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TM

Journal

The Games Workshop magazine by fanatics, for fanatics!

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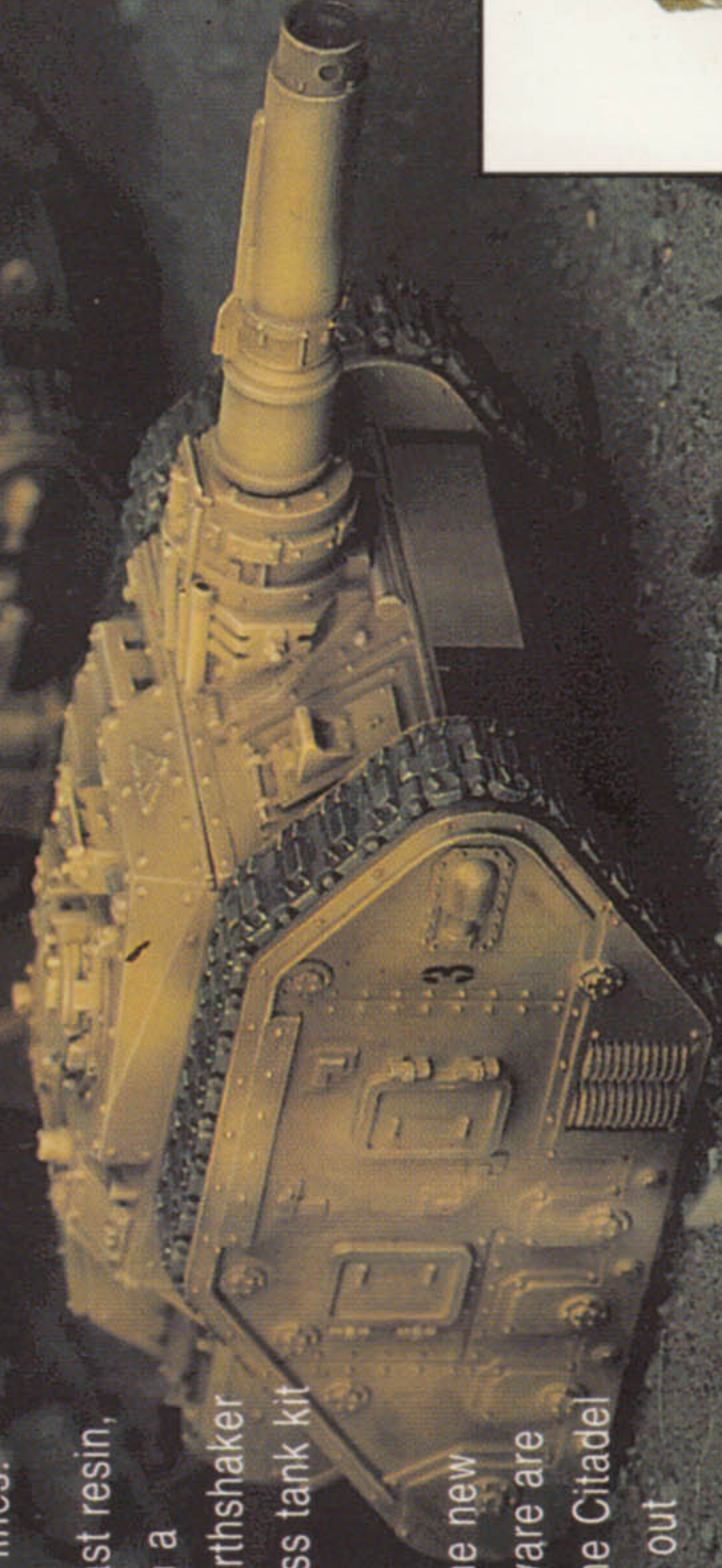
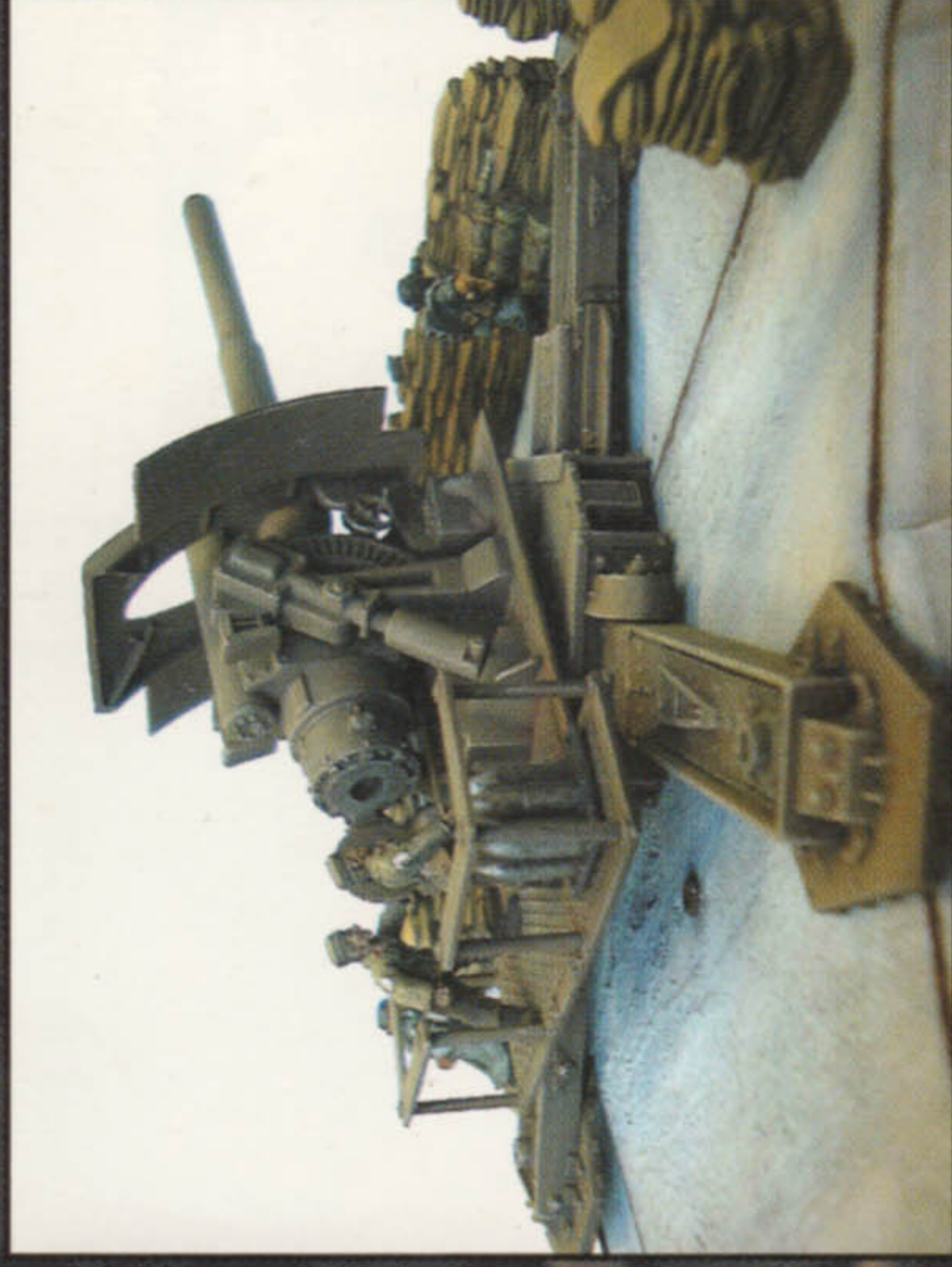
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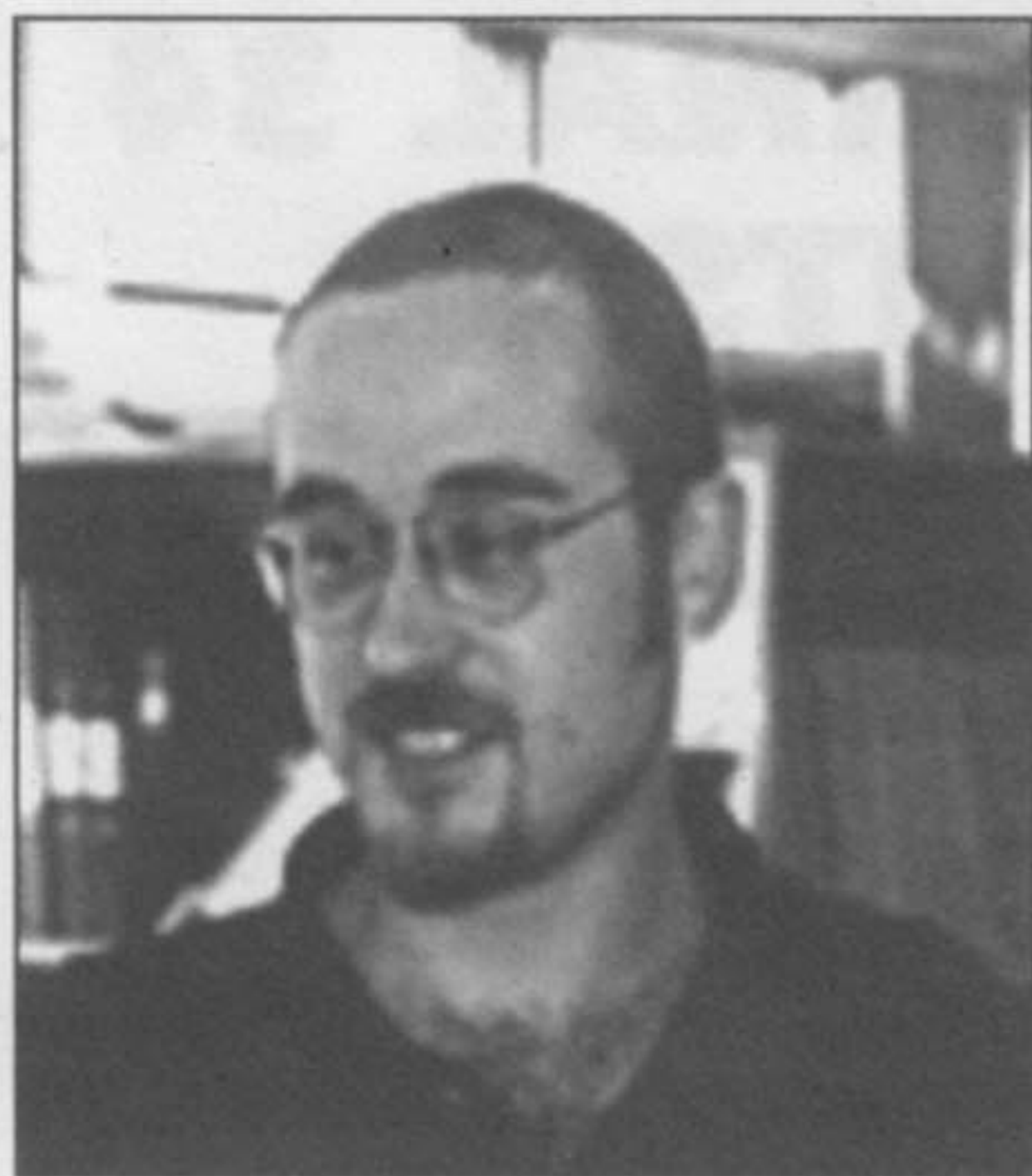
DESTROYER & EARTHSHAKER

The Destroyer tank hunter and Earthshaker cannon platform are the latest fantastic conversion kits to roll off the Imperial Armour production lines.

Made from high quality, cold-cast resin, these conversion kits transform a standard Basilisk kit into an Earthshaker artillery piece and a Leman Russ tank kit into a Destroyer tank hunter.

The rules to use these awesome new pieces of Imperial Guard hardware are available exclusively through the Citadel Journal; turn to page 26 to find out more.





Steve's Slot...

A big hi to all of you who came to the Black Library Open Day here at Games Workshop headquarters on the 4th of July. I think that you'll agree what a crack it was. Amongst all the cool demo games and displays we had some of the Journal's famous faces doing what they do best. Mad Tom Hebblewhite, who's got more 'wafflings' for you in this issue's Dok Butcha, commandeered a corner of the hall and immediately set to sawing, gluing and frothing!

Our Blood Bowl specialist Joel Hainstock was also there, taking time out from university to give his new house rules a test run. Owen Rees, our man from the Outpost club in West Yorkshire popped down for a game of Space Hulk or three and the guys from the Nottingham games club grabbed themselves some of the limelight as well. They all enjoyed themselves so much we hope to see them at Games Day doing much of the same.

As for me? Well, I received a bit of a hammering, at Warhammer that is, from good old Wazza as we played out the (final) titanic battle from the Dark Tide Rising campaign from Journal 31. I nearly had him, I nearly did. Oh well, you can't win 'em all (just once would be nice!).

So, what's happening in this issue? There's your usual truck-load of tightly condensed hardcore hobby madness: Wafflings and modelling in Dok Butcha. There's a complete Dark Eldar Epic army, a sinister scenario for Quest players, rules for campaigning in Space Hulk, Warwick gives you a few tips on how to get your articles published, new creatures and troop types for Wood Elf players (gasp for air!) – plus the long awaited Destroyer Tank Hunter resin kit has finally been released. Hot from the forges of Imperial Armour this resin kit along with the Earthshaker Cannon Platform should get all the Treadheads foaming at the mouth!

Steve

• COMING NEXT ISSUE...

- The Invasion of Tor Yvresse, inspired by the incredible piece of Bill King fiction from the High Elf army book. This full Warhammer campaign pits a sparse handful of High Elf defenders against the might of Grom the Paunch's vast Goblin hordes.
- In 'Eet Seekas' da Mekboyz have been hard at work perfecting 'Orky Knowots' to create guided missiles for Gorkamorka.
- If you thought that the Moot was just populated by lazy, overfed, 'short people', you're sorely mistaken, for the Halflings are going to war with a vengeance in this Warhammer Halfling army list.
- Imperial Armour returns with the majestic Leman Russ Vanquisher, king of tanks and also the Hydra anti-aircraft flak tank.
- Halflingtastic! Rules for using warbands of bun-eating Halflings in Mordheim in 'Knights of the Kitchen Table'.
- 'Exodites' brings you the long awaited Exodite army list for Epic with rules for Eldar Knights and huge Megasaurs.

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

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Codex Tacticus

New Missions for Warhammer 40K

by Jonathan Holloway

Hi, I'm Jonathan, I'm aged fifteen and from Clanfield in Hampshire. I play Warhammer 40,000, Gorkamorka, Battlefleet Gothic and I am intending to start a Bretonnian army in Warhammer.

One of my favourite pastimes is writing new scenarios for the games I play, along with new Characters and Space Marine Chapters. Unfortunately, I have a very beardy friend who is so

narrow minded that he says that I cannot do this because it's not in the rules and generally makes a fuss. I would be well pleased if any of my house rules and scenarios got into print because it would irritate him immensely. (Your wish is our command, Jonathan – especially if it's going to annoy a 'dyed in the wool' beardy who's too stubborn to spice up his games by just trying out a few new rules – Ed.)

In 40K I have an Ultramarine army led by the best swordsman in the Chapter, Captain Caldius of the Second Company. His greatest achievement was saving the life of Blood Angel Commander Dante by slaying fourteen Khorne Berzerkers in Single combat. In return for his almost 'Blood Angelic' skills at close quarter fighting he was awarded a single Baal class Predator by Dante and they swore an oath of friendship (this is a very, very cheap excuse for me having a Baal predator in my army) (*Er... I think I'm getting a bit narrow minded here Jonathan,*

that's not just a cheap way of using a Baal class Predator, it's somewhat cheesy to – Ed).

My two regular opponents are Ben and Gareth. I can't remember the last time I beat Ben, ah yes, it was that Gorkamorka game when I just picked all the scrap in the immediate vicinity and legged it as fast as I could towards the nearest table edge. Gareth, from here on is to be known as 'his Beardiness'. For example, when I read him the bit on rule amending in the back of the new rulebook he replied 'why bother making this book then?' Never mind, he specialises

in twenty-nil defeats (at the hands of Ben). He currently goes round calling you a 'woman' if you even mention anything remotely made up.

With the advent of the new 40K, I am sure many of you have dug up and blown the dust off your old armies after playing Gorkamorka and Warhammer for a year-and-a-half, getting fed up of spending an entire afternoon working out one movement phase. I know I have. The new rules allow much more flexibility with the force organisation charts (we want more heavy support slots!!) but it is now virtually

imperative for you to play a mission. Straight battles where one side stands at one end of the table and blasts the brains out of the opposing army and vice versa until one (or both) of the armies have been completely annihilated or until you can think of something better to do are all very well, but it does not help build experience (this is why I always lose methinks). It is much more rewarding to play a mission with specific victory conditions. This takes a little more organisation and a slightly longer time to set up, but the end result is worth it.

I always find it more interesting to invent little extra rules to the original missions to make the game more interesting. This leads on to making up your own missions for battles. If you intend to do this I would suggest reading the 'making your own missions' part of the rulebook before you do so. This article was my main inspiration, but I have always been fond of making up new rules for 40K. Up until now they have mostly been new special characters but after reading the bit in the rulebook I decided to try my hand at mission writing.

For any would-be mission writers out there I would offer this candid advice:

- Try not to include too

many scenario special rules, as this will take up time during play.

- In a mission with attackers and defenders try to make it, so it is humanly possible for one side to win. Not a complete walkover by one side (normally the attackers).
- Choose an appropriate force organisation chart, ie. a mission that is a toe-to-toe slugging match will not be a raid.

Here are three missions that I have written:

Bridge Assault Mission

TYPE: BATTLE

This mission depicts the battle of Brettan Gorge which took place East of Hades in the Armageddon campaign. Towards the end of the campaign, when the Space Marines were driving off the last of the Orks, a vital supply bridge manned by a small Ultramarine force commanded by the then Veteran Sergeant Caldius, was counter-attacked by a massive horde of Orks in a last ditch attempt to win. The Ultramarines defended the complex bravely and due to the good command of Caldius they held out until a Blood Angel force led by Dante himself arrived to support the wavering Imperial defence.

My inspiration for this mission came from the

example of a type of mission you could write in the 'making up your own missions' part of the rulebook and the film 'Bridge Over the River Kwai' which I have seen at least twice.

ATTACKER'S OVERVIEW

You have caught the enemy and they must face a battle on two fronts. Your orders are to take possession of the bridge and hold it. Beware though, for enemy reinforcements are on their way.

DEFENDER'S OVERVIEW

The enemy has caught you in a crossfire – this cannot be allowed to continue. It is vital that a steady supply line is kept open. Heavily outnumbered and likely to be overwhelmed you must defend this bridge at all costs.

SCENARIO SPECIAL RULES

Bridge Assault Missions use the *Random Game Length*, *Infiltrators* and *Reserves* scenario special rules.

The Bridge: The bridge has two gun emplacements armed with Heavy Bolters (or a suitable equivalent for other races) in the positions indicated on the map. These emplacements have an Armour Value of 12 and a Bs of 3. Any Glancing Hits will stun the emplacements and any penetrating hits will destroy them.

Fords: The attacker may place up to 10" of fording across the river. The ford(s) must be at least 6" from the bridge. The river is impassable, and the fords count as Difficult Ground.

- SET-UP** (see map below)
1. The attacking player places 10" of fording across the river.
 2. The defender deploys D3 + 3 units on or within 6" of the bridge. The rest of the defender's units are held in Reserve.
 3. The attacker deploys his entire army no more than 12" from his table edge.
 4. The player's *Infiltrators* get one free movement phase. If both players have *Infiltrators* roll a D6, the player with the highest score may move his first.
 5. The attacker has the first turn.

MISSION OBJECTIVE
If the defenders have a squad with no more than

50% casualties or a mobile vehicle on or within 6" of the bridge at the end of the battle they have won, otherwise the attackers win.

RESERVES
The defenders Reserves move on from his table edge.

GAME LENGTH
The game lasts a variable number of turns.

LINE OF RETREAT
Troops which are forced to Fall Back will do so towards their own table edge by the shortest route. Defenders on the attackers side of the river will Fall Back towards the bridge, not the table edge.

- Interesting Modifications:**
- Rules for the Attacker laying charges on the bottom of the bridge by sailing under it in a boat.
 - Having a train or something that the

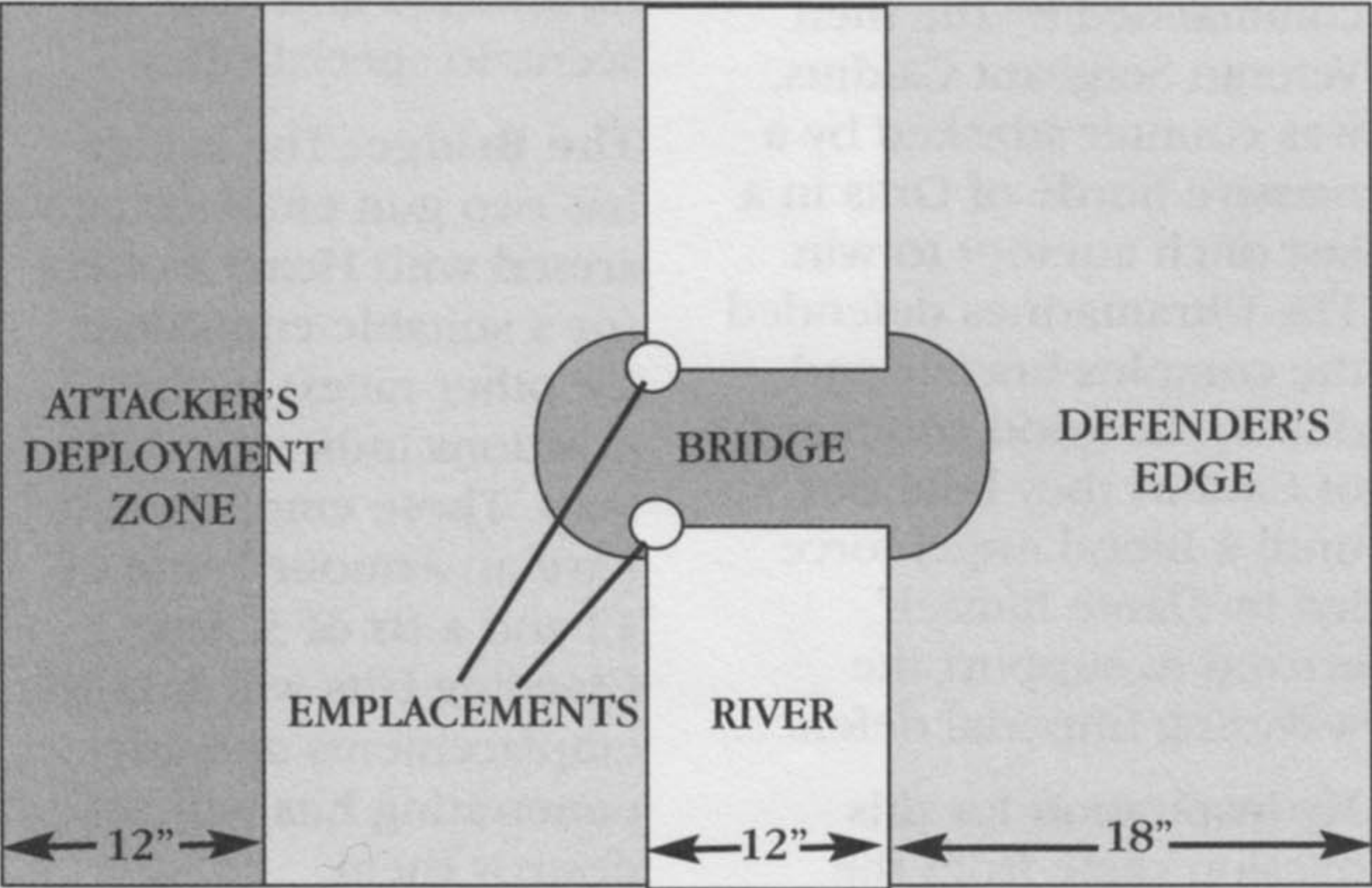
defenders must attempt to get across the bridge safely.

Spaceport Assault Mission

MISSION TYPE: RAID
This mission depicts an assault on a spaceport, landing beacon or other related facilities. The defenders' deployment zone should be deliberately impenetrable because, if he keeps rolling ones, he doesn't get any reinforcements against the attackers continuous assault. My inspiration for this mission came from the references throughout the rulebook to spaceport attacks and you could use it in conjunction with the new Battlefleet Gothic rules in a sort of multi-game campaign like the sea battle at Games Day '98 (which I played for about an hour and a half) where we had to stop the Ork landing barges getting off the table.

- Interesting Modifications:**
- Sacrifice the continuous assault for more anti-aircraft fire so that transports are destroyed on a roll of 1 or 2.
 - Have two spaceports and randomly determine which one the reserves land at.

ATTACKER'S OVERVIEW
You have located the spaceport the enemy are



using to land their troops and supplies. Destroying this facility would be a serious tactical blow to the enemy and could lead to victory.

DEFENDER'S OVERVIEW

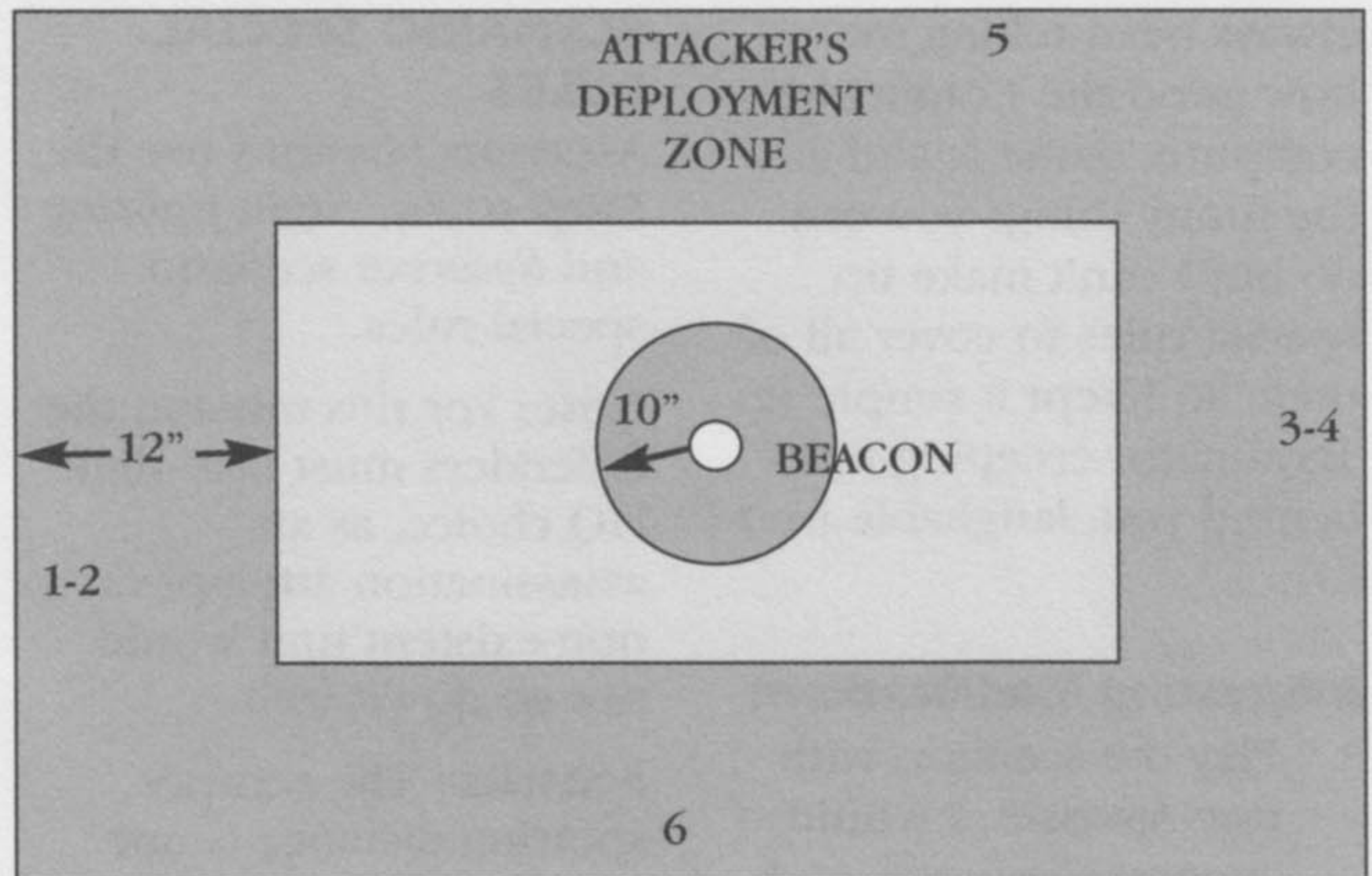
The enemy have discovered the spaceport used to supply your troops and bring in reinforcements. For this facility to remain operational the landing beacon must remain functional. Reinforcements should be arriving as soon as possible but anti-aircraft fire is high and so you must hold this vital link to the war effort for as long as possible.

SCENARIO SPECIAL RULES

Spaceport Assault Missions use the *Reserves*, *Deep Strike*, *Fortifications* and *Sustained Attack* scenario special rules.

SET-UP (see map above)

1. The defender deploys at least one of his Troops and one of his HQ units within 10" of the beacon. The rest of his units are in Reserve.
2. The attacker rolls a D6 for each of his units, the number indicating which table edge the unit is deployed on.
3. The attacker deploys his entire army within 12" of the indicated table edge.
4. The attacking player has the first turn.



MISSION OBJECTIVE

To win the battle, the attackers must destroy the beacon. This can be done by placing demolition charges on it. To place a demolition charge successfully, a model must Assault the beacon in its Assault phase and remain in contact until its next Assault phase. At that point the charge is set and – Boom! the beacon is destroyed accompanied by much swearing and cursing by the defending player. For this mission only attacking Elite and HQ units have demolition charges. If the attackers fail to destroy the beacon then the defenders win.

RESERVES

'Recycled' attacking units enter from a random board edge.

Defender reinforcements must be deployed within 6" of the beacon. In addition, roll a D6 for each defending unit attempting

to enter the battlefield. On a roll of a 1 their drop ship has been shot down and the units may take no part in the battle.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Attacking units that are forced to Fall Back do so towards the nearest table edge. Defending units Fall Back towards the beacon.

Assassin's Mission

TYPE: RAID

I've always liked the story in the old Tyranid Codex where the squad of Terminators is teleported into a cathedral to root out the Genestealer infestation. It mentions missions deep behind enemy lines as a *Raid mission* but there are none, so I thought I would write a 'Commando Raid' style mission (Terminators would make very amusing commandos!). People have

always been telling me how good the Commandos computer game is and all the funny things you can do but I can't make up special rules to cover all of them so I kept it simple (a Terminator creeping up behind you, laughable isn't it?).

Interesting Modifications:

- Play the scenario with one Assassin, I would suggest Vindicare, and see how long he lasts!
- Remove the Reinforcements rule and use the normal rules for reserves.

ATTACKER'S OVERVIEW

You have been dropped deep behind enemy lines. You must eliminate the command structure of the enemy in this sector so that a full assault may commence. Reinforcements are standing by, use them at your discretion but beware, the enemy camp is not lightly guarded.

DEFENDER'S OVERVIEW

Your intelligence has reported a possible planned assassination attempt on the Commander of this sector. You do not know if this information is legitimate, but you must take appropriate action. The command structure of the army must remain intact.

SCENARIO SPECIAL RULES

Assassins Missions use the *Deep strike*, *Night fighting* and *Reserves* scenario special rules.

Note: For this mission the defenders must take their HQ choice, as an assassination attempt on a non-existent unit would not go down well.

Sentries: The sentries spotting distance is not impaired by night as they carry torches, infra-red goggles or other night vision equipment

SET-UP (see map below)

1. The defender places his entire army no more than half the battlefields width from his board edge.
2. The defender then places his sentries. These may be placed no more than 6" away from the defender's deployment zone.
3. The attacker deploys D3 + 3 units anywhere on the

table but not within 12" of the defender's deployment zone. The rest of the army is held in reserve.

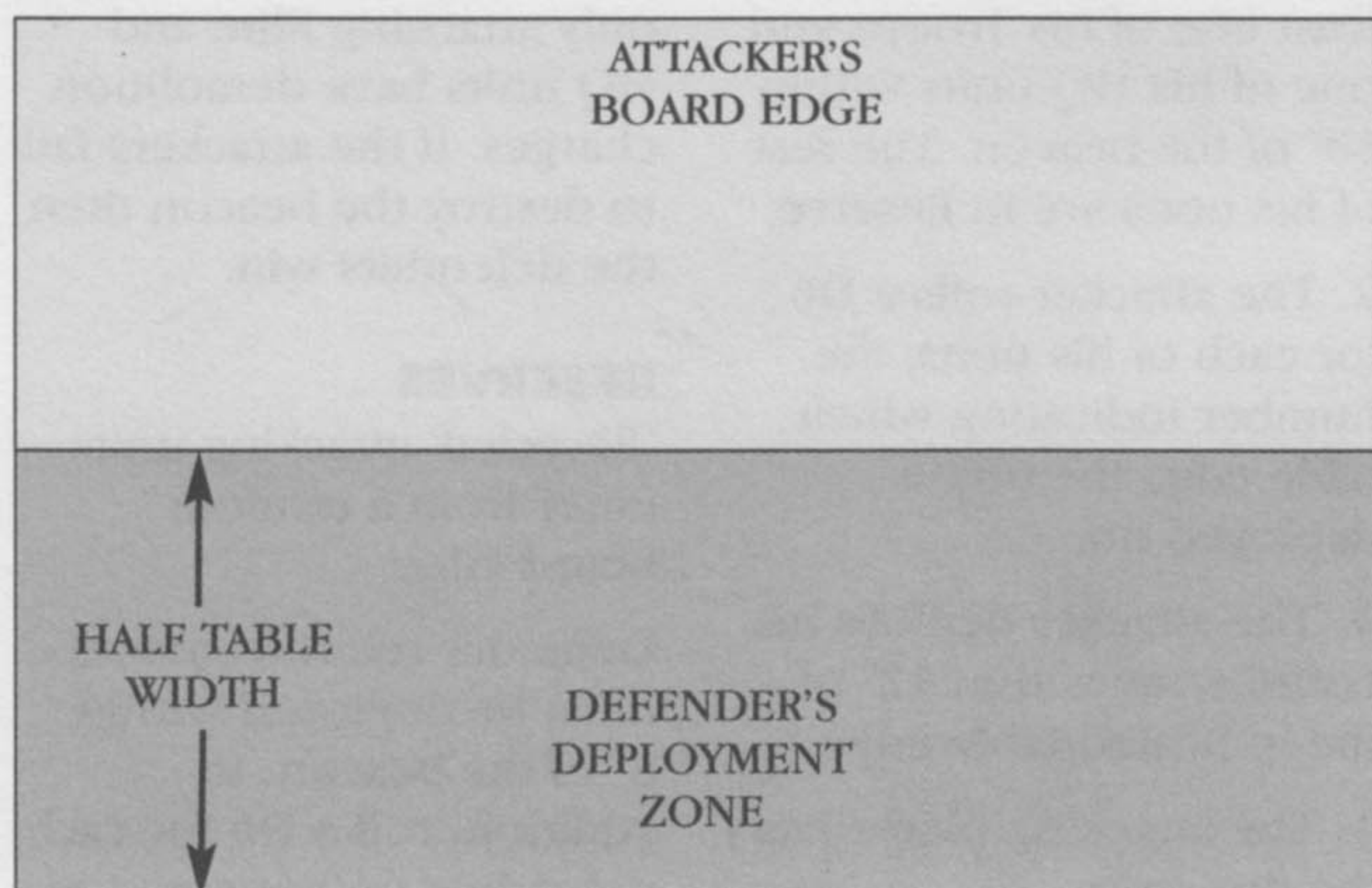
4. The attackers have the first turn.

MISSION OBJECTIVE

The attacker must wipe out the defender's HQ. It is therefore in the defender's best interest to take a Command Squad for their Commander. If the attackers eliminate the enemy HQ then they win. If any model in the HQ is still alive at the end of the game then the defenders win

RESERVES

The attacker may 'call' for his Reserves from the second turn onwards. Until the attacker calls for reinforcements, no attacking units may make rolls to see if they arrive. When (or if they arrive) they deploy on the attacker's board edge.



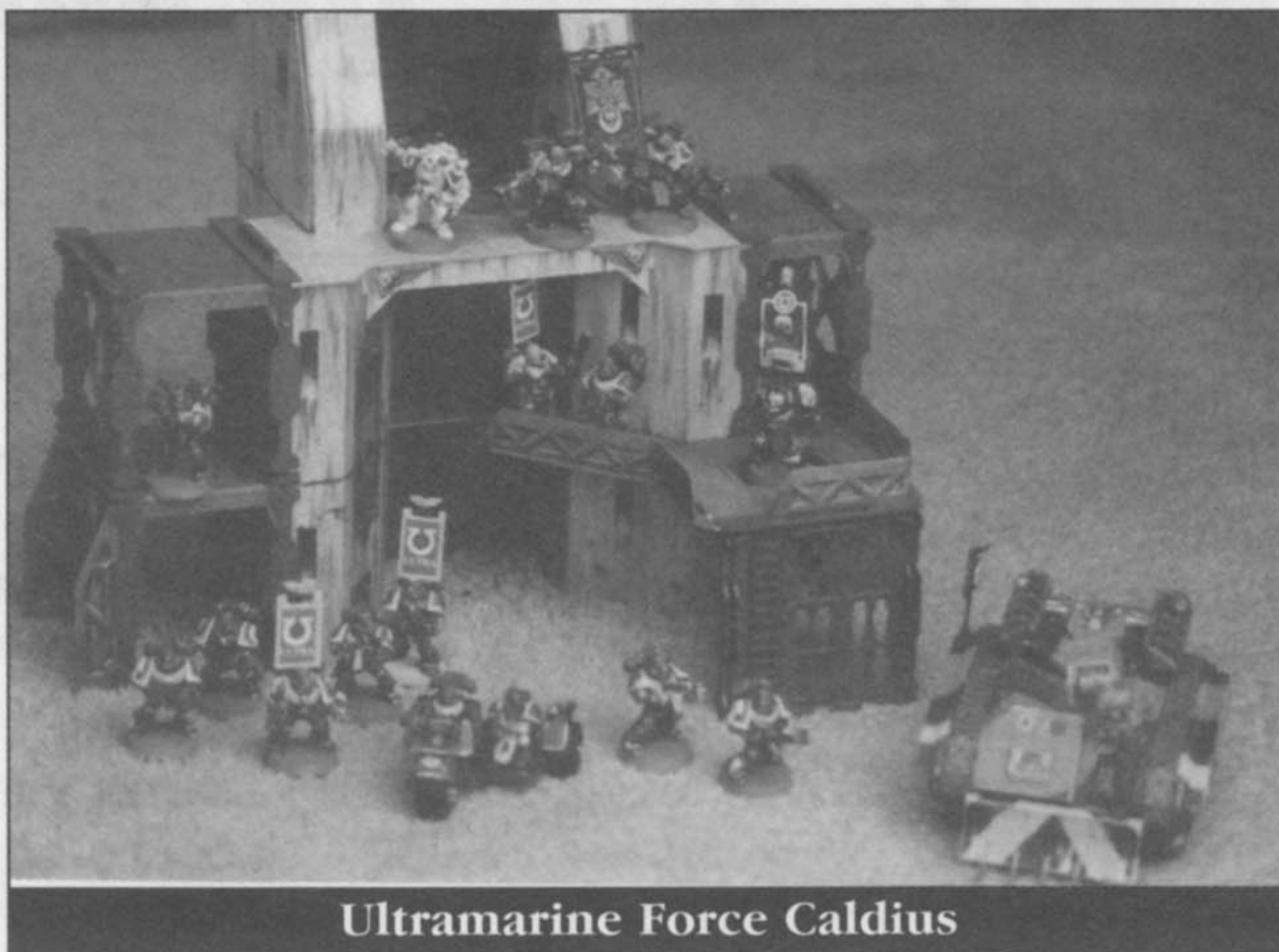
GAME LENGTH

The game lasts for 4 turns after the alarm has been raised.

LINE OF RETREAT

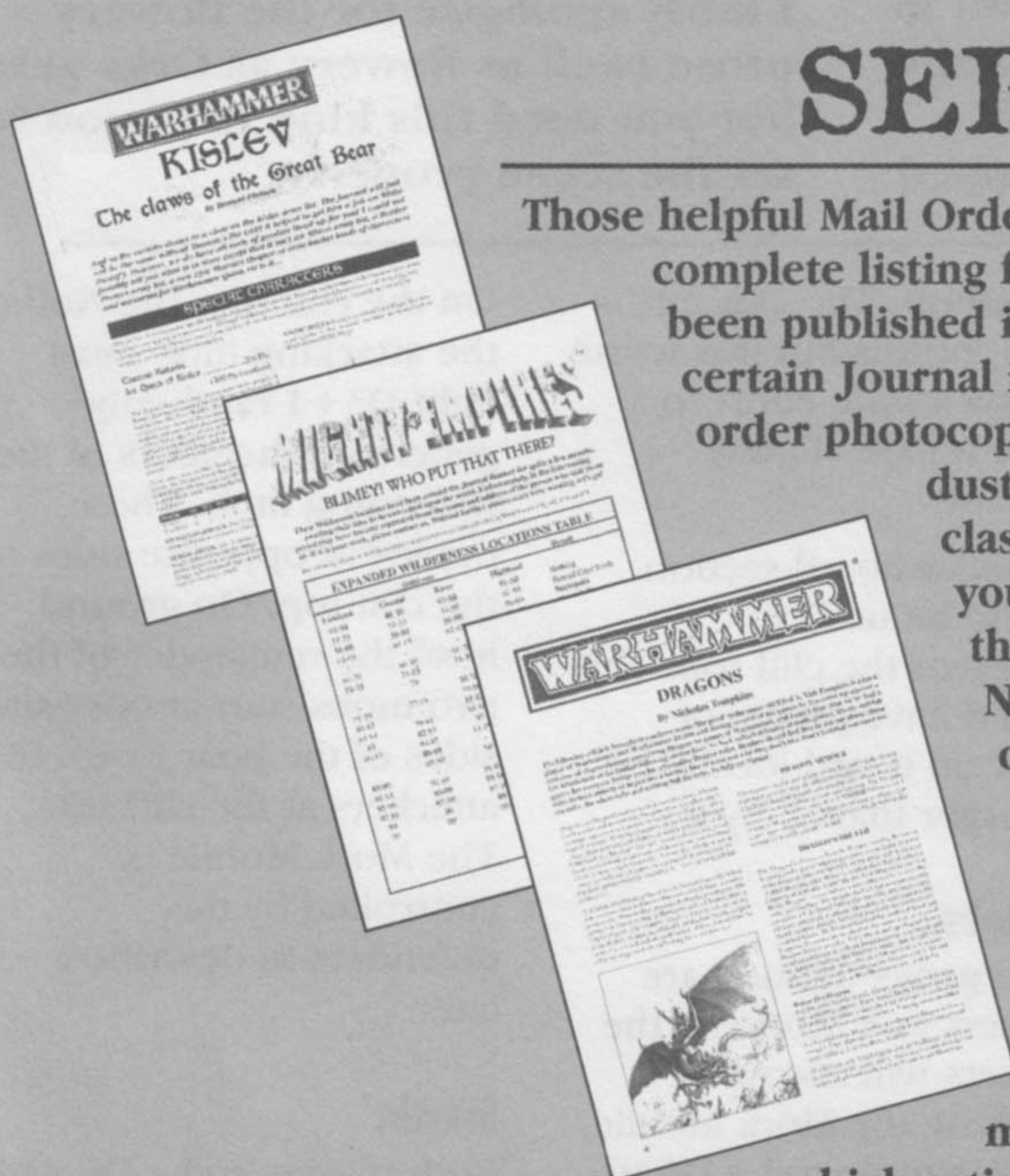
Units that are forced to Fall Back do so towards their own table edge.

So there you are, Jonathan Holloway's guide to writing a 40K mission. I hope I have given you some inspiration. So why not annoy those beardy players everywhere and have a go yourself?



Ultramarine Force Caldius

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



Da Mork Mobile

A titanic, monster truck scenario

By James Griffiths

Da Details - I have been playing Games Workshop games for ages (Since the birth of Heroquest!) and painting and converting for about the same amount of time. I have Chaos, Eldar and a beloved Dark Angel force for Warhammer 40,000 and a small but growing Bretonnian army for Warhammer. Gorkamorka and Necromunda rank highly in my all time favourites list, but my favourite game ever is Warhammer Quest. I'm renowned as an evil games master. (I even made a bleeding final opponent in a Christmas scenario, in the shape of a deranged Reindeer, which when killed, had its head snapped

off to reveal the pre injected red ink which seeped out!) (*Mmm, lovely, James just keep taking the medication - Ed.*)

The Mork mobile originated as a Games Day project and was constructed by my mate Kevin Platts and myself also includes a large base and Mekboy workshop with all of the trimmings. We only just managed to complete it in the evening before Games Day. Needless to say we were knackered!

I must apologise for the flowery prose (well as flowery as Orks get), but you need this kind of jargon to set the scene properly.

Introduction

Trying to steal scrap from a Mek as cunning as Snotgrat takes a lot of brawn but a whole lot more brain!

Special Rules

This scenario uses the Bottlin' Out special rules.

Da Desert

The main body of the mobs start on a normal sized board. A cliff should be represented on one end of the board and on the opposite side, a model should be used to represent Mek Bad Nutz'

Workshop. The Ork fort is ideal for this but it is worth adding a little effort to make it look slightly wrecked.

A smaller board section should be used to represent the cliff top. This should have plenty of cover on it and ideally be no larger than 2' by 2'.

Da Mobs

If the gangs fighting are Gorkers and Morkers, the Gorkers will always be attacking the Mork Mobile. If not, simply roll a D6 to decide who is attacking.

On the cliff top, the Nob of the attacking mob must fight D3+1 randomly generated members of the defending mob. These deploy at opposite sides of the cliff top. On ground level the remainder of the two mobs start at opposite sides of the board with the attackers at the cliff side. The Mork Mobile is controlled by the defenders as described later.

Startin'

Both players roll a D6 with the defender adding +2.

'WOTZ 'EE DOIN IN DERE DEN?'

Boss Badsnik muttered to himself. 'Eze been workin' fer munfs an' I avent even seen 'im once.'

'Eze workin' on a real spechul fing boss. I've heard iz Grotz mutterin' 'bout an uge trak bigger than anyfink deyv seen before.'

Badsnik turned quickly, hand moving for his modified slugga. He thought he had been alone.

'Wot da ell are you doin ere Snograt? I nearly blew yer ead off!'

'Well, as the voice of Mektown,' snorted Snograt in a tone of voice far more suited to a snot, 'I 'ave to do a litul investgashun ta see wots wot every so often..'

It was true, if you wanted to know anything happening in Mektown you went to Snograt, but this wasn't Mektown, and there was no way he could have got out here without a vehicle of some kind. Badsnik was no fool, in contrast, he was especially cunning for a Gorker, and knew this, but he wanted to see what the Ork had to say for himself before he made some new boots out of him. The Nob's gang, loitering on the desert floor below, were waiting for his signal to raid the Mek's workshop anyway.

'I rekun dat 'eze boardin' scrap in dere an I wanna get it.' Badsnik said with a large grin.

'Dat's a cunnin plan boss but dere are sum problemz.' A sneer spread across Snograts face. 'Furstly yer right about da scrap, but yer gonna 'ave ta fight fur it and second ya..'

'Wot?' Badsnik interrupted, 'Fight scrap?'

As if to answer his question a huge rumbling erupted from within the workshop, deafening even to his ears.

He heard the driver gun the engine a few times and then with a deafening crash the entire wall gave way and a huge 'mechanical building' pummelled its way through the wreckage. Smoke billowed from its engine and the tracks ground round with a painful screech. The bulldozer blade dug itself deeper and deeper into the sand and all the while the stylised head of Mork mounted on the front grinned menacingly.

Badsnik looked on in awe. Suddenly he heard a higher pitched engine roar and looked on proudly as his gang hurtled forward, buggies and bikes careering across the sand. The huge tank hadn't picked up speed yet and was going to be easily boarded by his boyz.

Just as Badsnik was laughing to himself shots began to explode everywhere. His gang was being attacked from both sides by the Choppas.

'I fought better of you den takin' sides wiv a pafetic Morker mob Mek,'

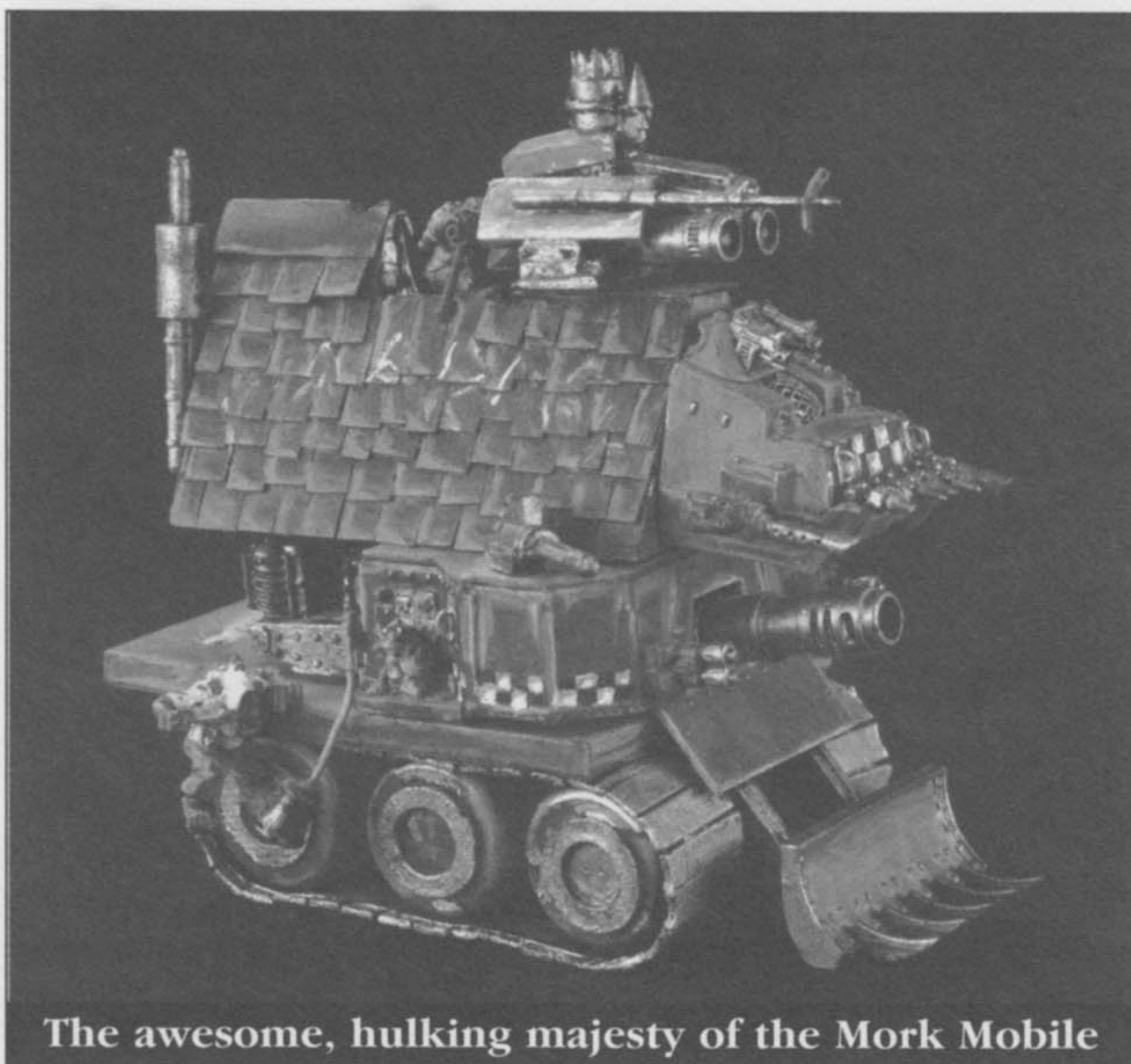
Badsnik spat as he levelled his gun and peered down his teleskopik sights.

'Time ta say goodbye!'

Before he had a chance to pull the trigger a shot slammed into Badsnik's shoulder. Diving behind a nearby rock he saw Snograt running to join the group of Morkers lying in ambush.

Over the gunfire he could just be heard sniggering, 'As I was sayin', an' secundly you've got plenty of firepower aimed right at your ead!'

With a snarl Boss Badsnik opened fire...



The awesome, hulking majesty of the Mork Mobile

The player with the highest score goes first.

The two skirmishes are fought separately. The mobs go first followed by the conflict between the Nob and his opponents – these are in effect two separate fights because of the elevation of the cliff.

Da Mork Mobile

Before either gangs' turn the Mork mobile moves. It is treated as a normal Trak except that it has extensive modifications made to it as follows:

Much 'Eavier: The Trak has modified armour and different locations.

D6

1 Crew (Mek Bad Nutz (Normal Boy'z profile) – Armour Value 12.

2 Fixed Weapon (Randomly generate) – Armour Value 12.

3 Head – Armour Value 9. Takes the same damage effect as the engines because the head stores the Steerin' Droid

4 Trak – Armour Value 12

5 Roof – Armour Value 11. Takes the same damage effect as the engine as the roof contains links from the engine to the Steerin' Droid

6 Engines – Armour Value 15

Slower: The Trak has a move of 5" and has no thrusters.

Ramming: The Mork Mobile never suffers damage when ramming and adds +2 to the normal

damage caused by ramming.

Extra Gunz: The Mork mobile has a huge weapon mounted on its roof, 'Mek Bad Nutz Pulsa Killa', two sets of linked-Shootas on the head, two Scorchers below, a modified rocket launcher with +10" to its long range and one set of linked-shootas mounted on the sides.

Mek Bad Nutz Pulsa Killa: Same rules as 'Eavy Shoota but +1 Strength, a save modifier of -4 and causes 2 damage. It does however, take a whole turn to recharge.

Endin'

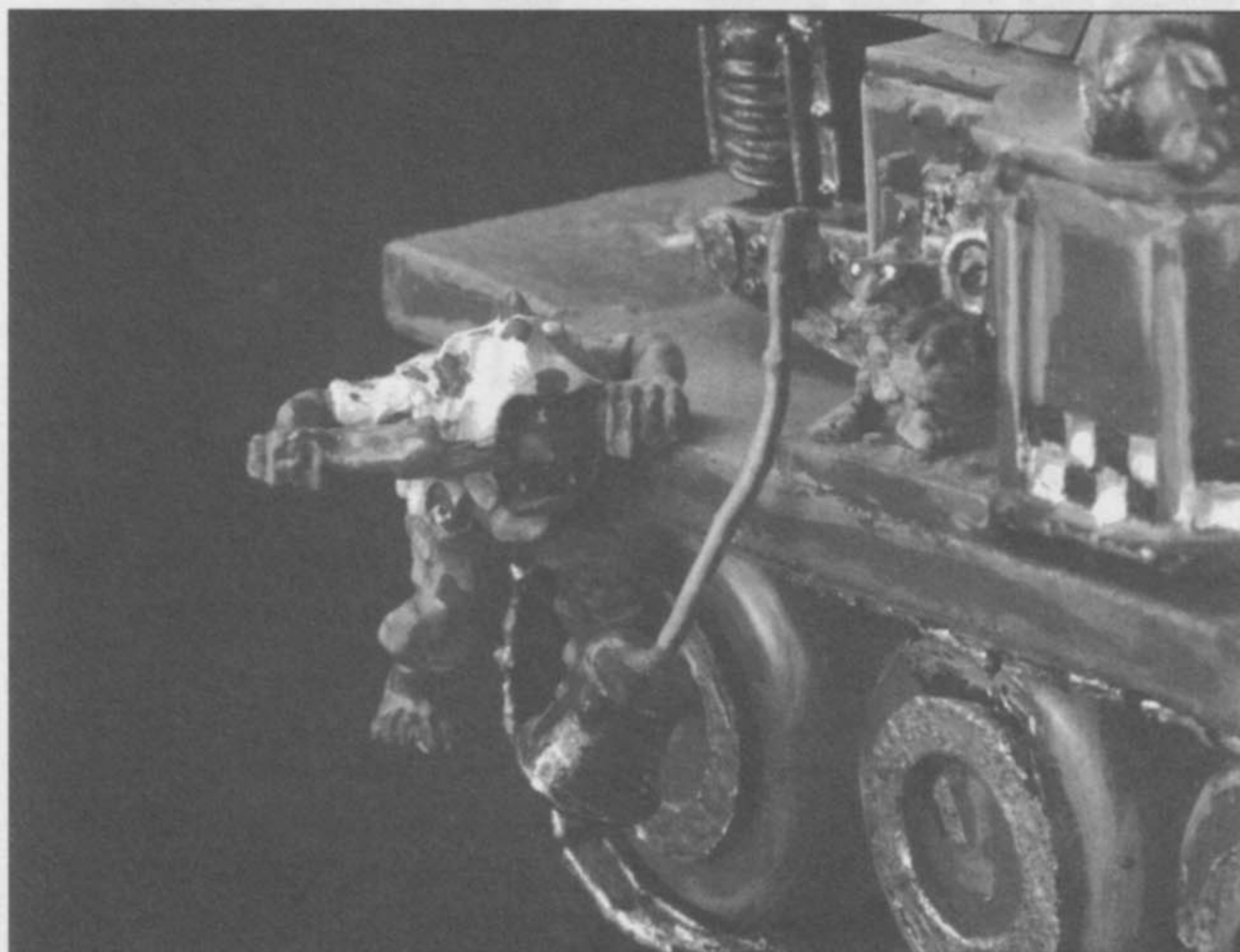
1. Either mob fails its Bottle test or chooses to bottle out.

2. The Mork Mobile is destroyed by the attacking mob, at which point the defenders flee automatically.

3. The attacking Mob wins immediately if they manage to kill Bad Mek Nutz.

Income

If the defenders win, Mek Bad Nutz rewards them and drives off in the Mork Mobile to 'spread da word'. The mob gains 4D6 teef extra worth of scrap. If the attackers win they plunder 6D6 extra teef worth of scrap, unable to work out how to use it they destroy the Mork Mobile and the workshop.



Give it a coat of paint cos red ones go faster!

Experience

Warriors that took part gain experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior gains 5 extra Experience points for each wounding hit he inflicts during battle.

+5 Penetrating Hit

A warrior gains 5 extra Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning mob earns 10 points.

+ 10 Killing Mek Bad Nutz

If the Nob manages to kill

Mek Bad Nutz he earns 10 points.

Tips

Don't play this scenario if you're looking for low casualties. It is more than likely that the attackers will suffer serious damage on the ground, and unless their Nob is extremely experienced, on the cliff top as well. If you find the

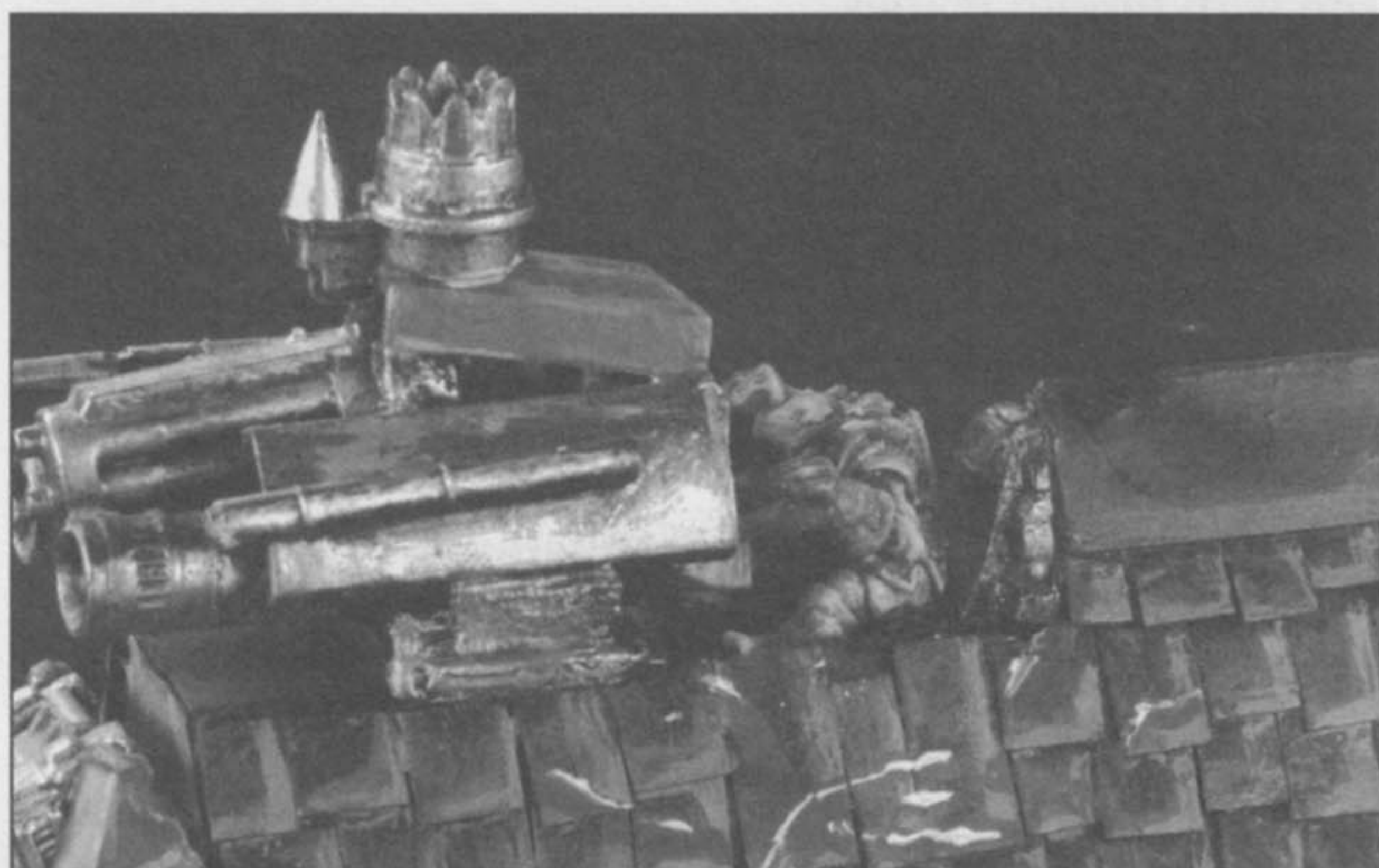
attackers can't cope on the ground then make the Mork Mobile appear on turn 1 on a D6 roll of 4+ and reduce the required number each turn. If the Nob on the cliff is having difficulty reduce his opponents by one.

In the end however, it is extremely satisfying to play the battle properly and this is especially true if your Boyz on the desert floor are getting annihilated and your Nob manages to beat his opponents and win the game with one well aimed shot.

One final point, make sure there's tons of cover on the cliff to give the Nob a fighting chance, and put plenty on the side of the attackers on the main board.

Enjoy yourself and remember the old Ork saying...

WAAAAARRRGGGGCH!'



How many shootas can you nail onto one trukkk?



HIVE CONSTRUCTORS



Necromunda terrain building, part II

By Bimmer and Bubbles

Here's the second installment of what we thought was possibly the best Necromunda (and GW in general) terrain

building site on the web. If you're on the net and you haven't checked it out yet – do it NOW!

Introduction

We welcome you to one of the best sources of wargames terrain modelling on the net. Within these pages you will find tips, tricks and guides for beginners as well as experienced modellers. If you have any comments or suggestions regarding this site, or if you have a question or simply want to talk about terrain building please feel free to send us an E-mail.

We have been filling our site with terrain guides, inspirational photos and maybe a few jokes. Along with these you will also find our site to be the internet's most comprehensive list of tools and materials, complete with pictures and descriptions.

If you have any tips or ideas you would like to share with other terrain builders, or if you have made a complete guide yourself, please e-mail us

and tell us about it, we would be happy to hear from you.

Remember, we are always open to any suggestions, tips, tricks, ideas, etc... AND we love 'talking' to people from around the world who enjoy the hobby, so if you just want a friendly 'conversation', and not necessarily want stuff put on the pages, please don't hesitate to contact us!

Send your comments to:
Comments@hive-cons.dk.

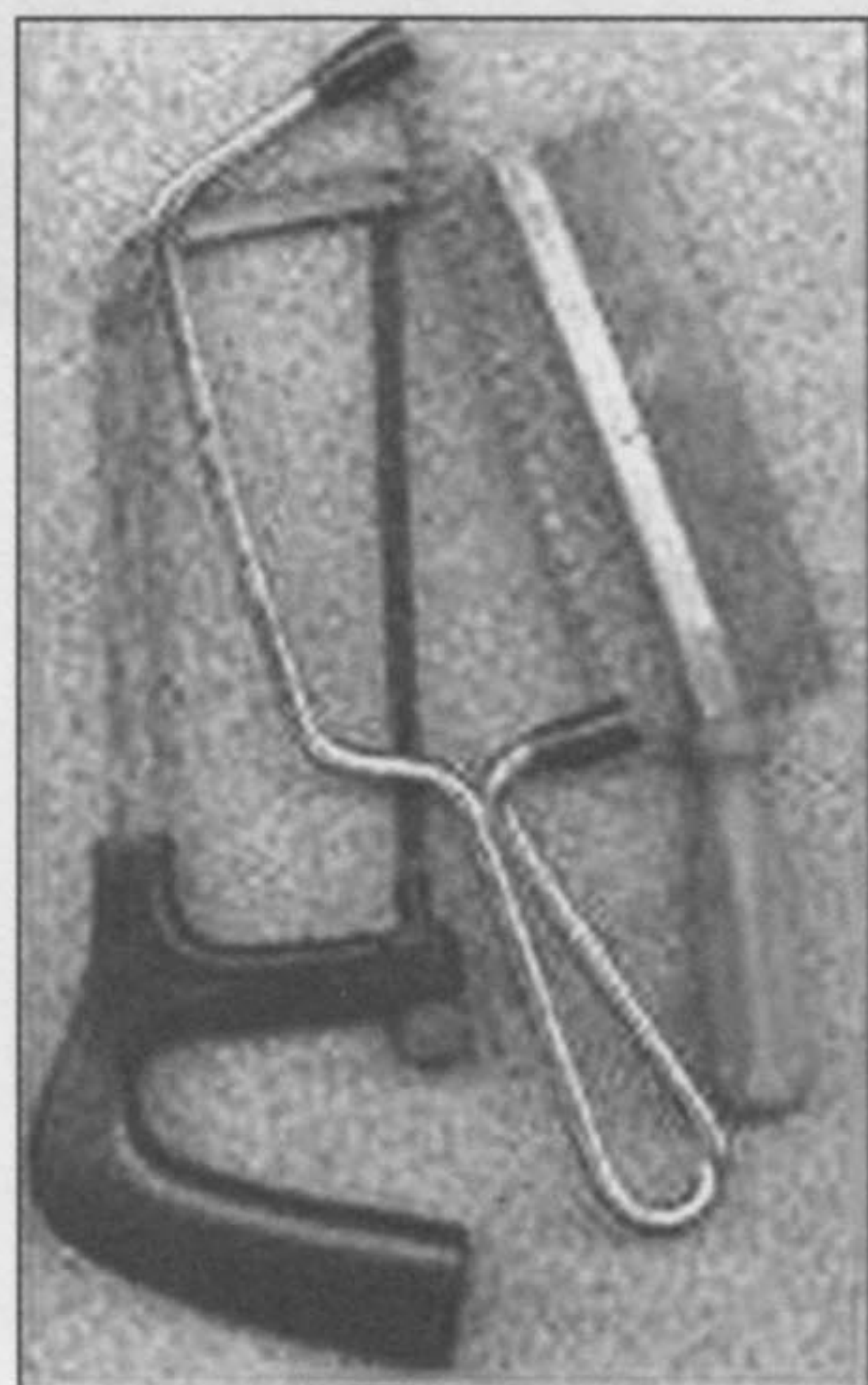
Tools

Here you'll find a listing of the different tools we have found useful in our constructions.

Saws

Different types of saws are a must. Small rough saws for cutting plywood, fibre board, or plastic tubes.

A thin razor saw for cutting balsa wood is also very useful. The razor saw is



also useful for making clean cuts when nicking bits (i.e. heads) from miniatures.

Hot Glue Gun

This is a very versatile tool indeed, and an absolute must for any serious modeller.

The Hot Glue Gun is a fast and strong alternative to P.V.A. glue. It's not too hot for gluing polystyrene which is very handy. The fact that the glue dries in



under a minute makes it ideal for the impatient modeller (and who isn't impatient to get on with it, when you have a great idea brewing in your head?)

In addition, this type of glue is excellent for modelling in itself. Use it to make effluent from a punctured or broken pipe. Or make alien plants by applying it in long stripes and sprinkling with sand before it dries up.

Glue

Let's face it... You'd get nowhere without glue! Banging things together until they stick, may be alright for Orks, but we prefer something a little more permanent.

You'll need several types of glue:

P.V.A.: (Poly Vinyl Acetate – thanks Jerry!). Sold either as wood-glue or paper-

glue. The glue is white, but dries as a clear bond. Good for cardboard, polystyrene and balsa.

Also, it is by far the best glue for flocking bases or structures. P.V.A. glue can often be found in DIY stores in big one litre bottles, which is far better for your economy, since you'll most likely be using it a lot!

Paper glue: comes in many forms (e.g. bottled/tubed etc.) but for gluing bits of paper or cardboard onto your models, the easiest type is the one that comes as a small stick – much like a deodourant.

Superglue: The friend of modellers. Dries in a few seconds, and gives a very strong bond. Be careful when using this however, as it works very well for gluing human (and we use

the word human in the broadest possible terms) skin. Since walking around with a pair of tweezers stuck to your fingers looks a bit foolish, you should always make sure to wipe off the glue instantly, if you get it on your skin. If you have no tissue nearby, try putting water on the spot (DON'T put it in your mouth). This dries up the glue – which doesn't feel too nice, but at least you won't stick to the table.

Soldering Iron

You can use this for soldering bits of metal, like chains or pipes.

Another use for a soldering iron is melting parts of miniatures, or making 'battle-damage' on plastic terrain parts. You can make some pretty interesting Melta-Gun holes with this.

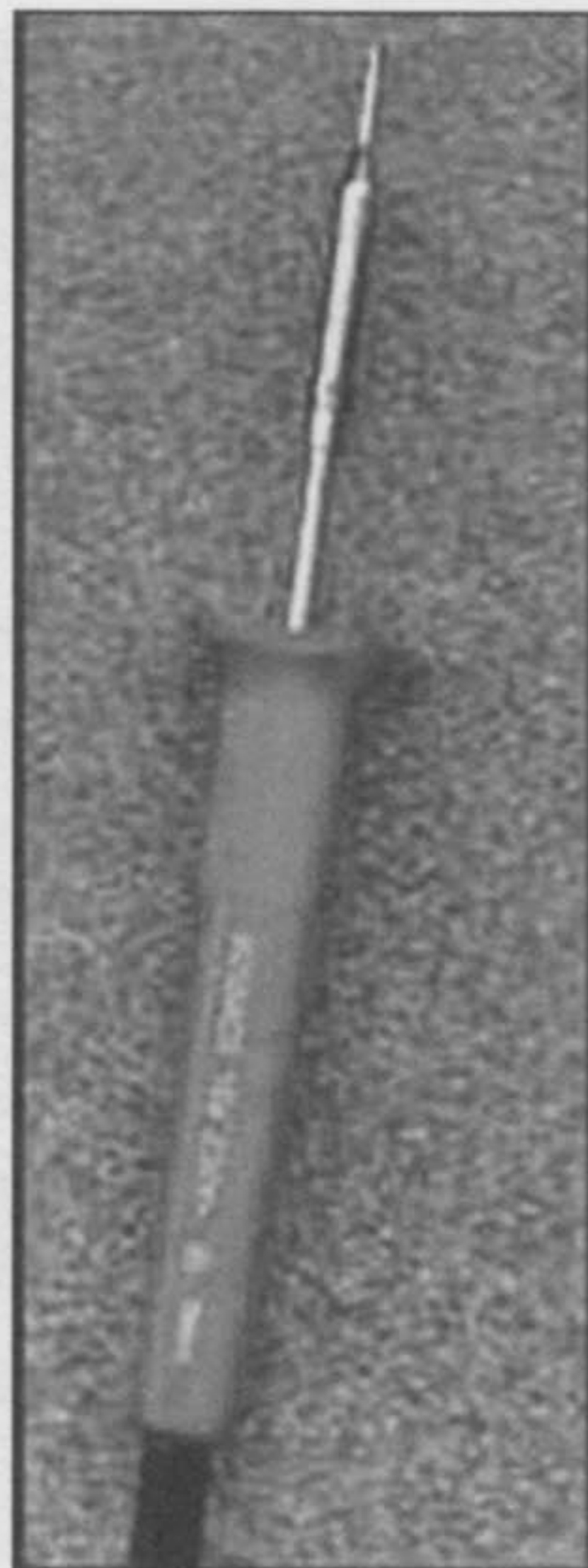
Sand Paper

Different grades of sandpaper are good for two things: Smoothing edges on your models – be it wood, plastic or polystyrene. Roughing up the surfaces of plasticard, if for instance you are using it as a base for a project, and you want it to look worn.

Steel Wire

Useful for holding larger parts together while gluing.

Also makes a simple way to hang up pieces for spraying or drying. Could



Hive Constructors Inc.

also be used directly in the modelling, representing either rope or wire.



Bandages

Many of the tools are sharp or pointy, so sooner or later you are going to need these! (It's a dangerous hobby, but usually the results are worth it !)

Scissors

Scissors in different sizes are useful for cutting paper, cardboard, aluminium mesh (tends to wear the scissors down though), small plastic pipes, etc. If you visit a hobbyist shop that deals in taylor-ware as well, you can sometimes find scissors that cut in a zigzag-pattern, which looks good as decoration on buildings.

Knives

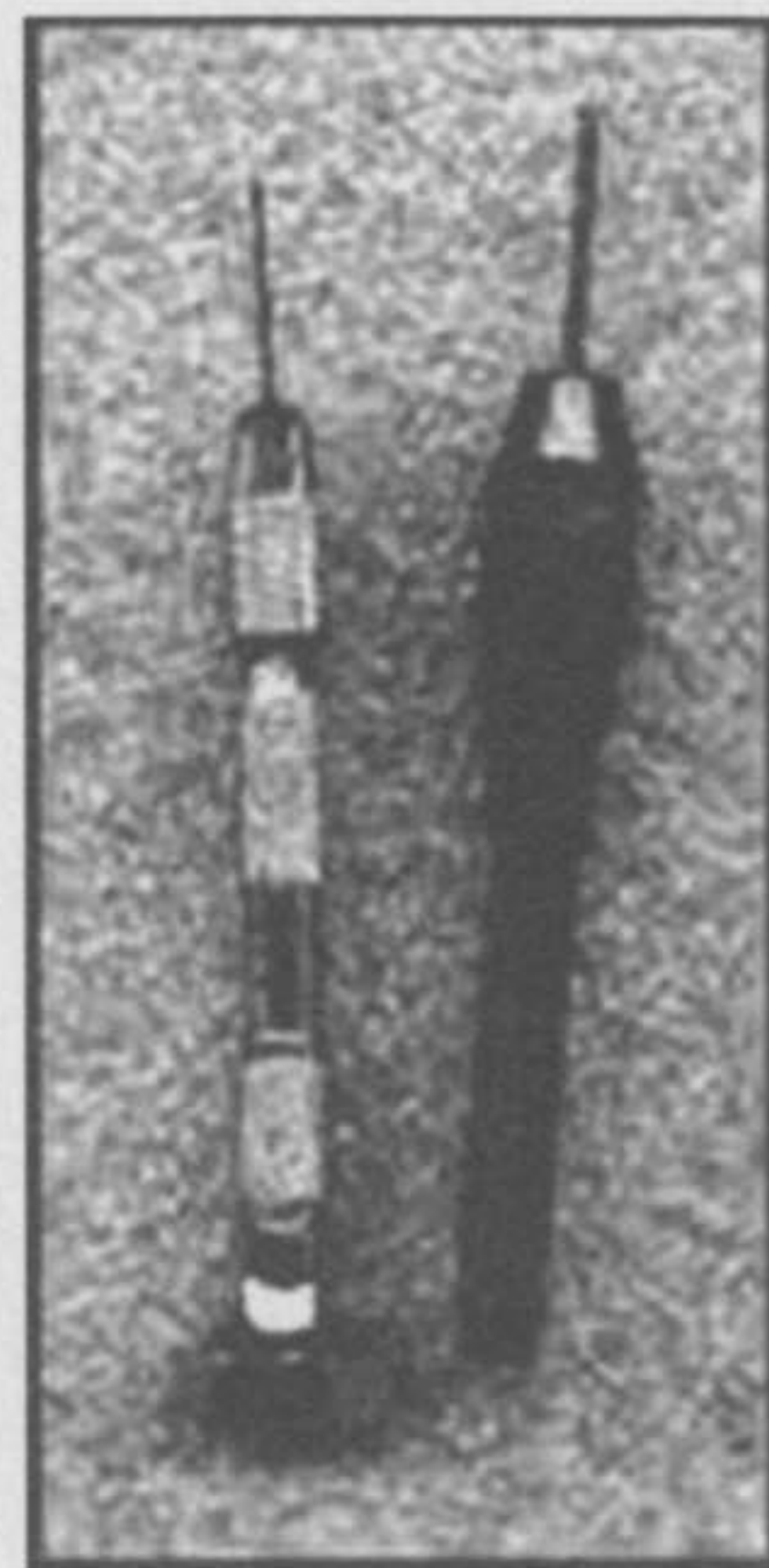
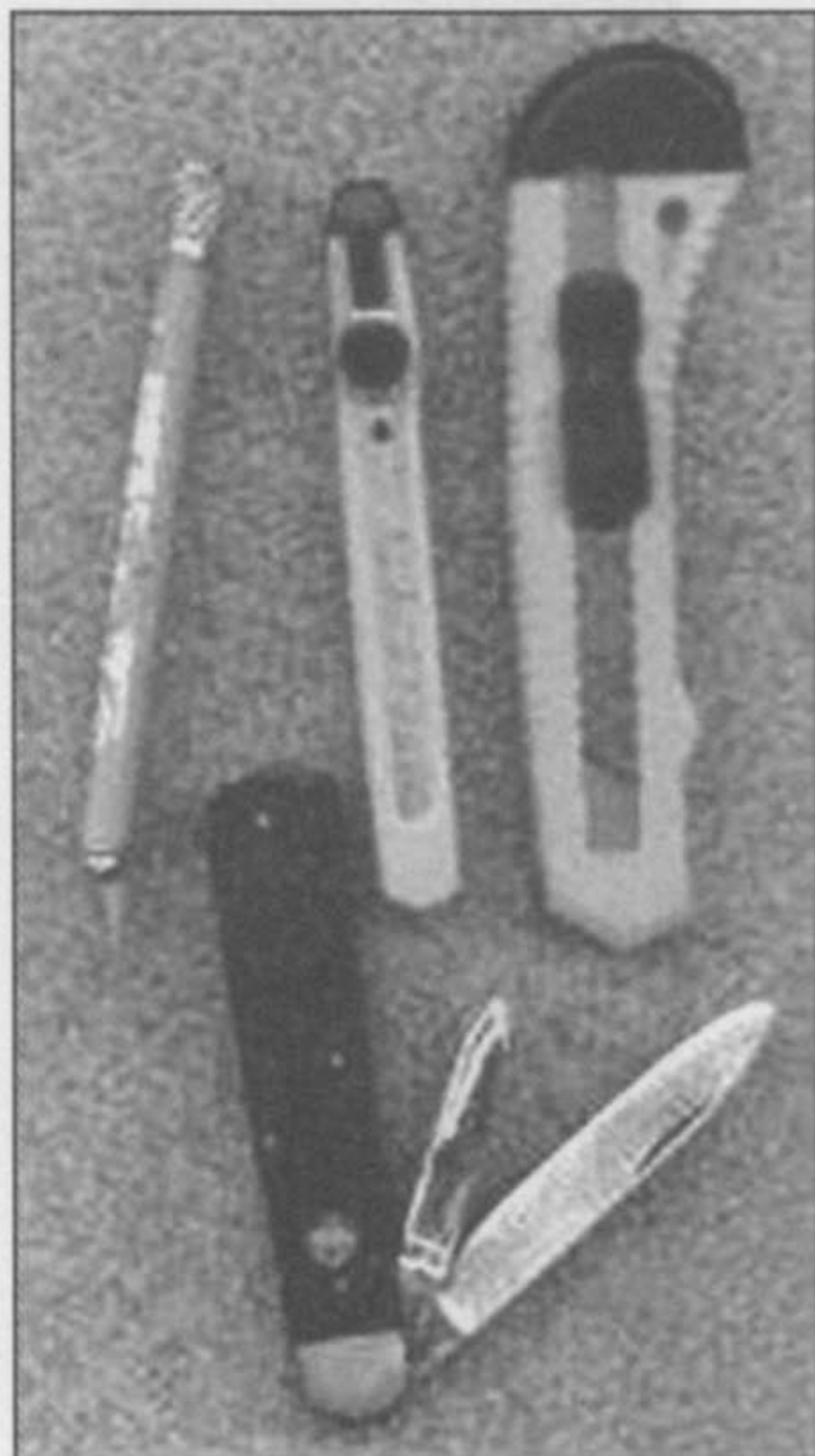
Again, one of the basic tools. There are different

types of knives that you may found useful:

Hobby knife: this small sharp-pointed knife is great for carving in metal-miniatures, and for precision-cutting of paper, cardboard and smaller balsa sticks or plastic pipes. Useful for carving small cracks, to make a model look battleworn.

Craft knife: this 'snap-off' bladed knife is good for rough cutting of polystyrene, cardboard and balsa. Polystyrene dulls the blade quickly, but the easy snap-off and replacement of the blades, makes it a good tool.

Swiss blade: or any other type of sturdy pocket-knife is good for cutting all the rougher materials, that tend to simply break the smaller blades of the other types.



Pin vice / Hand drill

This is an excellent tool for drilling small holes e.g. for pinning. Very handy (especially the Games Workshop type with a little flat handle on the end, to protect your palm) and easier to control on delicate jobs, than an electric hobbydrill.

This is very good when making battle damage on a model – a few twists of the drill and you have a perfect bullet-hole.

Ruler

Again there are a few different types to consider: – the *precision triangle* is good for making precise measurement (e.g. for making sure that your new building has the levels in the right height to fit the bulkheads of other constructions). A *long ruler* is good if you're going to mark up longer strips of a material, that need to be completely straight. Moving a smaller

ruler along and drawing shorter strokes, makes it easier to slip, and not get it completely straight. If you need to cut a straight line, a *steel-ruler* is a must, because both plastic and wood-rulers get nicked and scraped too easily. If you get one with a 90 degree angle, it's easier to ensure that everything will line up when assembling.

File

Files are good for smoothing out edges and sides that are too small for sandpaper. Most modelling shops sell small sets with a couple of different shapes, sizes and grades. Nail files are also a great tool, and can give a very smooth surface to for instance a metal miniature.

Screwdriver

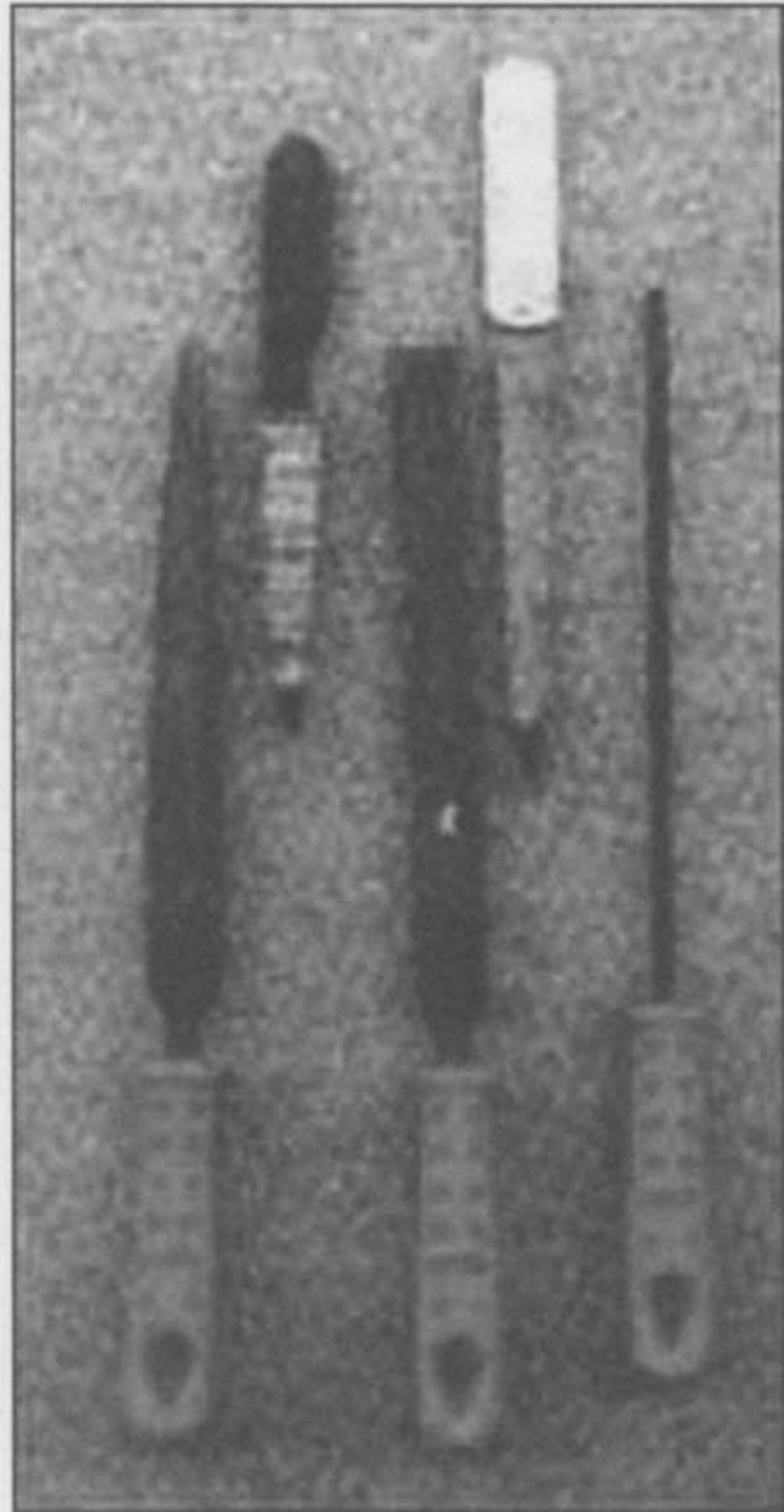
Screwdrivers (both straight and star-shaped) are good for punching holes in different materials. For punching small, straight holes in harder materials, you might find an icepick handy.

It's also handy to have a few screwdrivers around, for dismantling electrical appliances (also the broken ones), when looking for interesting bits for your models.

REMEMBER! Always disconnect everything from the wall socket before digging in! Be especially careful when opening up power supplies (e.g. from

a computer) since these can retain some current even after being unplugged.

Never ever use your favourite screwdriver for breaking open equipment. Keep an old one handy for the hard jobs.



Tweezers

Good for picking up small bits from your bits box, and handy for holding smaller parts when gluing or painting. Try to find a pair of real modeller's tweezers, which are longer and have a slight bend at the end.

Pliers

Flatnosed pliers are good for holding larger objects, that are too heavy for the tweezers. They are also

handy when trying to do some repositioning or bending on miniatures or metal pipes. Last but not least, a sturdy set of flatnosed pliers are good for squashing softer materials that you for some reason want flat.

A pair of cutting snippers (pliers with a bite!) have several uses as well. You can use them to snap interesting bits from different sources. They can be used for snipping parts of model sprues, and they are great for cutting smaller metal pipes or rods.



Paint

Your project only really comes to life after a nice paintjob. For this you of course need... **PAINT!**

Acrylic paints are the easiest to use, since cleaning or diluting are easily done with plain water. This means you don't have to sit all day with your gas mask on. Citadel produces some great paints in many interesting colours. Don't disregard other suppliers though. There are a few

other good hobby-paint suppliers out there, and the less restricted you feel towards a single brand, the greater chance you have of finding just the right colour for your new masterpiece. When painting concrete or naturalistic bases, you might find, some textured paint would come in handy. Textured paint is simply paint with a rough material e.g. sand mixed in. You can buy this kind of paint at many DIY stores, but you can just as easily make it yourself. If you don't like basing your constructions with spray-paint, it might be a good idea to invest in a larger bucket of acrylic paint at the local DIY store. It quickly becomes expensive, if you base all your buildings with the small Citadel paintpots.



Spray

Spray paints and varnish are an easy way to base and finish your models. If you are producing a lot of models, it is a lot easier to keep a few cans of spray-paint (mainly black and white) nearby. Matte finish paint is best as the acrylic paints seem to stick onto these better. You can even get acrylic paints as spray, these are great since they dry up pretty fast. Battlefield accessories tend to get some rough treatment now and then, so it's a good idea to give your creations a coat of varnish. It's up to your own taste whether you choose matte or glossy varnish. The glossy kind tends to protect the models better, but can give a sort of unrealistic shine to the model. Be careful! If you are going to spray-paint anything made of polystyrene, you'll have to first cover it in a shell of P.V.A, textured paint etc. Because otherwise the whole thing will melt down immediately!

REMEMBER! Spray-paints are NOT very healthy. Always use them outside, or in a properly ventilated room.

Palette

Some kind of smooth surface is ideal for mixing paint, when finishing up your model. The lid from a broken CD cover is great, but any kind of smooth,

not too big material can be used. The aluminum ashtrays found at fast food restaurants make a great tray for mixing paint, or thinning up P.V.A. glue.



Air freshener

Here we have the most useful 'tool' ever to turn up at a workshop. After a whole day of modelling the air in the room can get a bit too homely. A few blasts with this baby, and your partner smells like fresh mountain air, wild flowers etc.

Pen

A few feltpens, pens and pencils are useful for marking materials before cutting and when used up, they make excellent modelling materials.

(Alright... Maybe the pencil isn't worth much when it's used up, but you get my drift, right?)

Be careful though, some felt pens can actually melt polystyrene...

Brushes

Brushes are needed for... SURPRISE!... applying paint.

But larger stiff-haired brushes are also ideal for applying plaster, Polyfilla, etc. for texturing. Also, you'll need a brush for the PVA glue when flocking. Remember, you should NEVER throw out an old brush. It can be used for drybrushing, texturing clay or putty, etc. and when it's completely useless for brushing purposes, you can cut off the hairs and use them for plants, and the handle could maybe be used as a pipe or rod or something.

Also shown on the picture, is a small spatula, which is very good for applying plaster or polyfilla when you want a smooth finish.

Needles/Pins

Needles or pins can be used for pinning things together when gluing, or maybe even as part of a permanent bond. Pins with small flat heads, can be used to represent bolts or rivets, while the larger round ones (e.g. map-pins) work great as simple door-handles.

Tape

Different kinds of tape are good as both temporary and permanent ways to hold together parts of a model. The slightly thicker electricians tape, is an easy way to make bands around tanks and drums, to represent metal bands. Double-sided tape (used for carpeting etc.) is a good way to attach models to temporary bases while painting, drying.

Holepunch

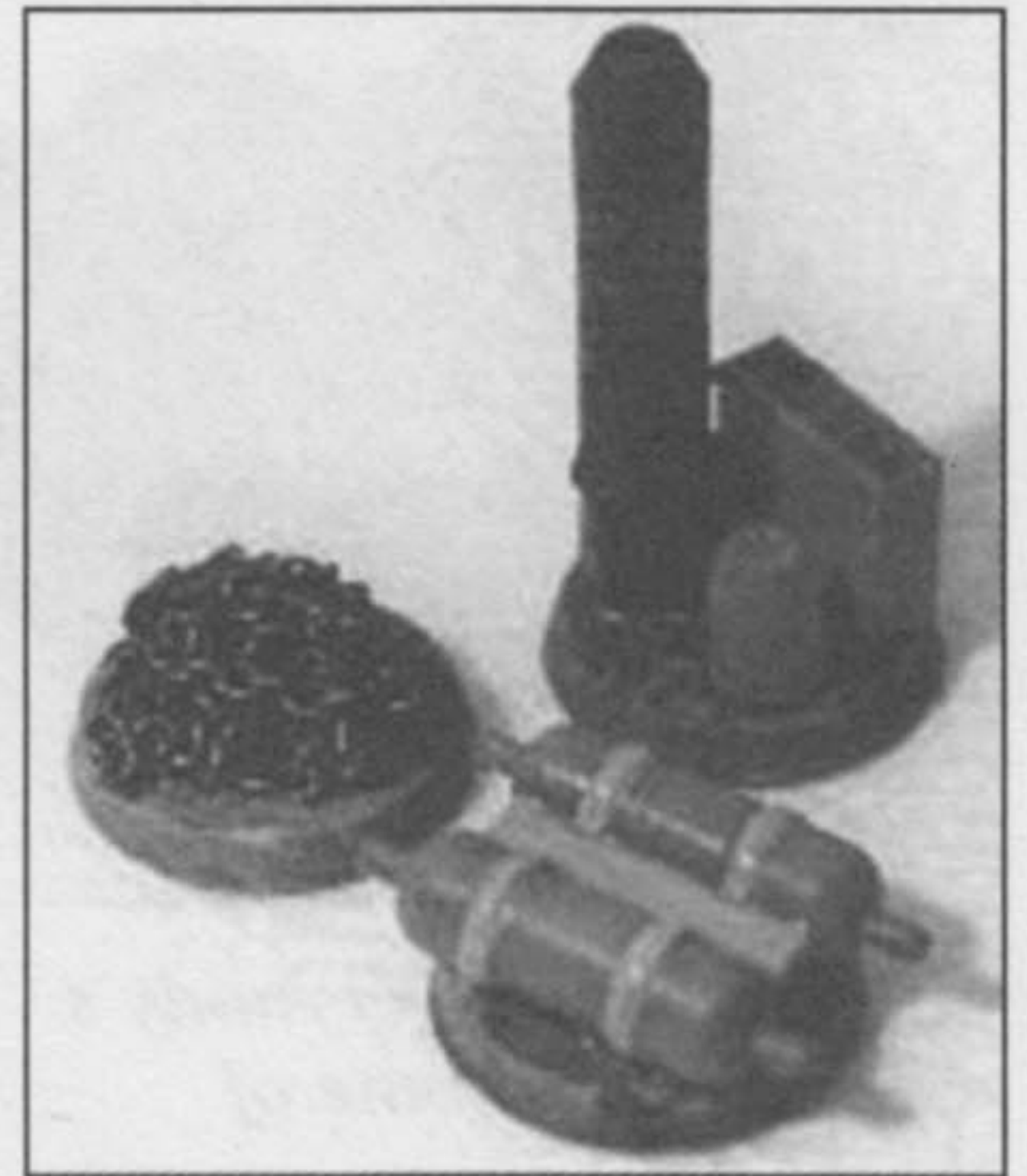
The easiest way to make rivets. Simply use this tool to punch out small discs from cardboard or thin plastic card (e.g. diskettes). This type of holepunch has a wheel with six different sizes of holes, enabling you to make rivets any size you need (well almost...)

Knife calipers

This tool is perfect for cutting precise circles. The simple design makes it easy to make circles of a quite precise diameter. The blade in this, is suitable for cutting both cardboard and thin plastic card (e.g. diskettes).

Loot Counters

This is a very simple project, yet these make quite a difference on the battlefield. Instead of using small pieces of thick card with the word 'Loot' written across it, wouldn't it be better to actually use something that looked like



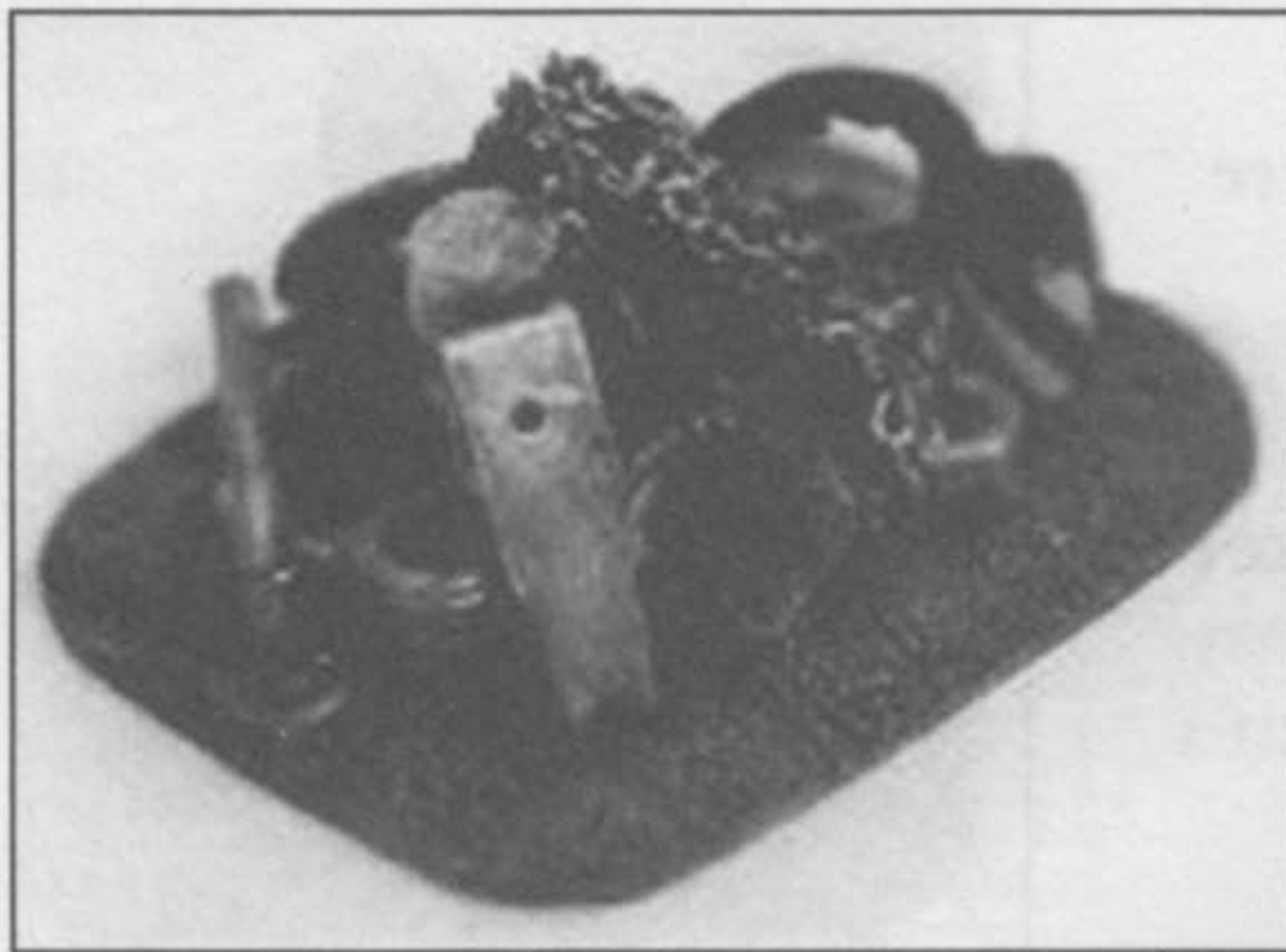
loot (or in the case of Gorkamorka, some scrap). Let's jump right to it, shall we?

First dig out some small pieces of stuff, junk and/or bits from one of your many bits-boxes. It really doesn't have to be recognisable as anything.

Anything goes. Now grab a handful of round miniature bases, and fill in the slot. You can do this with your gluegun or some putty. Then grab the stuff you selected for your scrap/loot, and glue it right on to the bases. The stuff I have used for these counters are a length of chain, some scuba-gear from an Action Man doll, and on the last base, I used a thing, a bit and a

TOOLS & MATERIALS...

- Hobby knife
- Thick Card Scissors
- Bits, stuff or scrap Pen or pencil
- Brushes and paint



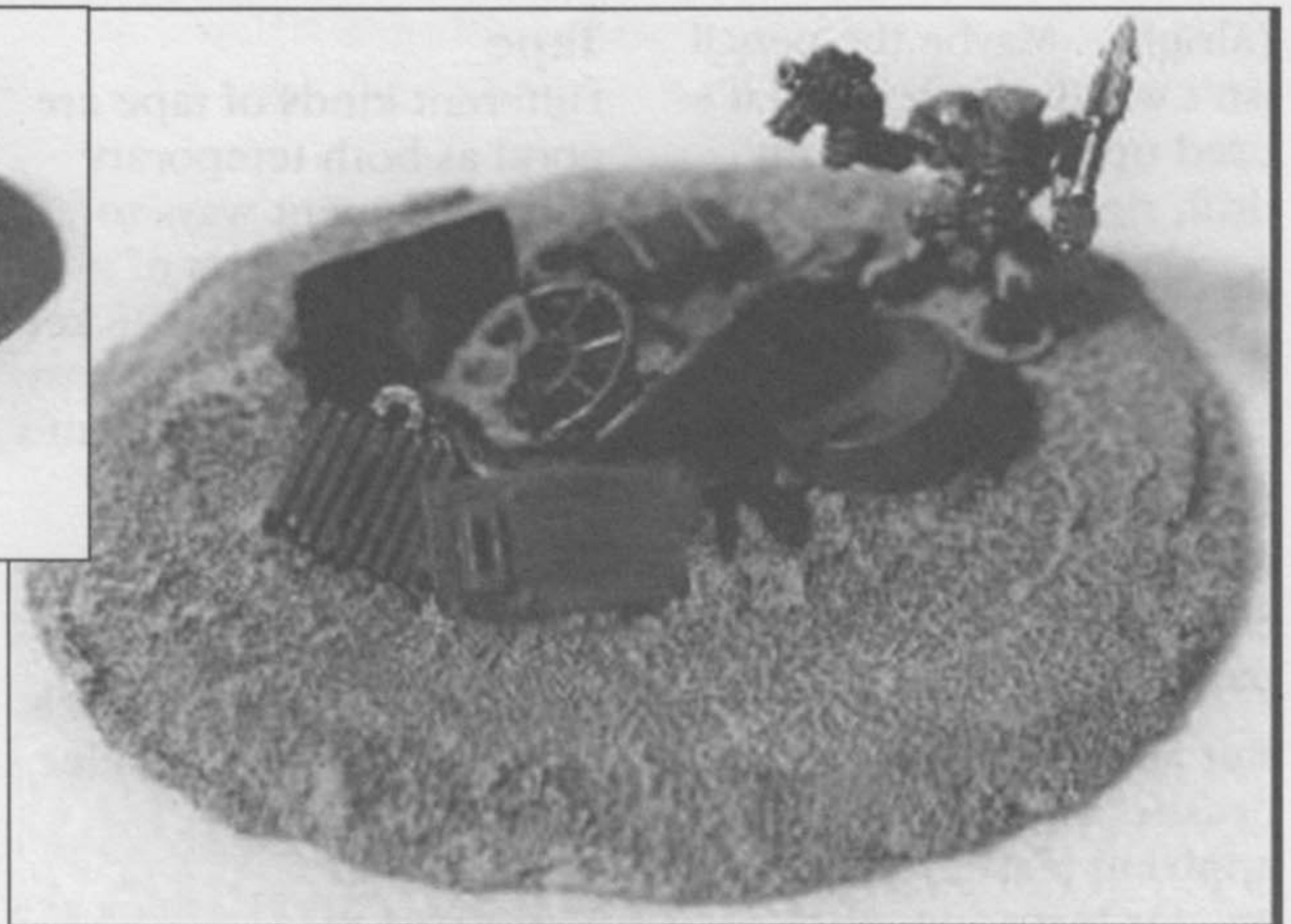
nubbin! (*now everybody's definitely got some of these – Ed!*)

Now when the glue is all dry, you will need to paint your loot and bases. paint the bases in the colour of your battlefield (If it is a scrap counter for Gorkamorka, you would probably paint it in sandy colours).

There... Loot and scrap counters in an instant, or two. Of course this was the easy way. If you use some polyfilla mixed with sand on your bases, and use this for glue, you will get rid of the flat top of the base. You can use weapons, crates, fuel containers or whatever you want. Perhaps you recognise the scrap on the left-most counter on the lower picture at the top of this page. It is part of the old Space Ork Battlewagon's engine. So dig out all the small bits that you thought you would never find use for, and start using them.

Tank Tower

Maybe 'Tank Tower' is not the best name for this project, but I didn't know



what else to call it, and it is a sort of tower based on storage tanks... So why not?

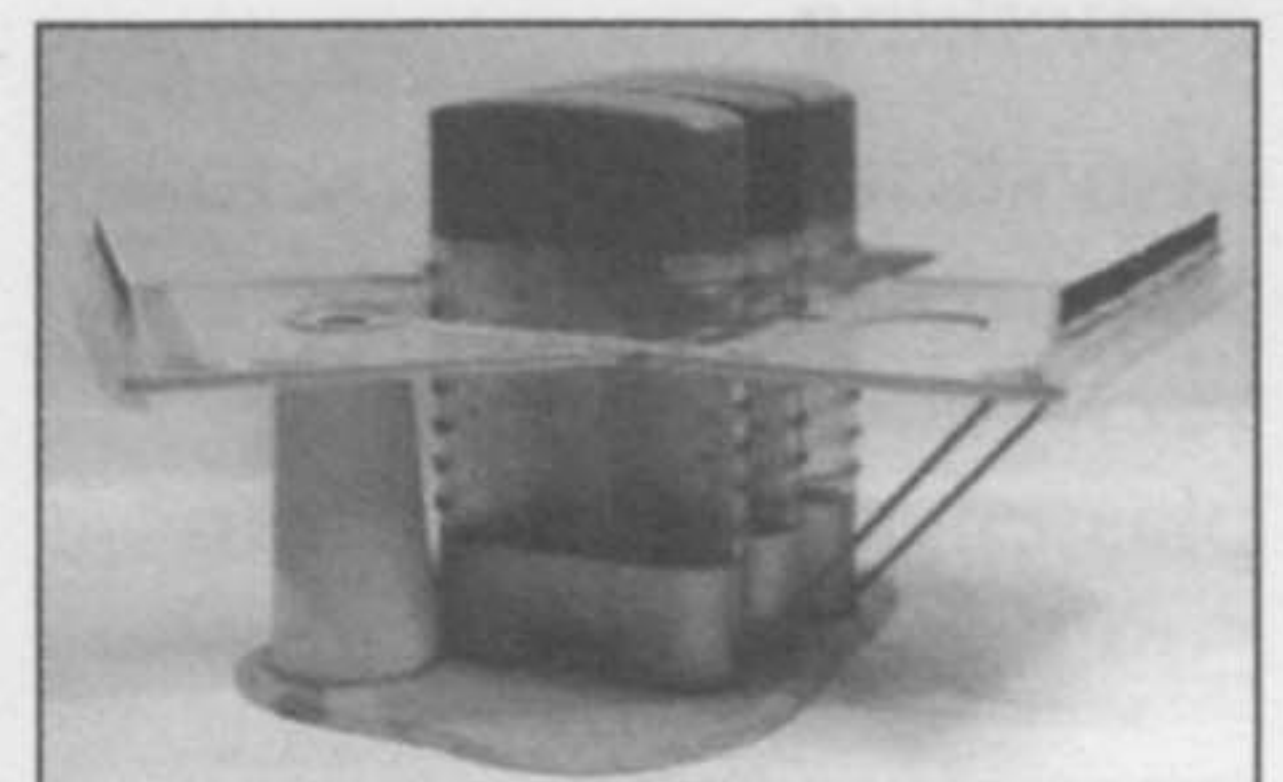
This piece is meant to represent some kind of storage tank facility. It looks really good, if you make a couple of them (perhaps with different kinds of deodourant/soap

containers as tanks) and place them together on the Necromunda/Warhammer 40K gaming table.

1. First I used a lot of Gillette deodourant! Then I tried putting the empty canisters on the table to get a feel for how many would look right. I decided that three would be the best bet.

TOOLS & MATERIALS...

- Deodourant canisters
- 3,5" disks
- Hobbyknife
- Model kit parts
- Superglue
- A pair of nippers
- Brass tubing
- Flat-nosed Pliers
- Assorted Junk
- PVA glue or hot glue gun
- Hardboard
- Brushes and paint



I then cut out a base from hardboard. I used hardboard as opposed to cardboard because the canisters were fairly heavy, and I was afraid the cardboard would bend too easily. I turned the base upside-down to get a metal-like surface, and then sloped the sides

slightly with my knife.

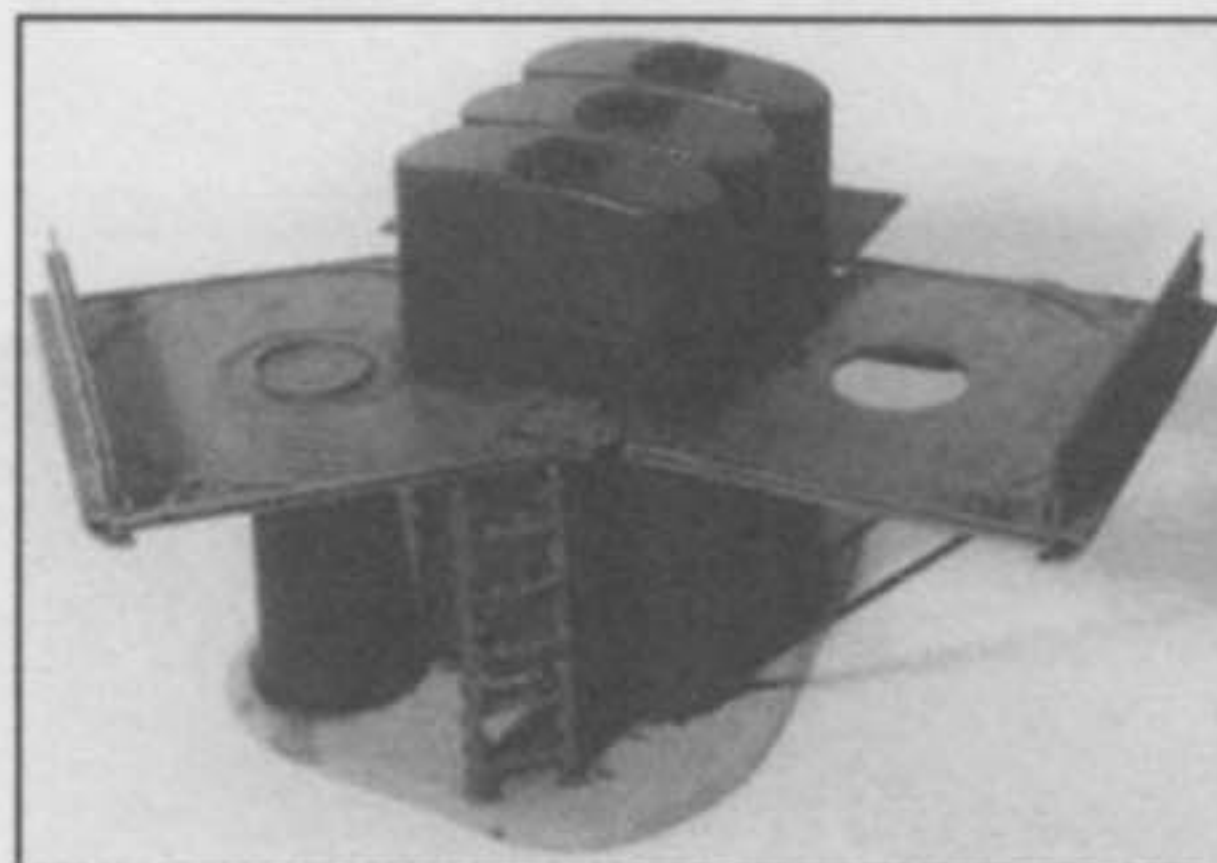
2. Then I took two ordinary 3,5" disks, and tore them open (I had to use the knife in the corners, since the two halves were glued together. I only wanted the plastic, so I put away the black disk, and all the metal parts (Note: As any gamer knows... You never throw away anything you might need later.

3. The disk halves were then scraped clean of the gauze-like substance on the inside, and were superglued together inside out. I paired them off so that the two halves with the hole in them were glued together, giving me a nice, completely circular hole through the floor. I also took the floorboard from an old Landraider kit. I could of course just have used another disk, but the Landraider floor has a nice metal texture, that I wanted on the piece. When I had three sturdy floorplates, I carefully cut them so that the disks would fit nicely onto the canisters.

4. Now it was time to assemble the whole thing. First the canisters were superglued to each other, and then to the base. The floorplates were superglued to the canisters, using a Necromunda bulkhead for alignment, to ensure that they had the right height to fit in with my other

terrain. I used some thin metal plates from an old disk-drive, I tore apart, and glued these on for support, so the disks wouldn't break off so easily, being only glued on, one side. Under the disk without the hole, I glued a support beam cut from a piece of plastic pipe, I found in a dumpster once. It's slightly sloped, and has a ribbed surface – I think it's used for rolls of thread or yarn in clothes factories. The other disk had two small round holes moulded into its design.

I decided to make use of these holes, so I took two lengths of brass tubing and cut them off to the right length. I flattened and bent one end slightly using my pliers, and then glued the tube to the tower, so that the flattened end was glued directly to the bottom of the tanks, and the other end was glued into the two holes. Small barricades were made from scrap plastic and glued to the floor.



5. After gluing on some small odds-and-ends from different model kit sprues (hatches from a Rhino on top of the canisters and all

kinds of different small bits to represent controls for the tank-system) I realised that my troops couldn't get onto the platform. So, I had to make some kind of ladder for them. I had a look through my bits boxes, and found a packet of what Games Workshop calls 'Gubbins', basically it's a bag of bits from different vehicle sprues. I took some of the black tank-tracks (usually delivered with different Imperial tanks), and cut two strips of a suitable height. I then made rungs from Ork Battlewagon wheelplates. These are small rectangular plastic plates with rivet patterns. I decided, it was time to stop gluing on bits, and start painting, so we could get the tower onto the gaming table. I decided to paint the tanks blue, and so I gave them a good few basecoats of a dark blue. The floorplates and ladder were painted a dark grey. All metal parts, the support beam and all the small details supposed to look like metal, were painted black. I then dry-brushed the tanks with increasingly lighter shades of blue. The floorplates were dry-brushed in shades of grey. All the metal parts were dry-brushed with *Boltgun metal* and highlighted with silver.

For the final touches I went over the details with some nicely contrasting



colours, like yellow and red. I painted the standard industrial black and yellow stripes on the barricades.

Finally, I couldn't wait any longer, so I gave the whole thing a coat of matt varnish and let it dry, so I could start gaming with it.

And that's it... A nice tower to take up some space on your industrial-themed gaming table. This tower provides a few good sniper-positions as well as just being another building your troops can climb. Have a look through your cupboards. There are all kinds of containers, for household items. If you want to stay in the Gillette department, their razorblades often come in some interestingly shaped plastic trays.

Toxic Waste Containers

This is a very simple modelling project. The main materials are plastic radiator-valve protectors found on building-sites.

Radiator-valve protectors

If you come across a building-site where they are installing radiators, have a talk with the plumbers and ask if they could be so kind as to save the protectors for you. This is usually not a

problem, since the protectors are usually just thrown away after use.

1. First decide on the layout of your piece of cover and how many protectors you will need. Three or four usually makes a nice piece. Scrape all company-markings and mold-lines off the protectors.

2. Paint a good even black basecoat on all protectors, using either spray or ordinary paint. Dry-brush with varying metallic colours – we used *Boltgun Metal* and *Mithril Silver*.

Optional: Prepare for a 'standard industrial stripe-pattern' by adding a new basecoat of white to the small band at the top.

3. Make the containers look rusty by adding some orange (either ink or some thinned down paint). Paint the white strip with a warm golden orange/yellow – and, when this is dry, paint on the black stripes. To make the striped band stand out, you can paint a thin black line above and below it.

TOOLS & MATERIALS...

- Thin sticks of balsa
- Hobbyknife
- Superglue
- Brushes and paint
- (3-5 mm.) Corrugated cardboard
- Pins/needles with (and maybe a small flat heads hand drill)



4. The final step is to superglue the containers to a hardboard base. (If you turn the hardboard upside-down you will have a nice texture that – when drybrushed in metal-colours will look like a Necro/40K style steel floor. To make it obvious that the contents of these containers, is perhaps not so healthy, you can add some strange vegetation

using a combination of Christmas ornaments and hot-glue, sprinkled with sand. You can also make a leak in a container either by simply painting on some ooze, or you can use your hot-glue gun to add droplets.

We completely and unintentionally stated that both Bimmer and Bubbles were from Sweden in their first article (issue 33) when they are both in fact from Denmark!!

Oops, soz lads...

If you have access to the net, why not check out the incredible Hive Constructors Inc. website at:

<http://www.hive-cons.dk.html>

HIVE CONS INC. EMPLOYEE



NAME Bimmer

NO, REAL NAME Kim C Christensen

PLACE OF ORIGIN Denmark

CREATURE DESCRIPTION:

I am 27 years old the oldest (and wisest) in a series of three brothers. I work as an I.T. instructor at the local spend business college. After finishing my education in computer science I worked for nearly one and a half years in the I.T. department of a local steel-shipbuilding company. Later I worked for two and a half years as an IT coordinator for a large ferry-company, before deciding to try my hand at teaching.

In my spare time, I mostly play around with my computer, coding HTML, programming in Delphi, playing with Photoshop and of course playing a lot of games. When not fooling around with the 'puter, I beat my brothers at badminton or teach Bubbles, that he is only king of Necromunda in his own head. I'm 179 cm tall (about 5'10"), have blue eyes, and live to annoy Bubbles.

E-MAIL bimmer@hive-cons.dk

HIVE CONS INC. EMPLOYEE



..... Bubbles

AL NAME Rune F. Christensen

OF ORIGIN Denmark

RE DESCRIPTION:

rs of age, born on June 16th 1978, and I am the three brothers. I am very fond of computers I spend a lot of time playing PC games, and making graphics in Photoshop. I will be computer science from January 1999 and the next that. I have been working at the local restaurant for a little more than a year where I a crew trainer. The job is great fun and pays hard work alright. In my spare time I go airplanes, or perhaps I should say I go lanes. I play Necromunda and often as I can (and that is not very often) bers at it. What else is there to say? Oh, i tall (about 6'2"), blue eyes, and my chocolate.

E-MAIL bubbles@hive-cons.dk

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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.

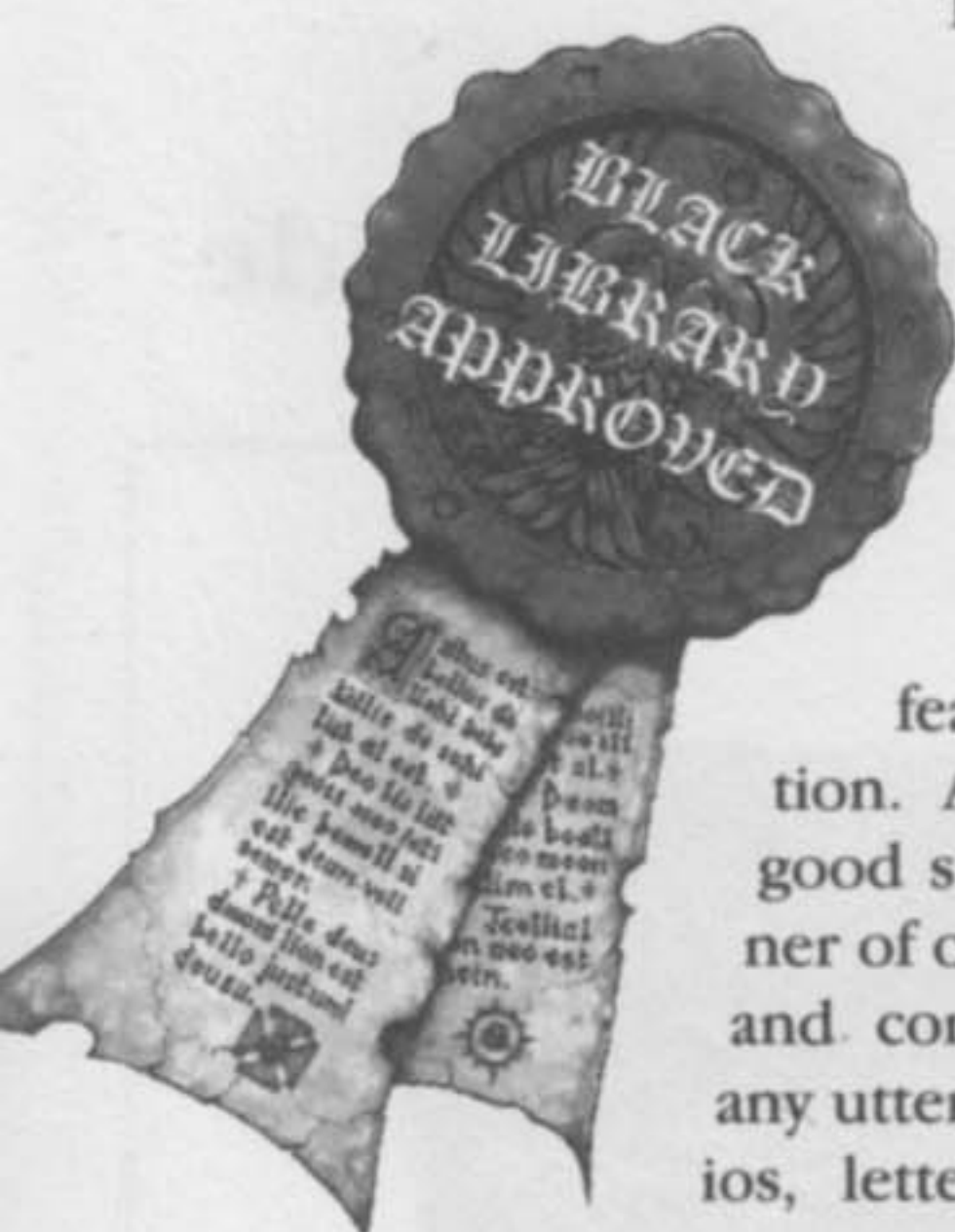
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Please title any submission 'Journal Submission'

6. See your name in lights!

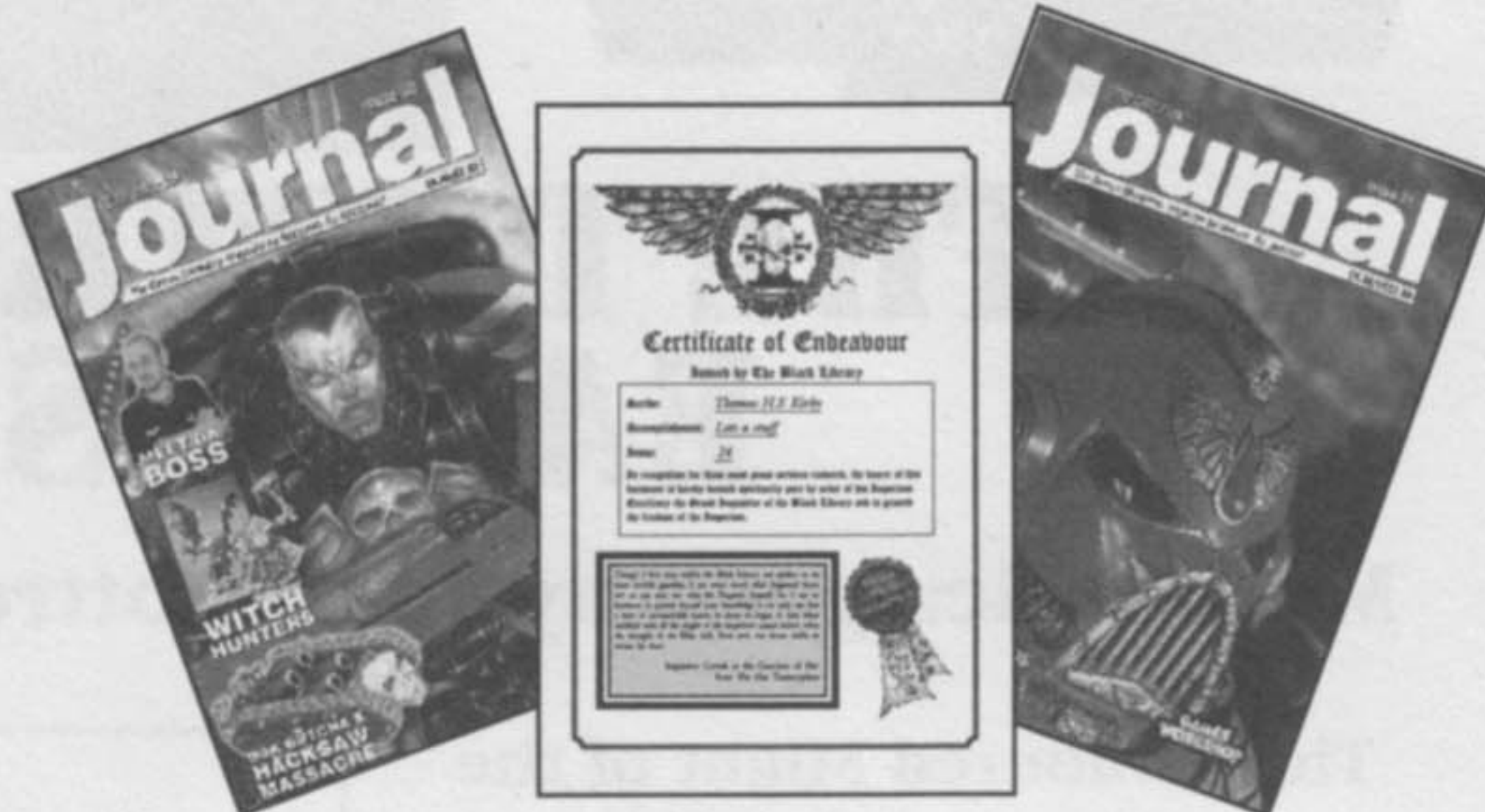


the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

The Citadel Journal is read by thousands of hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the best magazine in the Multiverse, we'll send a copy of the Journal featuring your article, upon publication. At our discretion, for particularly good submissions, we may send all manner of other goodies, such as GW vouchers and complimentary miniatures. Also, for any utterly blinding articles. Be they scenarios, letters, model conversions, or whatever... we'll send out one of these very prestigious Black Library Approved Certificates to

the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

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



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THE DESTROYER AND EARTHSHAKER

Models 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.

Imperial Armour returns with its 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. This issue we bring you the Destroyer Tank Hunter and the Earthshaker Cannon Platform. And what's more, you'll only find the rules for using them right here in the Journal!



A COMPLETE EARTHSHAKER CANNON
(Forgeworld also produce these resin cast sandbag walls and roads)

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Payment may be made by cheque or International Money Order (sterling or US dollars only). Cheques should be made payable to Games Workshop Ltd (please allow 28 days for delivery). We can now take telephone credit card orders on our new Black Library Forgeworld Mail Order hotline: 0115 916 8177 (open 3pm-6pm Mon-Fri).

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- Remember: these models are **only** available from the Black Library or Games Workshop-held events!
- These are **not** complete kits; you will need the regular Basilisk kit (for the Earthshaker) or Leman Russ kit (for the Destroyer) to convert!
- These conversion kits are recommended for experienced modellers.

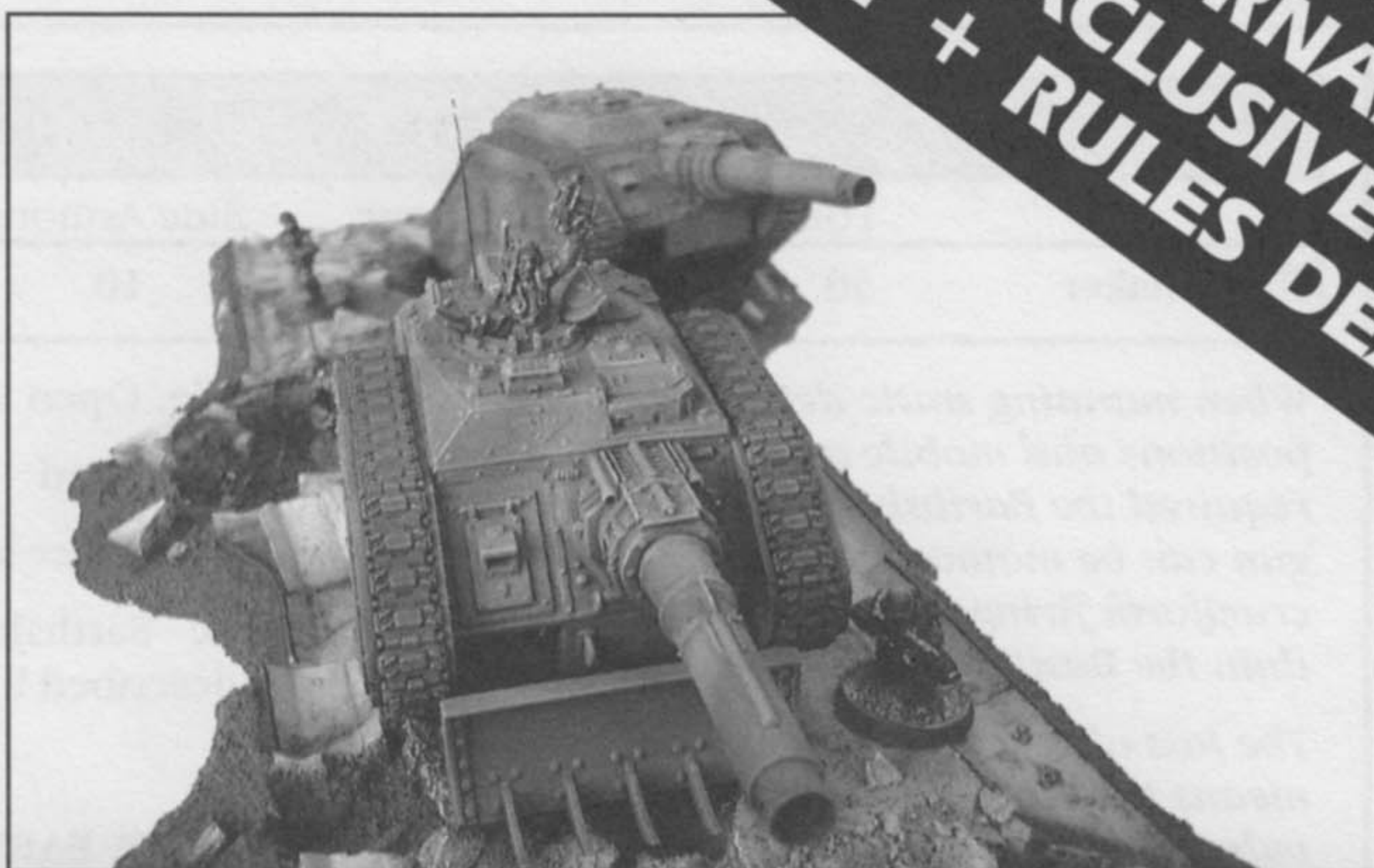
Watch this space for more kickin', unique tank variants like the awesome Leman Russ Vanquisher...

If you want to know more send an SAE (or two IRCs) to:

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A COMPLETE DESTROYER TANK HUNTER
(remember, you'll need the Leman Russ tank kit separately as well)

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DESTROYER TANK HUNTER

	Points	Front Armour	Side Armour	Rear Armour	Bs
Destroyer	160	14	13	10	3

Once, in the distant past, the Destroyer Tank Hunter was a common vehicle amongst the ranks of the Imperial Guard. But, despite centuries of worship, the Adeptus Mechanicus can no longer easily replicate the weapons' advanced technology. Each vehicle now has to be painstakingly hand crafted. This slow and laborious process means fewer and fewer Destroyers remain in service. Those Imperial Guard units that do still possess Destroyer Tank Hunters, guard them jealously, and each vehicle is continually patched-up and repaired to keep them in the field. These valuable weapon's main role on the battlefield is to seek out and eliminate enemy tanks. It's fearsome Turbo Laser Destroyer can slice through the thickest tank armour with ease.

Type: Tank

Crew: Imperial Guard

Weapons: The Destroyer mounts a single Turbo Laser Destroyer. It has no other weapons.

Options: A Destroyer may have a smoke launcher for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

HEAVY SUPPORT: DESTROYER TANK HUNTER

A Destroyer is a heavy support choice for the Imperial Guard.

SCENARIO IDEAS USING YOUR DESTROYERS

A Tank Destroyer model would make the perfect objective for a battle with both sides fighting to capture the vehicle, and the winner being allowed the Tank Destroyer in his army for the next battle.

SPECIAL RULES

Turbo Laser Destroyer: *The Turbo Laser Destroyer functions primarily as a long range anti-tank weapon and much of its technology is now lost.*

	Range	Strength	AP	Shots	Notes
Turbo Laser Destroyer	72"	10	1	Ordnance 1	—

EARTHSHAKER BATTERY

	Points	Front Armour	Side Armour	Rear Armour	Bs
Earthshaker	50	10	10	10	3

When manning static defensive positions and mobile attack is not required the Earthshaker artillery gun can be mounted upon a cruciform firing platform rather than the Basilisk chassis.

The loss of mobility and armour means the Earthshaker is more vulnerable to enemy attacks but as an artillery piece with a vast range it rarely sees frontline action. If enemy units should penetrate far enough into the defensive lines to threaten the artillery then the Earthshaker can be fired over open sights.

Type: Immobile, Open Topped.

Crew: Imperial Guard

Weapons: Earthshaker artillery gun – see special rules.

Options: The Earthshaker can be modified to fire indirectly as described in the special rules below, at a cost of +25 points.

HEAVY SUPPORT: EARTHSHAKER BATTERY

The Battery consists of 1-3 Earthshaker platforms.

SPECIAL RULES

Static: Once deployed an Earthshaker platform cannot be moved for the entire game.

Indirect Fire: The Earthshaker can be modified to fire ‘indirectly’ at targets it can’t see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthsaker Cannon rules, except that they become Barrage (i.e. guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum ‘guess’ for indirect fire is 36".

Earthshaker Artillery Platform:

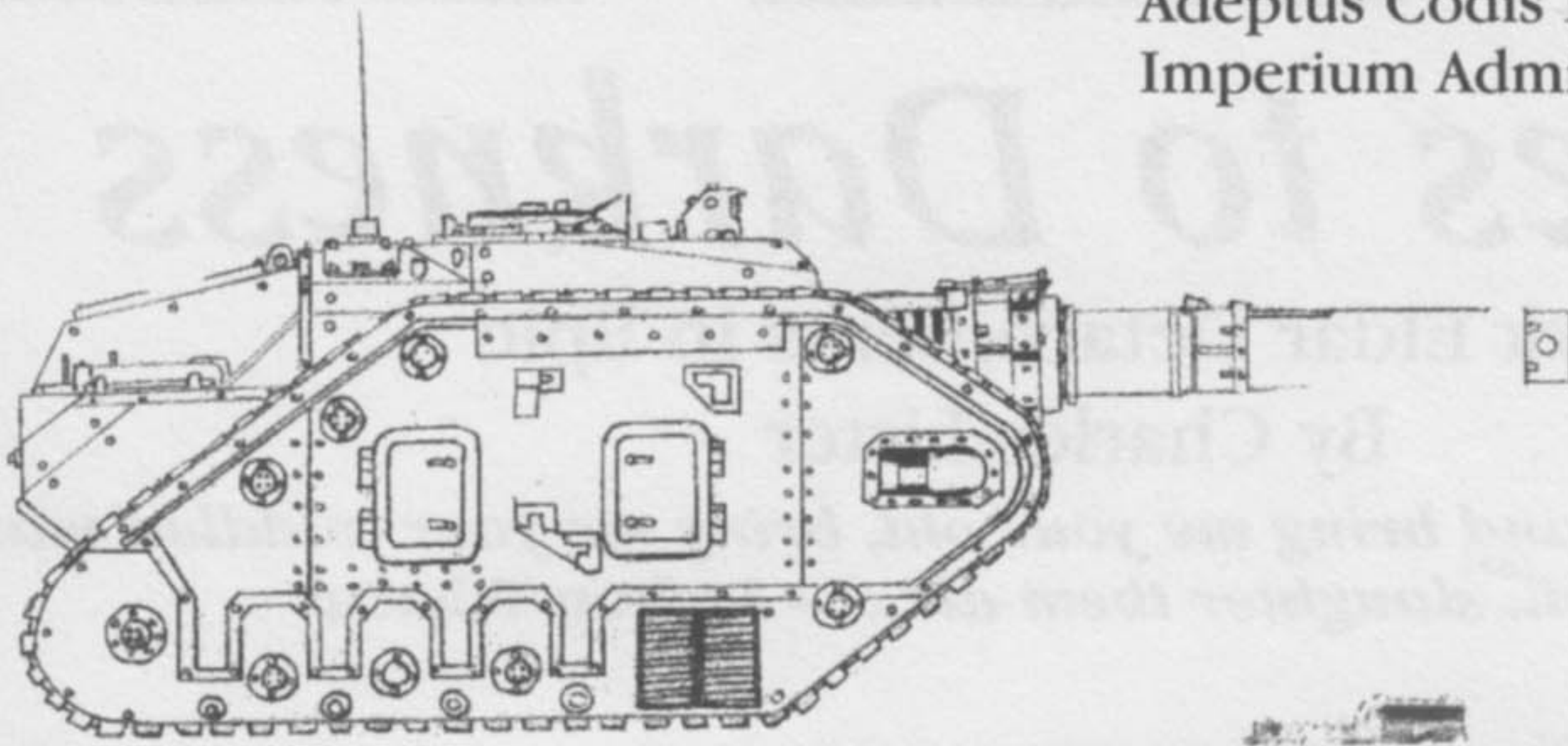
	Range	Strength	AP	Shots	Notes
Earthshaker	120"	9	3	Ordnance1/Blast	Indirect Fire option

SCENARIO IDEAS USING YOUR EARTHSHAKERS

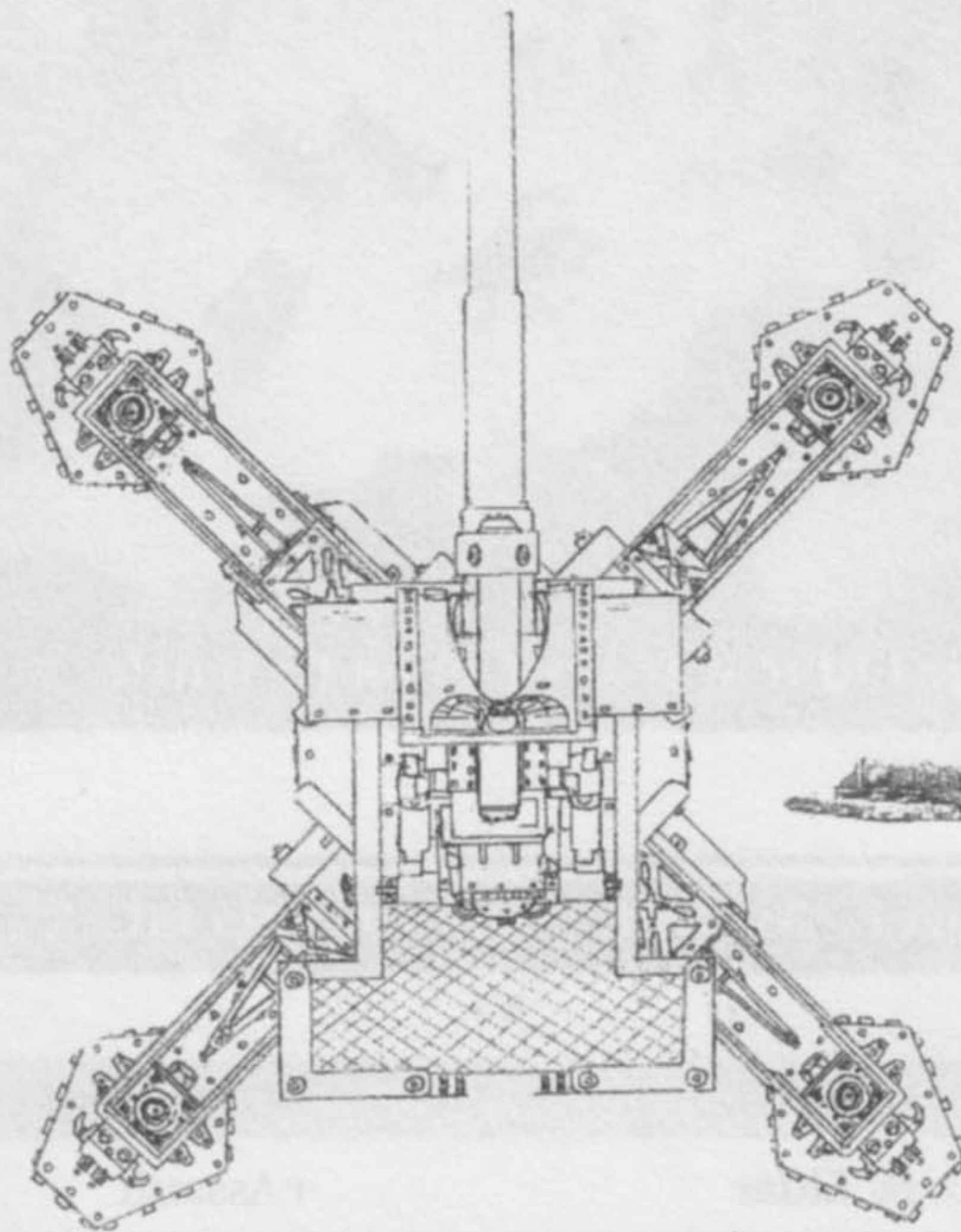
Unlike other Imperial Armour vehicles and kits, the Earthshaker platform is best suited to special scenarios. Whilst you can just include them as another option for your Imperial Guard army you will find that their lack of mobility is rather restrictive, especially in scenarios which require you to attack. Many of the generic scenarios in Warhammer 40K rulebook require you to move onto the board, obviously for an Earthshaker platform this is a big problem! They should not be used in such scenarios. Earthshaker platforms are best fielded when the Imperial Guard are defending a static position, such as in a Bunker Assault, Strongpoint Attack or Blitz. They could also be used as the objective of a Sabotage mission.

Alternatively a battery of Earthshakers make a fine objective in a ‘Guns of Navarone’ or ‘Charge of the Light Brigade’ style game in which enemy infiltrators or cavalry must knock out the guns. Their success might influence whether the Imperial Guard can use a Preliminary Barrage in the next game. To get the most out of your model you’ll need to try and be a bit creative with the scenario’s you use...but this is a good thing though!

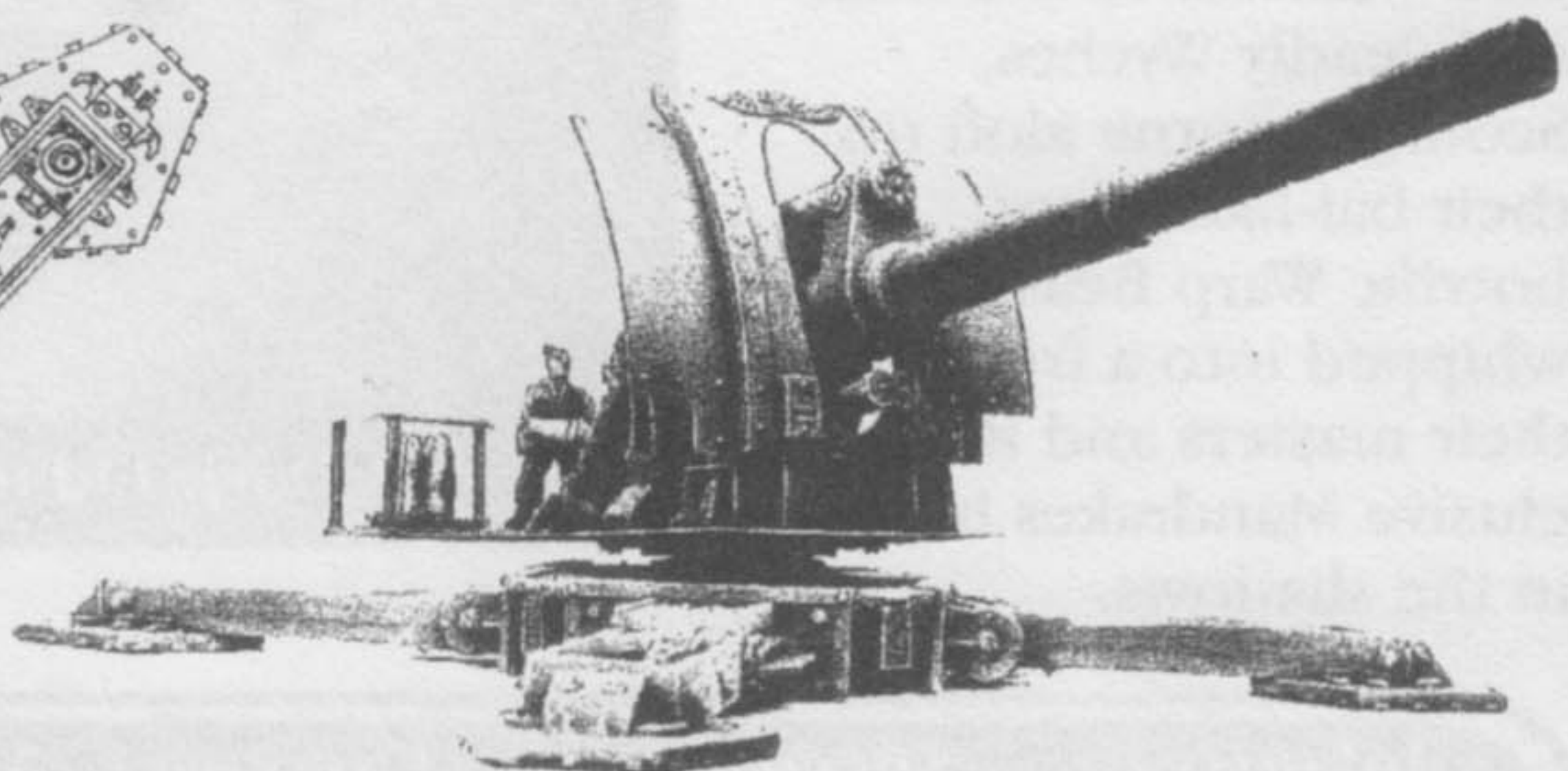
(Talking of ‘The Guns of Navarone’ we’ll be showing you how to make a double barrellled Earthshaker in a forthcoming issue of the Citadel Journal.)



MARS PATTERN Mk II
DESYROYER TANK HUNTER



TRIPLEX PHALL PATTERN Mk I
EARTHSHAKER CANNON PLATFORM



*Identify your target. Concentrate
your fire on it to the exclusion of
all else. When it is destroyed,
choose another target. That is the
way to secure victory.*

Tacticus Imperium



Slaves to Darkness

Dark Eldar Detachments in Epic

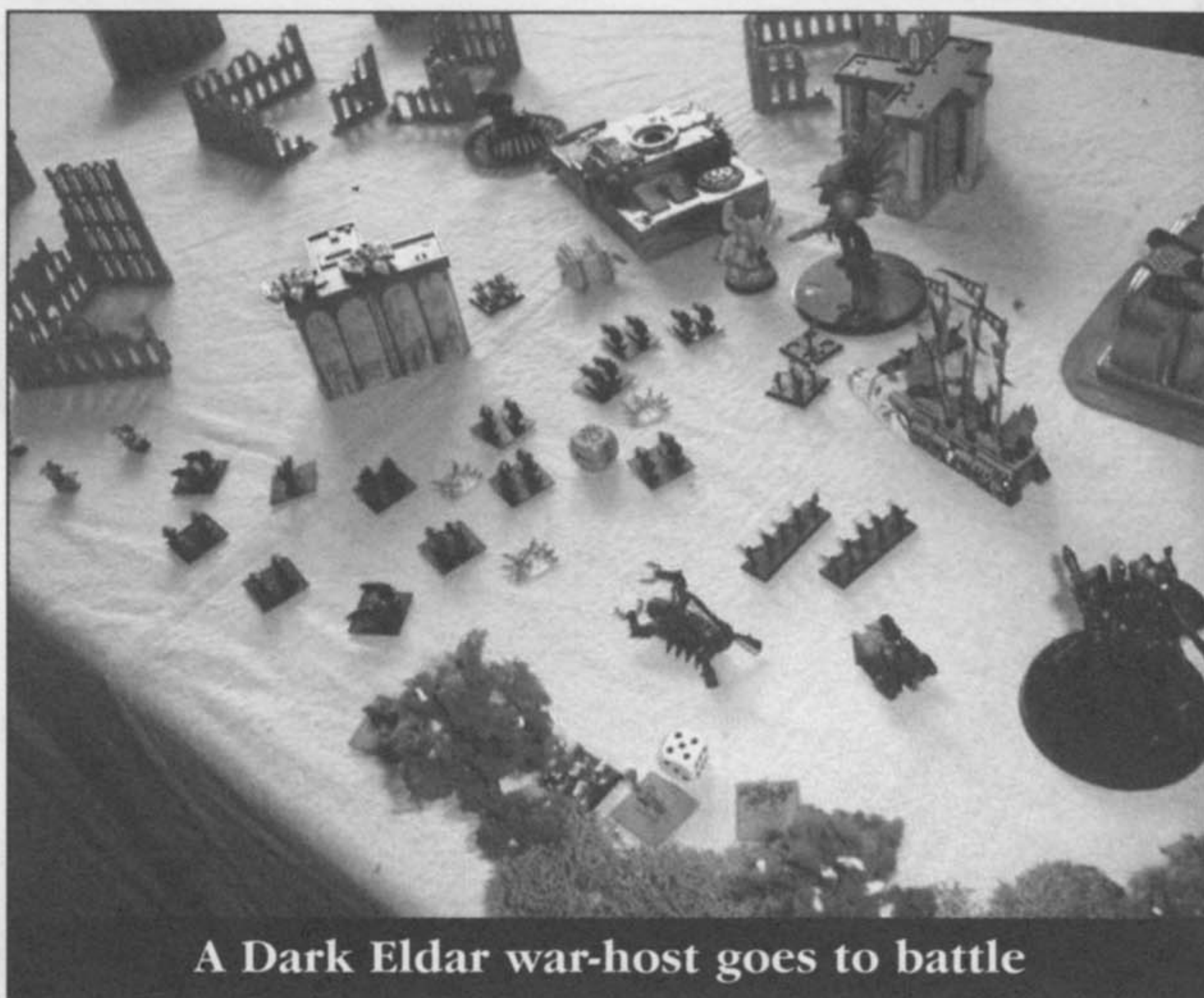
By Charles Lister

*'Bring me your young and bring me your old, bring me your buddled masses
– and I will slaughter them all...' – Archon Tchaoul*

This army list represents a raiding party of the Dark Eldar, swooping down upon their hapless victims to devastate and enslave.

INFANTRY

Dark Eldar infantry as fast moving and diverse, ranging from the blade clad Warriors to the wild and deadly Wyches, Scourges borne aloft on their bat-like wings, horrific Warp Beasts whipped into a frenzy by their masters and the elusive Mandrakes lurking in the shadows.



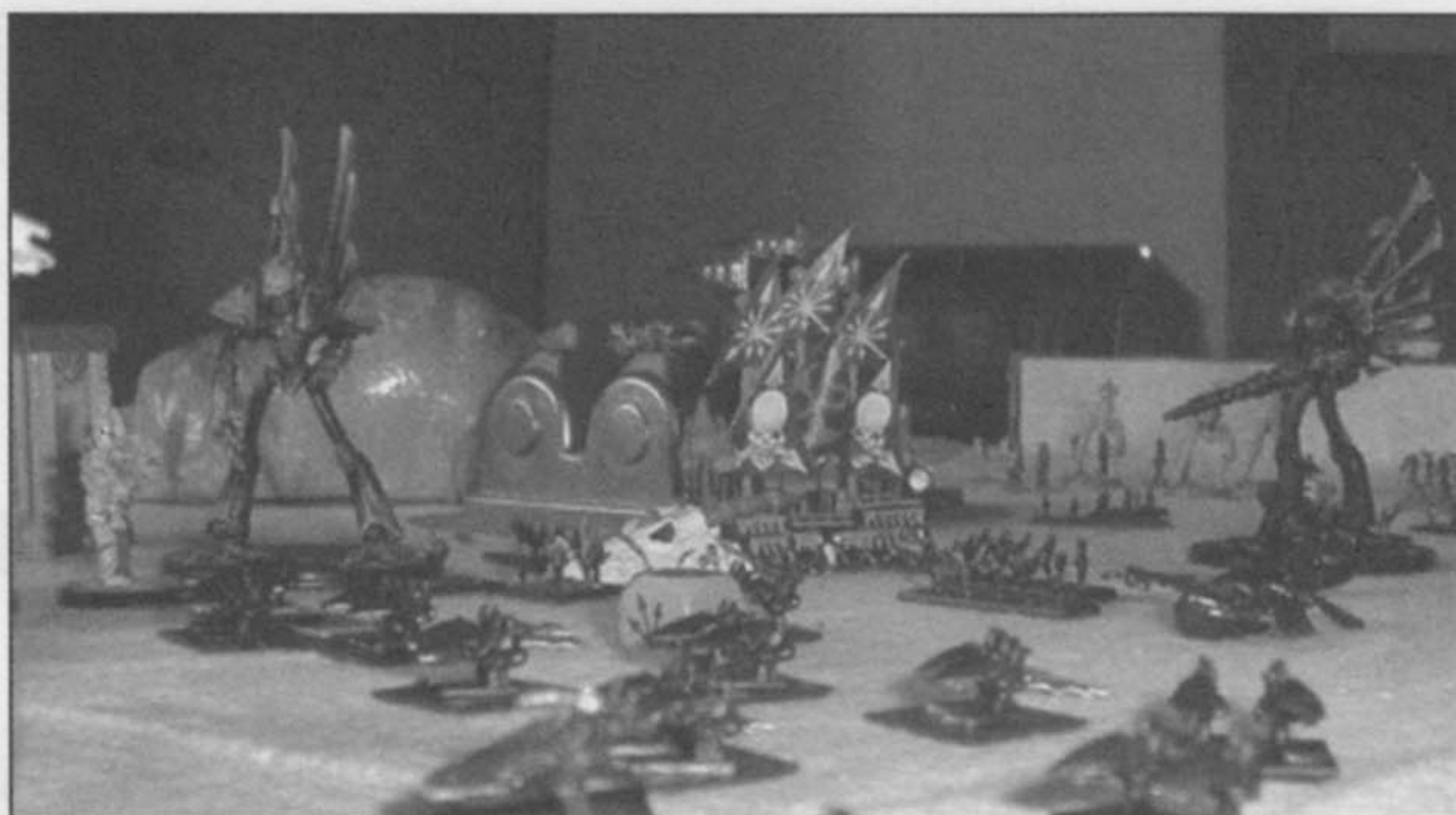
A Dark Eldar war-host goes to battle

Infantry	Speed	Range	Firepower	Assault	Armour	Special
Dark Eldar	15	30	1	2	3+	
Dark Eldar Lord			As Dark Eldar			+Hero, Psyker
Sybarite			As Dark Eldar			+Assault
Haemonculus			As Dark Eldar			+Hero
Mandrake			As Dark Eldar			+Assault, Infiltrate
Scourge			As Dark Eldar			+Heavy Wpns, Jump Packs
Incubi	15	15	1	4	5+	Stubborn
Wych	15	15	1	4	3+	
Succubus			As Wych			+Assault
Warp Beast	20	0	0	3	3+	+Rampage, Cavalry
Hellion	25	15	1	2	3+	+Skimmer
Grotesque	15	0	0	3	5+	+Rampage, Save

Although renowned for being fast and deadly, the Dark Eldar are just as vulnerable to enemy fire as their Craft World cousins and hence seek to close with their enemies as quickly as possible – the better to rend them.

VEHICLES

Dark Eldar vehicles are for the most part, akin to their infantry, fast and vicious in close combat, but fairly fragile to heavy fire. Raiders sweep back and forth across the battlefield, disgorging their cargos of warriors to where the enemy is



Dark Eldar Reaver jet-bikes swoop into action

armoured vehicles and bunkers alike.

FLYERS

Where Craft World Eldar flyers are akin to great Birds of Prey, the Wraith

take advantage of the confusion and carnage. Despite its size, the Wraith Raider is unfeasibly agile and deadly against other flyers.

Vehicles	Speed	Range	Firepower	Assault	Armour	Special
Raider	30	30	1	1	4+	Skimmer, Transport (2)
Reaver Jet Bikes	40	15	1	3	4+	Skimmer
Ravager	30	45	Anti-tank	1	5+	Skimmer, Anti-tank
Talos	15	30	2	5	6+	Rampage
Raider	30	30	1	1	4+	Skimmer, Transport (2)
Asdrubael Vect (Special Character – Scenarios only)	30	45	Anti-tank (x2)	4	6+	Skimmer, Psyker, Anti-tank (x2), Commander, Unique

weakest, covered by hit and run strikes from the Reaver jetbike squadrons.

Fearsome Talos stalk relentlessly towards their prey, lashing out with wild volleys of fire at the enemy, while Ravager weapon platforms dart back and forth to strike at

Raider lives up to its name, an indistinct shape, cloaked in shadows. It appears suddenly like a ghost amongst their enemies, lacerating them with thousands of poisonous shards before disgorging a swarm of Dark Eldar warriors to

WAR ENGINES

The few Dark Eldar war Engines that are used are a sickeningly twisted parody of their fairer brethren, the Craftworld Eldar.

Dark Eldar War Engines are protected by a Shadowfield, which acts

Flyer	Speed	Range	Firepower	Assault	Armour	Special
Wraith Raider	Flyer	30	Heavy Barrage	2/3	5+	Transport (4)

BARGE OF TORTUROUS DELIGHTS

Gliding amongst the battlefield slaughter, the Barge is a formidable sight, its towering outline cloaked in a dark field of energy, deflecting the righteous shots of those who seek to stop the slaughter. The Barge serves as a Platform from which the Archon can observe the deeds of his followers, while amusing him/herself with captives already taken.

SPEED	ARMOUR	SHADOWFIELD	DAMAGE CAPACITY	ASSAULT	SPECIAL
25cm	5+	2+ Save	3	8	Transport (6) Skimmer

WEAPON TABLE

MAIN WEAPONS	FIRE ARC	RANGE	FIREPOWER (Pick One)	NOTES
Dark Lance	Front	45	Anti-Tank (1)	Anti Tank
Beam of Despair	Front	60	(1)	Roll 1D6, place that many Blast markers on the target detachment

SECOND WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Hull guns/Towers	All round	15	4	Counts as a Death Ray

(The Damage tables are identical to the Engines of Vaul or Super Heavy tanks from Firepower 1)

SHADOW STALKER

A dark and twisted version of the graceful Phantom, if the latter can be said to be alive, then the Shadow Stalker is undead. Its outline cloaked in a swirling miasma of energy, its sleek shape enveloped in a myriad razor sharp blades, many of which still bear their victims. The Shadow Stalker wields a variety of weapons, from Dark Lances, Great and small, horrific blade arms and the writhing Beam of Despair.

SPEED	ARMOUR	SHADOWFIELD	DAMAGE CAPACITY	ASSAULT
20cm	5+	2+ Save	8	30

WEAPON TABLE

WING WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	30	4	
Dark Lance	Front	45	Anti-Tank (1)	Anti Tank
ARM WEAPONS	FIRE ARC	RANGE	FIREPOWER (Pick two)	NOTES
Dark Lance	Side	60	(1)	Counts as a Death Ray
Blade Arm	Side	30	4	Close Combat Weapon
Beam of Despair	Side	60	(1)	Roll 1D6, place that many Blast markers on the target detachment

(The Damage tables are identical to the Eldar Phantom Titan)

DARK ELДАР RAIDING PARTY**Command**

You may choose up to one commander

1 Detachment HQ.....+25 pts
Up to 1 Dark Lord..... 30pts

Extra Cost to

Upgrade to Jet Bike..... Free
(Hero, Psyker)*
Mount in Raider..... +15 pts

Up to two Haemonculus.....+20 pts
Consists of 1 Dark Eldar Unit (Hero)

Extra Cost to

Upgrade to Jet Bike (Hero)..... Free
Mount in Raider*..... +15 pts
(* Choose only one upgrade)

Main Force

Choose up to 10 squads from the following list

Warrior Squad..... 10 pts per unit
Consists of 1 or 2 Dark Eldar units

Extra Cost to

Include a Sybarite..... +1pt per unit
(Assault)
Mount in Raider..... +15 pts

Warp Beast Squad..... 10 pts per unit
Consists of 1 to 3 Warp Beast units

Jet Bike Squad..... 16 pts per unit
Consists of 1 or 2 Jet Bike units

(*Must have at least one Haemonculus)

Wyches Squad..... 10 pts per unit
Consists of 1 or 2 Wych units

Extra Cost to

Include a Succubus..... +1pt per unit
(Assault)
Mount in Raider..... +15 pts

Hellion Squad..... 15 pts per unit
Consists of 1 or 2 Hellion units

Grotesques Squad*..... 15 pts per unit
Consists of 1 or 2 Grotesques units

Mount in Raider..... +15 pts

Support

Make up to 10 choices from the following list, but not more than you made on the Main Force list

Up to 1 Incubi Squad..... 13 pts per unit
Consists of 1 or 2 Incubi units

Extra Cost to

Include an Incubi Master.... +1pt per unit
(Assault)
Mount in Raider..... +15 pts

Mandrake Squad..... 11 pts per unit
Consists of 1 or 2 Mandrake units

Ravager Battle Platform..... 40 pts

Talos Torturer..... 30 pts

Scourge Squad..... 20 pts per unit
Consists of 1 or 2 Scourge units

Chain of Command: Dark Lord > Haemonculus > Any unit containing a
Sybarite > Incubi > any other unit

WAR ENGINE DETACHMENT

You may make up to 1 choice from the following list

One Shadow Stalker Titan..... 400 pts

Extra Cost to

Upgrade to Soul Stealer..... +10 pts
(Psyker)

One Barge of Torturous..... 200 pts
Delights (only one per army)

ORBITAL STRIKE DETACHMENT

Command

You must choose a Detachment commander

1 Detachment HQ.....+25 pts

Main Force

Consisting of 1 to 5 flyers

Wraith Raider..... 70 pts

Chain of Command: Detachment Commander > any other unit

in all ways exactly the same as a Eldar holo-field. They are equally fragile as their cousin's War Engines and any hit not saved will cause critical damage. Attacks which normally cause critical damage do not cause additional critical hits.

Raid on Adraith

This Scenario recreates a Dark Eldar raid on the Chaos held world of Adraith on the outer reaches of the Eye of Terror. A large dark Eldar force struck at the Great Temple on the planet slaughtering thousands and dragging many mutants and humans to the great Barge of the Archon for his amusement. He himself entered the Temple of Slaanesh and confronted the Daemon guardian to wrest from its depths several treasures. It seemed to all that Slaanesh was content on allowing this outrage, perhaps enjoying the irony, until the Dark-Eldar were close to the

ancient Warp Gate from which they had emerged.

Then in front of the raiding force, erupted a horde of malformed creatures and machines barring the way and, driven by the lust for battle and their perverted pleasure of inflicting pain. Following the Dark Eldar came a great mass of Daemons, mutants and war machines, slower but far more formidable.

Very few of the Dark-Eldar warriors were able to match their masters feat in reaching the Warp

Gate, indeed it is only through a suicidal attack by a number of Wraith Raiders that the Barge was able to attain its goal, but as Archon Tchaeul said when speaking of those who died, 'That is what they were for'.

The artifacts recovered by Tchaeul, potent psychic devices made in the last years of the Eldar Fall secured and enhanced his position in the city of and many Warrior House's came to replace those who had fallen.



Shadow Stalker Titan and Barge of Torturous Delights

In a Dark Corner of the galaxy...

It had begun so beautifully, thought Archon Tchaeul as he took a moment to view the death of the battered Titan, the enhanced view from the luxuriously appointed command deck of his Barge was breathtaking.

Iridescent fire gouged out fresh wounds on the dark form of the great machine, much as his Haemonculus did on a prisoner. He was distracted for a moment by the last groans of a prisoner brought aboard to amuse him and consequently missed the fatal blow. Irritated, he lashed out at another prisoner hanging within reach.

As if to remind him of the larger picture, the barge shuddered and lurched to one side as a detachment of malformed Land Raiders opened fire, several shots penetrating the swirling mist that shrouded the ship. Tchaeul's hand reached out to caress a archaic console whilst a flock of Ravagers moved to intercept the possessed tanks. Below decks, many of the new slaves chanted liturgies to their own dark gods, smiling even as the guards flayed their skin in attempt to silence them.

Another gesture and a tactical view

appeared before him, showing the pursuing force closing fast, whilst the force delaying his progress was still holding Greedily he focussed on a vicious close combat between Daemonettes and Wyches from which he guessed few would emerge.

The once graceful, if twisted, form of his surviving Titan again swept the ruins ahead with its weapons, dark matter beams drilling into the now revealed shape of a half buried Lord of Battle that had lain undisturbed for aeons until uncovered and awoke by this conflict. Shard missiles turned rubble strewn streets and buildings into corpse strewn abatoirs, whilst the insubstantial Beam of Despair sought out hidden minds and destroyed them utterly.

The Archon did not really, need the tactical vision, but it amused him, though the distance to the Warp Gate and the rapidly approaching horde of Chaos did not. To know one in particular and heard only by the doomed slaves and Tchaeul's bodyguard, the mysterious Incubi, he spoke, 'Time to go, I believe.'

FORCES**Dark Eldar:**

2500pts or mutually agreed amount

Chaos Force:

1 000pts Holding force

1 500pts Pursuing force

SET UP

1. The terrain should be very dense and include something to represent the Warp Gate at the eastern edge.

2. The Dark Eldar set up first up to 30cm from the western table edge. Flyers are in Reserve.

3. The Chaos holding forces are deployed using the usual hidden marker rules – except that Daemons are secretly declared to be either in

the Warp or on the table. If on the table they follow the normal rules, if in the Warp their counter is a dummy and the normal rules apply, however they



Converted Talos takes on the might of Chaos



Chaos forces defend the Warp Gate under pressure

ARE NOT in Reserve and may be used in any turn including the first.

4. The pursuing Chaos Horde enter on turn 1 from anywhere on the West edge, Daemons either begin on table or in the Warp, if in the Warp, again they are in reserve. Flyers begin the game in reserve.

SPECIAL RULES

The Warp Gate: The area surrounding the Warp Gate, as marked on the map, is dangerous to the Chaos Flyers due to the Archon's control of the Warp Gate's vast energies and also due to several squadrons of Wraith Raiders. Consequently, any Chaos Flyer entering within 30cm of the Gate must roll a D6:

- 1-2 No effect, continues on mission.
- 3-5 Driven off and damaged.
- 6 Destroyed.

This roll takes effect as

soon as a Chaos Flyer enters this area, but after any intercepts have been declared. This roll takes effect before any intercept roll and if the target is driven off, it may not then be intercepted.

The area near the pursuing horde is extremely dangerous to the Dark Eldar flyers, it is full of strange flying creatures, Daemons and weird manifestations of Chaos. Dark Eldar flyers within 30cm of the western table edge must make a roll (with the same rules as above):

- 1-2 No effect, continues on mission.
- 3-5 Driven off and damaged.
- 6 Destroyed.

Measurements of the danger area should be taken after the player has declared his movement.

All the time the three artifacts are NOT in Chaos possession, all Slaanesh units may add

5cm to their Basic Movement value and double their Assault value if in base-to-base contact with a Dark Eldar Unit carrying an artifact.

The Artifacts start the game on the Archon's Barge and cannot be destroyed by any known means. They should be represented by counters that any unit can take if it moves into contact with them. Whilst all three artifacts are in Dark Eldar possession the Dark Eldar gain 1 morale each turn and the Chaos player losses 1. Each artifact that the Dark Eldar player is able to move through the Warp Gate will gain him 15 morale points. Should the Chaos player have all three artifacts in his possession for a whole turn then they win. Otherwise compare morale points at the end of game.

Dark Eldar Flak: I Have found that the Dark Eldar are somewhat vulnerable to Flyers, similar to Space Marines as highlighted in Firepower issue 1 – to rectify this, Ravagers may be taken as flak units at the same cost – they retain their range but lose anti-tank ability.

And remember:

'Pain is not an Illusion, it is reality, it is everything. Allow me to demonstrate...'

– **Haemonculus Malath**

SUGGESTIONS FOR FIGURES

Here are some suggestions borne out of my own (albeit minimalistic!) converting techniques for miniatures to use in simulating the Dark Eldar forces. Most of these are very simple conversions of existing plastic and metal Epic models, with a few other more bizarre ideas thrown in:

Dark Eldar Lord, Haemonculus:	Chaos Lord
Dark Eldar Lord mounted on Jet Bikes:	Vyper
Dark Eldar Warriors:	Eldar Guardians
Dark Eldar Warriors with Sybarite:	Guardian+ Harlequin
Reaver Jet Bikes:	Plastic Eldar Jet Bikes
Hellions:	Disc of Tzeentch
Scourge:	Exarchs, Swooping Hawk Aspect Warriors
Wyches:	Howling Banshee Aspect Warriors, Harlequins
Incubi:	Chaos Space Marines
Grotesques:	Beastmen / Pink Horror /Ogryn all mixed together
Warp Beasts:	Flesh Hounds
Raider:	Wave Serpent (old Epic Range)
Ravager:	Fire Prism
Talos:	Brass Scorpion with extra bits!
Wraith Raider:	Vampire Raider
Barge of Delights:	Man O War Dark Elf Black Ark
Shadow Stalker Titan:	Eldar Titan – when I get around to it will stick lots off the spiky bits from the Dark Eldar Warrior box onto mine!

I hope you recognise the Talos from the pictures – you may have to squint a little! Well, the photos might well flatter it a bit. Basically, all I did was to take an old Warhammer 40K plastic Ork Heavy Plasma Gun. I then glued a claw attachment from the new Battlewagons for Epic onto the front, together with a turret at the rear and spikes along side. Finally paint Black with boltgun metal for claws and guns. A great deal of black paint was involved in all aspects of my painting for my Dark Eldar Epic forces, together with gold and red as a contrast.

Give it a go; it's far simpler than you'd think...

I, Charles...

Am a mature gamer from Kettering in Northamptonshire. I am just starting a Necromunda campaign which I am arbitrating and have shopped myself silly on new Warhammer 40K and Battlefleet Gothic stuff as well.

I was inspired to write these rules after purchasing the cracking first issue of Firepower and hope that fellow Dark Eldar enthusiasts out there give them a whirl. This article has had a lot of input from my gaming group without whom this final, awesome tome would not have been possible! (Cheers guys).

Playtesting was great fun and it went well for me at first, with the Barge holding off an entire unit of Chaos Noise Marines, but then it all went pear-shaped what with a manifestation of Daemons in front of the army – then the slaughter began.

As for the minis, my converting and painting skills are, abem... somewhat basic, but with a bit of glue here and there and a dab of black paint I soon had a passable Dark Eldar force.



BRAT GANGS

New Gangers are in the Hive

By Tom Merrigan



Brat Lord Tom ready to be a juvenile delinquent

Tom, who works in our Sydney store in Oz, and despite having articles printed in Gang War 1 (A Fistful of Gunfights) and Journal 31 (The Underhive Workshop) has yet to feel any stem to his flow of creative juices. Here he is, back again after losing himself in his back issues of White Dwarf, with a new gang concept borne out of an old GW game. For all those who work in the stores, this article should bring back a few memories...

What follows are the rules that I use for my new Brat gang in Necromunda. So if you want you can now take control of a gang of juveniles and wreak vengeance on society for the many social injustices imposed on it's youth...

THE CONCEPT

The idea for the Brat Gang was spawned during one of the many campaigns of Necromunda that I was running. One of the participants in the campaign had a Redemptionist gang consisting of one Redemptor Priest, one Deacon, two Brothers and twelve Novices. In their first few games 'The Brothers of Fire' fared

rather poorly, managing to win only two fights. Before long though the Novices began to gain skills and as a result the gang became almost unbeatable. Imagine: a deadly close combat and shooting specialist with multiple wounds and a weight of numbers that was unmatched by any of the other gangs. It was the Novices' ability to gain skills quickly that made them effective. Before long the gang had risen to the status of 'Top Dog' and boasted over thirty fighters. So there I was, running the campaign thinking that this gang with all the Novices was absolutely awesome and that wouldn't it be great to be

able to field just a gang of Juves.

It was at the same time that I decided to re-acquaint myself with my old White Dwarfs, which had been stored away in a box, and gathered more than enough dust that I thought I was flicking through ancient tomes. Anyway, I stumbled across these Confrontation (old name for Necromunda) articles which included the backgrounds for a number of gangs. What interested me most was the background for a gang called 'Brats'. Brat Gangs consisted of rebellious nobles who were undergoing rights of passage in the Underhive. Whilst this sounded a little like Spyrers the

background as well as the name had given me an idea. And thus the juvenile and rebellious Brat Gang was spawned. And I must say that I have found it quite enjoyable running a Brat gang over the course of our campaign. The toughest challenge awaits my gang of juvenile thugs though; to rise to the position of Top Dog in the Games Workshop Sydney City Store staff campaign.

BACKGROUND

Brat gangs are made up of unruly, discontent and rebellious youths that have been cast out of their Houses for committing unlawful acts against society and their clan. Such youths flee to the Hive Bottom to escape the persecution of the Adeptus Arbites 'Mighty Hand of Justice'. Forced to fend for themselves in a perilous society these youths will often hook up with each other and form hooligan type gangs. Raiding, looting, and killing become part and parcel of belonging to a Brat gang, and are deemed necessary in order to punish the oppressors of youth and to survive against the harsh life that is the Underhive.

Socially Brat gangs are always at the forefront of any new cult or fashion that may sweep through the Underhive. They wear elaborate costumes and have extravagant

Brat Gangs

Brats 5+

25 Credits

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

Initial Experience Points: 0

Weapons: Unlike normal Juves who are plucked straight from a house, Brats have spent at least some time on the streets. Because of this they are skilled in the use of more weapons than normal Juves. Therefore Brats may purchase weapons from the Hand-to-Hand, Pistol, Basic and Grenade, and Shotgun shell weapon lists.

SPECIAL RULES

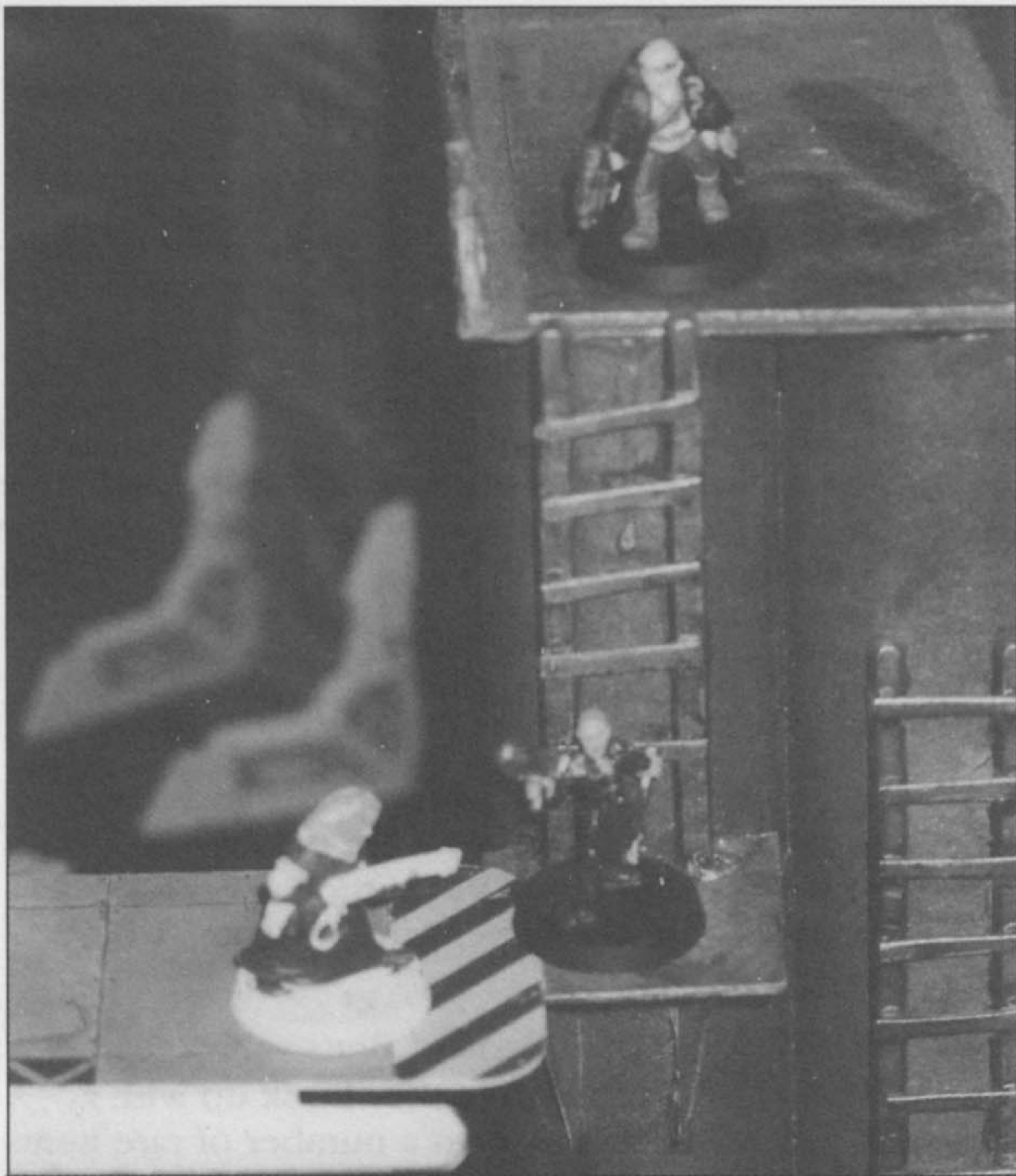
Hatred: Brats are subject to a severe dislike towards members of the house that they were thrown out of. To represent this all Brats from one particular house will suffer *Hatred* against their enemy if they come from that same house.

Equipment: As aforementioned Brats value 'gear' more then anything else. When they hook up with a gang they will often already own a number of rare items (stolen from their old house uphive of course). To represent this, each time you purchase a Brat for your gang, you should roll a D6. If you roll a 6 you are entitled a free roll at the Trading Post. This is like a once off *Inventor* skill. The item rolled up is obtained free of charge but must go to the Brat in question. You can not give this item to another Brat or sell it off until after the first game.

Training: Most Brats were kicked out of their house because of the mischievous deeds they got up to. Most have gained some sort of experience from their life on the streets, where it is a matter of survival of the fittest, and only those that can adapt to changing conditions live to see another ash filled day. To represent this you can buy starting experience for any Brat in your gang. Each 1D6 experience points costs 10 credits. All the credits must be spent before rolling this experience up. The cost of this experience is not added to the basic cost of the Brat. If a Brat gains enough experience to go up a level or two roll for the advancement(s)

BRAT MAXIMUM CHARACTERISTICS

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



A Delaque Brat takes on the Redemption

hairstyles. Often heavily into the drug culture, they live for the sheer joy of the moment. They participate in various rebellious, subversive and anarchic activities including involvement with cultist groups and sometimes Wyrds. Bizarre tribal-like rituals are common practice among

some Brat gangs. Initiation rites, scars, and tattoos are also common. Such things make them easily recognisable as the lowest and most deprived Underhive denizens.

SPECIAL RULES

Outlanders: Brats are an Outlaw gang and all the Outlaw rules apply to

BRAT EXPERIENCE	
Exp Points	Title
0-5	Brat (Start Level)
6-10	Brat
11-15	Brat
16-20	Brat
21-30	Brat Warrior
31-40	Brat Warrior
41-50	Brat Warrior
51-60	Brat Warrior
61-70	Brat Champion
71-80	Brat Champion
81-90	Brat Champion
91-100	Brat Champion
101-120	Brat Champion
121-140	Brat Champion
141-160	Brat Champion
161-180	Brat Champion
181-200	Brat Champion
201-240	Brat Hero
241- 280	Brat Hero
281-320	Brat Hero
321-360	Brat Hero
361-400	Brat Hero
401+	Mighty Brat

them with the exceptions noted below. As Outlanders the Brat gang has no guild price and may never pay of its outlaw status.

SKILL LISTS							
House	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Cawdor	-	Y	Y	-	-	-	-
Delaque	-	-	-	-	Y	Y	-
Escher	Y	Y	-	-	-	-	-
Goliath	-	-	Y	Y	-	-	-
Orlock	-	-	Y	-	Y	-	-
Van Saar	-	-	-	-	Y	-	Y

Territory: Brats start with one piece of territory generated on the Territory Chart in the Necromunda source book. This is the first territory they will collect income from. Brats can never have more than one piece of territory at a time. Any additional territory captured must be looted to pay for new clothes, drugs, weapons and other fashionable items. After each game the Brats move on from their territory. They prefer to move around to keep up to date on any new fashion in the various parts of the hive and also to avoid the law. After collecting any income from a territory they are staying at, you should roll again on the standard territory chart to determine where they head to next. This is the settlement, waterhole e.t.c that the Brat gang will visit in search of new fashion and illegal dealings.

Income: Brats do not so much as collect income,

as steal it (kind of like looting, but not as extreme). Collect income, as normal for an Outlaw gang but do not halve the amount rolled. This is the number of creds the Brats are able to steal from the local settlement, waterhole or rip off from some poor unfortunate out in the slag wastes. There are dangers however associated with petty crime. When rolling for income, any roll of a 1 means that something has gone wrong. Maybe an alarm has been sounded, the Watch has turned up or something similar. Make an injury roll for the gang member who is collecting income and apply the result immediately. If *captured* this means that who ever was collecting income has been captured by the Watch. And yes, gang members can be killed! Shot in the back by the Watch or an irate settler as they flee the scene of the crime. Whatever the result no income will be collected on a roll of a one.

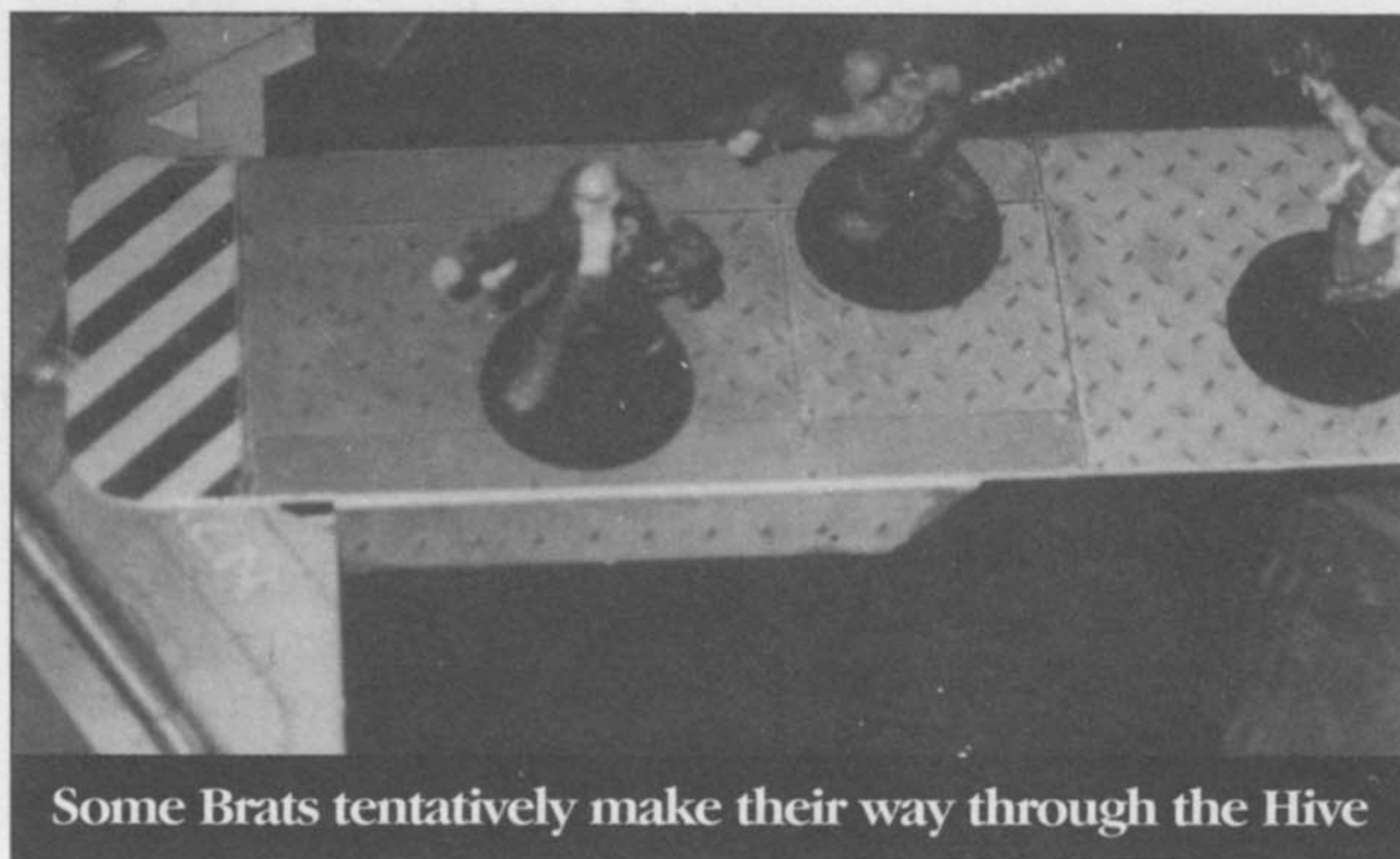
BRAT ADVANCE TABLE 2D6 Result

2	New Skill (any Table)
3-4	New Skill
5	Characteristic Increase 1-3 = +1 Strength 4-6 = +1 Attack
6	Characteristic Increase 1-3 = +1 WS 4-6 = +1 BS
7	Characteristic Increase 1-3 = +1 Initiative 4-6 = +1 Ld
8	Characteristic Increase 1-3 = +1 WS 4-6 = +1 BS
9	Characteristic Increase 1-3 = +1 Wound 4-6 = +1 Toughness
10-11	New Skill
12	New Skill (any Table)

Scavenging: Brat gangs will never scavenge, as they are just too damn lazy. Anyway, they would rather spend their time hanging out at the Outlaw Trading Post looking for new 'gear'.

Starvation: Brat gangs suffer the effects of starvation as normal. In some cases starving oneself is seen as an initiation rite.

Leadership: The leaders of Brat gangs are not always those with the highest leadership. Brats value material wealth and 'gear' above anything else. Therefore, the leader of the gang is always the one with the highest total



Some Brats tentatively make their way through the Hive

BRAT WEAPONS LIST	
BASIC WEAPONS	COST
Autogun	20
Shotgun (solid shot/scatter shells)	20
Boltgun	35
Flamer	40
Lasgun	25
Grenade Launcher (grenades extra)	130
Melta-gun	95
Plasma Gun	70
PISTOL WEAPONS	COST
Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Hand Flamer	20
Plasma Pistol	25
CLOSE COMBAT WEAPONS	COST
Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Knife	free/5
Sword	10
GRENADES, & SHELLS	COST
Frag Grenades	30
Krak Grenades	50
Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5az
Bolt Shotgun Shells	15
Dum Dum bullets for Stub Gun	5

value (total cost plus experience). This person has the standard leadership skills as any other gang leader. Leadership challenges often occur in Brat gangs. If at any time a member

of the gang gains a higher total value than that of the leader then they should fight it out to see who will take control of the gang as per normal. *Bottle Tests* etc. are taken on the Leader's Ld even if

it is lower than that of someone else in the gang.

Hired Guns: Brat gangs can make use of any Hired Guns that they can afford other than Bounty Hunters. In addition, none of the special characters (such as Mad Donna) will fight for them. They don't want to be seen hanging around with a bunch of adolescent misfits.

Bounty: Brats are seen as a menace to society and so are hunted down by the Guilders. They are worth a bounty equal to their total cost, just like any other Outlaw.

Trading: As Outlaws Brat gangs trade at the Outlaw Trading Post. This is the place to go for drugs and other narcotics which Brats value highly. If the leader is uninjured then he may go to the trading post and is offered D3 items. Every other gang member that goes with the leader adds +1 to that roll. If the leader has been injured then the gang is offered one item per member who goes to the trading post. The best 'gear' though is at the normal trading posts. Brats will sometimes risk going to the normal trading post to get such 'gear'. There are risks involved however when visiting the normal trading post, because after all the Brats are outlawed. If you decide to visit the normal trading post roll a D6

adding +1 for every extra gang member that accompanies the leader. On a six (before or after modification) the Brats have been spotted by the Watch and will be arrested unless they can make good their escape. Make an initiative test for each gang member who visited the Trading Post. If a fighter rolls equal to or under their initiative they will escape, otherwise the Watch will capture them.

Scenarios: Brat gangs roll on the Outlaw Scenario table. If the Brats can choose which scenario to play then they can pick any of the ones from the Necromunda or Outlanders rules.

Heavy Weapons: Brats cannot use heavy weapons because of the strength that is required to hold such a weapon and deal with the recoil when it fires. However, if a Goliath Brat gains the skill *Bulging Biceps* then they can purchase a heavy weapon at the cost indicated in the Outlanders book (note that the Goliath Brat will not be able to move and fire with the heavy weapon. The *Bulging Biceps* skill simply allows them to use a heavy weapon). Only Goliath Brats can ever use a heavy weapon on account of their already enhanced muscle strength over the other Brats in the gang. No more than two members of the gang can

be armed with heavy weapons at a time and you must convert a suitable model to use.

WORDS OF WISDOM

Brat gangs are not easy to use in Necromunda. Your fighters will be inexperienced, and other gangs will be looking to give you an easy thrashing. To help out all you 'Green Hivers' I have come up with a few pointers on creating a successful Brat gang. The first thing to bare in mind is the fact that you're fighters will be pretty inept at firing a gun. It is best to chose either close combat or pistol weapons for your fighters. Pistols are great because of the +2 to hit at short range that most of them offer. Close combat equipped fighters are also favourable as the +1 modifier for charging will allow your fighters to fight on equal terms. Give a couple of Brats a club or two to give them the edge in combat and make it easier for them to wound their opponents.

The next thing to consider is the low leadership of your warriors. Unless you get a few leadership increases you are going to find that you will *Bottle Out* of quite a few games early on. My advice is to always start with at least thirteen or more fighters. That way you won't have to start making *Bottle Tests* until you have had four

fighters taken down or out of action. Having a few extra warriors is also handy for ganging up on your opponent in close combat.

When starting out with a Brat gang, seek out other gangs that have a higher rating than yours. Brats gain experience increases very quickly early on so the more experience your fighters can get the better. As you will have lots of fighters, try not to build up all-rounders, but rather try to make your fighters either close-combat or shooting specialists.

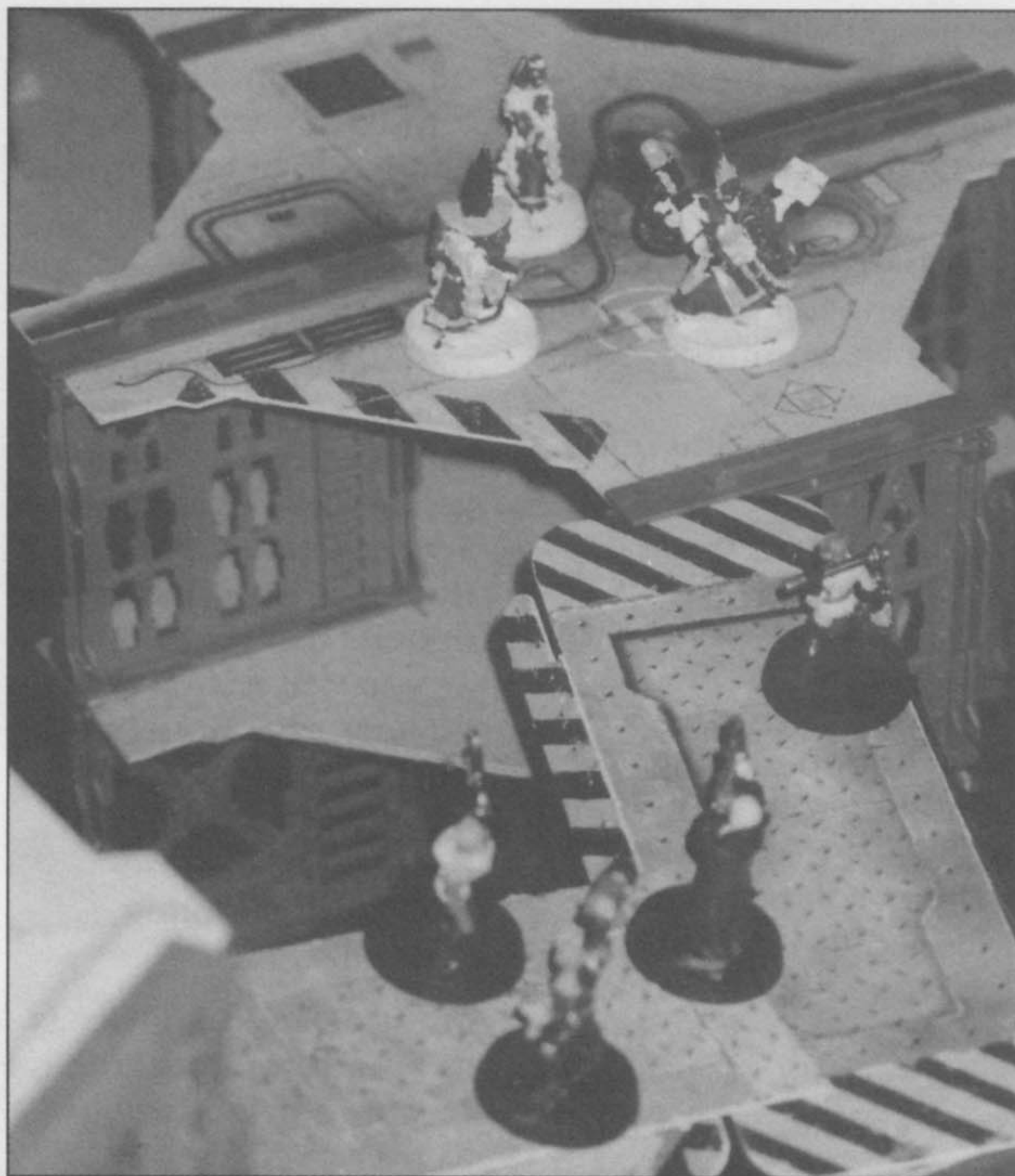
My last piece of advice is to have fun. Brats aren't meant to be an easy gang to play with. They're meant to provide you with a challenge. If you suffer a few early set backs stick with it, because the ups and downs inevitably even out.

INFAMOUS BRAT GANGS

What follows is a brief background of a few of the more notorious Brat gangs that have run the gauntlet in the Hives of Necromunda.

DANCE MACABRE'S

Dance Macabre members, of all the Brat gangs believe themselves to be truly noble. Their dress reflects this belief. They wear clothes with frills and have long tailored capes. Fashionable canes



It's the Redemption – time to move on guys!

(often with a hidden spike) are also traditional for them. To look at, Dance Macabre members appear very unnatural, with their white powdered faces, blonde hair and blacked-out eye sockets. Ritualised blood drinking (both that of their own and that of their enemies) is also common place. In many sectors of the Underhive they are referred to as a vampiric cult. Their symbol is the bat.

FRIGHT KNIGHTS

The Fright Knights are gung-ho in nature. They like to rush in to situations with all guns blazing. Guns that make

lots of noise is their preferred weapon. As a consequence close combat is frowned upon within the social structure of the gang. Fright Knights are typically clothed in green camo gear, which makes them easily recognisable. They also have long spiky hair, and wear sleeveless jackets and black sunglasses. The symbol of the Fright Knights is a spiky haired head with the word 'boo' under it.

JAGGERS

Jaggers are close combat orientated and are rarely, if ever, seen with a gun greater in size than that of a pistol. When not

brawling with other gangs they partake in duelling contests to see who are the most adept swordsmen. Their bodies are covered in scars and slash marks as a result. Jaggers wear ornate tight fitting clothes adorned with spikes. They also wear special goggles that cut out bright light. This has lead many to the assumption that they originated from clan Delaque. Their symbol is the stylised word 'Jaggers'.

NECROS

The symbol of the Necros is the skull. This symbol is often tattooed onto their almost bald, shaved heads. Necros usually wear long double-breasted coats and are armed with a variety of weapons. It is little wonder that they are referred to as cold-blooded psychotics when they find pleasure in torturing their captives for hours on end before finally ensuring that they die painfully. Of all the Brat Gangs they are without remorse or fear. It is this nature which has led to many power struggles within the gang structure.

RAKEHELLIONS

Rakehellion Brats have white faces, and painted eyebrows and lips. Their clothes are made out of the most expensive materials that can be found (or, usually stolen)

and are often ornate with bows and gems. It is little wonder then that they are often referred to as 'priceless princesses' by some of the other gangs. Something that they hate and that has led to more than one smart-mouthed ruffian finding a knife in his throat. The symbol of the Rakehellions is the flaming heart. It is a sign of the burning desire to be free that lurks within all Rakehellions.

STRYPERS

Strypers are aptly named because the majority of their clothing is covered in stripes. These stripes are often alternated in a pattern of bright colours. Typically they wear big collared, sleeveless vests. High-ranking members often have slashed leggings. Strypers also wear fancy wigs to cover up there baldheads. Baldness is in fact quite prominent amongst the gang members and is thought to be a condition of the highly toxic area that they inhabit. Strypers favour stealthy ambush as their method of attack. The symbol of the Strypers is a bar-code that is tattooed to their foreheads.

SPOOKHEADS

Spookheads are addicted to the substance known as 'Spook', which is where they get their name. They are the atypical juvenile scum who raid and loot simply

for fun rather than any beneficial gain. Their clothing is that of the typical gang fighter, and is almost lethargic compared to that of the other Brat Gangs. Indeed Spookheads, unlike other Brat Gangs, have no care for their personal appearance whatsoever. The Spookheads have no symbol.

WHAT MODELS TO USE?

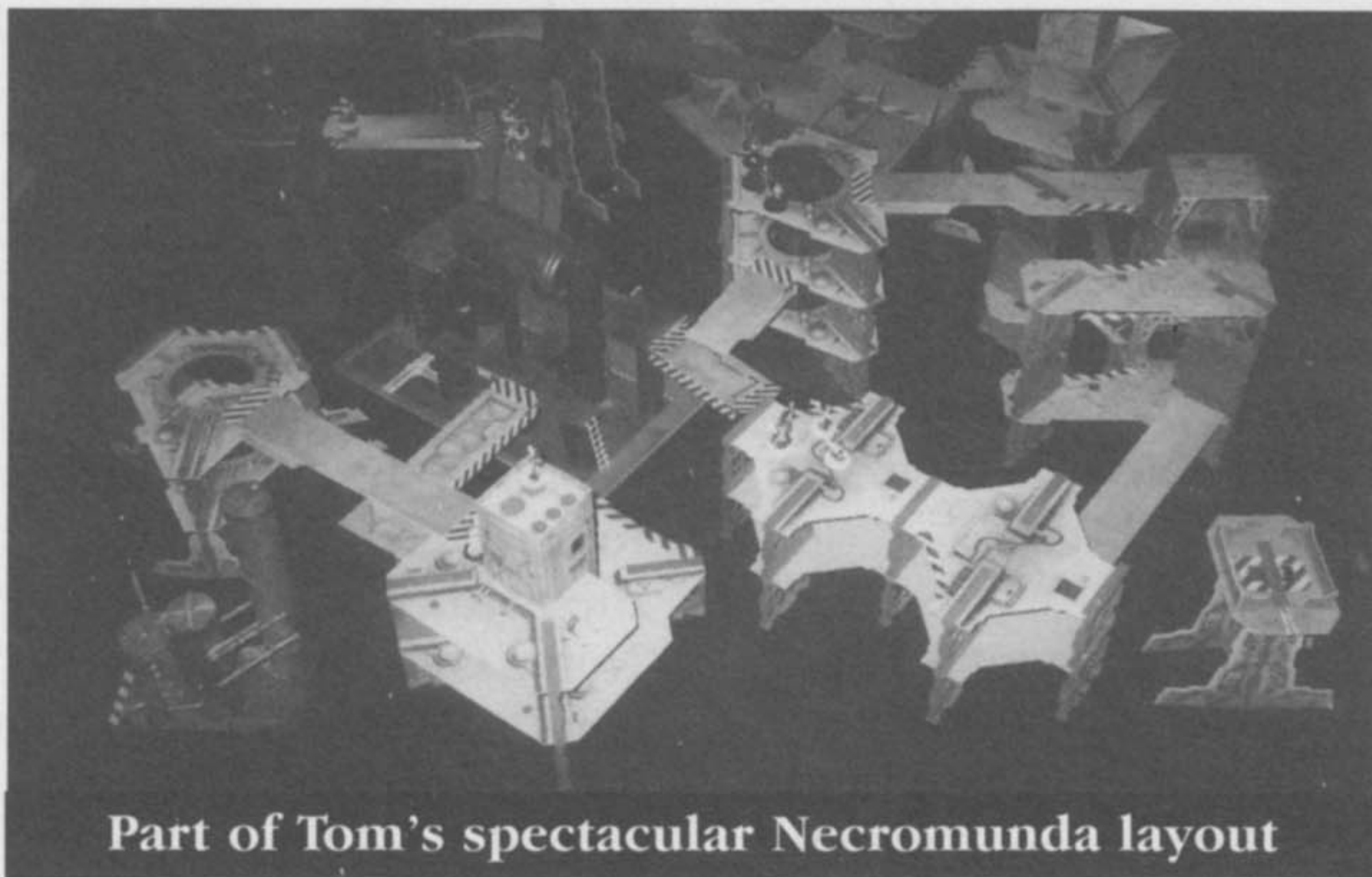
Brat gangs are a mixture of youths from all of the Houses of the Hive (I.e: The standard gangs in Necromunda). Therefore the models that are the easiest to use are the Juves from the Cawdor, Orlock, Van Saar etc miniature range. Using these models helps you and your opponent identify which models are from which house very easily on the tabletop. I have also found that since I started my Brat gang I now have a good basis in terms of miniatures for all the other gangs. All I would need to do to run

an Esher gang for example would be to buy a Leader, a Heavy and perhaps one or two gangers. There are other alternatives however. How about converting your own scum from the myriad of citadel miniatures on offer? Or we may be lucky and the Trolls at mail order will run a special deal on the old Brat miniatures that were designed for the Confrontation game.

Well that's it from me for the time being. I hope that you find playing with a Brat gang challenging and rewarding. If you have any questions, criticism or praise then why not e-mail me at:

tlm@start.com.au.

Alternatively (if you're in Oz) why not pop into the Games Workshop Sydney City store sometime and have a chat. I'm always keen to hear what's going on in the other Hives of Necromunda. Now I'm of to dish out some 'ruff' justice as only Brats know how...



Part of Tom's spectacular Necromunda layout

Less Bark... More Bite...

Themed Wood Elven Armies

By Thomas 'Slaine' O'Brennan



Slaine – I'm perfectly sane... Honest!

Slaine, that mad woad-wearing 'frother' from Auckland, New Zealand, returns to the fray with his ideas for themed Wood Elven armies, representing the very different approach to war each of the Kindreds of Athel Loren practice. Slaine and his gaming mates play Warhammer in their own particular way and have modified and adapted the rules no end (which we think is just great and how it ought to be!). These rules ideas are entirely from their perspective and represent their style of play – really big battles and lots of magic items! Therefore, they may not be suitable for everyone, but read them and playtest them anyway because Slaine would love to hear your opinions.

Slaine is now working on numerous other projects which we would love to feature when he has them finished, such as: Dogs of War Celtic-style barbarians, themed Dark Elf armies (an entire Witch Elf army from Hag Graef – eek! – Ed) and some sinister Estalian regiments. And, if you're not up for that, you can taste his axe (sorry Pat!).

Though I've played Games Workshop games for longer than I care to remember, I was the last of six brothers to raise an army, even though I was the oldest. I remember sitting with them as they played flicking through their White Dwarfs, or harassing them by placing plastic farmyard animals and Smurfs on their carefully laid out battlefields. While browsing through White Dwarf the models that caught my eye and began my path to woad-painted

frothing insanity were the old Wood Elf models with their flowing hair, Magic war-paint, Celtic neck torques and carnyx warhorns.

Since that time I've collected and played almost every Warhammer army from 2000 points of Skaven to 20,000 points of Chaos and even ventured into Space with my Dark Angels and trod the field of battle with my Norse club. My kindred spirits, however, have always been the Sylvan folk of Athel Loren. My

Wood Elf army of 9,000 points (which has been broken down into three armies of 3,000 points) contained three distinct armies from the Glades of Loren which I have presented here with suggested limitations and special rules.

Themed Armies of Athel Loren

Are you a Wood Elf general who regularly gets the bark kicked out of you? Your mighty army in splinters and that

The Kindred of Equos

This landscape forms the borderlands of Athel Loren. Looking across the heaths, the vast green forest can be seen. Anyone who dares venture towards the forest risks being ridden down by the kindred of Equos in their war-chariots or being chased by the Glade Riders with their lances and bows. These warriors tirelessly ride across the heaths searching and tracking intruders. Sometimes rival champions will race chariots or steeds between great standing stones. By night they camp in the groves of stunted oaks or return to the forest itself, to be relieved by another troop riding out from the meadow glades.

Characters

- No character may ride on a Warhawk or a monster.

Regiments

- Any number of Chariots.
- Any number of Glade Riders.
- 0-1 regiments of Guardian Scouts.
- 0-1 regiments of Archers.
- 0-1 Wood Elf Bolt Throwers.
- 0-1 regiments of Wild Heathen Wardancers.

- 0-1 Forest Swarms available at half price (100 points) per Mage in the army.

Magic use

- Dave Cain's excellent Wood Elf magic deck from CJ18 or the Jade and Amber from the old college decks.

Special Characters

- *Lothlann the Brave*, *Medb the Wood Witch* (White Dwarf) and *Breas the Bear Hearted*.

The Pine Crag Kindred

The Kindred who settled here learned to use the pine resin for many things including wine and magical potions. The region is abundant in wild animals such as bears, wildcats and birds of prey. The Elves dwelling here have developed a strange affinity with the beasts and birds. The Kindred of the Pines includes warriors who have learned to ride on the backs of giant Warhawks.

Characters

- No character may be mounted on an Elven Steed, a Unicorn or ride in a chariot.

Regiments

- Any number of Warhawk Rider regiments.
- Any number of Pine Crag Archer regiments.
- Any number of Pine Crag Guard regiments.
- 0-1 regiments of Pine Crag Scouts.
- 0-1 regiments of Wardancers.

- 0-1 regiments of Forest Rangers.
- 0-1 regiments of Dryads.
- 0-1 Treemen per 2000 points of the army.
- 0-1 Forest Swarms available at half price (100 points) per Mage in the army.

Magic use

- Dave Cain's excellent Wood Elf magic deck from CJ18 or the Jade and Amber from the old college decks.

Special Characters

- *Thalandor*, *Skaw*, *Wythru* (*Drycha* in all but name).

The Wild Hunt

The Wild Hunt consists of the original, more feral kindred of the Wood Elves of Loren lead by King Orion himself. The first kindred of Loren are the Waywatchers and Scouts as well as Beastmasters and Oak Glade kinbands. The Wild Hunt may also include the option of being based on the four forest kindreds excluding the Pine Crag kindred, Highland kindred and the Kindred of Equos in the Meadow Glades and the Wild Heath. Here is a list of suggested special characters, additional rules and army composition to create a Kindred that would have the correct feel, I think, for Orion:

Characters

- No character may be mounted on a Warhawk, Elven Steed or ride in a chariot.

Regiments

- Any number of Wardancer regiments.
- Any number of Waywatcher regiments.
- Any number of Scout regiments.
- Any number of Dryad regiments.
- Any number of Oak Glades Archer regiments.
- Any number of Oak Glade Guard regiments.

- 0-1 regiments of Beastmasters.
- 0-1 regiments of Forest Shadows.
- 0-1 Treemen per 1000 points of the army.
- 0-1 Forest Swarms available at half price (100 points) per Mage in the army.

Magic use

- Dave Cains excellent Wood Elf magic deck from CJ18 or the Jade and Amber from the old college decks.

Special Characters

- *Orion, Naieth, Wychwethyl, Sceolan, Durthu, Drycha, Gruarth* and *Scarloc* and his scouts from Journal 26.

includes your Treemen? Yeah, well me too. The Wood Elf army isn't the easiest to use, especially when most of your foes like mine are all Chaos players! The Wood Elf army is fairly binding with Dryads, Wardancers and Warhawk riders forbidden magic standards and heavy armour and war-machines nowhere to be seen. Victories came but were too few and far between, so I began to play with my other nine armies, including the Journal Norse army list. Though I gain more victories leading my Norse, Chaos, Dark Elves or Bretonnians, the Wood Elves have always been

my favourite and I still feel like a Wood Elf Lord, even when leading my Khorne Daemons to battle. I play an awful lot and am constantly testing new ideas, rules

and armies. The following ideas for Wood Elves are borne from intensive gaming.

These lists are merely suggestions for use aimed specifically at scenarios.



Slaine (centre) and his mates, taking the Wood Elf theme a little too far!

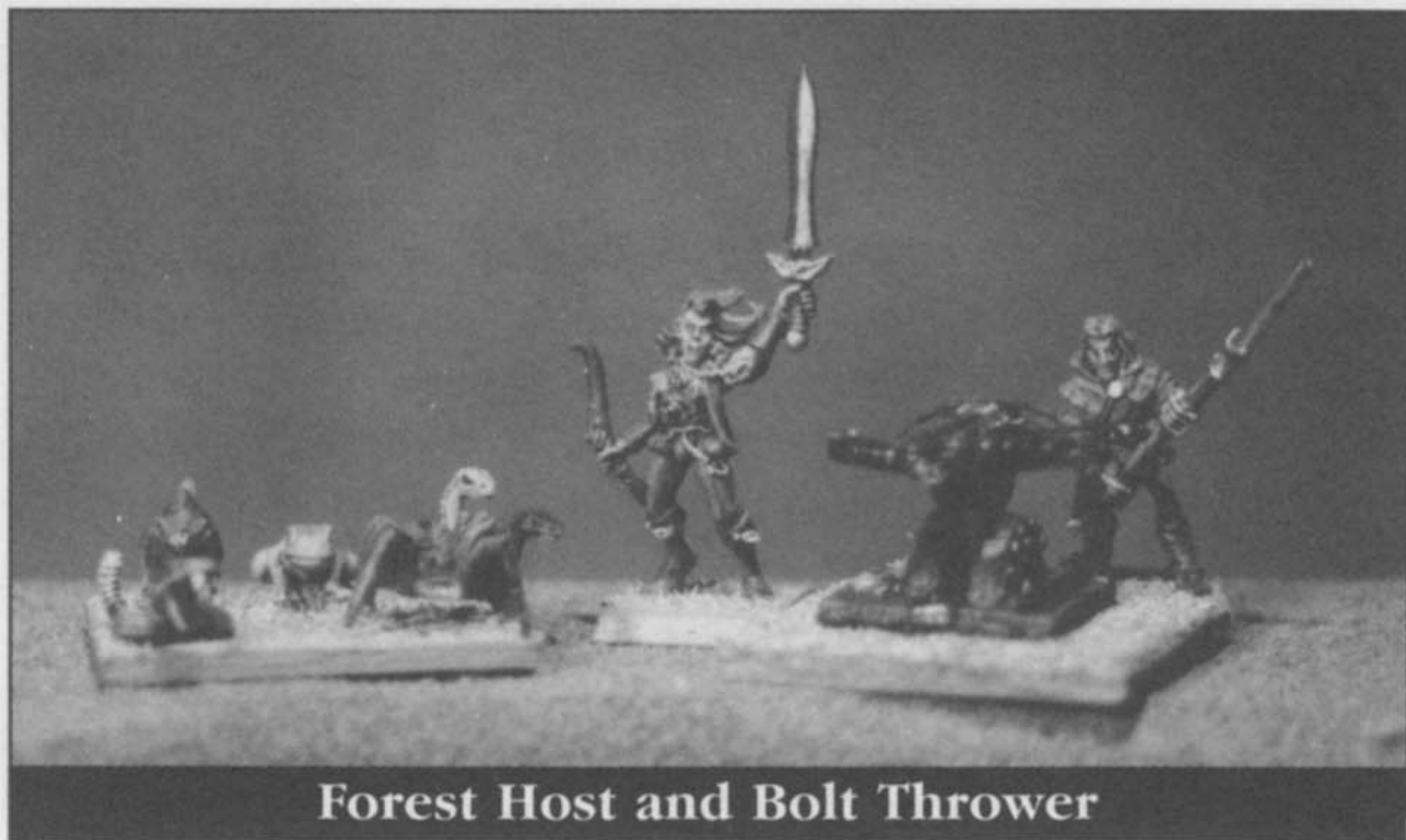
Some of these themed lists contain special characters and troop types and will be limited for use in scenarios. The use of Dave Cain's fabulous Wood Elf magic deck is definitely recommended to give these lists a really rustic, fey feel to them. From playtesting these lists I really felt that they typified the spirit of Loren and each has it's own unique character and as far as game terms go, using these lists I still manage to lose about as much as I did with the standard list!

Wood Elf Bestiary supplement

This additional bestiary contains the regiments and monsters that I use in scenarios based on the invasions of the Loren, from the south in the Meadow Glades to the Pine Crag in the foothills of the Grey Mountains or even a pestilent Skaven horde surfacing into the very heart of 'feral' Loren. I've also included a regiment of the lost Wythel Kindred for added missile strength for Empire armies.

Forest Hosts

When the Wood Elves go to war, their Mages summon the very forest itself to battle, not only invoking the aid of Dryads and mighty Treemen but also calling forth the birds in the trees and the



	M	WS	BS	S	T	W	I	A	Ld
Host of the Forest Floor	6	3	-	3	2	5	5	4	10

	M	WS	BS	S	T	W	I	A	Ld
Host of the Forest Canopy	3D6	3	-	3	2	5	5	2D6	10

	M	WS	BS	S	T	W	I	A	Ld
Elf Ranger	5	4	4	3	3	1	6	1	8

scampering and slithering host of the forest floor. Wood Elf swarms fall into two categories: airborne hosts of the forest canopy – owls, hawks, falcons and bats; and the host of the forest floor – rodents, squirrels, snakes, rabbits, frogs, etc.

Host of the Forest Floor
100 points
Swarm: All rules applying to swarms apply to a Host of the Forest Floor.

Forest Dwellers: They may be deployed in any wood on the battlefield.
Host of the Canopy
120 points
Flyers: A Host of the Canopy will always move

3D6 in the movement phase and can cause 2D6 Strength 3 automatic hits on any unit that it flies over (or through). Units attacked in this way may attempt to strike back but will only hit the tiny creatures on a 6 regardless of their Ws.

Elven Rangers
13 points each
The Beastmasters of the Pine Crag are those Elves that have befriended a bird of prey. They have learned to call and direct their winged companions by carefully mimicking the noises and calls. The most common of bird companions are hawks, falcons and eagles



Conversions of Pine Crag Rangers

although bats, owls and even finches accompany some Rangers. *Skaw the falconer* is the most famous of the Pine Crag Rangers and may be found leading many of his kind.

Weapons/Armour: Hand Weapon, Bird of Prey, Feathered Cape (Light Armour).

Save: 6+

Options: Longbow (+3 points)

Special Rules

Woodsmen: Being Wood Elves, Rangers suffer no movement penalties for moving through woods.

Bird of Prey: The Ranger's trained Bird of Prey will fearlessly attack any foe that it is directed at and then return to the wrist of its master. This counts as a missile attack with a range of 24", a Strength of 3 and will hit automatically so long as the target is in line of sight, because they are so fast the enemy may make no attempt to strike back. If the Rangers are firing their Longbows they may

not direct their Birds of Prey as well as this necessitates all manner of calls and signals.

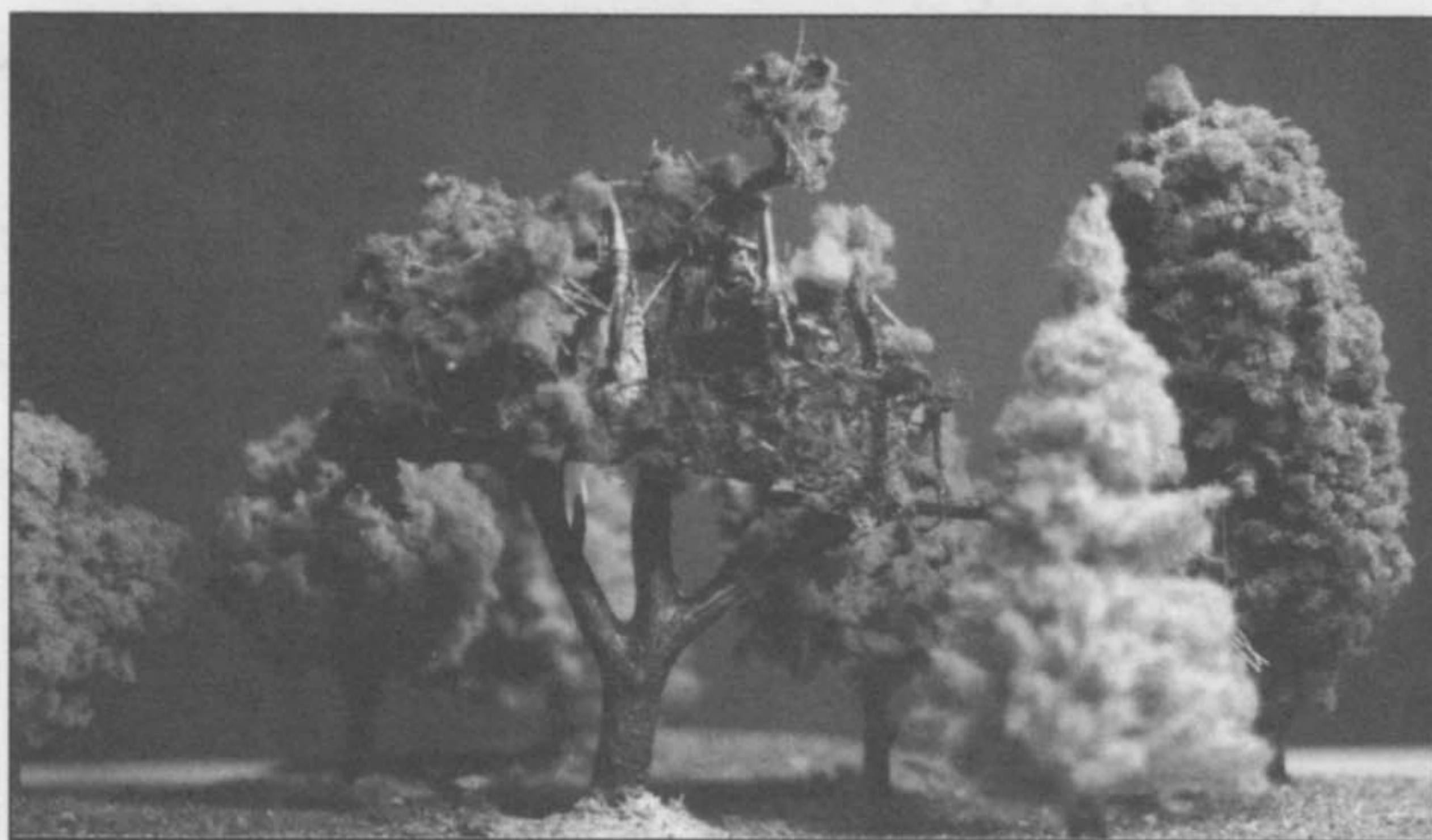
exceptional skills with the Longbow. They operate from covered hides and camouflaged pits seeking out the leaders of those who would pollute the forest with their foul presence.

Weapons/Armour: Hand Weapon, Longbow

Save: None

Special Rules

Woodsmen: Being Wood Elves, Rangers suffer no movement penalties for moving through woods.



Forest Shadows in their covered hide

	M	WS	BS	S	T	W	I	A	Ld
Forest Shadows	5	5	6	3	3	1	6	1	8

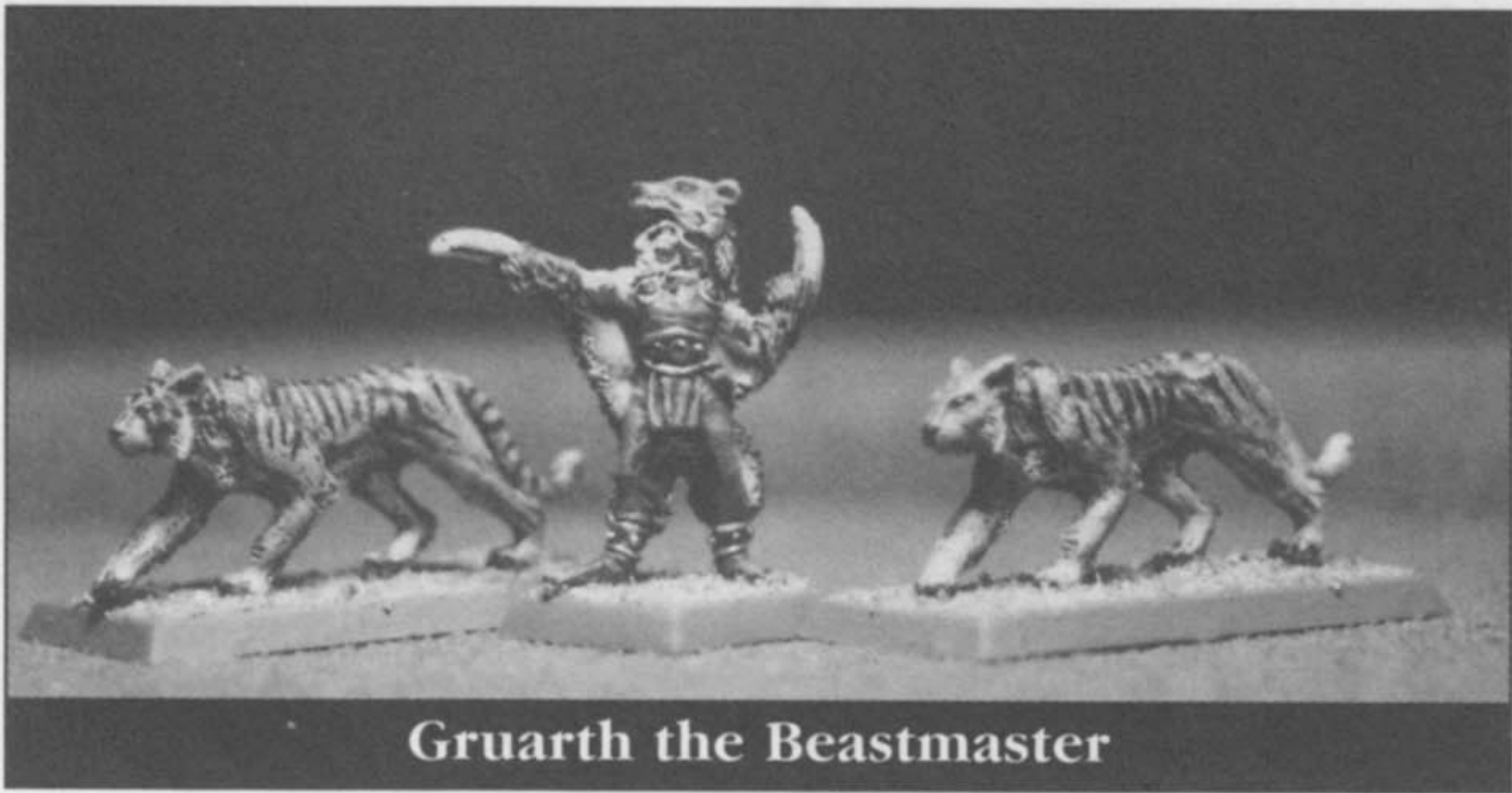
Forest Shadows

38 points per team

Forest Shadows are roguish Way-Watchers that act independently of their kin acting more as assassins and guardians of the burial cairns than messengers and spies. They are selected from the very best of the Way-Watchers, those with

Deployment: Shadows deploy in pairs in a specially prepared covered hide which may be deployed in any wood on the battlefield provided it is outside the enemies deployment zone.

Assassins: Shadows specialise in taking out enemy leaders and



Gruarth the Beastmaster

characters and so may target enemy characters in units, etc.

Set Traps: Shadows are Way-Watchers and may set traps as normal.

Beastmasters

- Champion 38 points
- Beastmaster 14 points
- Wild Hog 10 points
- Bear 30 points
- Wild Cat 12 points
- Hunting Dog 12 points

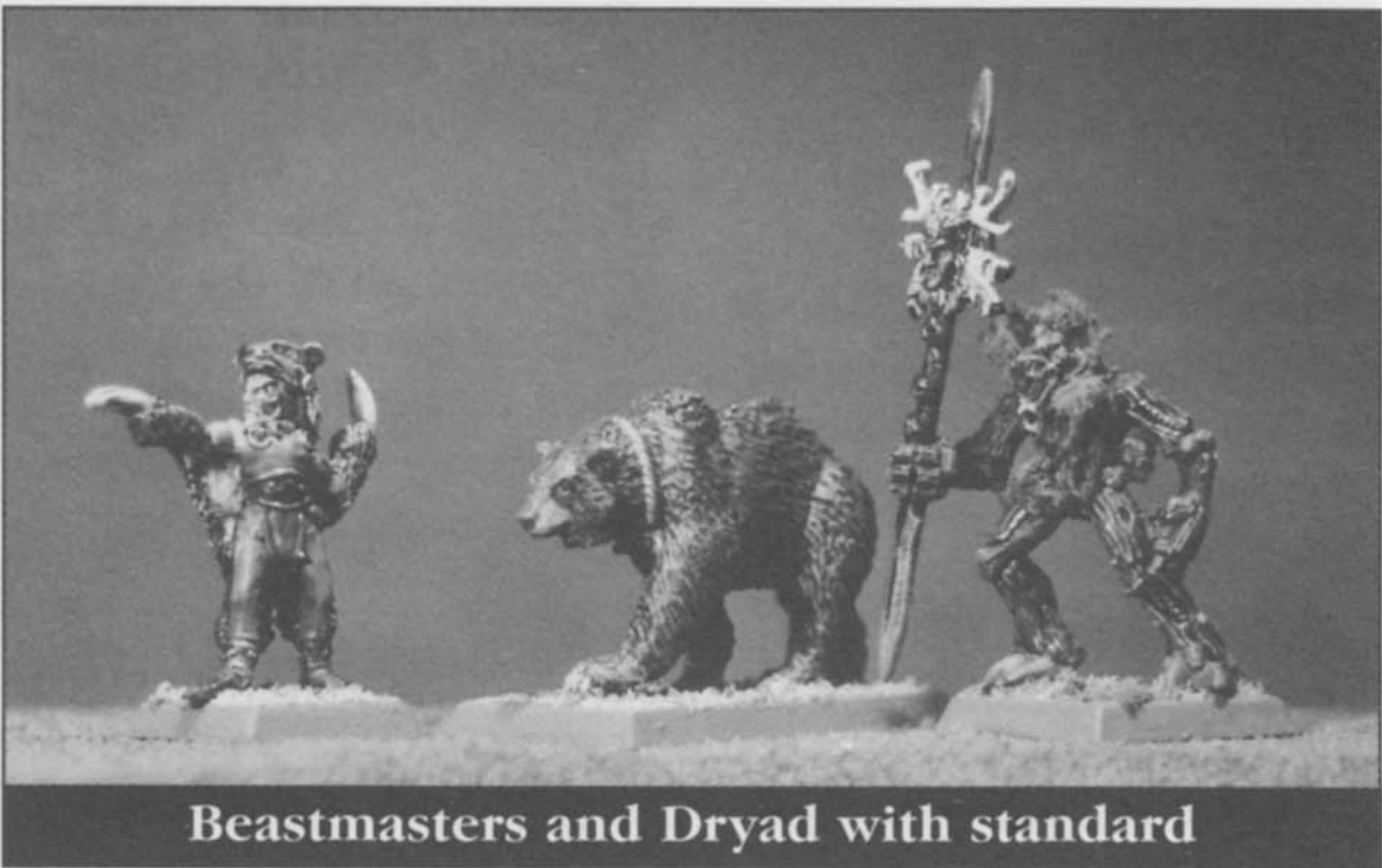
The strangest of all the Wood Elves are the Beastmasters. These are Elves with magical powers, who are able to talk to animals and even change into their shape. They are able to communicate with all kinds of creatures, but usually choose a single creature which they adopt as their second skin or totem beats. Because the Beastmasters live deep in the forest, the animals they adopt are those familiar to them: wild bears, boars, dogs.

They often live alongside their adopted creatures for periods of time, growing more and more like them as they do so. If

they live long enough among the beasts their form usually changes to that of the beast and they are able to change back to

monstrous vision of twisting flesh and cracking bones and claws that sprout from hands. Gruarth is the most famous of their reclusive and fey kind (this was stolen from the previous edition of Warhammer – if I may beg your indulgence).

A Beastmaster unit may include one beast per Elf and may have a selection of different beasts per regiment. A unit may only be lead by a Beastmaster

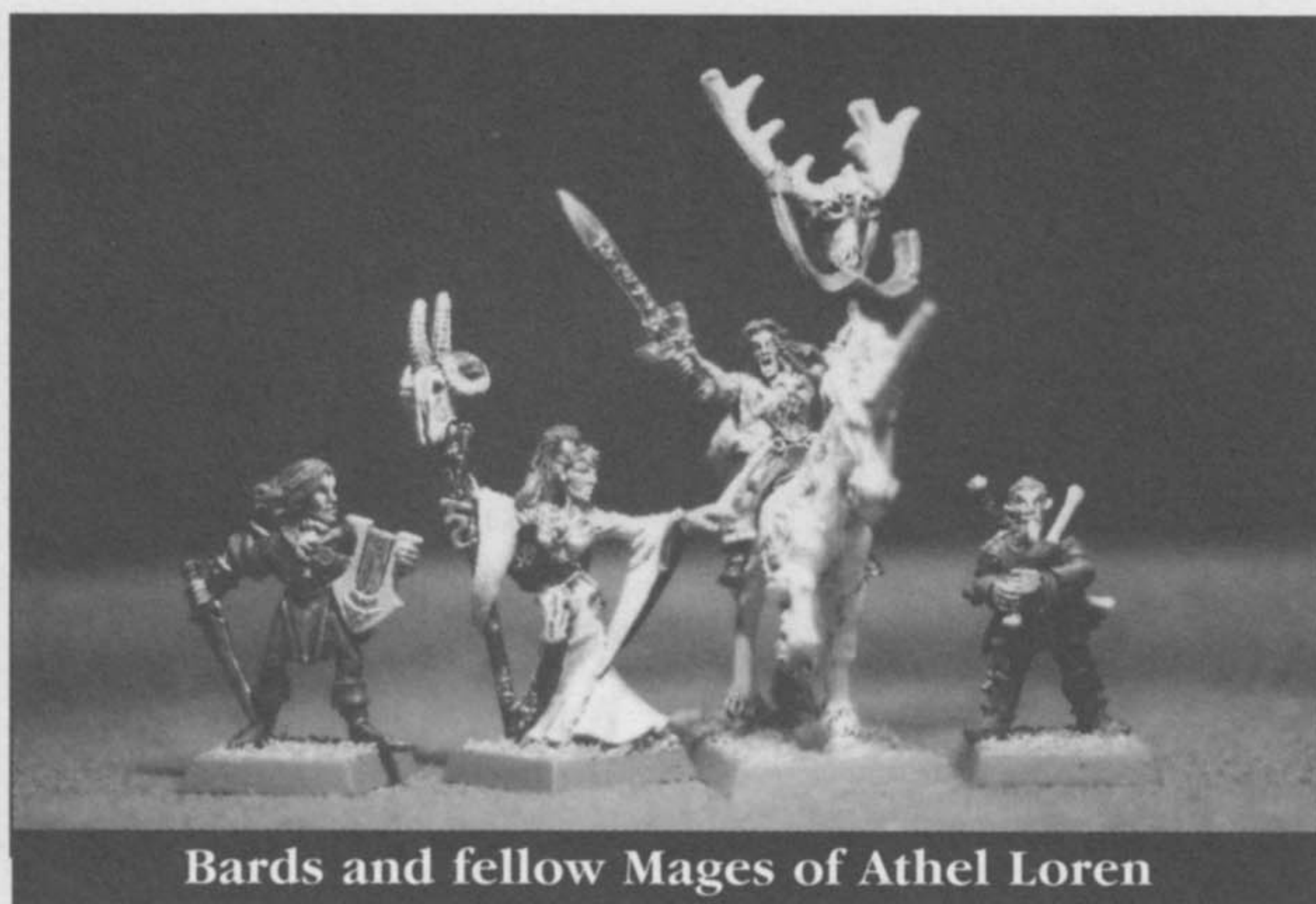


Beastmasters and Dryad with standard

their old form for short periods. When they fight they continually change shape which is quite unnerving for their enemies which are confronted by a

Champion and may not be accompanied by any other characters except the special character Gruarth who is also subject to these rules.

	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	5	4	4	4	4	1	6	2	8
Beastmaster Champion	5	4	4	4	4	1	6	2	8
Wild Hog	7	4	0	3	4	1	3	1	3
Bear	4	3	0	5	5	2	3	2	6
Wild Cat	8	4	0	4	3	1	4	2	4
Hunting Dog	8	4	0	3	4	1	4	2	4



Bards and fellow Mages of Athel Loren

Weapons/Armour: Hand Weapon.

Save: None

Options: None

Special Rules

Woodsmen: Being Wood Elves, Beastmasters suffer no movement penalties for moving through woods.

Shape Shifter: The process of morphing from an Elf into their totem beast is a frightening and disturbing experience, therefore they cause *Fear*. Once per game the Beastmasters may use the movement of the beasts

of their totem although the unit must always move at the rate of the slowest creature in the unit.

Frenzy: If either all of the beasts or all of the Beastmasters are slain then those that remain are enraged and subject to the rules for *Frenzy*.

The Bards of Athel Loren

When the warriors of Athel Loren take to the battlefield sometimes the most gifted of Elven minstrels join them and

inspire them with great songs. These Bards are a peculiar sect amongst Wood Elf Mages and their powers are channelled through song and musical instrument and are known as the Treesingers. With their ability to induce and direct the growth of the forest they are respected mystics.

Instead of including a normal musician, any Wood Elf regiment that includes a Hero or a Mage may include a Bard at double the basic cost of a normal trooper. They are in all respects the same as a Musician except for their special rules below.

Special Rules

Woodsmen: Being Wood Elves, Bards suffer no movement penalties for moving through woods.

Spell Songs: Bards are treated in all respects as a normal musician except that at the beginning of the battle they may attempt to inspire the troops with their spell songs, roll 1D6:

1. *Out of Tune:* The Bard is not singing well and confers no bonus to the regiment he is with.

2-3. *Song of Soothing:* The song eases the hearts of the Elves and they become immune to *Panic*.

4-5. *War song:* The Bard enthuses his regiment and they may add +1 Ld for the rest of the game.



Pine Crag Kindred warrior on Great Eagle

6. *Song of Vengeance:*
This tragic song tells of all the woes committed against the Elven people and fills the regiment with *Hatred* against their foes.

Bear Chariot

Though more often than not I use my Champion's bear-borne chariot as a normal Wood Elf chariot, telling my opponents that the bears should be considered to be normal Elf steeds, on occasion I have been permitted to



Breas the Bear-Hearted in his war-wain

use my own rules for it as a special character. This character has been included as a special character for the Kindred of Equos.

Breas 'The Bear-Hearted'

Equos Kindred Charioteer..... 247 points

	M	WS	BS	S	T	W	I	A	Ld
Breas	5	5	5	4	3	1	7	2	8
Crew (2)	5	4	4	3	3	1	6	1	8
Cave Bears	4	3	0	5	5	2	3	2	6

Breas is a Champion of a unit of Wood Elf war chariots. He is reputed to live amongst a group of wild cave bears, where the Meadow Glades meets the foothills of the grey mountains. He can trace his lineage to Chrace and Avelorn in the High Elven kingdom of Ulthuan and often wears an Elven helm of forest green an heirloom of his Avelorn kin. Though relatively short for an Elf, he is said to have a heart as big as his bears and is so named bear-heart. Breas is particularly nimble even for his own kind and in the heat of battle will be seen running up the yoke of his chariots while it thunders across the Wild Heath. Breas directs his chariot by communicating with the bears that draw it in a series of low growls and grunts. His bears, Cromm and Cruach are his constant companions and he rides with two of his strange and silent kin folk who hurl javelins at their foes.

EQUIPMENT: Breas and his crew wear light armour and carry spears, shields and javelins. The chariot is equipped with scythes.

SAVE: 5+

Special Rules

Elevated Position: From his position on the Yoke Breas may always strike first in combat (just after you have worked out the impact hits from the chariot).

Devastating Charge: Once during the game, Breas may work Cromm and Cruach into a fervour and they will add D6 to their charge.

Bear Master: If Breas is slain, irrespective of whether there are any crew remaining the cave bears must make a monster reaction test.

Bolt Thrower

100 points each

Though the Elves of Athel Loren are loath to cut tress to build war-machines they are not beyond using the remains of enemy war-machines against them. On rare occasions certain kindreds build crude bolt throwers in imitation of the deadly weapons used by their High Elven brethren. These weapons are usually lifted into the branches of trees onto platforms and sung into place by Mage tree-singers who bind it into place amongst the leaves and branches which offers perfect camouflage.

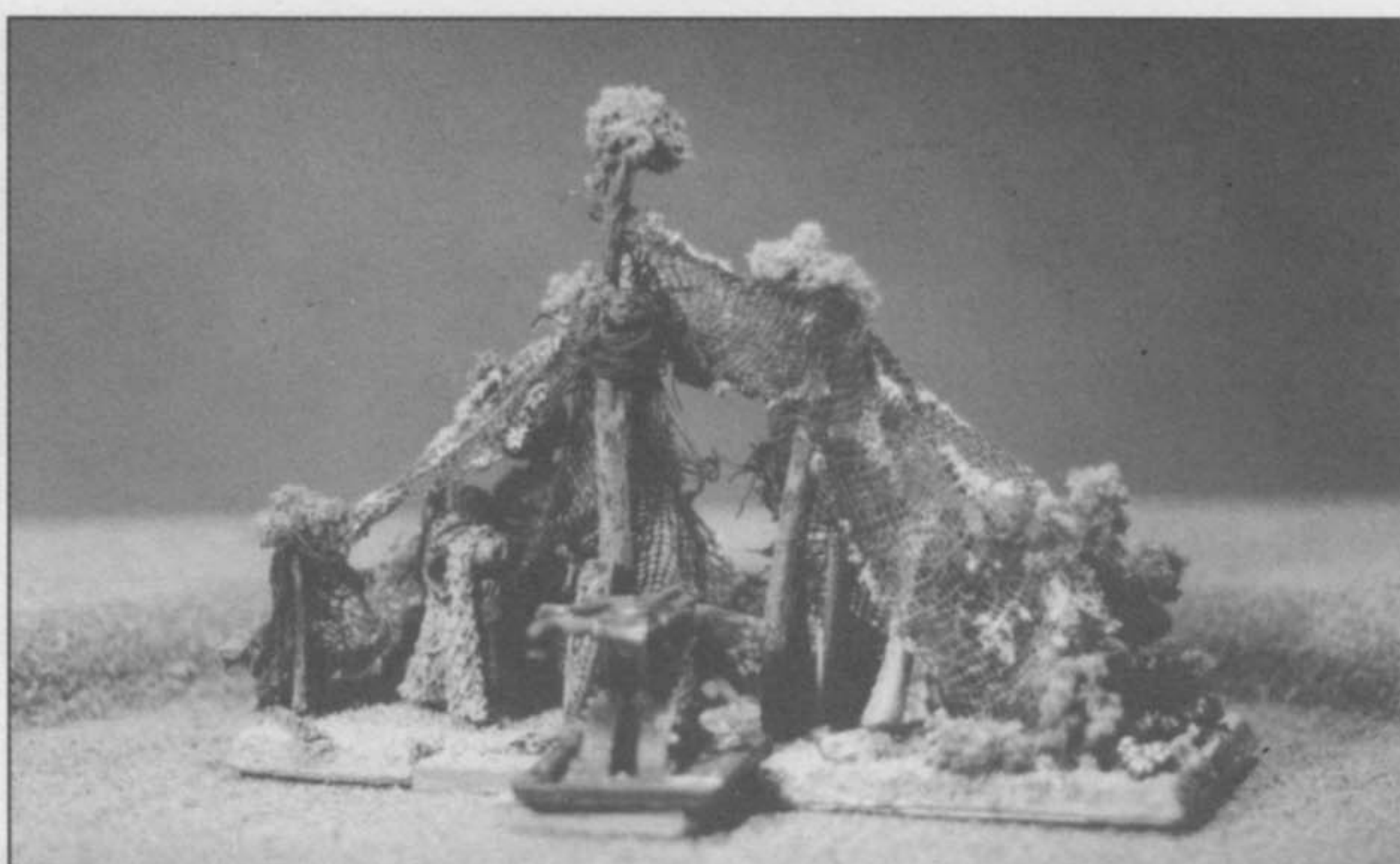
This bolt thrower is identical in every way (including points) to the bolt thrower that can be found in the Dwarf army book (except that each machine has a crew of two Elves to defend it).

Special Rules: Wood Elven bolt throwers are heavily camouflaged and disguised from the enemy. They count as being in heavy cover and hidden until they open fire.

Barding

Owing to the rarity of metal use by the Wood Elves other forms of barding for the horses of the Kindred of Equos are available. There are two categories of barding:

Animal hides and thick pelts confer the standard



A Wood Elven bolt thrower in camouflaged hide

+1 save for barding.

Woad may only be used on character's steeds and is whirled onto the steeds by Elven Mages in arcane and magically potent symbols. Woad confers a 2+ to the save and an unmodified save of 6+. This is considered a magic item.

Loren border. An army based on the Kindred of Equos would guard the southern Meadow Glades and patrols may accompany Kinbands sallying out against invaders in the Wild Heath. You could test the hardy mounted warriors of the Kindred of Equos against a Tilean



Converted Glade Riders of the Kindred of Equos

Scenario Ideas

Using any of these themed armies is recommended for scenarios and campaigns based on invasions of specific areas of the Athel

mercenary army and try out the rules for barding. The Pine Crag Kindred would naturally guard the forested foothills and highlands where they dwell and would be far less likely to include the

likes of Glade Riders and chariots. An interesting opponent for the Pine Crag's Kindred would be a Dark Elf expeditionary force containing lots of Harpies and Witch Elves mounted on Dark Pegasi, which would make for a good 'crack'. This is the basis for my themed armies, selecting a force that fits in with the whole Warhammer world, the geography, the background and history of the army and the likelihood of having allies or mercenaries.

Creating a colourful history for your army is one of the many pleasures of Warhammer but this can vary in difficulty depending on your chosen race. A Lizardman player has little more to do than follow the guidelines for painting his army in the army book to represent their particular spawning.

I would also strongly suggest using the enchanted scenery rules from Journal 9 and the



Pine Crag's Kindred Warhawks including a standard

Norse army from Journals 8-6 to add a little flavour to your games.

Tarot of Loren

I worked up this little idea for a random deck, similar to Chaos rewards, to try and give the Wood Elves that fey, mysterious feel. A Wood Elf Mage may consult this Tarot in order to prophesise potential events that may be exploited in the coming battle. Before the battle the Mage will receive 1D6 Tarot cards which may be used during the course of the game. The events foretold

in the cards will have been told to the Wood Elf command before the game begins and so the Tarot cannot be destroyed or negated even if the Mage is slain.

(If you want to use these ideas in game play, it would be an idea to print them onto cards in a similar manner to the spell cards.)

Kurnous –

The Horned God

The Mage has foretold of the steadfast stand of a particular kindred against overwhelming odds in the coming battle. Once per game the Wood Elves may roll three dice for a break test for one regiment and select the two most favourable dice.

Isha –

The Mother Goddess

If the Mother Goddess card is drawn it foretells of Isha's blessing upon a regiment or kindred. Once per battle in the combat phase one regiment will benefit from



Wood Elf command group



Wychwethyl's Sacred Glades Wardancer Troupe

a 4+ special save which is not an armour save.

The Hermit

The Hermit card signifies the guile of a kindred may save it from certain doom. If an opponent successfully rolls to 'see' a Way-Watcher regiment the Wood Elf player may force him to re-roll the dice. Alternatively, if a regiment of Scouts is in a woods they may benefit from the Way-watcher's skill as though they were way-watchers.

The Wild Wood

If an enemy unit enters a wood it may become disorientated or lost. Once an enemy unit enters a wood roll a scatter dice and this will be the direction that they emerge in their next turn.

The Fallen Hero

The general's death has been prophesied as the sacrifice of a hero for Loren. Wood Elves are immune to *Panic* if their general is slain.

The Fool

The enemy general has made a strategic error which the Wood Elf Mage has foreseen. The Wood Elf player may 're-deploy' D3 enemy units after the initial set-up (play at the start of the game).

The Sacred Oak

This card is vague in its prophecy concerning events in the battle. The first enemy unit to encounter Wood Elves within a wood will *Fear* them unless they are immune to psychology.

The Witch King

This card is the most ominous prophecy for the Wood Elves as it foretells of great loss and in battle this can mean almost sure defeat. All Wood Elves will suffer -1 Ld for the whole of the game (play at the start of the game).

The Mage

Once per game a nominated Mage may use a dispel card as a power card and vice-versa. He may also retain one more

card than normal.

Justice

This foretells that the archery training has paid off for one regiment. A randomly nominated bow-armed unit will not suffer a penalty for shooting at long range (remains in play).

Vaul - Judgement

The card foretells of a war-machines destruction. The Wood Elf player may nominate an enemy war-machine or chariot that is prone to disaster. Once per battle the Wood Elf player may force his opponent to re-roll an artillery dice or the charge affect for a chariot.

Khaine - The Daemon

A card of impending doom, any rolls of doubles in all Wood Elf Ld tests will count as a failure (must play at the start of the game).

Conversion Ideas

As you may have worked out from the pictures in this article I'm a bit of a conversion addict. I just love to convert miniatures to totally personalise an army and to capture that unique feel. Almost all of my regiments include some converted miniatures, mixing the new range with many of the older figures does wonders.

Here's a handful of conversion ideas from my Wood Elf army:

Elven Rangers

With these I was blessed because many older Wood Elf minis were adorned with birds of prey on their wrists (thanks Jes) and others were easy to convert up if you you know where to look. I used the following:

Eagle Standard 074249/1c
Dark Elf Champion with Owl RR11/6
Elf with axe and hawk 074213/27A
Aesllanan Woodmage MD4/L (from Wood Elven attack chariot crew)
Carrion Perch 074542/14

Wood Elf Bolt Thrower

I wanted this to look fairly make-shift and rustic. It wouldn't be made to the same quality as a High Elf bolt thrower after all. I used the following:

Bolt Thrower 074751/6
– 10 with optional wheels MD5/L
Elf Loader 074249/17
Elf with Javelin 074237/6
Javelin Rack MD4/J
Quiver MD4/I

Rather than the difficult job of converting a bolt thrower into the branches of a tree, you may prefer to assemble your machine on a ground base, covered in flock and scrub. The machine will still count as camouflaged and will be easier to remove from the board if destroyed.

Elven Beastmasters

Again I was blessed for these models. The classic old Wood Elf range was

there to be exploited. For those who hanker for bestial Elves here they are:

Bear Master 074249/10
Bear 074249/9
Wild Cat Master 074249/12
Wild Cat 074249/11
Boar Master 074249/14
Wild Boar 074249/13
Hound Master 074249/16
Hound 074249/15

Naieth the Prophetess

This is one of the special characters that is yet to be released for the Wood Elves, so here's a simple conversion:

Elf Mage 020402601
Owl RR11/6
Scout Standard Bearer 020402901
Scout Standard Top 020400507

Hero on Great Eagle

By simply painting the Eagle black and the Hero's cloak blue this could pass as the special character Thalador on Gwindor:

Champion with Bow 074249/8C

Great Eagle 1 020400801-2

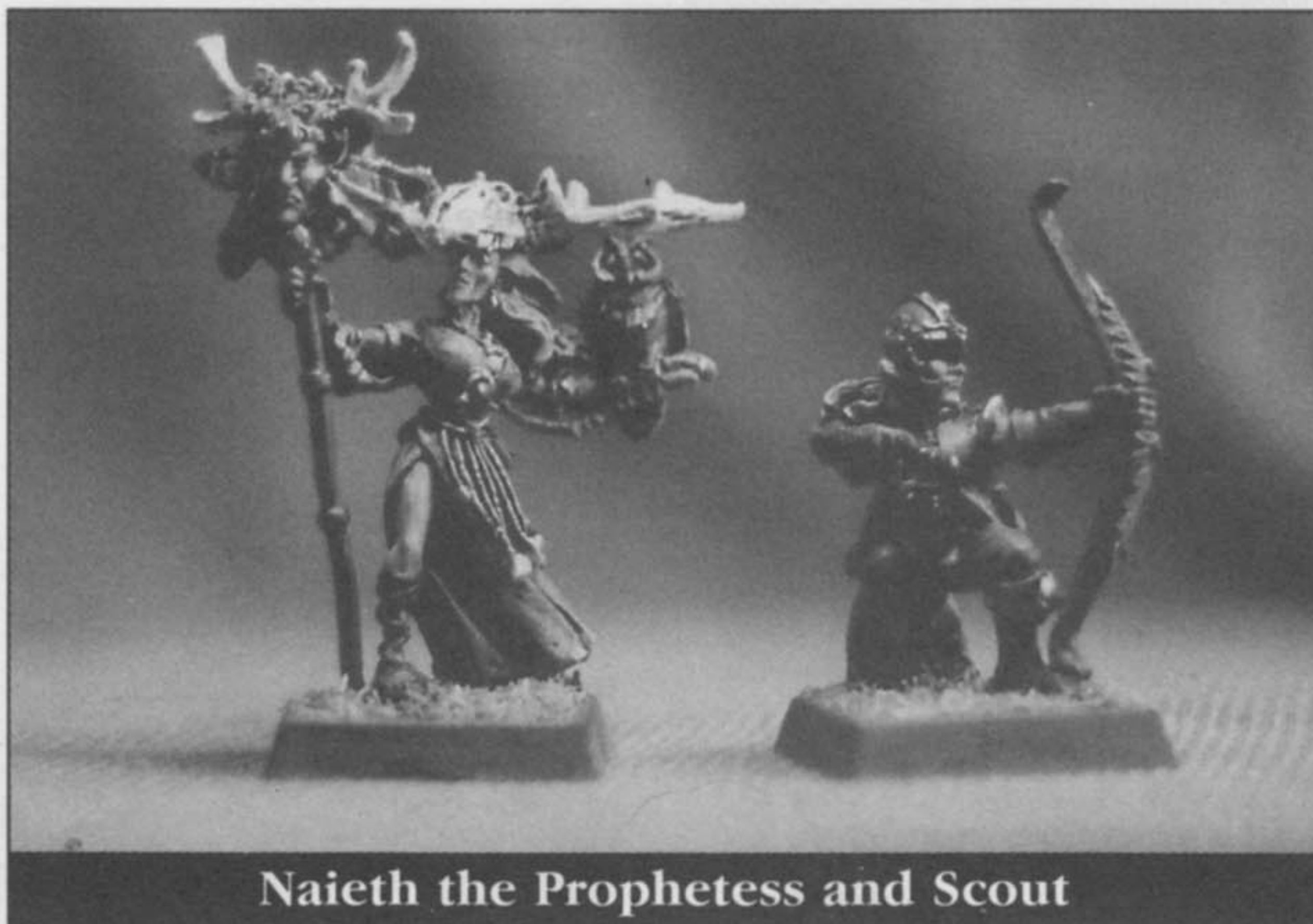
Great Eagle 2 020400809-10

Wychwethyl's Sacred Glade Troupe

I just love the character of Wychwethyl, he really epitomises the true Celt (just like me!). I decided to make his Wardancer troupe as individual as possible:

Wychwethyl 079901501
Wardancer with swords 1 074237/28
Wardancer with swords 2 RR4/C
Old Blood Bowl Blitzter 073301/4A
Hawk from Aesllanan MD4/L

There, we could let him go on but we will need the rest of the pages of the Journal, sadly, for things other than just Wood Elves. If you do try out any of Slaine's rules do write in to the letters page and tell us what you think. – Ed



Naieth the Prophetess and Scout



Tom – proof that the mullet hasn't gone out of fashion!

My name is Tom Coles and I am eleven and a half. I live in Arundel, West Sussex and I am a keen Games Workshop enthusiast. I play Warhammer, Warhammer 40,000, Epic, Necromunda, Gorkamorka and of course Space Hulk. I collect Bretonnians, Space Marines, Imperial Guard and Eldar and for Necromunda Goliaths and Orlocks. I even do my own rather peculiar conversions such as my Ork Warlord on warboar for Epic.

It seemed to me that the one thing that is lacking from Space Hulk is any kind of campaign structure. There is no system at present for experience, skills or buying your squads for scenarios. Well, there is now!

These are my rules for a Space Hulk Campaign system using Space Marines, Genestealers and Imperial Guard (rules for the Guard can be found in Journal 24).

ARMY LISTS

All campaign systems must start with army lists,

SPACE HULK CAMPAIGN SYSTEM

BY TOM COLES

this way you can plan out each of your scenarios. With the lists below, you start with 500 points, geneseeds or whatever you think is appropriate. You must have at least five entries from the lists opposite. Any rules for extra weapons can be found below.

NEW WEAPONS

Here follows a summary of new weapons available to Imperial Commanders (alternative rules can be found in Journal 28 – *Superior Firepower*)

Grenade Launcher: This weapon is limited to six shots and will kill Genestealers on anything but the roll of a 6. Costs 2 action points to use and 1 to reload.

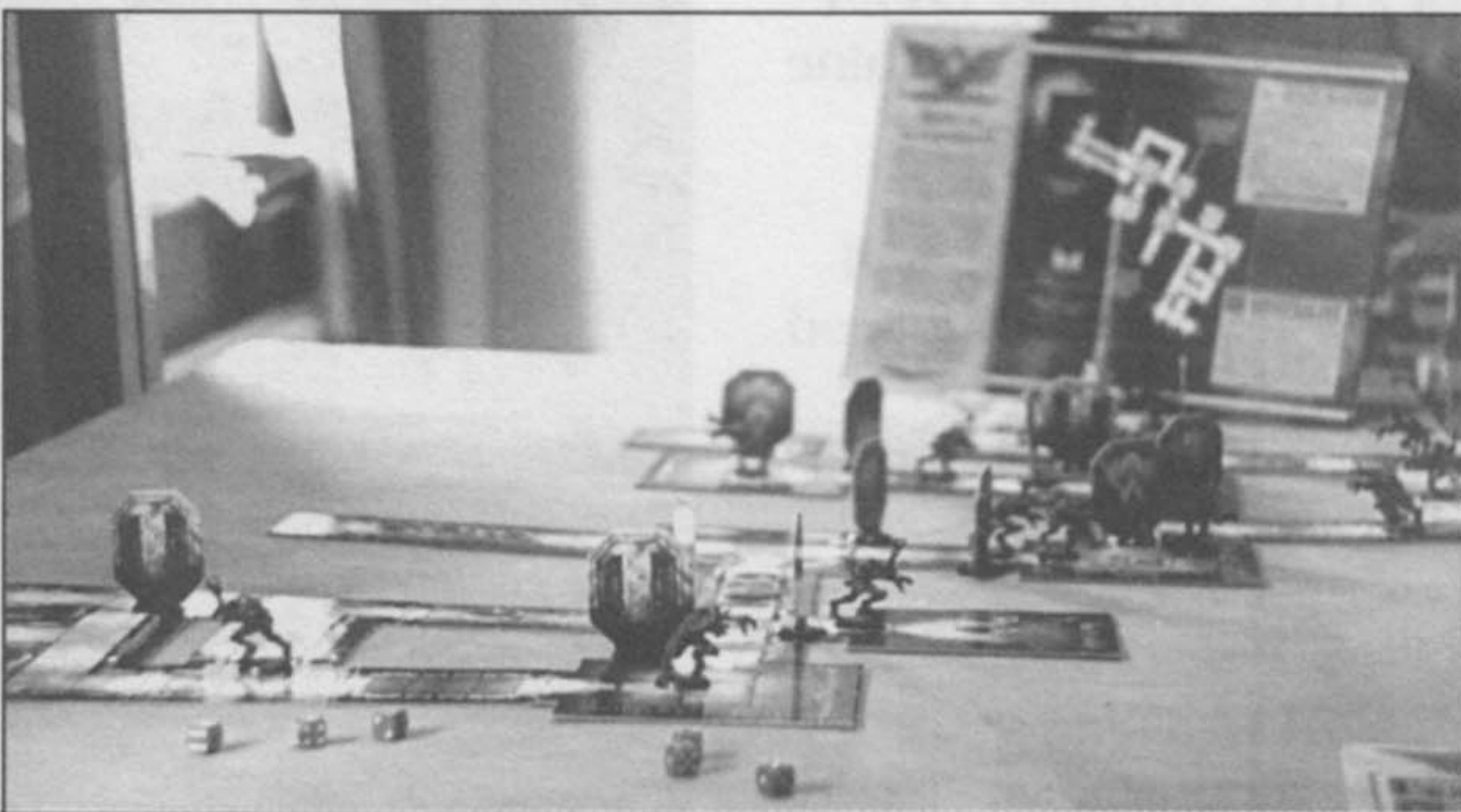
Lightning Claws: Roll 3 dice in hand-to-hand and you may *Parry* one of your opponent's dice if attacked from the front.

Thunder Hammer and Storm Shield: Roll 2 dice in hand-to-hand and add +1 to the score if attacked from the front. Always save on 5+ from the front.

Missile launcher: Limited to 12 shots and will kill Genestealers on any roll but a 1. Costs 2 action points to use and 1 to reload although it may never be reloaded and fired in the same turn.

The following rules appeared in White Dwarf 200. Here's a reminder:

Assault Cannon: Roll 3 shooting dice and the *Jam* dice every time you



A Space Hulk game well underway...

SPACE MARINES

The Space Marines are humanity's ultimate warriors, comprising the most fearsome, dreaded fighting force at the Imperium's disposal. Exploring derelict Space Hulks is an incredibly dangerous task and only the most experienced Space Marines with the most advanced equipment – Tactical Dreadnought Armour, better known as Terminator armour, can do this with any chances of survival.

1 LEADER

TERMINATOR CAPTAIN: 150 points

Weapons: Stormbolter, Power Sword and Powerfist with Grenade Launcher.

Special: If the Captain is still alive at the beginning of the Space Marine's turn you receive D3+1 extra Command Points.

TERMINATOR VETERAN: 125 points
SERGEANT

Weapons: Stormbolter and Power Sword.

Special: If the Sergeant is still alive at the beginning of the Space Marine's turn you receive D3 extra Command Points.

ANY NO. OF TERMINATORS

TERMINATOR SERGEANT: 125 points

Weapons: Stormbolter and Power Sword.

Special: If the Sergeant is still alive at the beginning of the Space Marine's turn you receive +1 extra Command Point.

TERMINATOR TROOPER: 50 points

Weapons: Stormbolter and Powerfist.

Options: Upgrade Power Fist to a Chainfist for +25 points each.

0-2 HEAVY WEAPONS

TERMINATOR: 100 points
WITH HEAVY FLAMER

Weapons: Heavy Flamer and Powerfist.

Options: Upgrade Power Fist to a Chainfist for +25 points each.

TERMINATOR: 100 points
WITH ASSAULT CANNON

Weapons: Assault Cannon and Powerfist.

Options: Upgrade Power Fist to a Chainfist for +25 points each.

0-2 ASSAULT WEAPONS

TERMINATOR: 100 points
WITH LIGHTNING CLAWS

Weapons: Pair of Lightning Claws

TERMINATOR: 100 points
WITH THUNDER HAMMER AND STORM SHIELD

Weapons: Thunder Hammer and Storm Shield.

fire. *Sustained Fire* hits count every time. Costs 2 action points to use and 2 to clear a jam. May *Overwatch* as normal.

Chainfist: Add +1 to hand-to-hand combat score. May only be used if attacked from the front.

SPACE MARINES AND IMPERIAL GUARD TAKING FIRE

Grenade launchers, Missile launchers, Assault Cannons, Flamers, Melta guns and Plasma guns have the same effect as they would on

genestealers. Space Marines have a save of 4+ against other ranged weapons and Imperial Guard wearing Carapace armour get a save of a 6, otherwise there is no save.

IMPERIAL GUARD

Where the Space Marines are the Imperium's finest, the Imperial Guard are the Imperium's real workhorse, the countless millions of mediocre troops used more as a sledgehammer as opposed to the refined stratagem of the Space Marines. The Imperial Guard are in no way suited to exploring Space Hulks but sometimes needs must and an Imperial Commander must make the best use of his resources at hand. When there are no Space Marines available, the dirty and near suicidal job falls to the massed ranks of these loyal but under equipped troops.

LEADER & COMM LINK

COMMANDER: 125 points

Weapons: Bolt pistol, Power Sword and wears Carapace armour.

Special: If the Commander is still alive at the beginning of the Imperial Guard's turn you receive D3 extra Command Points.

Options: Upgrade to a Stormtrooper Commander for +25 points.

COMM LINK: 100 points

Weapons: Lasgun.

Special: May call for reinforcements (see Journal 25 for full rules).

ANY NO. OF TROOPERS

SERGEANT: 125 points
OR LIEUTENANT

Weapons: Bolt pistol, Chain sword and wears Carapace armour.

Options: Upgrade to a Stormtrooper for +15 points.

GUARDSMEN: 50 points
SQUAD OF 2

Weapons: Lasguns.

Options: Upgrade to a Stormtrooper Squad with Hotshot Lasguns for +25 points or equip with Carapace armour for +20 points.

O-2 ASSAULT WEAPONS

GUARDSMEN: 60 points
WITH GRENADE LAUNCHER

Weapons: Grenade Launcher.

Options: Upgrade to a Stormtrooper for +20 points, reload for +25 points or equip with Carapace armour for +20 points.

GUARDSMEN: 60 points
WITH MELTA GUN

Weapons: Melta Gun.

Options: Upgrade to a Stormtrooper for +20 points or equip with Carapace armour for +20 points.

GUARDSMEN: 60 points
WITH FLAMER

Weapons: Flamer.

Options: Upgrade to a Stormtrooper for +20 points or equip with Carapace armour for +20 points.

GUARDSMEN: 60 points
WITH PLASMA GUN

Weapons: Plasma Gun.

Options: Upgrade to a Stormtrooper for +20 points or equip with Carapace armour for +20 points.

O-2 HEAVY WEAPONS

2 GUARDSMEN: 120 points
WITH MISSILE LAUNCHER

Weapons: Grenade Launcher and Lasguns.

Options: Upgrade to a Stormtrooper for +20 points (with Hotshot Lasguns), reload for +25 points or equip with Carapace armour for +35 points.

•If you choose to use Stormtroopers then every member of the squad must be Stormtroopers.

GENESTEALERS

Genestealers are nightmare creatures that possess six vicious claws, capable of rending their way through even the thickest of armour add to this near impossible speed and an ability to survive in hard vacuum and you have one of the most fearsome killing machines the Imperium has ever encountered. They often dwell in derelict space ships, Space Hulks, in vast numbers waiting for the craft to crash upon an inhabited world to disgorge its cargo of death.

1 LEADER

GENESTEALER: 150 points
PATRIARCH

Weapons: Bolter and Force Sword (counts as Power Sword).

Special: If the Patriarch is still alive at the beginning of the Genestealer's turn you receive D3 extra Command Points. The Patriarch has 10 action points and always has a special save of 5+.

ANY NO. OF GENESTEALERS

GENESTEALER: 35 points

Weapons: Claws.

Special: Purchased in units of 1-3.

GENESTEALER: 30 points
HYBRIDS

Weapons: Lasgun.

Special: Purchased in units of 1-3. Hybrids only receive 2 dice in hand-to-hand combat and they only have 5 action points.

FIGHTING CAMPAIGN BATTLES

If you are fighting the Imperial Guard or Space Marines against Genestealers, the Genestealer player chooses a total number of blips that equals to the total amount of his forces. They are deployed or come in play as described for the scenario. The player commanding the forces of the Imperium deploys in the normal areas, if necessary, extend these areas. If forces of the Imperium are fighting other forces of the Imperium, one side sets up on one side of the board and the other side sets up on the opposite side. You may wish to remove or block off any

entry areas as they will not be needed. One side acts as the defender of the objective (the role of the Genestealers in the normal game) and the other side acts as the attacker (the role of the Space Marines in the normal game).

EXPERIENCE

At the end of each battle, roll a dice for every model in your squad. If the roll is a 6 consult the chart below (the model has gained experience) and note down the result on the roster sheet. If it was anything else, nothing happens.



Rescue mission going horribly wrong!

EXPERIENCE TABLE	
2D6 Score	Result
2-4	New Skill
5	The model gains an Action Point that may be used for moving or turning.
6	The model gains an Action Point that may be used for shooting.
7	The model gains an Action Point that may be used for opening or closing doors or bulk heads.
8	The model gains an Action Point that may be used in hand-to-hand combat.
9	The model gains an Action Point that may be used for any action.
10-12	New Skill

SKILL TABLE	
1D6 Score	Result
1	<i>Hip-shooting</i> – The model may shoot twice for the same amount of Action Points.
2	<i>Ferocious</i> – The model may perform hand-to-hand combat twice for the same number of Action Points.
3	<i>Quick Reactions</i> – The model may turn 90 degrees for free (if given to a Genestealer it can turn 180 degrees for free).
4	<i>Tech</i> – The model may open or close a door or bulk head for free.
5	<i>Weapons Expert</i> – The model may clear a jammed weapon or fit a reload for free.
6	You may choose one of the above skills.
<i>(If a model cannot use an above skill, then reroll the result)</i>	

Note: Storm Troopers are very experienced so you may roll for them before their first battle.

CAPTURED

If a model is captured by the enemy you may attempt a rescue. Captured Genestealers may be considered to be in an experimental lab whilst those captured by Genestealers will be held in readiness for implantation.

RESCUE

To enact a rescue, choose an appropriate Space Hulk setup. The defenders deploy at one end with the captured model and the attacker deploys at the other. The defender wins if he manages to kill all of his attackers. The attacker wins if he manages to escape with the captured model off of his starting edge. The captured model can do nothing

until a member of the attacking force spends two full turns in an adjacent square. The defender may not attempt to harm the captive until he has been liberated. If the captive is not rescued he is considered dead.

INJURIES AND RECOVERY

At the end of each battle roll on the injury chart for every model that has

INJURY TABLE	
1D66 Score	Result
11-16	<i>Dead</i> – Remove the model from your roster.
21-22	<i>Multiple Injuries</i> – Roll a further D6 times on this chart ignoring Dead, Full Recovery and Duplicated results
23-24	<i>Leg Wound</i> – The model may not use an Action Point for movement.
25-26	<i>Arm Wound</i> – Deduct one from the model’s hand-to-hand combat results.
31	<i>Blinded in one Eye</i> – The model cannot score sustained fire hits.
32-33	<i>Old Wound</i> – Roll a dice for this model at the beginning of every battle, on a 1 it can not fight because of its wound.
34-56	<i>Full Recovery</i> – The model only suffers minor wounds and no long term effects.
61-64	<i>Captured</i> – See later for details.
65-66	<i>Survives Against the Odds</i> – Automatically roll for Experience.

been removed from the board as a casualty.

Before each subsequent battle you may roll for every injured model (they’re seeing the medic or something) and on a 5+ they recover from their wounds and the

injury is removed. Models may only recover from a single wound at a time.

REINFORCEMENTS

After each battle roll 3D6 for every model in your squad. This roll represents the

commander’s appeals for men and materials to continue his war effort in this sector (or the Genestealer implanting more victims). This roll is directly translated into points which can be used for reinforcements.

**Da Roolz
Boyz**

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Hi, I'm John, I'm twelve years old and from Sheffield. I have been gaming for around three years now and my favourite games are Warhammer 40,000, which rocks, and Gorkamorka. I have a five thousand point Blood Angels army, a five thousand point Space Wolves army and two thousand points of Chaos Space Marines. For Gorkamorka I have a Gorka mob – 'Belchaz Krushaz'.

I've also done a rather cool, even if I do say so myself, conversion of a Chaos Predator and shall be sending in some photos very soon.

These rules for Chapter Masters have been inspired by much that I have read in White Dwarf, not least of all Ian Pickstock's rules for 3rd edition of the same name (cheers!).



Chapter Masters

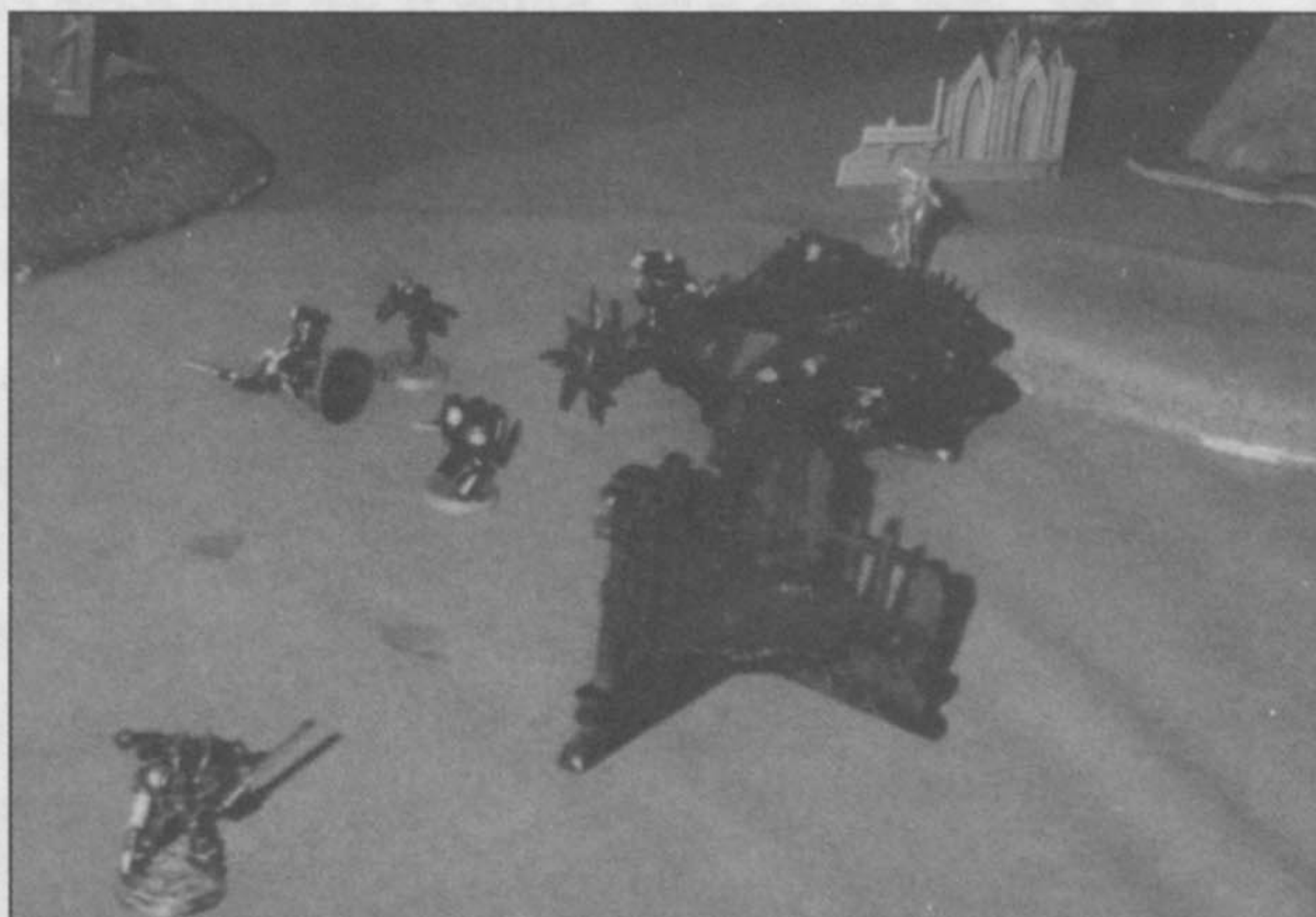
Special abilities for
Space Marine Commanders

By John Li

The Chapter Master is the most prestigious and powerful position a Space Marine Company can bestow upon one of its own. To qualify for this every Chapter has its own specific tests, often involving a mix of martial and strategic contests with the best candidates the Chapter has to offer. All of these veteran commanders display exceptional skills that typify a Marine of their Chapter. Those that were chosen to contend for the Chapter Master of the

Blood Angels many centuries ago were picked primarily for their close combat ability, and Chapter Grand Master Lord Dante who was chosen has ruled the Blood Angels for over eleven hundred years.

Needless to say the Grand Master of a Space Marine Chapter is an awesome warrior indeed. His training and combat skills are augmented to exceptional heights over the countless centuries of near-constant warfare.



John's Chaos Predator – no match for a Chapter Master

CHAPTER MASTER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chapter Master	65 points	5	5	4	4	3	5	3	10	3+

Options: The Chapter Master may be given any equipment allowed from the Space Marine armoury. He may also have Chapter honours, in which case Terminator Honours may not be given. The Chapter Master may also be given one special *Master* skill. Ideally the Chapter Master should be given an ability that suits the background of his Chapter.

SPECIAL RULES

Unique: There is only one Chapter Master to each Chapter and because they are unique only one may ever be fielded.

Independent Character: Unless accompanied by a Command Squad (or Honour Guard), a Chapter Master is an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

Wargear: The Chapter Master of a Space Marine Chapter will always be equipped with the best Wargear. Any 'one per Army' item may never be given to any other characters unless the Chapter Master may not have it (e.g Apothecaries only). In addition he may be given three items up to 150 points rather than two of up to 100 points.

Chapter Honours: Chapter Honours are beautifully crafted badges and icons made from adamantium and often incorporate parts of the Emperor's own shattered sword from aeons ago, the *Blade Imperius*. These give the Chapter Master an invulnerable save of 6+, +1 Attack and all the same bonuses of *Purity Seals*. *Purity Seals* and *Terminator Honours* may not be used in conjunction with this.

Command Squad or Honour Guard: The Chapter Master may be accompanied by a Command Squad or Honour Guard if allowed by the army list (see main codex).

Master Skills

Weapons Expert:

The Chapter Master excels at using all weapons and knows how to get the full potential from them.

With this skill he may add +1 Ws and +1 Bs. He may also ignore any *Plasma weapons get hot!* effects.

+20pts

Resilient:

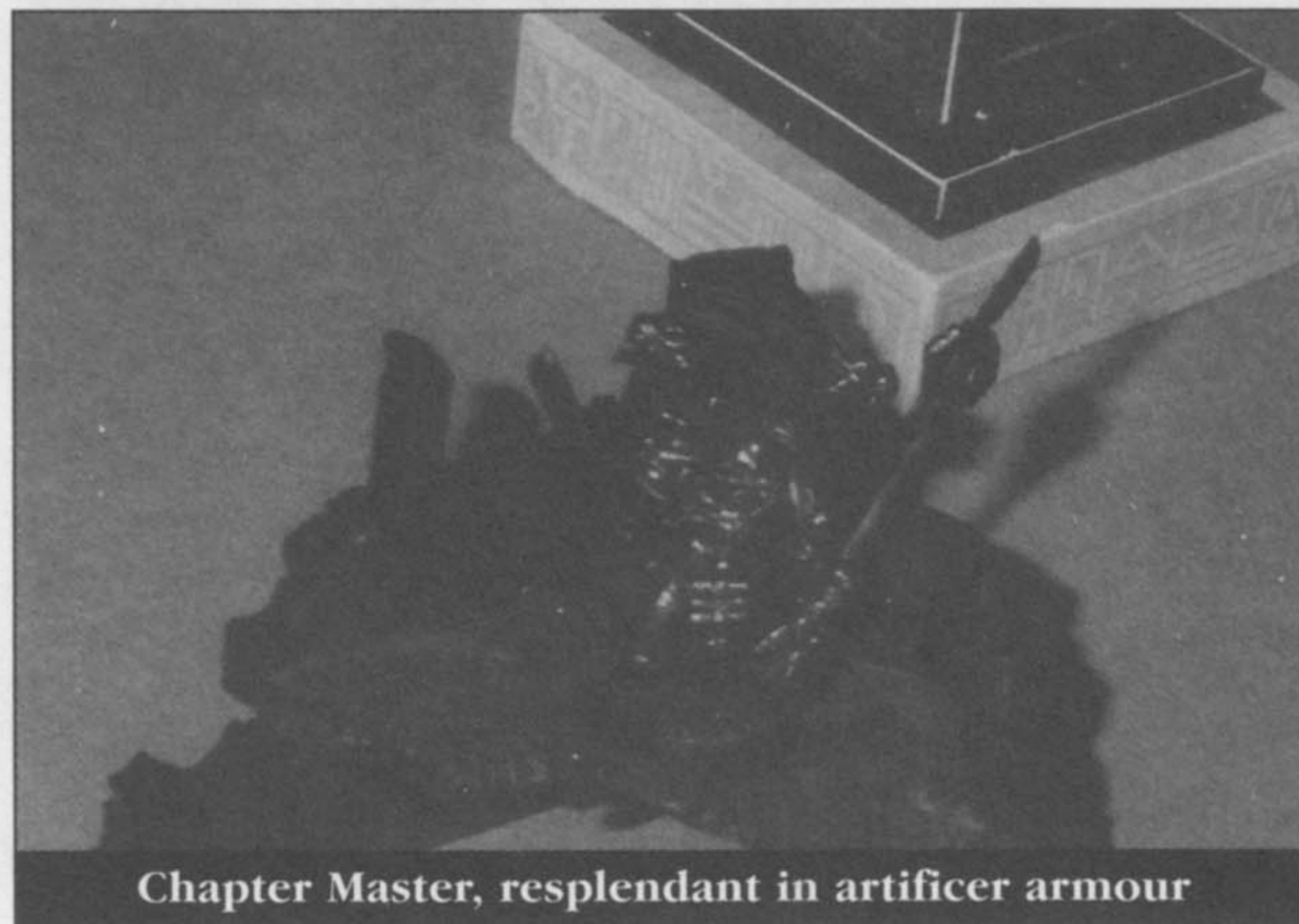
The Chapter Master can survive devastating hails of fire that would kill a normal Space Marine. He can shrug off wounds that

would cripple even the most hardy commanders.

With this skill he may add +1 Toughness and +1

Wounds. He can ignore *Instant Death* effects on a D6 roll of 4+.

+40pts



Chapter Master, resplendant in artificer armour



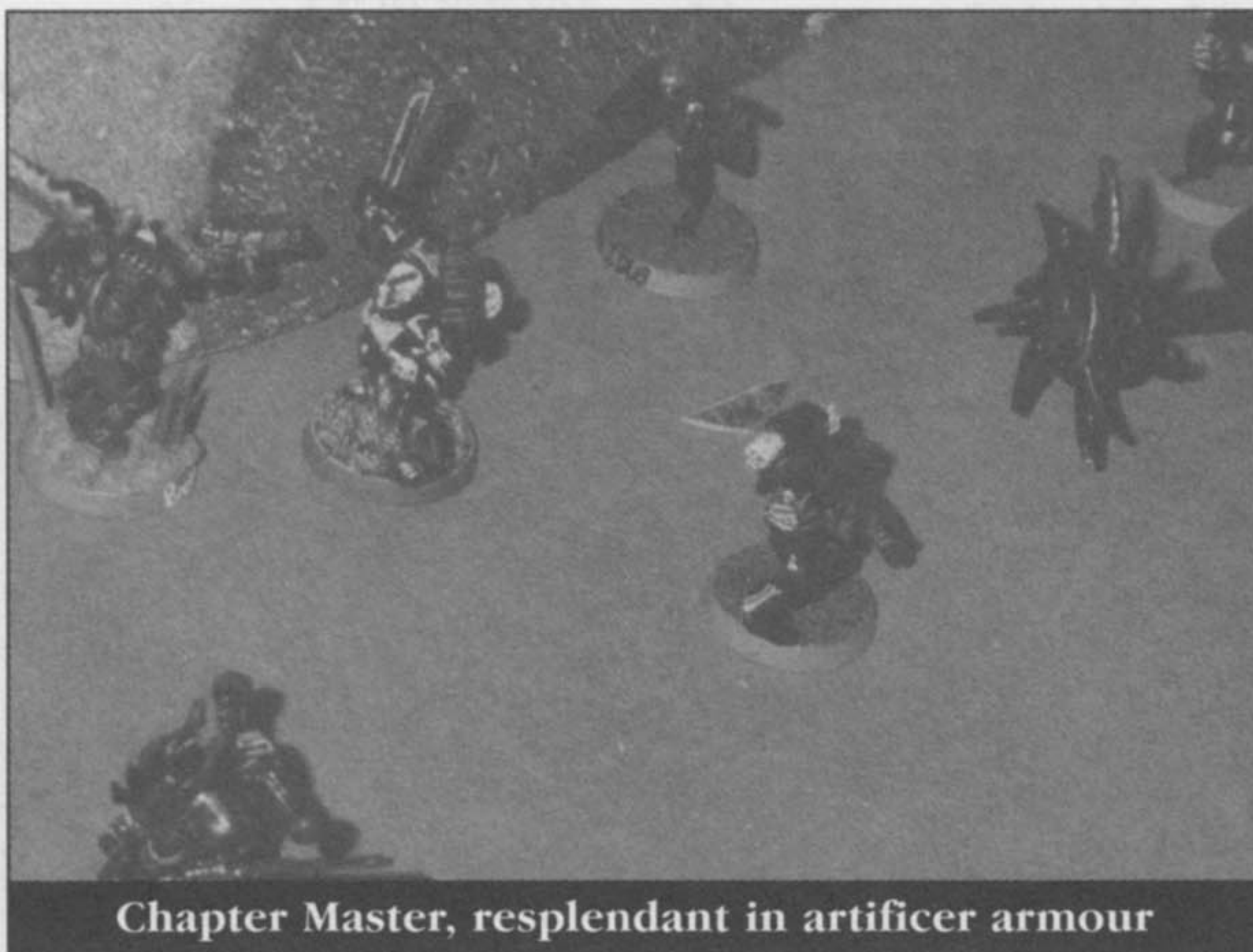
'Ace some!

Strategist:

The Chapter Master is a great tactical thinker and spends weeks carefully planning out strategies and battle plans in infinite detail.

If you are using Strategy Ratings in scenarios where this is usually decided randomly, he may add +1D6 to his strategy. Otherwise you may choose who sets up first and who takes the first turn.

+15pts



Chapter Master, resplendant in artificer armour

Martial Prowess:

The Grand Master strikes hard in close combat and at amazing speeds.

With this skill he may add +1 Attacks and +1 Strength

+30pts

Agile:

The Chapter Master can move at almost impossible speeds. He can dodge hostile projectiles even when wearing power armour.

With this skill he may add +1 Initiative, can move and assault 8" and can move through terrain with no penalty (but at normal move rate of 6"). He pursues/ falls back 2D6+2". (Note: this ability may NOT be used in conjunction with bikes or terminator armour

+20pts



What's this - Chaos scum?

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THE TOWER OF HAZUK

A WARHAMMER QUEST ADVENTURE

BY TODD JORDAN 'GREYWOLF' PEACOCK

Todd is from Orlando, Florida and when he's not trying to wipe out multitudes of

hapless warriors in his despicably ingenious dungeons he works as a computer programmer. Todd enjoys playing Games Workshop games almost as much as he enjoys painting, converting and even sculpting them, although he confesses he isn't particularly skilled in that department yet.



Warhammer Quest remains his favourite game which he graduated to

through playing Heroquest and then Advanced Heroquest. We're still waiting for Todd to submit his house rules he developed as a sort of cross over from each of these games.

He is known to his compatriots as 'Greywolf' and you can check out more of his stuff at this website:

WWW.frii.com/~evil/wbq/

The following is my first attempt at writing an adventure for Warhammer Quest geared for an adventuring party of 4-6, 1st and 2nd Level Warriors.

INTRODUCTION

During their stay in a new Settlement, the Warriors have learned of an ancient tower that stands on a bleak, rocky hilltop, a day's walk away. A powerful wizard once lived there and performed various mysterious experiments but at some point disappeared. It is rumoured that he dabbled with the forces of Dark Magic and that led to his demise.

His tower still stands, and many locals over the years, who felt bold enough to venture inside in search of treasure, were never seen again, or else returned weary and wounded with tales of magical traps and swarms of vermin. So far, no one has

managed to reach the inner sanctum at the top of this crumbling tower. Surely great danger must lie inside... but also great treasure and long-lost secrets!

EVENTS

When the Wizard rolls a 1 during the power phase, roll on the following chart to determine what monsters appear:

Roll	Monster Type
1-3	12 Giant Spiders
4	12 Giant Rats
5	12 Giant Bats
6	Nothing happens

If you should roll up a monster type while the Warriors are already fighting some of the same kind, simply ignore the new Event. The Warriors will probably have enough on their hands anyway. No Treasure Cards are gained as a result of defeating

any of these Event monsters.

Also, as a GM, you should feel free to forego Event rolls when the Warriors have reached a point where it will only present needless delays.

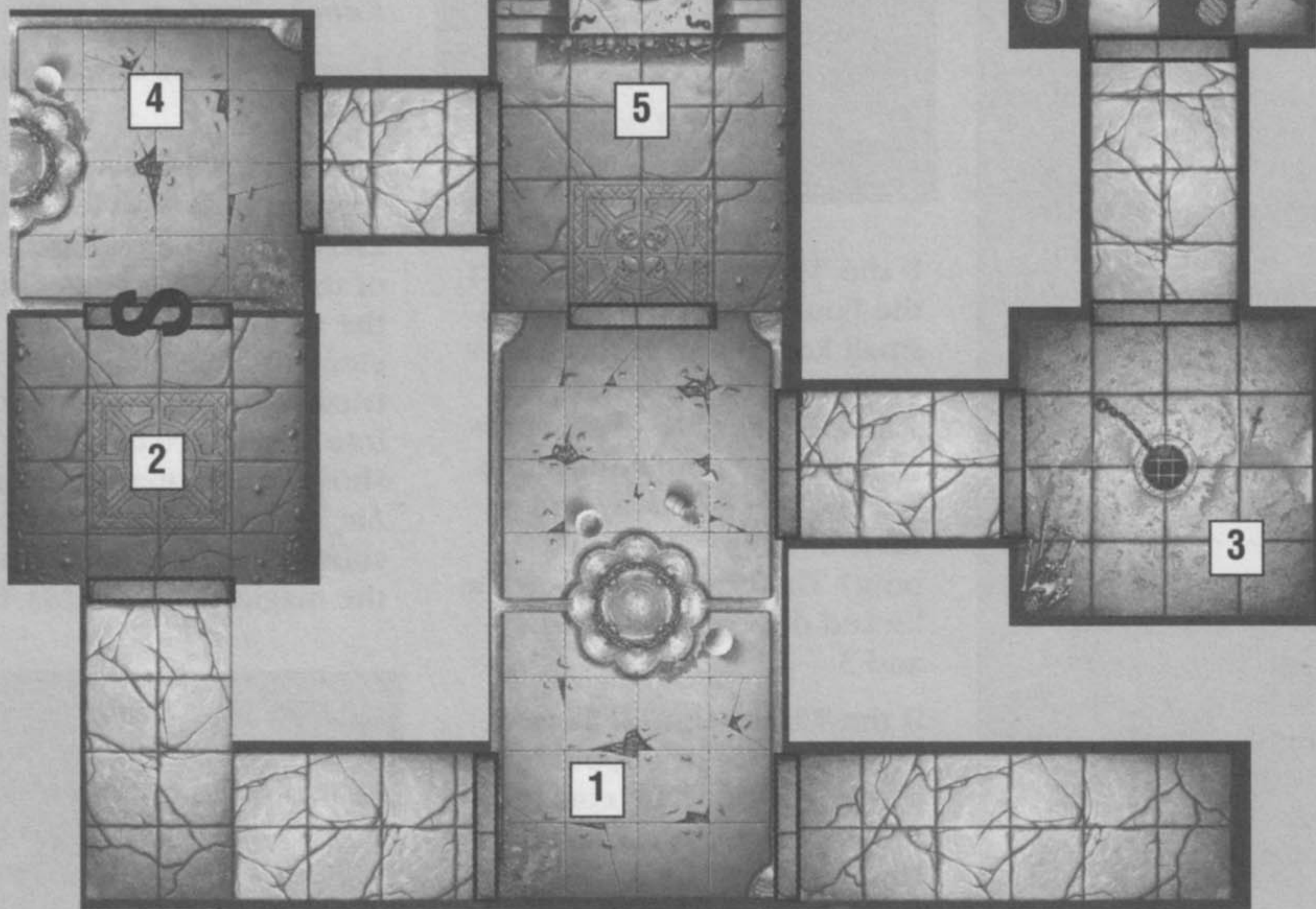
Namely, once the Warriors have explored the entirety of the base level and defeated all of the Monsters there, they will most likely be spending some amount of time puzzling over how to proceed further. Rolling for constant Events will only break their train of thought and further drag on play, perhaps leading to frustration. Therefore, at some point it might be wise to just indicate that no Events will be rolled until further notice.

1 FOUNTAIN CHAMBER

Cobwebs slough down from the ceiling, covering almost every surface. Every surface, that is, save for a bubbling fountain that stands in the centre of the room. In the

THE TOWER OF HAZUK

Level 1



ENTRANCE

midst of all this decay and ruin, the water is crystal clear and the fountain still works – a marvel of ancient architecture and no doubt a testament to the magical power of the wizard who once lived here.

To the east and west, stone archways lead into adjoining rooms, while a sturdy steel door stands closed to the north.

As you take in your surroundings, you hear clicking noises, and notice some movement out of the corner of your eye ...

12 Giant Spiders (Roleplay book p34) have set up their

lair in this chamber, and there are countless other nests in holes in the walls. At the end of each monster phase, if there are fewer than 12 Giant Spiders on the table, 1D3 more (up to a maximum of 12 at a time) crawl out of the webs, appearing in spaces as far away from the Warriors in the same room as possible.

If any Warrior should try using a fire-based spell, torch or even a desperate attempt with the lantern to set the webs afire, they catch ablaze immediately and the Giant Spider reinforcements will cease. However, due to the intense smoke, each Warrior must roll 1D6. If the result is

greater than his starting Toughness, he takes 1 Wound (ignoring Toughness and Armour) from smoke inhalation. If this damage should take him to zero Wounds, he doesn't die if not treated -- He will simply be unconscious (all attacks against him will automatically hit), though any further damage will kill him.

The door to the north is locked securely. If any Warrior should attempt to bash it down, it has a Toughness of 10 and 10 Wounds before it can be budged. If the Warriors should bash their way through, they will have alerted the monsters in room 5, who

DESIGNER'S NOTES

At various places, I have included additional notes that do not present any real information necessary to play the game, but rather just provide information about why I wrote things the way I did.

This may be helpful when the GM has to modify the rules to react to unexpected Warrior actions, or to figure out what I really meant by some odd statistics or instructions.

Also, I have a set of house rules I've been using which differentiate between gold and 'experience points'. Generally, I translate any gold earned from killing Monsters into experience points, which are kept in a separate column. Experience may be spent toward gaining Battle-Levels in the same way as gold (and can be mixed with it if need be) but it cannot be spent on anything else, and hence is less flexible than gold. However, you cannot lose experience to the various Hazards and Events that seem to part a foe – er, Warrior with his money so effectively.

If you don't want to use this house rule, just award a Warrior gold when I refer to experience points.

will immediately get a free attack (as if they had managed to Ambush the Warriors).

If a Warrior should try to pick the lock, he will need Lock Tools. He will have to make an Intellectual Initiative test with a target number of 14 to succeed (This is a tough lock!). If a Warrior fails to pick

it on his first try, he will fare no better on subsequent attempts.

NOTE: If the Wizard should have the *Open* spell, it is capable of opening any lock here. Sure, that may seem terribly easy, but success failure with the locks is not essential to the plot of the adventure.

If the Warriors should inspect the Fountain, they will find a small key ring with three keys on it. One of them has corroded away to uselessness. (It's the one that would have opened this doorway, but there's no chance of that now.) The other two open the locked doorways in rooms 2 and 3.

If the Wizard should inspect the Fountain, he should have plenty reason to be convinced that this water is enchanted. Unfortunately, he has no way of discerning what useful properties this enchantment entails, other than that this water is particularly refreshing to the taste.

If the Warriors should brush aside the cobwebs (or have already destroyed them), read them the following:

You find that the walls of this chamber are covered with words, images and symbols chiselled into the stones. Most of it is unintelligible, either due to the holes created by the spiders, or simply because of the archaic nature of the language, but there is a poem that you can make out:

'Doest thou wish to be my guest?

Take thee then my simple test.

*Walkest thou upon the air,
Taking time and greatest care.
First on stone, then iron, then
wood,*

*On stone, on iron, thou doest
good.*

*Knock then fore ye enter in,
I welcome thee like closest
kin!'*

The other symbols and images seem to deal with legends ascribed to the earliest times of the magical colleges, and of the various schemes of elements that alchemists have tried to divide the universe up into. There are diagrams showing the quartet of Earth, Air, Fire and Water; some show another version from the magicians of Cathay that

NOTE: The Giant Spiders are meant to give the Warriors a nice battle to start things off with that can be bothersome to them even if they are of high Battle-Levels. That newcomers are placed far away is so that the Warriors don't get to attack them right away after they're placed. They will most likely be stuck with one or two spiders up close, and then the newcomer spiders can move in (at a Move of 6) to close the gap and web some Warriors.

As the poison bypasses armour, Warriors who have built up quite a Toughness rating with lots of armour and other protective goodies won't necessarily be invincible. Your main problem is if a Wizard just toasts the spiders with *Freeze!* each turn. Remember that he can't cast any spells if webbed...

adds a fifth element of Nature in the middle. Yet others pattern themselves after the six (or seven) colours of the rainbow, or of course the eight Winds of Magic.

If the Warriors should inspect any of the spiders' holes, they will find treasure (pick a Treasure Card), and 300 gold. If any Warrior should decide to search some more, he will find a small platinum key, wrought in a way that suggests that it were made of little metal bones put together, with a grinning skull on one end. The Wizard will be able to identify this as a magical *Skeleton Key*. It is worth 300 gold if sold. However, it may be used once to open any one door (except for those magically bound), by reshaping itself to fit the lock. After opening the lock, it crumbles away, useless.

2. STUDY

(use the Torture Chamber)
Dust swirls about this room, and the crumbled remains of ancient timbers lie strewn about. Fragments of parchment are interspersed with the rubble, but crumble at the touch. In one corner of the room amongst the debris, lies a short skeleton, apparently of a Dwarf or perhaps a rather short human. The only exit appears to be the archway leading back to the fountain chamber.

If the Warriors should attempt to search for secret doors, or examine the rubble further, they will uncover a sturdy door on the north wall which was hidden by the remains of a collapsed shelf.

If you should have the old HeroQuest game, using a couple of bookshelves in this

room, one of them toppled over, might help for scenery.

This door may be opened by the key found in the Fountain, or else it may be bashed down. It has a Toughness of 6, and 4 Wounds before it can be budged. Otherwise, the lock may be picked if a Warrior has Lock Tools, and can make a target Intellectual Initiative test of 8.

If any Warrior should spend any time examining the door to try to find any sort of clues (how to open it or whatever), he will find some lettering partially caked with dirt, etched into the door. Upon wiping away some of the dirt, he finds the cryptic inscription:

'Face thy greed beyond this door.'

If some Warrior should be intent upon trying to find something on these scrolls, and come up with some ingenious way to read them without damaging them (or just try to see what he can read without touching anything), let him come across the following fragment of information:

The elemental portal may be opened by the juncture of the four primary elements: Earth, Air, Fire and Water. No ordinary sample of these elements may be used. All must be magical.

If anyone should disturb the skeleton, it springs to life! Use the counter for the Dwarf Skeleton to indicate its location, if you do not have a skeleton model.

A chill wind stirs about the room, blowing dust in your face. The ancient bone fragments and pieces of

parched skin and bleached hair rise, floating in the air. In a grotesque way, they resemble nothing so much as a child's wooden puzzle with most of the pieces missing. An unseen hand grasps a heavy warhammer, and the partially solid entity steps forward with an unholy glow where its eyes should be.

Dwarf Spectre

Wounds:	10
Move:	4
WS:	4
Str:	4
Tough:	4
Attacks:	2
Damage:	1
Gold:	100

Special: Fear 5; Magic Resistance 4+; Cannot be Pinned. On any hit with a weapon, magical or otherwise, it will pass harmlessly through the Spectre on a 4+

Any successful hit by the Dwarf Spectre causes at least 1 Wound of damage per blow regardless of Toughness or Armour.

If the Dwarf Spectre should be defeated, its earthly remains will no longer reanimate. The Warhammer in its possession is rather corroded, and cannot be sold in a Settlement, but otherwise has statistics exactly as a regular Warhammer if any Warrior should care to use it. There is also a small stoppered glass flask amongst his bones, but its contents are long since gone (this flask could come in handy should the Warriors try any experiments with trying to get some water from the fountain, etc.).

NOTE: The Dwarf Spectre should hopefully give any Warrior pause for thought, especially with the 'causes at least 1 Wound' rule. That he has an equal chance of avoiding damage for magical or normal weapons helps to even out things a bit between less-experienced (and equipped) adventurers and more advanced ones, at least for this particular occasion.

If the Warriors should flee the Dwarf Spectre, it will not leave the room to pursue them, and will return to its pile. If it is disturbed again, however, it will rise again, at its full count of 10 Wounds. If a Warrior Priest, High Priest, Shaman, Druid or Templar should give last rites over the body before disturbing it, it will not animate (This can also be done if the Warriors flee the room and come back later to find the skeleton lying on the floor again). If a Dwarf should enter the room and try to offer a prayer for the dead, or make some other attempt to 'appease' the spirit, such attempts should be considered as well. Anyone who gives the skeleton last rites or otherwise appeases it may earn the 100 experience points as if it had been defeated.

3. RUINED CHAMBER

Several bones are scattered about, intermixed with crumbled blocks that have come loose from the ceiling. An old but sturdy wooden door stands to the north. Other than that, this room seems to have no noteworthy features, other than scattered debris.

Place the *pile of bones* marker in the southeast corner of the room. As soon as all Warriors have entered the room, roll 1D6 for each Warrior, and compare the results. Inform the Warriors that some dust and small stones dislodge from the ceiling as they enter. (The dice roll has nothing to do with anything, only to keep them on their toes.) If they should wish to get a better idea of just how unstable this room is, let a Warrior make an Intellectual Initiative test with a target roll of 8. Give the Dwarf a +4 on this roll. A success indicates that the southeast corner of the room is particularly unstable.

After the first turn, the first Warrior who enters the southeast quadrant of the room finds (rather alarmingly!) that the floor gives way. Use one of the pit markers and place it underneath the Warrior.

Unless this Warrior has any special ability for avoiding traps (such as the Thief), he falls in and takes 1D6 Wounds, ignoring Toughness and Armour. A rope or *Levitation* spell can get him out immediately. Otherwise, since this isn't a true trap meant to keep him in there with no chance of getting out, he may attempt to climb out by making an Initiative test with a target value of 10. For each turn that he attempts to get out of the pit but fails, he dislodges some of the broken rock on the edge of the pit, filling the bottom, and making it a little easier to get out next time, dropping the target value by 1 each Turn. If he manages to crawl out, he may move to an adjacent square, but cannot make an attack or additional Move this turn.

If anyone wishes to climb down into the pit, he may do so without taking any damage, though climbing out may still be a problem. If anyone bothers to look into the pit, they will see a silver flask glinting in the lantern light at the bottom. This is worth 10 gold if sold at a Settlement. (It can also be used to hold fluids, of course.)

If anyone disturbs the bone pile, they find nothing of interest except for old bones.

The door to the north can be opened by the key found in the fountain, or else it can be bashed down, with a Toughness of 4 and 4 Wounds. If anyone should attempt to pick the lock, they need Lock Tools, and an Intellectual Initiative test with a target value of 8.

Anyone examining the door for any sort of clues will find a rough scrawl that reads:

'Curiosity killed the cat.'

4. TREASURE CHAMBER

This room has weathered the rigors of time far better than most of the rest of this tower. Against the northern portion of the room lie a number of glittering treasures, sitting on the remnants of collapsed furniture. A weapons rack holds several weapons of fine craftsmanship. A jewelled dagger and several baubles lie nearby. Other than this, the room is mostly barren except for two stone doorways leading to the east and south.

If anyone should be sceptical and examine the room before going for any treasure, let them make some Intellectual Initiative tests, and give them some of the following

information (perhaps on pieces of note paper, so it's up to them how they share the information) as seems appropriate for their professions.

1. The chamber seems to have a light source coming from an unknown direction -- all clues would indicate that the objects themselves seem to be giving off a faint light.
2. You feel chilled, though the room doesn't seem particularly cold or damp.
3. The gold coins are all stamped with grinning skulls and an insignia that roughly translates as 'Greed', with the symbol of Chaos on the reverse side.
4. There are blood stains on the weapons.
5. Upon close examination, signs of the various Chaos gods can be found on each of the weapons.

If the Warriors should decide to grab some items, they find one jewelled dagger, 500 gold coins, a fine sword, a great axe (with the same abilities as the Dwarf's weapon), a warhammer, and a spear.

The first turn after any Warrior should grab an item, there will immediately be a monster Event. Randomly determine what type of monster attacks, as on the Event chart given earlier. If you roll a 6, then 12 Giant Spiders attack.

The weapons can be identified as magical by the Wizard, and have the following statistics:

Sword: 1D6+1 Wounds+ Strength when used.

Great Axe: Does damage as per the Dwarf's Great Axe, except that when a double '1' is rolled, simply add the two

dice together for damage. The bearer does not *Trip on His Beard*, and this may be used by either the Dwarf or Barbarian.

Spear: 1D6 Wounds + Strength, Attack in Ranks (p30 Quest roleplay book). Once per adventure, it may be thrown to cause 3D6 Wounds on a single target.

Warhammer: 1D6+1 Wounds + Strength.

Jewelled Dagger: 1D6 Wounds + Strength, ignores armour.

Keep track of who has what. Anyone carrying any of these weapons will be attacked as soon as he leaves the room as if the Warrior had made an attack against himself using this weapon. Roll to hit as normal, and inflict damage as described, using the Warrior's Strength. The attacks will continue until the weapon is dropped, or until the Warrior re-enters the room.

Gold: Anyone carrying any amount of this gold will immediately suffer 1 Wound (without modifiers for Toughness or Armour) per turn until it is discarded or he goes back to the room.

If any of these items is dropped outside the room, it turns into a wretched creature of Chaos and slithers away. The coins are revealed to be slimy bugs. The spear is a two-headed serpent. The dagger is a pulsating slug. The sword is a tentacled centipede. The warhammer looks like a winged, spiny fish. The axe looks like a manta ray covered with pupil-less green eyes and ripping claws (*this guy reads too much H. P. Lovecraft I think -Ed*).

If any Warrior should destroy all of the remaining items (which have not yet turned into Chaos creatures and slithered away), he gains 200 experience points for ridding the world of these foul creations.

If the door to the south has not already been opened, it is easy to do so from this side. The door to the east, however, is securely locked. It may be bashed open, having a Toughness of 4 and Wounds of 4, but doing so will give the monsters in the Idol Chamber a free attack as if they had *Ambushed* the Warriors. It may be picked if anyone has Lock Tools, with a target Intellectual Initiative test of 7.

5. THE IDOL CHAMBER

This stone chamber is brightly lit by the flickering flames leaping from a bronze brazier standing at the top of a paired set of steps. A bronze statue of one of the gods of old stands above this brazier, with four arms -- In each hand it holds a symbol of one of the four elements: a flame, a drop of water, a wispy vapour, and a piece of rock.

Suddenly, you notice something odd about this high-vaulted chamber -- namely that it apparently has no ceiling at all! Swirling mists give way to what appears to be a stormy sky above you, perhaps at dusk. No, now it is night time, and you see flashes of lightning jumping between the clouds. No, now the light grows brighter, as if the coming of dawn. And now it is as bright as a summer's midday. Then evening... In mere moments, the days seem to sweep by. There is no doubt that the

The Tower of Hazuk

very air itself here is charged with magic. There is no sign of the tower that should be rising from this very part of the ancient structure.

There is, however, sign of a more present danger, as great stone statues uproot themselves from their basing, and slowly make their way toward you.

The weapons carved into their hands do not suggest friendly intentions.

If you have more than four Warriors or if your party is mostly made up of 2nd Battle-Level Warriors (or higher?) then there will be three Minotaur Statues here. Otherwise, just use two. If any of the Warriors should be slain in this room, and if any Minotaur Statue should be subsequently reduced to 0 Wounds, any remaining Statues (if any) will immediately de-animate as well (There's no need to completely annihilate the Warriors, after all!). No gold is gained from the Minotaurs for defeating them if they simply de-animate.

If any Events should be rolled for this room, they are automatically Giant Bats which swoop down from the 'sky'.

Minotaur Statue

Wounds:	15
Move:	2
WS:	4
Str:	4
Tough:	4
Attacks:	2
Damage:	2D6+4
Gold:	500

Special: These Minotaurs

have a special enchantment on them that turns magical objects to stone. Upon any successful hit, whether or not damage is inflicted, a magical item held by the Warrior is turned to stone and useless. It is up to the Warrior to decide what item in his possession is affected. Potions and scrolls do not count. Weapons turned to stone are useless. Armour, articles of clothing or jewelry crumble away, as they are simply too thin to be sturdy enough to encase a moving Warrior. If the Warrior has no magical items, this ability has no special effect.

The Minotaur Statues will always choose to attack the Warrior or Warriors with the most powerful magic items in their possession. They cannot be pinned. They also cannot leave the room, though they may attack through the doorways if any Warriors are standing just outside.

Each Minotaur, if destroyed, breaks apart, revealing a small faintly-glowing gem which is magical (but has no particular discernable properties), and which may sold for 100 gold.

Once the Warriors have a chance to survey their surroundings, they will find a number of things depending

NOTE: The Minotaur Statue provides a sort of equaliser. Newer players tend to have less magical goodies than the more experienced ones. The latter often have too many, thanks to Treasure Cards. This can be a rather effective way of trimming down what magical items the party has, especially if they are high-invulnerable thanks to magical armour.

upon where they investigate:

1. The brazier has symbols on it for the four elements, and writing that roughly translates to read:

'When I shall hold the four keys, I shall open the way.'

2. The fire in the brazier is magical in origin, burning no fuel. If anyone should be foolish enough to touch it, he suffers 2D6 Wounds, with no modifiers for Toughness or Armour! However, he shows no signs of burns afterward.

3. In the southern portion of the room are four stone tiles, each with symbols corresponding to the four elements, and a rune in the middle which the Dwarf or Wizard should be able to recognise as being a symbol for Passage.

4. If they examine the statue further, they will see that it is gazing downward -- perhaps at the fire of the brazier, or perhaps beyond to the runic tiles on the floor... or both?

If any Warrior should attempt to damage the statue for whatever reason, the damage he inflicts is reflected back on himself, ignoring armour.

If the Warriors have not already opened the door between this room and the Fountain Chamber, they can easily do so from this side. The doors to the east and west likewise can be opened from this room easily. If a Warrior should investigate the door to the west, he can find an inscription that reads:

'Do not touch the treasure beyond, for herein lies the doom of the greedy.'

If a Warrior should investigate the door to the east, he can find an inscription that reads:

'Do not read the passages beyond, for herein lies the doom of the curious.'

The puzzle in this room is that there is a magical portal that will appear on the four tiles once four magical elements are combined in the brazier. The fire and air are already present in the form of the magical *sky* spell and the eternal fire. The trick is in introducing some magical water and some magical earth and stone. A fragment of one of the defeated magical statues will suffice for the earth element, though any sort of magical gem, jewel or stone/rock item will work as well. A bit of water from the fountain will suffice for the water, though any magical water (potions will work in this regard) will do the trick as well.

Once all four elements are present, a swirling magical staircase appears in the four squares. Anyone may move into this space and on their next turn start ascending the magical staircase to Level 2, disappearing into the magical 'sky'.

6. LIBRARY

This room has tiles of black and white making up the floor. To the north lies a huge, musty tome with candles at each side which provide a flickering light. Other than that, the room is barren save for doorways that lead westward and south.

The door to the west is locked shut, and can be picked open if Lock Tools are handy with a target Intellectual Initiative test of 7 or more. Otherwise, it can be forced open and isn't as sturdy as it initially appeared to be. Busting it

open doesn't give the monsters on the other side an *Ambush* attack.

If the door to the south has not already been opened, it is easy to do so from this side.

The book at the north side of the room (perhaps represented by the Wizard's Book, if you have the HeroQuest boxed game) reads:

Book of Untold Power and Long Lost Secrets

In the language of whomever checks it first, with the symbol of Chaos on its cover. Anyone may spend 2D6 turns studying the book, upon which they may randomly pick a spell from the complete spell card deck, which they have now 'learned', whether or not they are spell-casters. If anyone chooses to read the book, it is so interesting that he is compelled to read it for the entire duration. During this time, he is oblivious to all else unless attacked (any Monsters that appear as part of Events will not attack the reader of the book but focus instead on other Warriors. They will, however, attack the reader if he is the only viable target – He may fight back but must return to read the rest of the book after).

The candles should be suspicious enough, as any untended candle would have burnt out long ago. They are enough to light the room without benefit of the lantern. If anyone should take a candlestick, it can light the way just as well as a lantern. Once removed from the Tower, however, the enchantment wears off, and the candlestick will only be good to provide a light source

for a single adventure thereafter before being burnt out.

Whilst within the room, casting such spells should seem to work fine. Warriors can heal each other up and do all sorts of nifty things. They can use fireballs and such against monster Events that crop up. However, keep track of all healing that goes on in here, and any other effects. As soon as any Warrior leaves, any healing, etc. that he was benefiting from vanishes.

If he was involved in any fights in here and healed up using the free spells, this could well put him in a potentially fatal situation if not healed by the end of the turn by the Wizard!

If any of these learned spells are used outside of this room, they have pretty much the opposite effect of what would be desired. Freeze would be applied against one's own side rather than the enemy. Healing would harm the recipient... or heal a monster instead. An attack spell would be targeted on the caster – and so forth. Any of these learned spells should be erased from the Warriors' sheets once they leave the Tower, as their memory will fade of the accursed instructions.

If anyone should remove the book from the room, whomever carries the book is subject to another curse: Beneficial magic doesn't work properly around this person. Any magical attack spells against the bearer work normally, but any healing spells used on this person will cause the appropriate damage instead, and any healing spells this person tries to cast (if a spellcaster) will inflict Wounds

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on the recipient. If the bearer should get the bright idea to use his healing on Monsters in an attempt to heal them, it will heal them normally -- This is a true curse, not just some simple magical effect, and it's designed to avoid working in the victim's favour. Attack spells cast by the bearer are targeted on himself (and his allies, if applicable, such as for *Freeze*) instead. The curse remains on this person until the book is destroyed, or returned to the original room. If another person should take the book away from the original victim, they both inherit the curse.

The book may be easily destroyed by burning or hacking with a weapon. If the book is damaged at all, the whole thing crumbles to dust.

As the book crumbles into dust, foul vapours rise from the pages, taking the form of twisted daemons and wretched spirits that shriek and howl and vanish into the air, while the leather cover oozes puss and black blood that steams as it hits the floor. This was most assuredly a book filled with the corrupting powers of Chaos!

NOTE: Even if Warriors can think of clever ways to use these reversed spells, it won't work. This is a curse. Whatever the situation, it will always work out against the Warriors (unless they have strong suicidal tendencies). The only possible benefit is that the Warriors could really rack up on gold by blasting away Rats, Bats and Spiders while sitting in this room lobbing fireballs left and right!

Whoever destroys the book gains 200 experience points.

If the book isn't destroyed, selling the book in a Settlement isn't an option. No sane dealer would so much as touch the thing, what with that symbol of Chaos emblazoned on the cover!

NOTE: It should be noted that the purpose with this room is to present a puzzle for the Warriors to solve, not to be stumped by. It is more important that they feel that they have accomplished something and found the right solution, rather than that they actually have picked the pre-determined solution to this puzzle. For this very reason, it may help to be flexible. There are a number of elements about this room that could lead the Warriors to try various things. Another possible solution to this puzzle might be that they try to place the magical elements on each of the four floor tiles. They might try lighting a torch with the fire from the brazier, try to 'capture' some of the magical air in a bag or flask, use a flask of water, get a piece of magical stone, etc. If they try this solution instead, let them. There might be other possible solutions that seem to make sense. What matters is that the Warriors think that they've accomplished something. A little showmanship helps. Stringing the Warriors along for the 'right' solution and letting them chase red herrings can be rather frustrating...

7. CIRCLE OF POWER

(Floorplan 4 – available at the ftp.wais.com ftp site, if you have it, would be suitable to represent this room and the staircase leading to it.)

The Warriors start on the stairs section leading directly to this room.

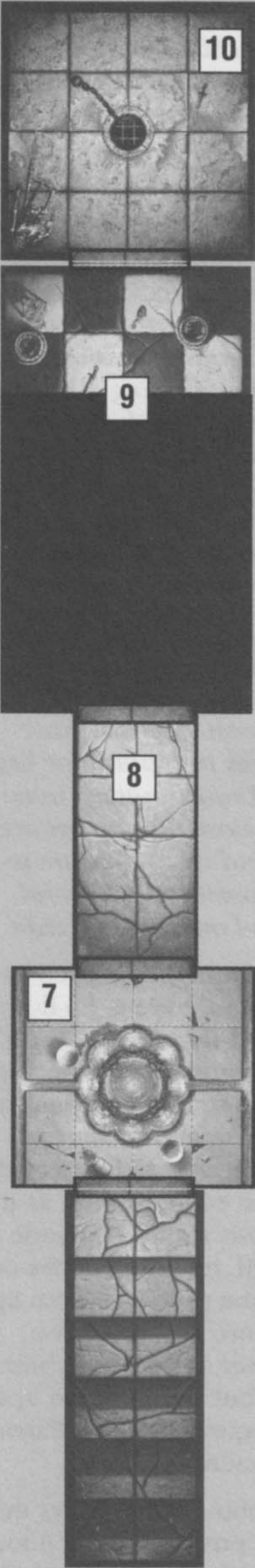
The mystical staircase rises ever upward, and you feel yourself buoyed by winds that billow about you. To describe your surroundings as surreal would be an understatement. It is light and dark here at intervals as hours and even days seem to pass you by. There is no horizon to see, even though you are high above the stone chamber, only a vast cloudy expanse. Around you, portions of stone columns, buttresses, walls and structures float stationary in mid-air, sustained only by an ancient and enduring enchantment.

As you rise higher, not wearied in the least by your ascent, the portions of the tower seem more connected, until you finally reach the top of the tower, suspended in space and time after all these years.

At the top of the staircase is a stone room, suffused with a faint, bluish glow emanating from a magical circle etched into the floor. The runes of each of the colleges of magic, ring the circle with a larger rune in the centre. Mists drift in from the staircase and spiral inward toward this rune vanishing within its glow. There is great power at work here and a chill runs down your spine as you look upon the Magic Circle. Surely something of this magnitude is not to be taken lightly.

If the Elf or Wizard examines

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HAZUK Level 2



ENTRANCE

the rune, he recognises it as an Elven rune that represents the eight Standing Stones in the High Elf kingdom of Ulthuan built to draw magical energy away from the world so that it is not overwhelmed by the forces of Chaos. Here, it seems to serve a similar purpose, drawing magical forces within itself. The Wizard should know that to step into the magical circle would be a very hazardous thing, though the exact effect would be unknown.

If the Wizard should attempt to cast any spells anywhere on Level 2, they will inevitably fail. All the magical energies seem to be sucked into a vortex centred on this enchanted circle.

If anyone should be so foolhardy as to step into one of the four squares comprising the circle, roll 1D6 for each magical item (this time including potions and scrolls as well). On a roll of 6, the item is instantly destroyed.

If anyone should try standing in the very centre of the circle (in the area that would be in between the four squares) he will be assaulted by all the magical powers being sucked into the circle at once! Roll on the following chart for the result:

Roll	Result
1.	The Warrior is engulfed by magical energies, and disappears in a flash of blinding light! The Warrior is utterly destroyed, and cannot be brought back even by the Resurrection spell.
2.	The Warrior is assaulted by magical forces, suffering 2D6 Wounds, ignoring Toughness and Armour.

3. The Warrior is assaulted by magical forces, suffering 1D6 Wounds, ignoring Toughness and Armour.

4. The Warrior is invigorated with magical energies. His Wounds are immediately restored to maximum.

5. The Warrior is saturated with the powers of fate. His Luck characteristic is permanently increased by 1.

6. The Warrior's form is suffused with magical energies. If he makes use of Power (for spell-casting, blessings, etc.), he may add +1 to his power roll for each turn. Whether or not this does any good, his Luck characteristic is permanently increased by 1.

If the first Warrior to step in the centre should roll a 1 to start off with, he is simply hurled across the chamber and stunned for the remainder of the Turn rather than instantly destroyed. If anyone else should be fool enough to try the same thing though, they'll face the random consequences as normal.

Any magical items on a Warrior in the direct centre of the circle will be immediately destroyed without a roll. If a Warrior remains here, each subsequent turn he may re-roll on this chart, but at a cumulative penalty of -1 (even if he leaves the circle and returns later).

If a Warrior should attempt to destroy the Rune itself, magical weapons will be instantly destroyed by the attempt, but treat the Rune as having a Toughness of 6 and Wounds of 1 in each location. If one location should be broken, the Tower will start

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crumbling – If the Warriors do not immediately get out, they are surely doomed. If more than one location is destroyed, the entire structure will collapse, killing everyone inside. This is, needless to say, not something to be trifled with.

If a Warrior should look into the next room, it is important that he should be able to see a description without having to actually step inside.

The Magic Circle casts light, lighting the whole and the adjacent Tunnel of Pits (and staircase).

8. TUNNEL OF PITS

The stone of this corridor continually shifts and rearranges itself. Light can be seen streaming through the individual blocks, and it seems hardly possible that these stones could bear anyone's weight... nor that they could bear their own, for that matter. As you first enter, a ripple runs through the length of the floor, and the stones comprising the far end of the corridor fall out of sight.

You will need the two Pit of Despair segments to show the pits in this floor section. At the end of each turn, these pits will move, according to a preset sequence, only cycling through during turns in which any Warrior is present. If any Warrior stands in a single location, it is entirely likely that eventually the floor will drop out from underneath him! If that happens allow any Warrior an Initiative test with a target value of 7 to jump to a piece of solid ground up to one square away. Anyone with *Acrobatics* or *Leap* may re-roll the result once, keeping the

second result even if worse. Luck points may also be used to save a Warrior here.

If a Warrior should still end up falling through, then he is out of play. As far as anybody knows he is dead. However, in actuality, he has simply fallen into a magical pocket and is safely deposited outside the Tower.

I used a specific sequence for the position of the pits but you can easily randomise where they appear. Remember, each corridor comprises a six-by-two area, and the pit of despair covers a two-by-two area. You just roll a D6 after you have determined which square is '1' and place each pit that many squares along the corridor.

There are no events in this room, and no monsters will enter.

The reason there should be no Events here is that timing is of the essence. One Monster Event to worry about for pinning, and a Warrior is bound to find himself on a one-way trip out of the Tower. Sure, he can get back, eventually, but this can be incredibly annoying.

Now, it's important to keep in mind that between this room and the next, there may be times where there is simply no ground to stand on! Although a doorway is not usually considered as a space, here a desperate Warrior may treat the doorway as a sort of 'half space' which he may stand in. Two Warriors may safely stand in the doorway. Any more than that will have to desperately hang on for dear life.

9. BOTTOMLESS PIT)

The shifting passageway

opens into a larger chamber and you have to catch yourself before stepping into open air where a moment ago you thought there was floor. A loose pebble plummets downward, and is eventually swallowed up by the swirling mists below.

Far ahead of you, you can see a doorway that apparently leads into a floating room. Suddenly, blocks, timbers and pieces of metal rise from the clouds and piece themselves together, forming a ceiling and walls for this vast chamber, and part of a floor on the other side. A cluster of broken rocks form a section of flooring in the southwest corner of the chamber.

Some wooden planks align themselves into another portion of floor on the southeast. A metal grate wobbles into place far beyond that. Unfortunately, none of them close the gap between you and what appears to be the closest thing to solid ground on the other side.

The fighting pit is used for this room but there is no floor to land on should any Warrior fall through. If anyone should end up standing on empty space, he may make an Initiative test to jump to the nearest solid ground, as in the previous room. If anyone falls though, he is lost in the mist, as in the previous room again. The floor sections here, however, do not shift with time, but rather based upon the sequence of the Warrior's movement.

The table (over) shows the initial position of the floor sections, simulated with the rock-fall, large trap door and iron grate tiles.

Let the Warriors move in turn. Preferably there would only be one Warrior venturing into this area at a time, as there simply won't be space for any more than that. At the end of any turn in which a Warrior steps on a new floor section, move to the next step on the table to determine which floor sections remain and which are gone. The riddle in the Fountain Chamber is meant to hint at the sequence.

If any Warrior should walk onto a section, moving to the next cycle, and should wish to keep on moving, make him do an Initiative test with a target roll of 7. If he fails, he must wait until next turn.

Otherwise, he may keep moving. 'Acrobatic' types (Thief, Gutter Runner, Wardancer, Elf with *Leap* ability) may automatically pass this test without rolling. If any Warrior should have the bright idea of carrying another Warrior while crossing this area, he may do so, but he can't fight at the same time, and he doesn't have the option of taking this test to keep moving after each cycle.

An alternate means of solving this puzzle is if any Warrior should endeavour to try to 'test' the ground by throwing an objeyc on to it. The resultant effect is the same as if a Warrior had stepped on it and it will just go through the sequence again.

The following indicates the cycle of floor tile positions. 'I' indicates the Iron Grate. 'W' indicates the Wooden Trap Door. 'S' indicates the stone (Rock Fall) area. The black indicates open space. The tiles indicate the solid area to the north. When an area cycles from one turn to the next, remove all the floor sections

that disappear first, then add any new floor sections.

In practice, I found that the Warriors were able to catch on to this riddle rather easily. In fact, one of the players had the sequence memorised after the first two trips across.

If a Warrior should manage to walk all the way across to the other side, there is a door before him with a brass knocker on it. If he attempts to open the door, he will find it securely stuck. There is no lock to pick and hacking at the door is pointless. If he simply uses the knocker, though, the door will slide open effortlessly and he may walk on into the laboratory.

If the Warrior should attempt to cast any spells on the north end of the room, he will find that the drain on magic does not extend here (or into the Laboratory). Spells may be cast normally, but their range of effect stops at the edge of the floor here. (No *Open* spell will work on the Laboratory door.)

If the Warriors should completely leave the room and come back at a later time, it will always be back at step 1 in the layout. If a Warrior should step on the Iron Grate from the north side of the room, it will immediately start

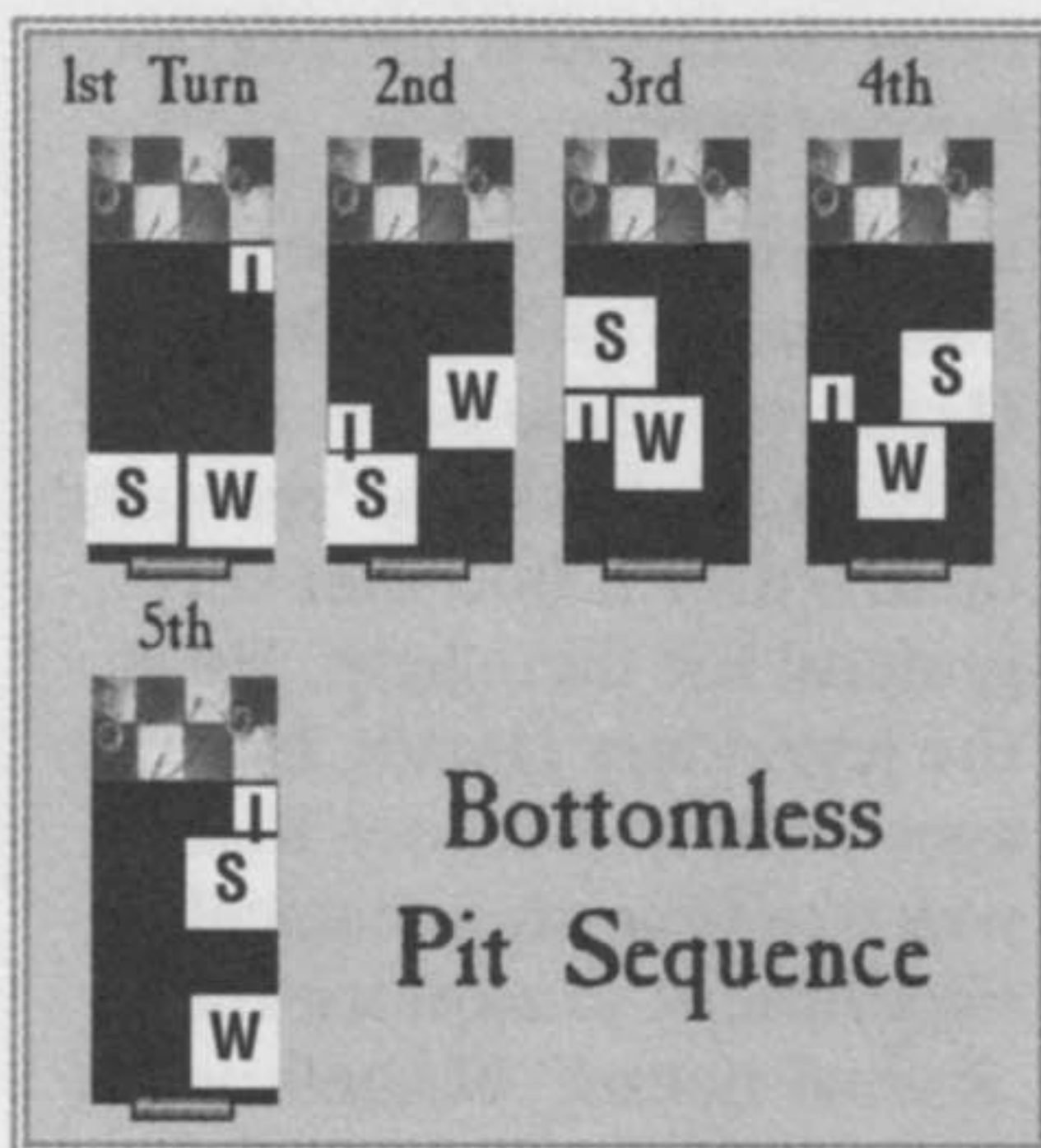
floating southward. He can either hop off of it at the south door or it will zip around and take him all the way back to the Magic Circle.

If anyone should examine the north wall, there is a loose block (well, actually, all of them are technically loose, but this one moves). By moving it, various pieces of debris (trap doors, the rock-fall piece, the grate, the keg marker, etc.) line up to form a bridge crossing this room. The pits disappear from the pit tunnel, making passage considerably more convenient.

If any Events should occur in this room, they will invariably be Giant Bats. They do not stand on the floor tiles, so there is no chance for them to 'set off' the next step in the floor tile sequence. (That would simply be too mean...)

10. WIZARD'S LABORATORY

There is no dust here, no sign of decay. In fact, before you is a scene of great violence that seems frozen in time, though suddenly breaking into movement as you enter the room as if a powerful spell has been shattered by your mere presence. Heavy tomes, illuminated manuscripts, gilded instruments, crystal vials and all manner of magical apparati are strewn about the room, as if by a wild beast. Splatters of blood indicate that the allegory is close enough to the truth, as a malevolent face twisted by Chaos looks up at you, and a gnarled claw drops the lifeless form of an old sage. This creature is larger than any Monster you have faced before! Its eyes fill with blood-lust and it issues a deafening bellow.



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Another Minotaur lies in wait here, summoned by the hapless Wizard's power. However, this is no ordinary Minotaur. It's a Minotaur Champion!

(Page 104 Quest Roleplay book for Minotaur Champion's stats)

NOTE: If your Warriors are at a point where a Minotaur Champion is easy pickings for a one-on-one fight, then a Minotaur Hero could be substituted instead. If this is overkill, that's okay, too (after all, the mighty Wizard was made short order of!). The Warriors can either try to slug it out, or else they could try to high-tail it back out of the room.

Magic Weapon:

Warpstone Talisman – When a Warrior rolls a natural 1 to try to hit the Minotaur, he hits himself instead!

Special: The Minotaur Champion is still sluggish from the enchantment, so any Warrior fighting him does not have to roll to break Pinning, he does so automatically.

If the Warrior heads out of the room, the summoned Minotaur will follow, but he'll panic as soon as he gets a look at just how little solid earth there is below him! Someone on the other side can try to distract the Minotaur and taunt him into trying to cross. The Warrior can try to push the Minotaur (who is teetering on the edge looking down) in, or else if the bridge is already laid across the chasm, the Minotaur will try on his own to get across. (In the latter

case, the Warrior on the north side could hit the block again, and send the Minotaur plummeting.)

If any of these options are used to get rid of the Minotaur, this obstacle is avoided, but there's no gold to be gained from him.

(For what it's worth, he's a bit too heavy to lightly be carried off by the magical spell surrounding this tower, so he imbeds himself a few yards into the ground somewhere deep in the forest. The Warriors need not worry about what they've unleashed on the countryside that's for other heroes to sort out!)

Once the danger is disposed of, the Laboratory can be explored. The Wizard Hazuk is quite dead.

If the Warriors explore the room, they find 1000 gold, a *Dawnstone*, a *Book of Arcane Knowledge*, and two Objective Room treasures. There are many books of interest to the Wizard, though they are too obscure to be worth anything if sold, and there is nothing of practical application in adventuring to be gained from their study. The Warriors find a secret passage that allows them a way out of the Tower without having to worry about the pit traps (if they haven't been deactivated already) or further Events.

If a Warrior should use the *Dawnstone* on the fallen Hazuk (or some other means of bringing back the 'recently' dead), they'll find him very grateful for their help. He is the legendary Hazuk, from ages past, and relates that he was working on a magical experiment to explore the 'animal nature' of the human

mind (and what manner of rationality might be found in the magical creatures known as Beastmen and Minotaurs) when it went awry, and he ended up summoning one into his own laboratory. He tried a powerful spell to try to freeze his foe, but when he was mortally wounded in the process, he simply extended it to the whole of the laboratory so that there would be no chance of this monster escaping.

He will gladly allow the Warriors to take the gold and treasure items found in the room. If any Warriors were lost in the *pits*, he will inform their friends of the true nature of the traps, and that they are safe. (If anyone got caught in the Magic Circle, unfortunately there's no consolation he can offer for that...)

He gives each surviving Warrior an additional treasure item – Roll from the Dungeon Treasure Table. If you don't like the first result, roll again, and pick the better of the two.

He's also willing to enchant one weapon per Warrior so that it becomes a magical weapon. It has no special power other than it is permanently magical. (Certain creatures, such as Ethereal Undead monsters, Daemons, etc. are harder to hit without magical weapons.) He can also provide them (and any comrades lost in the pits) free transportation immediately to the nearest Village, Town or City of their choice without having to roll for Hazards.

At the Games Master's discretion, he might also be willing to tutor a Warrior. Particularly, if you are treating Ogre Mercenaries and

Barbarians as if they can't read, it is possible they might be able to learn how to read from the Wizard.

LEAVING AND RETURNING TO THE ADVENTURE

If the Warriors should at some point in the adventure decide to leave and head back to a Settlement to rest and regroup, they are only a day's journey away from the Settlement they just left. They may travel to that Settlement over the course of a day without having to encounter any Hazards along the way. It will have the same Special Locations though any visit to the traders will require new rolls to see what is in stock. If Warriors were thrown out of town because they were acting weird (or whatever), all is forgiven and they may come back in again on a subsequent visit.

However, if the Warriors should start making an excessive number of treks back and forth, or start getting flippant about the fact that the journey is short, so they can bypass various problems (i.e. Okay, we're wounded, step outside. Poof! We're healed! Back into the Tower. We got thrown out? Step outside. Go back in. We're back in the Settlement again!) then you might start keeping track of the total time elapsed on a cumulative basis towards reaching Catastrophic Events. Keep in mind that it's a day's travel to and from the Tower.

Travel to some other (perhaps bigger) Settlement is possible, but keep in mind that the Warriors could end up getting sidetracked (having to visit another dungeon instead),

and have to cover the same distance to get back to this particular Settlement.

If the Warriors leave the Tower and come back, the Minotaur Statues will have totally regenerated, and there will be a full complement of twelve Giant Spiders ready to pounce on the Warriors when they enter the Fountain Room (though the webs won't be back).

If the Warriors should think to bury the remains of the Dwarf Skeleton (after defeating it or giving it last rites) and the peasants, give a permanent Luck point to anyone who helps out.

PLAYTESTING

This adventure was run over two sessions, each four hours in length. For both sessions I had a large group of Warriors, and there was some change between each session. Session one covered the bottom level of the tower and ended whilst the players were still puzzling over the Idol Room.

Session two covered their attempts to solve the elemental puzzle, and exploration of Level 2.

For Session one, I had a 1st level Barbarian, a 2nd level Barbarian, a 1st level Knight Panther, a 1st level Templar, a 2nd level Dwarf, a 3rd level Wizard, and a 1st level Ogre Mercenary. The Wizard and Ogre Mercenary left after the first room, due to time constraints. There were no fatalities during the first session, but the Warriors had to make a trip back to town in order to recover, as they had no healer in the party.

For Session two, the same Barbarians, Knight Panther,

Dwarf and Wizard were present. A 1st level Ogre Mercenary, 1st level Wardancer, a 1st level Thief and a 1st level High Elf Mage joined the group. Several Warriors went through the Magic Circle on level 2, and some tried standing in the centre, despite my attempts to make an ominous description. During this session, the Elf High Mage ended up plummeting through the pits, the Wardancer, Thief and Knight Panther took turns facing (and being killed by!) the Minotaur Champion, the 3rd level Wizard killed the 1st level Barbarian for no good reason (these are generally rather young players), and the Ogre Mercenary was slain by Giant Spiders. I theorise that this was largely because nobody bothered to take the time to heal up the Warriors before venturing up the magical staircase – If they had done so, I presume things might have gone differently, though the Minotaur Champion is still quite a challenge if any Warriors try to take him on solo.

This game was designed to be very flexible and to provide an enjoyable event even with widely varying Battle-Levels. Many of the Monsters have particular abilities that tend to 'equalise' the playing field, and most of the major obstacles have solutions that have little or nothing to do with individual Warrior statistic ability.

If you have any comments about this scenario or indeed anything to do with Warhammer Quest, please contact me at this e-mail address:

greywolf@fox.org

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 play 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 (burrah!), 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	<i>South London Warlords*</i>	John Merritt 0181 778 6578	16 Gainsborough Square, Crook Log, Bexleyheath, Kent	GW plus others
Bournemouth	<i>Battlescar</i>	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	<i>East Birmingham Marauders</i>	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	<i>Elite Games Club*</i>	Sam Wallace 01763 838311		40K, E, SH
Cardiff	<i>Cardiff University Roleplaying and Wargames Society</i>	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	<i>Carlisle Games Club*</i>	Chris Mountford 016974 73610	Newman Scholl, Cumbria	
Cheltenham	<i>Cheltenham War Chiefs*</i>	Heath Barnes 01242 700157	St Marks Community Centre, Hesters Way, Cheltenham, Glos.	
Cheshire	<i>The Second Legion</i>	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	<i>The Killing Field</i>	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	<i>Hanick Games club*</i>	Alex 01450 3723026		Wednesday from 6pm
Harrogate	<i>The Harrogate Wargames Club</i>	Ian Roberts 01423 540610	Rafa Club east Parade	*ALL* 6.45pm Thursday to 11.00pm 1st night free £1 thereafter
Inverness	<i>Da Klub*</i>	John 01463 242644	Spectrum Centre	
Kingston on Thames	Games Workshop Club	0181 5495524	33 Fife Road.	
Leeds	<i>Leeds Chapter</i>	Laurie Stewart 01405 860653 (Leeds shop)	Wellesley Hotel, Wellington st, Leeds.	*ALL* (some very old GW games), sun 1pm til 6., £2 fee.
Letchworth	<i>Warhammer and 40K club*</i>	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).
London	<i>Dragon's Inn Club</i>	TBA	Christ's College Finchley	*ALL* 3.30-6.30 Tuesdays
Macclesfield	<i>2nd Legion*</i>	Sam 01625 574435	Nags Head, Waters Green	Weds 7pm to 11 pm age 16+
Middlesbrough	<i>Middlesbrough Warlords*</i>	Arthur Dixon 01429 429474	St Mary's Centre, Corporation road.	*ALL* Thurs eves, £2 per session, refreshments available
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	<i>Penrith Games Club*</i>	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	<i>The Rapturous Standard</i>	Steve Renwick 01223 207095	1st Royston Scout HQ, Barkway road	*ALL* Thurs 7-10 pm
Scarborough	<i>The Orc's Lair</i>	Kelvin Pickup	76 Moorland Rd, Scarborough	*ALL*, Historical, RPG's, 5.30-8 Mon, 7-9pm Weds, &1
Sheppey	<i>The Sheppey Games Club</i>	Graham 01795 875393	Sheerness, Methodist Church,	*ALL* age 12+, Mon 5pm til
		Dave 01795 667394	Broadway, Sheerness, Isle of Sheppey	10pm, &1 per night
Stoke on Trent	<i>The Sunday Gamer's Club</i>	Nick 01538 361409	The Fiction Factory, Town Rd, Hanley, Stoke on Trent	*ALL* + Ancients, Sun 11am-5pm
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	<i>Rocky Mountain Knights</i>	Trey Moody (303) 460-0295	Boulder, Colorado	*ALL* age 16+ most Fri and Sat
Delaware	<i>Marc's club*</i>	Marc Moroz 302 830 - 6640	TBA	*ALL*
Morozmn@acwilm.com				
EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands	<i>Alternative Reality*</i>	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	<i>Club of the Green Table*</i>	Mike Novak 00421782238	(weekends) Svabinskehu 85101 Bratislava.	
OZ	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Queensland	<i>DOMINION</i>	Deon Waning (07) 55711044	Gold Coast Community Centre, Room 3, Lawson St, Southport	*ALL* + RPGs, 1st and 3rd Sun, \$1/\$10 day/annually.
ELSEWHERE!	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands	<i>Cur-Wargs</i>	George Jonkhout (5999-465 4963)	Nieuwestraat 10, Curacao,	W, 1pm to 6pm
Antilles				

KEY: ALL - all GW games, W - Warhammer, 40K - Warhammer, 40K, E - Epic 40K, Ne - Necromunda, BB - Blood Bowl, SH - Space Hulk, WHO - 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.



Red Leader! Red Leader!

GETTING TO THE PRESSES

We all have great ideas for rules and scenarios. The difficult bit is getting that idea down on paper in a format that will actually be publishable in the Journal. As a voice for hobbyists the Journal is unique. This said, whilst going through the new submissions, (once a week Steve and I sit down and read your articles), we often come across the same problems which seem to arise simply from contributors not reading the writer's guides. The writers guides are there to help you and explain everything you need to know to write a successful article. I think people are put off reading them by the legalese/contractual agreements stuff. After all, if you have just had a great idea and want to share it with the world, you want to get writing as fast as you can before your enthusiasm wears off. But! We cannot stress how important they are. If you want to get your article in print – read the guides first.

Articles for the Journal are often too long. The Journal is 96 pages, every two months, into which we have to cram a lot of stuff, so your mighty 30,000 word tome on Warhammer Quest in the Chaos Wastes is less likely to get published (even if it's really good) purely for space reasons. It may get into a Fanatic Press publication like Deathblow but you will be waiting for much longer. Most articles are 4 to 7 pages long which is about 5000 words but there's nothing wrong with a quick 1 or 2 pager either.

Often a big problem we have is the photographs. We don't expect studio standard photography by

WARWICK'S WORLD

We've been studying your submissions and would-be articles with a mixture of surprise, admiration and sometimes alarm. Wazza takes a break from modelling and things with tank tracks to give us a few words on how to write an article that'll get into print...

any means but we want to show 'real' gamers playing 'real' games with their miniatures. If the images we're sent are so small we can't see the miniatures or so blurred and out of focus we can't see what's going on then we're less likely to use them and as you should all know by now – without photographs you're very unlikely to get into print. The reason for demanding photographs is that they are proof to us, and other gamers, of your interest. Most people can sit down and write an article off the top of their heads but we (and other gamers) want to know that you play for real, that you 'do' the hobby. So, the better your photographs, the better your chances are of getting into print. We aren't looking for models shot on graded blue backdrops – photos on your kitchen table are good; on your own terrain is much better. Some shots of you actually playing the games are always welcome. Perhaps an article about how to photograph miniatures with a disposable camera might be useful?

The next stumbling block is the permission form. I have a feeling that these might put people off writing for the Journal. They are a very dull but necessary evil I'm afraid, because without them we can't print your article. You must take the time to either photocopy the form or cut it out so your article can make it to the presses.

That brings me to content. The guides outline the sort of articles we prefer, but we still get lots of new special characters or 'rock-hard' squads for armies that entirely defy the army's background. Why do so many gamers obsess over the special character? (Answers to the letters page please.) If you have made a

unique conversion for your army general and maybe some special rules for him in a scenario then great, we want to see him, but there are enough special characters stalking our battlefields. Another great favourite is to submit reams of stories with your articles which probably won't be used 'cos there isn't the space. By all means add a bit of 'background fluff' but don't write too much – if you want to submit creative writing then send it to Inferno! Illustrations we do like. This is why we started the Warped Visions pages, it seems that there are a lot of budding artists out there who love the Warhammer imagery. If you want to illustrate your own article then go ahead, we'll be happy to see your work.

Attention to detail when writing your article is essential. If you write a scenario then include a map; if it's well drawn then it saves us the job of having to create one – which is another tick in your favour. Hand-drawn or computer generated maps have an appeal of their own, and I'd like to see more. Hard work maybe, but all part of writing a worthwhile, enjoyable, printable article.

Well, I hope some of this helps you and doesn't sound too daunting. There is a lot of work required to write a good article. Once you have your basic idea you need to consider subject, length, getting some clear photos, drawing any maps, and then think about getting a good balance between gaming material, 'colour text' and background material.

If you would like to respond to any of this feel free to write to me at the letters page.

Warwick.

Mailbag

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

Write in with your opinions to:

Mailbag, tell us what you really think without pulling any punches...

JOURNAL PRESSIE

Upon receiving your fine publication as a gift for my birthday, I have been inspired, almost foaming at the mouth, to write an article for it. The weeks of thought have paid off and now I have what I feel is a fairly good scenario for Necromunda and 40K. Yes, that's right, I've combined them!

- Peter Street, US

Well, what are you waiting for Pete? Send it in mate - Ed.

CONVERSIONTASTIC

I particularly enjoy the articles on conversions in the Journal and would like to see more of this. Before in Mailbag some-one mentioned that colour would be a good idea. This would improve the look of the Journal but should be limited if it is going to affect the price. Some of the quality

producing these once again. If the Journal is to stay A5, how about producing slipcases to store a year's copies. How about starting a range of stationery such as Ring Binders, Lever Arch files and Note-books.

Finally, bringing things right up to date, how about GW producing a Multimedia CD-ROM containing Screen Savers, hobby information, even perhaps the figures catalogue etc. You could issue 6 monthly CD-ROM updates with the latest releases & info.

Well, that's all I've got to say about that

- Pete Wood, Newport

You certainly don't want much, do you Pete? Seriously though, some of the pictures in issue 30 were a bit dodgy and in retrospect perhaps shouldn't have been used. You're absolutely right about more colour, it will push up the price and as for the format, we feel that A5 is a very handy

With this never-ending debate about beardiness I have figured out the following and my, did my beard grow! My friend and I play pretty beardy games so I've seen most of the cunning magic item combinations and army lists for Warhammer. But, I've grown used to facing *Mork's War Banner* and other beardy items. You see, this 'cheap' form of playing is not really beardy if your opponent is expecting it.

There is a fine line between being beardy and just being cheap...

I have once used the *Forbidden Rod*, that magic item combo that makes an opponent take a Ld test at -3 or die (Necromancer with *Skull wand of Kaloth* in a unit carrying *Hell banner* and a *Battle Standard* with the *Banner of Doom*) and the *Chaos Lord* with *Mark of Khorne*, *Battle Fury* of *Khorne*, *Blade of Leaping Gold* and *Potion of Battle*

Zombie Dragon 500pts or Dark Elf Allies: 10 Dark Pegasi: 2000pts. Of course, no one is ever going to use this army unless you are using representation for the figures.

Orc and Goblin army - Orc Warlord 90 pts, 7 Giants 1400pts, Undead Allies: Zombie Dragon or, Dark Elf Allies: 10 Dark Pegasi: 1990pts

And that's just scratching (or should that be shaving?) on the surface.

- Richard Webber, London

I suppose that there will always be beardies

because that's the way that some people like to play and it's not up to us to dictate what is right or wrong. One thing that does make my 'sidies twitch', though, is using representation for your miniatures. One of the coolest things about gaming is that it looks good - pure and simple. Ranks of painted troops, monsters, tanks etc. make

with good ideas welcomed. While I have plenty of my own, I really enjoy reading other people's ideas. Sometimes I use them to modify my own or use other people's as the basis of some entirely new scenarios.

As for ads, anything in the Journal which is advertising or trying to get money from me doesn't belong there. Please just concentrate on issues that directly affect gamers and modellers. I realise that you have to make money, but keep ads to White Dwarf and Troll and out of my Journal.

- Robert J. Walker, Salisbury

We do try to maintain some balance between house rules and scenarios and try to deliver as mixed a 'bag' as possible. Compared to previous editions of the Journal I think that we're getting it right when it comes to adverts - in a ninety-six page mag there's generally less than ten

of the pictures leaves a lot to be desired and perhaps if they are as bad as some of the ones in issue 30 they are better left out. Although I appreciate that a lot depends on the quality of photos supplied by us to you.

I have been inspired, almost foaming at the mouth...

I think the issue is the format. Personally I was very disappointed when it moved to A5, and although content is the really important bit, I think A4 format is a far better reading size. After all, most magazines are this size.

Storage was also mentioned some-where. Years ago White Dwarf used to produce special magazine binders to hold our prized copies. Oh how I'd love to get my hands on a few of those now. There must be a great sales opportunity here. Perhaps you could look at

'journal' size and again helps us keep the price down (remember, it hasn't changed since issue 1! Now that can't be bad). It's an interesting point you raised about binders and CD ROM, it's a good idea but at the end of the day we have to prioritise and concentrate on producing gaming miniatures and magazines and at present not get side-tracked with all of these costly extras. That doesn't, of course, mean that this will never happen, just not in the immediate future – Ed

LOVE THAT GANG WAR!

What an excellent idea to have a whole mag dedicated to Necromunda. I love the format, it's a handy size and is well laid out.

– Neil Roberts, Southport

AL'S WORLD OF BEARDS...

There is a fine line between being bearded and just being cheap.

(17+D6 attacks!). But! All the above tactics can easily be beaten with sound tactics (avoiding the enemy character or fleeing when they charge) which in turn brings a new tactical element into the game. Once you get used to combating bearded opponents you can do just as well and have just as much fun.

The following are, however, very bearded tactics that I've either played or played against and are incredibly hard to beat:

When I started I didn't know that Battle Standard bearers could have magic banners until I met this – Goblin Big Boss on Wyvern with *Mork's War Banner* and *Collar of Zorga*), this paved the way for mega-beardiness for twenty-odd battles.

Some of the Beardiest armies available:

Undead – Nagash 750pts, 10 Wraiths 750pts,

the experience of playing a game colourful and exciting. When, however, people start using their figures to represent troops that they so obviously aren't it just looks dreadful! I'm not saying you can't use a special character model to represent your general but when you've seen a regiment of forty Ogres made up of eight actual Ogres, some Trolls, Kroxigors, Daemons, Nagasb, Treemen and even 40K Dreadnoughts! You know that someone needs a slap badly!

So, I say to everyone – don't do it, it looks stupid and everyone will think you're a git! – Ed

NO MORE RULES!

Gorkamorka, Necromunda and Quest are great games but already have enough rules. Thus I don't see the need for any more; they are elegant in their simplicity. Scenarios are another thing entirely,

pages of ads which can't be bad now, can it? – Ed.

MORE DEATHBLOW!

First of all, I would like to say what a great job you are doing with everything. I am a fanatical

Warhammer Quest player and am literally shaking in my seat about the release of Deathblow. I really, really think you guys should release further issues. There is so much material you could even make it monthly. If you're on the net out there check out my site: <http://www.agelfire.com/m d/slayer/index.html>

I am really proud of it and I'm sure you will find something of use there. Keep up the good work.

– Leandro Braga

Cool, we're glad that you enjoyed the first issue of Deathblow and worry not for there will be more, although I don't think that we'll be doing it on a monthly basis! – Ed.

e-mail us with your opinions to:

Mailbag

journal@games-workshop.co.uk

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NECROMUNDA™

Hot from the Forges

After a most conspicuous absence in last issue Hot from the Forges returns with suitable miniatures to represent your Brats in Necromunda, your mighty Space Marine Chapter Masters and the Trolls have even dug out some of the superb Wood Elf Legends – the Beastmasters...

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AUTOPISTOL 1
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WOOD ELF LEGENDS

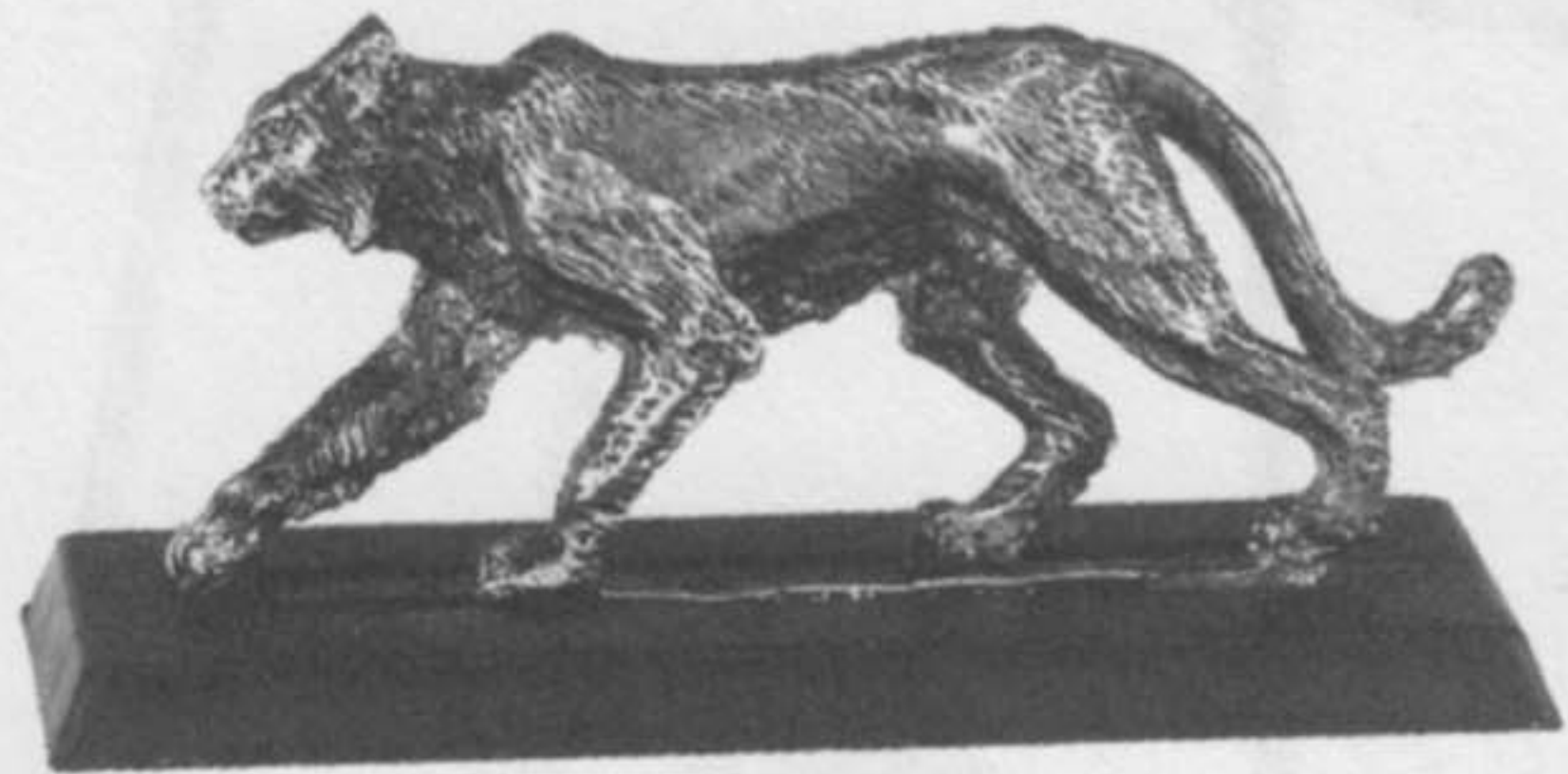
Jes Goodwin's amazing Wood Elf Beastmasters are just ideal to use for, erm... Beastmasters from 'Less Bark... More Bite...' and the Wood Elf chariot conversion from Troll 19 is a must for all Wood Elf players.



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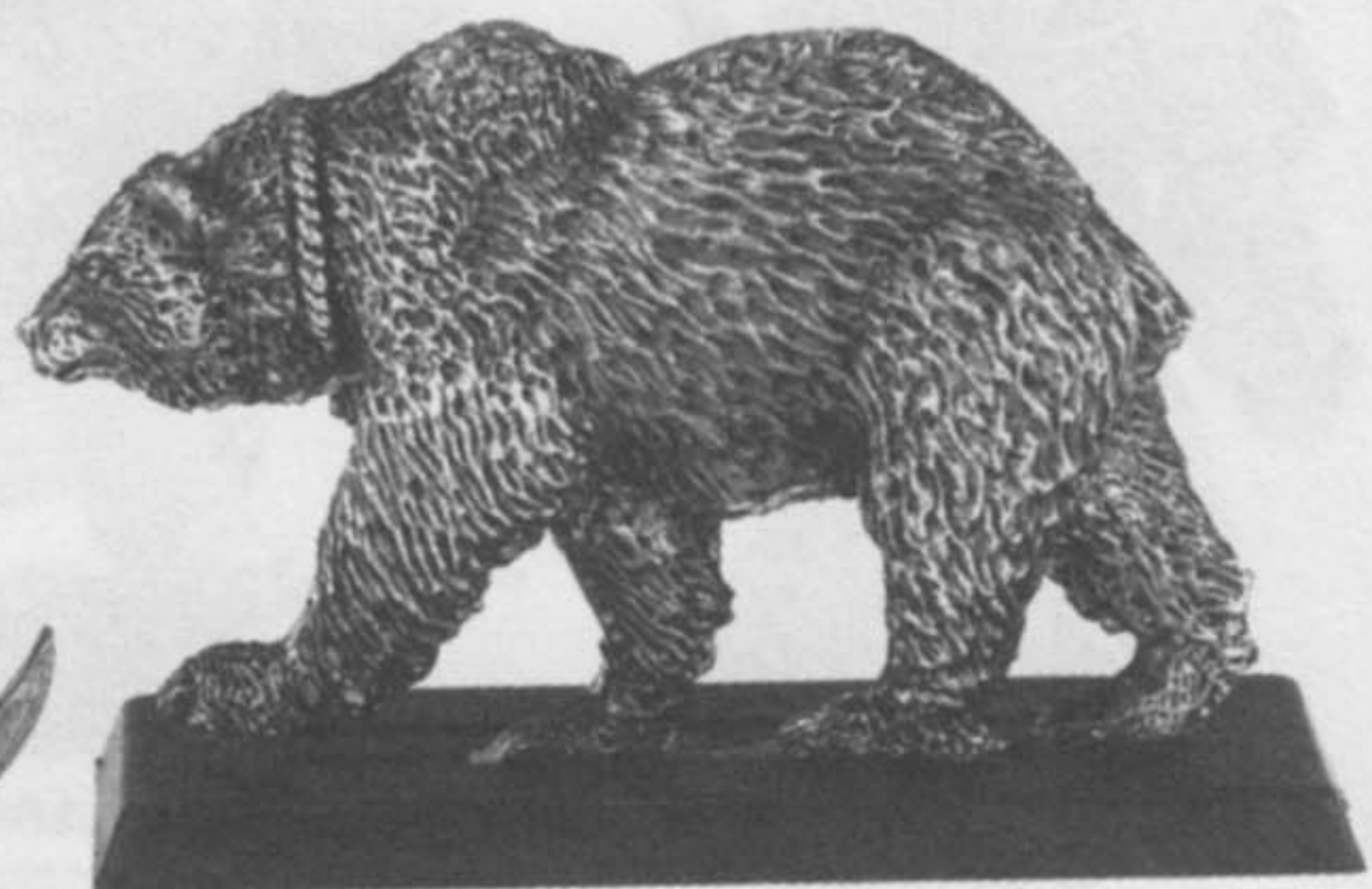
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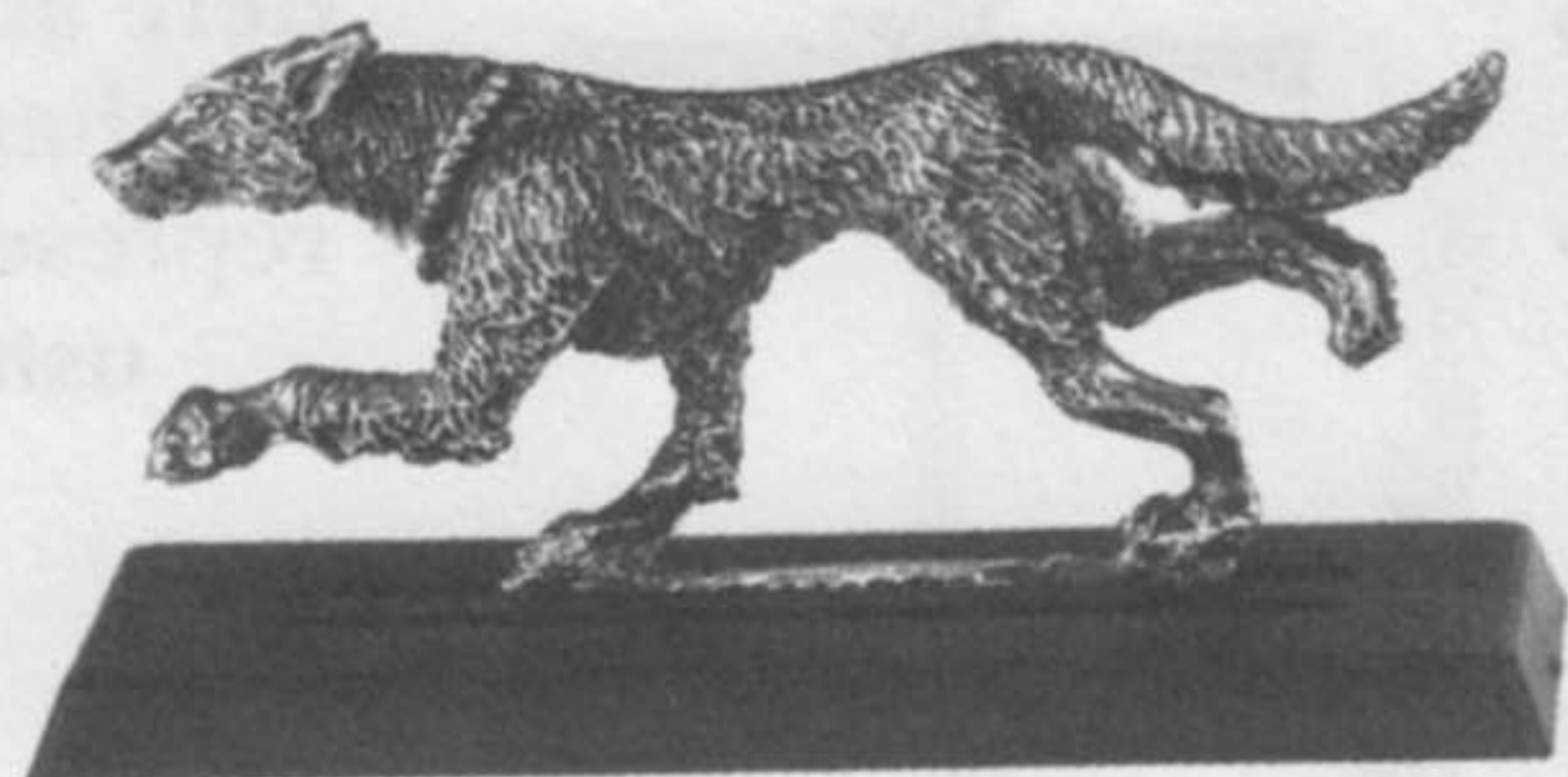
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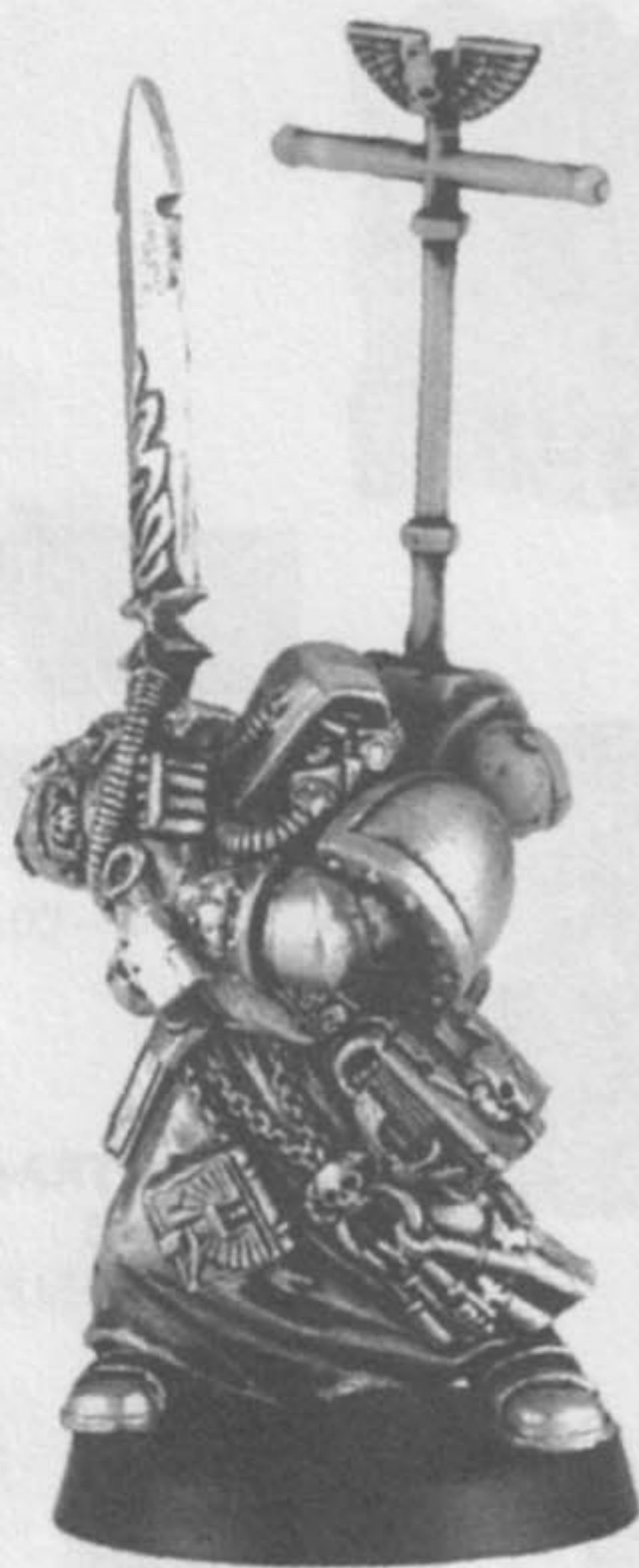
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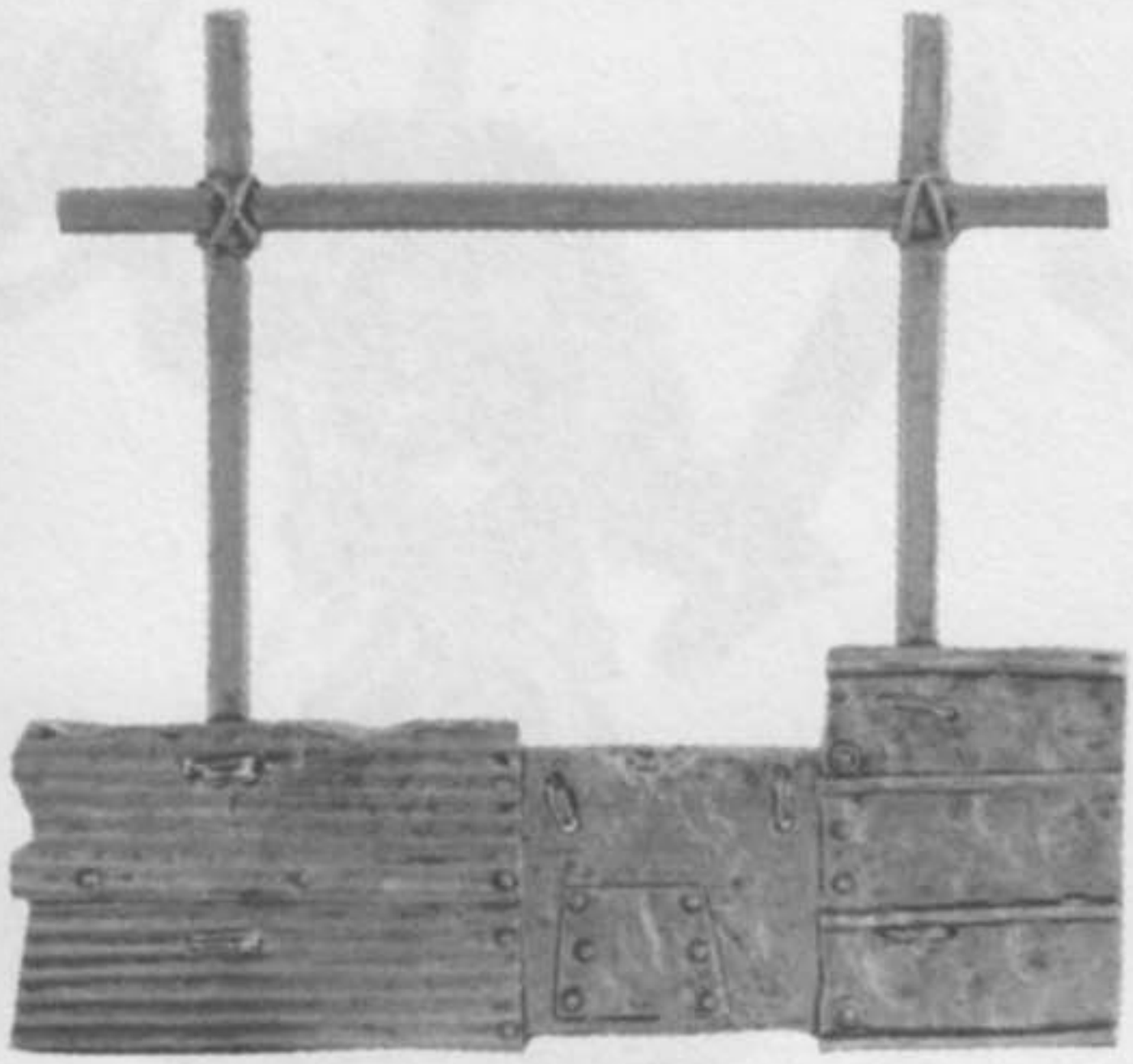
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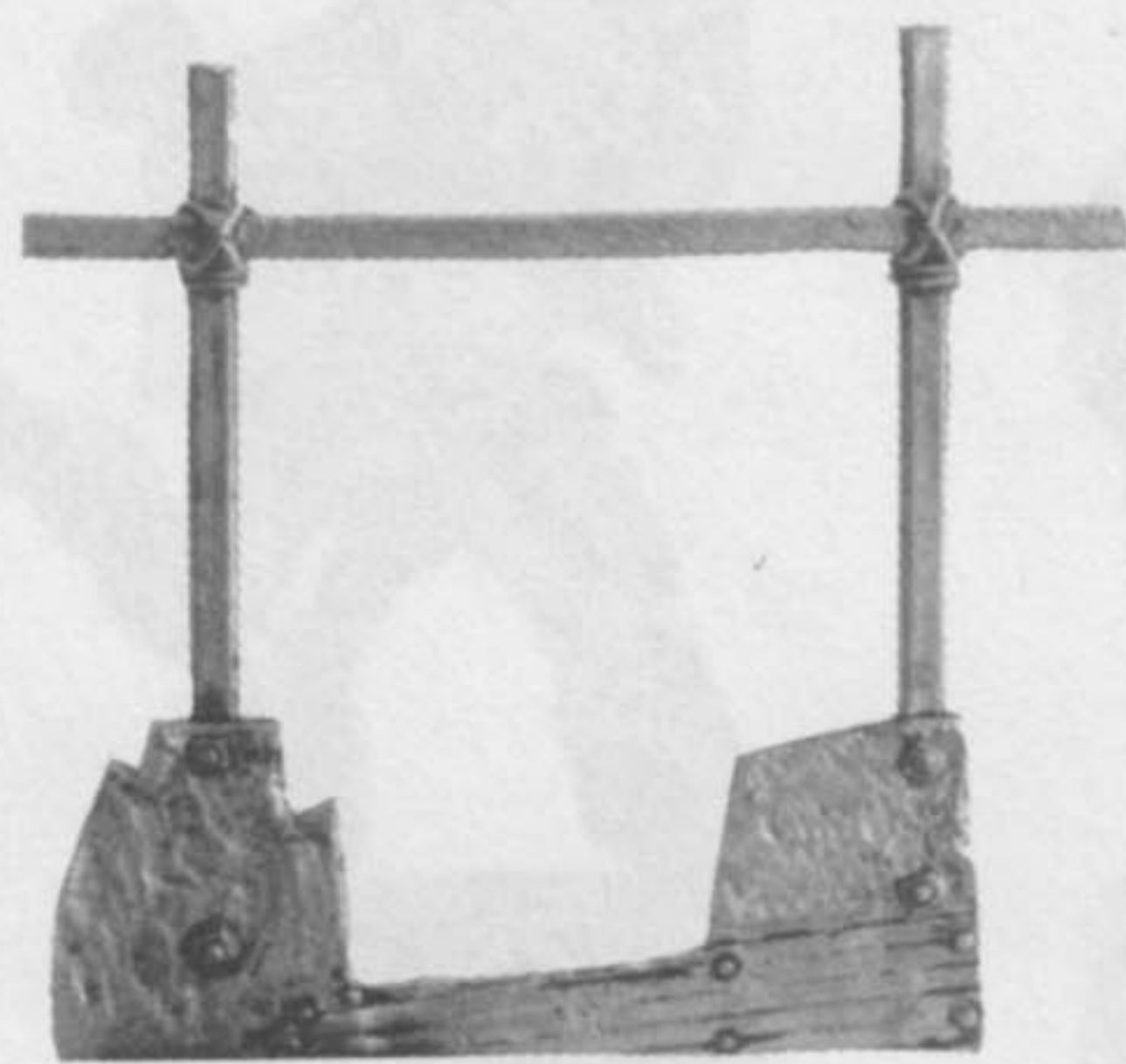
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DA MEK SHOP

As every Ork player knows, no battlewagon, buggy or Trukk ever looks the same. Da Meks will build them out of anything and everything they can find. This page is dedicated to 'da Mekboyz' out there. We're showing all kinds of bits and pieces, like the parts The best place to start is the War Trukk kit for all Orky vehicles which only costs £10.

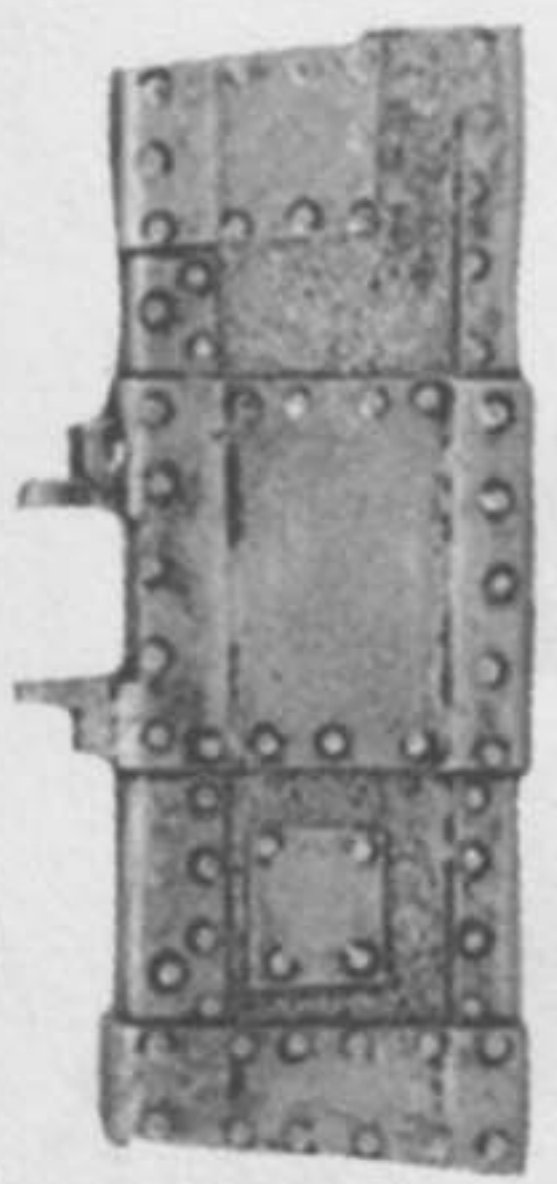


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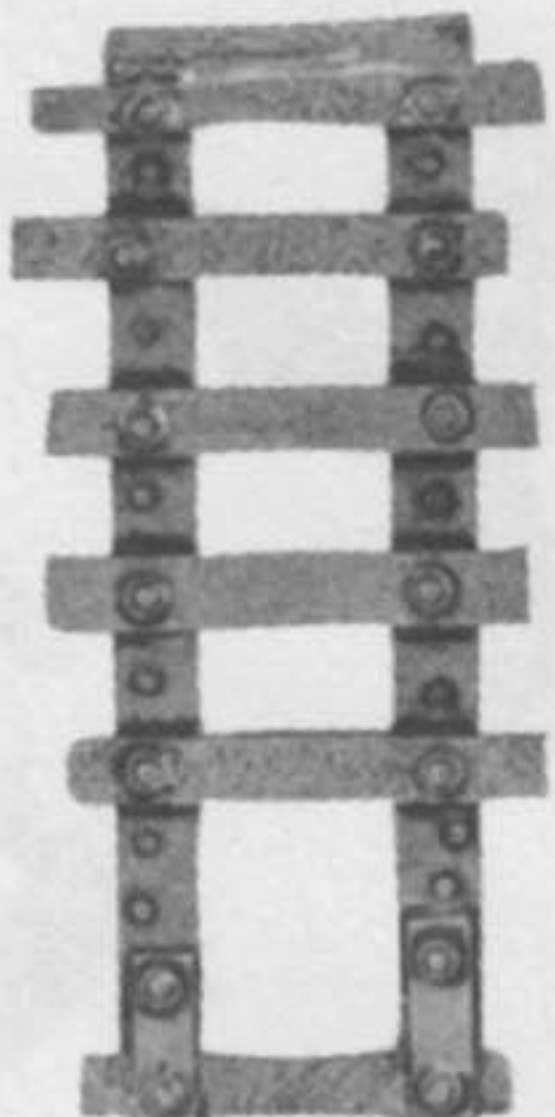


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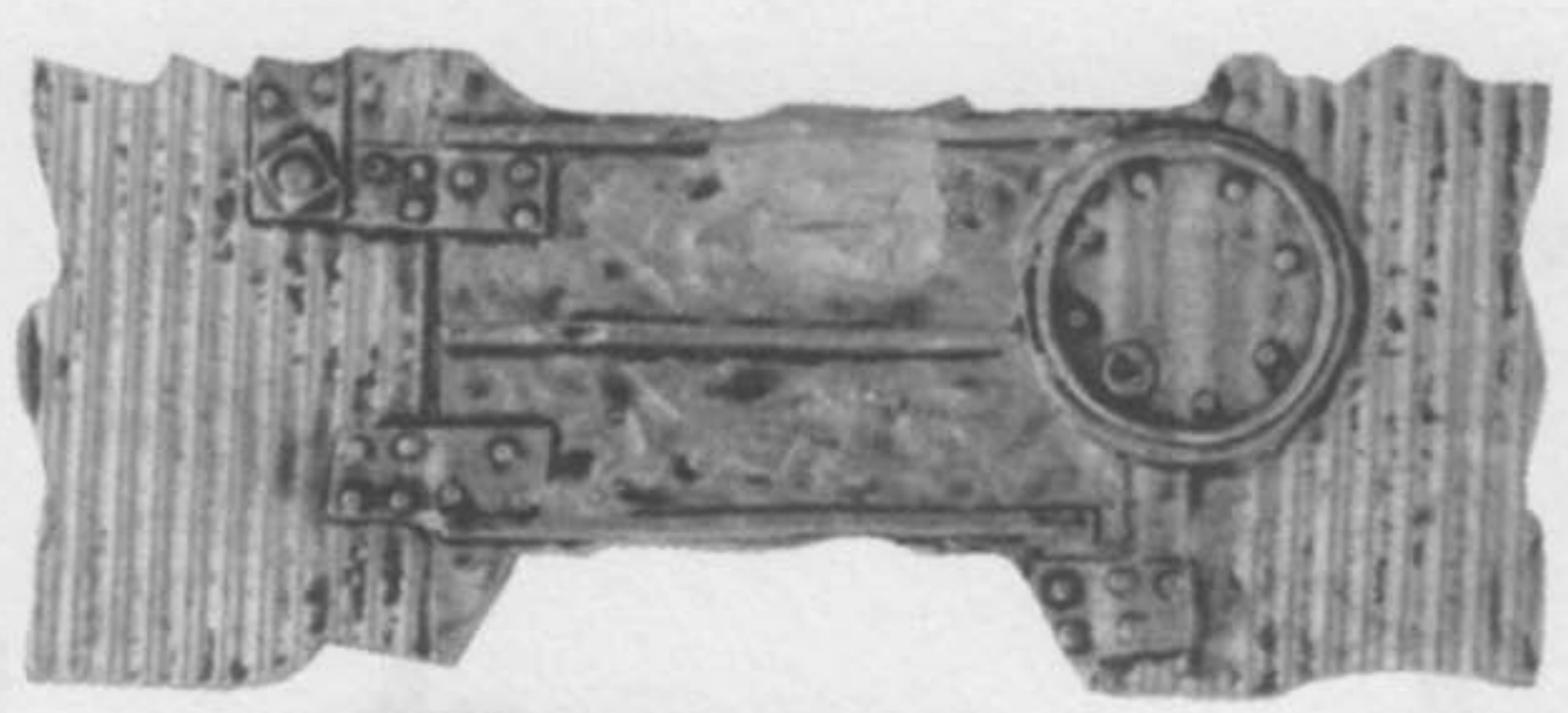
SPEAR GUN GLYPHS
040301506 - £0.30



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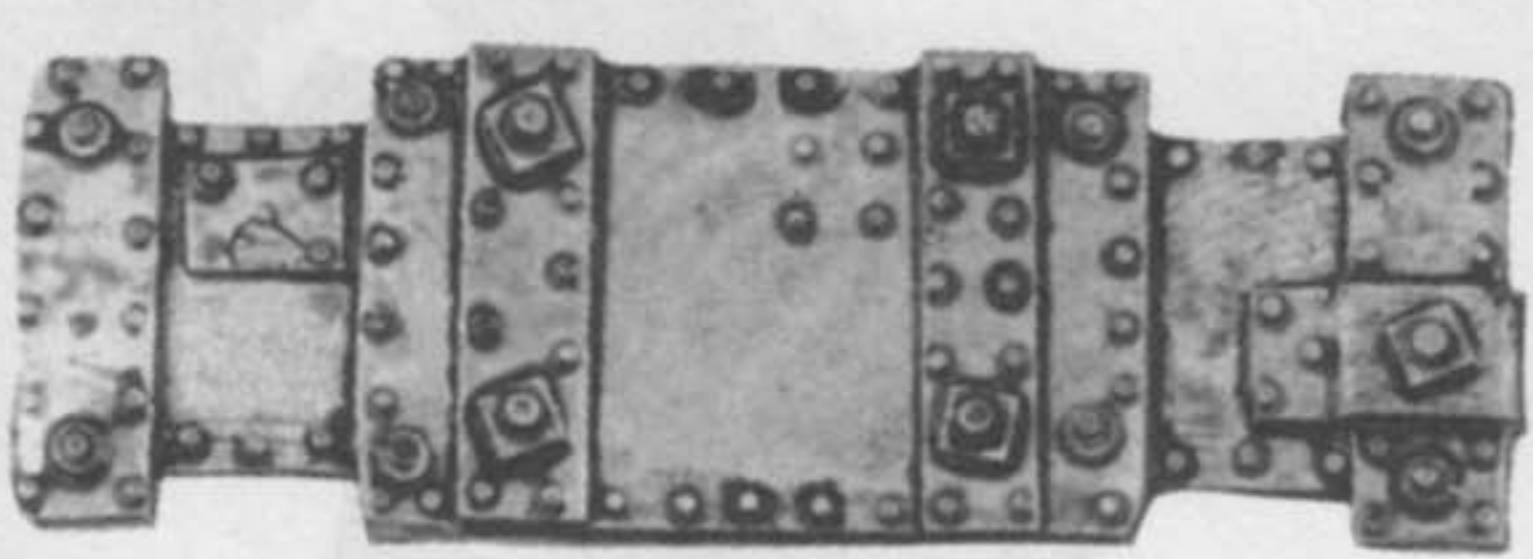
DIGGA TRUKK FRONT PLATE 1
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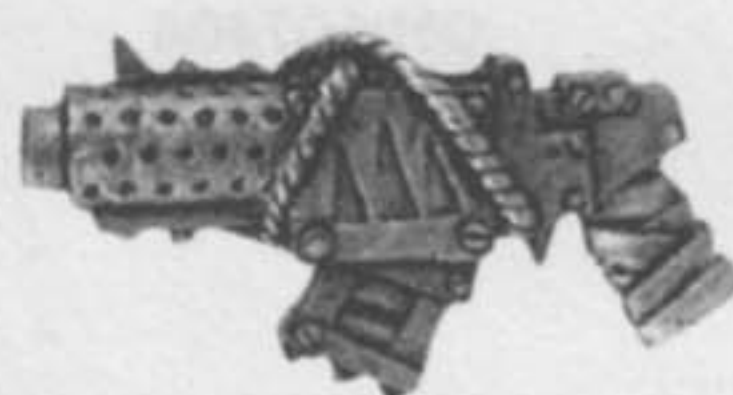


BIG GRABBER SPIKE
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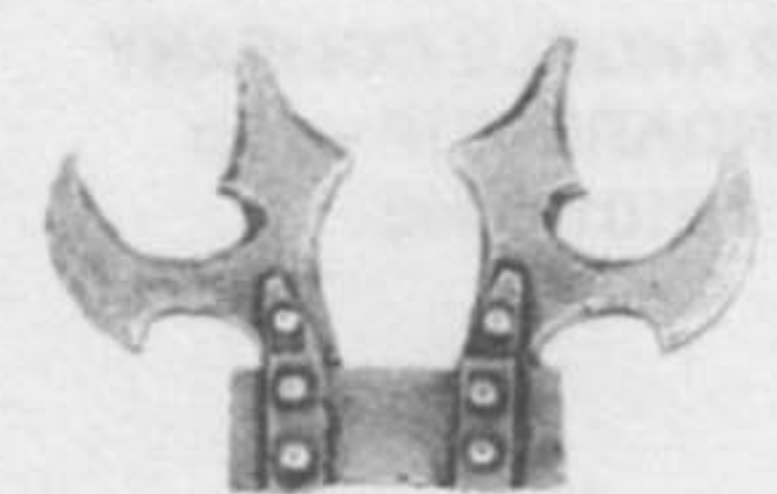
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Dat mad froffer qz bin wafflin on an on agden! Gud jobb Ee noze wor eeze towkin abah den innit? Derze wurley flyin fingz an Skeletun zeeje towaz an owl...

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, UK

The Return of the Waffler...

by Tom Hebblewhite
(check out the inside back cover)

Tom, the Mad Modeller from Northampton, returns with more waffling and more majestic models with his sage words on how to construct them. If you've read his first installment of waffling from Journal 29 (and if not, why not?), you'll know that not only is

Tom very thorough with an incredible eye for detail, but he's also a bit of a 'frother' and gets well into his modelling. For this issue he gives us the run-down for his Skeleton Siege ladder/tower, er... thingy and Air Cadia.

Somewhere, smelling distinctly of lard...

'Ungar looked out over the battlements to see what all the fuss was about, the other Dwarf clansmen were jeering at a lone figure slowly crossing the killing ground outside the hold walls. He could see that the man was unarmed.

'T'bugger must be a wizard, pepper 'im lads,' called Ungar and as the Dwarfs opened fire with their crossbows, a shield of energy surrounded the figure, vapourising the bolts as they hit it.

'Bugger, ee's a wizard all right, call t'Runesmith.' As the lone figure stopped and scowled at the walls, the Dwarf Runesmith arrived and raised a protective shield over the walls, 'Let I'm get past that' chuckled the Runesmith, knowing that the runic artifacts he carried would be able to stop anything the wizard could throw at them.

A low rumble filled the air, 'What's ee up to?' Ungar yelled, 'Don't worry lads t'walls are protected, no magic of 'is is going t'get past these walls.'

Amongst the broken weapons and piles of bones below the battlements the ground shook. First a decaying arm burst through the soil and then the rest of the body followed. Soon the ground below was crawling with skeletons which quickly formed into a tight square next to the wall. The Dwarfs dropped loose rocks, oil, and anything else that came to hand upon the undead below, but to no avail. Where one skeleton was smashed another took its place. 'Don't worry lads they haven't got any ladders.' Ungar said hoping to rouse his men.

The solid square below them suddenly swelled as more skeletons erupted from the ground, this new wave then clambered on top of the square, 'what they chuffin' doing' exclaimed Ungar, then he paled visibly as slow realisation crept upon him, 'They're trying t'climb walls...'

DEM BONES... DEM BONES...

Undead Siege

Ladder: The idea was to make a siege machine for Undead. I Didn't want to make a tower out of bones (seen it before) when suddenly one of those cartoon light bulbs appeared 'how about a siege ladder made up entirely of skeletons?' – now that's totally dribbly, I thought! Ok, that was the easy part, now to make it. I picked up one of the new plastic skeleton boxed sets (very dribbly!) and pulled out the movement tray to put to one side. I saw it's use as a base for my 'frothing' invention, so I covered it in polyfiller.

While the polyfiller was hardening, I set about putting together the bottom level of figures that would make up the base of the Skeleton ladder. I assembled them, leaving the arms to put on later, when they were on the base. I positioned them so that they would look as though they were holding their fellows aloft and then, when I was satisfied, I fixed on the arms. It was then a case of seeing which figure looked best on the shoulders of the one below. I decreased the numbers in each level until there was only a single Skeleton

right at the very top, level with the top of the wall.

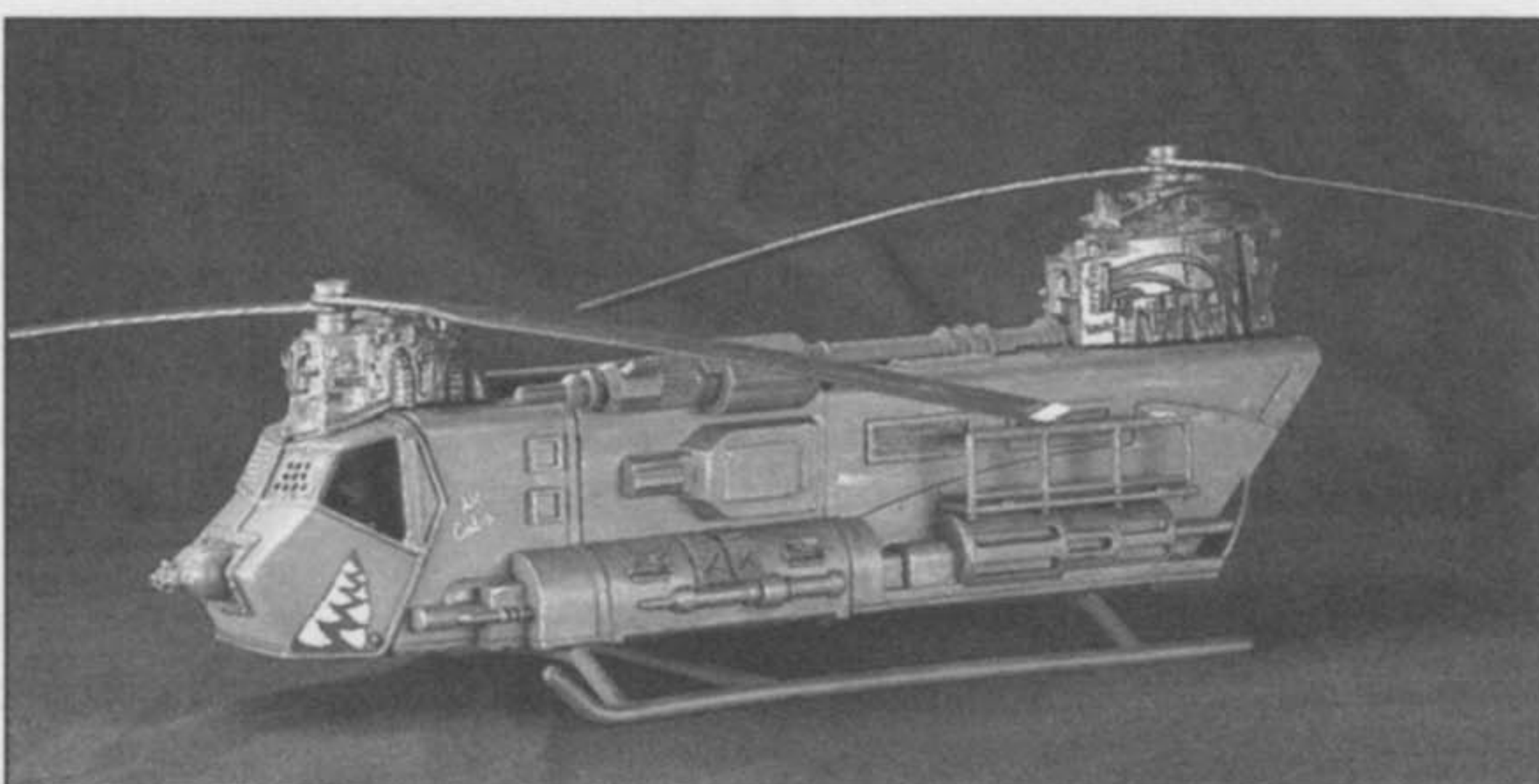
I used a whole box plus some extras (not an inexpensive venture, I can tell you!). You can vary the amount depending on your pocket.

It was particularly easy to construct, just a matter of leaving each layer to dry before I commenced with the next. It was now time

put on patches of static flock.

And there you have it, one of my more bizarre ideas given physical form, but the psychological advantage when you put it on the table will be worth it.

I'm sure someone with more time can come up with a suitable magic item or spell to create this amusing scenic piece.



'Air Cadia' ready to kick some Gook butt!

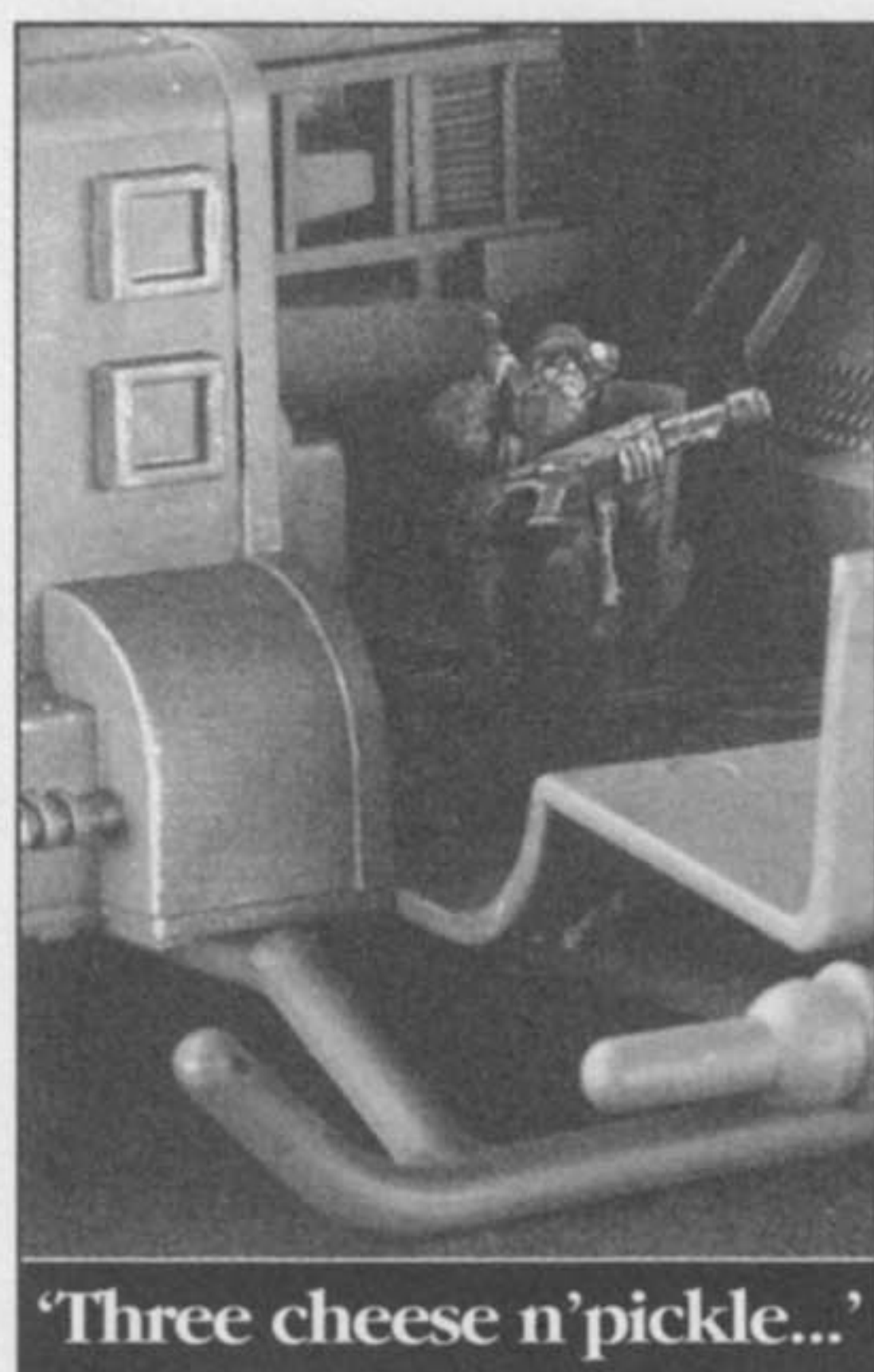
to paint my insane masterpiece, so I painted the figures *Snakebite Leather* all over, then lightening shades of brown through to cream, then finally highlighting with *Skull White*. The shields and armour were undercoated with *Chaos Black* then dry brushed with *Chainmail*; I used the shield decorations from the box painted the same colours as the figures.

The base was painted dark brown then highlighted. When dry, I

ORKYZ DON'T SURF

Air Cadia helicopter

Whilst visiting the publishing bunker, 'El Supremo' Andy Jones, a.k.a Dr Jones, a.k.a Inquisitor Jones, passed me a plastic toy helicopter (which, for bizarre reasons, was residing in the bunker at the time) 'See what you can do with that for Games Day then.' He then walked off laughing maniacally. (He tends to do that an awful lot around here, especially around print



'Three cheese n'pickle...'

deadlines – Ed.)

So it was straight to the 'lead bunker' (my friends call my cellar this due to the amount of figures I have secreted down there). After sorting through my Imperial Guard I pulled out the Griffin tank crew and before you could say: 'Apocalypse Now!' both figures were cut in half.

The one with the lever in his hand also had this removed, bent to a better angle then repositioned back on the body. He would sit in the right pilot's seat.

The other figure really didn't need anything else doing to him (he had suffered enough!), Then they both had Cadian gunner legs attached, needing to be slightly bent to fit into the seats.

In the mid-section of the chopper the sides fold down to reveal a communications area and the seat was

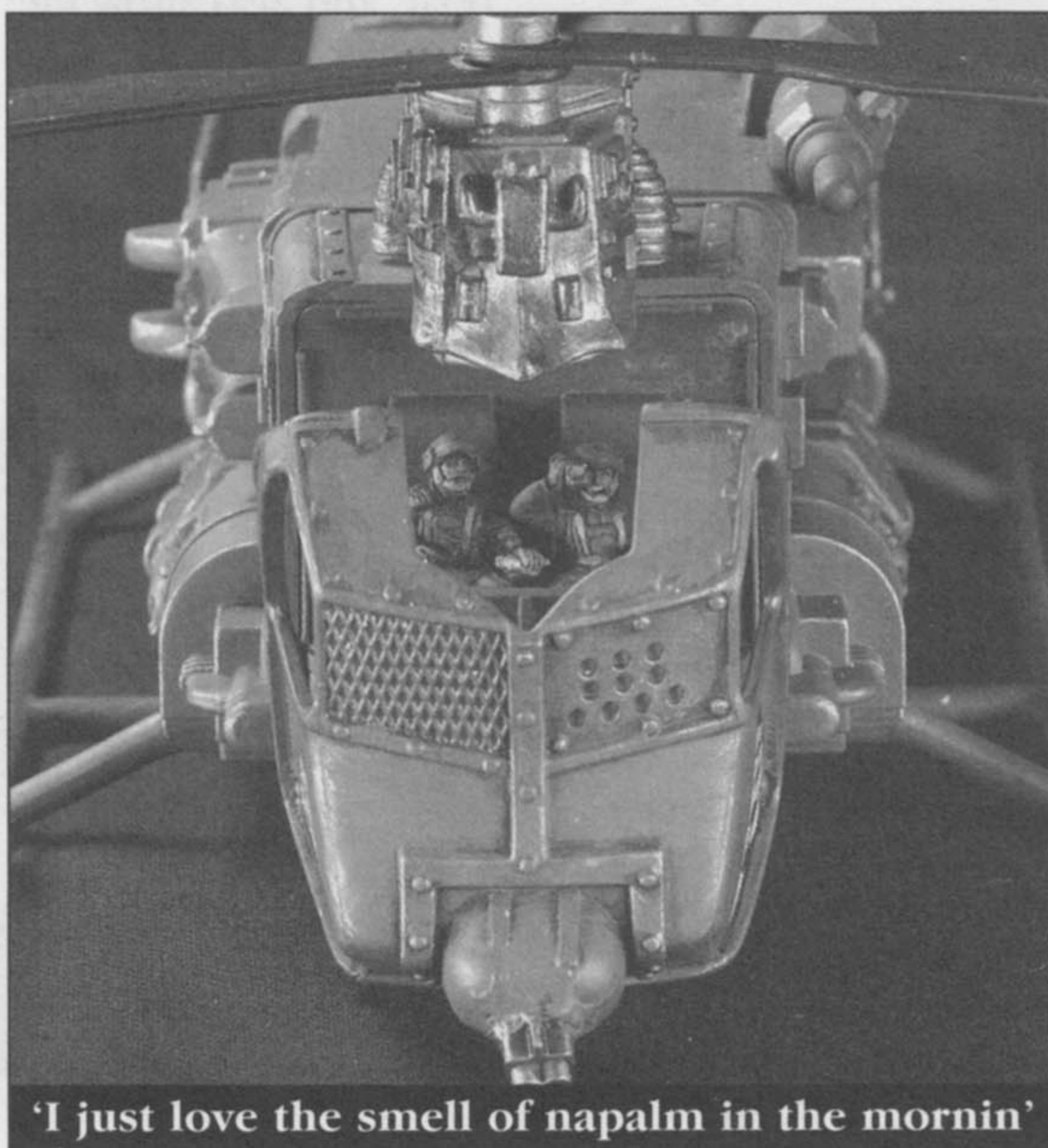
screaming out for a suitable figure, which was duly filled with a Cadian comm-link operator without his backpack.

Next, it was onto the bodywork. On the sides of the chopper were some very dodgy looking wheels but luckily they hadn't been moulded on – so off they came. The mid-section also sported some missile launchers that actually fire plastic missiles at quite a lethal velocity (I had quite a lot of fun with the cat, I can tell you, although I'm not sure how much fun that he had!). I was going to replace them with ones from the vehicle accessory sprue, but compromised by taking one off, leaving the other on for novelty

factor (if all else fails during a game I can always shoot my opponents figures for real, that'll teach 'em!). This also would make it look like an older model brought back into service.

The cockpit had a rather duff looking gun stuck on it so I replaced it with the cut-down front of a stormbolter, filling any gaps with greenstuff.

Now complete, the whole thing was sprayed with *Dark Angel Green* and highlighted with *Snot Green*. All metalwork was undercoated with *Chaos Black*, then drybrushed with *Chainmail*, I also lightly drybrushed *Chainmail* over the



'I just love the smell of napalm in the mornin'

bodywork on exposed edges, to give a 'worn' effect.

After the crew were finished, painted as much like US Airborne (I know, I know...) as possible, I painted some nice shark teeth on the side and 'AIR CADIA' (sad beardies will get the reference!) along the side of the cockpit.

That's it for that one. Now where did I put my Ride of the Valkyries CD, there it is – *Dah da da dah dah, dah da da...*

Catachan assault boat

Another toyshop visit brought home a landrover with a rigid raider on top; you know how it is. I had this Nam theme going at the time and was in a bit of a froth. The landrover ended up in the bits box but the boat was perfect for my insane schemes.

The motor had to be cut level with the bottom of the boat, to give the impression of being submerged.

There was a bench seat that also had to go and then all it needed was some Cadian crew. This was painted in exactly the same way as the chopper, except there was no *Chainmail* drybrushing.

I wanted to get a

reasonable amount of crew in it, so settled on six. The one at the back with the motor would be one of the lascannon crew members pointing. Then next up was one of the newer heavy weapon team loaders, kneeling down, with his lasgun across his legs. The other four had to be converted as I had exhausted all the kneeling figures I could think of.

I chopped a sergeant, three other figures, and four missile launcher crew figures in half. The bottoms from the missile launcher figures were then fixed onto the top halves of these other figures. Finally they were fixed onto Gorkamorka bases which would allow them to fit better in the boat, and also allow me to take them out.

They were painted in standard Catachan colours, ready to cruise silently up a night shrouded jungle river, ready to take out the

renegade Colonel Kurtz.... (Whoops! sorry got carried away, something Steve's been trying to do for some while now).

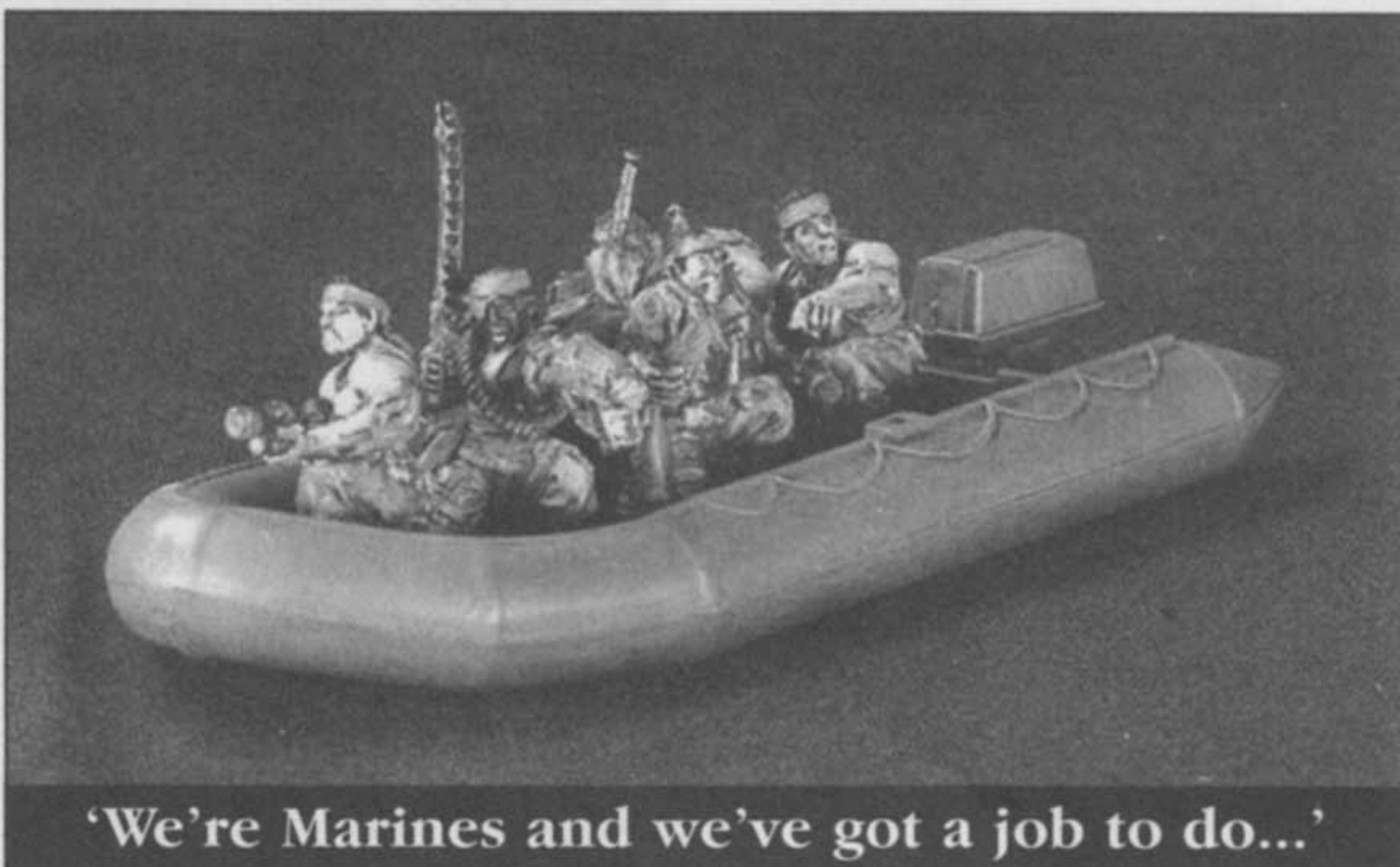
Where was I? Oh yeah, watch out for my next project, I'm still suffering 'Nam' flashbacks and am currently working on a Catachan patrol boat. I'm told I'll get over it, but they don't understand what Charlie did to me! but always remember:

'ORKYZ DONT SURF'

That's enough waffling for now, I'd better stop before Steve's sideburns start twitching (never a good sign, he calls it: 'The beardy affect!').

If any of you budding GI's and modellers out there have any comments then please do drop me a line, I'd love to hear from you:

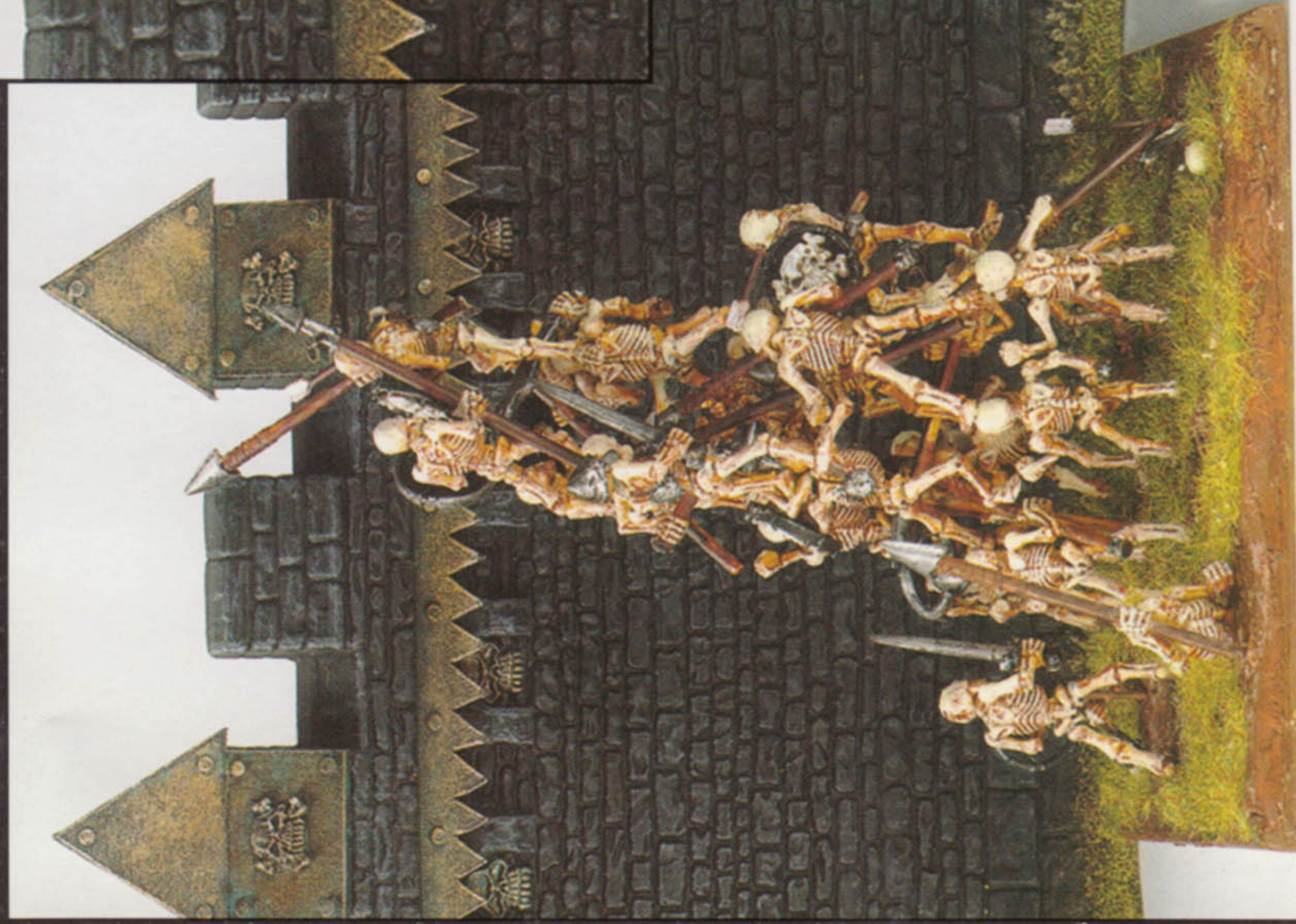
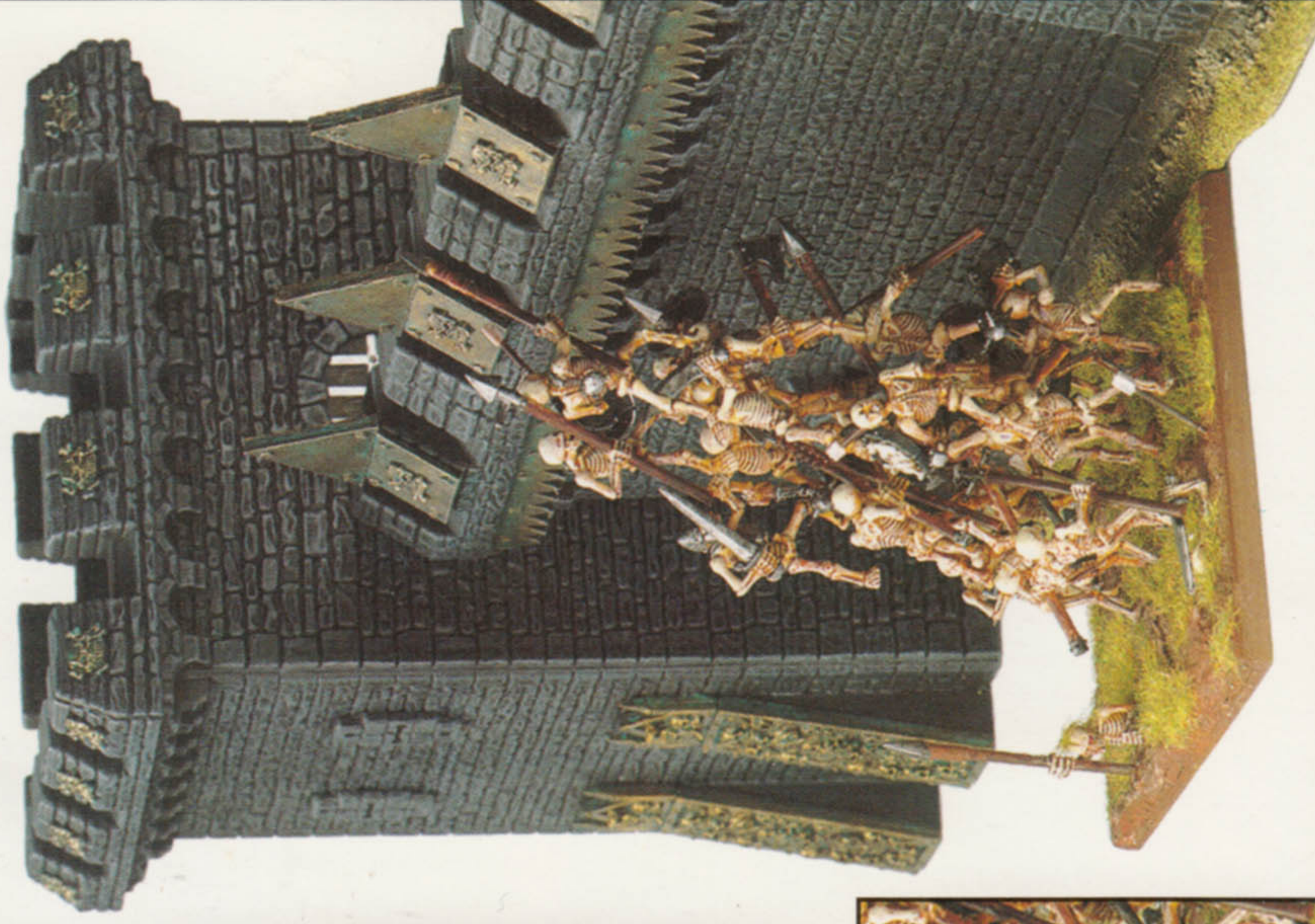
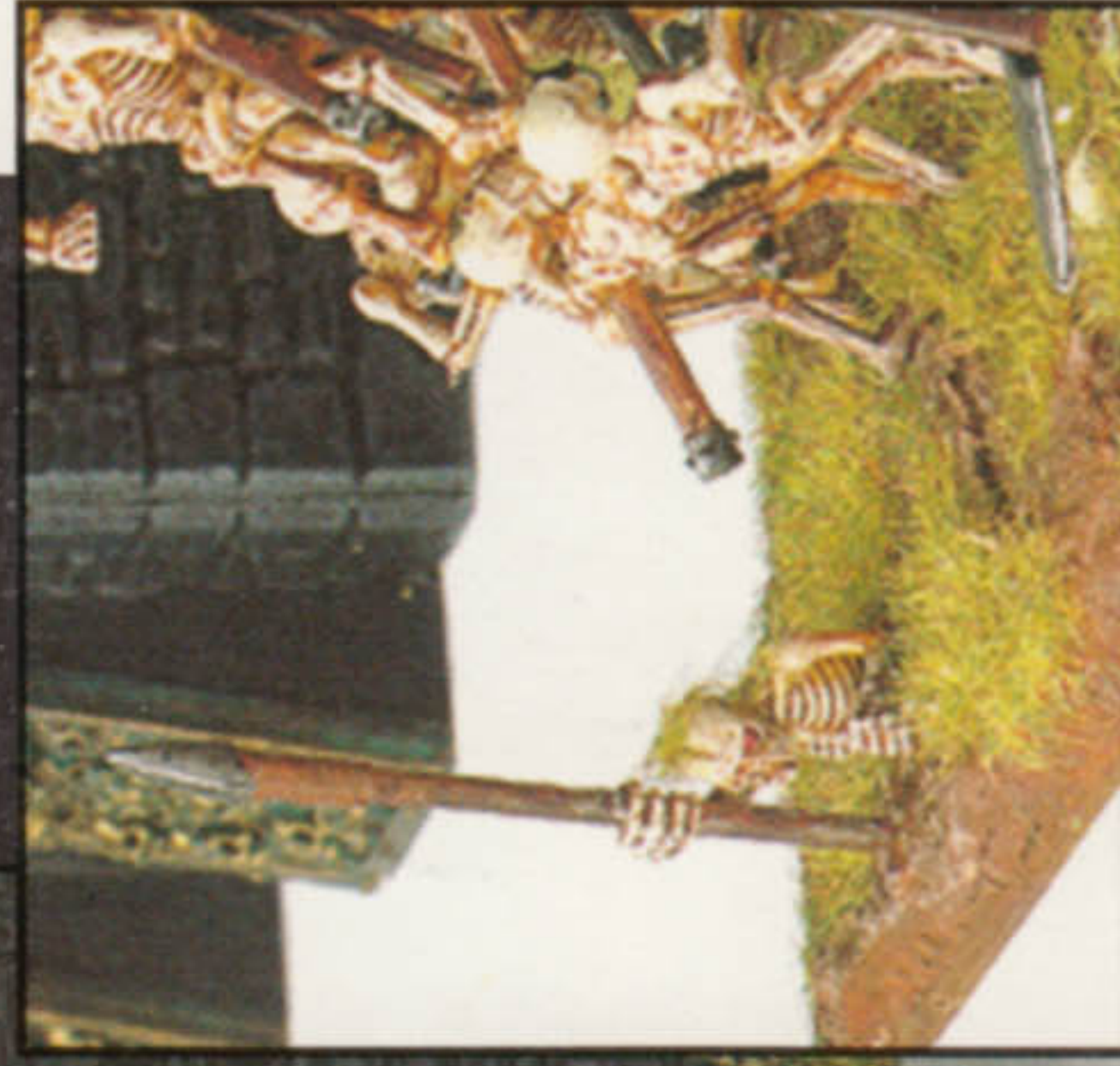
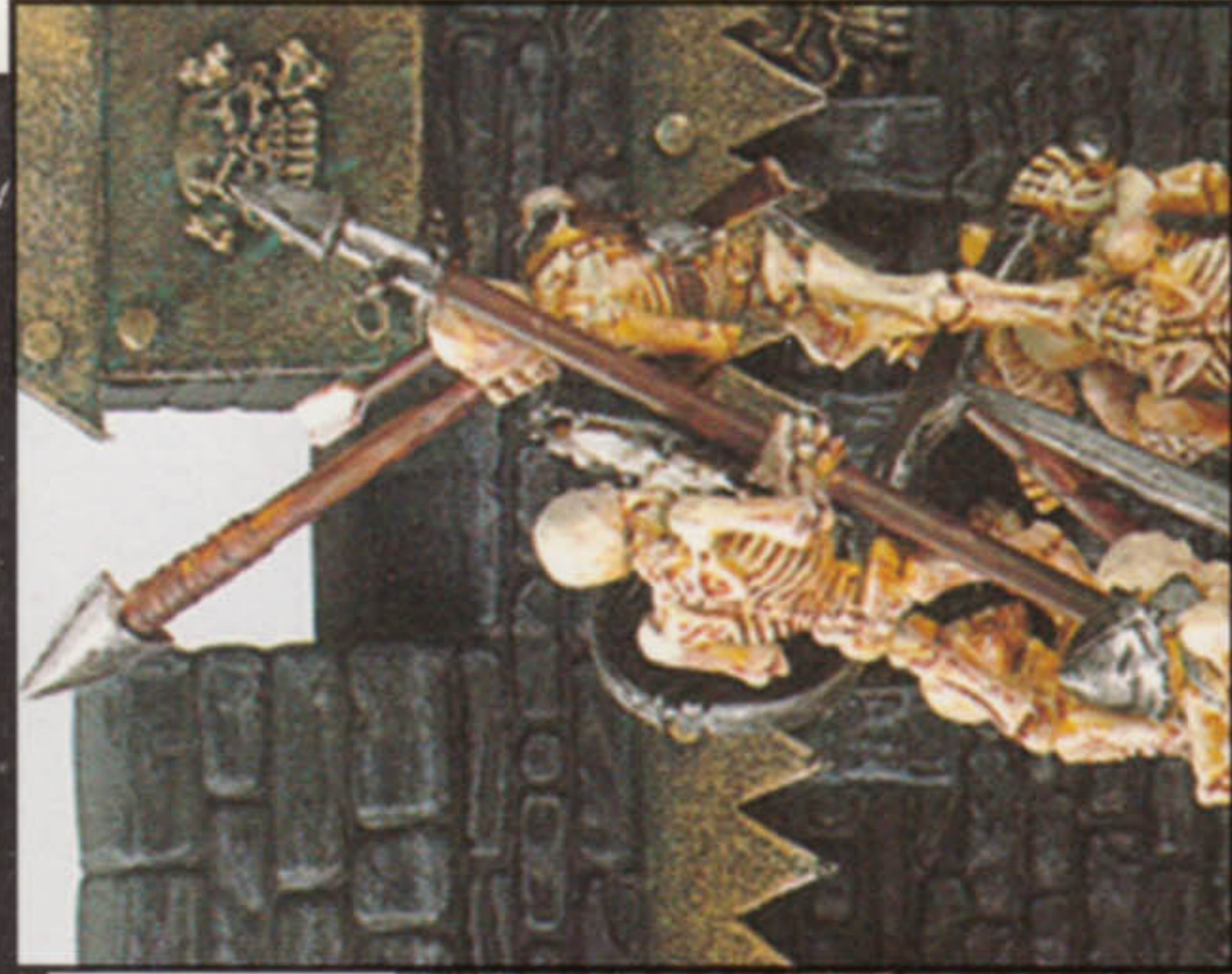
tom@tchebblewhite.freeserve.co.uk



'We're Marines and we've got a job to do...'

UNDEAD SIEGE LADDER

By Tom Hebblewhite (see Dok Butcha's Klinik)





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