



the citadel[®] issue 45

Journal

The Games Workshop magazine for dedicated Warhammer, 40K and Blood Bowl players

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FEAR INCARNATE!

Space Marines Special

Review of the Space Marine Archive

Genesis of a Chapter

Hele's Last Stand scenario

DARK SHADOWS CAMPAIGN

Monsters of Albion



SCYTHED HIERODULE

Model designed by Simon Egan.

Painted by Mark Bedford.

Full instructions for painting Forge World's latest monster are on page 29 of this magazine.

Tyranid players will find the rules they need to include it in their army on page 26.

EDITORIAL



Hello again all, and welcome to next thrill-packed issue of the Citadel Journal.

This month sees us 'tie' in with the Dark Shadows campaign. We have a new Albion based scenario, Monster Hunt, and a complete listing of the stats and rules for the Old

World's monsters. Although these stats are available in other places, like the army books, it is useful to have a definitive place to look up any monsters stats.

Also for Warhammer we have an article by veteran modeller Neil Rutledge. Neil is a 'regular' to Journal readers, and has come up with some memorable conversions in the past. His khaki clad 'Boer War' Praetorians, complete with horse towed heavy bolter being my particular favourite. Here Neil has some sound advice for new hobbyists on how to avoid the pit falls of converting.

For Warhammer 40,000 this issue is something of a Space Marine special. We take a look at the Mail

Order archive of older Space Marine miniatures. Now, readers should understand that this isn't the entire of the Space Marine back catalogue, it is just the part that easily fits with the current Space Marine Codex. There are many, many more Space Marines available from Mail Order, and they are currently getting everyone of them posted onto the website. Well worth a look.

Dan Ebeck gives us the benefit of his experience designing his own Space Marine Chapter, a worthy goal for any Space Marine player and something GW has been trying to encourage for years. Once upon a time it seemed that everybody played one of the 'big four', Dark Angels, Blood Angels, Space Wolves or Ultramarines. Now a few more chapters have been added to the list, but if you play Space Marines then I still think the chance to create your own chapter is just too good to pass up.

Also for 40K, and not Space Marine related, is the Scythed Hierodule. Forge World's new monster is a superb model, big and scary, and as ever the Journal is the place to find the rules for it.

And finally, Blood Bowl magazine continues under the guidance of Andy Hall. Enjoy.

Warwick Kinrade

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CITADEL JOURNAL 45 CONTENTS

Dark Shadows

2

Dark Shadows, this year's summer campaign, is upon us. Set on the Isle of Albion here is 'Monster Hunt', a scenario that pits your army against an army of marauding monsters. By Gav Thorpe and Jake Thornton.

Space Marine Archive

10

We take a look at Mail Order's extensive archive of older Space Marine miniatures and explain how Space Marine players can still find a place for them in their army. By Jervis Johnson and Warwick Kinrade.

Space Marine Name Generator

16

A fun, and useful little tool for Warhammer 40,000 players by Terry Winters.

Hele's Last Stand

19

Captain Hele and his men face overwhelming odds in this scenario by Michael Burnett.

Genesis of a Chapter

22

Some thoughts and tips on creating your own Space Marine Chapter by Dan Ebeck.

Tyranid Scythed Hierodule

26

Rules for including Forge World's new monstrous Scythed Hierodule model in your games of 40K, by Warwick Kinrade.

Mailbag

31

Views and opinions from the players.

Converting the Masses

33

Veteran modeller and gamer, Neil Rutledge, explains the appeal of converting miniatures to new gamers.

Blood Bowl Magazine

41

The Old World's dimmest barbarian is back! Thrud returns to the Blood Bowl pitch. Also Jervis explains his plans for the future of Blood Bowl and has some exciting news about the Blood Bowl Player's Society.



WARHAMMER

DARK SHADOWS

by Gav Thorpe and Jake Thornton

As I'm sure most of you know, Dark Shadows is the Warhammer summer campaign, fought over the long-lost Isle of Albion. The Dark Shadows supplement is included in WD260 and includes everything you need to know to join in this massive campaign. The Dark Shadows book includes six scenarios including 'the Giant's Causeway', which pits your army against an 'army' of marauding monsters. Here is another Albion based skirmish scenario, as a patrol runs into wandering monsters threatening your army's encampment. The misty Isle of Albion is home to many monsters, and GW Mail Order have a large back catalogue of ferocious beast to include in your Dark Shadows games.

Scenario: Monster Hunt

Albion is an untamed land, full of monsters and wild beasts. They stalk the land, their cries echoing in the mists, hunting for food or guarding their territories. Often they will attack trespassers or passers-by as an easy meal. For any army exploring the interior of Albion, wild monsters are a constant problem.

These vicious beasts are not an army in any organised fashion, though they pose a very real threat nonetheless. To protect itself an army must send out patrols to intercept any monsters that might be hunting them or threatening the army's encampment. When these patrols find a wandering monster they have to despatch it.

Overview: A dangerous monster or three has

wandered out of the mountains and must be slain by the patrol before it can reach the army's encampment.

Armies: The patrol consists of up to two Heroes and any number of champions or normal troopers to a total of 500 points. Ignore the restrictions on Core, Special and Rare units.

The monstrous side may spend up to 400 points on monsters from the following list:

CHIMERA 205 points

The Chimera looks like it has been made up from left-over pieces of other creatures, and who knows, this may even be true. They are huge creatures with three heads and a vicious lashing tail which is barbed with venomous stings. Each of their heads is different: one breathes fire and



Great Eagles attack a wandering patrol that foolishly stray into a Ogham circle

is scaled like a dragon, the second is that of a great lion, and the last carries the curling horns of a ram. The sum of this mismatched creation is a deadly opponent indeed, and one that will be the subject of many a heroic song, if only it can be slain.

	M	WS	BS	S	T	W	I	A	Ld
Chimera	6	5	0	5	5	4	4	4	6

Cause terror, fly, breathe S3 fire, large target.

COCKATRICE 70 points

If it was not for the petrified bodies of its foes that surround it, the Cockatrice would be a comical beast. It looks rather like a gigantic and somewhat ragged cockerel. Its body is covered with a haphazard mix of scales and feathers whilst its wings are leathery and bat-like. The head that sits atop this bizarre combination is a grotesque caricature of a proud bantam, with brilliant blood-red wattles and a fearsomely sharp beak.

	M	WS	BS	S	T	W	I	A	Ld
Cockatrice	5	3	0	4	4	2	4	2	6

Cause fear, fly.

Petrify: The bleak gaze of the Cockatrice can turn its foes to stone! Treat this as a shooting attack with a range of 8". It hits automatically, but the victim may be able to turn aside at the last moment and avoid its fate. Make an Initiative test for the victim. If passed there is no effect, if failed the victim is turned to stone. Naturally this is fatal, regardless of the number of Wounds the model has, so don't roll on the injury table. Armour will not protect the victim, though ward saves work as normal.

GIANT SCORPION 55 points

Quite where these abominations live normally is unknown. Wherever they are from they are easily recognisable with their great pincers and lethal sting.

	M	WS	BS	S	T	W	I	A	Ld
Giant Scorpion	6	4	0	4	4	3	5	3	7

Cause fear, poisoned attacks.

Chitinous hide: The rigid exoskeleton of the Giant Scorpion acts just like armour, giving it a 4+ armour save.

GIANT SPIDER 40 points

When a spider is the size of a gold piece it may be said to do some good. However, when the dire forces of Chaos mutate this to a thousand times its true size, there is nothing for it but to slay the vile affront to nature.

	M	WS	BS	S	T	W	I	A	Ld
Giant Spider	6	3	0	4	4	3	4	2	7

Cause fear, poisoned attacks.

Chitinous hide: The rigid exoskeleton of the Giant Spider acts just like armour, giving it a 5+ armour save.

Walk up walls: Spiders are well known for their ability to walk up walls and on ceilings. Unfortunately these monstrosities are no exception. For purposes of movement Giant Spiders treat difficult ground (except water) as open ground and ignore obstacles completely. If they want to climb a wall higher than an Elf then just measure their normal movement vertically to see how far they get.

GREAT EAGLE 50 points

Graceful and deadly, the Great Eagles soar majestically through the skies. Great Eagles fly far and wide from their eyres hunting prey.

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

Fly.



GIANT WOLF 7 points

Though smaller than many of the beasts that wander the Anulii, Wolves often hunt in large packs and fight together to bring down the largest of creatures.

	M	WS	BS	S	T	W	I	A	Ld
Giant Wolf	9	3	0	3	3	1	3	1	3

GORGON 50 points

The Gorgon is a horrifying snake-headed she-monster with long thin claws and small sharp teeth through which she hisses like a serpent. Like a Cockatrice, the gaze of the Gorgon is magical and can turn her victims to stone.

	M	WS	BS	S	T	W	I	A	Ld
Gorgon	4	3	0	4	4	2	5	2	8

Cause fear.

Petrify: The bleak gaze of the Gorgon can turn its foes to stone! Treat this as a shooting attack with a range of 8". It hits automatically, but the victim may be able to turn aside at the last moment and avoid its fate. Make an Initiative test for the victim. If passed there is no effect, if failed the victim is turned to stone. Naturally this is fatal, regardless of the number of Wounds the model has, so don't roll on the injury table. Armour will not protect the victim, though ward saves work as normal.

GRIFFON 225 points

Griffons are wild and dangerous beasts that hunt the tallest crags of the northern worlds edge mountains. Brave adventurers seek out their high nests and steal chicks to raise in captivity. Only in this way can a Griffon ever be tamed enough to allow anyone to ride it, and even then they are temperamental and ferocious.

	M	WS	BS	S	T	W	I	A	Ld
Griffon	6	5	0	5	5	4	5	4	8

Cause terror, fly, large target.

HIPPOGRIFF 200 points

A Hippogriff is a strange, perplexing yet dangerous creature. It's head is feathered like a great bird of prey, and it can slash at enemies with its deadly beak. The forequarters of a Hippogriff are furry, with legs and claws like a great cat such as a lion. Its rear quarters more resemble those of a horse, with hooves and a sweeping tail.

	M	WS	BS	S	T	W	I	A	Ld
Hippogriff	7	4	0	5	5	4	4	4	8

Cause terror, fly, large target .

HYDRA 205 points

The Hydra is a heavily scaled, many headed, fire-breathing monstrosity; the stuff of nightmares. It is not surprising that the foul Druchii often goad these beasts into battle, and it is difficult to decide whose heart is blacker.

	M	WS	BS	S	T	W	I	A	Ld
Hydra	6	4	0	5	5	6	2	5	6

Cause terror, large target, breathe S3 fire, scaly skin (4+ save).

HARPY 13 points



The Harpies are an evil portent, a sign of the darkest of fortune. They are beloved of the Druchii and the sound of their leathery wings thrashing at the air is often the first sign of attack. Count the Harpies as armed with an additional hand weapon (sharp claws).

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

Fly.

MANTICORE 190 points

This unholy creation has the body and head of a gigantic lion with enormous bat wings and a vicious barbed tail. It is another of the dread mounts of the Druchii lords, and has a foul temper that even they respect.

	M	WS	BS	S	T	W	I	A	Ld
Manticore	6	5	0	5	5	4	5	4	5

Fly, cause terror, large target.

PEGASUS 50 points

The majestic winged horses are cunning and intelligent beyond the measure of any normal steed.

	M	WS	BS	S	T	W	I	A	Ld
Pegasus	8	3	0	4	4	3	4	2	7

Fly.

DARK PEGASUS 50 point

While Pegasi are noble and majestic the Dark Pegasi are dark and corrupted. They are ferocious hunters, a trait that makes them very dangerous.

	M	WS	BS	S	T	W	I	A	Ld
Dark Pegasus	8	3	0	4	4	3	4	2	6

Fly.

Impale: A Dark Pegasus uses its horns to impale its prey. A Dark Pegasus attacks at +1 Strength when charging.

WYVERN230 points

Wyverns are sometimes known as “mere-Dragons”, because they rather resemble those mighty creatures. However, there is nothing “mere” about the fighting ability of these huge scaled beasts. Their vast slaving jaws are easily able to bite a man in half, or to swallow him whole should they choose.

	M	WS	BS	S	T	W	I	A	Ld
Wyvern	4	5	0	6	6	5	3	2	6

Large target, cause terror, scaly skin (4+ save), fly.

Tail attack: In addition to the two normal Attacks on its profile, the Wyvern can strike with its barbed tail. After all other close combat attacks from both sides have been resolved, the Wyvern strikes (even if it has already been slain – a final revenge). The tail attack is worked out as a poisoned attack and counts towards that turn’s combat resolution.

Battlefield: The battle takes place in the hills of Albion. Use a 4' x 4' table with hills at one end. Scattered rocky outcrops litter the whole battlefield and the hills themselves are craggy and rock-strewn. On top of this there are several wooded areas. You might like to include the edge of your armies encampment, with tents and supply carts.

Deployment:

1. The patrol deploys at least half of their models in their deployment area (see map). Ignore the distinction between characters and normal troopers for this deployment.
2. The monsters deploy all their models.
3. The patrol deploys the remainder of their models in their deployment area. If the patrol has any Scouts then they may deploy them now as per the normal rules.

Who goes first? The monsters go first.

Length of game: The game lasts for 5 turns.

Special rules: Unlike the scenarios in the rulebook, Monster Hunt uses the skirmish rules from appendix 3 on page 242. However, the patrol are defending their base and so will only take rout tests when 50% of them are out of action or have fled off the table.

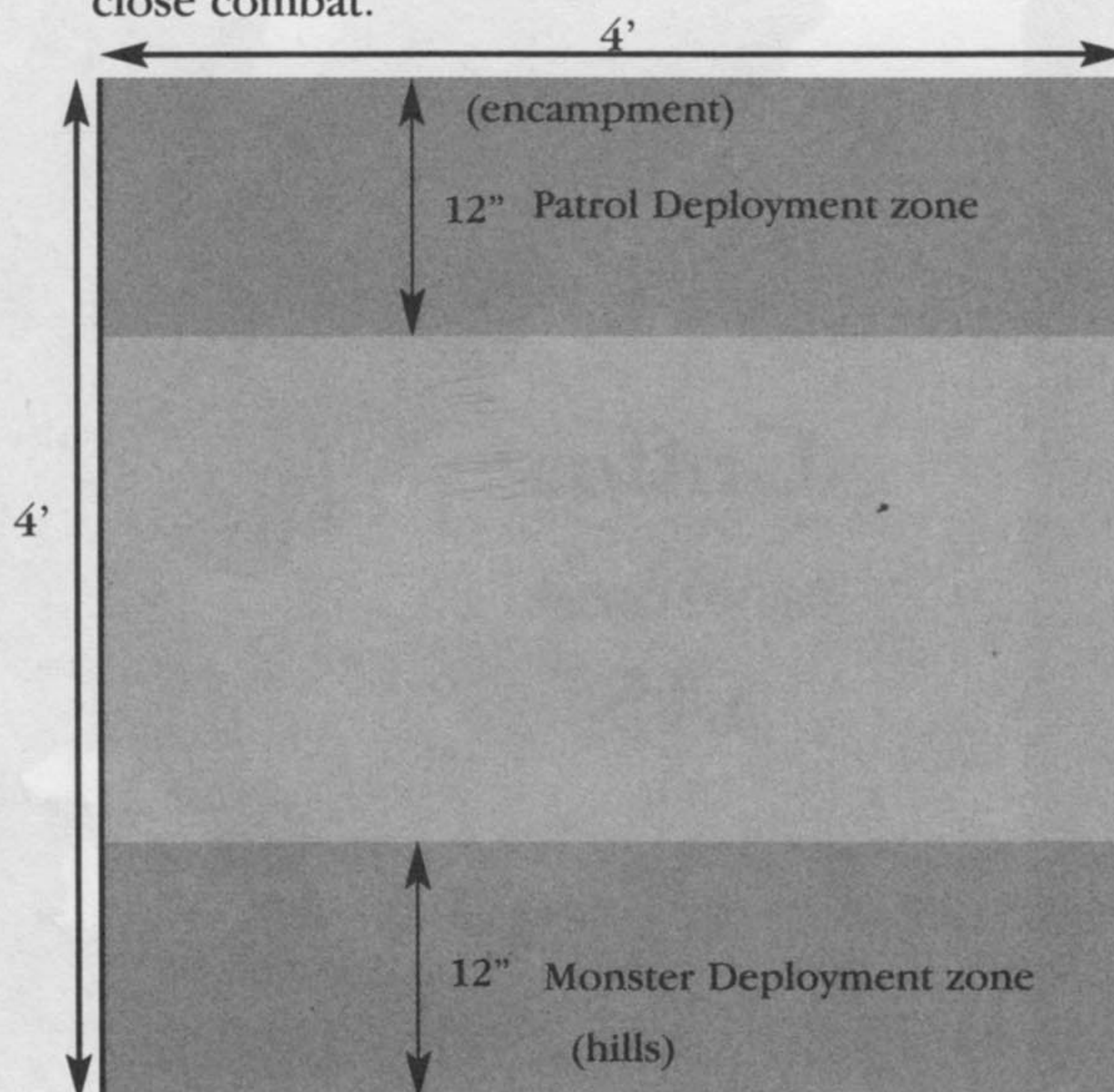
The monsters are independent creatures and so never take reaction tests.

Victory conditions: This game uses a modified victory points system, as follows. Each side gets the points value for any enemy models they have taken out of action, or which have fled off the board. In addition, each side gets the points value of any unbroken models of their own that are in the patrols deployment zone. The side with the higher total is the winner.

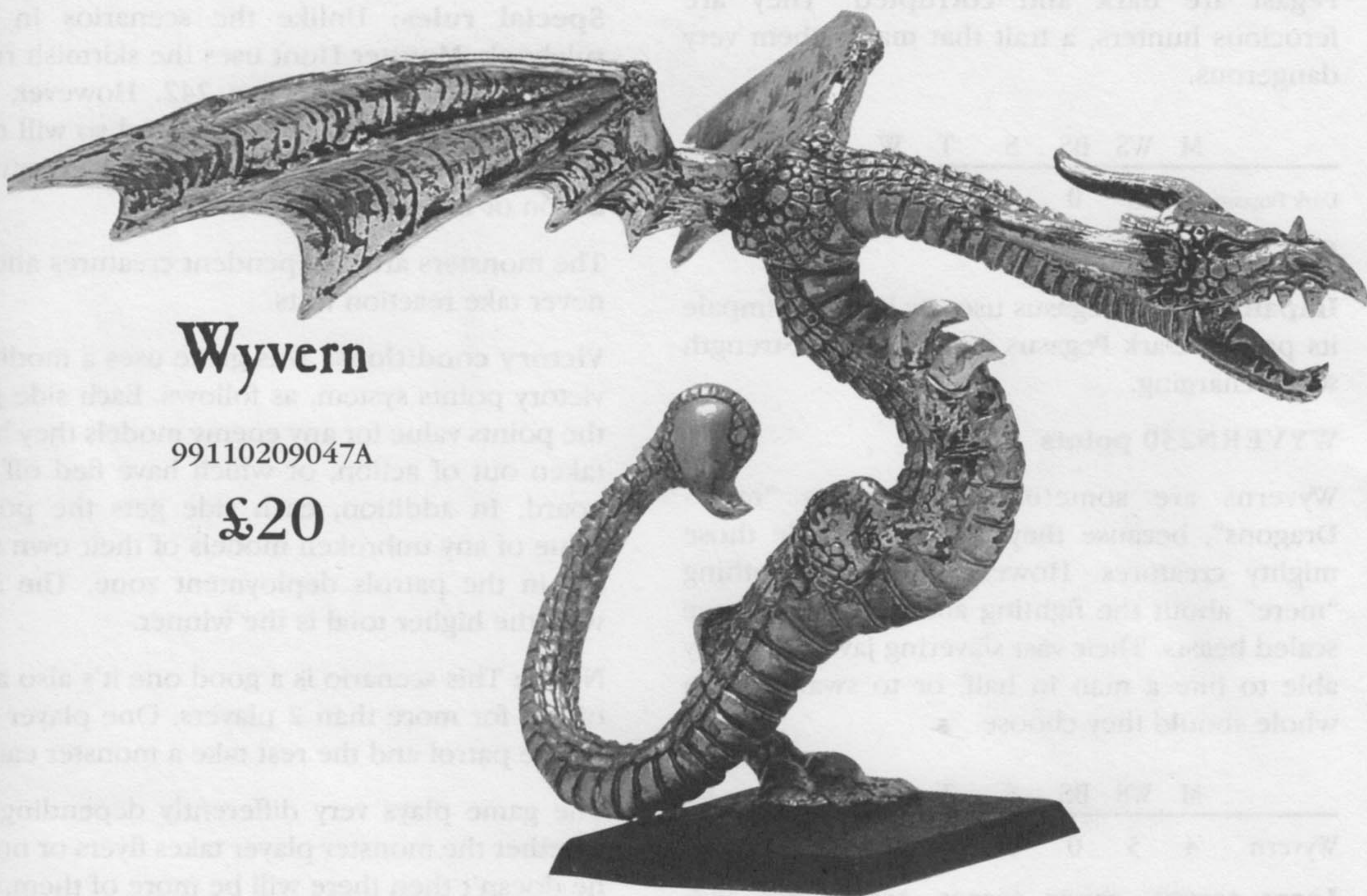
Notes: This scenario is a good one it’s also a lot of fun for more than 2 players. One player can be the patrol and the rest take a monster each.

The game plays very differently depending on whether the monster player takes flyers or not. If he doesn’t then there will be more of them, but the patrol can go out to meet them safe in the knowledge that they can’t just fly over their heads.

As this is quite a fast scenario to play you can swap sides and play both the monsters and the patrol. Also try experimenting with taking just flying monsters, or using none at all. Alternatively, try including a magic user. They are expensive and the monsters can have trouble coping with the magic but many spells are of limited use and the mages aren’t any good in close combat.



Monsters of Albion



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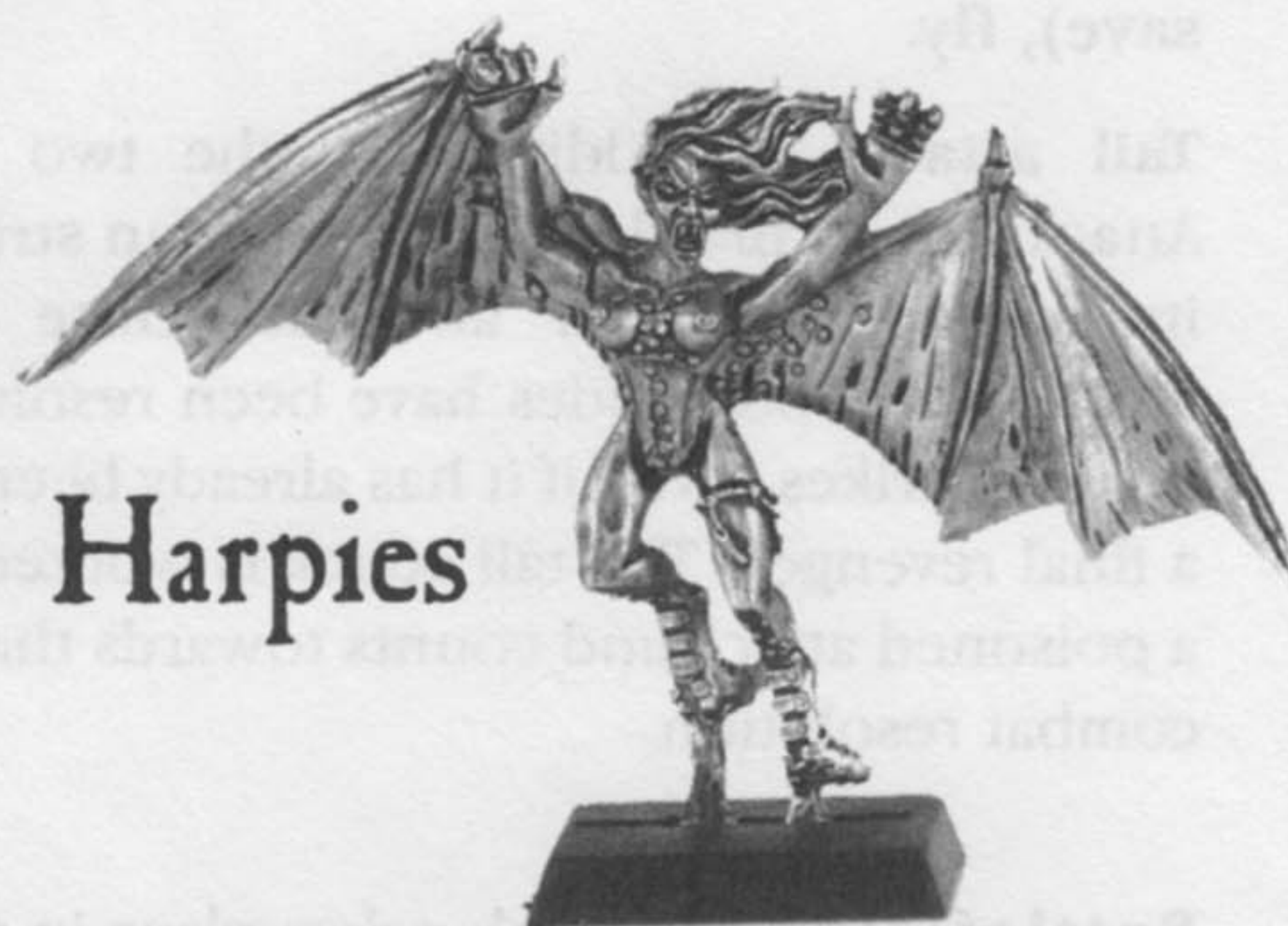
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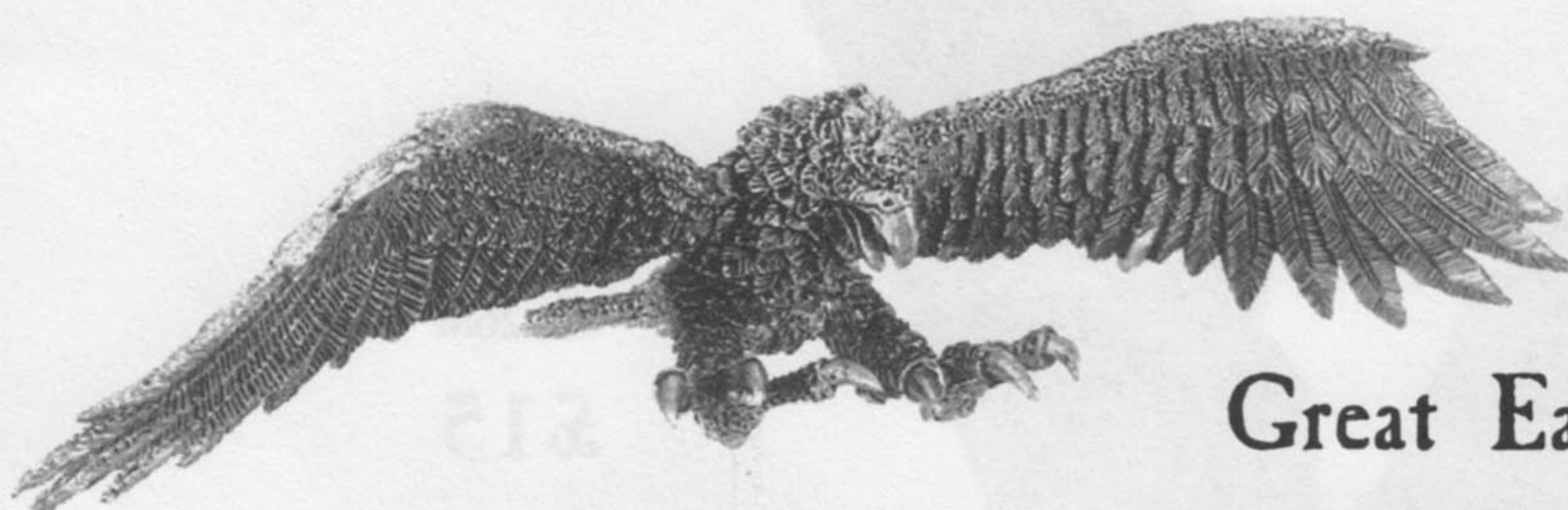
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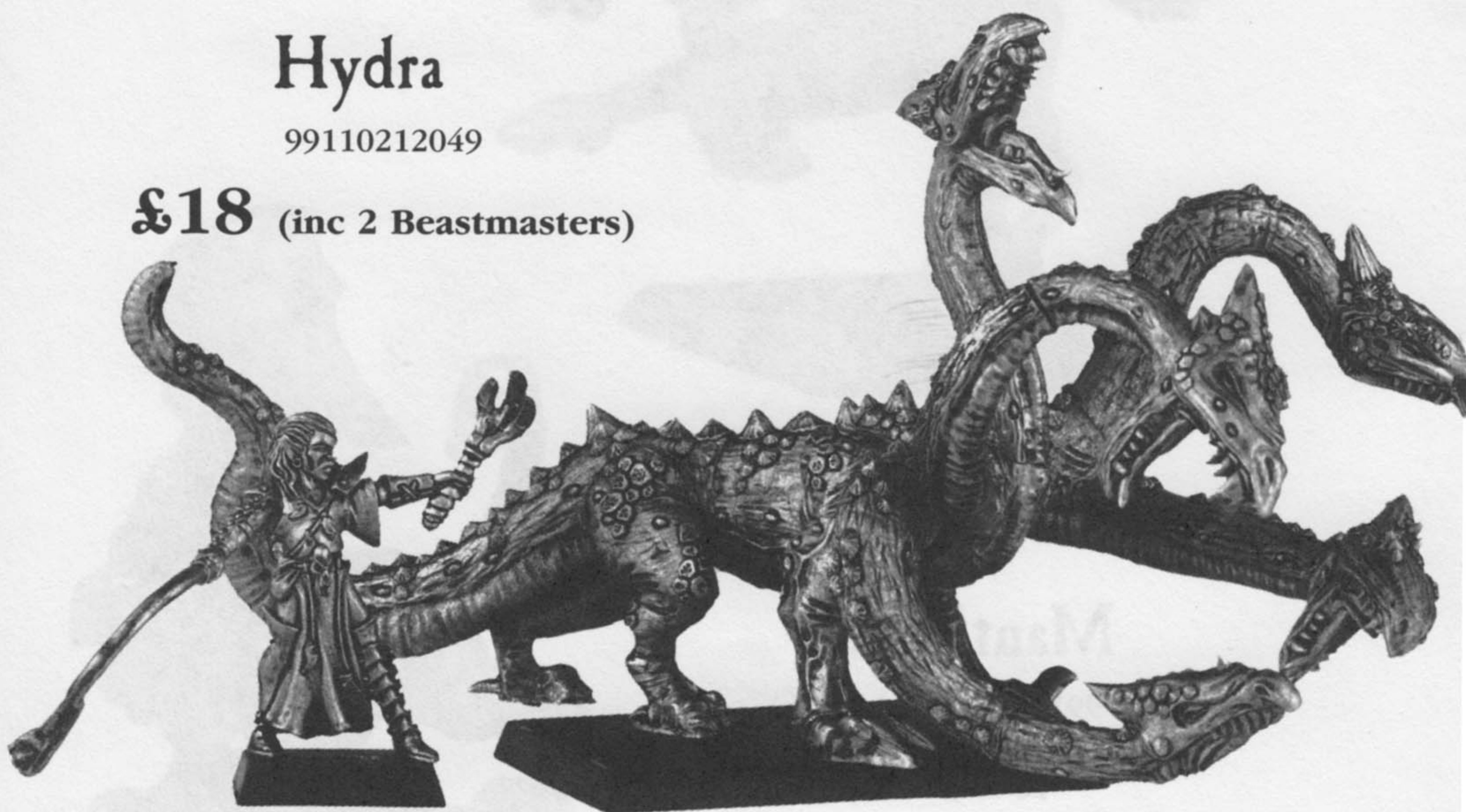
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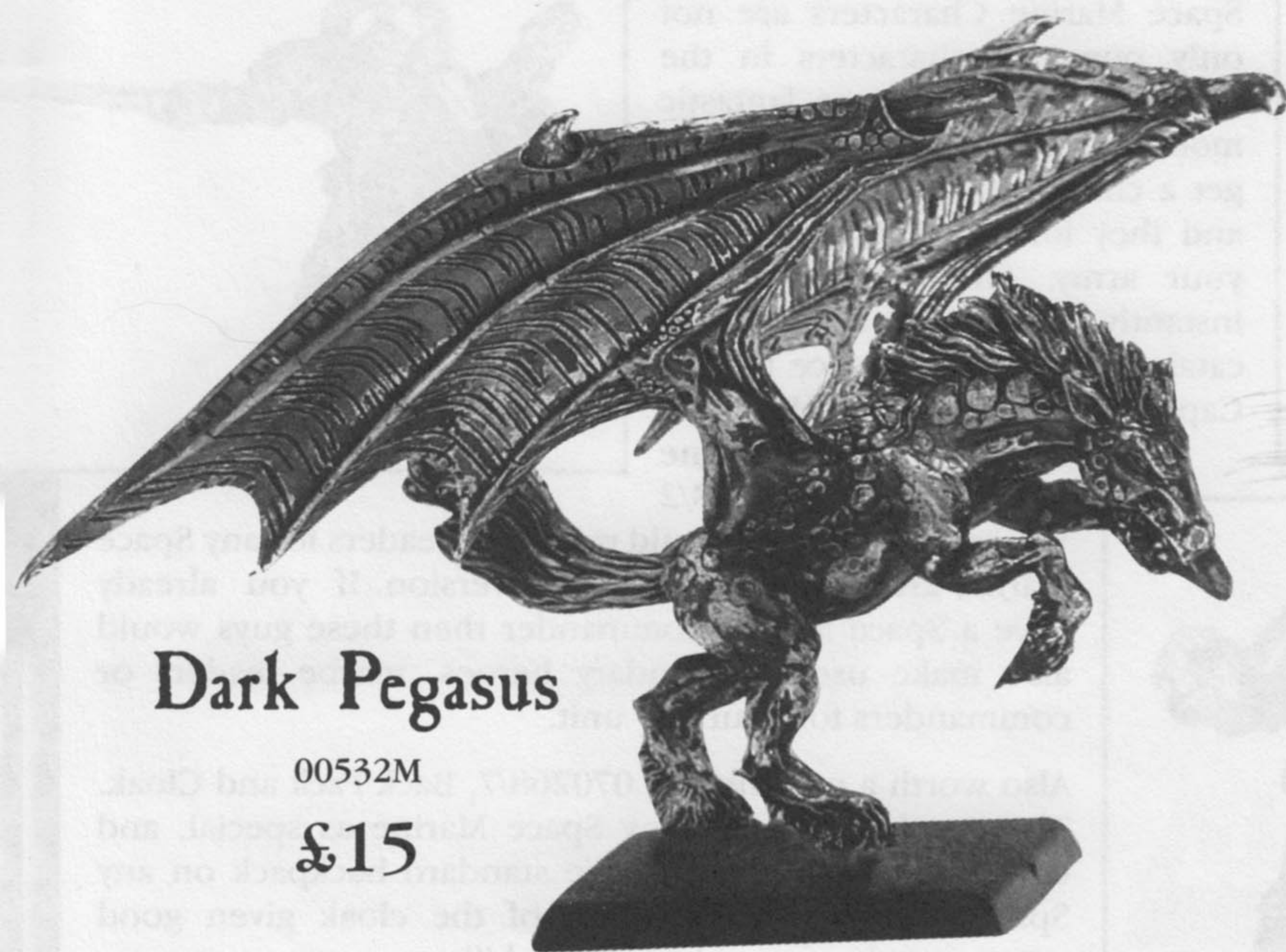
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SPACE MARINE ARCHIVE

All the models in this review are available exclusively from Mail Order. See the advert at the end of the article (and elsewhere in this issue) for details of how to order and pictures of every model.

How many Space Marines does Mail Order have in its back catalogue? A lot, more than you could imagine. Since 1987 Space Marines have been at the heart of Warhammer 40,000, and there have been new miniatures made every year. As a result we can't hope to show **all** of them in this article, and many of them just wouldn't be that useful or desirable. That said there are many great old models in this range. Many have become out dated, with armour designs and weapon types changing a lot over the course of 15 years. These just would not fit into a current 40K Space Marine army. But other models are just fine. They don't require special rules or any background to justify using them. They fit straight into an army

Mail Order has taken on the mighty task of

photographing and posting every available Space Marine miniature on the GW website. If you are looking for a model that is not included here then check out: www.games-workshop.com, and head to the archive section of the online store.

In this article I'm only going to deal with Space Marines in general, the mass of standard Codex chapters like the Ultramarine and their ilk and models which easily fit into that range. By "easily fit" I mean they do not require conversions and would not look out of place. Many of the older metal mark 6 powered armour Marines are now looking a little dated. Of course there are also many specific models for the Blood Angels, Dark Angels and Space Wolves, which are no longer in the main range, but we'll look at them another time.

CHARACTERS

Space Marine Characters are not only powerful characters in the rules, but often they are fantastic models. The miniature designers get a chance to really go to town and they form the centrepiece of your army. Three such models instantly spring out of the back catalogue. 070268/1 Space Marine Captain with Terminator Honours,

070268/6 Ultra Marine Captain and 070268/2

Veteran Captain. All would make fine leaders for any Space Marine army and require no conversion. If you already have a Space Marine commander then these guys would also make useful secondary heroes, maybe leaders or commanders for your HQ unit.

Also worth a note here is 070268/7, Back Pack and Cloak. This would mark out any Space Marine as special, and could be used to replace the standard backpack on any Space Marine. The flat area of the cloak given good painters a chance to show their skills.





ARMOUR VARIANTS

I love these. They give a great sense of history and continuity of design to powered armour. With no effort at all these fit right into any Space Marine squad. What army wouldn't benefit from a suit or two of Crusade or Heresy Armour. To give that sense of history. Space Marines a Chapters are ancient organisations and all venerate their predecessors. All Chapters keep old suits of armour as sacred artefacts and battle brothers may occasionally wear them in the battle as a special honour.

On a related matter, these earlier Space Marine suits also cross over into Chaos Space Marines. Of course many traitors would be wearing earlier marks of powered armour, having

fallen to the lure of Chaos when these suits of armour wear prevalent. The addition of a few Chaos Spiky bits, horns and chaos backpacks will make a perfect little traitor!

Artificer armour is the name given to one of suits of powered armour, made for an individual Space Marine by a Tech Marines. Again these are usually highly ornate, and are passed down as part of a Chapter's heritage. Sergeants or Veterans might wear a suit of artificer armour and this is where these models come in.



I have heard of one (particularly ambitious) plan to make a pre-heresy Space Marine army. The plan involved using only old Space Marine armour variants, and having a completely pre-Codex Astartes army organisation, with different squad sizes, different names etc. Of course pre-heresy Space Marine 'Legions' were far larger than current Chapters, so the army could be much larger. It was obviously a very bold plan. I don't know if it ever got finished, but it was an idea that used the background well.



NEW TERMINATOR RULE

The Terminator armour is legendarily thick and heavily reinforced with armaplas and adamantium. Terminators are capable of surviving just about any hit, even those from plasma or power weapons.

To represent this Terminator armour now receives a 5+ invulnerable saving throw. This means that any wound scored on a Terminator which doesn't allow an armour save (AP2, power weapons etc), is ignored on a roll of 5 or 6. Remember that a Terminator can use its armour save or its invulnerable save against a wound, but not both.

TERMINATORS

Terminators have recently had an important rules change. [This an official, codex, use-it-in-all-your-games, bona-fide change to the rules]. Unfortunately it is rather hidden away in the letters pages of Chapter Approved, and deserves more emphasis than that. So here it is again, written in lights.

GREY KNIGHT TERMINATORS

Of all places this is where the back catalogue shows its real value. Grey Knight Terminators, the ultimate Daemon Killers. Are you plagued by Blood Thirsters or Great Unclean Ones, is your army being chewed up and spat out by

Greater Daemons? Well, here is your salvation, and without the back catalogue you'd be lost.

As well as being 'well 'ard' Grey Knights are also beautifully ornate and evocative models, covered in sigils, icons and wards against daemons. The rules for Grey Knight are in Chapter Approved, the second book of the astronomicon on page 57, but if you don't have that book, then we've included a précis of rules here.

SHOULDER PADS AND ACCESSORIES

If you want to make your Space Marine Chapter unique then the obvious way to do it is with the chapter icon. Shoulder pads are available for many of the named chapters, and they fit straight

GREY KNIGHT TERMINATOR RULES

Any Imperial force that is involved in a battle against Chaos may include a Grey Knight Terminator squad. These elite Marines are never wasted against lesser opponents and may only be included to fight against Chaos. They are always reserves, regardless of whether the mission being fought allows reserves. Grey Knights will not deploy until their enemy has been identified and the location and co-ordinates transmitted. They then teleport to the location and assault the unholy menace.

Grey Knight Terminator Squad

60 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	5	4	4	4	1	4	2	10	2+

Squad: A Grey Knight squad consists of between 5 and 10 Grey Knight Terminators.

The squad counts as an Elites choices

SPECIAL RULES

Chaosbane: Grey Knights may only be fielded against Chaos opponents.

Reserves: Grey Knights are always held in reserve even if the mission does not allow reserves. In addition they may only deploy on the battlefield once one of the following criteria is met:

A - There are daemons present on the battlefield (Greater Daemons, Daemon Princes, Daemon packs, beasts or cavalry, Juggernauts or Nurglings).

B - A Chaos Sorcerer uses a psychic power.

They deploying using the Deep Strike special rule.

Equipment: Grey Knights are armed with two items exclusive to their order. The Aegis Suit and Nemesis Force Weapon.

Nemesis Force Weapon: This potent weapons functions as a power weapon (ignores armour saves) and, in addition always wounds daemons on a 2+ in close combat. It also incorporates a Storm Bolter which can be fired providing that the Grey Knight is not in close combat.

Aegis Suit: Woven into the Grey Knight Terminator armour and coupled with purity seals and blessings, this allows the Grey Knights to negate psychic powers as if armed with a psychic hood (see page 34 of Codex: Space Marines). However, the Grey Knights may only attempt to negate psychic attacks that target the Grey Knight squad itself. Only one roll is made to negate the attack, irrespective of how many Grey Knights are targeted.

Psychic Power: Holocaust - The squad as a whole has the psychic power Holocaust, and it may be used at any point during the assault phase if the squad passes a psychic test. Place the ordnance template in contact with one of the Grey Knights. All models under the template suffer a S5 hit at AP5. Wounds inflicted count towards the combat resolution.

Fearless: Grey Knights are Fearless and are assumed to pass any morale checks or pinning tests that they are required to make.



onto the plastic Space Marines. Imperial Fists, Black Templars and Ultramarines, all have there own range of shoulder pads and accessories emblazoned with their chapter iconography. Banner poles, weapons, replacement Terminator arms, Chaplain icons, Librarian icons, weapons everything you could need to make a chapter your own. Don't forget that just because it is called an Imperial Fist shoulder pad doesn't mean that is it's only use. Painted in chapter colours it becomes the Crimson Fists shoulder pad, or even an Iron Hands one.



You'll even find Space Wolves, Dark Angels, Flesh Tearers, White Scars, Ultramarines, Blood Angels, and Legion of the Damned. Many will double over as other chapters. The Legion of Damned skull icon can be put to many uses, as Silver Skulls or Iron Skulls, or Chaplain badges.

That isn't all, there are also shoulder pads for squad types, devastator squads, assault squads and tactical squads, as well as veteran's markings and terminator honours. The best thing about these is they entirely do away with the need for painting squad markings, which can be rather fiddly and difficult for novice painters. They are quick, easy and cheap.

This level of detail will add the final touches to a make a great Space Marine army.



CHARACTERS



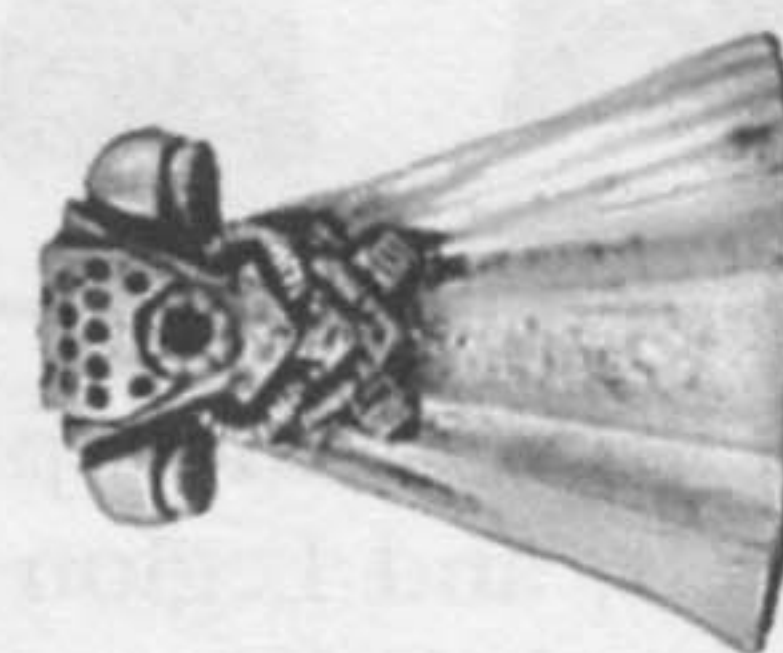
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TERMINATORS



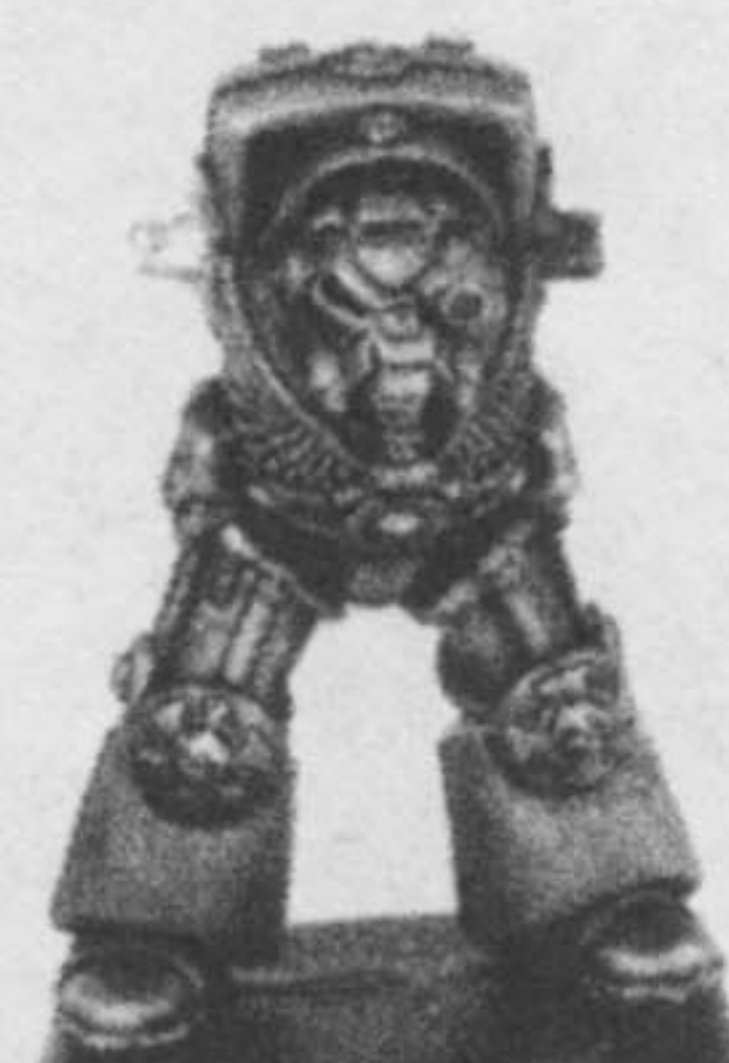
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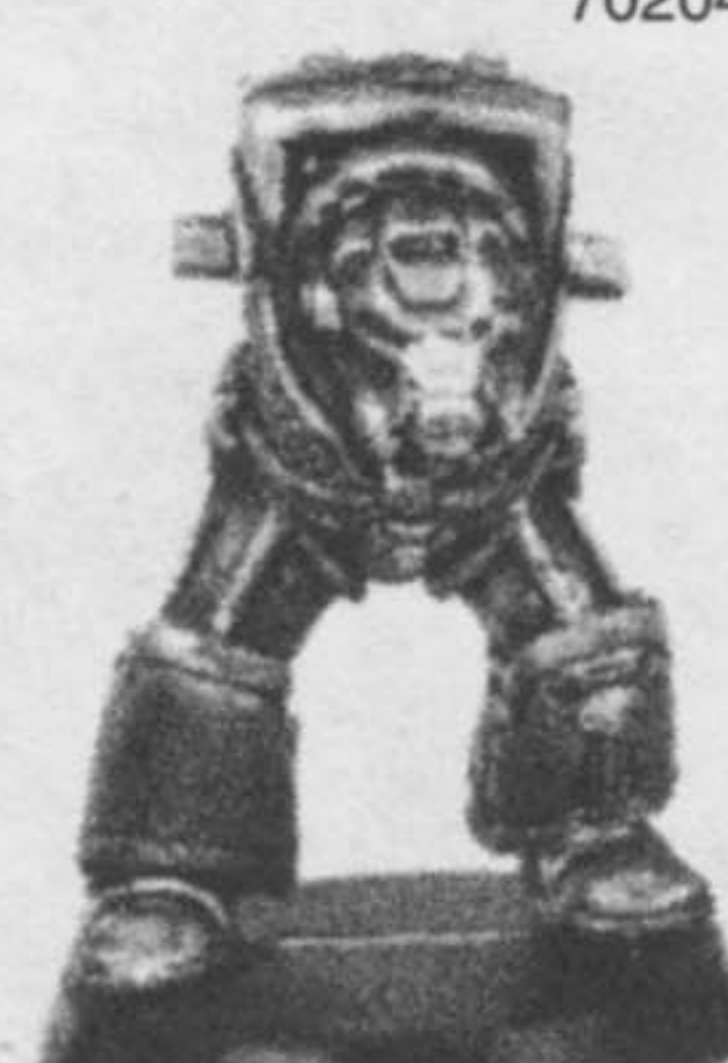
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SHOULDER PADS



Black Templars



Dark Angels



Flesh Tearers



Ultramarines



Blood Angels 1
(also Flesh
Tearers)



Blood Angels 2
(also Flesh
Tearers)



Blood Angels 1st
Company (also Flesh
Tearers)



Tactical 2



Tactical 3



Tactical 4



Devastator 1



Devastator 2



Devastator 3



Devastator 4



Veteran 1



Veteran 2



Terminator
Honours 1

All
shoulder
pads 50p
each



Assault 1



Assault 2



Assault 3



DEATH COMPANY
SHOULDER PAD 1
010115907



DEATH COMPANY
SHOULDER PAD 2
010115908



DEATH COMPANY
SHOULDER PAD 3
010115909



DEATH COMPANY
SHOULDER PAD 4
010115910



DEATH COMPANY
SHOULDER PAD 5
010115911



DEATH COMPANY
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DEATH COMPANY
SHOULDER PAD 7
010115913



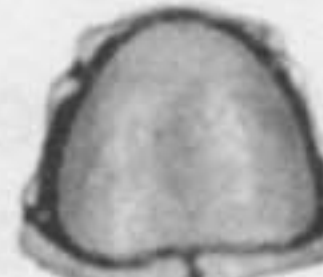
DEATH COMPANY
SHOULDER PAD 8
010115914



DEATH COMPANY
SHOULDER PAD 9
010115915



LEGION OF THE DAMNED
SHOULDER PAD 1
010109624



LotD
SHOULDER PAD
010109627



LotD
SHOULDER PAD 3
010109623



LotD
SHOULDER PAD
010109620



LotD
SHOULDER PAD 5
010109619



LotD
SHOULDER PAD 6
010109618



LotD
SHOULDER PAD 7
010109622



LotD
SHOULDER PAD 8
010109625



LotD
SHOULDER PAD 9
010109621



LotD
SHOULDER PAD 10
010109617



IMPERIAL FISTS
SHOULDER PAD 1
010110801



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SPACE MARINE NAME GENERATOR

by Terry Winters

Here is a fun (and useful) little tool for all you Space Marine Players. We know that most of you have no problem coming up with names for your characters, but if you are looking for names for other characters in a campaign, or secondary characters, sergeants and troopers, then give these tables a try.

Whilst they work best for Space Marines they can be used for any Imperial character; Inquisitors, Adeptus Terra officials, Planetary Governors or Adeptus Arbites could all benefit from a quick roll on the table. Obviously this list isn't exhaustive, don't let it restrict your imagination.

USING THE NAME TABLES

You can use these tables in one of several ways. The first and simplest is to choose a name. Read through the tables and simply pick the one you think sounds best. Space Marines are often referred to by one name, like Sergeant Lysander, Chaplain Xavier or Trooper Lucius.

The second method is to roll randomly on the table. Pick a table to roll a first name on, then pick a table and roll a surname. If you are feeling very adventurous and think it sounds better, reverse the result. Re-roll any duplicate results. Captain Isaac Isaac is not a good name!

The third method is to augment the name rolled by using suffixes. This requires a bit of thought. Adding *-ius*, *-eus*, *-ling*, *-thon* or *-ov*, to the last name. The addition of *von*, *van* or *van der* between the two names could also be considered.

Hence you might get Chaplain *Boldren van Krieg*. Trial and error is required here.

As a guide to naming your characters, Space Marines from the Dark Angels and its successor chapters tend towards Biblical names.

Blood Angels and their ilk tend toward Shakespearean or Greek names.

Ultramarines tend towards Roman or Greek names, whilst Black Templars have rather Germanic sounding names.

Space Wolves of course drawn from Nordic sounding names, so the tables here aren't suitable for them.

BE WARNED!!
This is not a rigid rule just a helpful guideline. In the future we might do specific name tables for these chapters.

TABLE 1						
D6 Roll	1	2	3	4	5	6
1	Angrus	Angst	Attila	Basehart	Barbarossa	Bauer
2	Blitz	Creud	Faust	Frund	Gant	Hund
3	Hell	Helbrecht	Khan	Kraeger	Krieg	Konig
4	Keppler	Jaeger	Lustgarten	Lucien	Molach	Richten
5	Rittman	Schadel	Schaak	Stein	Stern	Sigmar
6	Sturm	Tarvitz	Vorn	Vaska	Warman	Weiss

TABLE 2						
D6 Roll	1	2	3	4	5	6
1	Aerts	Balathasar	Basemath	Baphomet	Benedict	Bethesda
2	Canum	Crucius	Darik	Diablo	Duran	Elijah
3	Elias	Ezea	Isaac	Isiah	Israel	Gaius
4	Gorshin	Jarrik	Kain	Gabriel	Leland	Luficer
5	Logan	Meredith	Mortis	Nathaniel	Nemesia	Noah
6	Notaras	Serenity	Solomon	Thaw	Zibeon	Zoal

TABLE 3						
D6 Roll	1	2	3	4	5	6
1	Aristol	Blake	Castellan	Castor	Caelius	Calidus
2	Cavae	de Padua	Diaz	Dozier	Elisar	Fabian
3	Fabio	Gonzago	Iblis	Jaeger	Lentus	Lestrade
4	Lochage	Magrippa	Mercurius	Napier	Nefarius	Nimrod
5	Praepollo	Romero	Rankin	Ranthawl	Titus	Typhon
6	Troos	Venatus	Vampirus	Vermillion	Vega	Zepho

TABLE 4						
D6 Roll	1	2	3	4	5	6
1	Amalak	Boldren	Cattrell	Chavez	Cougar	Cogan
2	Dark	Denzark	Dekar	Dolland	Doom	Draeg
3	Dysan	Ferrum	Garro	Hector	Hound	Hunter
4	Kelan	Kyle	Lahoon	Marr	Mecklin	Nadrak
5	Narran	Nerrak	Newmar	Nils	Sato	Scythe
6	Skull	Stalker	Slaughter	Storm	Targal	Varren

TABLE 5						
D6 Roll	1	2	3	4	5	6
1	Actaon	Adonis	Adrianus	Antoninus	Arcus	Argulus
2	Argos	Augusto	Aurelius	Brutus	Citus	Constantine
3	Faux	Gladius	Geryon	Glavius	Gorius	Ignacio
4	Ignis	Julius	Liathus	Marcus	Marius	Maximus
5	Orrus	Primus	Phemeus	Remus	Repentos	Romano
6	Sixtus	Thadeus	Tirus	Vulcan	Yorass	Zeus

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WARHAMMER 40,000

HELE'S LAST STAND

by Michael Burnett

A new scenario for Warhammer 40,000

BACKGROUND

The Imperial Forces on Hamman's World have been totally overrun. This sector of the front line has broken and all organised resistance has collapsed. Most of the troops have either been killed or are running for their lives. Here and there a few scattered groups are still desperately trying to make a fight of it. Surrounded and forced into pockets of resistance by the advancing waves of enemy creatures, one by one they are being overrun.

One such group is Space Marine Captain Hele and a small force under his command. The Imperial Guard regiment his battle group was supporting has been annihilated. Any survivors have routed. Being a Space Marine Hele and his men would never retreat. Instead they have fought on, against any hope of survival. Trapped in a hastily constructed fortress they prepare to die, but not before taking as many enemy with them as they can.

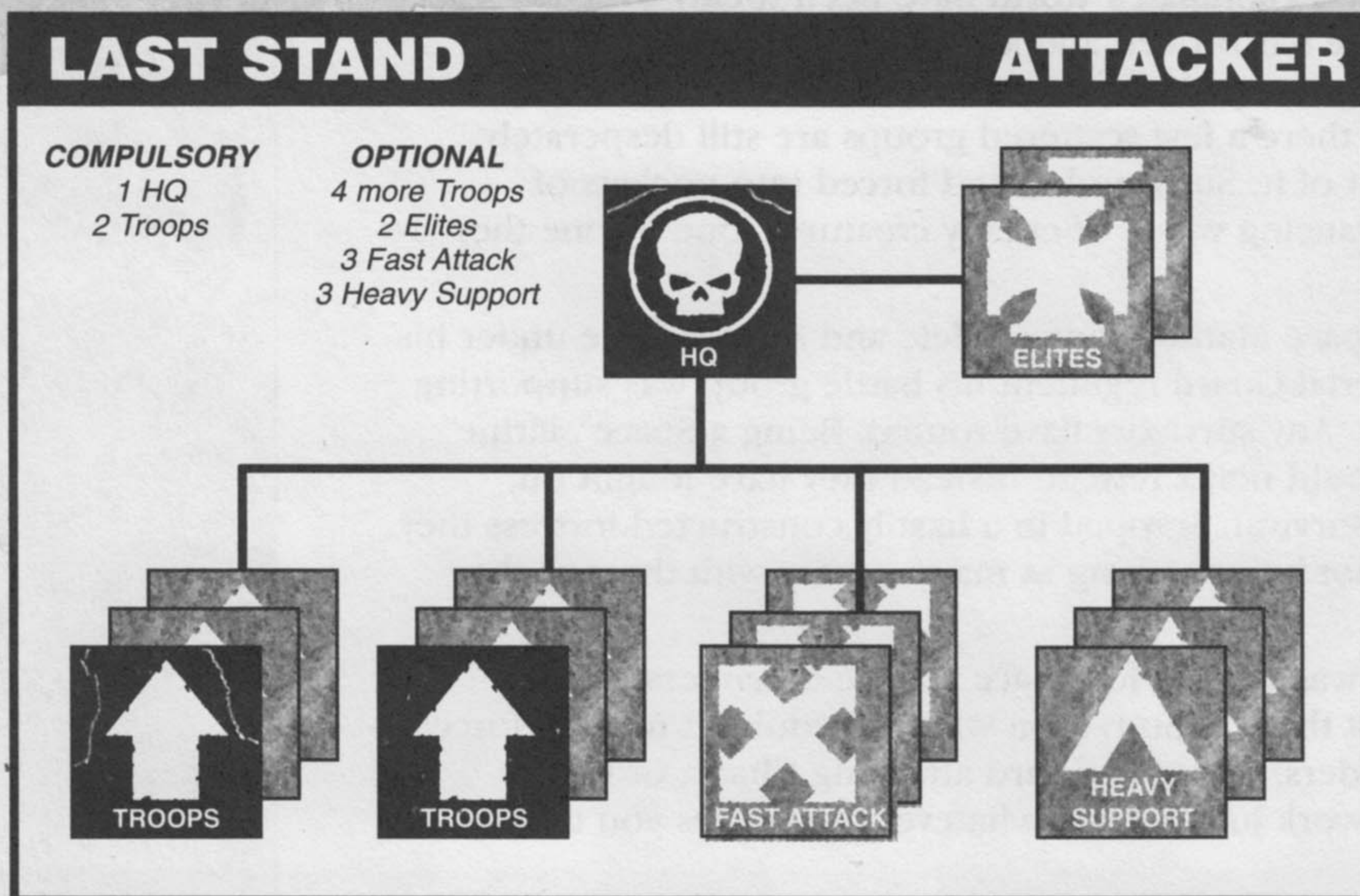
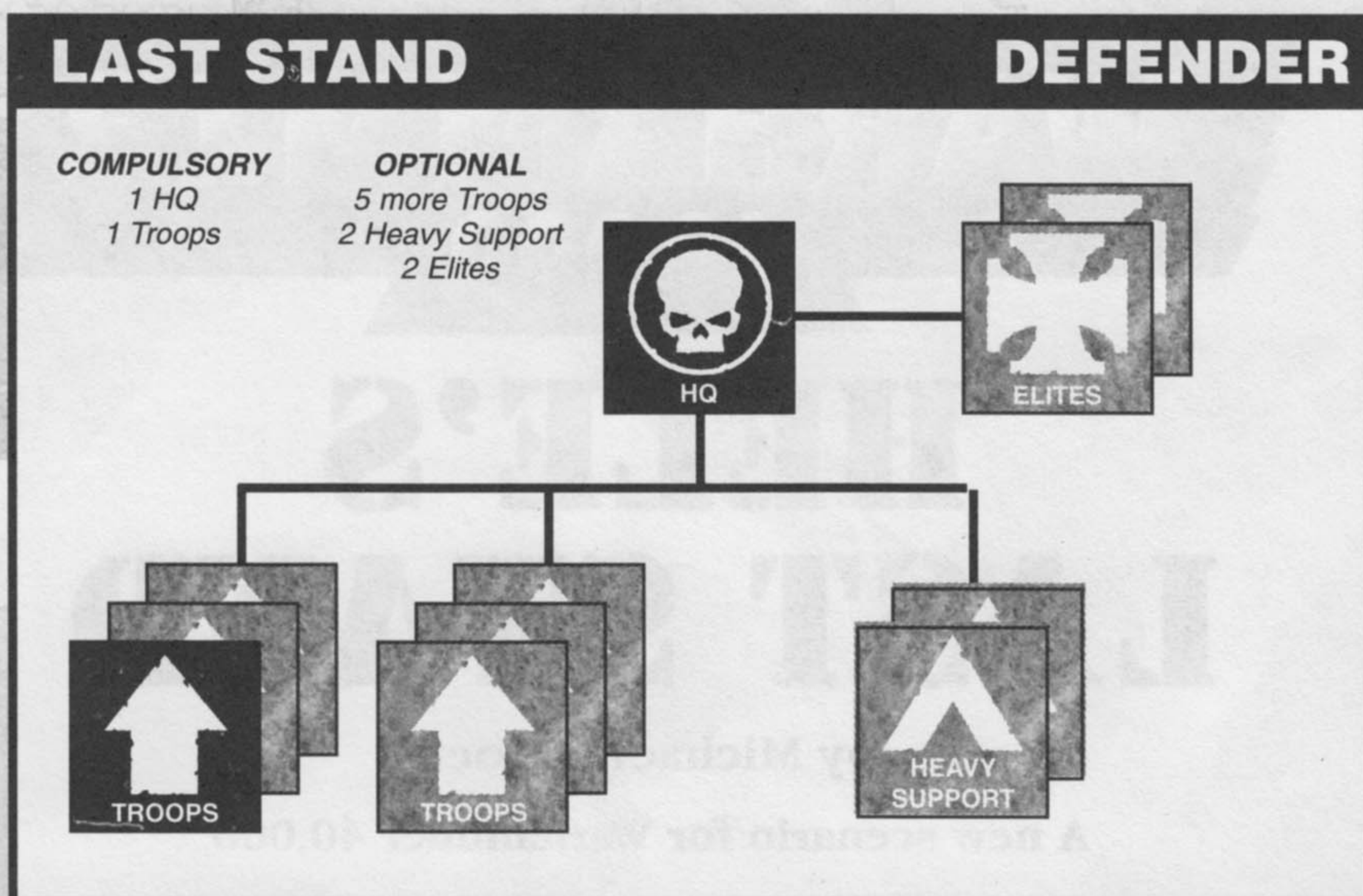
Originally this game was written for Space Marine defenders to fight Tyranid attackers, but there is no reason why you couldn't use any forces as attackers or defenders. Imperial Guard attacking Chaos, or Orks attacking Eldar, will work just as well, whatever miniatures you collect.



FORCES

The attacker gets double the points value of the defender. So if the defender gets 500 points, the attacker gets 1000.

Use the organisation charts given here.



NEW SCENARIO SPECIAL RULES

Stand and Fight

The defenders do not need to take Morale tests, they fight to the last man. They have nowhere to run. For them it is a fight to the death with little hope of survival. If they are defeated in close combat they will fall back as normal, but will automatically rally again. For Space Marines this is exactly the same as the normal "And they shall know no fear" rule. If you are using a defending force other than Space Marines then they can use the "And they shall know no fear" rule for this battle.

Take Cover!

If a squad is in cover then it may elect to "Take Cover!" at the start of its turn. All the models in a squad have to do this, not just some. Models that "Take Cover!" at the start of the turn may not move or shoot for the whole turn. However, in the opposing player's next turn the squad cannot be shot at either. They can be assaulted as normal. In their following turn a squad returns to attacking as normal, and may move, shoot etc as it wishes. A squad may only "Take Cover!" once per game.

HELE'S LAST STAND

ATTACKER'S OVERVIEW

Your forces are almost victorious, they are sweeping the enemy before them, but some pockets of resistance are still hanging on, slowing down your advance. The last remnants of an enemy force are holding out in a fortified position. Using excessive ground force you are to surround their position and go in for the kill. Wipe them out!

DEFENDER'S OVERVIEW

Survive and take as many enemy with you as you can. All you need is one model alive at the end of the game.



SCENARIO SPECIAL RULES

Infiltrators, Fortifications, Obstacles, Preliminary Bombardment, Random Game Length, *Stand and Fight*, *Take Cover!* (see *New Scenario Special Rules*).

SET-UP

1. A 'fort' is placed in the middle of the board. (Use whatever scenery you have to create a fortified outpost that is about 12" square). It should be made from sandbags, barricades, firing pits, etc.
2. Place other terrain within 12" of the table edges, to create the edge of a clearing. There are lots of wrecks and other detritus scattered about to represent the bitter fighting which has already taken place.
3. The defender deploys all his force inside the fort or within 10" of it.
4. The attacker must deploy one quarter of his force on each board edge so the defenders are surrounded by an equal force on all sides.
5. The attacker places any infiltrators up to 12" onto the board from their board edge.
6. The attackers resolve their Preliminary Bombardment and the game begins. The attacker takes the first turn, moving all his force on from each of the board edges.

RESERVES

None.

LINE OF RETREAT

The attacker's forces fall back to whichever board edge they moved on from. The defender's forces will not fallback, see *Stand and Fight*.

MISSION OBJECTIVE

The attacker must have at least one unit above half strength inside the fort and there must be no defenders left alive. The defender must have at least 1 model left alive inside the fort.



GAME LENGTH

The game lasts a random number of turns, see *Random Game Length*.

WARHAMMER 40,000

GENESIS OF A CHAPTER

by Dan Ebeck



Dan works in Gw's Studio operations department running the ever-busy studio camera room and making sure the reprobates from Fanatic don't break the cameras!

Ever since I sat down with my first Space Marine and paintbrush back in the late 80's, I have wanted to create something for the hobby that is distinctively mine, and what better than creating my own Space Marine Chapter. They are the Shadow Falcons, and here are a few thoughts and a bit of advice from my experience.

This may seem easy, but it takes an amount of effort and discipline to come up with something that is not a blatant rip-off of another GW concept. The other hard part is being confident that you have not contradicted anything in the huge amount of background that GW has published in the last fifteen years.

I think there are 4 things that a Space Marine chapter needs:

- A name
- A colour scheme
- An icon or chapter badge
- Some background and history. This option really adds depth and credibility to your creation, but this isn't essential right away.

The first thing to find is a colour scheme. Again there are several ways to do this. One way is to sit and carefully plan out a scheme on paper. Another is to just sit and paint

Marines in as many different schemes as your fevered imagination can come up with. Do this until you are either sick or blind! Then simply choose your favourite.

The latter method worked well for me. I was preparing for a tournament and couldn't commit to a look for an entire army. Instead I painted a Crusade Army. This is where the army is made up of squads from lots of different chapters, the Chapter Masters considering it a point of honour to contribute at least one squad to a Holy Crusade. This would enable me to try no less than 7 different combinations which ended up being the Red Dragons, the White Templars, the Falling Star chapter and the Night Falcons who went on to become the Shadow Falcons that I am working on now. I didn't bother with the other three and painted an Aurora squad, Crimson Fist Terminators and a Storm Lords Landspeeder.



In addition to the basic colour scheme you need to consider how you are going to work in all the variations that are a part of the army. You will need a way to differentiate between squads, ranks, disciplines (Tactical, Assault and Devastator), specialists, veterans and companies. The easiest way is to follow the organisation shown in the 2nd Edition Ultramarine Codex. These guides are :

- 1st: White
- 2nd: Yellow
- 3rd: Red
- 4th: Green
- 5th: Black
- 6th: Orange
- 7th: Magenta
- 8th: Grey
- 9th: Blue
- 10th: White

Shoulder pad trim shows company colour

- Veterans have white helmets, Sergeants have red and vet. Sgts. have red with a white stripe.
- Squad discipline and number is marked on the right pad.
- Specialists have different colour armour with Chapter heraldry on the shoulder pad. Apothecaries wear white, Librarians wear blue, Techmarines wear red and Chaplains wear black.

Of course you can change anything you want. Some Chapters don't differentiate between companies, some show the company colour on the chest eagle. Blood Angels use helmet colour for discipline, and the right pad for company. Don't forget to consider how you'll paint the vehicles.

Of the four things listed earlier an icon is probably the easiest. GW has produced a dazzling amount of these over the years, more than enough to find something that suits you. One good place to start is the current Chapter icons that are in use now, including the newly released metal shoulder pads. If Crimson Fists and Imperial Fists can have the same motif, why not the Doom Fists or the Fists of Wrath? Another good place to look is the Warhammer transfer range. Most of the Warhammer armies

have transfers available that can easily be applied to a Space Marine shoulder pad. The Bretonnian range is especially useful, with a myriad of heraldic devices to purloin. The other way to go is to try a hand-painted design. This can be

either very successful (and cool), or a complete nightmare. The thing about designing your own icon that painting just one is really easy. Bear in mind that you'll paint about 50 more to complete an army.

Once you have a colour scheme and an icon you can try and think of a name. This can be a real problem if it is important to you that your chapter name is totally original. The easiest way to check if anyone else is using it is to consult the web. The largest database that I have found is The Liber Astartes at <http://www.thewarp.net/war/liber/Index2.html>. It is an extremely large listing with over 1900 entries, including Traitor chapters.

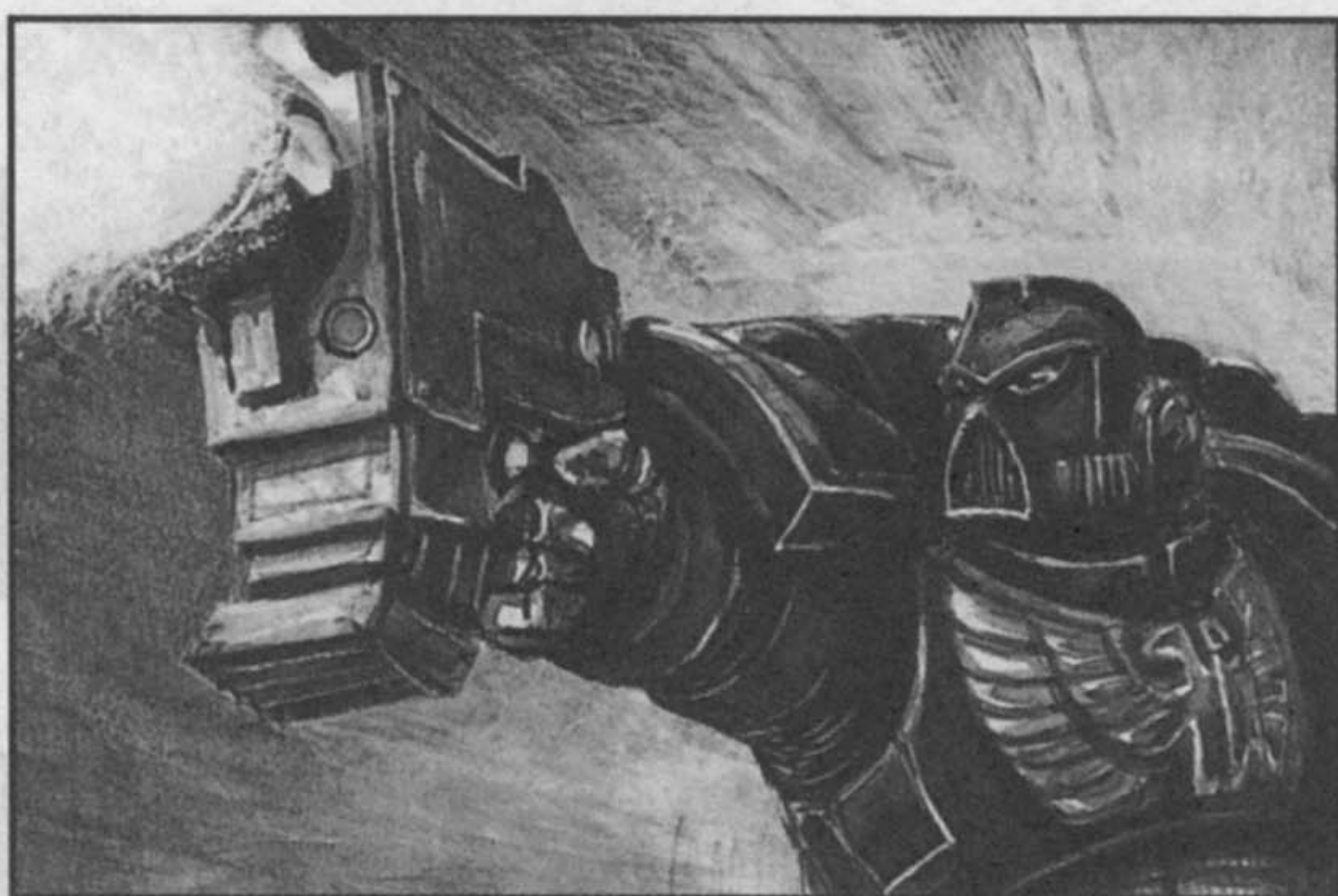
The simplest names are extrapolations of your colour scheme. No prizes for guessing the colour and icon of the Red Dragons mentioned earlier. This can sometimes be rather obvious, so try to use lateral thinking to come up with something more original. Another way to name your chapter is to refer to their homeworld (Praetors of Orpheus) or their Primarch (Sons of Horus) or the Emperor himself (The Emperor's Children).

Right, now that you've got the basics of your army, it's time to think about who they are and what they're like. You've got the Chapter started, but where do they go from here? What you need now is a background. There are two essentials for a basic background: founding Legion and Homeworld.

Unfortunately, this is where things start to get complex. At this point it's time to start being really careful. How detailed you make your background depends on how good your knowledge of the 40K universe is. If you are in any doubt, then always err on the side of caution. If you invent something and it turns out to clash with official background, then you risk damaging your new army's credibility.

The best way to start creating a background is to just create the fictional stuff, and I don't worry about the rules (I'm assuming that everybody is starting from the basic Space Marines Codex). You can always come back to your background later, when you have a better idea as to where the Chapter is going and you can tailor the strengths of the army to your own style.





One way to avoid clashes between how you play and the rules you are using is to use an existing Codex and take the "stand-in" approach. You can say that your Persecutors of Darkness Chapter are a part of the Dark Angels family of the Unforgiven. Now just use the Dark Angel list with your new colour scheme. This means that you can play anybody and they won't get upset when you start using Dark Angel rules (don't forget to tell them you are using a Dark Angels successor chapter).

The other, and more fun, approach for a detailed background is to create some special rules for your new chapter. BE REALLY CAREFUL. The safest way to do this is to make small changes. One change that I have made for my Shadow Falcons list is the introduction of junior librarians to the Command Squad. To do this I compared the points cost for a Librarian Hero with the commander with similar stats. A librarian costs an extra 15 pts for his Smite ability. So a normal Space Marine with Smite would cost +15pts. I decided to make all my Lexicaniums as tough as veterans (Horrors of the Warp and all that), so I added +12pts for veteran status to give a total of +27pts. This is one way for an *unofficial* variation to your army. You can find stuff for almost anything in this way. As long as you are prepared to pay the points, most people won't mind if you ask to use your own list. When opponents ask why I have extra Librarians in my army, I reply that it's in their background.

I have written an extensive background for the Shadow Falcons to justify their inclusion. Don't forget that the whole point of a background is to make *character* for your Chapter. This should include a few disadvantages for them as well. Whether in points or conditions, remember that nothing is perfect. If you are in doubt, then ask if you would object to someone else using that rule. If you find that a particular combination is really beefy and plows through everything in its path, up its cost. That way nobody can call you a Beard. My own Epistolary Librarians cost 10pts over what I calculated for them, as they can be absolutely rock.

How you develop the character of your army is up to you. Probably the most important thing is to ask the people you have just played for their opinion on your new army. Make sure that you listen to the things they say, especially the complaints. If you know an experienced gamer, then ask their opinion on your new list as well, but before you use it for the first time.

After you have written the background, and any special rules, don't think that it ends there. In a recent game of Space Hulk (the good games never die!), Terminator Sergeant Praccsimus survived the mission with a total of 28 Genestealer kills, 4 from close combat! You can bet that he is going to get a special mention and a biography of his own. It is moments like these that give life and depth to a stat line. My Chaplain Icarus' arch foe is a Khorne Warlord in the Lentus Crusade, who has slipped from his grasp more times than I care to mention. Of course, these characters are frequently "killed" in the course of a battle, but a Space Marine's super-physique allows him to survive wounds that would kill a lesser human, so I allow my characters to continue even if they are "killed". They are simply wounded, to return in the next battle.

In summary, be true to the background, and don't be afraid to push the boat out and really create something that is yours alone.



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SCYTHED HIERODULE

Rules by Warwick Kinrade

As well as a vast range of Imperial, Eldar, Ork and Dark Eldar vehicles and flyers Forge World have recently added a new Tyranid bio-creature to its catalogue. In the fullness of time Forge World will be designing resin kits to support each Warhammer 40,000 army (so all you Chaos players do not despair). The following rules have been created using the Tyranid Monstrosities – A Guide to Spawning article from WD255 Chapter Approved and the Chapter Approved book.

The Scythed Hierodule is a Tyranid creature first sighted during the invasion of Hamman's World, an Imperial world and close to one of the tendrils of Hive Fleet Kraken. Nothing like it had ever been seen before. Huge Tyranid bio-creatures such as Dactylis, Exocrines and Trygons are not uncommon, but the 'Scythed Hierodule' (as troops have nick-named it) is unlike any of these slithering creatures and does not share their common DNA. It has been theorised that this creature had its genesis in the 'Ordox', a large elephant-like predator native to Hamman's World sub-tropical veldt. If this is true then its DNA has been mutated to form a huge killing machine. Several comparisons have been made between the Scythed Hierodule and the Red Terror of Devlan, especially around the head and in the arrangement of the jaw and eyes.

During the battles for Hamman's World the Scythed Hierodule played a major role in the vanguard of Tyranid attacks, leading swarms of lesser

SCYTHED HEIRODULE

WORLD OF FIRST CONTACT:
Hamman's World

APPROX. WEIGHT: 6 tonnes

LENGTH: Snout to tail: 15m

SHOULDER WIDTH: 3.4m

HEIGHT: 5.8m

SCYTHER LENGTH: 4.2m

AVERAGE SPEED: 7 kph

ESTIMATED MAXIMUM SPEED:
22 kph

ESTIMATED ARMOUR: 4-80mm

ARMAMENT: *Quadrupal
forelimb claws, symbiotic
mutagenic acid spray*



HEAVY SUPPORT

SCYTHED HIERODULE ***Genofixed Species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Scythed Hierodule	445	6	2	10	8	5	3	2(4)	10	2+

Brood: 1 Scythed Hierodule

Bio-Weapons: The Scythed Hierodule (as its name suggests) has two sets of scything talons (+2 attacks), it also has an acid spray. They may not have any other weapons.

Mass Points: 2

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature all the rules for Tyranid Monstrous creatures listed on page 6 of Codex Tyranids apply to the Scythed Hierodule.

The Horror: Any enemy unit wishing to assault the Scythed Hierodule must make a Morale check. If the unit fails then the unit quails before the horrofying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Acid Spray:

Range	Str	AP	Type
Template	5	3	Assault 1

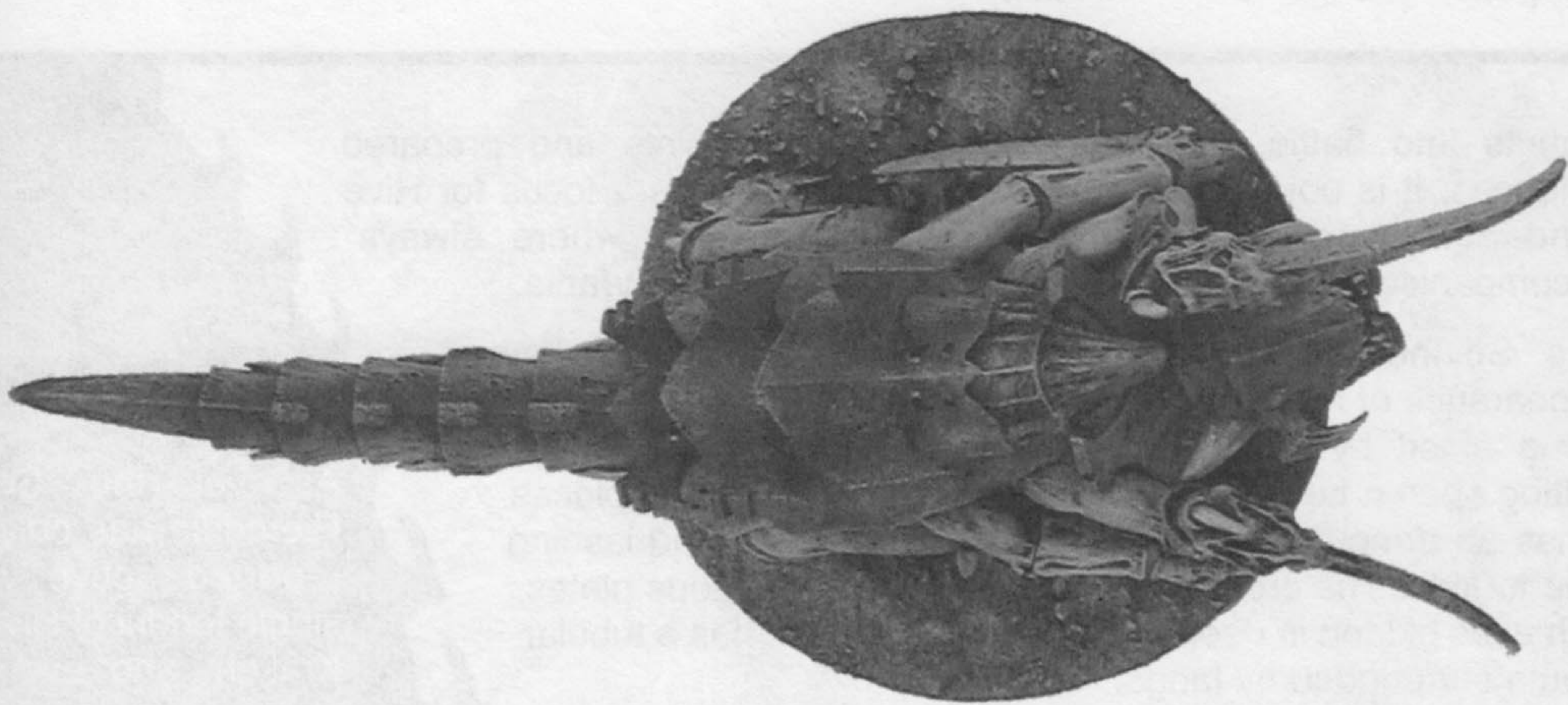
'gaunts into battle, especially against strong points and prepared defences. It is not thought that the Hierodule acts as a focus for Hive Mind activity, or is a Synapse creature. Attacks where always accompanied by the usual Tyranid Warriors and Hive Tyrants.

The Scythed Hierodule itself bears the familiar 6 limbed appearance of many Tyranid creatures. Its hind legs powering it along aided by 4 huge scythe-like claws, each capable of cutting open a tank or smashing reinforced concrete to pieces. It has an armoured tail which it uses for balance and lashing side to side. The creatures head bears thick chitinous plates, with eyes hidden in deep protective recesses. It has a tubular mouth surrounded by fangs.

As well as its claws the Scythed Hierodule also bears a symbiote creature, which appears to live on the Hierodules back, growing out between the armour plates. This toxic creature helps defend its host from attack, squirting a jet of mutagenic acid against any enemy that gets too close. No samples for the Scythed Hierodule have been recovered for research. Those that have been killed have all been destroyed by huge weapons, leaving few remains for laboratory investigation.

As yet the Scythed Hierodule has only been reported active with a single tendril of Hive fleet Kraken, and even then only encountered on a handful of world, but slowly its presence on the battlefield is growing. Capture of a live sample has become a high priority for Xeno Biologists if an effective counter measure to this new threat is to be found quickly. So far four seperate Xenos Hunter teams have been sent to Hamman's World in search of a Scythed Hierodule. None have returned.

Classified.



KNOW YOUR FOE!

Soldiers of the Imperium take heed!
Failure to comply with this directive may result
in premature death!

SCYTHED HIERODULE

Threat/Range: Very High/Close

Engage with: Ordnance weapons,
Mega Ordnance weapons

Notes: Invulnerable to all but
heaviest weapons.

⊕ Debilitating
injury rate of
51.2% or better at
these points

Mark Bedford's method of painting big Tyranid beasties

1. I began by washing all the resin parts in warm water and washing up liquid. This removes any mould release residue that might be left on the model during the casting process. Allow time for the model to dry thoroughly.

2. Assemble the model, pinning and supergluing as required. After all glued areas are dry I undercoated the whole model with Chaos Black primer.

3. I let the primer dry over night. Then I lightly sprayed Bubonic Brown over the entire model.

4. While the model was drying I mixed up a wash of Snakebite Leather and Chaos Black with a few small drops of washing up liquid (this helps the wash flow easier over the details). I added water to the mix until the paint flowed like water. Using a large paintbrush I applied the wash all over the model, using a tissue to soak up any excess wash. Once the wash was dry I went back over the model

adding more washes to areas where I wanted the recesses to be darker.

5. Taking a large soft brush and a pot of Bubonic Brown I dry-brushed the entire model. Then I began to add Bleached Bone to the Bubonic Brown and continued to dry-brush. I repeated this process adding the lighter shade to the mix and dry-brushing the raised areas.

6. Once I was happy with how it was looking I began to paint the hard carapace armour areas. I wanted the feel of the whole creature to be very organic so after looking at my reference books I found a picture of some locusts that had a similar colour to the one I wanted. Their carapace was a warm green so I used a Striking Scorpion Green, which I then washed over with my original brown/black mix. I then dry-brushed this with a Scorpion Green and Bleached Bone mix, again adding more bone to the mix as the dry brushing became finer.

7. I then paid some attention to the other parts of the model: the mouth, claws, spikes, joints and the base. The claws

and teeth were painted with Bleached Bone and given a Brown ink wash again I highlighted with a dry-brush mix of Bleach Bone and Skull White going up to almost pure Skull White at the tips and edges. When I had done this to all the claws and teeth I painted on several layers of gloss varnish to give these parts depth. I also repeated this process on the carapace areas.

8. The base was painted with several layers of Dark Flesh and dry brushed up with Bubonic Brown and Ghostly Grey. I then added static grass which, when dry, was lightly dry-brushed with Bad Moon Yellow

9. I gave the entire model several coats of spray varnish to protect it from the handling it would get during games

10. For added detail to the base you could raid your bits box and glue on various bits of battlefield wreckage; helmets, spent shell casings and even a few spare rippers from the Tyranid plastic sprues

Mark's finished Scythed Hierodule is on the inside cover of this magazine.

SCYTHED HIERODULE

IMPERIAL
ARMOUR

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ARMOUR

Model sculpted by Simon Egan



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HOW TO ORDER A SCYTHED HIERODULE

The Scythed Hierodule shown is part of the exciting range of Imperial Armour models available from Forge World.

*If you want to know more about the Imperial Armour range of kits send an SAE (or two IRCs) to:
Imperial Armour, Forge World, Games Workshop Ltd, Willow Rd, Lenton, Nottingham,
NG7 2WS, UK or visit the website at:*

<http://www.forgeworld.co.uk>

where you can order all the models online.

Write to us at the usual address and may the beardy debate continue!
This issue Andy dips into the mail bag.

Yet more VDR

Dear Fanatics (or anybody who will listen),
Let me start by saying that, I HATE VDR!
Now that I got that off my chest, let me state the main reason why: ABUSE!!!

I was grudgingly accepting VDR until I read the rules for Tyranid Gigantic Creatures, then that's when I lost it. How do you kill a DEEP STRIKING, WS 10, STR 10, T 10, 7 W, I 6, 10 ATTACK, 2+SV, UNBREAKABLE... ah forget it! The list goes on, I hope that you see my point. I for the life of me can't understand why GW would intentionally limit the use of a 100pt+ special character, for the sake of game balance, then turn right around and freely let players create what is essentially a Titan (or war machine of any type for that matter)! and bring it into a 1500pt game! And then say that it doesn't effect game balance! C'mon! Nobody wants to have his whole army decimated by something that his buddy essentially "made up". Well, I figure that if you're not part of the solution then you're part of the problem. So I have some solutions that I think will help smooth things a little.

Consider this a letter of encouragement (keep up the good work!) and a plea! Like most cries for help, this will fall on deaf ears and go unheard, but at least somebody read my views. Out!

Sgt Oliver A Johnson

I think you may have missed a few important points about using large creatures or other war machines. Firstly, war machines can only be used with your consent (you can say no!), and your opponent must tell you in advance what he'll be using. They must also be taken as a detachment, so you must have another army before you take a war machine. War machines are their own army, with a detachment size of 1 to 3 war machines. The detachment rule means you can only take them in games of 2000 points or more (it says so on page 92 of the Chapter Approved book). Large Tyranid creatures should be treated in the same way as other war machines in this respect.

The next question should not be "How do you kill a Deep Striking, WS 10 etc" but, does the model exist? Has your opponent come to the battlefield with a full-scale scratch-built painted Tyranid monster? If he hasn't then your original question is voided because he breaks the first and most important rule: WYSIWYG ('what you see is

what you get') if the model's not there then it can't be used.

The VDR was originally written to allow gamers with cool models they had built themselves, to use them in their games of 40K. It's not an excuse to find the most devastating stat line - the emphasis is on the model. I think it achieves this goal as long as the model the stat line represents exists and is WYSIWYG. As an aside if you like massive Tyranid monsters check out the Scythed Heirodule on page 26.

Good Show!

Hello there,

Much admiration for CJ 44.

Although not an Dwarf player (I play night Goblins so my view toward Dwarfs is a bit biased, terms as beardy gits/stunties etc. come to mind) I must admit that the article concerning the Dwarf heroes of old was very good.

The old line of models which where shown was also a relief. I have been warhammer fan since there where lesser and greater goblins.

The lesser Goblins later became Snotlings and where based on large 40mm bases and the greater Goblins are still available (I hope).

I think that the Journal must continue to bring articles which show lots of these old models since these have the advantage of having real codes.

Most of the models I am looking for are best described as:

Me: "I want 2 snorri legbiters"

<Silence>

Mail Order: "Pardon ???"

Me: "Page 34 White Dwarf 102"

<longer silence>

Mail Order: "What is the code ?"

Me: "Dunno its on page 34 White Dwarf 102 it says Snorri Legbiter"

Mail Order: "What is the description?"

Me: "Goblin biting a dwarf leg"

<Sounds of computer keyboard being harassed>

Mail Order: "I'm very sorry It seems I cannot find it on the system"

Me: "I'll send you a photocopy of the page, is that alright ?"

Write in with your opinions to:

Mailbag

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

Mail Order: "Yes, I would do that there might be someone who actually knows the model"

<End transmission>

Would it be nice if this can be substituted for

Me: "I want 2 times 23423423"

MO: "Okay anything else that I can do?"

So one hopes for same articles for: Empire, Orc's, Undead (wonder what Nagash would be like), 40K stuff and maybe races/models like Fimir, Zoats, Ambulls, Ptera squirrels! etc. (Note I've not mentioned Squats... which I've just done, sigh!)

Back to the Journal

Expansion for the Harlequin Codex (still experimental) but I hate Eldar so I do not care much. Sentry gun rules, great rules I'm looking forward for the Cityfight supplement already.

And the the letters - I thought I was alone in the large units line of tactics. I must admit there is nothing like the face of an opponent who sees 80 strong units of Gobins appear on the table. Furthermore these units are screen by 20 strong stickas (these are goblin archers) units. Mix in with Squig Hoppers and you have a black carpet of destruction rolling toward the enemy (expect when failing animosity, terror and other tests)

Keep this line of Journals, It's great.

Ruud van der Graaff, Holland

Thanks Ruud, feedback on the Journals face lift and new focus has been good but more is always welcome - so let us know.

Old Dwarfs

Dear Sir,

Your article on Dwarf Archive models (in Cj44) was very interesting and even though I do not collect Dwarfs I will be looking to buy some of these brilliant models. In your magazine you said that suggestions of future articles would be welcomed so here is my suggestion. I think in your next issue you should do an article on the Undead archive models and Witch Hunter Archive models as these two would go very well with each other.

Chris Lovell

Prometheus

I have a concern regarding the rules for the Land Raider Prometheus as published in Journal 41. Namely the Prometheus is less powerful than the other Land Raiders (Crusader and standard) yet costs more points. I'm betting that the new Prometheus fits the VDR rules, but it's cousins don't.

Keith E Patton

And you would win that bet! You pay slightly more for VDR vehicles, because the advantage you get from getting exactly what you want.

Harlequins

Greetings,

I have been collecting and painting 40k Harlequins since the early days. I collected a large portion of my force during the red hot summer days of 1990 when I made a trip up to the BC store from my home in Portland OR.

I have a few comments on the list published in the Journal.

1. More heavy weapons and vehicles. In the very original Harlequin list, they were allowed to cannibalize vehicles from other races. I would really like to see Vyper jet bike made available to the Harleys. They really need the firepower. I liked the old 2ed list that allowed a Death Jester to be mounted on a vyper...(I built one of these!) Falcon grav tanks should also be made available to the Harleys. (The Venom as a troop transport is a silly idea. No, I don't like the Dark Eldar vehicles either...)

What about making Reaper Cannons available to Death Jesters?

2. More Warlocks. I would like to see a return to the Shadow Seer as a character and add Warlocks and High Warlocks. The Harleys should have access to lots of psykers like the Eldar. They will need the protection to provide armour saves for artillery...which currently nukes them out of existence.

3. The same should be done for Avatars. High Avatar should be a character and other Avatars as heroes.

4. How about making Jet-bikes optionally available to troops. These are undeniably the best way to equip your Harleys, since they need the speed, or they die. (Not to mention that I have lots of these painted...)

5. Also missing are digital lasers, and fusion guns. I think the latter would be most useful to the Harleys, and indeed is much needed when up against vehicles.

Lastly, for the extravagant points cost of Harley troopers, at least allow every last one of them access to the Harlequin Armoury. Or at the very least let them all buy power weapons!! This would justify their cost and make them very deadly in H2H, which is what they are for!

Don Headrick

WARHAMMER

CONVERTING THE MASSES

by Neil Rutledge

This article is an introduction to converting miniatures for newer gamers, (or older gamers too timid to attack their miniatures with modelling knives and clippers). Veteran modellers will find there are a few useful tips here for them too!

Conversions feature regularly in the pages of White Dwarf. Each issue usually has at least a couple of stunning examples of standard miniatures that have been added to, or changed in some form to produce a new model. Sometimes these changes are made to allow their owners to field a new vehicle or character of their own designing. Sometimes the modeller simply wishes to add their own personal touches to an army or to a unit of models. Sometimes the new figure has just been created for the sheer fun of it. Whatever the reasons behind these conversions they are often one of the most interesting and impressive aspects of the hobby.

New comers, especially, often remark on them and, sadly, the kind of comment I frequently hear is along the lines of, "Wow, brilliant! I could never make anything like that." Many people seem to think that converting figures is really difficult and demands all kinds of specialist equipment. This is a great pity because conversions are well within the reach of everyone and they are tremendous fun to produce.

Over the years I have become convinced that successful converting is less to do with tools and techniques and more to do with mental attitude (although there are many who would say my attitude is very mental indeed!) The purpose of this article is to unashamedly put forward this creed; conversions are brilliant, need not be difficult, or complex and can add hugely to our enjoyment of the hobby. It's not enough to just talk, though, so, where do you

get started? I have five commandments:

1. Have a go! Nothing beats a try. Nothing ventured, nothing gained etc. etc. Yes, they're boring old cliches but they're true.
2. Start simple. This is really important. If you start by trying something too complicated, it will go wrong and you will be discouraged. Build up your experience in easy stages and you will go from strength to strength. Another point to mention here is to not be put off by the masterpieces of such gurus as Mike McVey or Dave Andrews. Not all of us can be master modellers but we can still gain a huge amount of enjoyment from working at our own level. We are supposed to be hobbyists enjoying ourselves, not Empire Flagellants! You can see my figures are never going to win any awards. They're wargames pieces, produced quickly in odd bits of spare time but they fit the bill for me.
3. Learn from your mistakes. There will be some. I've been converting miniatures for years and still produce the proverbial pig's ears, so don't worry if things go a bit wrong, just work out why and avoid the problem the next time. (If the worst comes to the worst, proudly announce your creation is a chaos mutation!)
4. Seek widespread inspiration. The world of Games Workshop is literally bursting with artwork, stories and background that can provide loads of ideas for conversions. Other fantasy and sci-fi stories and films can also provide a creative spark. Don't neglect the rich

rich sources of history, either. Many of my ideas have a historical background. Study your Citadel annuals. I spend hours looking through them, not considering the miniatures as finished items but as components to build into other models. Many miniatures come as a number of pieces. This is great because the bits can easily be swapped around but don't stop there! Just because a component is produced as a backpack, doesn't mean that it mightn't make a first rate missile mounting.

Look carefully at the pieces and imagine what else they could be used for.

5. Finally, let loose your imagination! Paradoxically, I often find that the wonderfully rich background to the Games Workshop universes actually fetters many hobbyists' imaginations. Often the background is so detailed, folks don't get beyond looking at the published material, and that's fine, but there can be much more. The world of Warhammer is just that, a whole world. Warhammer 40K covers millions of worlds. Even a single Necromunda Hive will have enormous tracts not even touched on by the background in the game book. One of the main reasons I'm hooked on the hobby is the scope for creativity. You can work within the spirit of the games' backgrounds and still come up with loads of totally original ideas. This is the secret, for me. All of my armies, miniatures and conversions have a background, they are not just miniatures, they have their histories and stories, personalities, triumphs and glorious defeats. Once you get into this sort of spirit, you will find ideas come thick and fast but, even a warhead such as myself, recognises that the ideas are not enough, how do you begin to put these ideas into practice?

Fortunately turning your ideas into converted miniatures is much more straightforward than many believe. I am often asked where the best starting point is and my advice is normally much the same.

FIRST STEPS

First, start with plastic figures. Citadel's plastic miniatures have gone from strength to strength. There is a great range of them, they are relatively cheap and they are easy to cut and work with, an ideal starting point. The newer multi-pose sets such as the Empire Soldiers are even better as it is particularly easy to swap and juggle bits around. You will also need a few, very basic, tools and materials. There are many Games Workshop

Right: Converting plastics is easy.

Ally Morrison's Chaos cultist, made from plastic zombie parts, greenstuff and plastic tubing, shows what great results can be attained from applying basic conversion techniques.

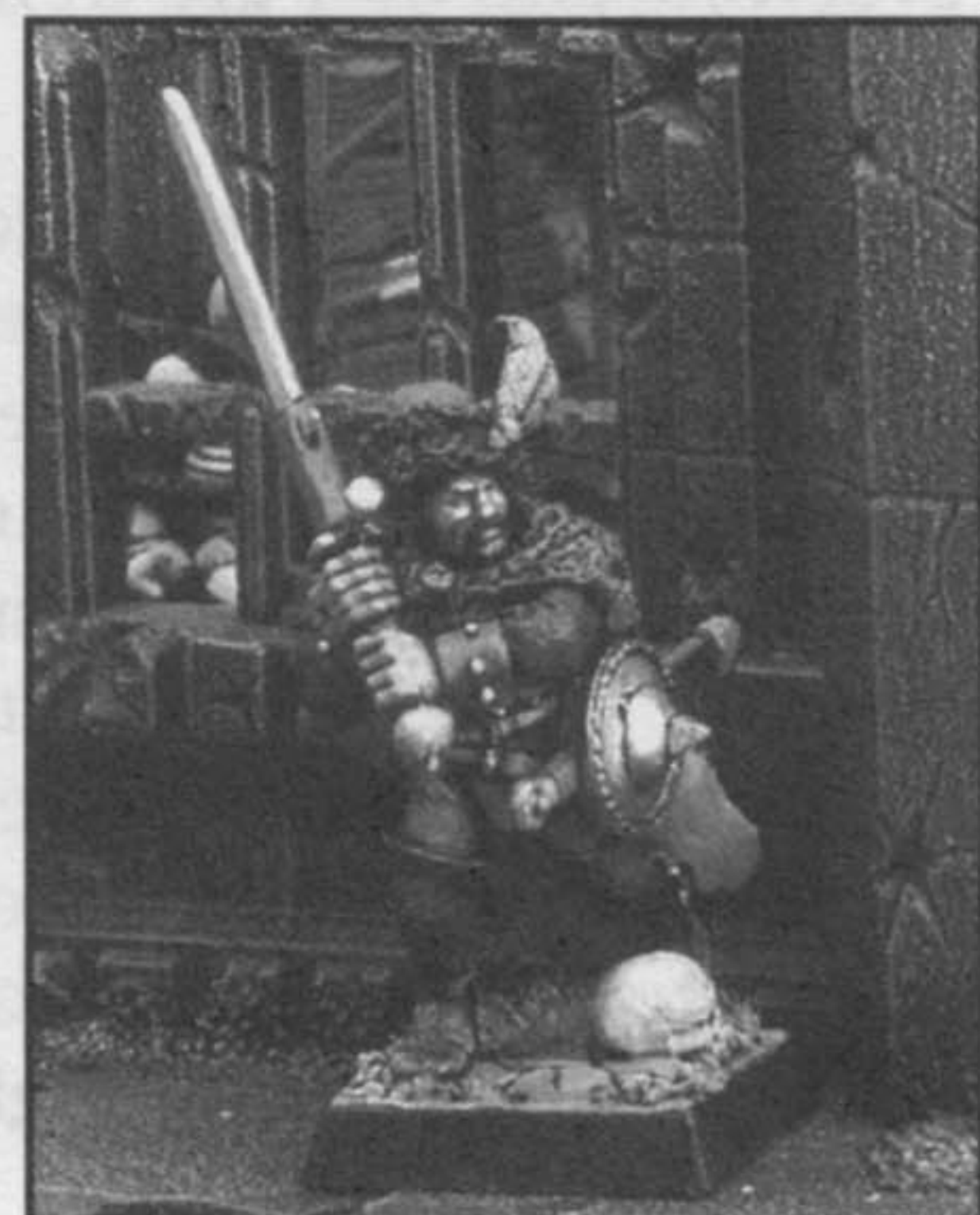


publications that deal in detail with modelling tools and techniques but it is worth briefly going over the main points, if only to demonstrate how little you require.

In terms of tools, the only one you need to get started is a good modelling knife. This will let you cut your figures from the sprue, trim off any mould lines and cut them up for your conversions. I recommend a knife with a heavy handle that can take different blades. Plastic is easy to cut but if you are slicing up whole torsos then the heavy handle allows you to apply more pressure and is safer. Different blade types aren't necessary at first but, as you become more experienced, you may wish to use them. At any rate, you will want to be able to change the blade regularly to ensure you keep working with a sharp cutting edge. A further advantage of the heavy handle is that it will take a razor saw blade, again you won't want this at first, but for more advanced conversions with metal miniatures, it is a must. The only other items on your initial shopping list are two types of glue, polystyrene cement and Superglue. The former is the handiest way of sticking plastic bits together, while the latter will let you stick metal components to your plastic figures.

This very simple kit will let you make many straightforward, yet effective conversions.

Right: The final aim of all conversions, a great looking new miniature. This is Alan Perry's Kislev swordsman, converted from a plastic Mordheim mercenary using greenstuff.



Remember the second commandment, start simple! I suggest the first thing you try is to add bits onto basic figures. For example, Space Marine shoulder pads can be glued to Necromunda figures, or armour or other accessories from the Empire Soldiers can be added to Skeleton Warriors. You can also add metal accessories to plastic figures, backpacks are a particularly effective addition for Gorka-Morka Orks or Underhive gangers. Once you have mastered this sort of thing it is easy to start cutting off bits and replacing them with other pieces.

Weapons provide the easiest starting point. A plastic Orlock can be given a Space Marine's chainsword or GorkaMorka Orks can be turned into Warhammer Orcs by having pistols etc. cut away and replaced with swords or axes. You can often easily re-arm entire units, turning Orcs armed with swords into halberdiers, for example. Don't forget to keep any spare bits and pieces! All modellers should hoard such bits, you never know what might come in useful. There are literally hundreds of possible conversions, head or weapon swaps and easy and effective.

SECOND STEP

You can employ the same, simple techniques to provide centre pieces for your armies. I have a very detailed background for my Orc Waagh! A crucial character is Scrofligg the Holy One, Shaman to the Deth Moon Orcs.

I wanted a distinctive figure for Scrofligg and one that fitted the tribal, animistic image I picture as fitting for an Orc Shaman. A standard Savage Orc shaman miniature



provided a great base and was then modified by adding Scrofligg's magical cloak of bones.

Cutting up skeleton warriors and gluing the bits to a harness made from cheap jewellery chain quickly created this. I also imagined Scrofligg as being carried on a litter (much more dignified than walking or hanging onto a warboar). The litter itself is made from a beastman chariot, spare heads and spears. It is a bit outside the scope of this article being all metal, but is made using almost the same techniques as I describe for the plastic miniatures.

It is the bearers that really illustrate what I am describing. They are based on the plastic GorkaMorka Orcs. It is simplicity itself to replace sluggas etc. with swords and axes taken from other Orc figures and sprues. The figures were then easily posed to carry the litter. Finally I swapped three of the standard heads for ones from the bits box and added lolling, modelling putty tongues to two of them. (Historical note: the replacement heads come from "Drastik Plastik" Orcs, the second ever plastics that Citadel produced, and around fifteen years old. I did say you should never throw any bits away!) Result: a unique character miniature but easy-peasy to make.

USEFUL ADDITIONS

Once you have grown confident with this sort of approach there are a couple of other pieces of equipment worth thinking about that will let you expand your converting repertoire.

The first I would suggest is a pin vice and drill bits (again speak to your local store staff). This will have lots of uses as you come to tackle more complex projects but, at first, its main use will be to drill out the hands of figures so that you can insert weapons, banner poles etc. more securely. The hands of plastic figures can be quite delicate so you need to take care. Many of the new plastic sets have extra arms so it may be worthwhile practising on some spares first. When swapping weapons remember, too, that it may be easier to swap a whole hand, rather than just the weapon. This is especially easy if the figure is moulded with gauntlets, Bretonnian knights and Space Marines, for example, or with some kind of arm ring or bangle, such as many Ork miniatures.

You could also add some useful materials to your armoury at this stage. From the model shop get hold of brass rod. This comes in

varying diameters and is easily cut with the wire cutters on ordinary pliers to make spears, banner poles etc. From the kitchen, get hold of metal foil, I find the best sort comes from cleaned and cut up tomato puree tubes. This can be used to make flags, equipment belts, cloaks and a host of other bits and pieces. From your local Games Workshop, get hold of some two-part modelling putty. Wonderful things can be made from this with practice but, to begin with, use it to plug holes or to make really simple items such as bedrolls.

A WHOLE ARMY OF CONVERSIONS!

The next step is an entire army of conversions and that is exactly what I am starting! I fear the latest Empire Soldiers boxset has gone completely to my head and the results may illustrate nicely the points I am trying to make in this article. I already had an Empire army but when I saw the new figures I was bowled over. I certainly wanted to incorporate the new figures but a crazier plan began to form.

How, I wondered, would my Empire army have developed over time? I always spend a lot of effort on the background of my armies and I imagined my crusading order pushing north and east against the hordes of Chaos, the plains barbarians and perhaps even as far as the borders of Cathay. I pictured their equipment getting lighter and the numbers of firearms increasing. Historical background played its part too, and I was much influenced by the Border Reivers of the sixteenth century (my ancestors were exactly that type of rather unpleasant character and I have a kind of

morbid fascination with the period). The result; some whole new troop types and a lot of converting! The project is in its infancy but the results do illustrate the fact that conversions can be easy, if you are going to convert a whole army, they have to be!

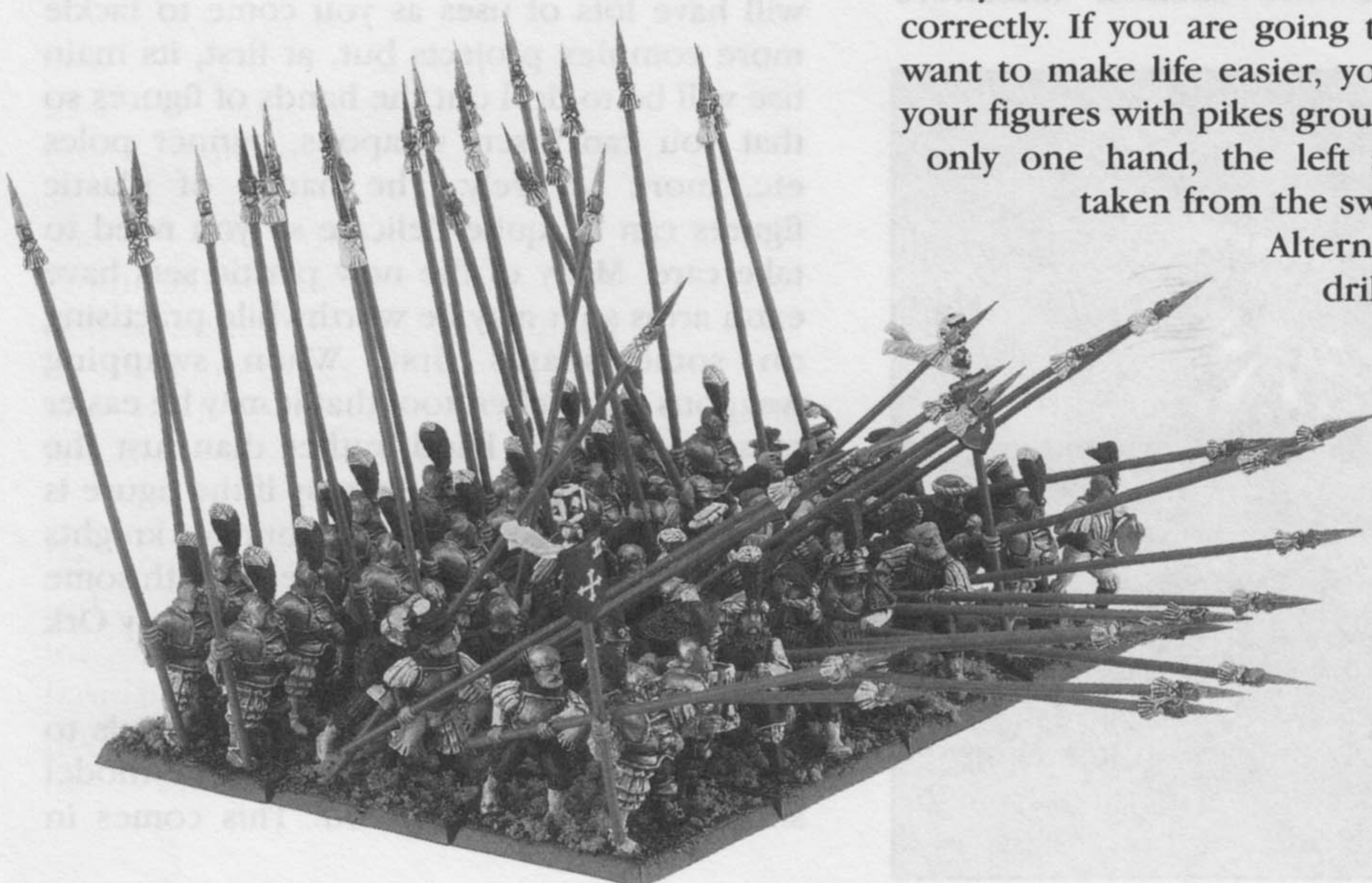
Pikemen (block of forty-eight converted pikemen)

Even before "Dogs of War" came along I had fielded some pikes in my Empire army. They were very easy to convert from the old plastic halberdiers. The halberds were cut away, the right hand drilled through and a brass rod pike inserted. cut away to leave a spike. The pike points were made from the halberd blades with the axe and hook parts clipped off.

These were then drilled and glued onto the brass rod. You can make spear points etc. by flattening the end of the rods with pliers but I think this method looks much better. Spear points could also be used from other models. For example, if you are making a unit of the new Night Goblin archers, you will be left with some lovely spare spear points. Moulded pikes from other miniatures in the Dogs of War range could be used but to my mind they are much too short and wimpy. Using the brass rod lets you make longer, non-bendy pikes that will stand up better to the rigours of campaigning.

With the arrival of the Empire Soldiers, more pikes were a certainty and I used exactly the same technique. You can create marvellous units bristling with pikes but it is much more fiddly to drill two hands and position the arms correctly. If you are going to have a go and want to make life easier, you could position your figures with pikes grounded and held in only one hand, the left arms then being taken from the swordsmen sprues.

Alternatively you can drill the right hand and just rest the pike on the left. This may not look quite so convincing but in large units that are designed for gaming, it hardly shows.



Officers, musicians and standard bearers are traditionally often converted. For champions I used the metal halberdiers with plug-in weapons, just cutting off the halberd shaft and replacing with a brass rod pike. The standards comprise a brass rod pole with a plastic shield and one of the scarf-things from the standards in the boxed set. This was cut from its pole and drilled to slide onto the new shaft. They were then topped with the cross and skull from a terminator sergeant's banner pole. I also used some of the old halberdiers for such figures, chopping off arms and heads and replacing them with those from the boxed set.

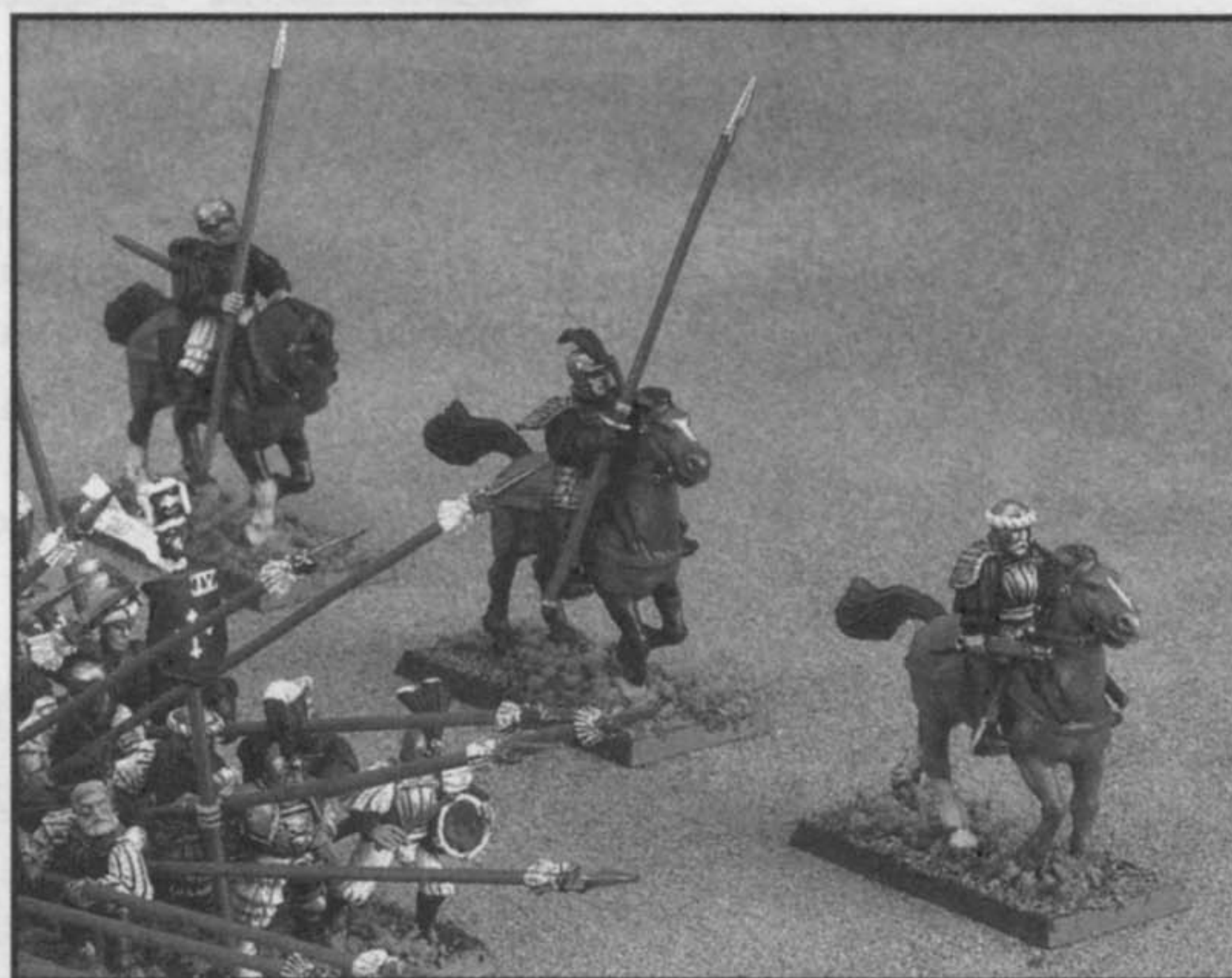
Sword and Pistol Men

These show how inspiration for conversions can come from varying quarters. I was building pikemen and thinking how, historically, such units were vulnerable to flank attacks. How would the flanks have been protected? Answer, in this case, with some specialist skirmishers, the sword and pistol men (more converting but, again, very easy.) Basically I built up swordsmen but also gave them pistols. The castings for the new Slayer Pirates provide excellent pistols, including some in holsters. A useful tip when fixing the pistols (and many other weapons) is to drill the hand and then cut the pistol across its grip. The fore part can then be glued into the front of the hand and the rear into the back of the hand. Combining the torsos from pistolier figures can provide further variation. You can also see on some of the figures, how foil can be used to make equipment belts.

Scout Archers

I wanted to provide my army with some light infantry to act as skirmishers and scouts. I decided on archers, primarily because I still had the Bretonnian archer figures from the Warhammer boxed set. A Bretonnian army doesn't fit my character at all and so this seemed a good opportunity to put the archers to some use.

The figures are also a good example of how it easy it can be to completely change figures. It is very straightforward to cut off the existing heads and replace them with those from the Empire soldiers. I hoped to create figures that gave the impression of fast-moving, irregular skirmishers and so I wanted plenty of variety of pose. Luckily I discovered that it was also easy to swap whole limbs. You just chop the arms off and replace them with those from the Empire sprues. To add the bow to the new



figures it is best to cut off the entire Empire hand and replace it with the hand and bow from the Bretonnian figure.

Harquebusier and Demi-Lance

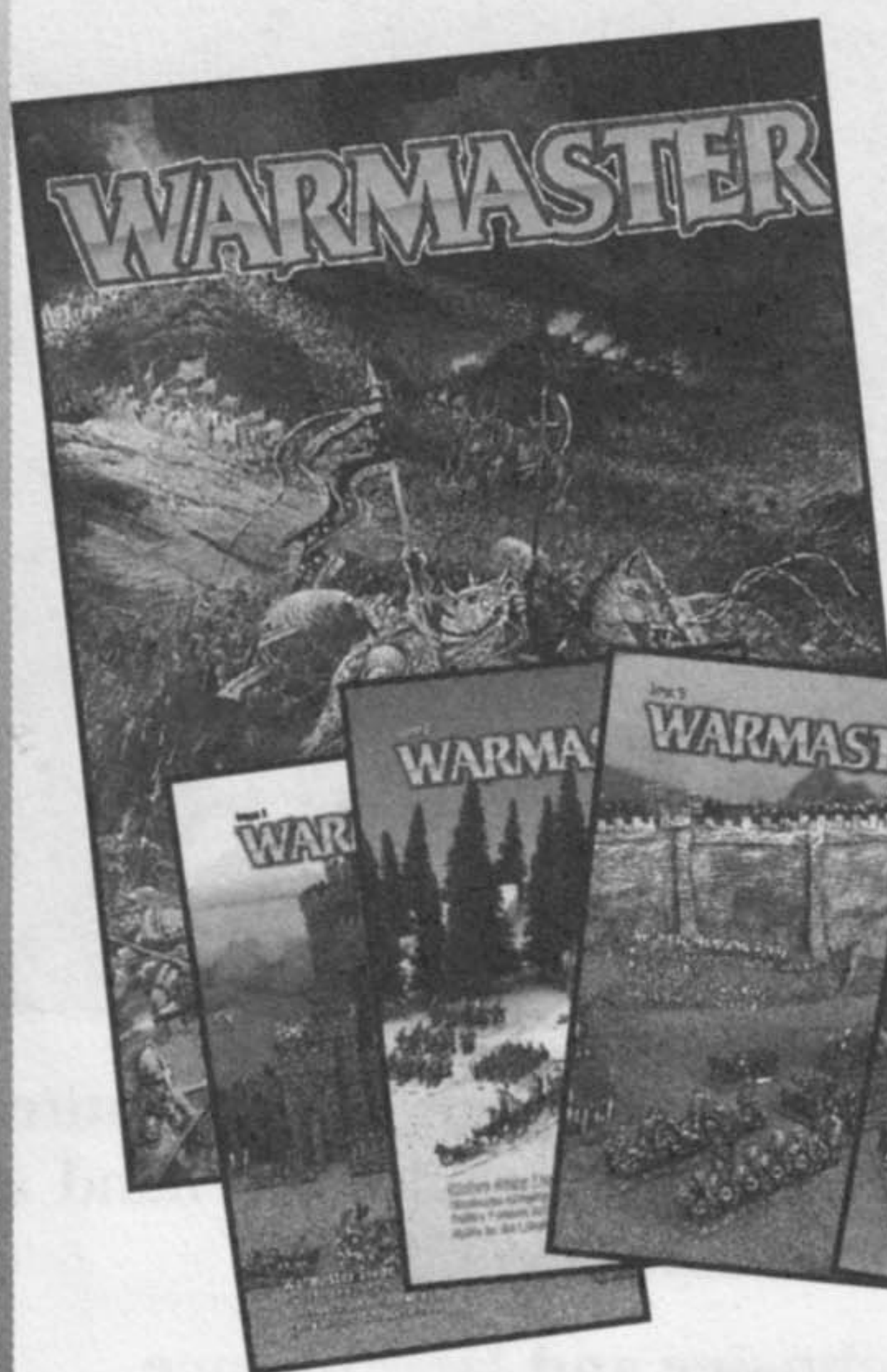
As I imagined my army changing over time, I thought how the cavalry might develop. Again I had a historical influence and, thinking of sixteenth century cavalry, I pictured their armour getting lighter and their armament becoming more reliant on firearms. The pistoliers would stay much as they were but would add a harquebus (a form of early carbine) to their equipment. Again, the conversions are very easy. It is simply a matter of using the legs of pistoliers with the appropriate pieces from the Empire Handgunners set. The knights, that had provided the heavy cavalry of my original army, I imagined declining in importance and being replaced by lighter, tactically more flexible, lancers. These I created in a similar fashion to the harquebusiers but, instead of a handgun, I gave them lances taken from plastic Bretonnian knights. Again, it's worth noting that it is easier to replace an entire hand, rather than only the weapon. Both types of horse men sport a brace of pistols and, again, you can use the Slayer Pirate castings. I also added armour for the upper arms. This came from the ubiquitous Empire soldiers and actually represents thigh defences but if you carefully bend it over the huge puffed and slashed sleeves it doesn't look too big.

So have a go! You don't need to be so mental as to start converting an entire army but hopefully you can see that conversions are attainable for everybody and will be inspired to make a start with one or two figures. But, be careful, you may end up as hooked as I am!

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A Bretonnian Character set, Three units of Knights, one unit of Mounted Squires, two units of Bowmen, two units of Men-At-Arms, a unit of Grail Knights and two units of Peasants for £55.00 plus postage.

BRETONNIANS & KISLEV ARMIES ARE AVAILABLE THROUGH MAIL ORDER ONLY.

KISLEV

Kislev is located to the north of the Empire, and its peoples have to fight a constant war against raiders from the Chaos Wastes. Kislev armies are famed for their superb light cavalry and ferocious bears.



Kislev Army

A Kislev Character set, two units of Axemen, two units of Knights, two units of Bowmen, three units of Horse Archers a War Wagon and one unit of Bears for £55.00 plus postage.

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High Elf Army

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Undead Army

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Dwarf Army

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- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
- We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.
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- Do send tips and tactics based on an army and a games system that you are familiar with.
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BLOOD BOWL

MAGAZINE



Andy "Cheesy Grin" Hall

Here we are again for more Blood Bowl and another great issue it is too. The Journal is turning out to be a suitable abode for BB Magazine allowing us to support Blood Bowl on a much more regular basis.

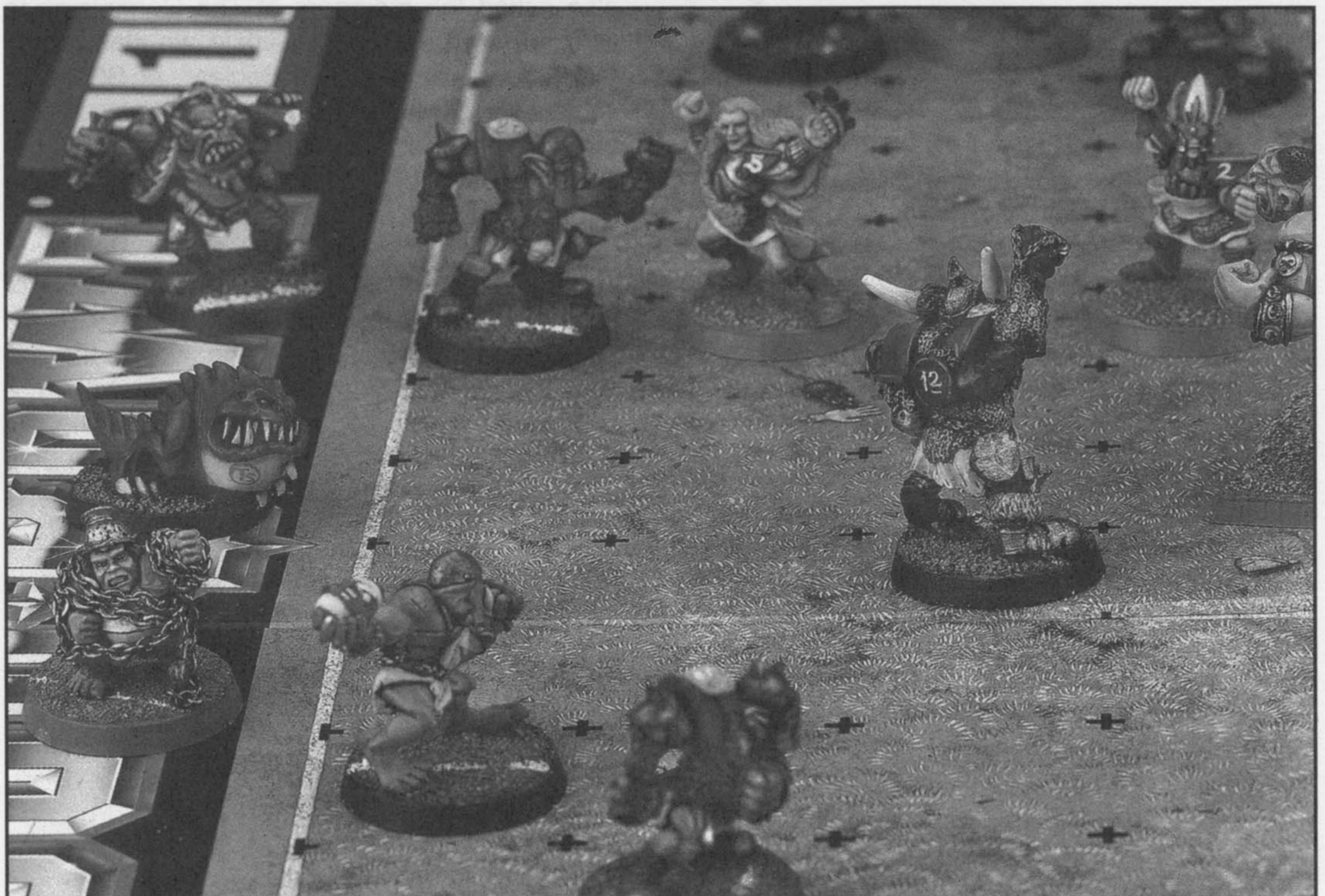
Later on in the issue Jervis discusses our future plans for Blood Bowl and the announcement of the Blood Bowl Coaches Society. The BBCS is modelled on the highly successful Warhammer Players Society and will be working closely with us at Fanatic. As well as organising events, leagues and cool stuff like official world player rankings the BBCS will also participate in Blood Bowl's future development. Every October we will be holding a "Rules Summit" in which the senior members of the BBCS known from this moment on as "The Commission", myself and Jervis will discuss the rules and make any appropriate changes. The results of which will be printed in the BB Annual. Because of this and our future plans we have reverted the 4th edition rules set back to experimental status for the time being.

So what else is in this issue? Well this month Thrud the Barbarian is released and we've come up with some suitably fun rules for you to use with him on the pitch. Veteran BB player John Kipling Lewis gives his take on the 4E rules and we have a preview of the Khemri team.

There still seems to be some confusion on how a Khemri team works and that's my fault for not making it clear enough last issue, so here we go again. For game purposes the Liche Priest has the same spell and abilities as a Necromancer (see page 5 of Death Zone). The only difference being that Liche Priests summon Skeletons **not** Zombies.

Enjoy the issue.

Andy



The Future of Blood Bowl

by Jervis Johnson

I've been with Fanatic for a year now and boy what a roller-coaster ride it's been! I must admit I was a bit like a kid in a candy shop when I started at Fanatic; for me it was the perfect job, and gave me the chance to do some more development work on my favourite game systems. To say I got a little bit carried away would be something of an understatement!

There were two places where this was especially true. One was the Adeptus Titanicus II rules for Epic, and the other was the 4th Edition rules for Blood Bowl. The mistake I made in both cases was to make sweeping changes to the game systems as almost the first thing I did. With hindsight I just did too much too soon. The changes left Epic players and Blood Bowl coaches reeling; they went from a situation where GW did nothing at all for the games for several years, to almost the opposite extreme where they found themselves confronted by numerous changes and modifications. It also has to be said that some of the changes would have benefited from rather more rigorous playtesting. Some people got rather upset, and I have to say with reason. Oh hubris, your name is games designer! So, suitably chagrined, I have decided to backtrack a bit. The effect this has on the Epic rules was explained in the last Epic magazine, and the rest of this editorial will explain what the future holds for Blood Bowl, in terms of the game rules at least.

In a nutshell, I have decided to make the 4th edition rules changes 'experimental rules' rather than 'new rules'. This means that they are no longer an official change to the BB rules which you must use; instead they are a set of suggested modifications we would like you to help us test and develop. The 4th edition rules, or parts of them, may become official 'new rules' at a later date, more of which below, but only once coaches all over the world have had a chance to feedback to us about them.

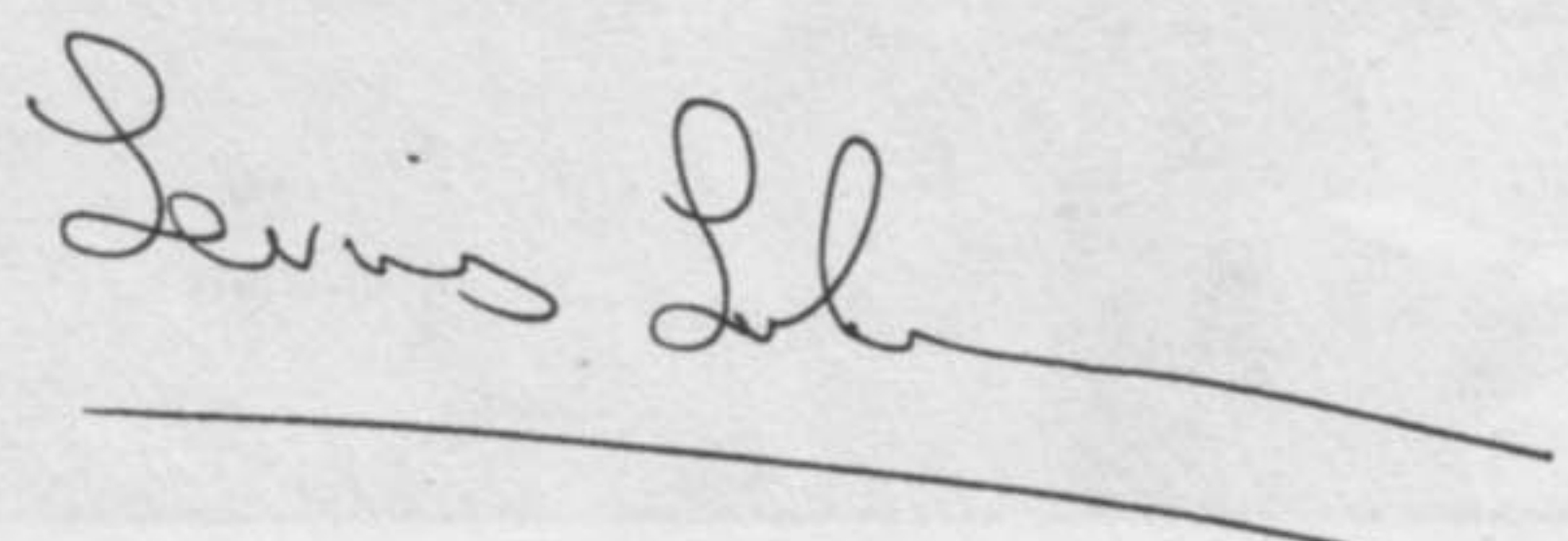
To help me decide which changes should be made to the Blood Bowl games rules, I have gathered together a select group of Blood Bowl aficionados who I have called the 'The Commision'. This august group consists of myself, Fanatic's own Andy Hall, Milo Sharp, John Kipling Lewis, Chester Zeshonski, Stephen Babbage and Dean Maki. It's their job to help me decide whether an experimental rule becomes an 'official new rule' or an 'unofficial house rule'. Our plan is to have one month each year where we discuss the rules of the game, and then at the end of that month announce any official changes

that we have decided should be made. These changes will apply from then on. This will be the only time that official changes can be made to the Blood Bowl rules, and such changes will only be passed by a majority vote of the committee. We have decided to make October each year the 'rules change month', in honour of the publication of the 4th edition rules in BBMag 1 which was published back in October last year. Note that we may publish errata or Q&A after October if a new rule is poorly worded, and we may publish additional experimental rules during the year; we just won't be able to change the intent or add further official new rules for another year.

I like this system for a number of reasons. For a start it will allow coaches who think there is a problem with the game or something that needs changing to lobby and argue their case to the committee. It also means that decisions will be made by a group of experts who will consider any changes very carefully indeed. It means that any changes will have a least a year of testing before they can possibly be modified again, this avoids constant tinkering with the game rules. Last but not least it means any changes to the rules of Blood Bowl will be by people that play the game as well as those that help sell it, which has to be a healthy state of affairs if you ask me.

But that is not all, oh no that is not all, for I have also asked the members of The Commision to help me set up an organisation we plan to call the 'Blood Bowl Coaches Society', or BBCS for short. Our aim is to help create an independent organisation that acts as a focal point for the Blood Bowl hobby. The BBCS will work with Fanatic in terms of developing the rules of the game, as already described above, but more importantly it will encourage the formation of Blood Bowl leagues and the holding of Blood Bowl tournaments all over the world. It's still early days yet, and to start off with the commision will be concentrating on helping me with the game rules, but expect to hear much, much more about the BBCS over the coming months.

And I think that is quite enough Blood Bowl news for one month. Don't forget to email me if you have any comments about the issues raised above. You can reach me at fanatic@games-workshop.co.uk. I'd love to hear from you!



★ THRUD ★

The Old World's most (in)famous barbarian cracks some heads on the Blood Bowl pitch!

by Andy & Jervis

Thrud originally created by Carl Critchlow

Thrud is a champion of the people, super strong and heroic but unfortunately he has the IQ of a dense Snotling. Because Thrud likes carnage as well as the next man and the inevitable popularity that comes with being a Blood Bowl player (ask Griff!) he has decided to pick up the pigskin and give it a go. The fact that you have to score and stay on the same team you entered the stadium with are all secondary to the fighting and maiming in Thrud's eyes. This, of course, makes teams wary of hiring him and probably why he never stays with one team for more than a game. On the other hand Thrud's massive following guarantees record gates and packed stadiums so team owners are often willing to take the risk that Thrud will more than likely pummel his team-mates to death as the game progresses!

Thrud is a Freebooter who can play for *any* team. This is not a conscious thing on Thrud's behalf more like he does not notice (or care!) the race or alignment of the hiring team.

Thrud may only be hired for one match he must then be re-hired after each game if you wish to continue to use him. Appearance Fees are included in his hiring fee.

SPECIAL RULES

Easily Confused! Thrud enjoys playing Blood Bowl so much that he often forgets what side he's playing on! The problem is often compounded by the fact that players trying to point out that he's playing on the wrong side will be struck to the ground as soon as they get within Thrud's earshot.

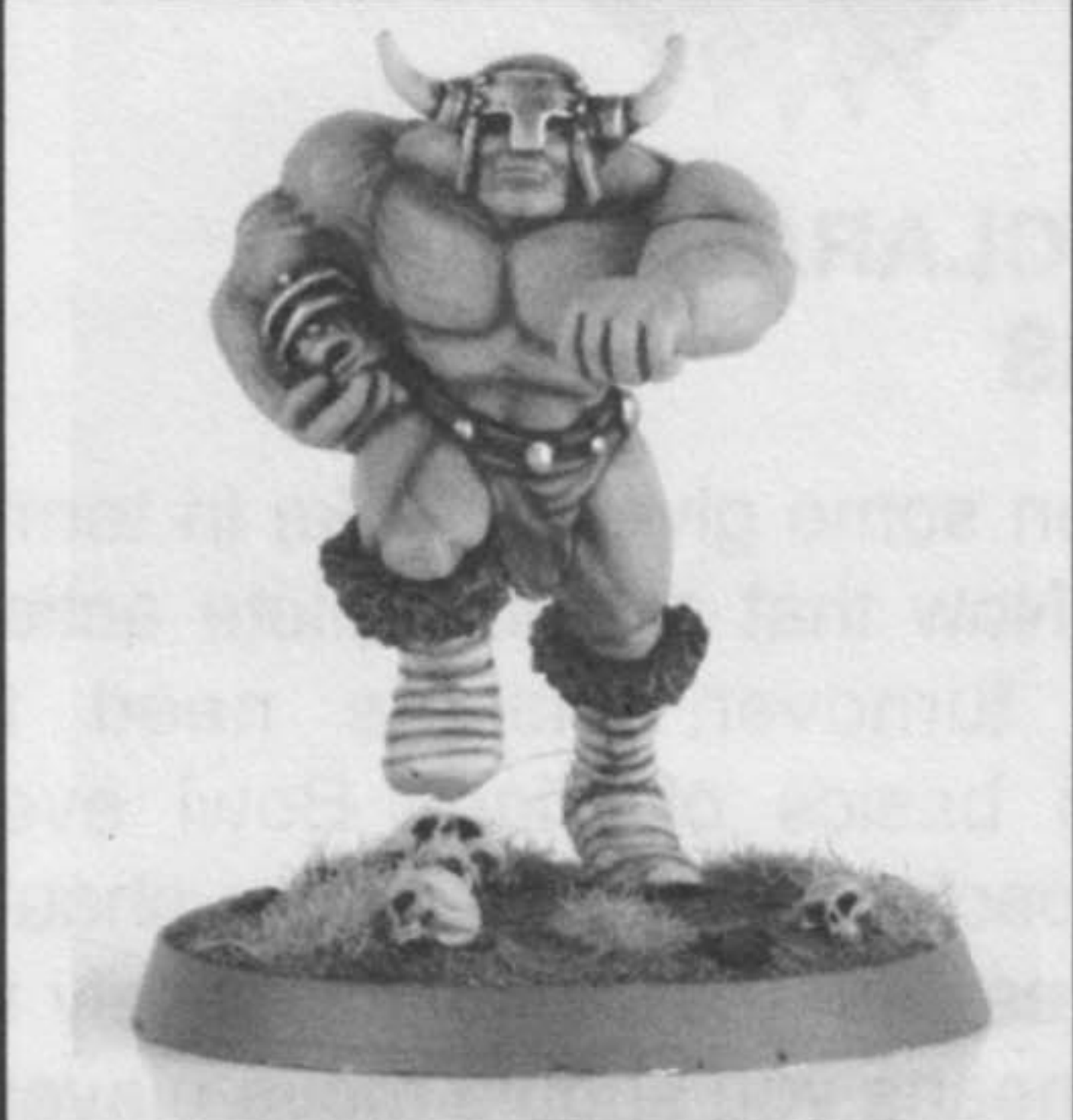
★★★ *Did you know...*

Even though Thrud has not been playing Blood Bowl for long his reputation for causing record breaking carnage to both teams has gained him a large following. "Thrud's Thans" as they like to call themselves will follow Thrud from game to game and will stand out from the regular crowds by wearing their imitation Thrud Horn-Helmet® and official "I'm with Thrud" t-shirt.

After each touchdown and at the start of the second half roll a D6. On a roll of 1-3 Thrud will think he's playing for the other team (doh!). Give the model to the opposing coach to set up and he may treat Thrud as his player until the end of that half or the next touchdown has been scored. In which case roll D6 again and on a 1-3 Thrud will swap sides once more – follow the rules above. The opposing coach may use Thrud even if this takes his roster above the usual 16 players allowed! Note it is quite possible for Thrud to swap sides numerous times in the match! Also note you must roll even if Thrud is in the dugout and/or injured.

Thrud's Fans. Thrud has a loyal following who will come just to see Thrud play no matter who he plays for this increases the gate by 3D6x1000. The Team that currently has control of Thrud also gain a Fan Factor of three while Thrud is playing for them.

★ **THRUD THE BARBARIAN** ★
FREEBOOTER



MOVEMENT
6

STRENGTH
6

AGILITY
2

ARMOUR
9

SKILLS
Block
Break Tackle
Horns (his helmet!)
Mighty Blow
Multiple Block

TRAITS
Bone-Head
Thick Skull

SPECIAL
Easily Confused
Thrud's Fans
(see above)

50,000 GOLD PIECES

IT'S DA RULES!

John Kipling Lewis will be familiar to Blood Bowl coaches who surf the web as a prominent member of many BB mailing lists. Here John brings his experience to bear and looks at the extra tactics the 4th edition rules set brings to the game.

The NAF Commissioner entered the crowded conference room. Beside him two Ogre's carried the mammoth fourteen volumes that were The Official Rules of Blood Bowl. As this was a new edition, the covers were shiny red leather and their spines were not yet dented from being thrown at the heads of referees. The Commissioner spoke. "In the interest of creating parity I have made some minor changes." There was a long silence, no coach dared speak a word after what had happened to Coach Blackscale. From behind his back the Commissioner pulled a thick shiny red book with the number 15 written in gold leaf on the spine. "Here are the additions I have made. I will be sending copies to all the head coaches by the end of this month and I expect that with this new parity the games will be more exciting!" Slamming the book on the table the punctuate his point, the Commissioner turned and walked out of the room. As soon as the door closed behind him, a brawl broke out as the t2 head coaches attempted to get their hands on the new volume.

The new (now experimental) edition of Blood Bowl has made some very interesting changes. As with any rules change, some old tactics have gone right out the window and some new ones have emerged. Like any coach presented with a new set of regulations, I've looked for what tactical advantages the new rule create. I'll explain some of those tactics here and point to others that inspired coaches can examine on their own.



ACTION DECLARATION AND TURNOVERS

There has been some give and take in terms of Turnovers. Now that an incomplete action results in a turnover, players need to remember the basics of Blood Bowl even more. Most coaches know that they should plan their moves with the tasks least likely to fail first. That means you should move players that won't require a dice roll before those that do. This becomes even more important now. If you declare a Pass action when you don't have the ball yet, you better be sure you can pick it up!

On the other side of the coin, there will be one situation where a turnover won't be happening! That's the wizard spells.

Ingenious coaches used to wait for the start of their opponent's turn before firing off their wizards spells. This almost always produced a turnover when their opponents player was felled by the powerful spells. Since the opposing coach didn't even get to move, it was like getting two turns back to back. Very powerful indeed! With the new wizard rules, you can only cast at the start of your own turn. This still allows you some nifty tactics, but keeps wizards from being an all too powerful trump card. Look for wizards to open up passing lanes, take out deep coverage and break up cages more than before.

SKILL AND TRAIT SELECTION

Clearly one of the most controversial changes to the game, the inclusion of One Skill Per Action (OSPA) gave birth to two types of abilities available to players on the pitch. While Skills are now limited to one use per action regardless of how many you have, Traits are available as many times as needed during an action. This leads to some interesting tactical situations. Counter to initial fears, OSPA hasn't been a limiter to offences, but has effect both offence and defence equally.

It's very important to consider these effects when selecting Skills and Traits. Obviously your choices are similar to third edition when you roll a normal Skill, but it gets very interesting when you roll doubles. That's

because you can then choose a Skill from any category or a Trait from a category that you could normally take. Let's look at some examples:

A rookie Human Blitzzer just got his second TD. With those SPP's he now has enough for a skill roll and he rolls double. The number of available skills and traits is huge. To maximise the effects of his doubles roll, he should pick something that he couldn't normally take. After looking over the list, there are four choices that stick out. Dauntless, Frenzy, Stand Firm, and Dodge. Unconventional thinking would include Dump Off and if the team is short on Re-Rolls he might consider Leader or Pro.

The choices are certainly more interesting now that Traits can only be had on a doubles roll. With access to Frenzy and Dauntless more limited, you may not want to consider those Traits as something you only put on linemen, but you may consider them as useful on a Blitzzer or Blocker as well.

The best course of action is to make a plan for offence and defence and pick the skill that will help you with your plan. Too often coaches get in the habit of picking the same skills/traits over and over. While this simplifies their play style, it takes away from their options. My suggestion is that you try a few skills that no one else is using... you may find that they were being ignored for no good reason!



ALLIES!

The tactical consideration presented by Allies are staggering and allow for a further customisation of teams than was previously unavailable. Want a better passing game for your Humans? Hire an Amazon Catcher, High Elf Thrower and a War Dancer for deep protection. Is your Chaos Team not strong enough? Make a pounding line out of a Black Orc Blocker, a Minotaur and an Ogre. Tweaking your team to your particular tactics is relatively easy, but there is a dark side to Allies.

As you probably already know, Allies can't use Team Re-Rolls. At first this might seem like a minimal problem, but as time goes by those who rely on Allies will feel the bite of this rule. Since the odds of getting stung by this increase as you have more Allies, the trick is finding the right balance of Allies to roster players for your team. It makes sense to hire some Allies early on, as they are likely to have skills you can't get yet, but as your team builds you will eventually find your own races' players more appealing when the game is on the line. Which would you use... a Blitzzer with a Re-Roll or a Black Orc without?

STAR PLAYERS AND APPEARANCE FEES

As a player advances in ability, they also start to get it into their heads that they are better than their teammates and deserve better treatment too. If your league is using Appearance Fees above Monty Haul, then you will have to start paying for your players to take part in games after they reach 51 SPP's.

At this point your player will have four skills/traits under their belt and rightly demand some extra compensation for their presence on the field. And let's face facts, the player will be a presence on the pitch. To gain 51 SPP's that player will have caused over 20 Casualties or made over 10 TDs! These guys are game winners that will be there for you when you really need to win. At least they will be there if you're smart.

Managing the ego of a big star takes some coaching skill, but I'll let you in on a secret. It's really pretty simple, keep them out of games you are going to win anyway. If you have a Mummy with 23 Casualties, do you really need him in the game when you're playing Halflings or the new rookie Human team?

Probably not. So keep him out of the game unless it's clear you need him.

Treasury management is pretty simple when you get the hang of it. After a game you can expect 30,000-40,000 GC. If you can save this money by keeping your Stars on the bench, you can use it for the games where the outcome isn't clear. In short order, you will know when to pay for a star. If you are lucky enough to have more than one of these guys, then you can pick the right player for the opponent you are up against.

Also remember that your opponent is making the same choices you are. It's very much like an arms race, they may be willing to keep their Stars on the bench if you keep yours there. Knowing when to pull out your star can make the difference in close games.

SECRET WEAPONS

Nothing gets attention like a secret weapon, and with Fourth Edition rules, more players than ever can get tool themselves up. In particular, the Chainsaw will certainly be swinging on lots of teams soon enough.

Dealing with Secret Weapons can be a bit tricky. They can have a devastating effect and if left unchecked can quickly give their users a big advantage. There are three basic tactics for dealing with Secret Weapons.

The first tactic is to ignore them. At first this appears to be ridiculous. How can you ignore a maniac with a chainsaw running around trying to kill your players? The answer is quite simple: score.

After fifteen minutes of fisticuffs Coach Dirgen Hammersmite had the rules in his hands. Under his Dwarven boots were a pile of other coaches, most of which were unconscious. As he licked his fingers and opened the book to the first page the NAF Commissioner returned with his two large Ogre bodyguards. "I'll take that," he said and quickly snatched the book from the stupified dwarfs hands. "You will be getting your copy soon enough."

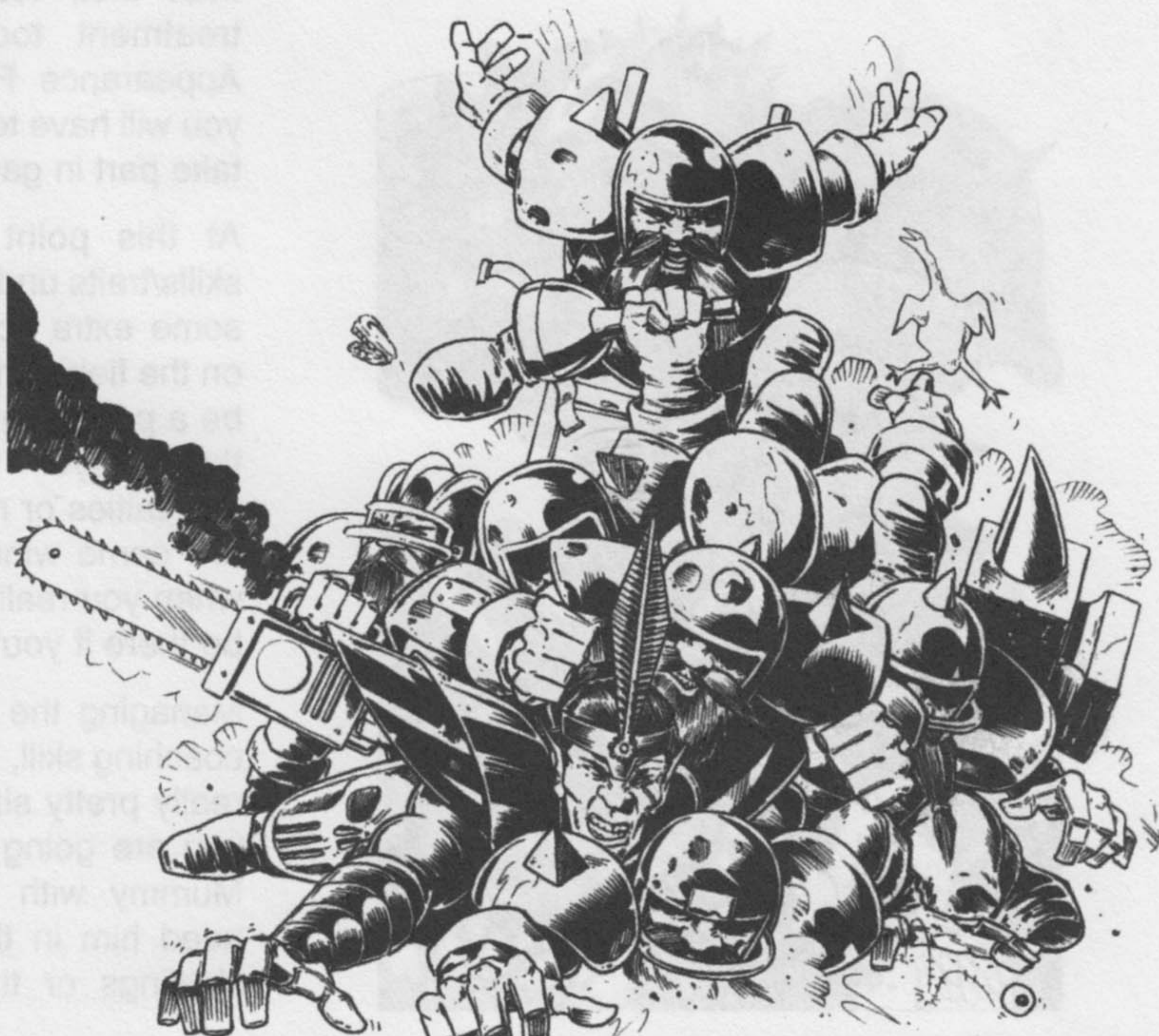
Every time someone scores, the ref has a reasonable chance of catching that Secret Weapon user! Nothing stops a rampaging Chainsaw maniac like a Referee. The more scoring, the more chance that the Secret Weapon will cease to be a factor.

The second tactic is to hit it hard and fast. If the ref won't deal with the problem, you'll just have to take matters into your own hands. I've found that players with Frenzy are particularly good at getting rid of Special Weapon players, as it's often easier to push them out of bounds than to knock them out of the game.

The last tactic is the best of all. Fight fire with fire! If someone starts up a Chainsaw, start up your Deathroller! Is that Poison Dagger annoying you? Throw a bomb at it! Instead of worrying about how you are going to deal with your opponents secret weapon, make them worry about yours!

CONCLUSIONS

The new rules have everyone buzzing and with them a whole new world of possible tactics. I didn't even have time to talk about kicking the ball, the sustaining power of the new injury rules, or the extra re-rolls certain teams get for free! There's lots of unexplored territory out there for coaches to find their own tactics to win with. So get out there and start using the new rules to your advantage!



Hi,

Just a couple comments regarding 4th edition. I like your segmenting of skills & traits into separate lists. This is similar to something we already did in our league by labelling some as "mandatory" and others as optional. Your version is much more comprehensive, and from what I can tell, easier to use. I also like the "new" official teams (Lizards, etc.)

Oh, and another plug to make the BB Trophy miniatures available again!!!

Unfortunately, I do NOT like the "one skill per turn" rule as I think it will take away much of the fun of building a player in a league environment.

Perhaps you are right in that it helps make lesser teams more competitive, but it does so at the expense of teams that have worked to climb to the position they currently hold. I am the commissioner for my local league and though I will try it out on my players, I believe we will revert to the old rules after very long. Along with

IGMEOY, this ruling degrades the character of several teams and changes the nature of some. It is my position that the fouling rules were originally drafted to compensate strength teams for the lack of mobility they possess. If you did this on purpose to cripple strength teams, fair enough. But I would of liked a better explanation of the specific problems you were trying to solve (for both IGMEOY and the skills) rather than the one line justification you did provide.

Anyway, these are my comments. Overall a your doing a good job, with the exception of the skill and IGMEOY rules being made official.

Cheers,
Gary Christopher

IGMEOY is there to stop the regularity of Fouling. Most people agree that it is an amicable solution to what had become a big problem in the game. OSPA is no longer official and its good and bad points will be debated before it is placed back in the rules.

THE DUGOUT

So you can keep track of what the state of play is with the various new rules and experimental rules I'll try and include this section in every other issue of BBmag. Most important to note is that the 4th Edition rules set has moved back into the experimental section.

NEW RULES

4th Edition Team Lists	BBMAG 1
4th Edition Star Players	BBMAG 1

EXPERIMENTAL RULES

4th Edition - New Regulations	BBMAG 1
Extra Time	BBMAG 2
Premier Leagues	BBMAG 2
Little Leagues	BBMAG 2
4th Edition Special Plays	BBMAG 2

UNOFFICIAL HOUSE RULES

The following rules have appeared in various magazines. League commissioners should feel free to pick and choose which (if any) they would like to use in their own league.

Cheerleaders	JNI 32 / COMP 3
Coaching	JNL 10
The Crush	COMP 1

Desperate Measures	JNL 14 / COMP 1
Forest Folk	JNL 17 / COMP 1
Inter-Match Events	JNL 27 / COMP 2
A Load of Balls	JNL15 / COMP 1
New Goblin Weapons	COMP 2
Nurgles Rotters	JNL 18 / COMP 1
Out On The Town	COMP 2
Penalty Shoot Outs	JNL 31
Pogo Troll	JNL 36
Refs	JNL 12 / COMP 1
Reserves & Transfers	COMP 1
Stadiums 1	JNL 21 / COMP 1
Stadiums 2	JNL 24 / COMP 1
Squigs	JNL 11 / COMP 1
Tilean League	JNL 19 / COMP 1
Wizards & Weapons	COMP 1
Deathbowl	JNL 31 / COMP 3
Weird Spin on an Old Banana	COMP 3
Unsportsmanlike Conduct	COMP 3

KHEMRI PREVIEW

Now that the Lizardmen have received the Fanatic treatment, Khemri is next in line to be immortalised as Blood Bowl figures. Phil Bowen is an active member of the Blood Bowl community and we have commissioned him for sculpting duties on the Khemrians. Here are some of Phil's sketches for the models he'll be working on.





Above: The start of Neil Rutledge's converted Empire army. In the end every model will be a conversion, madness!

Below: Empire pike block. For details of this great looking conversion see page 34.



Below: Fast, strong and incredibly dim. Thrud the Barbarian returns to the Blood Bowl field.



Thrud is available from
Mail Order.
£10



THE FACE OF HORROR! A brood of Scythed Heirodules emerge from the darkness.



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