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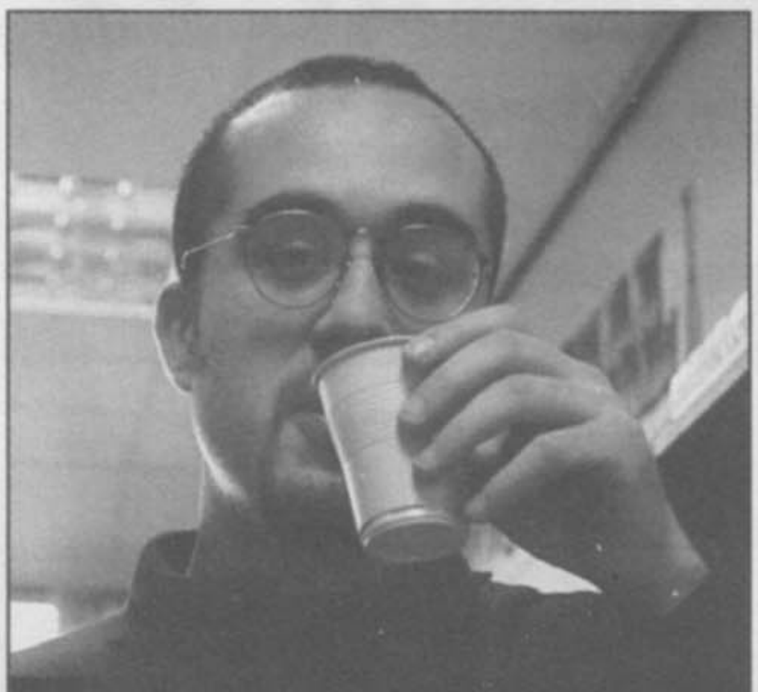
GAMES WORKSHOP®

THE CONQUEROR LEMAN RUSS ASSAULT TANK

By Tony Cottrell **(see pp62-3)**



Steve's Slot...



Fourth coffee and still hasn't written an editorial yet...

So there I was, right, keeping it together, when this geezer comes up, out of the blue like, an 'e starts making it large, right, 'an...

Err... where was I? Sorry, I do tend to trail off. Anyway you'll be ecstatic to hear that for this issue we will finally, after much fussing about, be unleashing the Trading Post on you. For those of you not in the know, it's sort of a cross between a classified ads column and a 'swap-shop' (if anyone's old enough to recall, that would make me a bit like Noel Edmunds – Urgh!!! I can't possibly think of anything worse!). Anyway, if you want to know more, take a look at the bloomin' thing!

This issue I thought that I'd give poor old Warwick a bit of rest after last issue's bumper Warhammer Campaign. (Well, he has been moping around the office making wild claims that he does all the 'creative' work on the Journal and I just sit on my big, fat backside all the time. What an absolute lie! It's not that fat!)

What a vast, blubbery mass of hobby obesity we have here for you: there's a stonking modelling workshop article with some of the coolest converted models I've seen in ages; we get a bit 'fruity' with Cheerleaders for Blood Bowl; Nick Kyme returns with a macabre scenario for Warhammer, and last, but by no means least, we've got the full rules for the Conqueror Assault Leman Russ.

Phew! I think I need to take a rest and sit on my big... er, well, you know!

Steve

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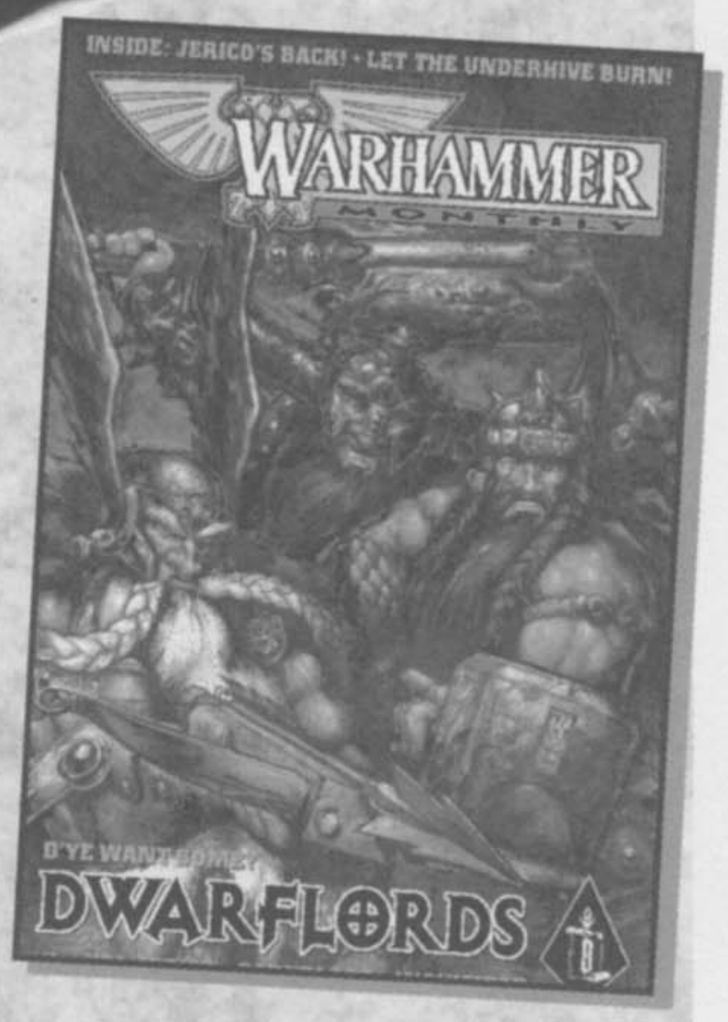
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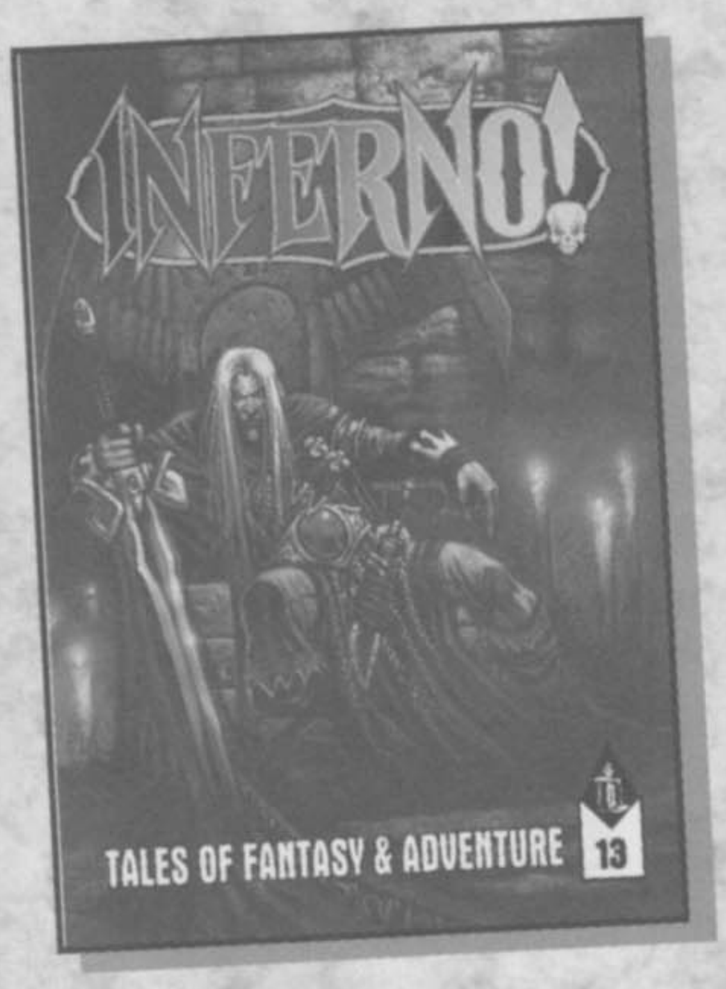
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Taverns of the Beastmen



A Warhammer Quest Scenario

By David Russell

Hi, I'm Dave, I'm thirty two years old and I'm from Croydon, Surrey. I have been playing GW games for about three years now and started with that old classic, Heroquest! When I first bought Warhammer Quest I decided that it was the game for me. Fortunately, my wife and mates love playing too, so weekend games are now a regular feature.

I also play Warhammer and was most inspired by the new Chaos Beastmen Army, which was why I wrote this article! I wanted to introduce these cool new 'beasties' into the game and playtesting has shown that they certainly are a force to be reckoned with...

'The Beasties are coming!' screamed the young boy as he ran into the village near Gisoreux, Bretonnia, his body barely keeping pace with his pumping legs. Looks of horror passed across the villager's faces as the men armed themselves with whatever came to hand, forks, picks, the odd axe, however, the mood of the village was of the inevitable death that would soon follow. The local Knight Errant rode swiftly to the nearby Sacred Grove knowing that his protection would be all too little.

The Beastmen came out of the mountains swiftly, quickly overwhelming the poorly armed villagers and massacring anyone they could find. The Knight put up a brave fight killing four of the fierce brutes before he was overcome. The Sacred Grove was utterly destroyed and any relics found were looted. The Beastmen then swiftly disappeared back into the mountains before any Grail Knights could be sent to hunt them down.

Gerard L'Ironbright was livid, smashing his fist into the council table he roared, 'This desecration must be stopped! The Beasts must be found and slain'.

The trouble began five years ago when a Sacred Altar of the White Goddess Merion was ransacked. The desecration was dealt with swiftly, the enemy quickly being tracked down and destroyed. However, one of the Holy relics was never recovered, a sacred mirror which had magical farseeing abilities. Nothing further occurred and over the years and the incident had almost been forgotten. Now this had changed. A band of Beastmen had been systematically destroying sacred Altars and Groves and always seemed to know where the patrols were. The truth was now apparent and horrifying, a Beastman Shaman had actually managed to work out how to use the mirror and was using it to avoid detection. Even worse, rumours were now rife that a Chaos army was amassing, hoping to exploit the success of the destructive raids.

Eventually, it was decided that a small party should be assembled to track and find the lair of the Beasts and recover the mirror at any cost, killing the Shaman if at all possible in the process. Volunteers were considered and then the best selected.

The Questors

Four young, brave questors are chosen to seek out the Lair of the Beastmen. Two brave and chivalric Bretonnian Knights and a beautiful, mysterious Sorceress, accompanied by a Dwarf

tracker to assist in locating the caves:

Sir Sebastian Legonnair

A dashing young Knight of the Realm armed with a Broadsword and Knightly Armour (use the Bretonnian Knight Warrior rules and model). He is a courageous and lethal fighter, a born leader but one who is sometimes prone to rushing in to combat too quickly before thinking of the consequences. He is desperate to become a Legendary Questing Knight and this is his first quest.

Marquis Henri le Bourgan

The ruling noble of a small southern realm of Bretonnia, he must now prove himself worthy of his title. He is a tactician and a thinker with perhaps less flair than Sebastian but possesses deadly timing and accuracy. He favours the use of his trusted Warhammer, a family heirloom with magical properties. (Use the Bretonnian Knight Warrior rules with the cool Champion model with the warhammer. The rules are modified only for Strength 3 with no Broadsword modifier; however if he rolls a natural '6' to hit, he rolls an extra 1D6 for wounds caused.)

Angelina

A stunningly beautiful young maiden whose magical powers are shrouded in mystery. Her abilities are not yet fully developed but she shows a natural aptitude for learning and is particularly adept at healing, taught to her whilst attending a local nunnery as an orphan girl. She will prove a vital asset to the party's survival. (Use the standard Wizard rules with the Bretonnian Sorceress model – you could ensure an emphasis on a good healing spell.)

Brinn Hounddog

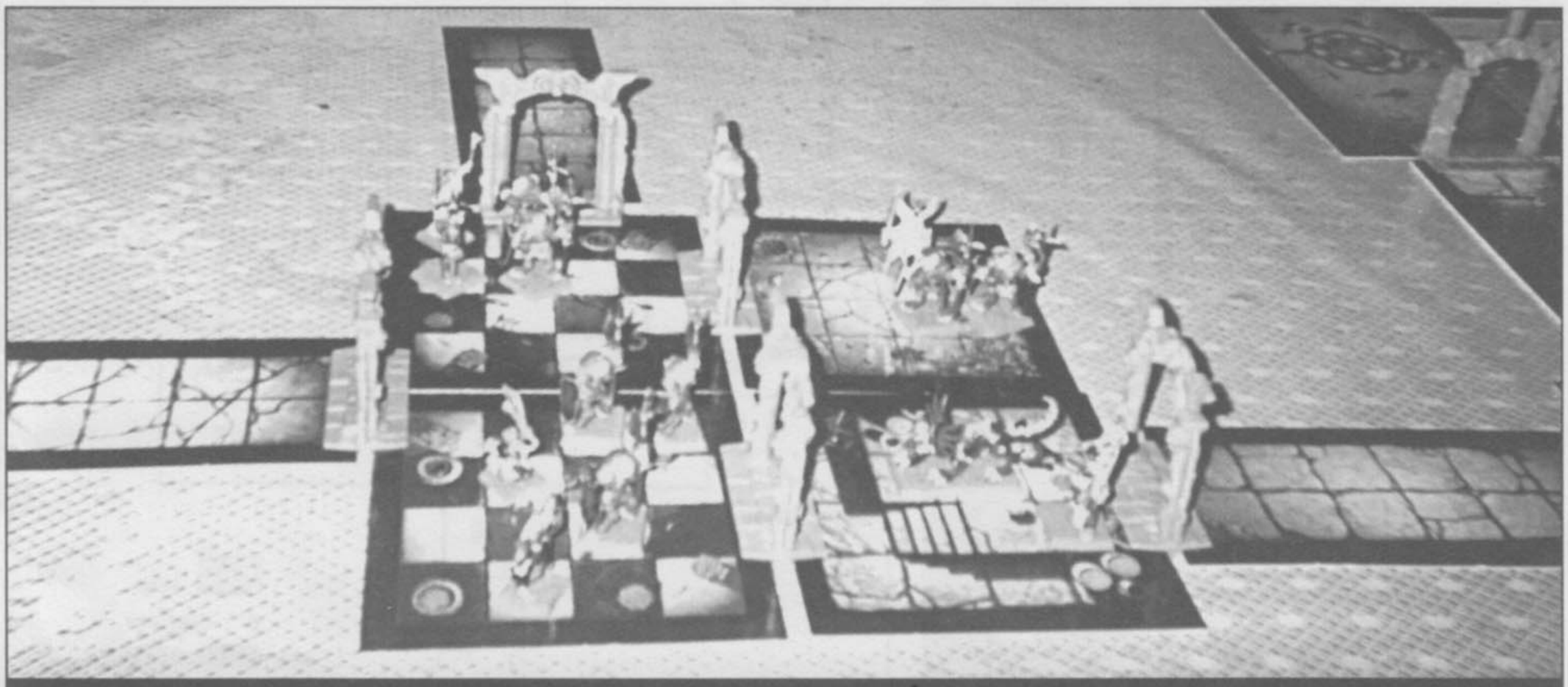
Well respected and possibly the finest Dwarf tracker in northern Bretonnia. Nothing and no-one can escape him once he has the scent. A great friend of Gerard L'Ironbright, he was only too willing to help, for the correct fee of course (use the standard Dwarf warrior rules).

These characters are designed to fit in with the background of the story. With a little bit of thought, however, almost any Warriors can be substituted. For instance, the tracker could be an Elven Ranger or perhaps a Witch Hunter. It could be the Loren Forest, the realm of the Wood Elves, that is being invaded and you could use an all Wood Elf party with the Ranger, Wardancer, Elf Warrior and an Elven Wizard. Equally an all human party could be assembled, or whatever grabs your fancy...

Regardless of the party used, the warriors are provided with 1D3 provisions and 1D3 bandages each before the quest commences.

A Hunting We Will Go...

So begins the quest to recover the all powerful *Mirror of Farseeing*. The small party begins the lonely trek through the craggy mountains of the Pale Sisters, the temperature seems to drop with every step as they trudge through the ever deepening snow. A bitter wind whips across their faces, ice forming on their cheeks,



There's a punch-up in the guard barracks...

their breath becoming harder and harder. Brinn Hounddog finally brings them to a halt.

They have reached the vicinity of the Beastmen lair, but the entrance must be found, and with the temperature falling to dangerous levels it must be found quickly. The tracker should roll once each turn on the following table until the entrance is located:

Search Table

D6 Score Result

1. A disastrous event has occurred in the perilous, icy conditions – roll 1D6 again on the Disastrous Event Table.

2. The tracker is unable to find the entrance to the caves and must brave the freezing elements another night. Each warrior takes 1 wound or uses up 1 provision.

3. Although managing to fight off the worst of the cold the tracker cannot find the entrance to the caverns. Another day is wasted.

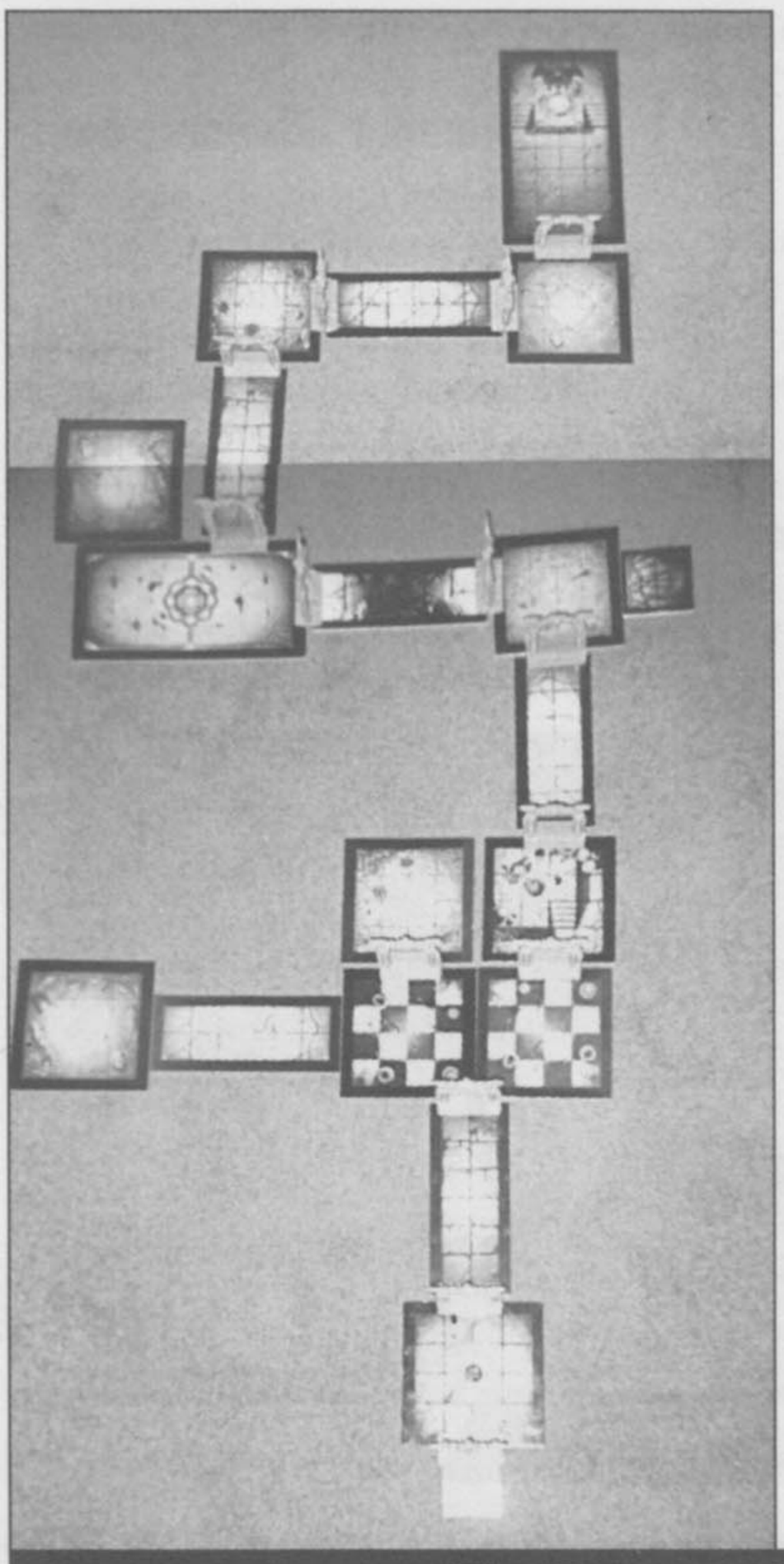
4–5. The main entrance to the caverns is finally located just as night sets in. The quest can continue.

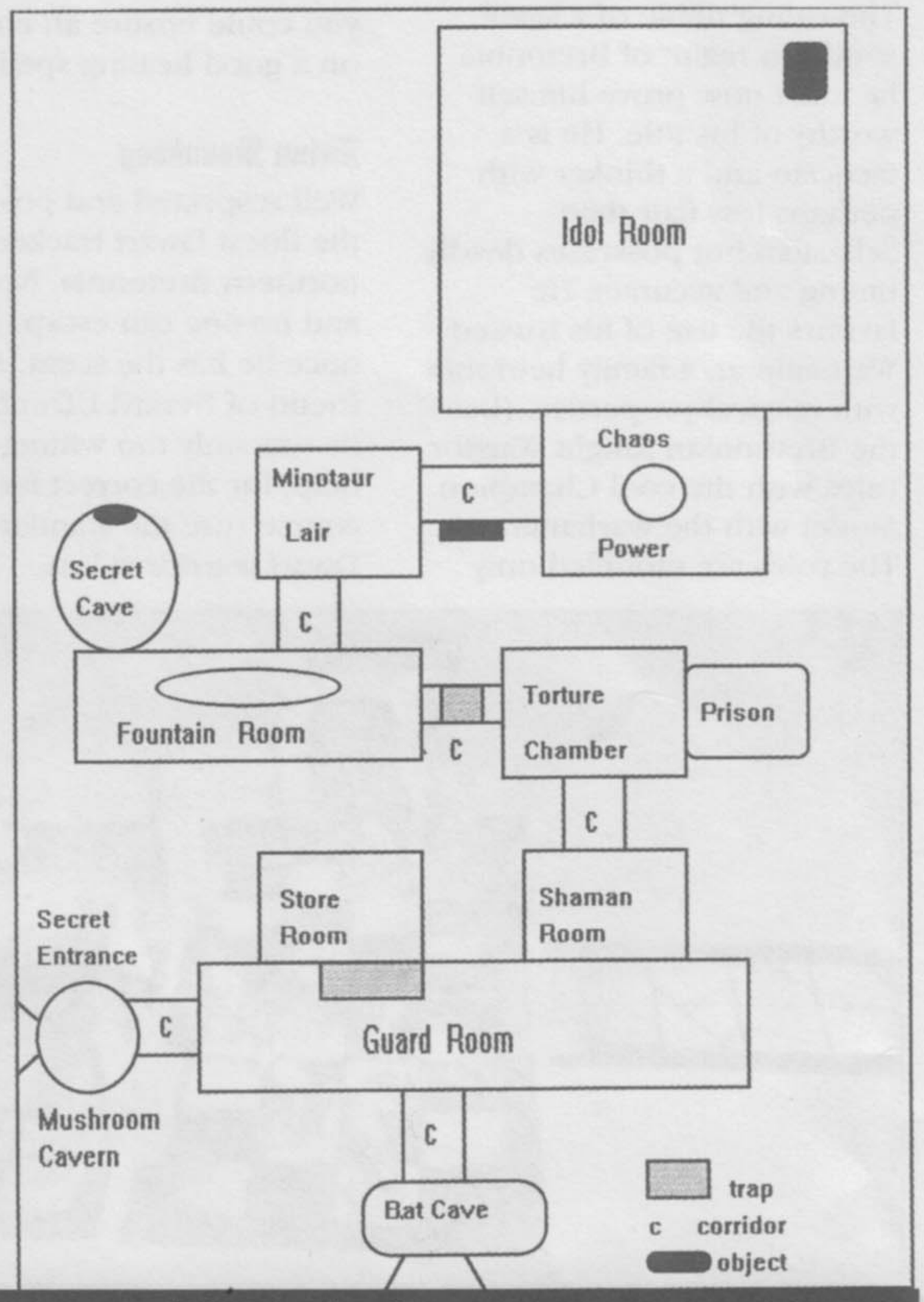
6. The tracker does his job well and finds a small crack leading into the mountains. The passage opens out and forms a secret entrance* to the Lair. (go immediately to the Mushroom Cavern)

Disastrous Event Table:

1. A blizzard brews up and visibility falls drastically. As you edge your way along blindly, suddenly one warrior (draw a counter) slips on the icy rocks and plunges down a deep ravine, impaling himself on a large ice shard *(Ouch! That's gonna smart some – Ed)*. The warrior takes 2D6 damage. He can only be rescued by using the rope.

2. The party is suddenly and viciously attacked by a large, shaggy creature, as a Yeti looms out of the blizzard.





The Dungeon layout and the author's map...

Yeti

Wounds 15
Move 4
Weapon Skill 3
Ballistic Skill 0
Strength 4
Toughness 5
Initiative.....1
Attacks 2
Damage.....1D6
Gold.....160
Special .....*Fear* 5

3. You stumble across a scouting party of 1D6 Beastmen Gors and are forced to fight to prevent your detection (see the bestiary for the profiles).

4. **Avalanche!** – A distant rumble turns into a torrent of snow which tumbles down the mountain towards you. As you dive for cover one of the warriors is buried (draw a counter) and takes 1D6 Wounds. The others eventually manage to dig him free.

5. The temperature drops to well below freezing. Your search continues in vain and during the night you must huddle together just to stay alive. You get to know each other a lot better! Unfortunately, each warrior takes 1D3 wounds.

6. You are attacked by a patrol of 1D6+1 Ungors armed with spears. (If you struggle to dispose of these then it may be better to turn back for home now!!)

The Bestiary

Following the arrival of the new Chaos army book a number of different Beastmen 'breeds' have emerged which can be incorporated into the dungeon. The original quest booklet gives the profile for the standard Beastman Gor and I have developed profiles for the others based on previous Quest articles, comparisons with other races and of course my own opinions. The best thing about Quest is that if you don't agree with something, then simply change it. *(Hear, hear! – Ed.)*

Into the Beastmen's Den...

The quest itself can be played out in a number of ways. You can generate a purely random dungeon using the Quest dungeon cards in the normal manner and by writing out new monster event cards using the above information,

THE BESTIARY

D6	Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
2	Minotaur	1D3	6	4	4+	4	4	15	3	2	440	0	2D6	*Fear* 5
3	Chaos Warrior	1D6	4	6	1+	4	4	12	6	2	240	2	1D6	None
4	Bestigor	1D6	4	5	4+	4	4	8	3	1	180	1	1D6	None
5	Chaos Marauder	1D6	4	4	4+	4	3	7	4	1	120	0	1D6	*Double handed Weapons
6	Ungor	2D6	4	3	5+	3	3	3	3	1	45	0	1D6	None
7	Nurglings	2D6	4	3	4+	3	3	2	4	3	50	0	*Gang-up* (see page 90 of Warhammer Quest rulebook)	
8	Ungor	D6+2	4	3	5+	3	3	3	3	1	45	0	1D6	Spears
9	Gor	D6+2	4	4	4+	4	4	6	3	1	100	0	1D6	Halberds
10	Harpies	1D6	4	4	–	4	4	7	3	2	150	0	1D6	*Fear* 4, *Varies Attacks*
11	Chaos Hound	D3+1	6	4	0	4	4	8	4	2	160	2	1D6	*Ambush* 5+, *Gang-up*
12	Chaos Spawn	1	2D6	3	0	4	5	25	3	D6	700	0	1D6	*Fear* 5, *Varies Attacks*

*Double handed weapons - cause extra +2 damage on a to hit roll of natural 6



Elmas gets to grips with the Beastmen...

or more simply you can roll 2D6 on the Bestiary table when a monster event is drawn, thus keeping to the theme of this scenario. Alternatively, I have designed this dungeon for level 1 or 2 warriors. Beastmen are notoriously tough and this scenario will not be easy particularly at level 1; however Bretonnian Knights are able to hit hard from the start which evens things out. If using less potent starting warriors, you may need to use slightly more experienced characters that have already faced one or two Quests. Alternatively, simply modify the monster table slightly so that you meet one or two less monsters on an unexpected event. It is fair to expect the warriors to have some provisions and bandages already provided, say 1D3 to each warrior. I have tried to make the caverns feel realistic for a Beastman lair and have used random elements in the game so that when replayed it can still provide a different level of challenge. A treasure card may be taken if an unexpected monster event is competed, as usual. No additional treasure card is taken when completing a room event though.

Special rule: Each time the Sorceress rolls a '1' for the power roll she should roll a further D6. If another '1' is rolled then the Beastman Shaman has used the *Farseeing Mirror* to detect the Warrior's approach. He will now be better prepared for the character's arrival (see *Idol of Terror* objective room).

The Bat Cave

The main entrance to the caverns opens into a large shadowy area lit only by the light from the entrance itself. This initial room is the home of 2D6 Giant Bats which are disturbed by the Warrior's arrival and attack, ambushing the warriors from the gloomy roof shadows.

Mushroom Cavern

The secret entrance* leads to a small craggy room whose walls are covered in a myriad of bright luminous mushrooms and fungi glowing in all colours. The sight is breathtaking, and the mushrooms are in fact edible but do have side effects. Only the first mushroom the warrior eats will have any effect and the warrior must state which colour he has chosen. The effects of each colour are then determined by rolling 1D6 on the following table, obviously some colours may have the same effect:

1. *Hallucination* – the warrior suddenly sees a room full of beastmen and randomly attacks another warrior for one turn (draw counter). The warrior may retaliate if he wishes but this may not actually help in the party's success.

2. *Poisoned!* – the fungi leave the warrior violently ill and he collapses for 1D6 turns.

3. *Bitter* – the Warrior is left with a rather unpleasant taste and are a little thirsty, but otherwise unharmed.

4. *Sweet* – the mushroom is delicious and heals 1 wound.

5. *Revitalising* – the fungi is tasteless but invigorating restoring 1D6 wounds and giving the warrior +1 Strength for 2D6 turns.

6. *KAPOW!* – this mushroom reaches the parts other fungi cannot reach. The Warrior is restored to full wounds with +1 extra wound permanently.

The Guard Room

This is the first room where the Beastmen dwell. The pungent animal stench is almost overwhelming. Both entrances lead to this room which contains Beastmen warriors not out on patrol or finding food. You discover 1D6+2 Ungors armed with spears and 1D6 Gors armed with hand weapons. If the Warriors managed to find the secret passage then they gain an extra ambush attack in the first warriors phase.

Store Room

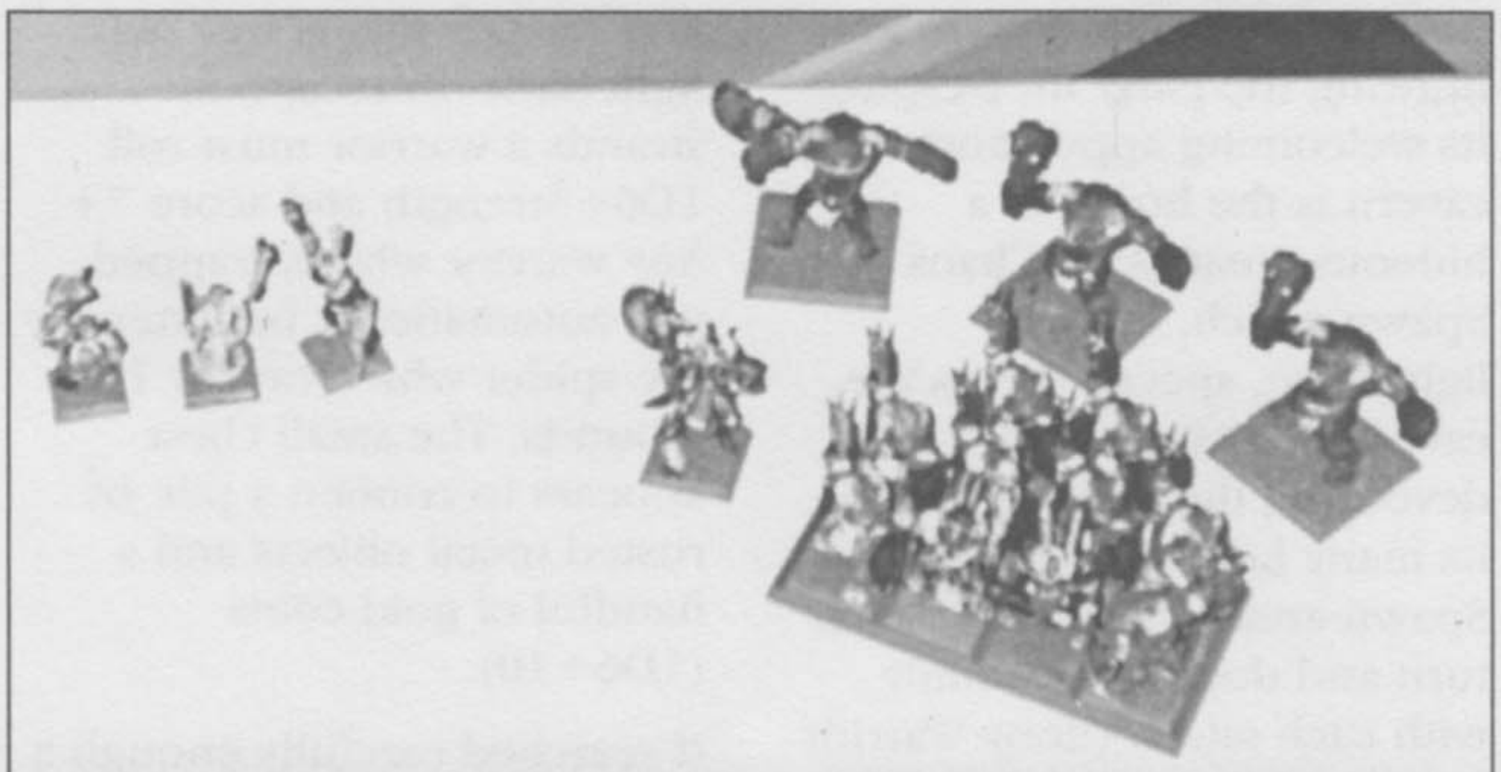
Any attempt to enter this room will trigger a trap (unless already found and dismantled). A large pit opens up beneath the warriors adjacent to the door and they will fall in unless an Initiative test is passed and the warrior manages to jump aside (see Warhammer Quest book page 157). A warrior falling in takes 1D6 damage with no modifiers. The *Rope* is needed to get them out. Inside the store room is a variety of provisions, assorted weapons and strange objects, most of which is useless or inedible to the warriors. However, you can salvage 1D3 provisions and 1D3 bandages,1 *Potion of Healing* (heals 1D6 Wounds), and a magical *Sword of Might* (worth 150 gold) which gives the user +1 Strength.

The Shaman Room

This room is the dwelling place of the Beastman Shaman and where he practices his magical rituals (use the *shaman room* tile from *Lair of the Orc Lord* if available). The room is presently occupied by the Shaman's Apprentice and his 'pet' Chaos Hound. The Apprentice is young and inexperienced and whilst able to cast spells does so at a -2 modifier from the magic table (see Quest book page 86). His profile is as follows:

Beastman Shaman Apprentice

Wounds	13
Move	4
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	4
Initiative	3
Attacks	1
Damage	1D6
Gold	250
Special	*Magic 1*



Just a few of the horrors to be encountered...

The hound is a ferocious fully grown monster that will attack immediately if the Apprentice is endangered in any way. If the occupants are killed, a thorough search of the room will reveal an *Energy Jewel* (200 gold) giving 1D6 Power Points to the Sorceress (Rulebook page 69). A search of the Apprentice's body will produce a *Charm of Learning* 100 gold (Rulebook page 70).

The Torture Chamber

This is where the Beastmen interrogate and torture their captives, mainly to obtain locations of important villages and Sacred Groves. It is occupied by 2D3 Bestigors armed with hand weapons. A search of this vile and bloodied room will reveal a *Ring of Power* which increases a Warrior's chosen characteristic by +1 (500 gold) (see Quest Rulebook page 50).

The Prison

This contains 1D6+1 Giant Rats that feed off of the prisoners who can no longer fight them off. Chained high against one wall the warriors find a dying Bretonnian peasant whose feet have been eaten away by the rats. He is very near to death but is able when questioned to tell the questors of a secret cave he has heard about, which is located off of a room called the *Fountain of Life and Death.* He starts to babble hysterically before pleading to be put out of his agony.

Collapsed Passage

The walls of this passage have crumbled forcing the warriors into single file (use the tile from *Lair of the Orc Lord*). It is a prime area for ambushes and any unexpected event yields the maximum number of monsters. A *Poison Dart Trap* is located on the central floor panel. The lead warrior is sprayed with a number small darts when stepping on the trigger panel and should roll 2D6 less than his Toughness to see how many darts pierce his armour. Each dart causes 1 wound.

The Fountain Room

The corridor opens out into a large cavern, the rippling sound of water welcomes the warriors, emanating from the central fountain structure and drawing the party in. Despite its welcoming appearance this cavern is the home of a hideous creature, a Chaos Spawn which, fast as lightening, speeds across the cavern floor intent on devouring the intruders with its many heads. The Chaos Spawn attacks 1D6 times each turn and does so randomly with each attack (draw Warrior counters). It is a fearful and dire creature, one which as yet had not been let loose on the Bretonnian villages. If the Warriors survive this challenge, then a thorough search may reveal a secret corridor leading to a cave that's been barely touched. The central fountain contains crystal clear water which sparkles in the flickering light. It has healing properties to any who drink for the first time for 1D6+1 wounds.

The Secret Cave

This can only be accessed from a secret entrance off of the corner of the Fountain Room. This cave appears to be untouched, it is musty and cold, somewhat overgrown and completely covered, wall to wall, with sticky cobwebs. A small chest can be seen at the far side of the dank cavern, but the warriors must fight and slash their way through the strands to get there. For each single square of movement that a Warrior takes in the room he must roll 1D6. On the roll of a '1' the warrior has become entangled in the large cobwebs and is unable to move. The cave houses a Gigantic spider (see Quest Rulebook page 102) which will immediately attack any warrior that becomes stuck. Any warrior that is free may fight back. To escape the strands a warrior must roll 1D6+Strength and score 7+. Any warrior who is trapped will automatically be bitten by the spider which causes 1D6 Wounds. The small chest appears to contain a pile of rusted metal objects and a handful of gold coins (1D6+10).

If searched carefully enough a *Ring of Invulnerability* (150 gold) can be discovered which will protect the wearer from any magic attack of any source. It can only be used once and is then worthless. The Warriors may also find two small phials one containing a red liquid and the other purple. When drunk the red liquid increases the Warrior's Strength by +1 for 2D6 turns and the purple liquid increases Toughness by +1 for 2D6 turns.

The Minotaur Lair

This room is the vilest smelling and most dirty room that the Warriors have ever encountered. Covered in a layer of dank straw, it is the lair of three Minotaurs that inhabit the caves. At the present time the room is occupied by 1D3 of the beasts with any that are missing located in the Objective room. The Warriors may search the straw once the monsters are killed, but unfortunately apart from getting their hands covered in excrement they find nothing of value.

The Passage of PPoPwer

As the Warriors walk along this corridor the magical energy increases with every step. Any Wizard cannot help but be in awe of the power that is emanating from the room ahead. The warriors should be warned to tread carefully. This passage does not itself contain magic although if the walls are searched a small alcove holds the *Battle Horn* used by the Shaman to call the Beastmen to war. If blown by a Warrior for the first time only the horn will affect any monsters in the same room. Roll D6:

1. The call to battle drives the monsters into a frenzy and they all gain an extra attack during their next monster phase!

2-3. The horn blast has no effect on the monsters.

4-5. All the monsters are temporarily confused by the call to war and lose the ability to attack in their next monster phase.

6. The horn when blown by a warrior not aligned to Chaos

has a devastating effect. Any monster hearing it takes 1D6 Wounds with no modifiers.

The Globe of Power

The passage opens into a small room which literally drips with the power of Chaos which is emanating from a white globe sitting on a pedestal in the centre of the room (use *Circle of Power* room card). The atmosphere could be cut by a knife. The central globe sustains and concentrates the aura of chaos and is the reason why the Beastmen have been able to dwell in the caverns on the fringes of Bretonnia. The globe itself will not damage the Warriors in any way unless broken. However, as the Warriors have been sent to remove the threat of Chaos this is probably a good place to start.

The globe is immensely heavy and cannot be lifted, although bizarrely it is very fragile and may be struck by any Warrior and shattered. To do so is dangerous as the winds of Chaos magic will be released and will swirl around the room faster and faster, a whirlwind of white mist which will envelope each Warrior and then enter each as if sucked in through their nose and mouth. Each Warrior's eyes will turn milky white and they must take a Willpower test, rolling 7+ with 1D6 + Willpower (see Quest Rulebook page 160). Failure means the Warrior must roll 1D6 on the following table. Any spell or potion that dispels or protects a character from magic attacks may be used and will protect the user only. The Warrior who struck the globe takes the full force of the winds and has a -1 modifier on his Willpower test.

Chaos Power Effects Table

1. The Warrior screams in pain as the Chaos magic completely takes over his mind. The Warrior is lost to Chaos and will immediately attack the others until he is killed.

2. The power of Chaos lifts up the Warrior's body like a rag doll and flings him across the room, smashing him into the far wall. The Warrior takes 2D6 damage with no modifiers.

3. The Warrior battles the call of Chaos, a test of will which they only just overcome but suffer 1D6 Wounds as the magic draws away their vitality and life-force.

4. The battle of wills leaves the Warrior drained of energy but largely unharmed. The Warrior collapses with exhaustion for 1D6 turns.

5. The power plays havoc with the Warrior's very physical composition. His attributes are scrambled as his body fights to survive. Roll twice on each table to see how the Warrior is affected, gaining and losing values on each characteristic permanently:

Statistic Gain Table 1D6:

1. +1 Toughness
2. +1 Wound
3. +1 Initiative
4. +1 Weapon Skill
5. +1 Strength
6. +1 Attack

Statistic Loss Table 1D6:

1. -1 Toughness
2. -1 Wound
3. -1 Initiative
4. -1 Weapon skill
5. -1 Movement
6. -1 Strength

6. The Warrior is infused with power he never dreamt of. The Warrior masters the winds with ease and is restored to full health with +1 extra Wound permanently and +1 Strength permanently. However, the call of Chaos has not finished with him yet! At the end of every quest undertaken in the future this Warrior must roll 1D6. On the roll of a '1' he cannot resist the call of the Chaos powers and is lost to the Realm of Chaos forever.

The Idol of Terror

This is the objective room, a large cavern lit by dimly smouldering torches held in brackets along each wall. This cavern is a vast expanse at the far end of which stands the imposing figure of the Shaman Ka'Goth, the leader of the infuriating Beastmen. He stands beneath a large black idol which has gleaming red eyes which seem to dominate the room. The Shaman can cast 1 spell at the start of each monster phase (rules can be found in the Quest Rulebook page 86). Ka'Goth is armed with a magic weapon, the *Sword of Baroth*, a Cursed blade which causes an extra 1D3 wounds when it hits, and allows the user to parry any attack that hits him upon rolling a '6' on 1D6 when struck.

Ka'Goth's powers are directly

linked with the Chaos globe. If this has been destroyed he will have already taken 2D6 Wounds as the power has been violently drawn from him. The Shaman is accompanied by his minions comprising of two rolls on the Bestiary table plus any surviving Minotaurs not already killed in the Minotaur Lair. If the party have already been located in advance by the *Farseeing Mirror* then the roll on the Bestiary table is increased to three. Should the Warriors survive this test and complete the Quest then the mirror can be located at the far right hand corner of the cavern. The warriors can also locate a random Objective room treasure hidden at the base of the idol. On returning the mirror to the Bretonnian council the surviving Warriors will be rewarded with 250 Gold each. In addition, any surviving Knights receive an extra 2D6 Honour Points due to the high profile given to this Quest by the council.

Notes on Playtesting

This scenario has been playtested about five times now and proves to be a pretty difficult quest to complete. It also can go on for quite some time, particularly if numerous unexpected events are rolled, so don't start too late at night unless you plan to split it into to two episodes! You will realise soon enough just how tough Beastmen are and that your mighty hits that usually slay monsters outright will only cause minor damage now. There'll be no killing three to four monsters a turn here! So, stock up on provisions and ensure that the Sorceress has a damn good healing spell. You may like to add an extra character, say a Bretonnian Archer, Bertrand le Brigand springs to mind here, just to assist your cause and help even the odds.

I have received quite a varied amount of feedback from my players. My nine year old son, Elmas, thinks that it's 'a bit good' but it is very hard to kill the Beastmen. My wife, Meryem, likes to join in short games but can't take the pace of a marathon session, my advice to her is – stop rolling ones then! Her friend Joanne keeps dying very early on and says that being not the luckiest player around she should stick to fighting Goblins. My mate Peter has become quite an expert Wizard/Sorceress (he likes to wear the dress!) and more than once has been the only character left alive. As he doesn't know that much about Warhammer (obviously where I drew most of my ideas from) he was particularly keen on the Chaos Spawn in the *Fountain Room* – he had never seen anything like it before (I had to deliberately keep the model a secret until encountered).

'I thought the Chaos Spawn we encountered in the Fountain Room was the end of the quest because of the shock value!' Pete later commented, which made me laugh (maniacally, like a Bond villain!).

Finally my brother Andy, who loves a challenge, was perfect for the role of a Bretonnian Knight who doesn't know how to run away! As he later told me, to get through the quest it is essential for each character to do their utmost to keep each of the others alive...

And there you have it! Take on the hordes of the children of Chaos and add some nasty new beasties to your monsters collection. If you want to see a whole lot more Warhammer Quest, then remain vigilant and look out for ***Deathblow****, the regular magazine that's packed full of cool scenarios, characters and house rules that'll be coming your way soon. So, get writing...*



Dave (middle), Meryem his wife, and Andy his brother

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

MODELLING WORKSHOP

Imperial Forest Outpost

By Owen Morris



Owen – taking a rest from all that aviation

Hi, I'm Owen and I'm from R.A.F. Kinloss on the Moray Firth coast, which is a place a lot of you would consider a wee bit 'up north'. Where I live you are positively encouraged to take up the outdoor life (it's a matter of Darwinian survival). Consequently, I'm a Monroe bagger, sailor, skier, and do a fair amount of swimming and canoeing as well, and that's just to get down to the local pub!

I have a degree in Industrial design, but I'm really into biology (no rude jokes please). It goes without saying that I'm a borderline obsessive Si-Fi fan.

I have been into GW since a teenager and I suppose I'm a 40k kind of guy. As for modelling, I've only really been converting properly in the last year, everything in this article has been done since last summer.

As for gaming skills? I only game with my brothers who, although admittedly vicious little despots, are also fairly predictable.

Base Design

As I said, I live on a large R.A.F. base on the Moray Firth coast, and, yes, before you ask, that's perhaps a wee bit north of most places you've heard of (we would consider Aberdeen to be a sun kissed, southern Riviera full of hula-hula girls and palm trees!).

The base has three sides surrounded by sand dunes or dark pine forests and, although there are a lot of the stereotypical, squat hexagonal concrete bunkers throughout the whole area, there are also a lot of 'delicate' metal communication towers, etc., poking up through the tree tops.

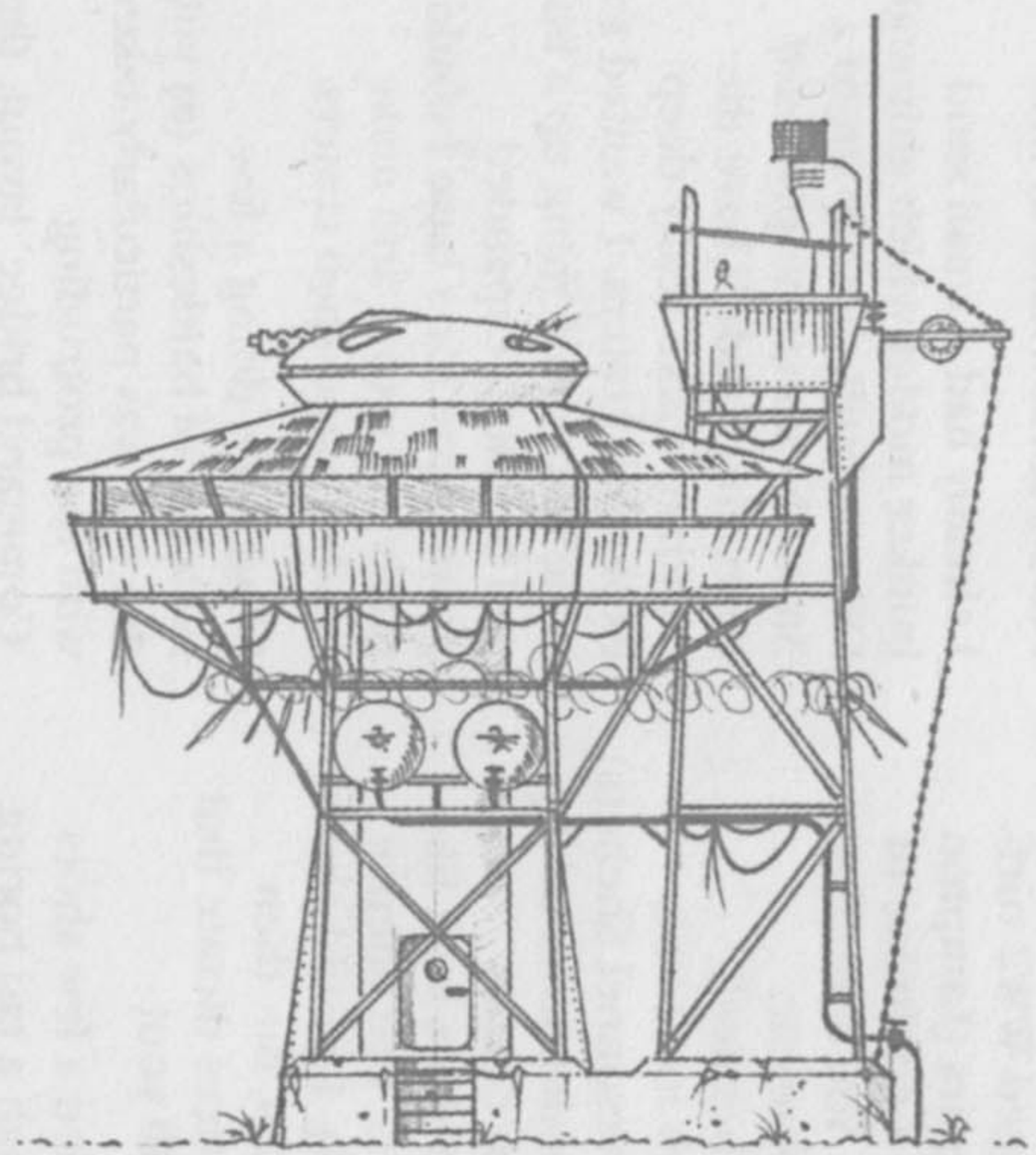
The endless runways (7200 ft), dispersal pads, micro-wave scrambler towers and huge semi-submerged WW2 turf-shielded hangars (Lampton hangars) are a goldmine of model ideas. You should see the N.B.C. (Nuclear, Biological, Chemical) complex, with its H.P.S's (Hardened Personnel Shelters) and Decontamination Facility. It makes most Games Workshop bunkers look like Wendy houses! (no offence guys, honest!). I would show you the photos, but then M.O.D. directives dictate that I'd have to kill you!

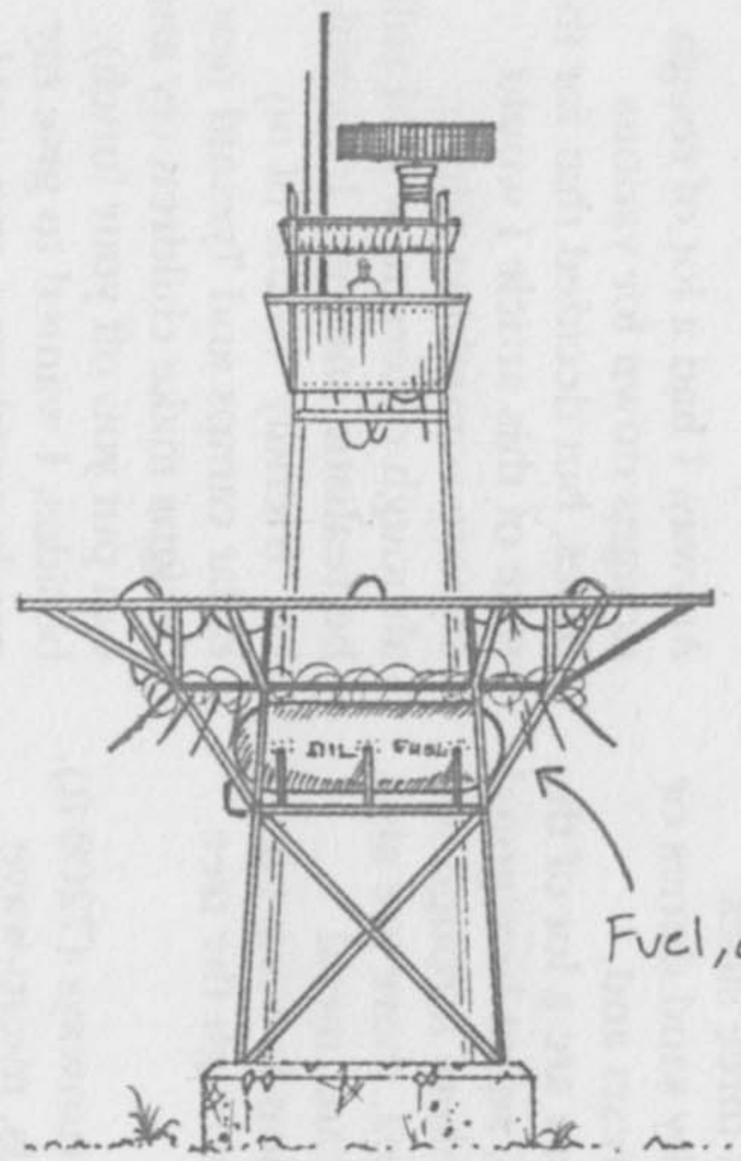
I have included a few shots which although a tad boring are at least non-sensitive and show you what I'm getting at. (The two of the pilot by the Nimrod are just for a laugh... 'After crawling from the twisted remains of his downed aircraft, the prudent R.A.F. pilot will assess the disagreeable terrain and the degree of unsavouriness found within the natives by consulting his handy survival-pack issue of White Dwarf').

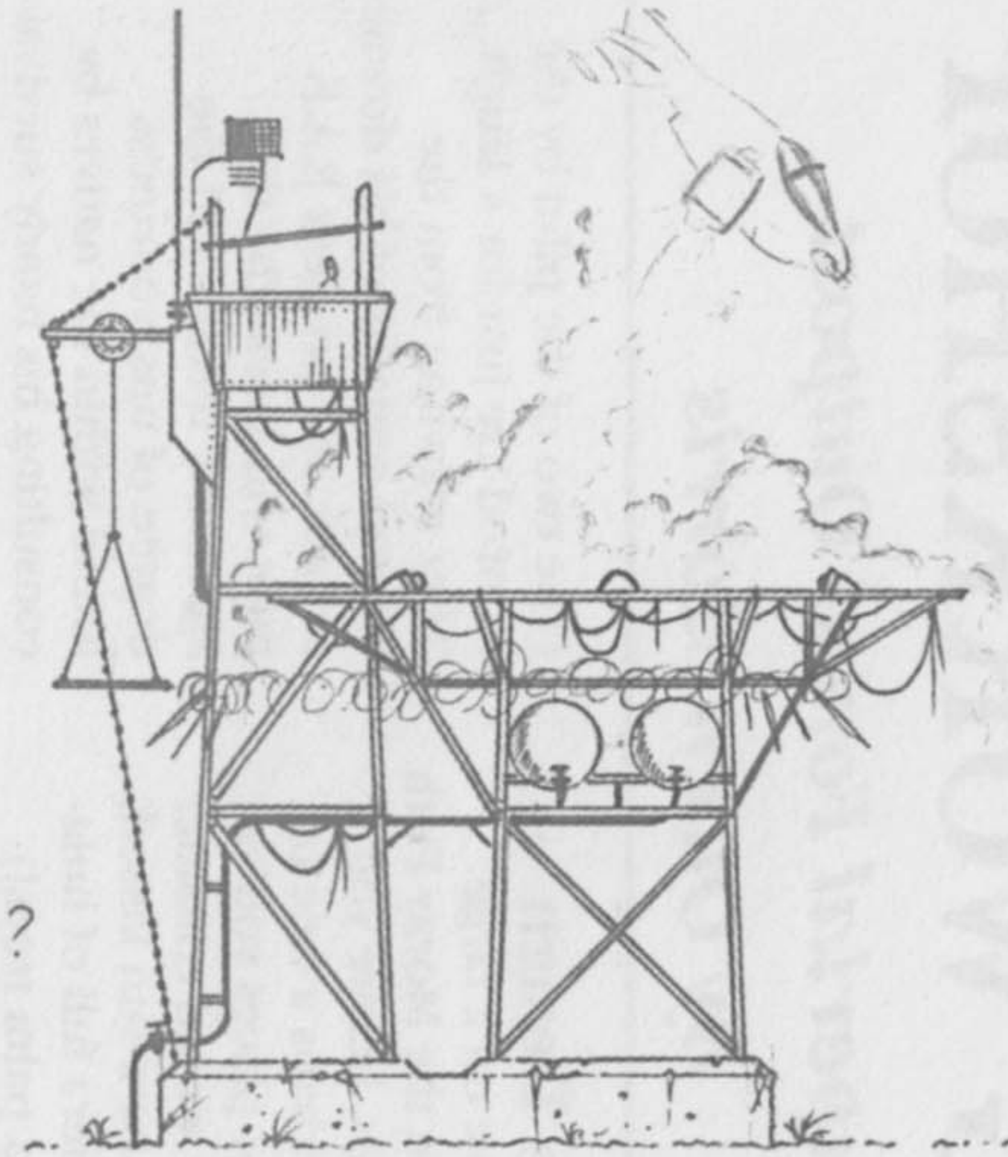
Anyway, I had a lot of rough designs down for various bases, but decided that for the sake of this article I would choose something which, although different, would still be realistic and very Imperial, i.e. 'friendly' (some of my Eldar camps and Tyranid nest designs make children cry and can put you off your lunch); besides, I wanted to give my newly purchased, very cool, Scouts somewhere to live.

I already had a small sand bunker model which although OK was built directly on to a 3mm thick marine plyboard base, and I didn't have the depth to make really deep explosion craters. I wanted to scale the whole thing up a bit, and by using expanded polystyrene for a base I could really dig into it and make Basilisk-sized shell craters.

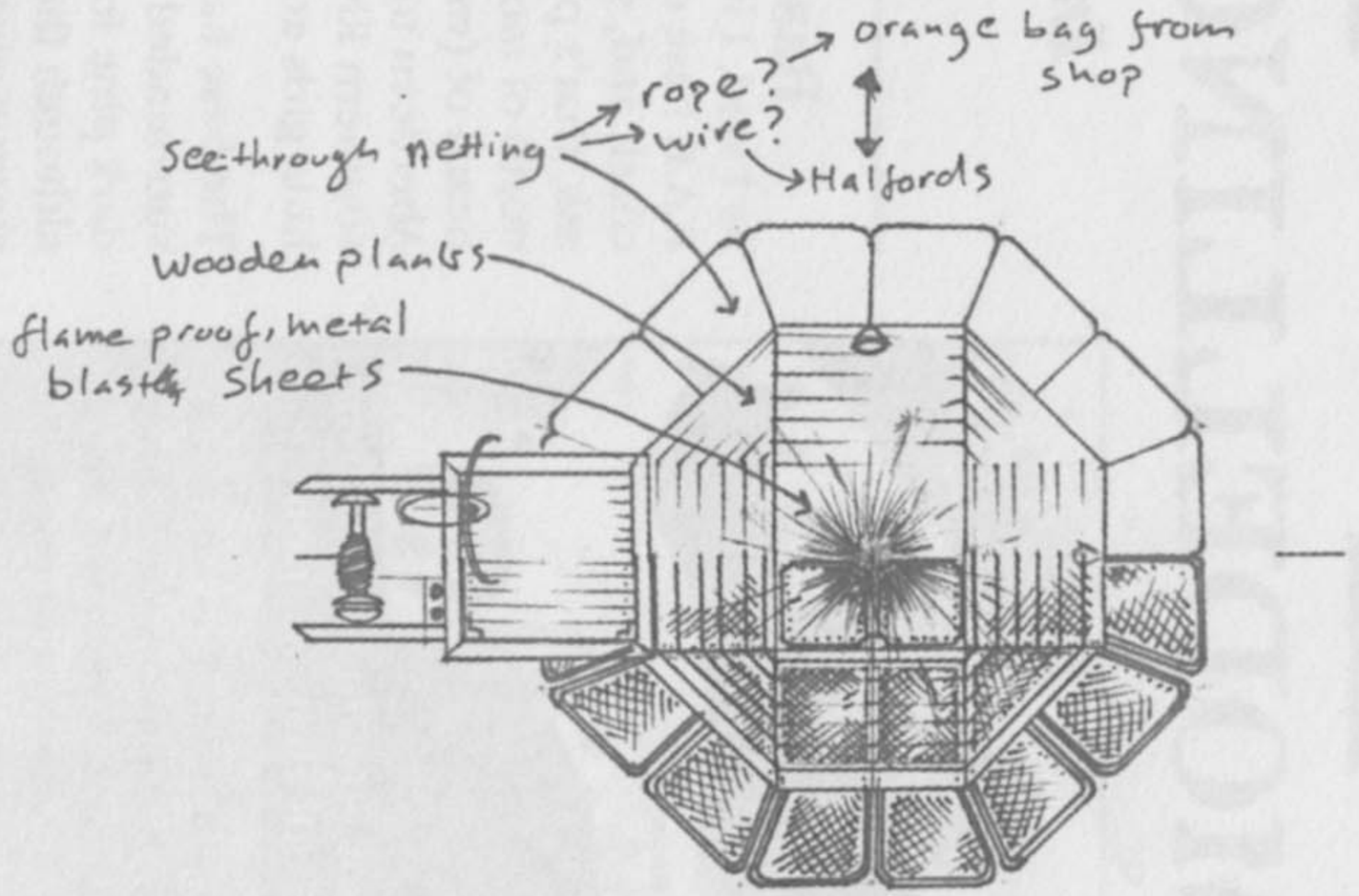
I had been doing a few sketches of battleships (as you do) and was particularly taken with the protruding 'Command bridge' layout, the jutting rake of the main observation deck, with its line







Concrete base
(Stops tanks ramming them)



(Fig 1) *Illustrations by the author.*

of dark brooding windows, seemed to imply both 'speed' and latent aggression. I decided to go for a similar top-heavy, lookout-post style tower and quickly put down the idea shown (Fig 1, shown opposite). I was unsure whether to make the armed 'border guard tower' or the oil-rig style landing platform. In the end this became academic, because after making the initial tall tower realised how large and expensive it was becoming! Sadly it was down-scaled to the existing model, but I managed to incorporate most of the existing design details. I am happy with the end result but will have to have another go at the original designs when time and finances allow (or at least until I manage to vacuum all the sawdust, sand and splinters out of my bed!).

My brother, the world's biggest critic (a mix of scathing sarcasm and icy indifference; favourite line, 'it's OK ….I suppose') said that it was a bit Orky with all its spikes, so I made a point of designing it with 'Imperial' style struts and supports, i.e. symmetrical and complex, rather than randomly nailed heavy posts.

Constructing the Base

A lot of the base's construction is fairly rudimentary and obvious to the experienced modeller. Take, for instance, the front of the topmost crow's nest on the observation tower is obviously part of a Rhino kit, and the tower's middle floor is an ammunition pallet from one of the battlefield accessories sprues.



A high-tech R.A.F base – either that or it's Stalag 17!

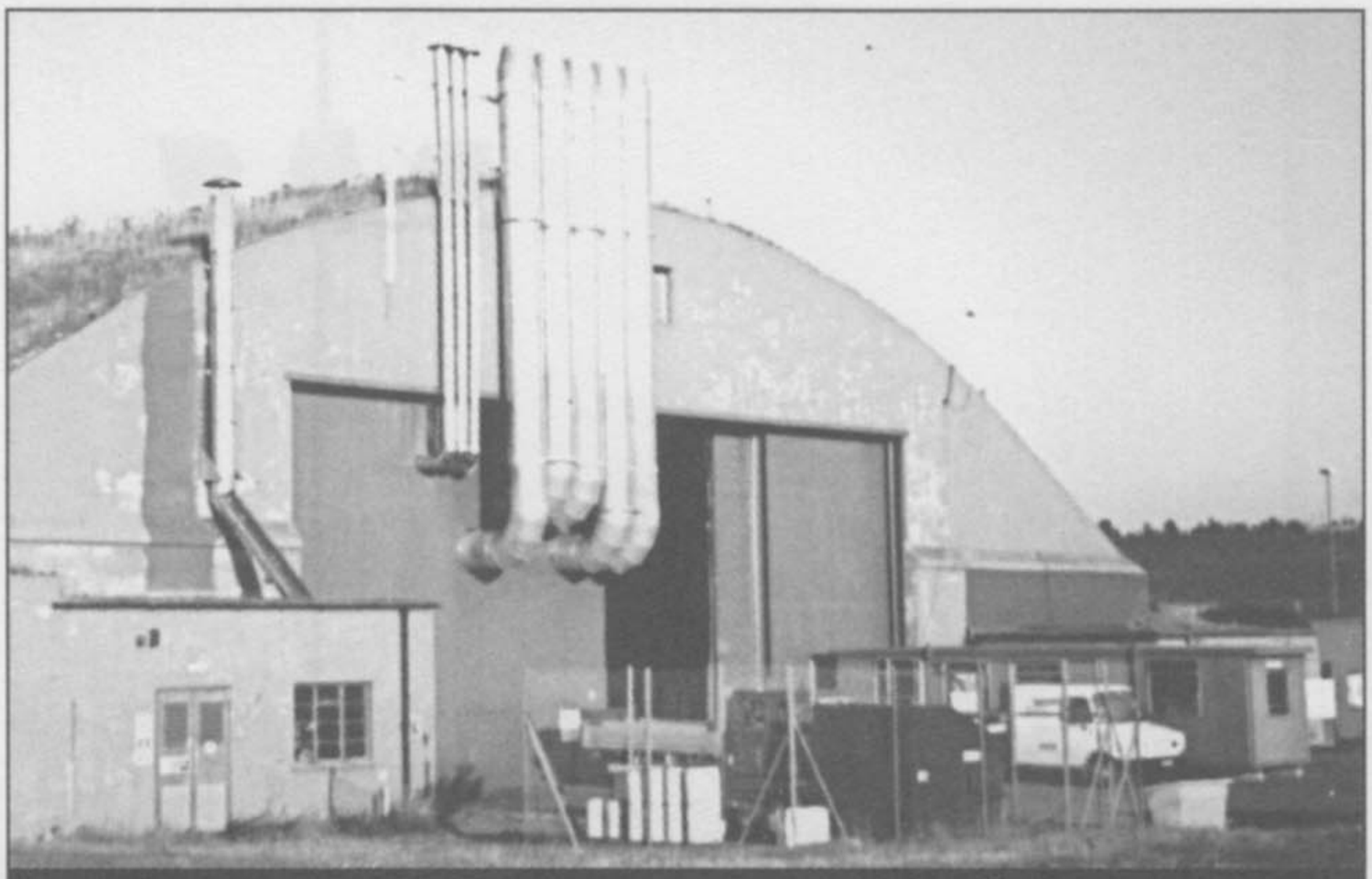
The large terrain board is built to the most exact set of arcane measurements since the pyramids were built, that is, just small enough to get through the dining room door and round the bend in the hall without all the metal figures falling over and chipping the paint off their noses! To be honest, this means that it's not quite big enough to deploy your forces on it properly, so I intend to make additional terrain boards in a modular fashion to link up with it. Current ideas are some really complex trenches, a Tyranid 'drop pod' zone or even a spaceport!

The initial base was built on a suposedly stiff bit of 6mm marine plyboard, however, time has shown this to be inadequate as the drying paint, contracting glue and other random dark spiritual forces have begun to curl up the edges of the wood. Next time I'll not mess around and go for a really mad 1cm thick number.

After the initial and very rough piles of expanded polystyrene that make up the volume of



Great inspiration for your modelling…



Ee, it's reet grim oop north!

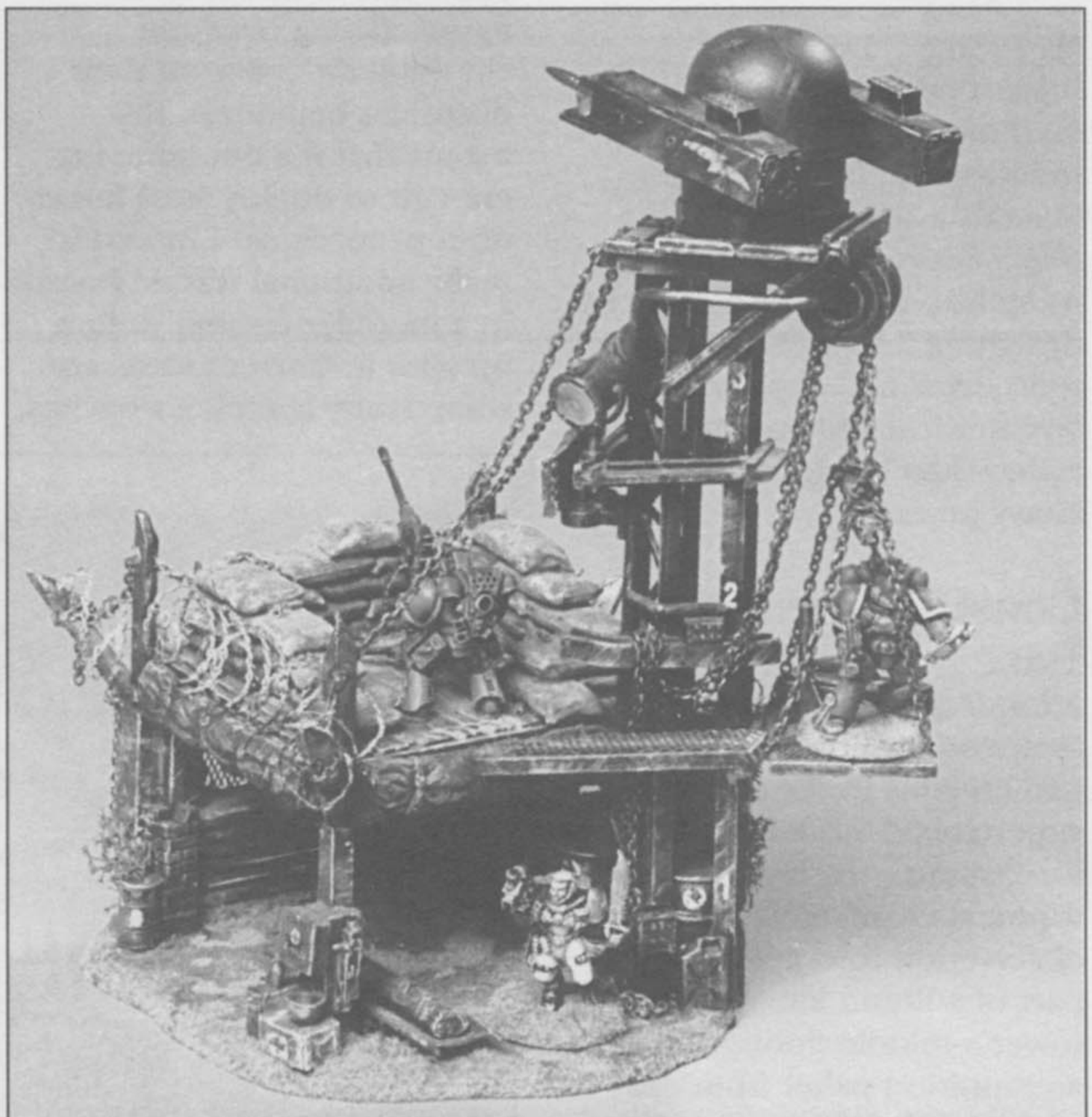
the terrain, the most useful material used was simple kid's clay. It's ridiculously cheap and easy to use, and at the risk of sounding a bit soft, as long as it's kept wet it even washes out of your clothes! I bought it in my local toy shop (and if I can get it up here, you're bound to get it were you live). It's basic modelling clay but has these tiny fibres in it to help bind it together which is very useful when you later drop the model on the floor and it doesn't all flake off. As with all clay, you apply it with loads of water (so do this outside!) and you can spend all the time you like really having fun with the craters or in my case, long sand dunes. When you are happy, leave it to dry (up until that point you should have been leaving damp newspapers, etc., over it at night). It takes a few days to dry, but don't panic. When it subsequently goes like crazy paving get a really watered down P.V.A. glue solution and just splash it everywhere so it will run down the cracks and gel everything together.

A WHOLE LOTTA STUFF:

- Balsa wood (about 15 metres!)
- A bucket of sand from the garden!
- P.V.A (by the bucket!)
- 6mm marine plyboard (several square feet of)
- Kid's clay!
- Imperial Rhino plastic kit
- GW Accessories sprue
- The middle of one Kinder egg!
- 'L' and 'H' beams (plastic struts available from most model shops)
- 2mm brass tubing
- Gallons of super glue
- Hornby plastic railway carriage kits
- Various plastic and metal components from the bits box...

The SAM site

Personally, my favourite model feature is the S.A.M site on top of the First-aid Bunker, it's



Imperial S.A.M site, equipped with working features!

NOTE:
The sculpted clay and polystyrene craters were 'varnished' with more watered down P.V.A. glue, firstly to hold it together and secondly (and this is really important) to protect it. For speed, I spray-paint the craters black, however Halfords paints will melt polystyrene! Sometimes this is cool but mostly it's very annoying.

meant to look like a real Rapier missile unit but yes, you've guessed it, it's just two Hunter Killer missiles glued onto a chocolate Kinder Egg middle (you know, the plastic bit). On the same 'Blue Peter' recycled theme, I used the same bent, sprue bars I had used so much of when I built my J.C.B. In that case they were roll cages, but here they were turned into fuel pipes or hand rails (right).

The Observation Tower

What can I say? It's a bit of a beast, in more ways than one. Firstly, it was a nightmare to build, and secondly, its design actually evolved. I had the basic central pylon finished in under a week, but each time it was finished and I had a practice play, my brother would point out a flaw (the useful but annoying git he is!). The ground level (despite being hard to see) was actually very tricky and is meant to look like the tough buttress base of an earlier concrete tower. This only came about because my brother kept driving his tanks into the tower's legs saying: 'Right, the whole thing's knocked over and they all die!' Then my brother kept just storming the tower like it wasn't even there, saying: 'My Gene-stealers can climb that leg in one jump,' and so on went the circle of spines around the bottom of the platform.

The only problem is that it's all these small vestigial features that actually take the most time to build. It basically depends what mood you're in at the time as to whether you can be bothered doing them. If I were to do the spikes again I would take the plunge and buy myself one of those small, desk-mounted, electric sanding disks!

The bulk of the tower was made out of the plastic 'L' and 'H' beams you buy at model shops. I'm not sure there is any knack to this but it's quite fiddly and the fact that the legs were splayed made it much harder for myself.

I also used untold metres of balsa planking. The main observation deck of the tower, for example, is all made of interlocking planking, but unfortunately the effect was lost as it was hidden under the ever-present Halfords car body repair mesh. (I really should buy shares in Halfords!)



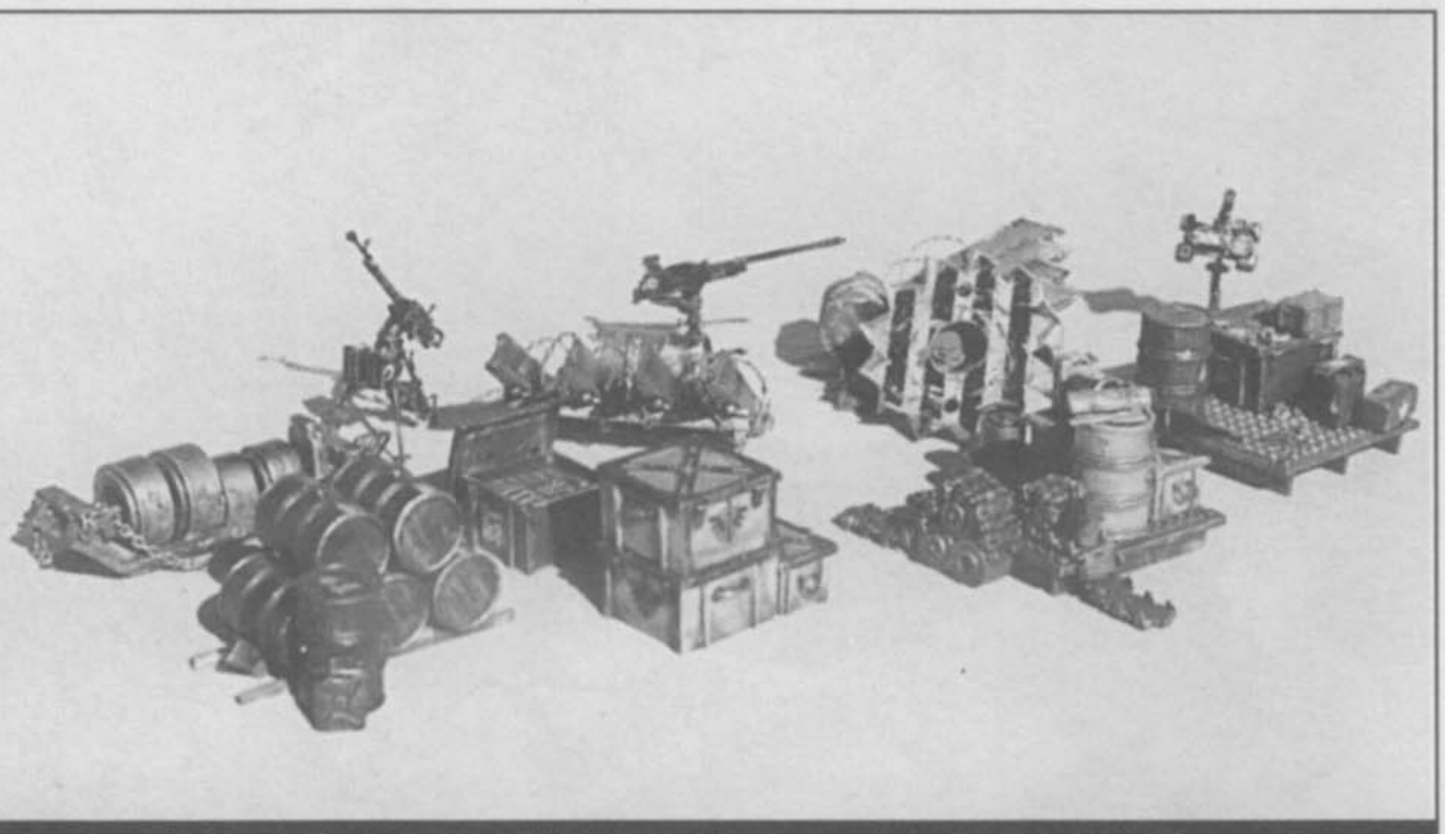
Observation tower inspired by a battleship bridge

All of the barbed wire was meticulously cut out in individual strips from even more Halfords car body repair mesh. After going half blind and ruining a good pair of scissors the company, Forage works, produced their own 'Off the shelf' barbed wire set, 'AAARRRG!', I thought. Less said about a wasted week the better. Along similar lines was the mind numbing tedium of cutting up a metre of 2mm thick brass tube to make all of the spent cartridge cases lying around the firing positions.

NOTE:
When making spent cartridge cases from 2mm brass tubing don't just simply cut them with a pair of pliers as this would have closed their ends shut. (Remember what I said about the little things taking all the time?)

I was in my local model shop, buying a big tub of 'Zap a Gap' (which is super glue; I buy it in large tubs as it's never cost effective to buy those tiny little tubes you see sold at the garage, etc., unless you really are only going to glue one soldier) when I saw a bargain bin of plastic bits. These turned out to be kits for building train carriages which surprised me because I had only ever seen those ready-painted Hornby train sets, but as they were so cheap, I bought a selection (I am not a compulsive shopper, I am very much a product of my home village and it takes a lot to make me relinquish my hard earned pennies – unless it's on an alcoholic beverage of course!). If you build conversions you have got to keep an eye out for those 'useful bits' every time you go near a model shop or even a second-hand electrical shop although, this can get quite obsessive and really turn your room into a tip!

Anyway, these train carriages became very handy and were used all over the tower. The suspended red oil tank and central yellow 'reactor' are perhaps the most obvious, but did you notice that all the oil pipe pressure dials and stop-cock handles are actually the train's bogie buffers (that's probably not what they are called, but I'm no train-spotter!). The tower's lift winch is made solely from train bits, most noticeably the actual wheels.



A few of the gubbinz cluttering up the base

New base... new model army!

Although the base is a well used and battered gaming board and not a diorama, I wanted to make it more realistic. To this end I crossed a Games Workshop taboo so profound that I live in constant fear of being struck down by a thunderbolt. I actually painted grass, etc., on the side of the figure stands!!!! *(Good God, with a build-up like that I thought he was going to say that he improvised his models with old bottletops and fluff from his belly button! Don't worry, Owen, we don't mind – no, honest – Ed.)* In my defence I can only say that I never really liked the 'let's all stand on plastic man hole covers' look and the figures really now do look like they are standing on the terrain board unsupported. The crouched sniper, for example, really does blend in. I don't expect to easily convince you but I hope you can chcke down your rage and shock long enough to finish reading this article!

Normally I would consider myself a solid Eldar man all the way who, at rare moments of weakness, perhaps dabbles in the odd Terminator with Lightning Claws. However, for a fresh base I wanted a fresh army. This was surprisingly easy. The moment I first saw the new Scout Marine figures I knew I had the good guys sorted, and after assembling a Carnifex my brother had just bought, I had my baddies too. (Tyranids have always been my favourite enemies, because despite the bad press the Eldar receive in biased, Imperial propaganda reports, they are essentially far too cool to hate. OK, so they're a

bit arrogant, but wouldn't you be if your kit looked as good?)

After liberating a few Genestealers from an old Space Hulk game, and gently persuading my brother that he should get some more Tyranids, I had quite an impressive line up. (Persuading means slapping him on the head every time I walked past him sitting at the computer, and I got quite dizzy walking round his chair for hours, I don't mind telling you!) *(It's refreshing to see that not all great modellers have to be completely barmy, Er... Doh! – Ed)*

I'm sure a lot of people (and I'm perhaps a bit paranoid at this) are going to say that my painting style is too dark, dirty and scratchy, and I would be the first to say that the optimum distance to view my models is about 6 feet away, through squinted eyes, in a dimly lit or smoke-filled room.

To be honest, although you can't beat the feeling of satisfaction upon finishing a well-painted squad, (and I am really happy with the J.C.B. chevrons) I would rather spend time designing and actually building stuff! Of course in an ideal, utopian, world there would be time enough for both *(yeh, and free beer too, for inspiration, of course! – Ed)*.

As far as painting technique goes, I paint very quickly using a (flawed, high risk) system of washes and speed dry-brushing. I had all the Genestealers and Tyranid Warriors done in a few hours (don't be cruel, say you hadn't noticed).

The scouts took a weekend (which is probably why their faces seem to look so tired and hung-over) and the large Tyranids took an evening each to do.

Before you could say 'blood-shot eyes', I was ready to rumble.

NOTE:
On washing paint off your face with Aviation-grade Turpentine – avoid washing out your eyes. This can chafe terribly, thereby hindering further detail painting and looking at most things in general!

Playtesting with the Base

I like to play *Take and Hold* style missions and wanted to add a realistic incentive to 'Stand by your post'. To this end, there are heavy weapons built into the buildings, which are vitally important to the defenders survival and not just scenery 'add-ons'.

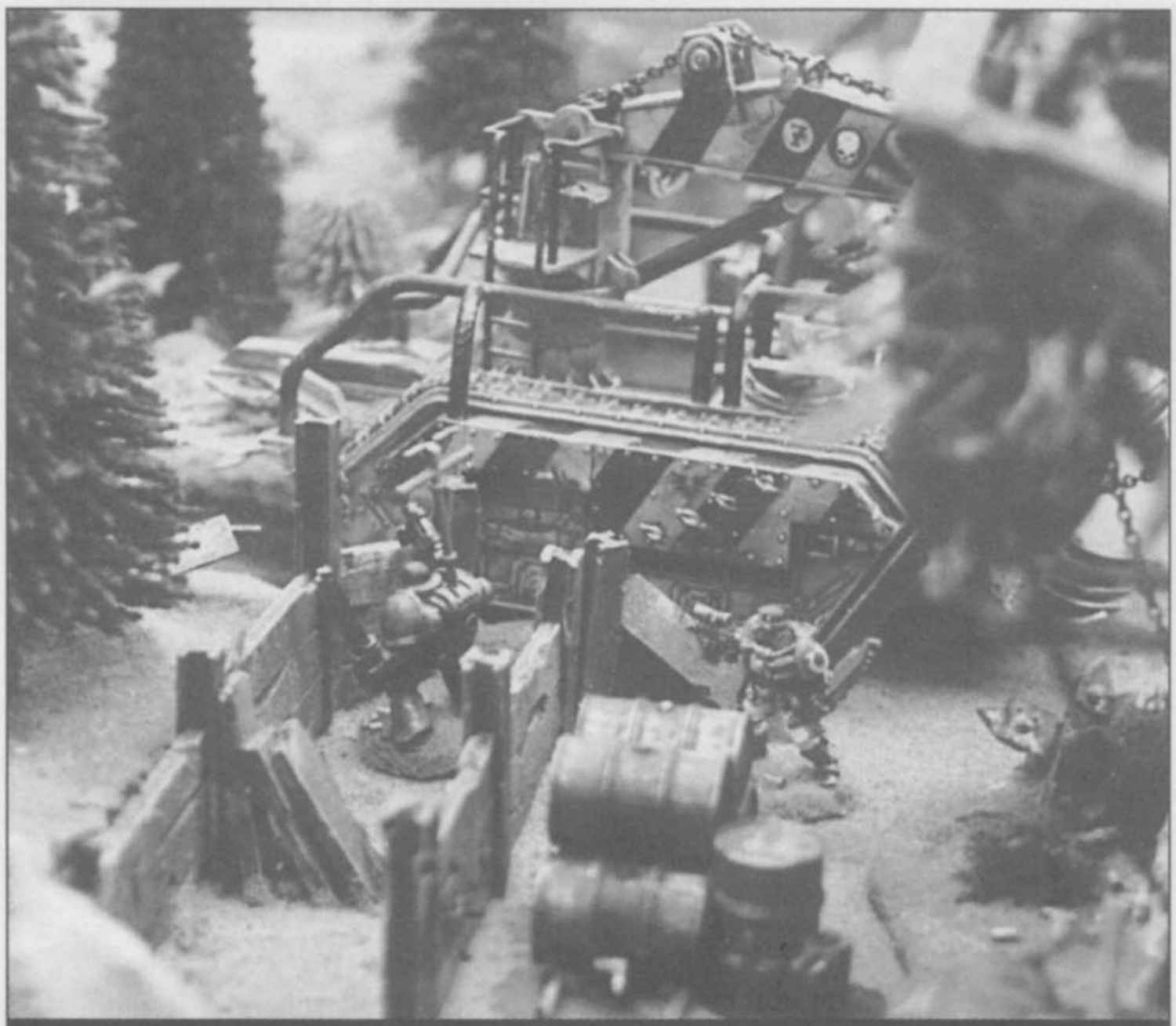
For example, an attacking Tyranid swarm can be twice the points value of the defenders but, if in that first (and unfortunately, probably last) move you can give something hard like a Carnifex a full-frontal lobotomy with the Rapier, you might just stand a chance!

At least that's what I tell my brother anyway. If the defenders just had empty trenches it would be very tempting just to:

1. Leg it!
2. Drop everything!
3. Soil yourself!

The Bunker

The First-aid Bunker (which somehow, during the model's construction, has ironically become as 'hard as nails') needs at least two troopers to man the Hunter-killer missile system, or Rapier.



Just ogle at the wealth of intricate detail!



The completed Imperial forest base

One trooper must be deployed inside the bunker, at the bottom, to view the radar screen, and the other 'up top', to get on the lift and reload the launching racks.

A third trooper can man the repeating cannon. I considered the base crew to be well trained and adaptable in that they are all fully capable of manning the base's principle weapons. If the cannon operator 'buys the farm' another trooper can abandon his existing task and take over the strategically more important job.

Each turn you can fire just one missile. The opposite, empty, tube rack is rearmed during the same turn.

If for any reason the man on top of the bunker is lost (going on a impromptu but nonetheless comprehensive examination of a Lictor's alimentary tract, after paying particular attention to its dentistry!) you can no longer re-arm the Rapier. This will leave you with only one more shot. If the man in the bottom of the bunker is killed then you cannot fire at all.

NOTE:
Climbing up to the missile racks with a lethal warhead slung over your shoulder is seen as hard work and therefore the re-loader cannot also operate the Auto-cannon in the same turn whilst he's there. If he does also fire the cannon, the rapier is not rearmed, therefore losing the ability to fire one move hence.

(This allows for a 'worse case scenario'. If the bunker is about to be overrun and go belly up, a two-man crew can frantically fire everything (auto-cannon and pre-loaded missile) in one turn, not caring what happens in the next move.)

RAPIER FOR WARHAMMER 40K

Treat the Rapier system as a dual Hunter Killer missile system (count as Crack missiles) which can fire a single missile per turn:

The Tower

The Observation Tower has a communications suite situated on its top tier and a field HQ on its lowest. It is not as well armed as the smaller bunker but is considerably more defensible, its high, main deck providing an ideal platform from which to strafe the surrounding area. With its independent power and fuel supply, bristling defences and electrified leg supports, it is not only the heart of the base, but also its last refuge. After locking the lift platform shut the base commander has a few moments to catch his breath and survey the situation (theoretically to deploy his regrouped forces, but in reality, usually, to throw fire at over the side and run, jabbering, to the top floor).

The greasy, sloping spines around the towers rim means that it is normally nigh-on-impossible to scale the tower (Tyranids, unfortunately, are not normal.)

NOTE:
We used the rules that a Genestealer or Tyranid Warrior needed to roll a D6 to jump or climb up the struts of the tower and would succeed in doing so on a '6', and a Lictor, a 5+.

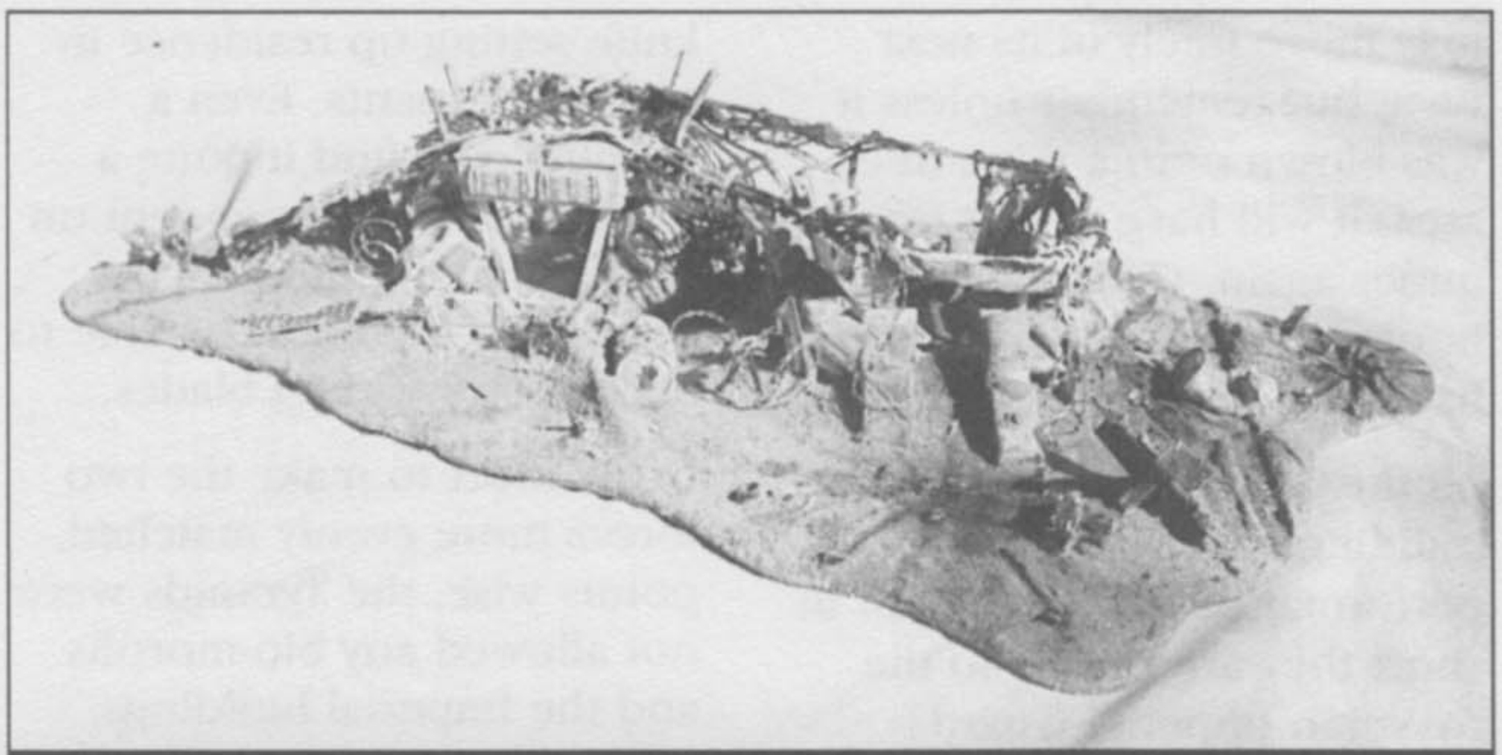
Die-hard Tyranid fans may think that the tower should pose no problem at all for a jumping Lictor, but the few extra turns the men gain this way makes for a great game. Usually it ends with your surviving men frantically dropping grenades etc. into a heaving mass of circling, snapping Tyranids, waiting for

the next one to jump up and pick-off another soldier, and besides, I spent two days making those spikes and I want them to do something!

The base also works well without the buildings included, I have played games with the two hexagons filled in turn with a Basilisk and a Whirlwind for air cover. Unfortunately, I don't have enough models to do the obvious and very cool 'Zulu' scenario, lining each trench section with its own Praetorian Imperial Guard Squad and surrounding the entire base with a whooping green sea of Orks.

Game Play

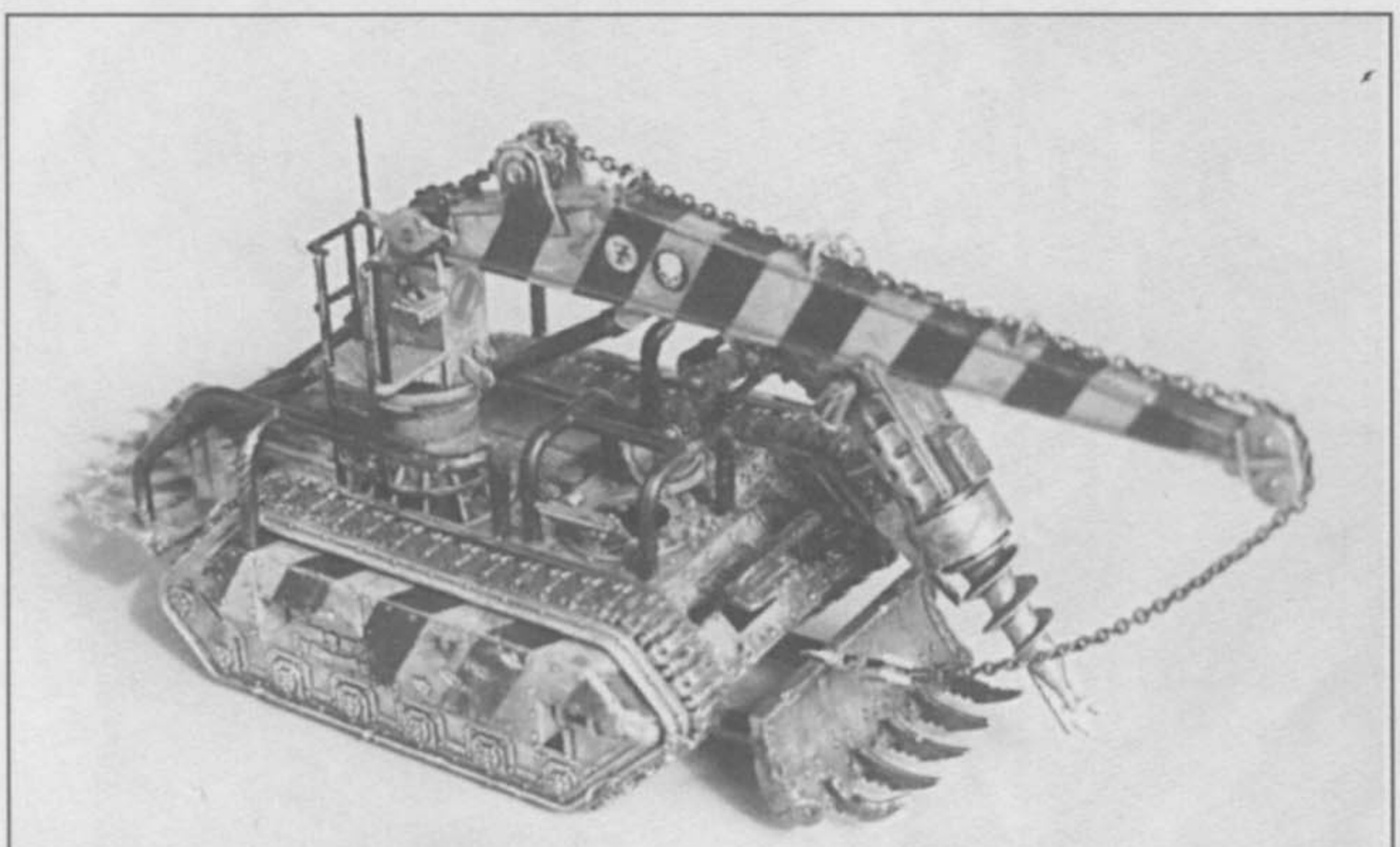
Rather than spontaneously coming up with a mission from scratch (which can seem a wee bit contrived) and simply saying 'this is a base, that's what's in it, now watch out because here come the bad guys', I like to submerge myself in a fully evolved scenario (usually formulated in the back of one's mind whilst taking a shower, or perhaps after your 4th pint).



Here's an earlier piece of terrain making from Owen

This is not only fun but stops my brother sulking too much if he loses. He has a habit of saying things like: 'Well in real life I would have got reinforcements by now', or 'A tank this size would have had much bigger guns' and 'Do you think that a real soldier would let a Carnifex get that close?'

By doing a detailed story, incorporating a mental map and back history, you can demonstrate why the base is set up as it is, how any odd vehicles are equipped and of course, lend an air of tension to the battle, i.e. you really are going to have to survive this on your own!



The J.C.B. really complements the base

Also there's the fact that after deliberately styling my base unusually, it helps to have a brief explanation on what you're meant to be looking at.

The Basic Premise...

For my playtesting of the base I used my Space Marine Scouts and my brother used his Tyranids. The Scouts always get the first turn and are allowed to set up and man, the defences.

The Tyranids set up 20" away but as the battle takes part in a forest any thing 10 inches away is assumed out of line-of-sight.

Apart from the road entrance, the sand surrounding the base (extending out 10" from the model trenches and stopping only 2" short.) is taken as mined (see page 134 of the main rulebook).

In addition, if the model survives being blown up by a mine (this includes any neighbouring models caught in the blast), it will be thrown D6 inches in a random direction. When the model's final position is determined, lay it on its side to represent it being blown over by the blast. The model(s) may not move or shoot for the turn it was knocked over in. The model

may move freely in its next turn, but remember unless it was blown onto a mine-free area, it will have to test for mines again. (This can provide hours of fun for the otherwise hard-pressed base defenders.)

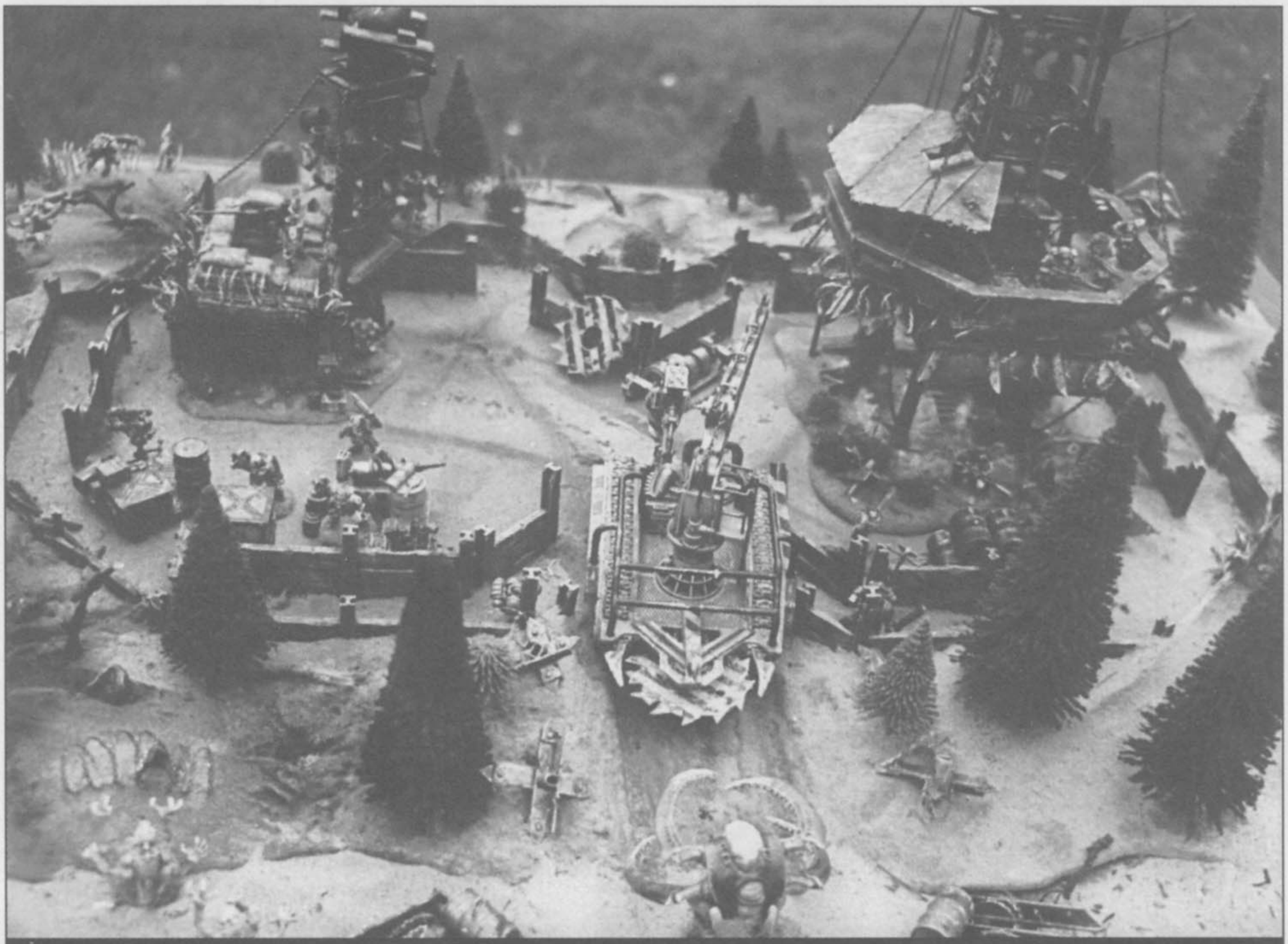
All the weapons shown on the buildings have their own performance tables, etc, but in short they are similar to the two-man Imperial Guard heavy weapons, the difference being that they are less powerful but more accurate with a higher rate of fire.

As for the J.C.B. the vehicle has no long range weaponry but deserves a mention because although 'cute' at a distance, up close at spitting range, it's about as cuddly as a rabid hedgehog with a flick-knife setting up residence in your underpants. Even a Carnifex will find it quite a handful. It's all dependent on the attackers' Initiative, the higher the better, to be able to dodge the whirling blades...

In an effort to make the two forces more evenly matched, points wise, the Tyranids were not allowed any bio-morphs and the Imperial buildings, were allocated healthy high points values. To justify this, the Tyranids were deemed to be still weak from months of malnutrition; for follow-up games, as everything escalated, the healthier Tyranids regained their modifiers and we gave the Space Marines a few of Terminators or even a Dreadnought!!

Well, that's about it. Using a base such as this will provide endless amounts of fun for all the players and make your battlefield look just that little more authentic and effective. I'd better get to work on the adjoining modular terrain sections and when they're finished I'll be sure to show you all.

We really do love showing people's cool terrain and dioramas, especially when they explain how and why they went about it (for some of us less talented folk out here!). These excellent models and conversions are what we want to see more of in the Journal. So, don't hide your light under a pile of flock, send us some pictures of your scenery and terrain! – Ed.



Imperial forest base under Tyranid assault...

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The Lucifus Incursion

A Warhammer 40,000 Campaign
By Ross Flint



Awl abaht da Awfah...

I'm Ross and I'm seventeen years old. I live in Calside, Dumfries where I play a whole lot of guitar, listen to loud music (I also have a double life as a government secret agent but if pressed I will be forced to deny it!) and am totally dedicated to GW games.

As you can tell from my photo (I have an impressionist camera, by the way!) I'm a greenskin through and through, I just can't help painting things green! I tried painting my Lizardmen blue, but I caved-in after only two regiments and reverted to painting them green again. My Chaos armies are mainly Nurgle (lovely putrid green!), my Marines are Dark Angels (lovely brooding dark green!) and most of the rest of my armies are, of course, Orcs.

I even wrote an article 'Ork Warbands in Necromunda', but I still haven't seen it in print yet, Mr Ed...

Is he whinging again? Ross, don't worry you'll see it in Gang War 2, and that's a promise – Ed.

Lucifus was one of the more habitable and civilised planets in the Imperium. It had a perfect atmosphere and a temperate climate over most of its small land mass and was covered in vast forests and large plains. Being a tiny planet well inside the boundaries of the Imperium and well within the main trading routes, it had only a small Planetary Defence Force, ably led by the old war hero, Colonel Extant Bruce. Bruce was a very influential man and a trusted officer, almost a legendary figure. Nobody ever expected that he was gradually leading his men down the path of treachery and heresy.

'The Bruce' (as he became known to his loving followers) roused the masses with his passionate speeches about freedom and introduced many changes to Imperial doctrine, easily manipulating the weak-minded governor. Eventually, this all became too much for the Imperial representatives on the planet and the Marshal of the Adeptus Arbites issued a warrant for his arrest. This arrest never happened as most of the P.D.F. and indeed the populace were behind The Bruce, indoctrinated into his cult of 'Freedom'.

The token forces of Adeptus Arbites and Adeptus Sororitas were completely unprepared when Bruce and his men revealed their true affiliations and struck out against their Imperial strongholds. The Loyalist forces managed to send an emergency signal via Astropath to the Astra-Telepathica matrix in the region. A task force of Space Marines of the Dark Angels Chapter were dispatched in the Battle Barge *Sword of the Righteous* with elements of the first three companies aboard, lead by the renowned Inquisitor Salem Hannibus.

Scenario 1: Under Siege

By the time the Dark Angels had dispatched their relief force the planet's loyal defenders had already been reduced to a few small groups of fugitives trapped in isolated bunker complexes and caves. The loyalists hoped and prayed that they could hold out until the Marines arrived and broke the siege. The Rebels knew they had to finish off the loyalists and secure the planet by accessing the Arbites Precinct's planetary defence weapon systems before the Marines had a chance of making a landing.

Scenario Type

This is a typical *Bunker Assault* Mission from the Battles Scenarios (page 149 40K rulebook) with a few variations.

Imperial Forces

- 1000 points of Sisters of Battle and/or Adeptus Arbites. *(check out Journal 29 for the full Arbites army list – Ed.)*
- This force may not include any vehicles.

Rebel Forces

- 1,500 points of Imperial Guard.

Deployment

Deployment is slightly different from the scenario in the rulebook. Set up a bunker complex in the centre of the battlefield, surrounded by a rocky plain with a forest down one side. All of the Imperial forces deploy inside the bunker complex, then the Rebels may deploy anywhere on the battlefield so long as they are not within 18" of any Imperial models.

NOTE:
No more than three Battle Bunkers should be used in this scenario and the *Reserves* rules (page 136) do not apply.

Game Length

The Game will last for D3+3 turns.

Mission Objectives

The Rebel player must attempt to capture the Battle Bunkers (which represent the Adeptus Arbites Precinct HQ) intact, but may destroy them as a secondary objective. For each bunker captured he gains +200 Victory points, for each destroyed he gains +100 Victory points.

The Imperial player must remain in possession of the bunkers and receives +150 Victory points for each bunker occupied by his troops at the end of the game.

At the end of the game add up Victory points for enemy units destroyed and bunkers captured or destroyed. The highest score wins.

SCENARIO 2: COMMUNICATIONS TERMINATED...

After containing the loyalist forces, the rebels took over the main communications network on the planet and used them in an attempt to summon the dark forces of Chaos to aid them. These signals were intercepted by the *Sword of the Righteous* as it entered Lucifus's orbit. The Dark Angels dispatched a small Ravenwing strike force to destroy the satellite link-ups in a desperate bid to foil the plans of the Rebels. There was no need for a small insurrection to explode into a full-blown war!

Scenario Type

This is a *Strongpoint Attack* Mission from the Raids Scenarios (page 151 40K rulebook) with a few variations.

Imperial Forces

- Up to 1000 points of Ravenwing squadrons (or Space Marine bike squadrons).

Rebel Forces

- Up to 1000 points of Rebel Imperial Guard.

Deployment

In the Defender's deployment zone set up a small bunker complex which includes a satellite dish installed on the roof (see later for the rules for the satellite dish). The rest of the terrain should be fairly open, with a few clumps of trees and rocky outcrops littered around. The Rebel player deploys all of his troops inside the bunker complex (with the exception of any *Sentries*) and deploys his *Mine Counters* (yep, also see later) anywhere, within 18" of the bunker.

NOTE:
The *Reserves* rules (page 136) do not apply to this scenario. In addition, do not place obstacles as per step five of Strongpoint Attack, you will be placing *Mine Counters* instead.



The Cult pose for the camera before the assault!

SPECIAL RULES

'Achtung Minen!': *Mine counters* are easily made from pieces of paper or cardboard about 1" square. You should make up the following types and amounts of counters:

- 4 x Blank Counters (dummies! no effect).
- 4 x 1", representing a minefield of 1" radius.
- 4 x 2", representing a minefield of 2" radius.
- 4 x 3", representing a minefield of 3" radius.

The Rebel player places these *Mine Counters* face down and only he is allowed to look at them before they are revealed. These counters are revealed if any troops (of either side) move within 3" of them, and should be placed face up so that both players may read them.

Troops within the minefield will detonate a mine on a D6 roll of 5+ whenever they move. Mines have a 2" blast radius and cause hits with Strength 6 with no Armour Piercing value.

Troops may attempt to clear a way through by blowing up a minefield by shooting at it. Shots will only hit and detonate the mines on a 6+ regardless of BS.

SPECIAL RULES:

Satellite Dish: All shooting or close combat against the satellite dish are resolved in a similar way as with vehicles, using the damage tables below.

Because of its complicated manufacture and huge size, roll randomly whenever the satellite dish is hit:

D6	Location	Armour
1-2	Turntable	14
3	Cables	10
4-6	Dish	12

D6	Turntable Damage
1-3	The turntable buckles and is damaged but is not irreparable.
4-6	The satellite dish collapses and is destroyed.

D6	Cable
1-4	The cables are damaged but can be easily replaced later.
5-6	The power conduit is destroyed and the satellite dish's turntable explodes.

D6	Dish
1-5	The dish suffers minor damage but still works perfectly well.
6	The transmitter aerial is hit and the dish is destroyed.

Game Length

The game lasts for six turns.

Mission Objectives

The Imperial player wins automatically and the game is immediately ended if the satellite dish is destroyed. The Rebel player wins automatically if the satellite dish is undamaged at the end of the game and at least one Rebel squad remains in possession of the bunker.

If neither of the above objectives are met by the end of the game, add up Victory points as normal.

SCENARIO 3: THE SUMMONING

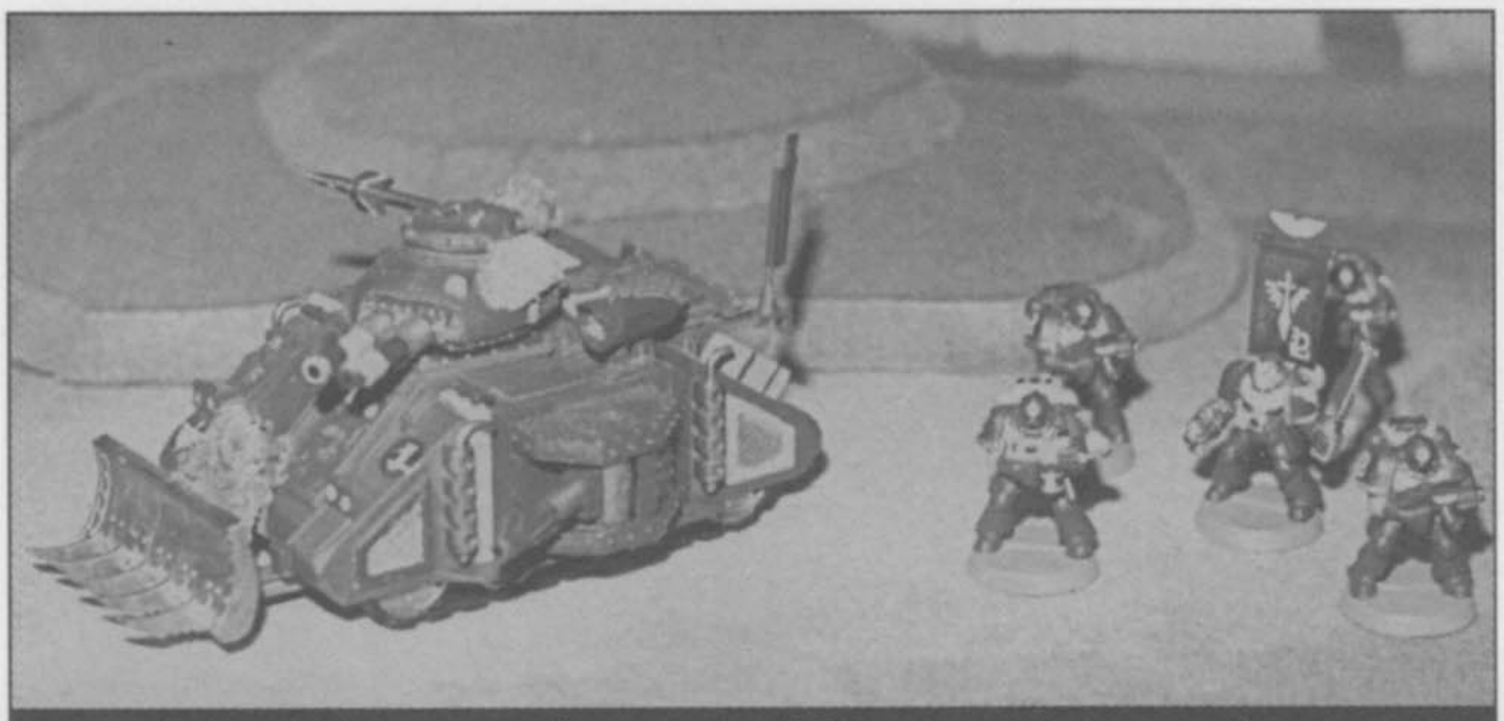
Since the intervention of the Dark Angels, The Bruce and his fanatically loyal troops were slowly pushed onto the defensive as the supreme warriors of the Dark Angels captured outpost after outpost. Most of the rebels were now holed up in Lucifus city and the fortress barracks of the old P.D.F. The Bruce knew that something radical had to be done, and soon, before more Marine reinforcements arrived and through a war of attrition his little revolution would be over. With the possibility of Chaos Marines coming to their aid still weeks away, The Bruce knew he had to buy himself more time.

The Bruce knew of the existence of ancient ruins deep within the forests of the southern hemisphere and had studied them long ago with the aid of the Magus of his new and 'enlightened' cult. The hieroglyphs had taken months to decipher but finally it was identified as an ancient Warp gateway probably of Eldar origin – The Bruce now had a link to the alien entities he worshiped within the Warp...

Those who did not see 'the light' from the fevered speeches of this madman – war prisoners that hadn't been brutally slaughtered for pleasure and the growing number of dissenters from amongst the cult's own ranks – were taken in chains to the alien ruins where a make-shift Chaos altar had been erected. The Bruce and the Cult's leaders began a ritual involving human sacrifice in a vain and extremely dangerous bid to summon the Daemons of the Warp to their aid.

This ritual caused a severe Psychic disturbance that was picked up by the Dark Angel

Librarians on board the *Sword of the Righteous*. Incensed at such blasphemy, Inquisitor Salem Hannibus decided to lead a surgical strike against the co-ordinates of the ritual himself....



A Predator rumbles to war...

Scenario Type

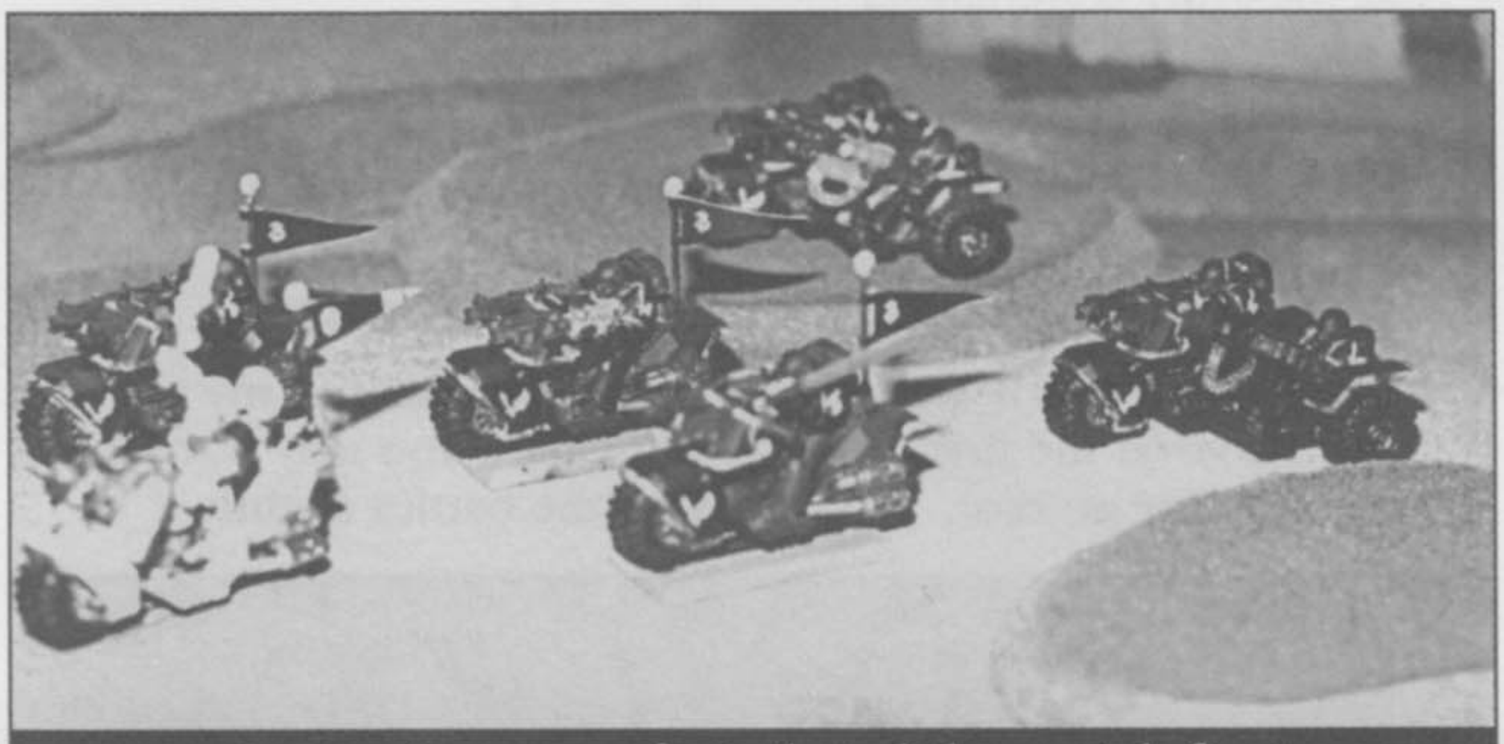
This is similar in most respects to the *Bunker Assault* Mission from the Battles Scenarios with a few variations.

Imperial Forces

- 1500 points of Dark Angels.
- This force must include lnquisitor Salem Hannibus as the army commander instead of the normal Space Marine HQ.

Deployment

The battlefield for this game should be at least 6'x4', and preferably 8'x4'. The battlefield should contain the alien ruins approximately midway along the defender's deployment zone. From this edge, there should be a dense forest down the left flank, extending 12"-18" onto the table. The rest of the terrain should be fairly sparse, with a few hills and rock formations scattered around for cover.



Ravenwing go so fast, their bikes catch fire!

Rebel Forces

- 1000 points of Imperial Guard.
- This force must be lead by Rebel Colonel Extant Bruce.
- 800 points of Daemons from the Chaos Space Marine list (this may be comprised of any mix of Daemonic units but with no more than one Greater Daemon). All Daemons should be of the same Chaos power.

Game Length

The game lasts for 6 turns. The Imperial player automatically has the first turn.

The Summoning

Each turn, the Rebel player may attempt to try to summon the Daemons. One of the Rebel HQ, considered to be the cult's high priest, must spend the entire turn in contact with the ruins, doing nothing but chanting (not even hiding!). After each turn of chanting, the chance of the Daemons arriving on the battlefield improves. At the end of each Rebel turn roll 1D6 and consult the table below to see whether or not the daemons arrive.

Turn	D6 score needed to summon Daemons
1	-
2	6
3	5+
4	4+
5	3+
6	2+

When (or if!) the Daemons appear on the battlefield, they must be placed within 6" of the ruins, and may start moving normally in the Rebel's next turn.

NOTE:
There are no bunkers in this scenario, only the alien ruins which in themselves should only offer minimal cover.



Scout squad Dashel wonder where everybody went...

Mission Objectives

The Rebels win automatically if there are Daemons still alive on the battlefield at the end of the game. If all of the mortal Rebel forces are destroyed, then the Daemons are automatically banished.

Scenario 4: Apocalypse now...

As the Dark Angels prepare to move in on the Rebels for the final assault, the space around the planet is already beginning to tear itself apart as the disturbance in the warp grows ever more tumultuous.

The Rebel forces are dug-in in the shattered streets and buildings of the battle scarred city of Lucifus and are prepared for the Space Marine assault. If The Bruce can just hold out long enough then maybe help will arrive and Lucifus will remain in the clutches of Chaos for ever...

Scenario Type

This is a *Meat Grinder* Mission from the Battles Scenarios (page 146 of the 40K rulebook) with a few variations.

Imperial Forces

- 3000 points of Dark Angels.
- This force must include Inquisitor Salem Hannibus as the army commander (provided he is still alive, of course!). Otherwise use the normal Space Marine HQ
- The Imperial army may also include any troops that survived the first scenario for no cost.

Rebel Forces

- 2000 points of Imperial Guard.
- If the Rebels drew Scenario 2 they may include up to 500 points of Chaos Space Marines.
- If the Rebels won Scenario 2 they may include up to 750 points of Chaos Space Marines.
- If the Rebels won Scenario 3 then they may also include up to 750 points of Daemons.

Terrain

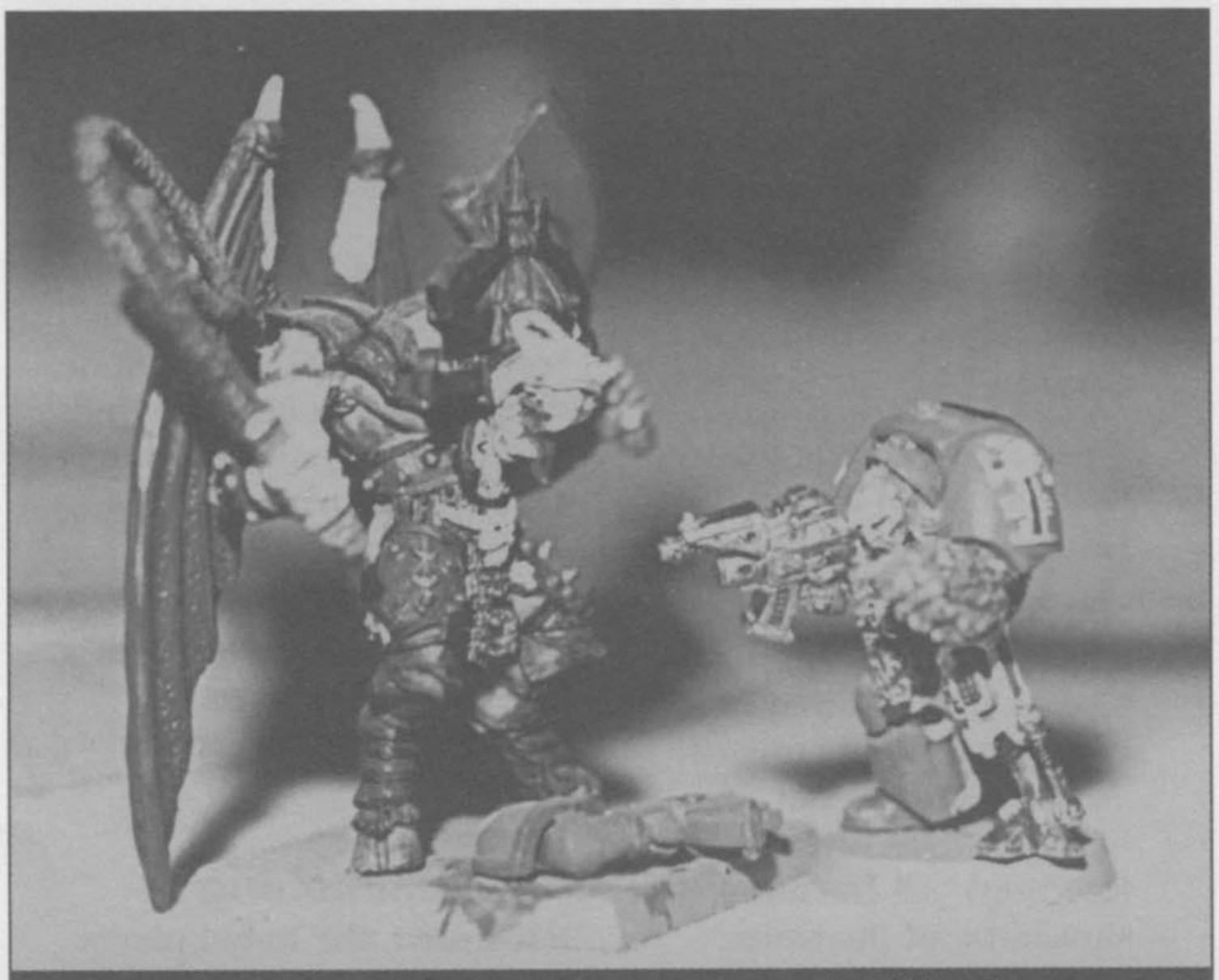
The battlefield for this scenario should be between 6'x4' and 8'x4'. The terrain should consist of plenty of ruined buildings, debris and a few roads.

Game Length

The game lasts for 6 turns.

Extra Stuff...

That is the basis of my campaign. You may want to vary the battles slightly



Inquisitor Hannibus runs into a spot of bother...

(scenario 4 works really well as a battle to the death with no limitation on turns) to add to their replay value, or if you feel that they are unbalanced (I do not, but it may depend on the forces available). If you want to change the size of the armies, I do recommend that you keep them in proportion to those I have suggested or you may unbalance the game. Of course if you want to make things hard for yourself that is, of course, fine by me.

The special(ish) characters can be easily represented by standard miniatures but some players may wish to convert miniatures themselves, have fun...

You could probably alter the scenarios to use different armies and races (I suggest using Orks, but that's just me!) quite easily but the story line may not make much sense as a campaign between Orks and Squats or whatever...

As for terrain, I made my Chaos altar from polystyrene. It consists of a low hill with an eight pointed star carved into it and large pointy stones at three of the points, but you can do something very different if it suits you. My satellite dish was merely a circle of card with a small arc cut out of it and the gap glued shut so that it formed a wide cone. The aerial can be made out of a bit of wire and then the whole thing should be mounted on a small box of some sort (the turntable).

Tips for making forests and hills are as common as issues of White Dwarf anyway, so I will not add to them here.

I have played through this campaign with one of my more adventurous guinea-pigs, er... friends (thanks, Mike!) and we thought it worked quite well, so you should have no problems as long as you stay in the spirit of the game (no tank battalions, please! Put those Demolishers away now, you know who you are!). So, don't take things too far, for I will not be held responsible for people sacrificing their gerbil to Khorne for a +1 modifier on a dice roll!

Enjoy yourselves and may the best player win (not necessarily the luckier one).

Inquisitor Salem Hannibus is a renowned Inquisitor of the sinister *Ordo Malleus*, the 'Daemon Hunters'. He has spent his life committed to the destruction of these blasphemous beasts and has yet to discover one that can better him in combat...

He had just come from investigating the reasons for an outbreak of plague in a nearby system and took overall command from Master Belial of the Dark Angels' 3rd Company.

INQUISITOR SALEM HANNIBUS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Hannibus	**105 points**	5	4	3	3	3	4	3	10	3+

You may include Inquisitor Salem Hannibus in any Imperial army and he counts towards one of the HQ choices.

Wargear: Rosarius, Psycannon, Power Sword, Frag and Karak Grenades, Digi-lasers and he wears Power Armour.

SPECIAL RULES

Digi-lasers: Hannibus has a set of highly advanced lasers built into the fists of his power armour. These are used before any blows in close-combat are struck and will wound a single foe on a 4+ with normal saves allowed. In addition they count as an extra close-combat weapon and give him +1 Attack.

Rosarius: This emblem of the Imperium gives Hannibus a 4+ *Invulnerable* save.

Psycannon: This counts as a Boltgun that wounds Daemons on a a score of 2+.

Daemon Hunter: Hannibus is a powerful Psyker and if he passes a Psychic test he may use *Destroy Daemon* power against any Daemon he is in close-combat with. He may re-roll any dice that miss or fail to wound (note: he may only re-roll a failed dice once).

Colonel Extant Bruce may command the Rebel army in any battle except the 4th. He may not command an army which includes a Chaos Lord.

The Bruce, as he became known, was trained in the Imperial Storm Troopers and was loyal to the Emperor for many years, gaining a reputation as a courageous and tactical leader before he was tainted by Chaos during an extended journey through the Warp. Even after that it was several years before his fall and he was the trusted commander of the Lucifus P.D.F. when he finally revealed his true colours at the head of the Chaos Cult he had raised amongst his troops and local civilians.

COLONEL EXTANT 'THE BRUCE'

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
The Bruce	**80 points**	4	4	3	3	3	4	3	10	5+

You may include Colonel Extant Bruce in any Chaos or Rebel Imperial Guard army and he counts towards one of the HQ choices.

Wargear: Power Sword, Bolt Pistol, Frag and Krak Grenades, and he wears Flak Armour.

SPECIAL RULES

Blessing of Chaos Undivided: The Bruce is a powerful pawn of the Chaos Gods and so has a 4+ *Invulnerable* save.

Leadership: The Bruce is still a well-trained and disciplined Imperial Guard officer and as such has an unfaltering control over his loyal troops. Any Imperial Guard squads within 12" may use his Leadership for all necessary tests.

Da Roolz Boyz

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From Beyond the Grave...

An Undead Scenario for Warhammer

By Nick Kyme



You'll never take me alive, ya deadbeats...

Nick from Grimsby, Lincolnshire, returns to the Journal (he also wrote Escape from Hag Graef – CJ 29) after a stint of college work and now finds himself working as a Keytimer in our Grimsby store (pause for applause, sighs or whatever!). He wrote and playtested this scenario, based on an inspirational mix of Hammer and Zombie films, in the store with the staff and customers who all thought that it was great (he did use the store's armies and gaming table, however – but then he did help to paint them!).

The grave is a dark and sombre place where shadows can take on form in nervous minds. Iron railings creak against the shallow wind of death that drifts about the numerous burial mounds leaving the reeking stench of terror in its wake.

Necromancers are attracted to these places like moths to a flame committing macabre acts of unspeakable darkness in the hope of stirring restless spirits and raising the stagnant corpses entombed in the sodden earth into horrific unlife...

A Dark Legend...

The Cemetery of Eternal Shadow is a notorious dark legend in the Empire. Situated within the Forest of Shadows this accursed place is like a bitter fruit to the slavering maw of a Liche or Necromancer as the dead that lie beneath its black soil are restless with the taint of chaos that infests the twisted trees that surround it.

It is said that the Undead rise from their graves unbidden as they are stirred by random unnatural forces and many a wayward traveller has been caught unawares by the rotting grasp of a zombified corpse's hand around their necks...

Few know of the history of the cemetery, its origins sparsely documented due to the fact that few have visited the site to tell the tale and many others have not dared approach in fear of its terrible reputation. One man, Ezebald Raminov, holds no such trepidation however.

The Raminovs are a rare breed. A family devoted to the cult of Witch Hunters; slayers of Undead and banishers of daemons. For centuries the Raminov line has been buried in the Cemetery of Eternal Shadow due to its isolation and the belief that it was once holy ground. As the rumours permeated of the restless spirits attacking travellers on the road from Kislev, Raminov knew that the souls of his ancestors where in jeopardy. The last in the line, he had no choice but to mount an expedition to the Forest of Shadows and sanctify the cemetery once and for all by cleansing it of the stench of the Undead. He only hoped he was not too late...

Raminov's Quest

The expedition set out at first light from Talabheim, Raminov's home city, made up of forces sent by the Elector Count of Talabheim, who was eager to quell any encroachments of Undead, and mercenaries hired by Raminov himself. The journey

had to be swift as Raminov was keen to arrive before nightfall when he knew the forces of Undeath would be at their most powerful. He had only one thought in mind: to protect the mausoleum of his ancestors that lay at the very heart of the cemetery. Unknown to the other members of the expedition Raminov carried with him an Ivory Casket that held within a powerful heirloom of his family. *The Icon of Morr* was a holy talisman that could ward off evil spirits and the twisting coils of Necromancy. Burned into the entrance to the Raminov mausoleum it would make the ancient spirits of his ancestors unassailable.

The Battle

The battle takes place just before dusk where, on the fringe of the cemetery, Raminov sees the ancient mausoleum devoted to his ancestors. Without a second thought he gives the order to advance, wary of the moss cracked grave stones that lie in his path. As soon as a foot is placed upon the accursed soil the grave slabs split and are heaved away by the carnal grasp of the Undead. Raminov finds himself confronted by the denizens of evil he has sworn to destroy. They are all that stand between him and his family's salvation...



Torben, manager of GW Grimsby, does a little playtesting

The Cemetery of Eternal Shadow

The battlefield itself represents the cemetery which is in a large forest clearing. Therefore, it should be surrounded by a few trees on the very edges of the table. These should be placed so as not to interfere with play and a further clearing should be left through which Raminov can deploy his troops.

The cemetery is the main focal point of the battle and consists of a large grave site of about 18 inches across the table and 12 inches in length, starting 6 inches from the edge of the Empire deployment zone (see below). The mausoleum is then placed behind the graveyard itself with a gap of around 6 inches between to force the Empire player to advance through it. This should only be a small building and must have an entrance where Raminov must burn in the talisman. This entrance should be facing the east or west edges, counting Raminov as coming from the north. Any other scenery can be agreed by the players themselves and might include other suitably gothic buildings or stone cairns..



Night of the 'Waking Dead'!

Empire Deployment

Raminov's Empire and Mercenary army deploys first, opposite the graveyard up to 12 inches from the table edge.

Undead Deployment

The Undead army then deploys second, within the boundaries of the graveyard itself and actually consists of a small force of defenders with a larger more deadly force in reserve (see below).

Turns

The battle lasts for 7 turns to allow Raminov time to get to the mausoleum and the Empire player takes the first turn to represent the fact that they strike while the Undead are still rising from their graves.

The Armies

The armies represent Raminov's forces from the Empire with their hired Mercenaries and the Undead of the cemetery. The forces are initially unbalanced but the Undead army is split into two forces to represent their numbers increasing with the coming of night. This is explained in the Undead army list section below.

Raminov's Soldiers of Faith

Raminov's army consists of a petition of Empire troops from the Elector Count of Talabheim and Mercenaries hired by Raminov himself.

- The army is chosen up to a total of 2,000 points.
- At least 50% MUST be taken from the Empire army book.

The following units may be taken with all the restrictions listed below:

- 0-l unit of Knights
- 0-l unit of Pistoliers OR Outriders
- Any number of Foot Soldiers (i.e Halberdiers, Spearmen, Greatswords etc)
- 0-1 unit of Reiksguard on foot
- 0-3 units of Missile Troops (i.e Archers, Hand Gunners etc)
- 0-1 unit of Kislev Winged Lancers OR Horse Archers
- 0-2.units of Flagellants
- Up to 1 Hero and any number of unit Champions may have magic items up to a value of 50 points each.
- The army must also include *Ezebald Raminov*, as a special Witch Hunter character who is also the army general.

NO OTHER TROOP TYPES, WAR MACHINES OR MONSTERS ARE ALLOWED

- Up to 50% may be Mercenaries taken from Dogs of War (note that this is higher than the usual amount to take into account the unusual nature of the army).

The following units may be taken with all the restrictions listed below:

- Braganza's Besiegers
- Voland's Venators
- Marksmen of Miragliano
- Vespero's Vendetta
- The Alcatani Fellowship
- Ricco's Republican Guard

Servants of the Cemetery

The Undead army consists of two separate forces. The initial creatures rising from their graves and a reserve force that appears as night falls. In this way the Empire army can find itself surrounded quickly and needs to watch its flanks at all times. The Cemetery Force is initially deployed and consists of 1,500 points of troops. The Waking Dead is the reserve force that is placed later in the battle and consists of a further 1,000 points.

The Cemetery Force:

The Cemetery Force may be chosen from this list:

- Any number of Skeleton Warriors
- 0-1 unit of Skeleton Horsemen
- Any number of Zombies
- 0-1 unit of Ghosts
- 0-1 unit of Wights on foot
- Any number of Champions and up to 1 Wight Lord – magic items can be chosen as normal up to a value of 50 points each.

The Waking Dead:

The Waking Dead are a reserve force and may be placed anywhere inside or within 6 inches of the graveyard at the start Undead turn 4. They may not be placed directly into hand-to-hand combat but may otherwise act as normal in their turn. They may be chosen from the list of Undead troops given below:

- Any number of Skeleton Warriors
- 0-1 unit of Skeleton Horsemen
- 0-1 unit of Ghouls
- 0-1 unit of Mounted Wights
- 0-3 Carrion
- 0-1 unit of Wraiths
- Any number of unit Champions and up to 1 Wight Lord – magic items may be chosen as normal up to a value of 50 points each.
- The army must also include the special character Wight Lord – *The Damned Duke* who is also the army general.

NO OTHER TROOP TYPES, WAR MACHINES OR MONSTERS ARE ALLOWED IN EITHER FORCE.

EZEBALD RAMINOV

Witch Hunter..... 205 points

The last in the line of the Raminov's, Ezebald is a devoted and puritanical Witch Hunter. His faith is unswerving in the face of evil and he is possessed with a tremendous zeal to defeat all the enemies of humanity. Like most Witch Hunters, Ezebald carries a number of special items for use in the destruction of daemons and Undead as well as two family heirlooms. Some say his will is of iron and he has nerves forged of the strongest steel. Those who aware of the truth know that they are stronger...

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	7	4	10

EQUIPMENT: He carries a Pistol, wears Heavy Armour and a Metal Gorgot which adds +1 to his saving throw.

SAVE: 4+

SPECIAL RULES

Faith: Raminov's faith steels him against the forces of darkness like an invisible shield and as such he and any unit he leads are immune to *Fear, Terror* and *Panic.* Furthermore, such is his zeal to vanquish evil, he *Hates* all Undead and daemons as will any unit led by him.

Rigid Determination: Raminov will let nothing stop him in his quest to preserve his ancestors, sometimes even ignoring personal danger to do so. As a result, Raminov and the regiment he is leading may always *March*, even if there are enemy units within 8 inches.

Witch Hunter's Special Equipment: Witch Hunters have many special items that they use in the practice of Undead slaying and the banishment of daemons. These items are not magical as such and so cannot be countered or affected by magic such as *The Ring of Corin* or *Sword of Destruction*. Raminov carries the items below and is able to use one each turn:

Phials of Holy Water – this blessed liquid may be thrown in the shooting phase. The range of *Holy Water* is D6+1 inches and Raminov uses his BS to hit as normal to get the phial on target. If he misses the Holy Water is wasted. If he scores a hit place the small round template over any area within range, all Undead models touched by the template suffer a Str 3 hit causing D3 wounds with no armour saves.

Enchanted Amulets – these are imbued with the power of Raminov's faith. The Amulets create a powerful aura that sustains the living but debilitates the Undead. Whenever Raminov sustains a Wound roll 1D6, on 5+ a Wound is restored by the healing power of the Amulet. Whenever an Undead model within 3 inches of Raminov suffers a Wound a roll of 5+ will cause another wound to be inflicted. If the model only has one Wound then another model in the unit is destroyed instead.

Iron Stave – this may be used in hand-to-hand combat and replaces all of Raminov's other attacks. If just a single dice scores a 6 then one Undead model in base contact is impaled upon the stave with no saves for armour and is killed outright.

MAGIC ITEMS

Sabre of Enchanted Silver ..... 35 points

Silver is a potent mineral in the forging of holy weapons. Once enchanted it becomes anathema to creatures of the night, burning their carnal flesh and freezing their unnatural forms.

Raminov's Sabre is forged of the purest silver and adds +1 to his hit rolls. Furthermore it adds +1 to his Strength and causes double wounds when used against Undead or daemons.

The Ivory Casket ..... 35 points

This tiny casket of polished ivory holds a sacred artefact of tremendous power. An heirloom of the house of Raminov, the Icon of Morr, has the power to imbue the force of the quickening to banish daemons and the other foul servants of the night.

The Ivory Casket holds the *Icon of Morr* which is a potent bound spell that Raminov may use in the magic phase. It allows him to cast the High Magic spell *Banishment* and can be countered in the usual way. The spell can be attempted any number of times but may only be cast successfully up to three times as Raminov wishes to conserve its power to protect his ancestors.

THE DAMNED DUKE

Wight Lord..... 165 points

The Damned Duke, as he is now known in the realm of unlife, was once a powerful Bretonnian noble. It is rumoured that his entire family succumbed to the deadly Red Pox due to the Duke's foppish ignorance and yet perversely enough the Duke himself was spared. His true name has long since been forgotten but what is remembered is how bitter and twisted the Duke became, punishing his serfs for no reason and indulging in random executions. Eventually the man's dire reputation preceded him and he was slain at the hands of a pious Grail Knight who vanished as mysteriously as he appeared. The Duke's body was then unceremoniously slumped upon a carnal wagon and taken far away only to end up buried in the once holy ground of the Cemetery of Eternal Shadow. It lies there to this day. Evil clings though, even in death, like a reeking stench and bitter memories still persist in the half decayed remains as fresh as the day they were conceived. The foul Dark Magic that has seeped into the earth has caused the Damned Duke to stir and he is eager to vent his unholy wrath upon the interlopers who have disturbed his slumber...

M	WS	BS	S	T	W	I	A	Ld
4	5	0	4	5	3	3	3	10

EQUIPMENT: The Damned Duke is on foot and wears a suit of Heavy Armour and carries a sword.

SAVE: 3+

SPECIAL RULES

Unholy Wrath: The bitterness the Duke felt in life has permeated into Undeath manifesting itself as a ferocious temper. The Duke may reroll all misses in hand-to-hand combat and may add +1 to his Strength for any hit rolls of 6.

Ancient general: Although he does not lead the Undead of the Cemetery the Damned Duke was once a powerful military general and old habits die hard. Any Undead units within 12" of the Damned Duke may use his leadership for Break Tests (obviously this will only be useful for Wights, Zombies etc). Furthermore, the Duke is treated as Wight Lord and so possesses all the powers and limitations of these Undead creatures.

MAGIC ITEMS

Ancient Armour ..... 30 points

The Duke's armour is incredibly old, forged by a master artisan and metal smith. It is wrought of the finest steel and enhanced by the foul magic of the Cemetery's soil is very difficult to penetrate with all but the most powerful of blows.

The Damned Duke's *Ancient Armour* gives him a save of 3+. If he ever fails his save he may reroll it saving on a 5+ with no reductions for saving throw modifiers.

Rusted Broadsword ..... 30 points

The Broadsword is a heavy but powerful weapon that takes a degree of mastery to use properly. It is the favoured weapon of Bretonnian foot knights and many Knightly Orders of the Empire. The Duke's blade is ancient by the standards of these weapons an is encrusted with a thick sheath of rust. This has not lessened the blade's edge however, but rather has made it more deadly, infecting wounds with the taint of the grave.

The Duke's Rusted Broadsword adds +1 to his Strength in hand-to-hand combat. Furthermore, each time a Wound is caused roll a D6, on a 5+ the wounded model takes an additional Wound as the rust from the blade taints the injury.

Special Rules

There are several special rules that apply to this scenario concerning Raminov's mission, the Undead army and the Cemetery itself. These should be read carefully before the start of the battle as they will affect victory points later on.

Raminov's Mission...

In order to complete his holy mission Raminov must reach the Mausoleum of his family and place *The Icon of Morr* in its entrance. To achieve his mission the Empire player simply has to move Raminov into base contact with the Mausoleum entrance. Once this happens Raminov will no longer be able to use the power of the icon as its holy energies will be devoted to the protection of his ancestors.

Evil in the Earth...

The Undead of the Cemetery are unusual in that they do not have a Necromancer, Liche or Vampire to lead them. It is the residual dark Magic of the Cemetery that sustains them and although *The Damned Duke* is the army general, if he is subsequently slain the army WILL NOT disintegrate.

Death in the Darkness...

The graveyard is a dangerous place that is full of tangling brambles, open graves and the latent dead. When the Empire army advances it will have to tread carefully. To represent this all Empire units that start their movement phase in the graveyard must roll a D6. If they roll a 1 a member of the unit must make an immediate Strength test on a D6 or be removed from their unit as a casualty as they fall into an open grave or are dragged asunder by the Undead dwelling beneath them.



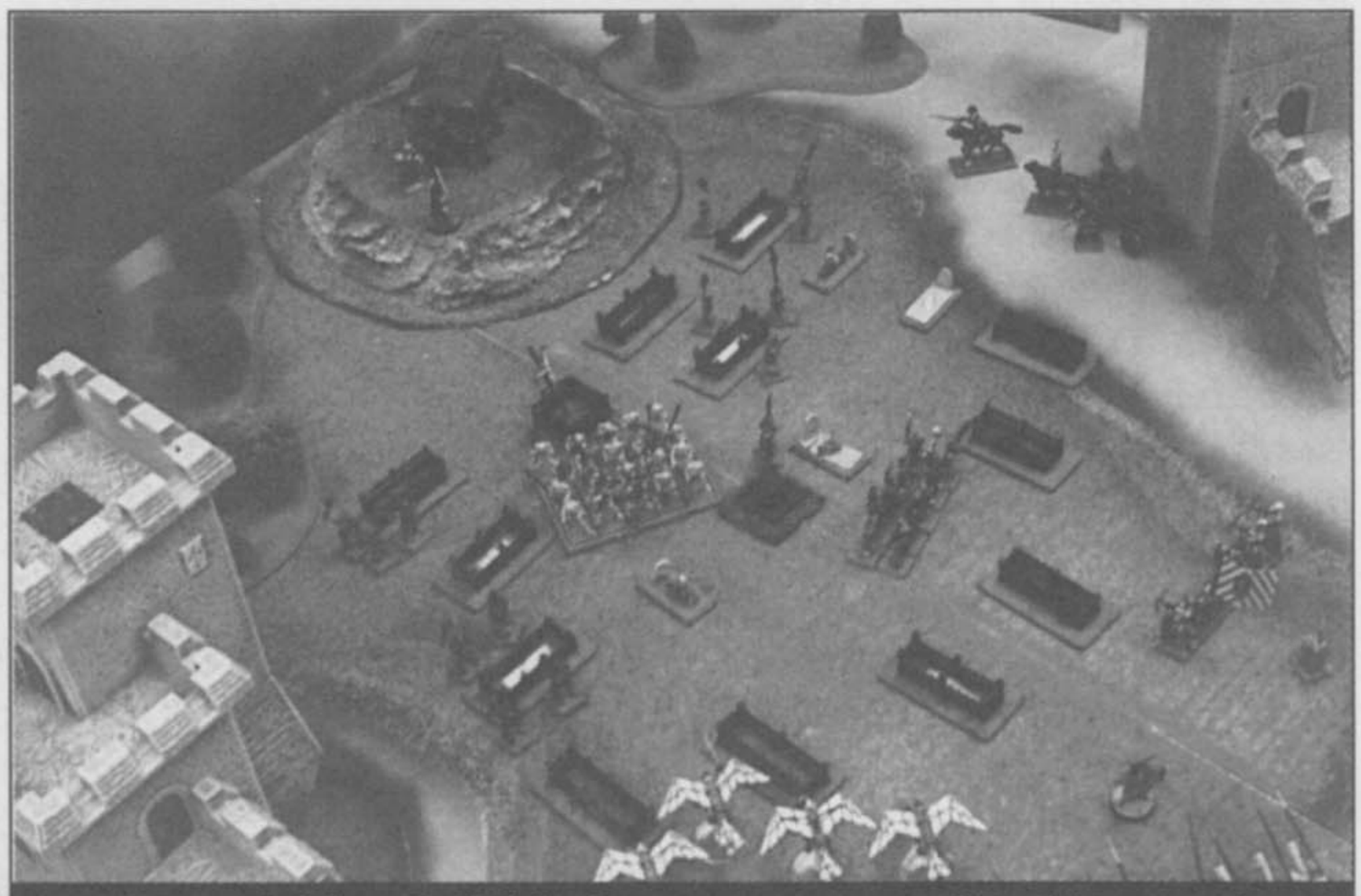
Nick's girly, Penny, caught with a strategic dilemma...

With the Coming of Night...

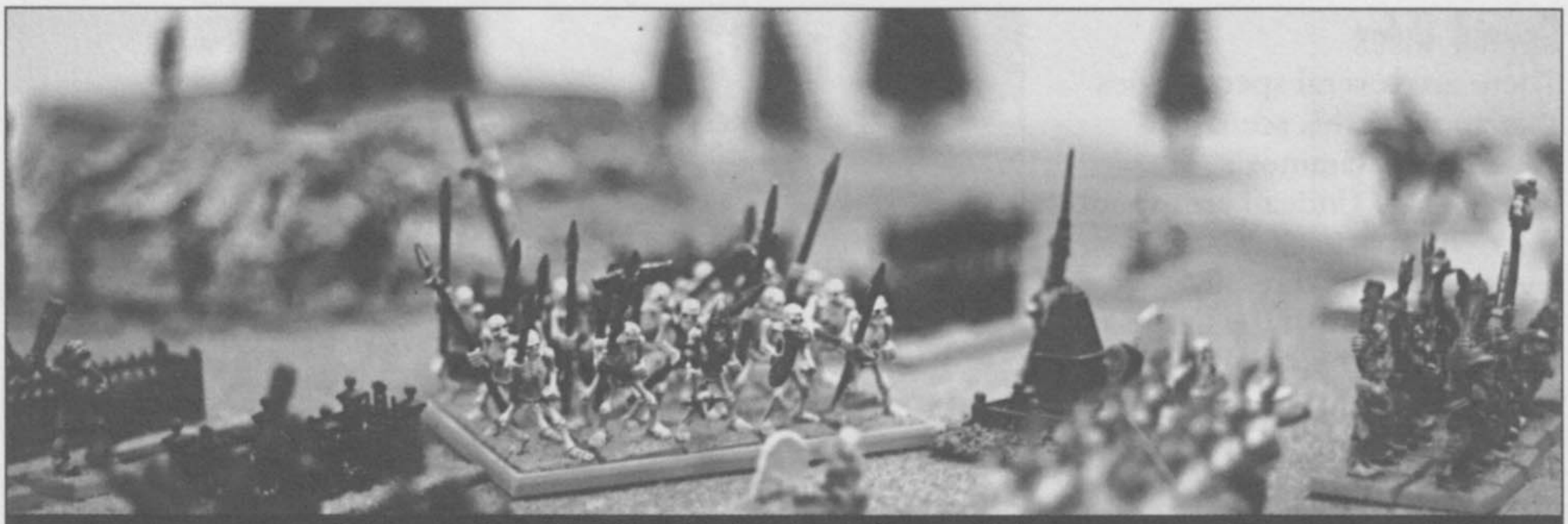
As night draws in the evil magical aura of the Cemetery strengthens and more spirits rise from the grave. To represent this, in each Undead magic phase the Undead player may cast a *Raise the Dead* spell for free affecting any unit in the graveyard which may be dispelled as normal.

Victory!

Victory points are awarded as normal for broken and fleeing units at the end of the game. If Raminov manages to complete his mission and place *The Icon of Morr* in the entrance to the Mausoleum then the Empire player is awarded a further 5 Victory Points. The winner is the player with the most victory points at the end of the game.



An aerial battlefield view – courtesy of Ladder-cam!



Dinner time for the Undead minions of the cemetery!

If the Empire are victorious then the Cemetery will be wholly cleansed with the coming of dawn and the Undead laid to rest for eternity. If the Undead win then the meagre Empire defenders will be unable to hold back the Undead hordes as they are strengthened by the dark aura of the cemetery and Raminov will join his ancestors sooner than he might have liked...

Special Characters

There are two special characters that are used in this scenario. One is *Ezebald Raminov* the Witch Hunter and the other is *The Damned Duke* an ancient Wight Lord.

End of the Witch Hunt...

That's the end of the scenario but using Witch Hunters in your games of Warhammer does not have to end there. It is entirely possible to include Raminov as a special character in any Empire or Bretonnian army. In fact, even more appropriate would be to include him as a mercenary character in much the same vein as Marco Columbo (for those of you who haven't got the Dogs of War army book, and shame on you, Marco Columbo is the only Mercenary Special Character who can be hired as an ally for other armies). Perhaps he could only be included in armies that do not have a wizard *(presumably only the armies of 'good', after all he is unlikely to fight for Dark Elves, is he? – Ed)*. He could *Hate* all spellcasters or even only be hired when an army is fighting against Undead or daemons. In any case he makes for an interesting and deadly character.

You might also be wondering about how to create an Undead graveyard. Well it really is simplicity itself with the Undead graveyard building pack now released separately from the Circle of Blood campaign pack. You could also add plastic gravestones from the Skeleton Warriors Regiment boxed set or even ring up those nice Trolls down at Mail Order and ask for the Arcane Architecture. There really is a wealth of useful stuff available with which to recreate this scenario and the gothic and foreboding battle grounds of the ancient dead...

You could even tie in the rules for Witch Hunter warbands (from issue 30, by Thomas O'Brennan) and perhaps use one of those armies in a re-fight of the battle, just to see how different the outcome would be – Ed.



The climactic face-off – Raminov and the Damned Duke

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.
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
Cardiff	***Cardiff University Roleplaying and Wargames Society***	Martin e-mail NEAL@CARDIFF.AC.UK	Crwys Pub, Crwys road	*ALL* + RPGs, weds 7.45pm fee £2 per annum, open to all Cardiff students
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 Second Legion***	Sam Dale 01625 574435 e-mail beardy-weirdy@hotmail.com	Nags Head, Waters Green, Macclesfield	*ALL*, + RPGs and Historical, £1 per week , age 16+
Cheshire	***The Killing Field***	Martin (01270) 665153	MGN Studio Crewe, Cheshire.	40K, age 16+.
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* 6.45pm Thursday to 11.00pm 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).
Nottingham	**Games Workshop Club Nottingham (Central)**	0115 9480651	34a Friar lane.	*ALL* 6pm to 10pm Weds, £2 (first free).

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Penrith	***Penrith Games Club****	Dan Barham 01768 483319 Robert McNaught 01768 892085	St Andrews Parish Hall	7pm to 11pm
Portsmouth	**Games Workshop Club Portsmouth**	01705 876266	34 Arundel Street.	
Royston	***The Rapturous Standard***	Steve Renwick 01223 207095	1st Royston Scout HQ, Barkway road	*ALL* Thurs 7-10 pm
Shrewsbury	***Shrewsbury Games Club****	Ben 01743 790697		
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 Morozmn@acwilm.com	***Marc's club****	Marc Moroz 302 830 – 6640	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 - 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

INTERNET	CLUB NAME	CONTACT	VENUE	S
	The Razors Edge	Caine	One Who Watches@Hotmail.com	*ALL*, plus sci-fi

(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 8204 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.

WRITE FOR THE the citadel Journal™

The Games Workshop magazine by hobbyists, for hobbyists!

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

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

1. What do we need?

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

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

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

• **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

• **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

• **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

• **This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!**

2. Decide what article you want to write

For example:

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

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

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

3. Get writing!

As a guide there are three kinds of submission that we can work with:

• An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

• A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

• An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

• **Special Characters and Army Lists.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

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

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

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

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

• **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Journal Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

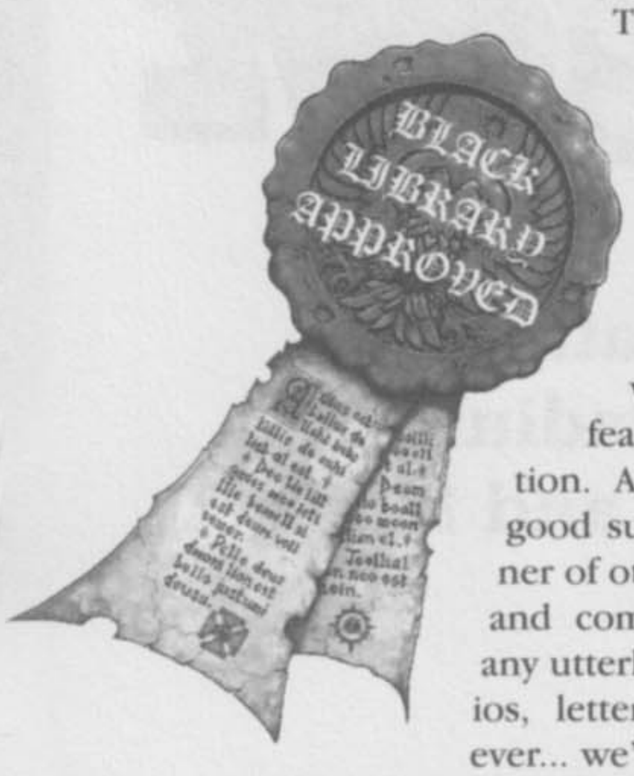
Send your ideas to: The Journal Bunker,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS
UK

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

journal@games-workshop.co.uk

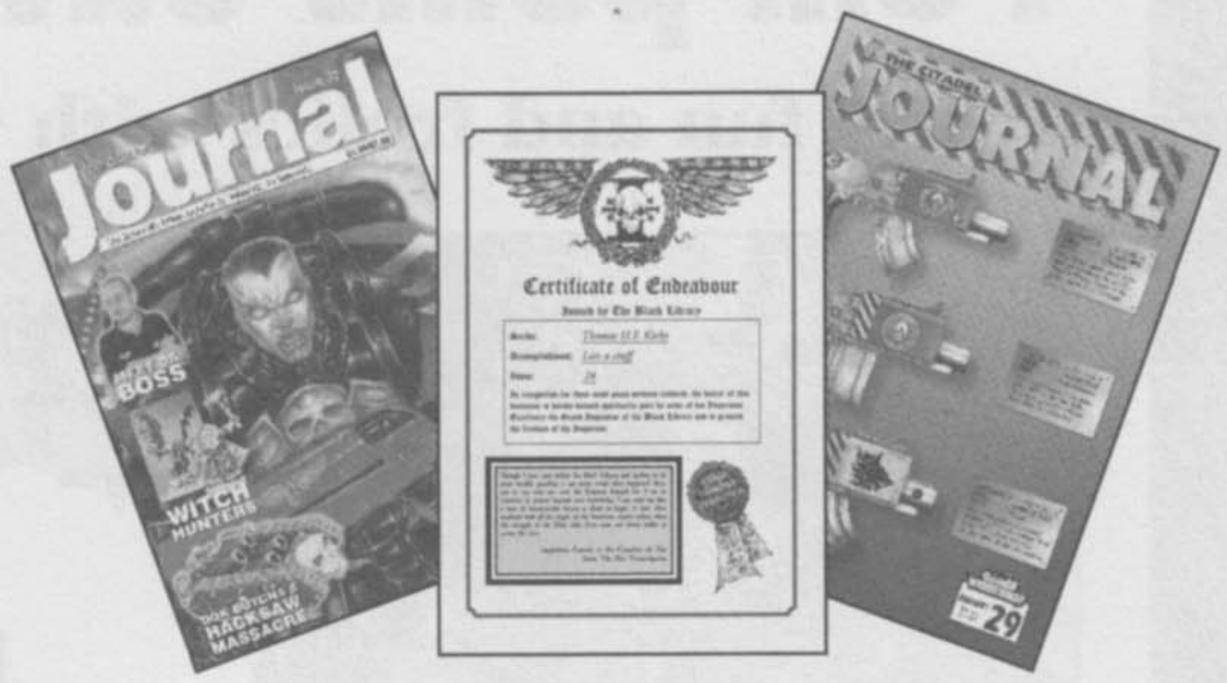
Please title any submission 'Journal Submission'

6. See your name in lights!



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



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Pom-poms out for the Lads...

Fruity fun and frolics with Cheerleaders in Blood Bowl



The gorgeous Shona shows us some of her moves...

BLOOD BOWL®

by Ricardo Nagliati, with photography and stadiums by Marcello Tommasi and Mike Barbieri

That smooth Tilean chap is back again with more Mediterranean madness. You will remember him from issue 29 in which he gave us his insight into Warhammer campaigning (and how unfair it was that he lost!). This time, he returns to his other gaming love – the gore-covered Blood Bowl pitch. Ricardo noticed that there weren't any special rules for Cheerleaders in the game and being Italian, naturally, decided that the 'babes' of the Blood Bowl world needed his complete and undivided attention.

His mate Marcello helped him out with the photography and supplied the amazing stadium scenery and rumour has it that he has even more to show us. So, delve into Ricardo's world and discover what your Cheerleaders can do for you, although do beware, for this is very, very silly...

Nowadays it's unlikely to see a football match without Cheerleaders in attendance. Everybody knows the role of these beautiful girls during the matche: they dance, yell and give the spectators something to gawp at to spur their favourite teams on to final victory. However, in a brutal game like Blood Bowl Cheerleaders generally have far more varied, weird and, more often than not, down-right dirty tasks to push their team to victory. Let's take a look at how these enthusiastic supporters work towards adding further mayhem to your games of Blood Bowl.

After Wizards, Assistant Coaches, Star Players, Big Guys, Allies and the like, your Cheerleaders should get some well deserved attention. Coaches may buy Cheerleaders at 10,000 gps each and, as a general rule, their special use is limited to once per game at any time, unless stated otherwise in the following rules.

Note: When you use these special rules for Cheerleaders re-rolls are not permitted.



Ogre in prison and the King Lion tavern...

DUG OUT OF FAME

Cheerleaders for **High Elf** teams are reputedly the most beautiful in the whole World. Their tall, slim, graceful bodies and pale, marble features represent a charming, angelic temptation for any player. Before the match starts these wily maidens will often go into the opposing team's dug out, choose a player and, draping themselves seductively around him, pester him for small talk and autographs. Because the player gets so involved in his protracted conversation with the elegant maidens he will miss the match.

To represent this, choose a player in the opposition's team (this may include Star Players) and roll 1D6 for each Cheerleader on your team roster. If you score at least one '6' then your Cheerleaders have succeeded in enticing a starry-eyed young player to talk about flowers and tapestry and other 'girly' things for the entirety of the match – this player will therefore miss the game.

DEAF DA REF!

In direct contrast, **Orc** Cheerleaders are not at all renowned for their good looks (even other Orcs think that they look pretty rough, which is why they spend most of their time fighting!). These lumpy, stumpy, warty beasts gather at the edge of the pitch, screaming, squabbling and whistling in a most riotous fashion throughout the match. Sometimes the noise is so loud and disorientating that the players can't hear the ref's whistles and will go on playing regardless of the ref's feverish tooting!



Chaos and High Elves clash on the pitch

Roll 1D6 for each Cheerleader in your team and if you score at least one '6' the referee cannot be heard during part of the match and any one penalty awarded against your team may be ignored. This may save you from a turnover, being sent off or whatever. Remember that this bonus will never allow you to re-roll a failed re-roll dice.

FURY OF KHAINE

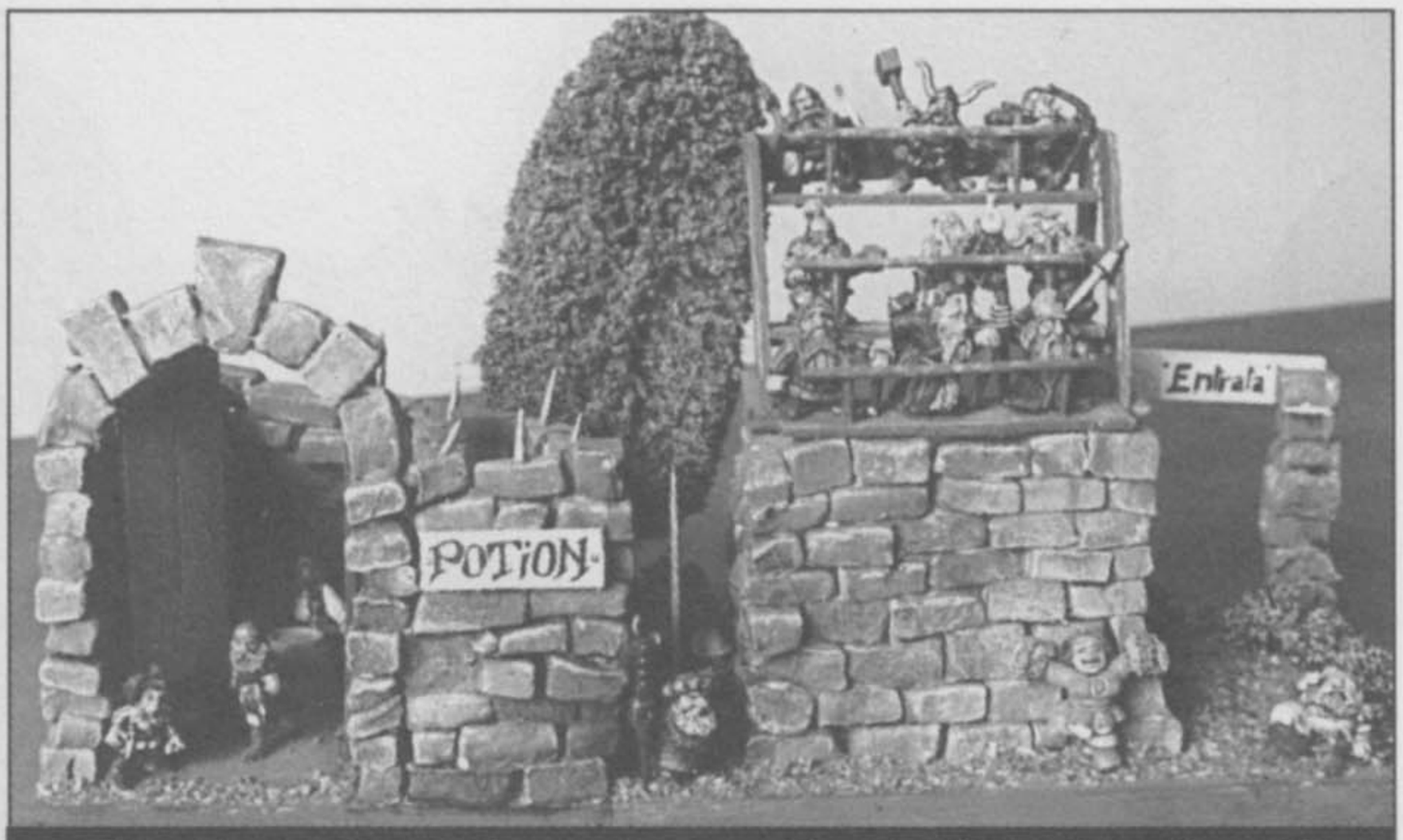
Dark Elf Cheerleaders are even more vicious and cruel than they are darkly beautiful. These cackling witches attend Stadiums with one unique goal: to satisfy their insane lust for blood by seeking new victims for the altars of their evil god, Khaine. Whilst performing a lewd and mocking dance at their team's end zone all the time they are just waiting for an opposing player to dare to score a Touchdown, for he won't be happy for long! The dark daughters of the Hag Queens will attempt to kidnap him through guile or force and carry him off to Karond Kar where he will live out the rest of his days as a slave, if he is lucky, or perhaps suffer a more painful fate!

The first time the opposition score a Touchdown (provided they do, of course!) roll 1D6 for each Cheerleader on your roster. If you score at least one '6' the player foolish enough to score the Touchdown is removed from the pitch (and the team roster) and will only be returned to the team if the Coach is willing to pay the extortionate ransom charged by the Dark Elf Coach (this may be no more than twice the cost of the kidnapped player).

HANGOVER!

Dwarf Cheerleaders are not overly fond of frisking around the pitch in skimpy, revealing costumes (and for that the rest of the Warhammer world is truly thankful!). These short, stout lasses are more famous for drinking large quantities of beer (not very uncommon for a Dwarf). Their favourite trick is to carry a big barrel of the finest Dwarf ale onto the pitch and invite the opposition to a pint or several before the match.

To represent this, after both teams have set up but before the match starts, roll 1D6 for each Cheerleader in the team. If you score at least



The Dwarf stadium – complete with drunkard!

one '6', one randomly determined player in the opposing team drinks a little too much ale which will affect how he plays. Each time the affected player moves roll 1D6.

1-2. *P***** as a Newt* – His head spins and he collapses (make Armour/Injury rolls as normal).

3-6. *He can handle his beer* – He continues to play as normal, stopping occasionally to belch or vomit on the sidelines!

Note: the dice must be rolled only at the beginning of the player's movement (including getting up from a prone position).

INTO THE GRAVE

Since **Undead** are slow, shambling creatures summoned from their eternal slumber to continue their struggle on the Blood Bowl field, they don't have Cheerleaders in the ordinary sense, but squads of undertakers. These sinister fellows are not there so much to boost the morale of their team, but to find/steal potential new players. Before the match starts they will try to sneak into the opposing team's dug-out and kidnap a player. To represent this, roll 1D6 for each Cheerleader in the team. If you score at least one '6', a player, chosen at random, from the opposition's team, will miss the match. At the end of the match roll 1D6:

1-2. The Player has been ritually sacrificed and raised as a Zombie, which may be included in the Undead team free of charge. He must therefore be struck off the original team's roster.

3-6. The Player manages to break out of the coffin, in which he was stowed, and returns to his team.

SOME LIKE IT COLD

In the windswept, freezing land of Norsca Blood Bowl is a very popular sport; matching sheer brutality and arrogance it seems to suit the lifestyle of the barbaric Norse perfectly. **Norse** Cheerleaders are beautiful young women only barely dressed in their costumes made from the hide of the woolly mammoth and they support their team with loud bellowings during the match. When Norse teams play at home in their frozen stadiums their Cheerleaders pelt the opposition with snow balls! In the warmer parts of the world they have to substitute snow with ice cream.

To represent this, roll 1D6 for each Cheerleader in your team. If you score at least one '6', nominate an opposing player who is near the edge of the pitch. He must make an immediate Agility test or fall over from being pelted by these notorious valkyries. Make Armour/Injury rolls as normal. If the player was

WARNING – POTENTIAL NAUGHTINESS

18

You must be over eighteen to read this (although we won't tell if you don't!)

MAKING WHOOPIE...

Human Cheerleaders may lack the refined class and sophistication of their High Elven counterparts but they more than make up for it with enthusiastic, er... ability. They are recruited from some of the finest brothels in the Old World and are very efficient though a bit on the expensive side (they cost double – 20,000 gps.). These insatiable strumpets sneak into the opposing team's dug out and get to work at seducing the opposition's players at the start of each drive.

To represent this roll 1D6 for each Cheerleader on your team roster before every kick off. If you manage to score at least one '6' a player in the opposing team, chosen at random, is busy 'getting his oats' with one of your 'morally challenged' Cheerleaders and misses the

holding the ball this causes a Turn Over. This ability may be used at any time during the game.

LABOUR OF DOOM

Even **Chaos Dwarfs** have their own Cheerleaders, though they are mainly composed of Hobgoblins whose concept of glamour leaves a lot to be desired. They prance about sneakily by the edge of the pitch performing a horrendous version of the famous Arabian 'Dance of the Thousand Veils' (just don't ask!). In a similar way to Dark Elf Cheerleaders, they wait until an opposing player scores a Touchdown and then grab him and carry him away to the slave caravans of the Chaos Dwarfs.

To represent this roll 1D6 for each Cheerleader on the team roster. If you score at least one '6' remove the said player from the field and put him in your own dug out. At the end of the match, the opposing coach must pay a ransom (no more than double the player's original cost). If this is not paid immediately, the unlucky soul will spend the rest of his days as a slave at the furnaces of Zharr-Naggrund.

HEALING HANDS

Although **Wood Elf** teams generally perform so brilliantly in Blood Bowl matches, they wouldn't do so well were it not for the help of their loving, faerie-like Cheerleaders. These delicate, rustic maidens are trained by experienced masseuses who teach them how to deal with minor injuries that often occur during matches. Their work is quite expensive, however, and Wood Elf Cheerleaders cost double – 20,000 gp each.

Whenever a player suffers a K.O. you may declare that you are using one of your Cheerleaders on him.

Roll 1D6:

1. No amount of massage is going to wake this player up, he's out for the count!

2-6. The player is restored and may be placed in the reserves box. You must keep note of how many Cheerleaders you've used during the match and remember that each Cheerleader may only be used once per match.

THE KISS OF DEATH

In the gloomy lands of Sylvania where the sun seldom shines, Blood Bowl matches are the ideal excuse for dipping sharp fangs into smooth necks! Cheerleaders for **Vampire** teams are often the newly initiated; tall, gaunt but charming Vampire brides with long, ebony hair and red-tinged hypnotic eyes that few men can resist. Enshrouded in long black cloaks these sinister creatures silently stalk opposition players (especially the ball carriers) who venture too near the sidelines.

You may use them once during the game, at any time, on an opposing player who is adjacent to the sidelines. Roll 1D6 for each Cheerleader on your team roster. If you score at least one '6', the opposing player is entranced and lead off of the pitch and bitten by these ravenous Cheerleaders. Make a basic Armour roll, if it is successful don't roll for injury but place the player in the reserves box. From now on the player will suffer from the *Off for a Bite* negative skill in the same way as Vampires. At the end of the match roll 1D6:

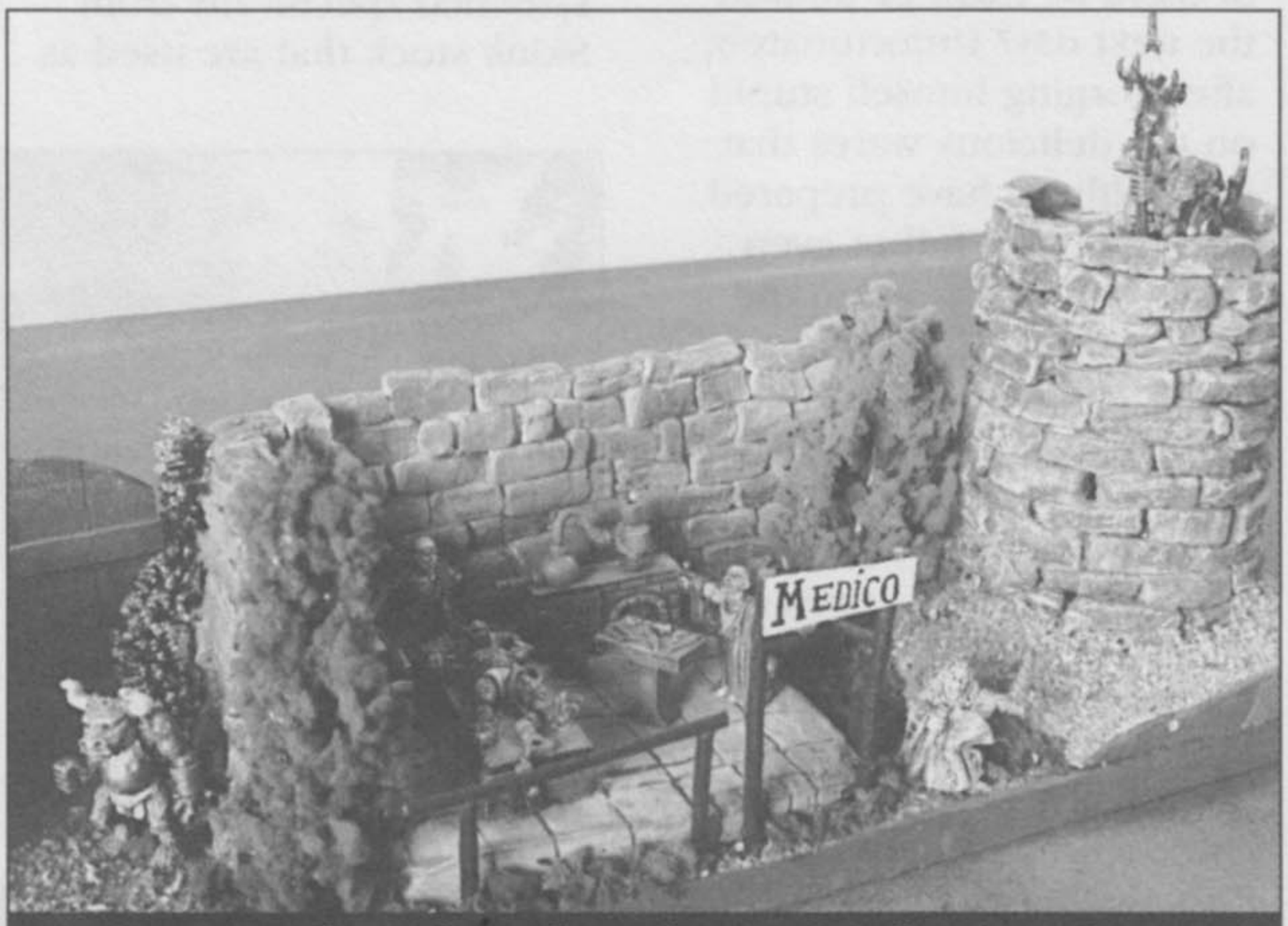
1-2. This skill will be permanent.

3-6. The player manages to get a blood transfusion from a dodgy backstreet Apothecary and is cured.

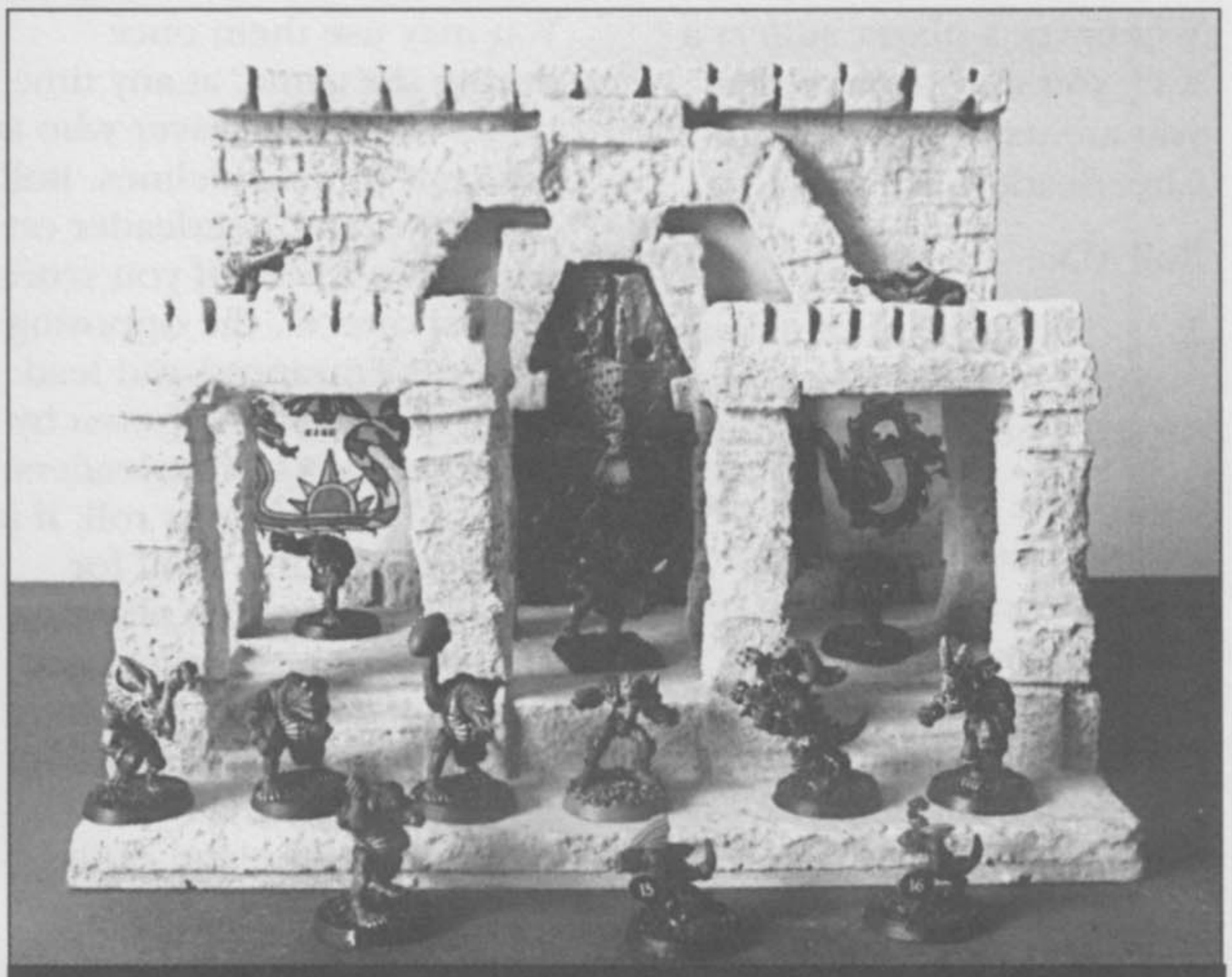
Note:
An Apothecary may cure bitten players in between matches.

CLEAN TRICKS

You may imagine that **Halfling** Cheerleaders are always busy with huge



A very popular place for players – the Apothecary!



A Lizardman stadium

banquets which is quite true but, apart from eating and drinking at humungus parties, they do get around to attending Blood Bowl matches sometimes. The least popular job is doing the dishes afterwards. So, whenever they have the opportunity, they invite a player from the opposing team to a slap-up meal the evening before the match. Naturally, this player will attend just to have a good laugh at the Halfling's expense, after all, won't most of them be dead or injured the next day? Unfortunately, after gorging himself stupid on the delicious wares that the Halflings have prepared he will be too full to even move and this is when the little rascals scurry over to him and chain him to the kitchen sink. The player is then told that he has to do the dishes (at a Halfling feast there are literally thousands of them!) otherwise the Halflings will not release him! Reluctantly and quite humbly the player has no choice but to accept and miss the entire match.

To represent this, nominate an opposing player and roll 1D6 for each Cheerleader on your team roster. If you score at least one '6' the opposing player will miss the match.

RIBBET-RIBBET!

In Lustria there are a few Blood Bowl arenas situated in the middle of the lush jungle outside of the Pyramid cities of the Old Ones (often known as 'Amphibian-Theatres'). **Lizardmen** Cheerleaders are spawned specifically from Skink stock that are used as messengers because they are very swift and agile and are fluent in hundreds of different jungle noises. They put these to use on the Blood Bowl pitch athletically leaping around the sidelines croaking, hissing and whistling their support to their slower brethren. This works remarkably well and inspires the team into selfless, probably insane acts.

To represent this, at any one time, declare that you are using your Cheerleaders and nominate one of your players, what kind of action he is about to take and roll 1D6 for each Cheerleader in your team. You may add a +1 modifier for each '6' that you rolled to the dice roll the player is about to make. Remember that a 1 is always a failure.

Note: Lizardmen Cheerleaders cannot affect any special dice rolls but only those on six sided dice.

MORE BALLS!

Goblins are sneaky, runt-like little creatures who have a very nasty habit of carrying lots of weird (and often very dangerous) stuff with them onto the Blood Bowl pitch.



Lizardman Cheerleaders ready to Ribbet!

Their Cheerleaders are by no means an exception. They are spiteful, raggedy little urchins barely distinguishable from their male brethren (in fact it is often claimed that Gobbo women don't exist and that Goblin Cheerleaders are just the smaller males in drag!). Their favourite trick is to throw an extra ball on the pitch during a match (usually at the ball carrier!) to distract the opposing players just long enough for the Gobbos to take advantage of the situation and grab the real ball and score a Touchdown.

To represent this, at any time during the game, roll 1D6 for each Cheerleader on your team roster. If you score at least one '6', and the opposition player who is in possession of the ball is within one square of the sidelines he will drop it (which will scatter as usual) in the confusion of being pelted with spare balls immediately causing a turn over. This ability may be used up to three times during the match.

DANCES WITH SYLPHS

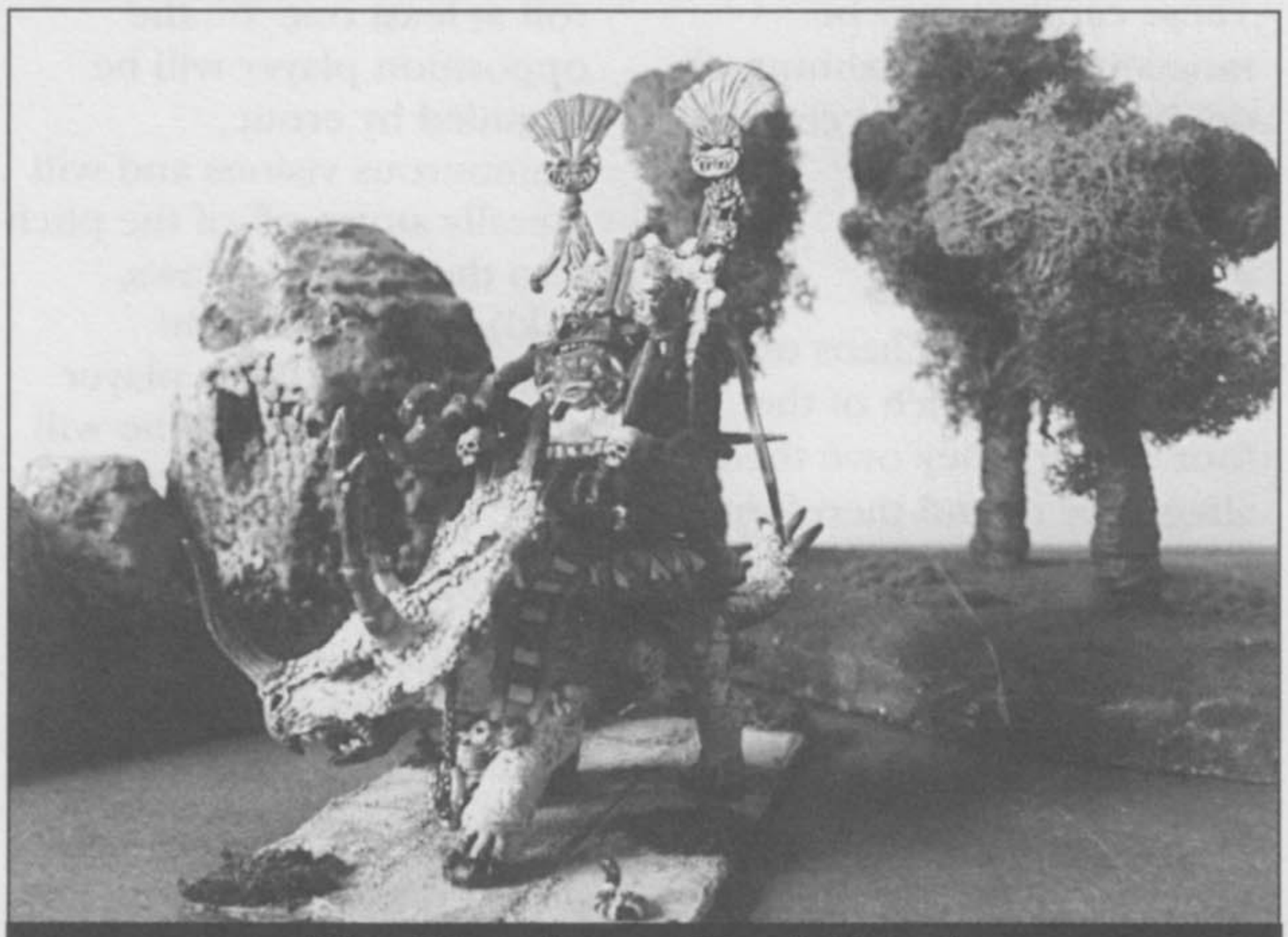
From fey realms hidden in the mists of secret woodland, **Forest Folk** (check out the Blood Bowl Compendium and Journal 17) venture out of their mystic places in search of fame on the Blood Bowl pitch. These teams are formed from the faerie creatures of legend: Gnomes, Satyrs and Centaurs. Their teams are eagerly supported by their Cheerleaders who are made up of Sylphs, woodland elemental spirits that take on the forms of beautiful, slender girls with smooth skin the colour of bark and leaves adorning their hair. These small fairy creatures perform a strange and frantic dance on the sidelines of the Blood Bowl pitch. Their movements are so graceful and mesmerising that players from the opposition team just can't help but dance along with them.

To represent this hypnotic effect roll 1D6 for each Cheerleader in your team at the start of each drive. For each '6' you score you may nominate a player in the opposing team who will move erratically, just as if he was possessed by the fey music of the forest. For each of the affected player's subsequent turns use the scatter template and move each them 1D6 squares, ignoring any Tackle Zones and any compulsory movement (such as *Bone Head, Wild Animal* for example). If they finish their move in an occupied square just place them in any empty adjacent square; if it is impossible to move a player because he is surrounded by other players, just place him prone and make Armour/Injury rolls as normal. The Forest Folk Head Coach may choose which of the opposing players to move and in which direction they are heading but may not deliberately push them off the pitch. Also, players forced to move this way will automatically drop the ball although it will not cause a turn over.

DIG HIM OUT...

Skaven have always had a predilection for tunnelling beneath the earth. In their vast underground warrens there are labyrinths of tunnels so complex that even they themselves sometimes get lost. Skaven have no real concept of Cheerleaders, they do not understand why other races use their attractive females to inspire the males in the team to play better when slavedrivers with whips do the job generally a lot better! These menacing ratmen will attempt to dig a tunnel under opposing team's dug out and kidnap whoever they can find before the match.

To represent this, before both teams set up, roll 1D6 for each Cheerleader in your



The Lizardman Head Coach

team. If you score at least one '6' your tunnel has reached the other team's dugout. Immediately roll 1D6 again:

1. The tunnel collapses and kills D3 of your Cheerleaders in the cave-in.

2-5. A randomly selected player in the opposing team misses the match.

6. One member of the coaching staff (Wizard, Apothecary or Assistant Coach) misses the match.

These captives may be ransomed for a maximum of double their normal cost.

CHAOS CHEERLEADERS

The Coaches of Chaos teams must decide which of the four powers they owe their allegiance to and therefore which of the Chaos Cheerleaders they will be using in their team (for any really stupid people out there, NO, you cannot use the Cheerleaders of another power in your team – so there!).

FATAL EMBRACE

Slaaneshi Cheerleaders are daemonic beings akin to Daemonettes. They combine the lure of sensual pleasure and divine beauty to create vivid hallucinations in the minds of opposition players. They may use this ability once during the game when an opposing player enters the squares adjacent to the sidelines on the Chaos player's half of the pitch.

To represent these effects roll 1D6 for each Cheerleader in your team. If you roll at least one '6', the opposition player will be beguiled by erotic, glamourous visions and will literally storm off of the pitch into the arms (or claws, Yuk!) of the Slaaneshi Cheerleaders. If the player was carrying the ball he will drop it and it will be a turn over. To see what happens to him roll 1D6:

1. His exertions with the Cheerleaders were quite extreme – roll on the Injury table!

2-6. After finally overcoming the hallucinations of the Cheerleaders the player manages to stagger to the Reserves box and have a bit of a lie down!

SMELLY TOUCH DOWNS!

Nurgle teams do not have real Cheerleaders (for which we can thank the Gods!) but use Nurglings, tiny, bloated daemons that emanate a disgusting foul odour and several unpleasant diseases to boot! They gather in gibbering clumps in their team's end zone producing hideous odours in an attempt to keep opposition players from scoring. The coach may use them whenever an opposition player is about to score a Touchdown and may use this ability up to three times during the match before the Nurglings get bored and wander off to pollute a river or something!

To represent the Nurgling's effects roll 1D6 for each Nurgling in the team. If you roll at least one '6' the opposing player will stop one square away from the end zone, coughing and



Marco and Mike's Blood Bowl stadium in all its glory...

spluttering and he will refuse to continue moving until the next turn when he is more composed (he may Hand-off or Pass the ball to a team mate though).

WIND OF CHANGE

Tzeench Cheerleaders are perhaps the strangest in the Blood Bowl world. Looking remarkably similar to Pink Horrors these bizarre and enigmatic creatures often use strange magic with which to change the opposing team's Cheerleaders into anything from McWurty burgers to piles of Troll dung! Fortunately this ability only lasts for the duration of the match. They also have the ability of swaying the referee by confusing him with wierd visions. The Head Coach may use them in one of two ways:

Before the match starts roll 1D6 for each Cheerleader in your team:

1. For each '5+' you score you may reduce your opponent's Cheerleaders by one for the duration of the match (afterwards they will revert back to normal apart from feeling a little strange!).

2. For each '6' you score you may add +1 when arguing the call on a penalty awarded against your team by the ref.

THE EYE OF GOD

Khorne is the Blood God and supreme warrior god of battle, strength and martial honour. His followers live for war and often fail to distinguish between the Blood Bowl pitch and the battlefield.

Khornate Blood Bowl players are the most brutal and merciless in the world. Their Cheerleaders are none the less cruel and savage as they stand at the edge of pitch driving their team on to further acts of barbarism with strange blood rites.

To represent this roll 1D6 for each Cheerleader in your team. For each '6' scored you may choose a player in your team who is now allowed to make two *Blocks* instead of one for the duration of the game. With this extra action if the blocker goes down for any reason the normal rules apply and the Khornate team suffers a turnover.

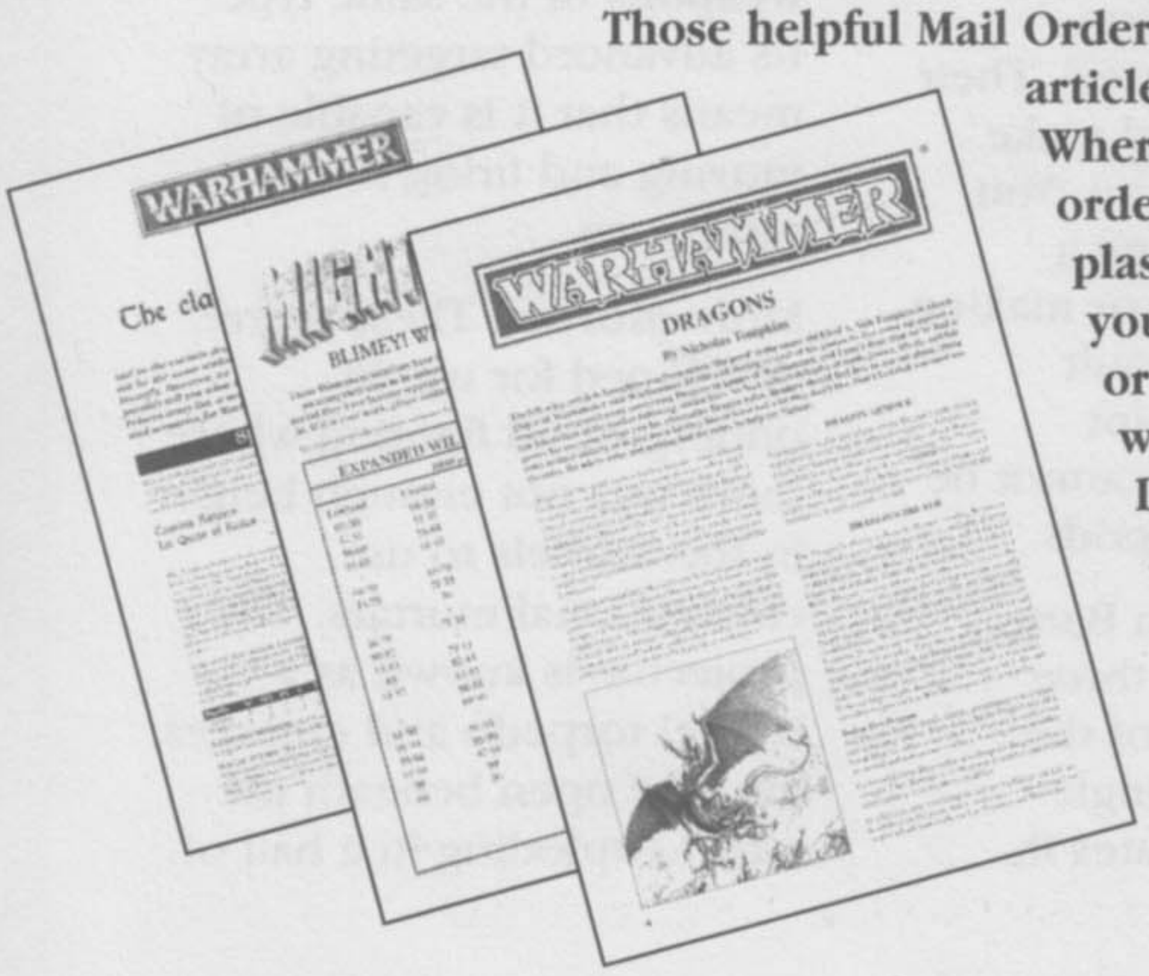
Well, that's about it for now. I hope you like my ideas and that they bring much murder and mayhem to your games of Blood Bowl. – ***Riccardo***

★★★ Did You Know...

The Snotshire Dribblers, infamous Snotling team, went one step further than their Gobbo cousins whose Cheerleaders would pelt opposition players with dozens of spare balls whenever they were about to score. The Dribbler's Cheerleaders used a Pump Wagon cunningly disguised as a mobile stage (it had a few ribbons on it!).

This ploy appeared to work, at first, deterring the other team's players from scoring, until the Dribbler's Cheerleaders lost control and churned across the pitch into the crowd. In the ensuing mayhem, 233 spectators, 12 NAF officials, the ref, the assistant ref and several players on the other team were mangled by the insane machine, which gave the Dribblers their first, and only award – for most spectator deaths! Unfortunately, all but two of the Dribblers had also been killed in the disaster which meant the team had to

ARCHIVING SERVICE



Those helpful Mail Order Trolls have compiled a complete listing for all the articles that have been published in previous Journals. Where a certain Journal is no longer available, you can order photocopies which are sent to you in a dust-proof plastic wallet by first class post. So, if you're kicking yourself for missing the rules for the Undead Plague cart or the Norse Army list for Warhammer, or even if you want to know if there have ever been rules written for Dwarf Acrobats! All you have to do is give the Ladz at Mail Order a call on 0115-91 40000 (phone lines are open from 7.00 am til midnight) and they'll tell you which articles appeared in which Journals, and the availability and prices of them.

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

Imperial Support Weapons

Extra firepower for the armies of the Imperium

By Dave McClumpha

Dave is a mature gamer (he sensibly refused to give his age!) from Deeside in Flintshire and is a rabid GW fan. Since the advent of 3rd edition Warhammer 40,000 he has been hard at work converting rules for some of the older models so that they may be included in the new game. Dave also neglected to send any photos of himself because he says that there's enough mention of beards in the Journal as it is (beards are fine, it's just beardies that aren't! – Ed), so he sent a piccy of his chief playtester instead – his son! In the meantime, he's trying to find some way of re-introducing Squats to the game and is straining his brain trying to find a way of resurrecting his Commissar on Jetbike...



Dave's son signing up for the Altdorf eagles

The Forge Worlds of the Adeptus Mechanicus are constantly experimenting and discovering ancient and exotic forms of weaponry. Often teams of Cult Mechanicus Tech Priests will attach themselves to Imperial Guard or Space Marine Chapters in order that they may field test some of their new discoveries...

Guns of the Adeptus Mechanicus...

There are four types of support weapons available and these are classed as part of the Imperial Agents list (although realistically they are part of the Adeptus Mechanicus).

- Tarantulas
- Mole mortars
- Rapier laser systems
- Thudd guns

As always, you will need to agree with your opponent that Support Weapon Batteries may be used. Their deployment should make sense in the scenario. You should be defending a prepared position or making a well-planned assault against a strongpoint. Support weapons cannot be deployed in drop pods.

A Support Weapon Battery consists of one to three support weapons of the same type and a single servitor who operates it. Tarantulas may be given different weapons fits within a battery.

Your army must also include an Adeptus Mechanicus Tech Priest to program your servitors, once programmed the servitors will function throughout the battle even if the Tech Priest is killed.

Support Weapons

Tarantula: A Tarantula is a remotely controlled anti-gravity platform fitted with a set of twin-linked heavy weapons of the same type. Its advanced targeting array means that it is capable of moving and firing in the same turn.

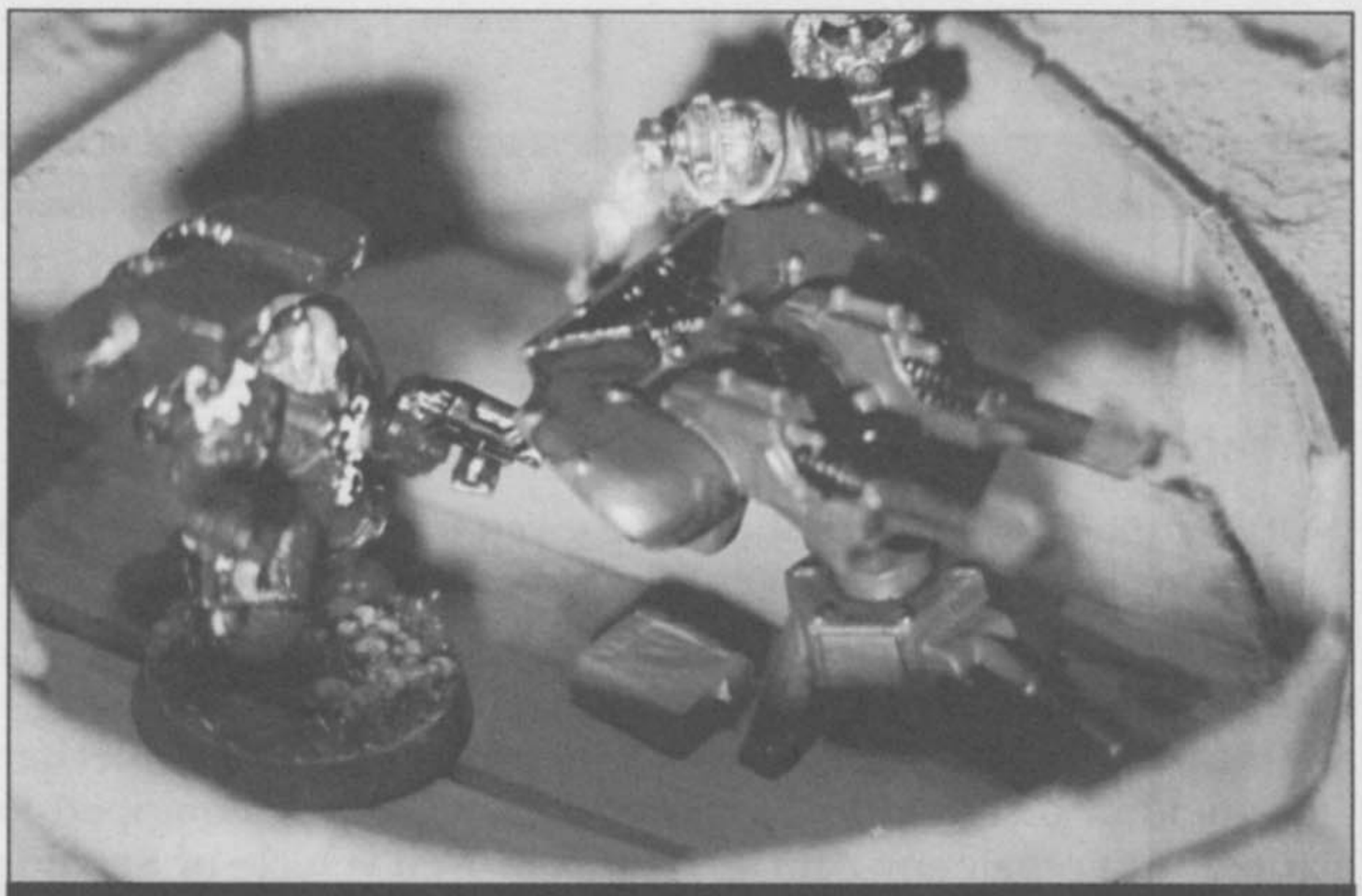
Mole Mortar: These were developed for use in underground fighting where there was not enough height in the tunnels to use conventional mortars. The projectile is known as a tunnel torpedo and emerges into the open beneath the target exploding in a hail of

shrapnel, stones and debris. During the bitter and inconclusive struggle to conquer the Squat home-worlds the effectiveness of the Mole Mortar impressed the Adeptus Mechanicus and was rapidly adopted into their armoury. The Mole Mortar follows the same rules as a normal mortar with the following additions:

- Any ground vehicle which survives a hit from a Mole Mortar must test for moving through difficult terrain before they can move, if possible the location of a blast should be marked with a crater.
- Skimmers may be hit by Mole Mortars, all the debris hitting the unarmoured underside is capable of causing damage to the gravitic motors. In addition a skimmer will be thrown about violently by the blast, even if the skimmer is undamaged treat any hit as causing a *Crew Stunned* result.
- Buildings are less likely to have reinforced floors than walls. Roll an extra D6 to penetrate the Armour Value of buildings.

Rapier Laser System: These weapons systems consist of a a track mounted laser weapon capable of punching through armour or slicing through hordes of enemy infantry. It normally consists of two twin linked Multi-lasers firing as a single weapon. A Rapier may not move and fire in the same turn.

Opponents using powerful but lightly armoured vehicles such as the Eldar Falcon grav-tank will probably complain that a Rapier is almost certain to destroy their wonderful grav-tank. Let them, that's what it was meant to do.

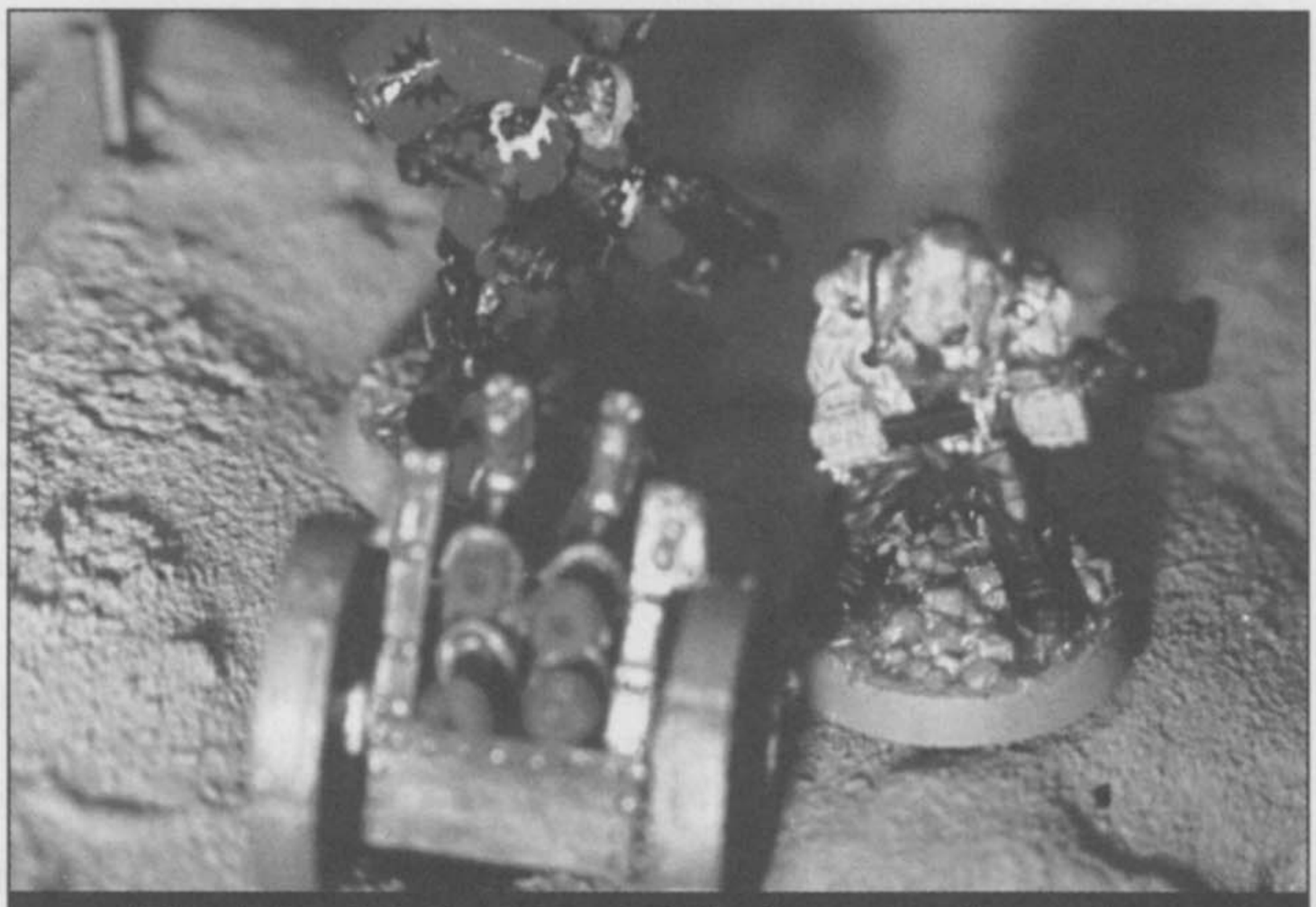


The Tarantula mobile weapons platform

Thudd Gun: Like the Mole Mortar, the Thudd Gun was originated by the Squats. The weapon is a four barrelled artillery piece capable of laying down a salvo on its own. While it is unlikely to harm any but the lightest of vehicles, it can rip infantry squads to shreds. It can be fired blind in the same way as a mortar at a guessed range of up to 48" or when the enemy close it can be fired over open sights at a range of up to 24". In either case once the location of the first hit is established place the remaining markers following the rules on page 58 of the rulebook for barrage firing. A Thudd Gun may not move and fire in the same turn.

Servitors

Servitors are biomechanically altered humans who have been optimised for specific functions by the Adeptus Mechanicus. The range of servitors is almost infinite but we are only concerned with those used to crew support weapons who have the following profile over:



The Thudd Gun multiple barrage launcher

HQ

1 ADEPTUS MECHANICUS TECH PRIEST										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech Priest	15 points	3	3	3	4	1	4	1	9	3+

Weapons: Laspistol

Options: The Tech Priest may be given up to two choices from the Heroes of the Imperium Weapons List (see page 260 of the main rulebook).

SPECIAL RULES

Litany of the Machine God: All followers of the Cult Mechanicus are consummate experts in the field of technology. To this end they are well equipped for field repair. A Tech Priest may attempt to repair any damaged or destroyed vehicle or Servitor on the D6 score of a 6.

SUPPORT

0-3 SERVITORS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	*see below*	3	4	4	4	1	1	2	10	4+

Weapons: 1 Imperial Support Weapon

Options:

A Servitor may operate a Thudd Gun for 55 points.

A Servitor may operate a Mole Mortar for 30 points.

A Servitor may operate a Rapier for 45 points.

A Servitor may operate a Tarantula. You must choose one set of the following heavy weapons:

Twin linked Heavy Bolters at 30 points

Twin linked Lascannons at 70 points

Twin linked Multi-Melta at 70 points

Twin linked Plasma Cannons at 70 points

SPECIAL RULES

Fearless: Servitors automatically pass any Leadership based tests due to their programming, they have no concept of fear or any other emotion.

Bio-mechanically Enhanced: Servitors are partly mechanical and are fitted with a variety of powerful tools which can be used in hand-to-hand fighting as vicious weapons. The mechanical components also give them a good armour save. The neurosurgery performed on servitors also removes their sensitivity to pain. These adaptations are reflected in the characteristics.

Uncaring: Servitors are programmed to target the most significant threat suited to the weapon they are operating. They feel no attachment to the troops they support and will fire into a close combat, risking the lives of their own troops if the situation justifies it.

Single Minded: A servitor is solely concerned with operating a weapon system, it will not Assault any enemy troops but will fight if Assaulted. Regardless of any combat result it cannot be driven away from the weapon and will not pursue a fleeing opponent.

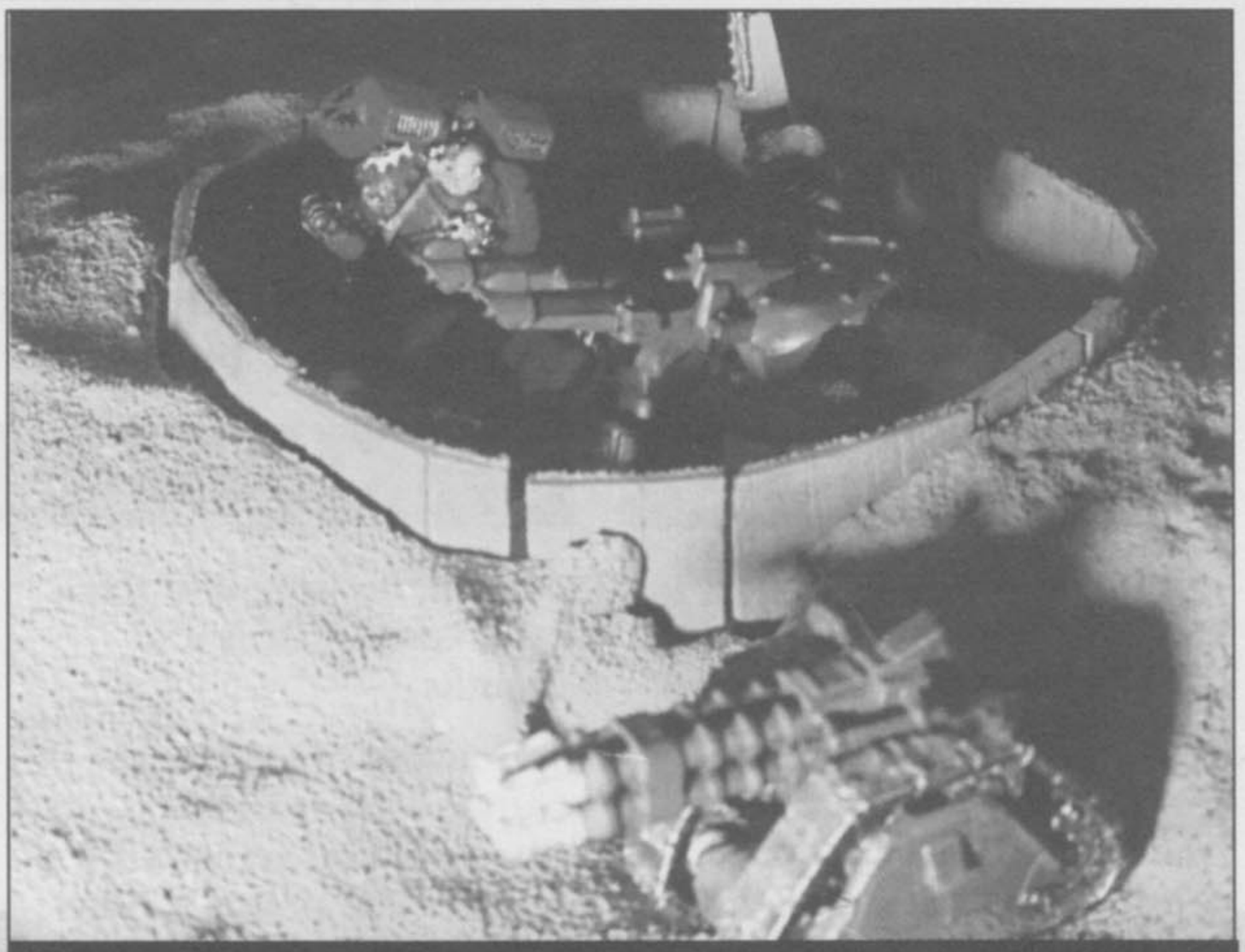
If a servitor operating a weapon is killed the Tech Priest may re-program another Servitor by spending a turn in base-to-base contact with it. The Servitor must then move to its new weapon. A Tech Priest may operate any support weapon but the entire HQ unit must follow the move or fire rules for heavy weapons (except Tarantulas).

Imperial Guard players could use the same weapons, just replace the Servitor with two Guardsmen and add on a few points for the extra man and the use of his lasgun.

If you like the idea of using these weapons but haven't got the models just call those nice people (da Trolls) at Mail Order and they'll be happy to sort you out.

IMPERIAL SUPPORT WEAPONS TABLE

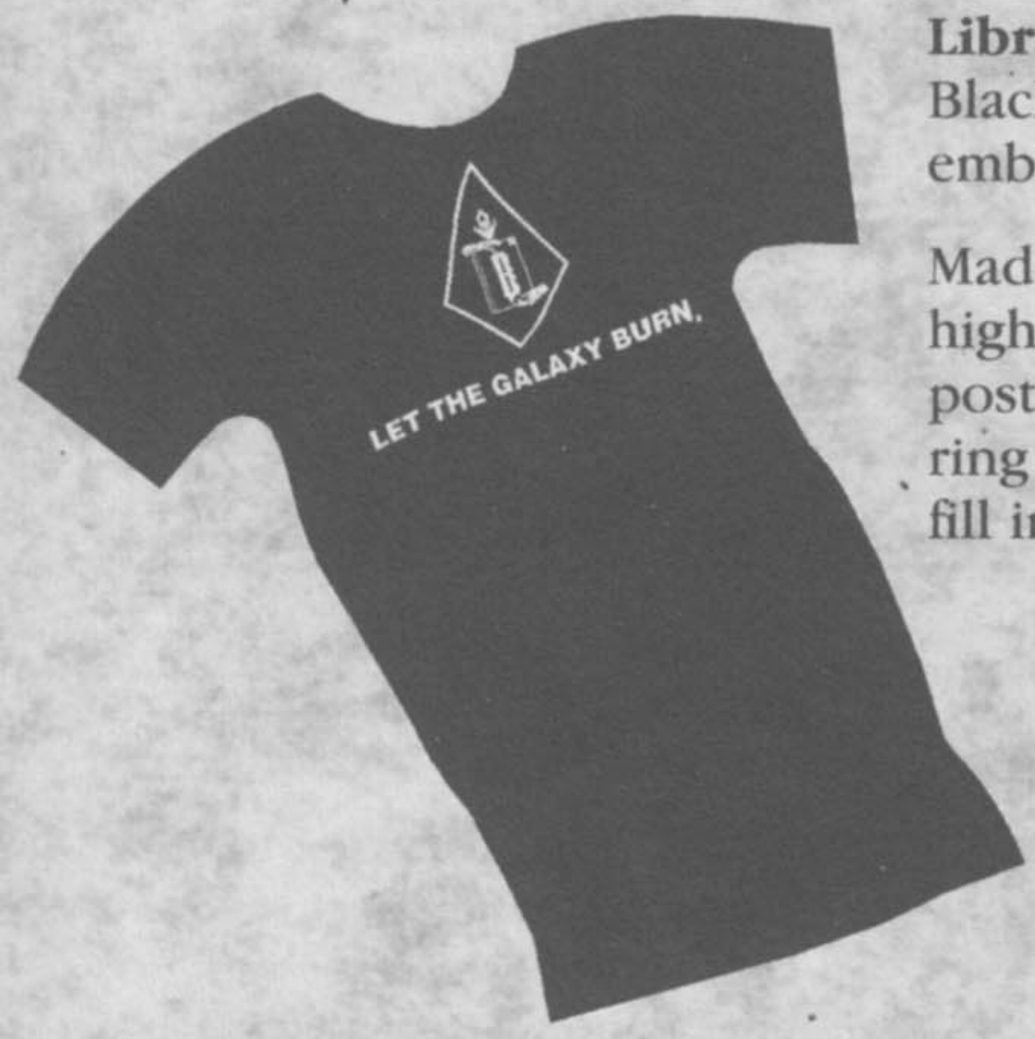
Weapon	Range	Str	AP	Type
Tarantula	*See rulebook for weapon type carried*			
Rapier	48"	6	5	Heavy 3
Thudd Gun	24"	4	6	Heavy/Salvo,/Blast 1
Mole Mortar	48"	5	5	Heavy/Blast 1



The Rapier and Tarantula weapon systems

GLOW in the DARK

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Palanquin of Nurgle

Daemonic Mount for Warhammer

By Kevin J. Coleman

Kev from the US is back again with more dark tales from the world of Warhammer. Kevin, who hails from Rochester, New York, has become a regular contributor to the Journal and his articles keep going from strength to strength. He has such a range of figures that sometimes the older more bizarre ones have slipped from the current rules, but he doesn't let that stop him – he just bangs out his own!

WARHAMMER WARHAMMER WARHAMMER

The Festering Throne of Nurgle

A Palanquin of Nurgle is a daemonic mount that takes the form of a small throne upon which sits a diseased minion of Nurgle. The Palanquin is propelled about by a swarm of Nurglings that abide only to the will of the Nurgle devoted rider. As the throne slithers across the battlefield, pools of nauseating puss and secretion are left behind like large canker sores covering the ground so foul in nature that there are no words that can truly convey them to human comprehension.

Only the most devoted and foul servants of Nurgle are gifted with this truly most vulgar of mounts. The Palanquin is not only a sign of Nurgle's favouritism for a particular follower, but is also a potent weapon of battle. The rider gains blessings from Nurgle, protecting him from hostile magic and enemy war machines; while swarms of buzzing flies seriously impede opponents in combat, buzzing into their eyes, ears, nostrils and mouths.

You may buy a Palanquin of Nurgle for any Chaos Champion or Sorcerer of Nurgle. The points for the Palanquin itself comes out of the Warlord's retinue and is not added to the Warlord's points value (in the same way as for a Chaos chariot).

The Palanquin of Nurgle has a single profile that takes into account both the daemon mount itself and that of the Nurgling bearers. Movement, Attacks, damage, etc. are all explained below.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	3	7	3	1	D6	-

Movement: The Palanquin has a movement rate of 6 (see profile) which represents a horde of malevolent Nurglings propelling the palanquin around the battlefield. The Palanquin may never make a march move and may not move through difficult terrain.

Shooting at the Palanquin: When an enemy unit shoots at the Palanquin they must randomise hits between the rider and the Palanquin in a similar way to a chariot. Roll 1D6 to determine where the shot hits:

Score	Area Hit
1-2	Rider
3-6	Palanquin

Resolve the damage as normal. If the weapon uses a template treat the rider and Palanquin as individual targets in exactly the same way as with with a chariot.

The Palanquin in Close Combat: When in close combat both the rider and the Palanquin may attack enemies to the flanks and

rear. The Palanquin's attacks are made by the Nurgling bearers themselves. The Chaos player rolls 1D6 every turn that the Palanquin is in combat to see how many attacks are made that turn. Resolve the damage as normal using the Palanquin's Weapon Skill and Strength. Opponents may choose whether to attack the Palanquin or the Rider.

Special Rules

Slime Trail: Each time the Palanquin moves roll 1D6, on the result of 5+ it leaves behind a rancid pool of indescribable puss and fluid which carries the seeds of the disease known as Nurgle's Rot. Place the smaller 2" template on the Palanquin's last position where it will remain for the duration of the game. Any model (except those of Nurgle, of course) which touches the template for any reason will suffer an automatic Wound with no saves for armour, even Magic Armour or Wards.

Cloud of Flies: The Palanquin is constantly surrounded by a thick cloud of flies which swarm over the enemy distracting them and making them fumble their blows. All enemies in base-to-base contact with the Palanquin suffer a -1 on their 'To-Hit' rolls.

Note:
A Champion with the Chaos Reward of Nurgle's Cloud of Flies will not gain any extra modifiers.

Damage: When the Palanquin suffers damage it may take a basic armour saving throw of 4+ representing its Daemonic Aura.

If the Palanquin sustains three or more wounds then it is completely destroyed along with its Nurgling bearers, however, the Champion may continue to fight on foot as normal. If the Nurgle Champion is slain, then the Nurglings will abandon the field and leave the Palanquin.

Nurgle's Blessing: A Champion or Sorceror of Nurgle riding on a Palanquin is a very booned follower indeed, as he is blessed by Nurgle's foul favour.
To represent this any hostile spell cast against the palanquin or its rider will be dispelled on a roll of 3+. This counts as a natural dispel and cannot be modified.

In addition, after both sides have deployed the Chaos player may choose one enemy War Machine on the field which will be execrated by Nurgle. You must announce which War Machine is to be affected in this manner. Every time that the War Machine fires at the Palanquin roll 1D6.

Score	Result
1-4	The War Machine suffers a *Misfire* (immediately roll on the *Misfire* chart).
5-6	The War Machine may fire as normal.

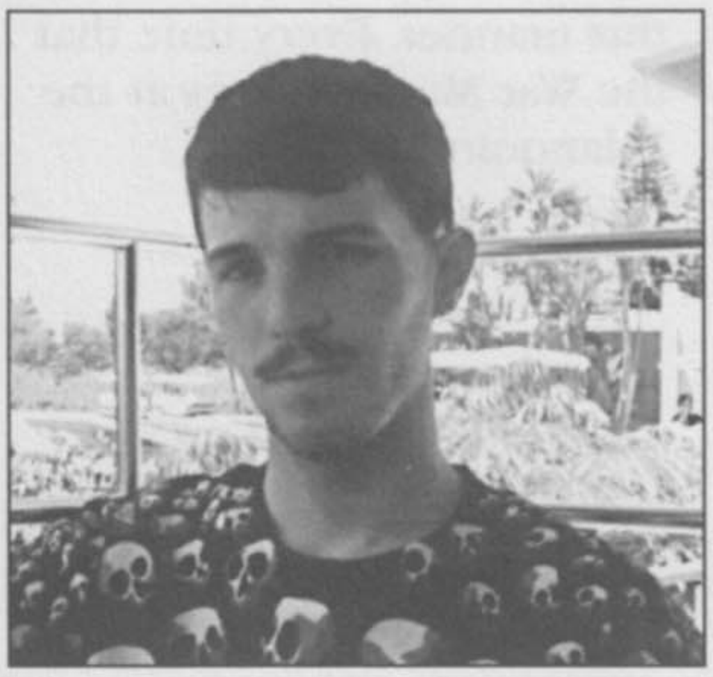
You only need to make this roll if the War Machine fires upon the Palanquin, it may fire upon any other units without penalty.

Fear: A Palanquin of Nurgle is a Daemonic creation and causes *Fear*.

Note:
The Palanquin of Nurgle is NOT effected by Daemon animosity and although many of the rules are similar to a Chariot's it does not cause automatic impact hits when it charges – it's not that big and certainly doesn't go nearly fast enough!



A foul Chaos Champion slithers to battle...



Apocalypse

A Necromundan campaign of cataclysmic proportions

By W. Jason Peck

Following on from where he left off in last issue (see the Bottleneck scenario), this Californian Necromunda fanatic gives us his full rules for running a campaign, which pits gangs up against all the odds, and that's just how we know you like it...

The End is Nigh...

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. It is only a matter of time before the entire Hive falls.

The Underhive is in chaos, even more so than normal. Underhivers, rival gangs, Bounty Hunters and even mutants all crowd Down Town. But there seems to be no escape, these are 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. In ancient times, 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 the risk of the ash storms of the surface. 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...

Campaign Rules

This is an extended Arbitrator Campaign, consisting of about 15 weeks (game time), with about one battle a week. It is assumed that this is the time required to make the journey to the next Hive. If the Arbitrator wishes, he can increase or decrease this time period.

For each week of their journey, after choosing an opponent, every gang will roll on the 'Apocalypse Scenario Table' to see what kind of fight the gang has to face during that week of travel. At the Arbitrator's discretion, the gangs will forego this roll and instead participate in a special scenario prepared by the Arbitrator. These scenarios represent special locations or obstacles that must be overcome in order to continue the journey. These scenarios can be of any nature the Arbitrator wishes, but here's some suggestions: a special Outlaw Trading Post hosting the most malformed and grotesque of mutants, a dark temple dedicated to Chaos teeming with Beastmen and perhaps even a few Daemons, a forgotten tomb or warehouse packed with Archeotech, a nest of Genestealers in suspended animation which is disturbed by all the commotion, etc. The possibilities are only limited by the Arbitrator's imagination.

Beginning the Campaign

Each player must build a new gang from scratch in the normal way. Due to the nature of this campaign the Arbitrator may decide that Spyrer gangs are inappropriate. Given the nature of the campaign, the players should strongly consider using every credit to purchase extra equipment or members instead of saving spare credits in the stash.

The campaign begins in Down Town and each of the players may play a standard scenario from the rulebook. This represents the final preparations of the gang before it breaks contact in the Hive to seek escape through the Conduit. This also allows the players one last chance to do a bit of shopping and get some equipment that will become very scarce in the battles to come. Due to the invasion, all gangs may visit Down Town after their first battle, even Outlaw gangs.

After week one, every gang becomes an Outlaw gang and follows the rules for Outlaws with the following exceptions and alterations:

• **Territory:** All gangs lose their territories and must roll on the 'Conduit Territory Chart' after each scenario to see where they have set up their next base camp.

• **Collecting Income:** Each gang collects whatever income they can from their current territory before they move on to the next. The Territories from the Conduit Territory Chart are treated as Outlaw territories for the purposes of collecting income. In this campaign, income is considered to be food collected or foraged (see below) that equals the amount collected in credits.

• **Foraging:** This is treated in exactly the same way as in the Outlanders rulebook except that the income collected is actually food that equates to the number of credits rolled.

• **Gaining Additional Territory:** A gang that gains a new piece of territory follows the same rules as in the Outlanders rulebook, but must remember that they roll for a new territory after their next battle. In addition, a gang cannot Loot a territory because the territories in the Conduit are so poor it is assumed that this has already been done.

• **Bounty:** Due to the nature of this campaign, these rules from the Outlanders book do not apply.

• **Outlaw Trading Post:** Since all the gangs are journeying into the wild unknown of the Conduit, there are no Trading Posts to visit. Indeed, the other gangs are the only other signs of 'civilization'. A player may send one (or more) of his gang members to visit another gang to attempt to trade equipment or food (credits). A gang member may trade with only one other gang at a time, so if a player wishes to deal with more than one gang, they must assign a separate gang member to visit each gang. The chosen gang must then be willing to assign one of its own gang members to meet and trade or the deal is off. Gang members who trade with other gangs may not work the gang's territory or *Forage*. These inner-gang trade agreements are very informal negotiations with no set rules, so individual gangs can trade any equipment they want (with the Arbitrator's approval) as long as both parties agree.

• **New Recruits:** All of the gangs are on their own in the Conduit, they may not hire new recruits or *Hired Guns* (unless the Arbitrator prepares a special scenario that includes some way of doing so).

Scenarios

After rolling on the Apocalypse Scenario Table, players may choose from the scenarios listed below. Since all of the gangs are considered Outlaws in this campaign, then they can all choose from these scenarios. Each of these scenarios is played following the normal rules except for the following modifications:

1. Scavengers: The Loot collected at the end of this scenario is considered ancient equipment. The player may use the total Loot scavenged to buy any equipment he chooses from the Outlaw Trading Post equipment price charts. The player may not pool any credits from his stash to this total and any left over credits are lost. Due to their ancient condition, any weapons bought in this manner are treated with the Scavy Weapons rule (amo rolls on a 1 or 6).

2. Hit and Run:

• *Blitz:* If the Water Still in this scenario is destroyed, then the defending gang must halve its income from foraging after this scenario (this week).

• *Stick Up:* If the attacking gang in this scenario escapes with the Loot, then the defending gang must forfeit half its income from foraging to the attacking gang.

3. Ambush: If the gang that wins this scenario is entitled to take a territory from its opponent, then they may exchange territories with their opponent if they choose after the territories have been generated following the scenario.

4. Rescue Mission: Up to one of these scenarios may be played after each of the scheduled weekly scenarios (but if a gang member is captured during this sceanrio, then they may not be rescued). Captured gang members may not be sold to the Guilders (the gangs left all 'civilization' behind), but they may be used by the capturing gang as a beast of burden. When used in this manner, the gang receives an extra 1D6 credits when tallying up their income for the week (this represents the work saved by using this forced labour), but must also expend 2 credits to feed their slave. In this case, the gang member's original gang may

attempt a rescue (but remember, only one Rescue Mission may be attempted per week of game time) until successful. The rules for exchanging, ransoming and seizing a prisoner's equipment remain unchanged.

6. The Hit: This scenario is treated as normal except that the rules for putting the opposing leader out of action are ignored (nobody has any established territory to take advantage of).

7. Loot and Pillage: This scenario is treated the same as normal except that each Loot counter is only worth 1D6 credits (due to the poorer nature of the territories). In addition, if there is not even enough money in the gang's stash, then too bad, the attacker just takes everything there is.

Winning the Campaign

As can be well imagined, just surviving the full fifteen weeks in this campaign is quite an accomplishment. The rules are designed to make a harsh environment (the Underhive) almost intolerable. Many gangs will be mauled and then be forced to continue with few members or with poor equipment or both. Such gangs will probably be continuously walloped in their future games, but this is the whole point of this campaign! The fun is the challenge and watching as the gangs struggle against each other and the dangers of the Conduit in their desperate flight to freedom. A player can retire his gang at any time (they didn't make it),and they are out of the campaign. This is a fight for survival after all, and it's unfair to allow fresh new gangs to enter a race already in progress.

The winner of the campaign is the gang who reaches the next Hive with the highest Gang Rating.

Adding a Little Flavour

• Design an 'Apocalypse specific Campaign Events Table' using the table found on pp 87-88 of Outlanders as a guide.

• Use the *Monster Roll* rule from the Scavengers scenario (p70 of the Necromunda Sourcebook) and the *Treacherous Conditions rules* from Outlanders for all scenarios to simulate the fact that the Conduit is crawling with hostile creatures and is a dangerous environment.

• In order to emphasize the scarcity of equipment even further, every time a weapon explodes then the player must make another ammo roll. If this ammo roll fails, then the weapon is permanently destroyed in the explosion.

However you do it, enjoy it!

Apocalypse Scenario Table (2D6)

2. The player with the higher *Gang Rating* may choose which scenario is played. This scenario is fought in an old dome which is prone to cave-ins. If either side uses a heavy weapon or grenade during the game the roof caves in on a D6 roll of 4+. Roll each time such a weapon is used. If the roof caves in, then the game ends immediately in a draw and all models must roll under their Initiative to escape. Any gangers who fail this test sustain a S4 hit with a -1 armour save modifier.

3. The player with the higher *Gang Rating* may choose which scenario is played.

4-6. Play the *Gang Fight* scenario.

7. Play the *Scavengers* scenario.

8-11. The player with the lower *Gang Rating* may choose which scenario is played.

12. The player with the higher *Gang Rating* may choose which scenario is played. The game is fought in a dangerously polluted area of the Conduit: roll a D6 for each model that moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers a S3 hit from the deadly toxic waste. Even Ratskins are at risk from the poisons.

Conduit Territory Chart

D66	Territory	Income	Notes
11-15	*Wastes*	0	
16	*Collapsed*	0	One gang member may try to *Dome* scavenge in the area, and will earn 2D6 credits. On a roll of 4+ the area collapses and the ganger make a successful Initiative test or die!
21-22	*Tunnels*	*0*	Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the Conduit's floor. When the gang fights its next scenario (if the scenario allows), then it can use these ducts to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models.
23-24	*Sump Spillage*	5	The ground here is just fertile enough to support fungal vegetation.
25-26	*Vents*	0	(See *Tunnels*)
31-35	*Wastes*	0	

Conduit Territory Chart

D66	Territory	Income	Notes
36	*Fungus Grotto*	0	The gang may choose to eat fungus growing in this cave to avoid starvation and, thus, put all its scavenging in its stash. However, on a D6 roll of 1 a randomly selected gang member dies from food poisoning.
41-46	*Sludge Sea*	0	A gang member may dive here to see if he can drag up any valuable artifacts that have sunk to the bottom. Roll a D6: 1. The ganger dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area.2. 2-4. The ganger finds nothing of value, but survives. 5. The ganger discovers something worth up to 10 credits. The player may buy one piece of equipment from the Outlaw Trading Post equipment chart, and any left over credits are lost. Due to their ancient condition, weapons bought in this way count the *Scavy Weapons* rule (amo rolls on a 1 or 6). 6. The ganger discovers something worth up to a D6x10 credits (see 5 above for details).
51-52	*Clean Water Hole*	5	The gang works this site to replace their more contaminated water supplies, thus saving 5 credits worth of food.
53-56	*Wastes*	0	
61	*Spore Cave*	0	Your gang has discovered a hidden cave where many kinds of rare fungi grow. A ganger can harvest the cave, Roll a D6: 1-2. The ganger finds 1-3 doses of *Stinger Mould*. 3-4 The ganger finds 1-3 doses of *Blade Venom*. 5 The ganger finds 1 dose of *Icrotic Slime*. 6 The ganger finds 1 dose of *Spook*. After the ganger has harvested the cave, he must make a Toughness test or he contracts Spore Sickness. This is a fungal disease in which plump and colorful fungi sprout from all over the victim's body. Spore Sickness is not lethal and recovery is automatic, but the ganger will not be able to take part in any future fights until he rolls a 4+ at the start of a game.
62	*Snake Pit*	0	The gang has discovered a pit that serves as the lair of a Wild Snake. A ganger may attempt to catch this snake, but on a D6 roll of a 1 he was careless and is bitten, killing him. Assuming the snake is captured, then the gang may distill one bottle of *Wild Snake* for every 2 credits spent, up to a maximum of five.
63	*Archeotech*	0	The gang stumbles upon a cache of hidden eqipment. The gang *Hoard* may use 2D6x10 credits to buy any equipment they choose from the Outlaw Trading Post equipment price charts. Any left over credits are lost. Due to the ancient condition of this hidden equipment, any weapons bought in this way are treated with the *Scavy Weapons* rule (amo rolls on a 1 or 6).
64	*Hermit Camp*	0	The gang befriends a strange hermit who dwells alone out in these wastes. He invites the gang to share his camp. He is a Wyrd and will fight with the gang in their next fight (see pages 68-75 in the Outlanders rulebook to determine his powers and equipment). He fights for free, but will not join the gang on its journey. Redemptionist gangs must re-roll this territory.
65	*Plague Infestation*		The gang has unfortunately set up camp near a localized concentration of Zombie Plague. The plague's affects are not strong enough to infect the entire gang, but 1D3 random gang members have to roll on the Zombie Plague table (p28 of the Outlanders rulebook).
66	*Spirit Site*		The gang has unwittingly chosen a site steeped in the powers of the Underhive spirits. As a result, the gang is possessed and made to do the bidding of the spirits for a short time. Instead of rolling normally to determine the gang's next scenario, the Arbitrator will assign a specific scenario and opponent. The exact nature of these details are left up to the Arbitrator, but they should serve to further the story of the campaign in some way and reflect the whims of the Underhive spirits. The week that the gang occupies this territory, the gang may not collect income, participate in any activities, attempt any rescues and does not consume any food (thus the stash remains untouched).

WARHAMMER 40,000 | IMPERIAL ARMOUR | WARHAMMER 40,000

THE CONQUEROR

LEMAN RUSS ASSAULT VARIANT

Model designed by Tony Cottrell, rules by Warwick Kinrade

The Armoured Might of the Imperial Guard

The Imperial Guard is unimaginably vast, and although necessity dictates that much of its equipment is standardised there are innumerable different patterns of vehicles, equipment and weapons. None of these vehicle variants are as common as the STC construct patterns of the Leman Russ, Chimera and Basilisk, but they are not unknown.



Here at the Citadel Journal, we are proud to announce the launch of Imperial Armour, a range of ultra-cool, ultra-detailed, ultra-specialist add-ons for your Warhammer 40,000 tank kits. These are individually made in hand-poured resin, and we're not making many of them. The first of these kits is the Conqueror turret which simply replaces the standard turret on your Leman Russ. And what's more, you'll only find the rules for using them right here in the Journal!

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ORDER FORM	Price (UK£)	Price(US$)	Qty	Total
Conqueror tank turret	£12.00	$22.00	____	_____

(Prices include secure post and packaging to anywhere in the world [£2.00 UK, $4.00 US]. Two models are £24, etc.)

Payment may be made by cheque or International Money Order only (sorry, no credit cards; sterling or US dollars only). Cheques should be made payable to Games Workshop Ltd.

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- *Remember: this model is **only** available from the Black Library or Games Workshop-held events!* •
- *This is **not** a complete tank; you will need the regular Leman Russ kit to convert!*
- *This conversion kit is recommended for experienced modellers.*

Watch this space for more kickin', unique tank variants, like the awesome Leman Russ Vanquisher, the essential Salamander Command tank and the city-levelling Destroyer tank-hunter...

If you want to know more then write to us here at the Black Library or e-mail us for prices and other details on:

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Or for the latest news keep your browser pointed at our website:

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ANOTHER JOURNAL EXCLUSIVE KIT + RULES DEAL



A COMPLETE CONQUEROR
(remember, you'll need the Leman Russ tank kit seperately aswell)

LEMAN RUSS CONQUEROR

	Points	Front Armour	Side Armour	Rear Armour	Bs
Conqueror	140+ weapons	14	13	11	3

The Leman Russ Conqueror variant is built exclusively on the Forge World of Gryphonne IV, using the secret knowledge of the planet's Adeptus Mechanicus munitions adepts. The Conqueror was first used to equip the Tech Guard of Gryphonne IV supporting the War Griffons Titan Legion during the Relief of Castra Septus. Never as widely produced as the STC Leman Russ or Demolisher a few Conquerors have found there way into those Imperial Guard armoured regiments equipped from the foundries of Gryphonne IV.

Type: Tank **Crew:** Imperial Guard

Weapons: The Conqueror is armed with a turret mounted Conqueror Cannon. In addition, you must have a hull-mounted weapon at the following points cost: lascannon at +15 points; heavy bolter +5 points. It also has a co-axial mounted stormbolter (counts as a pintle mounted stormbolter).

Options: The Leman Russ Conqueror may be upgraded with two side sponsons armed with a pair of the following weapons: heavy bolter at +10 points or heavy flamers at +10 points.

A Leman Russ Conqueror has a searchlight. It may have smoke launchers for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

SPECIAL RULES

Conqueror Cannon: The Conqueror replaces the standard turret weapon with a shorter barrelled version of the Battle Cannon, firing a smaller, less destructive shell. The reduced recoil allows the vehicle to keep firing whilst on the move, making this Leman Russ variant more mobile when leading an assault.

Range: 42" Strength: 6 AP: 3 Special: Ordnance 1/blast.

The Conqueror can move up to 6" and still fire its ordnance.

WARWICK'S WORLD

Warwick's had another of his vivid and uncontrollable flashbacks recently, this time as a German soldier at Stalingrad 1943 (I wondered what all the shouts of 'Achtung!' and 'Gott in Himmel!' were about!).

He's gone totally 'tank crazy' this issue and offers you all manner of ideas on how to give your tanks that wartorn, realistic look. This is what we got from him before he retreated into his dugout...

With the release of the resin conversion kits from Imperial Armour it seems there will never be a better time to talk about modelling tanks. For me, modelling and painting tanks is the best bit of an army. This is obviously more relevant to Imperial Guard armies than it is to any other, but most of the following hints would also apply to Space Marines, Sisters of Battle and maybe even Chaos – although they have their own spiky style.

Personally, and this is just my opinion, too many Imperial Guard tanks, although well-painted, look spanking clean and brand new. Some people like that style, which is fine, but I prefer a more gritty look.

Tanks in battle get dirty. They rust, paint flakes, battle damage builds up and is repaired. Oil, grease and diesel spill. They get very dirty. In short, they don't look like they just came off a parade ground. I like my tanks to reflect this.

I'll use my Leman Russ, Basilisk and Sisters of Battle Rhino as my example.

Having built the basic tank kit I started by making a few adjustments. I didn't want my Leman Russ to have sponsons, and it needed an anti-infantry weapon on the front, not a tank-busting lascannon. So the lascannon was replaced with a heavy bolter, good for shooting up infantry and light vehicles. Mostly, the enemy will get the full attention of the battle cannon, little stubby for my tastes – real tank guns are big! So, I sawed off the gun, used a piece of plastic pipe as the new barrel and stuck the muzzle-break back on the end. The long gun would function as a normal battle cannon in the game, but now looks like a mighty impressive weapon. Next I added a tank commander model to the turret hatch. Now is also the time to include any major add-ons, bulldozer blades, rams, searchlights, smoke launchers, storm bolters, hunter killer missiles etc.

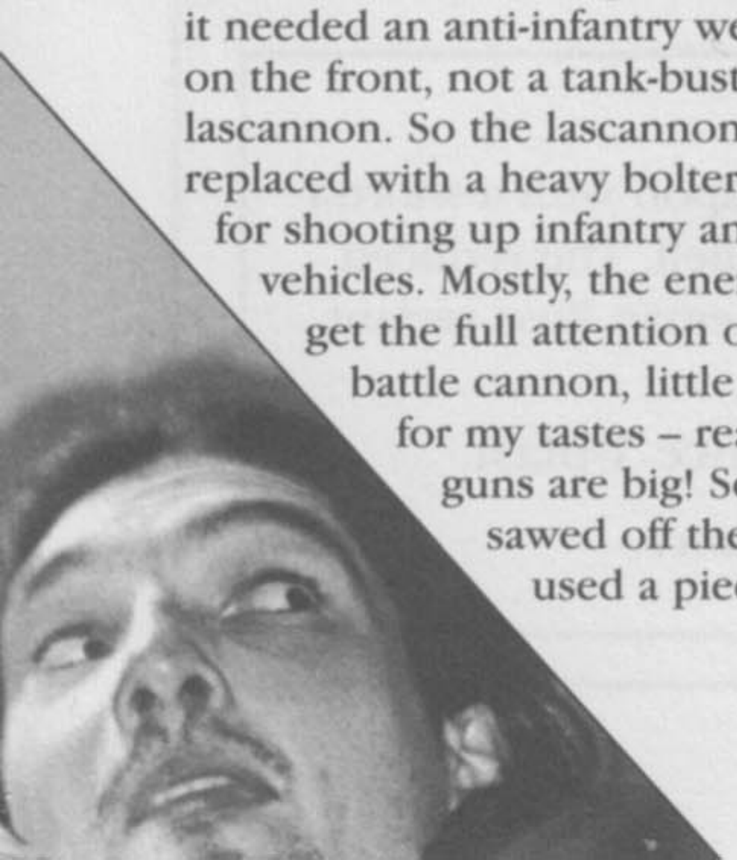
On campaign, troops often find the amount of equipment required too much of a burden to carry. So they pile their kit on the tanks, as stowage. Extra equipment on the outside of tanks is often welcomed by tank crews. This 'soft armour' helps to explode warheads before they hit the real armour plating underneath. To this end I added spare backpacks, track links, bogie wheels, jerry cans or drums of spare fuel, ammo crates, blankets, tarpaulins and other stuff. All of these are available on the battlefield and vehicle accessory sprues. Tarpaulins and stowage packs are easily scratch-built using paper, rolled up and coated in PVA glue, then bound with thin wire. Once dried they can be glued onto the tank.

Spare kit added, I moved onto camouflage netting. Tanks are big, and need all the help they can get to hide. Camouflage netting can be made from medical gauze bandage, cut into thin strips, and again dipped in PVA. Whilst still wet I draped them over the tank and around the gun barrel, and left them to dry. You could also add foliage; pruning your model trees is a good source of foliage. Camouflage netting rolls, made as above, can also be added.

The tank is now ready for spraying black. Black is best because it hides a multiple of sins. Before painting my tank I first took an old brush and liberally applied Tinbitz (silver mixed with brown or black will do fine). This goes all over the tracks, into the engine areas, around the base of the turret and generally all over the place. Any areas missed in painting will now simply look rusty.

Colour schemes can vary from





plain green or grey to camouflage patterns, urban or jungle, winter to cobalt or sulphur deserts. The list here is endless. I chose a woodland dark green pattern – copied directly from a Tiger tank. (No shame in that!)

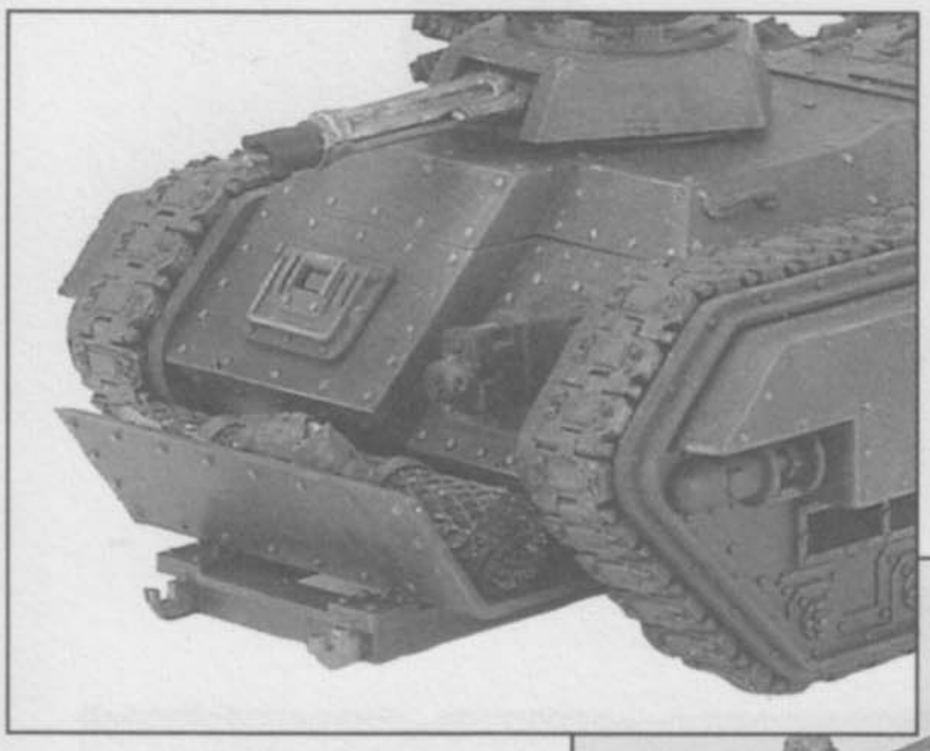
Once the painting was complete I went back and picked out the details, like all the stowage and crew, as well as lightly dry brushing the tracks and engine exhausts with bolt gun metal. For battle damage I drilled and gouged holes in the plastic and paint it metal, to show were the paint has come off. I also added a liberal black wash over the entire tank, especially around the engines and tracks. This wash settles around the rivets, in the gaps in the armour plates and helps delineate the detail. I then dry brushed the gun muzzle, exhaust pipes and ventilation grills black.

Then came the transfers, decals, numbers, army badges, graffiti etc. The tank was all but complete, except for a very light dry brush over the exposed edges of hatches or armour plates with silver. This helps give the impression that the tank is actually made of metal.

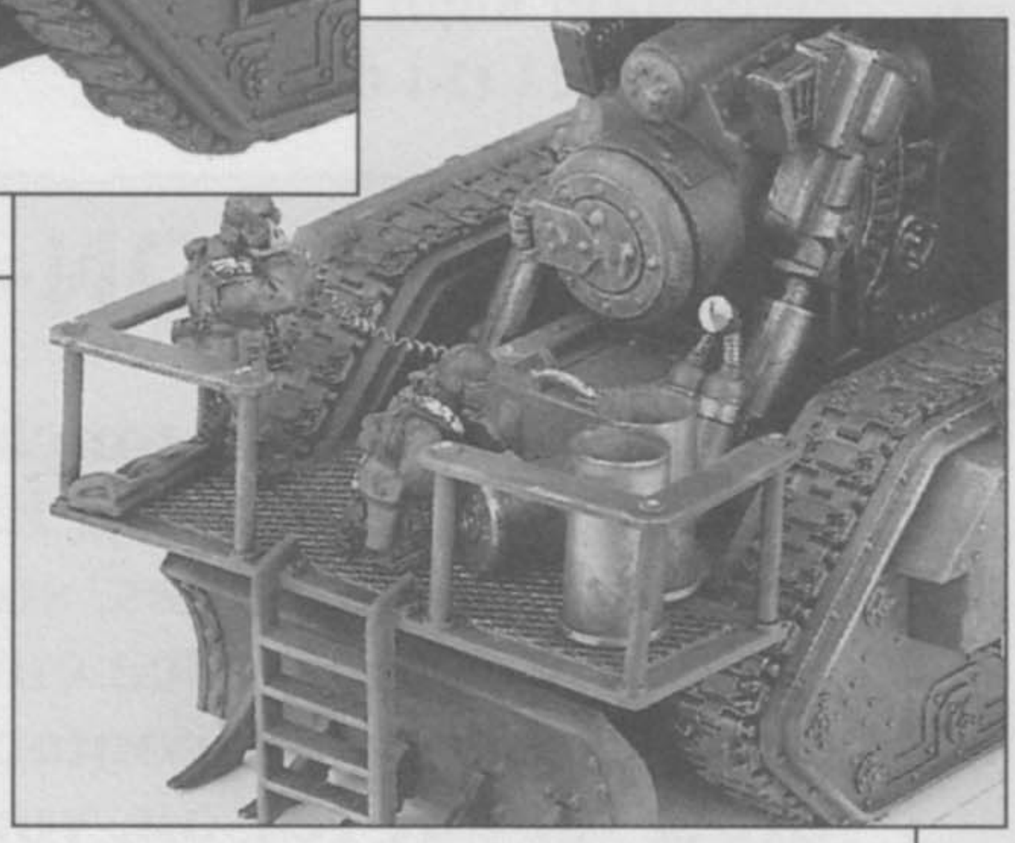
The final part to completing my tank model was mud and dirt. Dirt can be dry brushed on, liberally applying it to the tracks and underbelly. I like to go a stage further and mix up some textured mud. For this I used PVA glue mixed with brown paint and flour. Add a little water to thin down the mix, but not too much. You now have a thick brown gunk. This thick gunk is applied with a tatty old brush, over and around the tracks, and onto the underbelly. Once dried solid, the texture can be dry brushed with a lighter brown to bring it out. Complete, one tank, looking likes it's seen some serious action...

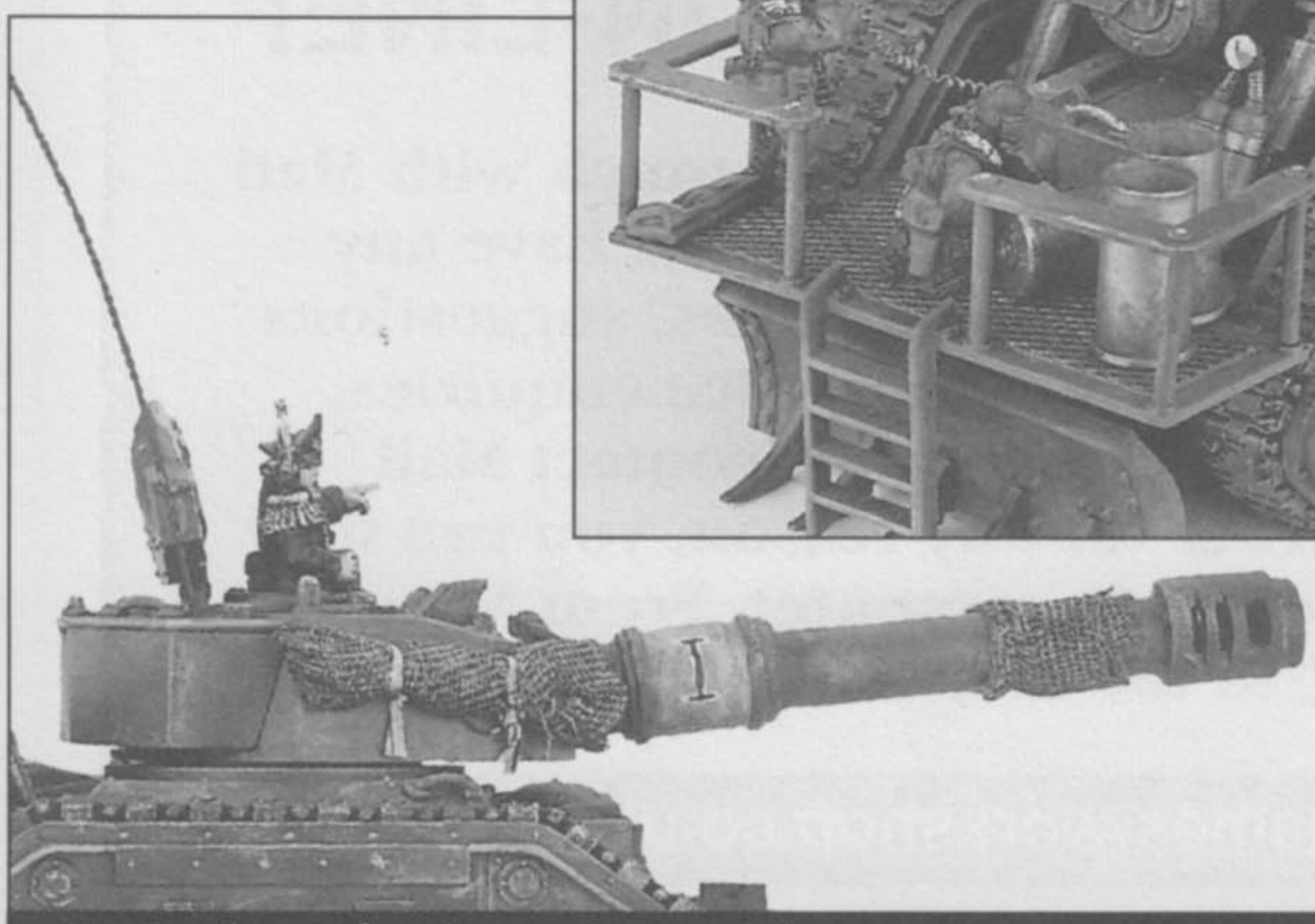
Until next time.

warwick



Checkout Warwick's cool camo-netting, extended gun-barrels and the shell casings (made from real .45 cartridge cases!)





Ha! Look out for the cool Vanquisher tank turret coming soon

SOME TANK ACCESSORIES IDEAS...

- Spare track links
- Tarpaulin and camouflage netting rolls
- Jerry cans
- Oil drums
- Sand bags
- Spare wheels
- Ammo crates and boxes
- Back packs, helmets
- Spare weapons – lasguns, bolters etc
- Reinforced armour, such as concrete blocks bolted on, tree trunks lashed to the sides, extra steel plating
- Reactive armour plates bolted on.
- Spaced armour/extra armour around the turret and along the sides of the tank
- Tank riders – infantry hitching a ride
- Commander and crew in hatches
- Aerials and satellite dishes
- Camouflage netting
- Anti Infantry defences like spikes or barbed wire coils
- Flag or aerial pennants
- Religious icons and holy relics, crews good luck totems and battle trophies
- Gun shield on storm bolter
- Empty shell casings
- Spare shells
- Main weapon swaps – change it for a big laser, twin linked weapons, short assault mortar, flame thrower etc
- Weapon alterations – add muzzle breaks, flash suppressors, targeter
- Foliage camouflage, tree branches etc
- Tow hooks and chains
- Battle damage and repairs
- Replacement armour plates, repairs

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WARHAMMER | WARHAMMER 40,000 | BLOOD BOWL

HOT FROM THE FORGES

This issue we've got a bunch of Blood Bowl babes for you; we've also re-discovered that fetid carriage of disease, the Palanquin of Nurgle; you can choose an Inquisitor to play Salem Hannibus; and, just to top it all, some armour upgrades and essential gubbinz for your new Imperial Armour (it would just suit the Conqueror, Sir!)

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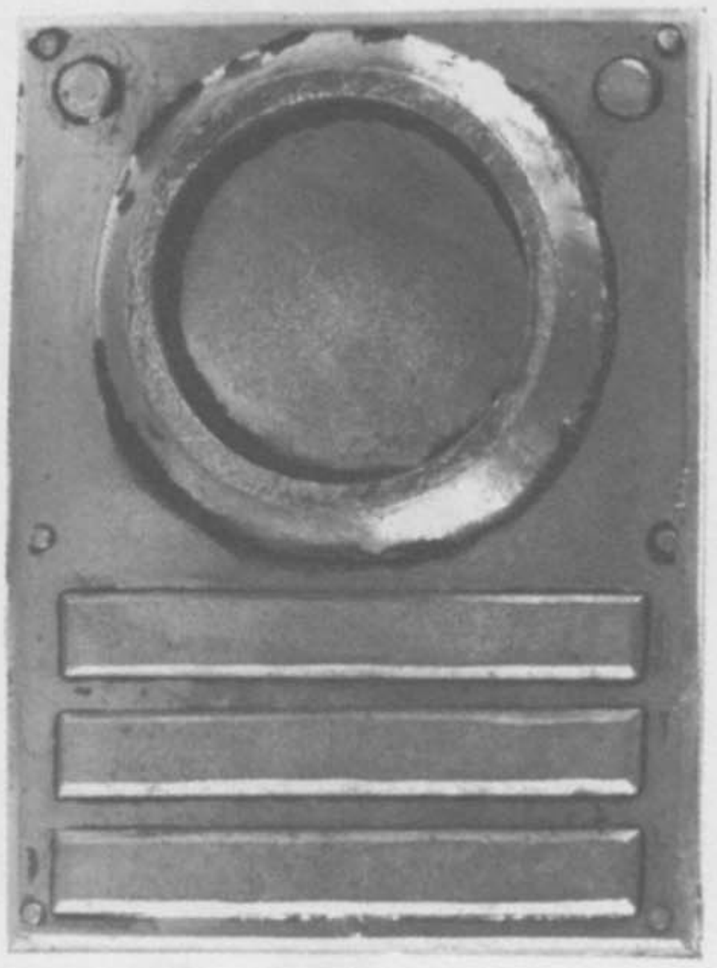
Gobbo Cheerleader 2
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Cheerleaders and Refs £1.75 each (except where noted)

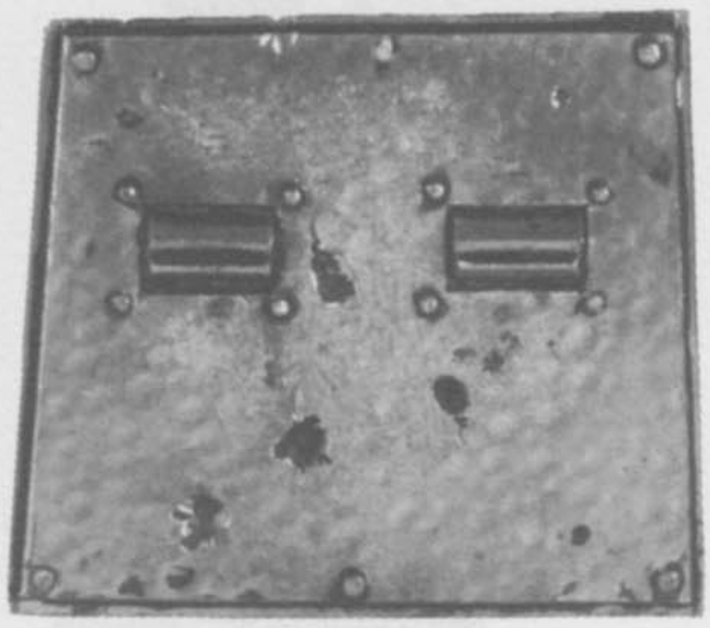
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THE IMPERIAL ARMOURY

Armour upgrades and extra gubbinz for your Imperial tanks



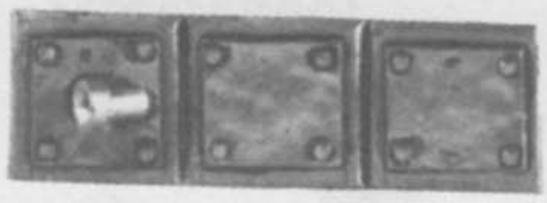
Turret Top
LG215/A (£2.00)



Front Plate Armour
LG215/B (£1.50)



Track Guard 1
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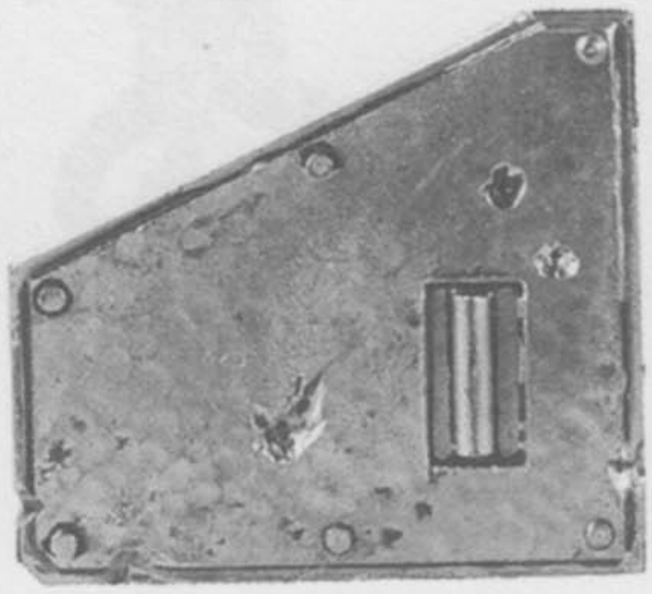
Track Guard 3
LG215/E (50p)



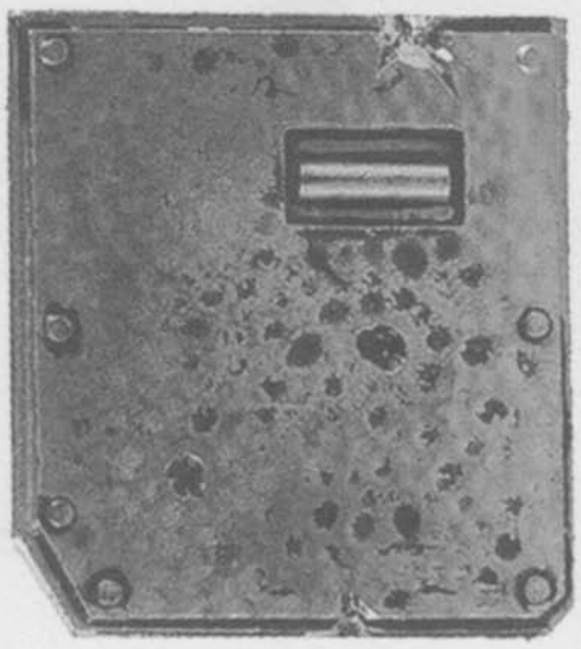
Turret
Armour Left
LG215/G
(50P)



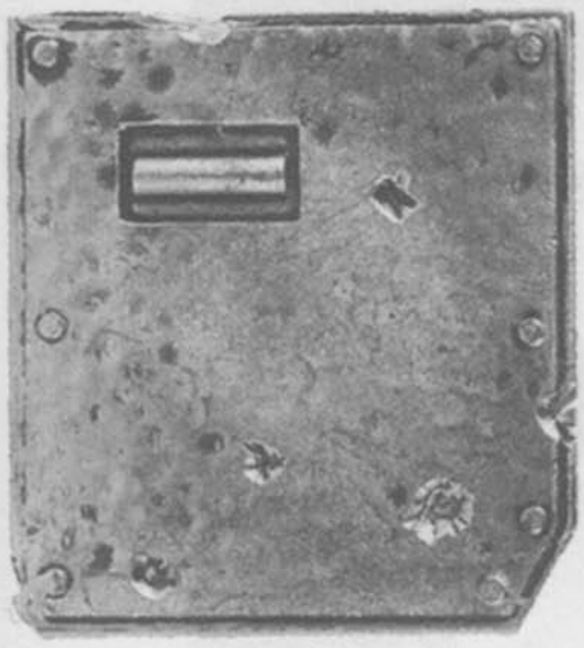
Turret
Armour Right
LG215/H
(50p)



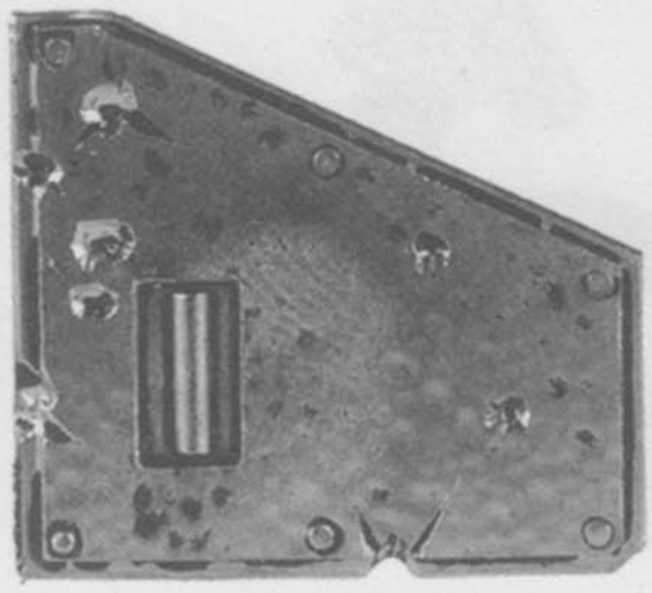
Right Front
Ablative Armour
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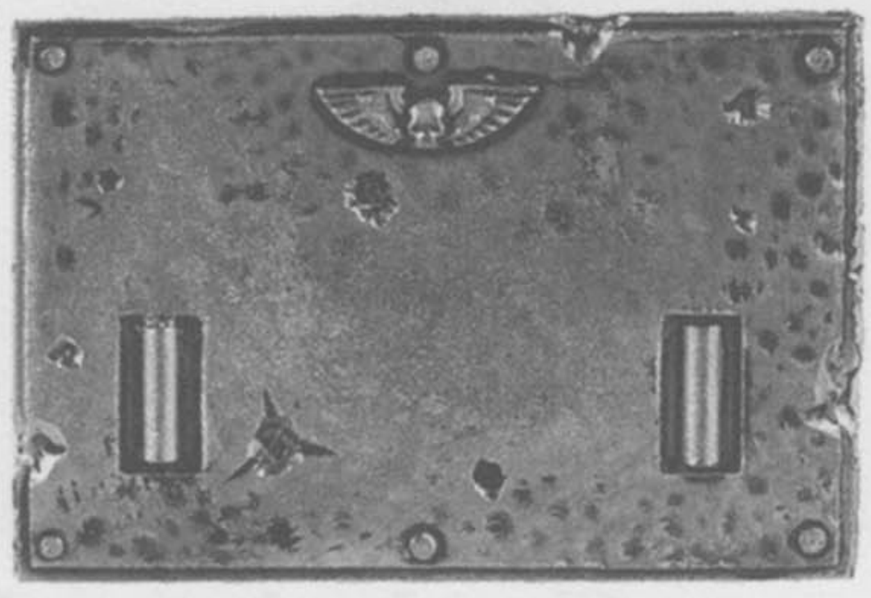
Left Rear
Ablative Armour
LG214/F (£1.00)



Right Rear
Ablative Armour
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Left Front
Ablative Armour
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Middle Ablative Armour
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(£1.00)



Small Turret
Armour Plate
010509004 (30p)



Large Turret
Armour Plate
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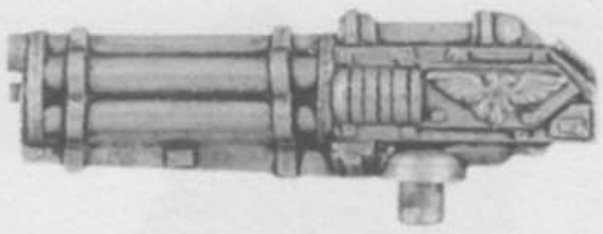
Cupola
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(£1.00)



Hatch 1
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Hatch 2
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Auto Cannon
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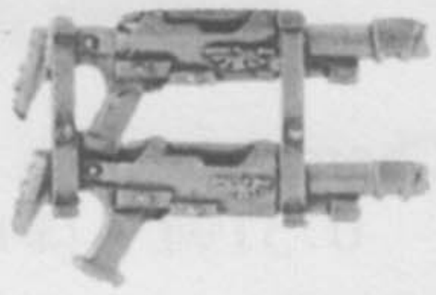
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Tank Stowage 2
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(50p)



Tank Stowage 3
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Lasguns
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(75p)



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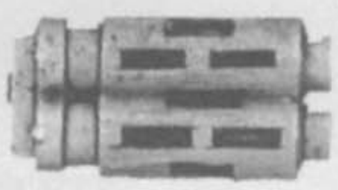
Sponson Rear
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Sponson Front
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Hvy Plasma Gun
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Palanquin of Nurgle



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Palanquin Platform
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An example of the assembled model



Nurgling Bearers*
073194/1 (£1.50)

£10.00 for the complete model

**You will require two sets of Nurgling Bearers (073194/1) to complete this model*

Tales from the Black Library™

•GANG WAR 3

(48 page magazine)

Gang War is the essential Necromunda supplement which brings you house rules, new gangs and scenarios, and it's written entirely by fanatical Games Workshop fans!



Totally cool new stuff: In this issue, we're going 'Deeper Underground', with this cool new campaign set against the backdrop of a sinister and abandoned spire of Necromunda which has laid dormant for centuries – until now, when a new evil has awoken...

Things turn 'Ultraviolent' when the bloodsucking menace of Vampyre gangs hits the Underhive. Full rules for Vampyre gangs and special undercover Inquisition agents, to get the blood really flowing.

We bring you more 'Hired Guns' in the shape of: the Defence Force Deserter, the Guild Assassin and the manic Crazy Doc to offer a new blend of violence and madness to you gangs.

The very best of: Gary James's incredible 'The Underhive Workshop' from Citadel Journal 23 makes a comeback, giving you a complete modelling guide to the buildings and structures of the Underhive for use in your games.

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



• DEATHBLOW (96 page magazine)

Brought out by the sheer demand from Warhammer Quest fans, this is the first of (hopefully!) many Warhammer Quest supplements. It's packed with new rules, characters and scenarios from White Dwarf and the Citadel Journal and, like Gang War, it's written almost entirely by GW fans.

This issue brings you literally skip-loads of new articles, such as the fabled 'Spawn of the Old Ones' by Mark Brendan, and 'Rumble in the Jungle' which outline the full rules for Lizardmen and questing in the sinister continent of Lustria.

'Claws of the Bear' covers all of the background and locations for adventuring in the frozen wastes of Kislev and the far north. If it's new characters you're after, then the Assassin from 'You Ain't Seen Me, Right?' will certainly fulfil your contract!

Plus there's all of your old favourites from the Journal too: with Andy Jones's Ogre in 'Wotchoo Lookin 'At?', Gav Thorpe's Kislevite Shaman and his rogish Halfling Thief. 'The Eyes of Doom' scenario gets a look-in, and those bad-tempered 'Dangerous Dwarfs' are back in town and they're real thirsty. There are enough encounters and bizarre experiences to be had in 'Down Town' or in far away lands to keep your most dedicated treasure hunter happy...

Available 14th June Price £4.00 (US) $7.99

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

OVERWATCH!

The infamous Harrogate Wargames club are the focus for this issue's Overwatch. Find out how the club was set up and how it's still going strong to the day...

DATAFAX

HARROGATE GAMES CLUB

LOCATION: R.A.F.A. Building, 6 East Parade, Harrogate.

TIMES: 6.00 to 10.30 pm, Thursdays.

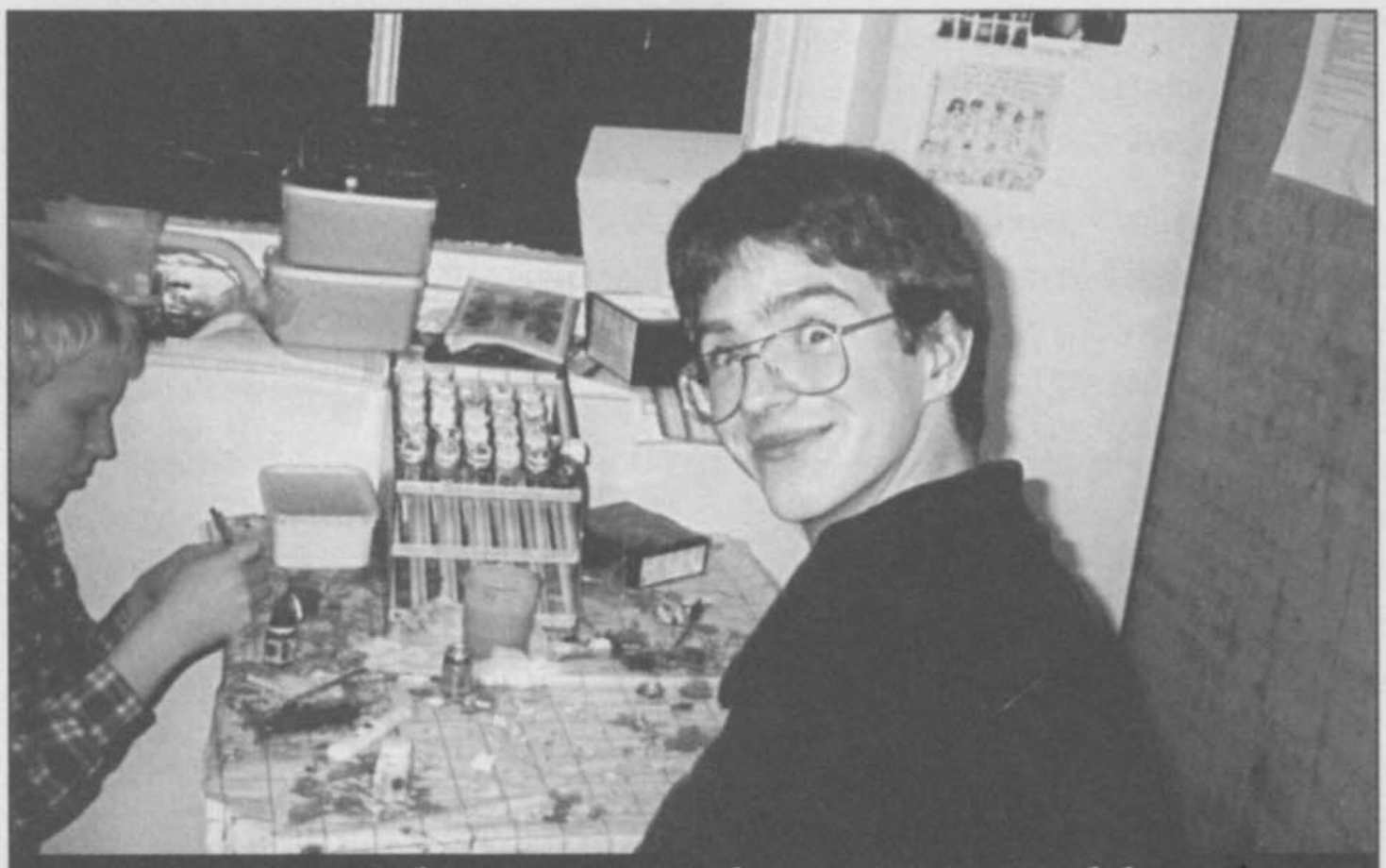
AGE LIMITS: Any, skill is irrespective of age.

FEES: First two weeks free. £1.00 to under 18's, £2.00 to over 18's. Membership cards available which reduce fee by 50p and allow discounts at certain stores.

GAMES PLAYED: If you play it there'll be someone else here who does.

FACILITIES:
- 4 permanent 8' x 4' boards, 6 more to use and return on the night and ample modular terrain available.
- Armies may be borrowed from certain members.
- There is a bar, darts board and pool table, not to mention a cupboard full of games, some of which pre-date even Rick Priestley!
- There are also regular issues of the club produced magazine, Shaman.

CONTACT: **Ian Roberts** (Da Ed-itter) (after college on 01423 540610)



Ian introduces us to the painting table...



I've finally, got around to item 124 on my 'to do' list, which is writing an Overwatch article about Harrogate Wargames Club and the producers of Shaman, our club amateur magazine by the 'Boyz Without Brainz'. The exam rush has meant that I haven't seen several of the boyz in almost a month. As such, I have lost Stewart's access to a colour photocopier, John's scanner and my own word processor refuses to make sense with the columns switched on! Still, I was determined to get it in before the post-exam rush.

So, in response to the J files article in issue 216 of White Dwarf I can tell you that there are many more clubs around than you may think. How do I know, you may ask? I've been running one for three years is your answer.

Well, that's not entirely true, I've been running the youth section of Harrogate Wargames Club which is probably far harder! It consists of around twelve regular gamers, another half a dozen or so drifters and many other people who just turn up to

play combat cards or other similar games. This is on top of the twenty or so blokes who started the club five years ago – impressive eh?

ORIGINS

I'll be honest here, I haven't a clue. I joined the club back in 1994 and it was at its second venue then. After what appears to have been some time spent in a church hall they moved to High Harrogate Working Men's Club, but were soon replaced with ladies bingo (?), because we didn't buy enough drinks apparently!

Ironically, this turned out to be the best thing in the world as we ended up at the R.A.F.A. Thanks to the help of George, an ex-R.A.F.A member who runs the bar, we're still there, and thriving. In fact, last summer the club expanded by epic proportions and many of the older gamers split because things were just too hectic. Well, now we're back, and we've cleared ourselves some more space as well.

MEMBERS

There are about twelve of us in the youth section and we all play Games Workshop games in this section. There's also about another twelve who play historical wargames and the like and then there's the card players. It's quite hard to give a more accurate estimate because attendance varies with homework, work and whether or not the car will start, but I reckon it's about 30 on a good day. A select few of us (those with time to kill) publish an amateur magazine called Shaman which prints campaign reports, stories and ideas that are too wacky even for the Journal. Hence we call ourselves the 'Boyz Without Brainz'. Occasionally Saturday games are held at the club, or down at my shed. (We got thrown out of the house for damaging the light fittings on the floor below ?!?). There is always a campaign of some sort going on, though I wouldn't hazard a guess as to what they are all about, and I run half of them!



The downstairs gaming room (in the bar!)

EVENTS

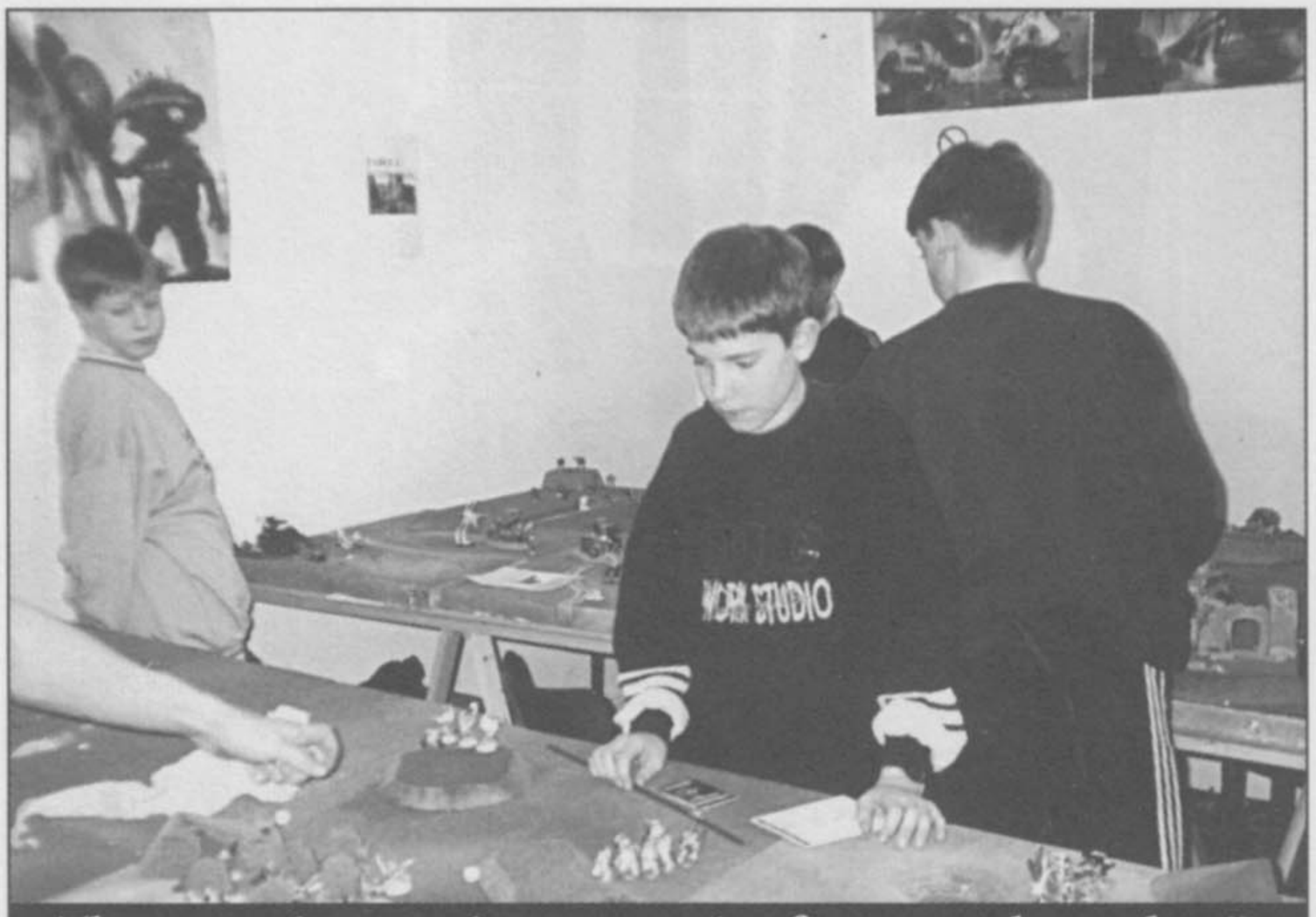
As well as running bus trips to all the local conventions we run our own, right here in Harrogate. Again, I have no idea how long they've been going but we're at a new venue this year due to a revamp at our previous location. 'Sabre' as it's called, is held on the first Sunday in August, and so will be on the 1st this year. It is being held in the pavilion at the Yorkshire Show Ground. Get yourselves down for 10 till 4. It has an attendance of around a hundred and awards anyone who wins a campaign with a Knighthood and an engraved medal to prove it.

The club itself boasts some impressive decor, including a whole wall covered by a Necromunda comic strip, the plot of which is more complex than today's politics.

Our club is one of the biggest in the area and has challenged



Just a small selection of our modular terrain...



The upstairs gaming room (unfortunately no bar!)

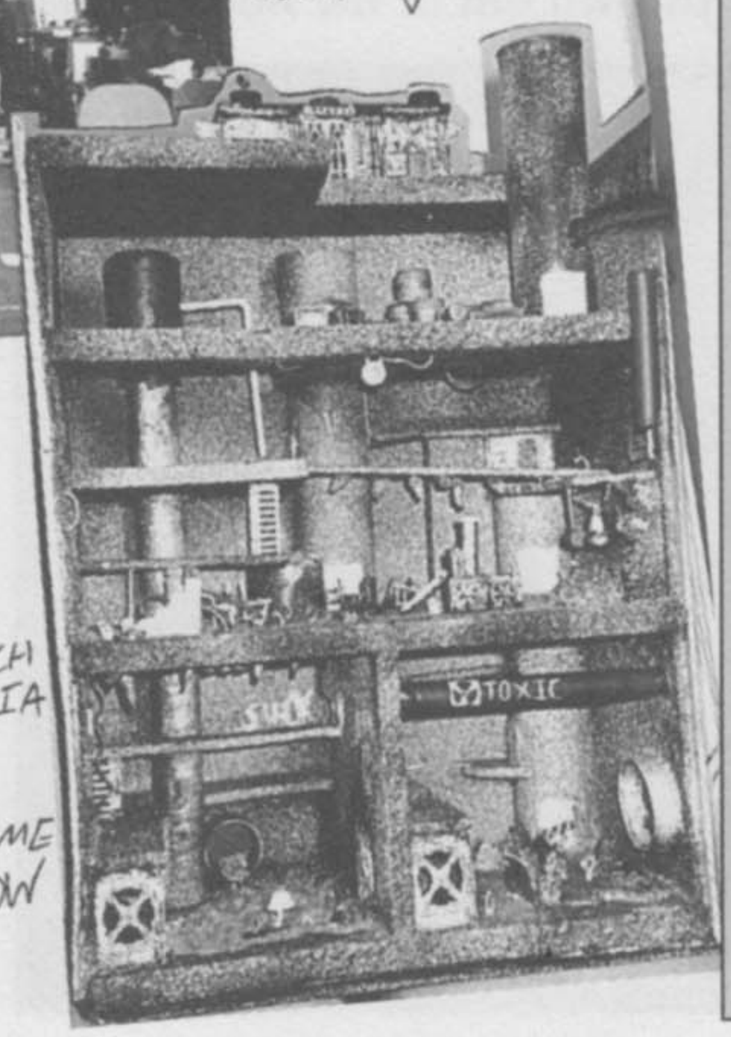


CHOCOLATES, BEFORE THE PERFORMANCE?

BACON BUTTIES ARE DISHED OUT BEFORE THE SHOW



OUR VERY OWN NECROMUNDA TERRAIN. WELL DONE LLOYDE



△ JUST ONE ROW OF STALLS. THE HALL WAS SPLIT INTO TWO ISLES, BOTH SIDES OF WHICH WERE LINED WITH STALLS FROM LOCAL ONES SUCH AS TRAVELLING MAN, MILLAMANIA AND THE BOOK STOP, TO TRAVELLERS WHO HAD JUST COME DOWN FROM A SATERDAY SHOW IN EDENBROUGH

all the other clubs that I can find. That said, *H.A.R.D.* refused the challenge and the *Knaresbrough Knights* decided they would rather come and join us, but we did see off the *Skipse Club* in short order. (Who can forget Egrimm van Horstman's speech given from their club before one of the battles: 'I have never been defeated, I cannot be defeated, you shall never defeat me!'... SPLAT!). If anyone else is reading this we are open to a challenge, but not until after the exams are over! In the meantime, we are still looking for players to take part in our fourth Warhammer campaign. The side of good holds the trophy for the first time in two years, but I've got a score to settle with some High Elves so my Chaos Dwarfs are making an outing this time. Andy, if you're reading this, I'm coming to get ya...

Other barmy events that we get up to include our Christmas Party on December 18th with a fancy dress

Here are a few pages from Ian Roberts's club mag', 'Shaman', from the article covering Sabre '98. Ian produces this mammoth task of monthly madness with a little help from his mates, Karl, Lloyd, Ray and Chris – 'The Boyz without Brainz'.

The first picture (left) shows the trading stands in full swing. The other piccies (facing page and next page) show some of their Necromunda terrain and also the amazing 'Battle of Five Armies' for Warhammer based on the epic battle from J.R.R.Tolkien's – 'The Hobbit', excellent stuff...

Necromunda theme. Silly eh? Photos to follow *(Oh dear! – Ed)*. Now you know why we prefer our alternative name, 'The Boyz Without Brainz'. We really are a great big bunch of misfits who get on just fine. You have to see to believe. Now get a move on and re-write the Chaos Dwarf Warhammer army book!

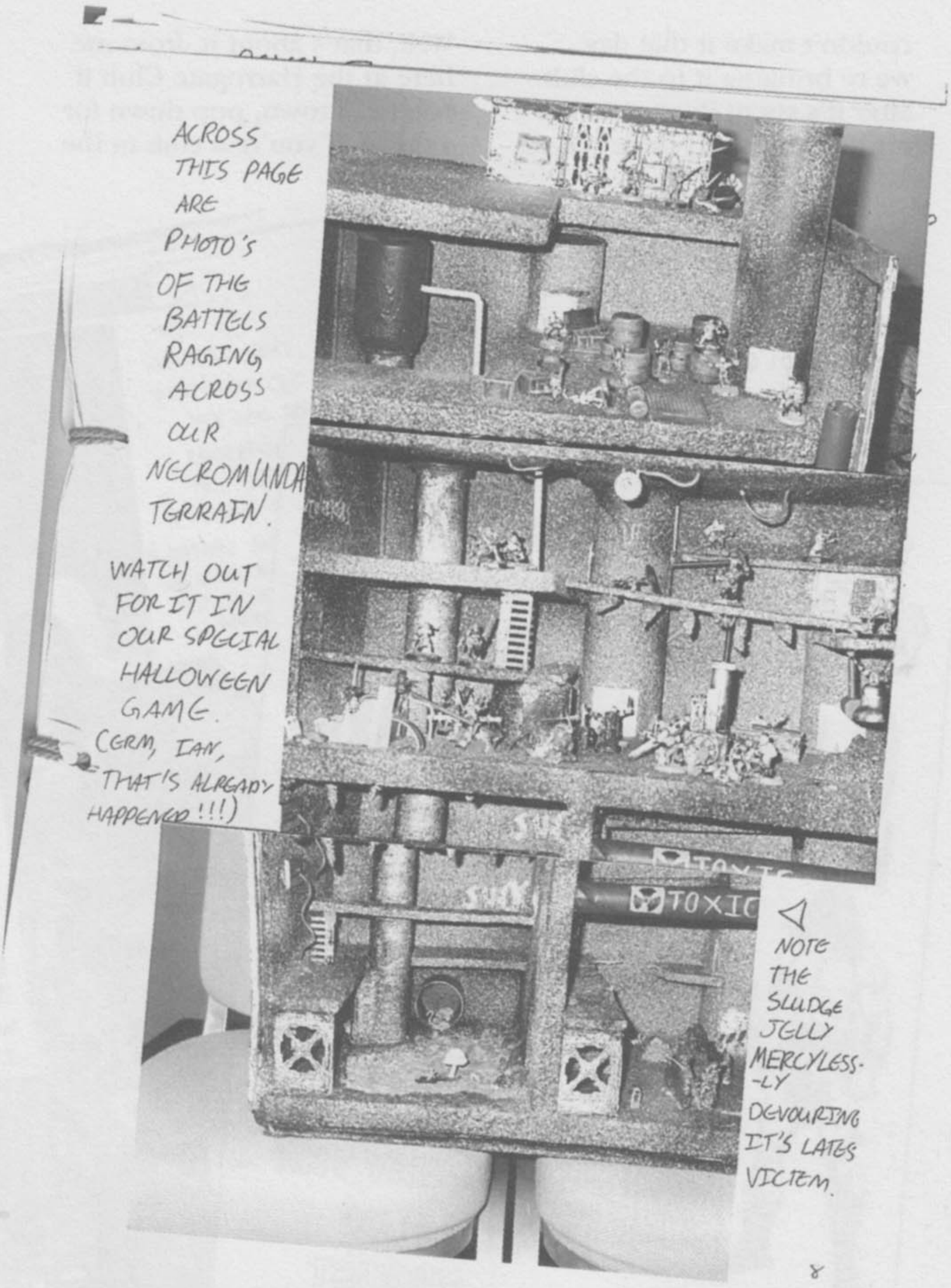
ONE MAN AND HIS GAMES CONVENTION

Sabre '98

It was a bright and sunny sunday morning in August. The kind of day one thinks 'Arse! I've got to go to work in an hour!' but not this day, for Sunday the 2nd of August was the date set for Sabre 98, the annual Wargames convention held by Harrogate Wargames Club which was held at the Pavilions on the Yorkshire Show ground.

Now, many people are on their summer holidays during Sabre so they really wouldn't know that they've missed the North's biggest Bring and Buy stall. How big? Well, over £4,000 changed hands during the hours it was open, netting our club a nice little 10%, nearly £500, on top of what was taken at the door!

Sabre consists of a number of trade stands (over 50) selling models, rule books, novels and trading cards. Sniffing out a bargain can prove to be most fun, if not challenging, and my recommendation is not to set out to buy one specific thing, but to look around for the best bargain. Even if you haven't a use for it there's always someone who will find one. Many people have sold on models bought at Sabre for a modest profit. There was also a wide range of scenery for sale direct from the supplier which sells to our club.



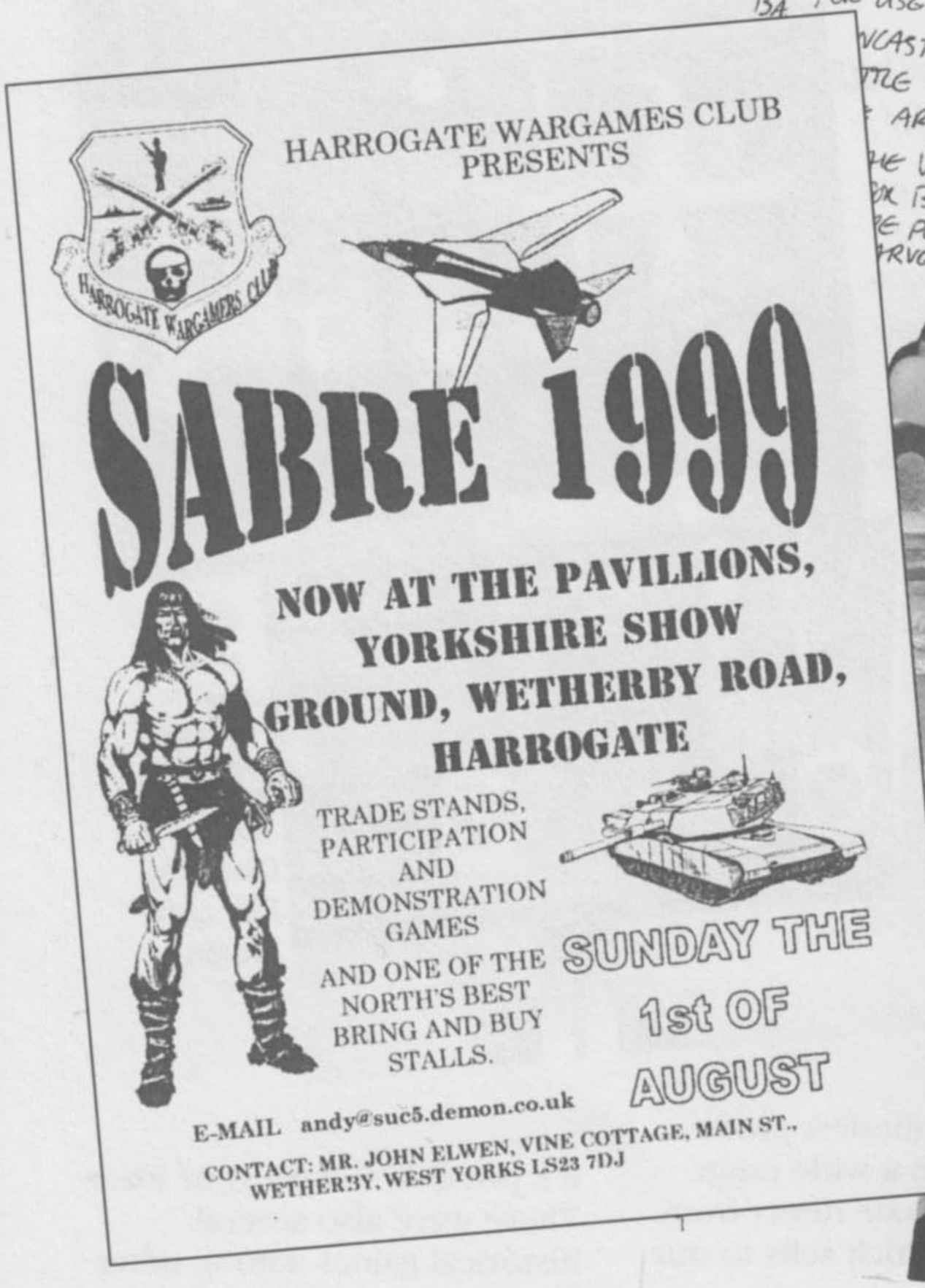
Among the demo games was the *Warcraft* club lot from Doncaster. Regulars at most conventions, their original founder had created a completely new system for games using miniatures from all sorts of different companies. This year's display was the Battle of Five Armies from J.R.R.Tolkien's 'The Hobbit' and it demonstrated how far it's possible to take your ideas. There were also several historical games among other things. There is little I can say to describe the displays, but take a look at the photos and see for your self.

Sabre also boasts many participation games which at last year's event included the massive (and we're talking four feet high here!) Necromunda board built by Lloyd and myself (well, mostly Lloyd actually!). Fortunately for those from the club who

couldn't make it that day we're bringing it to the club after it's spent its vacation in my garage (mine, mine it's all MINE!!!).

And then there was the Robotech competition which always proves to be vastly popular, and of course the gunfight in the old west, not to mention...

Well, that's about it, from me here at the Harrogate Club if you're in town, pop down for a game. If you're a club in the local area or if you fancy a 'field trip', come on over and challenge us to a game...





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Da Trollz are always floggin' off brand new minis before they're available in the shops, so why not give 'em a ring and find out what's on pre-release. Pre-release miniatures are very limited, so you'll have to be quick!

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7 days a week.

The Trading Post

Wecome to the Journal's very own classifieds section, where you can advertise your old games, painted armies for sale and painting services for two issues and it's for FREE!

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Wayne's Painting Service (Worksop) Fantasy and ancients specialist. All figures painted to a high standard. £3 per standard miniature (28mm), £2 for small minis, £6 per character model.
Tel: 01909 486936 or email: *wayne@oldfieldw.freeserve.co.uk*

Painting Service (Halifax) offered for collectors, gamers and clubs. Very reasonable rates – discounts available to certain parties. Minor conversions and terrain and scenery building undertaken upon request. Please send an SAE to: P. Todd, I Poplar View, Lightcliffe, Halifax, West Yorkshire, HX3 8XB.

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Warlord Boney Presents (Notts) A beautiful, fully painted Skaven army for Warhammer. 2000 points, includes a Doomwheel, Warpfire Throwers, Assassins the lot! £300 + p&p. Email me on: *ianstrickland@games-workshop.co.uk*

WANTED

Desperately Wanted Realm of Chaos – The Lost and the Damned for 3rd edition Warhammer & Demon Download (Dark Future novel) second edition (about 92-93) by Jack Yeovil & almost any 1st edition GW novels – contact Tim on: 01903 505251 or email: *bam81332@port.ac.uk*

US

Knight Painting Service (Colorado) award winning professional miniature painting service. All armies and all styles. Table top worthy reg sized figs $6 large sized $30.
Competition worthy reg sized $18, large sized $75.
Large armies, squads and vehicles negotiable fees.
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PLEASE NOTE: The Trading Post is a free service, and as such we cannot accept responsibility for anadvert's authenticity or otherwise. You answer at your own risk – so there!

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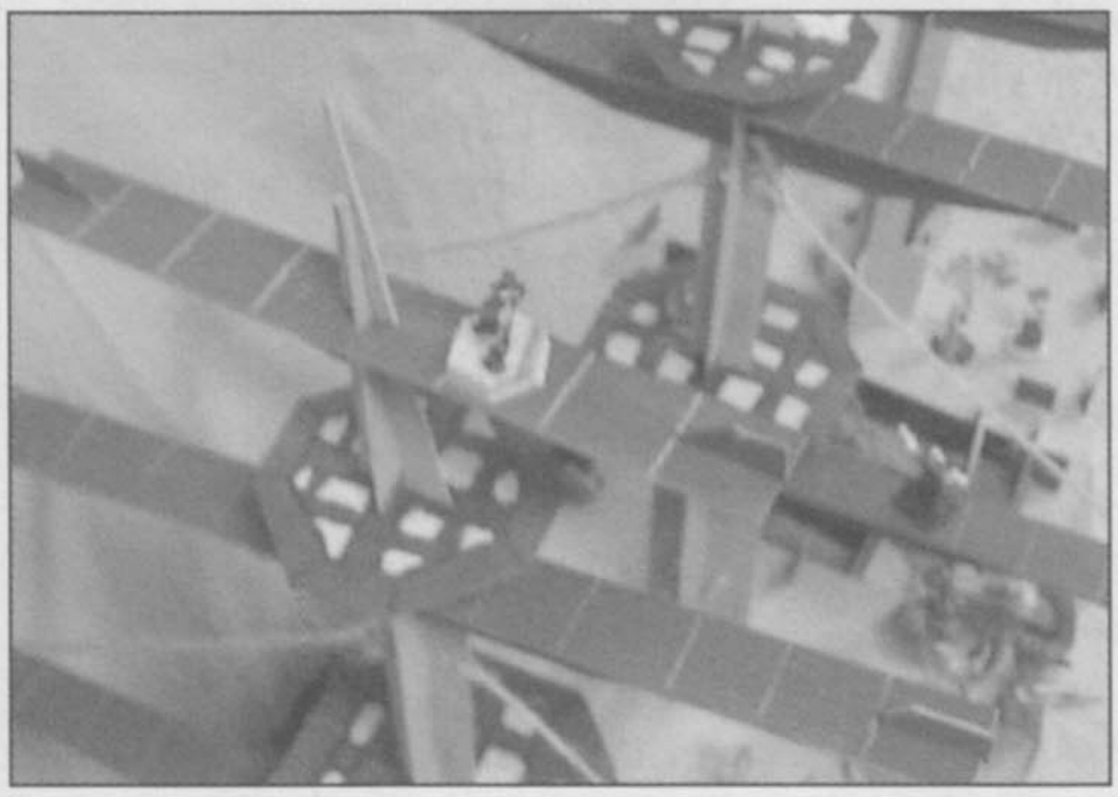
email: journal@games-workshop.co.uk

WARPED VISIONS

For this issue's Warped Visions we've really 'pushed the boat out', as it were, and dedicated the whole of this feature to the utterly brilliant work of Brian Pope.

Some of the comic fans amongst you may have already heard of Brian, who hails from New York, from his work as an assistant penciller/background artist to Walter McDaniels on Marvel's *Deadpool* (issues 21 and 23). Brian's projects have also included 3D animation work, graphic design and even video editing, and he has produced his own twenty-five page comic book as a college project, scripted and illustrated by him called *Koto's Comic*.

So, with Brian's lengthy list of graphic design accomplishments aside, what's this piece all about? Well, this cartoon is entitled 'Trollslayer: Triumph and Tragedy in Warhammer Quest' but why listen to us when Brian can tell you all about it...



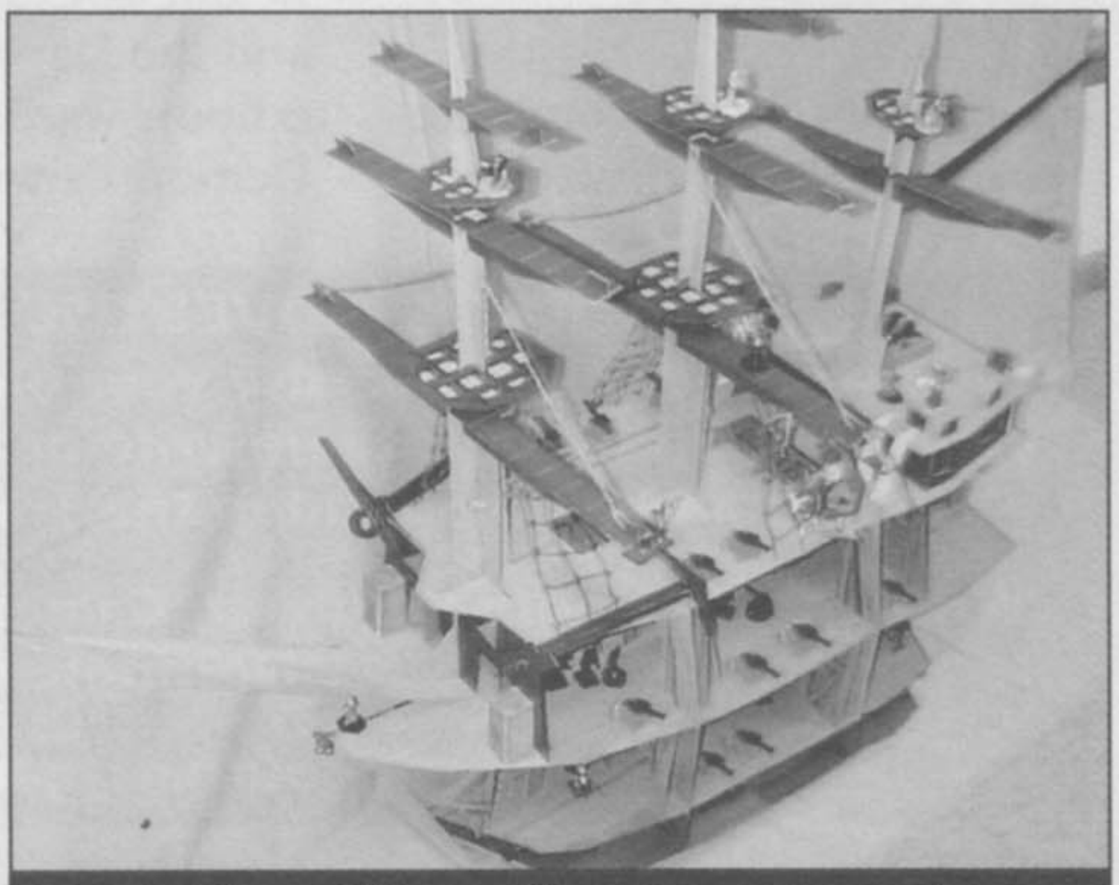
I was thrilled when I heard that the guys at the Journal bunker wanted to use my comic strip. I originally created this piece of work for two reasons. First, it is a landmark in the life of a Trollslayer character I play in Warhammer Quest. It was his first time truly striking out on his own, and I was worried for him. At three in the morning, with monsters popping up faster than he could knock them down, he lost his life. It broke my heart. He was the first character I fell for. He was a clumsy soul doomed to failure and depression. ***(Pass the tissues, sniff! This is getting heavy – Ed.)*** *Even his death was a failure, due to the loyalty of his Witch Hunter companion, as he was later resurrected. I felt compelled to document the swirling occasion of his death.*

My second reason for drawing this piece was to illustrate what a player can see when given only a few words of description. I think this is what can make a game like Quest powerful. It is not as wordy or involved as other role-playing games, but it can truly charge your imagination.

(Hi, Brian! It was great to meet you in San Diego – now get that Quest adventure finished immediately! – AJ)

Unlike most, Quest was the first of the modern GW games that I played with dedication. I had played many other systems and dabbled in Warhammer with Skaven but never got around to making nn army. I ran Heroquest as a surreal comedy game, substituting in all sorts of wild toys from vast collection. It was this that lead to Warhammer Quest and it was exactly what I was looking for! I got three friends to play and started painting and plotting adventures. The height of my career was an adventure in which our characters were trapped on a ship overrun by Chaos which started sailing north of its own accord! I spent two months constructing a four and a half foot Man-o-War from posterboard complete with rigging and heads (outhouses). Now I'm sweating over the points for my Chaos Dwarf army (I do love the little villains!).

As for me, I'm a book artist at heart, but it's a tough business. I hope to be self-publishing with friends soon and there is a possibility of more work with Marvel but for now I am paying the bills with freelance graphics. Enjoy...



'Oh, a life on the ocean wave...'

TROLLSLAYER

TRIUMPH AND TRAGEDY IN WARHAMMER QUEST

If the rest of the Warriors declare they are running away, the Slayer takes the lantern and carries on alone.

They seek out and fight the most ferocious and deadly Monsters they can find, believing that only death at the hands of such terrible beasts will redeem them.

Trolls are large and foul creatures, with gangling limbs and cold, damp hides. Renowned for their strength and unthinking ferocity, Trolls can rip a man apart with their bare hands.

he is likely

to be driven

over the edge of sanity

BRIAN POPE

What many other races cannot understand about Slayers is that even though they are looking for death they never fight to lose.

55-56 Ogre Slayer (BD) 400G

This brutal, broad-bladed axe is a powerful weapon, almost certainly of Dwarf origin.

While using this axe your Warrior gets +2 Strength (+3 if he is a Dwarf).

Ogre Slayer

Trolls are able to regenerate damaged flesh, and so are all but impossible to kill.

64 Belt of Gagron (BDEW) 500G

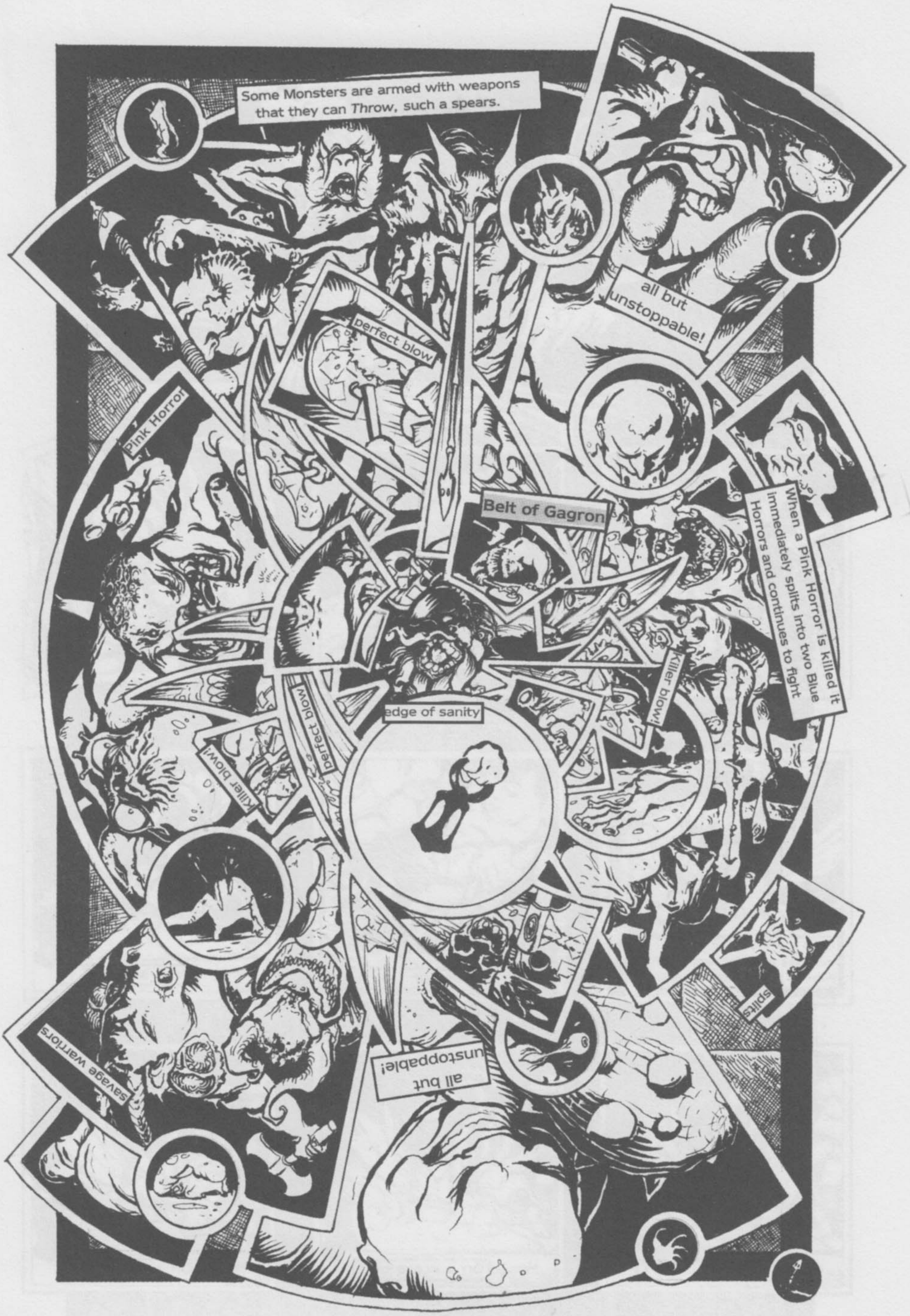
This thick leather belt belonged to the Dwarf Gagron the Giantslayer. It possesses the magical property of staunching serious wounds and knitting torn flesh back together.

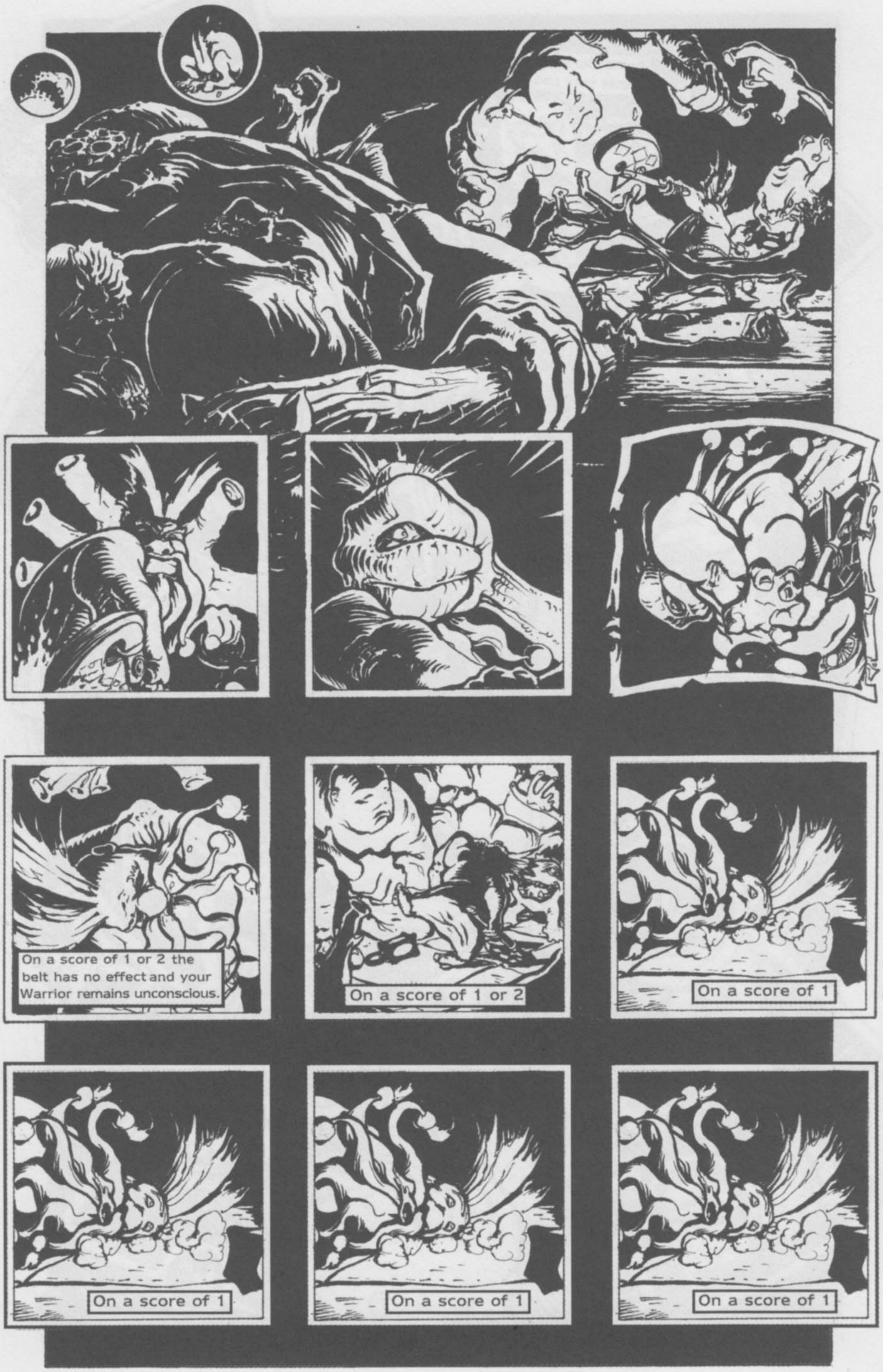
Each time your Warrior is reduced to zero Wounds while wearing this belt roll 1D6 at the end of the turn

On a score of 1 or 2 the belt has no effect and your Warrior remains unconscious. On a score of 3, 4 or 5 the belt restores 1D6 of your Warrior's Wounds. On a score of 6 the belt restores 2D6 of your Warrior's Wounds.


Ogre Slayer
Killer blow!
extra follow through attack
Whenever a Slayer scores a natural 6 when rolling to hit a Monster, this shows that he has made a perfect blow, cleaving through the Monster's defences with ease.
A Monster cannot regenerate if it is reduced to 0 Wounds
TROLLSLAYER
If the player scores a 1 when rolling for Power an Unexpected Event occurs.
Sometimes you may find a clue to help you in your quest,


although it is more likely you'll meet some Monsters!
Ogres stand twice as tall as a man, with massive muscles, jutting jaws and thick bony foreheads.
Once an Ogre decides to act it is all but unstoppable!
Beastmen fight in warbands led by old, savage warriors who have long since proved their ability to lead.
They are powerful and very resilient fighters with big, brutish heads, sharp piercing horns, and hooves that can kick in a man's rib cage.
Horrors of Tzeentch are wild creatures made from raw magic.
They are full of boundless energy and spin like tops as they whirl around the dungeon.
he is likely
to be driven


Some Monsters are armed with weapons that they can *Throw*, such a spears.
all but unstoppable!
perfect blow
Pink Horror
Belt of Gagron
When a Pink Horror is killed it immediately splits into two Blue Horrors and continues to fight
Killer blow!
edge of sanity
Killer blow!
perfect blow
all but unstoppable!
Savage warriors
splits


On a score of 1 or 2 the belt has no effect and your Warrior remains unconscious.
On a score of 1 or 2
On a score of 1
On a score of 1
On a score of 1
On a score of 1


On a score of 1
On a score of 1
On a score of 1
PISTOL
To hit with the pistol, roll over the Witch Hunter's Ballistic Skill on a D6. The pistol has a range of 6 squares, and is a Strength 5 weapon (1D6+5 Wounds).
6 Light of Bravery
This phial is filled with a glowing white liquid, which lights the way in the darkness just as the lantern does. The Witch Hunter may move around just as if he carried the lantern. The power of the phial will be exhausted after one adventure.
On a score of 1
On a score of 1
On a score of 1
On a score of 1

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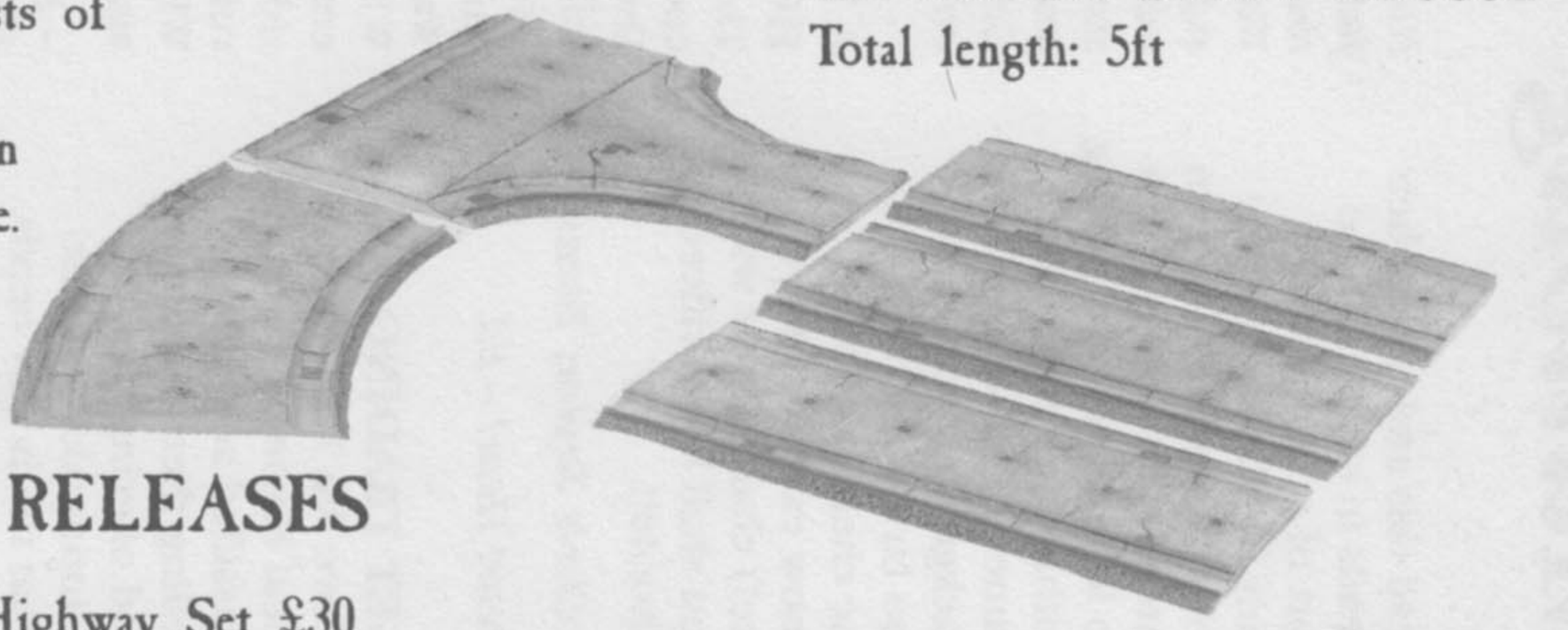
MARCH'S RELEASES

Warhammer Earth Works Set £30
5 fully detailed part including 1 x gun emplacement, 2 x fortified wall emplacement, 1 x left end emplacement and 1 x right end emplacement.



Warhammer Earth Works Code: **FWD0001**
Total length: 2ft

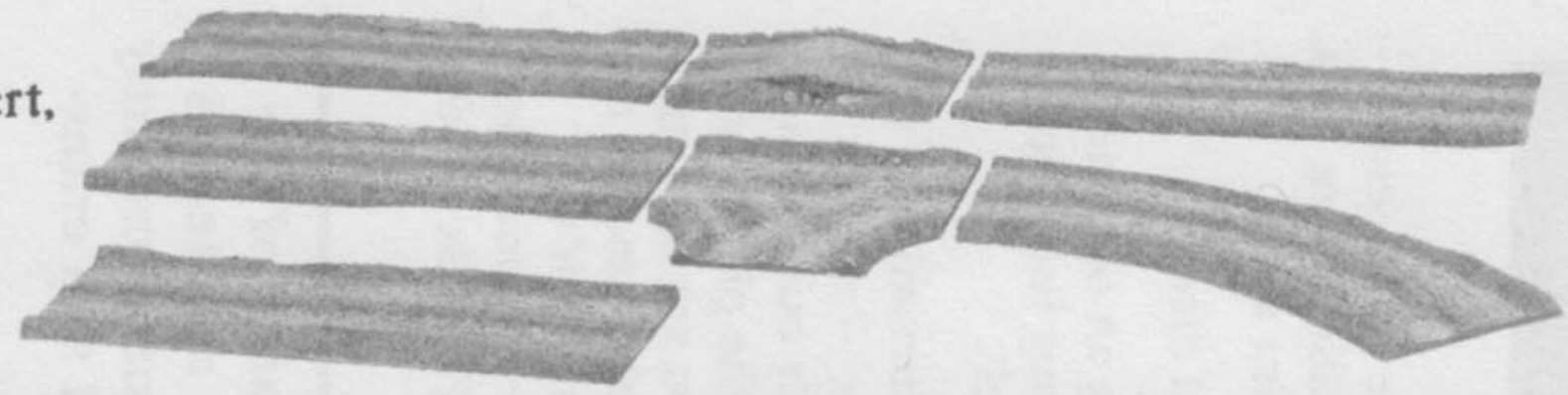
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A must for all campaigning heroes. Consists of
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1 x T-Junction
and 1 x Curve.



40k Road Set Code: **FWD0002**
Total length: 5ft

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Warhammer Highway Set £30
Consists of 2 x Straight A (with ruined wall),
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2 x Straight B
and 1 x T-Junction.



Warhammer Highway Set Code: **FWD0003**

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Write in with your opinions to:

Mailbag

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

This issue's Mailbag covers the topics of cheating, home brew and a little bit of trading...

THAT'S ENTERTAINMENT...
In response to issue 30's mailbag, I really like the Journal the way it is. The small size is really convenient, the black and white photos keep the price down and the quality of the articles and letters keep me constantly amused and entertained even when I haven't the slightest intention of using those rules (see Gorka Bladerz – inspired– and the Freebooterz from last issue!).

– Robey Jenkins, Gwent

BEARDY OR CHEAT!
Instead of jumping on the band wagon about beardiness, let us consider for a while, the real crime in the gaming world – cheating...

I mean, after all, one where the opponent 'accidentally' wrote up a 3,500 point army!

4. Loaded dice.

5. Playing an opponent whose army list is 'in their head'.

6. The 'Curvature of the Earth rule' – you are apparently out of range because the planet on which you are fighting is considerably smaller than the Earth and it's curvature impedes the range! *(What the @*&+!? – Ed.)*

The quality of the articles and letters keeps me constantly amused and entertained...

7. An allied army just fielding special characters from the other codexes or army lists.

8. Quitting a game because your fave unit or general is dead.

9. Improvising for really hard (and no doubt read this and lower their heads in shame. These sort of people should only be allowed to play with themselves (no pun intended!). I believe that so long as you are playing within the spirit of the game and abiding by the background you can't go too far wrong. As for all the cheats out there (you know exactly who you are!) change your ways or you shall be sacrificed to Khorne!!

– Chris Taylor, Texas

Hear! Hear! – Ed.

GET TRADING
I love the Trading Post idea! Having a column for classified ads, gamers selling their old armies and offering their painting skills, is just what the hobby needs. Oh, and include more colour photos even if you have to up the price to £5.00 – just do it.

– Martin Nealon, Crewe

More colour pages in the Journal, eh? Here's a topic Not to worry my friend, just keep 'em peeled for the ultra-funky Warhammer Quest rules supplement, Deathblow, which will be along similar lines to Firepower and the Blood Bowl Compendium and will be on the shelves soon– Ed.

A LITTLE BIT OF HOME BREW...
The Citadel journal is cooler than the White Dwarf because it doesn't tell me how 'Joe Git' beat 'Frank Beardy' at some game of 40K or Warhammer, or whatever. Why waste pages touting employee game sessions, ridiculous! Home-brewed rules, that's the answer! What was the question again?

– Bobby Kranson, Illinois, US

As I mentioned earlier, White Dwarf has a different agenda to the Journal and battle reports are a great way for gamers to pick up on a new army or rules played against an opponent who doesn't care about the outcome of a game? I have, and I can tell you it's the worst kind of game of all.

One person's Beardiness is another person's style of play.

In my rather simplistic way of thinking about it, Beardys are generals who do their winning in the hand-to-hand combat and magic phases. I call these players Power Generals (forgive me, I'm an American and Beardy is just too weird), *(Aw! C'mon Jay, you guys invented words like – zany, kooky and doozy, sure you can deal with weird words! – Ed)* because they win through devising a transcendently powerful unit by combining specific troop types with specific weapons.

So, what then, makes this definition of beardiness

person's beardiness is another person's style of play. The constant complaining about beardiness and beardy things is staring to get just a little bit boring *(I wonder if Chris uses the Forbidden Rod then? Just kidding, Chris! – Ed)*. There will always be beardy players – no matter what is said or done. It is just a matter of quantity or quality.

Now, let's get down to the real guts of the matter, the thing that really p*!@$s me off big time – CHEATING!! I have been playing various wargames for over ten years and believe me, I have seen some really unbelievable cheating going on. Here's just a handful of examples:

1. *Sustained Fire* dice with no *Jam* markers on them!

2. Genestealer cultists with the same stats as Space Marines.

3. 3000 point games

expensive!) troop types by substituting other models for them and only telling the opponent when they've already practically won the game!

10. Moving miniatures an extra 2", 3" or 4" a turn when your opponents aren't looking.

11. Rolling a bucket-full of dice and then choosing which dice was the lascannon and which was the boltgun!

12. Re-rolling re-rolls.

13. Teaching new players how to lose instead of how to play.

14. Not letting other players check your codex or rulebook during a game because you are cheating and don't want them to know.

I could write a whole series of novels on the cheating that I have seen. These ones, I have seen being nefariously performed even at tournaments. I hope all the cheats around will

that keeps arising, although it does seem to be with a ratio of about 3-1 against. Everybody acknowledges that if we included more colour pages then the price would inevitably rise – I hear most of the readers gasp! The thing is, the Journal is not supposed to imitate White Dwarf and vice-versa; they are two totally different magazines with different agendas. We're not sure if colour is really important to a fanzine such as the Journal – Ed.

Home-brewed rules, that's the answer!

QUEST-ION?

The Journal is cool. There's not much more that I can say but please, please, please more Warhammer Quest and why not throw in a little Man-o-War as well?

– Craig Mason, Aberdeen

system. So, if it's house (sorry, home-brewed!) rules that you're after, no matter how weird and wonderful, look no further than the Journal – Ed.

HANDS OFF OUR BEARDS!

I have been following the 'beardiness debate' for some time, with interest. One of the things about the discussion that I have noticed is that little effort is made to give Beardys an alternative to their disparaged behaviour. The dialogue has consisted mostly of 'don't do that,' with no attempt at understanding the Beardy (no, I am not being facetious).

Most Beardys are not beardy because of a flawed character, but because it is the only way they know how to win. It should be remembered that, in and of itself, a desire to win is a positive trait. Has anyone ever

any more useful than the myriad of others? Well, it clearly presents an alternative. If you are an accused Beardy and don't wish to be so, but don't want to stop winning, there is a solution! You must become a Manoeuvre General instead. Manoeuvre Generals are those that win their battles in the Setup and Movement phases of a game. A good Manoeuvre General is just as devastating as a Power General, but will receive cheers rather than jeers from his peers.

To all the Beardys out there who don't think it is fair that they are looked down upon because they win in one game phase rather than another, I can only give my sympathy. Personally, I think beardy weapon and troop combinations are often quite clever. However, the greater majority of players do not agree, and to win their admiration you must change.

'How?' you ask. First, start with the rulebook. Do you remember the way you pawed over the magic items/wargear list looking for special combinations? Use that same scrutiny, but now focus on the movement advantages of certain types of troops, the various movement restrictions and the advantages of one relative unit position over another. You will find that terrain suddenly plays a significant role in your battle.

It should be remembered that a desire to win is a positive trait.

Secondly, find a Manoeuvre General and study his games, or ask him questions. If you can't, both White Dwarf and Citadel Journal often have tactical advice along these lines (I will never forget 'Bigger they are...' from White Dwarf 193. Notorious B.E.A.R.D., Being a Manoeuvre General is, admittedly, more subtle than being a Power General, and Beardys should take this as a personal challenge. Unfortunately, some Generals will find themselves unable to switch from Power to Manoeuvre. Still, as I said before, Beardys are not totally bereft of cleverness, and many will successfully make the switch, becoming the beloved terrors of gaming tables everywhere. To them, I say good luck and congratulations.

– Jay Toscano

Jay@carman-dunne.com

GOBBOS ROOL!

I always anxiously await the next issue of the Citadel Joumal. However, in Mike Brooks's article, It's Only a Game! (Issue 28), I was rather disturbed (not an unusual condition for me) that he gave the Goblins so little credit. Known in the local Blood Bowl league for using the Sorehead is great as a scorer, but if he makes most of the Touchdowns, he takes valuable SPP's from your other Goblins; Bommer Dribblesnot is my favourite, with the unpredictability of the bombs, it adds a little more excitement to the game and it is perfect for disposing of that nasty Deathroller.

The Journal has got better in most areas...

Defence for Goblins is difficult. The best they can do is swarm their opponents,and try to knock them down, and then foul the you-know-what out of them. Don't forget to throw a few Goblins down field, too. Since they don't have the ball, your turn won't end and they might be able to get the ball, if nothing else, you've got guys in position to score.

Offence is where you need to shine since, if all goes near to plan, you chances. *Diving Tackle* could be useful, even when it's two dice their choice (the Gobbo player rolls two blocking dice and the opposing player may choose which of them to use). Don't bother with *Jump Up* though since the chances are there won't be *(D'ya mean the poor old Gobbo will probably be in the dead and injured box rather than have a chance to Jump up? – Ed)*. If you roll those ever rare doubles, here are a few considerations: *Hail Mary Pass* gives you another way to score, just be sure to have someone with *Diving Catch; Guard* can be useful to help the ever-the-target Troll and *Block* a little less so; finally, can you imagine the look on your opponent's face when he finds out a Goblin has *Stand Firm* and there are so many uses for him (plugging holes, make that last step even though you have used your *Dodge* skill, annoying those pesky Troll

WE WANT MORE ARMIES!

Spurred on by Kalomoiris Vasilis's letter from issue 30 (no, it's not by the Zombie master from Necromunda but they do have incredibly similar names, don't they?) here's what I think of the Journal. As a Journal reader since issue 11 (about when I learned to read!) I think he was way out of line!

The Journal has got better, in most areas... However, (there's always a however) it does lack certain things: mainly Army Lists. I know you feel that you can't print them because you don't have any models to back them up, but if army lists are what people want (and from the people I've been talking to here in the NORTH it is) you should print them in the Journal, with conversions where possible. (While on this note, my Kislev army has been re-born recently, with more conversions and a brand

a.k.a. Biggy Beard, a.k.a. Tuomas Pirinen, was waxing lyrical about the various weapons, troops and war machines that were useful for dealing with powerful characters, when then-editor Jake Thornton piped in with the suggestion that players just keep out of the way. It was the best advice in the article. Great Stuff!)

Lastly, study up on the tactics used by historical Generals. They typically did not have technologically superior weaponry or physically more powerful troops, but relied on knowledge of terrain, manoeuvre and psychology to defeat their enemies. Though none of the Warhammer games will allow you to use the specific tactics of history (they are not simulations, after all), many real tactical concepts do have a counterpart in the games. Try to use them.

little gits a lot, I felt I should offer a bit of knowledge I have gained through painful experience.

First of all, Goblins are far less dependent on Star Players than one might assume. A good starting team is a Troll, Apothecary, 3 re-rolls, and as many Goblins as you can get while still having a nice Fan Factor. The Troll is the only Star needed to start with and it is best to save up money and hope for *Special offer* to get Morg'N'Thorg and Varag Ghoul Chewer at normal price if you can. As for the Goblin Stars: Fungus the Loon will most likely kill himself every other match so it is best to freeboot him; Nobbla Blackwart is likely to hurt a couple of people, but your opponent will quickly try to dispose of him and Nobbla probably won't have a lot of support; Scrappa should be able to out score your opponent. The most obvious tactic is to pick up the ball, hand it off to a Goblin next to the Troll and throw him down the pitch for a one turn score. Unfortunately, your opponents will catch on rather quickly to this and start leaving players back. When this starts happening, send Goblins running into the backfield. By doing this, you force your opponent to break his defenses against the throw to block the runners or let you attempt to score with less dice rolls. Another thing to do when your opponent leaves his players back is to swarm the ones he has left up front and send them to an early retirement (not an easy task, but well worth the look on your opponent's face).

As your Goblins gain skills, give them the like of *Catch* and *Leap* to improve their scoring Slayers...). Another tactic suggested to me (especially for beginning teams) is to dump your Goblins on the pitch and set them up where they l and (making adjustments to follow the rules). Your opponent will hopefully spend more time trying to figure out your tactic than how to stop you. In closing, you must remember three things: Make your opponent more frustrated than you, Never underestimate the usefulness of shock value, and become the master of Tackle Zones. When you come to think like a Goblin, you will truly understand the meaning of all three...

Imagine the look on your opponent's face when he realises your Goblin has Stand Firm...

– Ron 'How does he keep doing that?' Hart, Coach - the Gobber Gits

new paint job, hopefully there'll be something about them coming soon, with photos!)

– 'Mad' Ian Roberts Harrogate

We want to see people's army lists just as much as you do Ian – so long as they have made the models and playtested the army. It's just that we feel it's unfair on the readers to present them with new army lists when this hasn't been done because invariably the lists will be unfair and unbalanced (how can you playtest an army without any miniatures?). Also, in the absence of figures or any kind of visual representation, how will the readers know how to make their own conversions for the army.

That's why photos of your models are so important – Ed.

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Mailbag

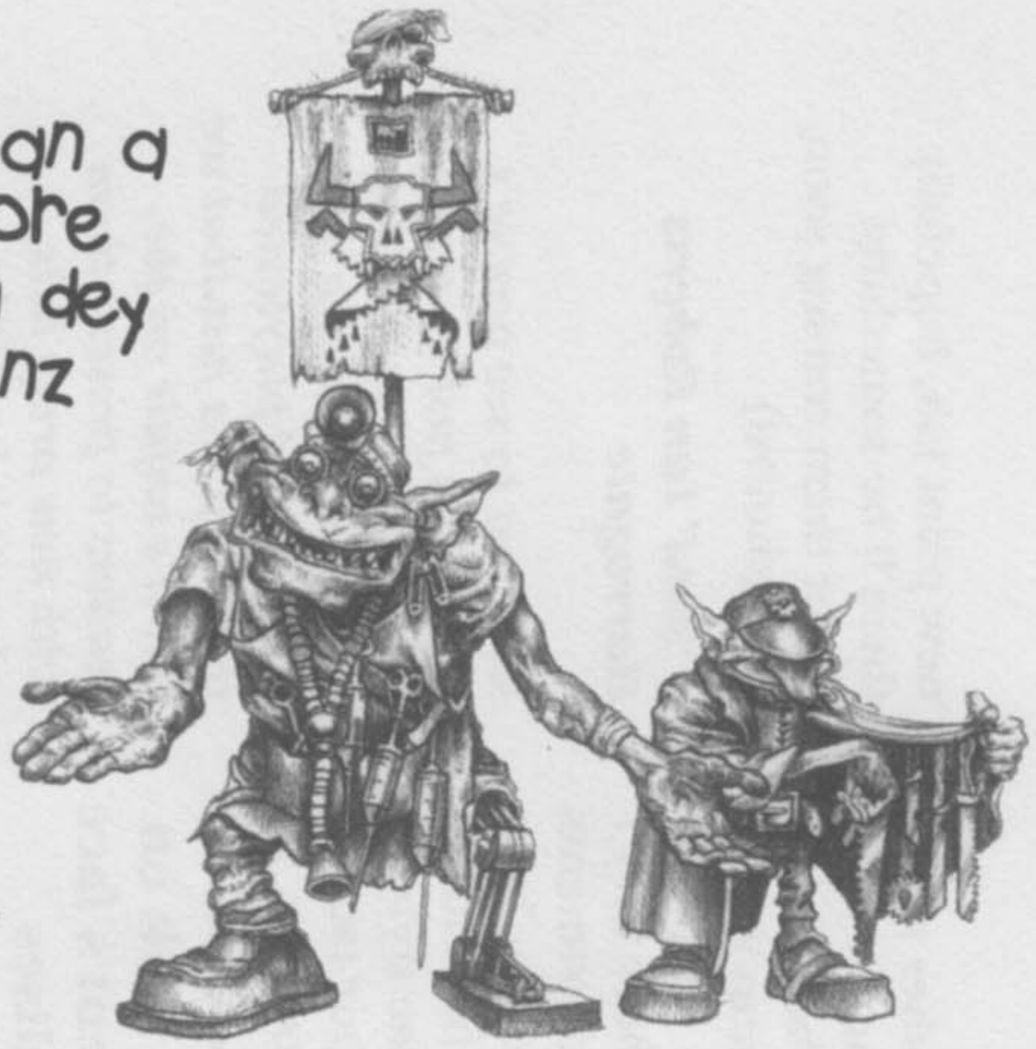
journal@games-workshop.co.uk

DOK BUTCHA'S KLINIK

Derz zum Skinz on dem lizadz an a dertee grate bigg tank fore yoo ta luuk at diz izhoo an dey eevun cum wiv de instrukzhunz on ow ta maek um!

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





Inxi-Huinzi and Friends

By Alan Hamilton

Alan is from Livingston, West Lothian and is one of our more mature gamers at the grand old age of 46 (sorry Alan!). He started gaming back in the 60's, the good old days, (well, not quite) when the only figures that were readily available were Airfix plastic soldiers (oh, nostalgia...). Not long after reading J.R.R. Tolkien's 'The Lord of the Rings', he got into fantasy gaming in a big way and has collected Citadel miniatures among others since our very beginning. His armies cover some thirty odd years of wargaming and he has participated in and written more campaigns and scenarios than I've had hot dinners!

Alan has nearly every army for Warhammer and was inspired to make these simple but effective conversions for his Lizardmen when he got bored with waiting for us to release miniatures for them!

I was starting to get seriously bored with waiting for you lot to release some miniatures for the Skinks mounted on Cold Ones, so I decided that I'd make my own. This never really presented a problem for me as in the early days most army collecting included a great deal of converting because many troop types were not easy to come by.

I needed a unit of Skinks on Cold Ones to add some much needed mobility to my Lizardmen army. With no other cavalry, your average Lizardmen army is quite slow and lacks those essential flanking troops available to other armies that have access to mounted regiments. The spears the Skinks are carrying were originally made from florist's wire but the spearheads kept falling off! I have replaced them with plastic ones made from sprue that has been stretched when heated. The spearheads were carved from the thick plastic sprues from some Bretonnian archers. I may replace them again now that I have learned that the soft wire can be hammered into spearheads. I had to spend a while going through the army book and the catalogues in order to find the correct pieces to use in my conversions (the standard for the mounted unit is a cut down version of the one from the Stegadon). Ironically – such is my luck! – Troll brought out a similar set of conversion kits just after I had done mine!

The splendid Cold One Riders were just not enough for me. I decided that my Skinks needed a leader. Again I rifled through the catalogues,

Skink Cold One Rider Bits:

Cold One left side A:	021200807
Cold One right side A:	021200806
Cold One left side B:	021200809
Cold One left side B:	021200808
Cold One tail 2:	021200817
Cold One tail 3:	021200815
Cold One tail 4:	021200814
Cold One head 1:	021200810
Cold One head 2:	021200813
Cold One head 4:	021200812
Flesh Hound 2 Ruff:	021200805
Shield:	021200817
Front Skink Rider with Javelins: (from terradon) (only remove the javelin if replacing with a spear)	021200816

Skink Hero on Horned One Rider Bits:

Armoured Cold One left body:	021201206
Armoured Cold One right body:	021201207
Cold One tail 2:	021200817
Cold One tail 3:	021200815
Cold One tail 4:	021200814
Armoured Cold One head:	021201203
Minotaur Lord shoulder (2): (remove spike)	020100805
Minotaur Lord horns: (remove centrepiece)	021104406
Flesh Hound 2 Ruff:	021200805
Ellyrian Reaver bow and quiver (remove bow)	021002605
Skink Champion with bow 1	020801406
Spear 4	020800808
Throne Standard 1	020800106
Throne Standard 2	020800108
Saurus Shield Sprue	102811

scoured my collection and hunted through the blister packs in Edinburgh and Stirling. The staff in the Stirling shop were very helpful (thanks, Alan!). The last bit of help that I needed came from the Mail Order Trolls who suggested using the Minotaur shoulder pads for the saddle – a genius! The Skink Champion fitted after just a bit of filing in between his legs (ouch!!). The figure is based on Inxi-Huinzi from the Lizardmen army book. I had these figures on display in the Stirling shop for a while last year.

Almost all of my armies have conversions in them. Usually they are the characters, but where certain troop types are missing from the range I just get down and make them. They also give your opponent a bit of a surprise when you field figures that have not been released.

Easy step by step way to make your own Skink Cold One Riders:

1. Assemble Cold One and attach horns with superglue and attach to base.

2. Attach Flesh Hound Ruffs – these need a bit of work for a good fit!

3. Fill all of the gaps and build up the neck around the ruffs with modelling putty.

4. Carefully adjust the rider's legs to fit the saddle.

5. Use a round file to shave around the figure's legs to make a perfect fit.

6. Cut off the left javelin and clean up the area with a file and a strong, sharp knife.

7. Add a spear – mine was from a plastic rod and some sprue, wire could even do and attach it to the figure.

8. Attach a shield to hide the bow arm.

9. Fill all gaps with modelling putty, undercoat, paint and varnish.

10. Glue the rider to the mount.

Easy step by step way to make your own Skink Hero on Horned One:

1. Cut the Minotaur Horns off at a suitable point for the side horns.

2. Cut the horns off the Minotaur Lord shoulders for the head horns.

3. Assemble the Armoured Cold One and attach the horns with superglue. Attach to base.

4. Attach the Flesh Hound Ruffs – you will need to work on these for a good fit!

5. Add the Throne Banners and use the high saddle for supports.

6. Remove the bow from the quiver before sticking it on.

7. Fill all gaps and build up Horned One head with modelling putty.

8. Adjust the Hero's legs carefully to fit the saddle.

9. Use a round file to shave between the legs of the rider for a perfect fit.

10. Cut off bow and clean up area with a file and a strong, sharp knife.

11. Cut off the spear top and bottom and attach to figure.

12. Add the Saurus shield to hide the bow arm.

13. Fill all the gaps with modelling putty, undercoat, paint and varnish.

14. Glue the rider to the mount



The Jurassic Park Rangers...

J.C.B. - JUNGLE (CLASS) CLEARANCE BULLDOZER

By Owen Morris

You can check-out Owen's incredibly well detailed metal 'beast' on the back covers. This vehicle conversion is just one of the many elaborate features of his rustic woodland Imperial outpost (see pages 13-22 for full details of the construction). This model is inextricably linked to the woodland base for Owen and is perhaps, we think you'll agree, its most stunning centrepiece...

Motivation

Although it's obviously fun to make a vehicle conversion just for its own sake, in this case I wanted my 'J.C.B.' to be an integral part of my new Woodland Base. I think that having a vehicle customised to work in or around a building model adds a lot to the overall look of both and also gives you a design criterion or 'spec' to work to. There are endless possibilities and it goes without saying that my quiet lumber yard in the middle of a sunny woodland glade is crying out to be serviced by a vicious chain-saw wielding, buzzing death-machine capable of slicing, dicing, blending and pulping anything stupid enough to ignore the helpful warning markers plastered all over its flanks *(now Owen, wipe the froth from your mouth – Ed)*.

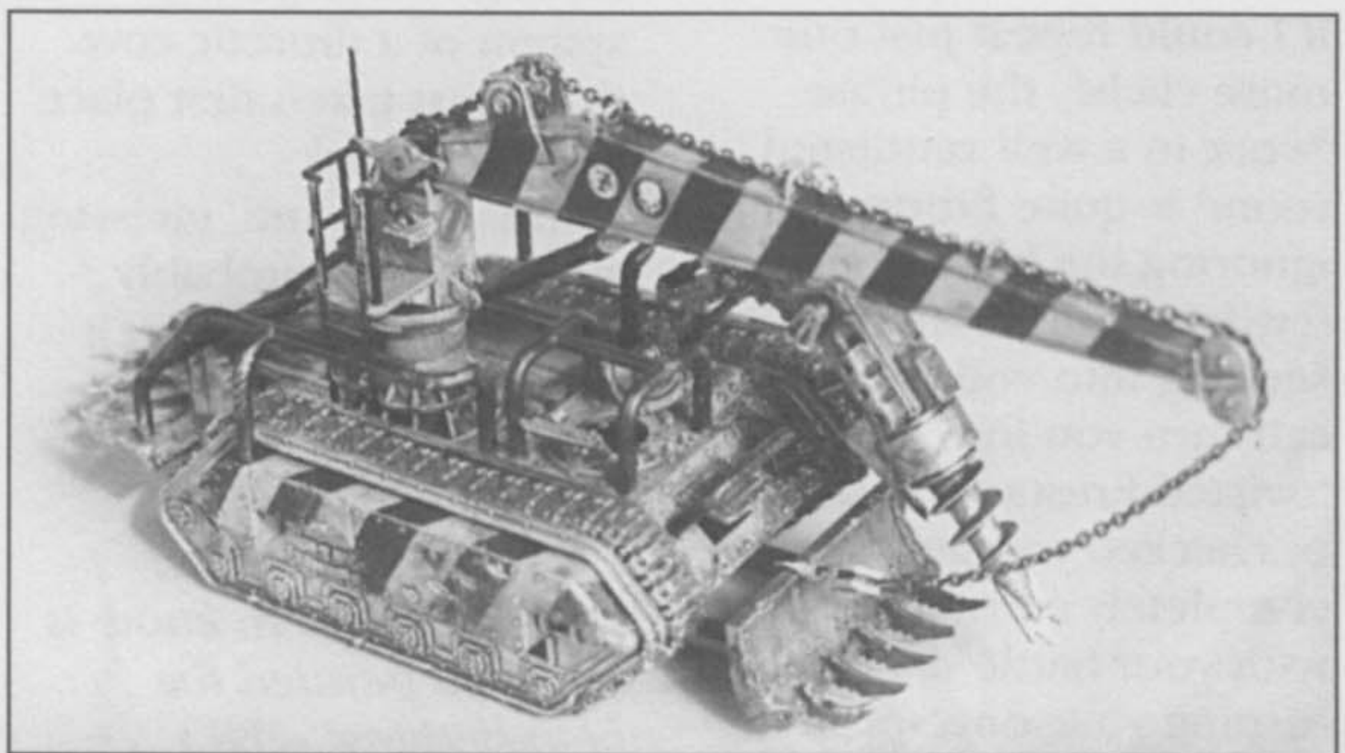
Model Construction

Now, knowing what style of vehicle I was after, I set about looking for suitably J.C.B.-ish things to stick on to my generic Chimera chassis... cue a quick trip to my friendly local Highland D.I.Y shop. For example, the drill was a sort of monster plaster Rawlplug, and the buzz-saw blade part of a farm 'barbed wire fence tensioner' (living in Scotland does have some advantages). Obviously I also turned to the other main treasure-trove of bits, the huge collection of GW things that can be ordered over the phone from Mail

Order. I was specifically looking to find some sort of pneumatic arm and went through every back issue of White Dwarf I could find. After much thought, the Tech Marine's backpack arm was deemed a bit puny (sad but true) but I perked up considerably when I saw an Ork Dreadnought's Power Claw. As a second choice I also ordered an Ork Big Grabber arm from a Buggy conversion set, but it turned out to be just too a bit too Orky. However, as luck would have it, the same pack came with loads of really cool stuff. The bracket-mounted blades were very handy and were used as 'Cleaning-scrapers' around the drill and buzz-saw, (you know, to knock off any bits of wood etc. that might stick to the moving parts). From the back this also made it look a bit like an insect's mandibles, which I think helps with the 'wood munching' image, or perhaps that's just my imagination.

The Rawlplug was glued to one of my unused caterpillar track wheels (as explained later) as a flywheel and the whole thing was added to a Hunter-killer missile tube. This allowed me to use the existing pivot to make my drill move up and down. Also, I would like to (immodestly) point out that the drill, like the crane, pivots as well!!! I did this by taking the drill arm and slotting it into a drilled hole through the filed (lowered) Ork 'Grabber' base. I then splayed the protruding end stud open so that it couldn't fall out (basically the same process as rivetting).

The last thing I built (and to my mind, by far the best) was the J.C.B.-style crash cage roll-bars on top of the tank chassis. They were not only free (they were leftover model sprues, bent over a candle flame and only took a few hours to build) but visually



Get drilling Thunderbird 6... F.A.B!

they brought the whole model together. The end result seems to make the model look a thousand times better. Hurrah!

This is a modelmaker's dream and a pleasant change from the typical model add-on, that is, an expensive part that's taken ages to get hold of and that, once added after hours of fiddly effort, makes your model look completely stupid.

As I built the tank's tracks, I didn't use all the hidden internal wheels; this allowed me to put a bit of sag into the top tracks and gave me some extra bits to add to my bits box. To help tie the J.C.B. into the Woodland Base even more, I built an accompanying equipment pallet, as found in any real garage. This included a smaller drill-bit, new tracks and the (unused) track wheels, plus some crates painted in the same yellow as the J.C.B. I know it takes up lots of space, but it is really useful to have somewhere to keep all your old spray-cans in – the paint leftovers are perfect for this type of thing. While training as a designer, I had to make lots of very accurate presentation models, to the point of using a Vernier gauge to spot even a 0.5 mm discrepancy. These same... *(yes, yes, what about the cool model? – Ed)*

You can perhaps imagine why, when I now make a GW model, I relish the chance to go a bit crazy .

Damage Tips

Before I started the undercoat I had a bit of fun by adding various types of battle damage. I have read lots of GW modelling articles you hear about people using pin vices, etc. to make bullet holes, but as long as you're working on plastics, I tend to use hot nails heated over a candle. This gives you a slight rise around the impact crater,

which I think is more realistic and looks good when it's accentuated later with silver dry-brushing. Now I know that at this point I must get all 'PC' and tell you how dangerous this is, and it is, really – you should see my hands! I'm currently missing one and a half nails and even my calluses have got blisters. However, if I could repeat just one more cliché, the phrase: 'work in a well ventilated room' is quite fitting; even ignoring the headaches, a few hours of plastic fumes seeping into your brain can turn you into a bit of a 'twisted firestarter' and left unchecked you get completely carried away with your battle damage, turning your once-proud, crisp tank into a cross between a colander and a floppy Salvador Dali-style sculpture.

It's important to make sure that the damage lines up on different parts of the vehicle; for example, despite only adding the bulldozer blade right at the end, I had lined up a row of bullet holes on the tank body to match. Also, there is evidence of a big bash on the left side of the blade, which corresponds with the crumpled leading left edge of the actual tank body.

Painting Tips

Now, why anyone would want to know how I paint my things is beyond me, it's like asking a elephant seal for hang-gliding techniques! Like most readers, I look with awe at the painted models in the magazines, try valiantly to follow the handy and blatantly simple step-by-step guides supplied, cut a few seemingly inconsequential corners here and there (I don't seem to have any 'Pastel rust powders', but hey, Oxo cubes will do!), and hey presto! – you're looking at the pride of the Ultramarines Homeworld. Shame it looks like something that's passed through the digestive system of a diuretic cow that's just taken first place in a pogo-stick competition, and, guessing at the colour, probably under the influence of a curry and eight pints of Scrumpy Jack... *(Ok, Ok, that's enough of the colourful metaphors! What we want to know is how you painted the bloody thing! – Ed.)*

Here's how to keep things, if not good, then at least fast. When painting things made up of two different colours it's much easier if you paint them first and assemble them at the last minute, so that the 'colour-difference line' between the two components is kept crisp with no effort. Such as, the small spotlight on the side of the crane, the bulldozer blade and drill-bit, etc., have all been spray-painted separately (for speed) and then added later.

When you paint stuff like the black and yellow warning stripes you are usually told to sensibly use masking tape, but I find that the paint always manages to get under the tape's edges and spreads along all the cracks, etc., giving you a somewhat disappointing finish. I use a .5mm permanent black pen and ruler, drawing the lines directly onto the tank and painting in the spaces. Obviously, the wider the initial ink line, the less accurate you have to be with the brush, as the pen line will hide the ragged painted edge.

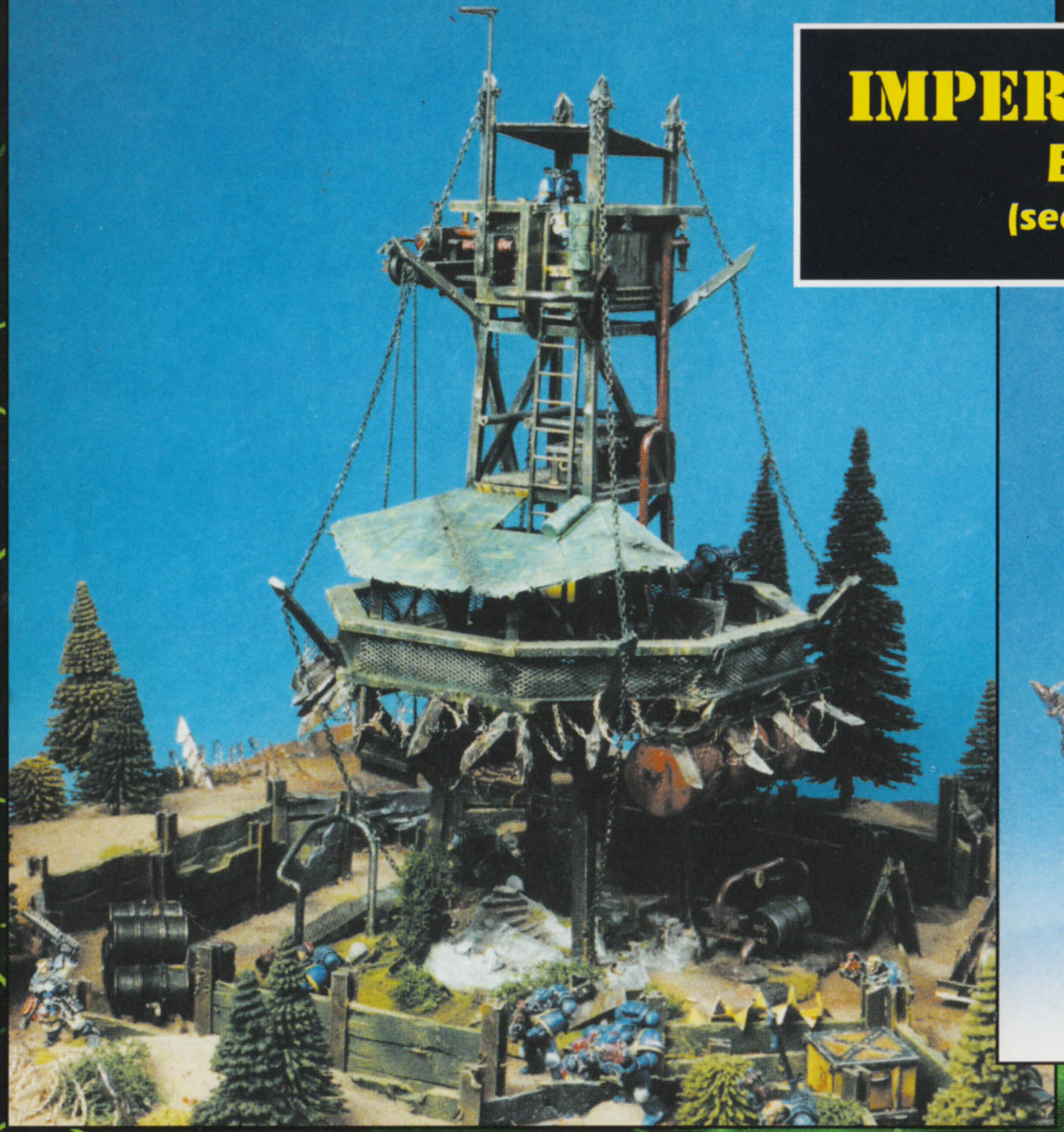
For the actual main colour of the tank's body, I wanted a realistic J.C.B. paint colour (roughly a day-glo yellow), which was not found in any of the GW spray-paint lists. So, nipping down to my nearest Halfords I got a can of 'Broom Yellow'. Now this was a really bright yellow, and I mean really bright! Who on earth would want a car painted this colour I can't imagine.

The final painted effect was a little scary and hurt my eyes, but, no fear, it was time to age this sucker. I added a black wash and then a second wash of Bestial Brown (be very sure the first wash has dried properly, even in all the cracks, otherwise you've got yourself a model of a house brick). As it happens, the various washes dulled down the original yellow so much that if I hadn't used such a mad colour in the first place it would have turned out almost black! I was quite lucky to end up with the final shade, which I happen to think is about right. I then dry-brushed with *Mithril Silver* and hand painted on a few rust streaks with *Snakebite Leather*. Finally, I added some white dry-brushing to look like salt build-up. Although it takes a while to let the washes dry, I was only actually sitting down and painting for a few hours! Job's a good-un!

IMPERIAL FOREST BASE

By Owen Morris

(see pages 13-22 for details)





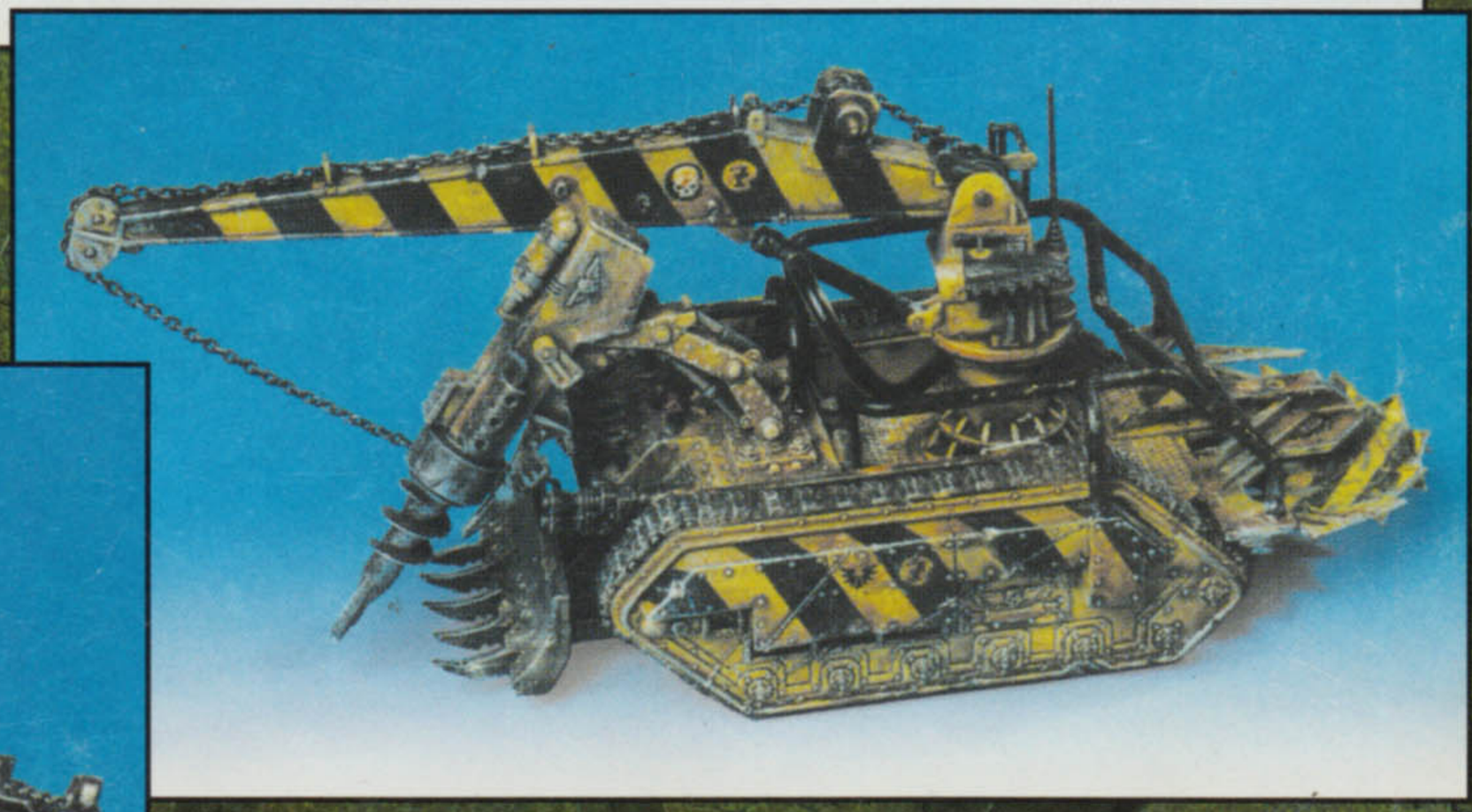
JUNGLE (CLASS) CLEARANCE BULLDOZER

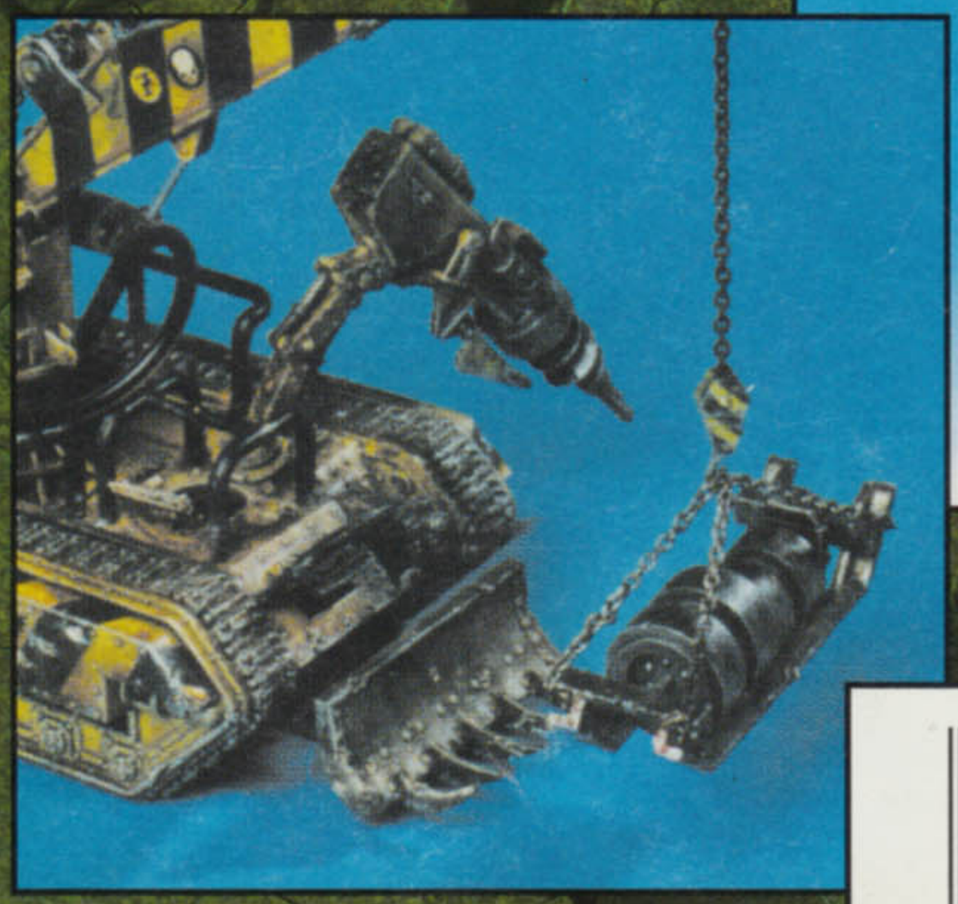
'Stonking' Imperial Guard Engineering Vehicle

by Owen Morris

(Wanna know more? Check out Dok Butcha's clinic, pp92-96, then...)







The 'J.C.B.' even has fully working parts!

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