

the citadel[®] **Journal**

issue 43

The Games Workshop magazine for dedicated Warhammer and 40K players.

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ENGAGE AND DESTROY!

Empire Crusaders Army List

New Baneblade

Rules for Gotrek and Felix

Rapiers in Warhammer 40,000



Right: The Black Knights of Morr, commander converted from Voland's Venators, by Kevin Martin.



EMPIRE KNIGHTLY ORDERS

Left: Sebastian van Bruekelen's Knights of the Blazing Sun, using Chaos Steed heads.



Left: Knights of the Twin Tailed Orb command group, using converted plastic Empire Knights.

Right: More Knights of the Blazing Sun, this time by Gary Peterson. Note different plastic shields.

You'll find rules for new Knightly Orders on page 11 of this magazine, as well as a complete army list for them.



EDITORIAL



The new editor deals with rowdy production staff

Welcome all to Citadel Journal 43!

The first thing you will notice from Citadel Journal 42 is the change of editor. I have now stepped in Steve's shoes (thankfully only metaphorically!) and taken the helm.

After his long reign Steve has stepped aside to concentrate on editing Warmaster Magazine and Town Cryer, so he hasn't gone too far. In fact he hasn't actually gone anywhere, he is still at the same desk!

So what will the new editor mean to the magazine itself? Well for years the Journal has been a 'bag

gamers for gamers' fanzine, crammed with weirdness and madness, but the advent of Fanatic has changed this somewhat. Obviously, each specialist game has its own magazine now, so the Journal is left to cover Warhammer and Warhammer 40,000*.

"But aren't Warhammer and 40K White Dwarf's remit?" I hear you cry. Well yes, but our task is somewhat different to theirs. The Citadel Journal will be working closely with Mail Order to bring you rules, army lists and modelling ideas for Warhammer and 40K's vast back catalogue of miniatures. The process has already started with Harlequins and Genestealer Cults and continues this issue with Empire Crusaders. We are also the place to find rules for the latest Forgeworld models.

All this doesn't mean we don't want your contributions. We are looking for writers, painters and modellers to work on our articles and the best way to get noticed is to send samples in. As ever your thoughts and comments for the Mail Bag are welcome. I hope you enjoy this issue.

Warwick Kinrade

* and from issue 44 a regular Blood Bowl section

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Weisemann's Charge
(picture by Tony Cottrell)



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A new army list for Empire players based around the Knightly Orders and led by a Grand Master. Plus background, conversion ideas, rules for new Knightly Orders, Reiksmarshall Kurt Helborg, and a new scenario, 'The Shifting Sands of Hammurabi'. A joint effort by Space McQuirk, Andy Hall and Alessio Cavatore.

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Rules for including the Old World's greatest heroic duo in your games of Warhammer.

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WARHAMMER

EMPIRE

CRUSADER ARMIES



By Andy Hall

Story by Space McQuirk, Kurt Helborg rules by Alessio Cavatore

When all the Knights of one Order are called upon by their Grand Master to fight for a very important cause, a crusader army is formed. With few exceptions, the army will be made up entirely by the Knights and their men-at-arms, with a few other units sent by an allied Elector Count.

The most famous crusade was of course in the Imperial year of 1448 when the joint forces of the Empire and Bretonnia marched south to free Estalia from the evil Sultan Jaffar. After Jaffar fled back to Araby the Empire followed making sure he would never bother the Old World again.

Araby remains a dangerous place and many crusades are still tasked to cleanse this godless expanse, the Araban's are not the only enemy the crusaders encounter for the Undead are rife, especially in the western deserts.

In the modern Empire Crusades are rare but not unheard of. They are often undertaken when populations of Beastmen break from the dark woods, Orcs raid the Empire's borders, the Undead march from the south or Chaos once more invades from the North.

A crusading army is an excellent opportunity for Empire players to field whole armies of armour-clad knights. The Empire books have always hinted at the many and varied Knightly Orders that inhabit the Empire. So this article gives you a chance to design your own colour scheme, heraldry and background for such an order. The special rules I've given for Knightly Orders gives you a chance to personalise your knights further and Alessio has also provided us rules for the greatest swordsman in the Empire, Kurt Helborg.

So without further ado, may Sigmar bless your lance and Charge!

THE CRUSADE AGAINST ARABY

In the year 1448 Sultan Jaffar, the despotic ruler of Araby invaded Estalia with a massive army. Despite heavy resistance, the Estalians were soon overcome and Jaffar enslaved thousands of Estalian captives, sending them back to Araby. Those that survived the perilous crossing would be sold at the slave markets of Lashiek into a life of hard toil under the unbearable heat of the Araby sun. At the news of the invasion, panic spread throughout the Old World. King Louis the Righteous of Bretonnia immediately sent emissaries to Altdorf. The Elector Counts called for council and, even though a state of civil war was running rife through the provinces, for a short while all hostilities ceased. Each Count voted to lend a small number of their own standing army to the cause. Together, a vast army of Knights was raised to repel the invaders and they rode through Bretonnia where they joined up with King Louis's force at Brionne. As the huge allied force entered Estalia, the Sultan realised he stood no chance against the combined might of two great nations and fled back to Araby. Only a rebel Sheikh who went by the name of Emir the Cruel dared to face the wrath of the mighty force, fortifying his position in the capital of Magritta.

As the crusading Knights pursued the Sultan they came across the burning remains of entire villages that had been put to the torch by Jaffar's retreating army. Few had been spared the spiteful wrath of the Sultan, and the sight of the murdered innocents horrified the Knights. Those survivors they found begged the Knights to pursue Jaffar and free their loved ones from the torment of a life spent in shackles. The Empire Knights swore an oath to deliver Sigmar's vengeance against every single man responsible for these crimes. They would visit Sultan Jaffar's own cruelty upon his people, they would carry their swords to Araby itself.

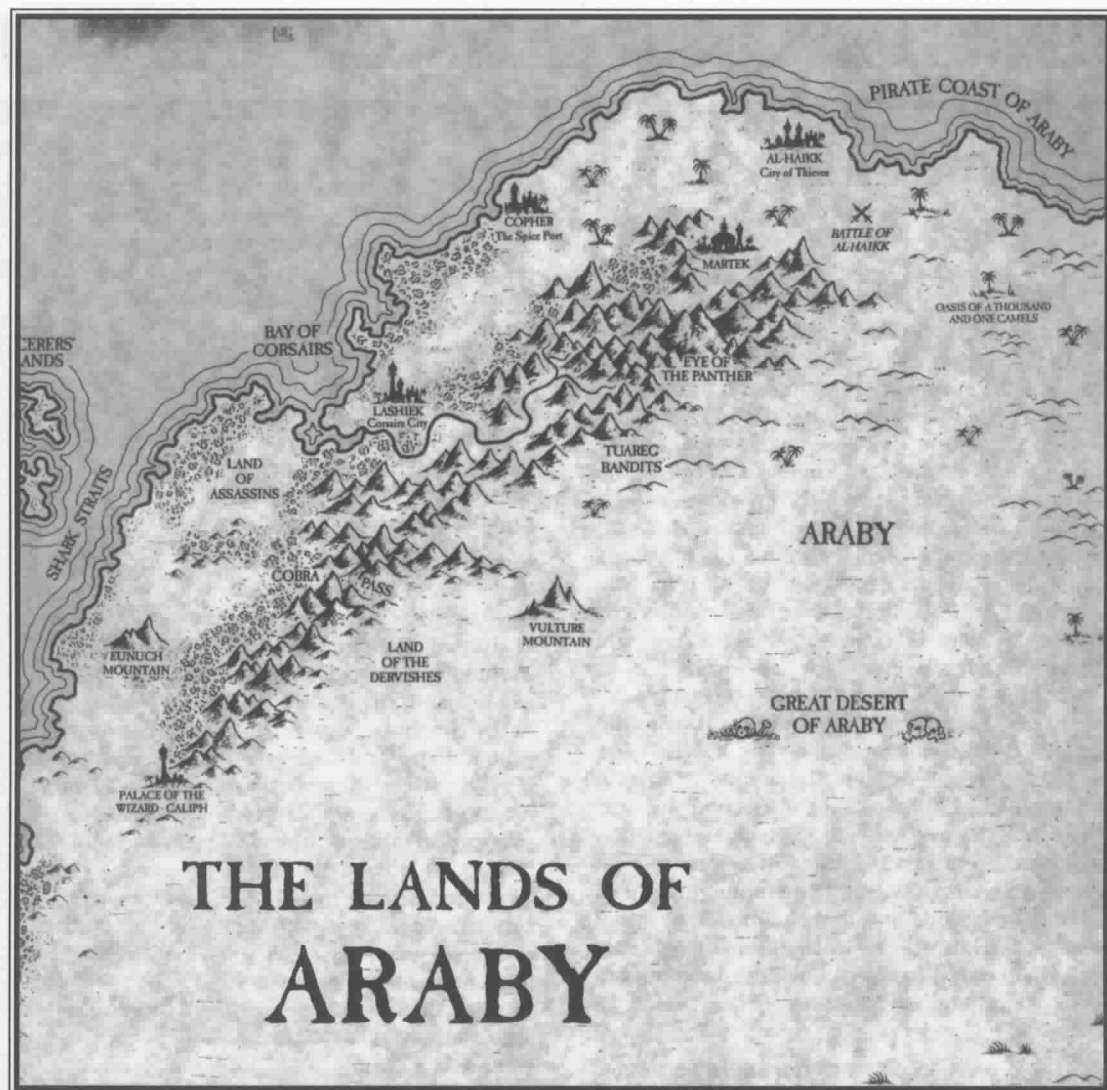
A small force of Knights stayed in Estalia and rode to Magritta. In a siege that would eventually last for eight long years, the Knights finally defeated Emir and freed Estalia. The allied force continued to chase down the Sultan who had by this time sailed back to Araby. They amassed a fleet and set sail across the Great Ocean in close pursuit. The crusaders landed at the famous spice port of Copher, but unprepared for the cruel heat the army made

slow progress and Jaffar was able to retreat to his city of El-Haikk. For one long year the crusade marched to El-Haikk, but during this time many of Jaffar's tribesmen became disillusioned with his tyrannical rule and deserted him. In a great battle on the desert plains outside of the city, the crusading army defeated the force of Sultan Jaffar. The sand was stained red with the blood of the dead and Jaffar himself was slain, a Bretonnian lance piercing him through the back as he fled the battlefield. With the defeat of the Sultan the Bretonnians were content to return to their Kingdom, their honour intact.

But the Empire Knights had vowed to hunt down every one of the murderous dogs and free the slaves, as well as gather plunder. Many of the Sultan's defeated force had fled into the mountain ranges close to the city of Martekk. A small band of Empire Knights remained in Araby to hunt down the bandits. As they pursued the Arabians into the rugged terrain they stumbled across all manner of strange beasts. Reports tell of vultures of monstrous proportions that would swoop down from the mountain peaks and carry away a fully armoured Knight and his steed. Ferocious wild cats attacked any lone Knights that fell behind the main group and the Knights deemed it a great feat of bravery to slay one of the great cats in single-handed combat. They would take the animals pelt as a trophy of their prowess and wear it as a cloak.

It is said that the Order of Knights pursued and tracked down the remnants of Jaffar's army to a man. They showed them no mercy for they had shown themselves to be sadistic killers. The people of the region grew to fear the Knights and named them the Knights Panther and Jaguar due to the skins of the great cats they wore atop their armour as trophies of their strength.

The mountains in which they hunted down Jaffar's outlaws became known as The Eye of The Panther. To this day the nomads and tribesfolk still talk in awe of the legendary order. By the time they had finished their quest and returned home, tales of their valour and the great riches they had found had already spread throughout the Empire. They were recognised as an official order by the Elector Counts and granted the freedom of the realm. To this day the Knights Panther remain one of the most honoured, and wealthiest, Orders within the Empire.



THE LANDS OF ARABY

CRUSADER ARMY LIST

Here are the rules for using a variant on the Empire army. If you wish to play a Crusading Empire army then use the following lists instead of those published in the Empire Army book.

The Crusading Knights Army List follow the same strict guidelines given on page 24 and 25 of the Empire Army book. For ease of reference we've included the Character and Troop tables below.

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Max Characters	Max Lords	M	a	x
Heroes					
less than 2,000	3	0	3		
2,000 or more	4	1	4		
3,000 or more	6	2	6		
4,000 or more	8	3	8		
each +1,000	+2	+1	+2		

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Value	Core Units	Special Units	Rare Units
less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
each +1,000	+1 min	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Swordsmen Core Unit entry is accompanied by a note explaining that a maximum of one unit of this kind can be included in the army.



TEMPLAR GRAND MASTER

Points/model: 160

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

Weapons: Hand weapon, lance, full plate armour & shield.

Mount: A Grand Master always rides a barded warhorse.

(The cost of the Grand Master's equipment is included in the points cost).

Options:

- A Grand Master of the Order of the White Wolf **must** replace his lance and shield with a cavalry hammer (+6 pts) unless he is buying a magic weapon.
- May choose magic items chosen from the Common or Empire magic items lists with a maximum total value of 100 pts. If he buys a magic weapon then this replaces his hand weapon and lance, and if he buys magic armour or a magic shield then these replace his normal armour or shield respectively. The points for any equipment replaced are lost.

Special Rules:

You can field a Grand Master only if your army contains a unit of Knights of the same Order. See page 12 of the *Empire Army book*.

The Grand Master. See page 12 of the *Empire Army book*.



WIZARD LORD

Points/model: 190

	M	WS	BS	S	T	W	I	A	Ld
Wizard Lord	4	3	3	3	4	3	3	1	8

Weapons: Hand weapon.

Mount: A Wizard Lord always rides a warhorse.

Magic: A Wizard Lord is a Level 3 Wizard. He may choose one of the following Lores: Fire; Metal; Shadow; Beasts; Heavens; Light; Life; Death.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- The warhorse can have barding (+6 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 100 pts.

LORDS



When the Knights of an Order pick up arms to start a Crusade it will almost certainly be lead by their Grand Master. Powerful Wizards have also be known to join the Crusades for their own arcane ends.

Lords are severely limited in number and are quite expensive, but make the best army Generals.





HEROES

Knight-Captains are great warriors and commanders of the Order. They will be prominent members of the Inner Circle and the Grand Master's most trusted men.

Knight-Captains may only join with regiments of Knights.

Warrior Priests will join the crusades as they see it as an excellent opportunity to slay the enemies of Sigmar. The Warrior Priests will as likely be seen leading the common soldiery into a fanatic zeal as accompanying the Knights on a charge.

Warrior Priests may lead any regiment.



KNIGHT-CAPTAIN

Points/model: 78

	M	WS	BS	S	T	W	I	A	Ld
Knight-Captain	4	5	3	4	4	2	5	3	8

Weapons: Hand weapon, lance, full plate armour & shield.

Mount: A Barded warhorse.

Options:

- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts. If he buys a magic weapon then this replaces his hand weapon and lance, and if he buys magic armour or a magic shield then these replace his normal armour or shield respectively. The points for any equipment replaced are lost.
- One Knight-Captain in the army may carry the Orders sacred Battle Standard for +25 pts. The Battle Standard Bearer can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.



WARRIOR PRIEST

Points/model: 95

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	4	3	4	4	2	4	2	8

Weapons: Warhammer (hand weapon).

Options:

- May choose either a second warhammer (+4 pts), or a two-handed hammer (great weapon, +4 pts).
- May wear either light armour (+2 pts), or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.

Special Rules (See page 16 of the Empire Army book):

Blessing of Sigmar; Righteous Fury; Prayers of Sigmar.



BATTLE WIZARD

Points/model: 60

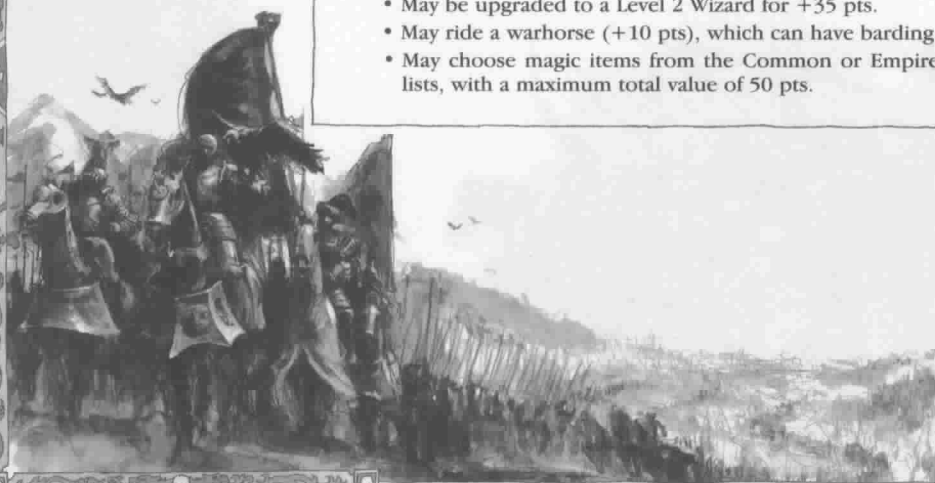
	M	WS	BS	S	T	W	I	A	Ld
Battle Wizard	4	3	3	3	3	2	3	1	7

Weapons: Hand weapon.

Magic: A Battle Wizard is a Level 1 Wizard. He may choose one of the following Lores: Fire; Metal; Shadow; Beasts; Heavens; Light; Life; Death.

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Empire magic items lists, with a maximum total value of 50 pts.





KNIGHTS OF THE ORDER

Points/model: 23

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+.

Weapons and Armour: Lance, hand weapon, full plate armour & shield.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.



0-1 KNIGHTS OF THE INNER CIRCLE Points/model: 26

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	4	3	1	3	1	8
First Knight	4	4	3	4	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+.

Weapons and Armour: Lance, hand weapon, full plate armour & shield.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.

CORE UNITS

There is no limit on the amount of Knights of the Order that can be fielded, but a maximum of one unit of Knights of the Inner Circle can be present on the battlefield. All Knights must be from the same order.

If you wish to field a Knights of the White Wolf Army then replace the Knights of the Order entry with the Knights of the White Wolf (25 points per model, replace lance with cavalry hammer) which is on page 30 of the Empire Army book. You can have any number of units of Knights of the White Wolves. You may have one unit of White Wolves of the Inner Circle, which cost 28 points and have a Strength of 4.



CORE UNITS

While Knights form the majority of a crusading army an allied Elector Count will send any State Troops he can spare.

The more specialised State Troops such as Huntsmen and Pistoliers are absent as their constant presence is needed in their home province in case of attack or invasion.

State Troops can be fielded as individual units, as Parent Units and as Detachments.



HALBERDIERS

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Halberdier	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Hand weapon, halberd & light armour.

Options:

- Any unit may be equipped with shields for +1 pts/model.
- Upgrade one Halberdier into a Musician for +5 pts.
- Upgrade one Halberdier into a Standard Bearer for +10 pts.
- Promote one Halberdier to a Sergeant for +10 pts.



SPEARMEN

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Spearman	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Hand weapon, spear & light armour.

Options

- Any unit may be equipped with shields for +1 pts/model.
- Upgrade one Spearman into a Musician for +5 pts.
- Upgrade one Spearman into a Standard Bearer for +10 pts.
- Promote one Spearman to a Sergeant for +10 pts.



0-1 SWORDSMEN

Points/model: 7

	M	WS	BS	S	T	W	I	A	Ld
Swordsman	4	4	3	3	3	1	4	1	7
Duellist	4	4	3	3	3	1	4	2	7

Unit Size: 10+.

Weapons and Armour: Sword (hand weapon), light armour & shield.

Options:

- Upgrade one Swordsman into a Musician for +5 pts.
- Upgrade one Swordsman into a Standard Bearer for +10 pts.
- Promote one Swordsman to a Duellist for +10 pts.



0-1 ARCHERS

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10-20.

Weapons and Armour: Bow & hand weapon.

Options:

- Promote one Archer to a Marksman for +5 pts.

Special Rules:

Skirmishers. Archers always fight in skirmish formation.



CROSSBOWMEN

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Crossbowman	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10+.

Weapons and Armour: Crossbow & hand weapon.

Options

- Upgrade one Crossbowman into a Musician for +5 pts.
- Upgrade one Crossbowman into a Standard Bearer for +10 pts.
- Promote one Crossbowman to a Marksman for +5 pts.



FREE COMPANIES

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Fighter	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+.

Weapons and Armour: Free Company fighters are armed with a haphazard collection of weapons, including swords, daggers, halberds, bludgeons and pistols. However, for game purposes all models in a Free Company unit count as being armed with two hand weapons, regardless of what weapons they are actually wielding (since it tends to be their most common weapon choice).

Options:

- Any unit may be equipped with light armour (+1 pt per model).
- Upgrade one Fighter into a Musician for +5 pts.
- Upgrade one Fighter into a Standard Bearer for +10 pts.
- Promote one Fighter to a Sergeant for +10 pts.

SPECIAL UNITS

Special Units are extremely specialised troops that appear on the battlefield less often than basic regiments.

There is a maximum number of Special Units that can be fielded, and this varies with the size of the army (see p.3).

Knightly Orders are loathe to employ mercenaries but when mustering a large army to travel to far off places it is sometimes necessary.



RARE UNITS

There is a maximum number of Rare Units that can be fielded, and this varies with the size of the army (see page 3).

Flagellants will join a crusade. They see the crusade as a good opportunity to sacrifice themselves in a righteous frenzy.



KNIGHTS OF AN ALLIED ORDER *Points/model: 23*

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+.

Weapons and Armour: Lance, hand weapon, full plate armour & shield.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a First Knight for +16 pts.



0-1 FLAGELLANTS *Points/model: 11*

	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	2	2	3	4	1	3	2	10
Prophet of Doom	4	2	2	3	4	1	3	3	10

Unit Size: 5-30.

Weapons and Armour: Flail.

Options:

- Promote one Flagellant to a Prophet of Doom for +12 pts.

Special Rules:

***Crazed.** The Flagellants are Immune to Psychology, never take Break tests and automatically pass any and all Leadership tests they are required to take. Flagellants cannot flee as a charge reaction and will always pursue a broken enemy. A unit of Flagellants may never be joined by character models.*

KNIGHTLY ORDERS

To further characterise your Crusade army here are some experimental rules for the different Knightly Orders of the Empire. If you choose to play one of the orders below then all that Order's units must take the upgrades, you cannot have some units with the special ability and some without. You can also try these rules for the Knights in a standard Empire army. You will need units of Knights painted in suitable colours and heraldry so it is obvious to your opponent which Knightly Orders are present on the battlefield.

The Empire is home to the many Knightly Orders that protect its boundaries and peoples. These are cults and brotherhoods of elite, armoured warriors that recruit from the sons of Imperial nobles. An Empire army is as reliant on its heavy cavalry provided by the Knightly Orders as it is the solid blocks of infantry and devastating war machines. If the Empire is threatened then an order may embark upon a crusade.

The points cost shown is to be added to the basic cost of the Knight (23 points). Knights of the Inner Circle must add additional 5 points per model.

KNIGHTS OF THE BLAZING SUN

The Knights of this order are located deep in the South of Middenland.

They are a small but much respected order with a distinguished history. They were the first of the Knightly Orders from the west to travel to Nuln and join with Magnus. The knights take great pride in their weapons and abilities. They can often be seen charging on the battlefield in their highly polished and resplendent armour of black and gold.

The Order has developed a technique using their polished mirrored shields to focus sunlight onto the enemy's face as they charge. This disorients and dazzles the poor fools just before they are charged down.

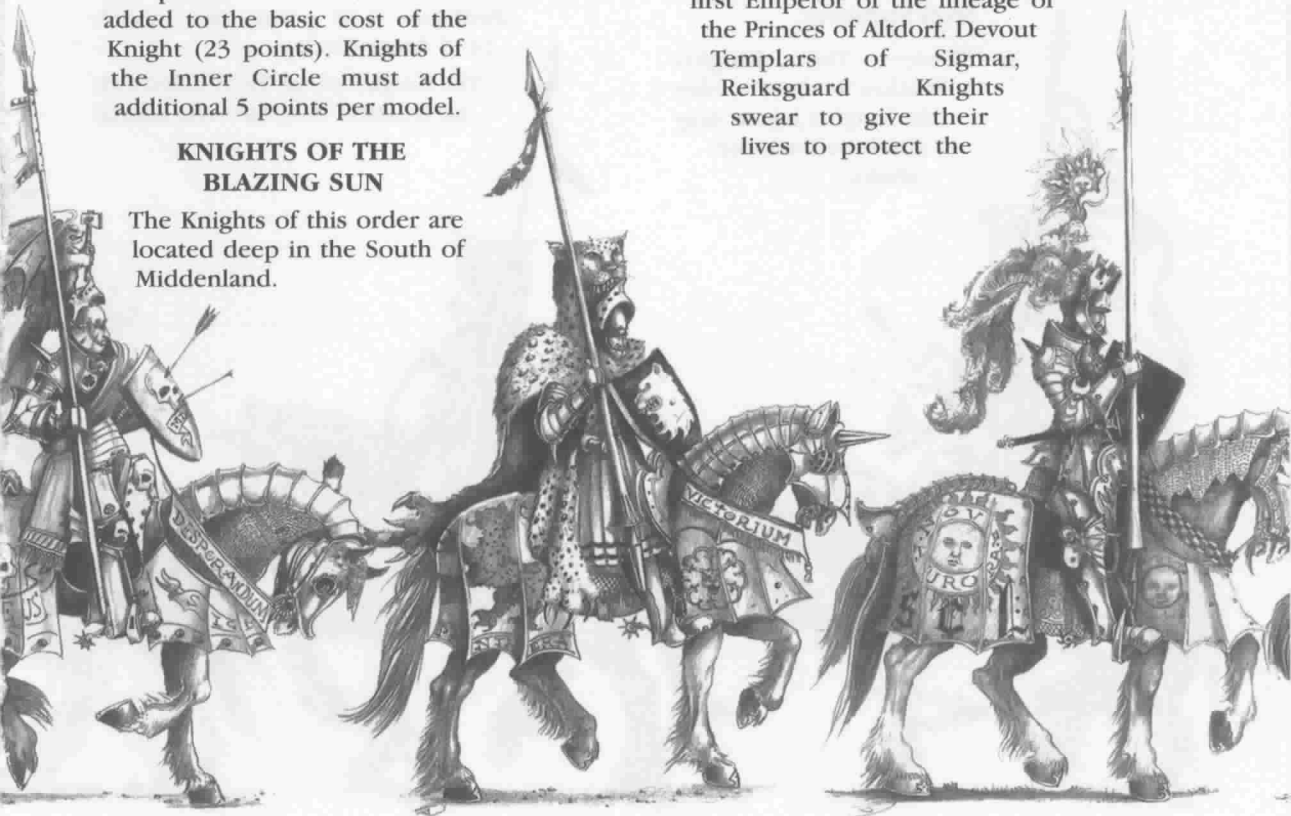
Blinding Light: +3 points per model. (+8 Inner Circle)

Before you charge with the Knights roll a d6. A roll of one means there is no sun (it's raining or overcast) and so the Blinding Light cannot be used this charge. Any other result means there is enough sun light for the Knights to dazzle their enemies as they charge. The enemy unit being charged which opts to stand and fire is at an additional -1 to hit due to the light being directed into their face.

REIKSGUARD KNIGHTS

The Reiksguard Knights form the bodyguard of the Emperor. The Order was first founded during the reign of Wilhelm, the first Emperor of the lineage of the Princes of Altdorf. Devout

Templars of Sigmar,
Reiksguard Knights
swear to give their
lives to protect the



Emperor, who is the living incarnation of Sigmar. Their Grand Master is the Reiksmarshall of the Empire Kurt Helborg, commander of all the Empire forces, second only to the Emperor himself. Reiksguard traditionally wear silver armour with red and white trim and decoration.

Stubborn: +5 points per model. (+10 Inner Circle)

Reiksguard are highly disciplined and fiercely loyal especially in their roll as the Emperors personal bodyguard. Reiksguard are Stubborn as described on page 85 of the Warhammer Rulebook.

KNIGHTS PANTHER

The Knights Panther trace their origins to the wars against Araby, when returning crusaders brought back outlandish animals from the east. Some of these Knights adopted the panther as their emblem creating the Order of the Knights Panther. The Knights of this order wear armour of dark blue and silver.

Arabian War-Horses: +8 points per model. (+13 Inner Circle)

The Knights Panther ride horses with a blood-lineage from the great steeds of Araby. When charging you may add an extra D6 inches onto the Charge range. (Cannot be used with the Steel Standard).

Note: The Knights Panther's sister order the Knights Jaguar may also have the same ability.

BLACK KNIGHTS OF MORR

Encased in obsidian black armour and deathly silent when on battlefield. They are the dark guardians of the Empire. When parents wish to get their children to sleep at night they tell them that the Knights of Morr will come for them unless they rest. Held in a mixture of fear and respect by the Imperial military and the other Knightly Orders no one can doubt their martial prowess as they despatch enemies with silent efficiency. There are many dark whispers about the secret rites involved in becoming a Knight of Morr.

Fearless: +6 points per model. (+11 Inner Circle)

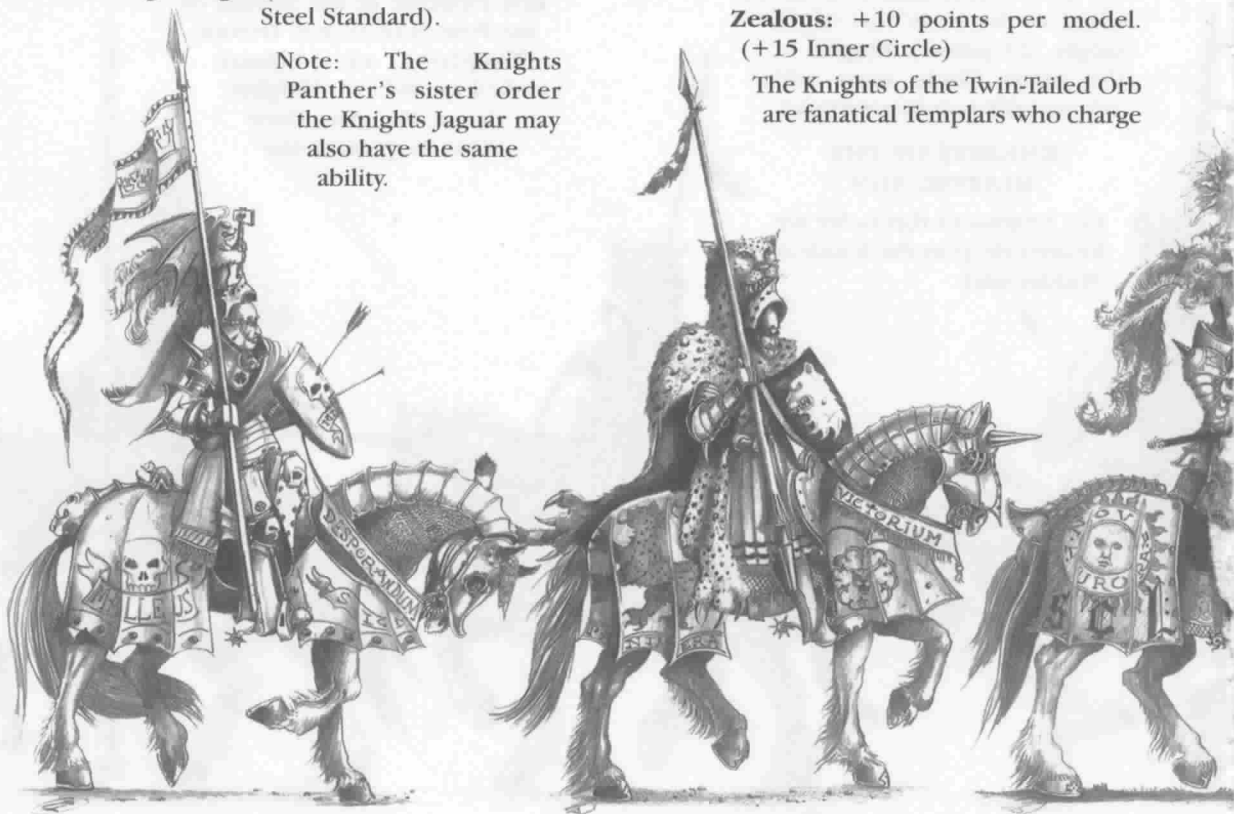
The Black Knights of Morr are immune to the effects of Fear and Terror as described in the Warhammer Rulebook.

KNIGHTS OF THE TWIN-TAILED ORB

Their shields proudly display the emblem of the twin-tailed comet – the sigil of Sigmar, and the colours blue, orange and yellow predominate on their armour. The Knights are a religious sect located high in the Middle Mountains. They believe Sigmar has joined with the comet and now looks down upon the Empire searching for fearless warriors to join him in his celestial abode.

Zealous: +10 points per model. (+15 Inner Circle)

The Knights of the Twin-Tailed Orb are fanatical Templars who charge



into battle with the religious intensity of a Warrior Priest. When charging the Knights gain an extra attack for the first round of combat only.

SONS OF MANNAN

The Sons of Mannan worship the Empire god of the Sea. They are a widespread order with many temples, particularly in coastal towns in the North, where worship of the sea god is needed to calm the infamously rough Sea of Claws. When the Knights go to war they wear turquoise and white armour and are often accompanied by a Priest of Mannan who will bless the Knights weapons shortly before they charge into battle.

Blessing of the Sea God: +12 points per model. (+17 Inner Circle)

The Knights may re-roll any misses on their first round of combat.

KNIGHTS GRIFFON

The Knights Griffon are arguably the most drilled and militaristic order in the modern Empire. Their daily rituals mostly consist of strict martial training. A veteran Knight Griffon is the epitome of discipline and soldiery on the field of battle. They wear dark green and gold.

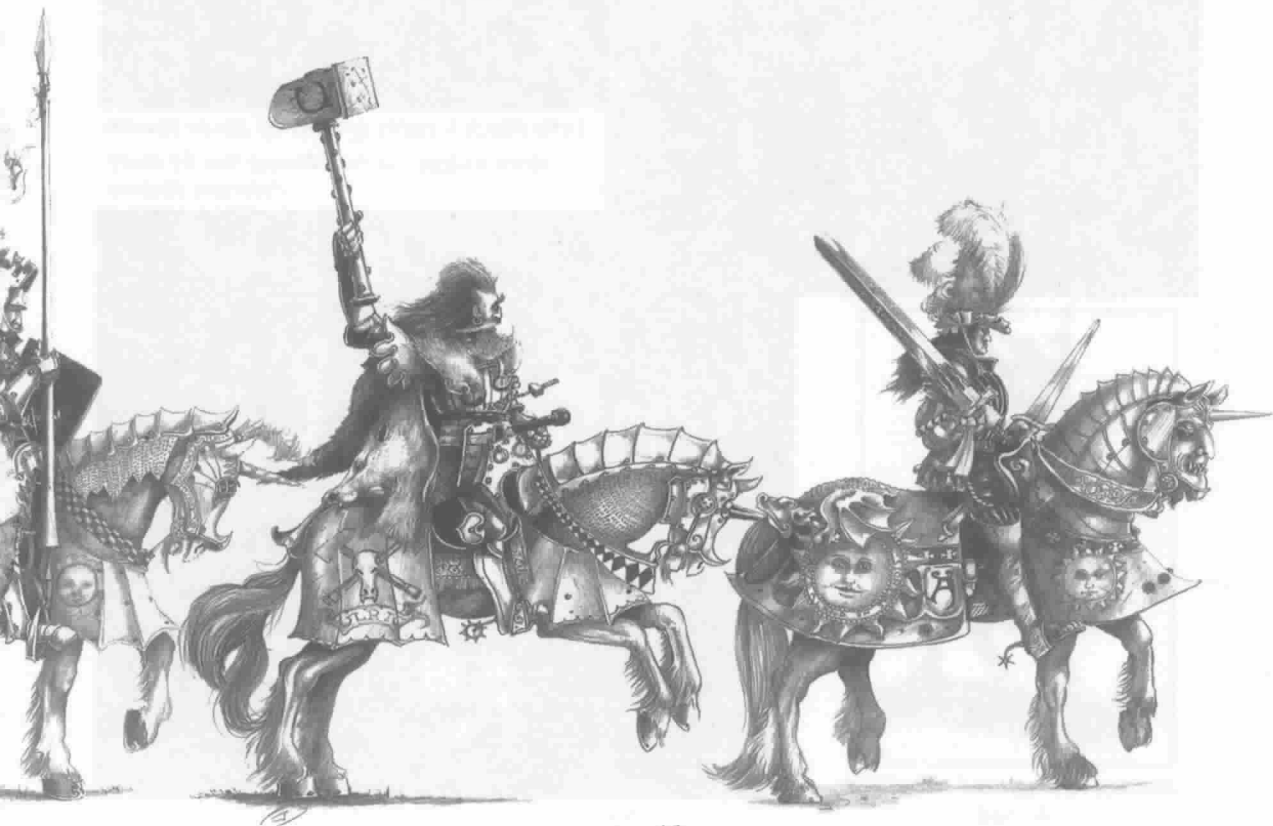
Well Drilled: +10 points per model (+15 Inner Circle)

The Knights Griffon are so well trained they manoeuvre as a unit with seamless efficiency. A unit of Knights Griffon may re-form at the beginning of the turn (as described on page 50 of the Warhammer rulebook) they may then move or charge at half rate (Movement of 4, Charge range of 8). If you intend to Charge then you must declare it as normal.

Conclusion

These rules are designed to add character to your units of Knightly Orders rather than turn them into bearded death-dealing game winners. A large unit with its special ability will still be a considerable investment so they must be used wisely, especially if you have upgraded it to Inner Circle status.

If you intend to use the above rules then your unit of Knights should be painted in the appropriate colours. This is not to say that you can't make up your own Knightly Order and then use one of the above abilities, as long as your opponent knows about it and the background for your Knightly Order fits in with the rules used.





Above: *Knights of the Blazing Sun. Their warhorses have been given the Chaos steed heads, by Seb van Bruekelen.*

Right: *Knights of the Twin Tailed Orb converted from the plastics by Seb.*



Left: *Black Knights of Morr by Kevin Martin. More Knights of the Blazing Sun by Gary Peterson :Below*



Above: *Reiksguard standard by Seb*

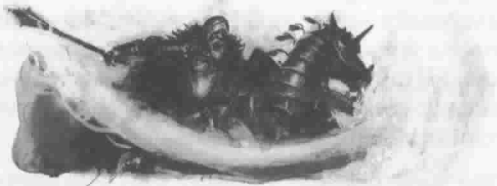


CONVERTING KNIGHTLY ORDERS

The guys in GW Mail Order have been converting their own Knightly Orders using a combination of the older Knight figures and the new plastic Knights, which are great for conversions and allow each Empire player to personalize their Knight units.

REIKSMARSHALL, CAPTAIN OF THE REIKSGUARD KURT HELBORG

Kurt Helborg can be taken as a Lord choice for Empire and Crusading Knight armies. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.



Kurt Helborg is the Captain of the Reiksguard Knights and one of the Emperor Karl Franz's most trusted military commanders. He is reputed to be the finest swordsman in the Empire. As Captain of the Reiksguard Knights Helborg is leader of the nation's mostly deadly warrior corps. He is also the Reiksmarshall of the Empire, commander of all the Empire's forces, second only to the Emperor himself. As such he has often led



the army into battle, and is one of the most experienced generals in the Old World.

	M	WS	BS	S	T	W	I	A	Ld
Kurt Helborg	4	7	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 370

Weapons: Runefang

Armour: Dawn armour

Mount: Barded warhorse

SPECIAL RULES

The Grand Master. See page 12 of the Empire book

MAGIC ITEMS

Runefang. See page 20 of the Empire book

Dawn Armour. See page 21 of the Empire book

Sigil of Sigmar. See page 21 of the Empire book

Rod of Command. See page 22 of the Empire book



THE SHIFTING SANDS OF HAMMURABI, Imperial Year 1459

When the undead army of feared Tomb King Philzhar the Scarab Lord, unexpectedly withdrew from the gates of Copher and marched into the desert the crusading order of the Knights Jaguar pursued with zealous ferocity. For a day and night the Knights galloped after the Undead army which always managed to stay ahead of them - like a mirage on the horizon, just out of reach. For two days they gave chase, across the barren rocky lands. Eventually the dust clouds of the enemy chariots led them into a narrow sandy valley, sandstone cliffs rising sharply on either side. At the other end of the canyon stood the Scarab Lord's army in battle formation.

The Grand Master ordered his men from column of march into a battleline, preparing to attack. He had Philzhar at bay, trapped with nowhere to run. The Scarab Lord's reign of terror was soon to be ended.

Then, as the Knights prepared to charge, skeletal hands rose from the shifting sands grabbing at the horses' hoofs and making them rear and buck uncontrollably in fear. It was only then that the Jaguar Grand Master realised they had been led into a trap. This was no ordinary desert valley, but the cursed sands of Hammurabi, the place where in ancient times, or so legend has it, a mad King

had ordered his entire army buried alive in underground tombs, so that they would accompany him into the afterlife.

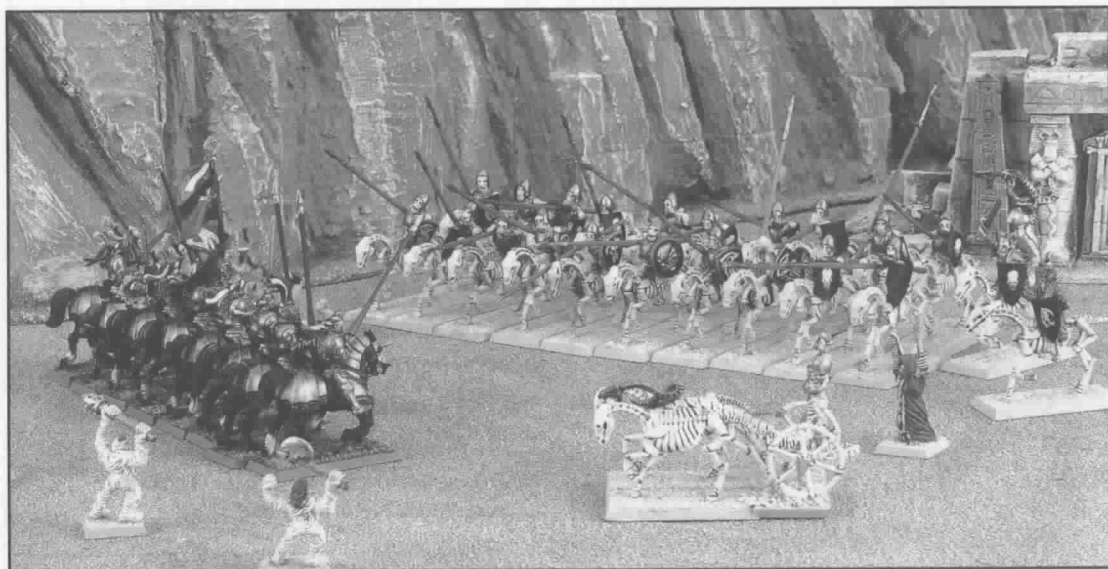
Undead creatures began to rise from the sands robbing the honourable Knights of the charge and creating panic in the ranks. Philzhar's main force advanced on the already engaged Knights. A desperate retreat ensued. Eventually, after suffering heavy casualties, only a few of the Knights Jaguar managed to escape the valley. The Grand Master was last seen being dragged from his horse and vanishing beneath the sands.

The survivors fled to Copher with wild tales of a cursed valley and sands that came to life. Many of the survivors had been driven insane by the horror of the ambush and nobody believed their story. To this day the valley of Hammurabi remains a myth.

THE RESTLESS DEAD

Overview: An Empire Crusading army has been drawn into a trap. With a large Khemri force at one end of the battlefield and other Khemri units rising from the sands the Empire force must break out and re-group.

Armies: The Empire player may choose up to an agreed points level from the Crusading list



on pages 3-9 of this issue. The Khemri player may choose up to the agreed points level from the Tomb Kings of Khemri army list.

Battlefield: Use the Deserts of Araby terrain generator on page 227 of the Warhammer rulebook.

DEPLOYMENT

1. Before any deployment the Khemri player assigns up to one third (in points) of his army to be concealed in the shifting sands.

2. The Empire player starts to deploy first. He must set up in the centre of the table 18 inches from the long edges of the table and

24 inches from the short edges of the table.

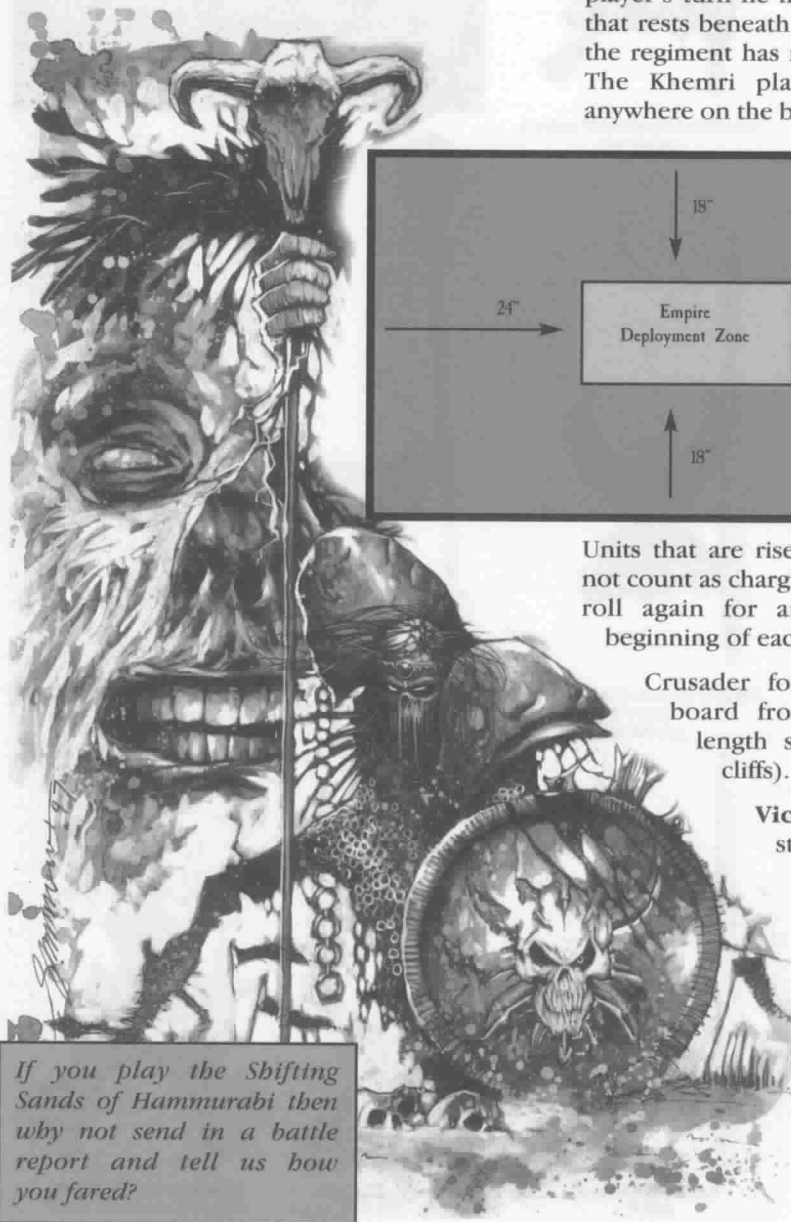
3. The Khemri player deploys his main force up to 12 inches in on a predetermined short edges of the board.

4. Players take it in turns to deploy their remaining units with in the confines described in points 2 and 3. (see the Pitched Battle scenario on page 199 of the Warhammer Rulebook).

Who goes first? The Khemri player.

Length of Game: The game lasts for 6 turns.

Special Rules: At the start of the Khemri player's turn he may role a D6 for each unit that rests beneath the sands. On a roll of 4+ the regiment has risen from the desert floor. The Khemri player may place the unit anywhere on the board – even into to combat.



Units that are risen straight into combat do not count as charging. The Khemri player may roll again for any unrisen units at the beginning of each of his remaining turns.

Crusader forces may only leave the board from the short edges (the length sides are sheer sandstone cliffs).

Victory Conditions: The standard Victory Points are used. In addition every Empire unit that voluntarily makes it off the table counts towards the Empire players total. So for example if the Empire player has a unit of Knights worth 130 points and he manages to move it off the table then he gains 130 Victory Points.

If you play the Shifting Sands of Hammurabi then why not send in a battle report and tell us how you fared?

Crusading Knights

To compliment our Crusading Knights army list Mail Order have searched through the back catalogue to showcase our older Knightly Order Models.

A COMPLETE KNIGHT CONSISTS OF: 1 x KNIGHT BODY, 1 x KNIGHT'S LEGS, 1 x ARMoured HORSE (PLASTIC) 1 x PLASTIC SHIELD



REIKSGUARD KNIGHT BODY 1
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REIKSGUARD KNIGHT BODY 2
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complete



KNIGHT'S LEGS
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OPTIONAL EXTRA -
METAL SHIELD - 50p
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!!Unit Deal!!

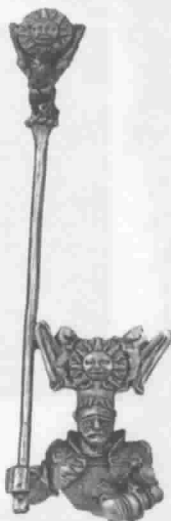
Buy a unit of ten Knights and
for £32!! (Get two models free
saving you £8.)



KNIGHT OF THE BLAZING SUN
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KNIGHT OF THE BLAZING SUN
BODY 2
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KNIGHT OF THE BLAZING
SUN STANDARD BEARER
BODY
020200203



GRANDMASTER OF THE
KNIGHTS OF THE BLAZING
SUN
020200304



KNIGHTS PANTHER
BODY 2
020202402



KNIGHTS PANTHER
BODY 1
020202401



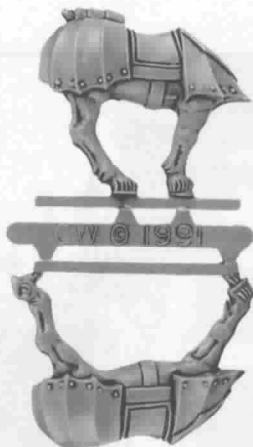
KNIGHTS PANTHER
STANDARD BEARER BODY
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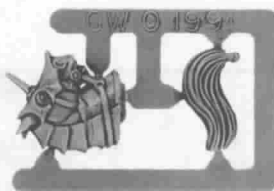
GRANDMASTER OF THE
KNIGHTS PANTHER BODY
020202505



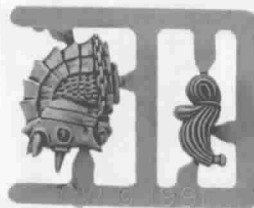
ARMoured HORSE 1
100849/3A



ARMoured HORSE 2
100849/4A



ARMoured HORSE
HEAD AND TAIL 2
100849/2A



ARMoured HORSE
HEAD AND TAIL 1
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ARMoured HORSE (PLASTIC) 1 x PLASTIC SHIELD



HEROIC KNIGHT WITH WARHAM-
MER
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BROADSWORD
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Kurt Helborg Grand Master of the Reiksguard £6 Complete



KURT HELBORG, CAPTAIN OF
THE REIKSGUARD KNIGHTS



KURT HELBORG, CAPTAIN OF THE REIKS-
GUARD KNIGHTS
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IMPERIAL ARMOUR



QUESTIONS AND ANSWERS

by Warwick Kinrade

It seems that, although blessed by the Machine God, the Imperial Armour book has developed a few minor malfunctions when exposed to the heat of battle (well rigorous gaming). Here are the answers to the most common questions.

Thanks to everybody who got in touch. (Damn those typos!)

Q. Which points for the Lightning are right, White Dwarf or the Imperial Armour Book?

A. *Sadly neither! The actual points cost for the Lightning should be 148 pts. That is definitely right this time!*

Q. Why are the rules different for certain vehicles than originally in the Journal.

A. *In the meantime Jervis developed his vehicle design rules, and the Imperial Armour vehicles needed to fit in with them. In all cases the Imperial Armour Book replaces rules published in the Journal.*

Q. What category does the Salamander Scout come under, as it is not mentioned?

A. *It is Fast Attack choice. This should have been noted on page 27, but is listed on page 4.*

Q. The Manticore has different AP listed under the vehicle and platform. Which is right?

A. *This is a straight typo. The platform is correct, both should have AP 2.*

Q. Are the Conqueror's and Destroyer's guns really only Heavy?

A. *Yes, they are.*

Q. What happens if a flyer gets destroyed, does it explode in mid air or crash?

A. *Both or either. It either explodes (kaboom!) or crashes off table, but whichever it has no effect on the tabletop.*

Q. Can bombs and rockets under the aircraft 'new weapons' list be fitted to any flyer as upgrades for additional points cost?

A. *Usually no, the weapons on the aircraft are fixed, they cannot be upgraded unless it*

says so. That said, we missed out the optional upgrades for the Lightning. Add to the Lightning Options: A Lightning may be upgraded to carry up to 4 Hellstrike rockets at + 10 points per missile.

Q. Can super heavy tank's shock other vehicles as well as infantry?

A. *No, super heavy tanks can only tank shock infantry, just like any other tank. They are just better at it!*

Q. Can super heavy tanks still fire whilst tank shocking.

A. *Yes, they can still fire as normal.*

Q. If your Imperial Guard mechanised infantry company replaces its Infantry command section and Chimera with a Salamander Command vehicle does this mean that troops within 12" of the Salamander get the leadership bonus as if it was a Lieutenant?

A. *No, they don't. In effect the Lieutenant is now part of the Salamander crew, he's not fighting on the ground with his men.*

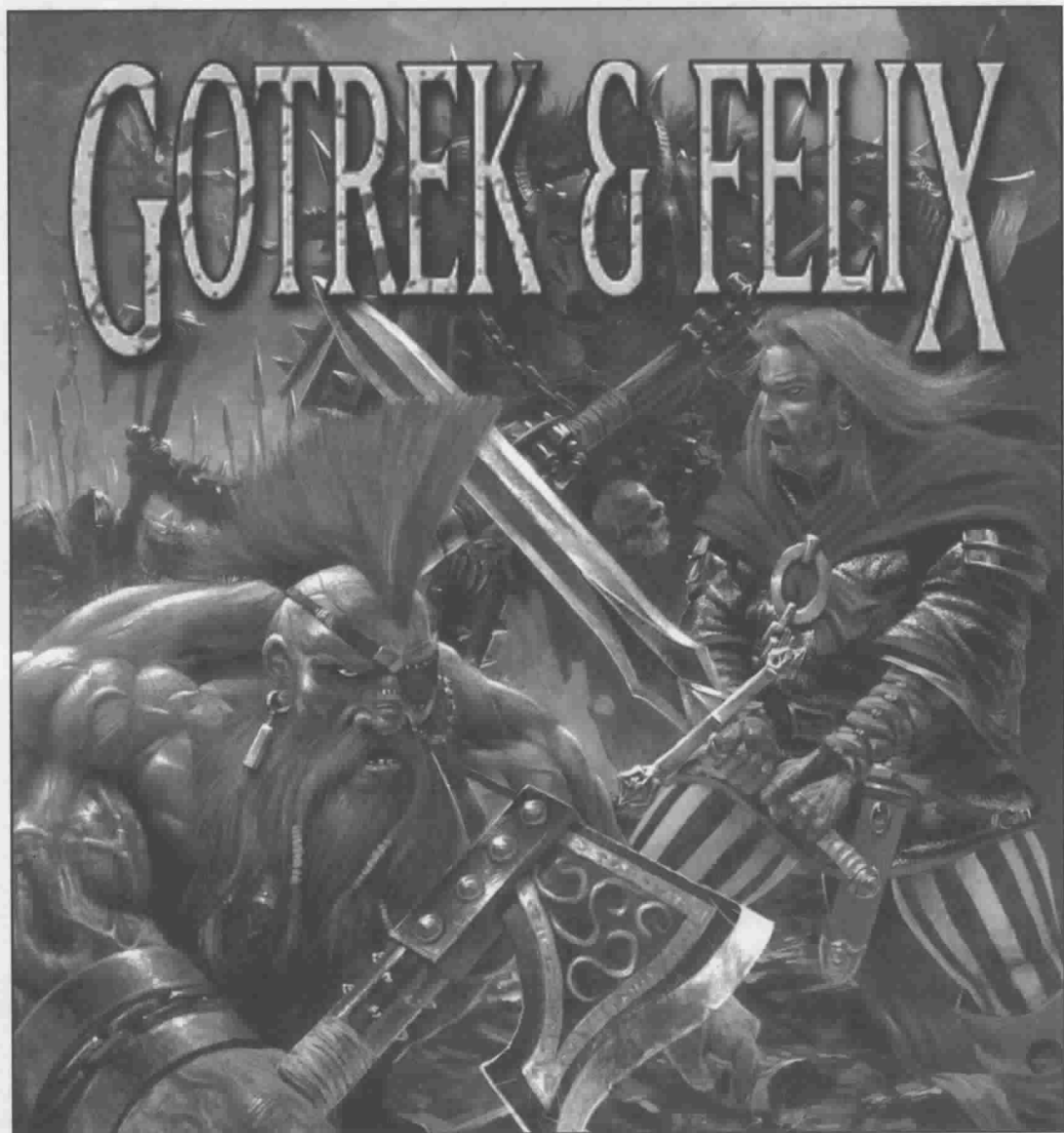
Q. If the Marauder takes damage as a Super Heavy Tank, how do you deal with Engine Damage? Flyers have an infinite Move, so reducing it wouldn't really be damage (unless it causes a crash!).

A. *We'll be publishing a new set of super heavy flyer damage tables to cover this. For the time being roll again.*

Q. Can AA weapons fire at ground targets

A. *AA weapons can still fire at ground targets as normal. They can only at fire at either ground targets or aircraft in one turn, however not both!*

WARHAMMER



Gotrek

Gotrek Gurnission is possibly the most, or the least, successful Trollslayer of this world. His quest to find death at the hands of a worthy opponent has never been fulfilled, but in the search he has slain monsters, Skaven, Orcs and Beastmen beyond number! No one knows why he shaved his head and took the Slayer's Oath and no one has ever had the courage to ask him.

... and Felix

Felix Jaeger's life changed immeasurably the day a Dwarf Slayer dragged him from under the pounding hooves of the Emperor's knights. After a drunken binge of massive proportions, Felix was horrified to discover that he had sworn to record Gotrek's doom in an epic poem. Now this pampered son of a wealthy merchant finds himself facing unimaginable evil all in the company of an insane Dwarf sworn to face his own death!

Felix ducked the swipe of a jagged scimitar and lashed out with his sword. His blow took the skaven beneath the ribs, and cleaved upwards in search of its heart. The skaven gave an eerie high-pitched shriek, clutched its chest and died. It fell to the ground even as Felix withdrew his blade from its chest.

Felix glanced around at the swirling melee. To his right he saw Heinz dash out the brains of a skaven leader with the cosh he held in his left hand, while he fended off the attack of another skaven with the blade he held in his right. Boris and Stephan fought back-to-back in the teeth of the tide of rat-men. Somewhere in the distance he could hear Gotrek's bellowed war cry.

Right at this moment, it was difficult to tell how the fight was going. The mercenaries seemed to be holding their own against the skaven, and the battle seemed to have attracted the attention of others. Humans were pouring out of the nearby tenements. Some clutched bedpans and pokers and other improvised weapons. Others carried swords and blunderbusses and other, rather more useful looking instruments of destruction. It seemed that the citizens had decided that they would rather meet their end in battle with their foes than be burned to death in their homes. That was good, thought Felix, for the mercenaries needed all the help they could get as more and more skaven were being drawn through the blazing streets to the sound of battle.

Even as he stood there, a severed head came flying out of the gloom, spinning, spilling blood from disconnected arteries, spraying all those below it with a shower of black raindrops. It arced straight toward Felix and he batted it aside with his sword. Salty black fluid splattered his face and he fought the urge to lick his lips to clean them. Looking down he saw that the head belonged to a huge skaven warrior.

He wiped his face with his cloak quickly, worried that something might take advantage of his blindness and stab him. Shaking his head he moved forward cautiously to where he could hear Gotrek shouting. Ahead of him he could see an enormous ruck. The Slayer stood poised atop what first Felix took to be an enormous mound of bodies but swiftly realised was a plague cart. A wave of furious skaven scrambled to reach him but were being hewn down by the awesome power of the Slayer's axe.

In the distance, looming over the great mass of lesser skaven, Felix could see a huge wedge of creatures he had come to think of as rat-ogres. Gotrek obviously saw them too, for he dived from the top of the plague cart into the seething sea of skaven. Within moments, his flickering axe had left a wall of broken and dying bodies all around him as he thrust his way towards the giant monsters that were his goal. Felix debated for only a moment whether to follow him and then pushed forward, shouting: 'Follow me, lads! Let's kill some bloody rat-men.'

As he hacked to left and right, he hoped the mercenaries were listening and following, otherwise he and Gotrek were in for a hard time when they closed with the rat-ogres.

Ahead of them, Felix could see the rat-ogres. They loomed head and shoulders above the crowd, monstrous creatures, man-shaped but with the heads of immense rabid rats. Vast boils erupted through their mangy fur. The stigmata of a variety of foul mutations marred their flesh. Each had paws the size of shovels which ended in claws like daggers. Huge tusk-like fangs dripping with saliva filled their mouths. Their bellows were audible even over the din of battle.

At the sight of them, Felix felt the urge to halt and flee. He could tell the mercenaries following him felt the same way. The momentum of their charge was dissipating as they contemplated the horrific appearance of their foes. Only Gotrek showed no fear. He ploughed onward, unwilling or unable to be bothered by the fearsome nature of his foes. The rat-ogres were no more troubled by the Trollslayer's arrival than he was by theirs. With an ear-shattering roar, they charged rabidly to meet him.

It seemed unlikely to Felix that anything could survive the mad rush of such huge creatures. It was like expecting someone to be able to withstand the charge of a herd of elephants. Nothing should have been able to withstand the onslaught of that huge mass of muscle and teeth and claws. For a moment, all heads turned and even the skaven stopped their relentless advance to watch.

Completely undaunted by the fact his opponents were twice his size, Gotrek came on. His axe flashed, glowing red in the lurid blaze of the burning buildings, and one of the rat-ogres tumbled backwards, its leg chopped off at the knee. As it fell the Slayer's axe slashed back again and severed its arm. Clutching at the bloody stump with its good paw, the creature rolled over on the ground, writhing and shrieking.

Another of the immense creatures reached out and made a grab for the dwarf. Its razor-like talons bit into his ruddy flesh. Bloody droplets appeared on Gotrek's shoulder as the mighty beast raised him high above its head. It opened its huge jaws to the fullest extension as if intending to drop the Slayer in and devour him in one bite. Gotrek brought his axe crashing down. Powered by all the awesome strength of the Slayer's mighty arm, it smashed the rat-ogre's head in two. Blood, brains and teeth exploded everywhere. The Slayer went flying backwards through the air, propelled skyward by the reflex action of the rat-ogre's death spasm.

Seeing the remaining rat-ogres begin their advance towards Gotrek's recumbent form, Felix mustered all his courage and shouted;: 'Charge! Charge! Let's send these foul vermin back to the hell that spawned them.'

Not daring to look back over his shoulder to see if anyone was following him, he raced forward into the fray.

Chang Squik watched in amazement as the air in front of him shimmered. For a moment, it appeared like a small, bright hole had been punched in the very fabric of the world. Through that hole leaked a vile black gas which smelled of warpstone and dark magic. Even as the assassin watched, the cloud expanded and shimmered until it stood higher than any skaven. Then the cloud itself parted to reveal a gateway joining the privy in which Chang Squik stood to the place where the grey seer was.

Chang Squik heard a sudden noise behind him and span around to see an ornately garbed human enter the privy, fumbling with his codpiece as if he intended to make water. The human reeked of alcohol. He paused in amazement and looked at the skulking skaven, then shook his head as if to clear it.

'I say,' he said. 'That's a ruddy good costume!'

Then his eyes widened further as he noticed the ranks of stormvermin starting to pour through Thanquol's sorcerous gateway. He opened his mouth and had just time for one shriek of warning before Chang Squik's throwing knife buried itself in his heart.

From Skavenslayer by William King

RULES

Gotrek and Felix are two itinerant wanderers whose travels across the Old World and beyond have taken them into many battles. Gotrek and Felix are a special kind of Dogs of War unit and can be included as a Rare choice in any army of Dwarfs, Empire, Bretonnians (although they are not normally allowed Dogs of War) or Dogs of War (see WD 251 and 252). They must be fielded exactly as detailed below, and may not be given any additional equipment or magic items.

Gotrek and Felix form a skirmishing unit of 2 models. Even though they must remain together both are characters and all the rules for characters apply (challenges, targeting restrictions, victory points, etc.). They can

	M	WS	BS	S	T	W	I	A	Ld
Gotrek	3	7	2	4	5	3	5	4	10
Felix	4	5	5	4	4	2	5	3	8

move freely like other skirmishers, and have a 360 degree arc of sight.

Points: 445 (Felix 152 points, Gotrek 293 points)

Weapons: Gotrek carries his Rune Axe, Felix is armed with the Blade of Leaping Bronze.

Armour: Felix wears light armour.

Gotrek

Gotrek Gurnisson is the most accomplished Slayer in the Warhammer world, having felled mighty creatures from the Badlands to the Realms of Chaos. As a Daemon Slayer he is Unbreakable and while he lives so is Felix. In addition, Gotrek's Strength is always equal to the Toughness of his target, unless it would normally be higher. This means he always wounds on a minimum of 4+. His modified Strength is used for armour save modifiers. Note that for Gotrek there is no maximum limit to how high his Strength can be



increased with this skill. As a Dwarf, Gotrek hates all greenskins, and pursues and flees 2D6-1". Whilst Gotrek is alive, Felix may only flee and pursue 2D6-1" as well. Note: Gotrek is also relentless (may march within 8" of the enemy) although as a skirmisher he may already do this.

Gotrek's Axe

Gotrek's mighty Rune Axe is empowered with potent spells of cutting and cleaving. For each of Gotrek's initial Attacks that hit, he gains one extra Attack. Roll to hit with his first Attacks and then allocate and roll to hit for any bonus Attacks he gains. In addition, any opponent with Toughness 5 or more who suffers a wound (after saves, etc) loses 2 wounds.

Blade of Leaping Bronze

Felix is a skilled swordsman armed with an enchanted blade that allows him to strike with the speed of the Elf who forged it. The Blade of Leaping Bronze gives him +2 Attacks.

Gotrek's Doom

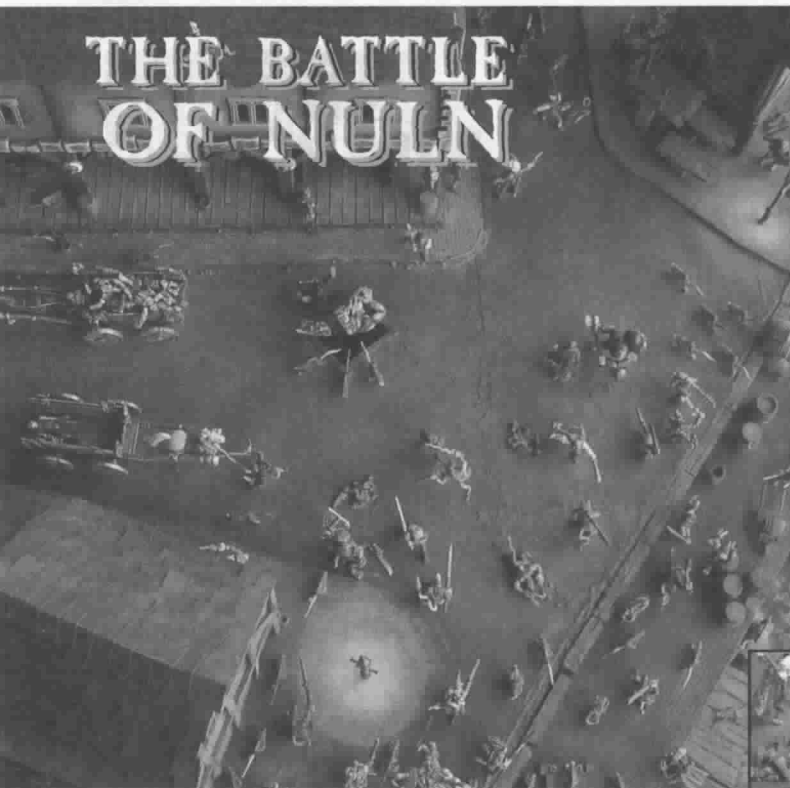
The Dwarf Ancestor Gods seem to have some plan for Gotrek, driving him towards an unknown doom. Since swearing his oath to accompany the Slayer, Felix has also been bound into this mysterious destiny. Although this means that they are forever wandering, unable to settle, they are also able to survive battles that see thousands of others die. To represent this, Gotrek and Felix have a 4+ Ward save and Magic Resistance (2) - note this is two dispel dice for the both of them, not two each. However, Gotrek may never join a unit, and so while he still lives Felix may not join a unit either. If Gotrek is removed as a casualty, his Doom has no further effect on Felix.



The new Gotrek and Felix models, available exclusively from www.games-workshop.com



THE BATTLE OF NULN



Above: The Skaven rise from the sewers and into the wharf district of Nuln.



Above: In the alleys the fighting becomes close and deadly.

Gotrek and Felix fight the minions of Grey Seer Thanquol as they swarm the city of Nuln.



Above: Felix and Gotrek fight side-by-side in the market square.



Left: Thanquol spies his arch-enemies in the distance.

Below: Gunfight on the water-front.

This superb diorama is one of a series of four following the careers of the gruesome-tuosome made for Games Day 2000 and all are on display at Warhammer World museum.

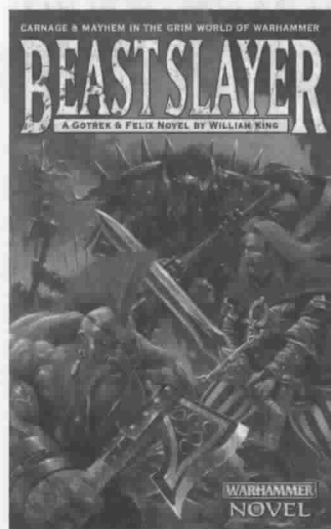


Gotrek and Felix the continuing adventures...

BEASTSLAYER

by William King

Storm clouds gather around the icy city of Praag as the foul hordes of Chaos lay ruinous siege to northern lands of Kislev. Only Gotrek Gurnisson, a death-seeking dwarf Slayer and his sworn human companion, Felix Jaeger, stand between the city and the forces of Darkness in this latest instalment of their epic quest.



The many gore-drenched adventures of Gotrek Gurnisson and Felix Jaeger are recorded in this series of novels, written by William King. Available from the Black Library.

Available from all Games Workshop stores, GW Mail Order, the GW website and all good book stores.

Coming soon
Vampireslayer...

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GOTREK & FELIX

Gotrek and Felix are two bloodthirsty warrior monks raised among the Old World and beyond. And before them into many lands. Gotrek and Felix are a combination of Dwarves of the Old World and a human who is a rare breed in his own right. Gotrek, Felix, and their companions are the only ones who can stand up to the forces of Chaos. They must be killed, or they will be killed, and they may not be given any additional equipment or magic items.

Gotrek and Felix are a terrifying pair of 2' dwarves. Even though they must remain together both are characters and all the time for character. Each challenges, inspiring, and sometimes, victory, and so on. They can move slowly the other around, and have a 300 degree arc of sight.

	M	W	R	T	F	S	A	L
Gotrek Gurnisson	3	7	3	4	5	3	5	4
Felix Jaeger	4	5	5	4	4	2	5	3

Black Library

The Gotrek and Felix rules first appeared on the Games Workshop website.
The brand new models are exclusively available online.
So check out www.games-workshop.com for internet-only deals, exclusives and loads more cool stuff!

RAPIER LASER DESTROYER

Rules by Jervis Johnson

RAPIER

FORGE WORLD PATTERN:

Lucius, other secondary manufacturing sites

WEIGHT: 3.5 tonnes

HULL LENGTH: 2.6m

HULL WIDTH: 1.8m

HEIGHT: 1.5m

BARREL LENGTH: 2.5m

GROUND CLEARANCE: .3m

ARMOUR: 20mm

MAXIMUM SPEED: 12 kph on road; 8 kph off road

CREW: 1-3 gunners

ARMAMENT: 1 x Rapier Laser Destroyer

MAIN AMMUNITION: 12 shots from powerpack

FORDING DEPTH: .6m

When Fanatic was first set up we 'inherited' a number of models, that were made by the Studio for Warhammer or 40K, but for one reason or another were never released. One of these models was the Rapier Laser Destroyer. This model was actually designed back in the days of 2nd edition 40K, when such items were included in Space Marine and Imperial Guard army lists, but by the time it was ready the 3rd edition 40K lists had been released, and these no longer included Rapiers, so the model was never released. Still, it was a nice model, so I thought, "What the hell, I'll release it for Necromunda". The rules for the model appeared in Necromunda Magazine One. And now the following experimental rules will allow you to use the model in 40K too!

Note the word 'experimental' in the last sentence; these rules are not an official part of the 40K oeuvre, at least not yet, so make sure that you get your opponent's permission before using the model. If it will help you can tell your opponent that the 40K development team would really appreciate any feedback on how the rules work. But enough chat, onto the background for the Rapier and the rules for using it in games of 40K.

THE RAPIER LASER DESTROYER

The Rapier Laser Destroyer is an archaic weapon platform commonly used by the Imperial Planetary Defence Forces. It is a self propelled anti-tank gun originally designed for defending cities and fortresses, with just enough mobility to move into ambush positions in broken ground or forested areas.



Steel Legion troops use a Rapier to stop an Ork attack.

It incorporates a weak machine spirit which takes care of target acquisition and firing, making it a semi-independent weapon needing an operator only for moving and operational mode selection.

It is considerably more powerful than the standard issue Imperial Lascannon. It's multi-barrel design allows the adjustment of the barrels for optimal armour piercing performance. The machine spirit adjusts the convergence of the beams according to the range to focus the beams on a single point, thus achieving beam intensities simply not possible for single barrel weapons.

The price of the power is increased maintenance due to the moving barrels, heat build-up due to the proximity of the multiple laser chambers, size due to effectively having several heavy weapons on a single platform and power requirements again due to multiple weapons.

The Rapier is a venerable design that dates back to the earliest days of the Imperium, and, although it was once very common, it has fallen increasingly into disuse over the millennia. The reason for the Rapier's declining popularity is mainly due to difficulties in maintaining the machine, and it has now largely been supplanted in both the Imperial Guard and Space Marine Chapters by simpler and more sturdy designs that are easier to maintain and use.

This said, tens of thousands of Rapiers are still used by Imperial Forces all across the Imperium. The Rapier is mainly used by the forces of the Adeptus Mechanicus and by Planetary Defence Force regiments on advanced Imperial planets where the skills needed to make, maintain and operate the Rapier are easily found. The Rapier is also used in limited numbers by some Imperial Guard regiments and Space Marine chapters.

Although rare, the Rapier is extremely popular with the troops that use it, it is a potent anti-tank weapon and in the right hands is perfectly capable of destroying almost any armoured vehicle it may encounter. The Rapier's main short coming, apart from being difficult to use and maintain, is its lack of mobility compared to the other heavy weapons used by Imperial forces. The Rapier moves fairly slowly and is so heavy that man-handling it through areas of difficult terrain is all but impossible. Because of this, Rapiers are usually fielded in specialised Rapier batteries and are seen as primarily defensive weapons used to break up enemy attacks, especially enemy armoured attacks. When used in this role there are very few weapons that can match the destructive capabilities of the Rapier.

USING THE RAPIER LASER DESTROYER IN 40K

Rapier Laser Destroyers can be used by Imperial Guard and Space Marine armies as a Heavy Support choice.

Each Rapier has a crew of one to three models (one-two in Space Marine armies); one crewman is required to fire the Rapier, but any others can fire their own weapons. As long as one crewman is still alive the Rapier can keep on shooting, but once all crew are killed the Rapier is useless. When a battery of Rapiers is fired at, randomise any hits between the crew and the Rapiers by rolling a D6: 1-3 hits the crew, 4-6 hits the Rapier. Hits against the crew are resolved as normal. Rapiers count as vehicles with an armour value of 10. Any penetrating or glancing hits destroy them.

FORGE WORLD PATTERN:

Graia

WEIGHT: 3.3 tonnes

HULL LENGTH: 2.6m

HULL WIDTH: 1.8m

HEIGHT: 1.5m

BARREL LENGTH: 2.5m

GROUND CLEARANCE: .3m

ARMOUR: 18mm

MAXIMUM SPEED: 14 kph on road; 9 kph off road

CREW: 1-3 gunners

ARMAMENT: 1 x Rapier Laser Destroyer

MAIN AMMUNITION: 12 shots from powerpack

FORDING DEPTH: .6m

FORGE WORLD PATTERN: Voss

WEIGHT: 3 tonnes

HULL LENGTH: 2.6m

HULL WIDTH: 1.8m

HEIGHT: 1.5m

BARREL LENGTH: 1.5m

GROUND CLEARANCE: .3m

ARMOUR: 15mm

MAXIMUM SPEED: 14 kph on road; 10 kph off road

CREW: 1-3 gunners

ARMAMENT: 1 x Rapier Laser Destroyer

MAIN AMMUNITION: 14 shots from powerpack

FORDING DEPTH: .6m

N.B. In game terms all Rapiers remain the same.

IMPERIAL GUARD HEAVY SUPPORT

RAPIER BATTERY

	Points	Range	Strength	AP	Special
Rapier	75 per gun	48"	10	1	twin-linked

Battery: The Battery consists of 1-3 Rapiers.

CREW

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Crewman	+5 each	3	3	3	3	1	3	1	7	5+

Weapons: Each crewman is armed with a las-psitol or las gun.

Crew: 1-3 Imperial Guard per Rapier.

SPACE MARINE HEAVY SUPPORT

RAPIER BATTERY

	Points	Range	Strength	AP	Special
Rapier	75 per gun	48"	10	1	twin-linked

Battery: The Battery consists of 1-3 Rapiers.

CREW

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Crewman	+15 each	4	4	4	4	1	4	1	8	3+

Weapons: Each crewman is armed with a bolt pistol or bolter.

Crew: 1-2 Space Marines per Rapier.

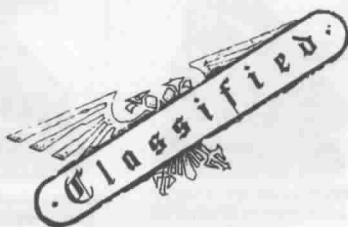
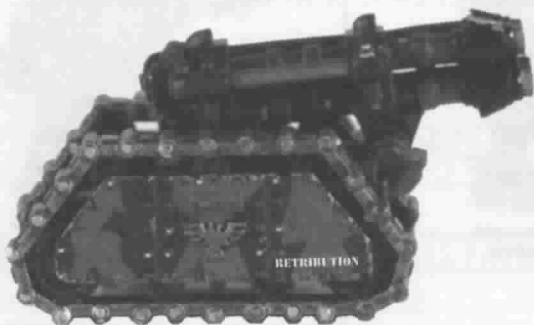
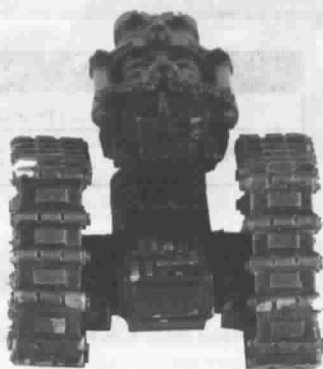
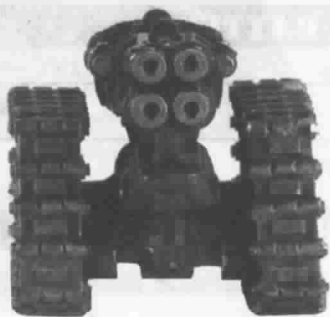
SPECIAL RULES

Rapiers can move up to 6" in the movement phase, but may not shoot if they move (they may turn in place and fire). Rapiers may not move in the assault phase; if their crew decide or are forced to move in the assault phase for any reason, then their Rapiers are abandoned and should be removed from play, though the crew may keep on fighting as normal. The Rapiers will also be abandoned if the crew ever fall back 7" or more.

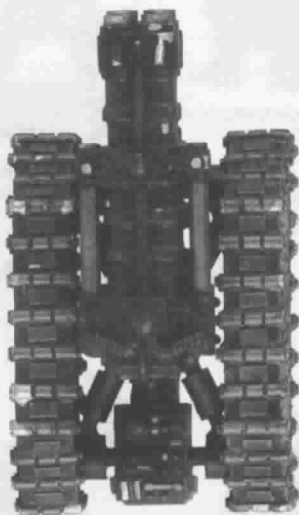
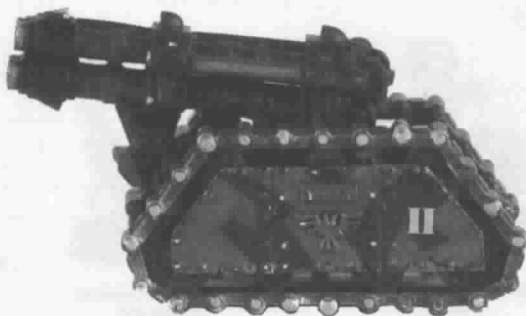
Rapiers treat difficult terrain in the same way as a bike; roll a D6 when they enter or move in difficult terrain; on a roll of 1 the Rapier is destroyed and removed from play. Again, the crew may keep on operating as normal without the weapon.

It is possible for a crew in a battery to end up without a Rapier due to close combat or difficult terrain. If this happens and there are any un-crewed Rapiers left in the battery, then the spare crew may 'take over' the un-crewed weapon.

GRAIA PATTERN RAPIER



Second Rapier of a battery, knicknamed 'Retribution' by it's crew. This weapon is painted in an urban camouflage scheme of black and grey and is believed to belong to the 49th Kovnian Regiment.



REPRESENTING THE RAPIER

Each Rapier should be represented by a Rapier model plus a suitable number of crew models. We've included a number of suitable Guard and Space Marine crew figures in the Mail Order section for the Rapier that accompanies this article, but you can use any standard Marine or Guardsman from your army if you prefer. Space Marine crewman should bear the same markings as a member of a Devastator squad, while Guard crewmen would bear the same unit identification as members of an Anti-Tank or Heavy Weapons squad from the same army.



£6.00

Graia Pattern Rapier Kit FNCM001
Only available as a complete kit



£8.00

Voss Pattern Rapier Kit includes 1 crewman: 72168

ICE WARRIORS CREWMEN



**VALHALLAN ICE WARRIOR
LASCANNON OPERATOR**
010502921



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**MORDIAN IRON GUARD
LASCANNON LOADER**
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**MORDIAN IRON GUARD
LASCANNON OPERATOR**
010500407



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Signature:.....

Date:.....

IMPERIAL ARMOUR

LUCIUS PATTERN BANEBLADE

MODELS: Patterns I-IV

FORGE WORLD OF ORIGIN:
Lucius

WEIGHT: 319 tonnes

HULL LENGTH: 13.50m

HULL WIDTH: 8.4m

HEIGHT: 6.20m

**BARREL LENGTH (BATTLE
CANNON):** 5.90m

GROUND CLEARANCE: 1.20m

ARMOUR: 80-230mm

MAXIMUM SPEED: 25 kph on
road; 18 kph off road

CREW: 10 – commander, driver,
comms-operator, 3 gunners, 3
loaders, engineer

ARMAMENT: 1 x turret-
mounted Mega-Battle Cannon
with 1 x co-axial mounted auto
cannon. 1 x hull-mounted
Demolisher Cannon. 1 x hull-
mounted twin linked heavy
bolters. 2 x sponson-mounted
twin linked heavy bolters. 2 x
turret-mounted lascannons

MAIN AMMUNITION: 22 rounds

FORDING DEPTH: 3.10m

Rules by Warwick Kinrade

Forge World have released a new Baneblade, belonging to one of the Imperium's greatest tank aces. Here are the rules for including Maximillian Weisemann in your games.

The Baneblade from the Forge World of Lucius varies only slightly from the Mars pattern. The vehicle weighs more due to the increased frontal armour thickness. Despite this increase no improvement has been noted in the Baneblade's survivability. This is thought to be due to the generally inferior quality of ore supplied to the forges of Lucius when compared with that supplied to Mars.

The extra weight led to increased strain on the engine and resulted in more frequent engine failures and fires caused by overheating. It also reduced the Baneblade's already slow maximum speed. Over the years the Tech Adepts of Lucius have had to increased the engine capacity of their vehicles to take this strain. The twin exhausts are the most obvious exterior evidence of this, although better internal cooling and transmission to the drive wheels have also aided in raising the engine's performance. These changes are believed to give the Lucius pattern Baneblade approximately the same performance as it's slightly lighter Mars cousin, but comparative field tests between the two have never been allowed.

Other differences include the adding of a muzzle brake to the main battle cannon, to aid in flash suppression and reducing recoil.



TANK ACE MAXIMILLIAN WEISEMANN

Standing high in the orders of honour of great tank commanders in the Emperor's service is Maximillian Weisemann. He was raised on Konig Prime the son of a noble household with a long tradition of service within the Imperial Guard, running back to the time of Macharius himself.

His early life was spent in schooling for his future position. He trained with the duelling rapier and cavalry sabre common to the people of Konig. At the age of 14 he entered the ranks of the Planetary Defence forces and by the age of 16 was leading a Rough Rider squadron.

At 18 he was drafted into the Imperial Guard along with his entire regiment, where he swapped his horse for a Leman Russ battle tank, although he retained his riding crop throughout his career. First as a tank commander then as a squadron commander, Weisemann proved his bravery and skill on the battlefields of Lamas and Balor Secundus. By the end of the three year long Balor campaign his kill total had reached 98 enemy vehicles. Such a talent could not go unrewarded, and he was honoured with a transfer to a super heavy tank detachment, a unit of 3 Lucius pattern Baneblades. There he took command of Baneblade number 212, 'Arethusa'. It was as the commander of this tank that Weisemann would become a living legend and his name remembered in glory for years to come.

As a commander Weisemann was a stern and unforgiving man. He demanded strict discipline from his crew and men. His tank crew observed morning and evening masses. The machine spirits of the vehicle were venerated daily. His crew lived by a rigid routine of prayer, maintenance and training. His pushed his men so hard on training exercises that they claimed battle was easier! Despite the rigid discipline he demanded, all his crew worshipped him. They knew that with Weisemann in command they would ultimately triumph, and so it was for over 40 years.

DEATH RIDE OF 212 'ARETHUSA'

Weisemann's illustrious career ended on Colonia. Today a shrine to his name stands on the location of his final battle. Imperial Guard forces of the 7th Mortant regiment

were fighting the Ork forces of Warlord Gharag Badtoof, whose warband had recently breached the defensive line along the Cambria river and established a bridgehead. Ork reinforcements were swarming across the bridge in preparation for a breakout.

Weisemann and his crew moved into the line supporting the 7th Mortant, as part of the holding force. His tank was the first of his company to arrive and was positioned blocking the main road from the bridge. On the first morning a scout reported that Ork battlewagons and buggies were massing on this side of the river for an attack. Rather than await the arrival of the rest of his company Weisemann decided to strike first, before the Orks amassed enough strength to smash the thinly spread defensive line.

The morning fog was thick in the river valley as he and crew mounted the tank and started the massive engines. Arethusa rumbled into the fog along the main road alone.

The Orks were caught totally by surprise. The distant sound of the engine was dampened by the fog and drowned by their own revving motors. The first they saw of Weisemann's attack was the armoured prow of the Baneblade emerging from the mist just 30 metres away. Weisemann ordered Durann, the main gunner, to target the battlewagons, whilst the sponson heavy bolters raked the dismounted and disorganised crews. The first round tore a battlewagon turret clean off it's turret ring, the second shell exploded the next wagon's ammunition, sending a fireball high into the sky. Orks scattered and raced to man their vehicles; buggies and bikes roared into life, only to be silenced by the sweeping fire of Weisemann's heavy bolters and lascannon. Weisemann rolled directly into the confusion, directing the engagement from his turret hatch. The Orks broke and fled before his onslaught.

His tank cleared the road, leaving 3 battlewagons and 8 buggies or wartracks wrecked in his wake. At this point many would have considered this a good days work, but Weisemann realised that if he could get to the bridge itself he could cut off the Ork's only line of retreat, then a general attack could wipe them out and re-establish the defensive line on the river.

Ordering his driver to full speed Weisemann's tank rumbled on towards the

bridge into the heart of the Ork force. Tech Adept M'Gala prayed to the machine spirit as he pushed the engine to its maximum 25 kilometres per hour. As Weisemann rolled down the road Ork vehicles and squads would suddenly appear from the fog, only to be destroyed by the fire of Arethusa's cannons. But the tanks slow advance gave the Orks time to react and regroup, and Warboss Badtoof amassed his forces at the bridge to meet the attack.

The fog was starting to lift as Weisemann watched the bridge through his scanner. He could see swarms of greenskins running across and taking up defensive positions behind the sandbags left by the defenders. More buggies and battlewagons also waited.

Loader Orel reported the main gun ready for firing and the gunner laid his sights on the first battlewagon. The gun's massive discharge instantly revealed the Baneblade's position and the Orks returned fire, blazing away with every weapon they had.

Ducking inside the turret Weisemann ordered the tank forwards. Loader Orel reported he was down to just seven rounds of ammunition for the main battlecannon, but Weisemann pressed on. Ork shells broke against the Baneblade's armour as it closed relentlessly on the bridge. The driver was wounded when a splinter of armour from the interior flaked off and struck him through the shoulder. Momentarily stunned the tank swung off the road and ploughed into boggy ground. Weisemann ordered smoke launched to cover the tank whilst Lowe received medical attention. Meanwhile, outside, Ork tank hunters crept forwards to surround the Arethusa.

As the smoke cleared Lowe tried to get the tank moving again, but it's 300 tons had begun to sink into the soft ground. Lowe gunned the engine hard; churning mud and water, but the tank was struck fast and slowly sinking.

Gunners Durann, Helbron and Sabrehagen manned the heavy bolters, driving back any approaching Orks, but they knew when their ammunition was gone, then they would be defenceless, a sitting duck. Comms operator Tobias urgently called for assistance, and a relief force of Armoured Fist squads was rapidly gathered, ready to

strike along the road, but it would be at least an hour before they reached the Arethusa.

With his boyz unable to approach the stricken behemoth Warboss Badtoof ordered the stricken tank targeted by his fighta-bombers. The first fighta-bomber came racing in low across the river, loosing rockets that cracked off the tank and sent mud and water fountaining about it. Weisemann watched through his periscope as a second bomber roared in. The situation was hopeless. He gave the order for the crew to abandon the tank and yanked the emergency eject. His seat was violently flung out of the turret hatch as the Ork rockets impacted. The crew dived for cover as the Arethusa exploded. It's remaining ammunition detonating in a series of earth shuddering explosions, sending shrapnel fizzing over a wide area. Two crewmen were killed, their torn bodies left drifting in the marsh water. Reaching for his las-pistol Weisemann rallied his men as a third bomber screamed overhead, cannons blazing, kicking up spouts of water. Tech Adept M'Gala and Gunner Durann were hit in the strafing, Tobias killed outright. Now only five uninjured crew remained. Weisemann ordered the survivors to fall back to Imperial lines. He would stay with the burning hulk of his tank and the wounded men, to defend them until relief arrived. The others, led by the bandaged Lowe, and armed only with las pistols, would have to escape on foot, all the while hunted by Orks.

Somehow the survivors made it to the road and rendezvoused with the advancing Armoured Fist squads. But behind them the Orks were advancing again, and the road through to Weisemann was blocked. Try as they might the Chimera's could not break through. As darkness fell Weisemann was on his own...

It took the 7th Mortant Regiment two months of hard fighting to recapture the bridge, and when they did they discovered the forlorn twisted wreck of Baneblade 212 still half submerged in the bog. Of Weisemann and the other crew there was no sign. His body was never recovered and to this day his ultimate fate remains a mystery.

MAXIMILLIAN WEISEMANN'S BANEBLADE

BANEBLADE

	Points	Front Armour	Side Armour	Rear Armour	BS
Baneblade	761	14	13	12	4

Type: Tank

Structure Points: 3

Size: War Machine

Crew: Imperial Guard

Speed: Lumbering

Weapons: The Baneblade mounts 3 x twin-linked heavy bolters, 2 x lascannons, a demolisher cannon and a battle cannon with a co-axial autocannon.

Options: The tank has the following options, it may not take any others. Searchlight, pintle mounted heavy bolter, smoke launchers, crew escape mechanism.

SPECIAL RULES

(see Super Heavy Tank rules in the Imperial Armour Book for full details)

Baneblade Battle Cannon.

Range: 72" **Strength:** 9 **AP:** 2 **Special:** Ordnance1/ Blast

Ordnance: The Baneblade may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting: Instead of picking one target for the Baneblade, pick a target for each of its weapons. The co-axial autocannon must fire at the same target as the mega battle cannon.

Baneblade Tank Shock: Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Baneblade.

Lumbering Vehicle: The Baneblade can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90 degrees at the end of the move.

Difficult Terrain: The Baneblade can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables.

Veteran Crew: Weisemann's crew have fought through unnumbered battles and warzones. They are all veterans. The following rules always apply to Weisemann's Baneblade.

Hardened Crew: The vehicle treats all 'Driver Stunned' results on the damage tables as 'Crew Shaken' (results 1 and 2 on the glancing hit table).

Skilled Gunnery: Nominate a weapon at the start of the shooting phase. You may re-roll any missed to hit rolls with this weapon that turn. For ordnance, this allows you to re-roll the scatter dice. You can only re-roll the dice once, so there is no benefit from this skill for linked weapons. You may only re-roll one weapon in any turn, though you may change which weapon you re-roll for each turn.

WEISEMANN'S TANK

MODEL: Pattern IV

FORGE WORLD OF ORIGIN: Lucius

WEIGHT: 319 tonnes

HULL LENGTH: 13.50m

HULL WIDTH: 8.4m

HEIGHT: 6.30m

BARREL LENGTH (BATTLE CANNON): 5.90m

GROUND CLEARANCE: 1.20m

ARMOUR: 80-230mm

MAXIMUM SPEED: 25 kph on road; 18 kph off road

CREW: 10 – commander, driver, comms-operator, 3 gunners, 3 loaders, engineer

ARMAMENT: 1 x turret-mounted Mega-Battle Cannon with 1 x co-axial mounted auto cannon. 1 x hull-mounted Demolisher Cannon. 1 x hull-mounted twin linked heavy bolters. 2 x sponson-mounted twin linked heavy bolters. 2 x turret-mounted lascannons. 1 x pintle mounted Heavy Bolter.

MAIN AMMUNITION: 22 rounds

FORDING DEPTH: 3.10m



WEISEMANN'S CREW (Colonia campaign)

Driver: Crassius Lowe

Comms Operator: Yuri Tobias

Engineer: Tech Adept Frund
M'Gala

Main Gunner: Gunner first
class Ashgarik Durann

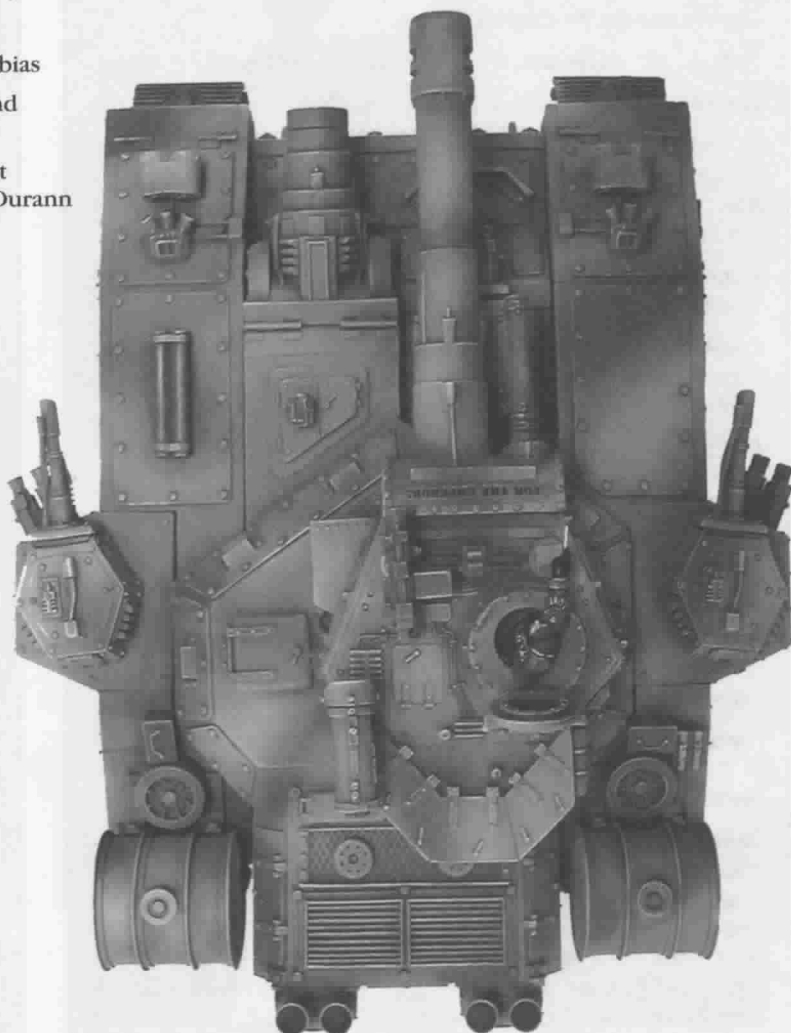
Loader: Hersch Orel

Gunner: Marcus Helbron

Loader: Emil Bret

Gunner: Gir Sabrehagen

Loader: Ky Lamala





PAINTING

Tony has painted Weisemann's Baneblade in its colour scheme for the Colonia campaign. Having fought on many worlds against all the Emperor's foes you could paint it in any colours which suit your terrain.

After construction the model was sprayed black. When dry the wheels, tracks and engine areas were liberally painted with Tin Bitz, which eventually would be painted over, but any areas missed would then look rusty.

Tony has then used an airbrush to paint the tank first grey, then added broad black camouflage stripes. The tank then had the basic colours in place and Tony could start work on highlighting and detailing.

Using drybrushing he has picked out rivets and the edges of armour panels. With a very soft brush and light grey paint this really brings all the detail on the model out, but needs to be done carefully, with virtually all the paint removed from the brush to avoid streaks or damaging the paint work underneath.

Details such as the heavy bolter, icons and stowage were painted afterwards. Weisemann was painted separately before being glued into the hatch.

Finally transfers were added and the name 'Arethusa' painted on the rear scroll.





ESCAPED CREW

If Weisemann and his crew should be forced to escape their Baneblade they can continue to fight as per the rules for Crew Escape Mechanisms on page 9 of the Imperial Guard Codex.

Weisemann has the following stats:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	2	8	5+

He is armed with a las-pistol.

His crew have the following stats:

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	5+

They are all armed with las-pistols or las-guns.

USING WEISEMANN'S BANEBLADE

You can use Weisemann's Baneblade just as you would use any other Baneblade, in fact it doesn't have to be used as Weisemann himself, it could simply be any Lucius Pattern Baneblade. If you wish to use it as a standard Baneblade use the rules from the Imperial Armour Book.

Weisemann's Death Ride would make a good game, in which you would pit Weisemann's tank with an Imperial Guard Armoured Fist squad or two in reserve, against an Ork force of roughly 1000 points. This force should include lots of buggies, a few battlewagons, Tank Bustas, and a Fighta-Bommer in reserve.

Play long ways down the board, with a road running up the centre to a bridge (or the bridge could be just off the table if you like). Place some marshes, trees, deserted defences etc. on the rest of the table. Allow the Orks to deploy up to three-quarters of the way along the table. Then allow Weisemann to deploy against his board edge, to represent the point where his tank rumbles onto the board. Let Weisemann take first turn as this is a surprise attack.

As a special rule to represent the morning fog limit all weapons firing to a maximum of half normal range. The object for Weisemann would be to take and hold the bridge (or the road exit to the bridge). The Orks must destroy the Baneblade.

As a scenario you could play this over and over again as a competition game, with each player getting a chance to be Weisemann, and comparing how much damage he inflicts on the Orks to all the other players.

This is just one example, of course, Weisemann fought in hundreds of other engagements against every foe of the Imperium. His long career makes the perfect background for an on-going campaign, or you can simply include him in any standard Imperial Guard force.

MAXIMILLIAN WEISEMANN'S BANEBLADE

IMPERIAL
ARMOUR

IMPERIAL
ARMOUR

IMPERIAL
ARMOUR

Classified



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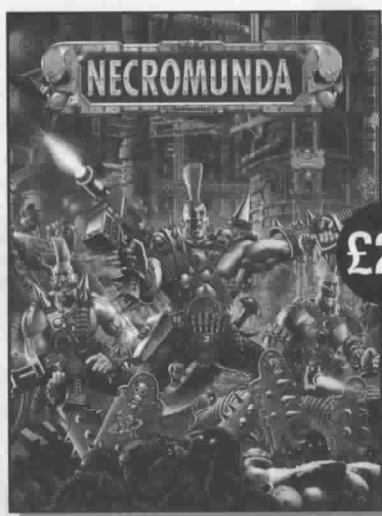
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Necromunda Magazine is filled with great articles and all the latest news about the game. It's also the place where the rules supporting the new models we make can be found. Necromunda Magazine is available from good games stores everywhere, or direct from Games Workshop Mail Order and the Games Workshop website.

Subscriptions are also available.



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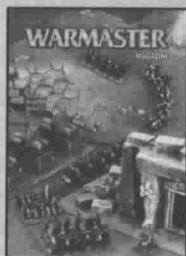
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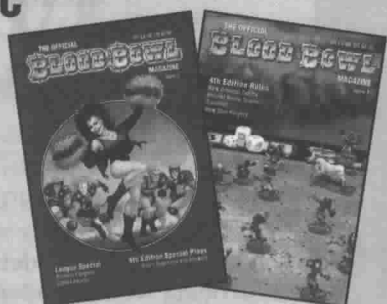
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We gamers can be an opinionated lot, so where better than to air your views, shout and gripe than here at the Journal. Write to us at the usual address and may the bearded debate continue!

The Hivemind Speaks

Hi everyone!

Here's some house rules on wooded areas, especially in 40K:

Most folks use several trees on a small hardboard surface to "define" a wooded area. This works really well to define the area for cover without overly hampering the movement of models through the wooded area. Many folks also want rules for destroying said wooded areas too! "Heck, if I've got a weapon that can kill a Bloodthirster, why can't it wipe out a patch of trees, right?"

So try this: First, define the toughness of the woods. Big trees would be T8, small bushes T6, etc. (these rather high values prevent the woods from an easy Instant Death for 40K). Then count the actual number of trees/bushes/etc on the area - that is the number of wounds. The more trees/bushes, the more wounds it takes to destroy it (and the harder to get models through it too).

Needless to say, the woods always get a cover save - 4+ for dense woods, 5+ for light woods, even in an Assault. Blast/template weapons cause double wounds though, rather like a Tyranid Ripper Swarm. And you can go on to incorporate rules for flamers & other heat weapons burning the woods, and so on.

For the Hivemind!

-Tim Huckelbery, via e-mail

Great idea Tim, the rules are brisk, tidy and easy to use and remember. Give these a try and let us (and Tim) know how they work out.

Vehicle Design - Rules!!

The Vehicle Design Rules are an excellent piece of work. I especially like the spirit of the rules - modelling and gaming, without the (usual) commercial aspects.

The 'souped up version' clarified the rules and made the few minor changes, which means that the rules are now a great tool, which greatly enhances the modelling aspects of the game.

The 'most important rule' is a very wise rule - it supports modelling, and it probably prevents most of the power-gamer's 'super-vehicles' from ever being reality. I must say, that I am very pleased with the rule - it is much better (for both modelling and game balance) than it seemed at first glance. This is a very good way of handling those potential problems, that the VDR could otherwise have caused.

I have just built an Imperial Battle Robot - somewhat similar to a dreadnought in game terms, but the model is of course quite unique (it is scratch built, mainly from an old Star Wars toy model - at least 15 years since I'd last used it...now it has once again found its use).

Once again - thank you for the excellent work. It adds greatly to the hobby.

-Nikolaj Pilgaard Petersen, via e-mail

Fanatic for Fanatic

My thanks to GW for creating Fanatic and my thanks to all those who run it. It's a much needed adjunct to the company and I appreciate everything that has been done so far. Unfortunately there are a few Mags I haven't been able to get my hands on like BFG mag #1 with the Tyranid fleet rules but if you are going to archive them on the web site eventually that will be just fine. I can't buy the fleet if I don't have the list!

Next let me encourage you to really 'redo' the Epic 40K rules so that they regain some of the flavour of the old Epic game. I'll buy the Epic 40K rule books I promise. I'm happy to see the Adeptus Titanicus rules published and am looking forward to the next Epic mag for the rest of them. Around here you have to buy them from GW, no dealers order them in. I would also like to see the Squat sprues re-released, also the Eldar sprues, my tanks all have the old design and I really don't want to mess things up with the new ones.

Please continue the good work and for heavens sake SHOW A PROFIT! We'd hate to loose you.

Willis Bulge - via e-mail

The Epic rules are now available again in the form of the Player's Edition, which contains all the core rule books and the card counters you need to play. We will be archiving out of print rules such as the Tyranid fleet on the website (it should be there now!). The Infantry sprues are also back in stock and if you live in the UK you can now pick them up for the ultra-low price of £1.50 per stand.

A Very Novel Idea

Hi there,

I don't normally write in to magazines but I just had to this time to praise the article on converting Warhammer fiction into new battle scenarios published in Journal #41. My local gaming group has been having loads of fun re-enacting them and creating our own even though we haven't always got the right figures. We find they work really well with the skirmish rules published in the Warhammer rulebook because it lets the fighting between a few characters really come to the fore. What we really like about them is that they're really quick to fight and the armies can be divided up between more than one player aside, so they're ideal for pick up games at the beginning of a session when some of us have arrived and are waiting for others. It's also made a few of us (me included!) take the plunge and pick up the books themselves, just because we had to know what happened to our characters. I read 'Hammers of Ulric' first after playing the White Wolves scenario and I (and all the Elf players) am now eagerly awaiting the next fantasy book by the same author, I think it is 'Gilead's Blood'.

I also wanted to ask whether you had any plans to do another article with some 40K scenarios this time. I could just imagine there being loads of great skirmishes for Commissar Gaunt and his Ghosts (especially from 'Necropolis' not many surviving that one I think!) or maybe from that Last Chancers story that was on the GW website for the 13th Legion competition (didn't win!). Last Chancers and Battle Sisters all holed up in a castle facing a horde of Tyranids! Anyway, thanks for reading this.

I think the Raymond E Feist *Rift War* and *Serpent War Saga* would be an excellent series to use as inspiration for some great Warhammer scenarios. The Serpent men could easily be replaced with Lizard Men and the men of the Kingdom could be represented by the Empire army list. You could even do the Siege of Krondor and have special rules for characters like "Jimmy the Hand".

Thanks for the inspiration!

Rob Wilson - Blackheath

As Andy explained in his article using Novels as a basis for scenarios and games in Warhammer is great way of adding extra flavour to your games. And with so many well-known epic Fantasy sagas and books out there the resource to do this is endless.

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GAMING CONTACTS

Regular readers will be used to the Journal providing a clubs service, listing club venues and contacts etc. Well, this issue sees a change to that, because rather than double-up with Cbe Webster we thought we could help him out. You will have noticed a card insert in this issue (it's probably in the puddle at your feet already!). This card is to register your club or gaming group. Here is Cbe to explain more.

In future, if you have a special event, tournament or convention then we'll be happy to advertise it in this space (for free!), just drop us a line with the details. We won't be advertising clubs, we'll leave that to Cbe.

ZEN AND THE ART OF GAMING CLUBS

By Cbe Webster, UK Club Manager

Ok, so first off I work for the UK part of Games Workshop. For those of you from around the globe who don't know me, I am the person responsible for setting up the Gaming Club Network in the UK and finding as many ways as I can to support groups all over these ancient lands. Of course, the things we have learnt are probably of use to hobbyists anywhere, so I thought I might write a short article. I guess they decided to publish it.

WHY IS BEING IN A CLUB A GOOD IDEA?

The Games Workshop hobby is, above all other things, primarily a social one. It's pretty awkward to fight battles with no opponent. Even when we know a friend or two who are also into our hobby, the same old 2,000 point bash gets a bit thin after a while.

Being in a club offers you the opportunity for, at the very least, varied opponents and different styles of play. With only a small bit of effort you can get yourselves into campaigns, tournament play, bigger scenarios and create a load of 'house rules'. If you think about it some more, you start to realise that sharing the cost of making more elaborate terrain and similar projects can go even further to making the club concept appealing. Ultimately sharing with each other our skills, ideas and dreams can really keep the hobby alive for us all.

WHAT MAKES A CLUB?

A club only needs three things to make it work:

- 1 - Three or more people with a common interest
- 2 - Somewhere to meet regularly
- 3 - Something to do when you meet

With that in mind, it's easy to see that three mates meeting each week around someone's house to play Warhammer is an example of a small club - a gaming group in the jargon of our hobby. Simply by calling yourselves a club and being open to attracting new members, you can quickly create yourselves a great and exciting place to build your hobby.

If you're at school, college or university you can very easily turn your small group into a large one by moving the venue onto the campus and advertising around on the notice boards that you exist. You'll be surprised how many other people you haven't met yet do actually play our games too.

However, some of us are truly left not knowing who plays our games locally, and can't find any local club. This is where Games Workshop can offer a little help.

FINDING A LOCAL GAMING CLUB

The hardest thing about clubs is actually finding them. Clubs can be quite hard to locate. Games Workshop has set up a special database to try and locate every single club that exists in the UK. (In fact, as a point of courtesy, we have also logged the non-UK groups that have registered too).

Quite an ambitious aim. The point is to publish the location of every club that wants to be known, and to know the whereabouts of those that are a bit more shy. We've set up a special internet website, which can be found at www.gamingclub.org.uk, with a club list for anyone to be able to log on and search for their local club.

The Gaming Club Network aims to bring the community of clubs together for more and more exciting opportunities.

URGENT HELP REQUIRED!

Wanted: Blood for the Blood God! Well, actually data for the database, but who's quibbling? In all seriousness, we are seeking information regarding the whereabouts of EVERY gaming club in the UK. So far we have amassed a large amount of entries, but we know there are more out there!

If you are in a gaming club that isn't registered with the Network, why not fill out and send in the card you can find with this issue of the Journal? We'll stick you on the database and then you won't get over-looked every time a club opportunity comes up!

If you set up a gaming club, why not register on the Network too? Again, fill in the card included with this magazine and mail it in!

If you are in a gaming club that has registered already, we owe you a BIG thank you for being so helpful in making the Club Network begin to come alive! Keep in touch, chaps!

There really are no strings attached to joining the Gaming Club Network, and we won't publish your personal details or club details without your permission. We also do not pass this information on to any third party.

Don't be shy, we're in this together.

TOURNAMENTS/CAMPAIGNS/CONVENTIONS

If you are organising a tournament, campaign or convention and would like to attract other gamers then 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!)

If you are looking for a local club checkout

GW's games club database at:

www.gamingclub.org.uk

THE TRADING POST

Welcome to the Journal's very own classifieds section. Here you can advertise your old games, armies and miniatures for sale and painting services for two issues and it's FREE!

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1 chaplain, 5 Death company, 5 man squad with flamer, 5 man squad with missile launcher and Captain Tycho. All for £12. Call Carl on 01753 819541 (UK) after 6pm.

Large quantity of Warhammer + 40K for Sale.

Many games and miniatures. Some boxed, painted and unpainted, including Elves, Ultramarines, Undead and High Elves. Also may issues of White Dwarf. For further details please ring 0191 548 6556 (UK).

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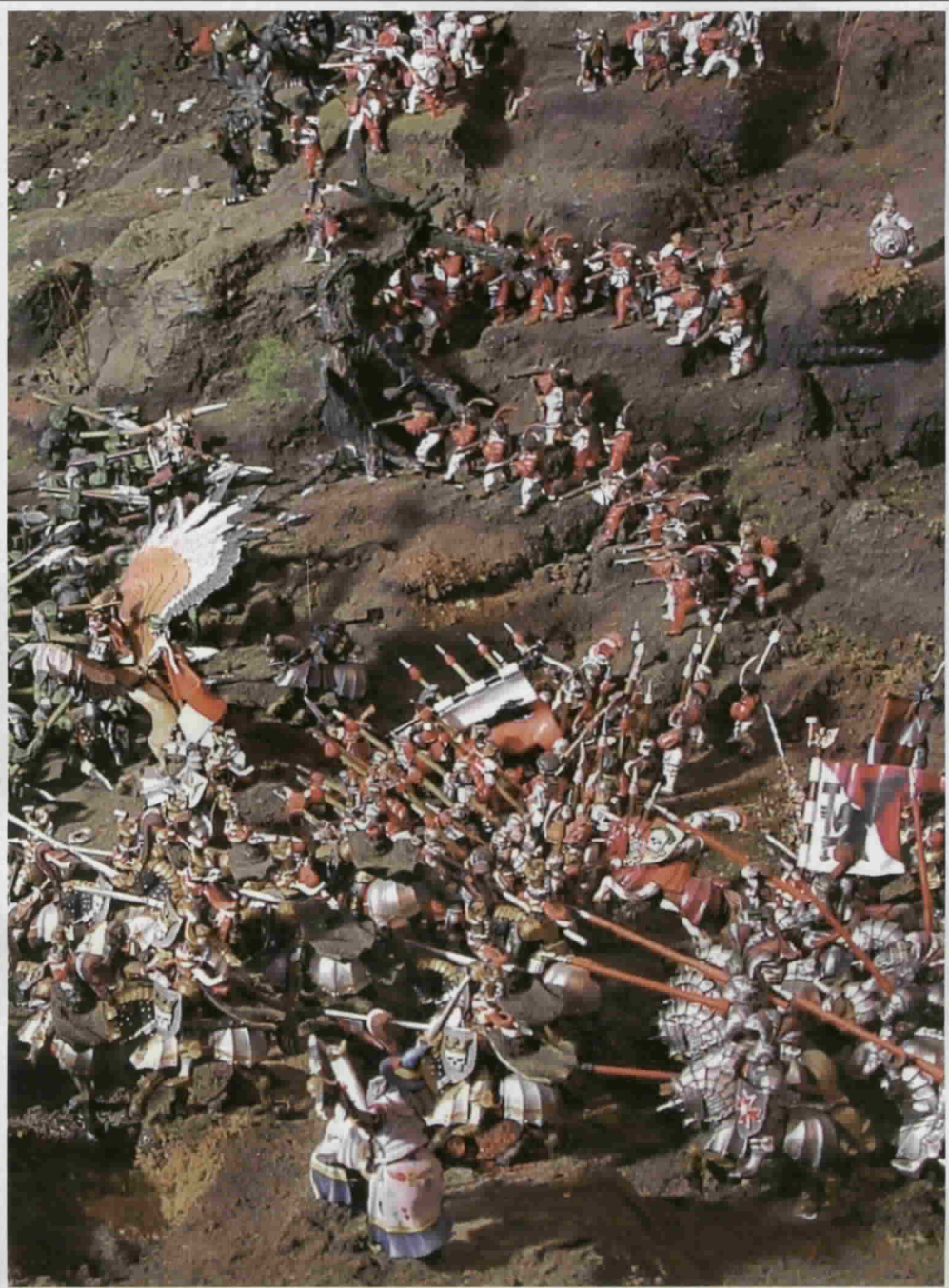
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Baneblade 212 'Arehusa' moves off towards the Cambria bridge, commanded by Maximilian Weisenmann.



Charge of the Reiksguard Knights. From the Warhammer World Gotrek and Felix Dragonslayer display.



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