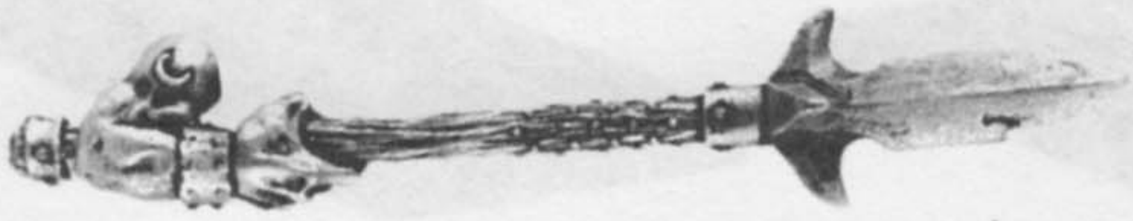
Golgfag's Right Arm 02140203



Ogre Right Arm
021401220



Orc Warlord Sword Arm
020904803



Boar Boy Spear 1
020904005

(Note: these are only a few of the pieces you could use in your conversions – check out the 1999 annual for more choices)

Squigs for Gorkamorka



Cave Squig 1
020903302



Cave Squig 2
020903303



Cave Squig 3
020903304



Cave Squig 4
020903304



Cave Squig 5
020903305



Cave Squig 6
020903306



Squig Hound
079901207

Gobbla
020902902



HOT FROM THE FORGES

MAIL ORDER DEALS

Dark Tide Rising character conversion kits

Warlord Visquit Furblack.....£6.00

Count Mandred Skaven Slayer.....£7.60

Graf Gustavus Abenauer.....£3.50

Hans Halunke.....£4.75

Captain Wilhelm Stieb.....£4.50

Customize yer Kroxigors...

Orc Arms.....75p each

Tails.....30p each

Ogre Arms.....£1.00 each

Squigs for Gorkamorka

Gobbla.....£3.50

Squig Hound.....£1.75

Cave Squigs.....£1.75 each or £5.00 for three

DARK TIDE RISING CAMPAIGN DEAL

Re-fight this historical campaign with all the special characters and see if you can save the Empire from the ravenous clutches of the Skaven or enslave the weak manthings forever...

Remember, this deal is exclusive to the readers of the Journal!

You get all of the special characters for an amazing:

£20.00

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Write in with your opinions to:

Mailbag

The Journal Bunker, Games Workshop, Willow rd, Lenton, Nottingham, NG7 2WS.

We confused you all a bit with last issue's new letters page, so we've changed it again just to keep you on your toes...

BUMPER JOURNAL
The optional House rules are definitely worthwhile as are the scenarios which we use in our games.

I would like to see a lot more shorter-length articles with more room for improvisation. How about a bumper Journal consisting of the best of the old articles?

– Chris Morley
Kimberley, Nottingham

That's definitely an interesting idea, although to a certain degree is what we are already doing with compilations such as the Blood Bowl Compendium, Firepower and the forthcoming Gang War. The only difference is that these publications are themed on a single gaming system and include articles from White Dwarf.

You've gotten better since 23.

hobby, not the hobbyists. I like to see pictures of people's conversions or armies, but not of them. For that I'll just stare into the mirror! Nor do I wish to see groups of people together; for that I'd buy White Dwarf. That is, I suppose my major complaint. , but I'd rather not see even one more picture of a person (except a snap of an author, that's okay).

For my final point, please do not give us lists of otherwise kick-arse mag!!

– Geoff Dawson
Edgewater, Western Oz

Well, Geoff, you may have noticed that we are setting aside less pages per issue for adverts and putting forward more for articles just so that we can continue kicking butt! – Ed!

A FEW KIND WORDS
Here's a transmission that we picked up floating around the net mailing lists:

Since no-one else has reviewed it yet and I'm utterly bored (I hate revising for exams) I thought I might review issue 29 for you all. Don't worry, you don't have to thank me but please make all cheques payable to me.

Issue 29's cover sports a rather fetching picture of a couple of Stormbolters, very nice. However, the issue goes down-hill once you hit the first page. Some bloke named Gordon Davidson tells us 40K. In this issue we have the Adeptus Arbites. A full army list is given but you can, just like with the Heroes of the Imperium, take a single unit or two. It's quite a comprehensive article listing everything you need to field quite a varied army. That's why I say 'Old armies' for new 40K – more of them please!'. There's also quite a bit of background in there too. This article really does make the whole magazine worth buying, and I'll hopefully be dusting off my old Arbites soon.

What follows is a rather mad article on modelling (no, not the Kate Moss variety!). Obviously our friend Tom Hebblewhite

A remarkably good issue, the best in a long time.

is quite mad as you might guess from his Halfling treehouse. Other conversions include a Praetorian jeep (nice) and a VERY cute squiggoth.

Not many words but still a nice article.

Following this is the usual bunch of gaming contacts, adverts and the like and then Overwatch, again focusing on a mad gaming club in the US. It even contains a battle report which is something you don't see every day in the Journal.

After this we have 'Into da Big Nuffin', examining some new scenarios for GORKAMORKA! including a Grot hunt. There's four scenarios in total, and very nice they are too.

Again, Warped Visions contains some excellent art including a nice picture of a rather angry Space Wolf chap. After this we have some examples of Arbite, Blood Bowl and Warhammer Quest conversions you can buy – I'm very tempted to get an Arbites pursuit biker – very Judge Dredd. Next up we have yet more fuzzy thoughts in 'Is there anybody out there'. More of the true

Dwarf as well as totally new material – Ed.

NO MORE PICTURES!

When I received Issue 26 of the Joumal, I was very psyched-out. I love opening up this mag as I always find something interesting and worth the subscription.

For along time I have preferred the Journal to White Dwarf. I felt that the Dwarf wasted too many pages on pointless pictures and advertisements. I was glad to see that the Joumal did

We have something I want to see more of in the Journal...

not do this for the most part. To be honest, I was quite worried about Fat Bloke leaving *(You're not alone there, it meant that I had to do some work at last! – Ed)* after issue 22 (which I thought was spectacular). Upon the arrival of issue 23, all my fears seemed to come gobbos, dwarfs, or bitz

with small descriptions. What's the point? If I can't see a picture of it, how will I know if I want it? Leave it to the catalogues.

– Henry Rodriguez
Gainesville, US

P.S. Fat Bloke is really getting the WD back on track now.

We like to accompany articles with pictures of gamers and their friends just to show what these people are really up to, to give a human (well, sometimes!) face to it all. For too long we've just had pages and pages of rules and writing without any understanding of the what? why? and who? behind it all – Ed.

GETTING OUR BUTTS KICKED!

No more ads! That's what the White Dwarf is there for. I want to see more text and less pictures which would be about the only improvement to this why we should all start playing greenskins. He

reckons it makes your life better, but since Paul Sawyer is a bit of an Orc-fancier I fail to see what

Again, Warped Visions contains some excellent art...

he's going on about. However, he does gain bonus marks for poking fun at the editor of the Journal – something I've really enjoyed doing a lot in the past too.

First up in terms of real content we have an article for Warhammer Quest involving battling your way through the dark, dark tunnels of Dark Elf land. I can't say I've read it yet or I play Warhammer Quest so I can't really comment on the article beyond saying it looks pretty.

Next up we have something that I want more of in the Journal – old armies for 3rd edition

There's loads of pictures which overflow onto the inside cover and the back which are quite nice.

Next comes an article on a subject I've been thinking of doing lately – separate Blood Bowl teams for Beastmen, Chaos Warriors and Daemons. It's quite a short article but seems to have everything you'd ever need. The only thing missing are the mandatory 'Did You Knows'.

After this we have an article on running campaigns in Warhammer. It's always nice to see how people play campaigns. Even though the author is a Tilean he still raises quite a few good points.

Then we have a report from the Black Library Open Day. There are lots of photos and even a small scenario for, dare I say it, 2nd edition 40K. Yet again Gary James gets his mug in the Journal but apart from that I was surprised by how interesting a read it was.

meaning of beardiness and a new territory chart for Warhammer which I might just use soon.

We finish with yet more mad conversions – this time an Ork Dreadnought, based on a Chaos one! It includes some very cool touches including a metallic Ork head in place of the Chaos helmet.

A remarkably good issue, the best in a long time. And my advice? Buy it, I guess.

BUT, what happened? Are we slipping? Not one of us listees to my knowledge got into this issue. Do better next time or I'll send round Graham with a pointy chain-axe!

– Aaron Tunney
http://www.atunney.dircon.co.uk

Graham eh? Now that sounds very scary! – Ed

NO PEACE FOR THE BEARDIES

Since it seems almost compulsory to contribute

to the ongoing beardiness debate in the Journal, I have included my views here. Firstly, I would like to say that I found Ben Pritchard's classifications of beardy blokes highly entertaining (Journal 29) and would like to add another to the list.

The Frightened Player (Beardus Timidus) – After spending hours converting and painting a new army, most players are keen for it to survive relatively well on the tabletop. However, frightened players take this to the extreme. They keep all of their units hiding in cover for the whole game and never advance out of their deployment zone in case they get shot at. I am not condemning the use of cover and I do realise that it is stupid to move a squad out of cover if it is bound to be destroyed. However, by the very nature of wargames risks have to be taken by both sides. I am currently hanging about behind cover will object to this ruling. A slightly less harsh version of this is dispensing with the *Hiding* and *Overwatch* rules. This makes it safer to move about the battlefield and most players will agree to try this at least once. The major drawbacks with this are that a lot of tactical options are closed and that skills such as *Ambush* are made redundant. If to remain in one place for too long. For example, if a model does not move from a specific piece of cover, then after two turns he will have attracted the attention of some Giant Rats and will be attacked. The main problem with this is that Heavies have to spend valuable shooting time moving about. Further more, someone who likes

They keep all their units hiding in cover...

the background stops the players having fun, then the background itself becomes Beardy and should be ignored (temporarily!) to make way for the fun aspect of the game. Shortly, I am hoping to fight a battle with an army comprised entirely of mega-death characters attacking an array of the most awesome vehicles of the 41st millennium. Both armies will be allowed models from any army.

Before I finish, I would also like to reply to Jon Escott's letter (Journal 29) about which weapons are most cost-effective for a green Necromunda gang. Overall, I think his analysis is spot on. The Heavy Plasma Gun is the only heavy weapon that I have ever considered including in my gang. However, I must say that I disagree with his views of the basic weapons. I think that the shotgun is by far the best weapon for new gangs. Its ability to ignore anything for the game, and I wasn't interested in anything else at the time. While I was making an order with GW US, they told me about CJ, and what it was covering. I took a chance and picked up the back issues from 14-18 and started a one year subscription. I found it varied, interesting, raw, and extremely useful. Since I have started playing 40K, it has become even more so.

During all that time, I have enjoyed reading CJ, but things recently have started to change. It seems that there has been a dramatic decrease in variants, rules, and scenarios. This is what I was buying the magazine for in the first place. Articles like *Event Cards In Necromunda* helped bring a whole new depth to the game. So do works like the three part Kislev army list. It was quality and varied work like this that made renewing my subscription an easy decision.

(I am one) there are 5 to 10 who don't. It seems to me that it wouldn't have taken too much time to include the information, instead of making that part of the scenario useless to a large portion of your readers *(Not if we hadn't lost the office copy of Rogue Trader! – Ed)*.

It is also quite annoying to read an article, only to find out it's a six page advertisement for a Figure and Rules Deal *(Ooh! That's a bit cynical, it was more of a space saving exercise – Ed)*. Why should anyone be forced to pay a second time to get the whole article? If I can't buy the whole thing at once, I will not buy it.

Please understand, I still enjoy a great deal of the Journal. If I didn't, I would never have continued to pick it up, and I wouldn't be responding to your request for feedback. It just seems that recently I don't get as excited as I

playtesting ways to prevent frightened players from ruining games of Necromunda (I find that the condition gets worse when players are keeping track of their gang's progression) and I would be grateful for any further suggestions on how to combat this.

One idea is to use the campaign gangs in the game but dispense with the post battle sequence. I found this to be the best option because the outcome of the fight does not matter. However, playing many games in this way gives the gangs less chance to develop and, therefore, defeats the purpose in playing a campaign. Furthermore, if the beard in question has passed the point of no return, then he will still hide in his defensive positions for the duration of the game.

The second method can be more effective but is hard to enforce. It involves creating rules that make it undesirable anyone has any better ideas about how to turn this particular Beardy's fear into a frenzy, then please let me know.

It seems to be accepted that beardiness is always undesirable. In general, I agree with this. However, 'Stubbliness' (Beardiness when both players have agreed to this before the start of the game) can be quite fun. The most fun game that I have ever played was a Stubbly 40K scenario where an Ork army led by *Ghazghkgull* lined up to face an Imperial Guard army led by *Commissar Yarrick*. Just before the battle commenced, a horde of Tyranids descended on the battlefield. *Yarrick* and *Ghazghkgull* had to put their differences aside and ally against the Tyranid onslaught in order to survive. This was completely against the rules and background but it was great fun. In my view, having fun is the most important aspect of wargaming. If adhering to cover (another way of combating frightened players) means that Gangers will hit more often. If they hit more often then they will wound more often and, therefore, earn more experience points.

However, arming your gang with only one type of weapon is not the way to success (well, perhaps it is but it would be quite Beardy). A gang needs to be tactically flexible and therefore needs a wide variety of weapons to be successful.

It seems to be accepted that Beardiness is always undesirable.

– Christopher Foley, Glasgow

ATTENTION TO DETAIL?

When I first picked up CJ, it was because the only GW game I played was Necromunda. White Dwarf had stopped doing

Recently however, I have seen an increase in articles like *Games Day 97: Mad for It!* What did this article do to expand on the games? It seemed like a filler. It was not badly written, but I will read it once and never look at it again. The Necromunda Event Cards however, are still being used every time we play.

I also have mixed feeling about the Overwatch articles recently. While the Outriders in issue 26 had some interesting 40K variants and terrain pictures the information on the Outriders, or gaming clubs in general feels more like a press release, and does little to expand on the games themselves.

Another frustrating example from issue 25 was in *The Liberation of Cynys Kleer*. There are references to plants from the Rogue Trader edition of 40K. I would be willing to bet that for every reader who has the book used to. What was once a question almost every game session (Has the CJ come in yet?) just isn't being asked as much as it used to.

– James Franklin beatles@verinet.com

There were certainly some valid points that James raised there and the reason that we've included a feedback form with every issue of the Journal is because we do value your opinions.

Our view is that the Journal is as much about the gamers as the games themselves. We like to see how you, the hobbyists, game, convert miniatures and pursue the hobby in general. We certainly hope that you're satisfied with the new look and feel of the Journal now, as we've tried to take into account as many of your opinions as possible and provide a mag that is crammed with as much cool hobby material as we can – Ed.

e-mail us with your opinions to: **Mailbag** *journal@games-workshop.co.uk*

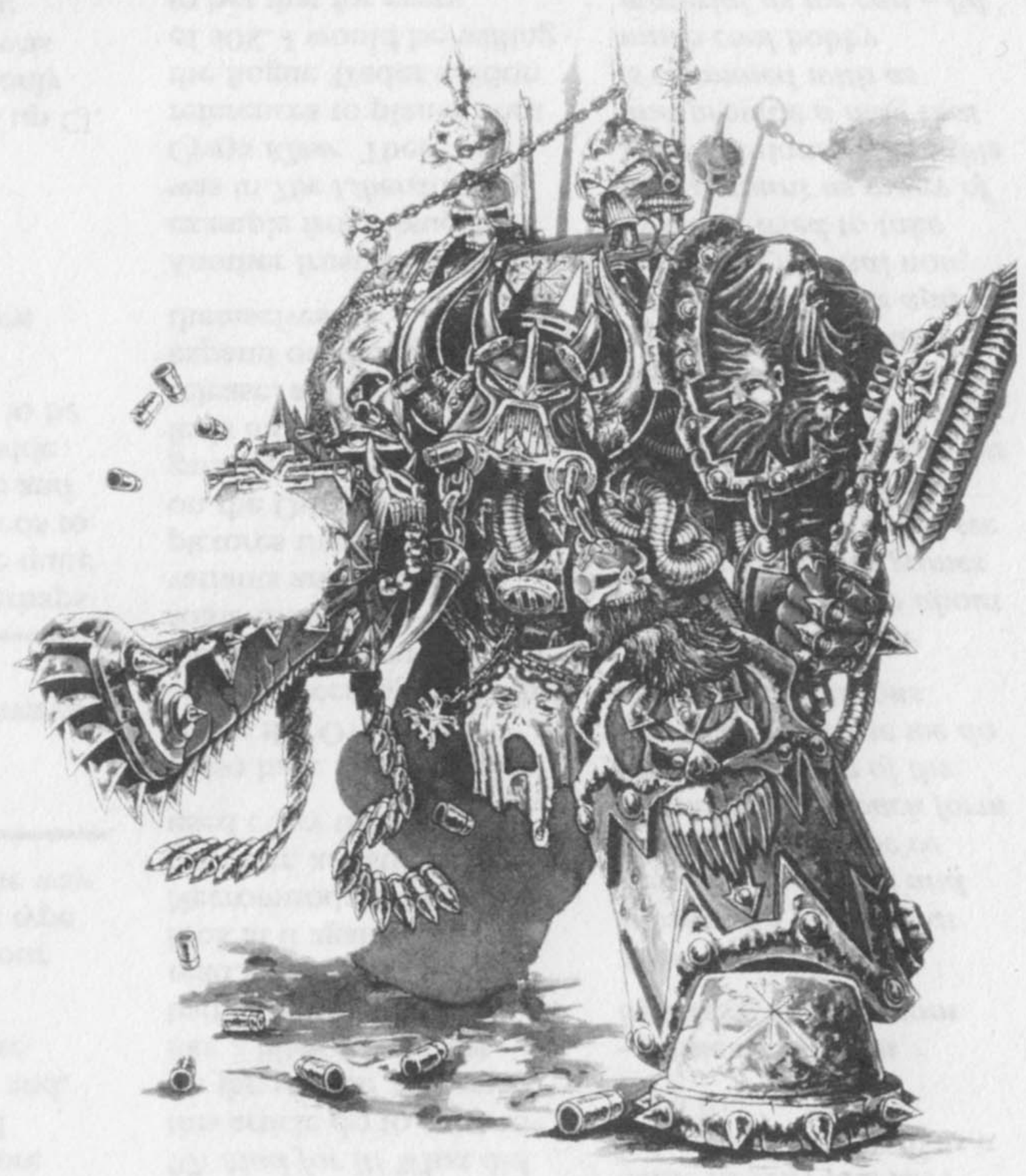
WARPED VISIONS

For this issue's Warped Visions we're focussing on the art of Roy A. Morris from Alnwick, Northumberland and we think that you'll agree it's pretty spectacular stuff indeed.

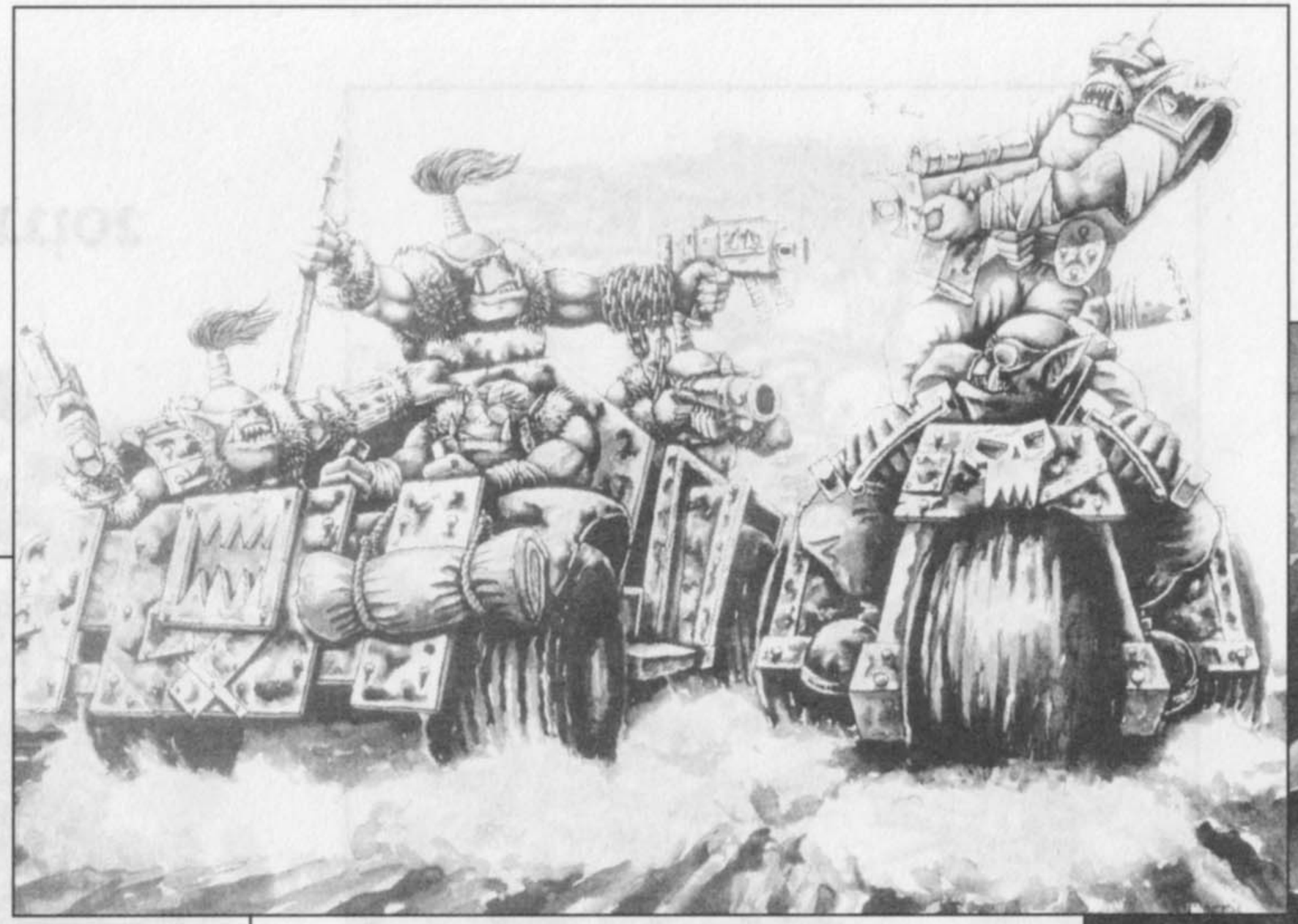


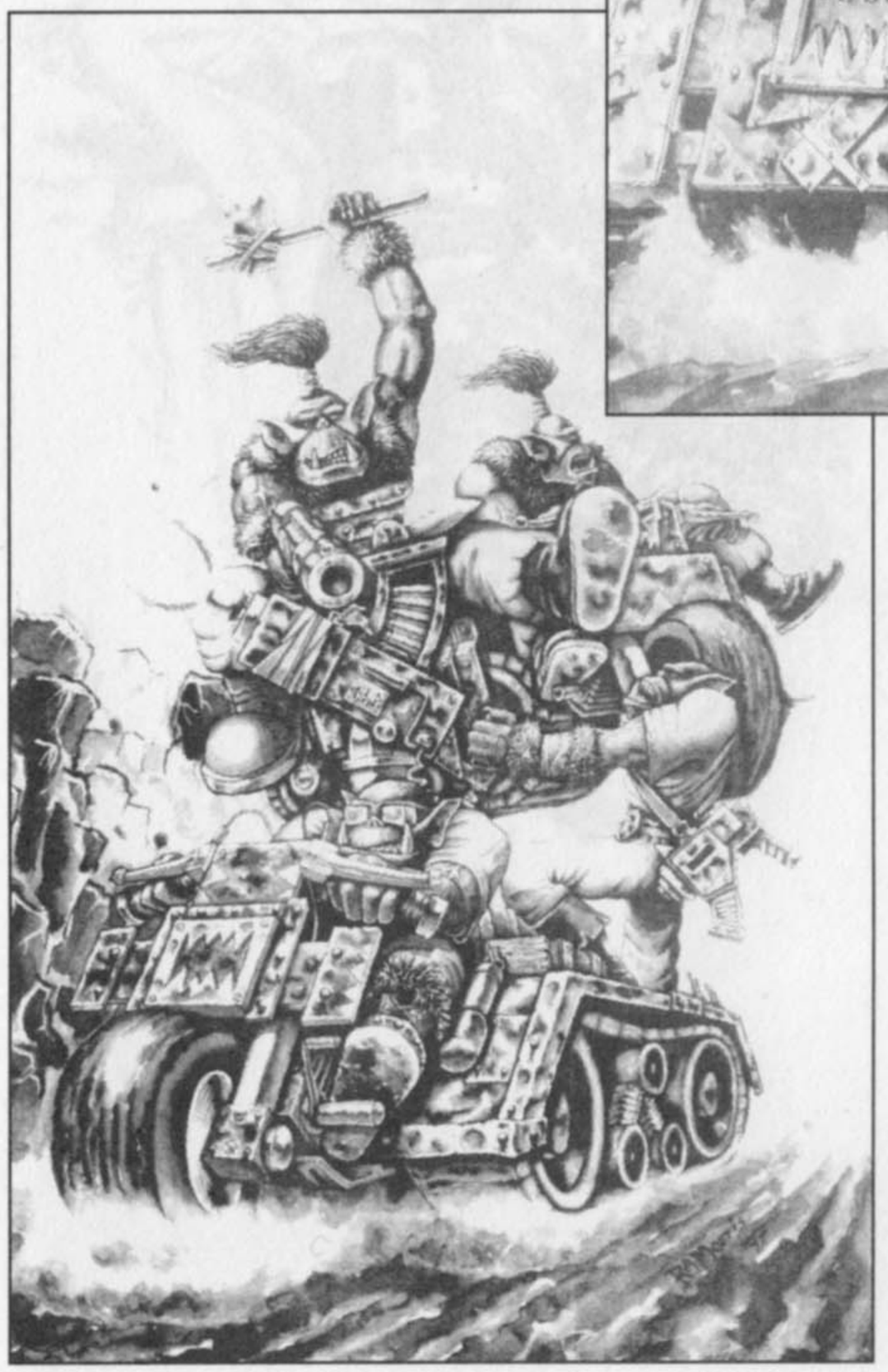
Bretonnian Foot Knight

Chaos Terminator



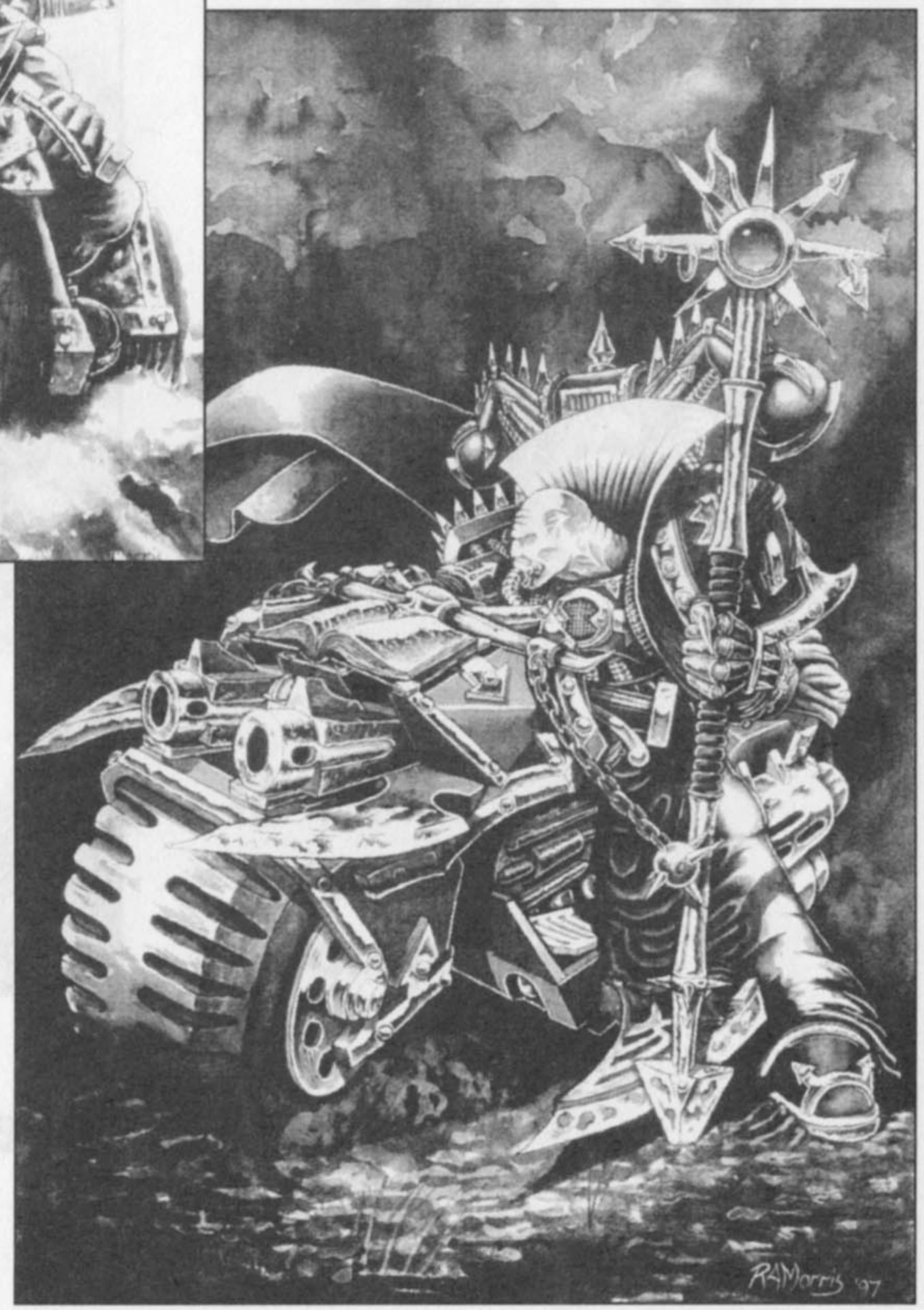
Gorkamorka madness...





More Gorkamorka madness...

Chaos Sorceror with Bike



Egrimm Van Horstmann



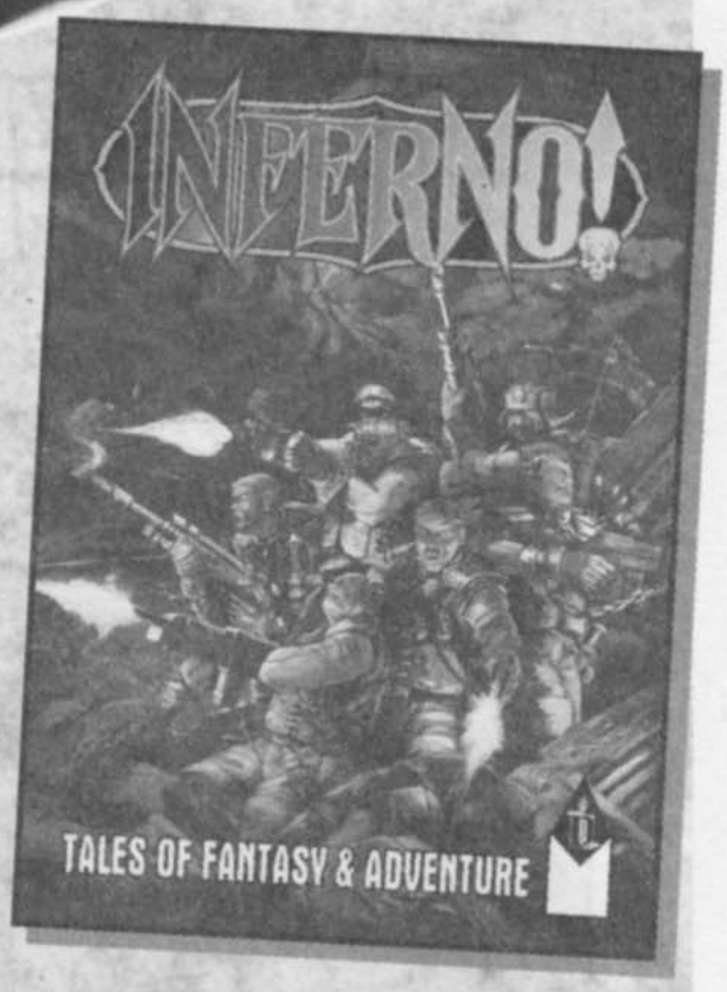
Chaos Warrior





Charging Bretonnian Knight

Tales from the Black Library



• INFERNO 12

Inferno! is Games Workshop's anthology of short stories, illustrated features, comic strips and great artwork, all set in the dark and gothic worlds of Warhammer and Warhammer 40,000.

In Daemonblood a Sister of Battle and an Ultramarine Space Marine are locked in mortal combat with a hideous Daemon of Chaos, at stake is more than their lives for this is a fight for their very souls.

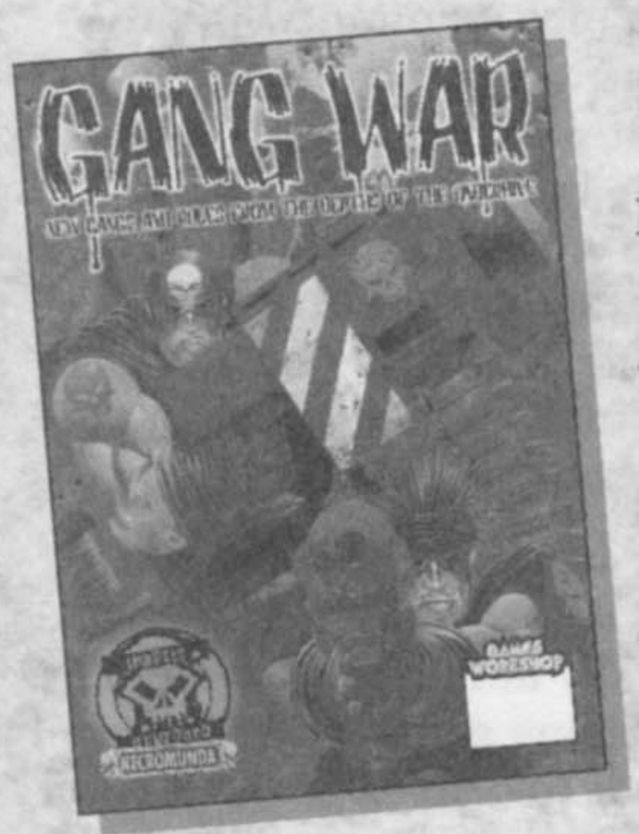
In Rite Bait we have more chaotic goblin mayhem from Wayne England and Andy Jones, in this darkly hysterical comic strip

In Deliverance, Gav Thorpe gives us another tale of Penal Trooper Kage. Since the last story Kage has been promoted to Lieutenant and the Last Chancers have been shipped out to defend a world against a Tyranid invasion.

Two Witch Hunters with wildly differing methods must overcome their difference when they are thrown together in desperate struggle against the twisted followers of Chaos from the Forest of Shadows.

All this plus more Obvious Tactics from David Pugh and some great artwork, including a superb cover painting of The Last Chancers from Kenson Low.

Available 26th April Price £5.00 (US) $6.95



• GANG WAR 2

Hot on the heels of the first issue of Gang War we give you more 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!

Chaos Cultist Covens shows the unmistakable taint of Chaos has seeped into the anarchic Underhive and lets you run gangs of mutated outlaw killers hell-bent on bringing down the Imperium from within.

Necromovies brings you manic scenarios inspired by the artistic cinema of Arnie Schwarzenegger!

Da Orks are in Da Hive allows you to form your own gangs of tough, brutal – if somewhat lost – greenskins, who've just unwittingly infiltrated the Hive.

Wyrd Gangs gives you the opportunity to take on the other top dog gangs using the power of thought alone, with a gang entirely composed of Psykers!

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

Available 12th April Price £2.75 (US) $4.99

For updates on all Black Library releases check out http://www.blacklibrary.co.uk

OVERWATCH!

This issue's Overwatch! goes to the home-country, 'dahn saff' where we find that the people of Sheppey have much to say on the subject of gaming. Read on and discover that southerners have their own rules...

DATAFAX

SHEPPEY GAMES CLUB

LOCATION: Sheerness Methodist Church, Broadway, Sheerness, Isle of Sheppey, Kent (opposite).

TIMES: Mondays 5.00 pm until 10.00 pm.

AGE LIMITS: 12+, anyone younger must be accompanied by an adult.

FEES: The first session is free, after which there is an annual membership of £1.00 and a fixed fee of £1.00 per night.

GAMES PLAYED: All GW games, both old and new. Most roleplay systems.

FACILITIES:

- Parking available nearby.
- Scenery is available for all our games.
- Food and hot drinks are available from the shop opposite
- Several 'table tennis sized' tables (OK they are table tennis tables!).
- There are often cheap, second hand armies for sale at the club.
- Competitions, tournaments, campaigns and all-day events are a regular occurrence.
- Access to Games Workshop codices, army books, rule books, White Dwarfs and Journals is provided.

CONTACT: **Graham Cox on (01795 87393)**
(or write to the above address.)

Origins

Before we set up the club it was a simple case of playing Warhammer 40K in our friend's conservatory (otherwise known as the greenhouse) which would end up with us stamping on our models and breaking them as we attempted to escape the heat. After this somewhat unsuccessful attempt at playing wargames we graduated to rickety pasting tables where the slightest knock would send your prized army crashing onto the floor – Poo! After about two years of these kind of places and those kinds of mishaps we started to look elsewhere. After a little research we found that there was quite a little following of the games workshop hobby in our local area. A friend of ours arranged a large Warhammer 40K battle in a church hall a few years ago and it has now turned into an annual event. Impressed by the turnout, a few of us started to think about the possibilities of a permanent games club. After a little searching and a some punitive contact with a local church, we managed to negotiate the use of the upstairs hall, and so it all began... The club has been up and running for close to a year now and looks likely to stay that way for several years to come.

Gaming

The games mentioned in the Datafax are commonly catered for but we really don't mind if people bring along other games with them. We like to encourage people to play campaigns and there are currently club leagues in both Necromunda and Blood Bowl.

In the last hour or so, of the club's official time we generally indulge in playing a roleplaying game which often exceeds just an hour !

Members

Currently we have around sixty members, but they don't all turn up every week. On average, however, l would estimate that we have about twenty to thirty people come each week who arrive and leave at varying times. These

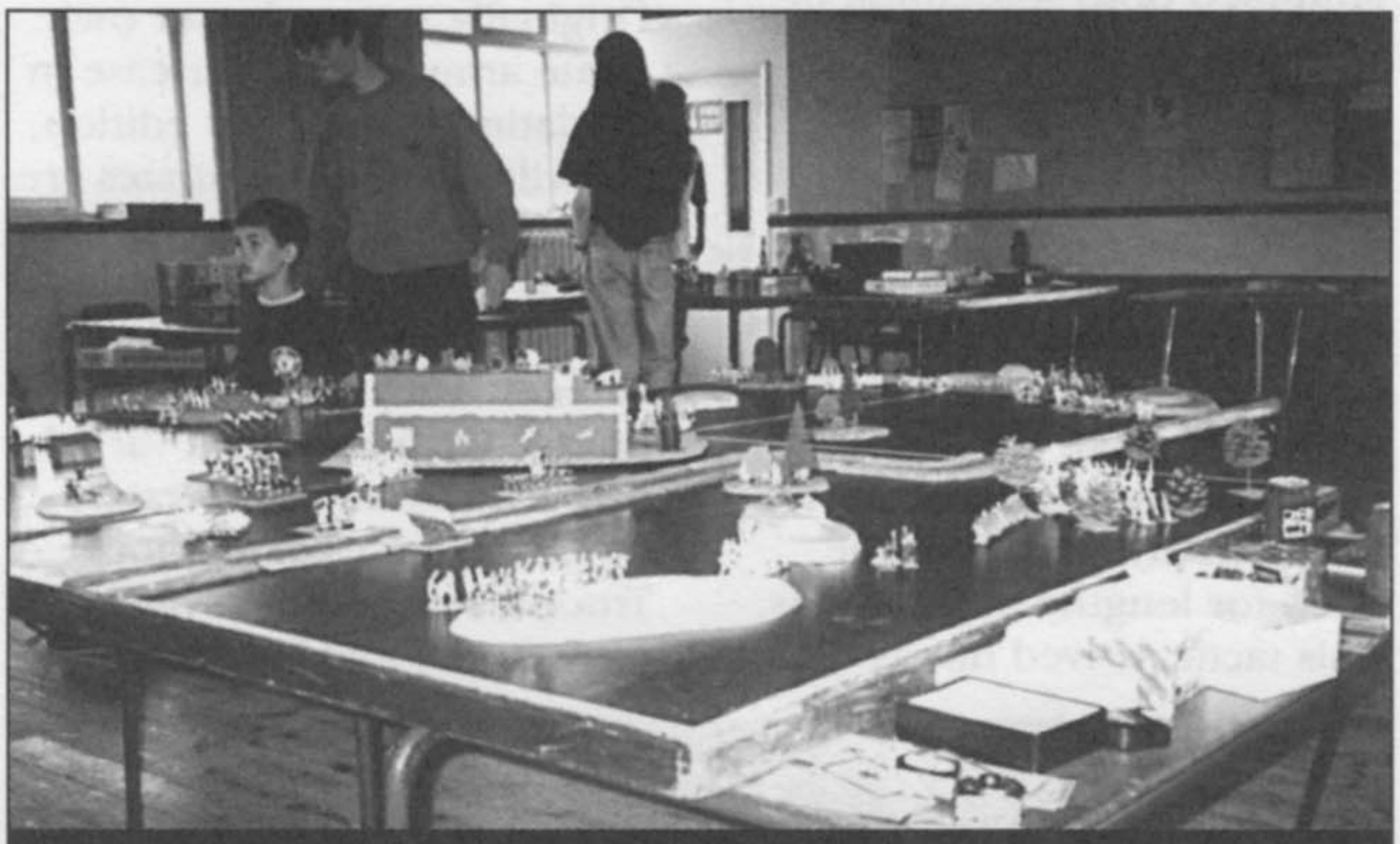
members vary greatly in age and have very differing gaming styles so that it can be quite a shock to people playing an opponent and receiving a completely different style of play. We expect and receive a good sense of sportsmanship from our members. So, as long as you've got that you're welcome.

Another point that we like to prevail upon is that your models do not have to be painted (so long as there is evidence that painting is in progress) or to any form of standard as we do appreciate it takes a lot of time and many people don't have a lot to spare, especially if they are working or have families (myself included). What we do ask is that if you are under twelve years old then you have someone look after you at the club, either a parent or an older brother or sister. We do ask a membership fee (see the datafax) which will need to be renewed each year. The first session is free so that you can look around to see whether you like it or not and each session after that will cost a pound which goes towards the running of the club.

Events

Each year we run an all day gaming event together with a few other gamers (who set the event up initially) called – Clash ?? (this year it will be called Clash '99, amazing that!). This all started off as an all-day Warhammer 40K bash but has since expanded into Warhammer and last year's included a Blood Bowl knockout tournament and a Warhammer Quest. Clash '98 took place on Saturday the 29th of August and many of the games had the theme of the Five Nations Championship, with various races representing the five nations. The main games available on the day were: a game of Warhammer about an assault on a Chaos Temple; a Warhammer 40,000 campaign which involved the recapture of a research outpost that was overrun by pirates; the totally mad Gorkamorka Grand Prix which was played during the interval; Necromunda and Warhammer 40K demo games; a painting competition and a Blood Bowl knockout tournament. This tournament was planned to lead to a final which would be played on a Warhammer Quest board where the trophy itself has been lost and is represented by the ball, but alas we ran out of time. So, it's safe to say that it's never mundane, a little strange sometimes, but never mundane.

We also advertise Games Workshop events at the club but have yet to actually arrange trips to them. This is all set to change, however, in the near future.



Just one of the many battles fought at the club

Optional rules

We have played so many different variations on 2nd edition Warhammer 40K (which we are now in the process of up-dating to the new 3rd edition). Our rules development activities are not restricted to Warhammer 40K as we like to make our own house rules for most of the games systems.

Here's one of the scenarios from the club's very own version of Games Day:

The Battle for Research Facility XR324

Background

An Imperial Research Facility has recently developed a highly experimental device that disrupts warp based technology. Though somewhat large (it takes up the majority of the underground complex!) the device was due to shipped out by the Imperial Navy within a week along with an experimental set of four sentry guns *(yes, we've all seen Aliens the director's cut – Ed)*. Elements of the Blood Angels Chapter of Space Marines were set to rendezvous with

the base as part of the security defence measures. Unfortunately, the outpost was subject to a random raid by a group of mercenary pirates. Realising that they had stumbled onto something of extreme importance, the pirates tried to sell it off to the highest bidder one such bidder was an Eldar Exodite lord.

The Eldar, upon realising the potential of such a device, decided to take the Research facility and capture the device for themselves without the need for lengthy negotiations. This tactic proved not as simple as was originally planned as upon arriving they discovered squads of Blood Angels. It was about now that the hapless pirates realised that they had taken on a little more than they had bargained for.

manner. While the pirate player (which was me – Ulp!) has a few squads of mercenaries with which to defend the base and generally harass and delay the players.

Originally, we made our own Pirate army list but for ease in up-dating this for 3rd edition, we will say that the pirates are the equivalent of Imperial Guard but with no Fast Attack, Heavy Support or vehicle choices. They had 3000 points. We had quite a varied, colourful lot for the pirates, ranging from Cadian Shock Troops, to Adeptus Arbites (defectors!) and Necromunda ganger models, mainly Escher. This gave a wonderfully disuniform look to their army.



The world famous 'Manky', such a modest fellow...

Mission

This counts as a Raid mission – Strongpoint Attack.

Forces

The Eldar and Blood Angel players may choose a 3,500 point army in the normal

Special Rules

The warp-flux technology prevents the use of warp style equipment (teleporters, Distortion cannons etc.) and affects an area within a 24" radius of the complex. Should someone activate such a device in the zone then they become subject to a 'warp displacement test' (they are scattered in a random direction 2D6 and may do nothing for the rest of their turn). This also prevents the use of a psyker's powers in the area, who are particularly vulnerable (it also speeds the game up and prevents players from annihilating the complex within the first turn).

Being a multi-player game sometimes causes confusion but also leaves a lot of the defender's troops to be cut down in swathes as they are unable to defend on several fronts at once. Because of these prevailing factors, squad coherency was increased to 6" for the defenders for the purposes of this scenario.

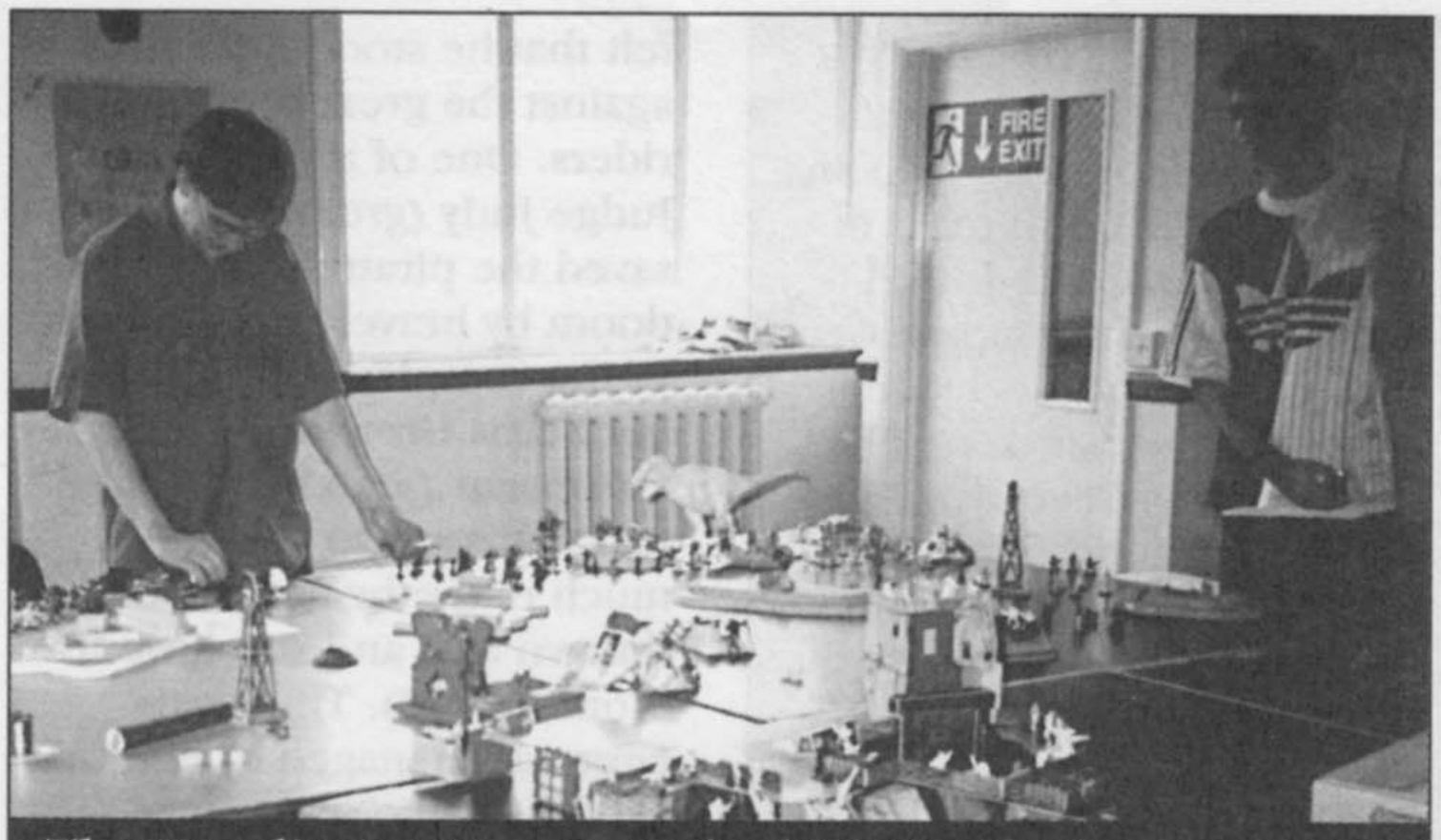
The Research facility also had four experimental sentry guns. These were one of the main objectives of the attacking force. The sentry guns are a variant of the plasma gun and are detailed below. They are twin linked as they are mounted in a Tarantula frame.

The weapons fire as if they were a character in determining choice of target and count as having a BS of 4 (therefore, they need no crew). The weapon has an A.V of 11. The gun can be switched off by any model that is in base contact with it during the hand-to-hand combat phase. The gun cannot be deactivated if the model wishing to disable it is engaged in combat.

TARANTULA MOUNTED SENTRY GUN

Weapon	Range	Str.	Armour Piercing	Type
Sentry	48"	7	1	Heavy 2

I also allowed players to use Journal rules as long as they ran it past me first and fortunately this idea of mine was not abused (although I was asked to lend out my Eldar Exodite Carnosaur). The players didn't have any complaints either – marvellous. *(That's what we like to hear, gamers who are willing to experiment to further their enjoyment of the games – Ed.)*



The Exodite's Carnosaur lurking in the background

Table setup

As this was going to be quite a large game I used three of the table-tennis tables arranged in a 'T' shape. Each army then set up on their own respective tables. The complex itself, a combination of two Gorka-morka forts and various other bits and pieces we sort of threw together was set up in the middle of the central table and the pirates were deployed inside it and on various pieces of scenery extending from the outpost. The Blood Angel and Eldar players used the corners of their respective tables as deployment zones and deployed normally. To cut down on time and keep the interest of some of the younger players I decided that the assaulting forces (Eldar, Blood Angel and any other forces that turned up on the day) would share a turn sequence until such a point that the defenders were all destroyed or immobilised. This worked quite well and in the case of two opposing models attempting to do the same thing, the model with the highest Initiative acted first. In the case of hand-to-hand combat both models assaulted and met in the middle but those with higher Initiative struck first (obviously allowing a roll-off in the case of a tie).

Players who turned up on the day were asked to provide a 500 point reinforcement army that deployed during the Movement phase. If the force could be aligned to either of the assaulting forces then it would be fielded in their respective deployment zone. If it could not then it would fielded at the rear of the outpost (originally the Blood Angel force was supposed to be a Chaos force but due to a slight hiccup a week before the event they were replaced by one of my emergency armies).

Terrain

In terms of scenery, the terrain should be quite sparse as it is a secluded Research Facility and it would be assumed that much of the surrounding area would have been cleared to make it more defendable.

What really happened...

The first turn was quite messy to say the least, the pirates first fired off the Tarantula sentry guns and various grenade launchers and when the dust finally settled they had barely killed a thing! Then it was the Blood Angel's turn. The thirty strong Death Company lead by Corbulo and accompanied by not one but three Chaplains (this game was originally played in 2nd edition) 'jumped' straight into the Eldar flank with only Guardians and support weapons to stop them, but the counter-charge by the Phoenix Lord Jain Zar, some Harlequins and various other Aspect Warriors on the same turn met them in a massive frenzied melee in the centre Dreadnoughts traded shots with each other over the clash of bodies in the middle of the battlefield – you could say it had started with more than a bang!

Jain Zar threw her *Silent Death* into the pack of charging Marines and missed forcing her to charge in on the second turn rather than the first. By the third turn the Space Marine Whirlwind managed to blow itself up and the massive skirmish that had started in turn one was over, leaving the Death Company, its Chaplains and Corbulo finally at peace. This was not however, without cost to the Eldar force, as the Dreadnought, Jain Zar, and many Eldar troops also lay bloodied and crumpled on the floor.

The Research Facility

For this I used two Gorka-morka forts together with an Imperial Bastion in front of the single gate that I used. From this main complex were various gang planks leading to small firing bunkers. The complex was deemed to have an underground network which allowed reinforcements to be moved quickly from the main complex to the bunkers.

In game terms, an area was marked in the complex where there were a series of hatches which lead to the various pillbox bunkers, this meant that the pirates could quickly reinforce a position if it was being threatened. If, however, a position was overrun then that hatch became unusable as it is assumed that it would be blocked by dead bodies or rubble, etc.

The defender also worked on a reinforcement style basis, in that if a squad was destroyed it could be brought back into the main complex from the access hatches which lead to the barracks below in the following turn. These reinforcements do not apply to characters and lasted for four turns only.

The complex walls and structure has **A.V 15.**

The gate has **A.V 10**.

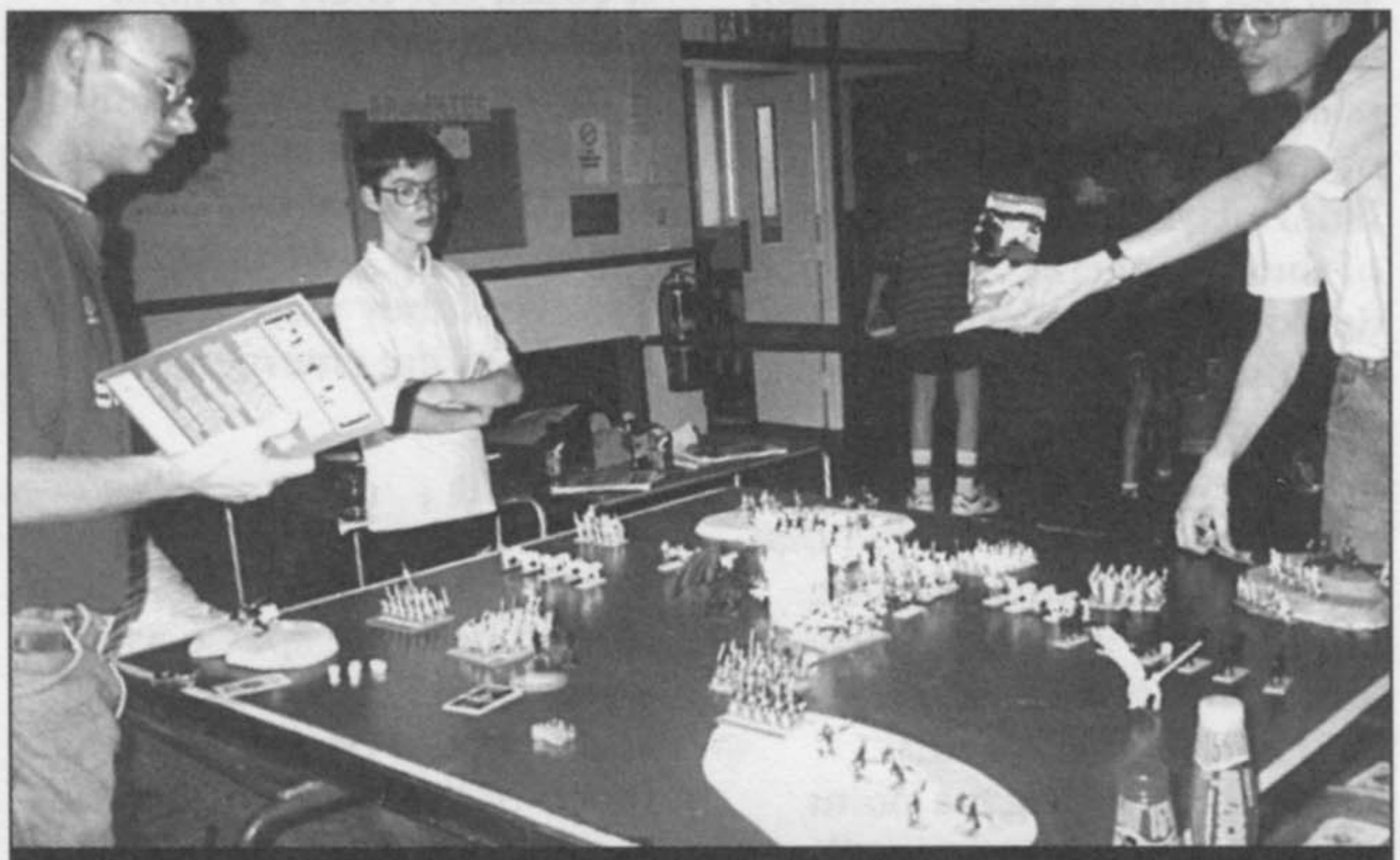
Despite the considerable advantage on the part of the pirates who had apparently escaped this horrendous carnage a lucky shot from an Eldar Vibro Cannon caused the entire front bastion of the Research complex to collapse, killing many of the defenders. On the third turn the mighty Carnosaur happily ate its way through two bunkers with a single pirate remaining who felt that he stood little chance against the great beast and its riders. One of my characters, Judge Judy *(groan! – Ed)* saved the pirate from certain doom by bravely running out of the complex and throwing her Stasis Grenade at the Carnosaur (who by this time had managed to soak up much of the heavy firepower thrown at it and still have five Wounds left!). The Stasis Grenade managed to hold it up for another two turns which only served to delay the inevitable.

By turn four, both sides had started to breach the complex. First, it was the Swooping Hawks and then it was Commander Dante (who left the last of his bodyguard dead and dying in the middle of the battlefield) and various other jump-pack equipped Space Marines. Two of the sentry guns had already been destroyed leaving the final two to deal with the Marine assault, while the defenders tried taking down the Swooping Hawks and their Exarch.

The first sentry gun was deactivated as Dante landed next to it, yet the second continued to fire into the pack of assaulting Marines, killing many of them.

It was a struggle for the pirates to hold off their many foes by turn five and they were spread a bit thin. So the pirates decided to abandon the main half of the complex in preference to the side protected by the still-operational sentry gun.

Dante and his Marines were finally dealt with by the Eldar before they could enter the complex and the Eldar finally breached the walls and reduced the defenders to less than ten men. The pirate's steadfast action had caused the deaths of the remaining Swooping Hawks and even their Exarch but it was all over and they knew it.



Oi! Rules lawyer – no!

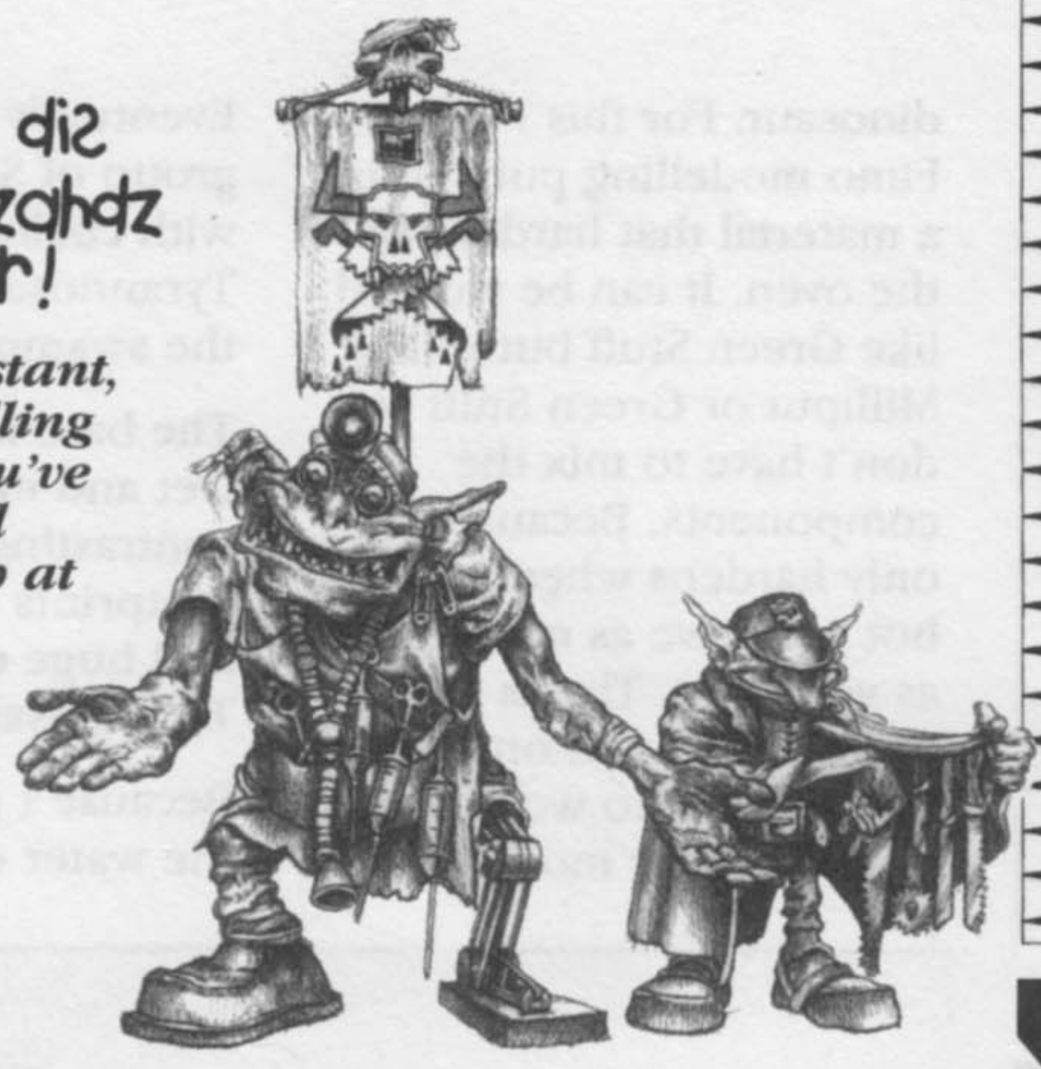
In the final turn, the last of the defenders were slaughtered and the Eldar the were in possession of the complex. The final turn also saw the Carnosaur finally die to a Krak Missile from a vengeful Marine, cool!

And there you have it. So, if you're in the area, pop along and take in a game...

Da doc'z keeping it green diz izhoo wot wiv dem zcalee lizahdz nastee bitin fingz dey arr!

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



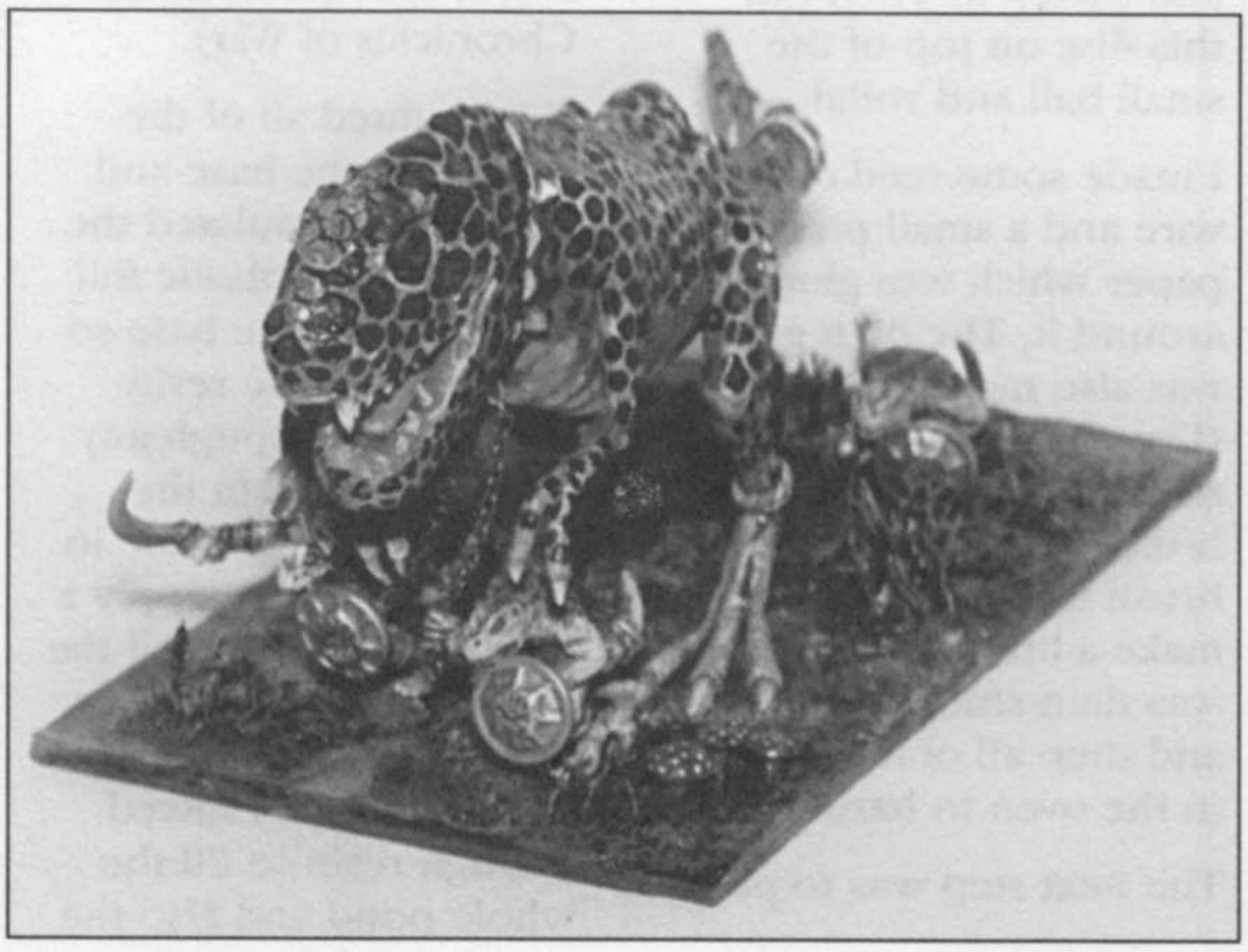
TYRANNODON

By Ralf Engels

Ralf is from Ulm, Germany, and is a manic modeller extraordinaire. When he couldn't find a suitable model to convert for his Tyrannodon, he just got straight down to it and sculpted one! After the success of this model (check out the inside front cover) he's informed us that he will be sculpting more in the future and we can't wait to see what he's up to next...

One day it suddenly occurred to me to make a really huge model, just like the cool scratchbuilt ones shown in White Dwarf. It had to be something that I could use for my new Lizardmen army though. Immediately I thought that a dinosaur would be great, and would remain true to the background of the race. Maybe a massive Brontosaurus with a whole regiment of Skinks on top in a war howdah, or a big Tyrannosaurus Rex.

I was on a mission. First I had to try and find a suitable model for converting. I tried to find a toy dinosaur of roughly the right size, but they all looked far too nice and cuddly – not aggressive enough. Ok, I thought, then I will have to make it from scratch. This way I can chose the dimensions myself and make it look really, really mean, with long claws, rows of razor-sharp teeth, some horns and pitiless, beady little eyes. GRRRR...

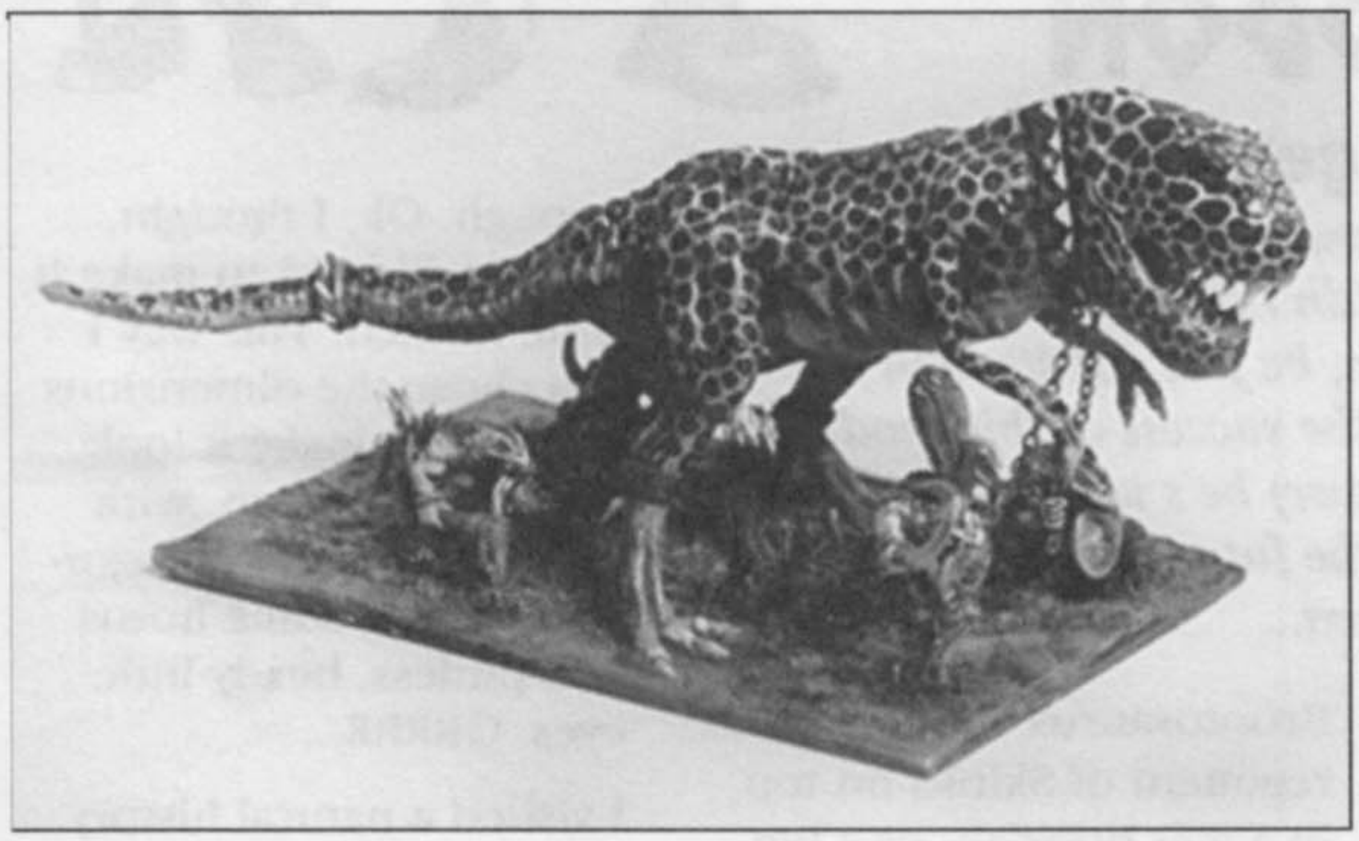


I visited a natural history museum (an experience that I recommend to everyone regardless of age – the stuff there is so cool!). It was here I did some research and took some photos. As I expected, they were very useful in getting the look and dimensions correct for the model I was about to build.

I already knew from some of my earlier modelling projects that such a big model needs a very strong skeleton for stability. I made the Tyrannosaurus from 1.4 mm steel wire. It had to be bent into the same shape as the Tyranosaur. After about four hours I had a metal wire skeleton of a Tyrannosaurus with a big head made out of balsa.

The next step was to model the body of the

MAMMA'S KLINIK WITH DOK BUTCH



It was real fun to make the dinosaur. After a while, I realised that it was better to first make all of the muscles and then cover it in skin.

After sculpting for twenty hours, off and on, the dinosaur was finished. At last I realised its arms were far too long for a Tyrannosaurus Rex but I made allowances for fantasy (besides, hopefully no-one will notice).

Then I concentrated on the base. At first, I visualised a group of Skinks which would lead the dinosaur into battle. But after I placed a group of Skinks around it I changed my mind. A tiny Skink standing in the shadow of such a huge monster just looked too amusing to work.

Eventually I settled for a group of Saurus warriors with chains leading the Tyrannosaurus through the swamp.

The base had to appear wet and muddy with contrasting small footprints from the Saurus and huge ones from the Tyrannosaurus.

Because I planned to make the water out of transparent polyester resin I had to make the whole base waterproof. So the base was made out of Fimo with some twigs and stones. The mushrooms were also made out of Fimo. Make a small ball for the stem, then make a bigger ball for the head and flatten it. Then put this disc on top of the small ball and voila!

I made some reed out of wire and a small piece of paper which was glued around it. The high grass was also made out of wire (I've read that you can make them out of old brushes, but who cuts a brush to pieces only to make a little grass?). This was then stuck in the base and then all of it was put in the oven to harden.

The next step was to paint the whole thing. All the pieces were painted separately.

First I painted the Saurus warriors. They were given the same green as the rest of my Saurus warriors but with dark brown scales.

Next was the dinosaur. It should have the same overall colour as the Saurus warriors. I settled for a kind of python painting scheme. First I painted it light green in colour (some pythons are white with black dots) with a grey stomach. Then I painted the dots. Smaller dots around the mouth and forelegs with larger dots on the back. As a finish I painted on small details such as red eyes (the Saurus warriors also have red eyes) and then the claws.

Finally, I painted the base. I decided it should be a muddy brown and the grass should look dry. At this point don't try to glue small grass or other porous materials to the base because it will suck the water in (this is what happened when I tried to make a frog-base for *Buffos Hex Scroll* from Chronicles of War).

Next I glued all of the models to the base and after that I simulated the water. I put a plastic foil under the whole base so that none of the resin would flow through any small holes. Then the water effect was made in three steps. First, apply a little bit of resin to all the places were the puddles would be. After the first layer was hard I mixed enough resin to fill the whole pond and also the

smaller footprints. When this was hard I checked that I had not forgotten anywhere and filled them up if need be. On completion, the Tyrannosaurus stood with one foot half submerged in the water and you can see it half buried in the mud.

Finally, I took some small chains and connected the Tyrannosaurus and the Saurus warriors so that they really look like they are leading it *(Fido, walkies! – Ed)*.

All in all, the project took about fifty hours from start to completion.

I even used the dinosaur in a game once. I took the characteristics from, 'Total Power' an Internet Magazine for Warhammer and the rules that I use are printed below.

But unfortunately my Tyrannodon was quickly killed off by a Daemon Prince!

Tyrannodon

May be included in the Warhammer Lizardmen army monsters section.....**300 Points**

M	WS	BS	S	T	W	I	A	LD
7	4	7	7	7	4	1	7	8

SPECIAL RULES

Terror: Tyrannodons are extremely large and horrifying monsters and cause *Terror* as described in the Warhammer rulebook. This means that they automatically cause *Fear* also.

Bound Monster: Tyrannodons are ferocious creatures and must be bound by magic. Although *Bound*, being *Cold Blooded* they may test with 3 dice.

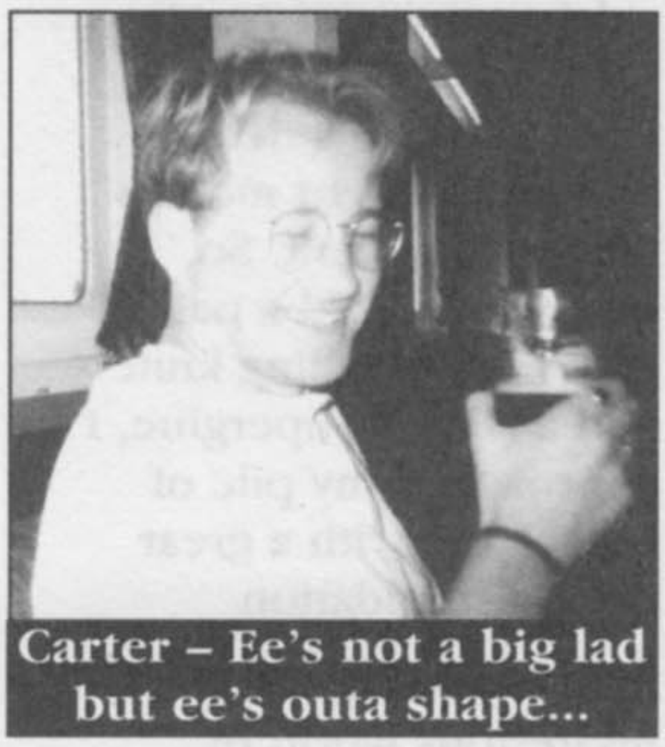
KROXIGORS

By John Carter

(The unstoppable paint machine)

I was sitting in the office having a doze when in walked Carter, clutching a bunch of figures and grinning like he'd just spelt his name right for the first time.

'These are cool, put them in the Journal,' he uttered. 'No!' I replied, half raising an eyelid as if to acknowledge his presence. 'Pint of the usual?' he said, reinforcing his initial position. So, after much close inspection and serious thought (I was quite thirsty!) I decided that they were actually quite good (not that I'd tell that to Carter, of course) and perhaps merited showing to the unruly mob (you lot!).



Carter – Ee's not a big lad but ee's outa shape...

John is the steadfast, stress-free voice of retail support over here at head office, and combines boyish good-looks with a schoolboy's maturity (and occasional falling-down drunkenness!). He's a constant Warhammer opponent of the dreaded greenskin Gordon Davidson and looks forward to the day when he might actually win a game! – Ed.

Why Kroxigors?

So, you want lots of attacks, high Strength and Leadership and a guaranteed Save? Well, I say to you – Kroxigors! You get all of the above and a bloody big model that scares the opposition witless *(so you'd be fighting on equal terms then, John! – Ed)*. In fact, the main reason that I like Kroxigors is because they look so cool. I mean, how could you not like a great big lizard with an enormous axe?

I like to fill my armies with lots of great figures that I like (which is probably why I always lose!). Probably the best advice would be against big units of Kroxigors, after all, they do prove to be a quite impossible for your opponent to ignore (or miss, especially with artillery or magic!) on the battlefield. This problem is especially noticeable through their lack of musicians and standard bearers and champions to bolster them.

DOK BUTCHA'S KLINIK

I say: 'To hell with all that!'

The army lists don't give provisions for any of these, but that didn't stop me. And I say: 'To hell with sound tactical advice!' *(we've heard that many times before John – Ed)*. If I want to use a huge regiment of Kroxigors with a command group I was going to use one.

This situation begged the question of how to make a regiment including a command group out of only two models? Conversions, or course.

Now, to say that I am a bit of a dab hand at converting would be somewhat of a lie (a bit like saying Steve's sideburns aren't crap!) *(git! – Ed)*, but I was desperate, I needed sixteen different models for this regiment. So, having obtained a pair of pliers, a modelling knife and a lake of superglue, I approached my pile of body parts with a great deal of trepidation.

As it turns out, the mysterious world of converting isn't as foreboding as it seems, in fact, it's really dead easy. For most of the different stances I got for the rank and file Kroxigors it was a matter of repositioning the limbs (white metal is quite easy to bend, just make sure you bend it too far or else it will snap!) and changing the heads and weapons.

You can even substitute the tails from other models like Fleshounds, whilst scouring the Orc range of miniatures provided me with plenty of alternative weapons (particularly Trolls)

One of my particular favourites is the spear wielding Kroxigor (in a pose inspired by a Beastman Champion). This figure required only a little arm bending and an Orc boar rider's spear. There's also a lot to be said for the primitive looking Kroxigor, about to batter some poor 'soft skinned' head-in with a massive boulder. This model merely required the repositioning of the arms above the head, the hands removing and replacing with the hands and rock from an old Troll from Mail Order. *(I take it that you mean a Troll miniature from Mail Order and not one of the poor workers? – Ed.)*

The Standard Bearer pained me the most (in more ways than one, I can tell you), because of the standard itself. The body only required a little alteration, such as arm bending but the standard needed to be huge, much bigger than anyone else's as it had to be in proportion with the unit. Dissatisfied with the various paper efforts I tried initially, I hit on the bright idea of using a tin can *(!!!??!! – Ed)*. Taking a soft drinks can (and definitely not an empty can of lager), I cut out a suitably large shape and glued it to the standard pole. This was later sprayed green (very reptilian!).

Now, the message you should take with you after reading this (apart from that I am completely barking, of course), is that drinks cans should be drunk out of and then left well alone and certainly not used for modelling with. I cut my hands to ribbons on the damn thing, the metal doesn't stick to anything but human flesh and paint flakes off it. Doh! Through great perseverance (you might say stupidity) I finally managed to do it, but my advice would be to use something else (anything else!) and I for one will not be trying that again.

The musician was a much happier project. After repositioning the arms and twisting the wrists, the weapon swap was relatively easy. For the all important horn, I used the horns off the Slann Mage Priest's palanquin. After hollowing out the ends I glued them together and wrapped sewing cotton around them (which does well enough for rope). Then I glued it into a position that suitably musical (using my favourite Kroc head – 'Mr Smug').

And that's it, a full Kroxigor regiment (that git Steve wouldn't let me show them all...) inside of two weeks with a little pain and a little learning. The moral of the story *(oh my God, he's turned into Oprah Winfrey! – Ed)* is not to let a lack of models or rules restrictions bind you to that which is merely hum drum. If you want sixty-seven giants or a regiment of Dragons (including standard bearer of course), then go for it, people will only call me odd or insane and that's not such a bad thing. Ah, here come those nice people in white coats with my medicine...

Kroxigors

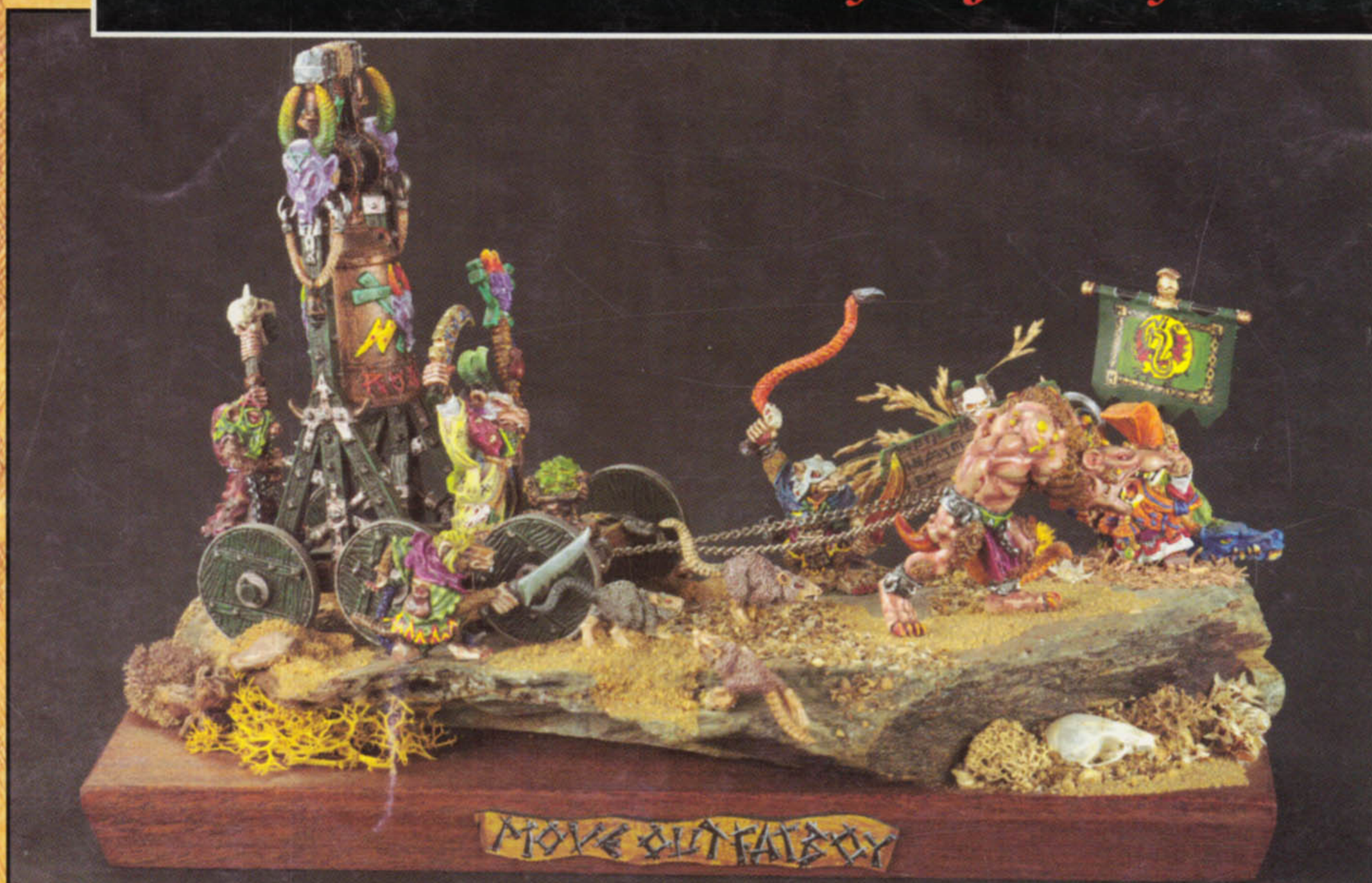
By John Carter

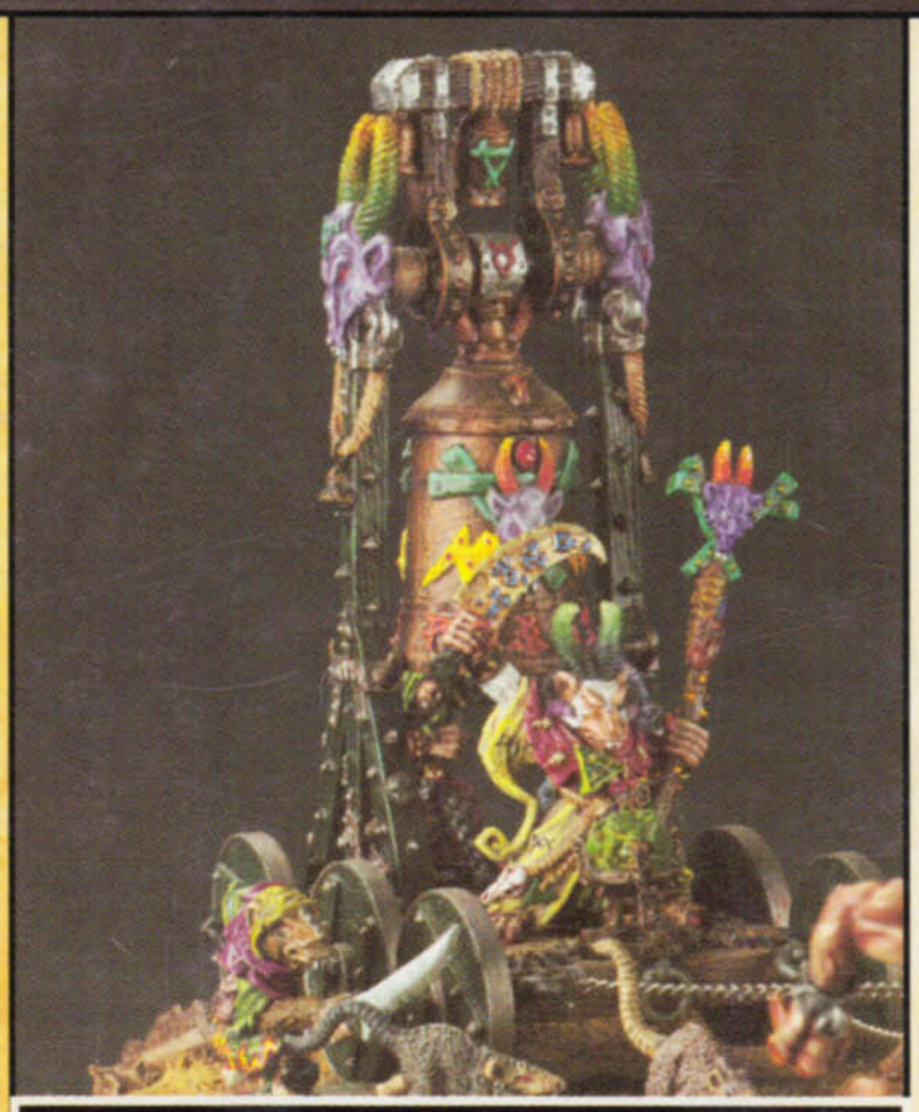
(Check out Doc Butcha on pages 93-96)



'Move Out, Fat Boy'

Skaven Diorama By D. J. Golby





A close up of the Screaming Bell



How authentic – a real rat skull is used on part of the base

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