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Journal™

issue 37

The Games Workshop magazine by frothers, for frothers!

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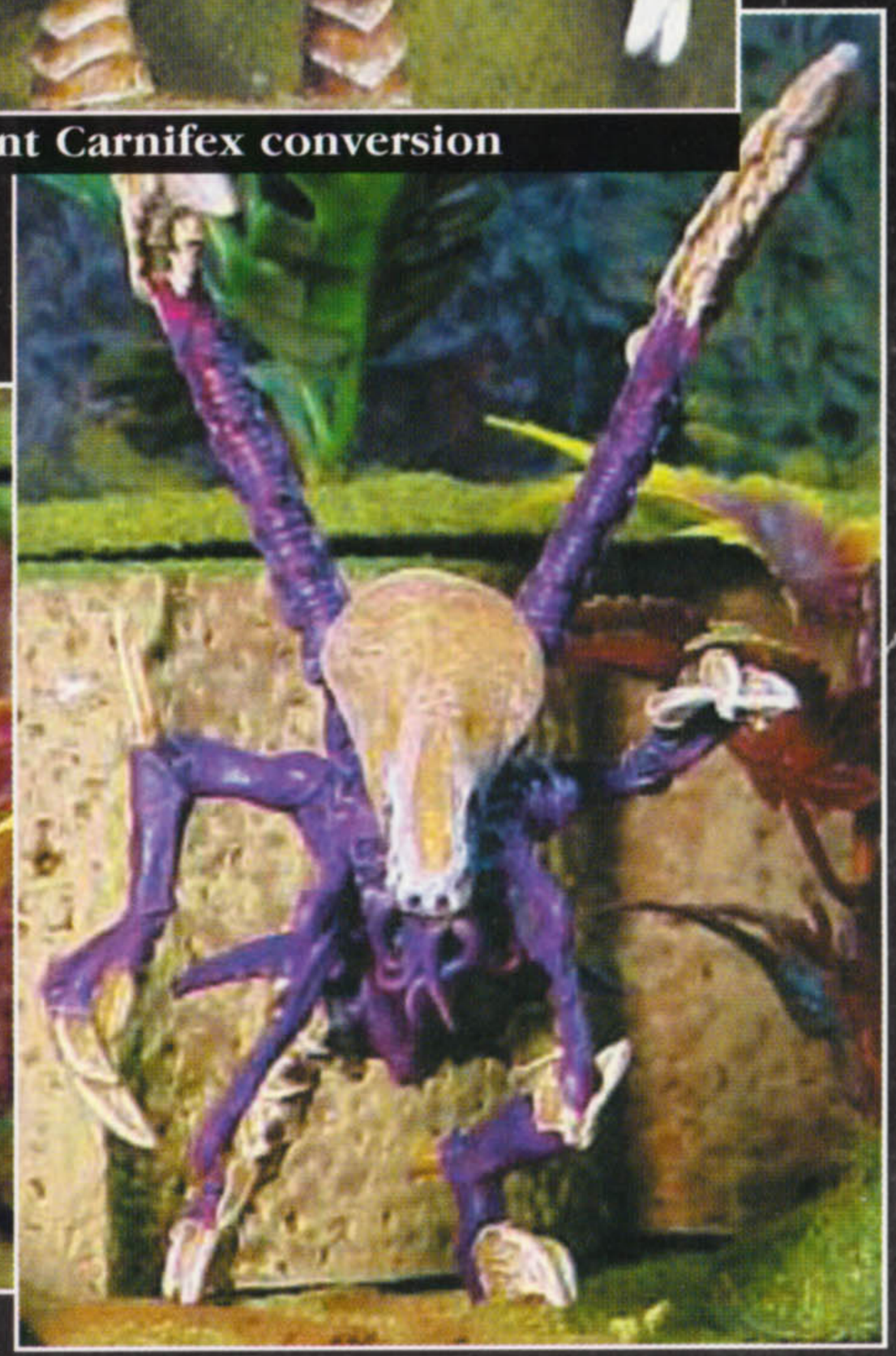
Hive Fleet Harbinger

By Sherman Bishop (see pages 42–52)

Mutant Carnifex conversion

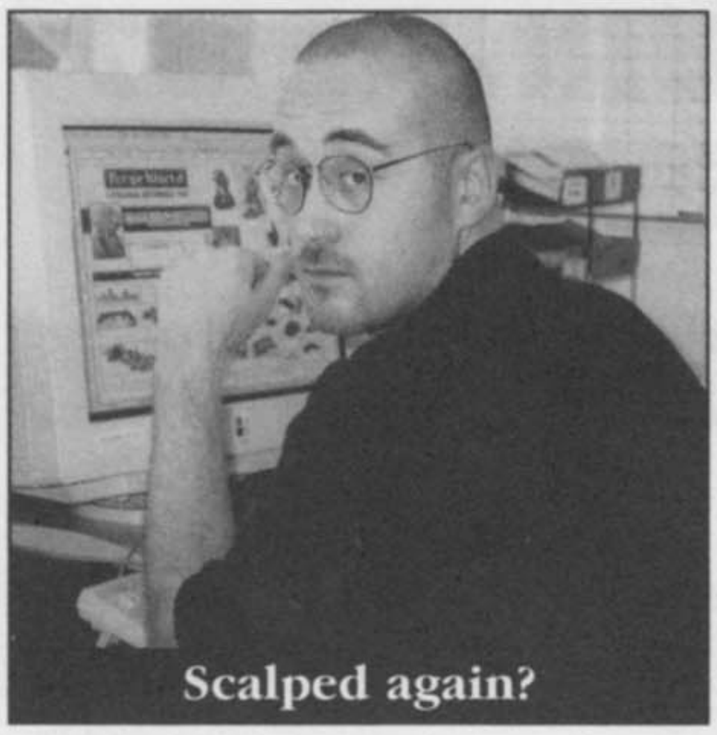
Mutant Hive Tyrant conversion

Mutant Camolictor conversion



Mutant Lictor conversion

Steve's Slot...



Scalped again?

An Apology...

Now it's not often that we get ourselves into really hot water here at the bunker, even though we are a bit weird and 'out there' sometimes. Most of the time when we make jokes (mostly appaling ones!) it's all harmless fun. Never has it been our intention to truly offend anybody

Well it's been brought to my attention that we've unwittingly gone and done just that, not through our crass attempts at humour but entirely through our misunderstanding and ignorance (what a surprise!). Most readers will probably remember 'The Return of the Waffler', the Dok Butcha article, from issue 34. In that modelling article there was a converted plastic helicopter, painted with a Vietnam War theme, which was reflected in the way that the article was written. One of the captions accompanying the pictures of this model read: 'Air Cadia ready to kick some Gook butt!'. Now this was an attempt to put the whole Vietnam parody into context.

Since then we have received several letters and e-mails from disgruntled readers claiming that the Journal was taking a racist stance and by using the word 'gook' we had offended a great many people, especially those of Asian origin living in the US. This came as quite a surprise to us because in the UK that word is never used and so we only make the association from seeing movies depicting the Vietnam War. As far as we were concerned it meant the same as 'Charlie' or 'V.C' – words used to describe the enemy. The last thing that we would ever want to do would be to drive away our readership (you pay our wages!). So, we would like to apologise to anyone we may have offended through our misuse of this word and will strive to ensure that this sort of mistake does not happen again through more rigorous editorial control. And at the end of the day we'll try to appreciate that this is an international magazine and that some words often have different meanings to different people.

I certainly hope that this does not detract from your enjoyment of this otherwise splendid mag (even if I do say so myself!).

Yours most humbly

Steve

• COMING NEXT ISSUE...

• Get the acne cream out and prepare yourselves for the revolting onslaught of Nurgle's Death Guard with this new Chaos Space Marine army list.

• Waaagh! da Orks are here ready to bomb you out of existence with the Ork Fighta-Bommer and Ork Bommer, the latest from the forges of Imperial Armour.

• The stalwart troops of the Empire prepare to take on the ancient Undead in 'The Dead of the Night' in this new Warhammer scenario.

• There's some very interesting artwork to be viewed in the return of warped Visions.

• Dok Butcha returns with a whole host of cool modelling conversions and tips.

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Andy Jones

EDITOR
Steve Hambrook

LICTOR
Marc Gascoigne

GENESTEALERS
Warwick Kinrade & Darius Hinks

COVER PHOTOGRAPHY
Ian Pickstock

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The Trading Post

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The Ice Tomb of Death

By Lau 'Nightwalker' Søndergaard

the-nightwalker@hotmail.com

Once again here's another kicking adventure brought to you from the net where there's an absolute ocean of incredible stuff. Written by our Scandinavian friend *(Lau, get in touch – Ed)* it just goes to show that even years after its release that Warhammer Quest is still going strong.

This is an adventure for four Battle-Level 1 warriors. A gamemaster is required to run this adventure. The gamemaster should read this adventure carefully before running it. If you are a player don't read any further. The gamemaster will provide you with any information necessary.

GAMEMASTER'S NOTES

Monsters too Tough/Easy to beat: If some of the monsters in the adventure are too tough or too easy for the Warriors to kill, simply replace them with something more appropriate. Be careful when replacing gamemaster characters though, since these might be essential to the game. Instead of actually replacing such a character it might be a good idea to change some of the characteristics instead.

Treasure: In this adventure, each room usually has the monsters and treasure already pre-written. When the Warriors kill the monsters in a certain place, they get the monsters' gold value as usual, but they do not take a Treasure card or roll on the Treasure tables unless the description specifically says so. Also, if a Warrior searches for treasure, don't give him any other treasure than that's described in the adventure. If no treasure is mentioned, that's because there is no treasure.

Unexpected Events: For each dungeon level in this adventure, there is a specific unexpected events table. When an unexpected event occurs, roll on the appropriate table instead of using the ordinary table included in the roleplay book.

The Story: A few hundred years ago a mighty Skaven horde led an attack on the Dwarfhold of Karak-Varn. Knowing that the outcome of the battle could be nothing else but victory for the ratmen, the ruler of the Hold, Thorgrim Steelfist, made a terrible but necessary decision. Rather than being captured and tortured by the Skaven to reveal the location of his great treasure, Thorgrim let himself be frozen in an unbreakable magical block of ice, thus taking the secret of the location of his treasure with him. After having frozen him in a magically enchanted ice tomb, Thorgrim's priests carried the tomb far into the dungeons of Karak-Varn.

During the last days of the Skaven siege they barely managed to escape before the last Dwarf armies were defeated, and the Skaven invaded the inner halls. To this day, Thorgrim still lies frozen in those halls of what has now become a dark army stronghold. The warriors have been hired by the descendants of the priests of Thorgrim, who are bound by holy oath to revive their king. They have promised the warriors a great deal of treasure, should they bring Thorgrim back alive from the cursed skaven halls.

The Warriors have been given the King's signet ring, which is the only thing that can break the enchanted Ice Tomb in which Thorgrim is trapped in stasis. If the warriors succeed it is up to you as the gamemaster to see that the descendants of the priests give them a suitable reward for their efforts. If the warriors have fled cowardly from every challenge they've had, the reward should be small. However, if they have risked their lives again and

again, the reward they receive should be great.

DUNGEON LEVEL I
THE SKAVEN CURSE

This is where the adventure begins. In this level the Warriors will face the guards of the entrance of the very Skaven lair. The guard consists of the Skaven Chieftain Ashin, and the small band of Skaven which he commands. Ashin has a ring that will be of vital importance to the warriors later in the adventure.

Unexpected Events table

1D6	Result
1.	1D3 minotaurs
2-5.	1D6 + 1D3 Skaven Clanrats
6.	12 Snotlings

1. The Entrance

You are standing at the beginning of a corridor that leads into the darkness. A cold wind blows from the caves that await you. You can't help thinking of the horrors that might lie inside this grim fortress.

This is where the Warriors begin their adventure.

2. The T-Junction

The light in the lantern seems to struggle with the darkness that surrounds you. Just ahead on the floor lies the skeleton of a Dwarf. There are three possible exists.

Place the skeleton marker in the t-junction as shown on the map for Dungeon Level 1. As soon as a Warrior enters the room, the skeleton comes alive. It speaks slowly with a dark voice to the warrior that has entered the room:

'Flee... leave this place whilst thou still might! Inside, certain death awaits you all. I am bound here for eternity, as are the others. More deaths will change nothing. Go... leave these cursed halls...'

Having said this, the skeleton falls to the floor.

3. Skaven Lair

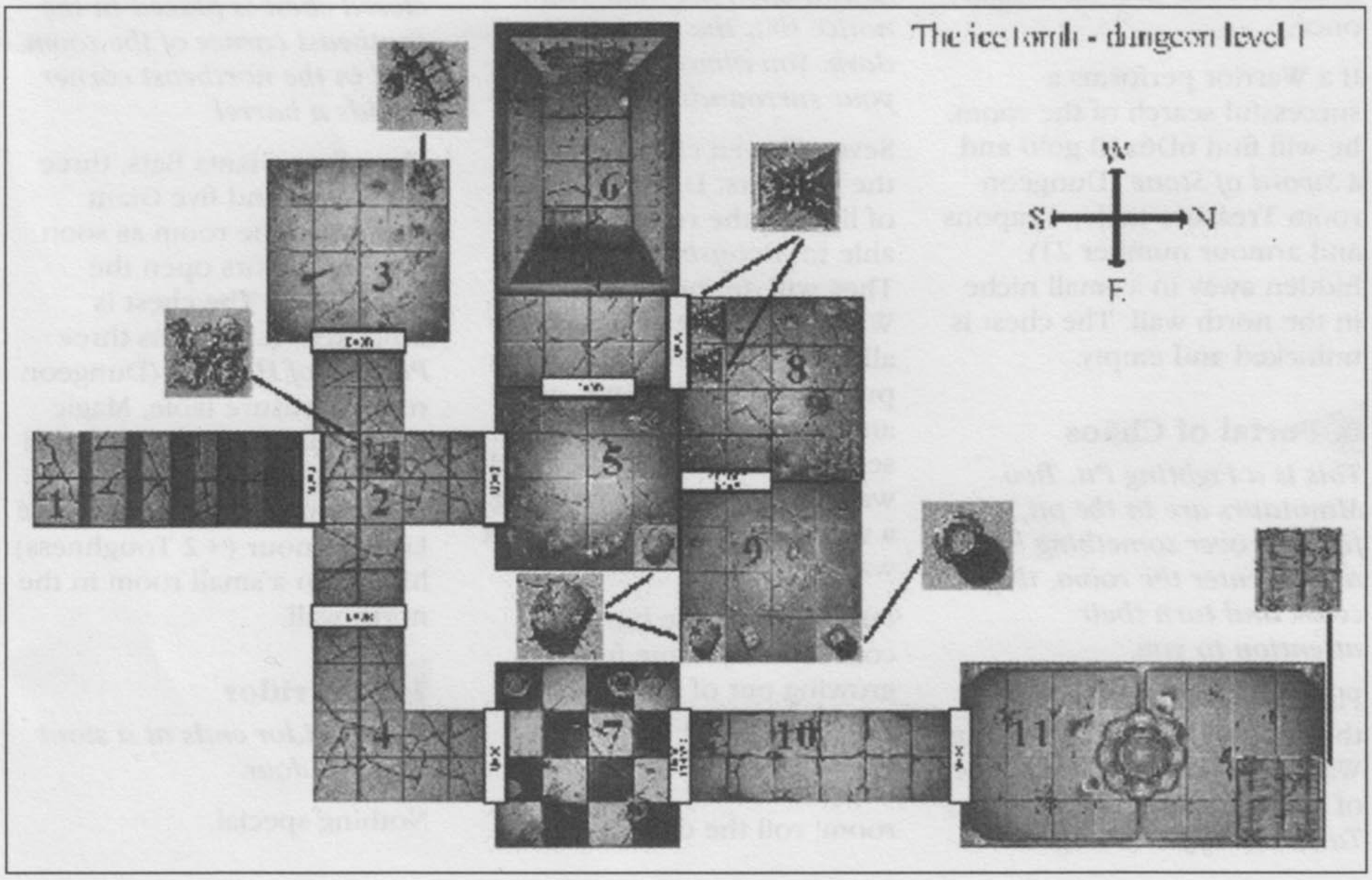
As you open the door, eight Skaven Warriors turn their heads and stare at you, clearly surprised. A weapon rack leans against the wall in the northwest corner.

There are eight Skaven in the room. They should be placed as soon as the Warriors open the door. If a Warrior searches the weapon rack, the only useful thing that he will find is a *Sword of Might* (Dungeon room Treasure table, weapons and armour number 35).

4. The Corner

The humid air in this corridor is overwhelming. As you enter the corridor you start to feel a bit dizzy.

The air in the corridor is actually sleeping gas. For every whole turn a Warrior spends in the corridor, that Warrior must take a Willpower test to see if he falls asleep. If so, the Warrior



sleeps for two whole turns. When a Warrior awakens, reduce his Wounds by two points.

The gas comes from a small hole in the south wall. Any Warrior can stop the gas by finding the hole and sticking a stone, a rag or something else in it.

If this is done it takes 1 whole turn for the gas to clear, and until then, the Warriors still have to make the Willpower tests.

5. Giant Spider's Nest

The room appears to be empty, except for a chest standing in the northwest corner.

This is really the nest of 10 Giant Spiders. They're all sitting on the ceiling waiting to leap down on the Warriors. As soon as all the Warriors are in the room the Giant Spiders will ambush them. The spiders will automatically succeed in *Ambushing* the Warriors. All the Giant Spiders must *Ambush* the warriors at once.

If a Warrior performs a successful search of the room, he will find 6D6x10 gold and a *Sword of Stone* (Dungeon room Treasure table, weapons and armour number 21) hidden away in a small niche in the north wall. The chest is unlocked and empty.

6. Portal of Chaos

This is a Fighting Pit. Two Minotaurs are in the pit, fighting over something but as you enter the room, they cease and turn their attention to you.

Place the two Minotaurs in the Fighting Pit as soon as the Warriors enter the room. One of the Minotaurs has a *Talisman of Jet* (Dungeon room Treasure table, Magic items number 16) around his neck. The door in the west wall is unlocked. It is actually a magical portal. When a Warrior opens the door, tell him that he stands before a portal that leads into the warp.

If a Warrior enters it, he is teleported to any square on any board section that has already been discovered by the Warriors (GM decides where, but a player may not get lost in the dark because of this). However, a player can also be sucked into the warp unwillingly. For every turn a Warrior spends in a square adjacent to the the portal there is a chance of 4+ on a D6 that he is sucked into the warp. Of course, a Warrior can only be sucked into the warp when the door is open. If a Warrior has been sucked into the warp, treat this just as if he had entered the portal by himself.

7. Skaven Lair

As you open the door you notice that the room is very dark. You almost can't see your surroundings.

Seven Skaven clanrats await the Warriors. Due to the lack of light in the room they are able to *Ambush* the warriors. They will *Ambush* the Warriors as soon as they have all entered the room. For this purpose each Skaven is given an *Ambush* value of 5+. A secret door exists in the north wall. It is opened by pressing a very small button in the east wall, however.

Furthermore, the button is concealed by some fungus growing out of the wall, and this only makes it more difficult to find. Therefore, when a Warrior searches the room, roll the dice as usual for finding the secret door, and then make a separate roll for finding the button with a -1 modifier.

8. Goblin Quarters

After opening the door you see six Goblin archers standing across the room, their bows pointing in your direction. A foul stench inhabits the room.

Place the Goblins as soon as the Warriors open the door. There are two Pit Traps in the room. When a Warrior steps onto one tell him that the floor beneath him suddenly gives in. As the gamemaster, you decide how to resolve this event. You may want to have a look at page 151 in the Roleplay book for more info on spiked pits. There is a secret door in the east wall.

9. Treasure Chamber

As you open the secret door a freak gust of wind nearly knocks you off of your feet. The room is infested with all manner of foul minions. A closed chest is placed in the southeast corner of the room, and in the northeast corner stands a barrel.

Place four Giants Bats, three Giant Rats and five Giant Spiders in the room as soon as the Warriors open the secret door. The chest is unlocked. It contains three *Potions of Healing* (Dungeon room Treasure table, Magic items number 35). The barrel contains 12D6 x 10 gold. Furthermore, there is a suit of Light Armour (+2 Toughness) hidden in a small room in the north wall.

10. Corridor

The corridor ends at a stout wooden door.

Nothing special.

11. Ashin's Lair

Upon opening the door to this room you find yourself standing face-to-face with a Skaven chieftain and his personal guard. In the middle of the room there is a fountain, and in the northeast corner there is a trapdoor.

Besides from Ashin there are 12 Skaven in the room. Place all these monsters any where you like as soon as the door to the room is opened. Ashin is a Skaven chieftain and his profile can be found on page 110 in the Roleplay book. However, do notice that Ashin also possesses an *Amber Ring*. This is a ring of protection, and it gives him +2 Toughness. The trapdoor is open and behind it are the stairs that lead down to Dungeon level 2.

If the warriors survive, make sure that they at least notice Ashin's ring before proceeding to level 2, as it will be of vital importance to them later.

DUNGEON LEVEL II THE MINOTAUR LAIR

The Warriors are now actually entering the domain of the dark army. To proceed to Level 3 the Warriors must defeat 3 Minotaurs and then solve a small puzzle that involves Ashin's ring.

Unexpected Events table

1D6	Result
1-2	1 Minotaur
3-4	2D6 Clanrats
5-6	1D6 Goblins + 1D6 Goblin archers

1. Stairs

Ahead of you the stairway ends. An exit to the south leads further into the caverns of Karak-Varn.

This is where the Warriors begin.

2. Guardroom

As you open the door you are faced by a small Skaven Guard patrol. Otherwise the room is completely empty, except for a slime pit in the northeast corner.

There are four Skaven in the room. Place these four Skaven soon as the door is opened. Four more Skaven are hidden in the shadows, ready to *Ambush* the Warriors at the GM's behest. For the purpose of performing their *Ambush*, the Skaven are given an *Ambush* value of 5+.

In the slime pit lie a pair of shiny golden bracers. If a Warrior picks them up he suffers 1D6 Wounds with no deductions for Toughness, armour etc. This is because of the slime, which is an extremely corrosive acid. The bracers themselves give a Warrior +1 Toughness when worn. They may not be used by the wizard.

3. Corridor

In this corridor a patrol of six Orc warriors and two Orc archers stand guard. There are two other doors in the corridor, but the eastern door is blocked by a portcullis.

Place the Orcs as soon as the door to the corridor is opened. Place the portcullis marker in the door to the east. The portcullis is locked, but it can be opened with the key from room 5.

4. Corridor

This is just an empty corridor. A large painting hangs on the west wall.

A secret door is hidden in the west wall behind the painting.

5. Skaven Lair

Having opened the secret door, you now face 10 Skaven clanrats. The floor is covered with splintered bones. However, a particularly large pile of bones lie in the southwest corner.

Place the 10 Skaven clanrats as soon as the Warriors open the secret door. In the pile of bones a rusty iron key can be found. This is the key to the portcullis.

6. Treasure Chamber

In this room, six Goblin warriors armed with spears and six Goblin archers stand guard. Two chests lean against the east wall.

Place the Goblins as soon as the portcullis has been raised. One of the chests contains two *Potions of Healing* (Dungeon room Treasure table, Magic items number 35), 100 gold and an *Arrow of Slaying* (Dungeon room Treasure table, Magic items number 14). The other chest contains 600 gold.

7. Corridor

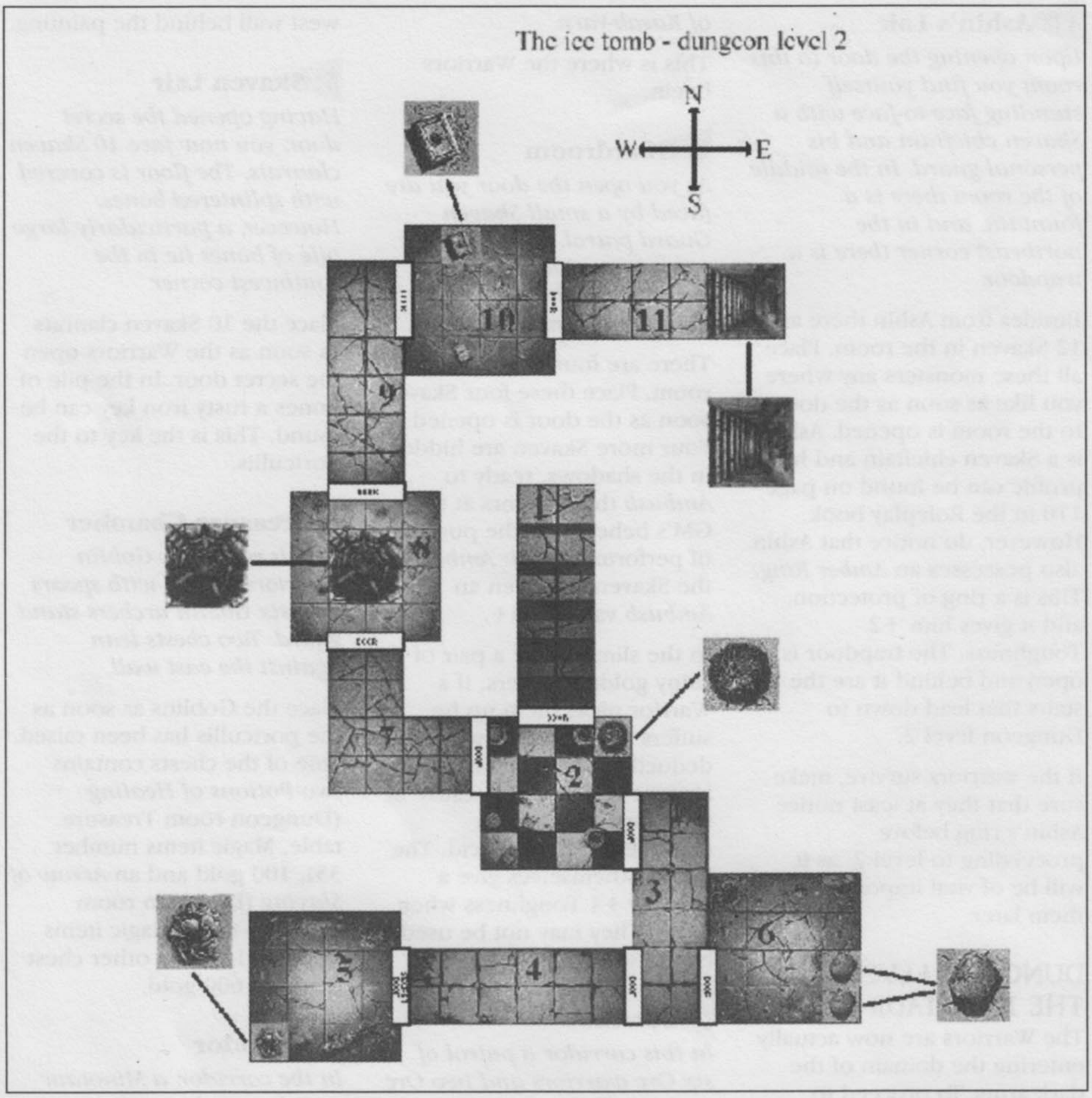
In the corridor, a Minotaur stands guard in order to prevent any intruders.

Besides from the Minotaur, the room is empty.

8. Pit Trap Room

As you open the door, you see four Goblin archers preparing their bows.

Place the Goblins on the four squares at the north end of the room. There's also a Pit Trap in the room. It is placed in the four middle squares of the room, as soon as any Warrior treads onto any one of those squares. As the



Gamemaster, you decide how to resolve this event. You may want to have a look at page 151 in the Roleplay book for more info on pit traps. If a Warrior performs a successful search of the room, he finds 10D6 gold hidden away in a small hole in the south wall.

9. Corridor

Apparently there are no monsters in the corridor. A chill wind seems to surround you completely. It's very cold in here...

Every turn a Warrior spends in this corridor, he should make a characteristic test (Toughness perhaps?). If he fails the test he suffers 1 Wound with no modifiers for Toughness, armour etc. If a Warrior performs a successful search of the room, he finds 1D6 x 10 gold lying in the southeast corner.

10. Minotaur Lair

As you open the door you stand face-to-face with three blood-crazed Minotaurs. There is a heavy bronze door to the west.

Place the three Minotaurs in any way you like, as soon as the Warriors have opened the door to the room.

Ashin's ring puzzle:

In the middle of the bronze door the text 'Ring for admittance' is carved out in crude writing. On the left side of the door a small silver bell is attached to the wall. Under the bell there is a small, empty niche. The door has no handle.

Of course, the Warriors won't get anywhere ringing the bell. Actually, every time a Warrior

uses the bell, an electric charge emits from the door, and he suffers 3 Wounds with no modifiers for Toughness, armour etc. The words 'ring for admittance' have another meaning. The Warriors will have to place Ashin's *Amber Ring* in the niche. As soon as this is done, the door opens.

This is absolutely the ONLY way to gain access to room 11

11. Corridor

This corridor is particularly dark. Ahead of you are some stairs that seem to lead further into the dungeon.

Place the stairs down marker at the end of the corridor. The stairs lead down to Dungeon level 3.

DUNGEON LEVEL III FATE AWAITS

As the Warriors proceed further down the halls of Karak-Varn, they begin to meet all manner of foul monsters. At level 3 the Warriors will be up against a Skaven Warlock and his legion of Skaven minions.

Furthermore, the Warriors will face the Halls of Fate.

Unexpected Events table

1D6	Result
1.	2 Minotaurs
2.	1D6 + 3 Skaven clanrats
3.	2D6 Skaven clanrats
4.	2D6 Goblins
5.	1D6 + 2 Orcs
6.	1D3 Giant Bats + 1D3 Giant Rats + 1D3 Giant Spiders

1. Stairs

The stairway ends at an iron door.

This is where the Warriors begin. A secret door exists in the west wall.

2. T-Junction

A quick blast of stale air nearly knocks you down as you open the door. You see four Skaven guards.

Nothing is in the corridor besides the four Skaven guards and three other doors.

3. 4. 5. Skaven Guard quarters

As you open the door to the room, you stand face-to-face with eight foul Skaven guards.

Nothing to notice aside from the eight Skaven guards in each room.

6. Corner

The air in this corridor is warm, a bit steamy and very humid. You can't see where the source of the heat comes from, though.

If a Warrior performs a successful search of the room, he finds 1D6 x 10 gold and a Great Shield (see page 29 in Roleplay book) lying beneath a loose rock in the floor.

7. Corridor

As you enter the corridor you see nothing special. It is illuminated by a torch hanging on the wall.

A Warrior may take the torch with him if he wishes. The torch will burn for 2D6 turns, and acts just in the same way as the lantern.

8. Skaven Warlock's Lair

Upon opening the door you are confronted by a Skaven Warlock and his personal guard.

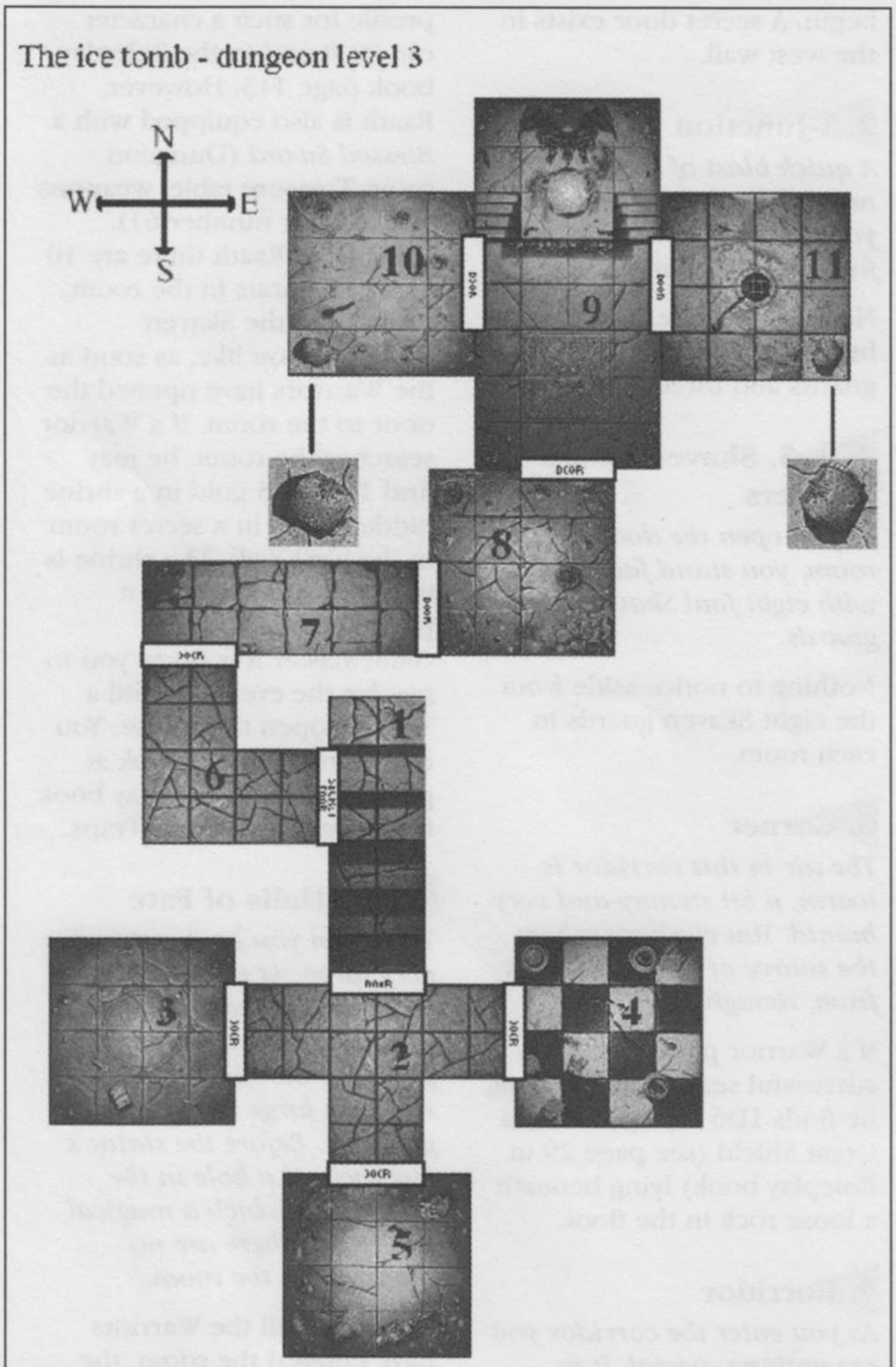
This is the lair of Raath. Raath is a Skaven Warlock, and the profile for such a character can be found in the Roleplay book page 113. However, Raath is also equipped with a *Blessed Sword* (Dungeon room Treasure table, weapons and armour number 61). Aside from Raath there are 10 Skaven clanrats in the room. Place all of the Skaven anywhere you like, as soon as the Warriors have opened the door to the room. If a Warrior searches the room, he may find 10D6 x 5 gold in a shrine hidden away in a secret room in the west wall. The shrine is trapped with a dart (not poisoned). As the Gamemaster it is up to you to resolve the event, should a Warrior open the shrine. You may want to have a look at page 151 in the Roleplay book for more info on Dart Traps.

9. The Halls of Fate

The room you have entered is very large. At the end of it, there are two sets of stairs that both lead to a small pedestal, on which there stands a large statue of a gargoyle. Before the statue's feet there is a hole in the floor, from which a magical fire rages. There are no monsters in the room.

As soon as all the Warriors have entered the room, the door slams shut behind them. Then the gargoyle statue comes alive. The gargoyle does not attack. Instead it welcomes the Warriors. The gargoyle then asks each Warrior what fate he chooses. The path of force, or the path of wisdom. Each Warrior must write their answer on a piece of paper, and then give it to you.

After having received a note from each Warrior, you may reveal what the Warriors have chosen. The gargoyle now



speaks again. Those who have chosen the path of force must leave the room via the eastern door, and those who have chosen the path of wisdom must leave the room using the western door.

However, before anyone leaves the room, the gargoyle uses its magical powers to heal all the Warriors to their full Wounds. Also, any other characteristics that have been reduced (perhaps due to poison) are restored to the starting value. Do note that a characteristic can not be decreased, only increased. While the Warriors are in this room, no unexpected events may occur.

10. The Path of Force

The room appears to be completely empty, except for a closed chest in the southeast corner.

Once all the Warriors who have chosen the path of force have entered the room, the door slams shut behind them. The door is now impossible to open, even with spells. The chest is locked and can not be opened either. From out of nowhere, the servants of Chaos suddenly appear. Place one Chaos Warrior in the room for each Warrior present. Once these foul servants of Chaos have been beaten, the chest springs open automatically. In it lies the key for the door. The Warriors may now leave the room. While the Warriors are in this room, no unexpected events may occur.

11. The Path of Wisdom

The room appears to be completely empty, except for a closed chest in the southwest corner.

Once all the Warriors who have chosen the path of wisdom have entered the room, the door slams shut behind them. The door is now impossible to open, even with spells. The chest is locked and can not be opened either. From out of nowhere, a small Goblin appears. Place the Goblin anywhere in the room. He welcomes the Warriors, and gives them four jewels. A diamond, a ruby, an emerald and a sapphire. Note that this is not one jewel per person. The Warriors will receive four jewels no matter how many Warriors are actually in the room. Now the Goblin starts to explain what they must do.

To be able to leave the room, the Warriors must use the jewels that he has just given them. There are four slots in the door. The slots are marked 1, 2, 3 and 4. Each slot can contain a jewel. The Warriors must find the right combination of jewels. Once all the jewels are placed in the

correct slot, the chest will open, and in it the Warriors can find the key to the door.

The Goblin will name wrongly placed jewels as 'skulls', and he will call jewels that are placed right for 'crowns'. Thus, every time the Warriors have placed the jewels, the Goblin will tell them what result they have achieved (i.e. three skulls and one crown is the same as three placed wrong and one placed right).

It takes one turn for a Warrior to place all the jewels. Only one Warrior may try at a time. Thus the Warriors will be forced to 'take turns'. If no Warrior is willing to try, simply draw a Warrior counter.

Of course, placing the jewels in a wrong combination will be punished. Every time the jewels are placed wrongly, a bolt of lightning shoots from the door and hits the Warrior who has just placed the gems. If a Warrior has placed the gems wrongly, he must remove ALL of them, and start over. The damage that a Warrior takes depends on how many warriors are in the room:

1 Warrior: 1 Wound when getting any number of skulls.

2 Warriors: 1 Wound when getting 1 or 2 skulls, 2 Wounds when getting 3 or 4 skulls.

3 Warriors: 1 Wound when getting 1 skull, 2 Wounds when getting 2 or more skulls.

4 or more: 1 Wound per skull.

As the Gamemaster you decide what the right combination is. While the Warriors are in the room, no unexpected events may occur. And remember, what may appear complicated is often nothing more than a simple game of mastermind!

(Mmm... now where have I heard this little game from, eh? – Ed)

Leaving Level 3

As soon as the Warriors have completed their tasks, they should meet up in room 9. The gargoyle will then teleport them to Dungeon level 4.

From now on, the Warriors shouldn't be given free passage out of the dungeon to visit settlements. Since they have been teleported to a completely new location, the Warriors will have no idea of how to leave the cave system.

DUNGEON LEVEL IV THE LOST KING

This is the final dungeon level, in which the Warriors will find Thorgrim's Tomb. A grim Skaven Stormvermin Champion and his minions have been selected as the guardians of the tomb, and they will do everything possible to stop the Warriors from freeing the Dwarf King.

Unexpected Events table

1D6	Result
1.	2 Minotaur
2.	12 Giant Spiders
3.	12 Giant Rats
4.	12 Giant Bats
5.	10 Skaven Clanrats
6.	10 Goblin archers

1. The Teleporter Room

Cold air surrounds you. It is truly dark down here. The room is illuminated by only one torch on the east wall, and the light that it emits seems to struggle with the darkness for control.

This is where the Warriors start after having been teleported to level four by the gargoyle. Place the Warriors anywhere in the room.

2. Corridor

The corridor is dark indeed. No light exists here. You notice something in particular. Namely that the corridor has no ceiling at all. Above you is a grey sky, filled with clouds. As you look down again, your eyes fall upon the six Orcs in the room.

There are six Orc warriors in the room. If a Warrior searches the room he may find a rope (10 meters long) lying in one of the corners.

3. Corridor

As you open the door, five Goblin archers ready their bows at the opposite end of the corridor.

Nothing aside from the five Goblin archers.

4. Former Skaven Lair

A foul stench inhabits this room, it's almost unbearable. Apparently this is a former Skaven lair. Piles of straw that the Skaven have obviously used as beds lie spread around the floor.

If a Warrior searches the room he finds 5D6 x 10 gold hidden under one of the piles of straw.

5. T-Junction

There are three other exits from this t-junction.

Nothing special.

6. Altar Room

In the room there is nothing except the remnants of an old alter, apparently of Skaven manufacture.

The altar was designed so that the Skaven could worship their god, the Horned Rat. Now however, the altar is abandoned. While the Warriors are in the room the Skaven god will detect that someone not of the faith has entered his sanctuary. At this point, if the Warriors are doing too well and the adventure isn't much of a challenge for them, you might consider letting them suffer some kind of punishment from the Horned Rat himself.

7. Corridor

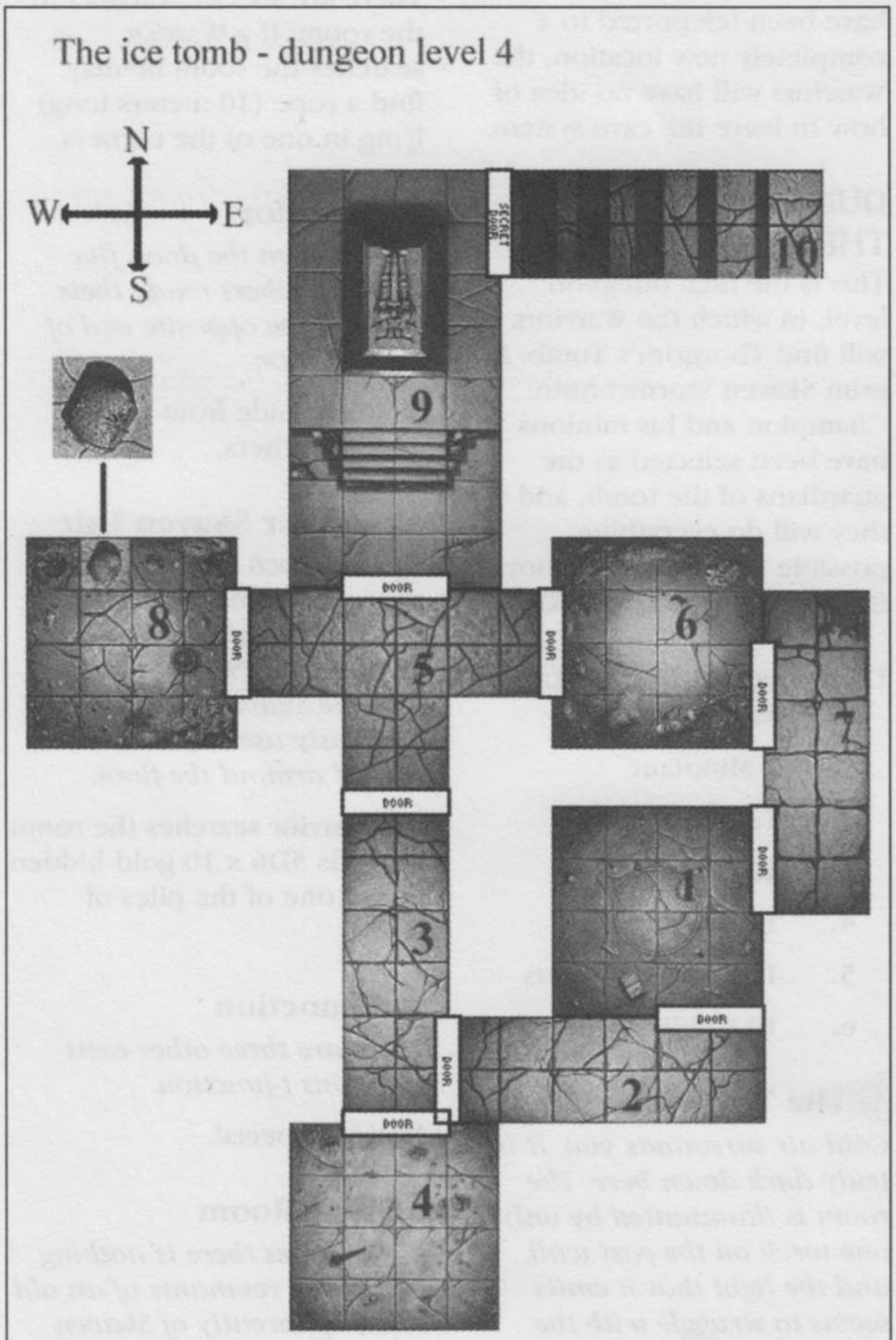
The corridor you are about to enter seems empty.

The corridor is actually completely empty. This might be a good place to spring an *Ambush* on the Warriors.

8. Skaven Lair

As you open the door you stand face to face with the foul pestilence of Skaven.

There are 2D6 Skaven in the room. After these monsters are defeated, each Warrior may roll once on the Dungeon room Treasure table. The Warriors may decide if they want to roll on the weapons and armour table or the Magic items table. These items can be found in the chest. The chest is unlocked.



9. The Ice Tomb

You have reached your goal. This is the room in which the King is trapped in his tomb of ice. However, the room is infested with the worst of all Skaven.

In this room is the Skaven Stormvermin Warlord Darkon. The profile for Darkon can be found in the Roleplay book page 112. Besides from Darkon there are 10 Skaven clanrats in the room.

Once the Warriors have defeated the Skaven, they may free King Thorgrim from the tomb by inserting his seal in a small slot in the ice. The king will awaken and thank them many times. Thorgrim knows of the secret door in the east wall. This is the exit that his priests used when placing him in the dungeon. Thorgrim will encourage the Warriors to flee with him. However, if the Warriors are not ready to leave at this point (perhaps something was left unexplored), the king will escape on his own, thus revealing the location of the secret door to the Warriors.

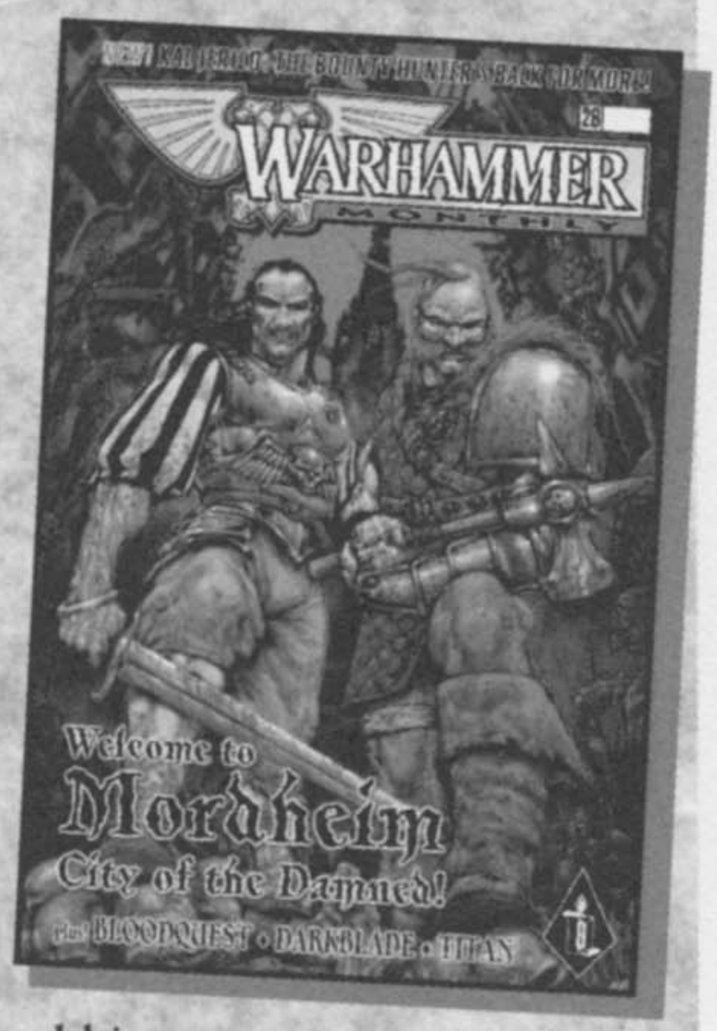
10. Escape Route

You have found a way out of the labyrinth. You quickly leave the foul dungeon behind you, as you exit into the light.

This is the Warrior's escape route. The adventure ends here!

Tales from the Black Library™

• WARHAMMER MONTHLY 28



This month's blood-soaked issue promises you, from the team who brought you Kal Jerico, a brand new new carnage fest in the ruins of Mordheim – City of the Damned! 'Signs and Portents' introduces Ulli and Marquand, two of the Empire's most notorious and bloodthirsty bandits, who after a daring escape, decide to risk the perils of Mordheim. Kal Jerico and his sidekick Scabbs are themselves back as well, chasing more bad guys down-hive to the treacherous hole known as Raintown! Darkblade, from Dan Abnett and Kev Hopgood, continues when Malus must face the immense power of the Screaming Child. Also from Dan Abnett, Anthony Williams and Andy Lanning, comes Titan: Vivaporius. In this month's episode Princeps Hekate and the crew of Imperius Dictatio lay stranded behind enemy lines. Will help arrive, or must Dictatio and the crew face the Tyranid horde alone?

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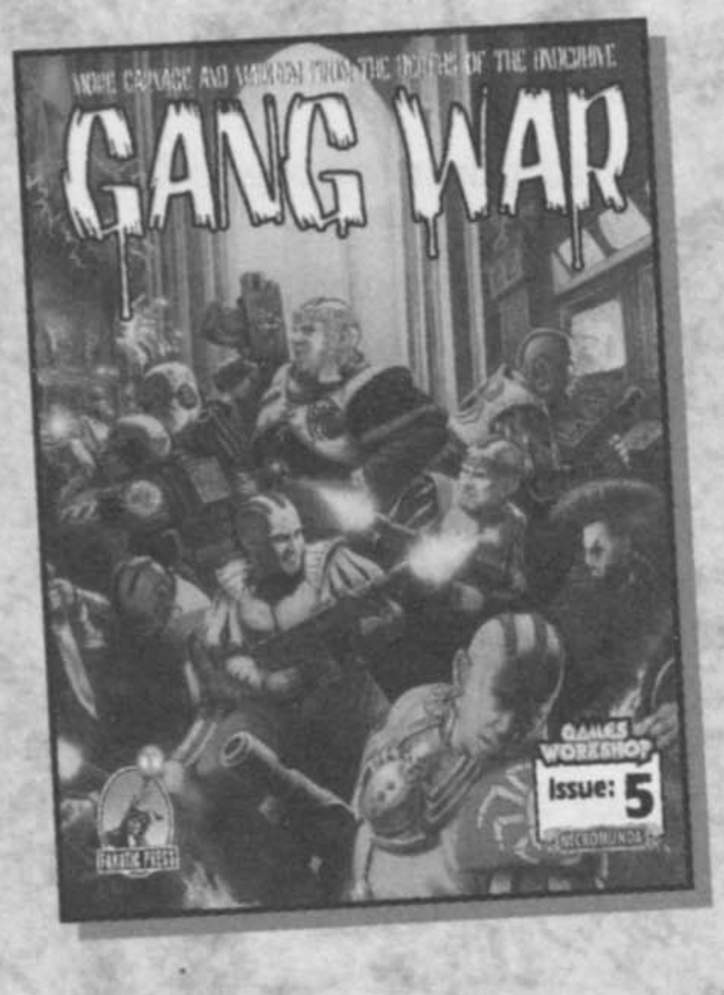

• GANG WAR 5

Following the immense success of our Gang War series comes Gang War 5. We were so overwhelmed with the popularity of Gang War 1-4 that we have been busy tormenting the pit slaves to get another great volume of die-hard Necromunda stuff together. Amongst the many articles there are...

- New hired gun – the Ratling Sniper.
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The Art of Siegecraft

by Gavin 'Cachtorr of Albion' Poffley

Why Siege?

I love Siege! Nothing can beat the feeling of demolishing a huge wall and pouring troops into the courtyard or emptying cauldrons of oil over my poor opponent (highly anti-social behaviour in any other circumstances). In fact I like Siege almost as much as normal battles and will never turn down the opportunity to get the ladders and rams out and have a good siege.

Since the siege rules were released I have been breaking into castles or trying to hold them on a frequent basis (much to the annoyance of English Heritage!). Over these many enjoyable games of siege I have honed my tactics and methods for this particular style of warfare, not that I can't win a normal battle of course! Hopefully in this article I can share my experience and help bumbling besiegers storm the walls or disastrous defenders hold on to them (and get locked away for my terrible crimes against the English language!).

This article concentrates on the final assault scenario (the siege itself) and doesn't take into account other siege campaign scenarios. If I were to write comprehensive tactics for campaigns I would need a whole CJ to cover it in detail, Far too much work for a lazy git like me!

Gav's Three Golden Rules of Siege...

1. Know the Rules

The first and most important piece of advice I can give any new siege player is to read the siege rules very carefully and think about the differences between a siege and a regular battle. This may sound obvious but it's one of the most heartbreaking experiences possible when your freshly painted killer Chaos knight regiment charges the wall only to realise that it can't use the ladders you foolishly (and illegally) bought it. Pay particular attention to how the different types of siege equipment work and who can have them.

Tactics for a siege will be completely different to those in another battle so consider the effects of the rules on your strategy. Manouvering normally plays a far smaller part in siege for example. Don't just sit and read the rules though because the only real way to understand the enormous effects of Warhammer Siege's subtle rules changes is to play a few games.

2. Get the Right Men for the Job (or Elves, or Orcs.)

The stage at which most sieges are won or lost is the army planning. If you don't put together a good, specialised force then no amount of luck or tactics will save you. The siege system can be pretty unforgiving like that and punishes players who make too many mistakes. If you are defending you will need solid combat troops with good armour, high leadership and as hard as they come. To back them up a selection of missile troops and war engines. There isn't a lot of room on those ramparts so what you do put on them has to count. Attackers need similarly hard troops and missile troops, possibly more so as the fighting is in the defender's favour. Skirmishers are a must as their grappling hooks can prove invaluable. Don't skimp on siege equipment either, without it you don't stand a chance.

The key to planning a good siege force is to make everything count and not to take any useless units (such as those which are too small, have no siege equipment etc.). If you have the choice between an ineffective unit or none at all then use the points to bolster one of your decent regiments, upgrade a character etc. Also, remember that the special restrictions on the battle scrolls replace those in the army books (e.g. No 25% compulsory knights for the Bretonnians).

3. Keep Your Eye on the Clock

The biggest problem a besieging general faces is time. All the men and walls in the world can be destroyed

but if you're too slow then it will be in vain. Remember that even if all the defenders are destroyed you have to have enough troops inside the castle (or off the table) by the end of turn 7 to win. The attacker must try to use any means he can to get to the walls quickly. One vital advantage is the free 2D6" move from mantlets or siege towers. Some armies have natural advantages here such as High Elves or Skaven (Nasty little things the lot of them).

The defender must attempt to slow the attacker down. This is hard work and can only really be achieved through *Panic* from shooting casualties or by standing firm on the walls. He does however have available a number of sneaky tricks to aid him in this pursuit (more on these later). One final note on time, don't just play a siege game to the death as many players do in normal games, there is no chance the defender will win at all.

Besieging

When attacking a castle you have the numbers advantage. Don't waste it. Concentrating your attack can be vital. If you try to assault the whole castle at once you will spread yourself too thinly and be beaten off. Instead pick one or two sections and blitz them with everything you've got. That's not to say a secondary attack isn't useful but it should do little more than stretch the defender's forces and distract him from your main attack. The target of your blitz will usually be blindingly obvious to your opponent and will be defended by his best men. This is unavoidable and any attempts to switch your target

MY NAME IS Gavin Poffley, I'm 18 years old and I have been playing GW games for nine years. I'm currently in the gap between college and university and have plenty of time to while away playing games (pretty great really). Apart from playing Warhammer to obsessive levels I also enjoy tv, films, video games and martial arts.

I have played most things GW have made in the last decade including Advanced Space Crusade and Man 'O' War. Currently I play Warhammer (a lot), Warhammer 40,000, Battlefleet Gothic and Warhammer Quest. My favourite game is probably Warhammer Quest but it's very close.

I have bought White Dwarf every month for years and CJ since it was re-incarnated. I particularly love Inferno and have every issue.

Over the years I have collected Many armies but my favourites are Dwarfs and Lizardmen for Warhammer and for 40K My own Space Marine chapter the Golden Dragons (I would like to take this opportunity to quash the rumours I named them after a Chinese restaurant!) with gold armour and based around the Japanese Samurai and Chinese, Buddhist warrior monks. I have recently also taken up the rotting mantle of the Blood Dragon Vampire Counts and been press ganged into the Imperial Navy! If anyone's listening then some more Oriental-style Dogs of War regiments wouldn't go amiss!

I have a bit of an ulterior motive for writing this article. My brother (Vincent Poffley) and one of my friends (James Crutchley) have both had articles printed in Journal and reckon I can't do it. I would be very grateful if you could prove them wrong. Vincent plays High Elves (using an army full of 'orrible wizards!) and needs teaching a lesson while James is a born-again Chaos Nutter and scorns anything with a WS of below six!

My brother Vincent has been obsessed with getting his horrible High Elf army in White Dwarf ever since he scored 58 out of 60 for painting and army selection at the Grand Tournament last year and is now forcing me to write this at knife-point. can you shut him up by telling him he has no chance!

Gavin Poffley, Master Siege Tactician

James surveys the mighty fortress he must assault

will only waste time. Remember, he sets up after you and can move his defenders well before you get there. Instead try to draw him away with a diversionary strike. Because of the circumstances you should always expect to fight the best he's got. In practice this sometimes never happens though, as they should be the first targets for your archers and artillery.

There are two main ways to take a castle (hit the shop assistant over the head or bribe him!). First you can mass battering rams and break in by breaching the walls. This can take a long time so make sure you are up to it. The advantage of this method is that it bypasses the considerable protection the walls provide the defending troops. The battering approach has two main problems: firstly you aren't hurting the defenders, so he has a more intact force to oppose you inside with. Secondly, while wearing away at the walls you are a sitting duck for missile fire, boiling oil and rocks, not to mention falling rubble when you do finally get through. If you try this method then don't go for a tower, the better the construction means you will take more time getting through and the breach won't be very large. The gate, on the other hand, is a perfect target.

Vincent – 'I'm in no way a foppish nancy-boy!'

The second option is my preferred method: kit out your force with siege towers and ladders or grapples and then attack one section relentlessly. The troops you use really have to be up to the job (Goblins and Skaven need not apply) but if you keep going and attack en-masse then you will eventually take the wall by numbers. Remember that if you start the turn with more models on the rampart than your opponent you have taken it, and can move up as many more as you like. Grappling hooks are great for this as you can move up any models that get into contact, rather than three or four with ladders and two for siege towers. The other big advantage of this tactic is that you will only take one round of stand and shoot, rocks and oil (and none at all if you use a siege tower).

The disadvantage of storming the walls is that if your initial attack is stopped and you can't quickly win the defender will slowly gain the upper hand and eventually beat you off. This will leave you no time to mount a second attack and will most likely spell instant defeat.

War machines are a valuable asset for besieging forces. Many can damage the walls themselves or cause horrendous casualties to the defender. Firing most war machines is made easier in siege as the defender will always be in the same area. Range guessing becomes a simple matter of remembering how far away the castle is (24" if you haven't worked it out

yet) and adjusting for the angle. The best war engines for siege attack are cannons and stone throwers; the cover modifiers from the walls seriously hamper Bolt throwers so leave them behind. Some races have even better ones like the Chaos Dwarf Earthshaker or the Dwarf Organ Gun. Picking the right targets is important. Try to take out the section you are attacking, or at least damage it. Enemy war machines can also cause problems by destroying siege towers, breaking regiments and suchlike, so silence them at first the opportunity. It's very rare for a war machine to cause serious damage to a large regiment and almost impossible when they're deployed in a line. For this reason you should not target the defenders themselves unless absolutely necessary.

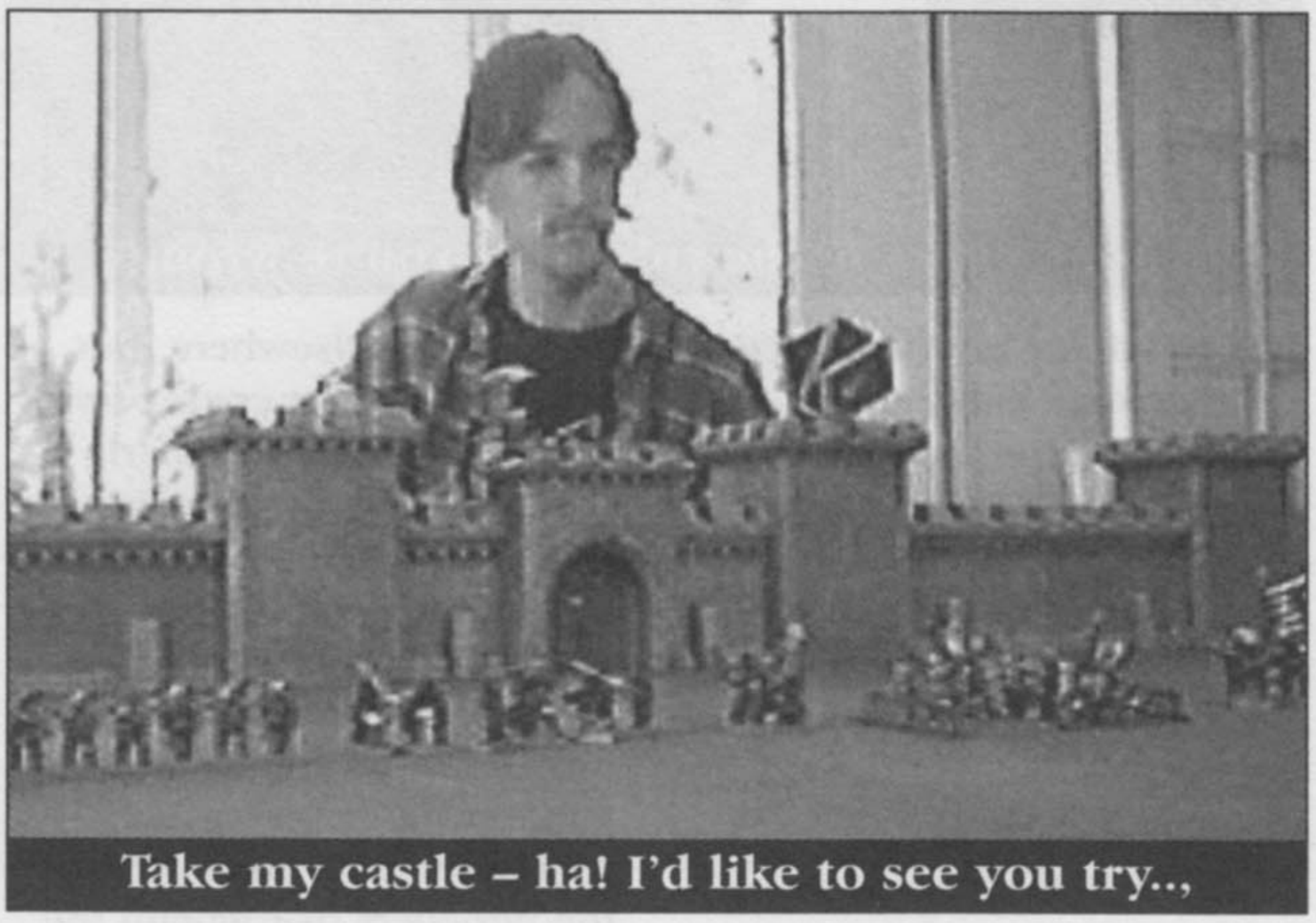
Preparing a Besieging force

All missile troops should have mantlets or skirmish (or both) to reduce casualties, and should try to get into short range quickly (with the free 2D6" move if possible). Don't make extra moves if they are handgunners or crossbowmen though as the extra rounds of shooting are of more benefit than the modifier. Don't spend too many points on missile troops though as you won't get off that many shots before you hit the walls and the cover penalties severely reduce their effectiveness.

Don't take small units of combat troops as they will get shot up and won't have the staying power to take a wall. On the other hand don't make units too big, twenty is about right but thirty or forty will usually waste points as the extra models won't contribute rank bonus like normal. Always equip combat troops with the best armour you can, just as long as they aren't slowed down by it; the protection from shooting and close combat it affords is vital. Two-handed weapons are a good buy as the Strength bonus means when you do hit it will be effective and the always strike last penalty will not matter because it applies to other weapons too when assaulting the walls. Halberds or additional hand weapons can also benefit you, but remember that a shield cannot be used at the same time. *Frenzied* troops are best left at home. Their extra Attacks may be good but they will rarely win the first round of combat and then their rage is wasted. *Frenzied* troops also tend to be hideously expensive,and not wear much armour.

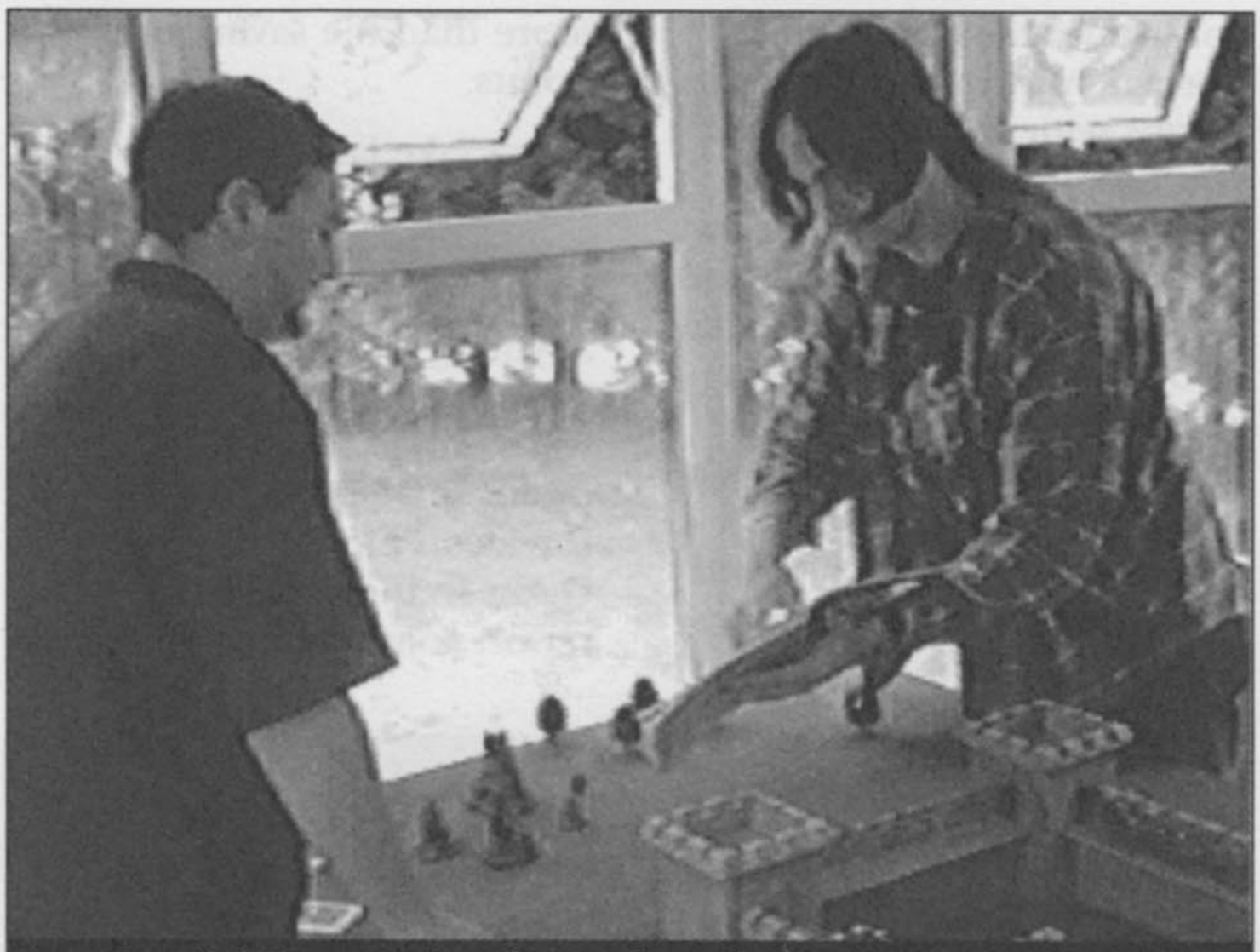
Take battering rams in preference to log rams if you want to knock the walls down as the protection from oil and rocks is very welcome. On the down side they are much more expensive but you have to buy a unit to carry either of them and that will cost far more than the saving of 40 points.

Don't take large monsters, such as Trolls and Ogres, or cavalry. These are criminally expensive and can't do anything infantry can't in a siege. They can't get up the walls either – a serious disadvantage. Gordon Davidson hired Golgfag's Ogres in the siege battle report some months ago, and I can't think of a worse waste of points. Okay, so they're more survivable but a regiment of eight goblins with a log ram could do the same damage to a wall, and for 470 points less!



Take my castle – ha! I'd like to see you try..,

Besiegers have more points to spend and so can usually afford a better Wizard. While magical superiority is always nice remember that most of your spells can't hurt the castle and that some spell decks are better for siege than others. Don't sacrifice a good attacking regiment for a powered up wizard and think hard about what you want him to achieve. Personally I don't like wizards and think that in a siege situation their random spells can make them next to useless if they get a



Look! It says in the rules that you're wrong!

bad hand. My brother Vincent on the other hand loves wizards and protests that they are the key to winning any game. I'll let his latest Grand Tournament performance of four defeats and a draw speak for itself!

One final thing: Don't take chariots unless you are completely insane and enjoy seeing horses splatter themselves across castle walls!

Being Besieged

Mounting an effective siege defence is similar to the tactic described ages ago in White Dwarf called 'The Castle'. The only difference is that you actually do have a castle and don't need to pretend!

First consider what your opponent is trying to do. You will set up second so try to meet his main attack head on. Don't worry if he spreads his attack over a wide front, most likely his efforts will be in vain: you can always shift regiments to intercept the enemy later on. Leaving the walls which are not threatened without defenders is fine and allows you to concentrate elsewhere, but always watch for enemy trying to exploit this, particularly skirmishers with grappling hooks and those nasty Elves. There is a big advantage to keeping your defence clustered: As troops fall to missiles or later in combat you can move up reinforcements quickly before the besiegers overwhelm the section. If your force is spread out then the reinforcing troops will have to trudge across the walls or through the courtyard (with additional penalties for climbing to the battlements) to reach the fight and may well be too late.

Missile fire is one of the best things the defender has: Armies without it are at a disadvantage in siege. It allows you to weaken or even break the regiments most likely to take walls and also to silence enemy war machines. In my opinion about half of any good besieged army should be able to shoot. As always concentrating fire is the best option, fire everything you have at the most threatening unit and keep pounding it until it no longer poses a threat. Most siege equipment requires a minimum number of models to operate, so your objective should be to bring the regiment with it below this number. After that you can pick another target. Don't expect to win the battle through shooting alone though; at best you can expect four turns of shooting and at worst two, so you will have to get into a fight sooner or later.

War machines are almost as important to the defender as they are to the attacker. A good shot from a stone thrower can send a regiment running and probably stop it from doing anything useful for the rest of the battle. This is especially true against low Leadership forces like Goblins or Skaven. Siege towers are one of the greatest threats to your castle so use war engines (or magic) to destroy them quickly.

Armies that can't fire back are best advised to try a tactic I developed for Chaos Warriors: don't deploy any troops on the walls at all! This apparent madness is not as silly as it seems; your force will be completely protected from missile fire and can move up to defend the battlements when the enemy gets close enough. Alternatively, you could take allies and suffer the jeering insults of your opponent: any Chaos general caught hiring mercenary crossbowmen should be ritually shaved of their offensive facial hair and hung upside down until they repent (yes, this means you James!).

Just as the attacker has to waste no time in getting to the walls you must try to delay him in every way. This usually means sending

something outside the safety of the castle to hold them up. Don't expect whatever it is to survive, just to hinder the advance. Try to get it within 8" of as many enemy units as possible, or better yet into combat. Fast cavalry are good for this tactic, as are shock troops, though the best you can get is a flyer. If you send a tough combat unit and charge your opponent he will have the dilemma of pushing home his advance and possibly losing one of his units (and if you're really lucky you might even get a unit behind him ready to charge his units in the rear) or diverting more of his forces into a time wasting melee. The things you should look out for when sending a delaying unit are missile fire and losing combats. You can guarantee that the enemy archers will target your unit as it will be the easiest thing to hit (not necessarily a bad thing as it stops them shooting your wall defenders). The other thing to watch out for is if your unit breaks from combat and the enemy pursues toward the castle; you will in fact be making them faster rather than slowing them down.

Deploying units in the courtyard can also slow the opposition down. This will give you a vital advantage at the end of the game if you're opponent breaks through, both by imposing 8" no March zones and by engaging the enemy. Position some troops behind a section of wall which the enemy is trying to break through, so if your side breaks and the besieging troops pursue they will be caught in a new combat and denied the full 2D6" pursuit move. Leaving the courtyard empty is a sure-fire way to lose your castle. Unless you can stop them breaking through completely the enemy will make the run from the walls to off the table virtually unhindered.

If the enemy is going for the gate (a very sensible tactic) then make sure to put a good unit behind it. Unlike most siege regiments this one will need ranks, standards etc. to optimise its staying power. Particularly good are unbreakable regiments like Dwarf Trollslayers, Empire Flagellants or any kind of Undead. These will fight to the last man and cause a terrible hold-up for the besieger. When using regiments in the courtyard remember that the enemy will have to assume skirmish formation on the walls so they will be vulnerable for a short time when they get down. Basically it takes half their move to get to the courtyard and a whole move to reform when they get there so there will be one turn when they are on the ground in skirmish formation. I suggest you charge them now!

Preparing a besieged force

The most important thing when designing a besieged army is to have the right balance between wall guards, courtyard defenders and missile troops. Normally you will only have enough points to do two of these elements properly and must make some hard decisions about what to leave out. I don't normally try to spread the cost between all three elements as this can lead to each one being too weak. A good way to maximise your points is to buy things that fulfil two criteria. For example Dwarf crossbowmen with two-handed weapons can keep up missile bombardment and amiably defend themselves on the walls. Dark Elf Corsairs with crossbows are also an excellent buy. If you play a numerous army you are at a slight advantage here and may be able to get everything you need. This will, of course, be offset by your troops' comparative weakness one-on-one. It is important that you do not waste points, even more so than for the besiegers: it might be nice to have a level four Wizard with all the trimmings but he can't hold the castle by himself!

Think where your regiments will be used before planning them, as there are two quite different roles that they can perform. Regiments on the walls should be kept small and have no need of standards or musicians. This will save a lot of points so you can buy them more equipment and a Champion. Regiments in the courtyard need to be bigger and have ranks, standards etc. This is to increase their chances against besiegers in a straight fight. On the down side these regiments will cost more, especially seeing as if all goes to plan you won't have to use them, so try to keep equipment costs down. Normally I will buy elite troops for the walls (e.g. Dwarf hammerers) and basic types to guard the courtyard (e.g. Clansmen). Some items of equipment are more useful than others. Two-handed weapons are a must, and halberds are good too, but spears or pikes should be forgotten.

There are two philosophies on armour:

1. That the walls already give a good enough protection so extra armour wastes points.

2. That every casualty is doubly felt so the more protection the better.

I tend to adhere to the second one but I think it really depends on what army you play. Numerous Skaven or Orcs can probably dispense with armour but fragile and expensive Elves sorely need it. I play Dwarfs so I'd armour anything if I could!

Don't waste points on a high-level Wizard. Your opponent has far more to spend on them than you do so you'll probably be outclassed anyway. If you must buy a wizard then get a low-level one and give him some dispel magic scrolls, but I'd recommend that the points were spent elsewhere. (Undead players and Vinny may ignore the last three sentences). Other characters can bolster the line effectively so don't ignore them unless really strapped for points.

Big monsters like Ogres or Kroxigors can fit on the battlements and I suggest they do at every opportunity, similarly welcome are unbreakable troops and anything in the Chaos Warrior army that will fit.

Buy rocks for your wall guards and invest in boiling oil or lead etc. These are very good weapons and can cause horrific casualties to besiegers. Don't waste opportunities to use them as most of the time you only get one round of stand and shoot. Always target characters with boiling lead and always target Mummies, Trolls or Treemen with alchemical fire if you can (only if you play High Elves!). This being said don't spend too much on siege equipment or your defenders will be under strength.

Different armies

It has to be said that some armies are better at siege than others. Most races have different capabilities in attack and defence too. While most games of siege are fairly well matched some situations can be highly tipped in one side's favour: I have great sympathy for the Bretonnian player who is expected to besiege a fortress held by Chaos Warriors!

I will briefly go through each army and comment on its strengths and weaknesses. I have experienced all the armies in siege but have played with or against some of them far more than others, For that reason I have much more to say on certain forces.

The Empire

As always the Empire army is a good all round choice. They have many kinds of missile troops, solid infantry and awesome war engines. This makes them equally suited to attack or defence. Flagellants, Dwarfs and the Reiksguard foot should form the core of Empire siege lines. Add Ogres to the list when defending. As Empire troops are quite cheap you can usually have a fairly sizable force so take advantage of this. A special mention goes to the Hellblaster Volley Gun; as a defensive war engine its unequaled, put one or two (or three!) on the walls, wait until your foes are within 12" and don't expect much to survive. The Empire also has artillery advantages in the siege campaign.

High Elves

A very capable siege force. Flexible enough to attack or defend, great archery and decent fighters. Elves have a move of 5 and don't suffer armour penalties so they can reach the walls very quickly. White Lions's attack methods are very handy for either attack or defence and their axes give them much needed Strength. Lothern Sea Guards are good at guarding the walls and carry bows too. As with other battles the Elve's biggest weaknesses are their lack of numbers, and their low Strength and Toughness. Alchemical fire makes a good deterrent to multi-wound creatures (especially Beastmen). On another note High Elves are a bunch of foppish Nancy boys and I strongly urge you to collect a manlier army.

Bretonnia

Poor old Bretonnians. I rate them as the worst army of all at siege. In normal battles they are very specialised, but excellent at what they do. However in siege they can't really use cavalry so are limited to using about half their list (the worst half!). I'm not saying they can't win and I have great respect for men-at-arms, but the Bretonnians just can't get any of the really useful siege units other armies can. They can't even hire many mercenaries to fill these gaps. I recommend bolstering your units with knightly Heroes on foot and if you are attacking then make use of the arrowhead formation. When defending, take one unit of knights and either hold them in reserve to charge when the enemy penetrate the courtyard or sally out and die heroically to hold up the advance.

It really is a wonder why Bretonnia has so many castles when they are so bad at defending them!

Dwarfs

This is more like it. Dwarfs are my favourite army and it just so happens that they are really good at siege. The bearded chaps are better in defence than attack, but have steam power and excellent war machines to make up for it. Dwarf missile troops can fight well and have the all-important two-handed weapons. Slayers make a good unit to guard the gate and can be expected to hold the line (all Dwarfs can). A player with the good taste to pick Dwarfs really has nothing to worry about in siege. On top of all that they get boiling metal, self-propelled siege towers and brilliant advantages in the campaign.

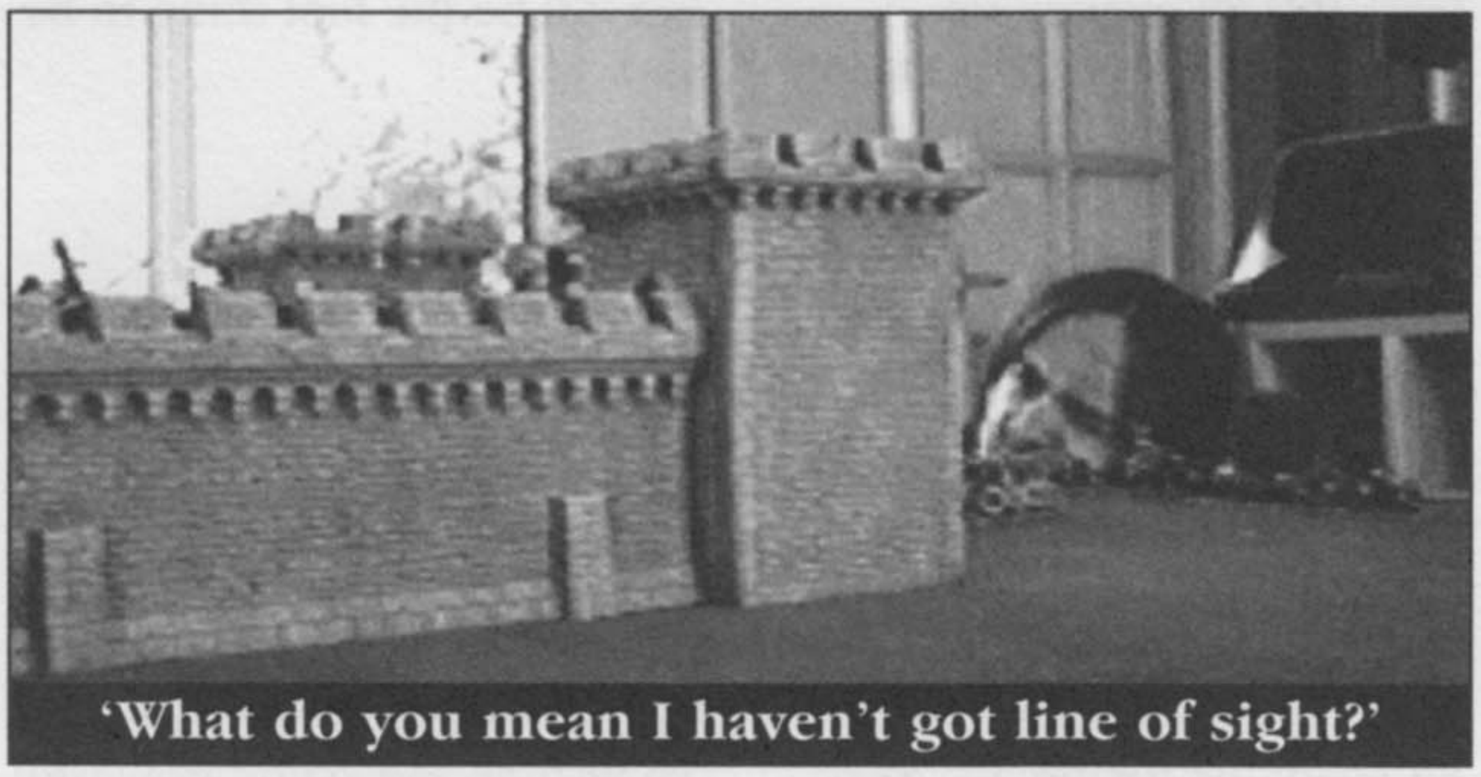
As a free extra bonus to Dwarf players I have details of my Siege hammer: A rune weapon specifically designed to bash down castles. It costs 240 points, and bears the Master Rune of *Skalf Blackhammer* and two Runes of *Smiting*. It may be expensive but it can knock down a tower in one blow! Be warned this is a very powerful weapon and might be a bit too powerful for some people's liking. Don't over use it or sieges will get rather boring.

Wood Elves

URRGH! Horrible things, Wood Elves don't deserve tactics. They can lose as much as they want for all I care.

Undead

The Undead army doesn't fight battles in the same way as anyone else and they certainly don't fight sieges like anyone else. Although individually quite useless at all forms of fighting Undead armies have Necromantic Magic to see them through. All sorts of possibilities open up to the imaginative necromancer. Who cares if the defenders are killed? We'll just raise some more. Walls too far away? I'll have a free march move please. Ethereals are good in siege too as most people can't hurt them and there is no chance of beating them with rank bonuses. Combine this with damaging psychological effects and there's no cleaner way to take a wall, just remember that they can't walk through it. With Undead armies it's important to take good wizards, so you should spend more on them than you would with other armies. Vampires: Enough said.



'What do you mean I haven't got line of sight?'

Undead Tomb Kings

Similar to normal Undead but without the ethereals. Their best unit (chariots) is wasted in siege. Don't think that just because they can have *asp arrows* you should spend points on skeleton archers; they will still miss. Despite all this still pretty good.

Orcs and Goblins

A reasonably good siege force and great fun. Orcs are equally good at attack or defence. Giants are very useful in attack, as are spider riders. The main thing to look out for is *Animosity*; your regiments will be close together so it can be disastrous if they fail badly. Use your numbers advantage to good effect, don't give Trolls log rams, don't put Goblins on the walls and don't take Squig Hoppers.

Skaven

Skaven are put at an immediate disadvantage in siege fighting because they don't get rank bonus. Try to offset this Leadership deficit with characters and really watch out for Undead or Daemons (no wonder they had such a hard time taking Nagashizzar). Individually Skaven aren't too good either so take lots of Plague Monks, Stormvermin etc. Wind globes, Jezzails and Warpfire throwers are great for clocking up the casualties or breaking enemy units, provided they don't misfire! Wind globes and Warpfire throwers don't require a hit roll either, making them invaluable for attacking walls. Rat Ogres make great wall guards but need good leaders even more than most units. Oh well, at least they can see in the dark.

Dark Elves

Practically the same as High Elves (apart from the

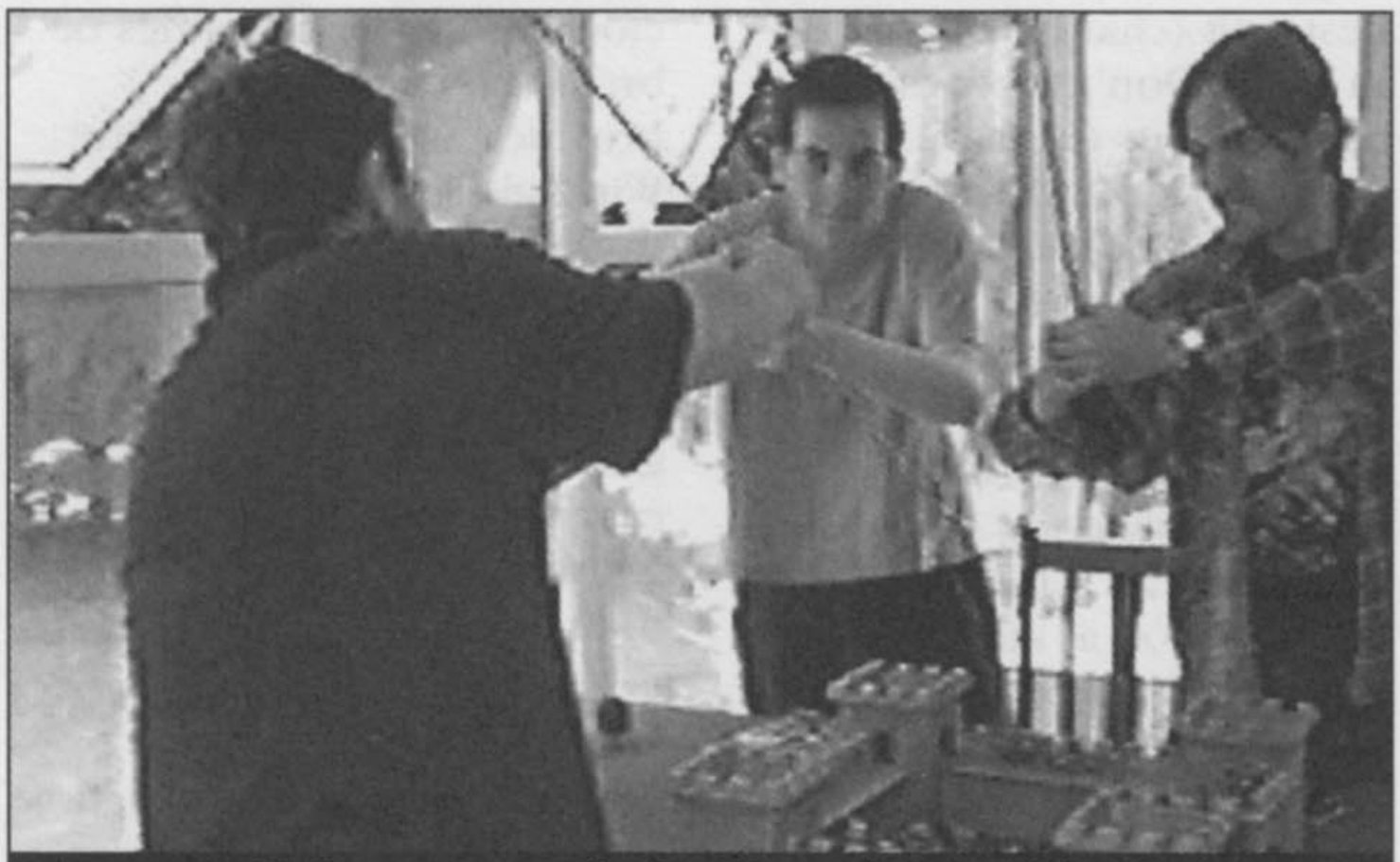
moisturiser and silk underwear), they are very similar in siege style. The Dark Elf *Hatred* of their effeminate cousins comes in very handy when storming High Elf walls. Assassins and Witch Elves make for frightening wall guards or attackers. Dark Elves have one of the best siege units: Black Ark Corsairs can fight, shoot and have excellent protection. Dark Magic makes for a more aggressive game than with High Elves. Boiling blood makes it very hard for low Leadership forces like Skaven to beat the Naggarothi. Apart from this all comments pertaining to High Elves apply (except the one about them being Nancy boys!)

Chaos Dwarfs

Very good at defence and pretty good in attack too. Chaos Dwarfs have tough basic infantry and some excellent special weapons. Blunderbusses are great on walls, as they will potentially hit everyone within 12", very handy for taking out those annoying skirmishers. Remember that Bull Centaurs can man the walls or use a Siege tower because they don't count as cavalry. It might be a little silly to let them have ladders though *(yes, anyone caught doing this will be de-hoofed! – Ed)*. The real reason that Chaos Dwarfs are so good in siege though is simple: the Earthshaker Cannon. These wonder weapons are not only great at destroying castles but can also stop enemy in the earthquake zone from firing properly. It is perhaps more useful in defence though because it slows or stops the enemy on a 2+ and as you know besiegers can't afford to lose any time at all. On the down side the Earthshaker is pretty inaccurate and you can bet it'll be the first thing to be shot at.

Lizardmen

Lizardmen are another favourite of mine. The Saurus Warrior is great for siege and should form the majority of attacking or defending forces. Skinks shouldn't be overlooked though and I have taken a few castles by flooding the battlements with them. Their high move and powerful poisonous missiles make them good for plugging gaps when part of a defending force. Kroxigors make great wall guards and can bolster the Skinks on a wall too. Salamanders provide a useful dual purpose for besieged Lizardmen because they can shoot and fight on the walls. Lizardmen are let down slightly by their lack of long ranged missile fire and are probably better in defence.



All for one and one for all – Rubbish!

Chaos Warriors

Serious staying power and awesome close combat ability let down by a complete lack of missiles. Dark Lords of Chaos must really watch for enemy war machines and firepower. Their lack of numbers works against them too and when preparing the army Chaos generals should try to include as many units as they can. It is perfectly possible for 2000 points of Chaos Warriors to include no more than three regiments and that will doubtless fall to a little missile fire or bad luck. To increase the numbers Chaos Marauders should be generously used and expensive Chaos Armour is to be avoided (Chaos generals seem to have a bizarre attachment to their Chaos Armour!). One last thing, Chaos Warriors should be given lots of rocks. Anyone who has read their stat line will appreciate this as they have an inhuman Ballistic Skill of 6! (Where do they get this? Is there a firing range somewhere in realm of Chaos where they hone their skills all day, or do they nick it from my poor Undead army?).

Chaos Beastmen

Largely similar to Chaos Warriors in that they can't have missiles. Beastmen however are quite numerous and much harder to overwhelm. Their two Wounds make them just as tough as the Warriors despite the lack of armour. The worst problem a Beastman besieger

faces is his army's low Leadership, giving them a tendency to desert the attack or abandon the walls. His other problem is the lack of choice in his army list: If you discount chariots and Chaos Hounds (Minotaurs too if attacking) you only have Gors, Ungor and Bestigor. Beastlords are well advised to stick to the open field.

Chaos Daemons

The ultimate monsters of nightmare evil are somewhat less frightening in siege. Possibly only better than Bretonnians they have a criminal lack of numbers and like all Chaos armies have no real missile weapons. I suggest you allow siege Daemons a Daemon Champion for a general as all the proper warlords are either unable to climb ladders (too fat in the Great Unclean One's case!) or cost insane doubled values because they have wings. Even a humble Daemon Prince costs 550 points. As flyers they can also unbalance sieges somewhat. *Daemonic Animosity* is rife in the enclosed area of a castle and I remember one game where my defenders tore each other apart before the besiegers even reached the walls. If you persist in Daemonic sieges then good luck – you'll need it.

Dogs of War

In my opinion the very best choice whether attacking or defending. They have it all: tough combat infantry (Beorg's Bearmen, Long Drong's pirates) for taking or holding walls, excellent missile troops (Marksmen of Miragliano, Braganza's besiegers), and Pikemen blocks for guarding the courtyard (Alcatani fellowship, Lost legion). They can even have Giants. The only thing really missing is a strong war machine. The best thing about mercenaries is that most of the regiments are available to other armies too. There are no special tactics for Dogs of War, they're just really good at siege.

Magic Items

You may have noticed that in this article I don't talk about magic items. I would just like to take the opportunity to say why. When I play Warhammer I don't use that many magic items, often none at all *(Hear, hear – Ed)*. As a result I'm pretty poor at using them. The only exceptions to this are:

1. My Siege hammer (mentioned above)

2. When I play Undead.

Another reason for this is that different gaming groups have different standards of what is acceptable or beardy. My own group tends to be rather strict and puritan about items and would frown upon any character with more than two 50 point items (including Rune items). If I gave favourite combinations then some people would scoff at how weak they were and others shudder at their power. I'll leave it up to you to pick suitable items for siege – I'm sorry you're just going to have to use your imagination.

Siege house rules and other ideas

Here are a few rules, conventions and other stuff I use in my siege games.

1. Allow Chaos Warrior and Daemon armies aligned to Khorne to take boiling blood rather than oil.

2. Give the Dogs of War mercenary regiment Braganza's Besiegers a 2D6" move like mantlets (If they don't have them as well) to reflect their siege expertise.

3. Allow a Dogs of War army to unhook galloper guns and mount them on walls. In this case the extra crewmen riding horses are lost and Bronzino loses his horse too.

4. In the Undermine siege campaign scenario Allow Dwarf miners an extra 1" move to represent their skills at (what else?) mining.

5. It seems to me that Mazdamundi's Geomancy spell *Ruination of Cities* should do something to castles, after all that is what he uses it for in the background. I propose that it cause a S10 hit for 1D6 damage against a section of your choice.

6. Daemon Castles cause *Fear* or possibly even *Terror* on besieging regiments attempting to charge them with rams or scale them with ladders and siege towers, also on those within 8" for *Terror*. (Handy hint: using glass tumblers and pieces of fruit to represent Tzeentch castles is best avoided). This will help counteract the Daemons' inadequacies in siege. I also strongly suggest allowing Daemon Princes without wings or using a Daemonic Champion as a Warlord.

Final Bit

I hope you have gained some useful tips from my ramblings and wish you every success in your games of siege (unless you play Wood Elves!). I'm off now to test the new Vampire Counts army in siege and catch me some pointy ears for dinner!

WRITE FOR THE the citadel Journal™

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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.

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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.**

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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!

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• **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.

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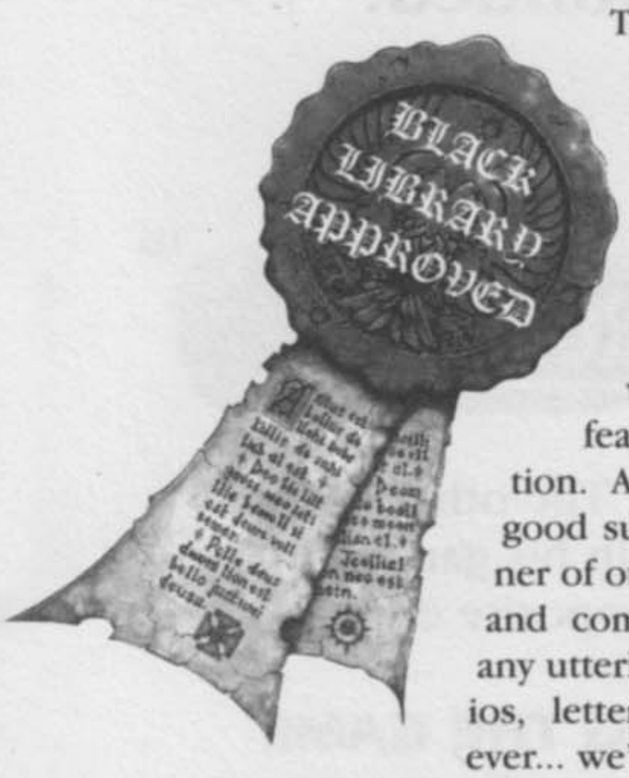

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Breakin' the Law

Necromunda Scenarios for the criminally minded.

By Richard Cowen

I'M RICHARD and I'm from Darwen in lancashire. I've been playing GW games for many years now and Necromunda has remained one of my firm favourites. Although there are more than a dozen scenarios in Necromunda – in Outlanders, White Dwarf and the Journal I couldn't resist putting down a few of my own ideas. The result of this has been the following scenarios in this article for which I banged together some special rules to accompany them. Looking at the Ratskin Renegades I decided that along with the medium tech weaponry they would still use bows, spears and the like, so I worked out the rules for these and more.

I am currently working on rules for Red Corsair Chaos Space Marine Pirates and human militia regiments for Sylvanian armies. I've already got a partially painted 2000pt Red Corsair army and a work in progress 3000pt Sylvanian army in the works. I hope to submit these rules when they're finished.

Finally I must apologise for the delay involved in the various stages of submitting these rules as I've just been through my A levels and am also trying to get a story published in Inferno!

Enjoy...

NECROMUNDA™ NECROMUNDA™

Scenario 1
The Armoury

Two gangs out exploring the wastes have discovered a small arms cache probably belonging to a long dead gang or maybe even a Guilder. There's probably enough weapons here to re-equip the entire gang or at least make a few creds down at the Trading post. Remember, if you don't get the arms your opponent will.

CHOOSING THE ARMOURY

Any gang may play *The Armoury* if they are given a choice of scenario

TERRAIN

Each player takes it in turn to place a piece of terrain. It is suggested that the board is about 4' wide or slightly smaller so the gangs can start off a reasonable distance apart. A large central building should be placed, this is the armoury.

Optional: Because this is a very old part of the Underhive, the players may choose to use the special rules for Crumbling buildings.

GANGS

Each player rolls a D6. The player with the highest score sets up his gang within 8" of a table edge chosen by his opponent. The other player then sets up his gang within 8" of the opposite edge.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

SPECIAL RULES

At the start of the game, one player should roll 1D6. This is the number of crates of weapons inside armoury. The armoury walls are all but impenetrable, but the door can be damaged. It has Toughness 6 and can take up to 4 Wounds before being blown off. Once the door has been blown off, any models can enter the armoury and remove the crates of weapons. These are represented by Loot counters.

Explosives: For each Wound caused in excess of the number needed to remove the door roll 1D6. On any 6's, the armoury explodes destroying all of the equipment stored inside and inflicting ID6 Strength 4 hits on all models within 6". In addition, anyone caught in the blast is lifted and thrown 1D6" away from the centre of the blast where they will suffer an extra hit with a Strength equal to half the distance the model is thrown. If the armoury explodes the game ends in a draw.

Crates: While carrying a crate, a model can only move at half speed unless he is sharing a crate with another model. The fighter suffers a -1 Weapon Skill and -l Initiative penalty while carrying a crate. To claim the crate it must be taken off the board by the models carrying it. They will then return, on the next turn at the same point on the edge of the board. If a model carrying a crate goes down or out of action, the crate is dropped

Equipment: After the game, each player may take a random piece of equipment from the price chart in the Sourcebook for every crate they captured. These are added to the roster for free. Unfortunately they are very old and you must roll for every piece of equipment. On a result of a 1, the item is worn out and must be discarded.
Every second crate that a gang has in its possession will contain weapons from the new weapons section at the end of this article.

ENDING THE GAME

The game automatically ends when one side *Bottles Out* or voluntarily retreats. The Bottling gang loses and the other side wins.

EXPERIENCE

Fighters who take part in this scenario earn experience as follows:

+D6 Survives. If the fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+1/2 Per Crate. If a fighter takes a crate off the board single handed then he receives 2 points. If two take a crate then they receive one each.

+5 Per Wounding hit. A fighter earns 5 points for each wounding hit he inflicts during the fight, either on an opposing fighter or on the Armoury door. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Although it is impossible to score several wounds with a hit from some weapons, only 5 points are earned when this happens.

+10 Winning leader. The Gang Leader of the winning side earns an extra 10 experience points. Neither leader earns this bonus if the game ends in a draw.

The local Cult of Nurgle pose in the ruins of the Underhive

Scenario 2
The Stick Up

An Outlaw gang has heard through the grapevine that a Guilder is bringing his credits up to deposit in the Guild Bank at the nearby settlement. The Outlaws are laying in wait intending to ambush him before he gets there. Luckily for the Guilder the gang hired to escort him arrive to scupper the plans of the Outlaws. Surprised, the Outlaws grab as many hostages as they can.

CHOOSING THE STICK UP

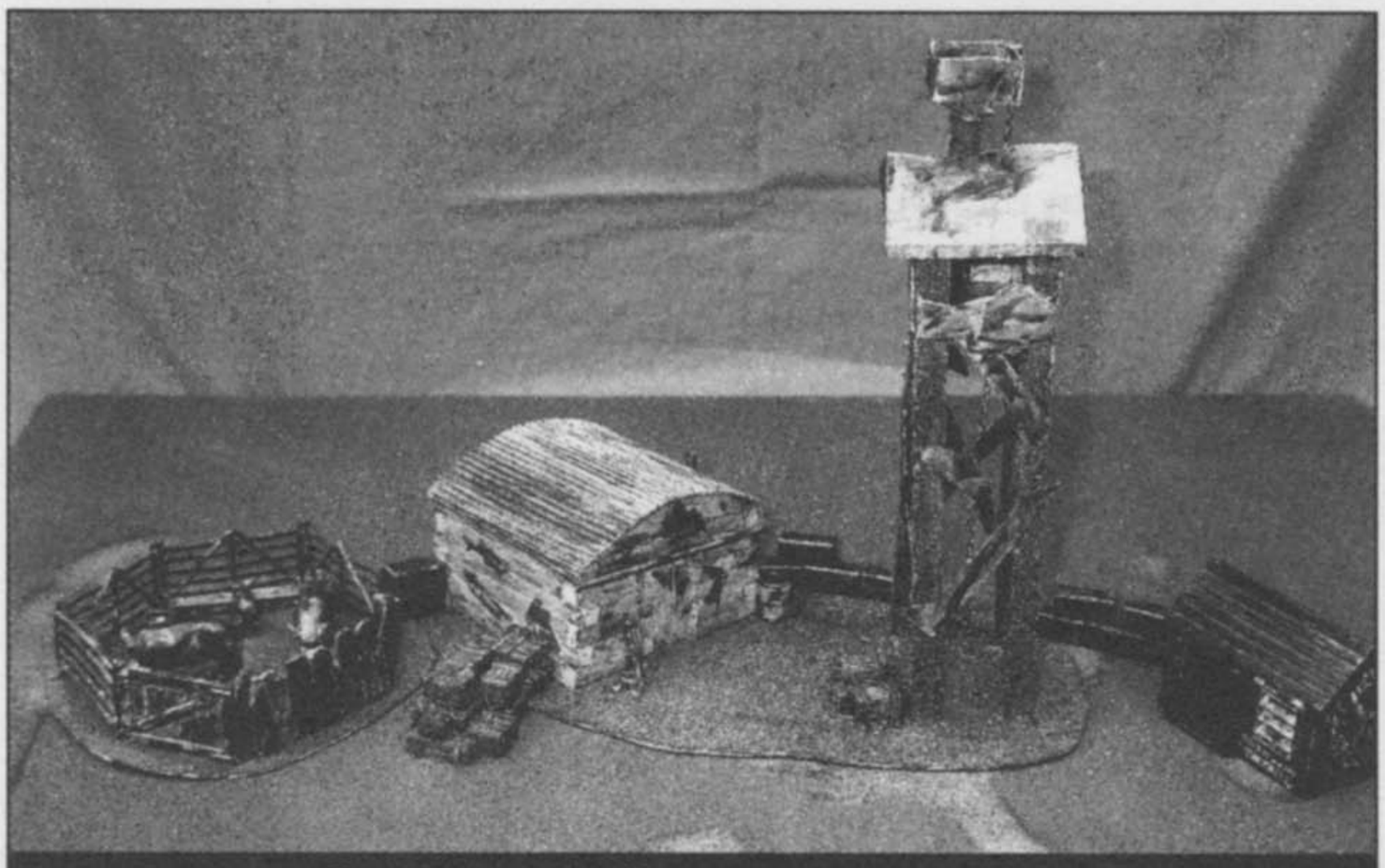
If a result on the Outlaw scenario Chart shows a choice of scenario, either gang may choose the Stick Up. Note that this is an Outlaw scenario, so any rolls on the Outlaw table should be modified immediately. Only one gang may be Outlaws and they must be the attackers.

TERRAIN

Starting with the attacker, the players take it in turn to set up pieces of terrain.

GANGS

The Defender has 2D6 members of his gang present, the rest having been placed on the look out for any Watchmen. They are set up within 8" of the rough centre of the board, with 2D6 hostages, one of which is the Guilder (see below). Each outlaw must be set up, if possible, in base-to-base contact with a hostage. Any surplus hostages or outlaws



Wastes pig farm – excellent as an Outlaw hideout...

must be set up within 2" of anyone else.

The the entire attacker's gang set up no closer than 12" of an outlaw or hostage.

STARTING THE GAME

The defenders go first.

SPECIAL RULES

The Hostages: If an outlaw moves into contact with a hostage, he may use him as a human shield, giving him an unmodified 3+ save from the front 90 degrees. If the save is failed, the outlaw is hit as normal but if the model passes his save, the hostage is hit instead. Hostages are not affected by flesh wounds but a down and out result will mean that the hostage is dead. (Special: a fighter with the *Marksman* skill may shoot past the hostage without any risk of hitting him.)

An outlaw holding a hostage may move up to 2" per turn. An unaccompanied hostage will run 2D6 in a random direction. Only outlaws may deliberately fire upon the hostages.

ENDING THE GAME

The stick up scenario continues until one side fails a *Bottle Test* and loses the game.

EXPERIENCE

Fighters who take part in this scenario earn experience as below:

+D6 Survives: If the fighter survives the battle then D6 points are earned. Even fighters who are wounded or go out of action receive experience for taking part.

+5 Per wounding hit: A fighter earns 5 points for each wounding hit that he inflicts.

+10 Successful stick up: if the outlaws win, their leader earns 10 points.

HOSTAGE

Along with the Guilder himself, there will be a number of other hostages taken which comprise of his bodyguards and slaves.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	3	-	-

PAYMENT

If they win, the attacking gang gets paid 2D6x10 creds, less 25 creds if the Guilder is killed and less 5 creds for every other hostage killed. If they lose they get nothing as they allowed the outlaws to steal the Guilder's money. If the outlaws win, they get 4D6x10 creds of loot taken from the Guilder's belt pouch. If they lose they get nothing and the attack is a complete failure.

WRATH OF THE GUILDERS

If the Guilder is wounded then the outlaw gang adds 100% to its guild price as punishment. If the Guilder is killed they are in deep trouble! The gang is outlawed forever with no chance of repaying their guild price and just to continue an interesting theme they could always be the subject of a 'You are Surrounded' scenario to get back the loot before they spend it.

Scenario 3
You are Surrounded

The outlaws have been making a nuisance of themselves lately and the Guilders through their spy network have managed to find their hideout. A sweep of the area has been ordered but at the last minute the outlaws have been tipped off and are prepared. It is going to be a hard fight.

CHOOSING YOU ARE SURROUNDED

If there is one gang of Outlaws involved in a game and either side is allowed to choose, they may play this scenario. An Adeptus Arbites squad (if anyone in your campaign is playing them!)

are especially suited as the attackers.

GANGS

The defender sets up 2D6 fighters within 8" of the centre of the board. He may set up D3 men up in *Overwatch* and D6 in *Hiding*. This represents the gang being prepared. The attackers set up within 4" of the edge of the board. They must set up a quarter of their men on each board edge. They may also be accompanied by 1D3 Bounty Hunters who will leave them after the fight.

TERRAIN

Starting with the attacker, the players take it in turn to set up pieces of terrain. The use of special terrain, Ash Wastes and Sludge Pools is allowed (see later for the rules).

Redemption and Cawdor gangs – burn the heretic

STARTING THE GAME

The defenders have the first turn.

ESCAPING

The Outlaw defenders realise they have no chance of survival if they remain where they are and so must attempt to escape via any board edge. After the game the Outlaws must roll 1D6. A result of 4+ means that the gang must roll a new piece of territory after they abandon their present headquarters. On a 3 or less they remain where they are after the Guilders decide they have scared them enough.

ENDING THE GAME

The game ends when either the Outlaw gang is out of action or escaped or when the attackers have *Bottled Out*. The defenders are protecting their home and so do not need to take *Bottle Rolls*.

EXPERIENCE

Fighters who take part in this scenario earn experience as below:

+D6 Survives: If the fighter survives the fight even if he is wounded or put out of action he earns D6 experience points.

+5 Per wounding hit: A fighter earns 5 points for each wounding hit he inflicts.

+5 Escapes: An outlaw who leaves the board earns 5 experience points.

+10 Successful assault: If the attackers win, the leader earns 10 experience points.

PAYMENT

If the attackers take out at least half of the Outlaws they are paid D6x10 creds, in addition to any bounties collected and normal income.

Outlaws collect income as normal.

Scenario 4

Jailbreak

An Outlaw has been unlucky enough to get captured by the authorities and is due to be executed in just a few days. Previous rescue attempts have failed so this time the entire gang has opted to try to break him out of the Guilder prison. Unfortunately, the Outlaws have not managed to tell their comrade about this and he has already decided to make his own escape attempt. By sheer coincidence this all occurs at the same time.

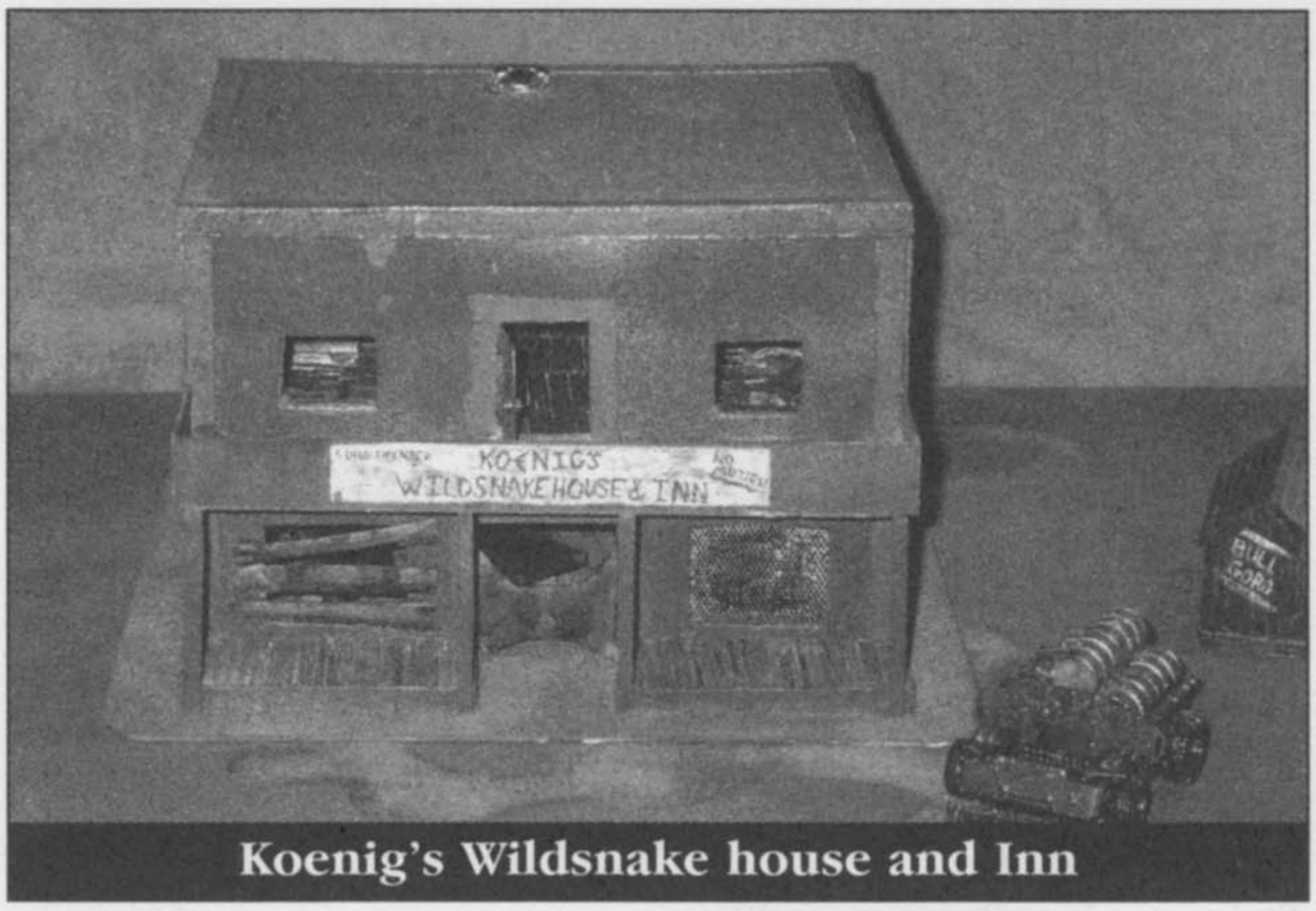
CHOOSING THE JAILBREAK

If an Outlaw is captured and a rescue mission fails, then the Outlaw may choose to play this game instead of rolling on the scenario table as usual. The opposing gang must be the gang that captured the outlaw.

TERRAIN

The defenders place a building in the centre if the set up. This is the jailhouse and should have walls all around and preferably only one entrance. It is also a good idea for it to look secure and fortified. The attacker and defender then take it in turns to place the rest of the scenery.

The use of special terrain, Mines and crumbling buildings (all but the jailhouse) is allowed (see later for the rules).



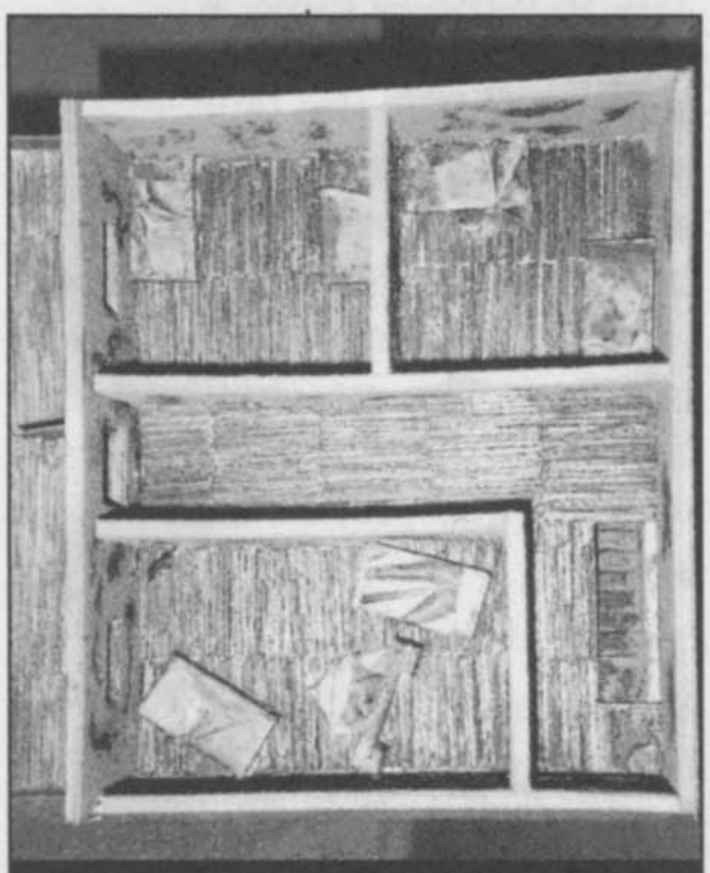
Koenig's Wildsnake house and Inn

GANGS

The defender places the captive in the jailhouse and places a random gang member within 6" or at the door, as the guard. The other gang members are positioned anywhere on the board although they may not be placed within 8" of the edge. All of his fighters are sentries. The attacker chooses 2D6 members of his gang and sets them up within 4" of a randomly chosen table edge.

STARTING THE GAME

The captive is just about to attack his guard with a homemade knife when his gang arrives to rescue him. The attackers take the first turn.



Upstairs...

SPECIAL RULES

The Captive: The captive has no weapons but has fashioned a knife from a sliver of plasteel. His objective is to escape from the jailhouse. To do this he must either ambush his guard and take him out of action in one turn or await his gang's arrival.

Attacking the Guard: To attack the guard the captive must charge him. If the guard is still acting as a sentry he will be at half his normal WS. If attacking from the rear, the captive stabs the guard in the back inflicting an automatic hit with. The combat is resolved as above and may cause a disturbance alerting the other sentries. From that point on he must try to leave the board along the attacker's edge.

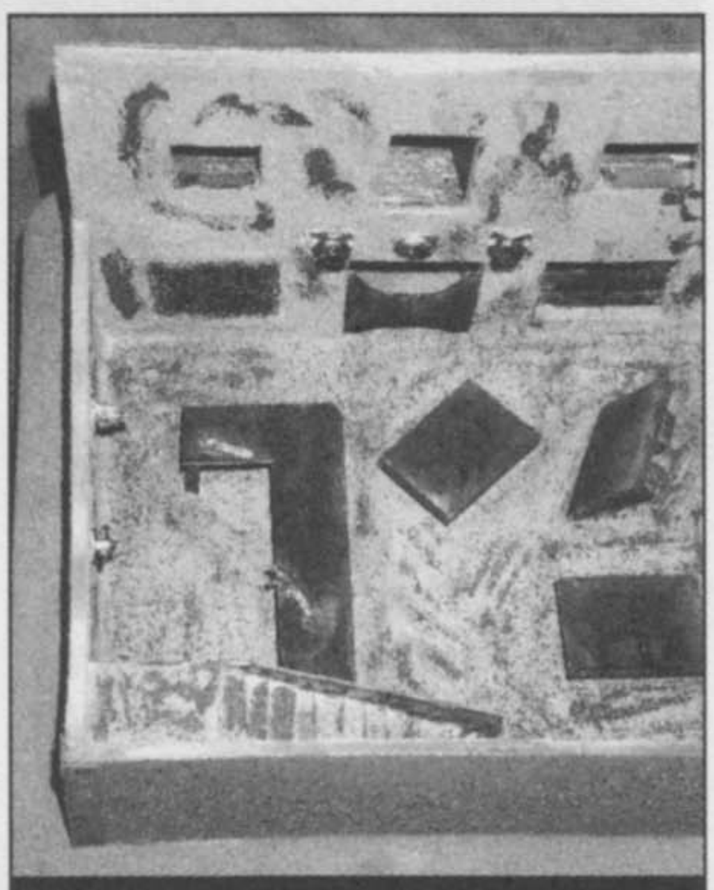
Waiting for Rescue: The captive can always just sit tight and wait for his comrades although this carries the risk of them being beaten off and him being executed. If this is the course of action chosen, the captive may only leave the jailhouse after his guard has been taken out of action.

Note that the captive can decide to wait before attacking his guard, although the guard may be facing him when he does so meaning that he loses his surprise attack.

Sentries: Until the alarm is sounded sentries move D6-3 per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacker may move the sentry model. After moving each sentry, roll the Scatter dice and turn the sentry in the appropriate direction. The captive's guard will not move until the alarm is raised although he will change direction and look for the attackers.

Sounding the Alarm: Until the alarm is sounded sentries move as detailed above. In addition their WS is halved and they may not shoot. After the alarm is sounded sentries may move freely. The alarm can be sounded in a number of ways.

Spotting: Roll 3D6 at the end of the defender's turn. Sentries can try to spot any attackers or escaped captives within distance so long as they could normally be seen. This distance is further than normal because the defenders are on guard after the last attempt. Enemies in the open



and downstairs...

or within a distance equal to the sentry's Initiative in inches will be spotted on a D6 roll of 2 or more. Enemies in partial cover will be spotted on a D6 roll of a 4. Enemies in cover or *Hiding* will be spotted on a D6 roll of a 6. If a sentry spots an enemy then he sounds the alarm. Enemies are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the dice rolls are the same. A sentry can only give the alarm if he survives the attacker's turn. If he is taken out of action then he cannot sound the alarm.

Shooting: If an attacker shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is more than 10 then the alarm is sounded. However, this rule does not apply to silent weapons such as needle guns.

Fighting: A sentry who is attacked, either by the captive or one of his comrades, will sound the alarm if he survives the turn. Remember that a sentry's WS is halved until the alarm is sounded. If the attacker shoots a pistol or uses a chainsword then you must roll as described above to see whether the noise sounds the alarm also. In addition, the noise of fighting may sound the alarm even if the sentry does not survive to do so himself, the attacker rolls a D6. If the score is more than the number of attackers in the fight then the scuffle is finished silently and goes unnoticed. Otherwise, the alarm is sounded. For example: if three attackers mug and take out a sentry then you must roll 4+ for this to go unnoticed.

ENDING THE GAME

The game ends and the attackers win the captive and all surviving attackers leave the board by the edge on which they originally set up. The game also ends if all the attackers are down or taken out-of-action or if the attacker *Bottles Out*. The attackers are determined to rescue their comrade and so only start taking *Bottle Tests* when they have suffered 50% casualties. The defender is protecting a large bounty and so will never *Bottle Out,* either voluntarily or not.

EXPERIENCE

Fighters who take part in the scenario earn experience as noted below:

+D6 Survives: If the fighter survives the fight even if he is wounded or put out-of-action he earns D6 experience points.

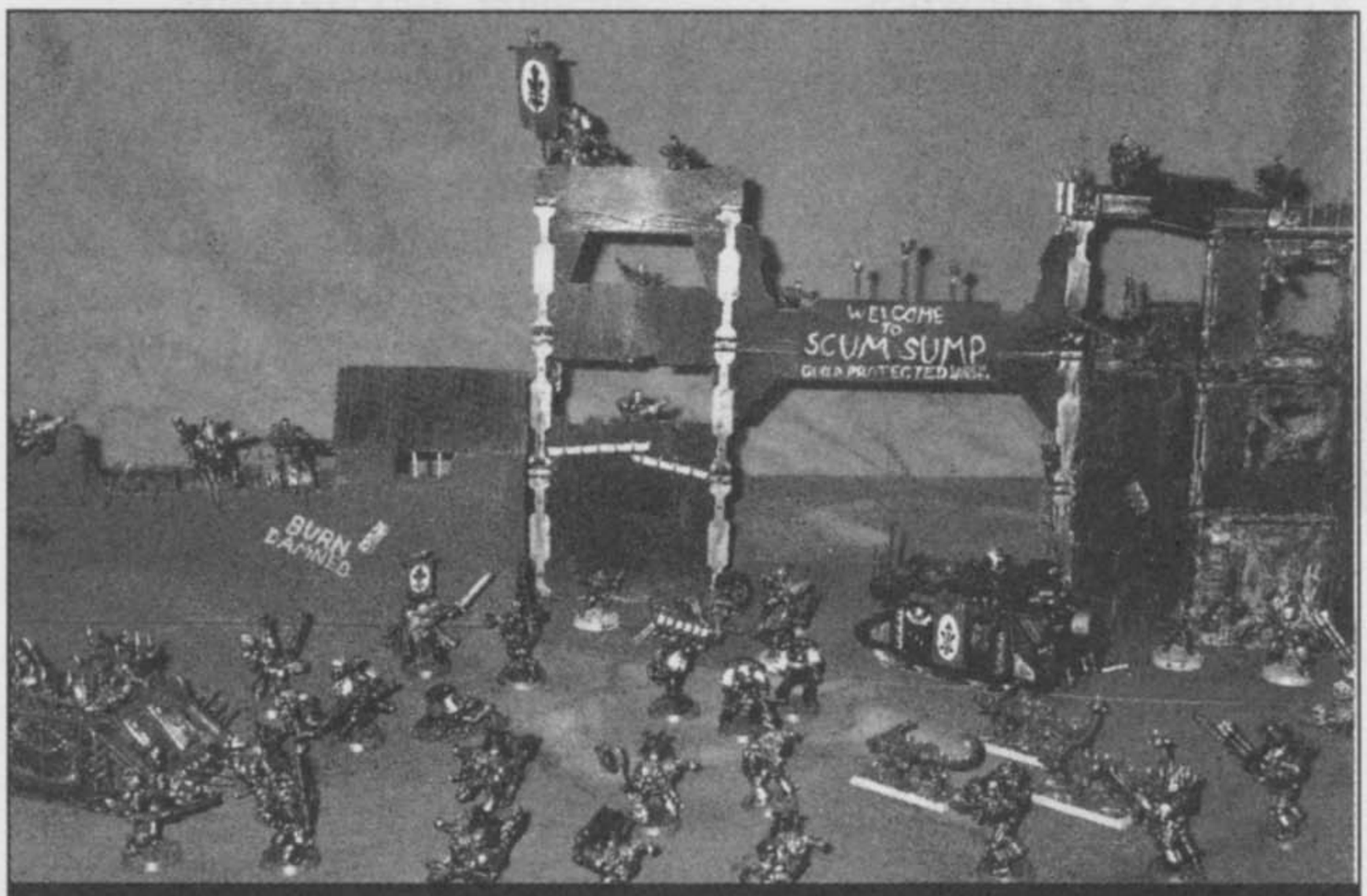
+5 Per wounding hit: A fighter earns 5 points for each wounding hit he inflicts.

+5 Escapes: If the captive defeats his guard in hand-to-hand combat then he may earn an extra 5 exp.

+10 Successful Defence: If the defender wins, the leader earns 10 experience points.

SPECIAL

If the defender keeps the captive alive he will hand him over to the authorities and gain the normal bounty.



The settlement gatehouse

Special Rules

Here follows some special rules that I have devised for use in these scenarios.

TERRAIN

Crumbling Buildings: The Underhive is one sprawling mass of ruined buildings and domes built somewhat haphazardly upon each other. The older the building and the deeper into the Underhive it is the less stable the structure will be and the more likely that it will collapse and maybe start off one of the dreaded Hive-quakes that Underhivers live in fear of. Fighters always run the risk of buildings collapsing around them especially when they are being repeatedly blasted by heavy weapons fire.

Small arms fire is unlikely to damage a building's structural integrity sufficiently to make it

collapse but any buildings hit by Blast weapons or explosive waste (this obviously includes any instance that gangers are targeted when in the cover of buildings) take damage as normal.

Building Stats:
Large Buildings (two or more storeys) 8 T & 10 Wnds.

Small Buildings and walkways 8 T & 6 Wnds.

When a building is reduced to 0 wounds then roll on the table below:

STRUCTURAL DAMAGE TABLE

D6	Result
1.	**Damage.** The building is shaken but still standing. Next time you roll on this table +1 to the result.
2-4	**Oops!** The building sways violently. Every model on the building must pass an Initiative test to avoid being pinned and those within 1" of the edge must roll to avoid falling.
4-5	**Big Oops!** The structure is in serious danger of collapse with masonry falling and windows shattering. Each model inside the structure takes a S3 hit and anyone within 1" of the edge must test to avoid falling. At the start of each turn roll on this table and apply the result.
6.	**Timberrr!** With a massive rumble and crash, the building collapses. All models suffer a S4 hit for each ceiling above them and then falls to the ground under the normal rules. Remove the building and replace with a crater. All models inside are pinned.

Explosive Waste: The factories of Hive City often dump their garbage straight down into the Underhive with no regard for the millions of long-suffering citizens that dwell there. Often the waste comprises of some very dangerous industrial chemicals that become highly unstable and corrosive.

Special Rules: Before the game, roll 1D6. This is the number of piles and drums of waste that there are scattered around the battlefield. Each player takes it in turn to place a counter (you can make these from bits of sprues, crates, barrels etc.). These counters are considered as difficult ground for movement purposes.

If anyone attempts to move over or fire within 2" of any of these counters it will explode on a 4+ on a D6. adding +1 to the roll if the weapon is of S5 or higher. This may also happen if a shot is aimed at the pile or a scattering shot hits it.

When it explodes, 1D6 S 4 hits are caused on all models within 6" of the counter. The explosion will also knock the model 1D6" in the direction of the blast. The counter is removed after it has exploded.

Flammable Materials: Even worse than Explosive Waste are the barrels of highly flammable chemicals that are the by-products of the factories of Hive City.

Use the same rules as with Explosive Waste, but the effects of an explosion are different. A model caught in a 6" radius blast is not thrown through the air but suffers1D6 STRENGTH 4 hits and is set on fire on a 4+. A burning model is affected just as if hit by a flamer weapon.

Mines: Many times in the past, Orks have invaded Necromunda killing millions. A few times they have even reached Hive Primus before being beaten back. There is still reputedly a few scattered tribes of them down in Hive Bottom, trapped after the rest of their army was destroyed. During the war, many minefields were laid throughout the Underhive in a desperate attempt to stem the Ork tide. Centuries after the war ended many of these mines still exist and many more have been added by the Guilders and Watch to protect their interests.

Make up some mine counters with 'Dud' or 'Mine' written on them. In a game that requires mines the defender has D6+3 of these counters chosen at random and may place them face-down anywhere on the battlefield before deployment. Whenever a model moves within 3" of a counter turn it over. If it is a dud there is no effect, if it is a mine then roll 1D6, +1 if the model is running or charging or +2 if the model is moving at more than 10". On 5+ the model has detonated a mine. He suffers a S6 hit with a-2 save modifier that inflicts 1D6 wounds and pins him there. There is also a chance that he will fall off the edge if he is within 1". Flying models (Ripperjacks etc.) will never set of mines unless they land.

Sludge Pools: With the constant flow of chemical waste seeping down through the layers of the Hive, holes in the ground are often filled up with toxic sludge. In most cases, what the pools contain has no direct link with the game (unless it is a Sludge Jelly). If a ganger enters a Sludge Pool for any reason

(falls or willingly enters), something unfortunate could happen. Roll on the table below:

SLUDGE POOL TABLE

D6	Result
1.	**Highly Corrosive.** The fighter is badly burned by the acidic chemicals and automatically goes out-of-action. From now on he causes *Fear*, due to the Horrific Scars.
2.	**Oxidising.** The fighter is unharmed, although any metal equipment (swords, firearms, bio-scanners, carapace armour etc) is destroyed on a 4+.
3.	**Corrosive.** The fighter suffers 1D3 automatic Wounds from acid burns. He is not pinned.
4.	**Lightly Corrosive.** The fighter does not suffer any wounds but does take a Flesh Wound. He is not pinned
5.	**Harmless.** The fighter sustains no damage at all.
6.	**Treasure Trove.** Not only is the liquid harm-less, the fighter also finds a piece of Archeotech at the bottom of the pool! Give the model a Loot Counter. This counter is worth D6x10 credits and the fighter gains 1D6 experience points for his find. Anyone else falling into the pool will not find anything.

A fighter wishing to swim through or out of a sludge pool does so at half speed, suffering the same damage each turn that he is in the pool. Any further fighters entering the pool suffer the same affects as the first.

Ash Wastes: Much of the ground surfaces in the Underhive are coated with layers of ash. Some are merely a few centimetres deep, but a few are meters deep and swallow people like quicksand. If a fighter for any reason, enters an area of Ash Waste, roll1D6 on the table right:
Any further fighter entering the Ash Waste suffers the same effects as the first.

ASH WASTES TABLE

D6	Result
1.	**Quicksand.** The fighter is immediately swallowed up by the soft ash. Roll another D6. 1-3. The fighter is lost. 4-6. The fighter finds himself in an air pocket. He misses the rest of the battle but is dug out by his comrades after the battle.
2.	**Neck Deep.** The fighter is trapped in the dust and cannot escape until the end of the battle. Count him as out for bottle reasons, but he may still be fired at by opponents that can see him.
3.	**Deep.** This area of Ash Waste counts as very difficult ground.
4.	**Shallow..** The area of Ash Waste counts as difficult ground.
5.	**Very SHALLOW.** The area of Ash Waste counts as open ground.
6.	**Lost Property**. The fighter is delighted to discover a piece of equipment in the ash. Choose a random piece of equipment from the price chart. This is what your fighter has found. Add it to your gang roster for free. The model gains 1D6 experience points for his lucky find.

NEW WEAPONS

Shoulder Strap

Any ganger: 5 credits

This consists simply of a length of chain or wire, upon which basic or special weapon can strapped over the shoulder. This means that these weapons will not encumber the user in hand-to-hand combat, allowing them to use an extra pistol or close combat weapon.

Incendiary Bombs

Any gangs: 20 credits

Raw phosphorus is just one of the many pollutants found in sealed containers in the Underhive. Wily gang fighters often fill clay balls with the substance, making a highly effective incendiary grenade. Scavvies sometimes use bottles of oil with burning rags poked in the top to clear out buildings for looting and Redemptionists often cleanse heretics with a good petrol bomb.

Flintlock Pistol

Any Ratskins or Scummers: 6 credits

The flintlock pistol is a very primitive pistol consisting of a long barrel fitted to a wooden grip. It works on the same principle as the musket, but is shorter ranged and easier to handle. Because it takes so long to reload, the user must remain stationary while he fires. Flintlocks are popular weapons amongst traditionally minded Scummers and hard-up Ratskins, but they usually act

as a back up weapon to other unreliable weapons such as bolt pistols or hand flamers.

Close combat: because of its bulky form and the time needed to reload, the flintlock pistol may not be used in close combat.

Muzzle Blade

Any gang: 5 credits

The muzzle blade or bayonet can be anything from a shard of plasteel tied to the end of a musket through combat knives welded to gun barrels to purpose made bayonets. They can turn a previously unwieldy weapon into a makeshift spear.

An autogun, lasgun, musket, needle rile or shotgun fitted with a muzzle blade may use the gun in close combat as though it were a spear, although it may not be thrown.

Hunting Bow

Any Ratskins: 10 credits

Ratskins are a primitive people. Although you often find them brandishing weapons such as grenades and lasguns, these are mainly looted, stolen or bought off renegade Guilders. They often start out with simpler weapons. Scavvies also resort to primitive weapons when they cannot afford weapons such as shotguns and autoguns.

Ratskin hunters can stalk a giant spider for hours, but it spoils the surprise if he misses with an autogun or musket, the spiders would be away before another shot could be fired. With a silent weapon such as the handbow or hunting bow, they can fire again and again without the spider realising it is under attack. This surprisingly, also works with some humans.

Armour: While the heavy arrow of a hunting bow can pierce flesh easily it lacks the momentum to punch through, thick, rigid armour. Any target with an armour saving throw has its armour save increased by +1 when hit by a hunting bow arrow.

Spears

Any Ratskins: 10 credits
Any Scavvies: 6 credits

Both Ratskin and Scavvy hunters use spears for hunting Underhive animals and they usually find their way onto a battlefield as well. There are purpose built spears of plasteel or other metals, but some fighters use sharpened chunks of slag or plasteel on fungusbark hafts. By far the simplest has to be a knife tied on the end of a length of thin piping.

The advantages of the spear are a longer reach and, as a last resort it can be thrown.

INCENDIARY BOMB

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
User S+2		–	–	4	1	-2	Auto

FLINTLOCK PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	9-16	–	-1	3	1	-1	6+

HUNTING BOW

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	9-18	–	-1	4	1	+1	6+

SPEAR

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
	Close Combat			As User	1	0	–
	2xStrength			3	1	-1	Auto

Gorka models can easily be used for settlements

Richard's Orlocks and Goliath's itching for a fight...

Close combat: because of their length, a fighter using a spear suffers no penalty for attacking a higher up enemy. He may also add +1 to his WS when in close combat. If the opposing fighter is using a spear then neither weapon gives any bonuses

Throwing: A spear may be thrown if need be, but if you do it is lost until the end of the battle. It may be thrown the same range as a grenade, but at a -1 to hit as spears are unwieldy.

Shields

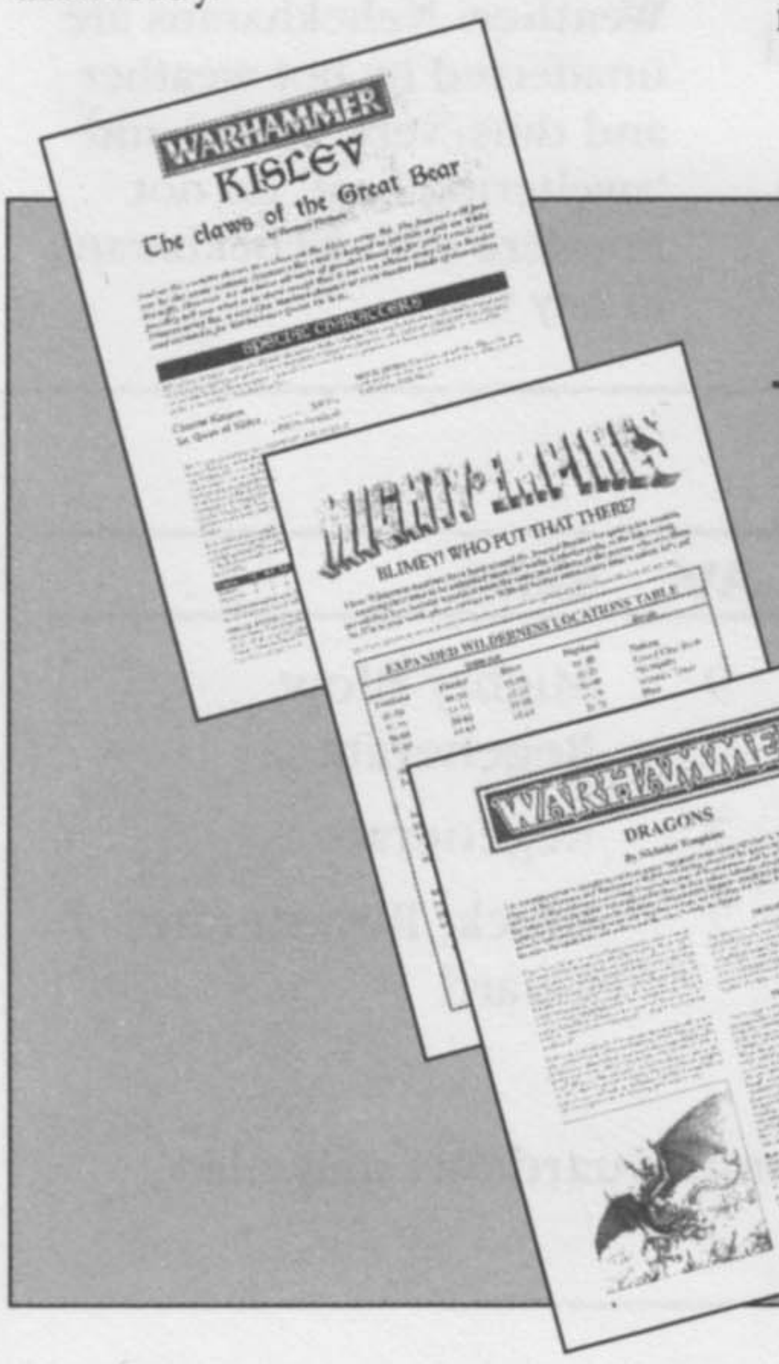
Any Ratskin: 5 credits

Although useless against most ranged hits, the Ratskins make use of shields, usually fashioned from pieces of sheet steel or fungusbark, in tribal warfare where hand-to-hand combat is inevitable.

Parry: the shield gives an armour save of 6+, or improves any present armour save by +1. However, the shield must be held in one hand, so no second weapon may be used.

NEW RULES

Picking up an injured fighter: If a fighter moves into base-to-base contact with a downed fighter from his side, he may pick the fighter up and sling him over his shoulder to get him out of the danger zone. The two models move as one and any hits in close combat or shooting are divided randomly between them. The carrying model may not run and suffers -1 Weapon Skill and Initiative, and may only fire pistols or throw grenades. In close combat he must use one less hand than normal.



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BLOOD BOWL

Fresh From the Grave

Alternative rules for Undead Teams

By Elvis Lancaster

Digging up the Dead

I designed these teams to reflect the 'new look' Undead armies derived from Warhammer with Tuomas' Pirinen's Vampire Counts and Nigel Stillman's Tomb Kings lists. Because of this these teams are somewhat limited compared to the original Undead Blood Bowl team.

Nehekharan Teams

Deep in the southern deserts lies the lost kingdom of Nehekhara. Nothing remains of this ancient and once mighty land except for the ruined tombs and necropolises of its long dead rulers. However in this forgotten land the dead do not rest easy and thus it is that some of the ancient Blood Bowl players of this lost civilisation are slowly returning to their dry and ruined pitches to play once more. Sometimes after centuries of play the long dead players journey northwards to seek new challenges upon the Blood Bowl pitches of the living.

Tomb King: The Nehekharan team's head coach is a Tomb King. His will is the driving force behind the team and should he be slain the team will become confused and disoriented. To represent this if the Tomb King is slain the team will be unable to use re-rolls for the remainder of the match. After the match the Liche Priest may resurrect the Tomb King for no additional fee.

Liche Priest: In addition to the Tomb King all Nehekharan teams have a Liche Priest. This powerful Undead wizard is included at no cost and may cast the *Raise the Dead* spell in the same way as a Necromancer. Note however a Skeleton is created rather than a Zombie as organic materials decay fast in the harsh desert climate. If the Liche Priest is slain during a game then the team may not use its *Regenerate* skill for the remainder of the game. After the game the Liche will be replaced for no cost.

If both the Tomb King and the Liche Priest are slain during the same match the team is permanently destroyed.

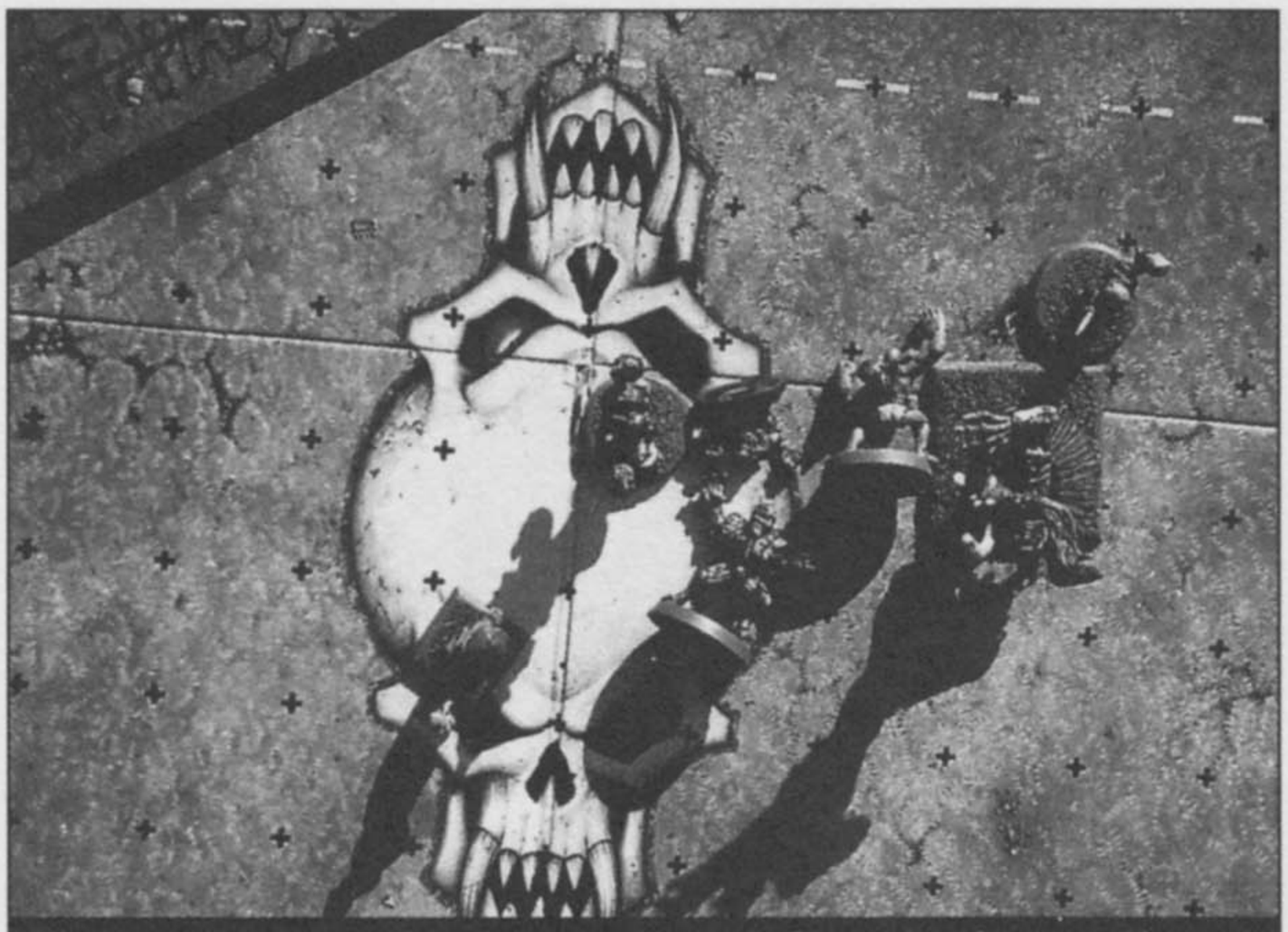
Weather: Nehekharans are unaffected by hot weather and thus 'very sunny' and 'sweltering heat' do not interfere with Nehekharans in any way.

NEHEKHARAN TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-4	Mummies	100,000	3	5	1	9	Mighty Blow, Regenerate
0-16	Skeletons	30,000	5	3	2	7	Regenerate
0-4	Tomb Guards	90,000	5	3	3	7	Block, Regenerate, Guard

Re-roll counter: 70,000 gold pieces each

All players may take General Skills. Mummies and Tomb Guardians may also have Strength skills.



The Undead are on the pitch and they think it's all over

Vampire Counts Teams

Despite the best efforts of fanatical Witch Hunters, heroic Questing Knights, fearless Dwarf Slayers, zealous Warrior Priests and many other heroes (not forgetting Buffy the Vampire Slayer!) Vampires still lurk in the shadows of the Old World. Some Vampires use their powers over the dead to form Blood Bowl teams of walking corpses. These teams of the 'living impaired' shamble onto the pitch to play blood Bowl once again.

Vampire: The team's head coach is a Vampire whose powers allow him to control the team. The Vampire costs no gold to be included in the team – indeed he is both free and compulsory. If he is slain during a game then all Zombies and Wights lose their *Regenerate* skill for the remainder of the match. The Vampire will be assumed to rise from the grave or be replaced before the next match.

The Vampire will belong to one of the four great Vampire bloodlines and thus will have one of the following special rules:

Von Carstein – the Vampire has power over the elements and thus may choose the weather result at every kick off. No roll on the table is necessary. If both teams have this ability then the weather will be determined randomly as normal.

Necrarch – the Vampire is a great and evil wizard who may cast the *Raise the Dead* spell in the same way as a Necromancer.

Blood Dragon – the Vampire is excellent at hand-to-hand fighting. Thus all enemy players who end up in the crowd suffer an additional +1 modifier to their injury roll to represent the Blood Dragon attacking them as they attempt to get back to the dugout.

Lahmia - the Vampire can seduce the referee and thus may automatically pass the first argue the call roll of each half.

Necromancer: a Necromancer may be hired as a team wizard at a cost of 150,000 gold crowns. He may cast the *Raise the Dead* spell. If a Necrarch is the head coach then the team may have two wizards (the Necrarch and a Necromancer) this is an exception to the usual rule of only having a single wizard.

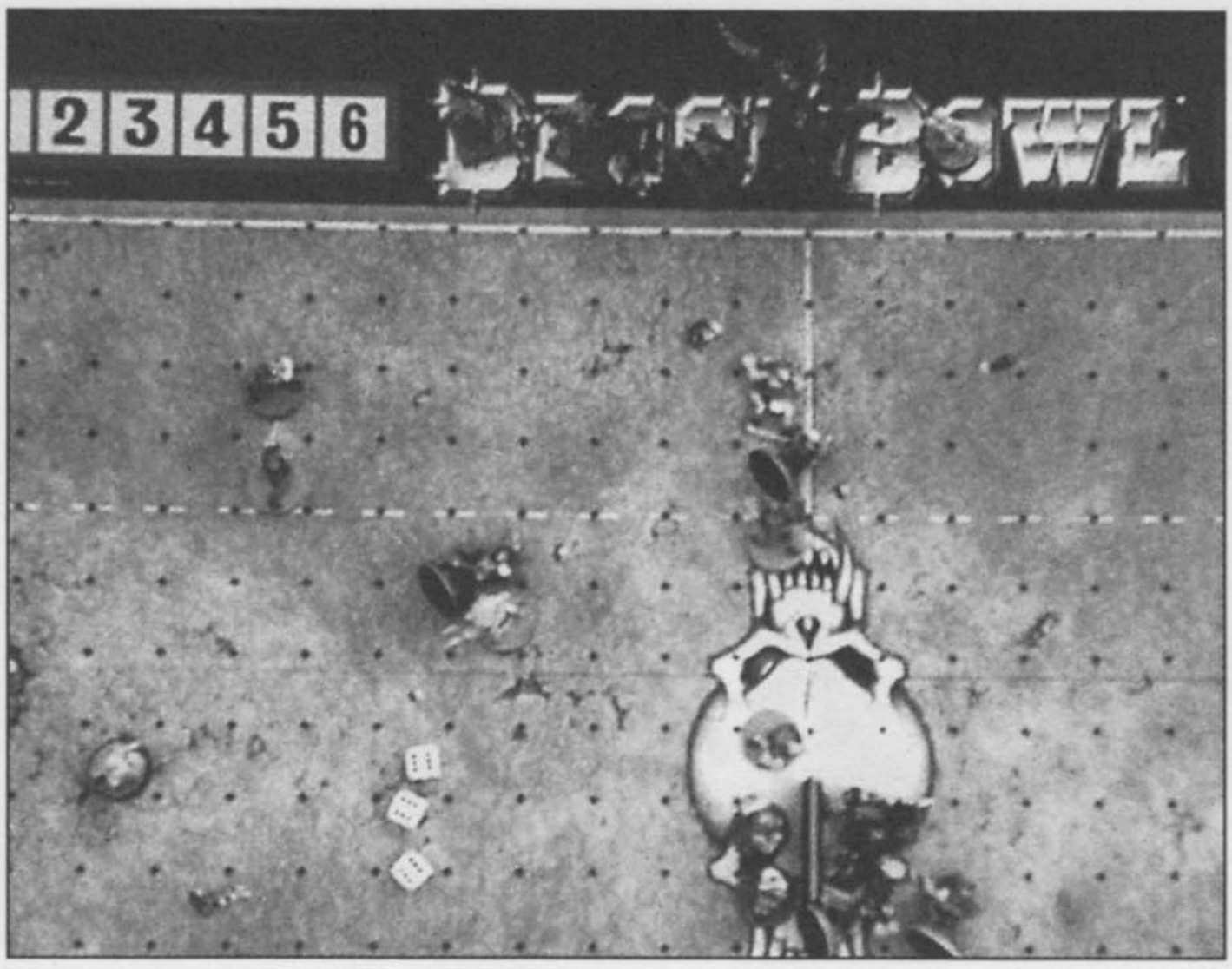
Note that the Vampire Thralls do not suffer from the 'off for a bite' rule as they are partially controlled by the Vampire coach.

VAMPIRE COUNTS TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-4	Wights	90,000	6	3	3	8	Block, Regenerate
0-2	Vampire Thralls	120,000	6	4	4	8	Regenerate
0-16	Zombies	30,000	4	3	2	8	Regenerate
0-4	Ghouls	70,000	7	3	3	7	Dodge

Re-roll counter: 70,000 gold pieces each

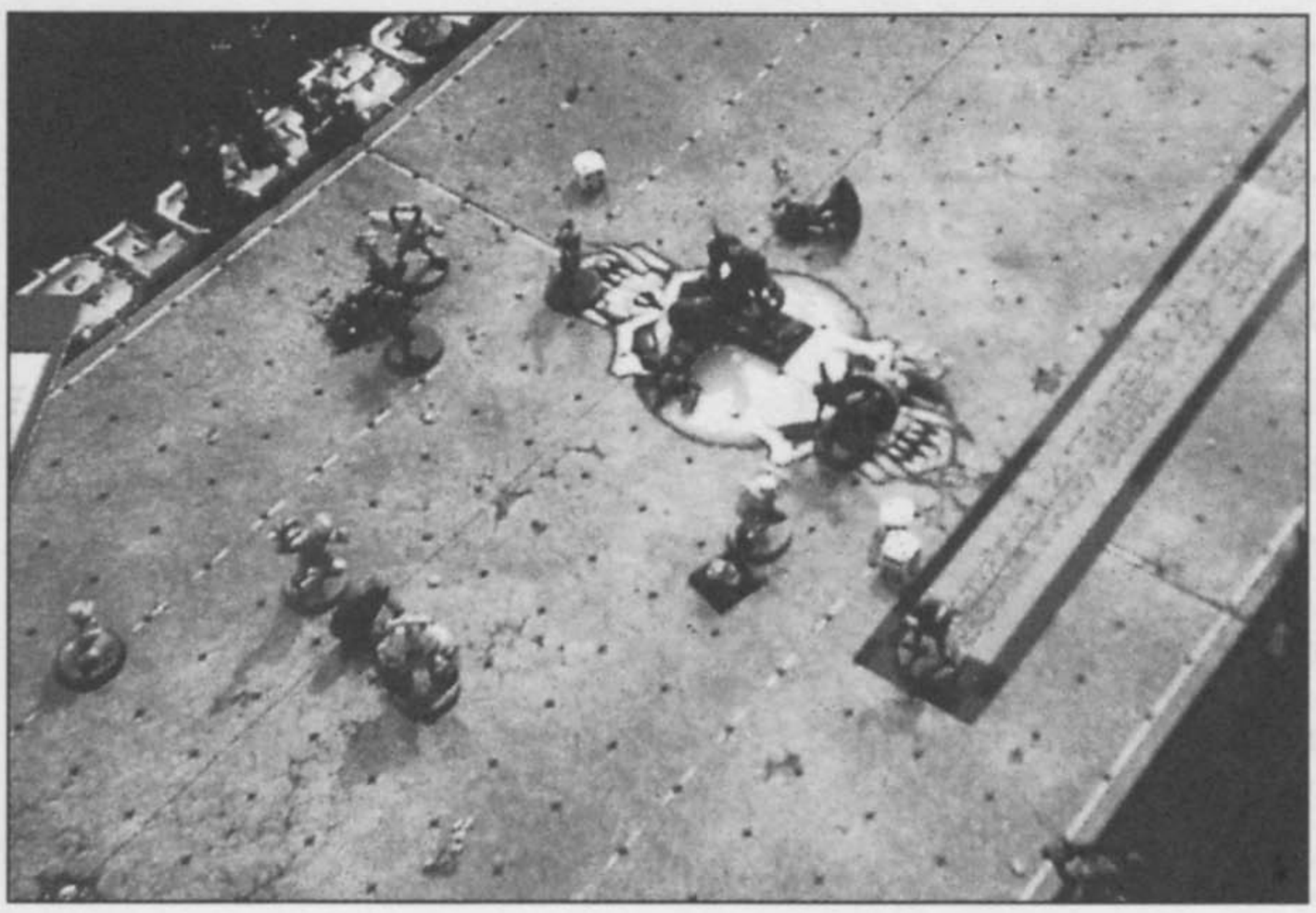
All players may take General Skills. Vampires and Ghouls may also take Agility skills and Wights may have Strength skills.



Uh-huh, Thank you mam...

You might have thought that calling yourself Elvis is more than a little strange... well, it is but then again so is he! Elvis describes himself as eighteen and devoid of a criminal record which is encouraging. Elvis plays all GW games under the sun including some of the old classics like Fury of Dracula and Warhammer Fantasy Roleplay. He fields Skaven in Warhammer and says that he sweeps aside all of his foolish opposition.

Elvis regularly attends the weekly gatherings of Ye Olde Games Clubbe at Rosset school with his mate Gary 'Nutter' Thorpe (no relation to Gav I'm told). Apparently, it's a club for local people – they want no trouble there! The pair run a Blood Bowl league and the weekly newsletter called 'Erotic adventures in Blood Bowl', mmm... nuff said. Elvis also has an unnatural interest in Halflings and so should have enjoyed the last issue immensely.



Painting the Town Red...

Nehekharan teams are much slower than standard Undead teams but are even better at blocking. Try to think of them as Orcs with lower armour and Regenerate and you won't go far wrong. In leagues go for skills such as *Block*, *Tackle* and *Mighty Blow* to increase your blocking capacity. Skeletons draw little benefit from more exotic skills such as *Pass Block* or *Shadowing* unless you are lucky enough to gain some profile advances first. Tomb Guardians make good blitzers and benefit greatly from Agility skills if you can get some. Mummies do will with skills such as *Dirty Player, Stand Firm, Leader, Pro* and *Multiple Block* (useful against Goblins etc.)

Old World Undead Teams are faster than standard Undead teams but lack the strength of Mummies. Vampire Thralls make good blockers but are at their best as blitzers where their AG4 comes in really useful. Ghouls should be kept back until there is little risk of injury and when the time is ripe should rush through a gap to score. Zombies are best on the front line where they can prevent enemy players from getting at your Ghouls. Zombies can become good blockers once they have gained a few skills. Vampire Thralls should get *Block* and *Dodge* as soon as possible. As Wights have the *Block* skill from the start they are good choices for *Leader* or *Pro*.

That's about it really.

Ladies and gentlemen, Elvis has just left the building.

WARHAMMER®

Wythel Warriors

New Regiment of Renown

By Christian Berthelson

Chris is from Norway and a very keen gamer. There's nothing he likes more that getting together with his friends and having a titanic clash on the table-top. His friends are all fairly 'loony' – Frederick 'The Proud Bretonnian', Kristian 'The Goblin Fanatic', Alex 'The Slann Mage Priest' and Magnus 'The Nonchalant High Elf'. They all love Warhammer which is their favourite game and as you can see from the picture of their gaming room (below) they manage to do it in style...

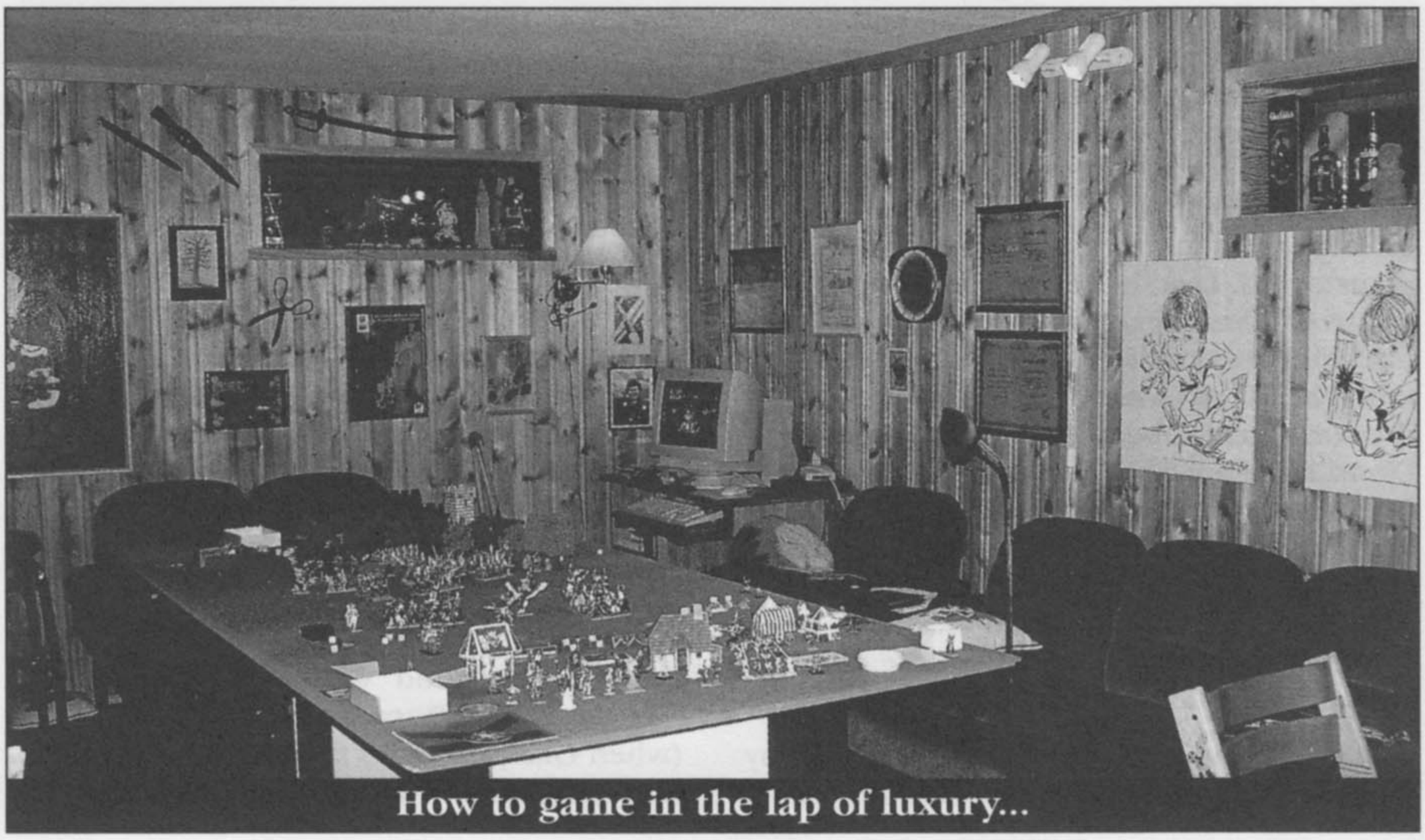
The Lost Kindred of the Wood Elves

In the Wood Elf army book this 'Lost kindred' is described in detail. They were a kindred of Elves who lived using the Wythel trees, the finest trees in all of Loren, both for making longbows and spears, and for food with the delicious pine nuts and resin wine. Unfortunately, they did not learn to use any of the other trees, as the Wythel trees provided all needed. As the centuries passed, the Wythel trees became fewer and fewer, despite the attempts of the Elves through their magic and skills in attempt to save them. After years of searching the empty barren lands that were the Old World at this time, a Mage of a group of Warhawk riders returned with twigs and cones of a flourishing grove of Wythel trees. The Wythel kindred decided to find this grove and protect it and live in it. In about -700 I.C. the Wythel kindred set out on a long journey to the east. Warhawk riders of the Pine Crags Kindred followed them as long as they could, but when the winter snow came, their tracks were lost.

The lost Kindred were never to be seen again, although a few scouts claim to have seen and spoken with fellow scouts of the Lost Kindred, far to the east of the Grey mountains. And there is no reason to doubt their word.

The Wythel Grove

The Lost Kindred took the route southeast over the Grey Mountains and eventually along the forests south of the Black Mountains in the Border Princes after crossing this chain of mountains also, until they finally reached the Wythel Grove, just



How to game in the lap of luxury...

west of the Worlds Edge mountains of the and near Karaz-a-Karak. The journey took over 5 months.(I have used the average speed of walking, including half speed over mountains, and compared it to the distance of the journey. As you know, the distance scale is in p.51 in the Battle Book.)

The journey was long and hazardous following the route across Grey mountains and through the deep forests east of a land that was yet to become the Empire. The Old World at this time was a wild and unkempt land sparsely populated by nomadic tribes of early humans but also roving bands of pillaging Orcs, Goblins and sinister Skaven. The kindred had to battle several Orc bands in the vast forests, and were ambushed by Night Goblins on numerous occasions before they had reached their final destination. The Kindred had lost over half their number through near constant battle and famine before their five month exodus was complete. When they finally reached the groves of Wythel trees there was much rejoicing and a huge banquet was held for their twin Gods Kurnous and Isha. The Mages at once began the rituals of tree singing, making dwellings for the Elves to live in and weaved faerie magic around them to hide their existence from the rough and the curious who would seek to do them harm. The Elves created their new home in just a few days.

The Wythel Warriors

One amongst their number named Alayor, a fine warrior and expert ranger, had grown restless. After all that the Kindred had endured during their long journey, the constant fighting with the Greenskins, the loss of so many loved ones many had grown embittered. Many were now unprepared to just settle down to the peaceful, quiet existence that the forest folk were originally accustomed. Lead by the wrathful Alayor a group of Elven rangers would scout the outlying areas of the Wythel Groves hunting down bands of Orcs or Skaven wherever they discovered them. A few months later, a Dwarf innkeeper by the name of Olaf Greybeard was discovered by these Wythel Warriors as they later became known, while he was gathering berries and other ingredients for his renowned ale which he serves at his inn 'Olaf's Gaff' on the old Dwarf road to Karaz-a-Karak.

Quick-thinking as he was, he saved his life by immediately throwing his hands in the air

The Wythel Warriors

Elite Elven archers, warriors & scouts. All-purpose, capable of completing all tasks to a level of quality unattainable by lesser races.

Do you have a forest to protect?

Trouble with Greenskins?

Tunnel-digging Skaven?

Blaggards stomping on your flower-beds?

Consider it solved.

Contact Olaf Greybeard at the inn Olaf's Gaff on the old Dwarf road to Karaz-a-Karak.

when he heard noises in the bushes nearby. He managed to communicate with the Elves, as Olaf remembered a few basic words of Eltharin from his days as a trader a few centuries ago. Over the following weeks, Olaf brought the Elves much in the way of weapons and equipment, and in return, the Elves supplied him with the finest berries and plants for his ale. This was one of the few instances of Dwarf/Elf co-operation since the War of the Beard. These days, Olaf still runs his inn, and acts as the representative for the Wythel Warriors who have fast become a successful mercenary band always willing to rid the world of the likes of Orcs, Goblins and Skaven.

THE REGIMENT

Captain: Alayor The Wrathful

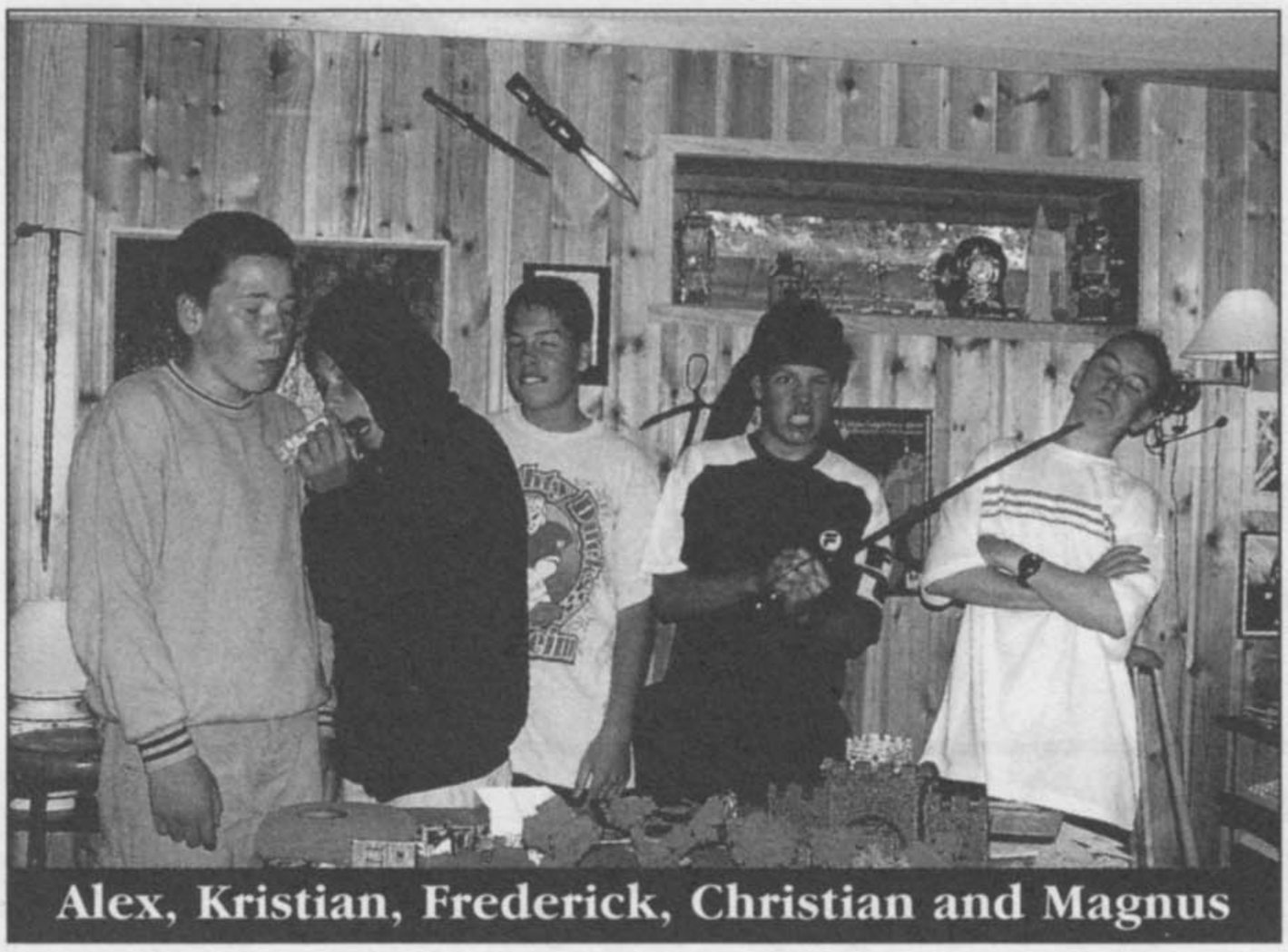
Motto: Nature-loving, dangerous, definitely worth the search.

Battle-cry: 'Revenge for Kurnous and Isha!'

This battle cry refers to Kurnous the Wild Hunter and Isha the Earth Mother, the gods of the Wood Elves.

Appearance: Alayor's Wythel Warriors are quite distinct looking for Wood Elves. They wear mostly attire of Wood Elven manufacture – green or brown tunics and cloaks which are soiled from battle and travel. The rest of their equipment, armour travelling packs etc is of various different origins from Dwarf to the man-made.

For Hire: All 'good' Warhammer armies may hire the Wythel Warriors; Wood Elves, Dwarfs (when Olaf persuades them), Bretonnia, Empire, Dogs of War and High Elves.


Alex, Kristian, Frederick, Christian and Magnus

Points: Alayor The Wrathful and nine Wythel Warriors including Standard Bearer and musician cost a total of 288 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +18 points per additional Wythel warrior.

Profile	M	WS	BS	S	T	W	I	A	Ld
Alayor	5	6	6	4	4	2	8	3	9
Wythel Warrior	5	4	5	3	3	1	7	1	8

Weapons/Armour: The Wythel Warriors each carry a Wythel Longbow and a Wythel Spear. They have armour plates of hard Wythel wood mixed with chainmail or leather which they have scavenged or traded for which counts as light armour, and carry shields.

Armour save: 5+ (Note: This is only when they are not using their Longbows in which case they may not use their shields in which case they have a save of 6+.)

SPECIAL RULES

Movement: Like all Wood Elves, the Wythel Warriors suffer no movement penalties for moving through woods.

Wythel Longbows: The Warriors carry Wythel longbows which are the finest Elven Longbows ever made and add +8" to the range and have a -2 Save modifier.

Wythel Spears: Wythel spears are incredibly strong, are good at penetrating armour and rarely break in combat. When using a Wythel Spear the user adds +1 Strength in addition to the other rules for spears.

Hatred: The Wythel Warriors and Alayor have fought the likes of Orcs and Goblins and Skaven for centuries and have born witness to the cruelty and depredations of these barbaric races. They suffer the rules for *Hatred* towards Orcs and Goblins and Skaven and seek to destroy them whenever they get the opportunity.

And that's a wrap...

Here you go, guys! A complete Dogs of War Regiment of Renown. I understand that having people sending in suggestions for new regiments for Warhammer and Dogs of War may get tiresome, but the early story of this particular Kindred is in the Wood Elf Army book! So why not continue the story with a Dogs of War regiment? I can't see a reason why not...All the points values have been carefully calculated by me, as I have done with the continuing story of the Lost Kindred. You may think that 288 points is kinda much for an infantry regiment, but as you can see, the Wythel Warriors are all-purpose! They can be used as effective archers, close combat fighters, flanking troops, and all in the same battle! So please take this Dogs of War regiment into careful consideration, as many armies could use some good Elven quality in their ranks.

Enjoy raining death upon your foes...

Christian's complete Wood Elf army

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

Hive Fleet Harbinger

Personalising and theming your Tyranid armies

By Sherman Bishop

My name is Sherman Bishop, I live in the northern Kentucky (USA) town of Carrollton nestled at the junction of the Ohio and Kentucky Rivers. I am 33 and have been involved with GW hobbies extensively since the release of Necromunda. I currently have a large Salamander Marine force The Draco Legion, and Harbinger my own personal take on the Tyranid hive fleets. I work as a Chemist/Supervisor in a hazardous waste recycling plant and have done so for the past 9+ years. I don't get to play games as often as I would like, but I am afforded ample opportunity to do conversions and work on the background and character of my armies due to my work schedule. My current projects include, a RIPPER SWARM infestation hive terrain piece, a 40k scale Harridan, and a Iyanden Ghost army with Dread conversions of course.

NOTE: the ripperhive is being built for a scenario including a new Tyranid creature 'Brood-mother' and an 'army of Rippers'. Even prior to this I was considering chronicling the building of this and the Broodmother for submission along with the scenario. After playtesting of course.

After I have completed most of the Harbinger HIVE FLEET I turned my attentions to the missing aspects of the force. The Trygon and Harridan, while I had assault spawn excellently made by Armorcast they had never produced either of these creatures. My Imperial Guard opponent liked to use his Baneblade Super Heavy Battle Tank so I decided to build myself a superheavy all of my own. I made the Trygon from an ovenbake model compound called Super Sculpy. It required about four hours to make not counting bake and cool times, after I had drawn it out to scale as best I could. I have now secured proper carving tools and have completed the sketches of the Harridan in scale.

I am currently trying to determine the best way to show the Gargoyles on the underside of the creature. This sticking point has prevented me thus far, from continuing. All of the Ghost army stuff is on hold until I hash out with the other players if they are going to allow me to use the appendix army when the codex comes out. My choice of Craftworld was influenced by the old board game Doom of the Eldar. I wanted to build a force of Eldar survivors who hunted down Tyranids. This project too I had considered for special campaign type scenarios and possible consideration.

Contacting the Hive Mind

One of the complaints I most often hear about Tyranids is the lack of character within the faceless nameless hoards. Some say the army is bland, a 'cookie cutter army' where one is basically the same as the next. So how do you go about giving a face to your hive fleet? What will set it apart from the host of others? Well all it takes is determination and some good ideas. Tyranids afford the conversionist (is that a word?) *(Who cares, it sounds good to me, – Ed)* with a plethora of opportunities. Your creative nature has free reign because there isn't a tremendous amount of definitive published information about them. You can start from scratch and make the entire HIVE FLEET the way you envision it. So long as you use it by the rules there shouldn't be any problem with your bio-engineered nasties!

Get Thinking

Starting off you should do a few things. If you want your HIVE FLEET to stand out and be unique you need something added into the mix. Here is where you build the theme and history for your army. Some people don't consider this an important part of 40k but I feel it is of paramount importance if you wish to create an army with character. So, assuming your hive fleet has been separate from the 'normal' Tyranids long enough to evolve its own look and feel, what should these changes include? For inspiration I suggest you look to nature's myriad forms and try to incorporate those which appeal to your overall vision. I wanted my Hive fleet to have quite a few marine traits and the ones I chose were, tentacled mouths, extra limbs (quadrupeds), and special limbs (claws etc.). Drawing on arachnid, mollusk and crustacean anatomy for the forms. I wanted them to be 'less humanoid' and 'more alien'. Once you hit upon a theme that you like, finding inspiration for additional conversions isn't difficult. Have a go I'm sure you'll like the results. As an example: Almost all insects can fly. If you wanted to use this in your swarm, adding vestigial wings or translucent wasp wings (if you can find them) to the Warriors, Lictors and Tyrants would be a wonderful addition. Also, making the limbs longer and spindly would add to the affect.

Ok, now for the tough decisions – you need to establish a paint scheme to unite the entire hoard. Having minor variations with different broods is fine, but try to avoid stark departures. This creates an overall unity to the force, which looks very nice on the table. I suggest making some paint swatches with the various colours painted over white, grey and black undercoats. This will tell you how your colours will look depending on the primer used. After finding appealing colours (ones which won't drive you mad painting on dozens and dozens of figures) look for highlight and accent colours. For example, I chose to have uniformly black glossy eyes on all my Tyranids because yellow was too stark a departure and red didn't look quite right to me. By painting the 'face' with white highlights the black eyes stand out nicely. For the flesh I used various hues of violets and purples, while on the carapace, horn and bone I blended light brown to white. Working from this I varied the brood's colours subtly to help distinguish similar broods from one another.

When looking for parts to use in conversions don't exclude anything simply based on the line it is from. A short list of things to look at would include the entire Epic Tyranid line (lots of bits there for conversions) Bio Titan front legs are extremely useful in making imposing creatures as well plus the ripper tentacles are great for flesh hooks. Then there are those multi use bits like the Hormagaunt rear arms. I use these for all sorts of stuff from legs on the Brain Crab, stalkers and spikes on 'Ol Spiky'.

A short bit about bits...

Here are some of the parts used in Harbinger and how they were used. Zoanthrope and Warrior claw arms. The fingers make excellent spines for all sorts of applications, simply cut them off and pin them in place.

Lictor tails in conjunction with some green stuff and spines make excellent developing arms for Carnifex. Bio Titan front legs are great for making legs on the larger creatures. And don't be afraid to use green stuff, since the creatures are organic it is a lot easier to do than you would think.

Simply changing the pose of the model can create quite an effect. For example, if you model a Lictor down on all fours it gives a much different look to the model, more feral and menacing

The old Version 2 biomorphs are also an excellent source of ideas for conversions. If you

think about how a creature with the particular adaptation would differ visually you can get quite a few interesting ideas.

Character conversions

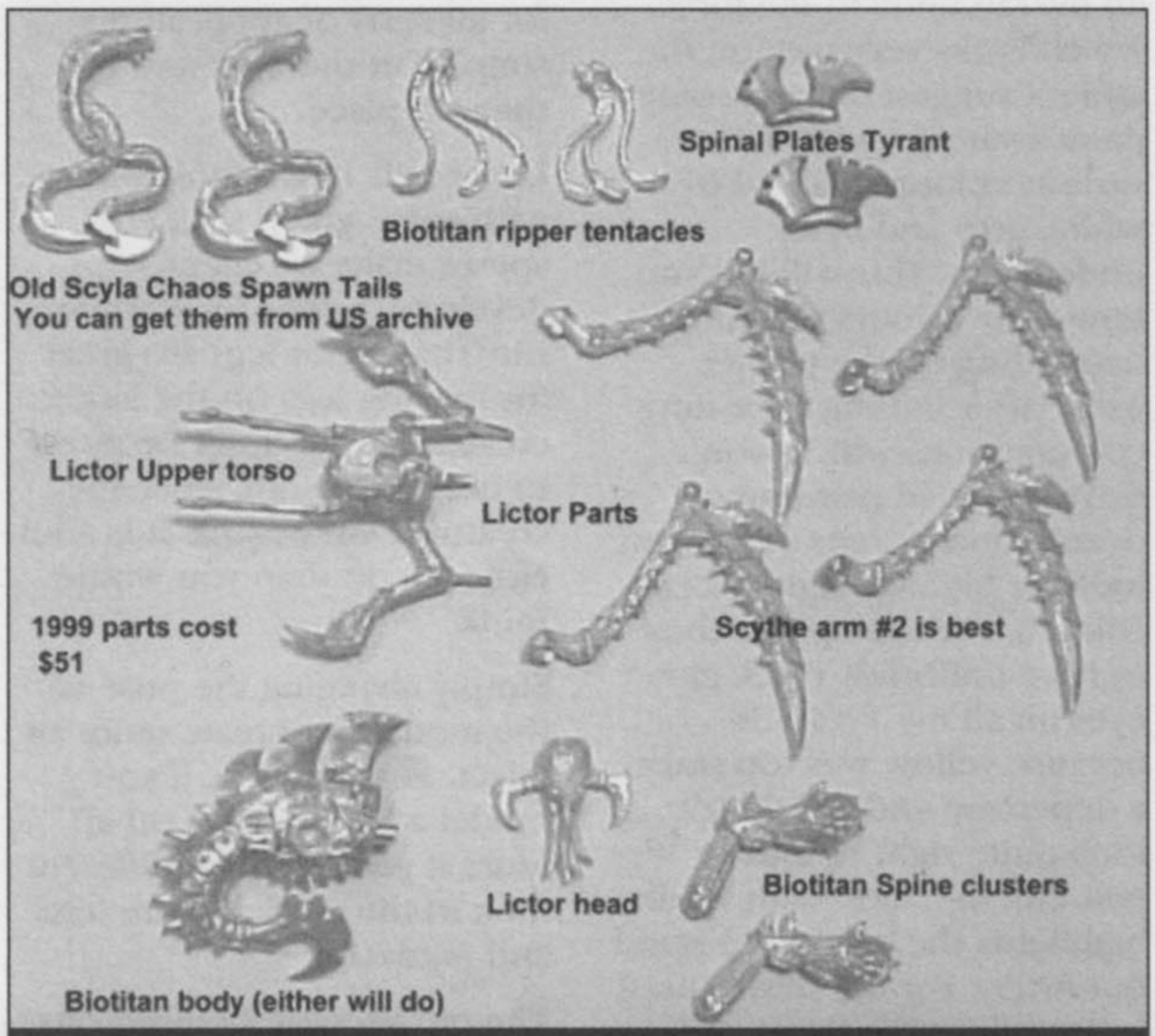
Since you can't easily depict the history and 'name' of creatures within your Hive Fleet in their terms it is a nice opportunity to use another source of commentary. When you take the time and effort to create an interesting conversion you need to go ahead and make some colour text to go with it. This helps bring it alive within the game. Using field reports and engagement reports as a media for creating the history of characters (or unique creatures) within the Hive Fleet is very effective and fits into the 40k universe nicely. Two of my carnifex 'Ol' Spiky' and 'Ravager' earned their tags from the survivors of the Imperial Guard forces which first encountered them.

Just because you have this new conversion doesn't mean you really need to make special rules for it either. If you do you will always have to get permission and explain the rules etc. It is much easier and universally accepted to simply use a current creature's rule and field them. This avoids confusion so long as you make it clear what the figure counts as. If you have a lot of conversions make sure your opponent understands what they are, it is only good gamesmanship.

Conversion Details

Swarm Mother

(Warrior variant – see outside back cover) I wanted to make a unique, alternate HQ for my infestation army. keeping with, and expanding on the quadruped aquatic theme. This conversion turned out so well I made three of them! I later decided to field them as Warriors with devourers.



Swarm Mother parts

TOOLS

- Green Stuff (less than 1/4 inch)
- Razor Saw or Jewellers Saw
- Dremal tool or Pin vice (and a strong grip!)
- Needle files
- Flush Cut snips (razorsaw can be used)
- Paperclip, wire or something to pin with

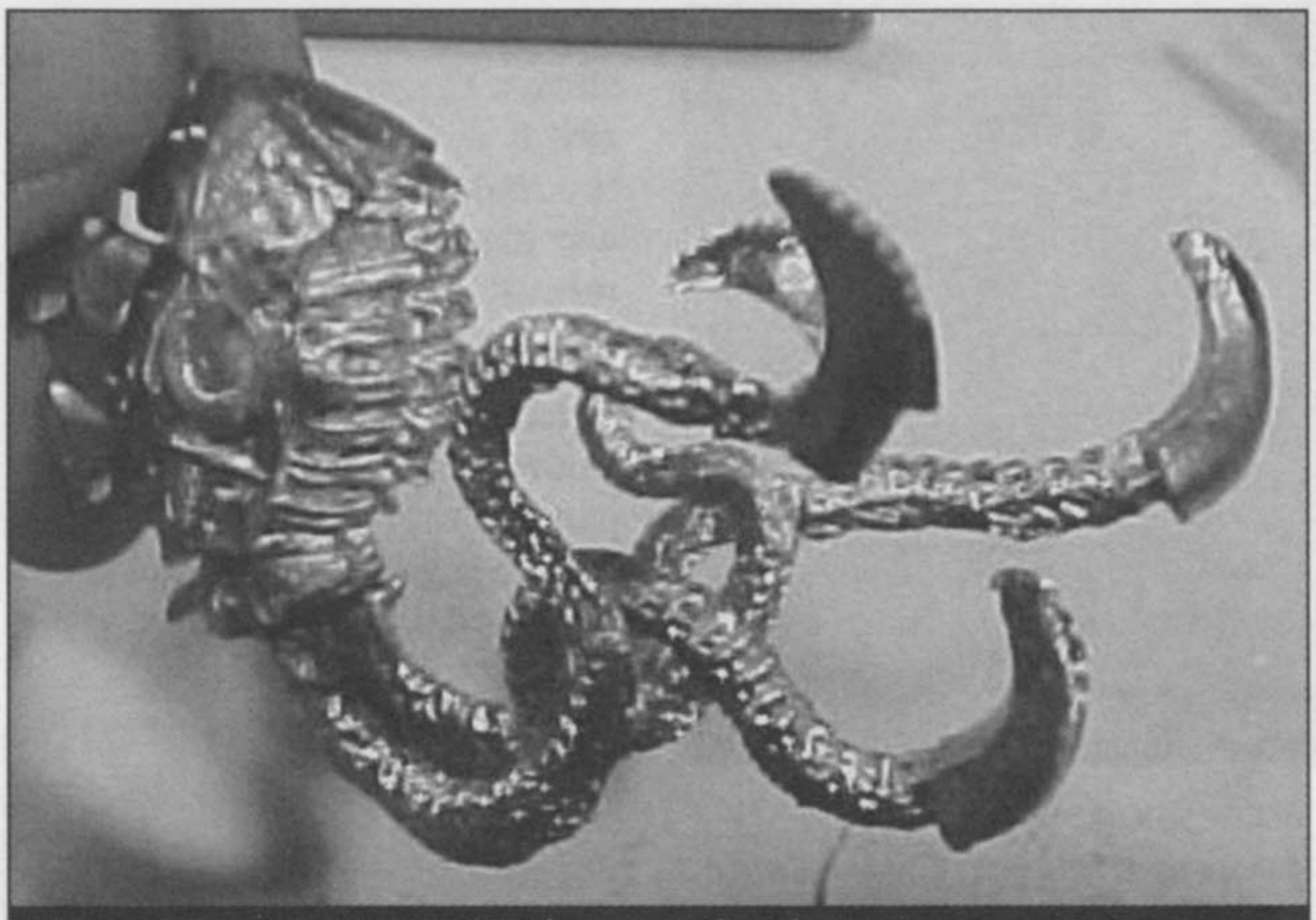
CAUTION! Follow ALL safety suggestions for the tools used. You do not want to drill a hole in your finger bone (right Erick?).

We start off with the Bio Titan body, by cutting the mounting pin and the tail off as shown below. A razorsaw is the preferred method, because you can make very straight cuts. File the areas smooth.

Next we prepare the Chaos Spawn tails to be fixed to the bottom of the body. To do this you will want to use the Razorsaw again and cut the tail hooks loose from each other. Then smooth the cut area and bend the tails so they don't look like the same part.

Now you need to cut the top of the tails off flush and file them. Then drill a hole in the end slightly larger than what you plan to use to do the pinning. The bottom of the body will need two holes, test place the tails before drilling these and file the inner edges of the tails so they will fit together smoothly.

I glue the pin in the body first and then attach the tails bending the mounting pin if I have to (after three of these I got good at it!).



Tails attached...

Don't worry about any gaps right now fit the pieces as snugly as you can and we'll come back for the gaps when we start using the Green Stuff. Next we have to prepare the Lictor Scythes to be used as legs. You'll need to saw or clip off the end of the joint to get a flat surface to drill and mount.

This cut was done with flush-cut snips. Notice that the piece to the left is crushed but the part I wanted is cut smooth. Normal snips will damage both parts with an angled cut so if you don't have flush-cut snips use a razorsaw or start the cut further out so you can file it down smooth. Now you'll need to drill the legs and mount pins.

Drill the leg mounting holes: one in the u-shaped rear and the other just under the second spine band in the front. Do the same on the other side. Glue it all together.

If you used long mounting pins you can bend the mounts around quite a bit before you glue them down. Any gaps can be filled in with Green Stuff later.

Now we go to the upper body, set the lower part aside for now. This is (very roughly) based on a Lictor upper torso, but you do get to hack it up quite a bit.

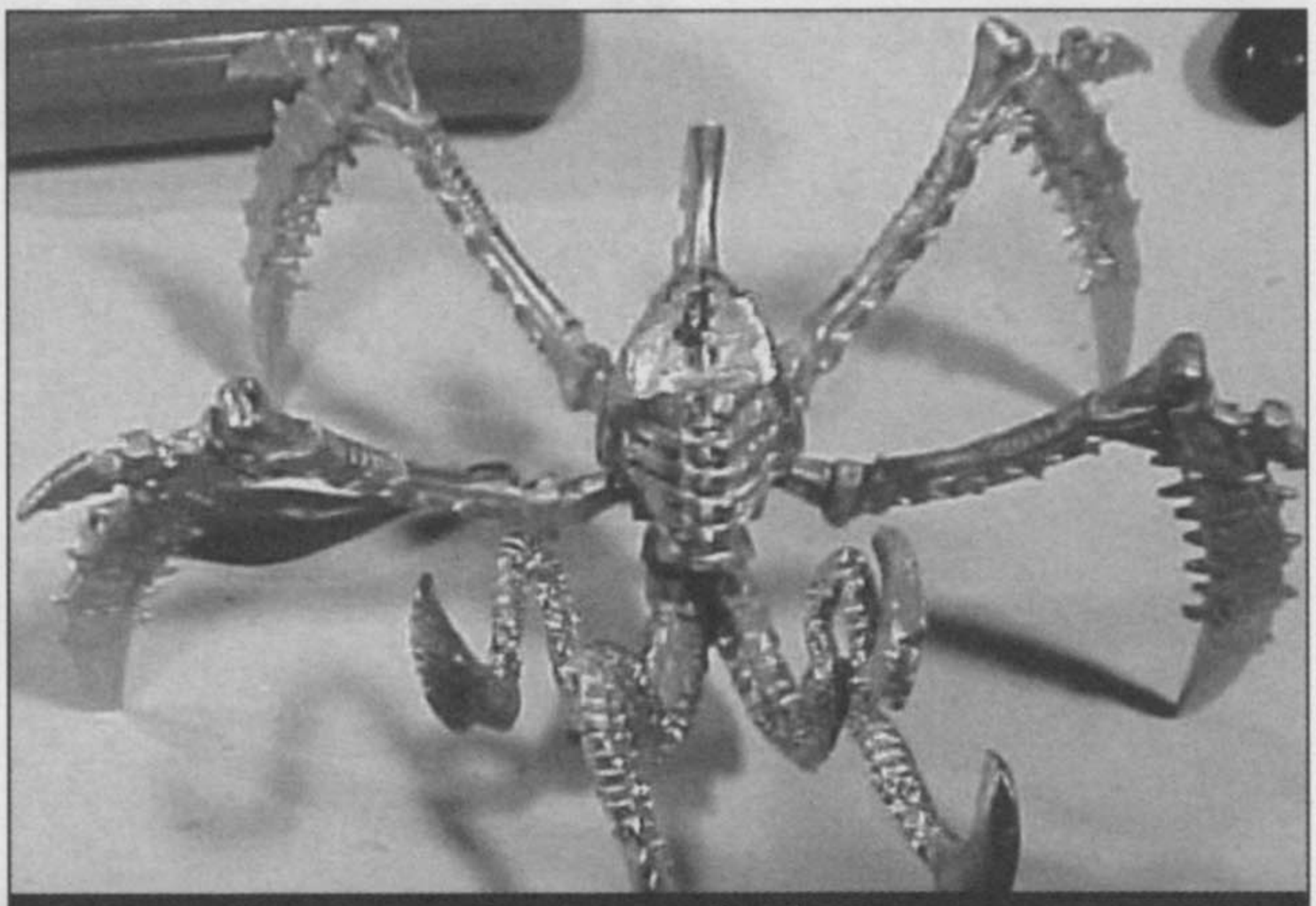
As always, file these areas smooth (the shiny surface is where the lower jaw of the Lictor was, you need to make room for the Swarm Mother's head. The arm and fleshhook locations should be drilled for pinning in the centre.

The Spine cluster arm is always the left arm so you have to cut it at the elbow, recut the slant the opposite way and then pin it back. The only cuts required on the ripper tentacles is to cut off the mounting peg and then drill and pin it after smoothing of course. The spinal plates fit into the shoulder mounts for the Lictor's scythe claws. (I always used the top part of the spinal plate, you only need two, but you can use more.)

To mount the arms I placed a pin in the shoulders which would reach the inner wall of the arm joint and glued it into place. Then I filled the arm mount hole with glue and used zap kicker to set it instantly (Green Stuff would work if you want to wait for it to cure.) Then drill and mount as normal.

Now take the upper torso and set it on the lower part. Pick a point and drill a pin hole to mount the two together, glue one of the sides but not both. You will see a significant gap shown when you test fit these. We will fix that once we're done with the head.

The head will be quite small when you finish cutting. Building up the skull crenellations is done with the Green Stuff and I used a



Legs attached...

The parts needed for the lower torso

patter press I made to texture the surface. A pattern press is a hard piece of 'something' which has a pattern on it that you want to use (in relief) on the Green Stuff. Alternatively you can pick at it with a toothpick or something try to make it look like a bone brain. The tentacles are easy to make. Take a small (very small) bit of Green Stuff and roll it out on a smooth surface. Take your knife and cut it somewhere in the centre making the length you want for the tentacle. With the cut end stuck on the blade lightly curl the tentacle by pressing it ever so gently into something smooth. Then place it on some plastic or something. Repeat this process until you have a large bundle.

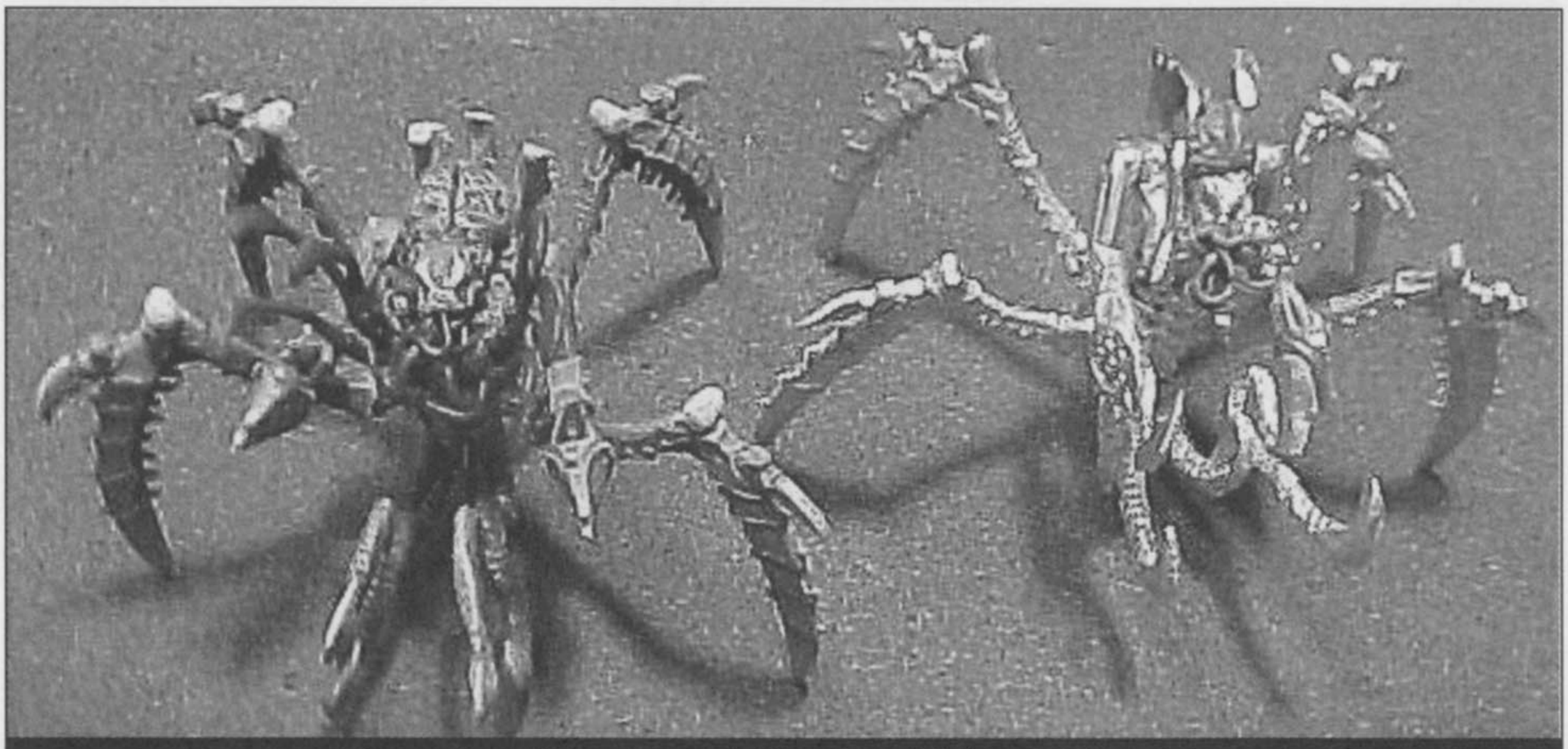
Now we are going to go back and fill any gaps left in the main body and join the upper and lower halves. Take a pea-sized ball of the Green Stuff and work it in around the mounting peg on the upper or lower body (whichever you chose to glue earlier). Now put some glue on the end of the peg and fit the two halves. Squeeze any excess Green Stuff out of the gaps. Now using an exacto blade or toothpick, whatever, remove the excess and poke the Green Stuff in the gap repeatedly to texture it. Try to match the normal 'guts' shown through the Tyranid ribs if you can. Take some of the excess Green Stuff and fill any gaps around the leg mounts and tail joint. Let all these cure.

Once these are cured (3-4 hours at least typically) you can cut them to the right length if you had them too long and arrange them for the

Modelling Green Stuff

If you have trouble with the Green Stuff being too sticky use one or all of the following methods.

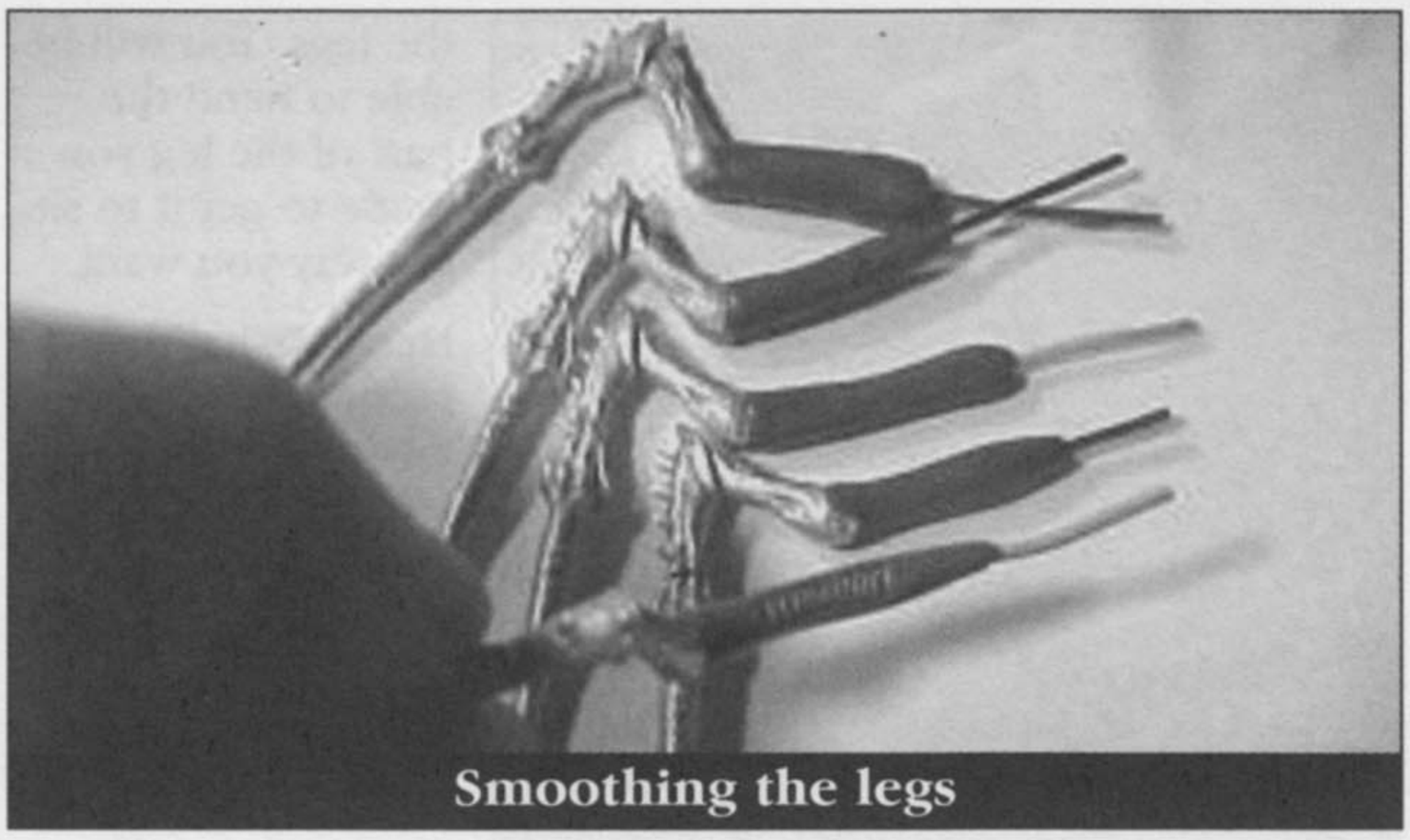
- Talc, dip your tools in talc to keep them from sticking (Joshua Thaler's Idea IIRC)
- Oil on the Green Stuff will keep it from sticking and allow you to smooth it with your fingers, if you have an oily face that will work. EURGH!
- Once you have it in place get it wet, Green Stuff doesn't stick well to water either.



If you've done it right it should look like this!

best affect on the front of the head (which is cured by now too). The last thing you need to do to the head is cut off the mounting peg on the bottom and slide it in between all the stuff on the upper torso.

I will be posting stats and rules for the Swarm Mother in weeks to come, but if you make one you can be sure it will grab the attention of your friends as it is very creepy! Use it as a Tyrant or a Carnifex in games where house rules don't apply.



Smoothing the legs

Brain Crab

(Zoanthrope variant see outside back cover)
Converting a Zoanthrope to resemble a crustacean simply seemed so natural. This conversion is easily recognised as being a Zoanthrope.

The legs require a bit of Green Stuff extension so it is best to do them first. Make the initial cuts smooth on the leg side. Pin the legs with an extension of 1/16th inch wire.

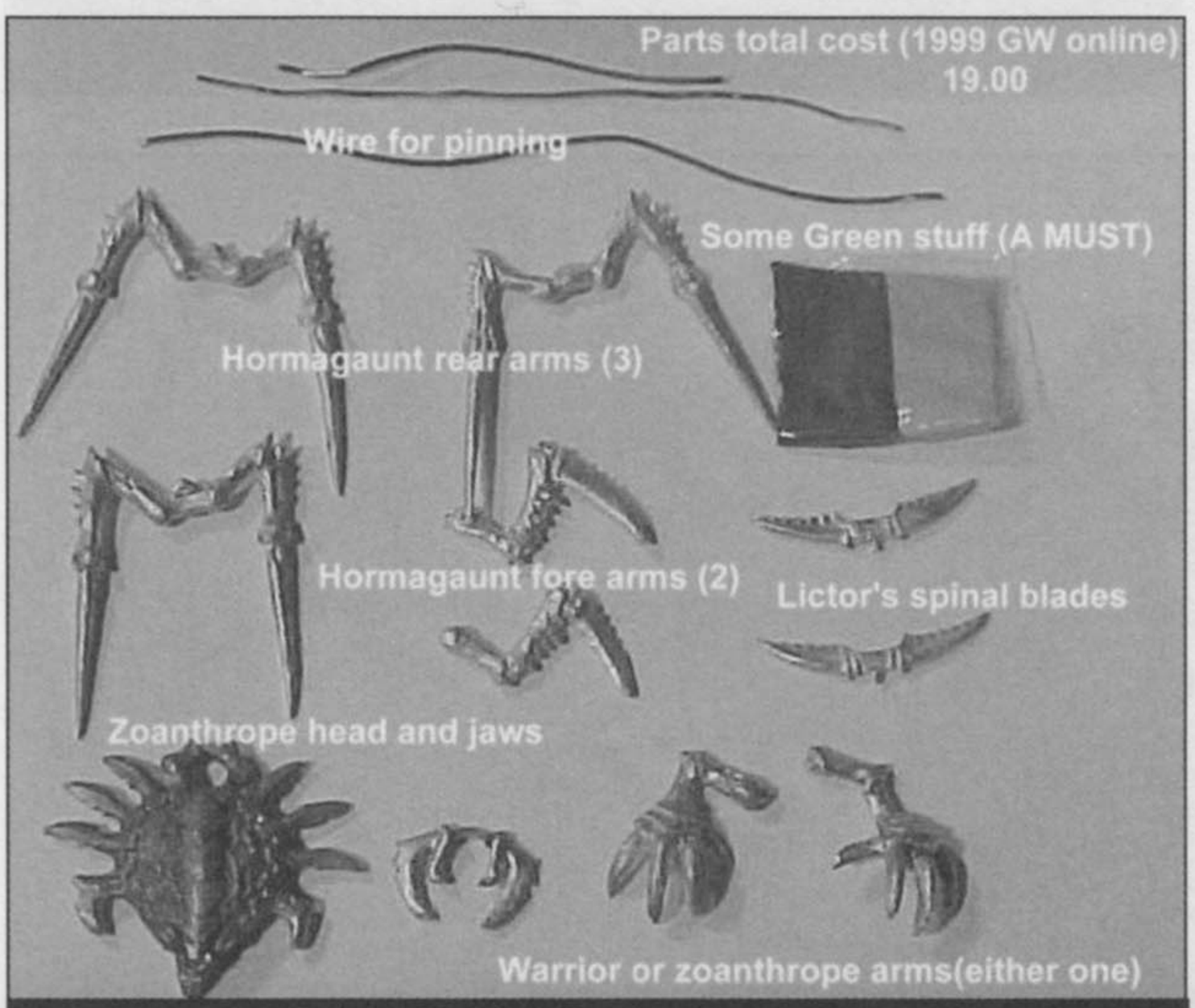
Now mix up some of the Green Stuff and extend the leg by smoothing it around the wire. An exacto knife can be used to make the characteristic osmotic gills on the legs if you like. Set these aside to cure for a bit.

You will need to cut the fingers off the arms to use as spines on top of the Brain Crab. This is best done with a razor saw as you will have the longest portion of the finger left.

Now we are going to make the claws. This is the trickiest part of the conversion and can be done several ways. You may find it easier to cut the entire centre out of the Lictor spinal blade and then mount the claw. I filed it thin and cut a notch in the arm where the blade had been. (The picture didn't take so try to get it to look this way when done) I used a razor saw to cut a notch in the top of the arm and I cut off the mounting peg, you will need to tap these for pinning as well.

TOOLS

- Green Stuff (about 1/2 inch)
- Razor saw
- Smooth Cut snips
- Exacto Knife

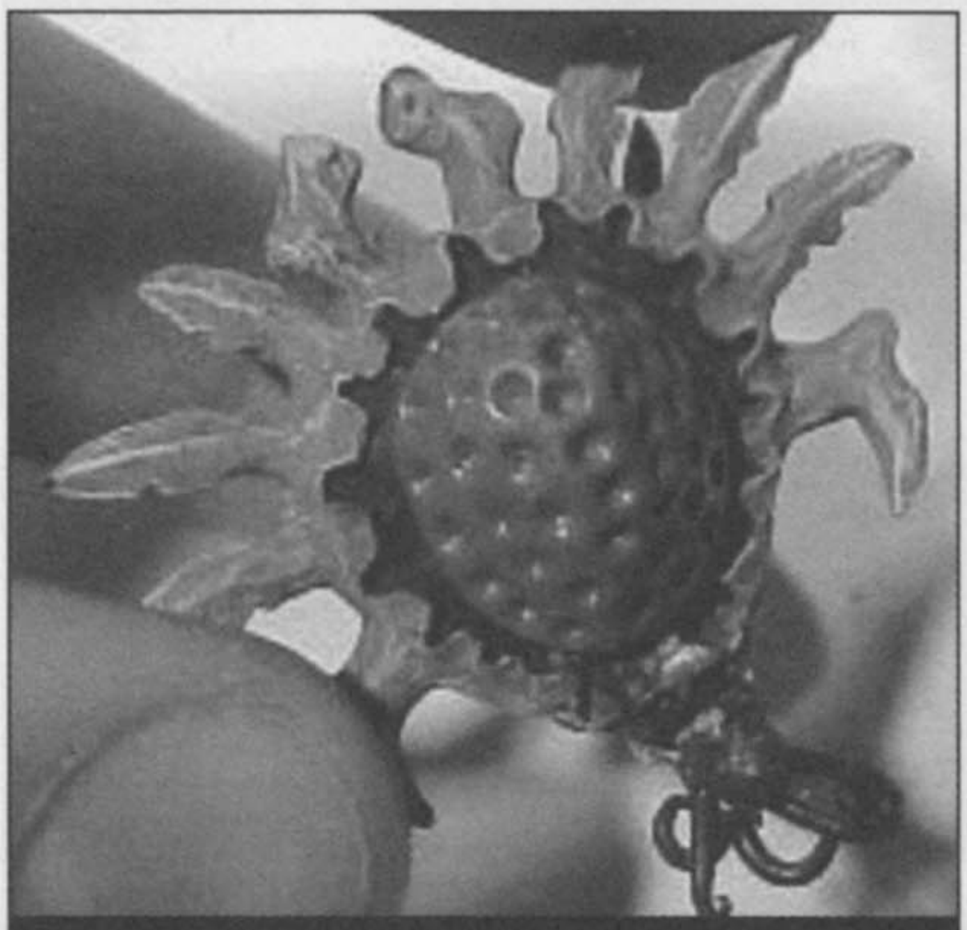


Brain Crab parts

The head of the Zoanthrope requires three cuts (two if you're not going to use the tentacles). The lower jaw was removed along with the top of the upper teeth.

The next pic (over) shows how I did the belly of the Brain Crab. The dimples were made with a ballpoint pen after the Green Stuff cured enough not to stick to it. (Note the tentacle bundle is already attached here)

You will be mounting the claw



Brain Crab underbelly

arms onto the two side spines you cut off of the head. This will require a little Green Stuff, not much and the mandible just under the two 'ears?' on the side of the head. Like so note the spines are already attached in this photo. They are the fingers from the two arms you cut earlier, mount them wherever you like.

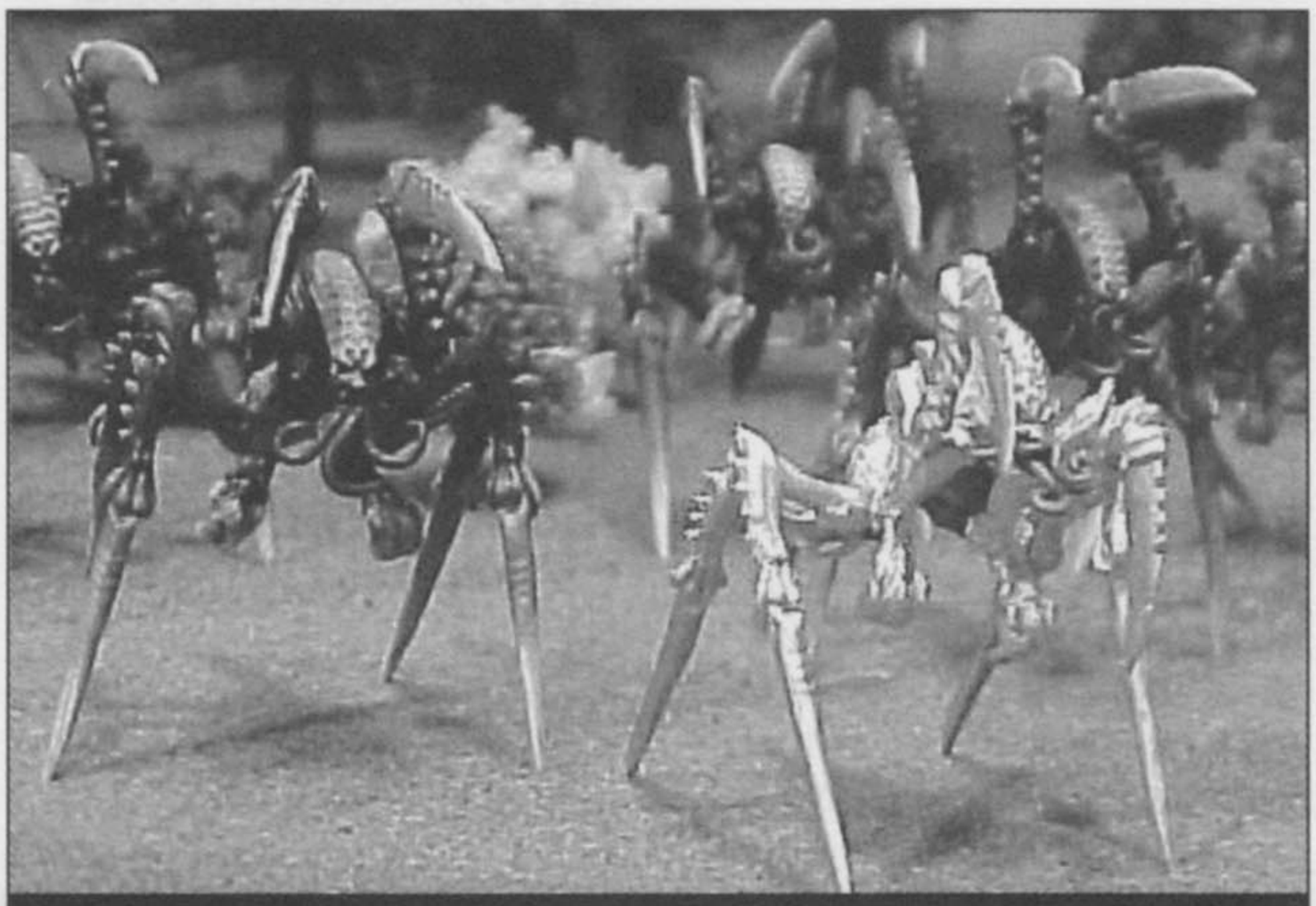
Now you're ready (if everything is cured enough to touch) to mount the legs on your beast. Simply drill six holes in the green stuff belly you made and use about 1/8th an inch of the wire to mount the legs. You will be able to bend the part of the leg you made to get it to sit the way you want.

Here is what the second Brain crab I made ended up looking like (before painting below).

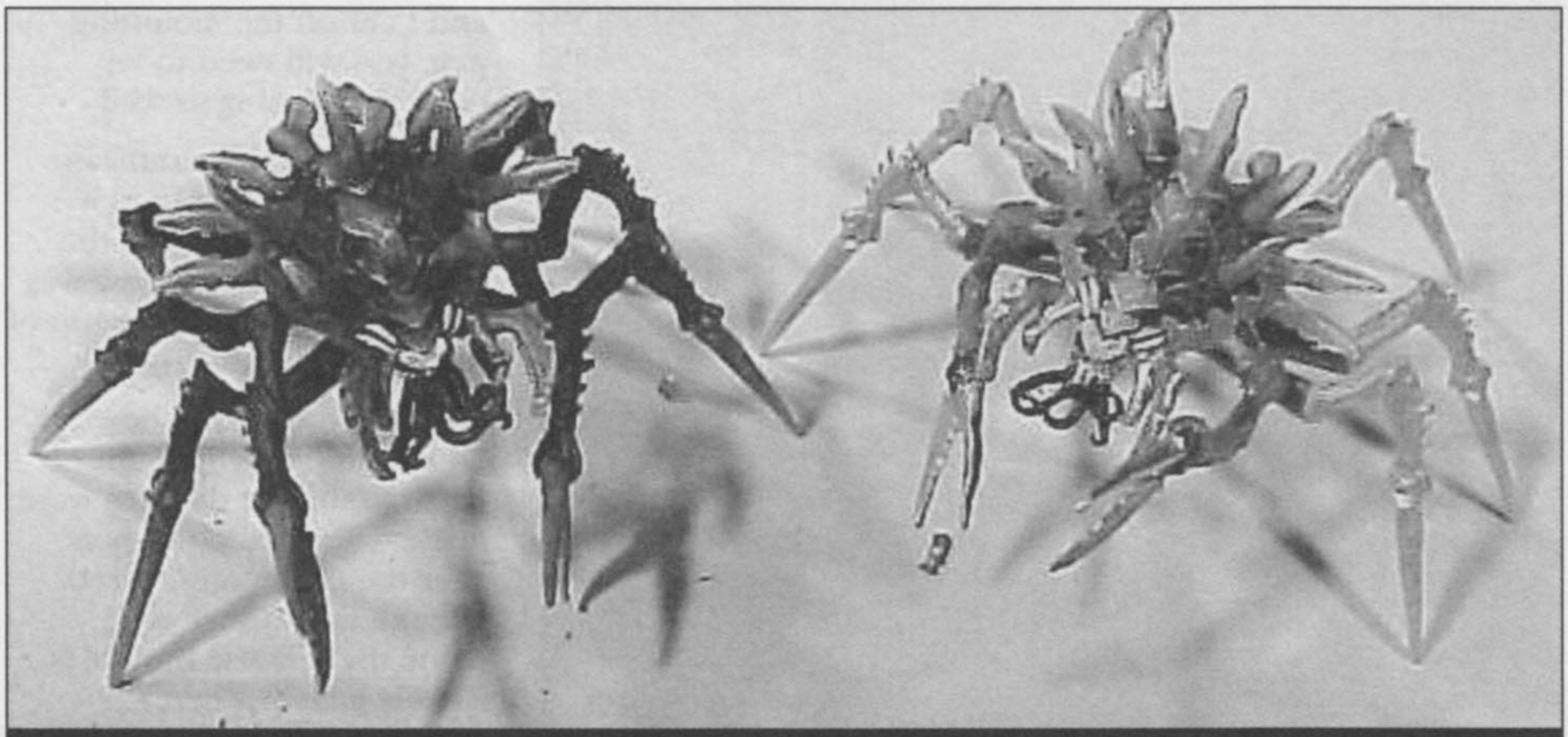
The first model has arms made from the same parts as the legs, which required the same prep for the lictor spinal blade but also required cutting and refitting at the old 'knee' to position the arms. I decided to use a different part in the subsequent conversions.

Stalkers

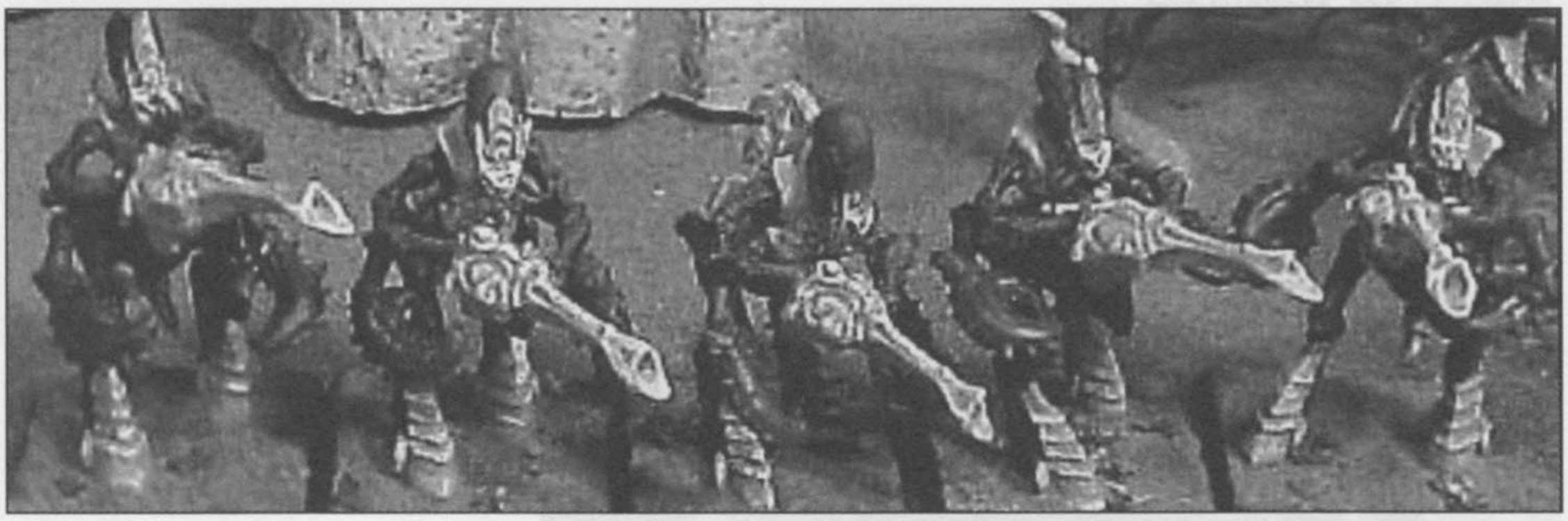
(Hormagaunt variant)
Hormagaunts stood out a bit in my army and needed to be integrated more. I wanted them to fit in with the growing number of quadrupeds and so the stalkers were born.



Quadruped Stalkers



The finished Brain Crab conversion



Ripper Wings

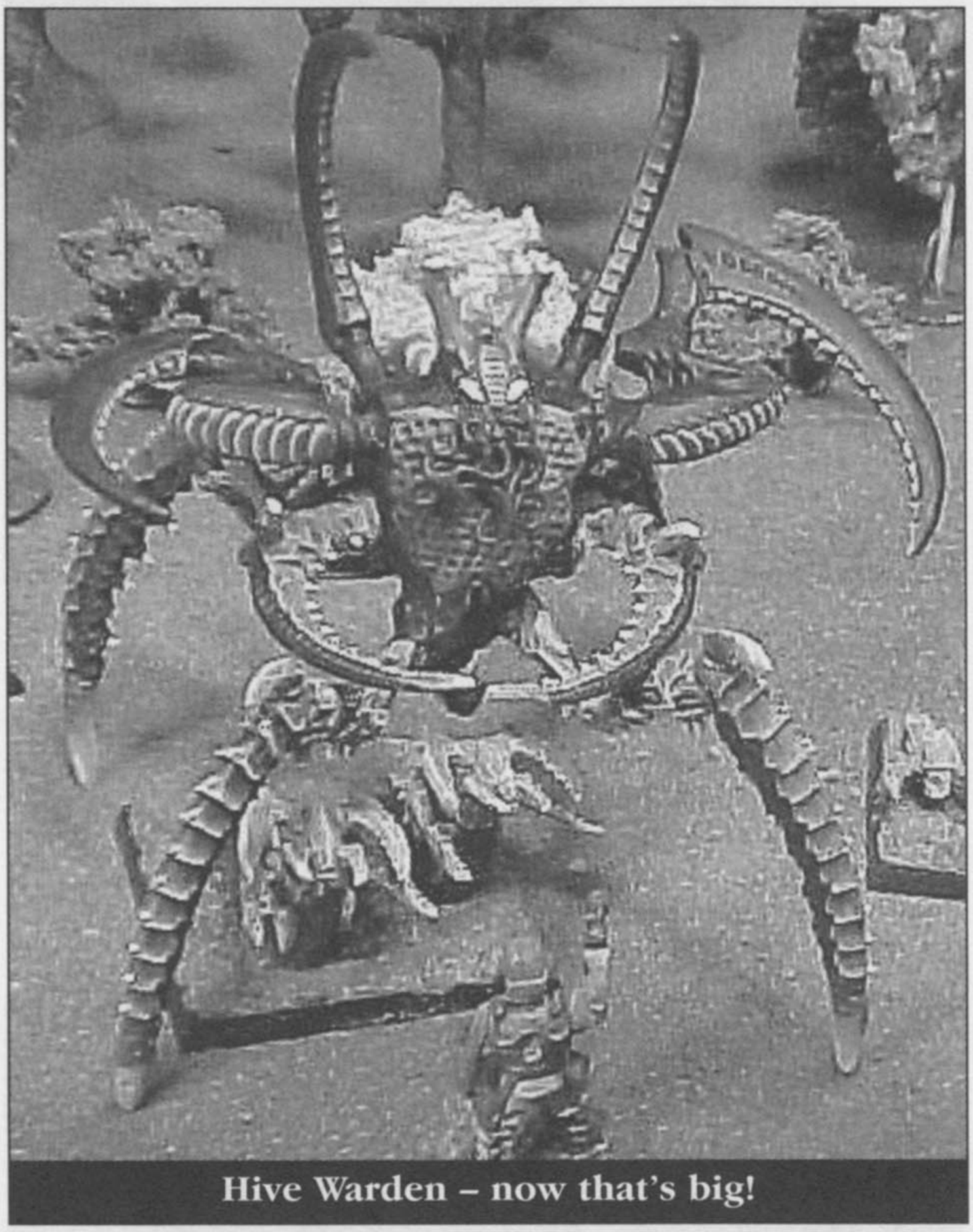
(Gargoyle variant) Again the desire to make the Tyranids look less humanoid drove this conversion. It is so simple I didn't make any instruction pictures for it. Take a Harridan and cut the head off, replace it with a dominatrix head. Done!

Hive Warden

(Carnifex variant) The Carnifex is one of my favourite miniatures, (I have six!) but all of them were bipedal. I decided to make a guardian creature for hive complexes and chose the Carnifex as the base.

While I have house rules for each of these beasts I generally use them as regular members of the hordes.

Well I hope this has been interesting and helpful. Now get out there and start making the universe less safe for anything other than Tyranids!



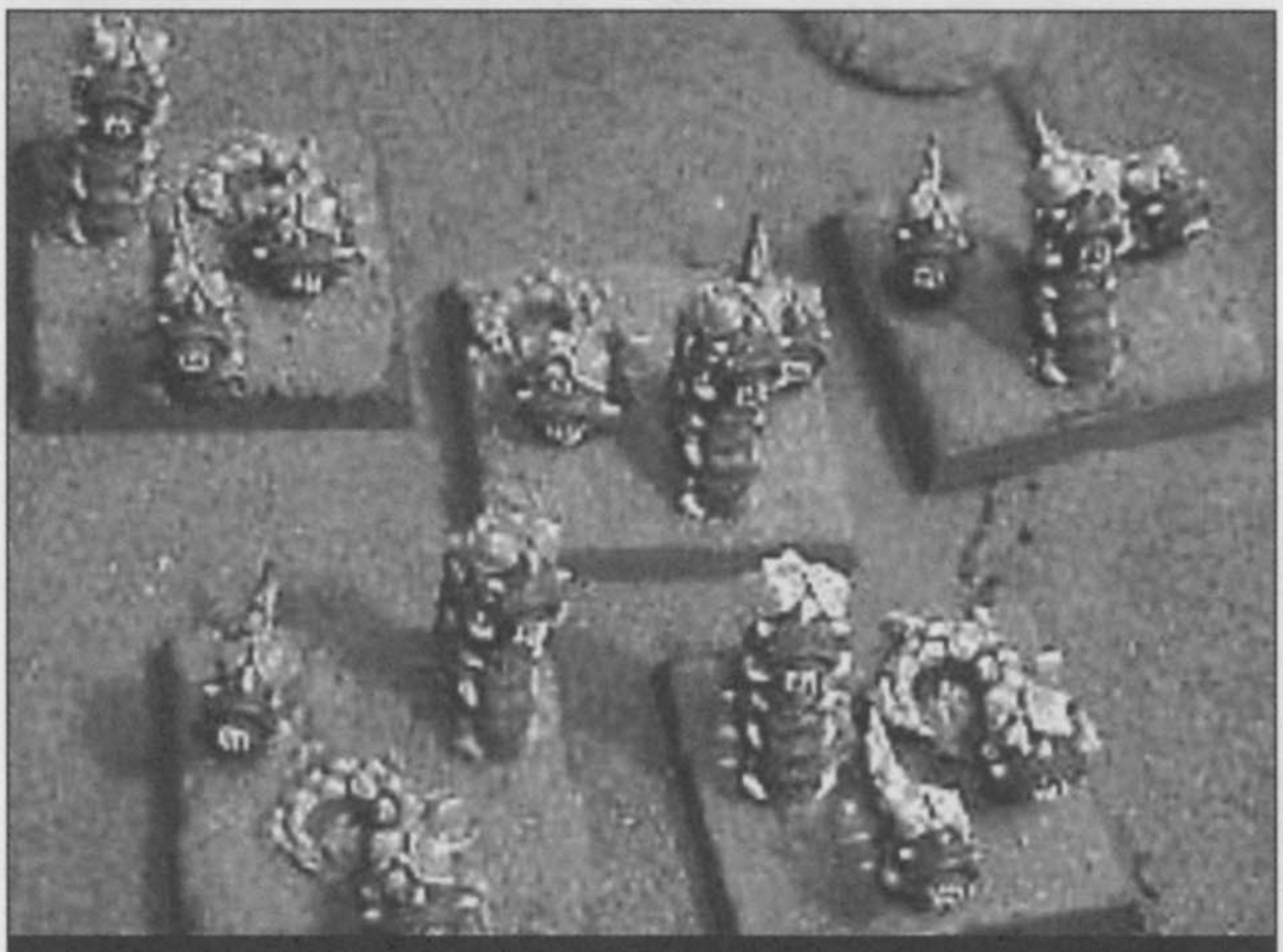
Hive Warden – now that's big!

Tyranid Warriors

Lictor conversion

Hive Fleet Harbinger House Rules

These are VERY rare divergent biomorphs and will only appear rarely to give 'personality' to particular hulking nameless creatures within the hive fleet. Thus, typically only the smallest broods and single creatures may have them. For example, a Tyranid brood of three could have a rare one. But a larger brood wouldn't be allowed. Only one type of new biomorph per 1000 pts in the army.



Ripper Swarms

Living Hive

2nd Ed Rules: The creature's body is infested with small flying and biting Tyranid creatures. These fly in huge swarms around the Carnifex and act as a *Blight* Grenade, which doesn't go away. You must give up 1 Wound to have the basic swarm. Alternately, spore mines may be carried for 2 Wounds each.

....35+pts Carnifex or Variant only (due to size required)!

3rd Ed Rules: The massive body of the Carnifex or Variant is host to millions of small flying tyranid midges. They swarm around it at all times and attack any non-tyranidic life form encountered. They are quite persistent and painful given time capable for rendering all the flesh from the bodies of victims, thus the following rules apply. Any creature which attempts to enter base-to-base contact with the Carnifex must make a Save, if this is failed he will be kept out of contact by these attacks. Units which engage the creature in Hand-to-Hand must make a morale test each round or Fall Back due to the swarms. Fearless creatures, Daemons, Wraithlords, Wraithguard, Terminators, Grotesques, Mega-armoured Orks, any model with T5 or better and all vehicles are unaffected by this.

.....10pts Carnifex or Variant only (due to size required)!

Acid Spray

2nd Ed Rules: Prerequisite Acid Blood, the creature may spray its blood as a heavy flamer template. The effective Strength is determined by the creature's Toughness just like acid blood. This may not be used in close-combat.

5xToughness in pts
Carnifex and Tyrant only!

3rd Ed Rules: Biomorph is too close to the bioplasma ability, therefore no variant is appropriate.

Nematocysts

2nd Ed Rules: The creature is covered with large versions of the stinging cells common in jellyfish and of other aquatic animals. These are much larger and very dangerous. Before any hits are rolled for in Close-combat the creature may release stinging cells at all creatures in Base-to-Base contact. Roll to hit for ranged fire with all applicable mods, (swift movement, cover, etc.) if successful each hit inflicts a S4 hit with a -2 modifier causing 1 Wound (May NOT be taken in addition to Living Hive)

.....50 pts

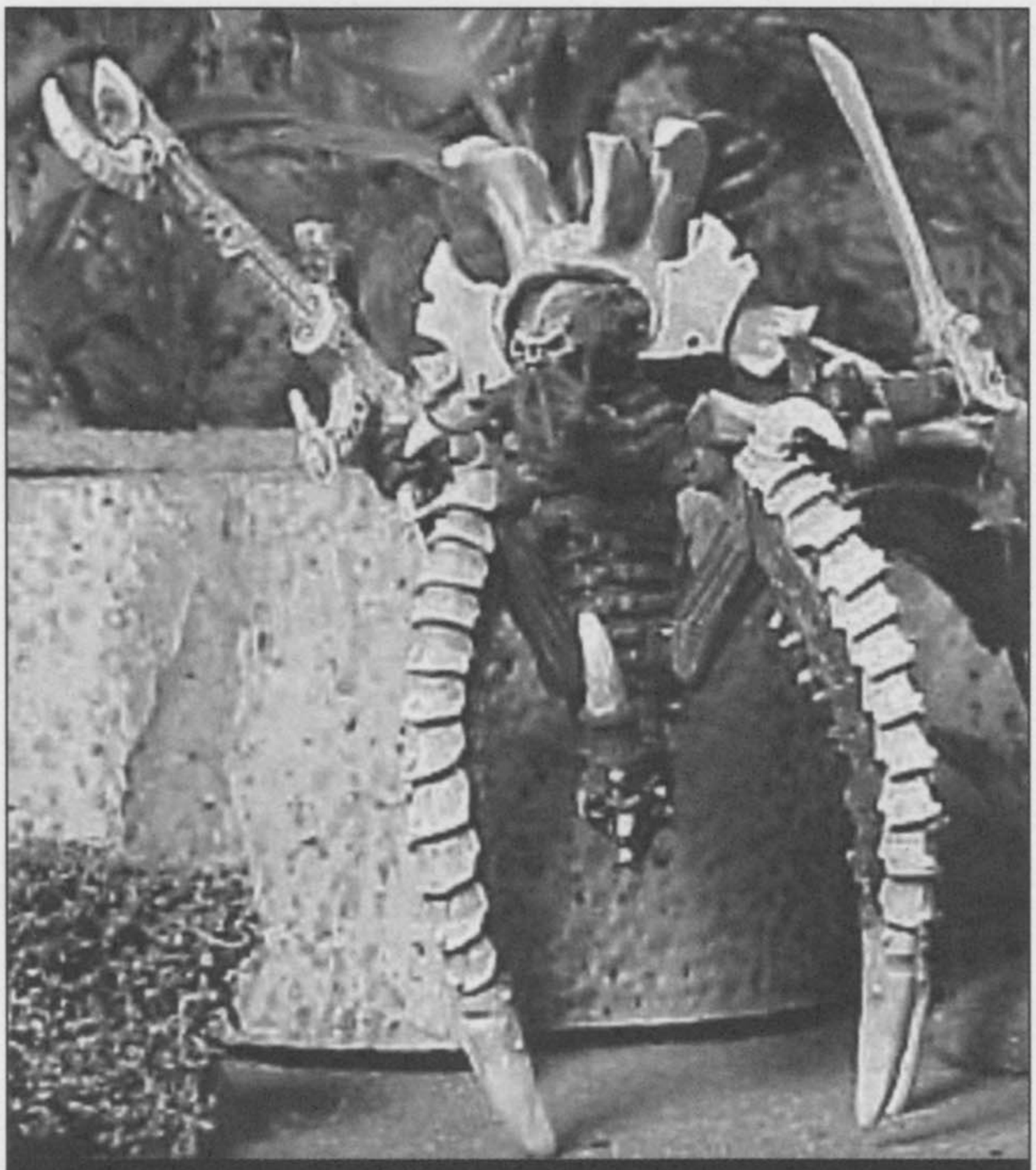
Space Marines of the Draco Legion have reported encountering a Hive Tyrant with a body covered with long stiff hairs. These hairs are trigger mechanisms for stinging cells in the creature's skin. When engaged in close-combat these cells are extremely dangerous, capable of killing Marines in power armour. Massed attacks are highly discouraged against such a creature.

3rd Ed Rules: performs as Frag grenades from the main rules.

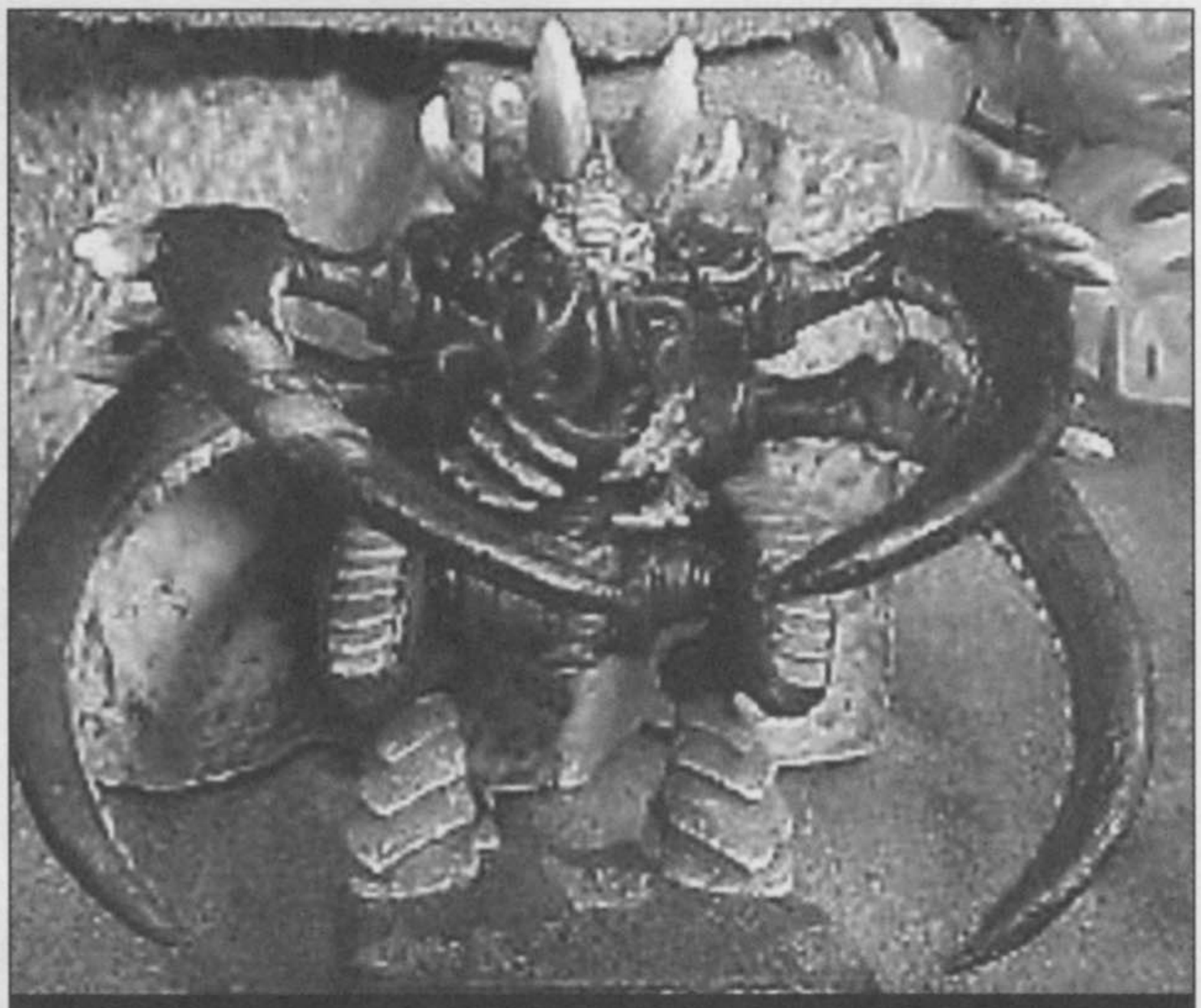
.....Cost 3pts

Venomous Sting

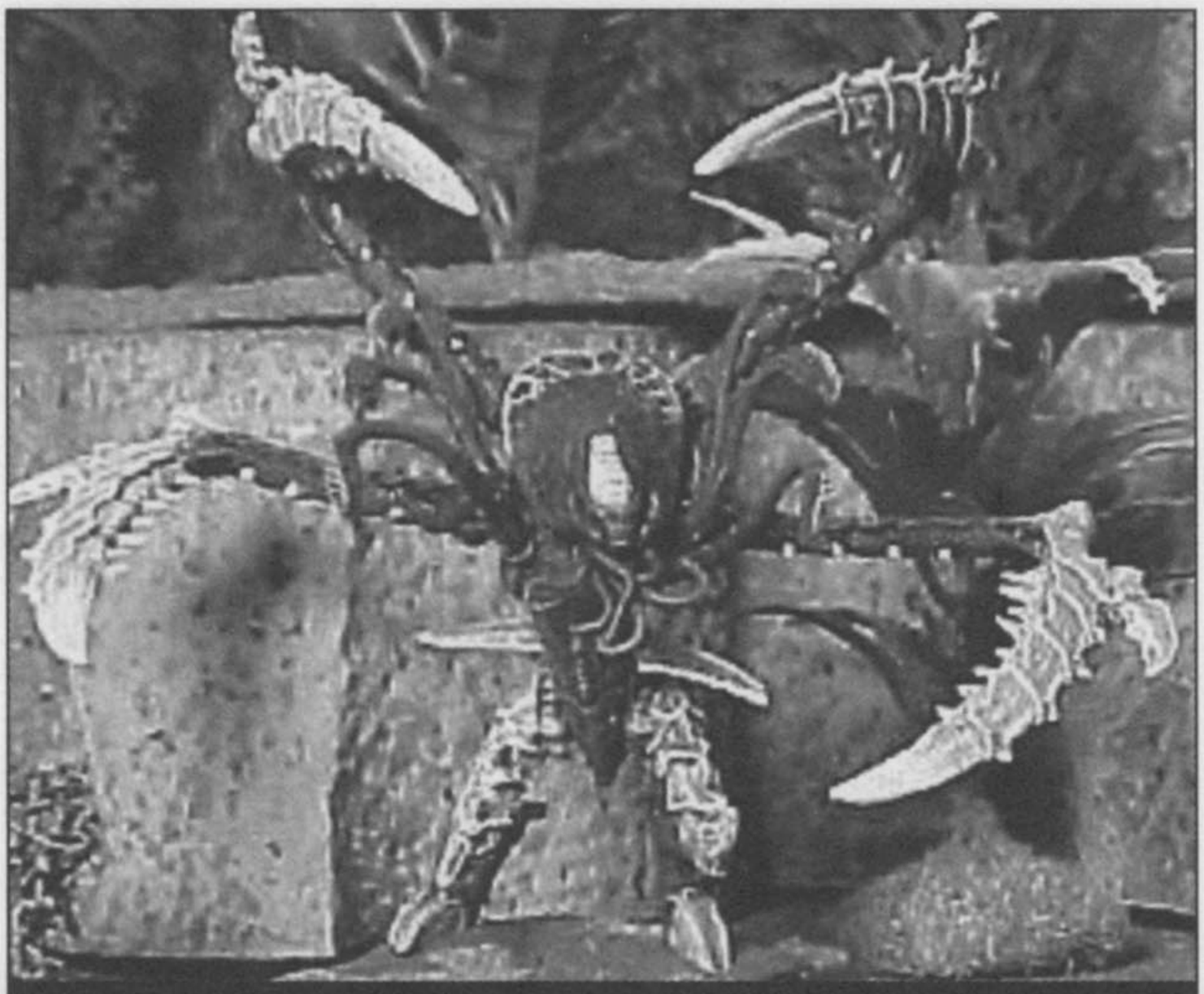
2nd Ed Rules: A highly efficient stinger has been evolved to deal with heavily armoured creatures and vehicles. This large psychically energised stinger is reported to be capable of punching through Land Raider hulls, and spewing venom and acid within the vehicle. This causes a S5 hit at -2 save for all crew and passengers. This is extremely horrifying and causes an immediate *Terror*



Hive Tyrant conversion



Carnifex conversion



Lictor conversion

test from the crew. If failed the vehicle will begin to turn and leave the battle as fast as possible, it may not fire or rally as long as the creature(s) are still attacking it.

NOTE: There is no damage roll on the vehicle damage table and the attack must be used against the hull or turret to be effective.

To penetrate armour: S8 1D6 damage -5 Save. TOTAL HTH AP 8+1D20+2D6, +1D6 if stationary as normal if used on a living target, which survives but is wounded roll a D6 at the start of each subsequent Tyranid turn. On a result of 1-3 no further damage is done, on a 4-6 the target suffers a further D3 Wounds as the acids and venom dissolve and destroy tissue.

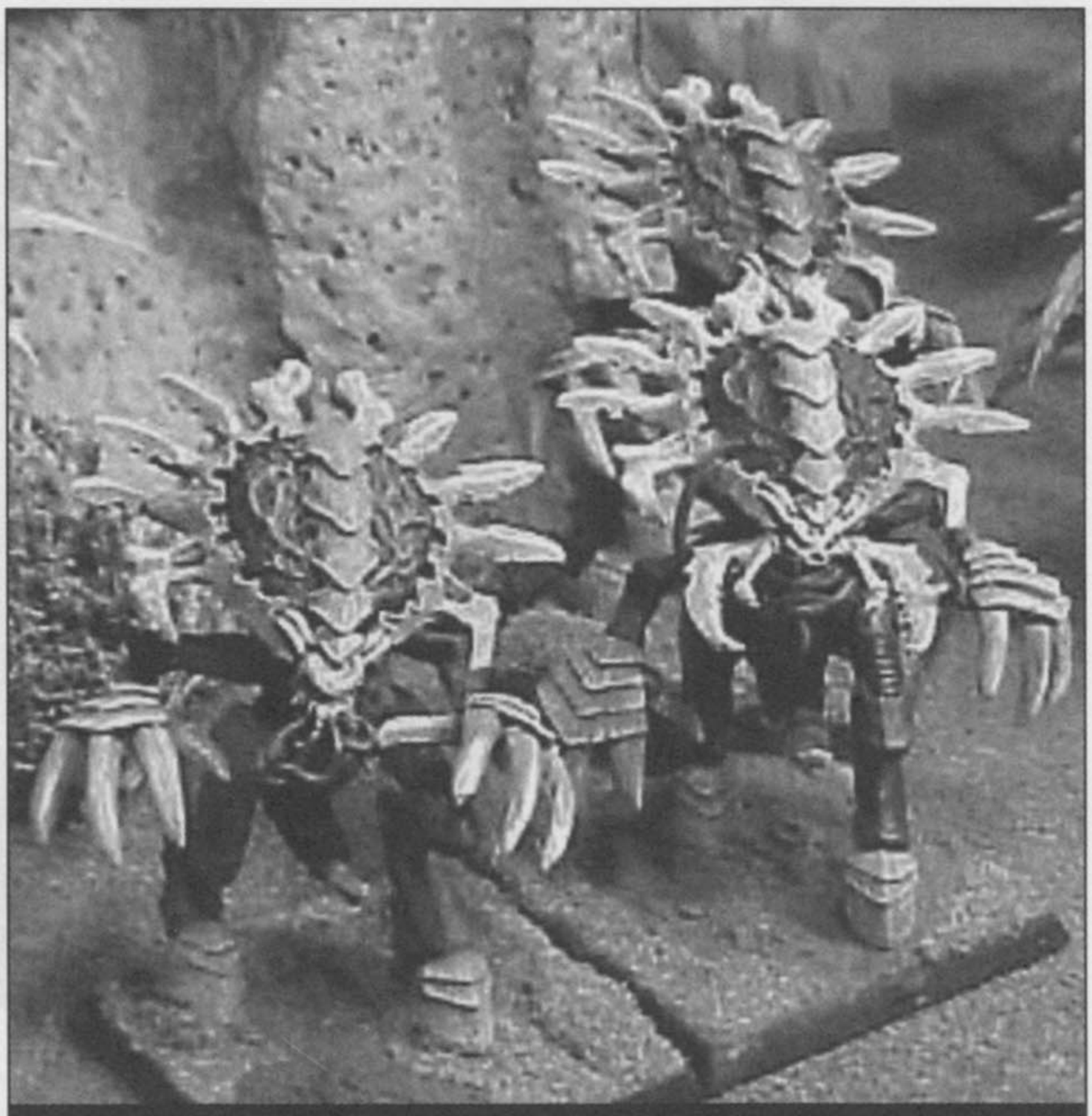
.....20pts

Marines of the Draco legion are the only ones to date which have reported encountering this biomorph, and they have only seen it on a Tyrant. It is unknown if any other creatures have developed this however it is suspected that a Lictor killed had the biomorph based on examination of the remains by Apothecary Talos. It seems to be an evolution to deal with troop carriers, It causes only minor exterior damage but the effect within the vessel is substantial.

3rd Ed Rules: +1 Attack,
.....Cost 5pts

Burrowing

2nd & 3rd Ed Rules: The Tyranid creature has the ability to rapidly move through earth and will enter the battle somewhere on the field from Reserves. For scenarios which do not allow Reserves work this out as *Infiltration*. If *Infiltration* is not allowed, set the creature up normally and allow it one Burrowing move in the 1st turn (no last turn quarter snags!). Burrowing may only ever be used once per creature in any game. During the movement phase when Reserves are brought in the Tyranid player may direct the creature by guessing distance to his target from a Synapse



Zoanthropes

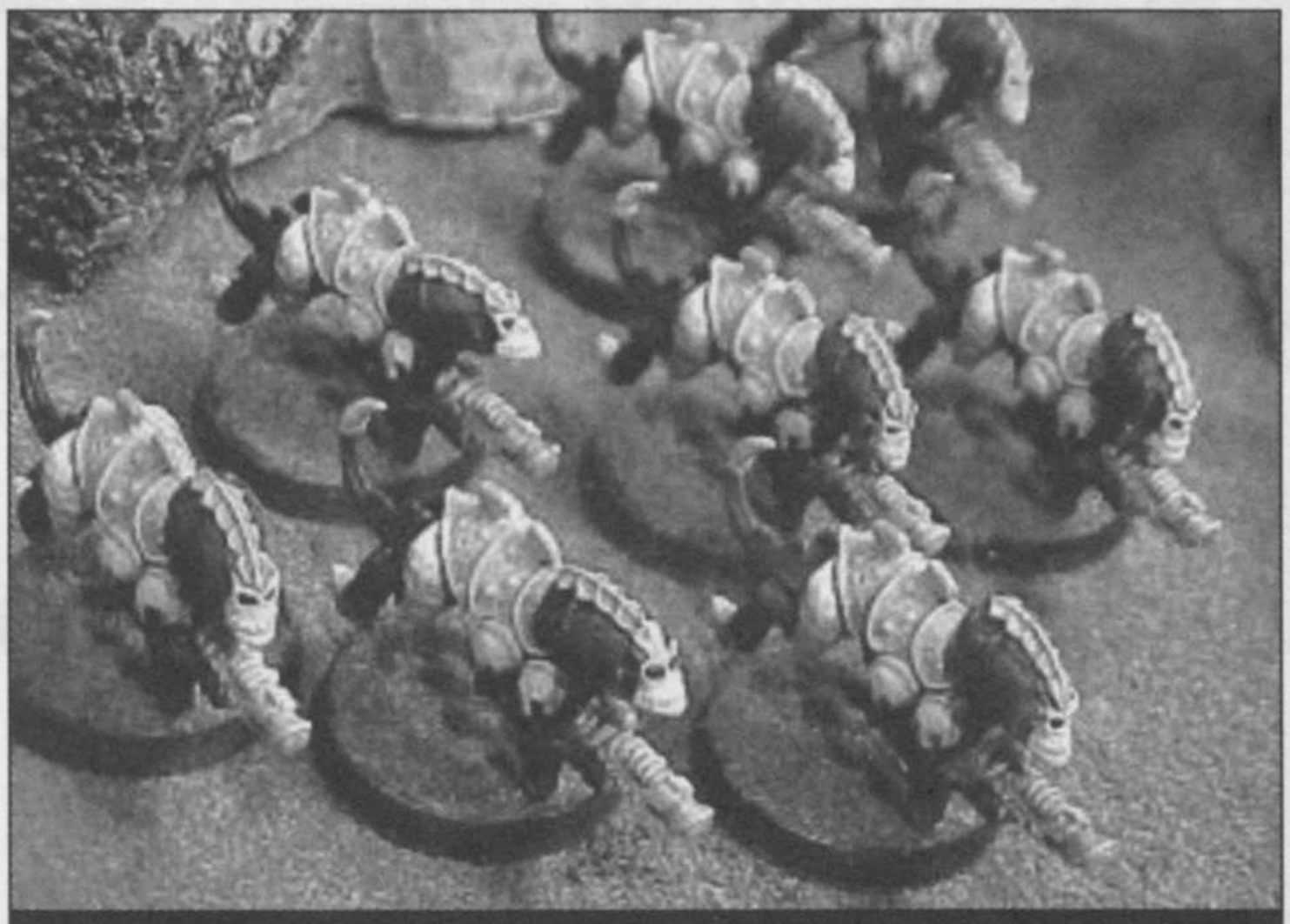
creature (max 48"). He places a deep strike template with the centre on the guessed range and rolls for deviation as normal for spore mines. This counts as normal movement for the creature. If it enters the field in base-to-base contact (normally not allowed) it is considered to have erupted from the ground below the target and entered close combat (assaulted). Count as assaulting in the first assault phase following the move. IF there is no Synapse creature available when the creature is to appear from Reserve the creature is lost.

Carnifex: 30 pts. Lictor:10 pts
First encountered on ArgurX by imperial forces there, this has become more prevalent in the Harbinger Hive fleet. Particularly on infested worlds.

Regeneration

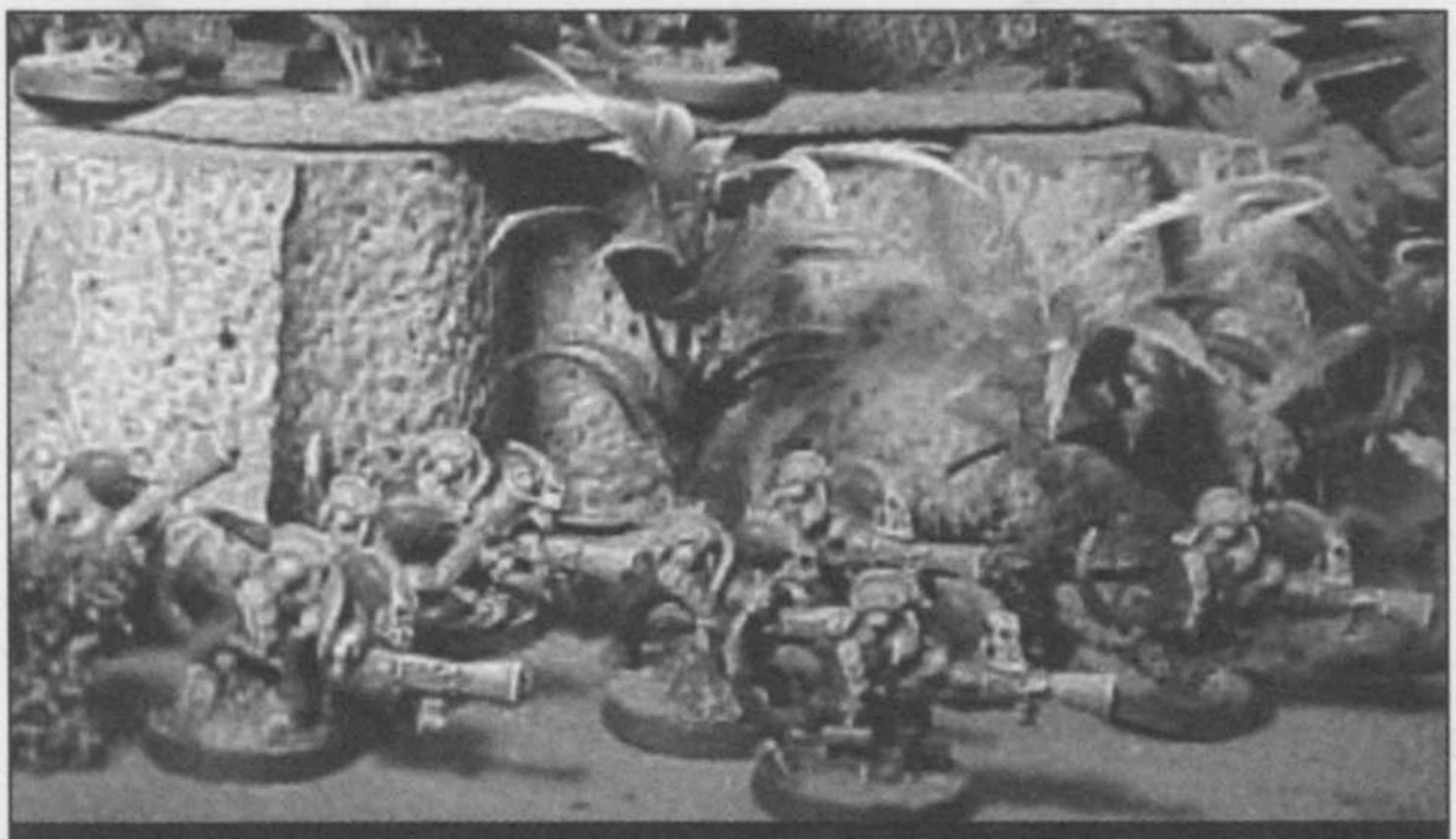
3rd Ed Rules: Creatures with this adaptation are able to ignore significant amounts of dermal and carapace damage, only significant deep injuries are capable of doing them any viable injury. These creatures may only be wounded by weapons with a S5 or better. Weapons without Strength are unaffected.

.....*Carnifex & Tyrant 30pts*



Termagaunts

Hormagaunts



Termagaunts

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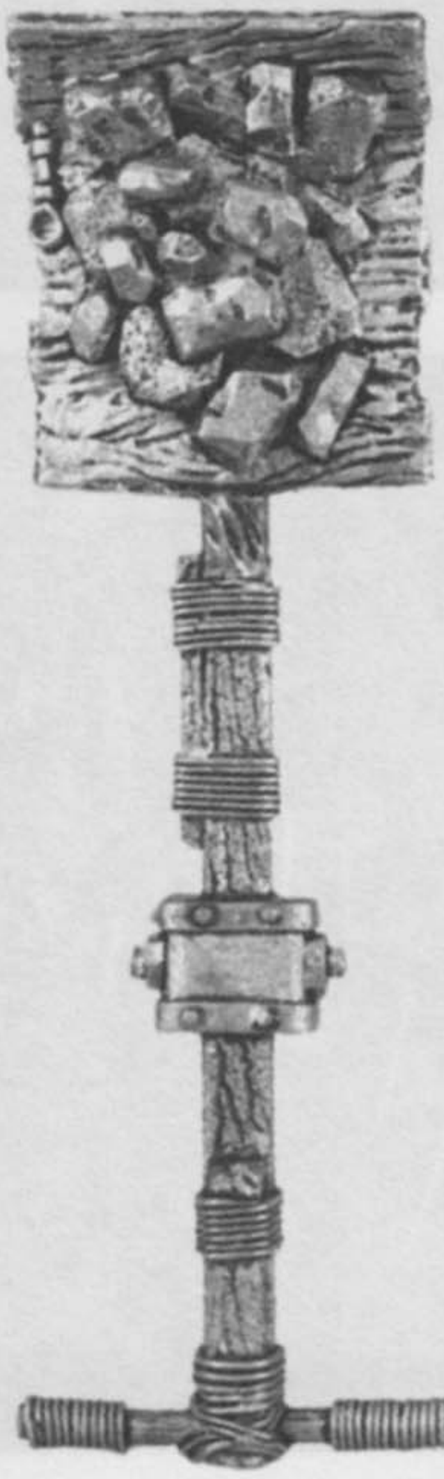

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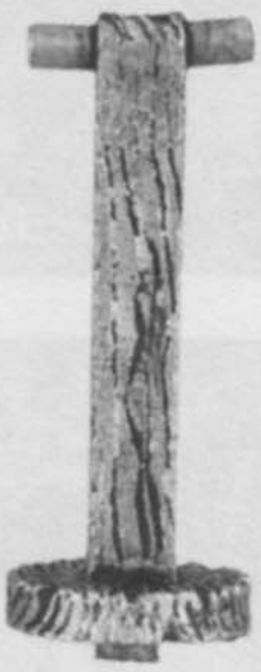

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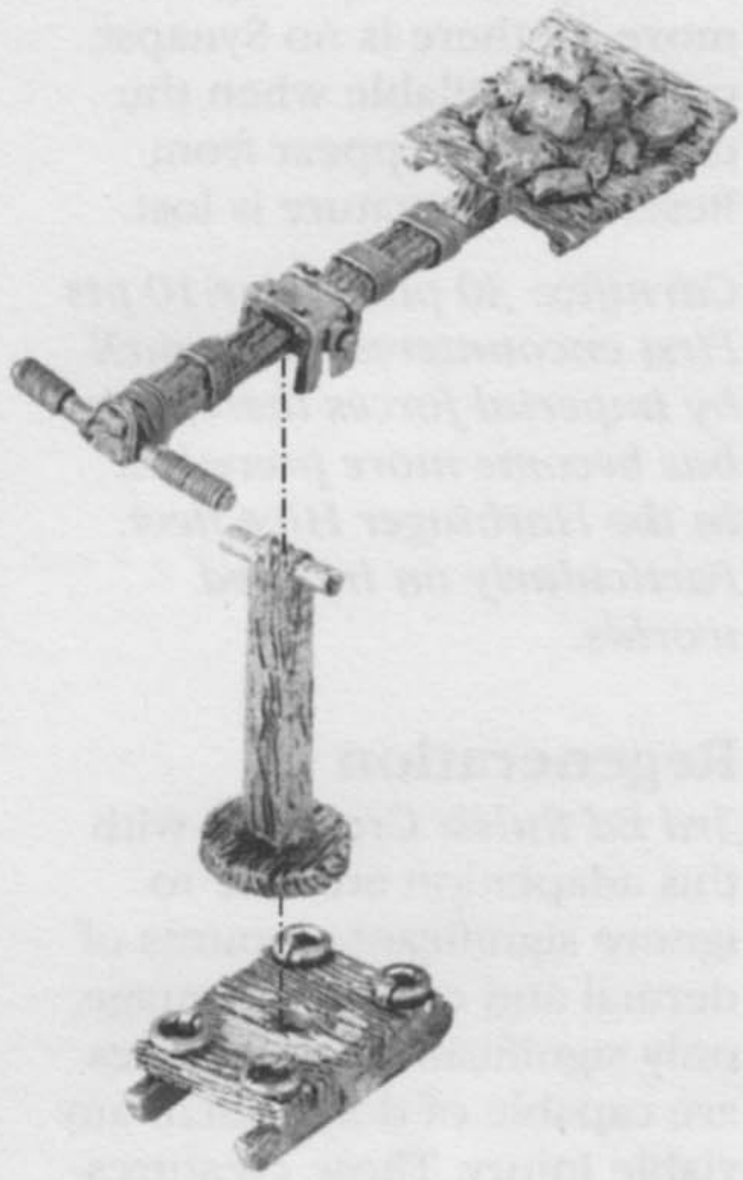

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2 x CRANK
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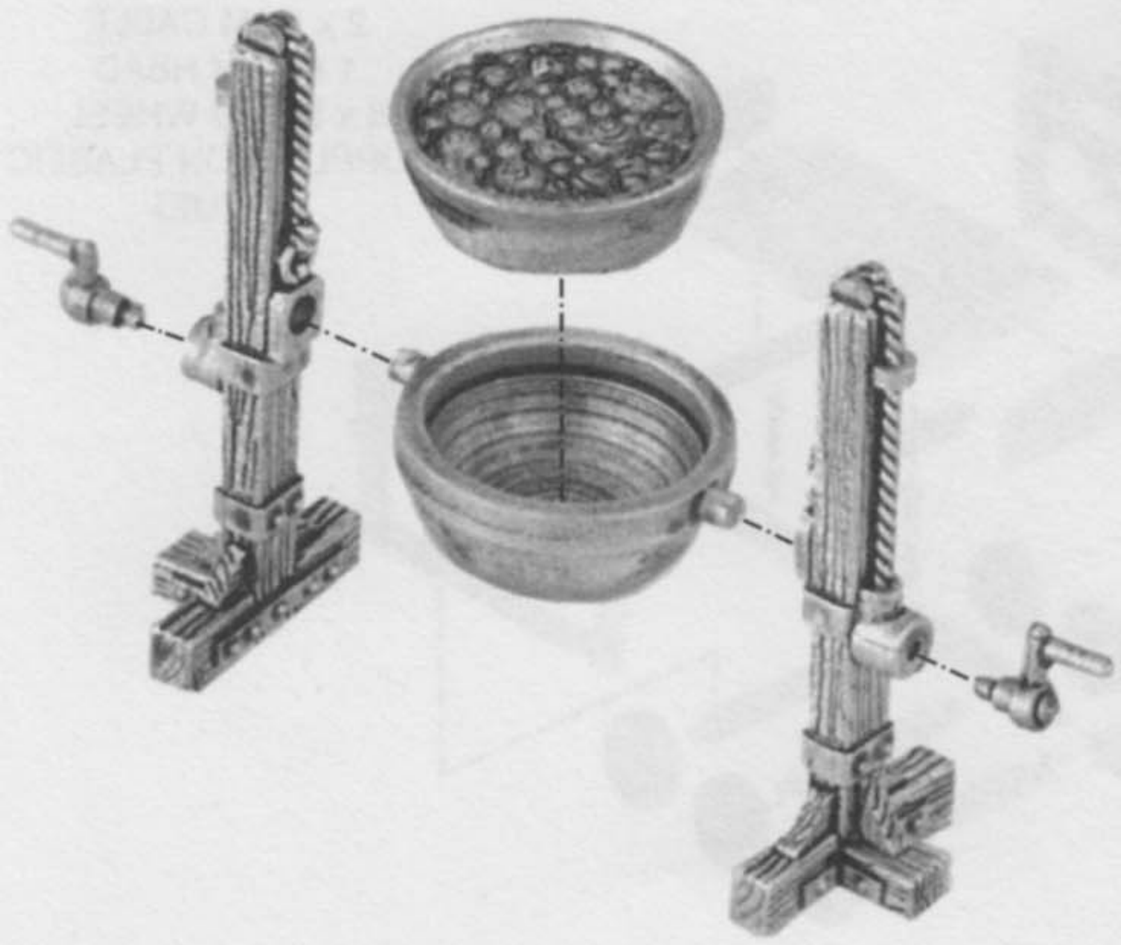
1 x FIRE CRATE



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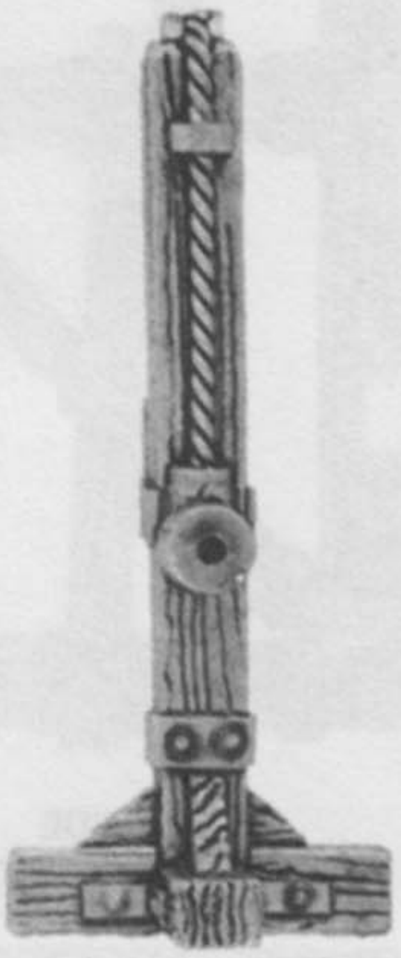

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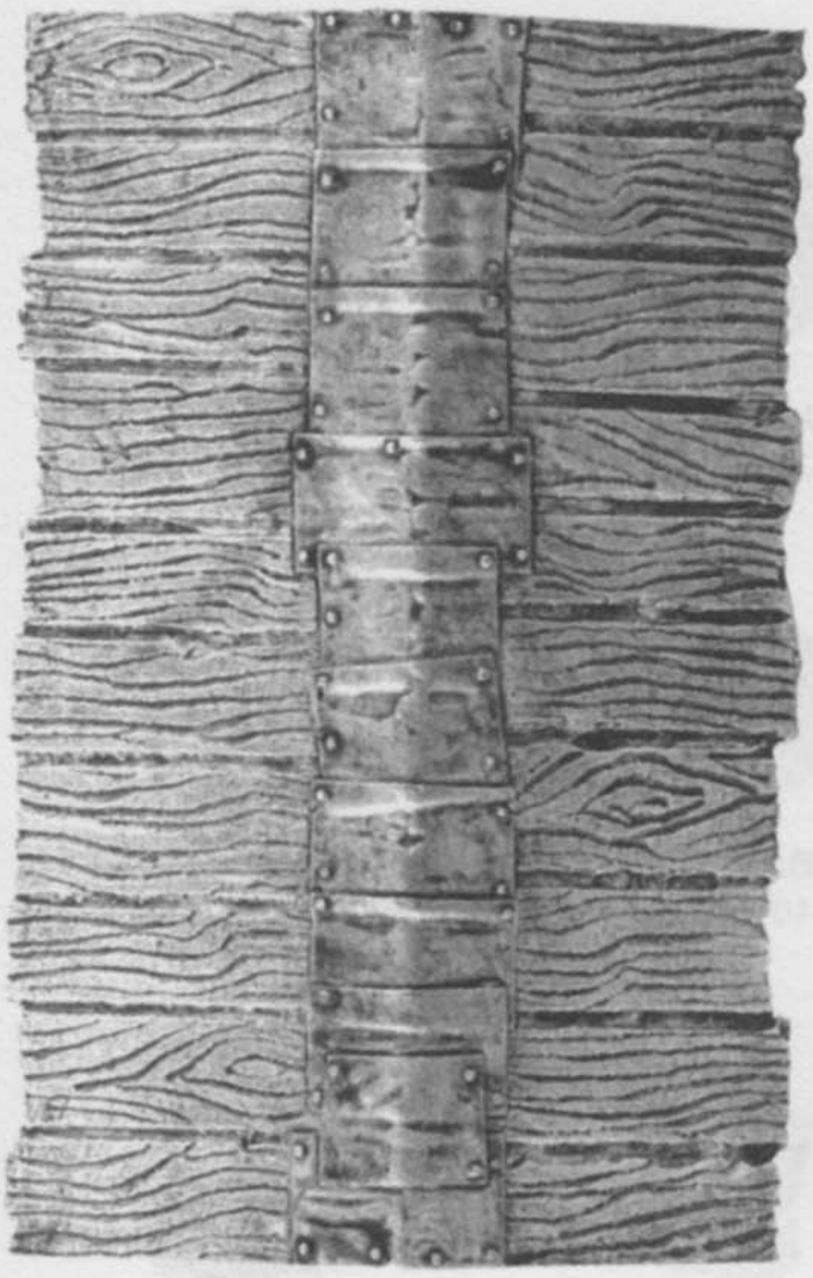

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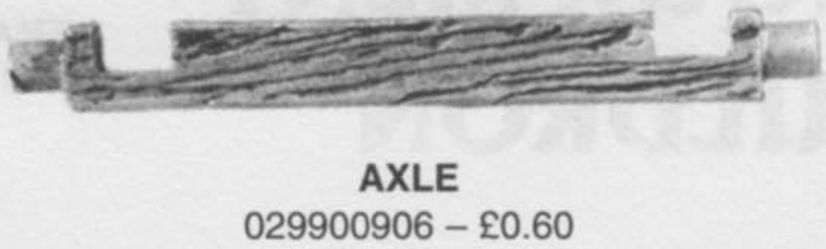

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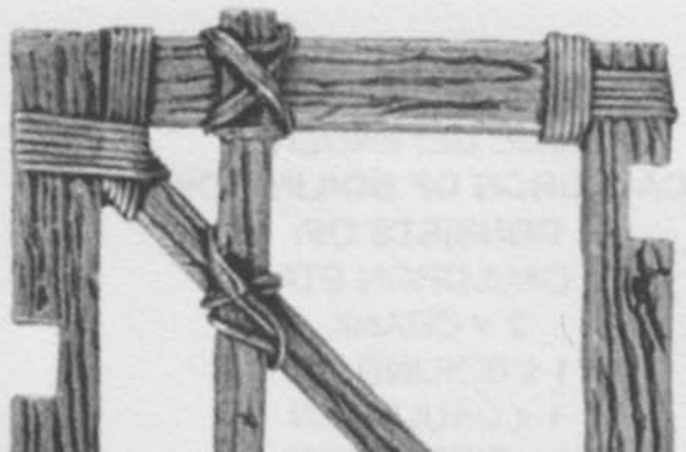

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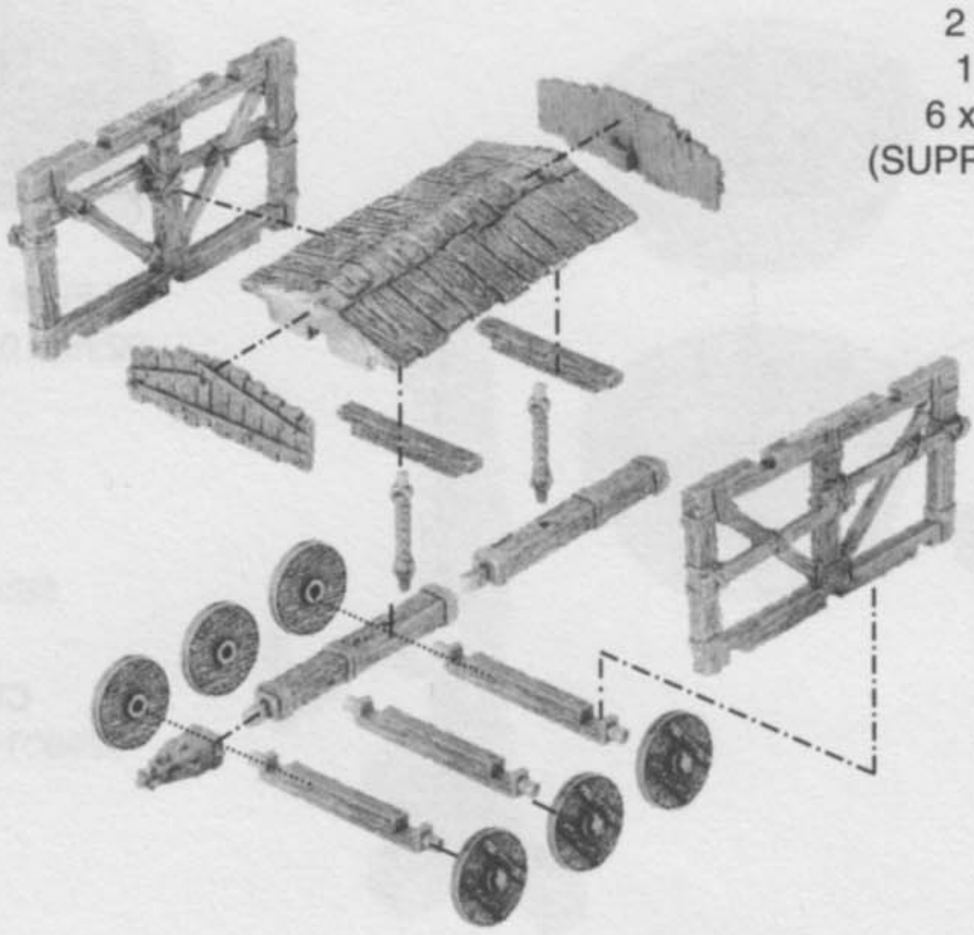

A COMPLETE SIEGE ATTACKERS BATTERING RAM CONSISTS OF:

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2 x SIDE
1 x RAM TIMBER 1
1 x RAM TIMBER 2
2 x END
3 x AXLE
2 x BEAM
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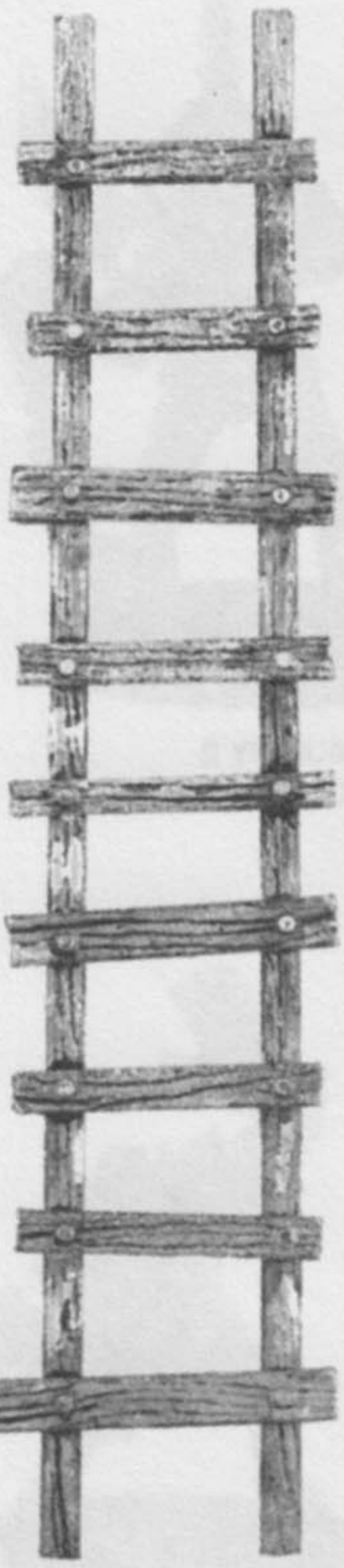
SIEGE EQUIPMENT – ATTACKERS



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1 x MANTLET 1
1 x MANTLET STRUT 1

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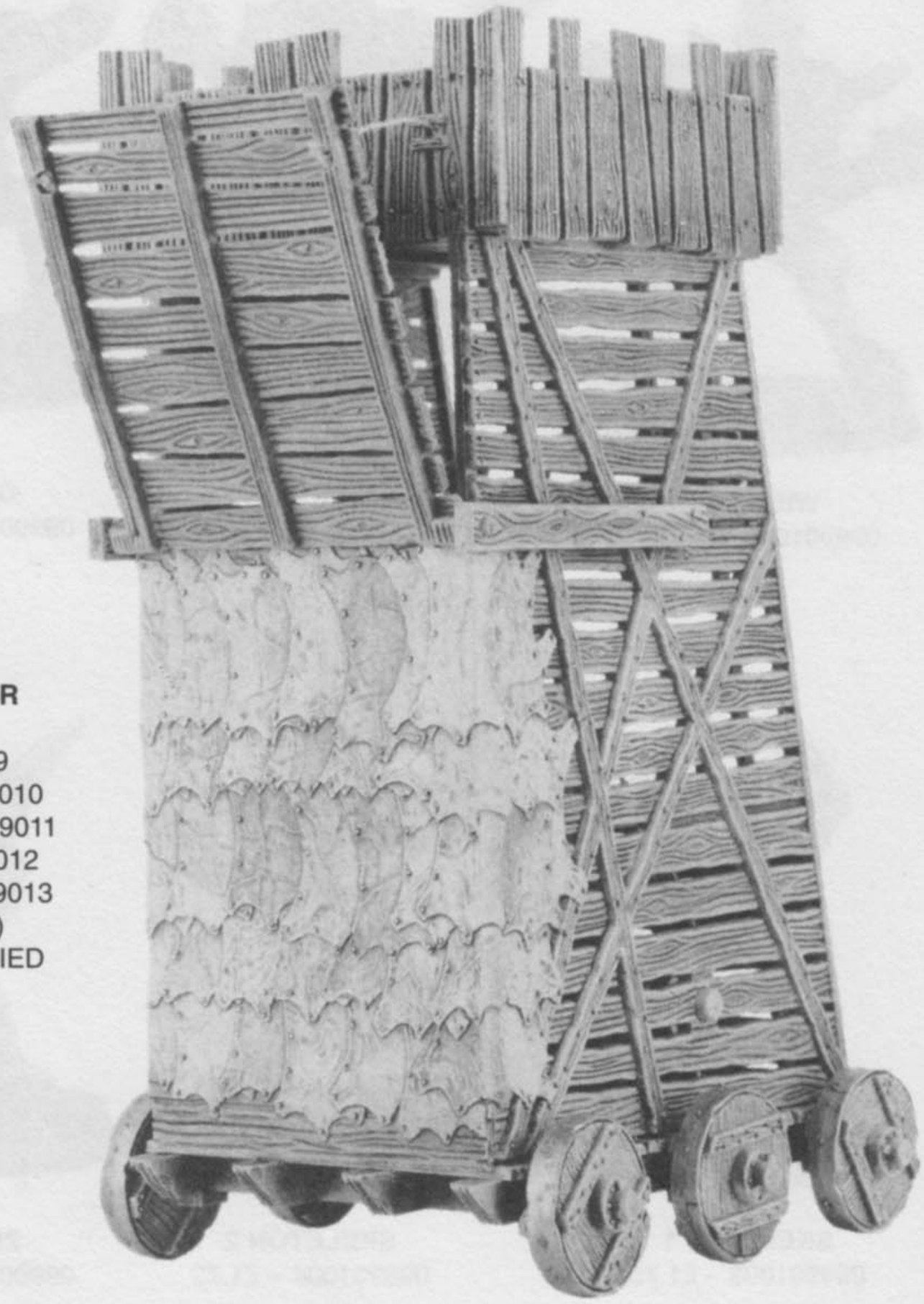

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As always, if you don't want to mutilate the holiest of holy Gaming Tomes, *Citadel Journal*, feel free to photocopy this page or write your answers on a different sheet of paper.

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Mailbag: More mutterings than a meeting of mad Mancunians!

BEARD BURNER!
As a long-time Warhammer player, with a particular affection for short people with beards, I felt it necessary to respond to the request for all manner of mounted Dwarfs. Any true Dwarf player who asks for such a thing should immediately dye their hair orange and spike it, tattoo their body with various wards of Grungi and start looking for Trolls with a big axe. How can you not hang your head in shame for asking for Dwarfs mounted on cows? How dare you offend the Dwarf Kings by suggesting they would be seen astride the back of a fodder beast? As every Dwarf knows, a Dwarf carried into battle gains great esteem from the manner in which he is borne. Thus a Runesmith gains much respect for his craft by standing atop a solidly on the ground, or even several hundred feet under it if given the chance. Dwarfs are a slow and steady people (except perhaps half-crazed gyrocopter pilots, but they're all nutters anyway) and why bother with all that manure and mess when you could make a steam-driven Gokkrit's Patent Deathplough to carry your warriors into battle?

– Snobbi Drakkaz (A.K.A Gav Thorpe)

NO MORE BAH-HUMBUG...
I picked up the latest Citadel Journal and surprise surprise! You included the COMPLETE rules for the Bounty Hunter for Warhammer Quest. Is this your bid at not being money grabbing *<insert preferred rude word here>* finally? I half expected to see an ad to buy the character pack to get the complete rules at the end of the issue but instead... you included them all, including future of the realms we know and love – Warhammer and Warhammer 40,000? The ideas I have would surely be accepted by all. Only heretics in need of a good kicking by an Eversor will disagree. So no more holding back, my own ideas are gonna hit you like a chainaxe!

1. A Codex detailing the minor Chaos powers such as Malal, Mo'rrck, An'sl and Phraz-etar. Giving an even wider choice to all Chaos players and also introducing more warrior and Daemon types.

2. Squats. Everyone loves these beer swilling stunties. Who else to help the Imperium against the alien scum of the universe? *(Somebody with a less silly name? – Ed)*

3. Horus Heresy. This is a fantastic game – Horus, the Primarchs – cool! Just imagine fighting the siege for the Emperor's palace or the showdown on Horus's Battle Barge. The future of the Imperium *foul-tasting fast food establishment immediately – they'll surely have you! Remember loyal servants of the Imperium: Ask not what your Emperor can do for you but what you can do for your Emperor – Ed.`*

Other readers should be encouraged into placing ads...

NICE SWEATER NOEL
Just thought I'd drop a note saying how cool the Swap-Shop is *(Oi! Stop that... It's Trading Post – not Swap-shop. That was a bad joke that insinuates that I'm Noel Edmunds and I'm not standing for that! The next person who perpetrates such heinous blasphemy shall feel the all-cleansing fire of my heavy flamer! – Ed).* I had an ad placed in the first two and as a result I've managed to pick up several of the old novels that I wanted (thanks John). I hope it will become a permanent

THAT GIVES ME THE RIGHT RAVING 'UMP!
First off, I would like to say that you guys are doing a great job on this publication. I get tired of opening up my Journal, just to read people writing 'I don't like the A4 format' (what in Mork's name is this A4-A5 format crap anyway?) or 'Slap some more colour in it' etc. I think the format (whatever it is!) is great. It sets your Journals apart from your Dwarfs and the sorts. As for storing these little gems – hey, have you guys ever heard of bookends? They work fine and are inexpensive. As far as black and white pictures are concerned, they are fine, especially if it keeps the cost down. Sure, there are times when the pictures leave a lot to be desired but that is what your imagination is for. Then there is always some guy complaining that he never sees enough articles about a certain game. As they should know by now the Journal is only as good as the

mighty Anvil of Doom, whilst a High King's Throne of Power is hefted on the backs of four mighty Dwarf Champions. Even the lowliest Thane would have two sturdy Dwarf Maidens to be his shield-carriers, their beards combed and knitted in the family rune. To ride into battle upon any sort of beast would suggest a fraternisation of the most unnatural and illicit kind! That's the sort of thing a Halfling does!

Only Heretics in need of a good kicking from an Eversor will disagree...

And on top of that, who would clean out the pens? A Dwarf? I think not! Their beard would get so dirty and matted they'd hide in shame.

If that isn't enough to dissuade you of such unorthodox and unhygenic ideas, consider the fact that a real Dwarf knows that the best place to be is with your feet

advancement tables. I have to say if this is the future of the journal I'm thinking of subscribing.

– Doug US
ducalguard@aol.com

Err... now how can I say this Doug? Those were our true intentions, having decided that character packs were simply too much bother and messing around, but we goofed! Unfortunately we neglected to include the Outlaw statistics table by sheer mistake which we have now included as an errata in this issue – that'll be smacked bottoms all round! – Ed.

SPOTTY OIK!

I call upon the Emperor, I plead with him to stop these warped visions that I have but he does not heed me. The visions... The thoughts… My brain is in turmoil and threatens to explode. I need release from my torment.

What is it I see, you may ask? The answer is simple: what is in store for the

would be in your hands. Massed ranks of Guardsmen turned to Chaos fighting against Sanguinius and his Blood Angels the possibilities are endless.

4. And finally, having just read Inferno 16, Apothecary's honour, it appears to me that it could open possibilities for Undead in Warhammer 40,000. Imagine massed ranks of maggot-ridden Orks, Humans and Eldar.

Anyway, enough of my insane ramblings, my head hurts. The Emperor does not hear my pleas he has forsaken me. Maybe I should call to the gods of Chaos instead.

Father Nurgle, aid me in my hour of need. I beseech you. What's that horrible cackling? what's that covering my body? Scabs, ulcers, boils and, and pustules – cool!

– Andrew Carl Tew
Rochdale

Eurgh! Pustules and Boils? Get thee to a crass and

piece of the mag as it provides a service which hasn't been widely available for a few years. Other readers should be encouraged into placing ads too, although there are some dangers of people taking advantage – the people that contacted me were honest, decent guys. The only thing which I can think of which would improve it is if the adverts could be grouped up and easier to read – one section for painting services, one for wanted stuff and one for stuff for sale. Otherwise it works really well.

– Tim Richardson,
Worthing

Well there you have it punters – it's a useful service and it's free! All you have to do is phone, e-mail or post your ads through and we'll put them in for two issues – blimey, what more could you want, a free Baneblade with every issue? Stop those thoughts now! – Ed.

writers and materials submitted which are both compliments to us (the faithful readers). So, if you haven't written anything for the Journal you've got no-one to blame but yourself.

The Journal is only as good as the writers and materials submitted...

One last thing before I step off the soapbox. It's about your Forge World line of products – I just think they're ultra-cool. I don't even play Imperial Guard but I still love seeing the neat tank add-ons you produce for them. One question though, when do we get to see some Ork stuff roll outa the Forge World? Maybe a multi-part Battlewagon kit or something?

– Dan C. Georges, US

Sigh... Thanks Dan, It's always rewarding to know that some of you understand what we're

trying to do and how hard it can be to try and please everyone. As for the A4/A5 thing, that's basically a page size format used here in the UK (A4 is similar to US letter size). Sometimes we forget that the mag is an international publication and being British assume that everyone out there knows what we're waffling on about. And as for the Orky stuff from Imperial Armour it'll be a lot sooner than you think – Ed.

MAD AS A FISH!

I really don't like to complain but I feel I must. Third edition 40K sucks! There, I've said it. But seriously though, nobody listens to me anyways. Second edition was a finely crafted masterpiece and third edition came as a child's toy. Complex to boringly simple. That and you made Chaos a bunch of girls. Power characters were entirely my thing – Chaos Lord (Terminator Armour, Mark of Khorne, Power Axe, Bolter-Melta, and all the rest of the stupid things. There's no fate cards, less psychic powers. Dudes, you have the material just convert it over. The whole thing is a money making ordeal. Why couldn't you just spend some more time evaluating the rules or as with Warhammer just release everything in plastic, develop new armies and make new rules.

The new Eldar Guardians are looking very good but the new catapults suck. I liked the gravatonic accelerators from before – Eldar aren't supposed to have clips, it makes them look bad. As for Chaos Jump troops – NO! And changing the alignment of the Gods bonuses – I hope you all get Nurgle's Rot! Here's my idea: Khorne +1 Attack, 12" Assault, Fearless. Slaanesh – Fearless, Destroy Psyker's minds. Nurgle +1 Toughness, Fearless. Tzeentch + 1 Save, Fearless. Since they have to deal with Daemons and all the time about it and they still refuse to play 2nd edition and I miss it. They say that because they use 3rd ed in tournaments (official is the word they use) that's what they're going to play. I was just making enough money to think about collecting an army, I had enough for

You've made Chaos a bunch of girls.

boxed games but an army is a different story. Right now, for the next three months I will not be playing any wargames of any sort. After that I will be gaming like a rabid dog at a meat festival. I'm trying to straighten out my life at the moment. I'm in a quasi-military school and can't get out to game during term. When I get out I'm going to need a good steady army to play with. The Eldar seem to be good. Except for the Kroots (no, I'm not a Farseer, you just seem to mention them so much for it to be coincidence!). The new Guardians are good

written Jonathon, never – Ed) Oh well I understand. Criticism hurts but otherwise how the hell would you know what's wrong with your games? Maybe I should play another sci-fi system. Oh, wait, there is no other system. Me bad. I do love the new Imperial Armour tank kits. Although expensive, they're pretty good. A little out of my price range though for the points value. I think I will make a Ratman army and when I do, I'll send you all the relevant information. On disc even. I gotta go. Chow time.

– Jonathon Metz, US

Good God Jon how big is your beard? No wonder you preferred second edition Warhammer 40,000 which was certainly not without its flaws. If you consider that 40K was supposed to be a wargame not a skirmish game and that it allowed you to field an 'army' of five models isn't that somewhat mad? As with all things Jon they change and we have to change and adapt along with them otherwise we stagnate.

Your club mates are all taking on the new edition of Warhammer 40,000 because they want something new and exciting not something old and too familiar and it takes a little getting used to without constant comparison.Try not to be too stubborn, after all, your mates can't all be wrong, can they?

And yes, we do like criticism so long as it is constructive. Why do you think such radical changes came about in 40K if we hadn't been listening to the criticism we'd received about second edition? Give third edition a try, be open minded and see how you like it, you might surprise yourself – Ed.

Haywire grenades etc.) four Terminators (Khorne, Chain-axe, two Bolt Pistols), 18" charge, four shots a turn, two attacks and Frenzy – beautiful! Hard as hell! Hard to play with though. Five guys facing nearly thirty Imperial Guardsmen. Tough but fun. My opponents hated my army list but didn't care once we had set-up; considering their armies were four times the size of mine. Play *Scorched Earth* – lots of fun.

I believe if you haven't ever written an article for the Journal, you haven't got anyone to blame but yourself.

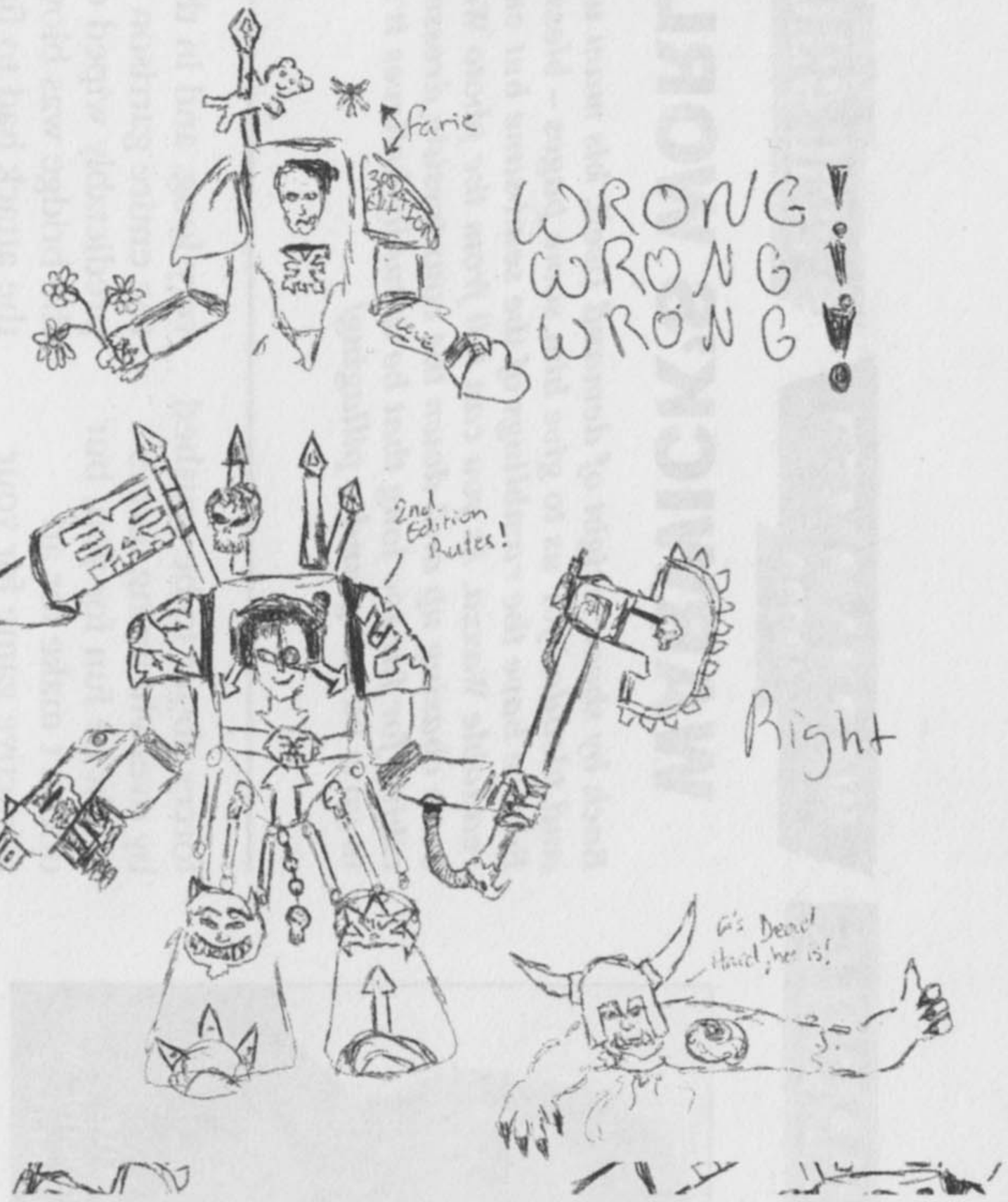
Alright, maybe I should explain my first rant, it is a little insane. Here's the story: I love second edition 40K, I hate third edition. Especially the fact that everyone moves at the same speed. You can't run, you can't fire into combat the like they're not going to be afraid of very much.

You probably aren't going to listen anyway. Nobody listens to me. All the people at my gaming club don't and they argue with me. I'm dead stubborn I am. They are too, apparently. They insist on using the new rules. They also insist that their Imperial Guard move 6" per turn – suckass punks! I guess I must play though. I suppose the Eldar need a new Farseer. Since I now have no job I might as well take it.

Alright, alright so my letter sucks – sue me already. Time to explain my second rant. I just finished re-reading it and decided it was a bit vague. My gaming club plays 3rd edition of 40K. They play so they can get used to the system so they can play in tournaments – not that they need the practice they normally play to a high standard anyway. I hate 3rd edition, with a vengeance, as you can see. I argue with my clubmates but I'll be buying a lot of old Eldar weapons sprues and re-arming the guardians with the right weapons. The other army I had in mind was a Skaven 40K force using the rules from the Journal for Stand in Armies (CJ33), they'll probably be either Orks or Imperial Guard. It'll be one hell of an expense but it'll be worth it. Although they probably wouldn't have many vehicles.

Yes, I know this is my fourth rant. No, I do have better things to do than write letters to you. It seems I have a lot on my mind. I was just reading the legal stuff on submitting an article to the Journal. It seems that you will modify any article sent to you. What, afraid of getting a little dirt along with the praise? Can't stand a little criticism? And I would just like to state how reasonable and great the editor of this wondrous publication is... *(Modify something that you'd*

Jonathan's interpretation of the difference between 2nd and 3rd edition



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WARWICK'S WORLD

Back by sheer weight of demand (well, his mam wrote in and pleaded for us to give him some pages – bless her! – Ed) we have the ramblings of the semi-sane but eminently readable Wazza. As you can tell from the photo Warwick's been chasing up and down the countryside dressed as a viking for far too long that he actually believes it's legal to go a burning and a pillaging!

I have recently taken a brave step, experienced wargamers out there will howl with derision and cast scorn at the very idea, 'it'll never work' they will cry, but I have begun playing a map-based campaign.

I have played in many wargames campaigns before, and refereed a few, mostly of the narrative type, but never map based. Well, never one that got off the ground anyway.

It always seems like an attractive idea, with units moving on the map, then fighting battles where forces clash, but in actuality you know that the tabletop wargames with toy soldiers starts to take second place to the map-based strategy, and your opponent can be beaten before you ever play a game with toy soldiers. Let's face it, out manoeuvring your opponent and leaving his forces about to be crushed by overwhelming forces might be fun for you, but doesn't make for an attractive game for your opponent. Wargames which last for two turns with the opposition crushed aren't really much of a challenge or much fun for either player.

That said, the appeal of breaking the 1000 points aside stalemate, with battles taking on a wider importance that a simple one-off victory is the draw of any campaign. A perfect example of this was the first battle of our latest campaign. A small garrison of one infantry squad and one chimera is left facing the full armoured might of the enemy spearhead, say 15 tanks! A game in which I had 0% chance of winning. But this didn't matter, because the road running through the town led to a bridge, which I wanted to blow up. The garrison had to slow down the enemy vanguard long enough for the bridge to be blown, and they did. The game itself didn't last very long, and in the end the entire garrison was predictably wiped out, but the bridge was blown and the attack had to find a different route to advance across the map.

For this campaign we have a map, draw on hex paper, with roads, tracks, rivers, woods, hills, towns and villages marked on and unit's movement rates broadly categorise as vehicles, infantry and off road. This keeps it simple. Vehicles are restricted to marked roads and tracks, and whilst infantry can move off road they become very slow. This way the board game element of the campaign becomes a race for key road junctions and river crossing points. These restrictions force opposing sides into battles, rather than both sides manoeuvring to avoid any battle that they don't feel they can win. The map is serving the purpose of creating tabletop games rather than replacing them.

Tempting though it is to

include them, we have agreed to ignore supplies, repairs and command and control rules which whilst adding a level of 'realism' also add to the complexity and become another barrier to the actual wargames. We assume units are resupplied regularly, damaged vehicles are repaired and orders get through.

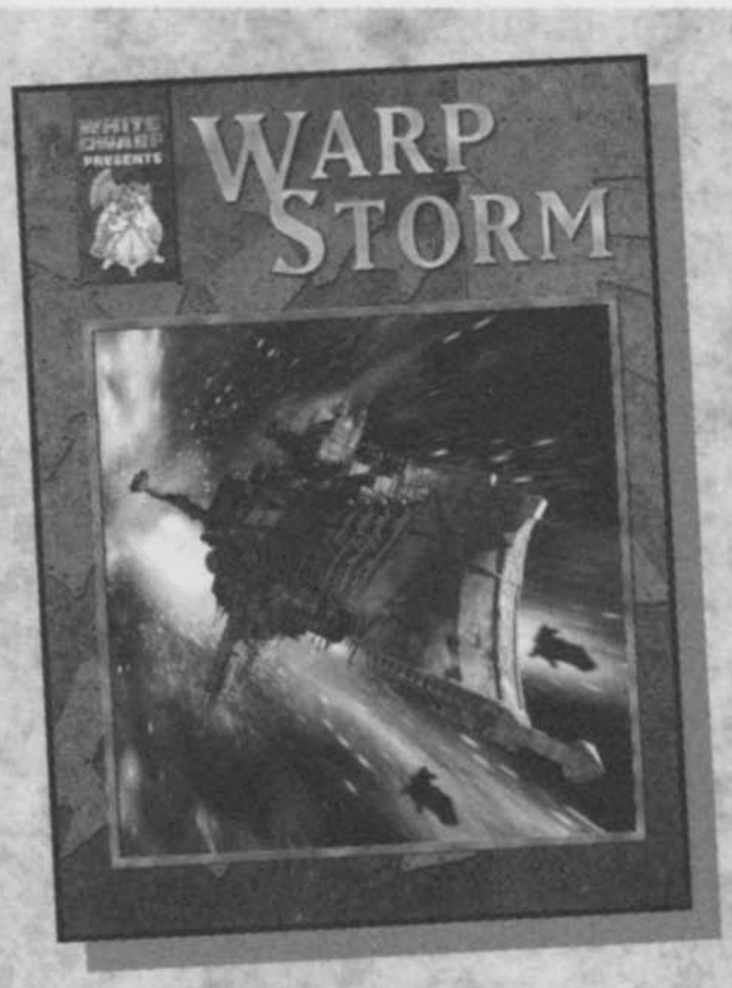
In this campaign I am defending, and heavily out numbered to start with, but with reinforcements arriving. It's a case of doing the best I can with my smaller forces and hanging on for help. Not many gamers would choose to play a game that involved a fighting withdrawal out of choice, most prefer straight fights with both sides starting with a equal chance of winning. Winning in the campaign game isn't a case of destroying enemy units and adding up victory points, but delaying them long enough for reinforcements to arrive.

With the map working in conjunction with the tabletop battles, games take on a whole new dimension. How long to fight for? When to withdraw? When to stand and fight? Which units to risk in battle? How long reserve forces will take to move up to the front line, whether artillery is in range, all become added factors making for interesting and challenging games.

The only major book keeping comes from recording casualties. This we keep simple, destroyed vehicles are lost, damaged vehicles are repaired, half infantry casualties are recovered from wounded men, guys who just went to ground or replacements. Again, dead simple and it doesn't become a bind, because if the campaign is going to run for a while then nobody wants to wade through complex rules to find out if their squad has five men or seven men in it. In my experience it's that kind of thing that slows down and eventually stops campaigns altogether.

So despite my better judgement this map based campaign seems to be working. Three battles have already been fought, with more to follow. The attackers have forced a river crossing despite my attempts to blow the bridges, but have paid a heavy price in casualties for their gains. My own armoured reserves are just starting to arrive, and all together the campaign remains in the balance. This means we must be doing something right, because in campaigns it is often the side that wins the first battles and weakens his opponent that goes on to victory after victory until the unfortunate loser stops playing.

I'll let you know how I fare next time.



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MORDHEIM™

Damned if you play! Damned if you don't!

by Dennis Layson

Why Mordheim?

Since I picked up my first copy of Warhammer and Warhammer Role Play, I have wanted to build a medieval city to run adventures in. When I saw the first articles in the White Dwarf on Mordheim, I knew that this game would become extremely popular. Since I am also a member of the Warfair Atlanta staff, and an enthusiastic GW games player, I thought that we should use the Mordheim City as the central game for our Fantasy and sci-fi room. The Warfair staff agreed on the idea, and I was off to the design phase of the city.

Warning! I'd turn back if I were you!

The graveyard section was made from from carved insulation foam covered with latex house paint and blended green turf. The tomb stones were made from balsa wood and old miniatures. The cobble stones were carved into the base foam with a ball point pen. The cobblestones were painted black and then dry brushed. Most of the buildings can be found painted or unpainted in local craft stores. They were labelled on the bottom to aide the game umpires. The statue and monument were made from cake decorations and appropriate miniatures.

The trees are individually based on large sheet metal washers. This makes them easier to move around as the figures pass through the woodlands.

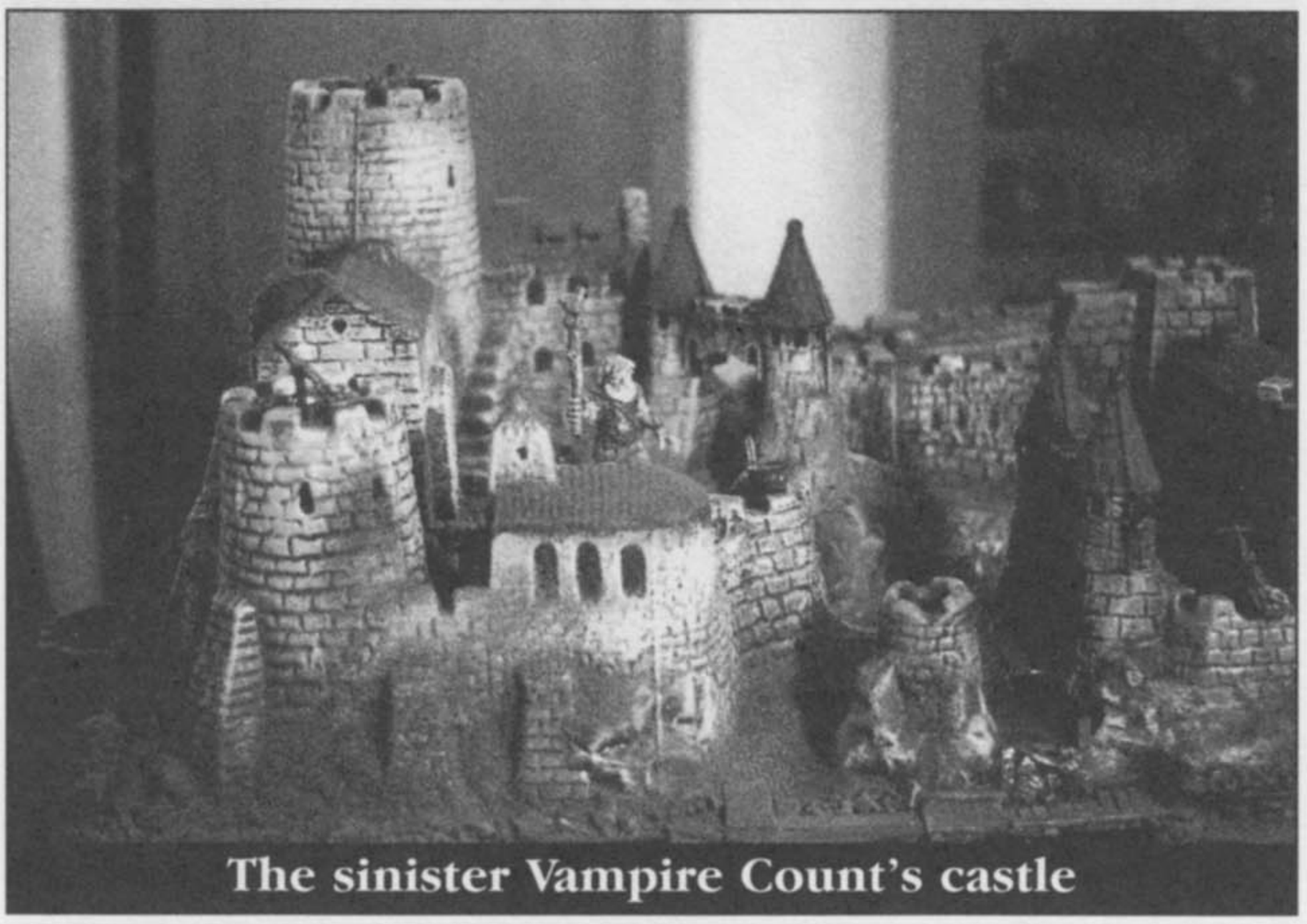
How the City was conceived and built

Shortly after I got the go ahead to run Mordheim at Warfair, I pulled out all my old Warhammer Role Play books and White Dwarf magazines to give me a flavour for the buildings and the layout of the city. I then asked my very talented wife, Mary, who has a design degree to help me with the layout of the buildings. We both decided that the best size for the game to be played on was 8' x 4' (the size of a full sheet of plywood). We then considered transportation and decided to cut the piece of plywood into four equal parts. I had originally decided to scratch build each building, but upon discovering that 'Wal-Mart' (an American store chain) had a medieval looking Christmas village set, Mary and I went to all the stores within a 100 mile radius and bought all the buildings that could pass as medieval. The two castles in the city were part of my collection. The inquisition castle was bought for me by my father in the 60's from Germany and I've had it all these years. The vampire count's castle I

Dennis and the boys at The War Room

picked up in Germany in 1984. The idea of a castle on top of a large rock formation came from as actual castle I saw on wargame manoeuvers in Germany. Now that I had the concept and the buildings, Mary and I laid out the city on our living room floor. Once we were happy with the layout, Mary drew a map of Mordheim and we numbered each building. The numbering really makes setup a breeze. Next we applied a thin pink foam insulation sheet to the top of the plywood. This foam enabled us to cut rivers, roads (complete with cobblestones) and rough terrain. We waited for a sunny day and placed the plywood on some tables and glued the foam on top of the plywood and cut them along the plywood's four pieces. After we glued the foam in place, we put the vampire castle on the boards and cut out the river sections with a foam cutter. We then put every building in place and labelled the foam under each one to match the number on the house. Next, we took a ball point pen and drew every street and every cobblestone. When everything was eventually drawn on, I took all the buildings off and painted the entire board a woodland green except the streets, which I painted black. I then added pebbles and pieces of broken car glass to the river bed and painted it a brownish mixture. Once the paint was dry, I added the grass using standard railroad flock by first spraying a glue mixture over the green areas. I then went back and added rocks, shrubs, and bushes to the ground area. The river is made of a clear two part resin that takes about 24 hours to cure. I needed to blend in the large castle with the surrounding fields, so I used

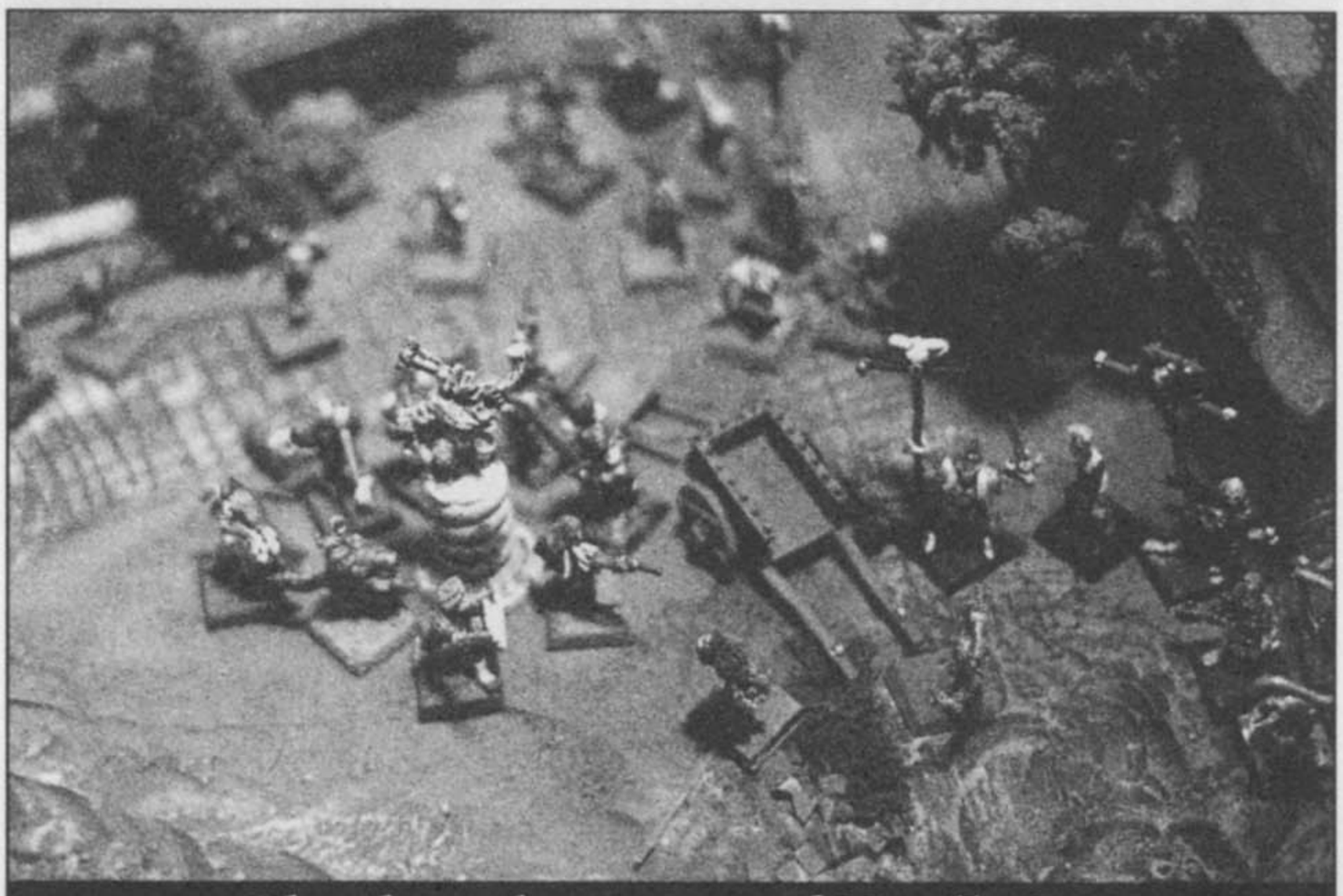
Mordheim – pre-comet perhaps?



The sinister Vampire Count's castle

...and to the left – The Temple of Sigmar

The Inquisition Fortress



Blood on the streets of Mordheim

A Wood Elven Warband confronts a Troll

some pine bark and blended them to match the colour of the castlerocks. The houses were already painted, but they had snow on the the roofs. I just converted the snow to moss by using more of the flock I used from the grassy areas. Each of the houses were named for some existing Warhammer Role Play building. The signs and posters were taken from the original GW Warhammer card building sets.

The Game Begins

Even before the city was built, several members of the Warfair staff begin working on collecting all the existing rules and warband lists that were originally published in the White Dwarf magazine before the boxed set came out. We also worked out a list for encounters and treasure. We were ready to preview the city and play test the game. When Warfair '99 opened, I was expecting a heavy turnout for the preview, but even I was overwhelmed by the number of people wanting to play. I had over 20 people for each session ready to send their brave adventurers into the City of the Damned, but I knew that if I ran the turn sequence one player at a time, then the game would be too long and some of the players would grow bored. I decided to run everyone simultaneously and if any questions on who charges first or who shoots first came up, then we could settle it with a dice roll. In addition to the simultaneous movement , I came up with some special charts for encounters and treasure. Also, each player was given a specific goal. They had 500 gold pieces to build a Warband with and buy weapons etc... Once the party

was ready, they had to get to their objective and make it off the board with the booty and at least one Warband member alive. Along the way, players had to decide whether or not to explore buildings to find magic items that could be used against the nasty, smelly Undead creatures that they might run into. I did not allow any Warband to buy any magic items at the beginning of the game, but did have some undead villains roaming around that could not be killed without magic weapons just to spice it up. This problem made the players have to decide on moving as fast as they could to their objectives or to stop and explore. Those who wanted to look for a little extra insurance took a chance on waking the dead. Each area that was explored had to make an encounter roll, then if the coast was clear, a magic item roll. Many an adventurer was ripped apart and eaten by hungry Zombies only to find an empty house. Some notable players experimented with unconventional approaches such as the Dwarf player who used his 500 gold pieces to outfit only three figures. Everyone thought he was crazy, especially when his party was ambushed on its first turn by a wandering Troll. Because of his extra armour, and keen tactics, the dwarf player decided to leave his leader behind to fight the Troll and send the remaining two Henchmen on to their objective. Several turns later, the leader was still bashing it out with the Troll when the rest of his Warband arrived, killed the Troll and won the game. I guess he had the last laugh. There was also a player who took a Goblin Shaman and two Ogres. Talk about fun, try moving through a town crawling with dead people who want to eat your brains and other Warbands trying to steal your stuff while keeping two irate Ogres under control.

Christmas buildings put to good use!

Running a game with twenty people was extremely hectic, but everyone who played was a great sport and more importantly, everyone had a great time. The City of the Damned was a tremendous hit at Warfair '99. So much so that the miniature games co-ordinator of 'Dragon Conn' in Atlanta asked if I would run it for him at Dragon Conn.

Within two weeks after Warfair, I was running Mordheim again. The turn out at the second preview was beyond any expectations that I had. I didn't even have time to eat between sessions. There was a waiting list for the entire time that I ran the scenario. Based on the overwhelming response had, Mordheim is definitely going to be a very successful and popular game. I have been asked to bring Mordheim to another gaming convention, 'NATO', Atlanta in November.

The Undead roam the streets

Don't Get Caught In The Covered Bridge

The river was made buy cutting the path of the river into the foam before painting. Then, small fish tank rocks were added. Once the rocks were dry, the bed was painted brown and shaded. After that, a two-part clear resin was added and allowed to dry for 24 hours. The covered bridge was part of a Christmas village set. Although most of the buildings were made from Christmas village sets, there are a number of Hudson and Allen and Epicast buildings visible in the photos.

Safety Lies In The Temple Of Sigmar

Sigmar's temple was made by cutting a foam block to fit a church from a Christmas village which was glued to the foam. A large angel that was borrowed from the Christmas tree was glued on. The bottom door was from an old toy. Once the glue was dry, the piece was painted and flocked. The bottom right corner of the photo shows a tower and one wall of the inquisition which was made from an old toy castle from Germany.

Colonial Soldier of Fortune

When you grow up in Central Georgia, US, you don't find many friends who are into miniature gaming. Most of the folks that I know spent all their spare time hunting and fishing as a hobby. While I also consider myself a decent woodsman, I also felt the calling of the world of miniature gaming at a young age. As far back as I can remember, I have loved toy soldiers and as I grew up, that love of miniatures has stayed with me. During high school and college, I began to wargame. I soon moved into the fantasy arena and finally found that area was my favourite. One day while serving as a tank Lieutenant, in the early 80's, in Mannhein Germany, I found a small hobby store. When I went over to the miniature section, I picked up my first Games Workshop figures and Warhammer 1st Edition. From that day forward, I was an avid GW fan. I now have thousands of GW miniatures and almost every game they have ever produced.

During those few years in Germany, I was fortunate to participate in several gigantic Warhammer battles. I always enjoyed the games, but I felt that they were missing something. They needed good terrain to bring them to life. It wasn't until 1988 when I attended a gaming convention in Atlanta, Georgia that I saw the type of terrain that I wanted. There was a Warhammer 40K game being run by my now very good friend Charlie Traylor. He taught me some simple, yet very effective ways to produce outstanding scenery. I soon started building my own terrain. It wasn't until after Desert Storm, when I resigned my commission and started working a regular job, that I began making terrain for other people. I also lived close enough to Charlie to start working with him on some of the wonderful pieces that he used for his gaming convention called 'Warfair' in Atlanta. I soon joined the Warfair team and have helped develop some of the outstanding pieces including the Mordheim City, several large Necromunda Underhives and countless GW Fantasy, and GW 40K tables.

CONTACTS AND GAMING CONVENTIONS

Where to see this game:

WARFAIR 2000
June 2nd 3rd, 4th, 2000

Atlanta Powers Ferry Crowne Plaza Hotel at
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Atlanta, Georgia 30339 (770) 955-1700

Charlie Traylor
E-Mail: Warfair @mindspring.com
Website: www.mindspring.com/~warfair
Jonesboro Ga. U.S.A.

Dennis Layson
E-mail: warfair@mindspring.com
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Imperial Armour returns with its range of ultra-cool, ultra-detailed, ultra-specialist 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 awesome Thunderer Siege Tank. And what's more, you'll only find the rules for using them right here in the Journal!

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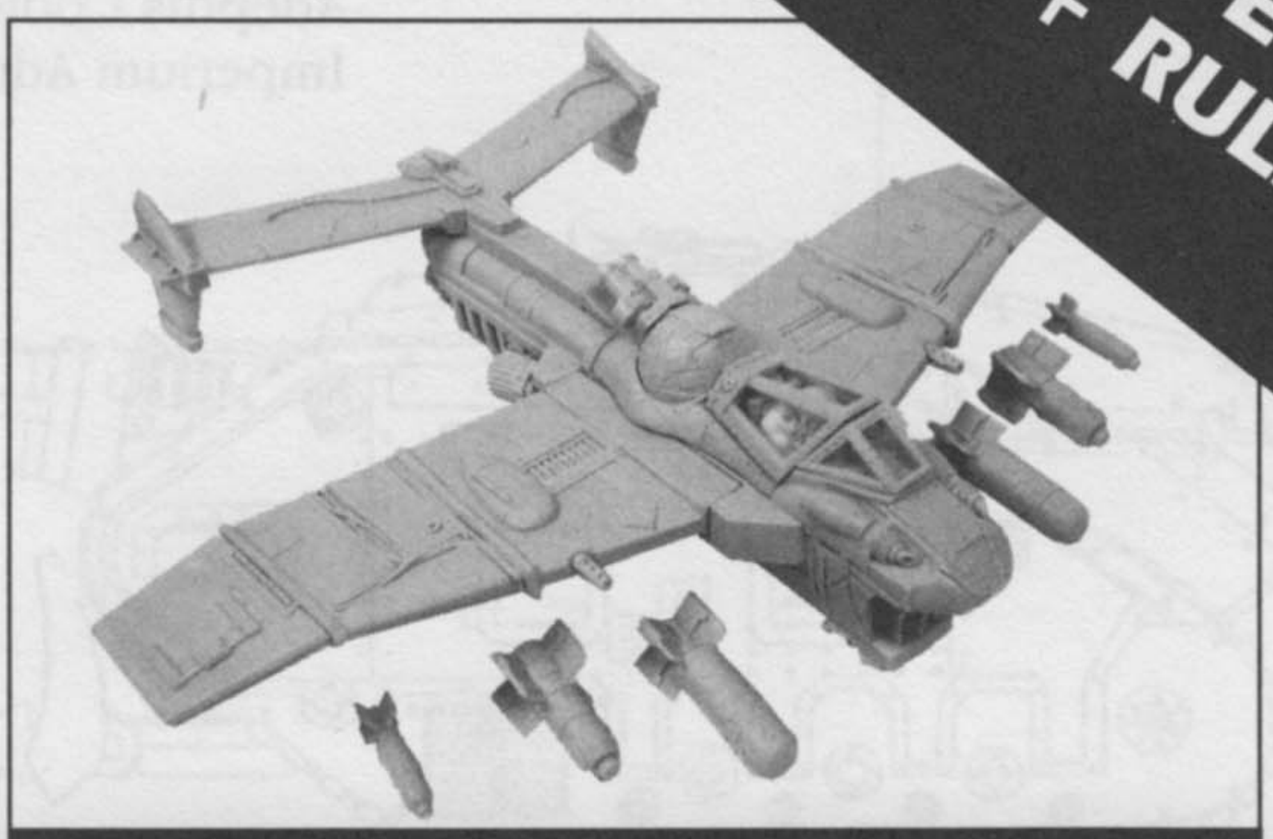


ORK BOMMER
(Delivering ordnance next issue!)

THUNDERER SIEGE TANK

	Points	Front Armour	Side Armour	Rear Armour	Bs
Thunderer	140	14	13	10	3

The Thunderer Siege Tank is a conversion of the Destroyer Tank Hunter. If a Destroyer's weapon malfunctions or is damaged in battle the advanced technology of the Turbo Laser Destroyer is difficult to repair, and there are very few new weapons manufactured. Rather than waste an armoured vehicle chassis the Imperial Guard often re-arm the tank hunter with a different weapon. A common field conversion is to replace the damaged Turbo Laser Destroyer with a Demolisher cannon, to fill the role of the Demolisher. A few such vehicles have become production line models on selected Forgeworlds.

Like the more heavily armed Demolisher Tank the Thunderer is often deployed in close support of infantry platoons.

Type: Tank

Crew: Imperial Guard

Weapons: The Thunderer mounts a single Demolisher Cannon. It has no other weapons

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

HEAVY SUPPORT: THUNDERER SIEGE TANK
A Thunderer is a heavy support choice for the Imperial Guard.

SCENARIO IDEAS USING THUNDERERS

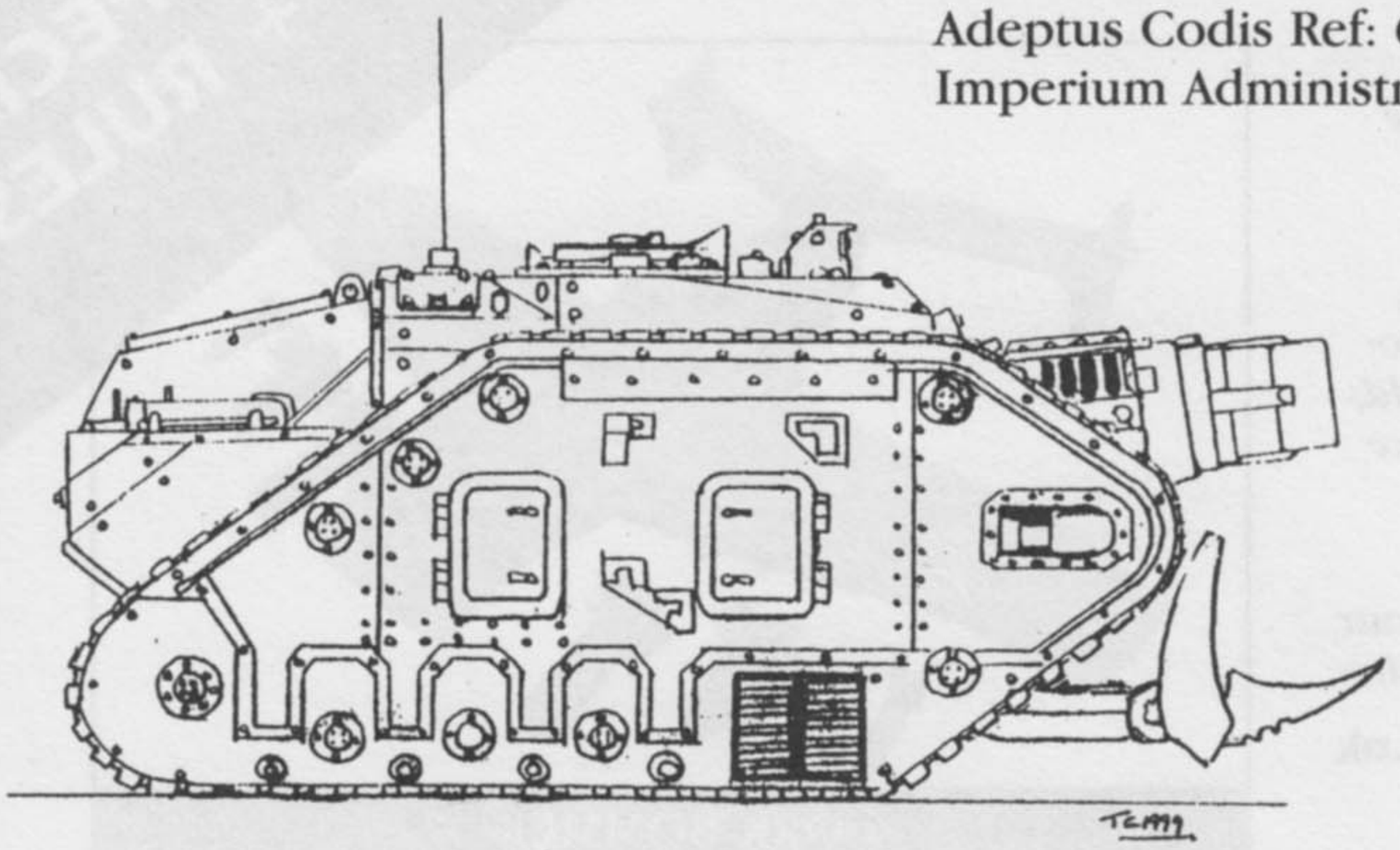
The Thunderer is best used in it's own environment, street fighting. Try using it in direct support of an Imperial Guard infantry platoon as they battle to overwhelm the last surviving rebels amongst the ruins of a devastated city. In this scenario the rebels should win the battle if they can destroy or capture the Thunderer.

SPECIAL RULES

Demolisher Cannon: *The Demolisher cannon is a fearsome weapon at short ranges, best used in built up areas or in close support of infantry.*

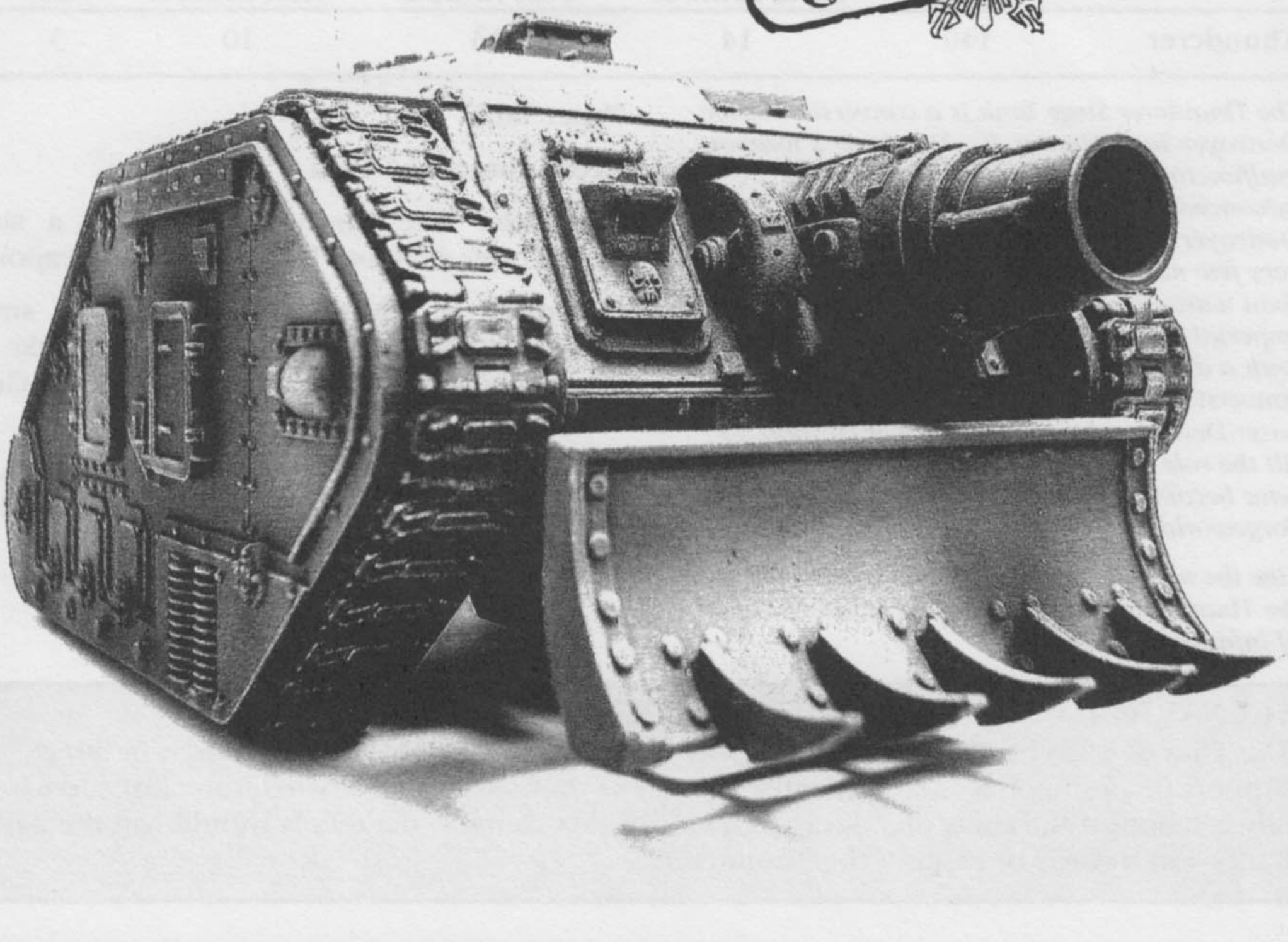
	Range	Strength	AP	Type
Demolisher	24"	10	2	Ordnance 1/Blast

Adeptus Codis Ref: 63552/Z
Imperium Administratum File 15284/IG



MARS PATTERN
MK I THUNDERER SIEGE TANK

Classified



There is a terrible darkness descending upon the galaxy, and we shall not not see it end in our lifetimes.

Inquisitor Czevak at the Conclave of Har.

Warhammer Quest™ ERRATA Warhammer Quest™

We neglected to include the Outlaw generation tables for the Bounty Hunter character in CJ35 and, although they're late, here they are:

•OUTLAW PROFILE GENERATION TABLES•

'Novice' (level 1) Bounty Hunters roll on this table:

D6	Roll Gold	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Abilites
1	Bounty	3	5+	3	1	3	5	2	2	0
2	Bounty	4	6+	3	1	3	3	3	1	0
3	Bounty	3	4+	3	1	3	3	3	1	0
4	Bounty	5	6+	2	1	3	3	4	1	0
5	Bounty	4	5+	3	1	3	3	4	2	0
6	Bounty	3	3+	4	1	4	3	3	1	0

'Hunter' (levels 2-4) Bounty Hunters roll on this table:

D6	Roll Gold	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Abilites
1	Bounty	4	4+	4	1	3	12	2	1	1
2	Bounty	5	5+	3	2	4	10	3	2	1
3	Bounty	3	3+	3	2	4	9	3	1	2
4	Bounty	5	4+	4	1	3	11	4	2	3
5	Bounty	3	5+	3	2	4	10	3	2	2
6	Bounty	4	4+	4	2	3	9	4	1	2

'Stalker' (levels 5-7) Bounty Hunters roll on this table:

D6	Roll Gold	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Abilites
1	Bounty	4	4+	4	2	4	14	5	2	3
2	Bounty	5	3+	3	2	5	17	3	2	2
3	Bounty	3	4+	3	1	3	13	3	2	4
4	Bounty	5	4+	4	1	3	14	4	2	5
5	Bounty	4	3+	3	2	3	16	4	3	5
6	Bounty	6	2+	4	1	4	15	3	1	3

'Killer' (levels 9-10) Bounty Hunters roll on this table:

D6	Roll Gold	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Abilites
1	Bounty	5	4+	4	3	4	22	5	2	5
2	Bounty	5	3+	6	4	5	31	3	3	5
3	Bounty	6	2+	5	5	3	23	3	3	6
4	Bounty	5	4+	4	4	3	28	4	5	7
5	Bounty	7	3+	4	3	3	19	4	4	9
6	Bounty	6	2+	4	4	4	30	3	4	

The Outlaw for the event card is profile 1 on the Novice table. He is worth 150 gold.

What are we? Dozy buggers!

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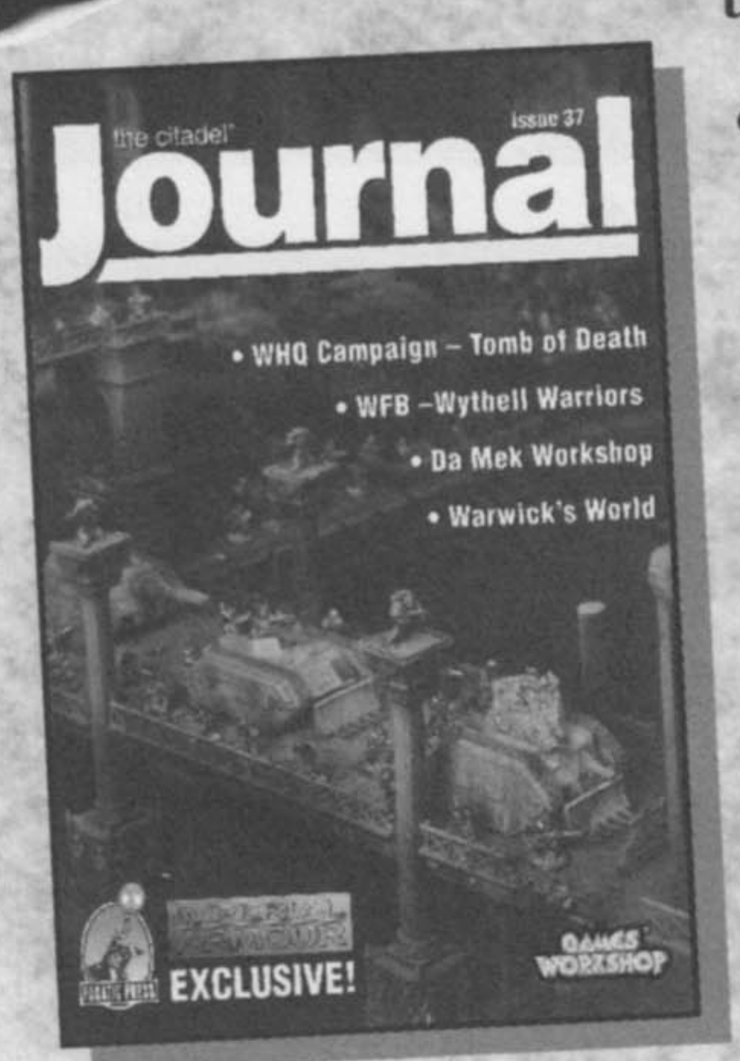

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Tacticus Dark Angels

Using your Death Company and Ravenwing more effectively

by Matt Sprange

Tactica Ravenwing

Somewhere within the vast stone halls of the Rock, where stained glass windows shine the light of the stars and ancient slow-burning wax candles cast flickering shadows, a newly appointed Master of the Ravenwing is handed the ancient Raven Sword. Raising the blackened blade in salute to his Commander, his new duties are explained to him in great detail by the Supreme Grand Master, Azrael himself...

A Notice to New Masters

As any member of the Inner Circle knows, the glorious 2nd Company of the Dark Angels, the Ravenwing, forms the premier reconnaissance and fast attack fighting force of the Imperium. The riders and pilots of the Ravenwing are amongst the most skilled of all the Space Marine Chapters and the very name of the Company is spoken in awe across a thousand thousand worlds.

As the Master of the Ravenwing, it is imperative that you learn the lessons of all your predecessors so that the reputation of the Ravenwing, hard fought for on many battlefields, never falters.

Command Squadrons and Leaders

You, as the newly commissioned Master of the Ravenwing, will take command of any sizeable attack force operating without the support of the rest of our glorious Chapter. It is important to understand that you must lead from the front, piloting the ancient master-crafted Land Speeder of your predecessors, so that your entire army may take inspiration from your brave and noble deeds on the battlefield. To this end, you must ensure that your command squadron, those brave Marines that will face the strongest of enemy forces alongside you, have the very best equipment you can provide them.

Many previous Masters have experimented with taking a squadron of bikes for their command unit, all of them meeting with a singular lack of success. When combined in a single unit, bikes and Land Speeders rob each other of their own unique advantages. Bikes will slow down a Land Speeder, denying it manoeuvrability and the raw speed that enhances the Land Speeder's survivability in combat conditions, whereas a Land Speeder will reduce a Bike Squadron's awesome capability in assaults. You are well advised to keep the two separate. Instead, surround yourself with the finest Land Speeders your resources allow, preferably Tornado variants that will complement your own Heavy Bolters and Assault Cannon.

As a side note, remember that whilst you are indeed the very best pilot in the entire Ravenwing Company and can dodge shots and explosions that would annihilate a lesser Marine, you must never gamble everything on your skill. Screaming as fast as you can into a wall of Lascannon will only get you killed, forcing us to train a new Master to take your place – and this is something that the Inner Circle detests doing more than once a century.

Instead, use the range of your Heavy Bolters to pick off enemy troops at a distance with your speed keeping you and your squadron alive. Once the major heavy weapons threats have been eliminated by the rest of your force, you can slow your Land Speeders down, closing with the enemy then unleashing the combined firepower of your Heavy Bolters and Assault Cannon. Few units, however well armoured, can stand this sort of punishment, particularly if your accuracy is enhanced with the All-Seeing Eye mounted on your new Land Speeder.

The Chaplain and Librarian of the Ravenwing can also take to their bikes and support an attack force, though the Ravenwing Decree, written millennia ago, forbids them to take command squadrons themselves. They are best utilised within the finest Bike Squadron in your force, where they will find few

equals in close combat. Equipped with a Force Weapon, the Librarian will be able to meet the toughest monsters and enemy leaders on a good footing. Whereas the Chaplain makes for a strong centre in any of your assaults and more than capable of taking on multiple enemies with ease.

Bike Squadrons

The elite Bike Squadrons of the Ravenwing will form the very core of any of your armies. Gifted with bike designs graced by the Emperor himself and fully trained in the Martial Art of Jinking, they can take punishment that would cause a lesser Chapter to falter and pull back. You should equip them primarily with short ranged attacks and assaults in mind, so Power Weapons for Veteran Sergeants combined with a heavy use of Flamers and Meltaguns are the order of the day. Use the bikes to out-manoeuvre the enemy and close in on targets of choice, either large concentrations of enemy troops or armoured vehicles that can be destroyed with a well placed Meltagun shot or two. Never be afraid to order them into the most inhospitable of terrain if it will allow them to cut the time of such an attack. Your Marines are well trained for such operations.

The might of the Ravenwing!

The most difficult thing to accept for the Master of the Ravenwing is that your Bike Squadrons are your front line units and, as such, will always take the heaviest casualties. The lowliest Scout will recognise the fact that every Marine is precious and can never be squandered in futile actions. Your Ravenwing bikers take nearly four times the resources of your average Tactical Marine to bring to the battlefield. But to win your battles, you must find a way to slow the enemy's attack as you move your key units, the Attack Bikes and Land Speeders, into their strike positions. Your bikes provide the most efficient means of achieving this.

Primarily, their role must be to soak up the firepower that would otherwise be targeted at your Attack Bikes and Land Speeders, but caution must be taken even in this, as you will nearly always be outnumbered by your enemy and squandering a Marine's life is punishable by exile from the Chapter. Cover and terrain features may well be the most important weapon you have at your disposal. Use every scrap of cover to close with the opposing army, keeping the Attack Bikes and Land Speeders well out of sight until they are ready to attack, whilst the bikes reveal themselves only when necessary to cross open ground or shield other units. Once the enemy has been reached, launch into a full assault with the Bike Squadrons. Even against elite assault units, you will find they are very durable and more than capable of giving as much as they can take.

Ravenwing characters at full throttle

Attack Bikes

Attack Bikes are the bane of any enemy that relies heavily on the use of armoured vehicles. The Multi-Meltas they carry are amongst the best anti-tank weapons found anywhere in the galaxy and, even better for you, their short ranged is easily countered by the Attack Bikes great speed. The combination of this speed and devastating firepower grants you one of the best weapons in your army. So long as resources allow, Attack Bikes should always be utilised in the maximum squadron size of three. This will guarantee that at least some of your Attack Bikes are always able to reach their targets in the face of the strongest enemy fire. In this way, Attack Bikes are very easy units to know how to use, but your skill will be in keeping them alive long enough to achieve their tasks. You must assume that every enemy you face will know full well what the Attack Bikes are capable of and so will do everything in his power to stop them destroying his most valued units. As I said before, Bike Squadrons give probably the best cover for the Attack Bikes and so each Attack Bike Squadron should always be escorted by a group of bikes. One common mistake novice Masters seem to make is to allow the Attack Bikes to be assaulted by infantry that stray too close. Whilst it is true that the Attack Bikes are extremely strong within an assault, this is a form of combat that they are poorly used in. Their main strength is in their weaponry and this cannot be used if they are engaged in hand-to-hand combat.

If you like the idea of an Attack Bike bolstering an assault with its great bulk and two crewmen, then consider placing one in a Bike Squadron. If you arm the Bike Squadron with two Meltaguns as well, you will have a dedicated anti-tank unit that will have even renegade Leman Russ Main Battle Tanks running for cover. Once the tank has been hunted down, the squad will then be very prepared for any long drawn out assaults they are called upon to engage in. The only downside to this tactic is that it is very costly in terms of resources to field such a unit, so most Masters in the past only used them in any great numbers in the largest engagements they fought in.

Ravenwing land speeders scream by...

Land Speeders

The Land Speeders are the shining jewels of the Ravenwing and there is not a biker in your ranks who does not hope that someday he will be promoted to a gunner's position or even to the glory of a pilot. Unfortunately, Land Speeders are also highly visible targets and will always draw a great amount of fire from the enemy ranks whenever a clear line of sight presents itself. Thankfully, a Land Speeder's incredible speed allows it to avoid most disabling hits and its great range will normally let you choose when to come out from behind cover, rather than letting the enemy out-manoeuvre your Squadrons. Though they are equipped purely for attacking infantry and light vehicle targets, the Land Speeders are also your very best unit for capturing terrain and objectives where these are important in a battle. The agility of the Land Speeder allows it to turn almost on the spot as the pilot guns its engines and shoots off to a part of the battlefield that the enemy never suspected. In this way, you can conduct numerous feints and surprises for the enemy, always keeping him on his toes until your final, devastating attack comes.

Your Attack Bikes may have the powerful weaponry and your bikes may excel in assaults, but it is with your

Land Speeders that the majority of your firepower lies. The basic Ravenwing pattern is armed only with a Heavy Bolter and is best suited to chasing down scattered groups of infantry and taking objectives. It is relatively cheap, resource-wise and so you can potentially field great numbers of them. The upgraded Ravenwing Land Speeder, often called the Tornado variant by its pilots, mounts an additional Assault Cannon and whilst it is more costly to field, this extra weapon opens up a great number of new tactical options.

Firstly, whilst a Heavy Bolter may be able to cause some small amount of damage to light vehicles, an Assault Cannon will tear them apart and even present a great amount of danger to the larger armoured vehicles. Like the Attack Bike, the Land Speeder is eminently suited to moving into an advantageous strike position that will allow it to attack an armoured vehicle's side or rear armour. If your Attack Bikes fail in their mission, it will be left to the Land Speeders to finish the task.

The Assault Cannon is also an awesome anti-personnel weapon, particularly when used in the numbers that a Land Speeder Squadron can provide. When well screened by cover, or when the guns of the opposing army have been well and truly suppressed, then slowing down the squadron so it can use both Heavy Bolters and Assault Cannon simultaneously will always result in huge numbers of casualties in the target unit. In this, though, you must be very careful. At these speeds, a Land Speeder is at its most vulnerable. Shots that would normally skim harmlessly past it or that would only glance off the armour are now likely to blast the Land Speeder apart. You must only ever use this tactic when you are assured that the return fire will be minimal. This is the most important thing to remember when using Land Speeders, I cannot stress this to you enough.

Variations

It is commonly believed that we, as Dark Angels, are the most rigid of all Chapters and will rarely vary our forces. As you will have learnt in your many years of service to this great Chapter, this is not always the case and many of your predecessors have deviated from the Ravenwing Decree in the past if they thought such actions would guarantee them victory. As the new Master of the Ravenwing, you are free to pursue these tactics as you wish or even develop new ones yourself, so long as they are done far away from the Rock and Asmodai never gets to hear about it. I don't think he would understand your reasons for changing the way the Ravenwing normally operates.

For smaller missions, you may decide that it is not necessary that you lead in every single battle, particularly if you are in the midst of a huge campaign and I need you by my side. In those situations, many a Master in the past have delegated the leadership of the Ravenwing strike forces to either the Chaplain or Librarian that both serve as your seconds-in-command. In these rare circumstances, you may even permit them to have their own command squadron though again, you should bear in mind the penalties of mixing bikes and Land Speeders together.

Many Masters of the Ravenwing have looked to the Land Speeders of other Chapters and found they liked the machinery some used. Of course, another Chapter would never be able to keep their vehicles in the prime condition we are able to, nor would their pilots be any where near as skilled, but some of the weapon's options have fascinated us in the past. The most obvious variation is to mount a Multi-Melta on a Land Speeder instead of a Heavy Bolter, though many Masters have thought our Attack Bike more than adequate for tank-hunting and would never stoop to following other Chapters in such a low tactic. What tends to create more interest is the relatively new Land Speeder Typhoon, a veritable gunship with its twin-linked Missile Launchers. Now, it is true, our Ravenwing Decree does forbid the use of such a weapons configuration, but I can give you reasonable assurances that in years past, Masters operating far from the Rock have refitted some of their Land Speeders to match the Typhoons...

Well, that is all I can tell you for now, Brother-Master. Go out now, and show the enemies of the Emperor what it means to challenge the Dark Angels, spearheaded by the Ravenwing. You have a lot to live up to, for your predecessors have been amongst the finest Dark Angels who have ever lived, but who knows? Maybe in a couple of hundred years time, if you do well, you and I will be having this conversation again, as I initiate you into the leadership of the Deathwing, the most superior Terminator Marines in the entire galaxy.

Deathwing Terminators

A few hundred years pass...

Tactica Deathwing

Deep in one of the most secret parts of the Rock, one hundred members of the Deathwing, fully clad in their Terminator armour, stand in silent prayer. High on an ancient dais, the entire Inner Circle of the Dark Angels, not seen together for over two hundred years, await the arrival of their leader. The tension in the air is palpable as, at last, the Supreme Grand Master Azrael steps from a hidden entrance and gazes with pride on these, the finest warriors of his glorious Chapter. He barks a name and a lone member of the Deathwing steps forward from the ranks and approaches his Commander. A new Master of the Deathwing has been appointed and now awaits an explanation of his duties...

You Now Lead the Deathwing

These words must lay heavily upon you. Throughout your centuries of service to the Dark Angels you have performed your duties with the dedication and fortitude required of you, as is right for any Marine in the most illustrious Chapter of the Imperium. I now expect you to do better. You will be responsible for leading the most renowned Company of the Chapter into battle against the most ferocious enemies we face and will be answerable only to me, your Supreme Grand Master. You will be assigned the most impossible of missions and you will be expected to succeed.

Throughout your remaining years of service you will be required to exemplify the very core of the Deathwing in everything you do. On the battlefield you must learn from the experiences of all your predecessors which I, as a one time Master of the Deathwing myself, can relate to you now...

Command Squads and Leaders

As the Master of the Deathwing, it is expected that you lead your troops from the very front line, so they may better learn from your example.

The manner of your own personal equipment will be down to you. However, in the past it has been traditional for the Master of the Deathwing to be equipped with purely close combat weapons, either the deadly Lightning Claws or the powerful combination of Thunder Hammer and Storm Shield. Ultimately though, the choice is yours and you are free to change your armament between battles to better fit the mission at hand.

Following you into battle will be your Command Squad, those few select warriors who have managed to distinguish themselves from the elite. You must ensure that they are armed in a manner that complements yourself, as their duty is to accompany you through the worst hardships of battle. If you are armed for close combat, then they should be equipped

Deathwing Terminators with Cyclone Launcher

likewise, so as to form a tough wedge that can literally cleave opposing forces in two. If, however, you have adopted a more standard Storm Bolter and Power Sword armament, then they should be similarly equipped, together with a heavy weapon or two, with the intention of blasting through an enemy with sheer firepower.

You may also be joined in battle by the Chaplain and Librarian of the Deathwing. The Chaplain will always prove to be a most formidable warrior, able to take on great odds and survive. Whether you order him equipped with close combat weaponry or the more traditional Storm Bolter and Crozius Arcanum, his Emperor-given *Rosarius* will protect him from massed anti-tank fire and huge hordes of alien infantry. Assign him to lead one of your Deathwing Terminator squads and put your trust in his ability to cause a great amount of destruction.

The Librarian of the Deathwing is a fearsome weapon to unleash upon the enemies of the Imperium. His Force Weapon allows him to best the toughest of alien monsters and generals in close combat, whilst the use of his Psychic Hood will protect your entire force against the predations of enemy psykers, however powerful they are. In addition his unique psychic powers will have entire units of the enemy fleeing in fear from your force whenever you attack.

Deathwing Terminator Squads

The most outstanding quality of your Deathwing Terminators is their utter refusal to be cowed by any enemy in combat. They are totally without fear, making them any Commander's dream to field – they can be relied upon completely.

Whereas lesser Chapters are forced by their millennia old rules into dividing their standard and close assault Terminators into different squads, the Deathwing is renowned for its foresight in mixing the two. Whilst it is rare and not really tactically viable to field close combat equipped Terminators in a fire support squad, the inclusion of a couple of Storm Bolters or, better, a Heavy Flamer or Assault Cannon in a close combat Terminator squad can give an enemy a real shock as your Deathwing close in on their targets.

The actual disposition of these close combat 'shock' squads are a matter of personal choice for a Master of the Deathwing. Some prefer to arm their troops solely with Thunder Hammers, especially if they expect to face large and powerful alien monsters or vehicles, whilst others prefer Lightning Claws, particularly if they are to face massed ranks of infantry. Most seem to rely on a blend of the two so a squad is equipped to deal with almost anything found on the battlefield. Regardless, the inclusion of a heavy weapon or two will give a squad like this an awesome punch.

'Standard' Deathwing Terminator squads will be armed almost solely with Storm Bolters, though it is very common to find Assault Cannon and Cyclone Missile Launchers within their ranks to lend the entire squad the ability to cope with far tougher targets. Heavy Flamers are generally reserved for the close assault squads. With a Sergeant armed with a Power Sword and a few Chain Fists granted to the best Marines, you will find you have a squad that has both the capability to put out a huge amount of firepower and still engage in close combat with a high degree of success. In the main, most of your Deathwing Terminator squads should look this way, with the close assault Terminators being used only in the most critical parts of the battlefield where their specialisation may well prove to win the mission for you.

As a last note on Terminator squads, at the start of most battles you must make the decision on your ability to teleport your squads directly into the fight. This, more than anything, will mark your worth in leading the Deathwing company as each of your squads represent a huge amount of the Chapter's resources that must never be squandered. Masters in the past have been known to teleport their entire force in, but this is never recommended unless the mission absolutely demands it. Quite simply, there is far too much that can go wrong. The teleporting process is notoriously unreliable and squads may end up in the wrong area of the battlefield, arrive late, or even never at all. We recommend all new Masters of the Deathwing restrict their teleporting practices to just one squad in each battle as this will both cut down on the risk as well as provide you with a valuable tool in surprising your enemy. A squad of Terminators suddenly appearing behind the enemy line, particularly if they possess a mass of

firepower, has been known to break the back of an army in seconds. This is what you need to aim for. As you grow more confident in your ability to pick the perfect area to teleport into, you can steadily increase the amount of squads you bring into battle this way.

Deathwing Command Squad

One tactic many Masters in the past have tried is to fit a Teleport Homer into their Terminator Armour, especially if they are taking close combat weapons. The idea is that an enemy will be all too willing to dedicate a lot of resources into trying to destroy such a hero as yourself and will thus divert a lot of his forces onto your position. When the enemy has brought enough of his force towards you, you can spring the trap by activating your Homer and bring any waiting Terminator squads directly onto your position, enabling you to overwhelm the enemy at his most critical point through sheer weight of firepower. Two Deathwing Terminator squads in a fight will make even the most arrogant of enemies back down.

Dreadnoughts

Pray that you fight well and with pride, Master, and one day you may be taken from the battlefield, mortally wounded and be given the honour of being interned for centuries inside one of our ancient Dreadnought suits, able to continue fighting the enemies of our Emperor for years to come.

The few remaining Dreadnoughts of the Deathwing are a precious resource, but they add a considerable edge to your Terminator squads, being in every sense stronger, tougher and even more capable of laying waste to entire enemy units. Within a Deathwing army, it is recommended that you arm your Dreadnought with a close combat weapon and forego the option of a Missile Launcher – Deathwing armies tend to fight very close to the enemy and it is almost inevitable that your Dreadnought will get into a position where it will be able to launch a devastating assault on the enemy, with most troops it engages not being able to harm it in the slightest way. If it manages to get this close to a vehicle, then the enemy's machine is almost guaranteed to be destroyed, for the close combat weapons that a Dreadnought carries are fully capable of punching a hole straight through the hull of a main battle tank.

The ranged weapons that you fit your Dreadnought with will depend heavily on the enemies you plan to face in battle and this, more than anything, will dictate your choice of armament. Twin-linked Heavy Bolters always work well when facing the hordes of infantry you will find in Ork and Tyranid armies and Multi-Meltas always perform very well when used in conjunction with a Deathwing army. Remember that a Deathwing army will always tend to close quickly with an enemy, so the limited range of the Multi-Melta is not as apparent as it might be in a more standard Dark Angel battle line. If you want to be ready for all types of enemy, than you cannot go far wrong with the Assault Cannon and this is a weapon that complements a Terminator squad's own heavy weaponry very nicely.

In battle, it is typical for a Dreadnought to march behind advancing Terminator squads, using them to cover itself from the worst of incoming enemy fire whilst at the same time lending a heavy weight of support to their push towards the enemy. When the squads get close enough to assault the units they face, the Dreadnought will not be far behind, where its awesome close combat capability will soon have the enemy routed and running for their lives.

Land Raiders

The Land Raider is the finest main battle tank in the Imperium and the Emperor, in his wisdom, has made sure that the Deathwing have an ample supply of them – enough to transport every one of our squads, if we so choose.

On the battlefield, however, it is rarely practical for us to dedicate this amount of resources to any single engagement, so you will more often just have one or two. Each Land Raider will have its own dedicated role and will fulfil one of two functions.

The first and most obvious is as a heavy support vehicle. Its armament of twin-linked Lascannon, combined with our natural accuracy as Space Marines, is fully capable of blasting apart the heaviest of enemy armoured vehicles, whilst the Land Raiders incredible all round armour will allow it to take extreme levels of incoming fire, shrugging off hit after hit without sustaining any lasting damage. Even the famed Battle Cannon of Renegade Guard regiments will have trouble breaching the Land Raider's hull and all the while our tank can focus on the heaviest and toughest targets in the enemy army, pounding them into ruin as our Terminator squads advance under this umbrella of support.

Unique amongst main battle tanks, though, is the Land Raider's ability to carry a squad of five Deathwing Terminators into the heart of battle. This is an ability that you should study very carefully, especially when facing an enemy that has the ability to bypass the protection of Terminator armour, such as Tyranids with large amounts of Genestealers, or Eldar that are well equipped with Star Cannon. As I have said before, the armour of a Land Raider is incredibly difficult to breach, even on the rear which is normally a weak spot on all armoured vehicles. A squad of Terminators can be carried right across the battlefield in relative safety under the heaviest of fire, to be deployed around an important objective or right into the heart of a dangerous enemy unit. However, in doing this you will be robbing both the Land Raider and the Terminator squad of a lot of firepower as the Land Raider will not be able to fire whilst on the move and the Terminators inside will have their firepower cut drastically. Always have a specific plan and a definite target in mind before attempting to do this. Under most circumstances, a Land Raider is best placed behind your main line, picking off the largest and most dangerous targets the enemy can provide.

Final Notes

You must consider yourself ready for battle now as the newly commissioned Master of the Deathwing and with time, you will be able to add to our great tactical knowledge of the Deathwing company. You should be able to find new tactics and new ways of doing things that your predecessors never considered and it is your duty to let those who continue after you study what you have learnt.

There are many different types of battle and though you are a Dark Angel, you must exhibit a certain degree of tactical flexibility to meet all the challenges you face. For one thing, you must get used to fighting alongside with the other glorious companies of our Chapter in combined operations. You may also want to try engaging the services of the company's Techmarine, Apothecary and Standard Bearer within your Command Squad, something that very few Masters have tried in the past whilst leading the Deathwing, but a tactic that can pay great dividends when fighting.

Ultimately, the Deathwing is now your company and it is your duty as a Dark Angel and a member of the Inner Circle to never flinch, never give up in the face of the alien. Go face the enemies of the Emperor, Marine, our Chapter's history awaits you...

Dark Angels Grand Master

I am a 25-year old Computer Engineer from Swindon who spends FAR too much time in the Warhammer 40,000 universe. I have a veritable legion of Dark Angels, ably supported by the Sisters of the Argent Shroud, though I have diverted a little into Eldar and Necrons of late. For Battlefleet Gothic I have a very large Imperial fleet, together with a few Slaaneshi ships to provide 'sport', though I plan to beat my friend at his own game and start collecting Eldar soon. Epic 40,000 also gets a look in from time to time and I am trying to piece together a campaign that combines all three games into one epic struggle.

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: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue.

(Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue. (Bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area, we have found that we only have a limited amount of space in which to print them. This, coupled with the fact that there are occasions when clubs disband (boo!) or split up and form a greater number of other clubs (hurrah!), means that we have no option but to rotate the clubs we cover in the Journal.

What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...

GAMING CONTACTS APPLICATION FORM

Please add my details to the next 2 issues of the Citadel Journal

Name of club: _____

Games played at the club: _____

_____

_____

Club venue: _____

_____

_____

Date & time of meetings: _____

Contact name: _____

Contact tel: _____

Notes (admission fees, age range, etc.): _____

_____

_____

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bexleyheath	***South London Warlords****	John Merritt 0181 778 6578	16 Gainsborough Square, Crook Log, Bexleyheath, Kent	GW plus others
Bournemouth	***Battlescar***	Paul (01202 293 054) www.battlescar.co.uk	Talbot view Community Centre Alder Park, Alder Road, Parkstone	*ALL*, 12 noon til 5pm every Sat, £2.00 entry,, refreshments.
Birmingham	***East Birmingham Marauders***	Jon (0121 783 0935) Paul (0121 783 3246)	261st Scout Hut, Yardley Fields Rd	*ALL*, 5.30pm to 10pm Sat.
Bristol	**Games Workshop Club Bristol**	0117 9251533	Patchway Community Centre, Patchway, Bristol.	£1 1st eve, £2.50 mon 6pm to 10.45
Burnley	***Burnley Wargames club***	Simon Peyton (01282 698175)	Burnley Boys Club, Barden Lane, Burnley	*ALL*, Historical, £1 to juniors, £2 to adults, 14+
Bury	***Circle of Blood***	Paul Waring(0161 7974858) pwaring@postmaster.co.uk		??? Help is required as we are just starting up!
Cardiff	***Cardiff University Roleplaying and Wargames Society***	Martin e-mail NEALMJ@cardiff ac.uk	Crwys Pub, Crwys road	*ALL* + RPGs, weds 7.45pm fee £2 pa, open to all Cardiff students
Cumbria	***Cockermouth Warhammer Club***	Paul Bridle 01946 523224	Youth Wing, Cockermouth school,	W, 40K, £1, every other week. Castlegate Drive, Cockermouth.
Cheshire	***The Second Legion***	Sam Dale 01625 574435 e-mail beardy-weirdy@hotmail.com	Nags Head, Waters Green, Macclesfield	*ALL*, + RPGs and Historical, £1 per week , age 16+
Cheshire	***The Killing Field***	Martin (01270) 665153	MGN Studio Crewe, Cheshire.	40K, age 16+.
Essex	***The Heretics club***	Gary Lovell 0467 887345	Leisure Centre, Northlands park	*ALL*, Sun 12 til 7.00, £4 fee.
Forbeshill	***Creatures of the Night***	Andy Ellis (01309) 674043	Forres UK, 28 Forbeshill	W, 40K, BB, 16+_
Glasgow	**Games Workshop Club Glasgow**	0141 2263762	66 Queen Street.	
Guildford Club	**Games Workshop Club Guildford**		Kieran 0148 451793	
Hamilton	***Hamilton Howlers***	Scott Wallace 0831 5006559	St Anns Chapel Hall, Jack St, Low Waters, Hamilton	*ALL*, Thurs 7-10pm, £2.50.per session.
Harrogate	***The Harrogate Wargames Club***	Ian Roberts 01423 540610	R.A.F.A. Club east Parade Harrogate	*ALL* 6.45pm Thursday to 11.00, 1st night free £1.50 thereafter
Haverhill	***Haverhill Warhammer Club***	Ron Phillips 01440 703100	Chalkstone Middle School Millfields way, Haverhill, Suffolk	*ALL*, Mon 7-9pm, 9+, £1 under 15's & £1.50 adults.
High Wycombe	***Wycombe Wargames Club***	Nick 01494 471 339	Guildhall, High Wycombe, Bucks	*ALL* £3.50 Tues 6-10pm, 16+
Kings Lynn	***Kings Lynn Roleplay Club***	Paul Evans (01553 775947)	Hospital Community Centre	Sun 2.30-6.30, £1.00 fees
Kingston on Thames	**Games Workshop Club**		0181 5495524	33 Fife Road.
Leeds	***Leeds Chapter***	Laurie Stewart 01405 860653 (Leeds shop)	Wellesley Hotel, Wellington st, Leeds	*ALL* (some very old GW games), sun 1pm til 6., £2 fee.
Lincoln	**Games Workshop Club Lincoln**	Gary James (01522 548027)	United Reform Church St Martins Lane.	*ALL* 6pm to 10pm Thurs, £2 (first free).
London	***Game Point Games Club***	Daryl Moore 0181 789 1126 GamePiont@telinco.co.uk	Game Point store, 208 Upper Richmond rd, Putney, SW15 6TD.	*ALL*, Mon 6pm
London	***Dragon's Inn Club***	Sahir Hangoebl 130 The vale, Golders Green, London, NW11 8SL	Christ's College, Finchley	*ALL* 3.30-6.30 Tuesdays Members of the school only!
Merseyside	***St Anselm's College Club***	Mr Witham 0151 652 1408	St Anselms College	*ALL*, Tues.

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Nottingham	**Games Workshop Club**	0115 9480651	34a Friar lane.	*ALL* 6pm to 10pm Weds, £2
Nottingham	**Games Workshop Club Nottingham (HQ)**	0115 9168410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free).
Oxford	**Games Workshop Club**	01865 242182	Wesley Mem church, New Inn Hall st, Oxford	*ALL* 7pm mon, £2.50
Portsmouth	**Games Workshop Club**	01705 876266	34 Arundel Street.	
Royston	***The Rapturous Standard***	Steve Renwick 01223 207095	1st Royston Scout HQ, Barkway road	*ALL* Thurs 7-10 pm
Scarborough	***The Orc's Lair***	Kelvin Pickup	76 Moorland Rd, Scarborough	*ALL*, Historical, RPG's, 5.30-8 Mon, 7-9pm Weds, £1
Sheppey	***The Sheppey Games Club***	Graham 01795 875393 Dave 01795 667394	Sheerness, Methodist Church, Broadway, Sheerness, Isle of Sheppey	*ALL* age 12+, Mon 5pm til 10pm, £1.50 per night
Shrewsbury	***Lair of the Dragon***	James 01743 369605	The Gateway cent, Chester St	*ALL*+ Rpgs, Frid eve, £2.00, scenery, refreshments.
Stoke on Trent	***The Sunday Gamer's Club***	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	***Rocky Mountain Knights***	Trey Moody (303) 460-0295	Boulder, Colorado	*ALL* age 16+ most Fri and Sat
Indiana	***Da Basement Boyz***	Dan Georges (812) 7534197	The War room, Ft Branch, In	*ALL* 25c a game, most weekends.

EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Ireland	***Dublin Games Club***	David 0872034781	Ierne Ballroom, Parnell Square East.	*ALL*, Weds, 6.15-11.30pm.

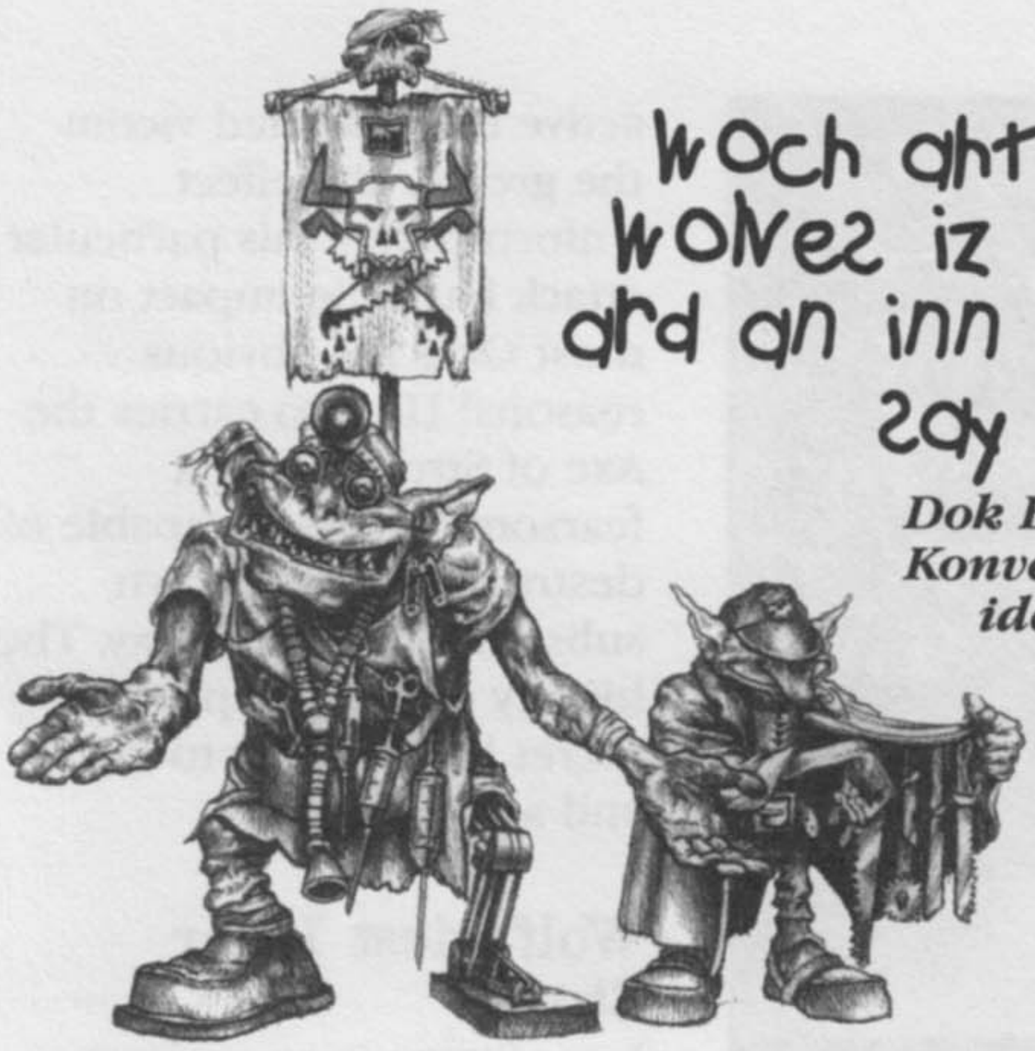
OZ	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Melbourne	***Space Coast Garrison***	Michael Ramos 407 752 3922	1225 N. Wickham Rd, Melbourne	*ALL*, Weekends 10am til ?
Queensland	***DOMINION***	Deon Waning (07) 55711044	Gold Coast Community Centre, Room 3, Lawson St, Southport	*ALL* + RPGs, 1st and 3rd Sun, $1/$10 day/annually.

ELSEWHERE!	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands Antilles	***The Arrowacks***	George Jonkhout (5999-465 4963)	Nieuwestraat 10, Curacao jeoshark@yahoo.com	W, 1pm to 6pm
Canada Ontario	***Newmarket Games Club***	Don Barnett (905 953-0573)	Robert Martin Memorial Scout Hall newmarketgamesclub@home.com	*ALL*, RPGs, Sun 12-6pm $2 fee, age 13+.

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

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

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



Woch aht coz dem orribal Space Wolvez iz in tahn an dey arr a bit ard an inn a verry bad mood. Don t zay we didh warrn ya.

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 Lost Chronicle of the Space Wolves

More frenzied, growling, berserk Space Wolves

by Paul Mortimer

The Bearded One...

Paul is no stranger to either the pages of the Journal or to attacking his Space Wolves with glue and scalpel. You may remember his detailed conversions from CJ 18. Paul is 'as old as the hills' and hails from Essex (no white stilettos and handbag jokes please! – Ed) when not converting miniatures and writing elaborate sagas about them he works as a teacher.

Paul wrote and converted miniatures for the Chronicles originally for his son who he informs us has now been seduced by the powers of Chaos. Originally he started doodling a few designs for flags and banners and then just got completely carried away. The first flag that he did was Alaric's which was based on a painting by John Blanche and it just goes to show how well you can personalise your army with a little green stuff a few banners and a lot of talent!

Saga of the Space Wolves

Fenris, the homeworld of the fabled Space Wolves Marine Chapter, a world of ice, fire, vast oceans and dangerous beasts, the world of the fierce and hardy Fenrisians!

The Fenrisians are almost all nomadic sea rovers, living in tribal groups often spending whole years at sea, raiding other tribes, defending themselves against the animal inhabitants of land and sea and prising a living from an unco-operative planet. Each tribe has its own culture that is slightly different from its neighbours but all revere the legends of Russ and the far distant Emperor! There are many tribes and the turmoil that is Fenris forces break-ups, annihilations and new alliances but there are some twenty large tribal groupings that have been able to maintain their identity for a thousand years. The reason why these are important is that when individuals are recruited into the Space Wolves it is inevitable that, occasionally, a tribe will tend to dominate a Great Company. Of course, when a recruit becomes a Space Wolf all former loyalties, kinship and enmities are eschewed for the brotherhood but their culture will tend to flavour the Great Company. For example, although all

Ivar Storm, Lothar the Grim and Alaric

Fenrisian runic scripts are closely related they do differ in detail and this is sometimes reflected in the inscriptions on banners.

To give a more concrete example Alarik Nightrunner's Great Company is largely manned by individuals from the tribe of the Longbeards, well known for their dour and pessimistic demeanour and their ability to drown their sorrows in vast amounts of drink! Incidentally, Alarik himself is from the tribe of the Brosings a much more cheerful lot and sworn enemies of the Longbeards!

Alarik Nightrunner

Alarik is one of the younger Wolf Lords even though he has been in that position for over half a century. He was promoted to the Wolf Guard straight from the Blood Claws after single handedly wiping out an Ork stronghold on Garrulous IV; his pack's landing pod had malfunctioned killing or incapacitating every one on board except the youngest member of the crew: Alarik!

He is highly regarded among the Space Wolves as a sure and steady commander keenly calculating the risks and weighing them up against the potential benefits before committing his men.

Alarik's personal banner, worn only when in terminator armour, shows him defeating Markus, the World eaters' Champion. The banner shows Alarik and Markus as though they were dressed as Fenrisian warriors. To portray heroes and battles in this fashion is a Longbeards' tradition

Runepriest Vig Firebrand

Vig Firebrand is a skilled Runepriest famed for his ability to conjure a psychic fire within the minds of his enemies. The more intellectually or psychically active the intended victim the greater the effect. Unfortunately this particular attack has little impact on most Orks for obvious reasons! He also carries the Axe of Strongbone, a fearsome weapon capable of destroying most known substances in the galaxy. The history of this weapon is a secret known only to Vig and a few others.

Wolfpriest Ivaar Storm

Ivaar Storm is an ancient warrior nearly as old as Ulrik the Slayer himself. There are many tales of Ivaar and his exploits in battle but also of his compassion for his fellow Space Wolves; often Ivaar would go to great lengths to spare his brothers any suffering sometimes fighting battles almost single handed in order to save the lives of his fellows. Fortunately, he is such a skilled combatant that he usually manages to overcome the foe.

Lothar the Grim

Lothar the Grim is a grizzled old Rune Priest who has become associated with Gerd due to the fact that they have been on a large number of campaigns together. Lothar`s personal

Vig Firebrand, Alaric (terminator) and Kyrl Grimblood

symbol is the Battle Raven, because he uses a number of cyber ravens to great effect. These fearsome creatures extend Lothar`s perceptive abilities by tens of miles and will attack his enemies tearing great shreds from their flesh. Lothar carries a great halberd that sizzles with psychic energy, only Lothar knows its name and when he sings to it softly its power is awesome.

A Note On the Colour of the Iron Wolf Symbol – The Iron Wolf badge is not always the same colour, sometimes it is a rusty brown, some members wear it coloured bright iron red while others colour it steel grey. The Wolf Guard always wear it as a rusty brown but other packs are allowed to choose.

Wulfen Heavy Tank

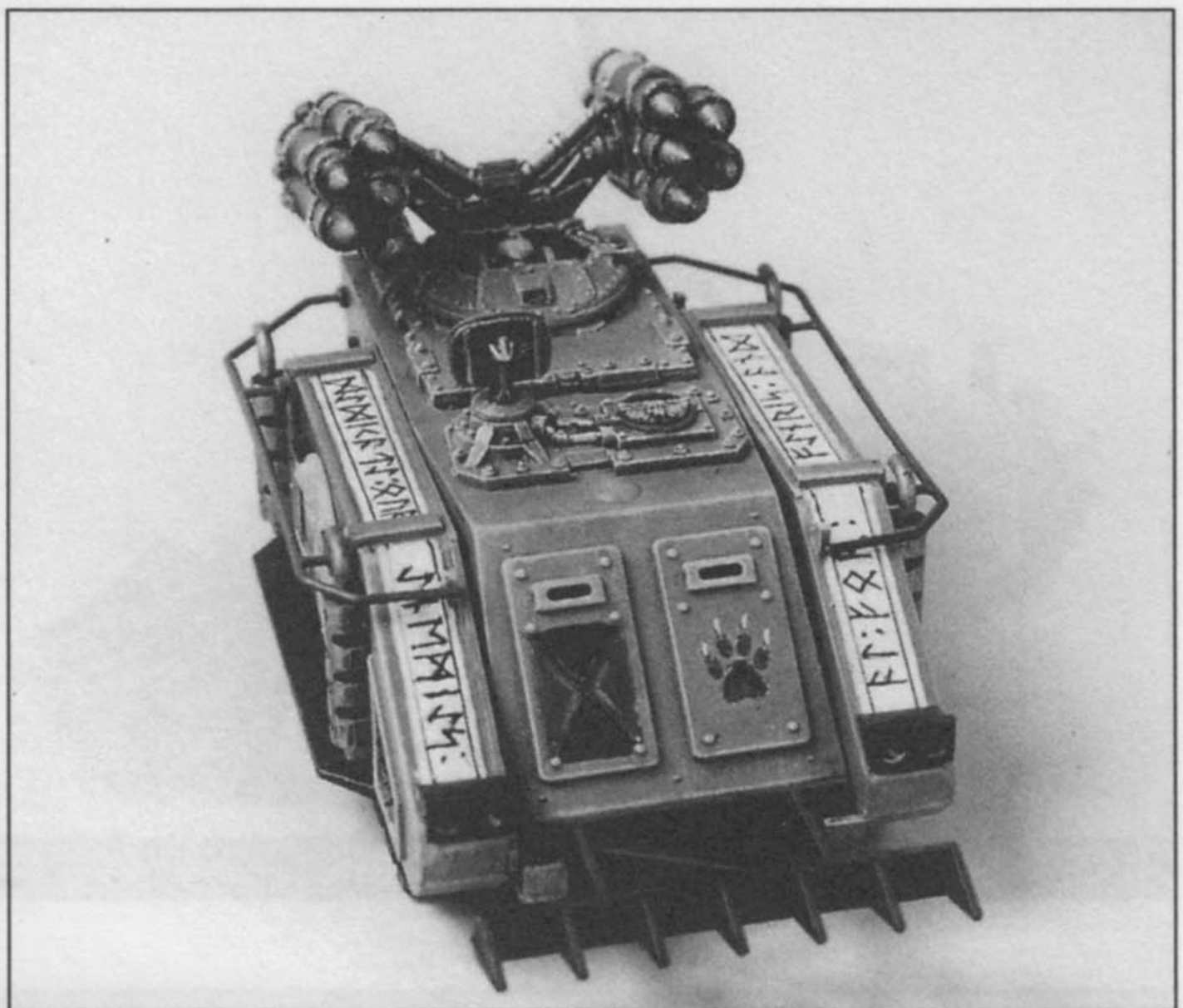
Alarik's men are especially good at work involving heavy bombardments and sieges. For instance during the campaign on Uralan at the siege of Saba, Alarik and his Iron Priest, Fulgrim Ironfist, were so fed up with losing Rhino after Rhino to the Chaos Marines who were refusing to relinquish the city, even though it had been reduced to nothing more than a pile of toxic rubble, that they decided to use the shattered remnants of the rhinos to their advantage! The result was the Wulfen heavy tank.

The Wulfen is based on the chassis of six rhinos and has also utilised all of their engines, to some extent overcoming the problems of such a bulky vehicle with a great deal of power. It also includes extra armour and armament together with the famous Wolfspit cannon. The Wolfspit fires Jotun charges which are

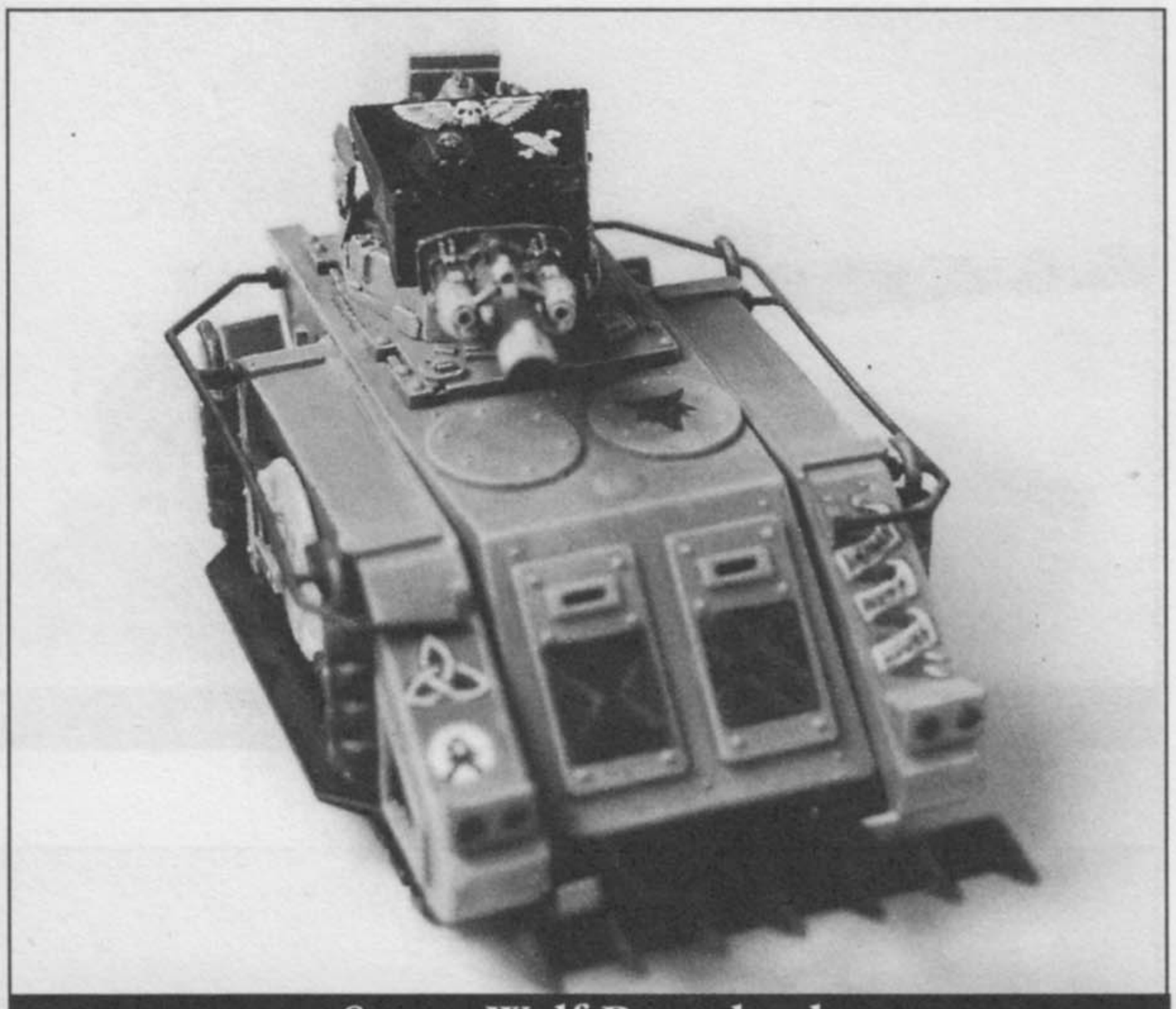
The Wulfen Heavy Tank

The Wulfen Heavy Tank (side view)

Experimental Fast Attack vehicle



Space Wolf Whirlwind, note the runes on the hull



Space Wolf Razorback

Wolfguard Terminators

programmed to bore straight through walls and burrow deep into the foundations of a structure and then to explode creating a minor earthquake – destroying everything in the near vicinity. The Wulfen also carries a great dozer blade to clear up the rubble. The Wulfen is now only used on very rare occasions but it has entered into Space Wolf legend.

Constructing the Wulfen: The Wulfen is constructed using the chassis of four Rhinos, three abreast to get the width and covered with plasti-card to make it look armoured. The most essential sections were the track housings. The shaped end pieces behind the reinforcing struts were cut off at one end only and two sections were joined together to get the length of one side. I stuck two of these elongated sections together to double the thickness to make it look like the completed housing includes really powerful motors. Then I added some extra plastic sheets over the sides to provide some extra armour.

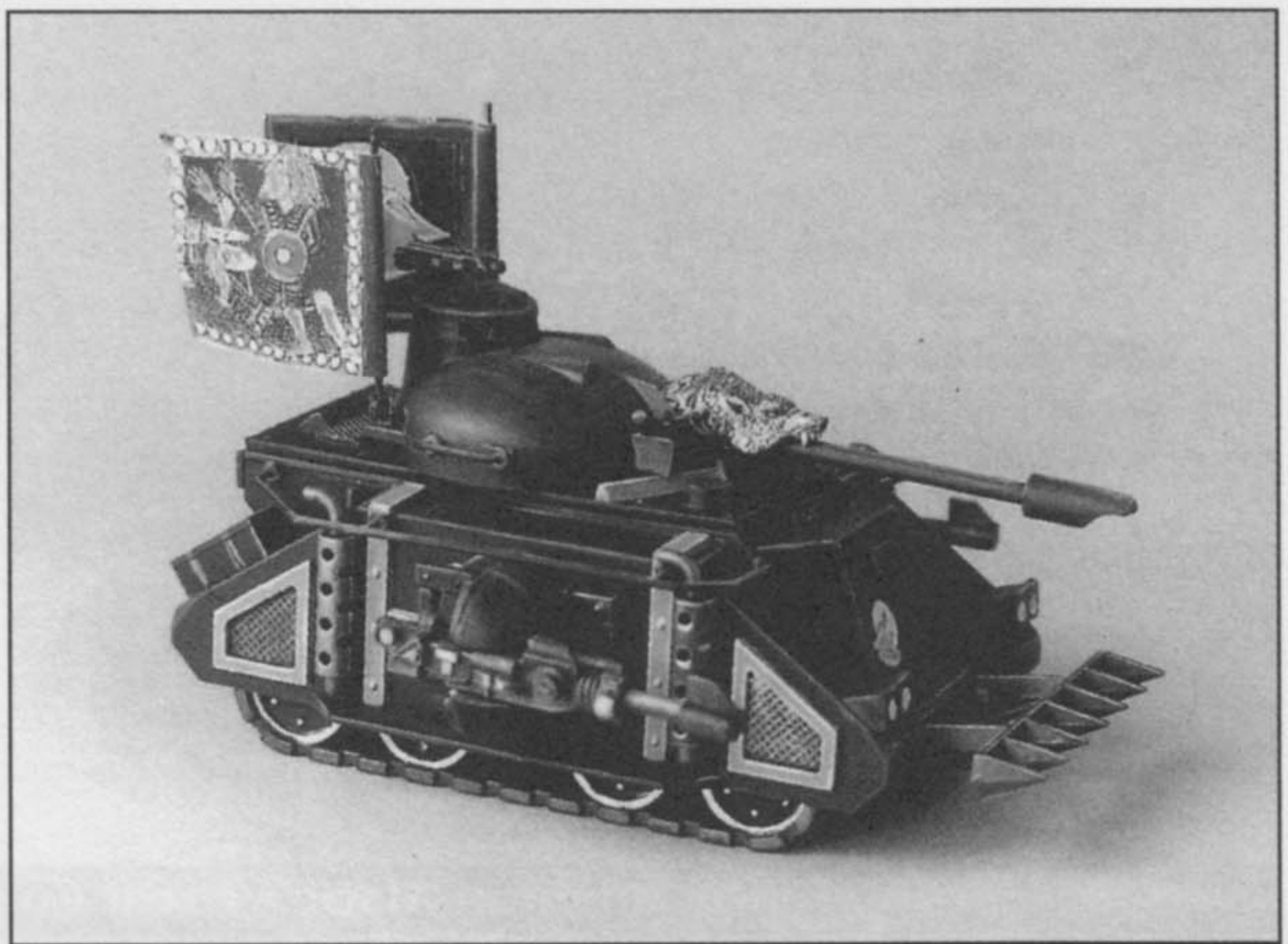
The turret was surprisingly easy to make and was entirely scratch-built. I drew up the plans for the turret on paper and then used this master to cut the pieces of plasti-card to the correct size. I used plastic struts to reinforce the plates when assembled. The important thing here was to ensure that the top and bottom plates are positioned in the right place, height, angle in relation to each other and that a strong glue is used to fix them together. When dry I sanded the edges down until a smooth finish was obtained. The turret hatches

and guns were made from pen tubes.

The dozer blade was made from plasticard curved by using a hairdryer and then cutting it into shape and gluing together. Sorted – one huge great, customised Space Wolf tank!

Company Dreadnoughts

The Dreadnoughts, currently eight, once again form part of the Space Marine complement. These are kept in stasis in a place of great honour.



Space Wolf Predator

Battle Banners

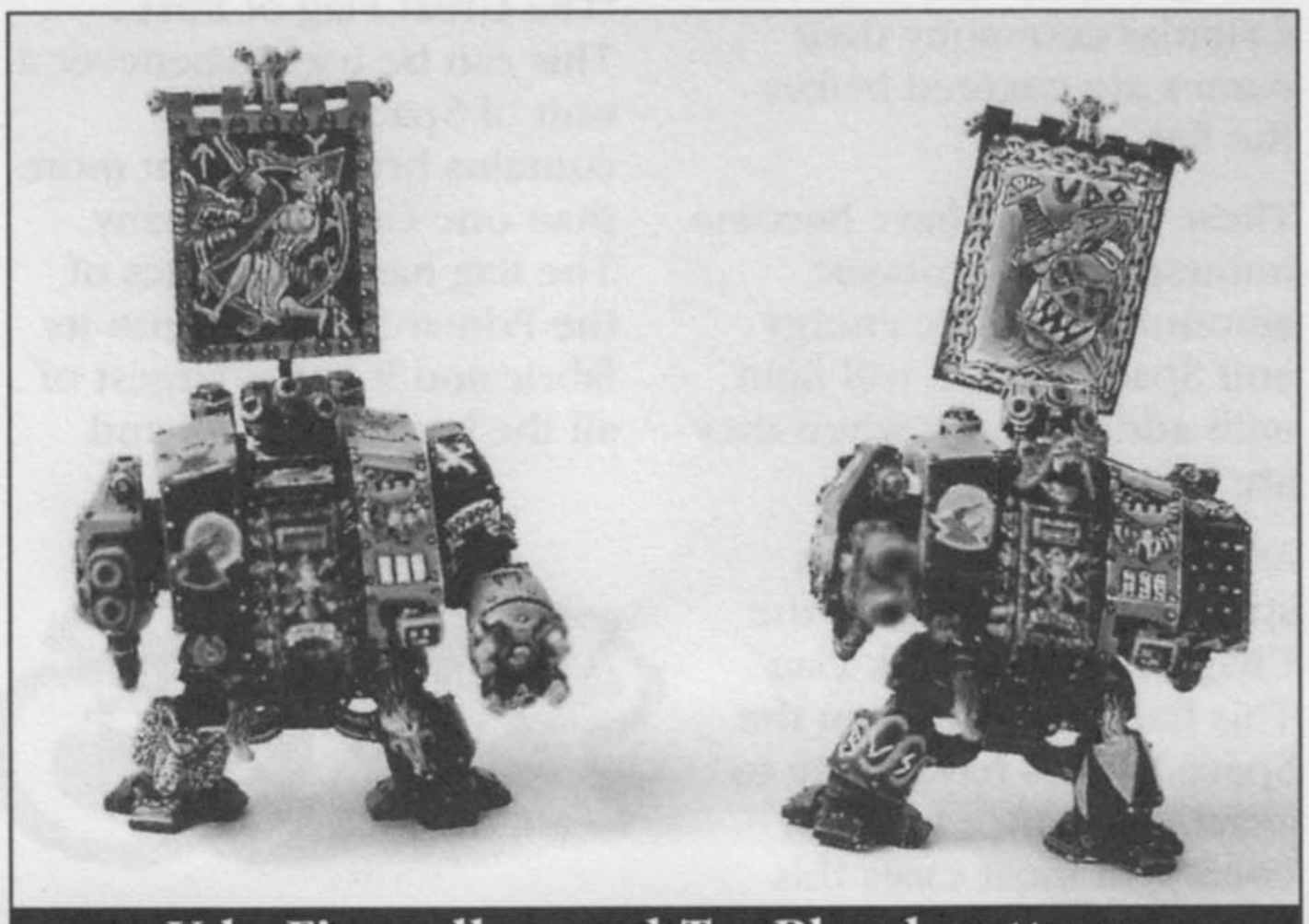
The Space Wolves sometimes carry into battle a number of special flags besides personal banners and Great Company flags

All these special flags are extremely sacred and precious to every member of the Chapter, from the humblest scout to Logan Grimnar himself; any of them would give his life in order to keep these flags flying!

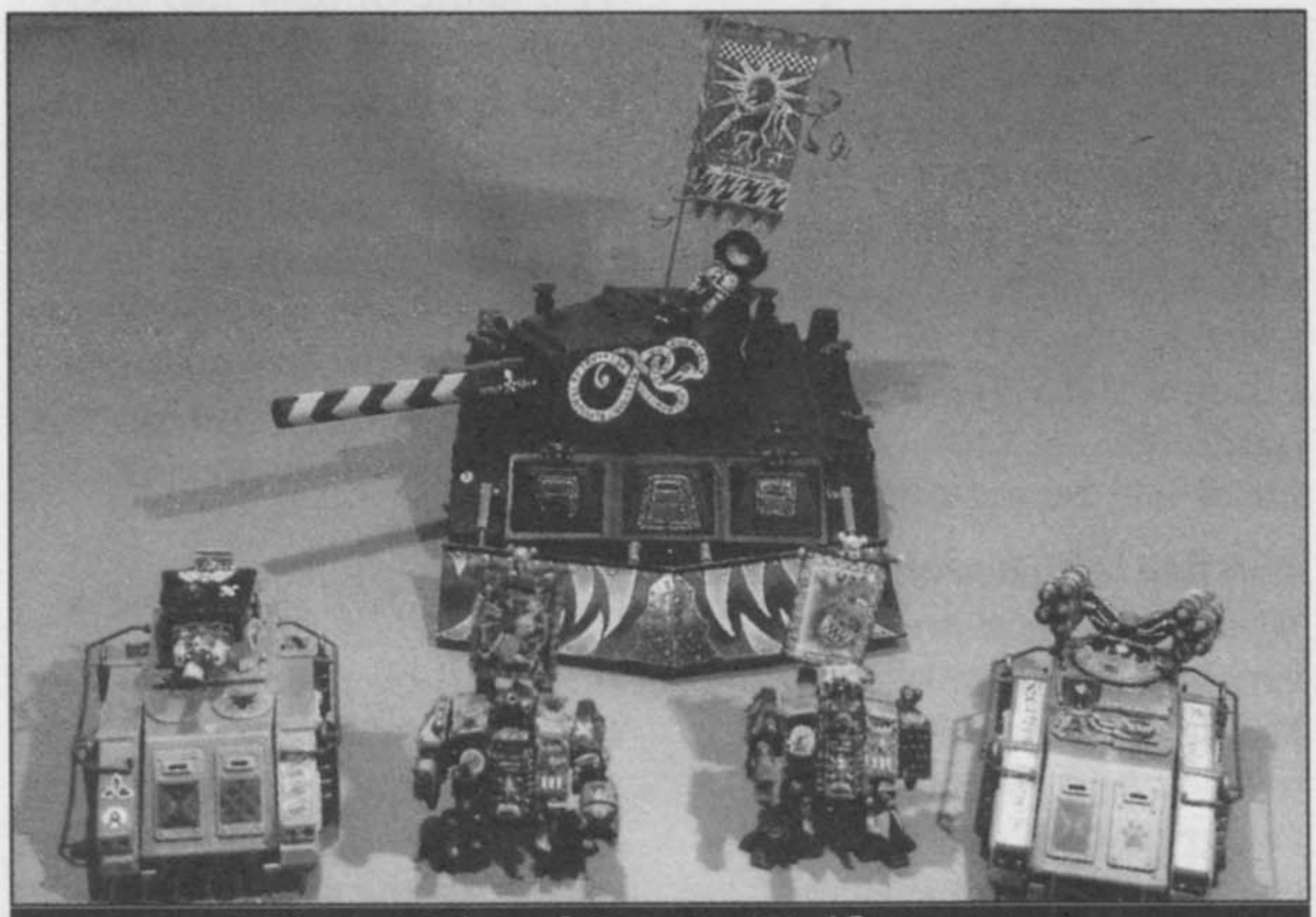
Possibly the most sacred are the twin 'Flags of the Fallen'. These two flags are dedicated to the memory of every Space Wolf brother who has been slain, this includes the Wolfbrothers.

The red 'Blood Banner' has been stained with a small amount of blood from every brother whose body, or identifiable remnant was recoverable. A Wolf Priest, in an ancient ceremony, will empty a small phial of the brother's blood onto the flag. Over the centuries the flag has become stained in a distinctive pattern and the Wolf Priests tend to continue to add the blood in the same places.

The black 'Flag for the



Udo Firewalker and Tyr Bloodspatterer



The pride of Space Wolf armour

The might of Alaric's Great Company

Dead' is to commemorate those brothers for whom no remains were recoverable. In a similar ceremony their names are chanted before the flag.

These two flags have become imbued with a fantastic amount of psychic energy and Space Wolves will fight with added frenzy when they are being used.

Another banner that has special significance for the Chapter is the 'Black Flag'. This flag is flown when the Space Wolves have come to exact vengeance from an enemy. In most cases this means annihilation for the enemy. This flag is not used to exhort Space Wolves on to extra efforts, they need no such encouragement, it is merely a polite way of informing the enemy that their time has come and they should start praying to their gods as one side or the other will not leave the battlefield and the chances are it will be the enemy!

The flag is rich with Space Wolf symbolism and each brother will have been taught the meanings of the unsheathed Sword of Russ, the grey wolf`s head and the green jewel. Green, incidentally, is the colour of vengeance to a Fenrisian.

The last flag in regular use is 'The Great Flag of Russ'. This can be used whenever a unit of Space Wolves contains brothers from more than one Great Company. The flag has small relics of the Primarch woven into its fabric and it is the largest of all the battle banners and

can be seen a great way off. The name of Russ has been embroidered with shavings from his head hair collected during his lifetime along with other relics, these were died green and in the heat of battle glow reminding the Space Wolves that Russ is sworn to return, spurring them on to even greater endeavours.

A Note or Two on Banners

It should be noted that the Great Company banners are not all a constant size, this is not of any significance except in the cases of Grimnar's, The Black Flag and The Great Flag of Russ. Grimnar`s is slightly larger than any Great Company flag and no flag is allowed to be bigger than the Great Flag.

Of significance are the various colours and colour combination in the flags. For most of the year Fenris can be a pretty bleak place and all Fenrisians have a heightened sense of colour, and all colours have a meaning; for example green is associated with revenge, yellow and black are the colours of Fenrisian nobility, black represents death, red iron, blood and the vitality of life and white is used to convey honour, purity and loyalty.

Banner bearer

Kyrl Grimblood

Haakon Stormbrow

Skallagrim the Red

Alaric Nightrunner

Logan Grimnar

Gerd de Fer

Banners

Here's an assortment of Paul's painted banners, each a masterpiece in its own right! He has made a back banner for each of his Wolf Lords.

JELLY CLASS: Lesson 2

Neil 'Jelly' Rutledge is back and Hits the Carlisle Store...

The Games Workshop stores are, of course, more than just somewhere to buy miniatures. They are also places to meet fellow gamers, play games, paint figures, build scenery or seek advice. Carlisle store is no exception and all those activities go on there. With so many enthusiastic gamers about, there is plenty of potential for organising events and Tavis, the store manager, is always on the lookout for new ideas. Accordingly he was very happy to team up with Neil 'Jellyman' Rutledge and lay on a few conversion clinics. (Contrary to persistent rumour in 'The Journal', Neil does not come from Coldingham in Scotland but is actually from Belfast, though he now lurks about Carlisle.) It was clear that there were lots of folk keen to find out more about converting miniatures. They all had stacks of ideas but some were new and wanted to know how to get started, while others were more experienced but keen to learn more advanced techniques. The only problem was where to start.

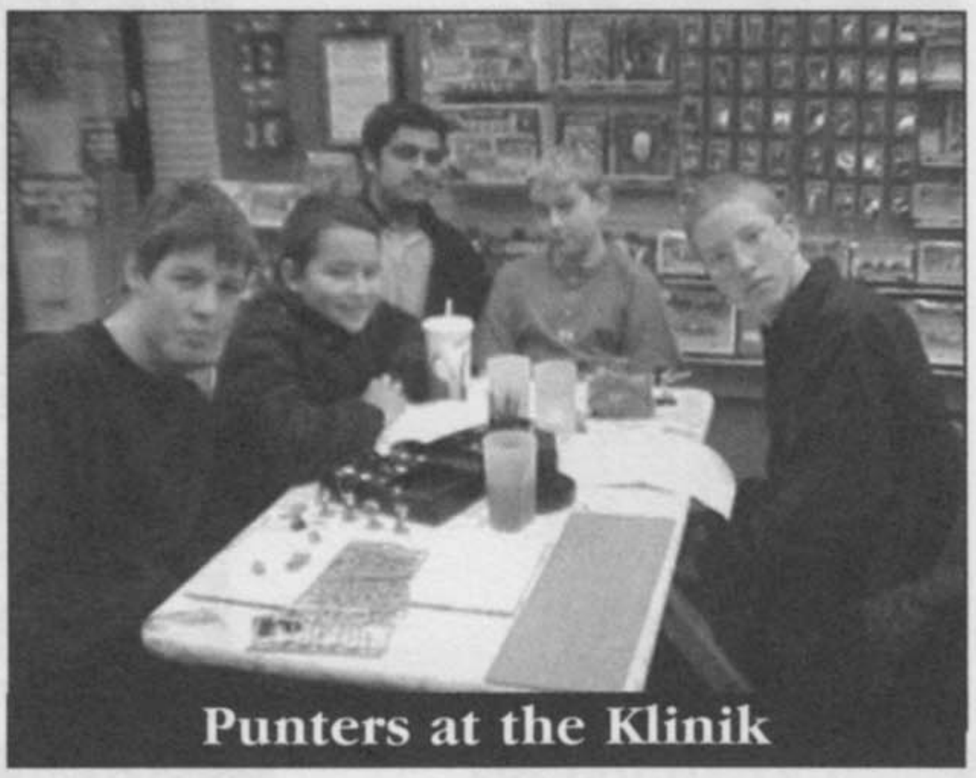
Neil, Tavis and Rowan

With such a wide spread of experience it was thought best to run a series of clinics, starting with basic techniques and then working up to more challenging projects. This worked very well. One of the worst dangers in converting is to start off too complex and then, when things don't quite work out as planned, to get discouraged and give up. Accordingly, starting off simply gave every one a chance to find a level that suited them. In fact, plenty of the more experienced modellers came to even the basic sessions and learnt some new ideas as well as being able to contribute their own wisdom. Another step to ensure access for all was to run each session twice, cutting the numbers attending any one clinic and making sure everyone could see what was going on and get plenty of assistance. A chance to practice with help at hand was also important and so each session started with a demonstration and discussion and afterwards time was given for modellers to work on their own projects with Neil's advice and help.

Keepin' 'em quiet...

Tavis also encouraged folks by running a competition connected with each of the different clinics. This gave people a chance to further practice the techniques covered and produced some splendidly imaginative efforts. There is quite clearly no shortage of good conversion ideas out there and Rowan produced a worthy overall winner with a great Dragon Ogre.

All-in-all the clinics were good fun and produced a lot of new ideas useful to everybody. In fact the structured approach to conversions worked so well that it might be worth sharing some of the processes through 'The Journal'...watch this space!



Punters at the Klinik

IMPERIAL ARMOUR™

Forge World™

SPRING 2000 CATALOGUE

Welcome to the Spring IMPERIAL ARMOUR and FORGE WORLD catalogue,showing terrain from the worlds of Warhammer and Warhammer 40,000 and resin kits and accessories specifically designed for use with the Citadel Miniatures range of Warhammer 40,000 vehicle kits. Imperial Armour is a range of exciting and highly detailed models for the dedicated gamer and modeller. Due to the fact that each item is skillfully hand cast the models are only produced in small quantities and are therefore currently available through the Forge World Mail Order service (not Games Workshop Mail Order), from the Forge World stand at Games Workshop shows and at:

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GW Factory Shop, Glen Burnie, MD, USA Tel:001.410 590 8675 (Please phone to ensure availability of stock)

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Leman Russ £17.00 (US $28)/Basilisk £17.00 (US $28)/Ork War Trak £10 (US $17)

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IMPORTANT INFORMATION

ALL MODELS SUPPLIED UNPAINTED & UNASSEMBLED

To glue the resin pieces together or to bond plastic components, use Citadel Super Glue. Some of the complex models require modelling experience to assemble and finish

NOTE: We have cast these kits using the most advanced techniques and the best quality resin but due to the nature of the casting process, your model may contain slight air bubbles. These can easily be filled with model filler or super glue. Any slight warpage of thin parts can be easily be corrected by immersing the part in hot tap water for about one minute, then carefully bending it back into shape.

THESE MODELS ARE NOT TOYS AND ARE THEREFORE UNSUITABLE FOR CHILDREN UNDER THE AGE OF 15 YEARS

WARNING: Resin dust can be harmful if inhaled. Always wear a dust mask or respirator when sanding or sawing parts.

WARHAMMER 40,000

RESIN CONVERSION KITS

WARHAMMER 40,000

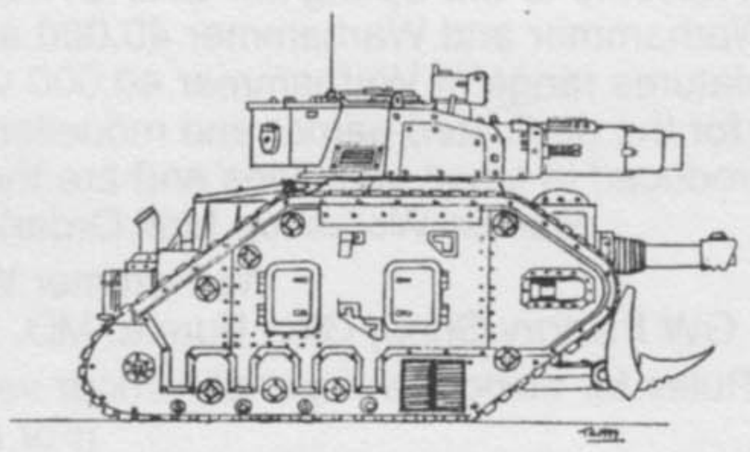
LEMAN RUSS CONQUEROR

GRYPHONNE IV PATTERN

Assault version of Leman Russ Tank with larger turret and new gun

Conversion kit includes: 2 pieces

Kit required to complete model: Leman Russ



Code: IA001
Price: £10.00
(US $18.00)

P&P £2UK (US$4) Worldwide

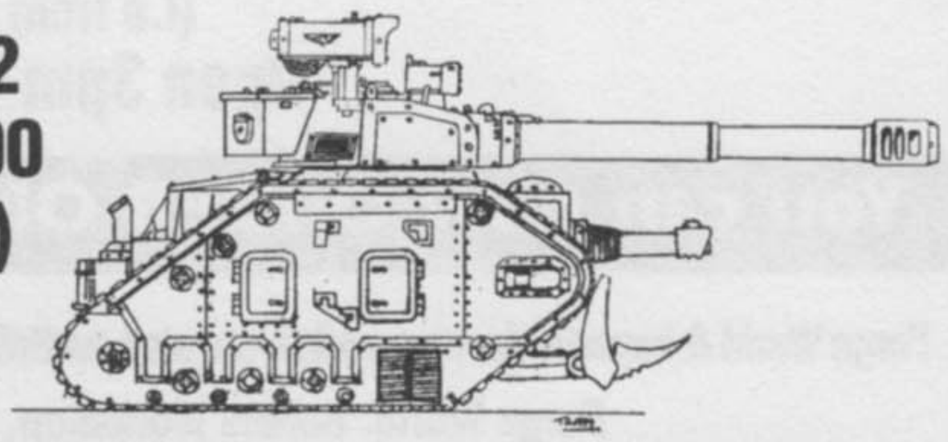
LEMAN RUSS VANQUISHER

GRYPHONNE IV PATTERN

Long gun version of Leman Russ Tank with larger turret

Conversion kit includes:
3 pieces (Including Searchlight)

Kit required to complete model: Leman Russ



Code: IA002
Price: £12.00
(US $21.00)

P&P £2UK (US$4) Worldwide

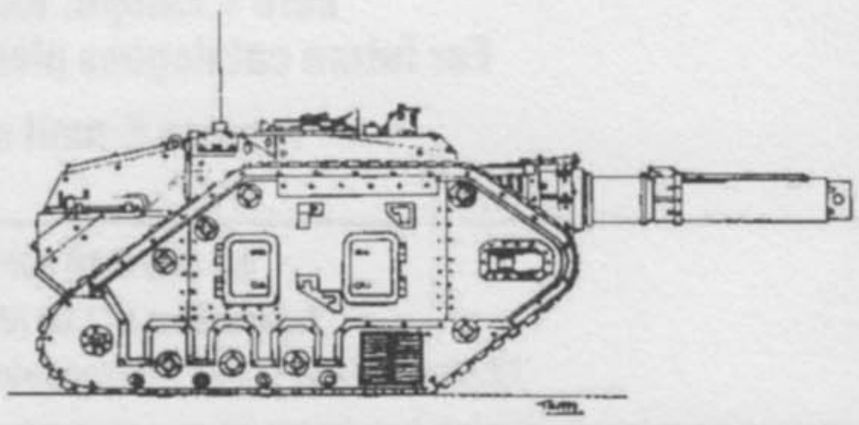
DESTROYER TANK HUNTER

MARS PATTERN

Tank Hunter on Leman Russ chassis

Conversion kit includes:
4 pieces

Kit required to complete model: Leman Russ



Code: IA003
Price: £15.00
(US $25.00)

P&P £2UK (US$4) Worldwide

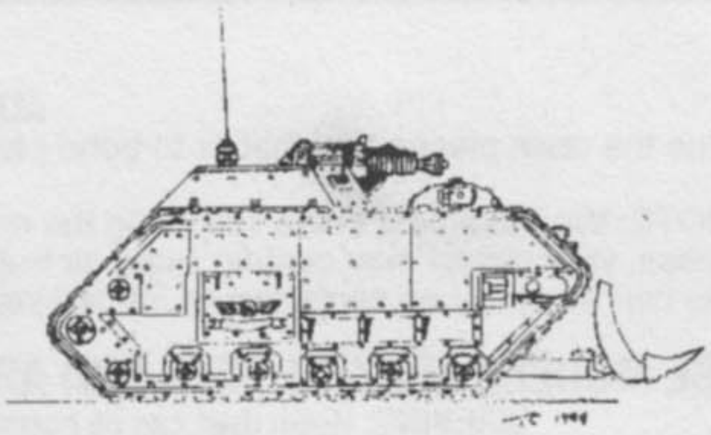
SALAMANDER COMMAND VEHICLE

VANAHEIM PATTERN

Command vehicle with Heavy Flamer

Conversion kit includes: 7 pieces (Including Ammo cratesx2, Lasgunsx2)

Kit required to complete model: Basilisk



Code: IA004
Price: £16.00
(US $26.00)

P&P £2UK (US$4) Worldwide

WARHAMMER 40,000 RESIN CONVERSION KITS

EARTHSHAKER CANNON PLATFORM

Static platform for Earthshaker cannon

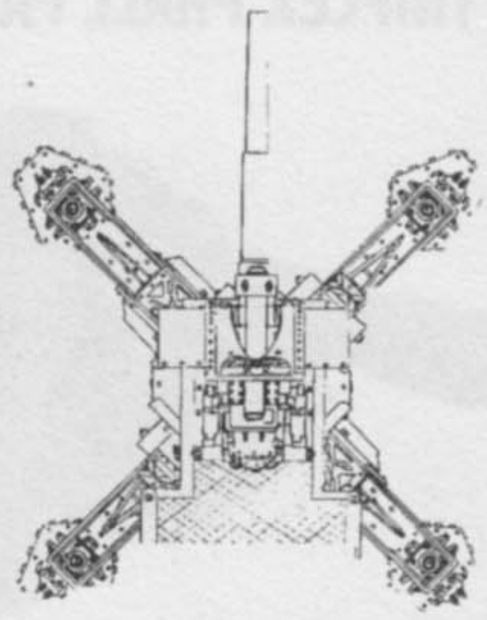
TRIPLEX PHALL PATTERN

Conversion kit includes:
11 pieces (Including shell pallet)

Kit required to complete model:
Basilisk

Code: IA005
Price: £17.00
(US $28.00)

P&P £2UK (US$4) Worldwide



SALAMANDER SCOUT VEHICLE

VANAHEIM PATTERN

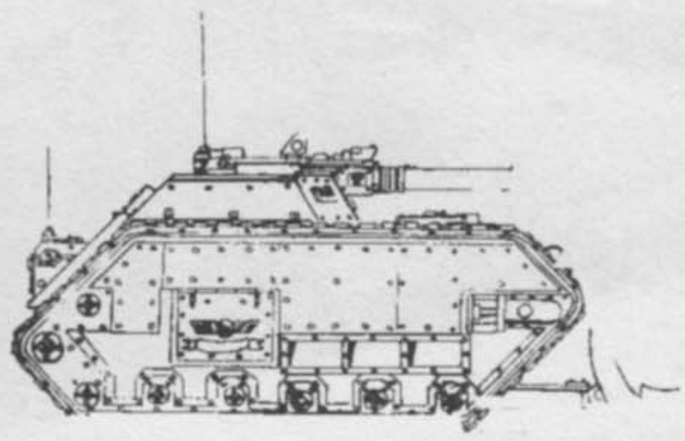
Reconnaissance vehicle with Autocannon

Conversion kit includes:
5 pieces (Including Ammo crate, Sight)

Kit required to complete model: Basilisk

Code: IA006
Price: £17.00
(US $28.00)

P&P £2UK (US$4) Worldwide



HYDRA FLAK TANK

STYGIES VIII PATTERN

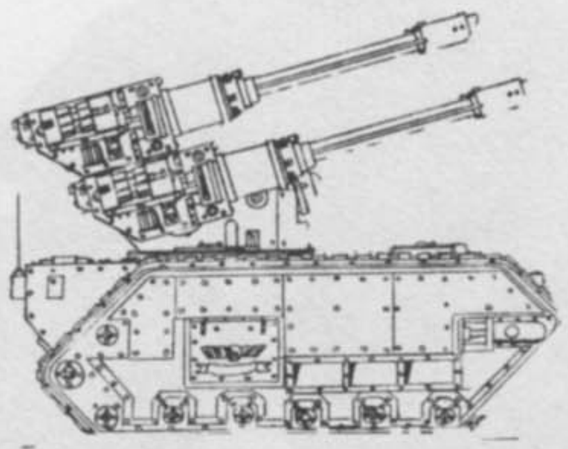
Flak tank with quad Autocannons

Conversion kit includes: 6 pieces

Kit required to complete model: Basilisk

Code: IA007
Price: £26.00
(US $45.00)

P&P £2UK (US$4) Worldwide



HYDRA FLAK PLATFORM

STYGIES VIII PATTERN

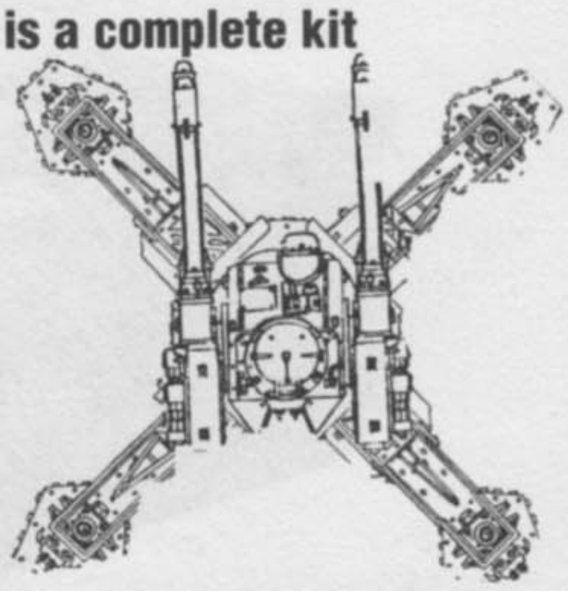
Flak platform with quad autocannons

Kit includes: 11 pieces

This model is a complete kit

Code: IA008
Price: £35.00
(US $60.00)

P&P £2UK (US$4) Worldwide



WARHAMMER 40,000 RESIN CONVERSION KITS

IMPERIAL TURRET EMPLACEMENT

TRIPLEX PHALL PATTERN

Turret Emplacement to fit turrets of Leman Russ and Variants

Conversion kit includes: 1 piece Kit required to complete model: Leman Russ or Conqueror/Vanquisher turret (plus hatches)

Code: IA009
Price: £8.00
(US$14.00)

P&P £2UK (US$4) Worldwide

LEMAN RUSS VANQUISHER

STYGIES VIII PATTERN

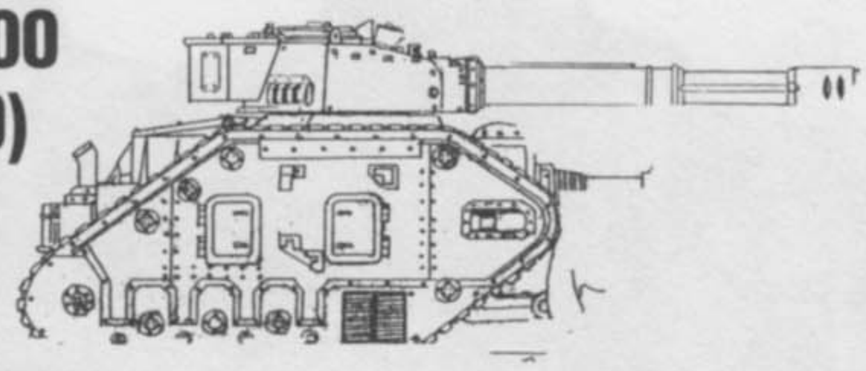
Long gun version of Leman Russ tank with larger turret

Conversion kit includes: 2 pieces

Kit required to complete model: Leman Russ

Code: IA010
Price: £11.00
(US $20.00)

P&P £2UK (US$4) Worldwide



THUNDERER SIEGE TANK

MARS PATTERN

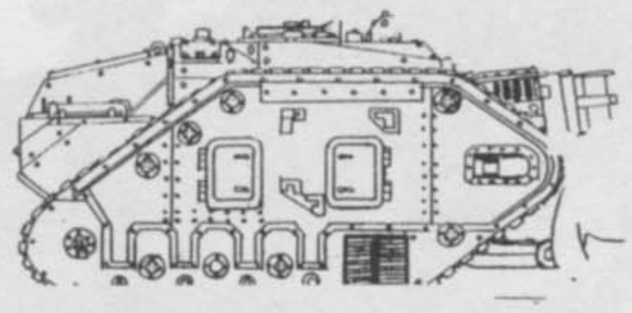
Siege tank on Leman Russ chassis

Conversion kit includes: 3 pieces

Kit required to complete model: Leman Russ

Code: IA011
Price: £15.00
(US $25.00)

P&P £2UK (US$4) Worldwide



MANTICORE MISSILE TANK

STYGIES VIII PATTERN

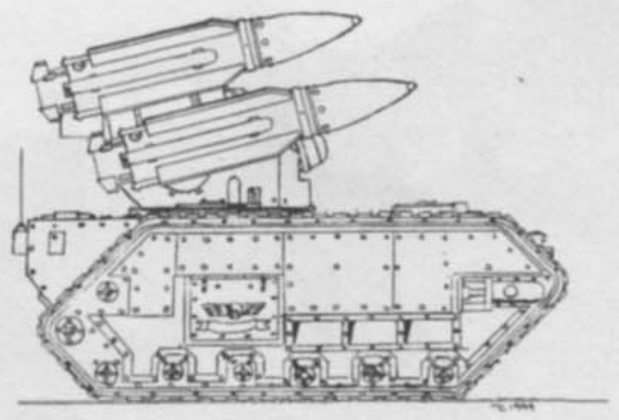
Missile tank with four missiles

Conversion kit includes: 10 pieces

Kit required to complete model: Basilisk

Code: IA013
Price: £26.00
(US $45.00)

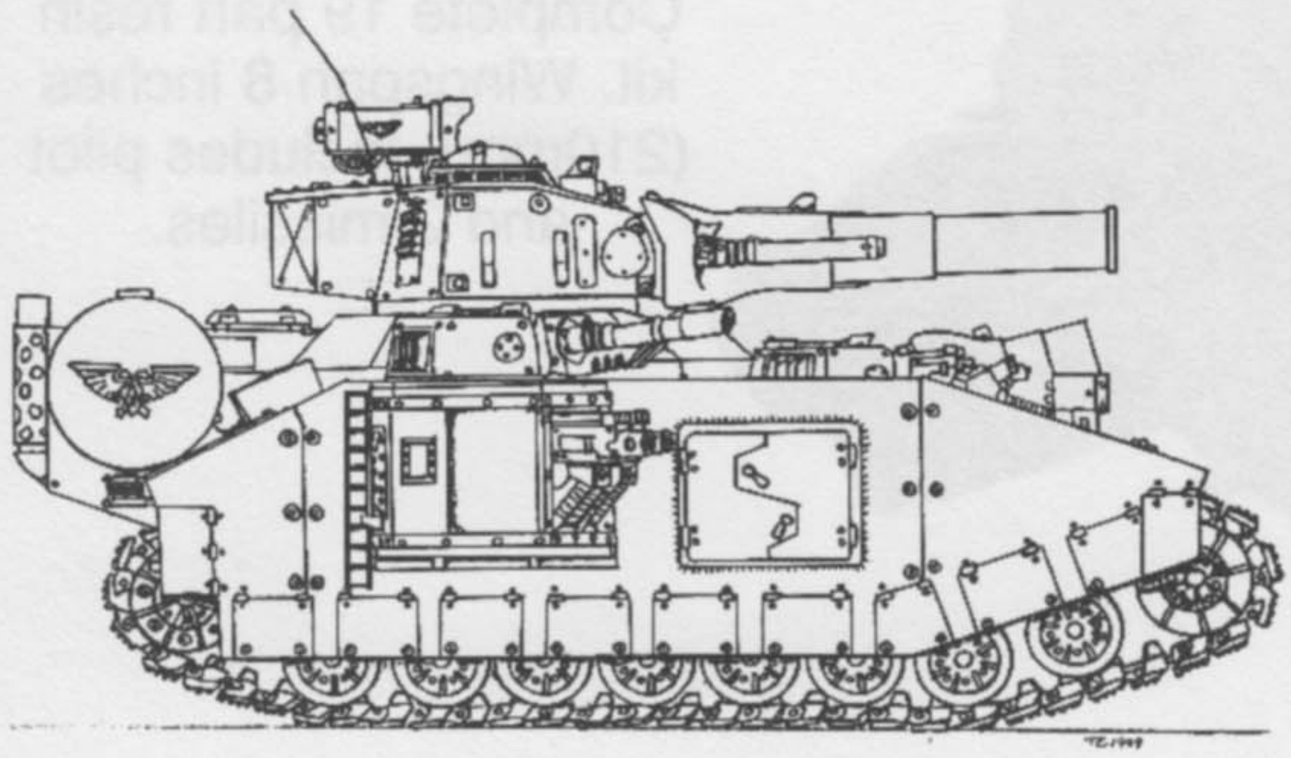
P&P £2UK (US$4) Worldwide



BANEBLADE SUPER HEAVY BATTLE TANK

MARS PATTERN

DESIGNED BY BRIAN FAWCETT



Complete multi-part resin kit of the ultimate Imperial Guard Battle Tank. This gigantic highly detailed model is approximately 9 inches (230mm) long. Each model comes with a numbered certificate.

Code: IA012 Price: £125.00, (US $210.00)

P&P : £5.00 UK/Euro. £10.00 (US$17.00) ROW

RESIN AIRCRAFT KITS

ORK FIGHTA-BOMMER

DESIGNED BY SHANE HOYLE

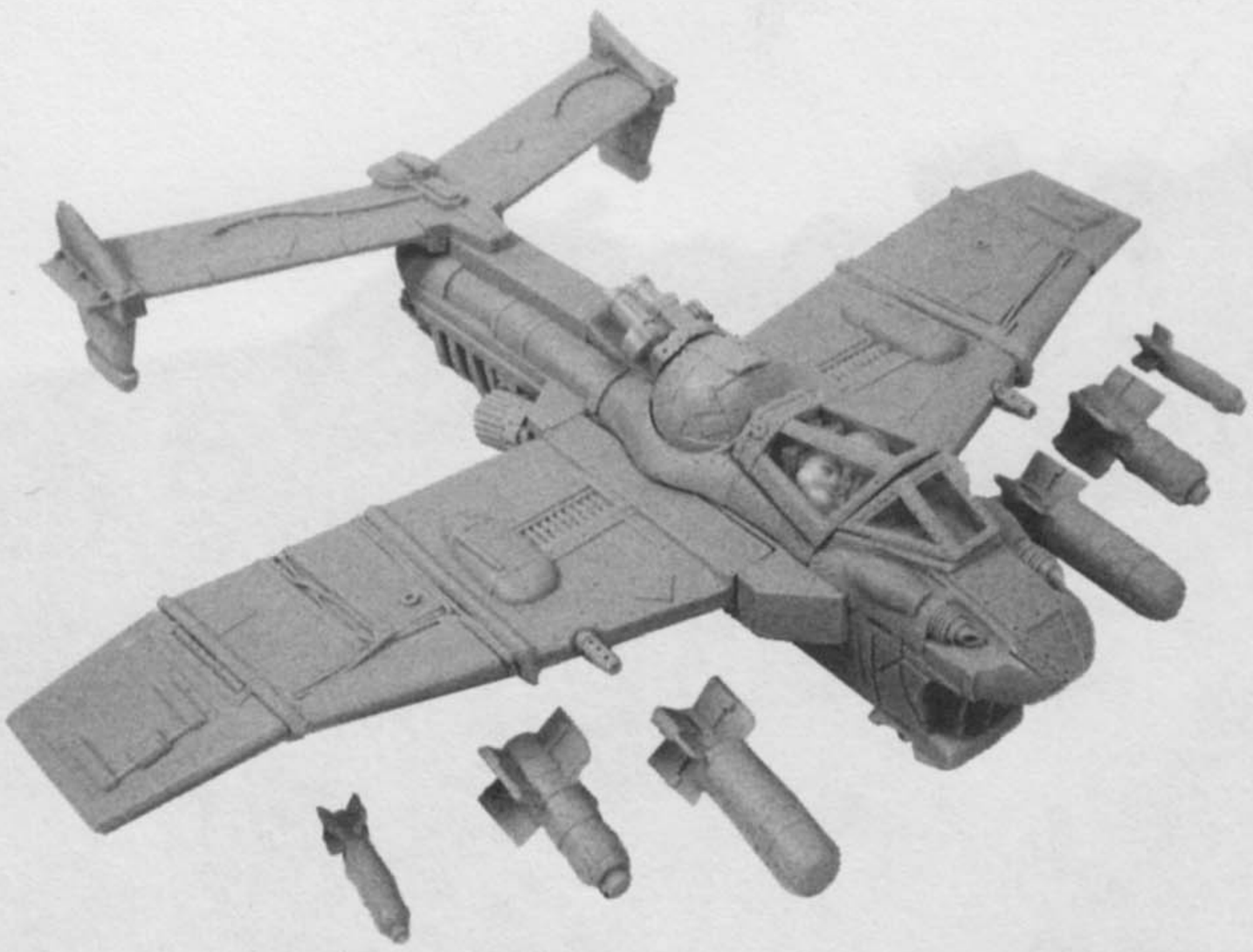
Complete 19 part resin kit. Wingspan 8 inches (210mm). Includes pilot and 2 missiles.

Code: IAK001 Price: £45.00 (US $75.00)

P&P : £4.00 (US$7.00) Worldwide

ORK BOMMER

DESIGNED BY SHANE HOYLE



Complete 33 part resin kit. Wingspan 11 inches (280mm). Includes pilot and 6 bombs.

Code: IAK002 Price: £60.00 (US $100.00)

P&P : £4.00 (US$7.00) Worldwide

WARHAMMER 40,000 RESIN CONVERSION KITS

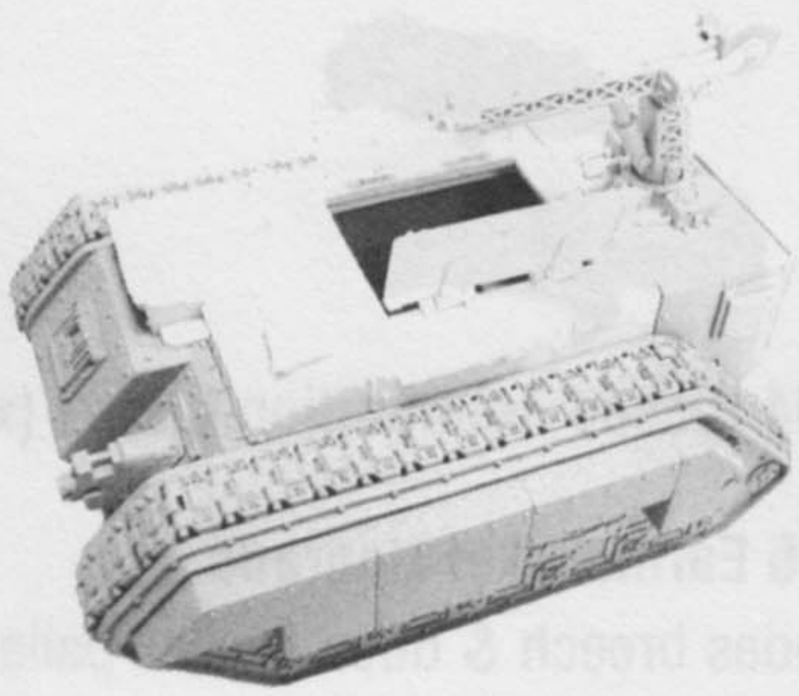
TROJAN SUPPORT VEHICLE

TRIPLEX PHALL PATTERN

Gun Tractor and Armoured Transport (tows Earthshaker carriage).

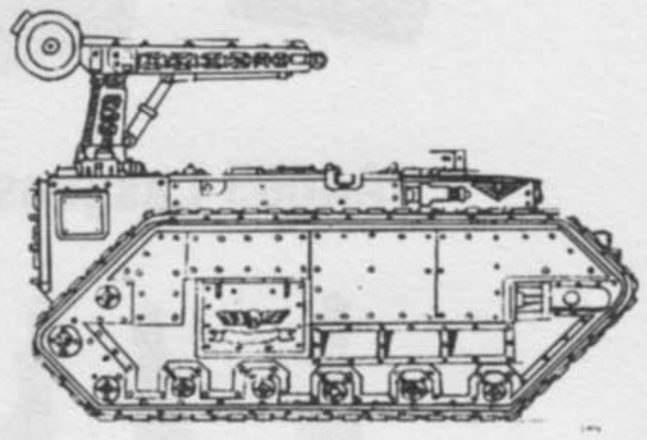
Conversion kit includes: 6 pieces

Kit required to complete model: Basilisk



Code: IA016
Price: £17.00
(US $28.00)

P&P £2UK (US$4) Worldwide



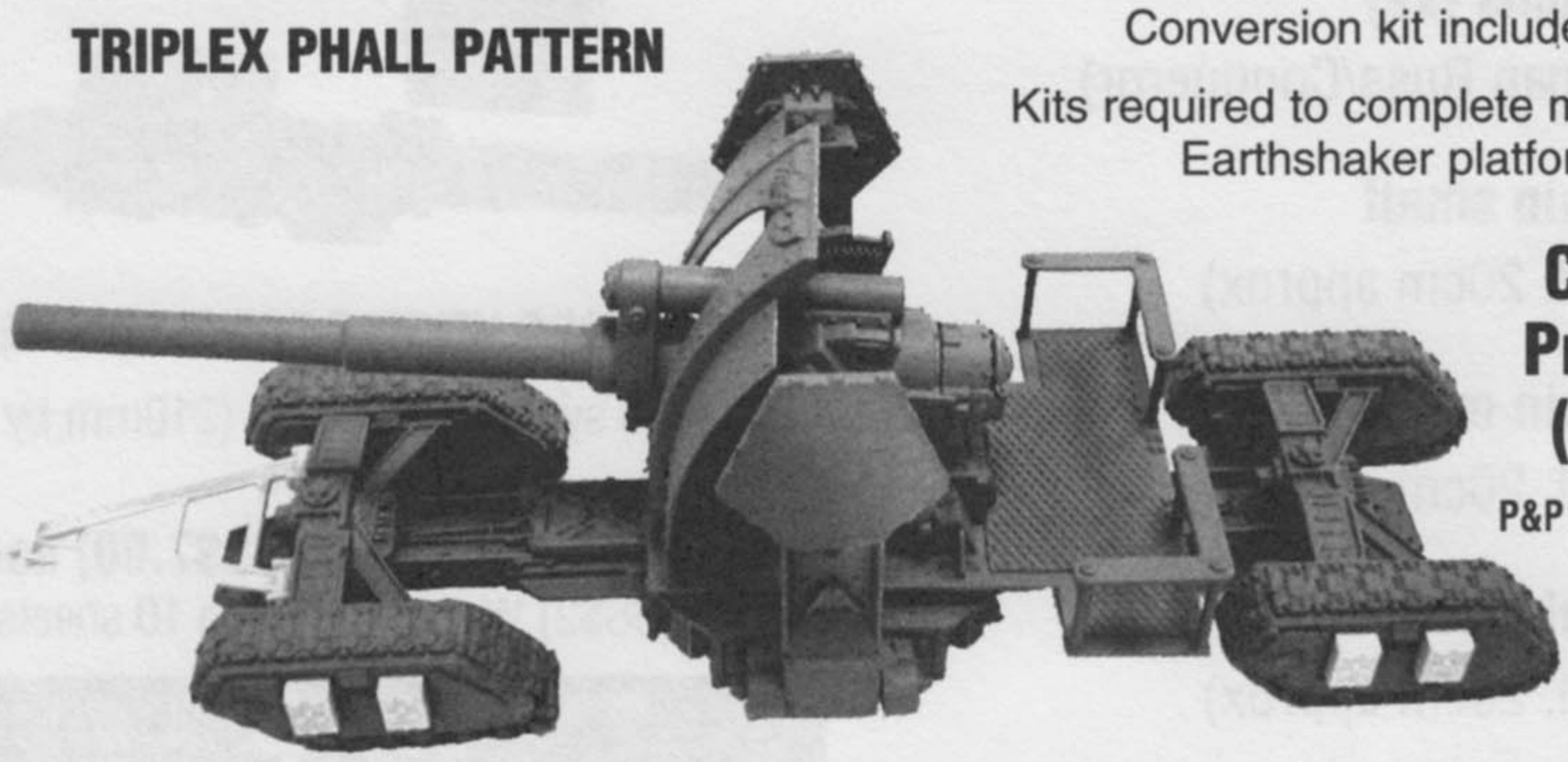
EARTHSHAKER CARRIAGE

TRIPLEX PHALL PATTERN

Carriage for Earthshaker platform

Conversion kit includes: 15 pieces

Kits required to complete model: Basilisk and Earthshaker platform (IA005)



Code: IA015
Price: £17.00
(US $28.00)

P&P £2UK (US$4) Worldwide

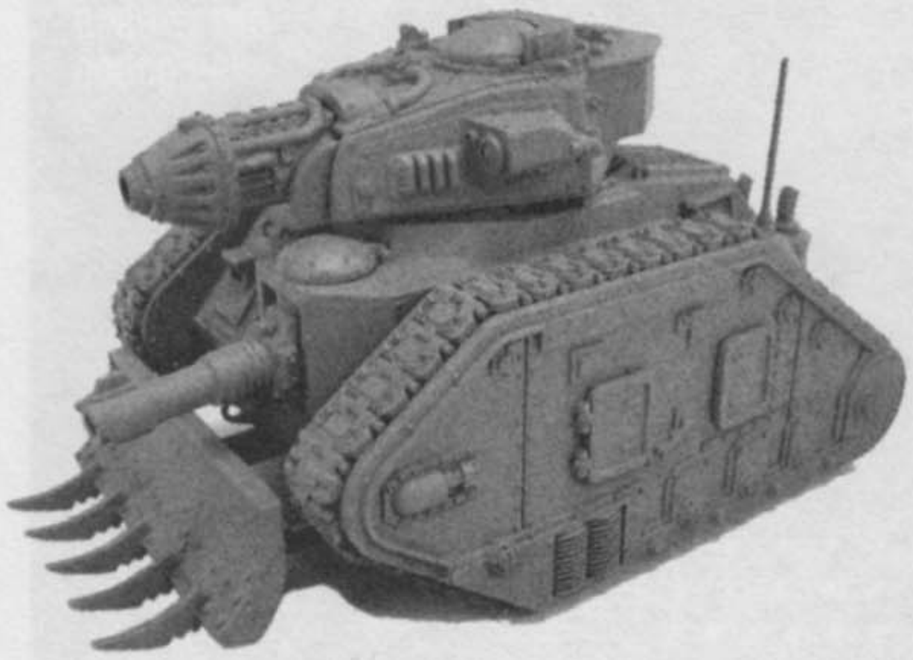
LEMAN RUSS EXECUTIONER

RYZA PATTERN

Plasma armed version of Leman Russ

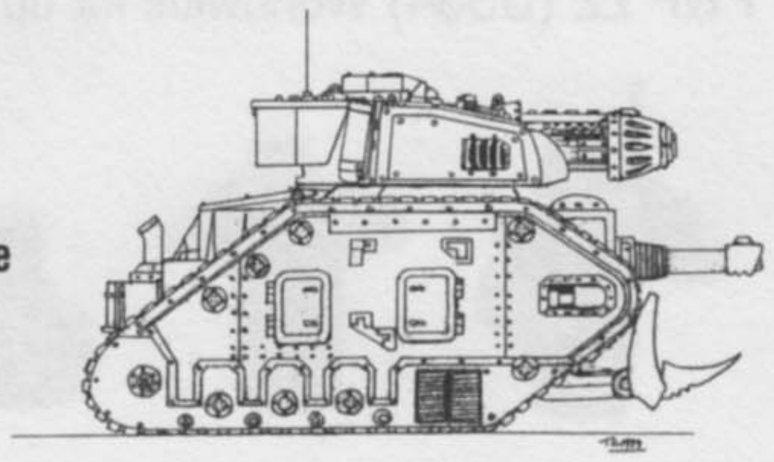
Conversion kit includes: 2 pieces

Kit required to complete model: Leman Russ



Code: IA017
Price: £10.00
(US $18.00)

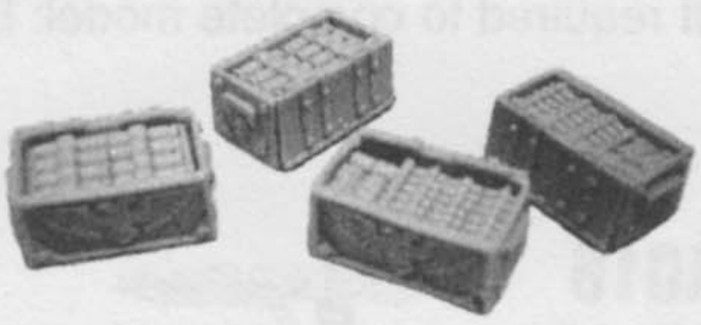
P&P £2UK (US$4) Worldwide



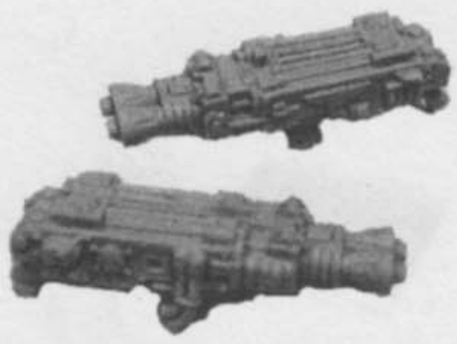
RESIN ACCESSORIES

All accessory packs £2.50 (US $4.50) each. P&P £2 (US$4) Worldwide (up to 10 packs).

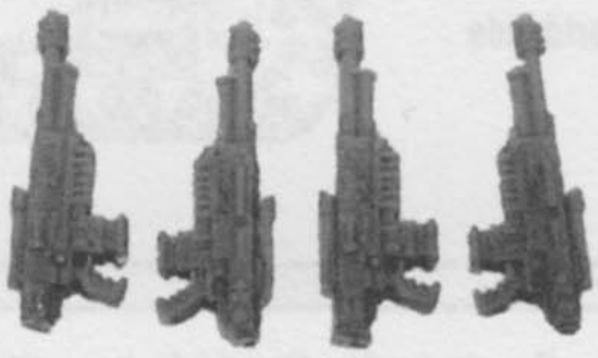
IAA001 Open Ammunition Crates (x4)



IAA002 Heavy Flamers (x2)



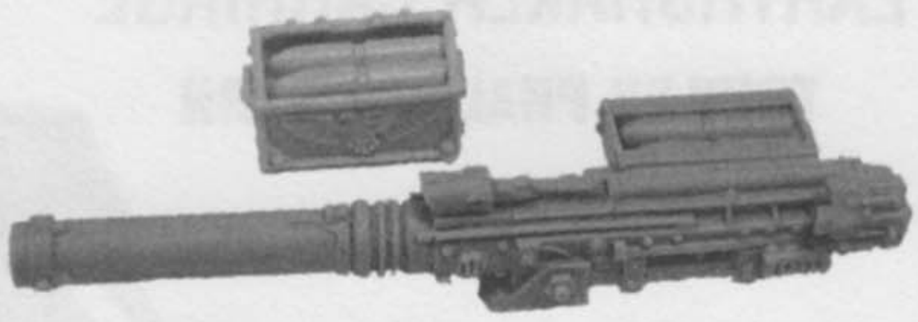
IAA003 Lasguns (x4)



IAA004 Closed Ammunition Crates (x4)

IAA005 Earthshaker Upgrade
(includes breech & door & shell pallet)

IAA006 Auto-cannon (x1)



IAA007 Searchlights (x2)
(will fit Leman Russ/Conqueror)

IAA008 Tank Chain small
(Metal. 20cm approx)

IAA009 Tank Chain medium
(Metal. 20cm approx)

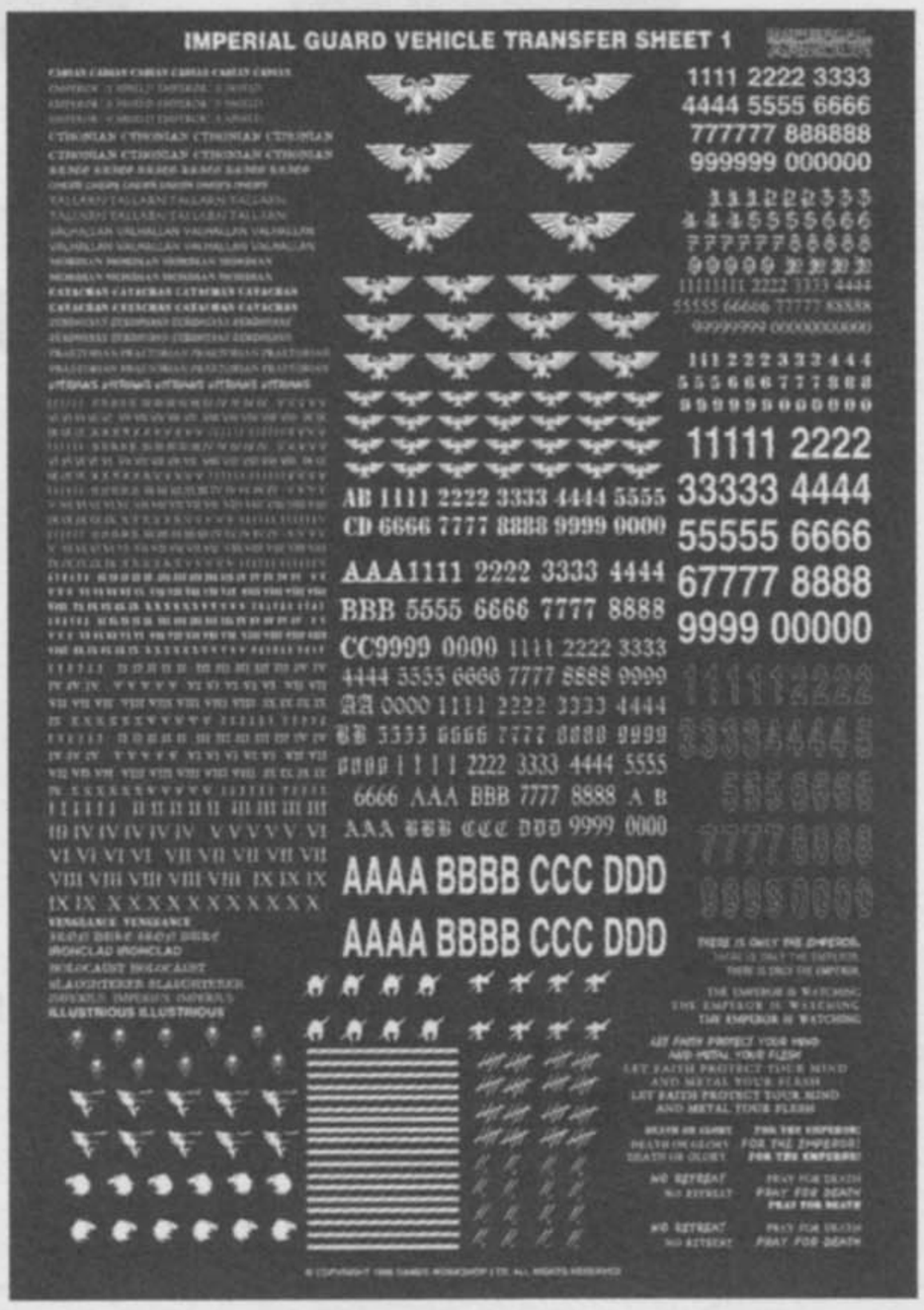
IAA010 Tank Chain large
(Metal. 20cm approx)

IAA011 Space Marine Ammo Crates (x4)

IMPERIAL GUARD VEHICLE TRANSFER SHEET

Over 1000 symbols on an A4 (210mm by 297mm) sheet

Code IAT001 Price: £4.00 (US$7.00) each.
P&P £1 (US$2) Worldwide up to 10 sheets.



IMPERIAL GUARD TANK CREW

First in a range of WH40K scale white metal figures for use with Imperial Armour vehicle kits. Designed by Mark Bedford.

Price: £2.00 (US$4.00) each.
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IAM003 **IAM001** **IAM002** **IAM004**

WARMASTER® RESIN MODELS WARMASTER®

SMALL HOUSE

One piece 2inch (50mm) tall model.
Designed by Darren Parr-Wood

Code: FWM001 Price: £6.00 (US $10.00)
P&P £2 (US$4) Worldwide

ORC BOSS HOUSE

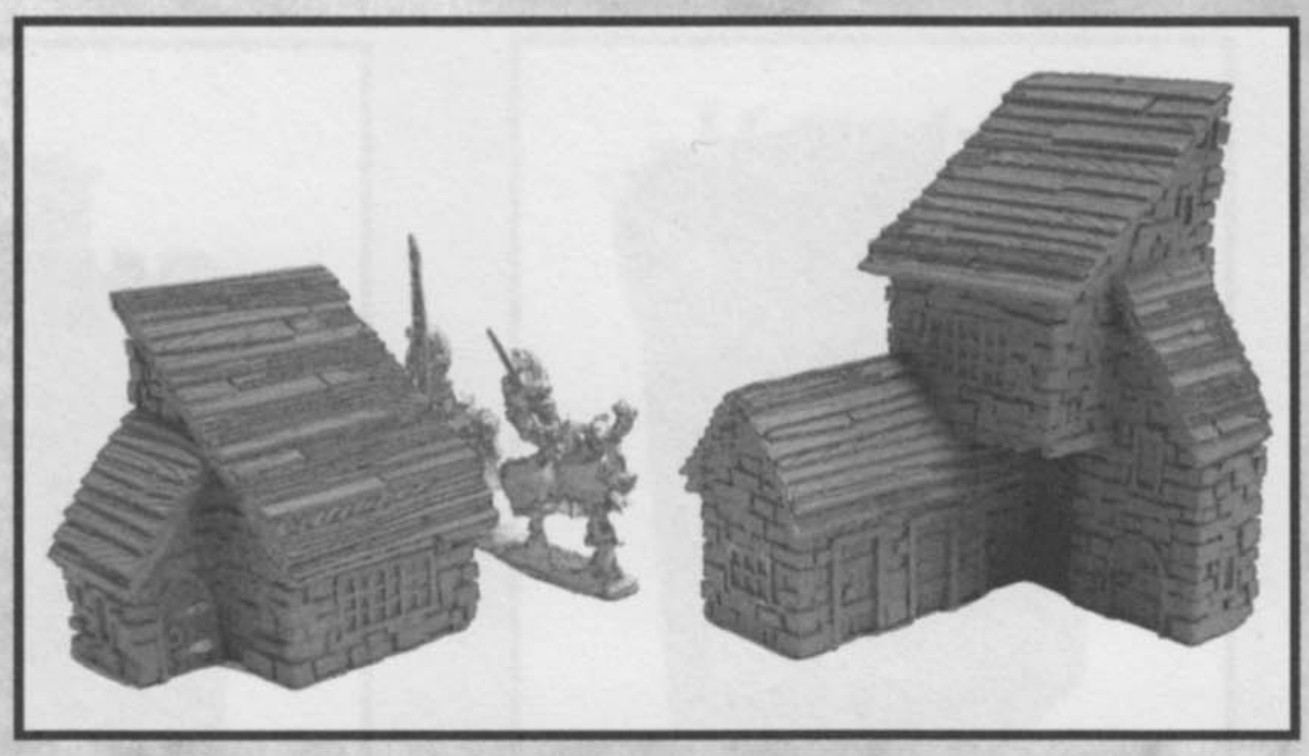
Two piece 3.5 inch (90mm) tall model
Designed by Darren Parr-Wood

Code: FWM004 Price: £14.00 (US$23.00)
P&P £3 (US$5) Worldwide

WIZARD'S CASTLE

Two piece 5.5 inch (140mm) tall model
Designed by Tim Adcock

Code: FWM005 Price: £18.00 (US$30.00)
P&P £3 UK/Euro, £6 (US$10) ROW



OUT HOUSES

Two model set.
Can be used on rear of castle walls/gateway
Designed by Darren Parr-Wood

Code: FWM002 Price: £8.00 (US $14.00)
P&P £2 (US$4) Worldwide

ORC VILLAGE

Three model set
Designed by Darren Parr-Wood

Code: FWM003 Price: £20.00 (US$34.00)
P&P £3 (US$5) Worldwide

WIZARD'S TOWER

One piece 5 inch (125mm) tall model
Designed by Tim Adcock

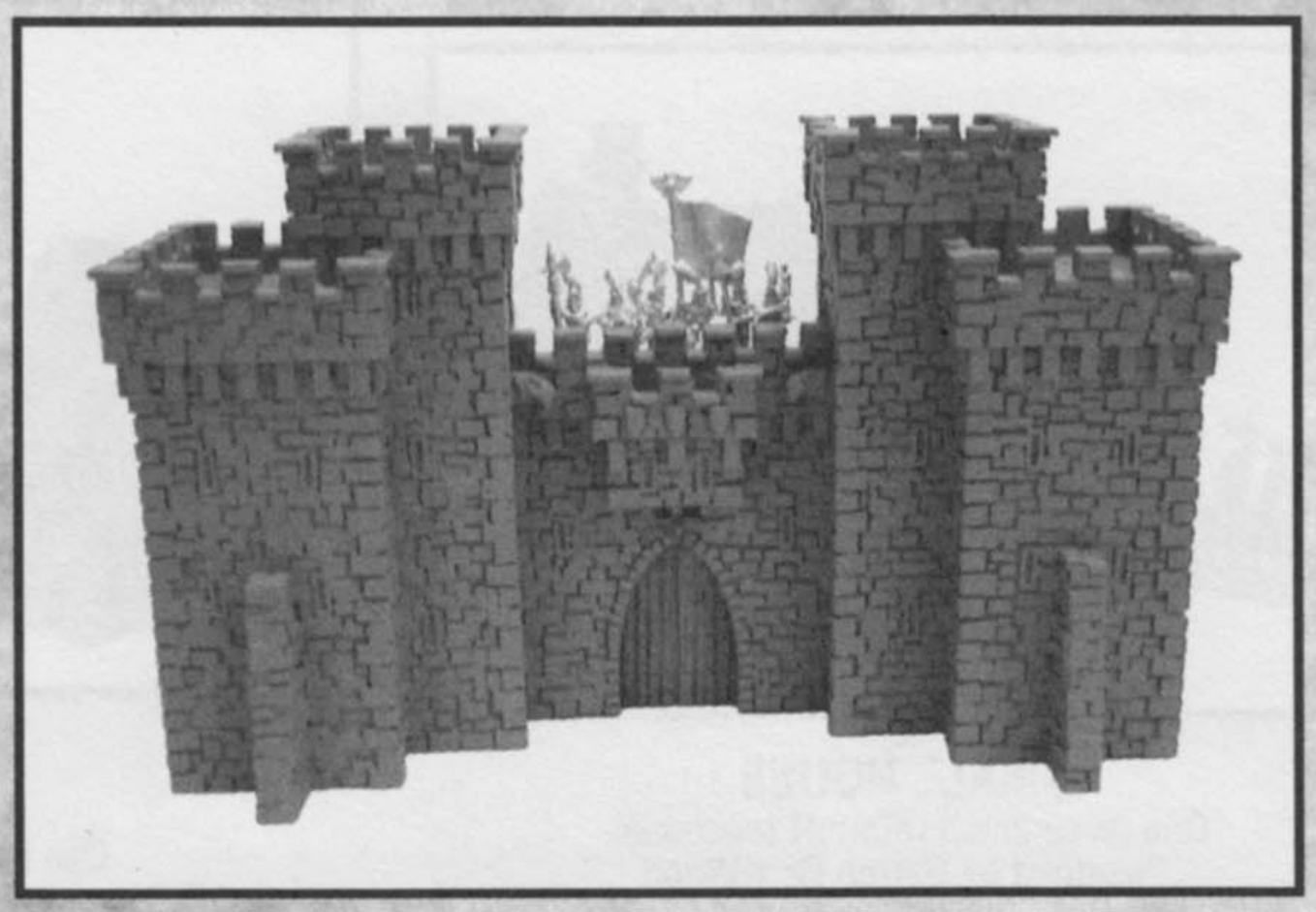
Code: FWM006 Price: £10.00 (US$17.00)
P&P £3 (US$5) Worldwide

WARMASTER® RESIN MODELS WARMASTER®

CASTLE TOWER

One piece 3 inches (80mm) tall model
Designed by Darren Parr-Wood

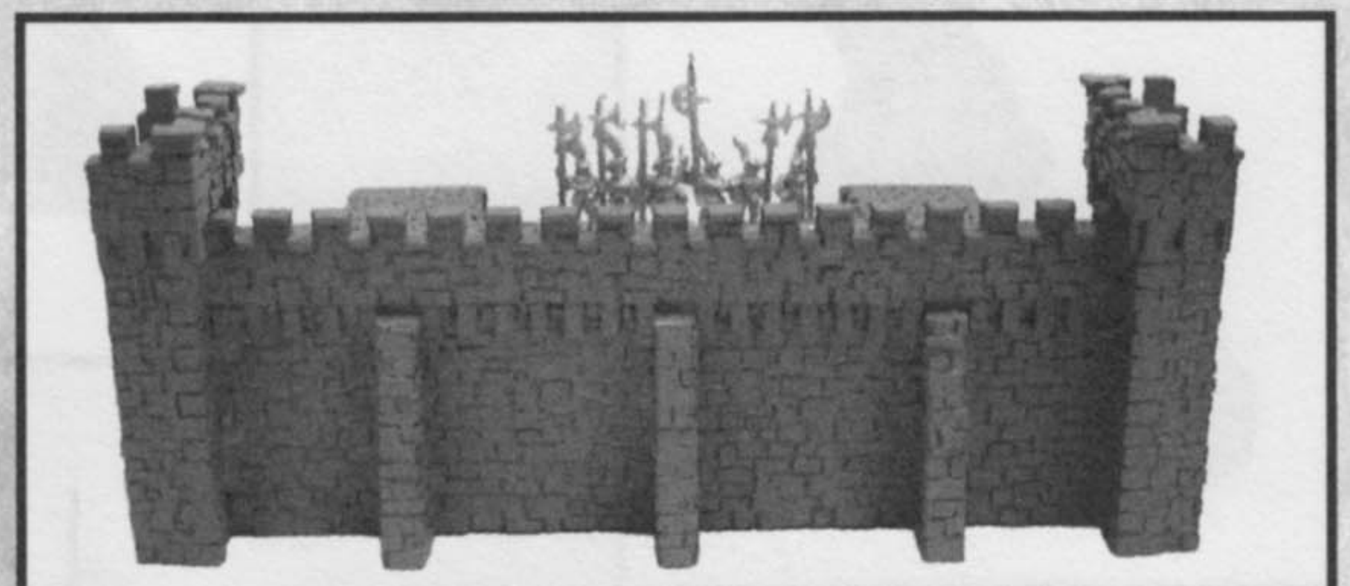
Code: FWM007 Price: £10.00 (US$17.00)
P&P £3 UK/Euro, £4 (US$7) ROW



CASTLE GATEWAY

One piece 6 inches (150mm) long model
Designed by Darren Parr-Wood

Code: FWM008 Price: £15.00 (US$25.00)
P&P £3 UK/Euro, £6 (US$10) ROW



CASTLE WALLS

Two pieces of wall each 6 inches (150mm) in length
Designed by Darren Parr-Wood

Code: FWM009 Price: £17.50 (US$29.00)
P&P £3 UK/Euro, £6 (US$10) ROW

WINDMILL

Multi-part kit 5 inches (130mm) tall model
Designed by Darren Parr-Wood.

Code: FWM010 Price: £15.00 (US$25.00)
P&P £3 (US$5) Worldwide

EMPIRE SHIP

Multi-part kit with two sail options.
5 inches (130mm) long model
Designed by Darren Parr-Wood & Norman Swales

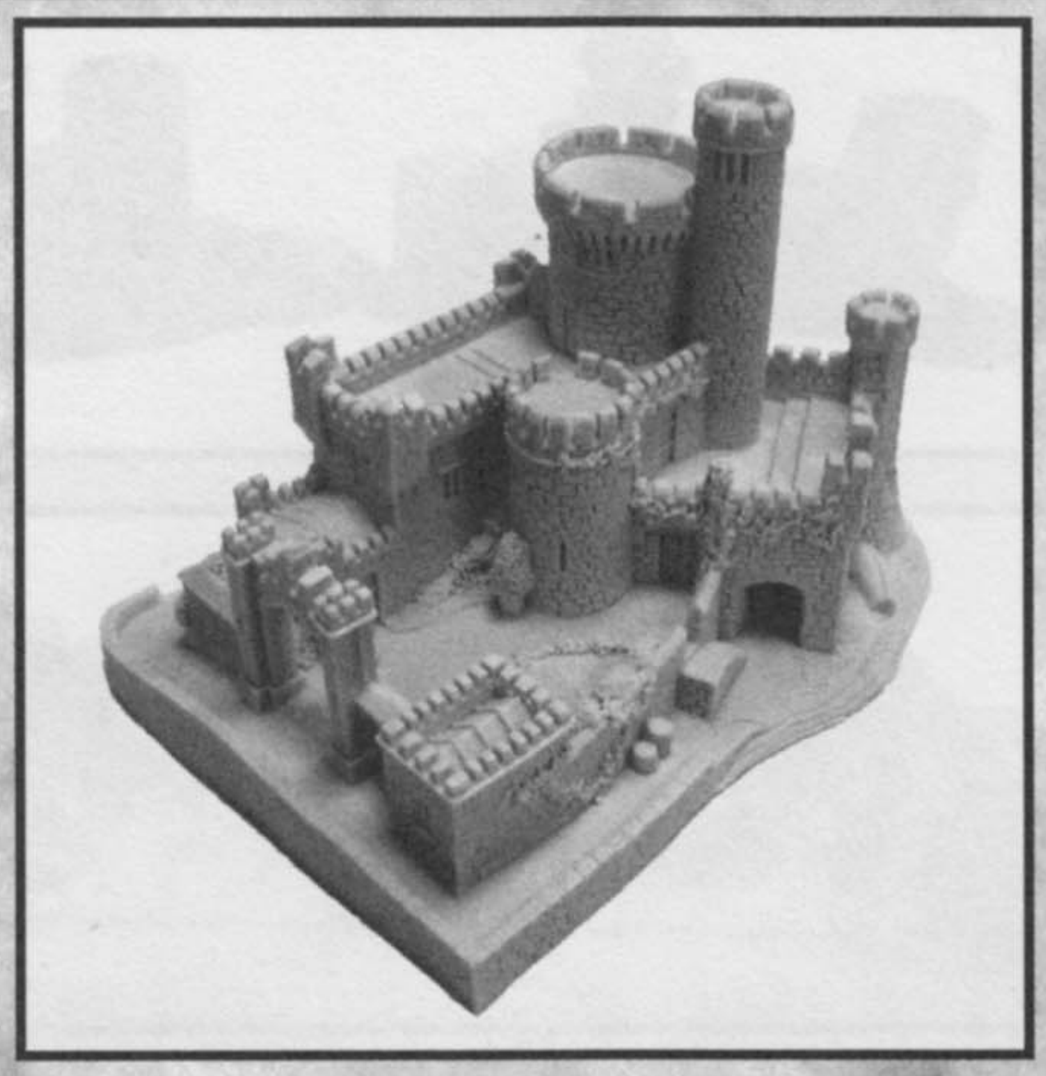
Code: FWM012 Price: £25.00 (US$42.00)
P&P £2 (US$4) Worldwide

WARMASTER® RESIN MODELS WARMASTER®

Produced in conjunction with Irish Heritage

BLARNEY CASTLE

One piece 4.5 inch (120mm) tall model
Code: FWM900 Price: £12.00 (US$20.00)
P&P £3 UK/Euro, £6 (US$22) ROW



BLACK ROCK CASTLE

One piece 5 inch (125mm) tall model
Code: FWM901 Price: £25.00 (US$42.00)
P&P £6 UK/Euro, £13 (US$22) ROW

BUNRATTY CASTLE

One piece 6 inch (150mm) tall model
Code: FWM902 Price: £25.00 (US$42.00)
P&P £6 UK/Euro, £13 (US$22) ROW

ASHFORD CASTLE

One piece 4 inch (105mm) tall model
Code: FWM903 Price: £14.00 (US$23.00)
P&P £3 UK/Euro, £6 (US$10) ROW

STONE TOWER

One piece 4.2 inch (110mm) tall model
Code: FWM904 Price: £12.00 (US$20.00)
P&P £3 UK/Euro, £6 (US$10) ROW

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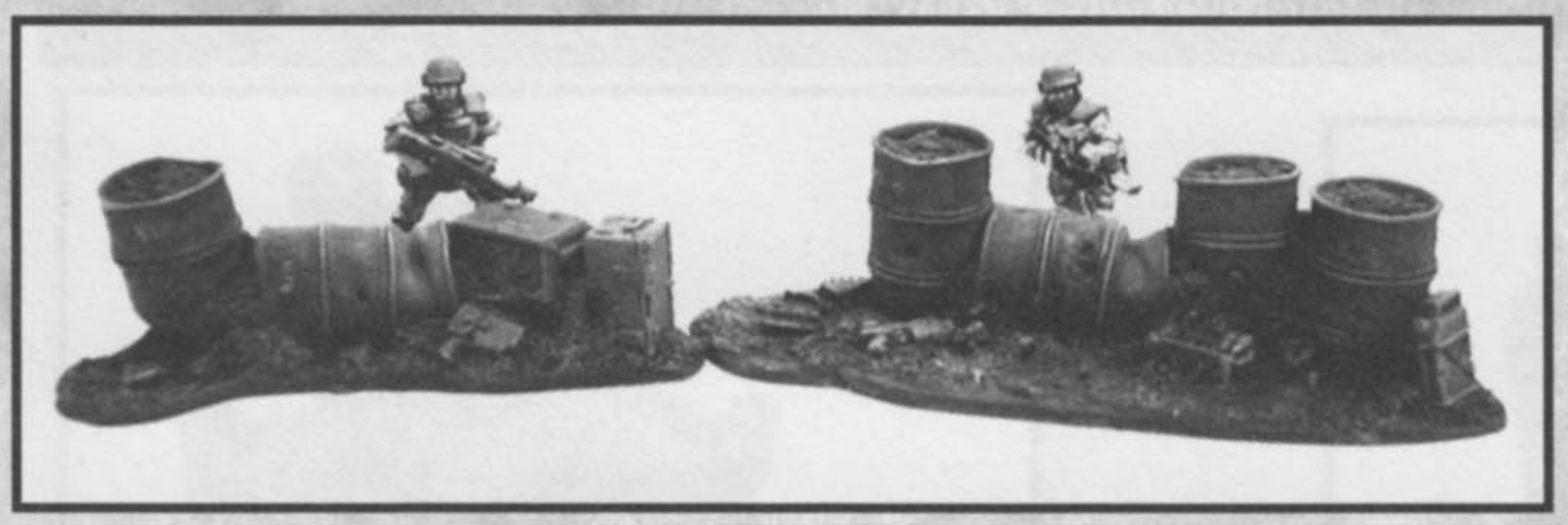
TERRAIN

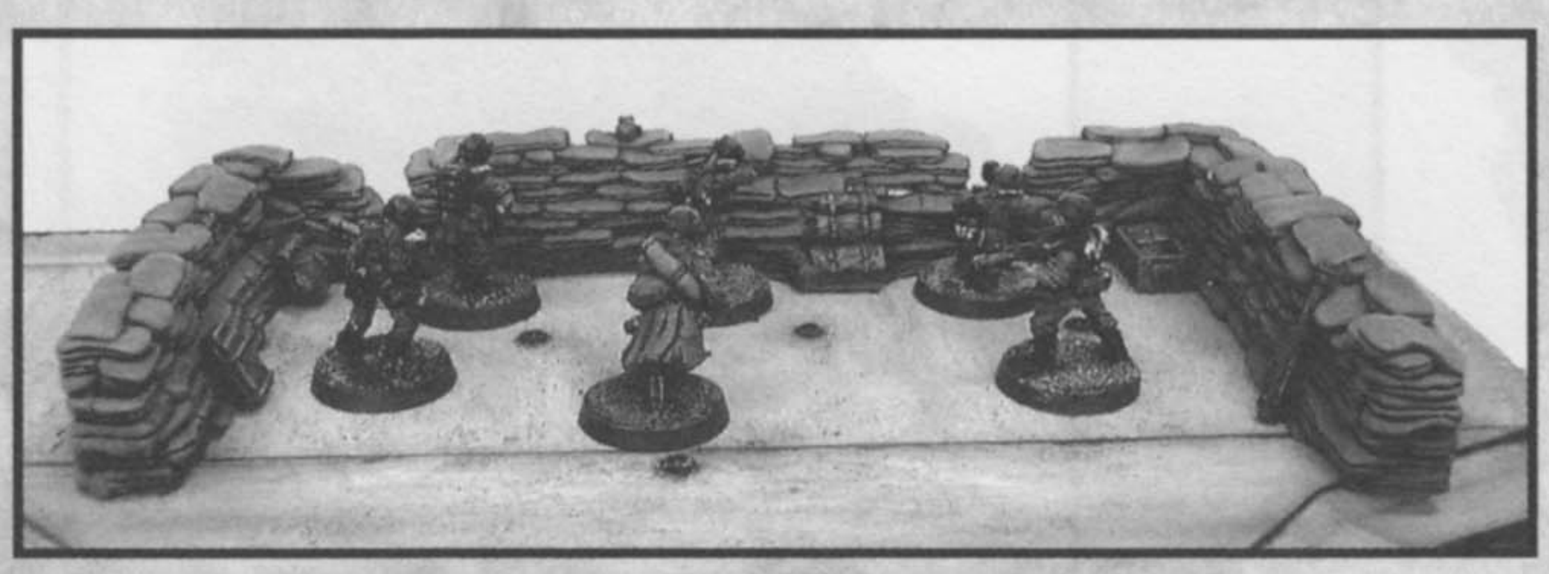


WARHAMMER 40,000 BARRICADES

Two barricades made from oil drums and crates

Code: FWF007 Price: £7.50 (US$ 12.50)

P&P £2 (US$4) Worldwide



IMPERIAL GUARD SAND BAG EMPLACEMENT

Three sections with moulded on weapons and equipment.

Code: FWF001 Price: £11.00 (US$ 18.00)

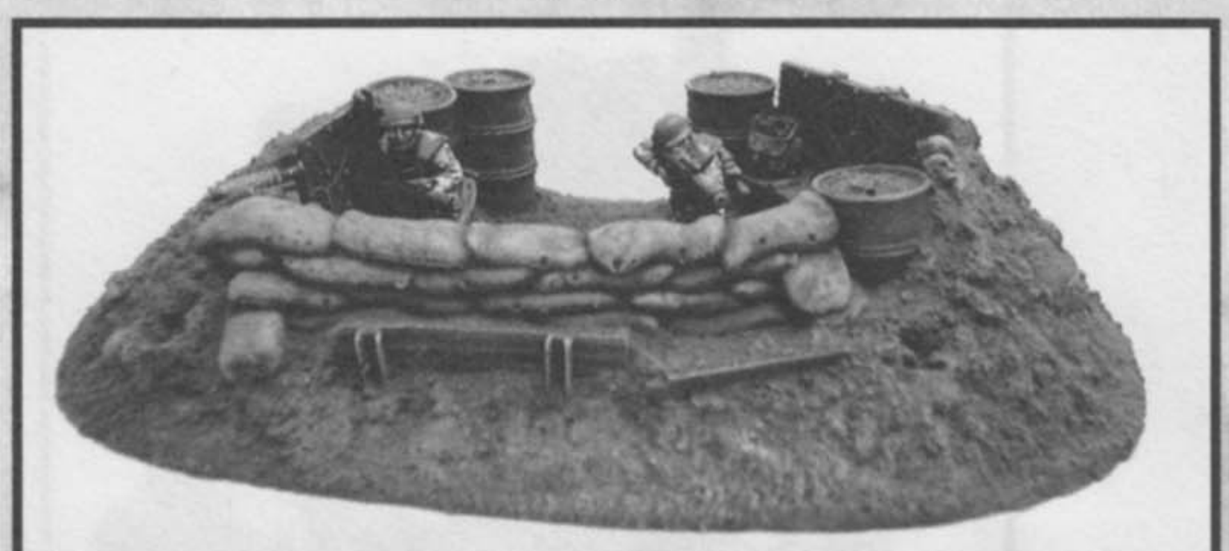
P&P £2 (US$4) Worldwide

IMPERIAL COMMAND DUGOUT

One piece model with moulded on Imperial Guard Equipment.
Designed by Simon Harris.

Code: FWF008 Price: £12.00 (US$ 21.00)

P&P : £2.50 (US$4.50) Worldwide



WARHAMMER 40,000 CRATERS

Set contains 6 crater pieces. Designed by Simon Harris.

Code: FWK004 Price: £16.00 (US$ 26.00)

P&P £4 UK & Euro, £6 (US$10) ROW

Strafed Road
Code: FWF003 Price: £12.00 (US$ 20.00)

Bombed Road
Code: FWF002 Price: £12.00 (US$ 20.00)

NEW WARHAMMER 40,000 ROADS

Destroyed roads are ideal for use with our Warhammer 40,000 Road set or as diorama bases.
Designed by Simon Harris.

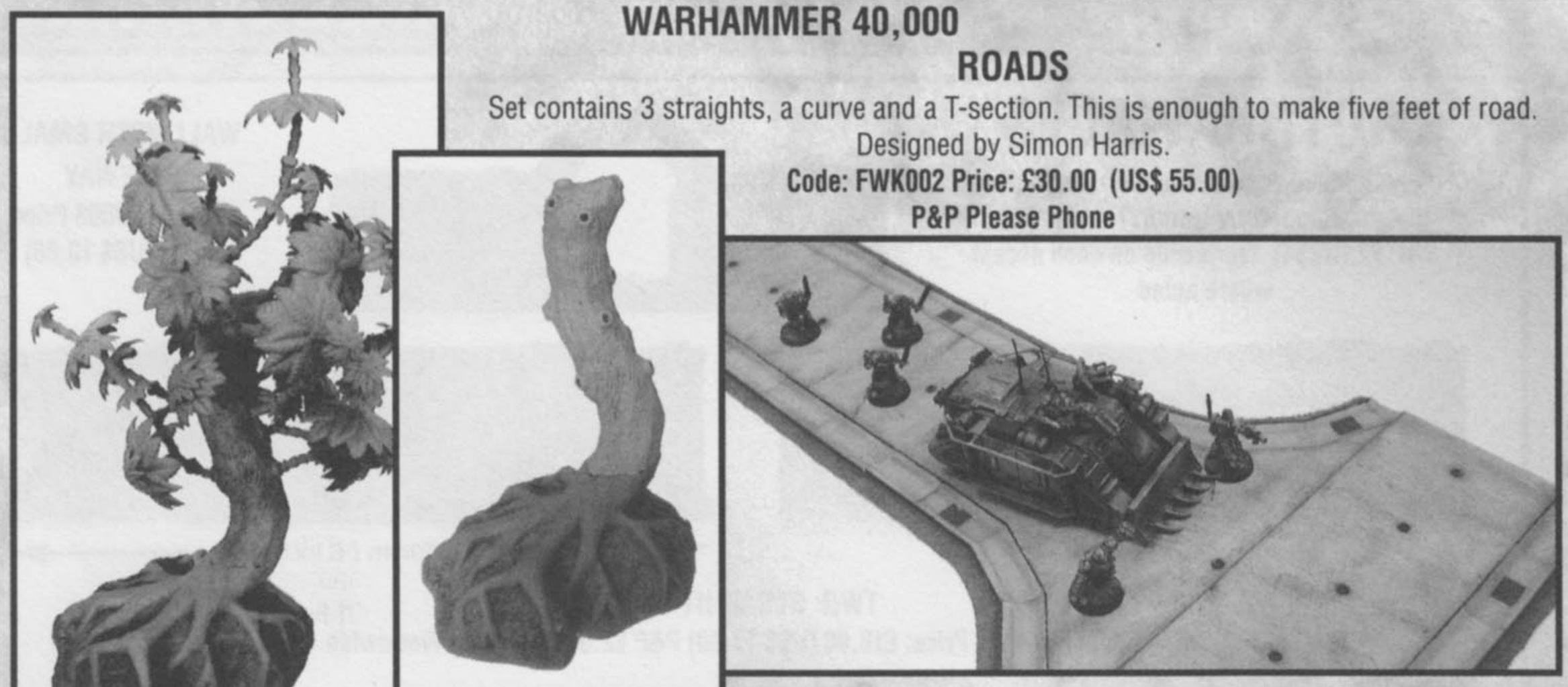
P&P £4.50UK & Euro, £6.50 (US$11) ROW

TERRAIN

WARHAMMER 40,000 ROADS

Set contains 3 straights, a curve and a T-section. This is enough to make five feet of road.
Designed by Simon Harris.

Code: FWK002 Price: £30.00 (US$ 55.00)
P&P Please Phone



LARGE JUNGLE TREE

Two piece resin tree trunk. Citadel plastic jungle trees required to complete model as shown on the left.

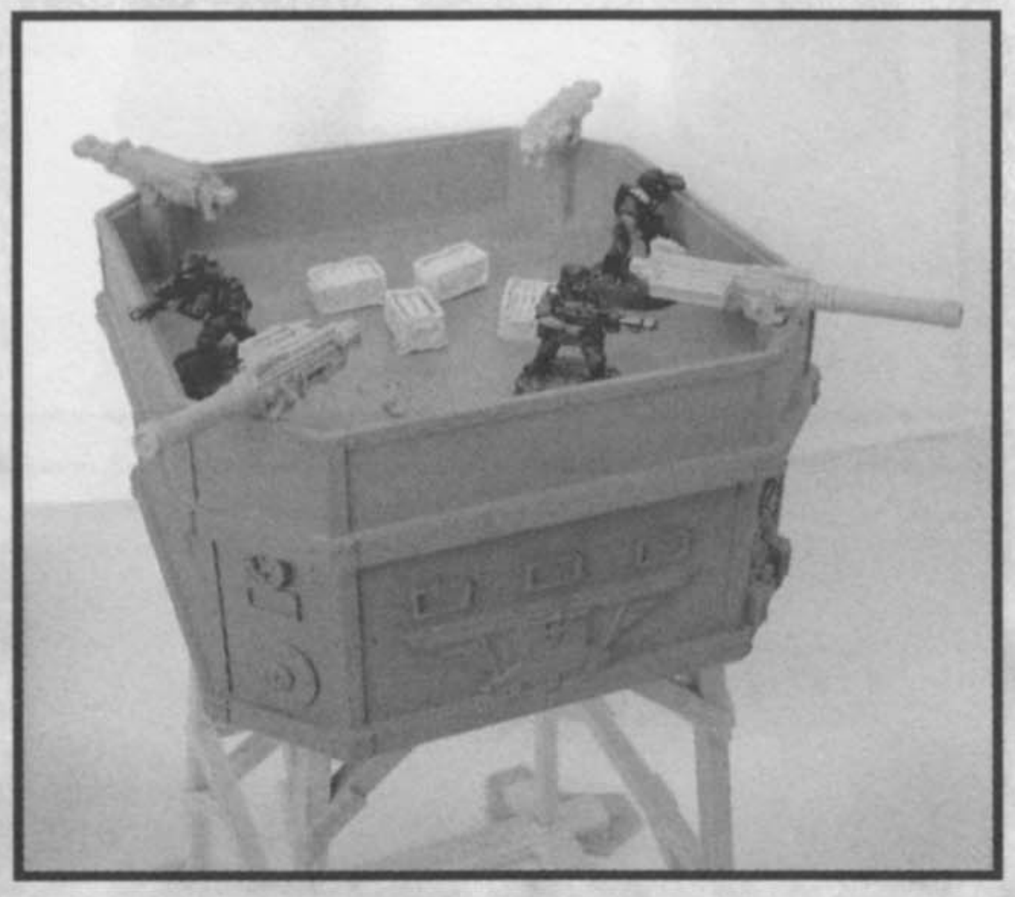
Code: FWK006 Price: £9.00 (US$ 15.00)
P&P : £2.00 (US$4.00) Worldwide

TOWER

(For Bunker FWF004)
9 piece kit to produce girder tower.
Code: FWF005 Price: £35.00 (US$ 60.00)
P&P £6UK & Euro, £12 (US$20) ROW

WARHAMMER 40,000 IMPERIAL OUTPOST

Designed by Mark Jones and Tony Cottrell.
The outpost can be land based or mounted on the tower supplied separately. The top of the bunker is reversible to create the firebase shown below



BUNKER

12 piece kit including guns
and ammo crates
Code: FWF004 Price: £65.00 (US$ 110.00)
P&P £6UK & Euro, £12 (US$20) ROW

WARHAMMER 40,000 BARBED WIRE

Etched brass barbed wire. Over twelve feet in length.
Code: FWA001 Price: £5.00 (US$ 8.50) P&P £2UK (US$4) Worldwide

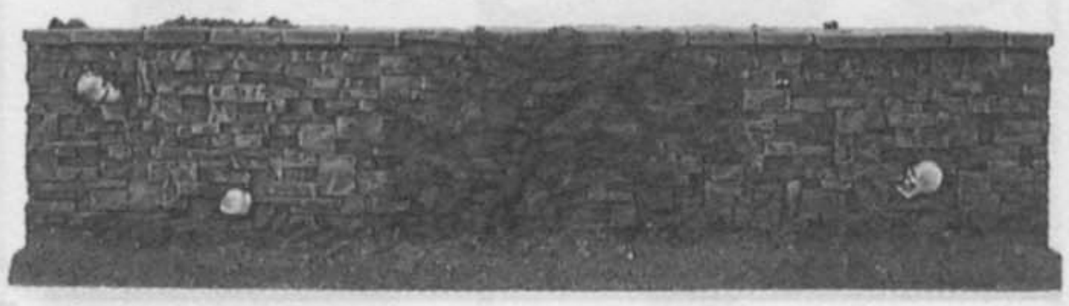
Figures are shown for scale purposes only. They are not included with the models

WARHAMMER® TERRAIN WARHAMMER®

GOTHIC WALLS

Finely detailed resin walls with inset skulls.
Designed by Simon Harris.
P&P £2 (US$4) Worldwide on each except where noted

WALL WITH SMALL GATEWAY
Code: FWW003 Price: £6.00 (US$ 10.00)



150mm (6 inches)

PLINTH OF SKULLS
Code: FWW006 Price: £6.00 (US$ 10.00)

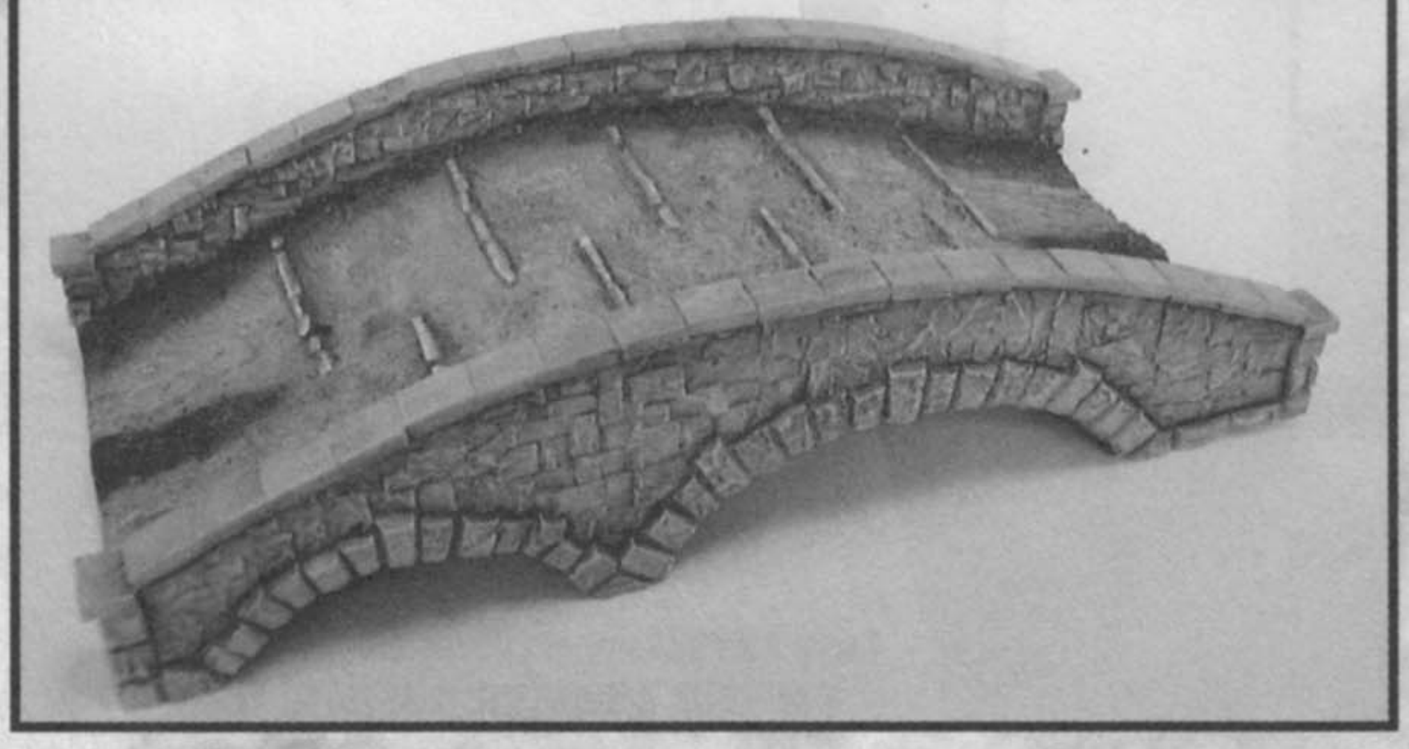
TWO STRAIGHT WALLS
Code: FWW001 Price: £10.00 (US$ 17.00) P&P £2.50 (US$4.50) Worldwide

RUINED SECTIONS (Set includes two ruined end sections)
Code: FWW002 Price: £12.00 (US$ 20.00)

GOTHIC WALLS GATE POSTS
Set of two posts
Code: FWW013 Price: £7.50 (US$ 12.50)

CURVED CORNER
Code: FWW005 Price: £6.00 (US$ 10.00)

90 DEGREE CORNER
Code: FWW004 Price: £6.00 (US$ 10.00)

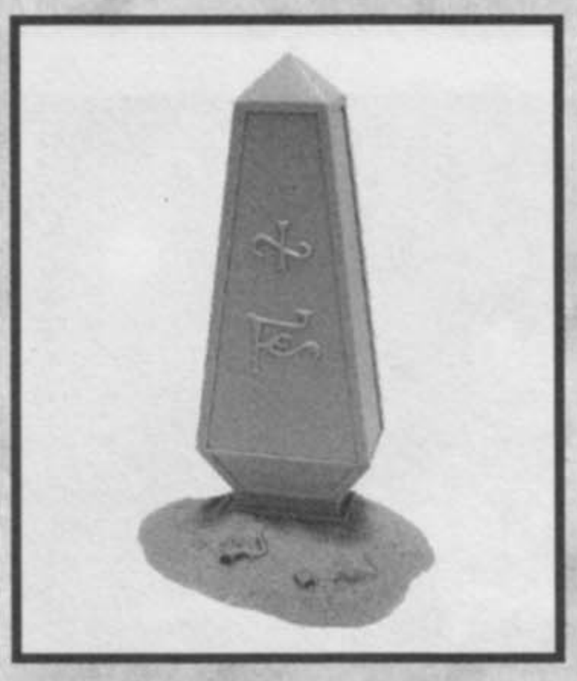


WARHAMMER STONE BRIDGE
Eight inches long. Will join to Warhammer lanes
Designed by Simon Harris.
Code: FWW007 Price: £15.00 (US$ 25.00)
P&P £4UK & Euro, £6 (US$10) ROW

GOTHIC MAUSOLEUM
Over nine inches tall! Designed Simon Harris
Code: FWW011 Price: £75.00 (US$ 125.00)
P&P £7.50UK & Euro, £15 (US$25) ROW

Figures are shown for scale purposes only. They are not included with the models

WARHAMMER® TERRAIN WARHAMMER®

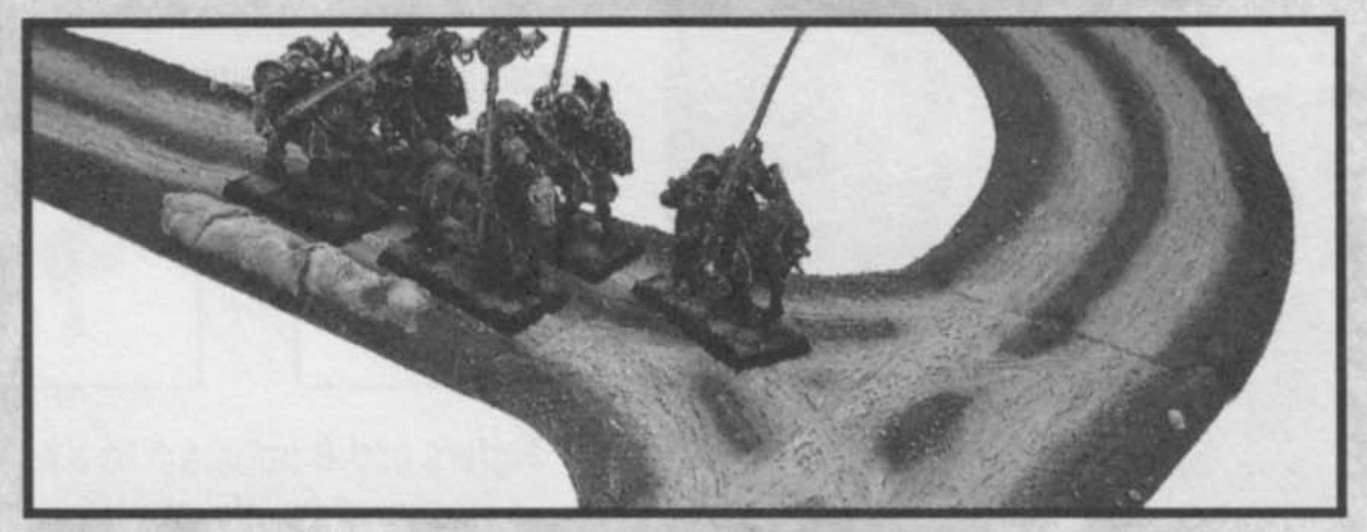


HIGH ELF MONOLITH

Two part 7.5 inches (195mm) tall.
Designed by Simon Harris.
Code: FWW012 Price: £15.00 (US$ 25.00)
P&P £2 (US$4) Worldwide

WARHAMMER EARTHWORKS

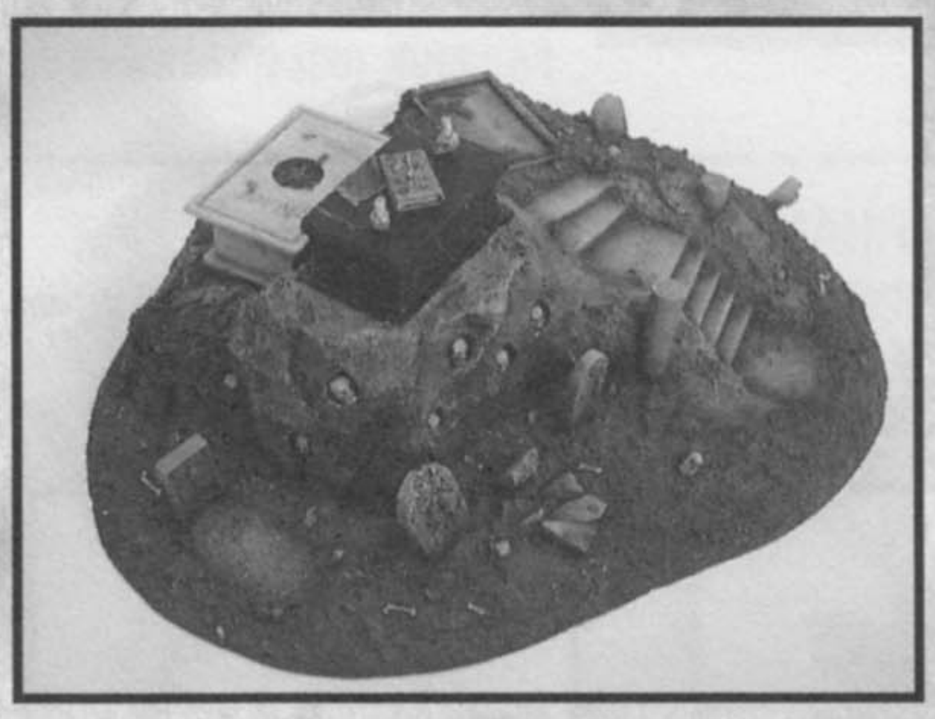
Set contains five detailed parts to make two feet of Earthworks. Designed by Simon Harris.
Code: FWK001 Price: £30.00 (US$ 55.00)
P&P Please Phone



WARHAMMER LANES

Set contains four straight sections, a curve, a culvert and a T-junction to give six feet of lane.
Designed by Simon Harris.
Code: FWK003 Price: £30.00 (US$ 55.00)
P&P Please Phone

GOTHIC GRAVEYARD



TOMB & ALTAR

Set contains altar piece & tomb lid which lifts off to reveal crypt stairs and skeleton.
Designed by Simon Harris.
Code: FWW009 Price: £25.00 (US$ 42.00)
P&P £6UK & Euro, £12 (US$20) ROW

ROAD SIDE SHRINE

Designed by Simon Harris.
Code: FWW010 Price: £7.50 (US$ 12.50)
P&P £2 (US$4) Worldwide

GOTHIC ALTAR

Designed by Simon Harris.
Code: FWW014 Price: £3.00 (US$ 5.00)
P&P £1.50 (US$2.50) Worldwide

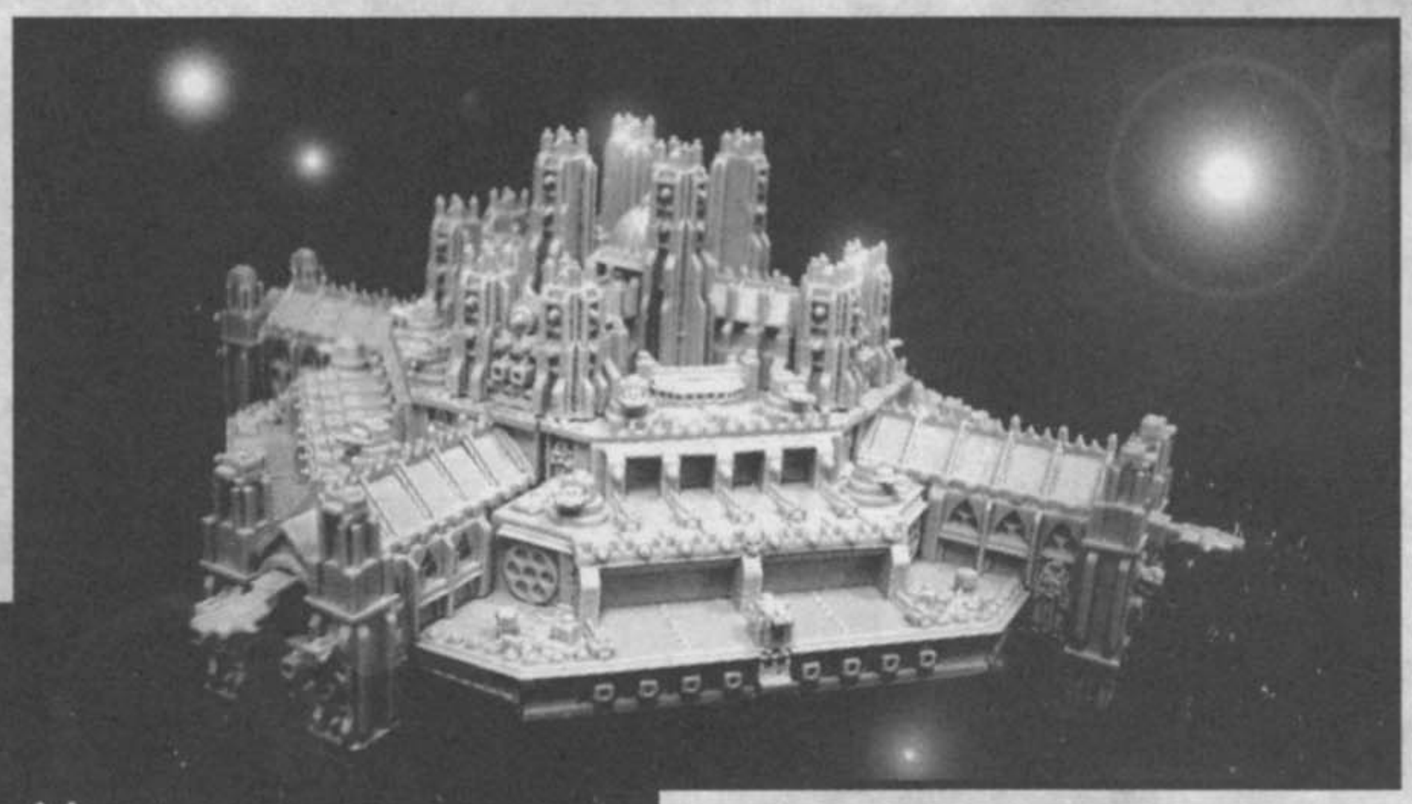
GRAVES

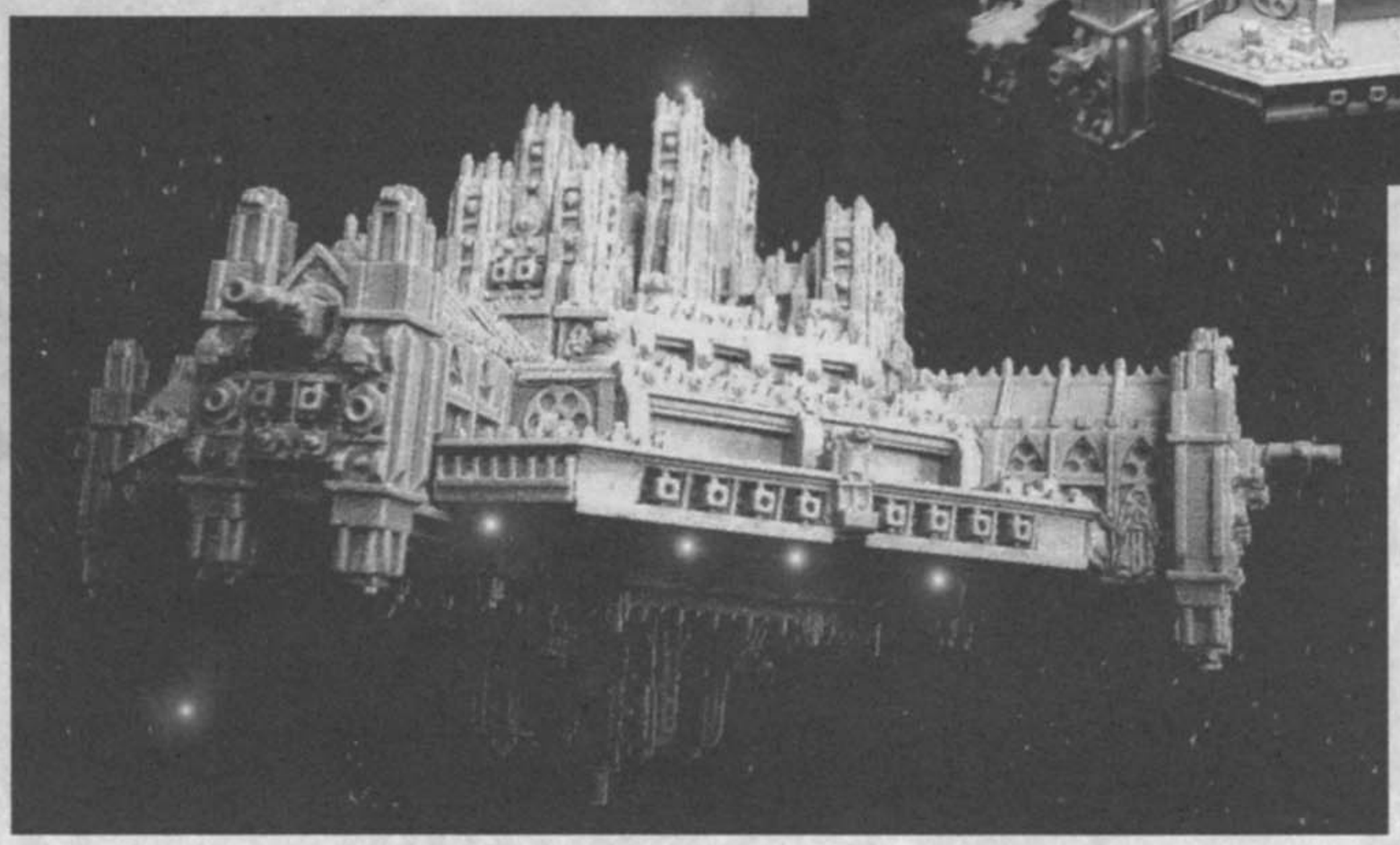
Requires Citadel Skeleton plastic figures to complete model.
Designed by Simon Harris.
Code: FWW008 Price: £15.00 (US$ 25.00)
P&P £4UK & Euro, £6 (US$10) ROW

NEW! FROM FORGE WORLD

BATTLE FLEET GOTHIC RAMILIES CLASS STARFORT

Finely detailed fourteen part model.
Designed by William Hayes
Code: FWA005 Price: £28.00 (US$ 46.00)
P&P £4 (US$7) Worldwide





BATTLE FLEET GOTHIC

Fighters and Bombers currently available: Thunderhawks, Eldar fighters, Eldar bombers and Ork Fighta-Bommerz.

Figters and Bombers 5 to a pack
Designed by William Hayes

Price: £2.50 (US$ 4.50)
P&P £2UK (US$4) Worldwide up to 10 packs

IMPERIAL COLUMN

One piece resin column. 4 inches (104mm) tall.
Designed by Tony Cottrell
Code: FWF009 Price: £4.50 (US$ 7.50)
P&P £2UK (US$4) Worldwide

WARHAMMER 40,000 SYMBOLS

Resin symbols for use on buildings, large vehicles etc.
Designed by Mike Biasi

P&P £2UK (US$4) Worldwide for up to 10 symbols

CHAOS SYMBOL

(70mm diameter)

Code: FWA003
Price: £3.00 (US$ 5.00)

ADEPTUS MECHANICUS SYMBOL

(50mm diameter)

Code: FWA004
Price: £2.50 (US$ 4.50)

SHOWS

At the time of writing, we expect to have a stand at the following events:

Games Day France, Paris – April 2000
Games Day Germany, Cologne, – May 2000
Warhammer Open Day, Warhammer World, Notts – May 2000
Games Day USA, Baltimore – June/July 2000
Games Day UK – Birmingham – Sept 2000

Please note Games Workshop events are ticket only. Details on purchasing tickets are available in White Dwarf magazine.

IMPERIAL ARMOUR™

THUNDERER SIEGE TANK

(For the full rules see pages 72-74)

Hive Fleet Harbinger

By Sherman Bishop (see pages 42-52)

Swarm Mother conversion

Mutant Spiked Carnifex conversion

Mutant Brain Crab conversion

Mutant Spiked Carnifex conversion (top)

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