

the citadel<sup>®</sup>

issue 41

# Journal

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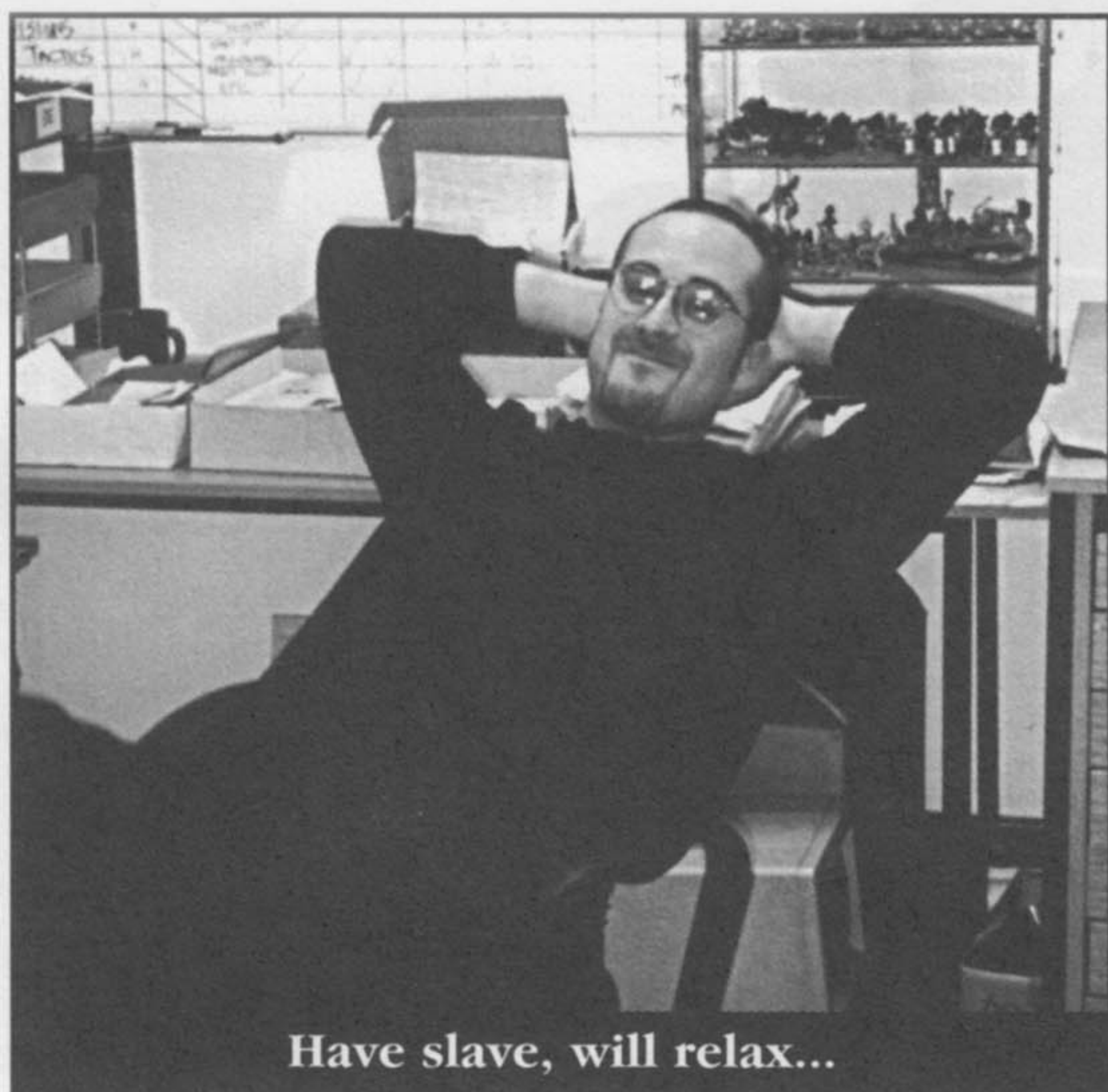




# The Land Raider Prometheus Command Tank from Imperial Armour







Have slave, will relax...

Well that's nearly another year up, time for another mad spending spree at Chrimbo (with much boozing to be had no doubt!) and an opportunity to reflect on the rest of the year. At the beginning of the year we were just little old Fanatic Press, a tiny enclave of the mighty Black Library, putting out highly popular yet unofficial, 'gritty' magazines. Since then there have been a lot of mad changes, it seems that someone up high has taken notice and rather than virus bomb us has given us the resources to really take off. Now we have our own

# Steve's Slot...

miniatures range, official gaming supplements and magazines and universal recognition through the leadership of Jervis Johnson. What next, corporate headquarters in the Bahamas? Nubile slave girls to attend to our every needs? Free company bar? I think not...

Never mind there's still lots of great stuff for us to get our teeth into and you to feast your eyes upon. We have the follow up to Tim Huckelbery's Genestealer Cults infiltrating the pages of this issue. Matt Sprange is back with his scenario 'The Depths of the Black Rage' for 40K. 'Da Weasel' Andy Hall has been hard at work writing scenarios influenced by the Warhammer novels. Imperial Armour keeps things going strong with a new variant Land Raider for the Space Marines and we have possibly one of the finest covers I've ever seen, courtesy of our American friend, Vic Hardy, winner of the Slayer Sword from US Games Day 2000. On top of all that there's simply loads more lovely, wobbly, groovy stuff to keep you happy and busy gaming long after the Christmas turkey has run out.

Steve

**HEAD FANATIC**  
Jervis Johnson

**EDITOR**  
Steve Hambrook

**PRODUCTION**  
Andy Hall

**PROOF READING**  
Darius Hinks &  
Christian Dunn

**COVER**  
Blood Thirster  
by Vic Hardy



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# GENESTEALER CULTS

## Part II

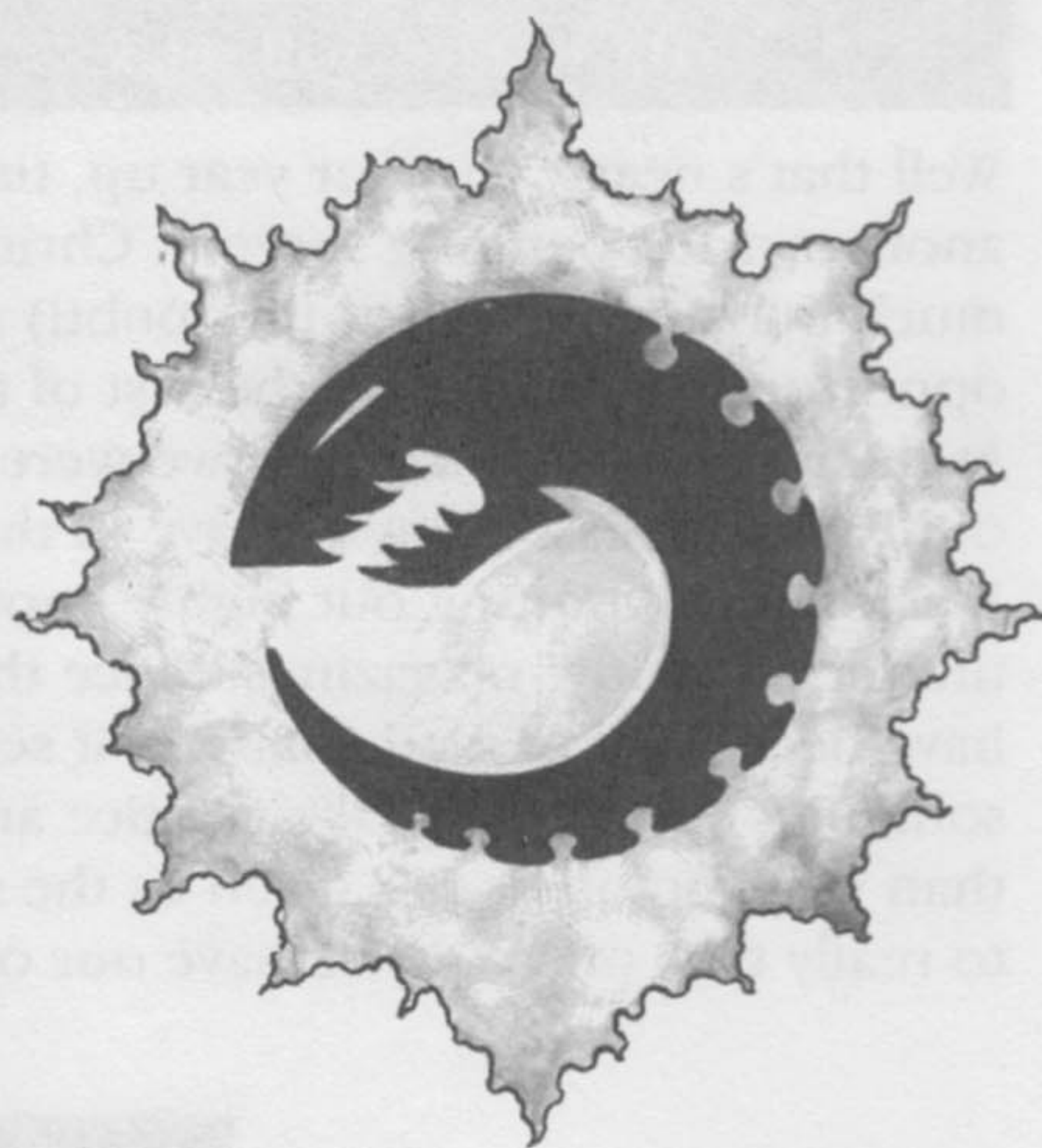
As promised, oh children of the many handed God, find herein secrets most foul and clandestine to aid thee in your struggle against the Empire of man...

Yes, here we have the second instalment of Tim Huckelbery's nefarious Genestealer Cults army for Warhammer 40,000. In this section Tim offers up some special characters simply dripping in evil, there's an alternative list to use when fighting as an invasion force, a concise guide to creating and converting your own Genestealer Cult army, cool new missions tailored for cultists and, of course, the very necessary errata for last issue... doh!

*Tim would just like to say: Special thanks go out to everyone who wrote or called in about this project, or posted up the various works in progress on their websites, or sent in playtesting reports. Many of the ideas I used are the result of all the great suggestions and comments received over the far too many months it took to complete this. To all of you fellow Cult players out there, a big tip of the claw and thanks for keeping the faith.*

By Tim Huckelbery

TimH@Games-Workshop.com



## GENESTEALER INVASION FORCE

### A Genestealer Cult Variant Army list

This is a new mini-variant list for a Genestealer Invasion Force (my tip of the hat to the original list from the Warhammer 40,000 Compilation). It does use the special Genestealer upgrades from the Tyranid Codex though, so even if you like it you may need to wait until the Tyranid Codex comes out for it to see print.

This Cult variant represents a smaller attack force, primarily made up of Genestealers. It can come from many sources, most commonly to be found on infested Space Hulks. Since there is often valuable technological relics to be found on such hulks, it is usually

Imperial Policy to investigate them rather than destroying on sight. Such investigations are usually heavily armed, as the risks from alien contamination are well known. Clashes between Space Marines and Genestealer forces on such hulks are frequent and legendary. The Blood Angels Chapter has had numerous such encounters, and are famed for their ferocity in dealing with the vile foe.

Often, a Cult will simply board a hulk with the sole purpose of sequestering several dozen Genestealers and Hybrids on board. Once adrift back in the Warp, the Hybrids engineer stasis chambers for themselves and the Purestrain Genestealers. They will then

wait in cryo-sleep until the Hulk re-emerges near a populated system, or is boarded itself. Either way, once they wake they quickly strike, infecting as many as they can as well as leaving several Genestealers behind to continue the cycle. The Hulk will then drift off or return to the Warp, and its passengers will return to sleep to await their next victims. Genestealer forces on such Hulks usually have few Hybrids and fewer (if any) Brood Brothers, as the long time in space has left them to die out. Hulks can also be infested directly from Tyranid Hive Fleets, or even from Genestealer infestations from alien, non-human races.

This list can also be used to



represent a Cult raiding force. Early in its development cycle Cults are often little more than bands of Genestealers living in the wild, the remainders of a crashed ship or failed insurrection attempts. The only weapons they have are the ones scrounged from killed patrols, or those left over from the unsuccessful coup. After over-running a living area such as a settlement or small township, they can implant sufficient members of the local populace to establish a solid foothold on the planet and develop a proper Cult.

For those who remember way back, this is an attempt at re-creating the original, very first Genestealer army list by Paul Murphy. It had the same title, and was featured in White Dwarf long ago and the Warhammer 40,000 Compendium. I thought it fitting to bring it back here for players wanting a very pure Genestealer army, with lots of Stealers and Hybrids.

*Special Note – as this represents a small force, it should only be used in games of more than 1500 points if your opponent agrees beforehand.*

Except where noted, all entries below follow the same rules as per Codex: Genestealer Cults. Only units listed below can be used in a Genestealer Invasion Force. If any special characters from the main codex are used they will replace the Patriarch.

## HQ

### Genestealer Patriarch, 0-1 Hybrid Hierarch

**New Options:** No Bodyguard units or Transport options are allowed. You must take a Patriarch, though a Hierarch is optional. Any of the Bio options from the Tyranid Codex that apply to Genestealers may also be taken.

Invasion Force Patriarchs have *Rending Claws* as normal.

## ELITES

### Genestealer Hybrid Brood

**New Options:** No Transport or Hybrid Leaders allowed. Only one Heavy Weapon (ie, weapons classed as Heavy) allowed per Brood.

## TROOPS

### Purestrain Genestealer Brood

Invasion Force Genestealers do not gain any of the special rules from Codex: Genestealer Cults. Instead, they use the rules below. Unless noted otherwise below, they share all other rules, points values, and stats as Cult Genestealers. Any of the Bio options from the Tyranid Codex that apply to Genestealers may also be taken.

Invasion Force Genestealers have *Rending Claws* as normal.

**Infiltrate:** Genestealers are intelligent and stealthy. They will take advantage of any

opportunity to creep closer to their prey before springing ferociously into the attack. To represent this Invasion Force Genestealer broods may *Infiltrate* in scenarios where the *Infiltrate* scenario special rule is being used. If the mission does not allow units to use *Infiltrate* then all Genestealer broods must set up normally with the rest of the army. After determining if the Mission will allow for *Infiltration*, roll a D6 for each Genestealer brood in the Invasion Force. On a roll of a 6, that brood may *Infiltrate* as per the Mission rules.

## FAST ATTACK

**Additional Purestrain Genestealer Broods** (chosen in the same manner as the Purestrain Genestealer broods in the 'Troops' section above)

## HEAVY SUPPORT

**Additional Hybrid Broods** (chosen in the same manner as the Genestealer Hybrid broods

## CODEX GENESTEALER CULTS ERRATA – CJ 40

As you well know, the Citadel Journal doesn't take anywhere near as long as a codex to write or put together and so naturally there's going to be a handful of errors each issue. Since Codex Genestealer Cults was introduced last issue we have noticed a number of errors that needed rectifying...

**Armoury** (page 4) – The Power Fist should be 25 pts.

**Armoury** (page 4) – *Cult Relic* is Hierarch/Magus only not Relic Bearer only.

**We fall so he may live...** (page 7) – special Magus Bodyguard rule applies just for him and not the Hierarch too.

**Genestealer saving throw** (page 9) – Should be 6+ not 5+.

**Heavy Support: Chimera** (see Imperial Guard Codex – page 13).

**Cult Truckers** (page 13) – weapon options: Heavy Stubber for 8 pts. Vehicle options: Rough Terrain Modifications, Smoke launchers, Searchlight or Extra Armour.

**Imperial Armour** (page 14) – we initially noted that Cults could use Imperial Armour vehicles assuming that Tim had neglected to include them, however Tim was very specific in that he didn't want Genestealer cults to have access to the likes of Baneblades etc. In this case ignore the box on Imperial Armour vehicles.



## CREATING YOUR CULT

One thing you've probably noticed by now is that this army list has very few actual figures made for it (although that may change – can't say any more or Jervis will activate the implanted brainbomb!). This article is here to help though, with some tips and ideas for converting up existing figures to fill the gaps. We'll go through the list model by model, but first some overall notes:

### "Bald is Beautiful"

Your Genestealer Magus & Hybrids should always be bald. Try to trim or file away any facial or other hair on any models you use for them. Skin tones should range from very nearly human coloration for the Magus & Hierarchs, to more and more pink/purple the more the hybrid ranges towards pure Genestealer. Ditto for appearance – the Magus should look very human in form, and the hybrids more bestial. Acolytes should look almost human, with perhaps only slightly purple skin tones or a claw instead of a hand. Neophytes are closer to the purestrain form, so they should have three or four arms, strong purple skin tones, and very alien faces. I like to paint all Patriarch, hybrid & purestrain eyes with a flat black, with just a touch of Grey as the highlight. This contrasts well with the pink/purple skin, and gives a sinister and alien look to them, like shark's eyes.

### Cult Colours

Most Cult players like to use blue and purple for their clothing and vehicle colour scheme, for obvious reasons. I would recommend this also – it's a visually strong scheme, and not in use by any other armies. One other thing is to try and unify your style of clothing as much as possible.

Remember, your Cult is a religious force, not a military one. Try not to mix around with different styles too much – if you like your Cultists in robes, try to get everyone in robes. Obviously neither of these are hard and fast rules, but I think you'll find your Cult looks sharper if they project a unified colour and clothing approach.



OK, enough decorating tips – on to conversions. As a good general idea though, leaf through your Citadel Annuals in all the sections (not just the 40K part) for model ideas. Many of the figures below are not from the 40K range!

### Genestealer Magus

There are several old Citadel figures for these, but almost

any character model will work. In my Cult, I liked the idea of everyone wearing robes, or at least heavy overcoats. Thus my choices for Magus models lean towards several Warhammer fantasy wizards, Mordheim characters, and other robed models. Remember the Magus should look almost 100% human, with only a slightly purple/pink skin tone; other than that any regular looking human model will work well for him. Remember you'll only need one in your Cult, so really go to town on him!

### Patriarch

He should be a very large, very ancient looking Genestealer. You could work one up based on the regular Genestealer model (perhaps by adding extra armour plating & ridges, and doing paler skin tones), but frankly I'd recommend getting the old Citadel model for him via Mail Order. It's an oldie but a goodie. Here's the part numbers: 072596/7, /8, /9.







Some of Tim's Genestealer Cult vehicles – Trucks and Limos.

### Hierarchs

Like the Magus, any human looking figure will work here. I envisioned my Hierarchs being more into commando style missions, so I like using the more action-looking figures. Balding heads are still important, so I picked ones such as the Catachan Lt model (010504701), Necromunda Underhive Scum with Bolt Pistols (059906304), Necromunda Delaque leaders (059900610, 059902417), and any of the Imperial Preachers or Missionaries from the Sisters of Battle line. The new Empire Warrior Priests and Mordheim Witch Hunters also work great.

### Cult Limousine

You have a choice here of working from a commercial model limo or car, or converting from regular Citadel vehicles. The converted model shown is my cult SUV (Stealer Utility Vehicle), created from an Ork Wartrukk and the siding plates from a Vampire Counts Black Coach (faced inwards). I used some sheet plastic to work up the chassis, then added other bits from Rhino, Whirlwind, and other tanks to tech it up a bit. Almost

anything will work fine though, as long as it doesn't look too big or too heavily armored. If you go with a toy car, look for 1:43 scale diecast models, which are just about the perfect size. They look great with just a few conversions (mostly just adding some extra bitz) and repainting.

### Purestrain Genestealers

Anyone having problems with these should go back to playing Space Marines. You're just not ready to take over the world just yet.

### Genestealer Hybrids

I like pretty much using regular human models here, with some swapping of arms & heads to give the hybrid look. We'll cover each type separately.

**Acolytes:** Like the Hierarchs, these should look very human, but be 'wrong' on at most one area. For example, a nearly human form, but purple skin tones. Only two arms for them normally (three at most!), but one can be a Stealer claw. Use the plastic Stealer arms & claws here to swap out for regular human arms & hands.

**Neophytes:** These should look

more alien, with three or four arms and a strong purple skin tone. I've made several using the Ork Slaver model (again, using the robes as the unifying theme for the Cult) with new stealer claws. I even turned the Red Gobbo from Gorkamorka into a Hybrid! You can even use the plastic Genestealer bodies, with human arms (the plastic Catachans work fine here). The overall goal should be to get the models to look like Genestealers with a slightly human look, as opposed to the Acolytes who should appear more like humans with a slightly Genestealer look.

There are quite a few old Citadel Hybrids too. I recommend just the two below though: Hybrid with Power Sword & Autopistol: 072557/6 and Hybrid with Autogun: 072557/10.

I like these two as they are the best looking of the bunch, and you can easily convert them to have other weapons. The first one can be changed to carry any manner of pistol or most close combat weapons; the second to take pretty much any two-handed weapon or even a heavy weapon.





Close-up of a Cult Limo's deadly cargo

### Brood Brother Comrades

Dead easy here – Imperial Guard or Adeptus Arbite figures are the obvious choices. File off the offending Imperial symbols and you're ready to paint! I'd stick with the more 'military' looking style models here to differentiate them from your Initiates; I use Valhallans mostly (heavy overcoats) with some of the old Arbites models too.

### Brood Brother Initiates & Bodyguard

Speaking of which... You're spoiled for figures here. Necromunda models are the first choice for most Cult players (I went with Delaques to continue the bald & robed scheme of my Cult). You can also use regular Warhammer Empire figures (especially the plastic Empire regiments). Frateris Militia models are also great too, as are Chaos Cultists and many of the Mordheim models. No matter what you choose though, your Initiates should present a much more rag-tag look than your Comrades. These should look more like armed civilians,

rather than a military force. Bodyguard you can dress up a bit to make them look slightly more religious in tone. I recommend ensuring your Bodyguard models are different in an obvious way from your regular Initiates though, to ensure you don't get confused as to who is who!



### Cultist Bikers & Hybrids

I use Chaos Bikes here, as they have a nice Hog look to them. I filed off the chaos symbols and most of the spikey bits, and replaced both bolt guns with metal Chaos Bike targetters (to look like headlights). I also trimmed away the TV set scanners on the handlebars too. The overall goal was to make them look more like civilian bikes than military weapons. Ork Warbikes also work well here too (file off those Evil Sunz bits!) – a mix of the two bike types give the right 'biker rally' feel to the

unit. As for the riders, the legs from the plastic Ork and Space Marine Scout bikers work fine with some trimming. For the upper torsos, try the plastic torsos from Empire Soldiers, Catachan Imperial Guard, or Mordheim humans. Heads from these mix in well too, or left over pilot heads from the plastic Sentinel. Arms are harder – I either stick with trimmed regular Chaos or Ork biker/truckker arms. I generally only have one arm on the wheel though, with the other holder their weapon – they all look wilder that way!

**Hybrid Sidecar:** I've experimented with lots of things here, from the regular Space Marine Attack Bike sidecar chassis to the either of the old metal Sentinel main bodies. My favorite though is the old Ork Pulsa Rokkit, hollowed out and filed down. I made the sidecar wheel and mudguard from the front of a Space Marine bike. You can also scratch build using sheet plastic too. Lots of figures will work as a basis for the sidecar hybrid, especially Sentinel pilots, Gorkamorka Orks, or Digga Truck gunners.

### Cult Truckers

Same comments as above, but using Ork Wartrukks or even Gorkamorka Digga Trucks here as the basic model though. As a note, you don't need to try & fit all the riders into the truck though. I generally put one or two in the rear flatbed to show my opponent that yes, there are indeed reckless Cultists on board (hmm, that might make for a great bumper sticker); the rest are set aside away from the playing area. When they get out or the truck is destroyed (guess which happens more often?), I put the rest out on the table.

### Brood Brother Heavy Weapon Teams

Regular Imperial Guard heavy weapon teams, of course. Anyone not realizing this



immediately might not be cut out for doing a Cult.

## Special Characters

(featured later)

### Janos Armistadt the

**Traveller:** I used the old Warhammer Fantasy Light Wizard as his basis, cutting off his sword and staff top. The staff top was replaced with the bottom of Arhiman's staff, and the sword with a nice looking Bolt Pistol with a scope attachment. For his Protectorate, I used the Light Wizard Acolytes so the entire unit had a very strong unifying look. The Acolyte figures are easily converted to carry pretty much any weapon needed. For their Suicide Bombs, I used Epic 40K Hydra radar dishes (030500805), though any small techie bit will work well.

Warhammer Empire Light Wizard: 073791/6

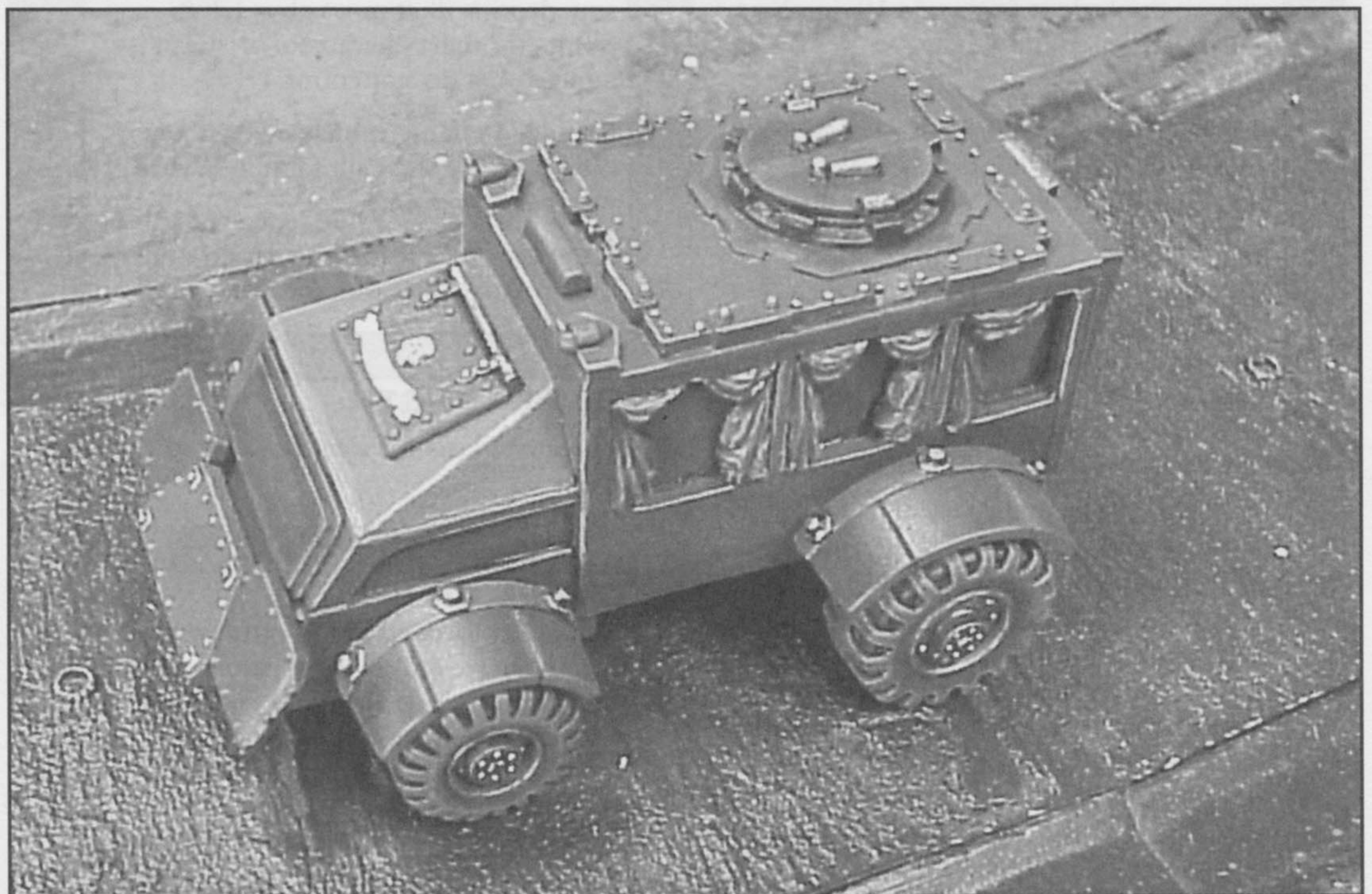
Warhammer Empire Light Wizard Acolytes: 073800/1, /2

**Manos the Mad:** The main body comes from poor old Uriah Jacobus (010802101), but his right arm was replaced

with a plastic Genestealer arm. I added a regular flamer in his new lower right arm (plastic flamers work well; I used a metal Necromunda Redemptionist Deacon's flamer 059900708 though as it had some nice flame markings). The Eye of Judgement was made from the top of a Necromunda Weird Telepath (059905201), cut off and placed upside down. At the top I added the tip from an Eversor Assassin Array (010800303) to create the actual Eye. I kept the rest of the array though – it makes a great backpack for a hybrid! I added a Mounted Wight sheathed sword (020702711) to top him off. Originally Manos was my Cult Icon Bearer from my 2nd Ed Cult army, but one of the perks of writing an army list is that



you get to create new special characters and he was just calling out for some special rules!



**Limo – complete with silk curtains!**



# BUYING TIME

## OVERVIEW

The Revolution is going badly, and the Cult is retreating. The most loyal and fanatical members have been assigned to slow down the advancing enemy forces in a hastily prepared defence so that the Cult leaders have time to escape. The enemy know they must punch through these forces to reach the real leaders and wipe out the Cult infestation.

This mission can be used if both players have agreed to play a Breakthrough type scenario, and want to try something a little different. If the Cult player had agreed to play Defender, if the Mission Selection roll is a Rearguard mission then he can choose to play this mission instead.

## SCENARIO SPECIAL RULES

Overall this is a variation of Rearguard Mission, where the Cult are always Defenders. All normal rules for a Rearguard Mission apply, with the following additions:

## SET UP

See Rearguard mission, page 153 of the Warhammer 40,000 rulebook plus:

The Cult would never allow their Magus to stay behind in such a suicidal defence. If the group to be used in the game contained the Magus, the Cult player should treat him as an identically powered & equipped Hierarch, or ideally replace the Magus and his Bodyguard (if chosen) with an equivalent force of a Hierarch and bodyguard.

Brood Brother units automatically gain the benefits of being within 12" of their Magus though as per the "Our Father Watches Us, Let None Fail Him!" special rule, due to their total devotion to the Brood.

The Cult may not use Hidden Set-up, but it does get to place Obstacles. 1 + D3 Tank Traps can be hastily assembled and deployed but only in the Defender Deployment area. 3 + D3 Razorwire strips may be placed anywhere on the board though.

The Cult places its forces first. The Attacker splits his forces as for a normal Rearguard mission, but cannot Deep Strike. The first wave of Attackers move. They cannot shoot or Assault. Once this Move is complete, deploying the Attacker first wave, the Cult takes the first turn.

## MISSION OBJECTIVES

Victory Points are used to determine the winner. Bonus points for:

Enemy units of greater than 50% strength, or undamaged vehicles, which manage to get through the Cult defenses and exit the board via the Cult's table edge (long edge only!) gain +200 points. A vehicle transporting a unit when exiting, or a vehicle squadron, will at most give +200 points though. Characters or single figure units do not count.

Damaged enemy vehicles which exit the board via the Cult table edge are worth +100 points.

If the entire Cult force is wiped out, the enemy win automatically!

## GAME LENGTH

The game lasts for a random number of turns.

## CAMPAIGN EFFECTS

If the Cult force is wiped out, enemy units that are still at 100% strength and are in the Cult deployment zone gain +50 experience. Obviously they will be the ones to go on and capture the Magus!



# ARMOURY RAID

## OVERVIEW

Cult forces are attempting to break into guarded military installations in order to capture weapons and ammunition, or at the very least destroy them and deny use to the enemy. Enemy forces are not expecting the attack, but once alerted must try to prevent the vile insurgents from stealing away with the valuable supplies.

This mission can be used if both players have agreed to play a Raid type scenario, and want to try something a little different. If the Cult player had agreed to play Attacker, and the Mission Selection roll is a Strongpoint Attack mission then he can choose to play this mission instead.

## MISSION OBJECTIVES

As Strongpoint Attack with the following modifications:

Destroying a Bunker is only worth +100 points, though undestroyed Bunkers are still worth +200 points for the Enemy.

**Capturing Material:** If destroyed, leave wreckage behind to mark the location. The Cult can also gain Victory Points for getting to these areas, as it gives them a chance to make off with weapons, ammo, etc. To search for material, the unit must spend one turn with at least one member on foot in the wreckage area. The unit cannot be engaged in an Assault and cannot shoot that turn for the searching to count.

+50 extra points for each Cult unit that gets to a destroyed Bunker and still is no less than 50% strength at the end of the game.

+100 points for each Cult unit that gets to a destroyed Bunker and has made it off the board via their own deployment zone before the game has ended. The unit must be no less than half strength when it leaves the table though to count. Note that a unit can only get one or the other, not both.

Genestealer Broods, Cult Bikers, or vehicles cannot count here, though a unit being transported on a vehicle can capture materiel as long as it spends on turn disembarked at the area.

## SCENARIO SPECIAL RULES

This is a variation on Strongpoint Attack mission, and the Cult are always Attackers. Here the Bunkers represent Ammo Storage Buildings. All normal rules for a Strongpoint Attack apply, with the following changes below:

## SET UP

See Strongpoint attack, page 151 of the Warhammer 40,000 rulebook.

## RESERVES

When the defender's reserves arrive they move on from the defender's board edge. The attacker's reserves move on from any of the other board edges.



## GAME LENGTH

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

## CAMPAIGN EFFECTS

Cult units which manage to leave the table with captured material gain +50 experience



## Arch-Magus Janos Armistadt the Traveller

+++INQUISITORIAL REPORT+++

+++EYES ONLY - LEVEL 1+++

Thought for the Day:  
'When we Rest, We Fail'

### SUBJECT INFORMATION

89% Probability Sighting of the Heretic/Alien Armistadt (ref: Ichar IV Heresy) in sector Segmentum Tempestus on Agri-world Roxxas 3.

Current designation: Most Holy Father Aldoux Gennings

Cult Alias: Fellowship of the Faithful

Cult Incept Duration: 4 Generational Cycles, +/- 1 cycle

### EYE WITNESS

Report made by Stealth-Watcher Hayne (no contact for 13 days past next scheduled contact time; presumed captured or dead).

### INQUISITION RECOMMENDATION

Fleet blockade of the Roxxas system, followed by light planetary bombardment and assault landings. Heavy resistance to be expected, including possible alien presence (cross-ref morphology: Genestealer).

Imperative Primus: Target Heretic retrieved, either alive or corpus

Imperative Secundus: All alien and genetic deviants destroyed. Planetary population expendable

Designated Forces: Nova Marines Chapter Adeptus Astartes, Imperial Guard regiments - Tallarn 14th & Xanderan 22nd

Comments: Armistadt must not be allowed to escape again! Initiate house to house identification of remains if needed. Planetary Bombardment alone cannot guarantee success. This attempted before, and he has been sighted three times since (ref file: Prandium-Deathworld). Do not make this foolish mistake again - we must know he is eliminated!

Signed: Agmar Inquisitor Ordinary (Personal Note - ensure Inquisitor Kryptman gets this data to add to his study - his insights have been invaluable)

+++MESSAGE ENDS+++



Legends have sprung up on dozens of worlds of a charismatic preacher, elderly but still virile, who brings the word of the faithful to the masses then leaves to spread the blessed message elsewhere. On Mossba he was known as 'The Blessed Gilessen Bogtat'. On Prandium, 'Revered Pater Noveen the Meek'. It was on Ichar IV that he took the name the Inquisition hunts him by to this day: 'Learned Brother Janos Armistadt'.

Under a variety of names and shifting guises this being has moved from system to system, preaching to the downtrodden and raising up religious fervour while secretly initiating Genestealer infiltration. How long he has lived is unknown (certainly many decades longer than a normal human). He has always managed to stay one step ahead of any arriving Imperial forces sent to deal with the revolutions he instigates. Unlike most other Magi, he usually leaves the planetary system once a Cult is established, rarely staying for outright revolution to begin. One of the Purestrain Genestealers he brings with him to each new planet begins a new life as Patriarch for the emerging Cult. After his departure (along with a cadre of Genestealers and Brood Brothers) the Cult usually continues to flourish, due to the training and experience he imparts on the new leaders.

On Ichar IV he lead the 'Brotherhood', a religious fundamentalist group which masked his secret objectives. It was Inquisitor Agmar who finally realised that the descriptions of the missing Magus from that uprising (only barely averted due to a combined Imperial Guard and Ultramarines counter-attack) matched those of religious leaders seen on several other planets stretching back over many decades. On each of these worlds serious revolts had later begun; not hapless uprisings as commonly seen in badly governed worlds, but well-orchestrated and professional insurrections. Agmar alerted others, and the mysterious preacher was sighted shortly again and nearly captured. Since then though Armistadt has been more careful, adopting a new disguise as he arrives at each new world. One step behind though are the Adeptus Arbites and forces of the Inquisition, keeping him from staying too long on any one planet. It still remains unknown why he operates in this manner, or how many other Magi might also be doing so, or even his true name. It is even more uncertain if he is aware of his true Tyranid heritage, or if he might even be guided from afar by the Hive Mind. These

facts have been the cause for great concern amongst the Inquisition, especially Agmar who has made it his personal quest to eradicate this threat to the Imperium at any cost.





Janos Armistadt

JANOS ARMISTADT										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Janos	107	3	4	3	4	3	4	2	10	4+
Protectorate	9	3	3	3	3	1	3	1	7	5+
Genestealer	16	6	0	4	4	1	6	2	10	6+

Arch-Magus Armistadt may be chosen to lead your Genestealer Cult Army. If selected, he will count as a HQ choice, and replaces the Magus selection. He must be taken exactly as described and may not be given any extra equipment from the Armoury. The points value indicated for him includes all of his items except for Bodyguard and Transport. In addition he can only be used in battles where both players have decided to allow special characters. Armistadt is an Independent Character and follows all normal rules for Independent Characters in the Warhammer 40,000 Rulebook, unless accompanied by a Protectorate (see below).

**Wargear:** Armistadt is armed with a Master Crafted Bolt Pistol, *The Serpent's Tooth*, and *The Shepherd's Staff*. He wears Carapace Armour (4+ save) with a Refractor Field.

SPECIAL RULES

**Magus:** All Magus special rules apply (see page 6 of Journal 40).

**Psychic Powers:** As a Magus, Armistadt has the psychic power *Hypnotic Gaze*, plus the new power *Test of Wills*. Armistadt has refined his hypnotic powers to the level that he can actually reach out and take control of enemy's minds. At the start of the Cult player's Assault Phase, Armistadt may attempt to use this power against a single enemy model with 6" to which he has Line of Sight. First he must pass a Psychic Test as normal, then both models roll 2D6 and add it to their Leadership. If Armistadt's total is higher, he has taken over the mind of the enemy, and can immediately make a normal Assault move with the model. The Assault Phase is then conducted as normal, but Armistadt also controls that model and it counts as being part of the Cult Army for the rest of the phase. If the result is a tie, or the enemy's total is higher, nothing happens. The power will only work on living creatures – so Vehicles, Demons, Necrons, Thousand Sons, Avatars, Wraithguard, etc. are not effected. Tyranids of any type are not effected by the power either. At the end of that Assault Phase, the effects wear off and the enemy model regains control of his senses.

**'He who runs away...':** Also, his ages of experience give him an additional edge in ensuring his safety. If desired, when attempting to make this voluntary Fall-back test he can declare that he is deciding to quit the battlefield altogether and flee the area. If his test is successful, he is simply removed from play, but no Victory Points are scored for his removal. He will count as being dead for purposes of any other special Cult rules.

**The Shepherd's Staff:** Moving from planet to planet, Armistadt has acquired a collection of rare and arcane artifacts, which have served him well as he has sown the seeds of heresy and revolt throughout the Imperium. While not confirmed, it is believed that the Staff was captured in a pitched battle with rival Chaos Worshippers. Where they got (or stole) it from was never revealed, but the Staff has become a signature mark of Armistadt ever since. Glowing with unholy power and coronal discharges, the Staff counts as a Power Weapon in Assaults. The Staff takes both hands to use as a weapon though, so if used then no other combat bonuses for extra attacks can be used. The Staff also amplifies Armistadt's hypnotic powers throughout his followers, and counts as a Sacred Item.

**The Serpent's Tooth:** According to Imperial Intelligence reports this ornate dagger was made from a claw from the long-dead Patriarch who founded Armistadt's original Cult family. Surviving witnesses say the blade of polished bone is covered with small notches, believed to represent each Cult the Arch-Magus has founded, or possibly each Imperial Agent he has personally killed. In combat it operates like Genestealer *Rending Claws*, but is small enough that can be used in conjunction with another close combat weapon.

(continued on next page)



### JANOS ARMISTADT SPECIAL RULES CONT...

**Bodyguard:** Armistadt commonly leads a personal cadre of followers into battle. This will either be a Protectorate of 5-10 highly trained & fanatical Brood Brothers or a unit of 3-12 Genestealers at 16 points each. Note that none of the Genestealers in his Bodyguard can use their normal Cult Genestealer special movement rules – their total devotion to his safety keeps them too busy to run faster or seek cover.

**Transport:** If a Bodyguard is taken, they and Armistadt (up to a maximum of 8 models) may ride in a Cult Limousine for +15 points.

**Weapons:** The Protectorate wear Flak Armour (Sv 5+) and are armed with a Close Combat Weapon.

**Options:** The Protectorate may take any weapon options as per the regular Magus Bodyguard entry, with the exception that they



may not take any Heavy Weapons. Armistadt knows the importance of keeping on the move, and never likes to be tied down in the midst of combat! Protectorate members cannot be upgraded to a Relic Bearer either.

**Suicide Bombers:** Honed over the years, Armistadt's incredible powers of hypnotic persuasion and mind control can create bodyguards even more fanatical than normal. His Protectorate are even willing to commit suicide for him, knowing that they will have a place at his side in the afterlife. Protectorate members are armed with special contact bombs, designed for maximum explosive power in a shaped charge. At the start of either player's Assault Phase (but after all models have charged) each Protectorate model may detonate their bomb, instantly killing themselves but causing any one model in contact to take an automatic Strength 6 hit. Only models in base contact are effected, and any casualties (both Protectorate and enemy) count toward resolving the Assault. Once any Suicide Bombs are completed, resolve the rest of the Assault Phase as normal. This special attack can be used against vehicles as well, with each model causing an automatic hit with an Armour Penetration value of 6+D6 no matter the vehicle type or speed.

**Death or Glory Attack:** Each Protectorate member who stands and detonates his bomb will be removed as a casualty as normal. Note that the player must declare how many Protectorate models are being used in attacking a vehicle or doing a Death or Glory attack before rolling any dice to penetrate! Even if the first bomb destroys the vehicle, all of the declared Protectorate models are still removed from play.

### Manos The Mad

Manos began life on a backwater planet, the first generation offspring in a newly formed Cult. Oddly though for a first generation hybrid, he appeared fully human. His parents were killed mere months after his birth though, attempting to rescue their Genestealer master from the wreck of a burning transport vehicle. Orphaned, Manos was raised by a local seminary and thoroughly immersed in the Imperial Cult and worship of the Emperor.

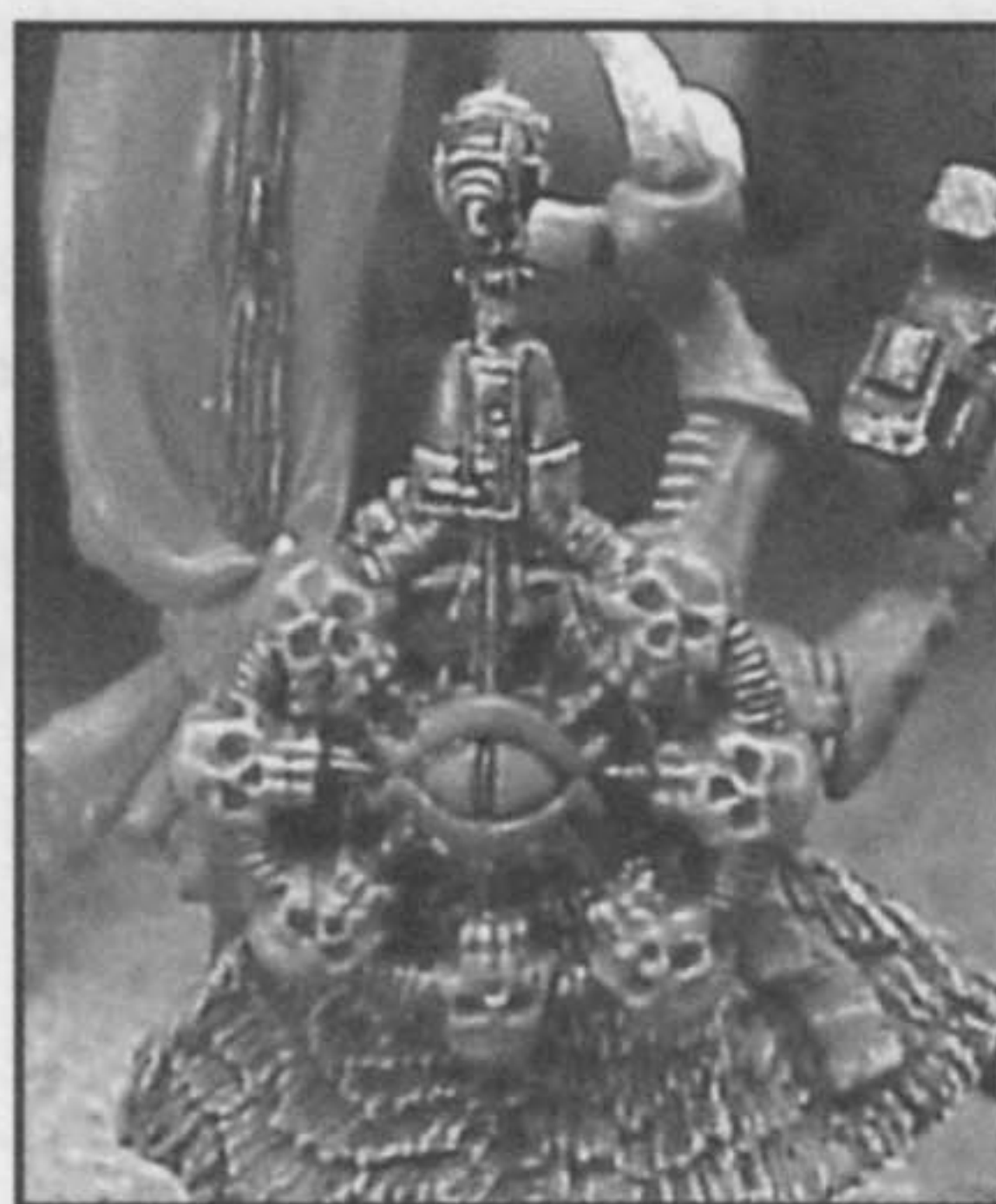
Young Manos showed himself to be quite brilliant and fervent as a student. His devotion to the Ministorum was all-encompassing; early on he led several local crusades against heretics, saving hundreds of souls from living as unbelievers. Soon he was readied to leave the planet and embark on what looked to be a successful career as a Missionary. Then his true heritage emerged.

One morning, he noticed a small blue growth under his left arm. That night, it grew to become an additional arm. Shocked to the core to discover his heresy as a mutant, he immediately severed the limb and burned the foul flesh. Praying to the Emperor for deliverance he drifted off to a troubled sleep filled with monstrous visions of hissing demons with deep hypnotic eyes. Salvation was not forthcoming though as the next morning he awoke to not only find the arm regrown, but a hard layer of blue chitin forming over his now purple-ish skin! Needless to say his mind went completely. Effortlessly slaughtering his former brethren, he boarded his ship and left the planet.

Abandoned by his God-Emperor, one vision now fills his brain – to find his true father, a mighty being of daggered teeth and razor claws who must be out there somewhere amongst the stars. Only he can cure poor Manos of his heresy, and forgive him of his sins. Manos travels from system to system in search of his father and new god, hiding his heresy with robes and skin-paint. Periodically

his alien urges take control, and he spreads the Genestealer infection amongst the local populace before continuing with his quest.

*The All Seeing Eye (left)*







Manos The Mad

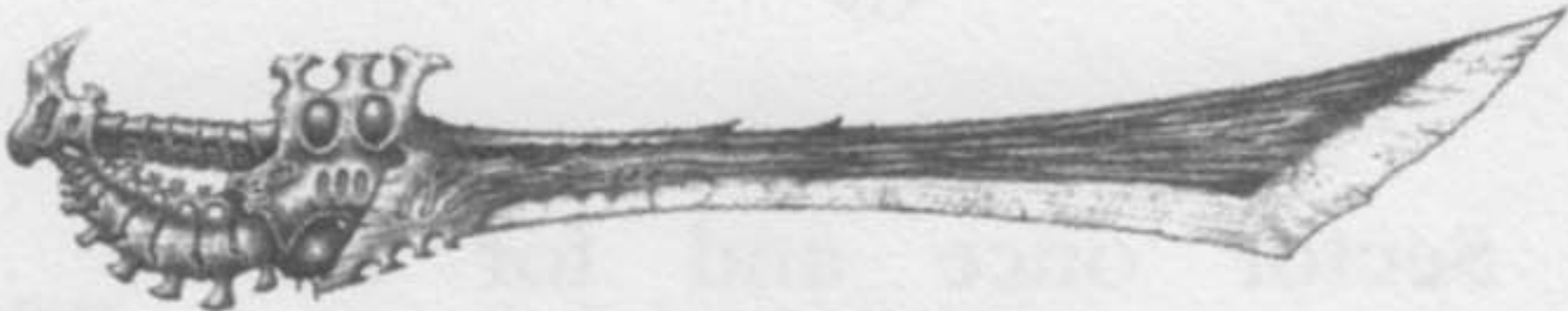
MANOS THE MAD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Manos	60	4	2	4	5	2	4	2	10	5+

Manos may be taken as a single HQ choice in a Genestealer Cult Army. He must be taken exactly as described and may not be given any extra equipment from the Armoury. The points value includes all of his items. In addition, he can only be used in battles where both players have decided to allow special characters. Manos is an Independent Character and follows all normal rules for Independent Characters in the Warhammer 40,000 Rulebook.

**Wargear:** Manos is armed with a Close Combat weapon plus a special Flamer which fires *The Flames of Blood*. He also carries *The Brazier of Damnation*, *The Eye of Judgement*, and *The Crown of Iron*.

SPECIAL RULES

**Additional Limbs:**Manos usually has at least one extra limb (or more depending on how many he’s cut off lately) as well as a close combat weapon (usually an ornate sword). This results in his higher than normal of attacks, which is already built into his characteristics.



**Brazier of Damnation:** Manos carried recessive taints of heresy in this genes. Even had his parents not been altered by the implanted Genestealer viral DNA, he would have been born a mutant. His mutation causes his mutant arms to grow back each time Manos tries to sever his heretical limbs. He chops up his severed parts to burn in a brazier he carries on a pole, surrounding him with the foul reminder of his sins. These fumes give him a 5+ cover save at all times, allowing him to strike first as if in cover. If Manos joins a Cult unit, this scent offers each unit member +1 Initiative and +1 Attack in the first round of Assault.

**Flames of Blood:** Manos mixes flammable liquid with his own vile blood, producing a toxin he stores in special canisters for his flamer. When fired this results in an even more potent effect than a regular Flamer, thus proving to others the depth of his heresy.

Range Template    Strength 4    AP 3    Type Assault 1

**The Eye of Judgement:** Manos wears a special device on his back – the all-seeing eye. It was made long ago in one of his more lucid moments to aid him in his search and uses forbidden technolgy. The Eye projects a beam of psychic energy designed to search for his visionquest creature – any who do not measure up to the eye scream with pain as their brains are engulfed with his horrifying visions! The beam will always target the closest enemy model in any direction and hits automatically (vehicles or models without a Ld are ignored). The Eye can be fired even if Manos also fired his flamer. A model hit by the Eye must pass a Leadership test (using only their base Ld), or take a Strength 5 hit with no saves allowed.

Range 12    Strength 5    AP Auto    Type Assault 1

**The Crown of Iron:** In one of his madder moments (and he has had many!), as a self-inflicted curse Manos drove red-hot steel spikes into his head, forming a circlet of metal. The pain inflicted has made him almost immune to all pain and allows him shrug off wounds that would kill others. This is represented by his higher Toughness, and in that he cannot be wounded by ranged weapons with a Strength lower than his Toughness. He can still be wounded as normal by a Sniper Rifle and other weapons that wound without comparing Strength & Toughness.



# WARHAMMER 40,000

## DEPTHS OF THE BLACK RAGE

By Matthew Sprange

*BFG and Scenario Master - Matthew Sprange has penned us this rather ominously titled scenario campaign for Marines versus Orks. So without any further delay take it away Matthew.*

Depths of the Black Rage is a complete campaign for Warhammer 40,000 that pits the fury of the Fleshtearers against the blind savagery of the Orks.

However, any Marine Chapter can easily take the place of the Fleshtearers, whilst the Orks can be substituted for literally any army or race in the Warhammer 40,000 game.

### Campaign Overview

An Ork army led by Warboss Mordak crept quietly into the Corribra Sector with the aim of penetrating further into the Imperium than any Orks had managed in centuries. Having suffered a number of punishing defeats at the hands of Battlefleet Corribra, Mordak was keen to avoid his old nemesis and attack the weaker worlds beyond the Corribra Sector that were not permanently fortified against alien attack. With such a daring exploit, the other warbands in Orkdom could not fail to see his Gork given right to lead and surely this would form the start of a devastating Waaagh that would engulf the Corribra



Sector once and for all. However, the Corribra Sector is a vast area of space and even Mordak's authority started to wane on the long voyage past the rich worlds of the Imperium. After seven months, his Nobz were on the verge of revolt and it was clear that action had to be taken before Mordak lost his position at the head of the warband.

This was the situation when the small Ork fleet jumped into the Asperity mining system, far on the northern most edge of the Corribra Sector. With his stealthy approach so far having gone undetected by the forces of the Imperium, Mordak became a little more confident in his ability and ordered the invasion of Asperity, a poorly defended world by any stretch and just the sort of planet he expected to find beyond the Corribra Sector.

### Asperity

Since the Corribra Sector was first retaken by the crusades of Mankind, Asperity has remained shrouded in a violent, but localised

warp storm. Indeed, there is little evidence to suggest that Mankind ever colonised this world in the distant past.

Within the past millennium, the warp storm abated, allowing Imperial Scouts a chance to gaze upon this world for the first time. A barren planet greeted them, seemingly devoid of all indigenous life. Storms racing at up to three hundred miles an hour constantly scoured the surface of Asperity, with the permanent cloud cover creating an artificial twilight throughout the world's short day time cycle. And yet, even on a world as desolate as this, the Scouts found something of use to the Imperium. Several pure mineral strains were located just beneath the surface of the blackened landscape, ores that are essential to the production of plasma reactor core linings. With this information in their hands, Corribra Sector



Command duly ordered the colonisation of Asperity to begin.

Several small mining operations dot the planet at the points where the mineral strains offer the greatest yield, though each operation is little more than an outpost and none approach the size of a town. Each mining outpost is home for 100 to 1000 miners and attendant technicians, together with a small militia that stand ready to repulse any alien attempt to shatter Mankind's tenuous hold on Asperity.

## The Never Sleeping Imperium

Unfortunately for Mordak and completely unbeknownst to him, his fleet had been tracked in the latter half of its careful voyage through the Corribra Sector by several rapid strike craft from the Fleshtearers Space Marine Chapter. As his plans for Asperity became clear, a Strike Cruiser was signalled and the entire first company of the Fleshtearers entered the

system, intent on catching the Orks completely unawares and sweeping them off the mining world in one devastating assault.

## Phase One - Initial Engagements

The first part of the campaign consists of three battles, depicting the Fleshtearers initial attacks on the Orks that are rampaging through the mining settlements on Asperity. How either army does in these battles will radically alter the way the campaign is resolved.

For these three battles, it is recommended that the Fleshtearers take a different HQ choice each time, as all three are assumed to be taking place simultaneously. The Orks need only include one HQ choice, representing Warboss Mordak, in one of the battles. In the other two, they have no HQ choice at all. It is up to the Ork player to decide which battle his Warboss will take part in.

All battles on Asperity use the Night Fight special scenario

rule, as the world is permanently shrouded in darkness.

## Battle One - Ambush

The Orks in this battle have been caught completely unawares by the Fleshtearers attack as they march towards a major mining settlement, intent on raising it to the ground. The Fleshtearers are the attackers in this mission and will drive forward with relentless force.

## Battle Two - Breakout

In this battle, the Fleshtearers have managed to close in on all sides upon an Ork force that has just finished attacking and subduing a small human mining outpost. Fearing the wrath of the Emperor, the Orks are determined to escape as quickly as possible. The Fleshtearers are the defenders in this mission.

## Battle Three - Patrol

The remaining Orks have heard snippets of information over their crude communications devices





Depths of the Black Rage

about blood thirsty warriors of the Emperor dropping from the sky to exact a terrible retribution upon the invading Orks. They have gone to ground and spread their forces apart, desperately trying to escape the Fleshtearers and make their way back to their landing craft so they can leave this Gork-forsaken world.

Phase Two - Victory and Defeat

The three prior battles will decide how this campaign ends. The Fleshtearers must total up all the battles he has won and consult the table below. Any draws are ignored, only victory counts for the Fleshtearers! If another battle is to be played, both the Fleshtearers and Orks may use any one HQ choice that survived the previous battles. If none survived, they cannot use an HQ choice in the next battle.

Whoever wins the battle detailed in the chart will win the entire campaign.



Continuing the Campaign

If you wish to play more games based around the Depths of the Black Rage, then there are several different lines you can follow. First of all, most obviously, if the Orks managed to defeat the Fleshtearers in this campaign, then they will still be at large. The mining world of Asperity will be subjugated to a reign of terror until Mordak manages to pull his Orks back into check and continue their journey into the Imperium. You could play a few games with the Orks attacking Asperity's poorly armed Planetary Defence Force (use the Hive Militia in

Codex: Armageddon as the miners but allow them few heavy weapons and even less vehicles). Alternatively, the Imperial Navy may well swing into action as the Orks attempt to leave Asperity and this could turn into a sector-wide chase as the Orks desperately try to avoid the big ships!

If the Fleshtearers win, it may still not be the end. You could play a variety of missions where Mordak tries to get the remains of his warband back to the landing craft, avoid the Fleshtearers' fleet in orbit, then back track through the Corribra Sector. It is really up to you!

Battles Won	Result
0	The campaign has been an utter disaster for the Fleshtearers! The Orks have proved to be most capable in defending their attack on Asperity and the Marines are now forced to withdraw their forces from the world. The Orks are now free to penetrate further into the Imperium. The campaign is a victory for the Orks.
1	The Orks have severely punished the Fleshtearers for daring to stop their attack. The Marines have got no option but to leave the planet and regroup for one final strike at the heart of the Ork force. Play the Planetfall mission. If there is no Ork HQ in this battle, tough! This is not meant to be an easy mission for the Marines.
2	The Fleshtearers have done well in forcing the Orks away from the mining settlements, but there still remains one warband that has escaped their fury. All Fleshtearer units have been ordered to close upon the warband. Play a Meat Grinder mission, with the Marines as the attackers.
3	The Ork presence has been all but shattered on Asperity and all that remains is one small detachment taking cover in a ruined outpost. One final attack by the Fleshtearers should sweep them clear! Play the Last Stand mission detailed on the page opposite.



# LAST STAND

## ATTACKER'S OVERVIEW

Now is your time! Your forces have relentlessly beaten off the enemy for months. Now all that remains is a single battered detachment, cut off from any help. One final push will destroy them!

## DEFENDER'S OVERVIEW

A series of heavy losses has made victory impossible for you. All that remains as the enemy closes in is to hold out for as long as you can. Perhaps an allied dropship will slip past the enemy to rescue you. Maybe you will merely gain a footnote in legend. All you can do is fight.

## SCENARIO SPECIAL RULES

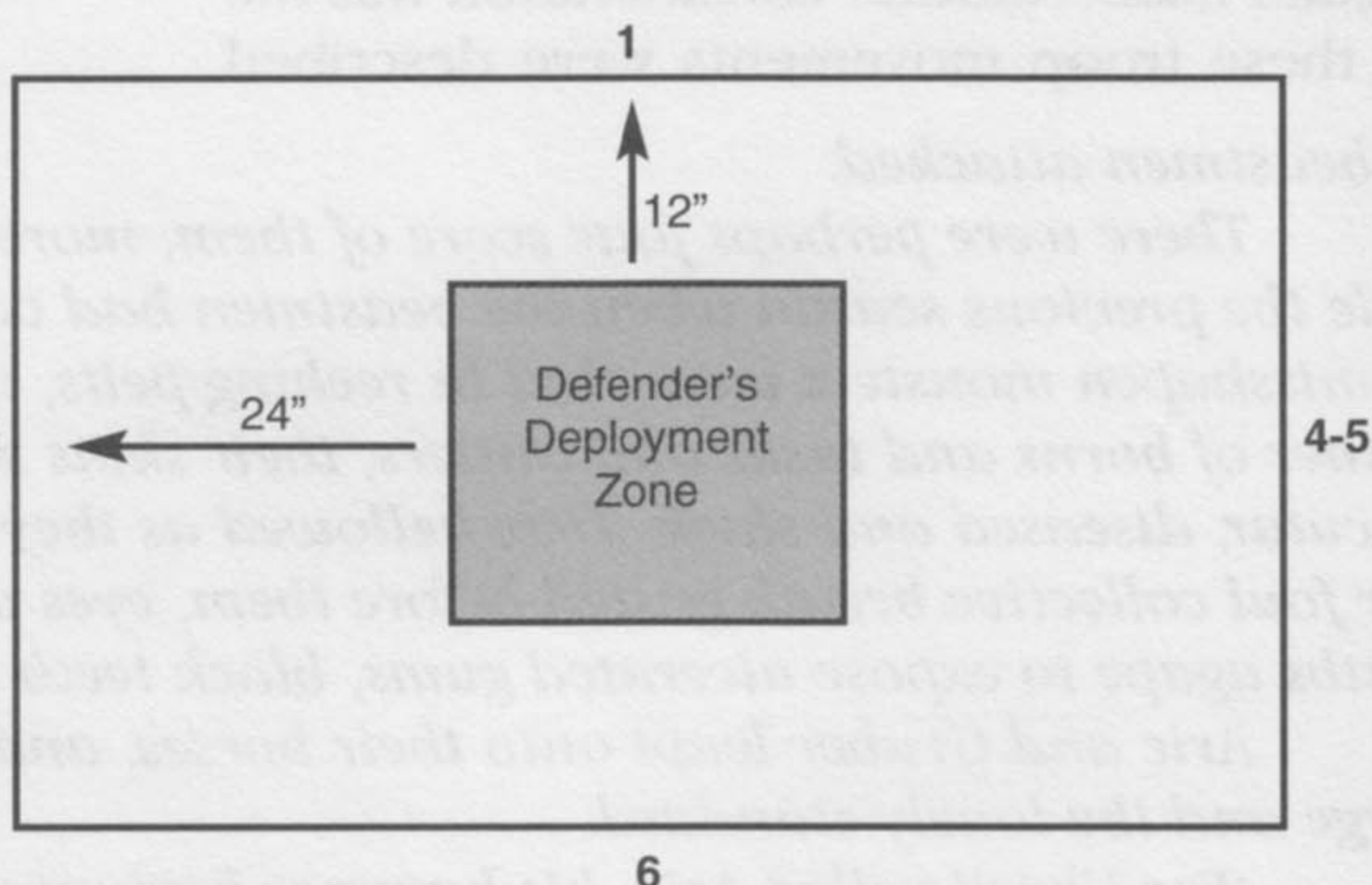
Last Stand Missions use the *Fortifications*, *Obstacles*, *Random Game Length* and *Reserves* scenario special rules. Last Stand is a Battles mission. The attacker has twice as many points as the defender.

## SET UP

**1** The Defender may place *Fortifications* in his deployment zone and *Obstacles* anywhere else on the table.

**2** The defender places his entire force in his deployment zone.

**3** The attacker has the first turn. He may move anyone unit of his choice on from a randomly determined table edge. The rest of his units arrive as *Reserves*.



## MISSION OBJECTIVES

The attacker must destroy every model in the defender's force before the game ends. Any other result is a victory (albeit a moral one!) for the defender.

## GAME LENGTH

The game lasts for a variable amount of turns.

## RESERVES

The attacker's reserves move on from random table edges.

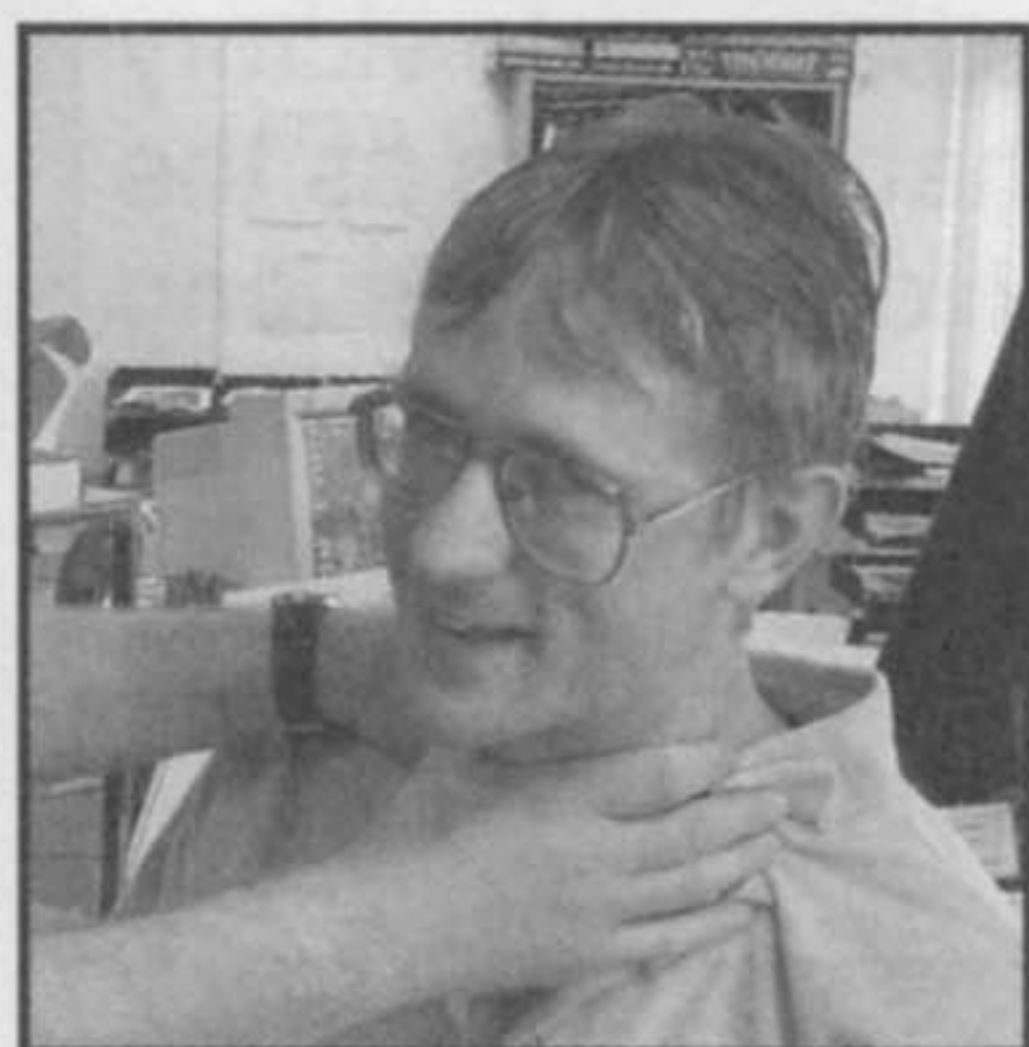
## LINE OF RETREAT

The attacker's troops will fall back to the nearest table edge. the defender's troops will fall back to the centre of their deployment zone. Once there they will automatically rally and cannot be forced to fall back by any means! They will fight to the bitter end.





# WARHAMMER



## A Novel Idea

By Andy Hall

This year's Games Day display was inspired by Bill King's Gotrek & Felix novel, *Dragonslayer*. A large combined force of Empire and Dwarf armies battle the greenskins high up in the mountains. Looking at the display made me think what a great game it would be to play. This also had me wondering what other 'great games' were hiding in the novels that are now released on a regular basis. Another consideration was the way these troop movements were described

in the novels and how they could set up some very interesting special rules and scenarios.

With this notion in mind, I set about scouring the novels looking for big battles and squad actions that could be transferred to the gaming table in an interesting manner. This issue we'll be looking at Warhammer. Fear not 40K players because we will be looking at the 40K novels in Issue 42.

*The beastmen attacked.*

*There were perhaps four score of them, more than Aric remembered from the pitched battle the previous season when the beastmen had caught them by surprise and Jurgen fell. The misshapen monsters were clad in reeking pelts, their animalistic heads crowned by all manner of horns and tusks and antlers, their skins scaled and haired and furred, bald and muscular, diseased and slack. They bellowed as they charged in from the eastern tree-line, their foul collective breath gusted before them, eyes wild like insane cattle, wet, drooling mouths agape to expose ulcerated gums, black teeth and hooked fangs. The ground shook.*

*Aric and Gruber leapt onto their horses, and galloped around to stand between the charge and the lonely standard.*

*'For Ulric!' yelled Aric, his hammer beginning its swing.*

*'By the hammers of the Wolf!' raged Gruber, holding his horse steady.*

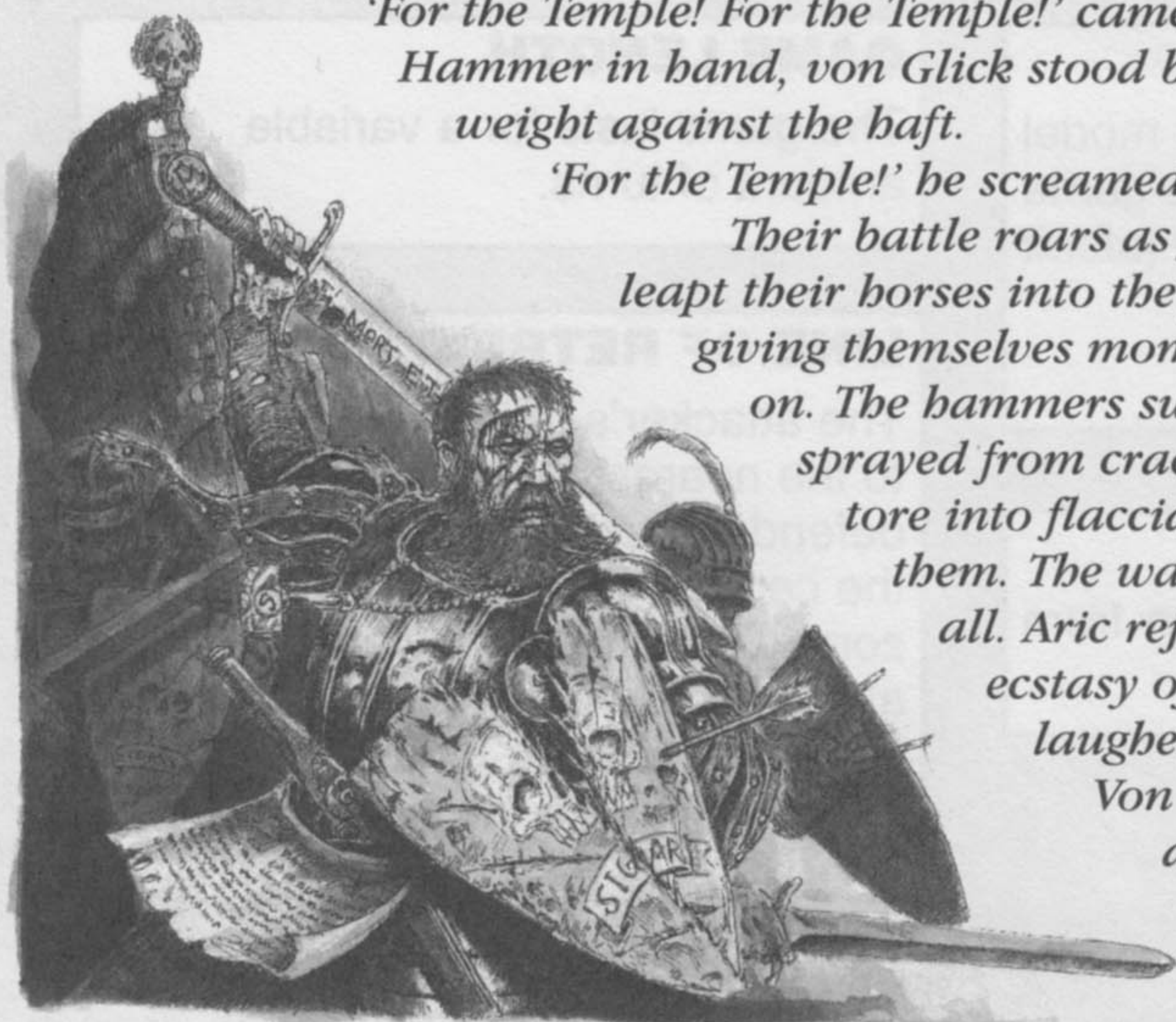
*'For the Temple! For the Temple!' came a third voice. The riders glanced back.*

*Hammer in hand, von Glick stood beside the standard, supporting his weight against the haft.*

*'For the Temple!' he screamed at them again.*

*Their battle roars as feral as the beasts, Aric and Gruber leapt their horses into the front of the pack as it came to them, giving themselves momentum and meeting the charge head on. The hammers swung and flew. Blood and spittle sprayed from cracked skulls. The hooves of the warhorses tore into flaccid flesh. Spears and blades thrust at them. The war cry of the two wolves echoed above all. Aric rejoiced. He had almost forgotten the ecstasy of combat, of the raging melee. Gruber laughed out loud. He had just remembered.*

*Von Glick stood his ground by the standard, despite the blood that leaked down his armour from the broken wound, and slew the first beast that charged him.*





*The second fell, its skull cloven. The third rocked back, its ribs cracked. Now there were three, four around him, five. He was as deep in the fight as Aric and Gruber.*

*Aric struck left and right, blood painting across his grey armour, foam flecking back from the frenzied mouth of his steed. He saw Gruber laughing, striking...*

*Falling.*

*A lance thrust took down his mount. Gruber fell amongst the howling beasts, his hammer swinging in furious denial of the end.*

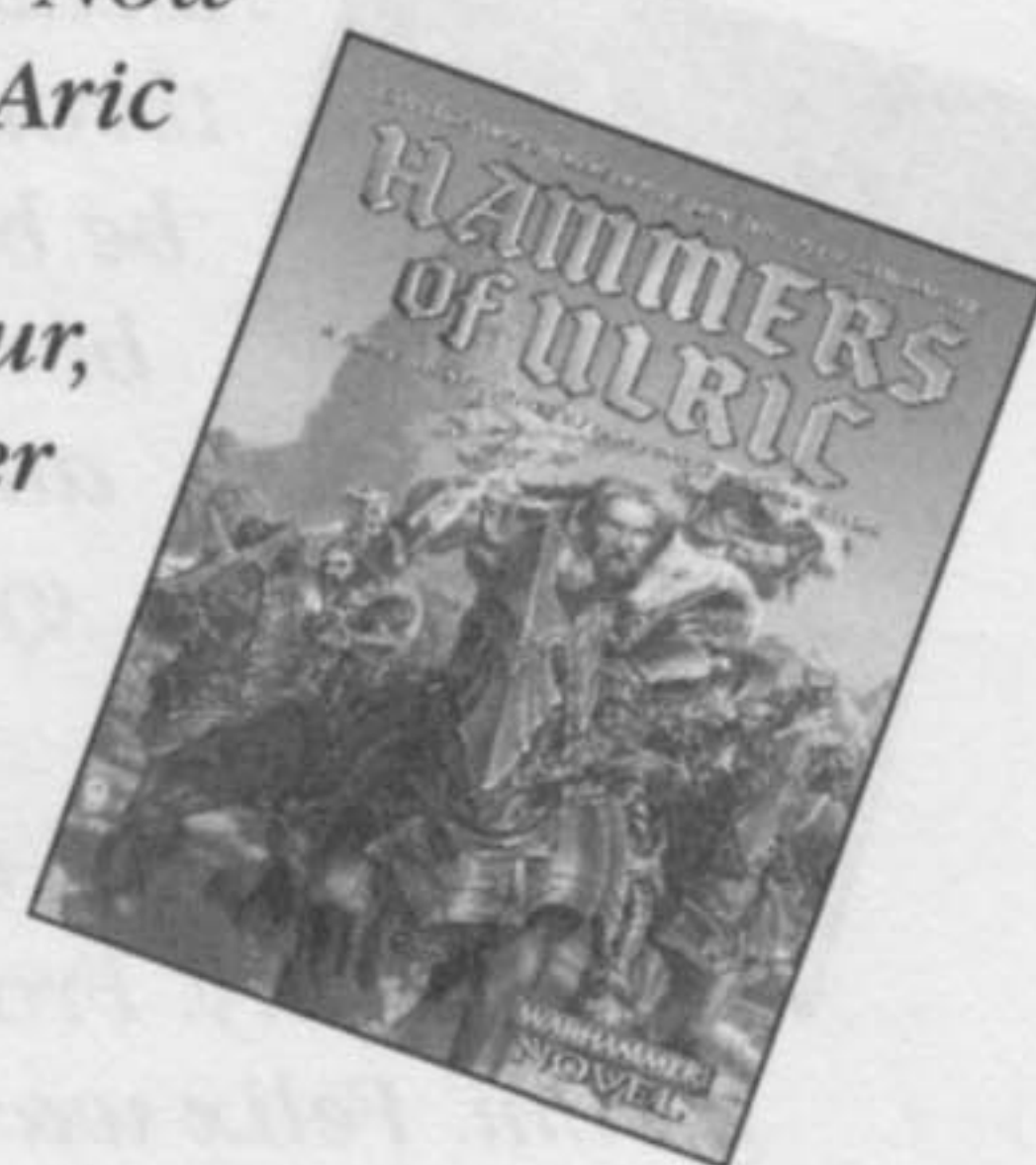
*They heard the thunder.*

*Above, in the sky as the storm broke.*

*Below, on the ground as the Company of Wolves charged in behind the beastpack.*

*Inside, in their hearts, as Ulric bayed the name of Jorgen.*

*Hammers of Ulric by Dan Abnett,  
Nik Vincent & James Wallis*



### Overview

In an attempt to draw the beastmen, that have been plaguing the White Wolves, out of the forest the knights set a trap. Using the Wolves Battle Standard as bait, a small unit of knights would stand in the clearing waiting for the beastmen to attack. When the beastman charged, the remaining White Wolves would emerge from the forest and hit the beastmen in the rear hopefully destroying them.

### Armies

The Empire force is as follows: 1 Unit of 5 White Wolves, (these are Knights of the Inner Circle lead by a Battle Standard Bearer (Von Glick) One of the knights is a First Knight (Aric). 1 unit of 10 White Wolves containing 1 First Knight and a Musician (based on a Cult of Ulric army see page 79 of the Empire book).

The beastman force contains 500pts of beastman chosen from the relevant army list, normal army restrictions apply.

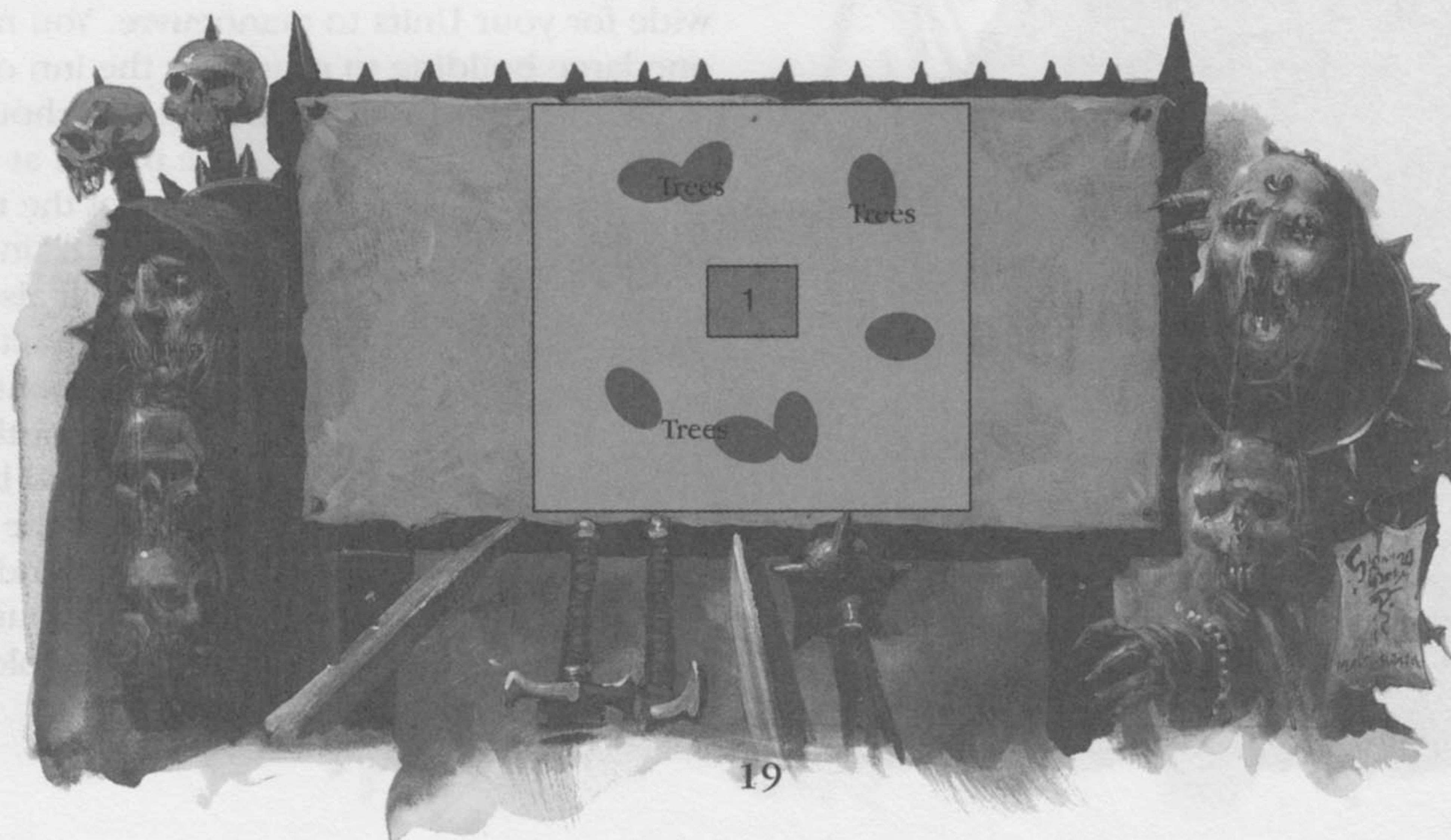
### Battlefield

Use 4"by 4" playing area that needs to be heavily wooded – keep a clearing in the centre of the area.

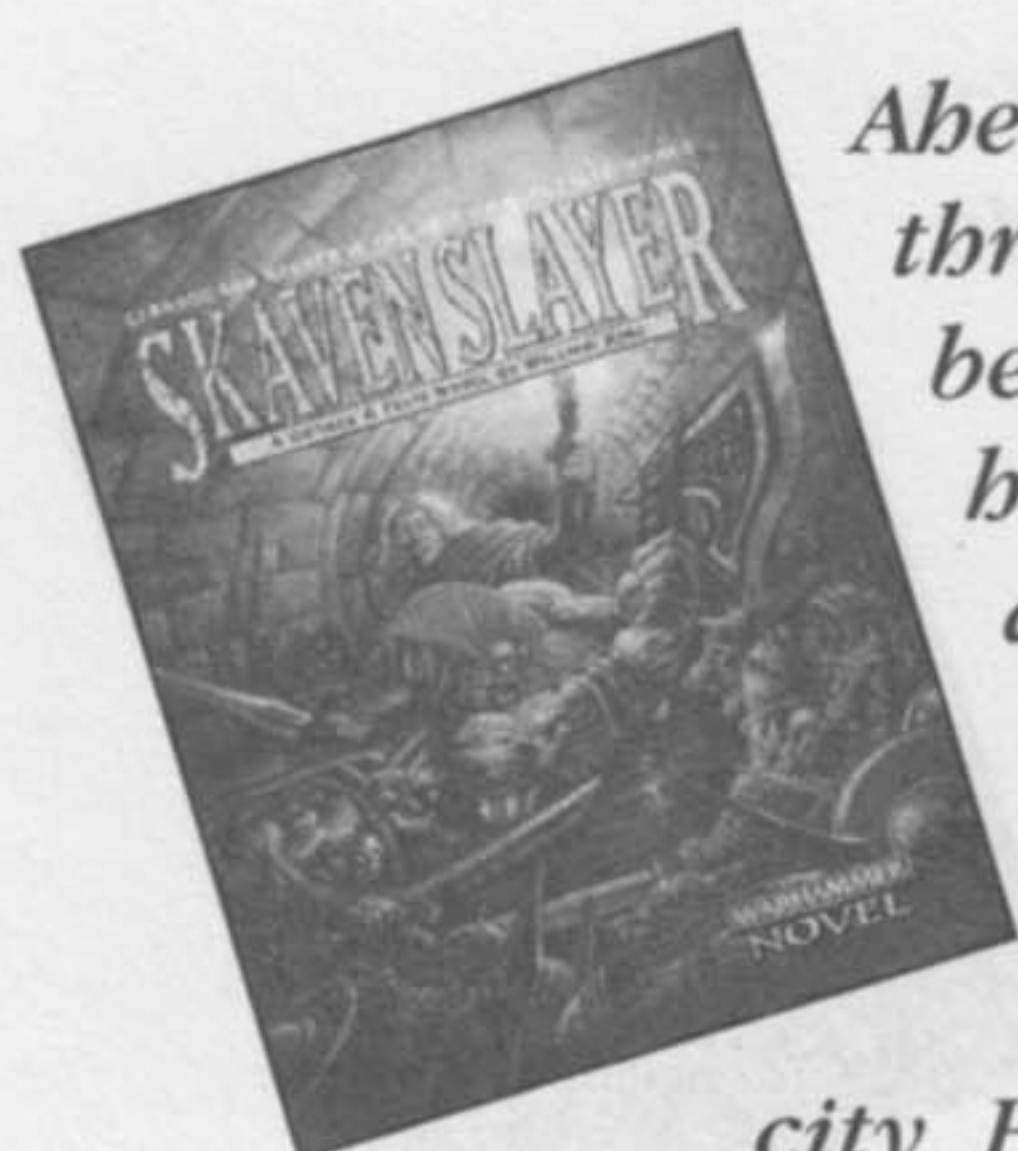
### Deployment

- 1 The Unit of 5 White Wolves containing the Battle Standard are deployed first in the centre clearing. (see map below)
- 2 The beastmen force may now deploy up to 12 inches along one table edge of the beastman players choice.
- 3 The beastman player may nominate 1 unit of beastmen which can deploy D6 further inches into the table.
- 4 The other unit of White Wolves will appear on a random table side (roll a D3) not the one the beastman deployed on. The turn they appear on will be decided by rolling a D6; turn 1 5+, turn 2 4+, turn 3 3+, turn 4 2+, turn 5 automatically on the board.

**Victory conditions:** If the beastmen manage to capture the standard then it's a clear Chaos victory – any other result is a White Wolf victory.







Ahead Felix could see the lights of the Blind Pig. A wave of relief passed through him. If the tavern did not quite represent safety, at least it had to be better than this nightmare chase through the darkened streets with a horde of shrieking rat-men on his trail. He could see Boris and Stephan and a host of their companions standing in the street, shielding their eyes as they studied the distant fires.

'Beware! Skaven!' Felix shouted and saw them all reach for their weapons. In moments, swords glittered in the half-light of the burning city. From inside the tavern a number of armoured figures spilled out into the gloom. Felix was relieved to see the massive squat figure of Gotrek among them. There was something enormously reassuring under these circumstances about the massive axe clutched in his hands.

Felix raced up to the warriors as they braced themselves for the skaven attack. Behind him the skaven, unwilling or unable to give up the heady rush of the chase, came on like an avalanche of fur and fury.

Felix made his way through the throng to stand beside Gotrek. The Slayer had the usual look of mad joy in his one good eye that he always got before combat.

'I see you found our scuttling little friends, manling,' he said, running his thumb along the blade of his axe until a bright red bead of blood appeared.

'Yes,' Felix gasped, struggling to get his breath back before the combat began.

'Good. Let's get killing then!'

*Skavenslayer by Bill King*

### Overview

The Skaven are attempting to invade the city of Nuln from under the sewers. Felix has been aware of this for sometime and is the first to spot them as they come scrabbling out of the sewers and into the city streets.

### Armies

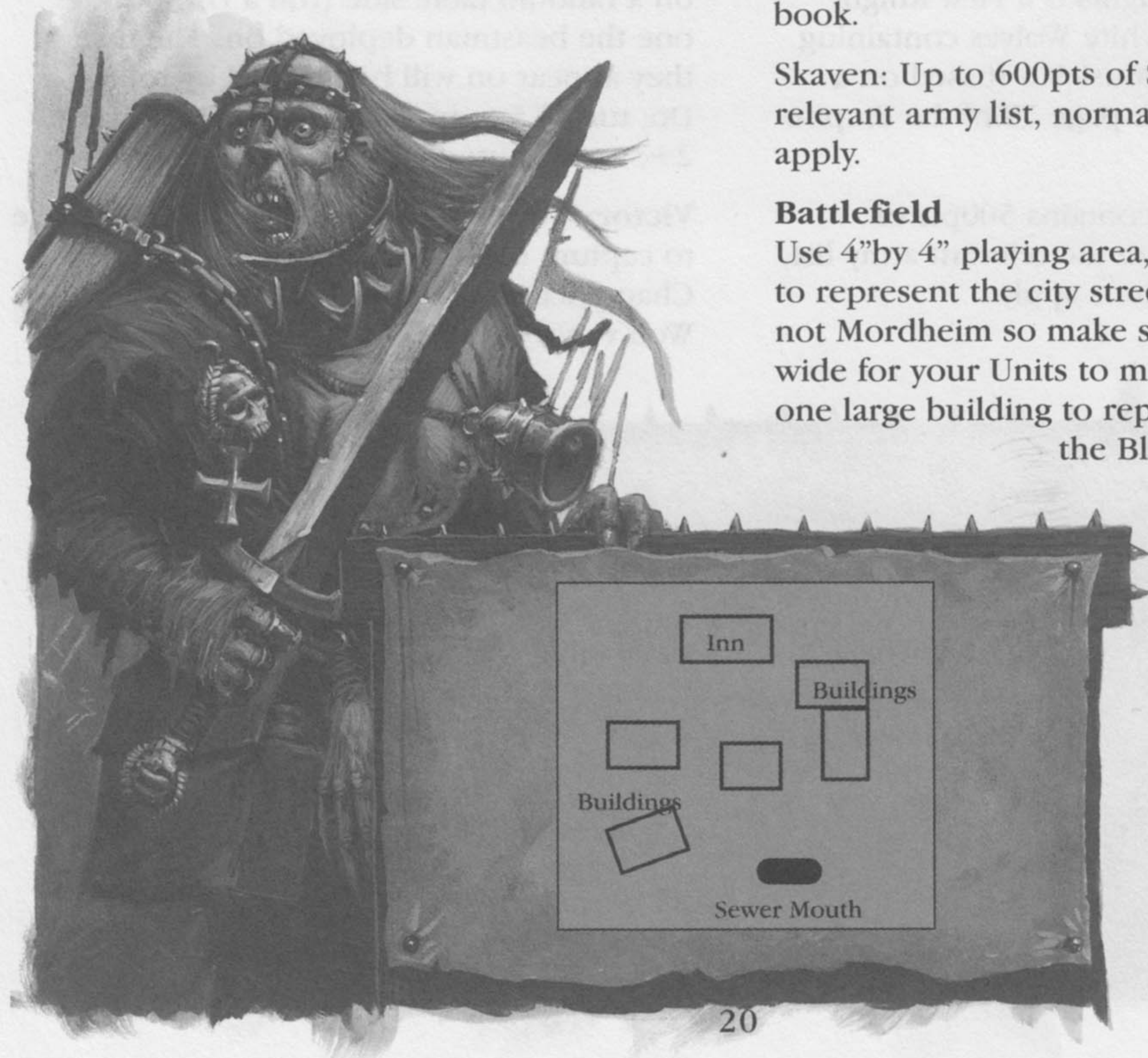
Empire force: The Special Characters Felix Jaeger and Gotrek Gurnisson, (Use stats for Dwarf Daemonslayer and Empire Captain if the rules are yet to be published). Up to 300pts worth of militia chosen from the Core unit section on page 29 of the Empire book.

Skaven: Up to 600pts of Skaven from the relevant army list, normal army restrictions apply.

### Battlefield

Use 4"by 4" playing area, plenty of Buildings to represent the city streets. However this is not Mordheim so make sure the streets are wide for your Units to manoeuvre. You need one large building to represent the inn of the Blind Pig this should

be placed at one end of the table about 8" in. You will also need something to represent the sewer mouth this should be set up at the opposite end of the inn about 8" from the table edge.





### Deployment

1 The Empire player deploys Felix D6 + 8 inches from the sewer mouth.

2 All Skaven units appear from the sewer mouth on a D6 roll of 4+ and roll every turn until the whole force is on the table, they may move their normal rate onto the table from the sewer mouth but may not march or charge until the following turn.

### Special Rules

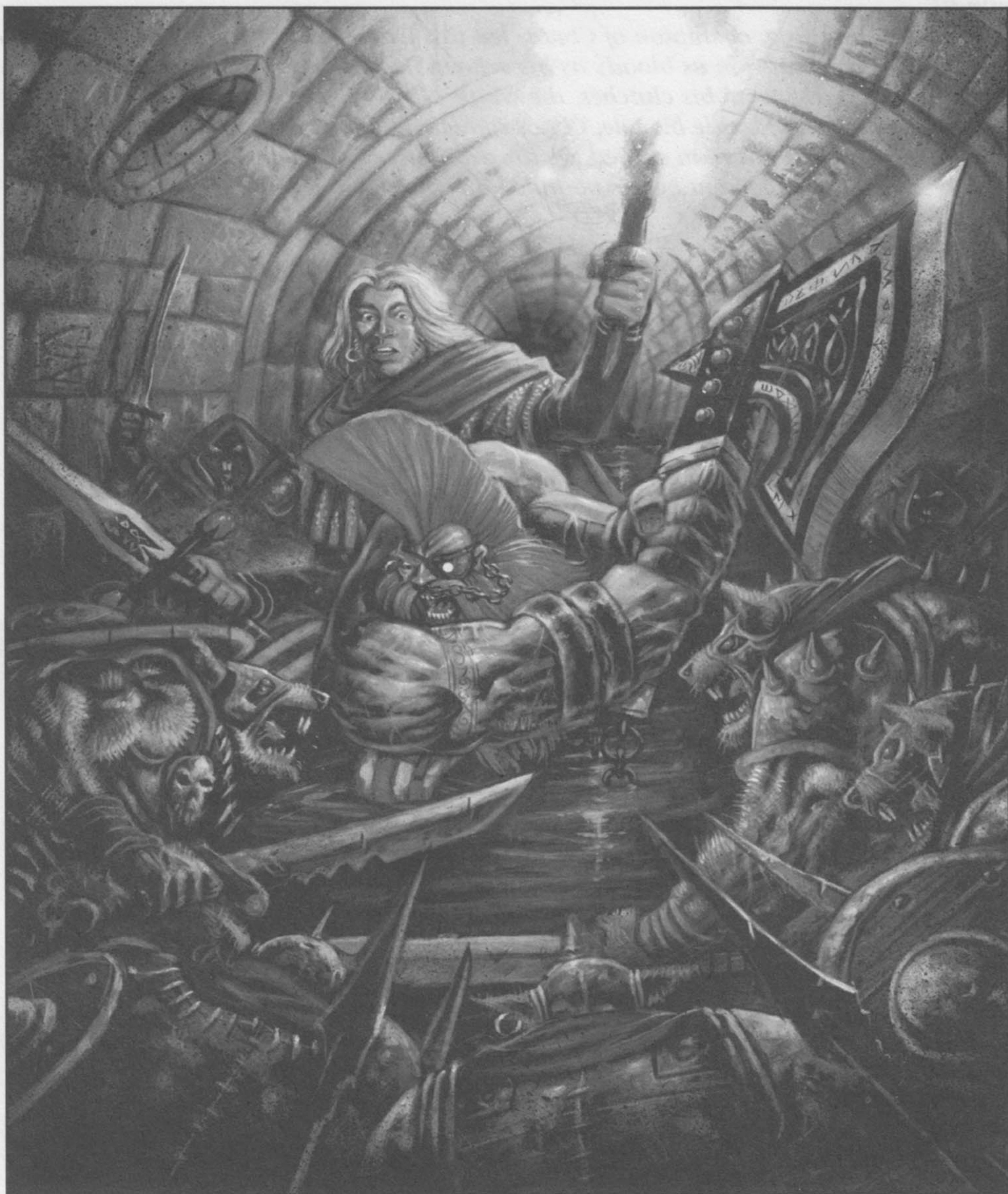
At the beginning of Felix's turn he may shout to alert the town of the Skaven incursion. Measure how many inches Felix is from the inn and roll 2D6. If you roll equal to or over than the distance then you have alerted Gotrek and the warriors in the inn. If you roll under then Felix needs to get closer next

turn! For example Felix is 8 inches from the inn he needs to roll 8 or over to alert everyone. Note Felix needs to be within 12 inches to stand a chance of anyone hearing his calls for help.

Once Gotrek and the warriors have been alerted the Empire player may deploy the rest of his force within 12 inches of the inn.

**Length of game:** Play until the victory conditions have been met.

**Victory conditions:** If all the Skaven units *currently* on the table are destroyed or broken then it is a Empire victory. The Skaven player wins if he manages to kill or break Gotrek and Felix.





*'An Imperial patrol was escorting a wagon train from Talabheim to Kislev. Three days into the journey, a Chaos warband attacked!' The old man's earnest voice held the attention of the assembled warriors – perhaps this was to be a fine tale after all.*

*'Outnumbered, the patrol was routed. Many brave men were killed by Chaos warriors that night. The soldiers thought themselves all doomed.'*

*The old man paused, coughed to clear his throat and gestured for a tankard. Badenov passed over Scarfen's, stopping the latter's complaint with a wicked grin. The stranger supped a few mouthfuls before continuing. 'Then, from out of the wilds came a being who seemed to be as much beast as man. He wielded deadly, sorcerous powers, and fought against the Chaos vermin. 'Twas a wizard, come to aid the soldiers in their fight.'*

*By now, Old Man Mountain had quite an audience, his story gripping even the most hard bitten adventurers in the bar. 'But the foul enemy was too strong, and in the end there was nothing for it but flight, to spread word of the coming of Chaos to Kislev and maybe the Empire beyond.'*

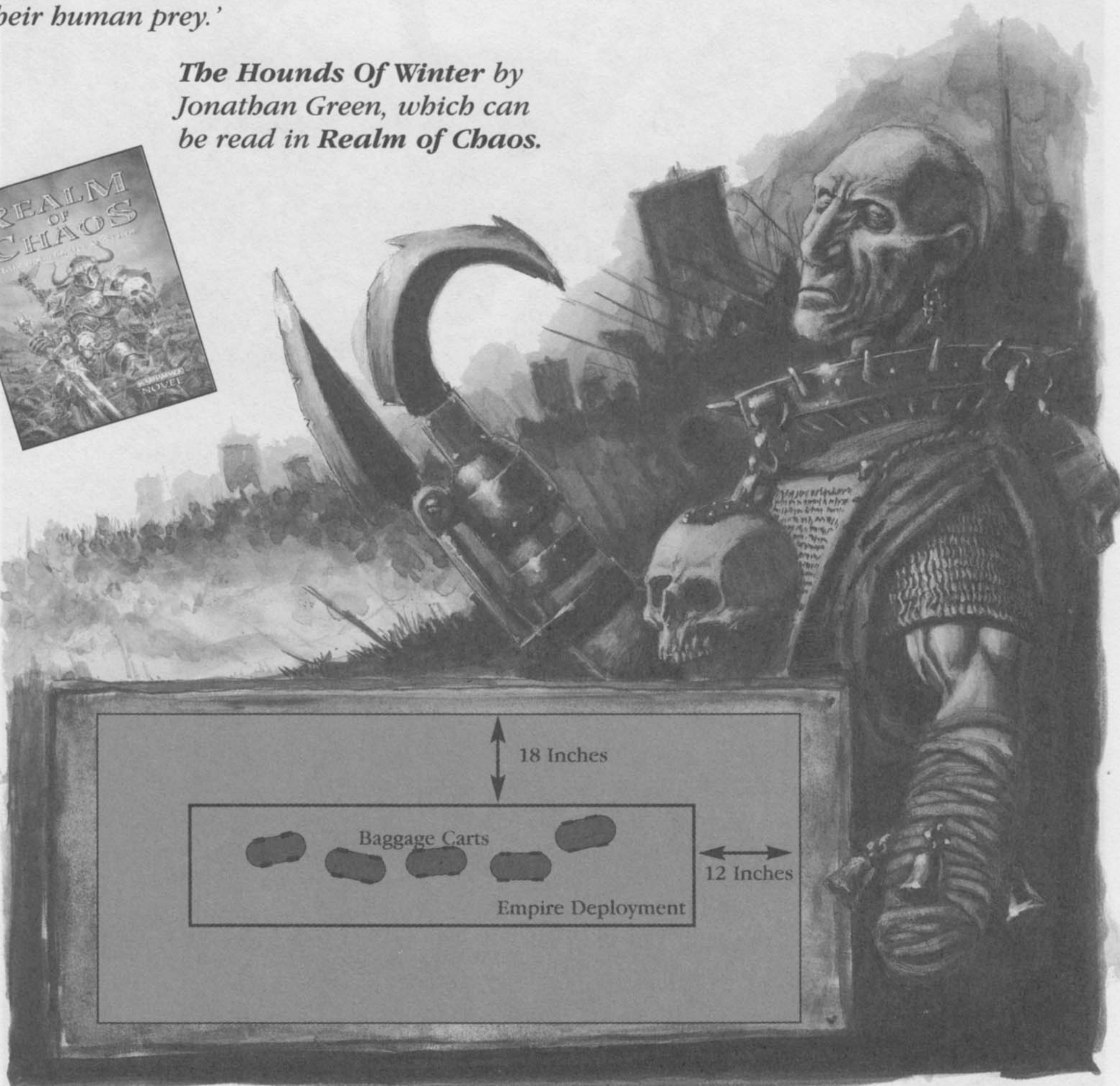
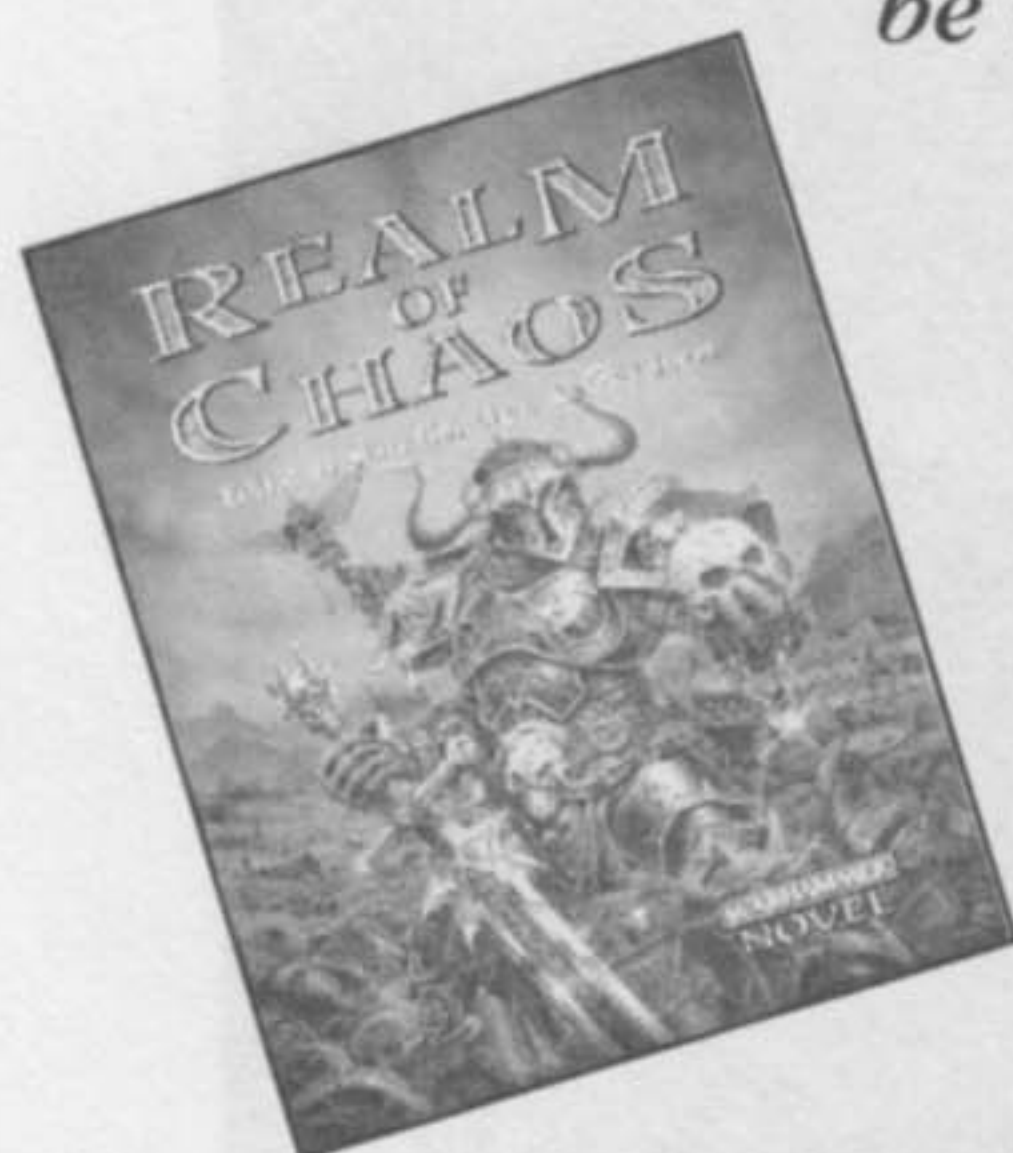
*'Hurry it along, old timer,' Oran interrupted. 'Cut to the chase.'*

*'Listen!' the old man reproached his heckler. 'Every detail is important. You must hear it all!'*

*'Very well, mountain man,' Torben said, ignoring his glare. 'Tell us everything, but get on with it!'*

*'The Winter King, champion of Chaos, led this warband. His infamous acts of cruelty had carved him a reputation as bloody as his crimes.' He paused a moment. 'As the survivors of the wagon train fled from his clutches, the Winter King called on his Dark Gods for help, and from the red mist of battle his vile, Chaos-spawned powers shaped the dread forms of daemoniac hounds.' The old man sniffed the air dramatically. 'Picking up the scent of the fleeing survivors, the abhorrent beasts bounded off into the night in pursuit of their human prey.'*

***The Hounds Of Winter* by  
Jonathan Green, which can  
be read in *Realm of Chaos*.**







### Overview

An old man enters an inn on a bitterly cold Midwinter's eve, and then proceeds to tell the story of the Hounds of Winter to a disbelieving band of mercenaries. The soldiers laugh and jeer at the old man not knowing that soon they would become part of the tale.

### Armies

The Empire force: 1500pts chosen from the Empire Army book normal army restrictions apply. The Empire force is bolstered by a free Wizard Lord who practices the Lore of Beasts. He may not take spells from any other Lores.

The Chaos force consists of 3000pts of Chaos Warriors chosen from the relevant list. As one of his Rare choices the Chaos Player may take 1 unit of Flesh Hounds from the Daemon Host list. Note this is not a free unit and points must be paid as normal.

### Battlefield

Use a standard size battlefield, pick terrain from the Chaos Wastes terrain generator.

### Deployment

- 1 The Empire force deploys around the baggage train (see special rules) in the centre of the table.
- 2 The Chaos Player may deploy on any length of the table and moves on his force in turn 1.
- 3 The Wizard Lord appears on the table in turn 3. He enters the battlefield from any side the Empire player wishes.
- 4 If the Chaos player has chosen the Fleshhounds, then they will appear on a D6 roll: turn 1 5+, turn 2 4+, turn 3 3+, turn 4 2+, turn 5 automatically on the board.

### Special Rules

The baggage train consists of 5-6 carts or Caravans they will move 6 inches towards the nearest table edge. If attacked they will not move until the attacker has been routed (by a friendly unit, baggage carts cannot fight!). Baggage carts have a Toughness of 5 and 2 Wounds each.

**Length of game:** The game lasts for 6 turns.

**Victory Conditions:** If the Empire player manages to get two baggage carts or three Core units over half unit strength off the table before the game ends then it is an Imperial victory. Any other result is a victory for the Chaos player and the Winter King.



Playing games like this is a lot more meaningful than just setting two armies up and battling for three hours. When playing a game of Warhammer I always need to ask why are those armies fighting? Who's leading them and what are his motives? Questions like this need answering and make the game more compelling, this can even lead onto follow-up games and a narrative campaign. Playing the scenarios above allows you to take part in the story, in a somewhat limited manner, but what happens if the other side wins? How do you think that would affect the story and the outcome of the novel? Don't feel restricted to the scenarios described above, have a go yourself, find a couple of cool paragraphs in any fantasy novel and turn it into a game. And if it's good let me know - I hope you feel inspired.





# WARHAMMER

## Regiments of Renown: Toxote's Hellmounts

A Regiment of Chaos Centaurs out for vengeance and the thirst for battle



This is Darren Evans erstwhile Mail Order Troll, artist, model painter & converter and the man behind this very article. Darren (or Jonesy, as we like to call him) would like to make it known that although he's Welsh that bears no relation to the bovine nature of this article.

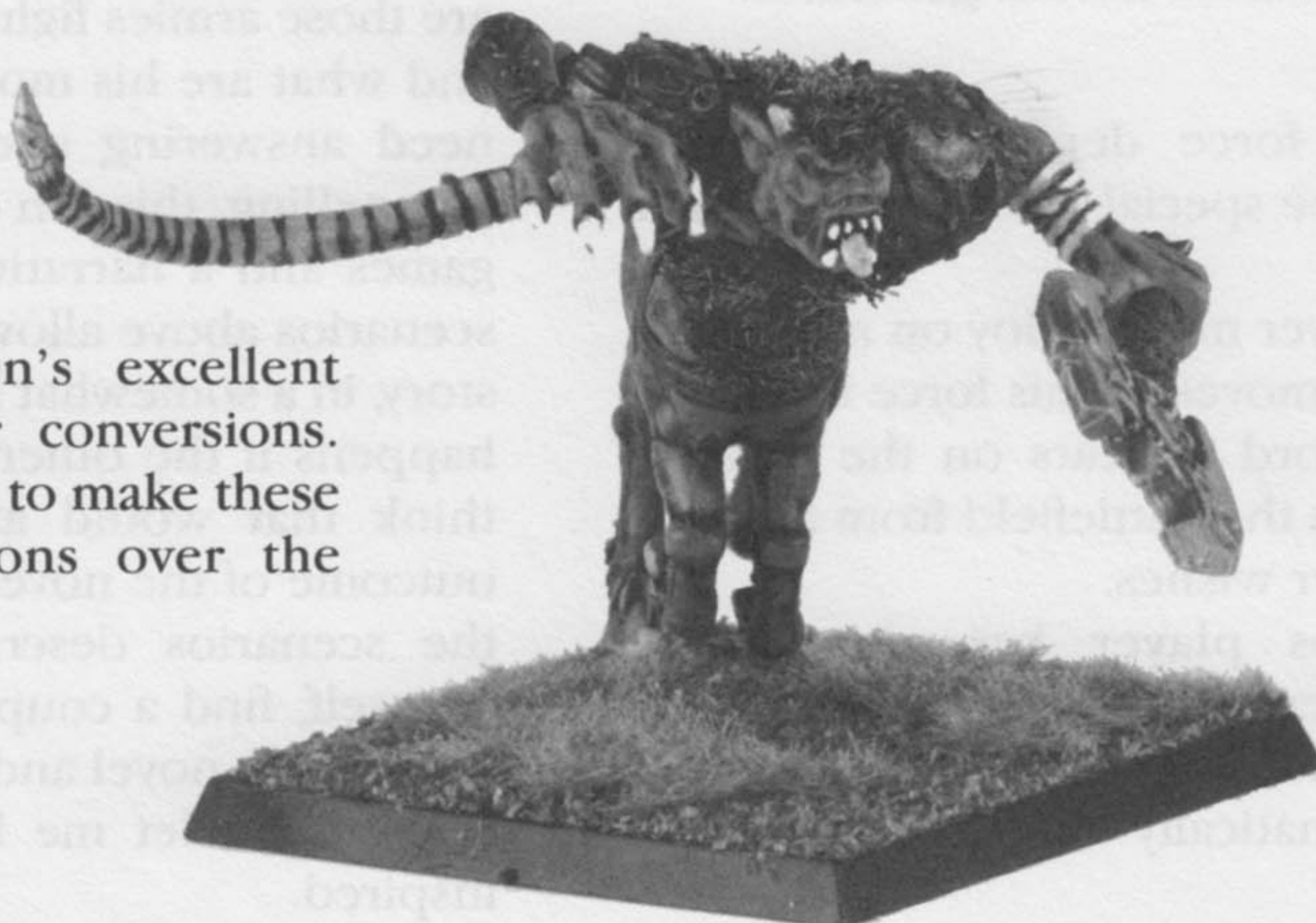
*"Never before have I seen the likes of them my lord, it was not normal, before we knew what was happening they were among us! They scattered our charge like the wind scattering autumn leaves."*

Knight captain Olther Milcham on the massacre of Thalems pass.

Centaurs are ancient creatures, as old as the Elves and even, some say, the Dragons. They are now very rare in the Old World only existing in the deepest hearts of the forests. Long ago when the Centaur race was more abundant legends tell of a great migration north. Why the Centaurs left their forest homes and rode north no-one knows, not even the oldest Elven Seers. The few that stayed retreated into the forests shunning all outside contact, as to what became of the migration, this secret is lost in the mists of time.

The Hellmounts have recently appeared from the northern wastes, rumours follow them of decimated Kislev Border Patrols and unprovoked raids on villages and farmsteads. The creature's leader Toxote is said to be particularly vicious and unmerciful in combat. They are mercenaries of the dark races serving the highest bidder and galloping off in the distance after the plunder has been collected.

One of Darren's excellent Chaos Centaur conversions. He tells us how to make these great conversions over the page.





Regiment of Renown: Toxote's Hellmounts

Captain: Toxote

Motto: Blood and Vengeance

Battle Cry: Vengeance

**Appearance:** The Hellmounts are a twisted parody of their ancient brethren. From their torso up they have the visage of a foul creature of Chaos. The warping effects of Chaos has stripped them of their once renowned reputation with the bow, due to their lust for close-combat they now fight with large axes and halberds.

**For Hire:** Only Orc & Goblin, Skaven, Undead, Chaos Dwarf and any Chaos army can hire them. If Toxote's Hellmounts are chosen then they count as a *Rare* choice.

**Points Value:** To hire Toxote and his five centaurs (4 Bucks and 1 Kylist) costs 450 points. To hire an additional Buck costs 35 points and an additional Kylist costs 45 points, note you can only hire one Kylist for every two Bucks.



Toxote's  
Hellmounts.....450 points

*When an army of the dark races declares war on man or Elf there is a good chance that the Hellmounts will gallop into the camp the night before, braying and howling for the enemies' blood. Toxote, the Hellmount's leader will parley with the warlord for pay but the most important thing to them is not gold, but the blood of their enemies and their heads as trophies.*

	M	WS	BS	S	T	W	I	A	Ld
Toxote	8	5	2	4	4	2	5	4	8
Kylist	8	4	2	4	4	1	3	2	7
Buck	8	3	2	3	4	1	3	2	5

**EQUIPMENT:** All the Hellmounts except Kylists carry Great Axes, Kylists carry Halberds. All wear light armour.

**SAVE:** 5+.

SPECIAL RULES

**Hatred:** *Hate* all kindreds of Elves.

**Fear:** Toxotes Hellmounts cause *Fear*.

**Wine of Wrath:** The wine of wrath is a curse unique only to the Hellmounts and is a direct derivative to the Centaurs unusual weakness to wine. At the start of the third turn the opposing player rolls a D6 and consults the following table.

- 1-2: *No effect*, the warband fight as normal.
- 3: *Dizzy*, the wine leaves them fuzzy headed, -1 to all movement and Initiative tests.
- 4: *Enraged*, the war band charge the nearest enemy unit.
- 5: *Blood-rage*, drunk to the point of madness, the inebriated creatures lose all sense of the battle, they know only the joy of bloodletting and spend the remainder of the battle fighting the nearest units, whether they be friend or foe.
- 6: *Pharmakon*, (pain killer) infused by the warm glow of alcohol, they charge through the mêlée ignoring the sapping effects of combat and all but the most extreme of wounds, thereby gaining a +1 to strength and wounds for the remaining battle.





*As you can see from the shots on this page Darren's models are really great, so we asked him how he built them (he drew the cool piccy on the other page as well!)*

The idea came after a bit of fiddling in the old bits box, after finishing the general of my Death Guard army, and getting thoroughly bored with putting marines together my thoughts turned to the wonderful world of Warhammer. Having come across the broken body of one of the old chaos centaurs, I thought 'I know, I'll make my own, bigger, tougher, meaner!!'. So I did, and it's easier than falling off a Snotling pump wagon!

The first step is to decide on the type of beastie for the body; for your average buck I tend to go for either the Elven steed or the Medieval horse; for the Kylists or a champion model an armoured horse is best, and your shaman types use barded.

The next step is to find a fitting (excuse the pun) torso, I have found after weeks of searching that a Daemon Prince torso works best, the arms I used were a combination of Daemon bits, just basic weapon swaps. The



*A Kylist wielding his halberd*

barding came from the Keeper of Secrets and some Green Stuff, then flocked the rump and back.

### Painting

Initially I under-coated them black, the torsos were base-coated blood red, given a flesh wash, and gradually brought up to a neutral red. The horse bodies were done a flat black and brown, the hair was dry brushed gray, and it really was as simple as that.



*The mighty Toxote, leader of the Hellmounts.*



*Another Chaos Centaur*



The Orc Warlord sat on his crude, makeshift throne of stone. To his left and right were his most trusted boyz. A large campfire, fuelled with High Elf corpses and equipment from the day's battle, was in the centre of the camp. The Warlords group sat closest to the campfire, the rest of the Orc board surrounded the fire and smaller camp-lights were also lit on the outskirts of the camp for the less-important Orcs and the Goblins.

The Warlord looked up – a creature he had never seen before, flanked by two of his Big'uns, approached him. The creature's lower half was that of a horse, or so the Warlord thought, from the torso upwards the creature had a powerful human or maybe Elven physique. Its skin was stained a dark red and horns jutted out from its head like the creatures of Chaos the Warlord had seen before.

The creature approached the Warlord – it constantly trotted back and fourth never staying completely still.

'You fight the Elves,' it said in a voice that may have once been melodic but now was coarse and menacing, the Warlord was unsure whether this was a statement or a question.

'Yeah,' replied the Orc, 'wot's it gotta do wiv you..'

'We wish to fight the accursed long-lived,' said the creature followed by an almost involuntary bray.

'Me and me boyz don't fight wiv Chaos,' growled the Orc. The creature looked down at the him, still trotting a few feet from side to side.

'I am Toxote, leader of the Hellmounts, scourge of the northern borders, and bane of all Elves. We will attack them whether you want us to or not. The question you should ask is what side do you want us to be on when we are finished with them.' Its voice rose to veiled anger as it spoke, the Warlord looked on and the Big'uns on either side of the Hellmount drew their weapons.

The Warlord was silent for a moment then broke into a huge belly laugh. At the sight of this the other Orcs in the vicinity also broke into laughter though none were quite sure why.

'Dem Skinnys is ded sneaky. I knows they got annuva army coming from da north, so we need ta break'em fast. You reckon, you'se could elp?'

Toxote smiled 'You will find us affordable, my Hellmounts will smash the long-lived for vengeance will be our's.'

'I don't know wot grudge ya got against dem, but as long as you can fight I don't care. Do ya job and I'll make sure you get your share of da plunder,' stated the Warlord, and noticed a couple of his boyz getting restless at the sight of this Chaos creature in his camp and so was anxious to end the parley.

'Then it is settled,' said the creature 'To seal the deal I give you this...' it threw a wineskin at the feet of the Warlord.

'We'se don't drink wine, dat's poncy Elf muck.'

'Oh, you'll enjoy this,' it smiled then turned and galloped out the camp and into the night.





# PROMETHEUS

## RULES FOR THE NEW LAND RAIDER COMMAND TANK

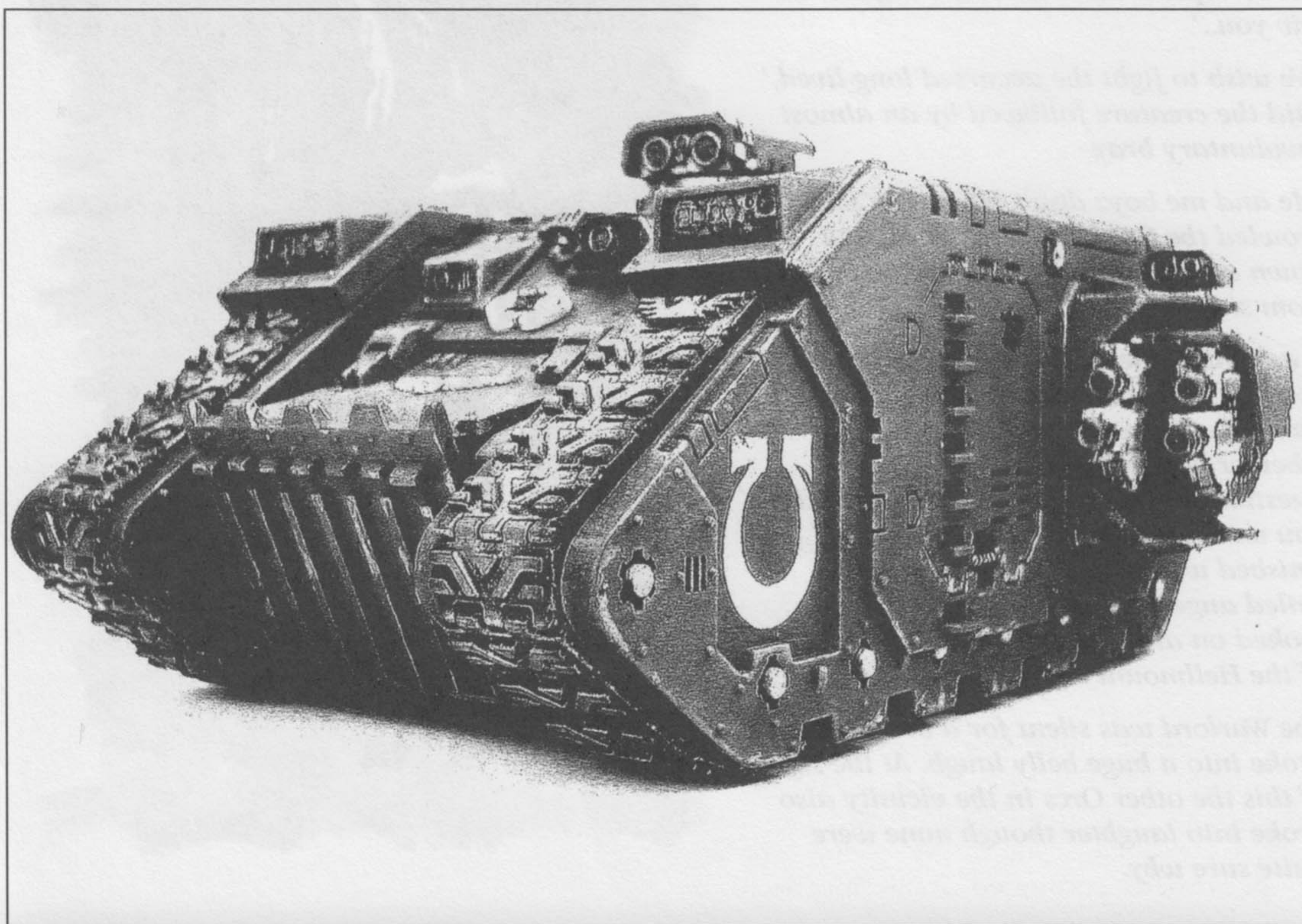
**Conversion kit designed by Tony Cottrell. Rules by Andy Hall**

The Prometheus is an extremely rare variant of the famous Space Marine Land Raider. The few Chapters that have access to the Prometheus use it as a command vehicle due to additional sensor and communication equipment it contains. This allows force commanders to liaise with squads out of direct range and so better co-ordinate attacks and force actions.

The armament on a Prometheus suits its role as a command tank admirably. The tank is armed with four twin-linked heavy bolters which, while it may not have the punch of the classic Land Raider, makes it ideal for taking out heavy infantry and lightly armed vehicles.

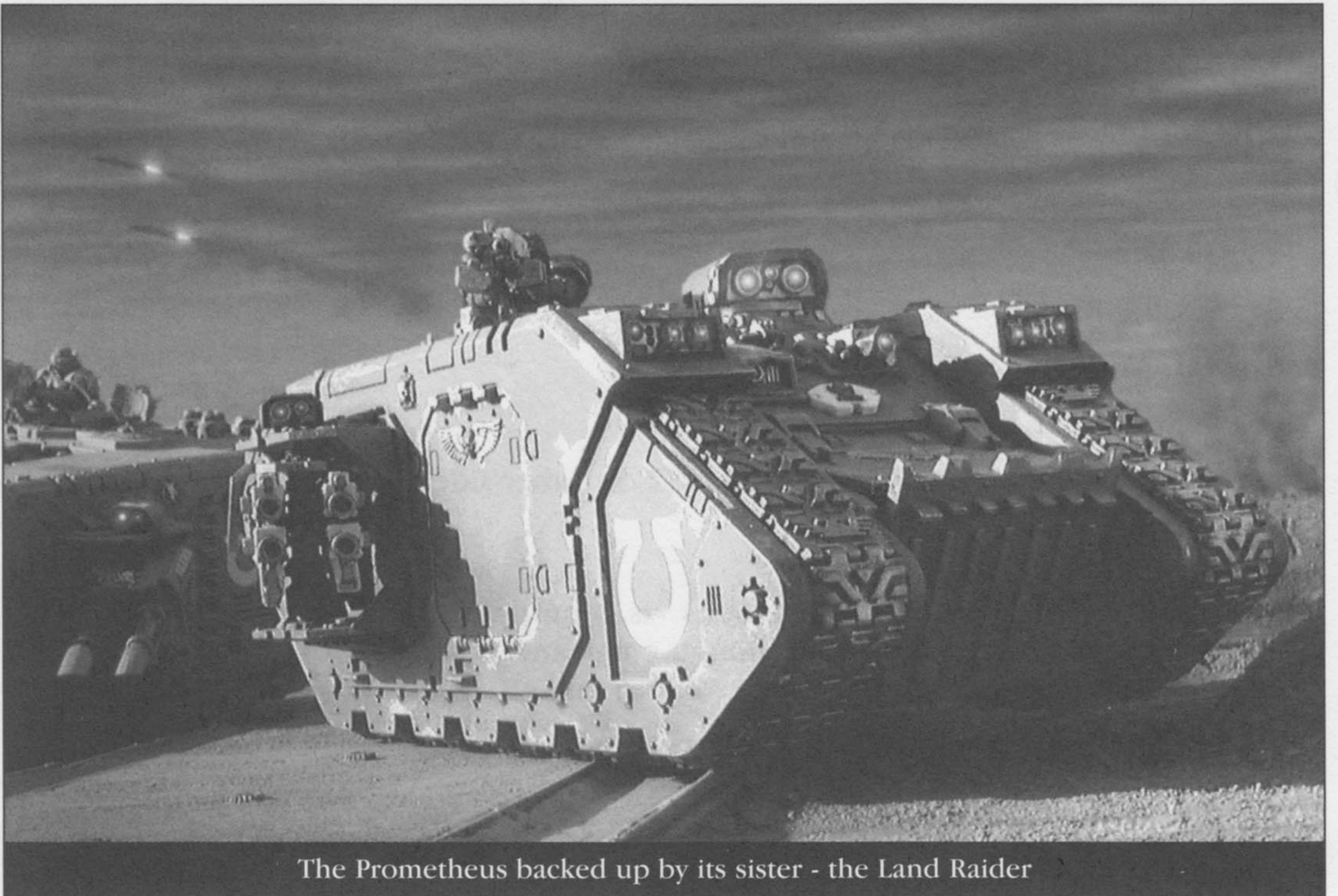
Its advanced targeting and locking systems give it an advantage, especially against notoriously difficult targets like skimmers. This makes the Prometheus highly flexible keeping it in line with its commanding role.

Its origins remain a mystery - but the similarities between the Prometheus and the Tartarus pattern are undeniable. Rumours persist that the Prometheus is the progeny of the Salamanders Chapter, this may have come about because the Salamanders can muster more Prometheus than any other Chapter, however this is all just conjecture. Wherever they were originally manufactured it is clear they are few in number, for example the White



PROMETHEUS





The Prometheus backed up by its sister - the Land Raider

Scars only having four in the entire Chapter.

The most famous action recorded in recent Imperial annals was in the campaign on Masali. Eldar had attacked citizens of the Imperium who fell under the jurisdiction of Ultramar. The Eldar attacked Masali with uncharacteristic ferocity, killing every human they came across. Why such a world was attacked so mercilessly is still unknown, as it was nothing more than a unremarkable agri world. Whatever the reasons the Ultramarines were quick to act and a force from neighbouring Ultramar was dispatched with typical Ultramarine efficiency.

The Eldar fought with choreographed precision hitting the Ultramarines at key points, such as ammo depots and supply bases, deliberately designed to place the Space Marine force on the defensive and weaken their hold on Masali.

It was at such a designated supply base that Force Commander Sewell was overseeing weapon transfers when the Eldar attacked. Sewell had a mere two squads, a Land Speeder and his Prometheus. The Eldar wave was triple Sewell's force, yet again the Eldar sped in with unyielding mercy. Using the Prometheus as a defensive anchor with squads either side Sewell prevented the Eldar from accessing the supplies. The Eldar, unperturbed, continued their approach. It was then the Prometheus came into its own -

its four twin-linked heavy bolters scythed down the approaching guardians. Due to its advanced targeting systems it was able to lock on to the Eldar grav-tanks, something that had always proved difficult, that were supporting the aliens advance. Against normal bolters the Eldar tanks may have come through unscathed but the Prometheus's relentless assault with its heavy bolters systematically took out both the grav-tanks.

It was then Sewell played his ace in the hole, and ordered in his reserves that had been concealed a few miles north. The assault squads arrived with precession timing thanks to the Prometheus's advanced comm instruments. Space Marines riding bikes and flying through the air on jump packs came speeding in behind the Eldar. The Prometheus and adjoining squads then advanced. The fighting was bloody - but Space Marine combat training started to overcome the lithe martial prowess of the remaining Eldar. With the aliens surrounded their attack faulted and they were wiped out with the same amount of mercy they had shown to the Imperial citizens.

The Prometheus remains a keystone in the Ultramarine armoury.



Land Raider Prometheus, Command Tank

	Points	Front Armour	Side Armour	Rear Armour	BS
Prometheus	270	14	14	14	4

**Type:** Tank  
**Size:** Land Raider  
**Speed:** Normal  
**Crew:** Space Marines

**Weapons:** 4 Twin-linked Heavy Bolters (2 on either side), 1 pintle-mounted Storm-bolter.

**Special Rules**  
Command Vehicle: The Prometheus is equipped with extra sensor and communication equipment for maximum command potential. To represent this the Marine player may re-roll *one* reserve roll per turn.

**HQ:** The Prometheus may only be taken as a transport choice for a Space Marine HQ unit.

**Transport:** The Prometheus may carry up to 1 Space Marine Command Squad.

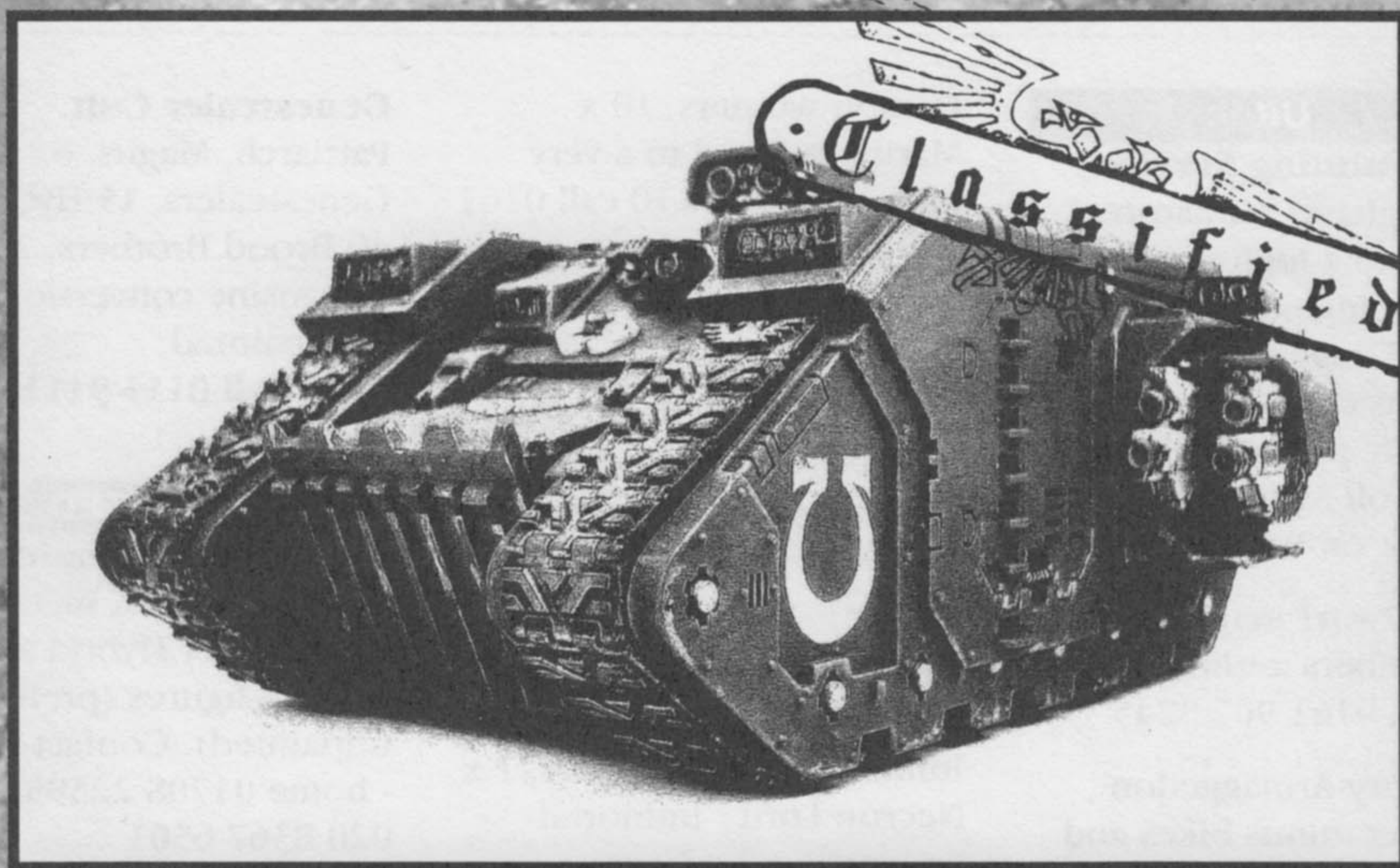
**Options:** The Prometheus may be equipped with any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades, extra armour, hunter-killer missile, searchlight, smoke launchers. (The Prometheus already comes equipped with a pintle-mounted storm bolter.)



The Prometheus has excellent sensor communications capability



# PROMETHEUS



*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.. This issue we bring you the Land Raider Prometheus. And what's more, you'll only find the rules for using them right here in the Journal!*

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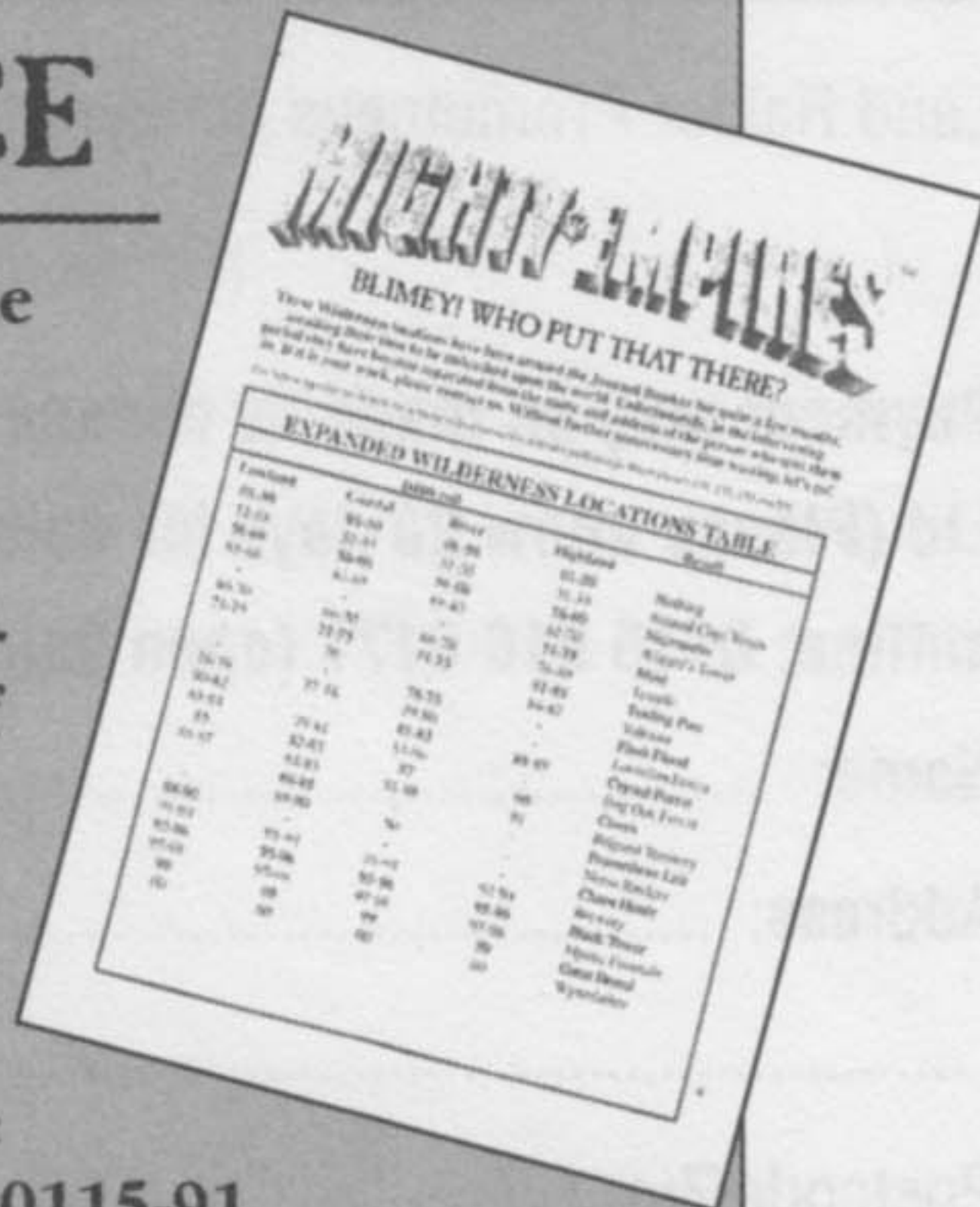
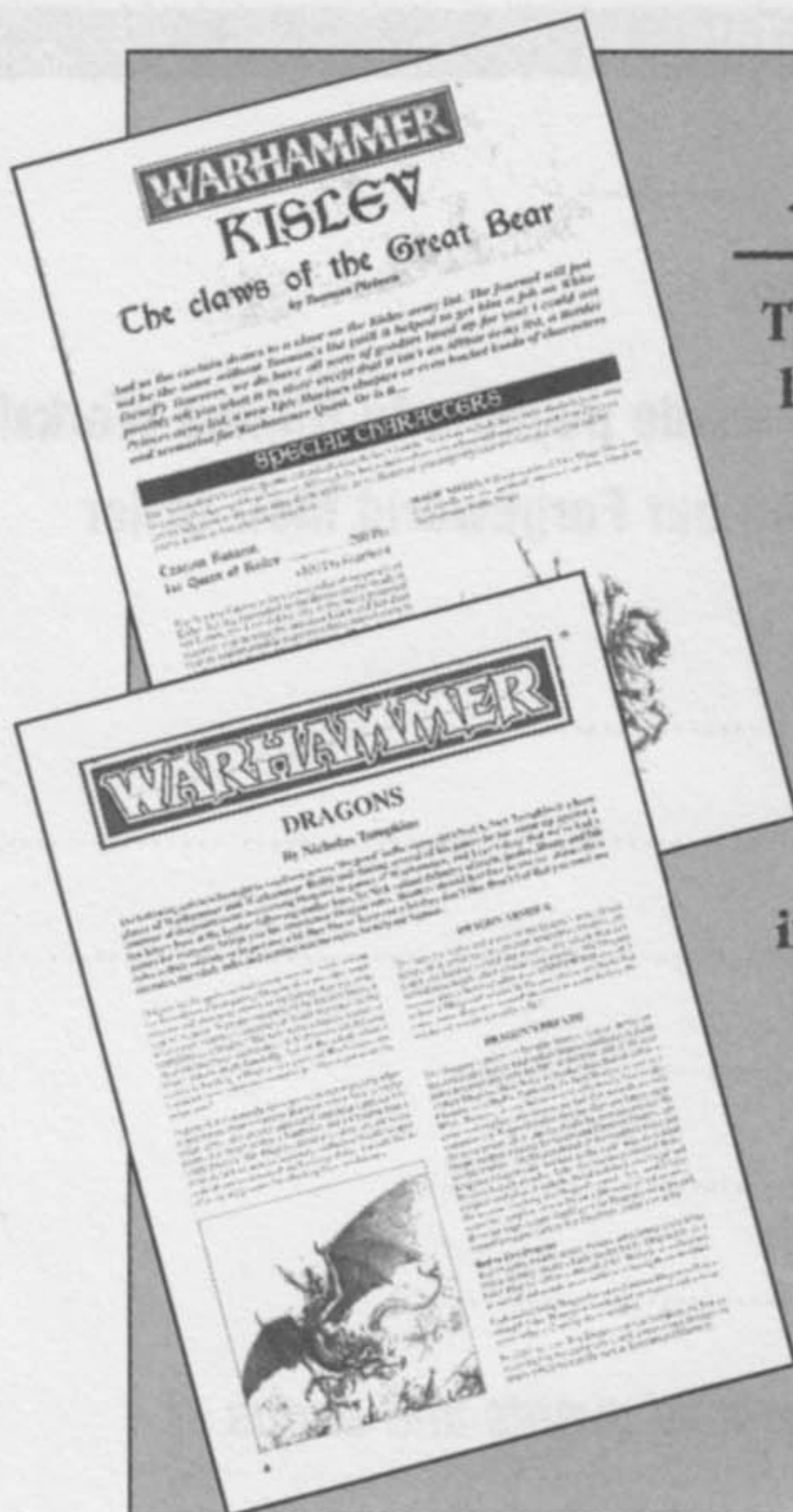
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- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
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Date:.....



It's back! After an issues break - to help slow the tide of feedback from Gav's Harlequin list, mailbag is back airing your comments on the hobby. So if you have any views you wish to share with the Journal readership, no matter how controversial, then write to us.

## CHAOS CRITTER

I am writing to tell you that I am becoming increasingly fed up with the distinct lack of commentary regarding the armies of Tzeentch, despite the recent article "Putting the Tzap into Tzeentch" which brought Tzeentchian armies up to speed. It seems that Chaos armies are becoming synonymous with Khorne and Undivided armies. Having studied White Dwarf since issue 120, when the Thousand sons were red in epic scale, I'm pretty sure that the studio army consists of only four Thousand Sons legionaires. I don't wish to be derogatory in my letter only to point out that a Tzeentch theme army is fantastic for a number of reasons.

Firstly all the legionaires have two wounds and are fearless. Only half the guns in the game can harm the Thousand sons due to the "All is dust" rule.

However, like most of the Tzeentch army assault seems to be the biggest problem as they cannot be equipped with assault weapons, which means they can be hacked apart with relative ease. This can be remedied by rapid firing against the enemy (even while moving) before they become a threat. In addition equipping the army commanders retinue with a Blasted Standard seems to slow the impetus of would-be attackers.

Speaking of the Lords retinue, not making the Chaos Lord a sorcerer seems incredibly churlish as the power (Flames of Tzeentch) automatically works. The Flames of Tzeentch in conjunction with the Mark of Tzeentch is the equivalent of the sorcerer carrying a las-cannon! Using this power can be extremely destructive as heavy weapons are thin on ground in the Tzeentch army. It is often worth using this even if you know it will do no damage (for example if it is out of range) because of the +1 modifier on the daemonic summoning roll. Which brings me nicely to ...

Daemons. The lack of assault weapons and troops worried at first so I began to recruit as many Raptors as I could. However, I wasn't fond of using these as I am a purist and I didn't like their "Mark of Tzeentch". So I began using daemons. Daemons are great in assault as they are invulnerable, as impressive as Legionaires, and they move quicker towards the enemy through being summoned. Their only draw back is they cannot shoot. Not so with Tzeentch daemons as they come replete with magical flames which have the same stats as Ripper guns. A special mention is deserving when it comes to daemonic cavalry. This is because Tzeentchian cavalry ignores cover and so is great for surprise attacks or supporting assaults rapidly moving over intervening terrain.

Vehicles must take care against assaulting troops as this can prove to be a real pain, especially seeing your favourite tank disappear under a plume of melta bomb smoke and power fists. Unlike most other vehicles enemy assaulting a vehicle possessed by Tzeentch must first brave an automatic hit from magical warpfire before they can attack.

So to sum up, the armies of Tzeentch are well equipped for wholesale slaughter of their enemies through interesting troop types and special rules. I hope this letter will encourage you to print more articles about Tzeentch armies. Like I say if it hasn't got the mark of Tzeentch it ain't in my army

– Richard Gibson, Barnsley

*Yes Richard, we will, err, bear that in mind. So, anybody got any Tzeentch articles? If you have send them in before we get Richard even more angry.*

## SKIPPY'S REVENGE

Having just re-organised my large Squat army (yes I am sad, I know this already so don't bother telling me) to fit in with the new Imperial Guard, when I discovered my old assassin models up the back of my miniature cabinet. I decided to flip through the Assassins codex to see if there were any changes that I could make to fit an assassin into the background for my Imperial Guard army and whilst doing this I discovered some horrible inconsistencies between the rules and the background material. I came up with the following house rule that has won acclaim amongst my gaming friends, so I thought you might be interested in it.



*Covert operation:* Most troopers in the 41st millennium have never heard of an assassin let alone seen one, and even the commander of an imperial battle force would be only vaguely aware of imperial agents operating within his war zone. To represent this a friendly unit that comes into contact with an assassin during a battle must test to see whether or not they actually recognise the assassin as one of their own! Any unit that begins its turn within 8" of an assassin in cover, or 12" of an assassin in the open must role equal to or under their leadership value just as if they had to take a morale check. If this test is failed then the unit must fire on the assassin with everything they've got! In the middle of a raging battle a black clad, mysterious and terrifying killer could easily be mistaken for an enemy, and the more experienced the troopers are (i.e. the higher their leadership value) the more likely they are to identify an assassin as a friendly unit. Once a unit has passed this test then they do not have to roll again for the remainder of the battle, they know that the assassin is out there and will hold their fire.

This rule may seem unfair to a Culexus assassin due to the 'Soulless' special rule, and all I say is TOUGH! I have watched a rather beardy Space Marine player send in a Space Marine assault squad supported by a Culexus assassin and due to the reduced leadership of the opponents forces coupled with the Space Marines ability to fall back without being chased and destroyed, the combination of units drove off the entire flank of the opposing army away with very little risk to the Marine player, so I think the new rule does not unbalance anything that isn't already well in favour of the imperial commander.

As can be seen, the rule above is designed to ensure that the assassin is not used to support the army too closely, as this does not fit well with the whole idea of an imperial assassin. Even the mighty Space Marines do not trust the Officio Assassinorum (read the inside back cover of the Assassin codex if you don't believe me) so this rule is well balanced in game terms and with regard to the background. I have play tested the rule in a number of scenarios, and it does not unbalance the game, but it does force the imperial player to use the assassin more independently of the army. Please note that the unit only has to shoot at the assassin, and does not have to assault it or move toward it.

*Friendly fire at night:* The idea of 'friendly fire' caused by poor vision or not recognising troops is one that is common enough on all the major battlefields throughout history, and in the "Night Fight" Scenario some gamers may wish to add to the assassin rules above to encapsulate the idea of 'friendly fire' as a whole. While I cannot give justice to this idea without dedicating some serious development time, some suggestions do spring to mind for those of you who are sadistic enough to use them. The following rule is meant to reflect a unit mistakenly shooting at an advancing friendly unit rather than an oncoming enemy.

For each unit that wishes to fire at night, they must also pass a leadership test to avoid firing on friendly units. For each friendly unit that is more half the distance rolled (half of the 2D6x3" roll) away from the unit firing (and also falls within the normal shooting restrictions) a test must be made but only if the unit is in front of the firing unit. If the roll is failed then the unit must direct all of its fire at the closest friendly unit that it failed to identify. This should encourage players to advance all their troops in line and to hold their fire until they can be sure of who they are shooting at. Obviously the idea needs to be play tested but it is food for thought.

That is all from this Down Under installment of gaming ideas.

– Phil Riley, Australia

*Well we are going to leave this one to Journal readers. This is defiantly NOT official so play this at your own risk. If it works, however let us know.*

*Don't forget we are still after feedback from last issues Genestealer Cult army list and Daniel Martland's article on armchair generals so keep it coming.*



# 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, e-mail if you wish), which games you play and any other information you feel will be relevant, such as admission prices etc. Either mail or e-mail us at the usual addressess. 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.*

*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...*

## 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!)

## 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!)

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bangor	Unite All Action	Tom (0289) 1274714)	Castle Park Hall, Bangor, County Down	ALL, £2, 1st&3rd Sat
Bournemouth	Battlescar	Paul (01202 258 194)	Talbot View Community Centre, Alder Park	ALL, £2.50, 12-5pm Sat
Bristol	Bristol Games Club	0117 9251533	Patchway Community Centre, Bristol	ALL, £1 1st eve, Mon
Cheshire	The Killing Field	Martin (01270) 665153	MGN Studio Crewe, Cheshire	40K, age 16+
Glasgow	Glasgow Games Club	0141 2263762	66 Queens street	
Guildford	Da Klub	Jez (0793 1264285)	Park Barn Centre, Guildford	ALL, 6-10pm Sundays
Harrogate	Harrogate Games Club	Ian (01423 540610)	R.A.F.A Club, East Pardae, Harrogate	All, 6-11pm Thurs, £1,
Haverhill	Haverhill Warhammer Club	Ron Phipps (01440 703100)	Chalkstone Middle School, Haverhill	All, Monday 7-9pm, £1.50
Lincoln	Lincoln Games Club	Gary James (01522 548027)	United Reform Church, St Martins Lane	ALL, 6-10pm Thurs, £2
Nottingham	Notts Games Club	0115 9168410	GW HQ Lenton, Willow Rd, Nottingham	ALL, 6-10pm, Wed, £2
Oxford	Oxford Games Club	01865 242182	Wesley Memchurch, New Inn Hall Street	All, 7pm, Wed, £2.50
Portishead	Portishead Club	Steve Weekes (01275 856824)	Folk Hall, High Street, Protishead	All, 6pm Wed, £2
Portsmouth	Portsmouth Club	01705 876266	34 Arundel Street, Portsmouth	
Reading	The Spikyclub	Alastair Pidwell (0118 961 0424)	Post Office Scocial Club, Richfield Ave	All, 7-11pm Thurs
Shrewsbury	Lair of the Red Dragon	James (01737 369 605)	The Gateway Centre, Shrewsbury	All+RPG's 5.30-10pm Fri
Watford	Watford Games Club	01923 245 388	Unit Q1A, Harlequin Centre, Queens Rd	All
Europe	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Holland	Haarlem Fanatics	Lee Weermeyers 023 5291848	Kleine Houtweg 9, Haarlem	All+RPG's, 7-11pm Fri
Isle of Man	The Manx Battlegroup	Graham (01624 616143)	Venue TBC	All, New Club!
Austalia	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Melbourne	Space Coast garrison	Michael Ramos 407 752 3922	1225 N. Wickham Rd, Melbourne	See <a href="http://www.garrison-clubs.org/clubs/spacecoast.htm">www.garrison-clubs.org/clubs/spacecoast.htm</a>
Queensland	Dominion	deon Waning (07) 55711044	Gold Coast Community Centre, Southport	All+RPG's, 1st&3rd Sun-\$1

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

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

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





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# Great NEW stuff for these great games!

This month instead of listing all the new releases from Fanatic on these pages, we're running a listing of all of the stuff we've produced so far. There are a number of reasons for the change, but the most important is that, at the time of writing on the 23rd August 2000, we really don't know *exactly* what new models we'll be bringing out and what articles will be in the magazines that we'll be producing in December. Of course we've got a pretty good idea of what we hope we'll be bringing out then, but we don't know for sure. So, rather than putting together an advert of stuff that *might* be available, we've decided to concentrate on stuff we *know* will be available. The Fanatic news section below will let you know what we're working on, and if you want to get up to the minute news of the latest Fanatic releases then just check out our web-site or join the Fanatic mailing list.

## FANATIC NEWS

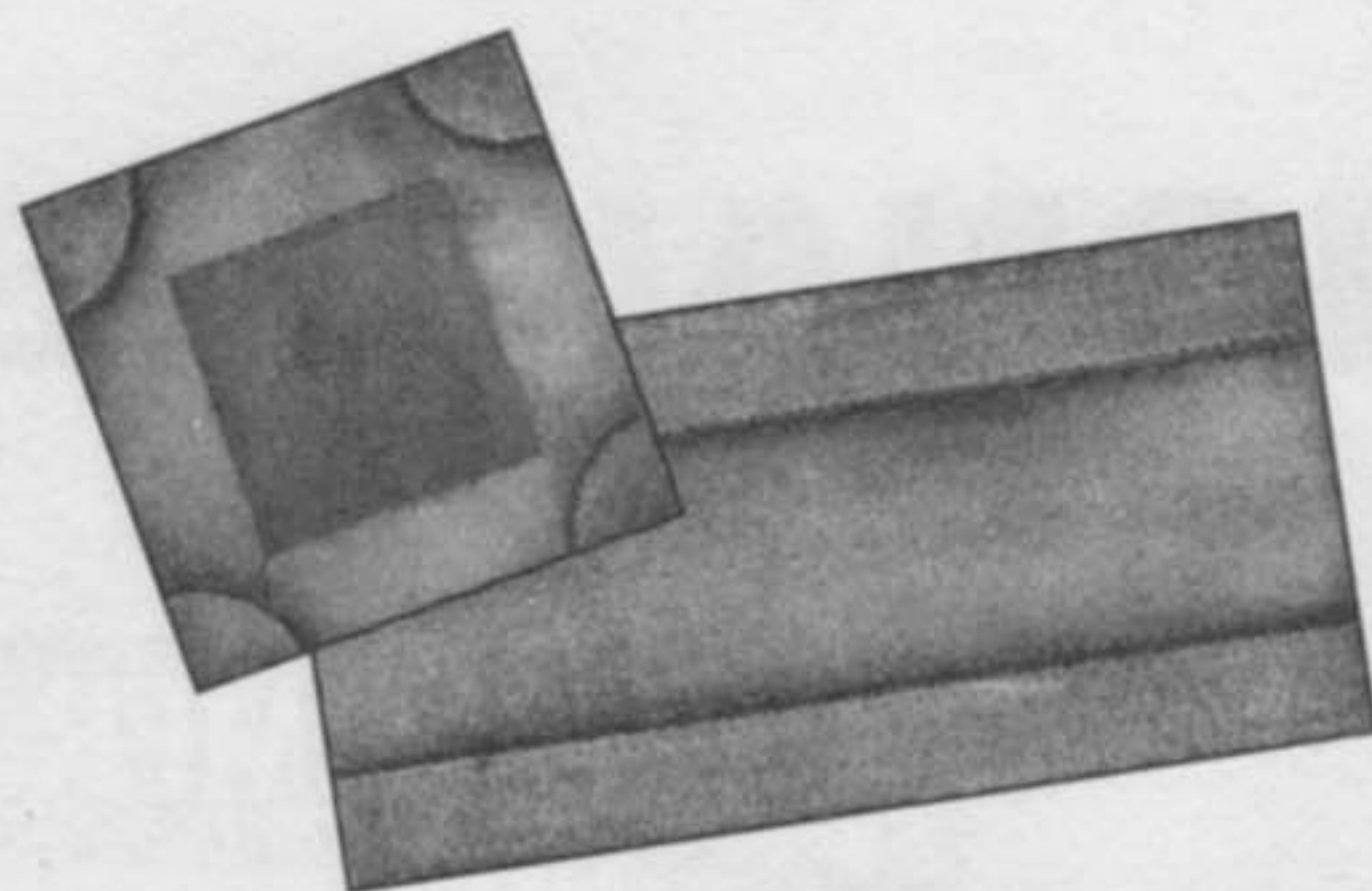
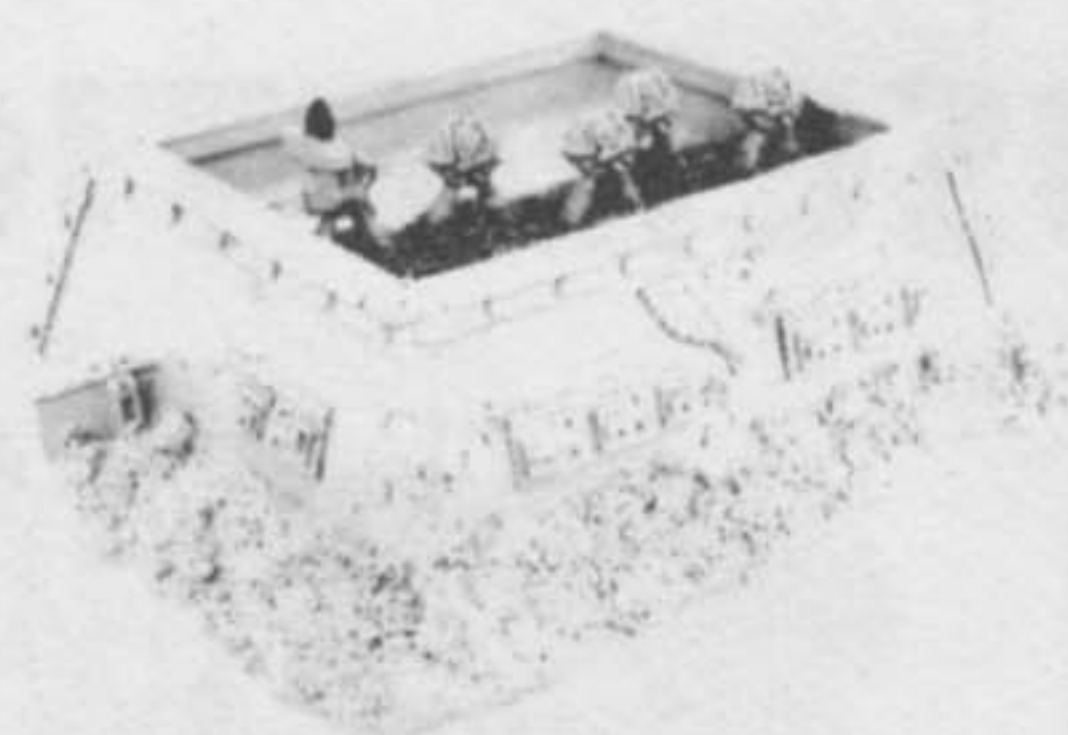
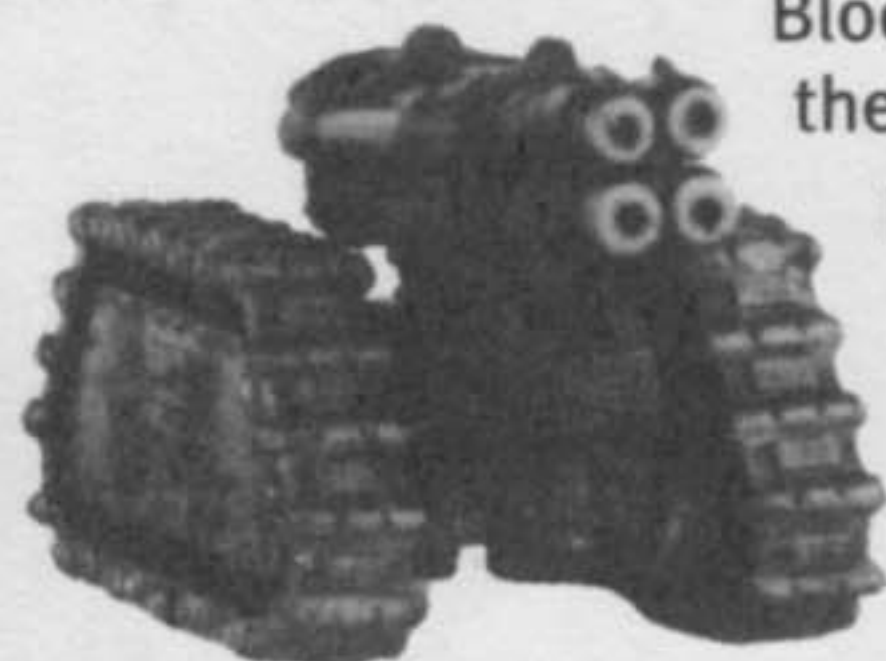
**Citadel Journal 41:** Journal 41 will include the second part of Tim Huckelbery's Genestealer Cult army list. Part two has a lot of the material that we weren't able to fit into CJ40, including two very cool special characters and lots and lots of information about how to paint and convert the Genestealer cult models you'll need for your army. The list is truly a labour of love (if of rather a strange and misguided sort!) and well worth checking out. If you missed part one then give Mail Order a call and they should be able to supply a back-copy of CJ40. Your reading it!

**Necron Fleet For BFG:** Just yesterday John Mander and Darren Parr handed me the first finished master models of the ships for Fanatic's BFG Necron Fleet. We hope to have these models on sale soon – check the Fanatic web-site for details, or join the mailing list to receive news in the post.

**Painted Fanatic Models Shock!** Yes, we've finally got round to getting some of our new models painted rather than just showing the unpainted miniatures. Pictured are the Warmonger Titan (rules in Epicmag one), the Necromunda Rapier Laser Destroyer (rules for which are in Necromag One), and the Amazon Blood Bowl team (featured in BBMag One). All these models are available now, check the listing on the right for details.

### Epic Roads From Forge World:

Tony Cottrell (head Honcho at Forge World) has just brought in samples of the resin road sections and bunkers he's had made for use in Epic. These are really very nice indeed, so we've included them in our listing of Fanatic stuff on the right, even though they are really made by Forge World rather than us. Forge World also make models for BFG and Warmaster. To find out more check out Forge World's website at [www.forgeworld.co.uk](http://www.forgeworld.co.uk). By the way, please note that you have to order all resin stuff direct from Forge World – you can't combine it with an order for Fanatic models.




WEB: [www.fanatic-games.com](http://www.fanatic-games.com) E-MAIL: [fanatic@games-workshop.co.uk](mailto:fanatic@games-workshop.co.uk)


New material for Blood Bowl,  
Mordheim, Necromunda, Battlefleet  
Gothic, Warhammer Quest,  
Warmaster & Epic 40,000

# FANATIC






	
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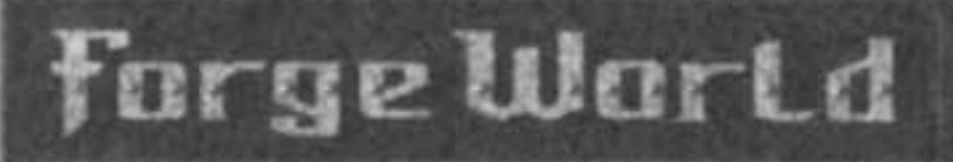
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(between 8am and 10pm)  
Please refer to the Games Workshop Mail Order pages else where in this magazine for details of payment methods and postage rates. If you have any trouble getting hold of Fanatic products, then contact us at the e-mail address or telephone number below and we'll sort things out.

TEL ORDERS: (UK) 0115 91 40000 (US) 1-800-394-GAME TEL ENQUIRIES: 0115 916 8127

The models on these pages are not shown at actual size.



# Hot from the Forges

This month's foray into the Troll caves brings us the bitz needed to create your own Chaos Centaurs, more goings on from the Cult and a selection of marine shoulder pads to help you find the chapter you need when playing the Depths of a Black Rage campaign.

## Chaos Centaurs

Darren Evans shows us how to make his Centaurs on page 26, here are the bitz you need, don't forget to order your plastic elven steed.



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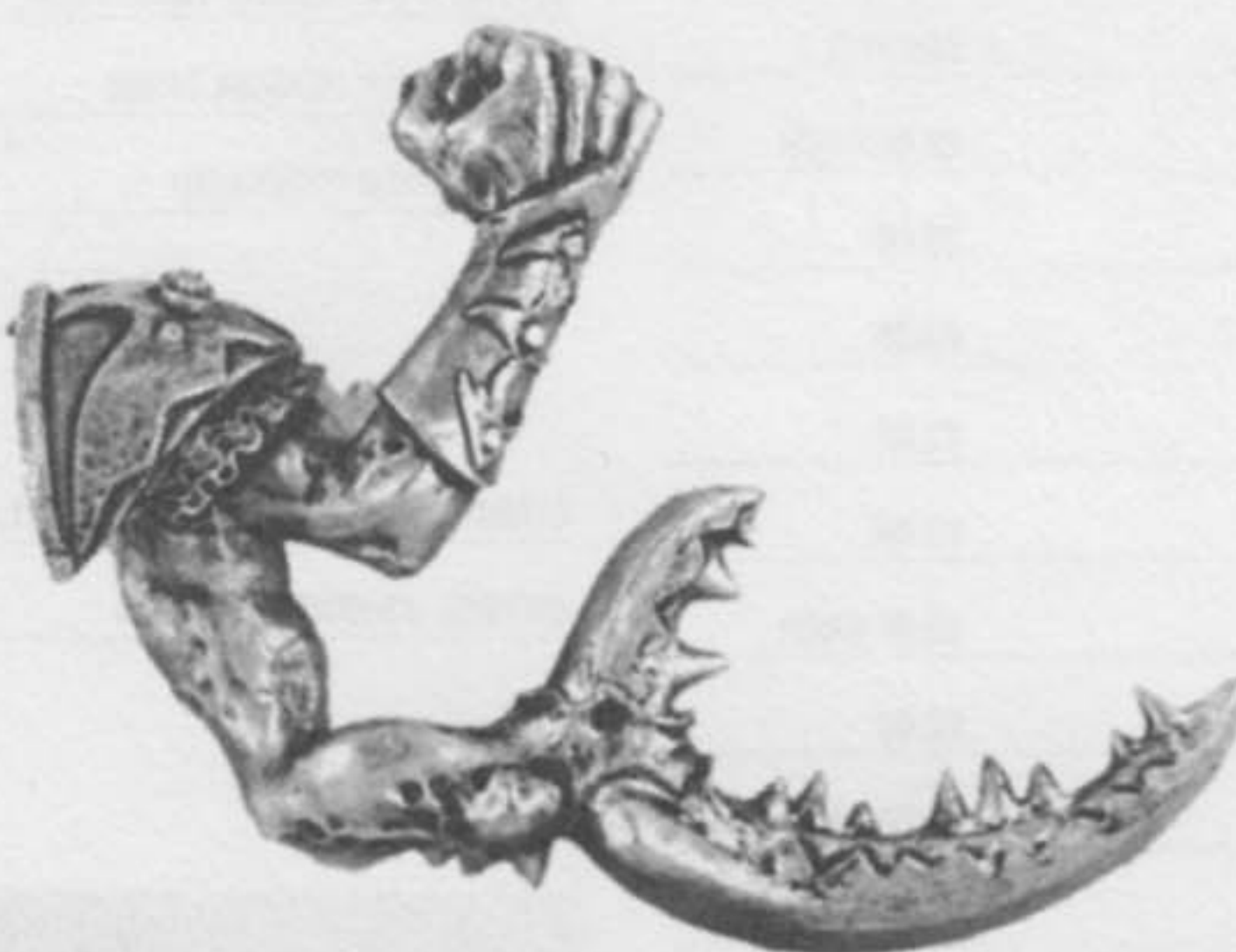
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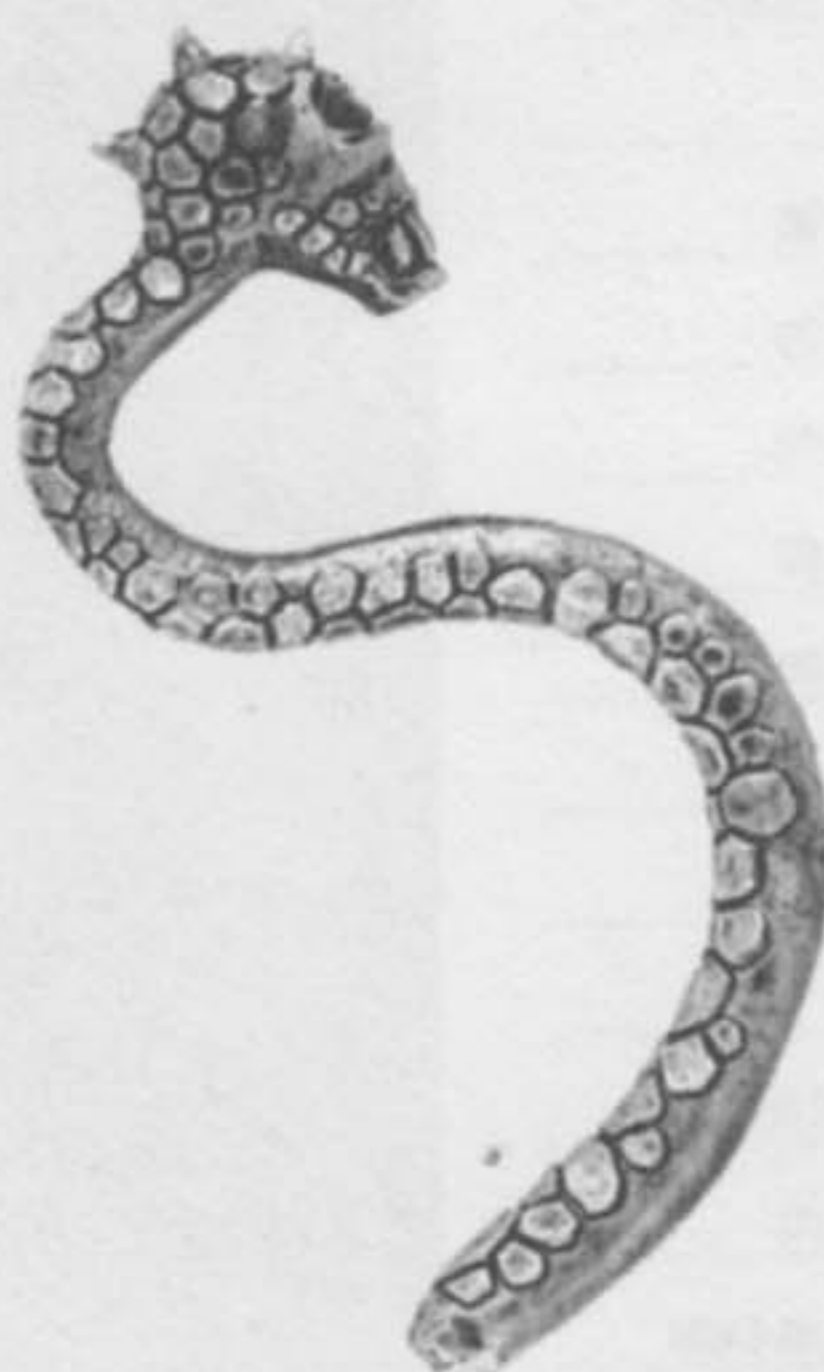
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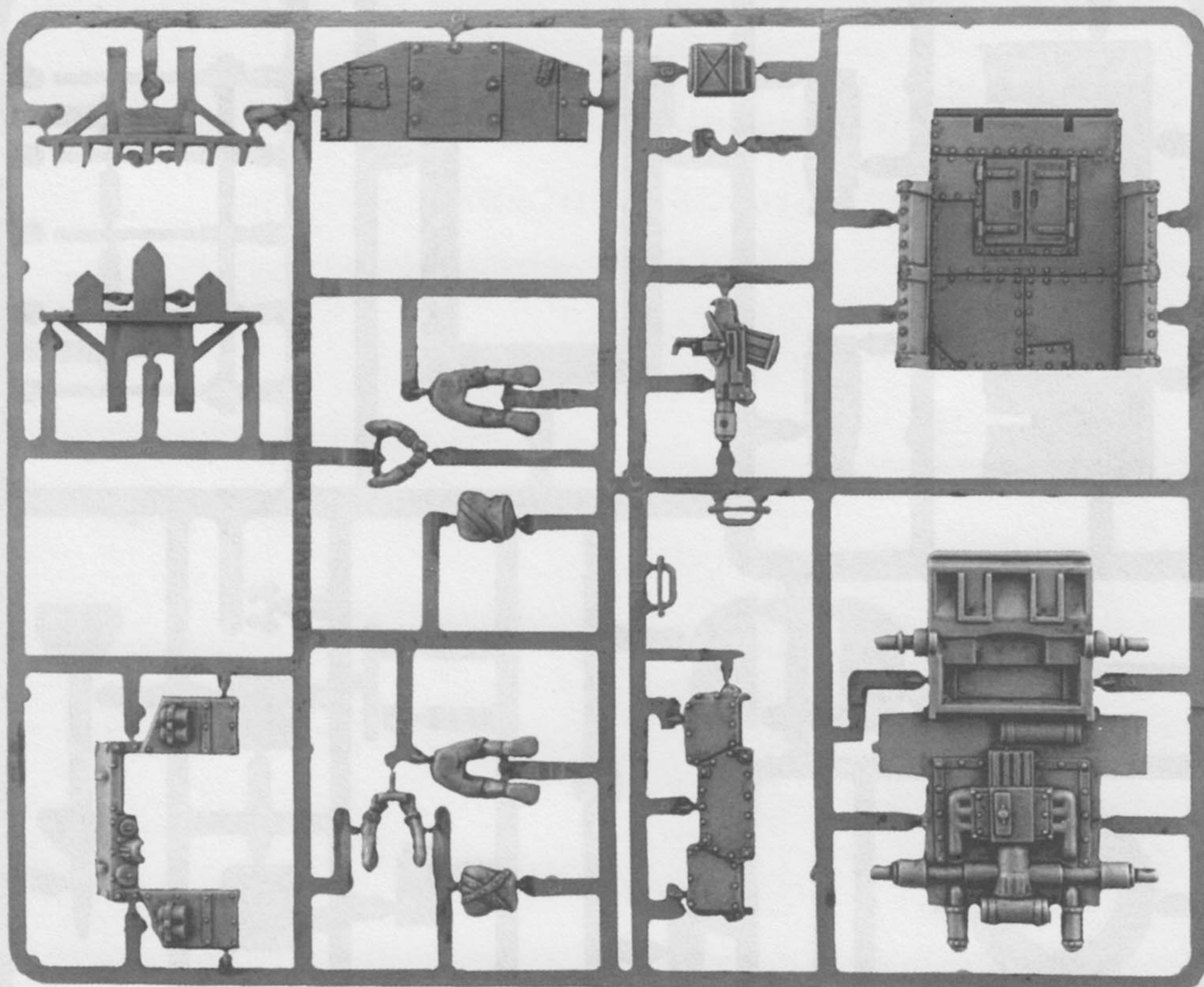


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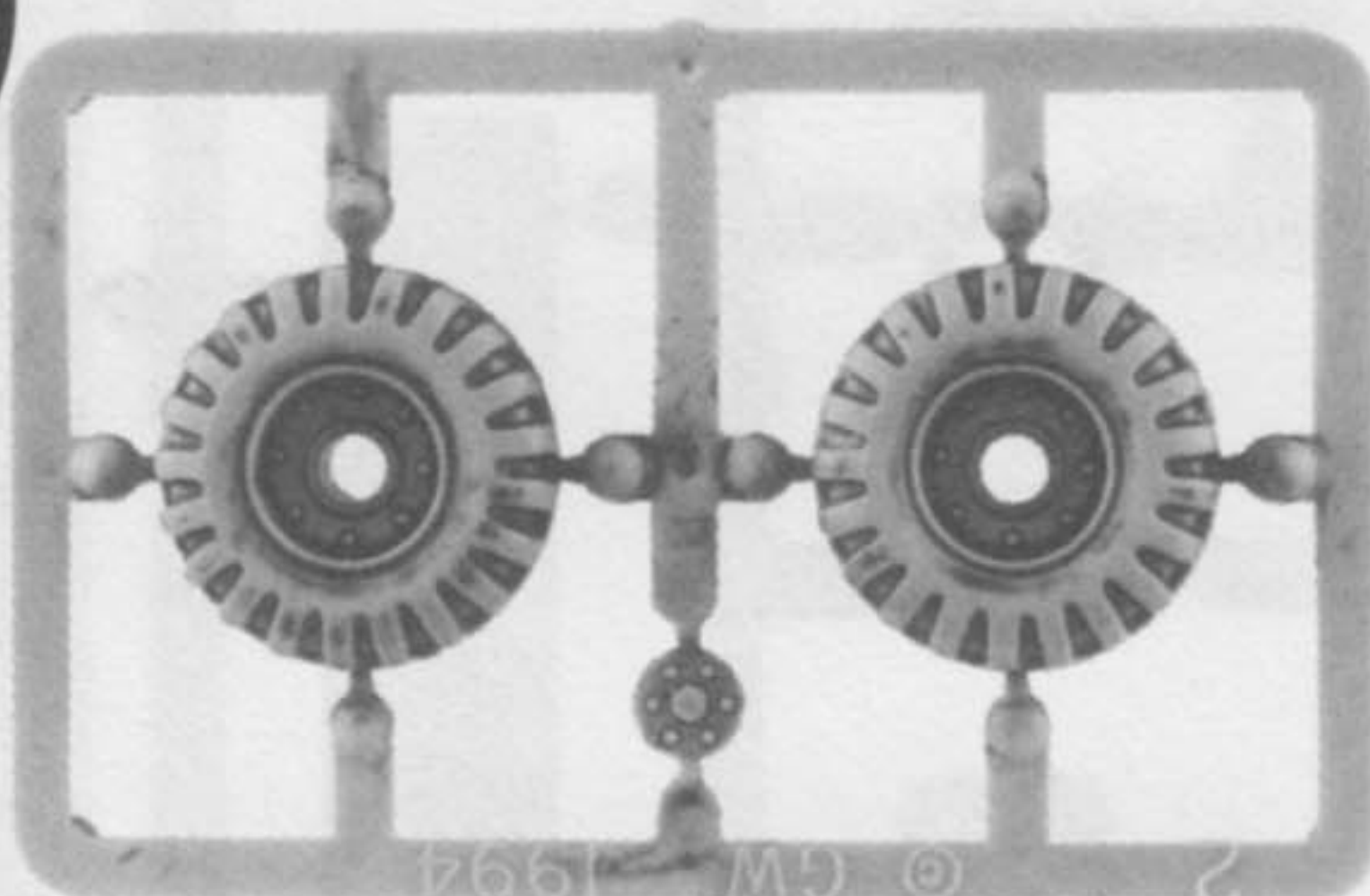
# Genestealer Cult - Vehicle Accesories

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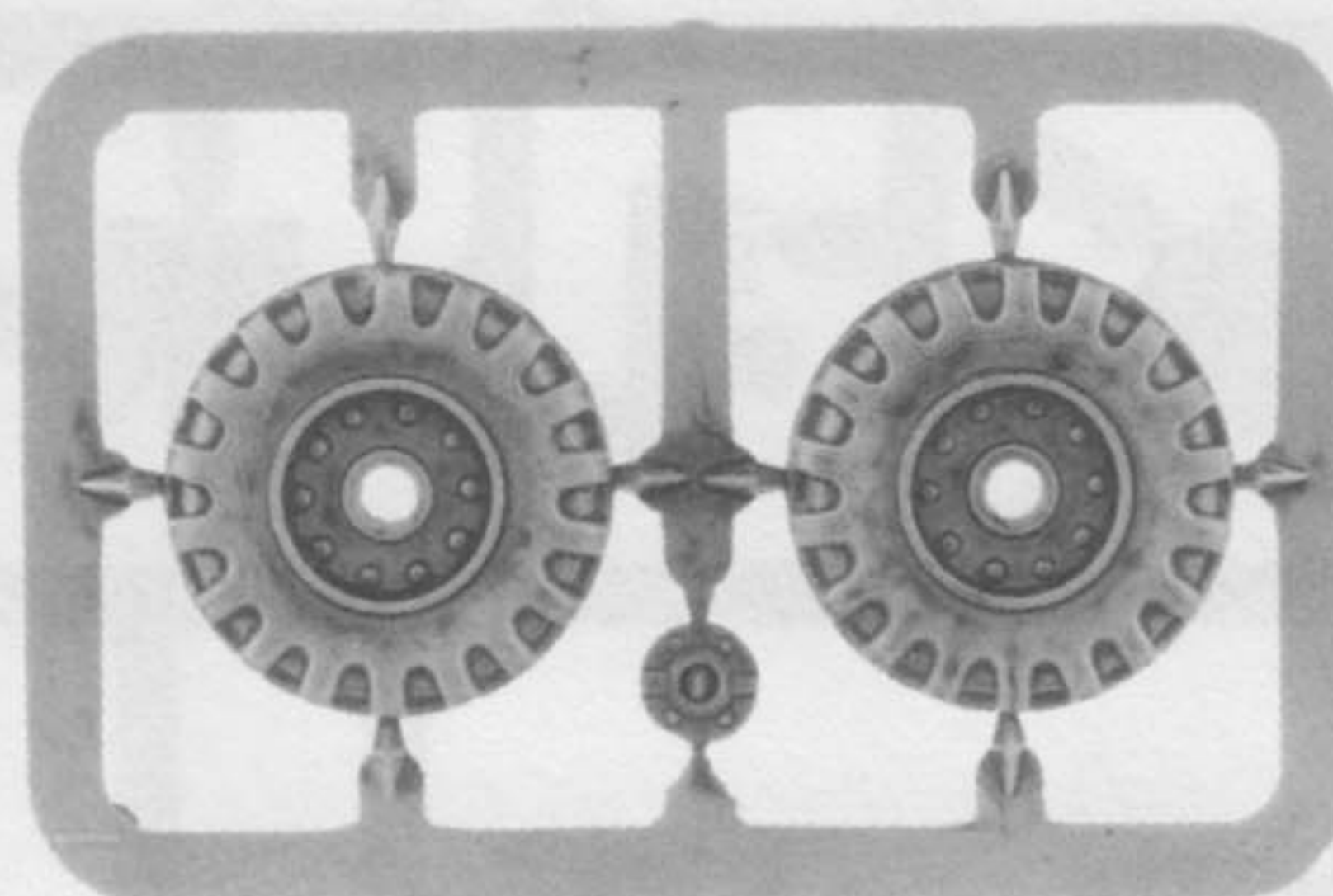


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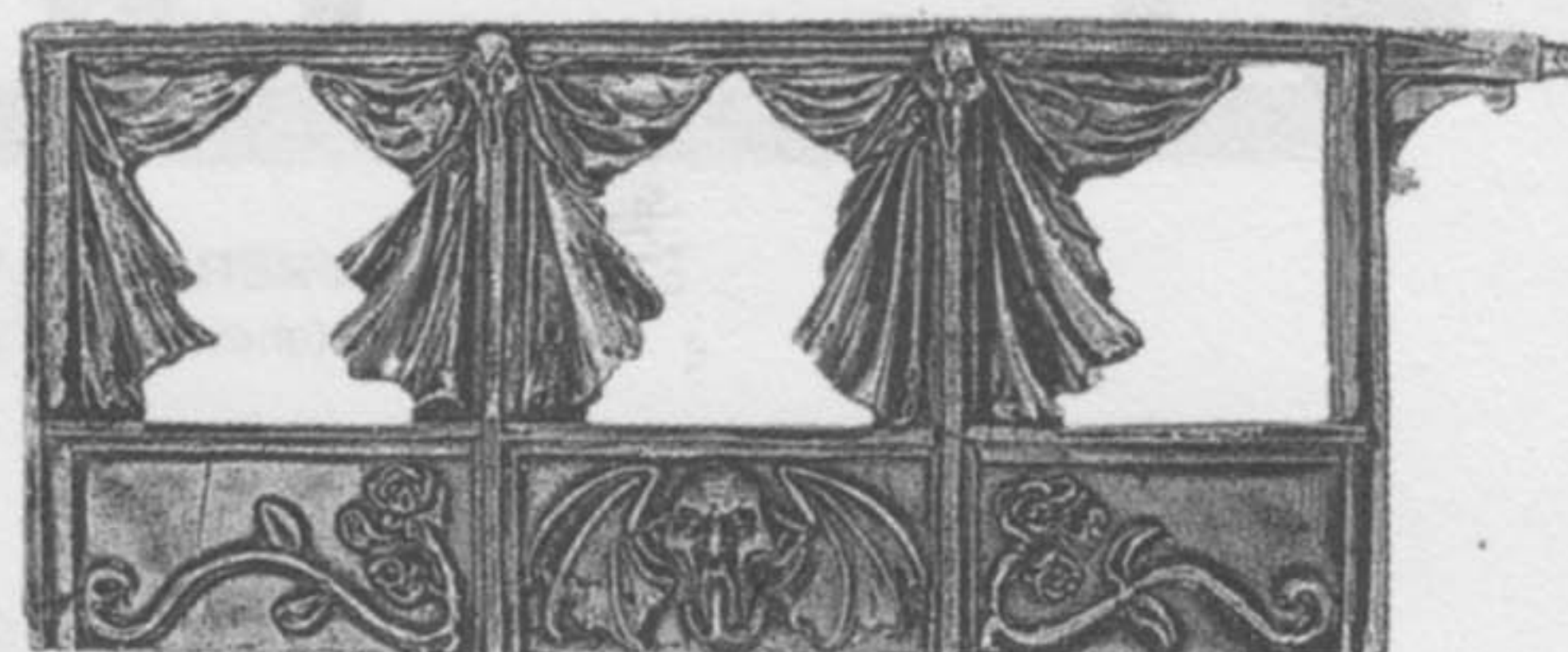
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MIDDLE HATCH  
010105206



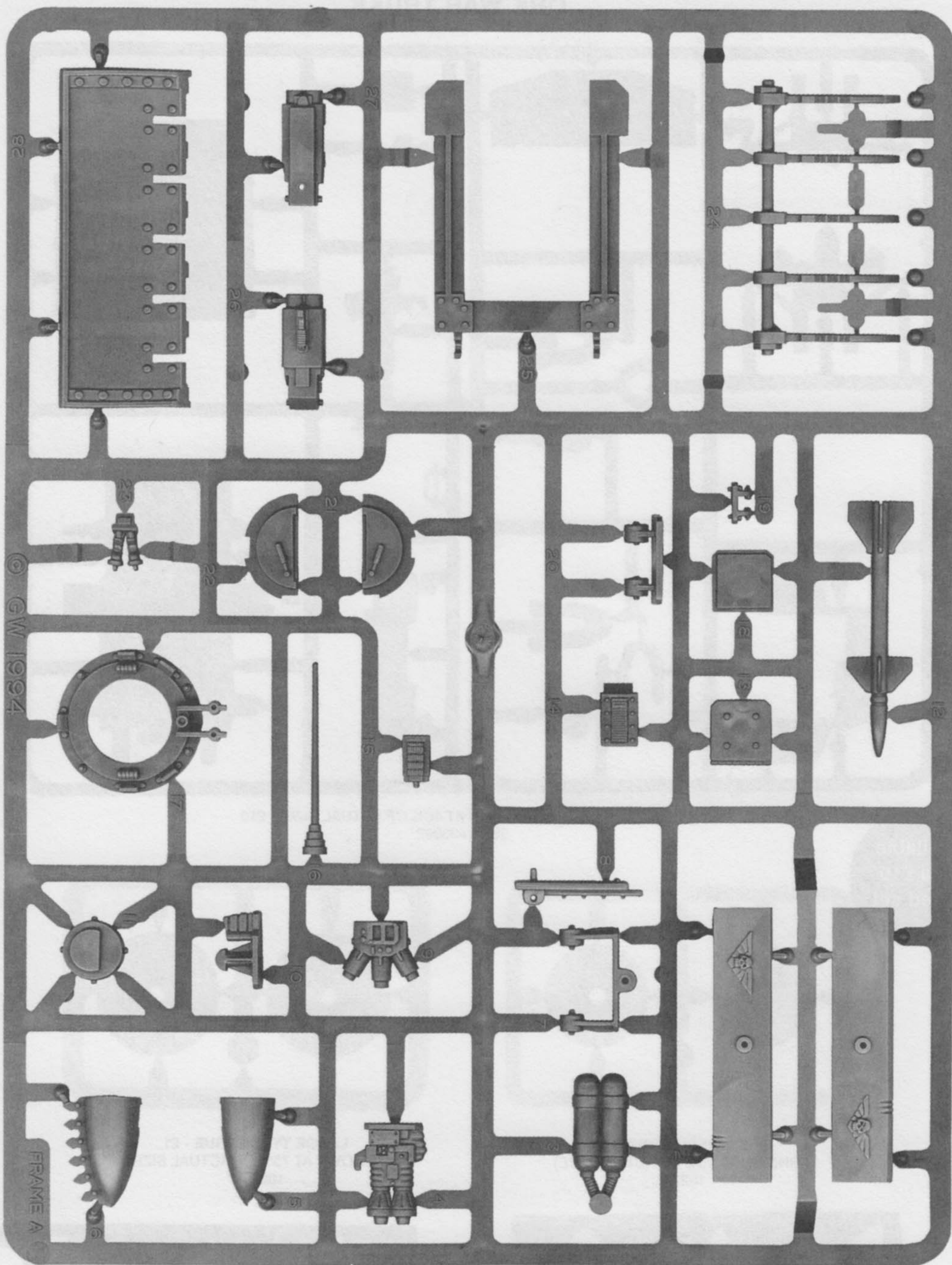
RIGHT HATCH  
010105208



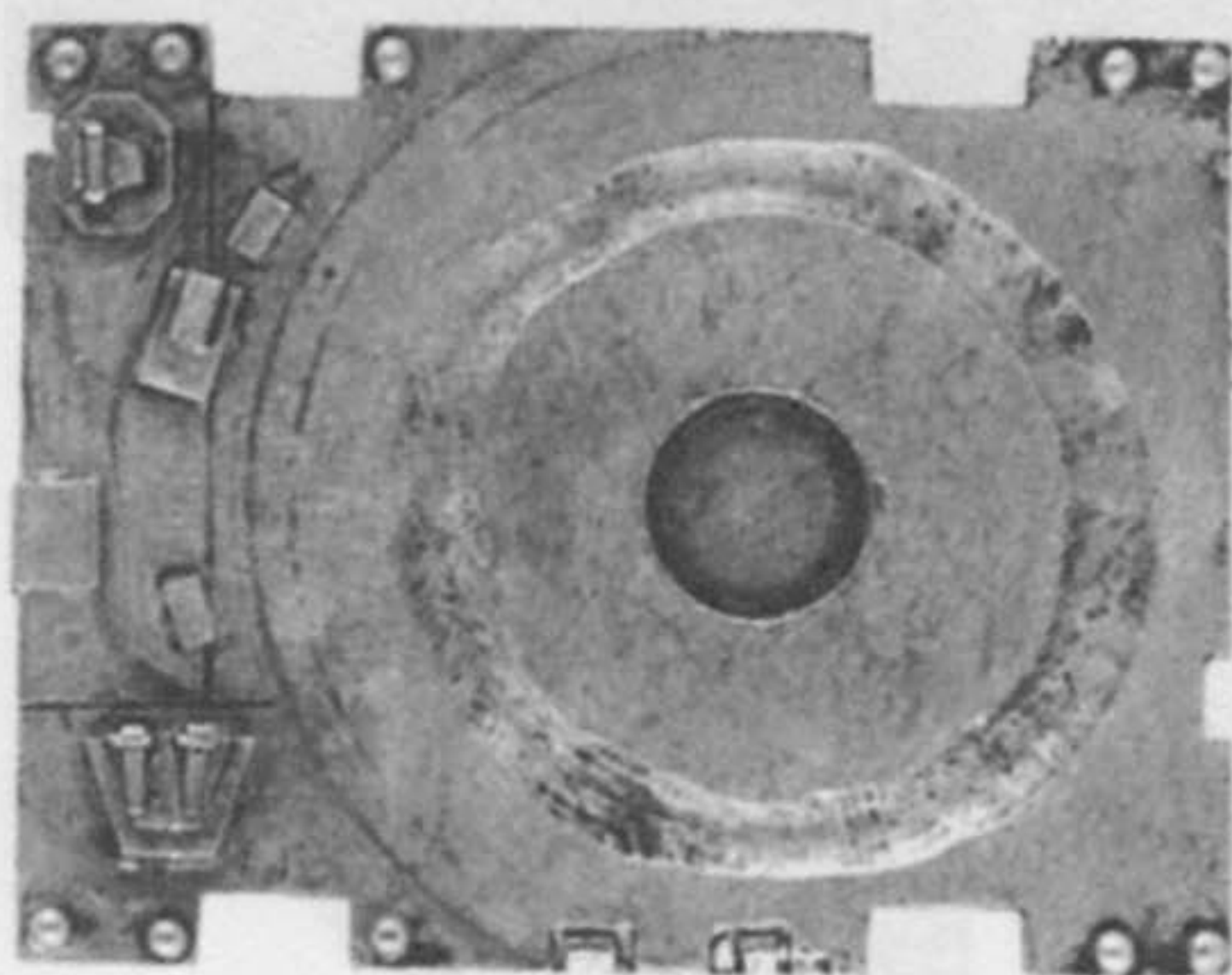




# WARHAMMER 40,000 VEHICLE ACCESSORY SPRUE



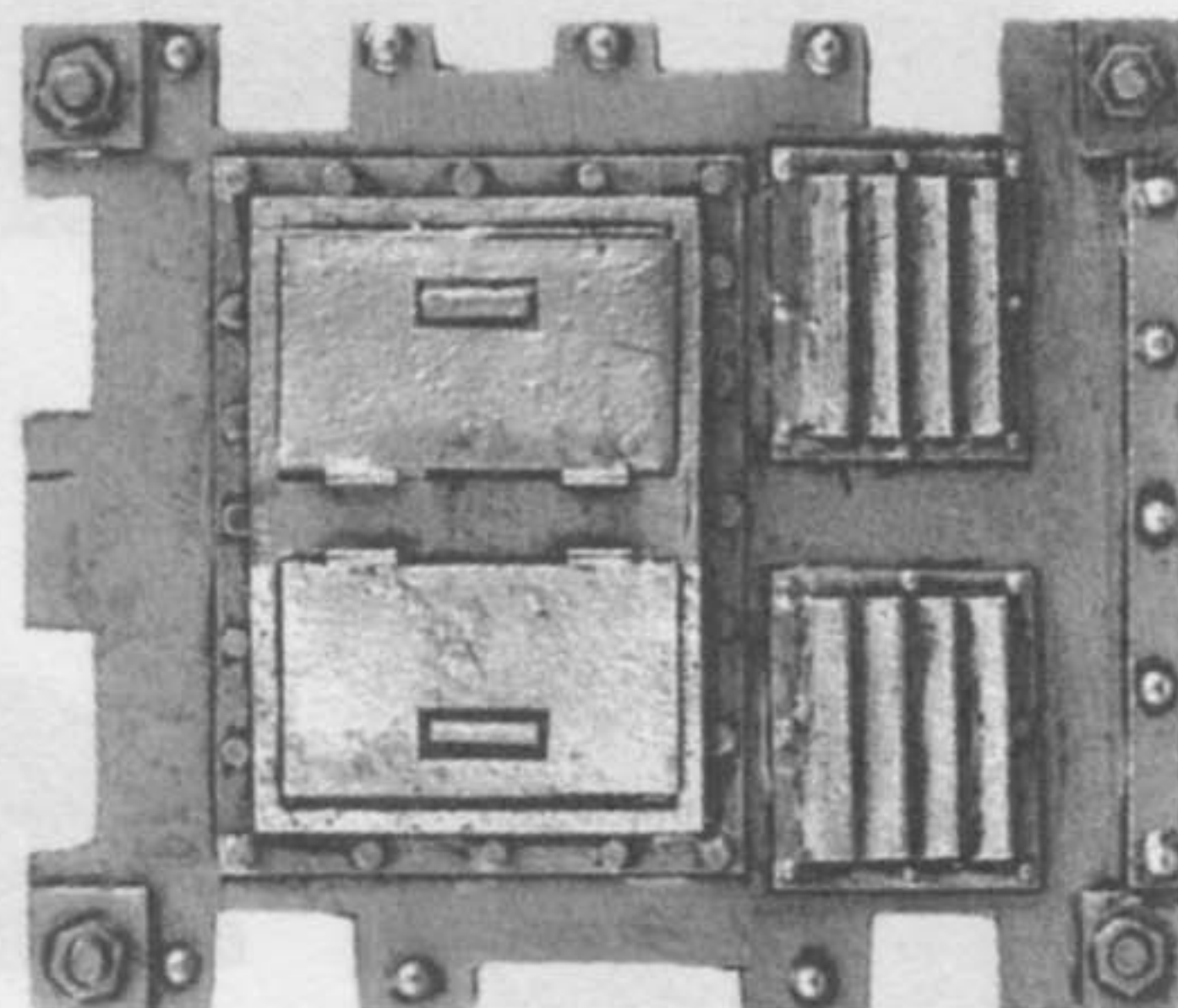
WARHAMMER 40,000 VEHICLE ACCESSORY SPRUE - £5  
(shown at 75% actual size) 99399999035



TOP PLATE - £3  
010105202



CUPOLA - £1  
010505303



REAR TOP PLATE - £2  
010105701



# Marine Shoulder Pads



Black Templars



Space Wolves  
(Ragnar  
Blackmane 1)



Dark Angels



Flesh  
Tearers



Ultramarines



White Scars



Blood Angels 1  
(also Flesh  
Tearers)



Blood Angels  
2  
(also Flesh  
Tearers)



Tactical 2



Tactical 3



Tactical 4



Devastator 1



Devastator 2



Devastator 4



Assault 1



Devastator 3



Assault 2



Assault 3



Veteran 1



Veteran 2



Terminator  
Honours 1



Blood Angels 1st  
Company (also Flesh  
Tearers)

All  
shoulder  
pads 50p  
each



DEATH COMPANY  
SHOULDER PAD 1  
010115907



DEATH COMPANY  
SHOULDER PAD 2  
010115908



DEATH COMPANY  
SHOULDER PAD 3  
010115909



DEATH COMPANY  
SHOULDER PAD 4  
010115910



DEATH COMPANY  
SHOULDER PAD 5  
010115911



DEATH COMPANY  
SHOULDER PAD 6  
010115912



DEATH COMPANY  
SHOULDER PAD 7  
010115913



DEATH COMPANY  
SHOULDER PAD 8  
010115914



LEGION OF THE DAMNED  
SHOULDER PAD 1  
010109624



LEGION OF THE DAMNED  
SHOULDER PAD 2  
010109627



LEGION OF THE DAMNED  
SHOULDER PAD 3  
010109623



LEGION OF THE DAMNED  
SHOULDER PAD 4  
010109620



LEGION OF THE DAMNED  
SHOULDER PAD 5  
010109619



LEGION OF THE DAMNED  
SHOULDER PAD 6  
010109618



LEGION OF THE DAMNED  
SHOULDER PAD 7  
010109622



LEGION OF THE DAMNED  
SHOULDER PAD 8  
010109625



IMPERIAL FISTS  
SHOULDER PAD 1  
010110801



IMPERIAL FISTS  
SHOULDER PAD 2  
010110802



IMPERIAL FISTS  
SHOULDER PAD 3  
010110803



IMPERIAL FISTS  
SHOULDER PAD 4  
010110804







Ere wot 2 bin gain on arroun ere? Doze fick gitz at Fanatic or bin forgettin ta put me mug on da klinik, talk abaht disre2pectful. Wel I, bakk nah 20 or a butchar at dis ookin grate Daemon fingy ya gitz!

*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 bobby worldwide get in touch at this address:*

Da Journal Bunker, Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, UK

## Wings, Dreadlocks and a Blood Soaked Axe...

My Thoughts On How to Win at the Golden Demon

By Victor Hardy

My thoughts, where do I begin .... I started painting Citadel miniatures when I was 20 going to college. Now I'm 31 and work as an intellectual property lawyer in Manhattan. After 11 years of painting miniatures and four Golden-Demon competitions, at last, I won the Slayer Sword at Gamesday 2000. All I can say is I finally got LUCKY! And that's all any one can say when it comes to winning painting competitions. The bottom

line is that your are attempting to appeal to another person's sense of aesthetics--and there is little that is objective about that. All the skill in the world will only get you among the top five or six miniatures in the running. After that, you just got to get lucky with that particular judge on that particular day, and on any other day, he would probably have a different decision.

In addition to being lucky, I

have a few more thoughts on winning at the Golden-Demon. Once you have acquired the basic highlighting and shading techniques, the single most important factor in having a competitive piece is the time you put in it. I worked on my Blood thirster model (which won the sword) exclusively for about a year. There are well over 1000 body and hair segments free hand painted on the model. Each segment on the averages has seven layers of paint (5 layers of highlighting two layers of shading).

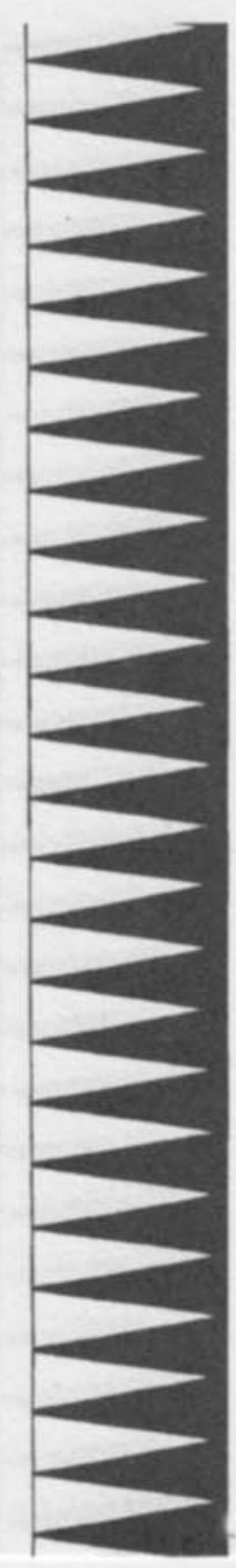
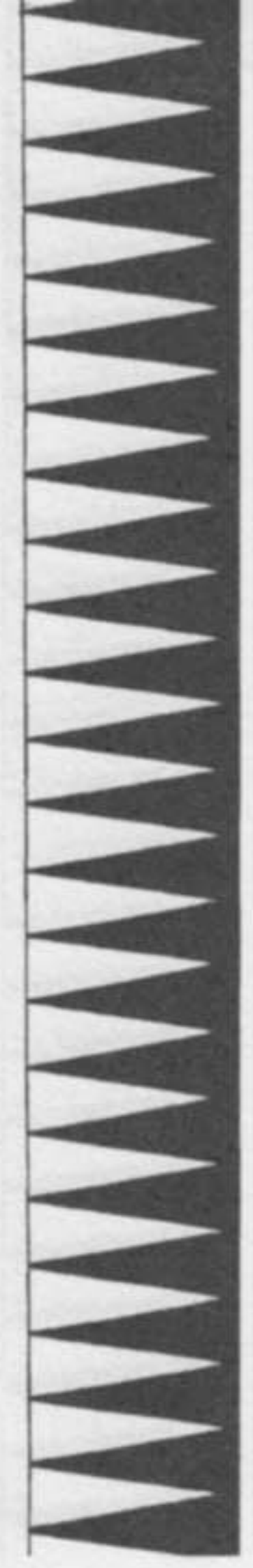
Each layer takes about three to five strokes to paint. That is about 28,000 strokes of paint in just the segments alone.

The model is also highly converted, including the additions of a banner, neck, cheek muscles, dreadlocks, parchments, two whips, skulls, body piercing, bracelets, converted axe (if you notice the whole blade is painted like a skull), chains, barb wire, twisted chaos tree, and spikes. And



Blood Thirster - US Slayer Sword winner 2000





I almost forgot, most importantly, the model is anatomically correct, though only visible from the back. In all, this took me between 200-300 hours to complete (though, about half that time was looking at it and planning what to do next).

My chaos lord took second place in 40k single miniature and is panted to match the blood thirster. It too is highly converted with pieces from multiple models and many sculpted parts. The banner with inscriptions is made out of green stuff. This model took me approximately 50-60 hours to complete. Incidentally, the model I lost to in single miniature was made by Bobby Wong and had over 100 hours work in it. My friend, Douglas Hahn, who had a beautiful wraithlord conversion that took 3rd place in vehicle, put well over 100 hours of work into his piece as well. The bottom line is that it takes a lot of time to win.

Next, you have got to develop your own style. If you paint miniatures exactly how the 'Eavy Metal team did, you are almost guaranteed to lose.

First, chances are that the 'Eavy Metal team did it better. Second, technical painting proficiency will only take you so far. After a certain level of quality, the intangibles of a miniature become more important and you'll score no points in that department if you merely copied a miniature you saw in White Dwarf.

My painting style has evolved over time, but if it is anything, I try to make it distinctive. I usually pick out three main colours that



Chaos Lord – 2nd place single miniature

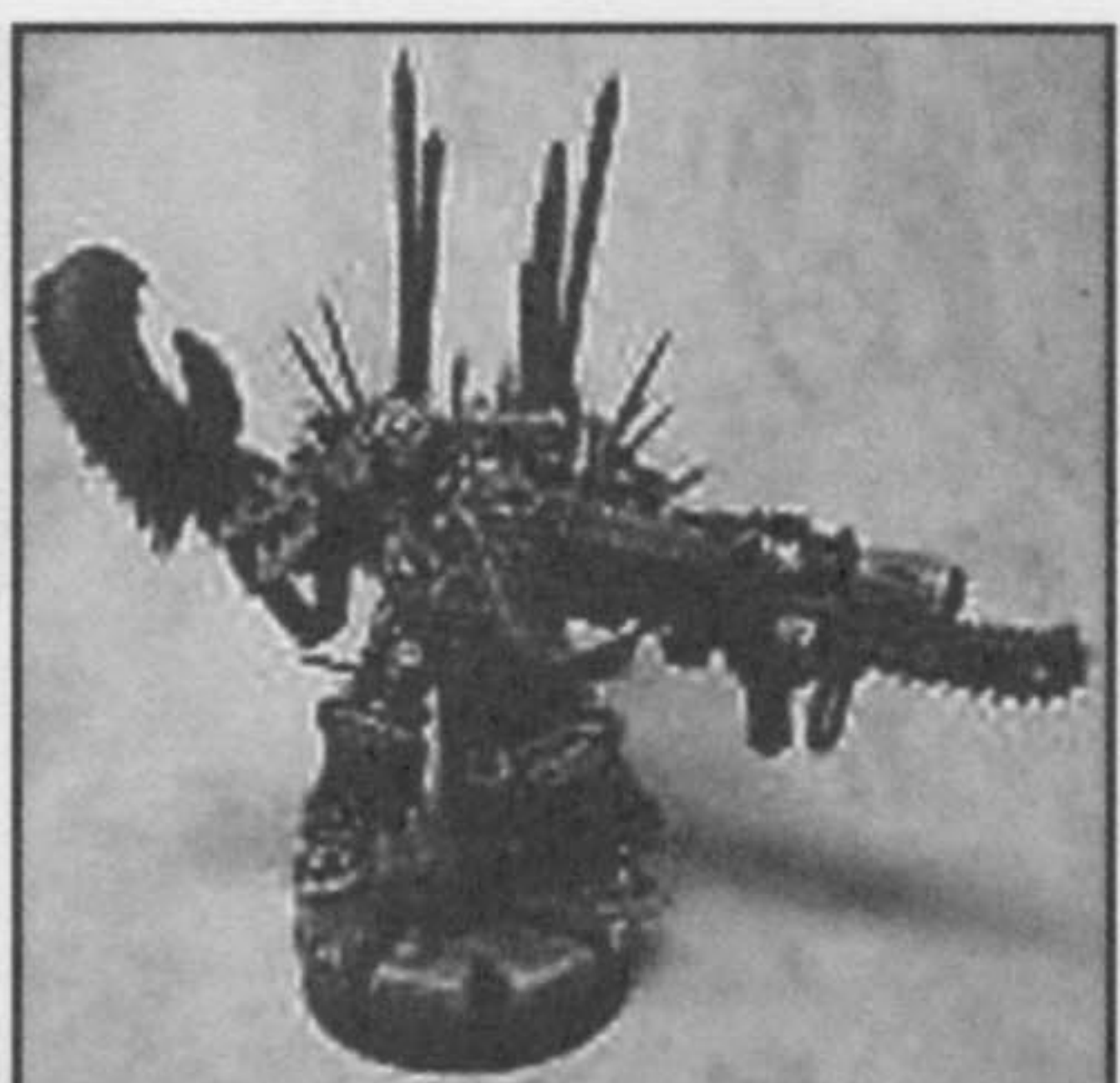
are far apart on the colour wheel. For example, I began with red, blue, and yellow.

These are the primary colours and are as far apart on the colour wheel as possible. Later, my schemes involved purple, green and orange, which are essentially the midpoint colours between red, blue and yellow, and, again, are as far as they can be on the wheel. I do this to insure strong contrasts in colour to produce striking models. So as not to undermine this effect, the remaining colours that I use are used sparingly and are usually blacks, grays or metallics.

This year, I returned to my roots and made a basically a red, blue, and yellow scheme, only slightly shifted on the colour wheel. The difference is that I use a "scab red" (red

with a slight blue influence), a golden bone colour (yellow with a red influence) and turquoise (blue with a yellow influence). In addition to using a limited pallet of paint, I painted on a black undercoat and avoided shiny gloss coats. This gives a more realistic feel to the models than the "cartoony" look typical of Games-Workshop's older models. I also deepened my shadows and colours to give a more "ominous despair" mood to my models that is appropriate for chaos. Mood is an intangible in a piece that I particularly try to focus on. Last, I free-handed lines to give the skin a "flayed" texture as well as the wood a grain texture. In fact, among my newer models, the textured appearance (as well the addition of small details) is probably the most novel





'Spiky' Chaos Lord

part of the paint jobs, and certainly the most time consuming.

It also helps to meet other good painters. You often get good ideas from them, but more importantly they push you creatively and competitively.

The thought of spending a hundred hours on a piece

a couple of years ago was ludicrous, let alone the 200-300 hours I spent on the thirster. However, in the last couple of years I met other people that competed in the Golden-Demon contest. In fact, the upper east side, New York probably won the more trophies this year than any neighbourhood in the United States--4 trophies and of course, the sword. I live a few blocks from Bobby Wong who won first place single miniature this year and and first and third place squad during the last two years. Also in the neighbourhood is Douglas Hahn who did the converted wraithlord that took third place in vehicle this year and certainly set the standard to be achieved for that piece. Tim Lison who won third place open also lives a couple of miles from us. Every time any of us does a new piece is takes the painting to a new level. Soon the bar was so high that our painting reached level that could compete at the national level at the Golden Demon.

Also knowing other people helps you learn new techniques. Douglas Hahn undoubtedly is the best converter in the United States, and a damn good painter. Indeed, he has helped me do some of the more difficult conversions on my models that were beyond my skill level. On the thirster he helped me by sculpting the hair and neck, and also with the body positioning. My own conversion skill has dramatically improved knowing him and emulating his techniques--resulting in the many small details, body part swaps, and banners which are typical of my models.

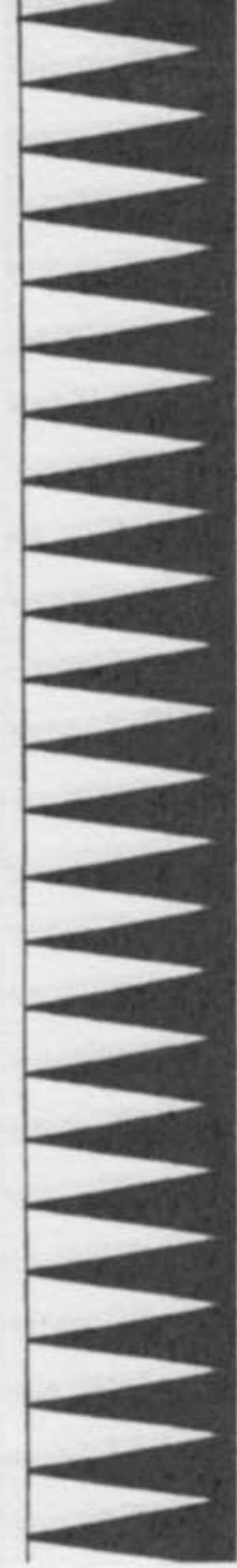


Lord of Change – Honourable mention, 1998



Lord of Change base close-up





**Dark Confessor – Honourable mention, 1999**

Bobby and Doug also give me a good deal of criticism (maybe, better put as downright, but good-natured ridicule), which resulted in me going through two heads before I settled on the one that I used on my Chaos Lord. Knowing other good painters has definitely made the difference in my painting.

Finally, to WIN you've got to have thick SKIN. Understand that after you compete for a few years, you will probably beat models that are better than yours and you will certainly lose to models that you feel are worse than yours. At a certain point, winning is simply a crap shoot. My first competition was Games Day 1997 and my goal was just to get my miniature in the White Dwarf. To my surprise, I won first place 40k single miniature with the spiky Chaos Lord in Terminator Armour. When I won that year, I could point out at least four other models that could have been picked over mine.

In 1998 and 1999, the opposite happened. In GD 1998, I entered the Lord of Change butterfly conversion below and in GD 1999, I entered the Dark Confessor (also depicted below). The Lord of Change did not place,

losing to another Lord of Change model, which in my opinion, was not as well converted or painted as mine (although a very nice model). The Dark Confessor did not even make the first cuts. Fortunately, the editors of White Dwarf liked my models and gave them honourable mentions, printing both of the models (as well as my butterfly disc rider mode I depicted below) in the Dwarf. After bombing out for two years, I questioned why I spent all this time and effort for the contest. I decided that the newer painters just were younger, faster, stronger and more determined. I didn't give up, however, and eventually won the slayer sword in 2000.

My predictions for next year's Slayer Sword? Its coming out out of New York, Baby! Watch Douglas



**Disc Rider – Honourable mention, 1998**



Hahn and Bobby Wong. When their entries this year are published in the Dwarf, you will know its not just my hometown bias talking. Of course, also watch David Brooks, Drew Williams, Bryan Shaw and Brett Dewald, who are veteran competitors who have dominated the U.S. competition for the last five

years. I had studied their work for years before I began competing and it was a real thrill to meet these people in person at the Demon. I should also mention Josh Essoe whose Red Dragon I barely beat in the monster category and who has got both the painting and converting skill to win it all. But in all

honesty, the winner will probably be some person from some obscure place like Arkansas or Idaho... who I do not know, whose never been in the Dwarf, and who did none of the things I talked about in my article. After all, it just a crap shoot--you know.





# Blood Thirster

By Vic Hardy

Here's some more shots of Vic's heavily converted Blood Thirster which we used on the cover. Find out more about this tremendous model on pages 44-48, Dok Butcha's Klinik.





# Toxote, Centaur Lord

By Darren Evans



Check out Darren's new Warhammer Regiment of Renown, Toxote's Hellmouths, by turning to pages 24-27.



Fanatic Games,  
Games Workshop Ltd,  
Willow Road,  
Nottingham,  
NG7 2WS, UK

[www.fanatic-games.com](http://www.fanatic-games.com)



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