

the citadel

issue 49

Journal

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

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RAT ATTACK!

Skaven special characters

Doomwheels

Vermin Lord

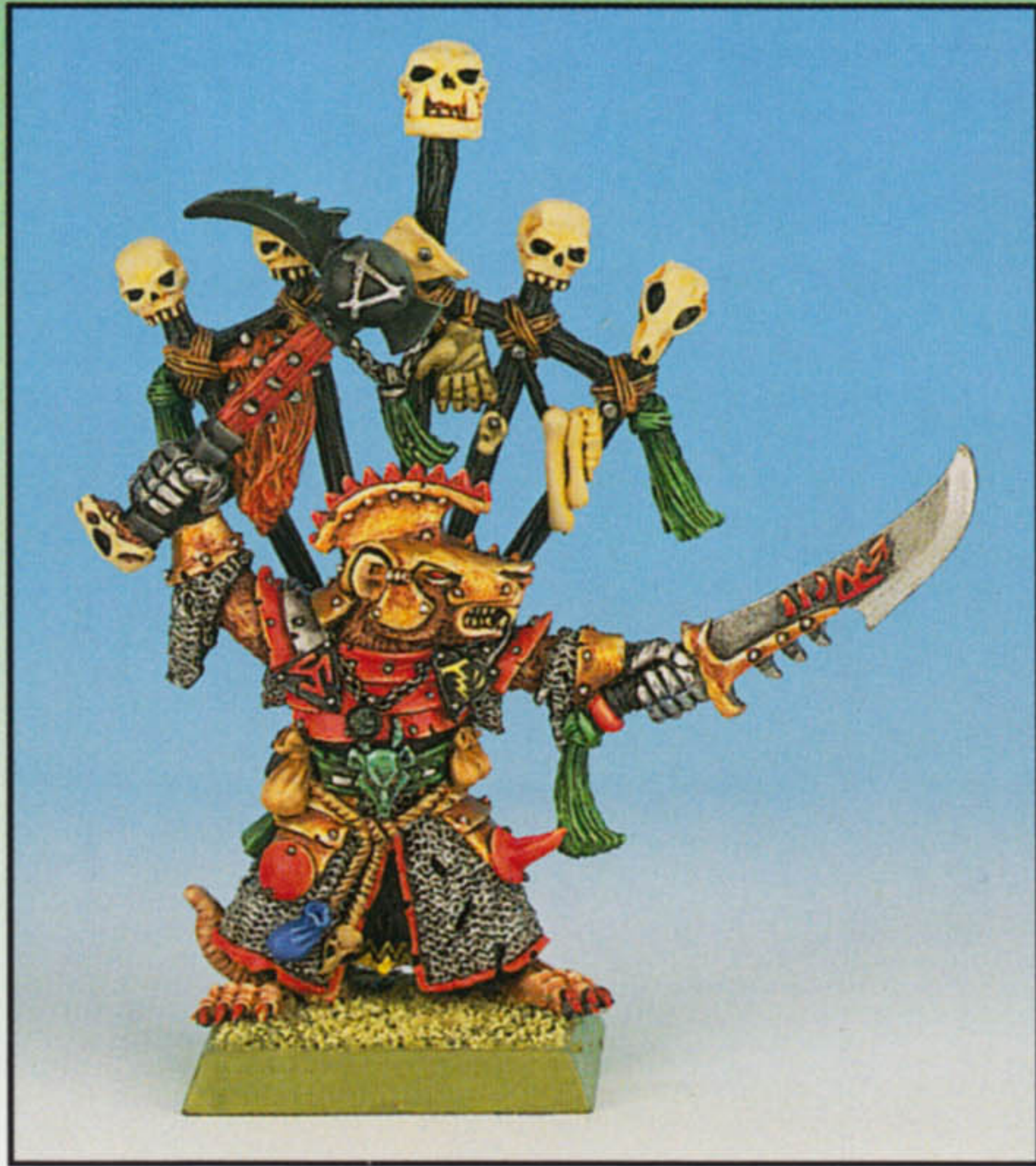
Ordo Hereticus Strike Force

Sisters of Battle special characters

Tank Aces of the Imperial Guard

**GAMES
WORKSHOP**

SKAVEN WARLORDS



Queek Head-taker



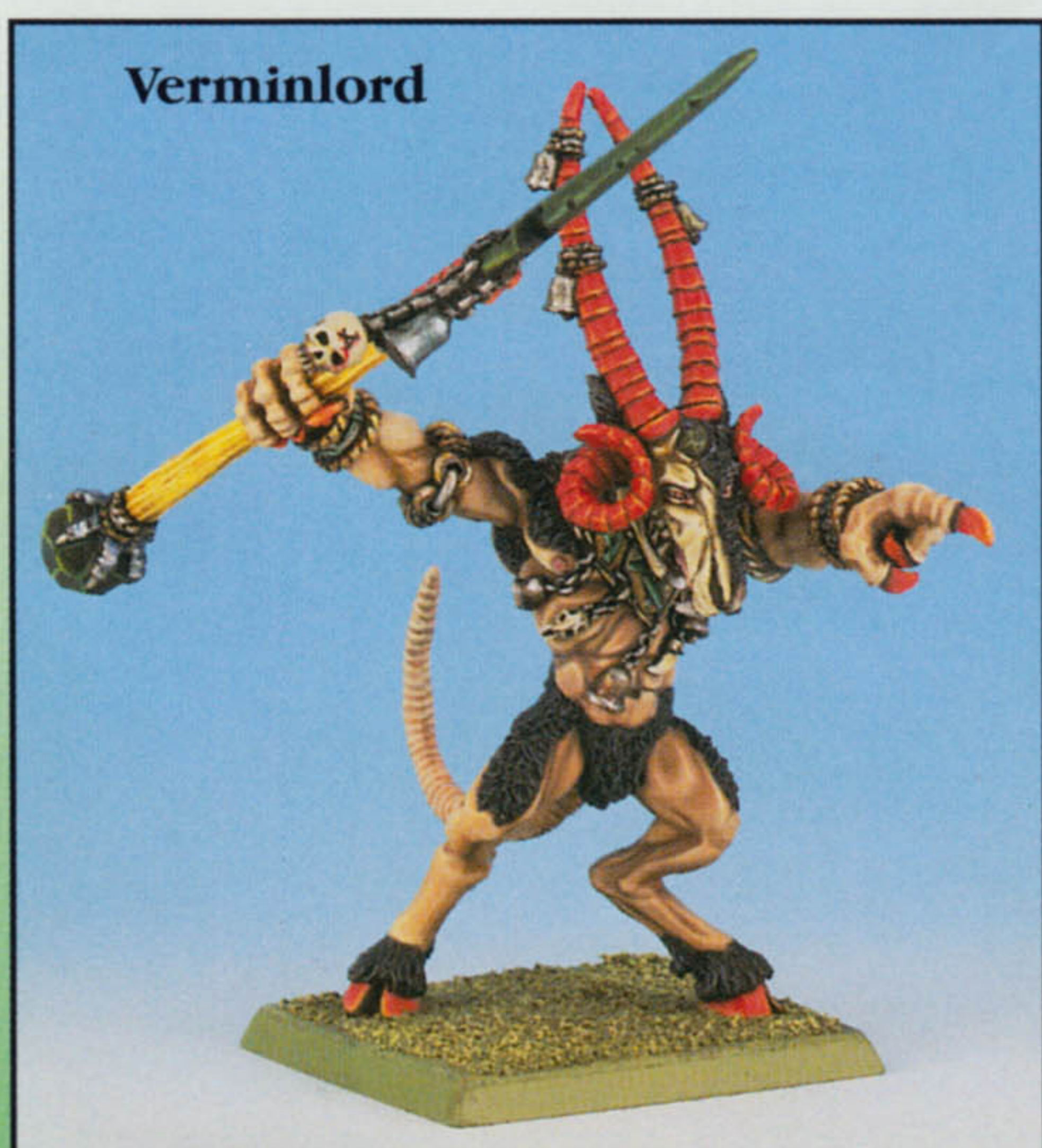
Lord Skrolk



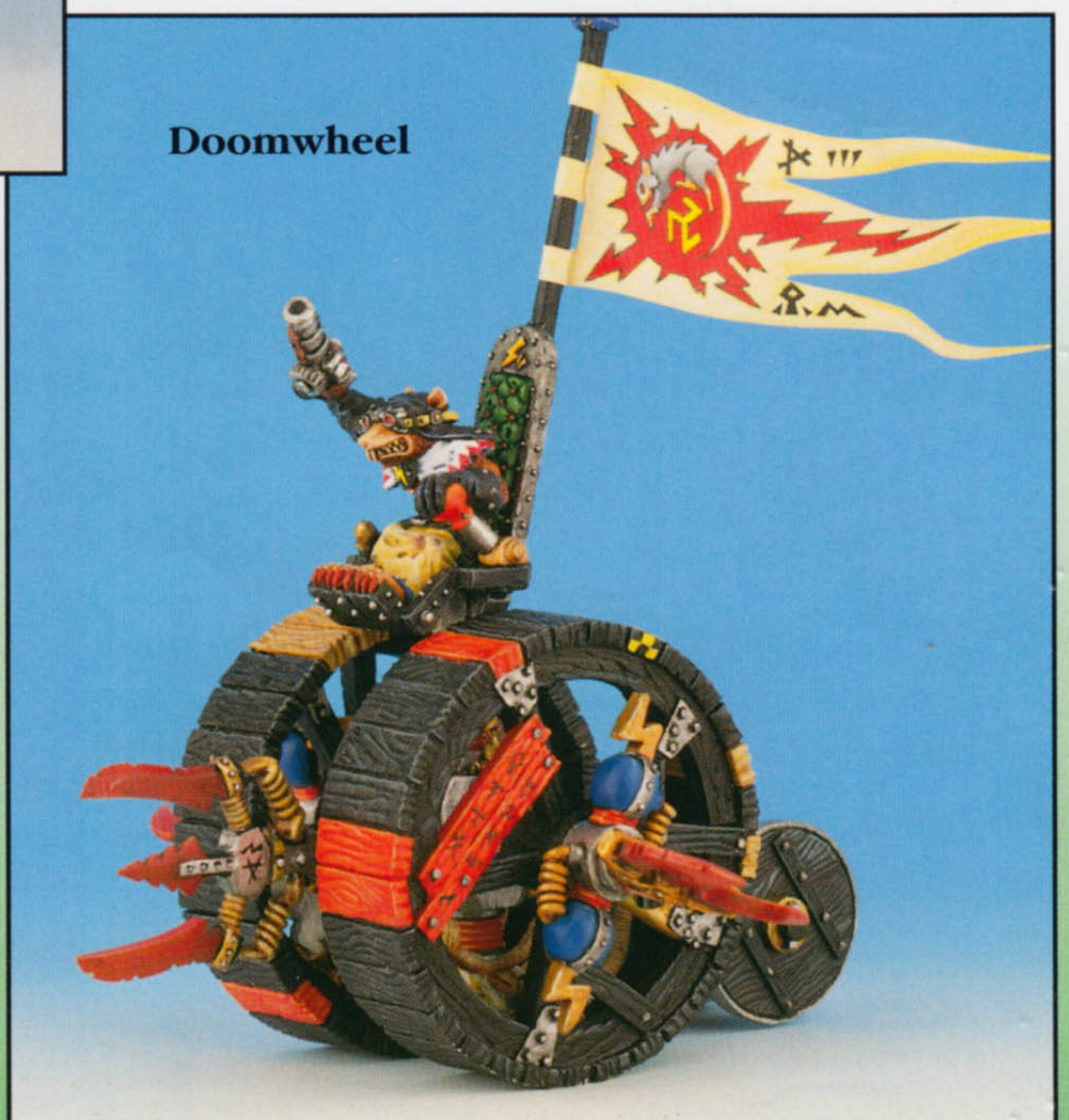
Ikit Claw



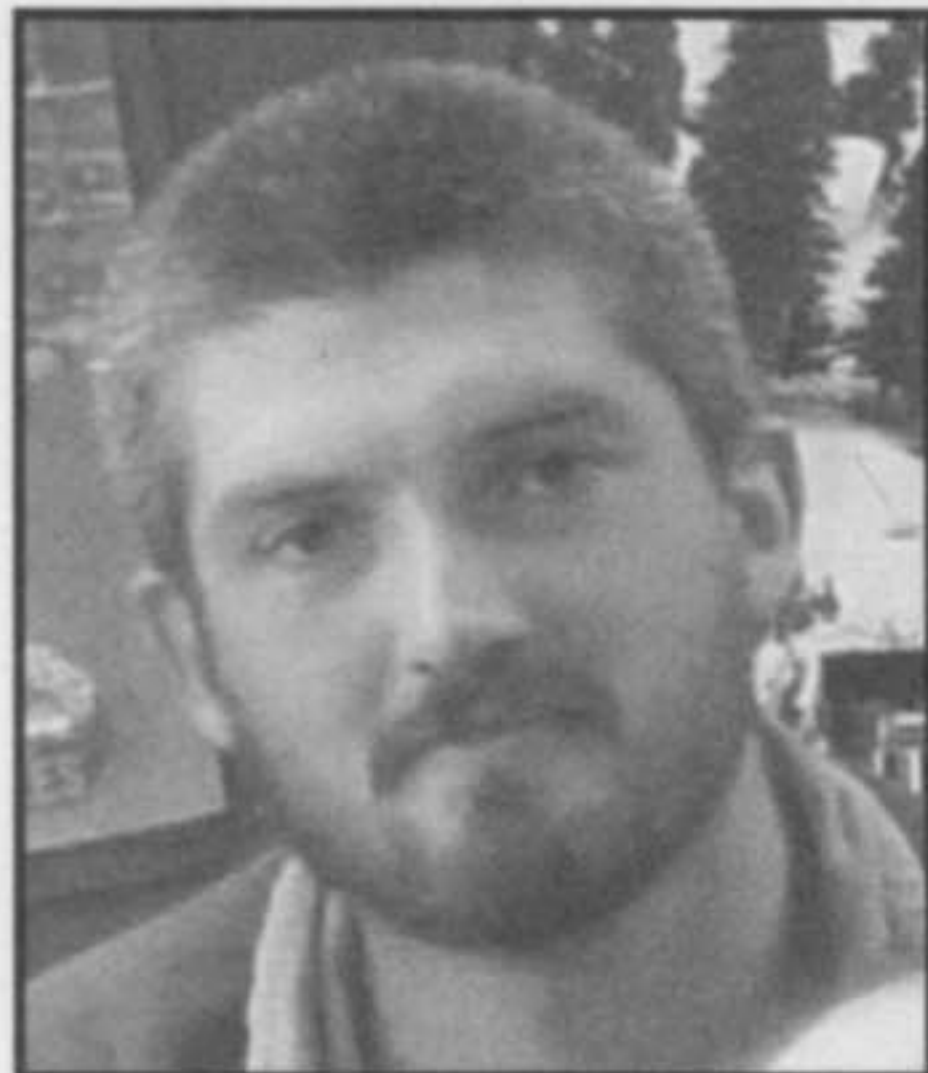
Deathmaster Snikch



Verminlord



Doomwheel



EDITORIAL

Hello again all.

First off this month I need to recap. Last issue several articles that should have been included got missed out. The first, as pointed out by Bob Long, was the Space Wolf name generator. I've

included it below. That's it for name generators, no more, done, finished!

The second is the Everqueen. Last issue we included her bodyguard, but not the lady herself. An oversight we have corrected this issue. You'll find the queen of the High Elves on page 36.

So what about the rest of this issue? Well, again it is full to bursting. Following the release of the Skaven Army book we have a good look at the Skaven back catalogue. We have rules for the four special characters not in the new army book, the Doomwheel and the Vermin Lord. Great stuff for Skaven players, and especially good for me, as my

Skaven army includes all the characters, a Doomwheel and a Vermin Lord!

For 40K we take a look at the Sisters of Battle. We have the complete range available from Mail Order, a new army list for Ordo Hereticus Strike Forces, conversion advice and rules for Sisters of Battle special characters and a new troop type – the Sister Repentia.

From the ever busy foundries of Forge World we take a look at the latest in our irregular series of Tank Aces of the Imperial Guard. This time we have backgrounds and rules for the hard-bitten Chimera commander, Colonel 'Snake' Stranski.

As if this wasn't enough, Eldar players will find rules for the Phoenix bomber variant, the Void Dragon.

As ever, Andy Hall chips in with Blood Bowl magazine.

Finally a request. Mike Butcher are you out there? During our recent office move we lost your address. If you are reading this please get in touch via the Fanatic e-mail address.

Warwick

SPACE WOLF NAME GENERATOR						
D6 Roll	1	2	3	4	5	6
1	Aegir	Aenir	Askir	Beyggvir	Badvild	Edrigar
2	Fafnir	Fjolnir	Folkvang	Glaumvor	Grendel	Hagal
3	Hakon	Harrek	Hreidmar	Idun	Jarl	Kvassir
4	Lemminkainen	Lodur	Managarm	Modgud	Noatun	Olrún
5	Orvandil	Randwer	Saeming	Signir	Sigurd	Skirnir
6	Skrymir	Thyr	Torvald	Utgard	Vingnir	Vor

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WARHAMMER

SKAVEN SPECIAL CHARACTERS

Original background by Andy Chambers, new rules by Alessio Cavatore.

We know many Skaven players out there will have the older special characters in their armies, so Alessio has updated the rules for all of them for the latest edition of Warhammer.



LORD SKROLK Plaguelord of Clan Pestilens

Your army may include Lord Skrolk, agent of one of the most infamous Lords of Decay, Arch-Plaguelord Nurglitch of Clan Pestilens. Your army must include at least one regiment of Plague Monks if you want to use Lord Skrolk.

Lord Skrolk is very old and unutterably evil. By the blessing of the Horned Rat, he has lived many times his ordinary lifespan and unleashed unspeakable woes upon the world of Men. At the beginning of his life Skrolk was a simple Plague Monk but his devotion to the Horned Rat aided him in the long struggle for power, eventually leading him to Skavenblight to offer his services to Nurglitch, the seventh Arch-Plaguelord. Nurglitch-who-is-seventh set him many long and arduous trials, including traversing the insanely dangerous Blindwyrms Labyrinth beneath Clan Pestilens' hold in Lustria. Success came to Skrolk in all things.

Lord Skrolk is a powerful warrior well capable of slaying any challengers to his position as the Arch-Plaguelord's favoured agent. Most fearsome of his weapons is the Rod of Corruption, a dreadful rod of

spiderwood which can slay with a single touch. He also bears one of the sacred volumes of the Liber Bubonicus or Books of Woe, a magical tome which contains the secrets of every disease and plague in the world. Lord Skrolk has spent long centuries drawing together the alchemical and occult knowledge hidden in its pages to make himself a potent sorcerer steeped in the ways of death and decay.

Lord Skrolk is terrifying to look upon, his flesh has long since rotted into ragged tatters and he clawed out his own eyes at the sight of the radiant corruption of the Arch-Plaguelord, wishing to see no other creature after witnessing one so glorious. Now diabolic vitality burns through his limbs and by the blessing of the Horned Rat he sees the world again, but only as the purples and greens of corruption and decay. The noisome diseases which cling to Skrolk's putrescent body are so deadly that only his brother Plague Monks can approach him safely.



**LORD SKROLK,
Plaguelord of Clan Pestilens**

	M	WS	BS	S	T	W	I	A	Ld
Lord Skrolk	5	6	3	4	5	4	6	5	7

Lord Skrolk can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 400

Weapons: The Rod of Corruption

Armour: None

SPECIAL RULES

Frenzy: Like all members of Clan Pestilens Lord Skrolk is subject to the psychology rules for *frenzy*. See the psychology rules in the Warhammer rulebook.

Terror: Lord Skrolk is so utterly disgusting and fearsome-looking that he causes *terror* in the enemy. See the description of Terror in the Warhammer rulebook for full details.

Cloud of Flies: The air around Lord Skrolk buzzes with numerous flies and beetles that hamper enemies trying to attack them. Any model in base contact with Skrolk

suffers a -1 modifier to their rolls to hit in close combat.

Putrid Affinity: Lord Skrolk is completely immune to the effects of the Lore of Nurgle.

MAGIC ITEMS

The Liber Bubonicus: See page 39 of the Skaven Army book.

Warpstone Tokens: Skrolk carries three Warpstone Tokens (see page 38 of the Skaven Army book).

The Rod of Corruption: The Rod of Corruption combines the effects of a plague censer (see page 32 of the Skaven army book) and a Blade of Corruption (see page 37 of the Skaven Army book).

Bell of Thousand Poxes: Hung around Lord Skrolk's neck is the unholy artefact known to the Plague Monks as the Bell of Thousand Poxes.

The Bell has no special power until Skrolk is wounded. Then at the end of each player's turn, starting with the turn in which Skrolk is wounded, any model in base contact with Skrolk (friend or foe!) must pass a Toughness test or suffer a wound, with no armour save allowed. Each unsaved wound is passed on to Skrolk, healing one of the wounds he suffered previously in the game.

**IKIT CLAW
Chief Warlock of Clan Skryre**

Your army may include Ikit Claw, the emissary of Lord Morskittar, one of the infamous Lords of Decay. If Ikit Claw is your army General you must spend 25% of your points on Clan Skryre's troops.

Ikit Claw has dedicated his long life to the study of all forms of magery, including the spells of Men and Elves. Over the decades prior to the second Skaven civil war Ikit Claw travelled secretly to the far flung corners of the Under-Empire. He visited distant Cathay to steal secrets from the ancient human mystics and rifled the buried vaults of Vorschgar in the northern wastes of Naggaroth. He led an expeditionary force to the mysterious island of Albion, in search of the lost secrets of the Old Ones and risked the wrath of Clan Pestilens by journeying through the steaming jungles of Lustria and visiting the monolithic ruins which have stood there since the beginning of time.

From his great journeying Ikit Claw drew together an encyclopaedic knowledge of the spells of the civilised races. When he returned to Skavenblight Ikit Claw found his master and the other Lords of Decay teetering on the brink of civil war after the failure of Clan Pestilens' Red Pox in Bretonnia. Lord Morskittar had withdrawn to the Clan Skryre quarter of Skavenblight and was waiting for the inevitable collapse. Ikit Claw hastened to his side and stood ready. Sure enough Clan Pestilens made an attempt to seize the council chamber and fighting spilled over into Skavenblight.

When the time was ripe Lord Morskittar sent Ikit Claw to lead the Warlock Engineers to the temple, ostensibly to restore order. Ikit Claw's spells were unstoppable and he swept the temple precincts clear of the battling factions with fiery blasts and hails of dark blades. Clan Skryre seized the temple in an unshakeable grip and Lord Morskittar emerged to declare himself ruler of

Skavenblight. However, by this time internecine fighting had spread throughout the Under-Empire and no-one was listening to even the mighty Lords of Decay any more.

Lord Morskittar ruled most of Skavenblight for several centuries, driving out the other clans from the lower tunnels and the other quarters of the city. Ikit Claw was his most trusted servant during this time, overseeing the great works of science and sorcery which Lord Morskittar set into motion. It was from these great experiments that Ikit Claw sensed the rising tide of dark magic that preceded the great Chaos incursion before anyone else in the Under-Empire. So it was that Lord Morskittar was prepared when the Grey Seers declared their intention to invoke the Horned Rat and end the war.

Ikit Claw is tall and white-furred, always a sign of distinction and power amongst the



**IKIT CLAW,
Chief Warlock of Clan Skryre**

	M	WS	BS	S	T	W	I	A	Ld
Ikit Claw	5	4	4	4	4	3	5	2	7

Ikit Claw can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 410

Weapons: Warplock pistol, warp blades, upgraded warp energy condenser, supercharged warp-power accunulator, warpfire projector.

Armour: Warpstone armour (note that Ikit Claw can still cast spells whilst wearing armour).

Magic: Ikit Claw is a level 4 Wizard. He can choose his spells from one of the following lists: Lores of Fire, Shadow, Death, Beasts, Metal, Heavens, Dark Magic and Dark Emissaries magic. This is in addition to his default Warp-Lightning spell, that he can also cast on 11+ for 3D6 Strength 5 hits (see rules for the Warlock Master on page 77 of the Skaven Army book).

SPECIAL RULES

Immune to Psychology: In his quest for arcane knowledge Ikit Claw has conversed

with the greatest of daemons and seen sights which would blast the minds of ordinary mortals. These experiences have rendered him quite immune to the ordinary emotions evoked in other creatures so he is not affected by any psychology.

Ikit's Claw: Ikit Claw's metal arm contains a small warpfire projector. This is treated as a breath weapon in all respects. When this is fired, place the flame template with its narrow end touching Ikit's base. Models hit by the template suffer a S4 hit. Units suffering any casualties must take a Panic test. Roll a D6 after each shot with the warpfire projector: on a roll of 1 or 2 the projector has run out of fuel and cannot be used again during the game.

MAGIC ITEMS

Warpstone Tokens: Ikit Claw carries a total of five Warpstone Tokens (see page 38 of the Skaven Army book), which he can use to power up either his Warp-L'ightning spells or any other spell from the list he is using.

Death Globes: See page 37 of the Skaven Army book.

Warpstone Armour: See page 37 of the Skaven Army book.

Foul Pendant: See page 38 of the Skaven Army book.

Storm-Daemon: See page 38 of the Skaven Army book.

Skaven. Like all the members of Clan Skryre he constantly tinkers and experiments with new weapons and devices, delighting in anything which brings harm to the foe. Latest amongst his many inventions is the Warp Lightning Cannon, a terrifying engine of destruction which has carved trails of death through the serried ranks of Dwarf, Orc and Human regiments with lethal precision.

Ikit's face and arm were badly burned in a failed experiment long ago. He has constructed an intricate mask to cover his mutilated and hairless skull and a cunningly-made skeletal claw of iron, crystal and brass to give strength to his withered arm. The claw contains several of his more successful inventions including a small warpfire projector. Ikit Claw also bears Storm-daemon, a hellish weapon he created in his own warpstone forges deep in the Under-City.



**WARLORD QUEEK
HEAD-TAKER**

Your army must include the unit of Stormvermin if you want to use Warlord Queek.

WARLORD QUEEK HEAD-TAKER

	M	WS	BS	S	T	W	I	A	Ld
Warlord Queek	5	7	4	4	4	3	8	4	7

Warlord Queek can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 300

Weapons: The Gouger, Dwarf Slayer.

Armour: Warpstone Armour.

SPECIAL RULES

Challenge-challenge!: Queek is supremely confident in his own capabilities. Whenever Warlord Queek is in hand-to-hand combat he will always issue a Challenge to single combat against any enemy characters, whether you want him to or not (see page 66 of the Warhammer rulebook for more details on Challenges) and accept it if the enemy declares the challenge first. When Queek is fighting in a challenge he fights with the fury of the deeply conceited, so can re-roll any failed

rolls to hit and to wound.

Hatred: Warlord Queek is quick to anger and develops a deeply psychotic hatred of anyone and anything that stands in his way. Dwarfs, Orcs and Goblins stand in his way a lot – so he hates them all! See the Psychology rules for the effects of hatred, but remember that Warlord Queek only *bates* Dwarfs, Orcs and Goblins.

Two weapons: Warlord Queek is extremely adept at fighting with his two magic weapons, in a blinding-fast flurry of blades. He uses both the Gouger and Dwarf Slayer at the same time, obtaining a total of 5 Attacks in close combat. All these attacks allow no armour save, as well as wounding Dwarfs on a 2+.

MAGIC ITEMS

The Gouger: See page 36 of the Skaven Army book.

Dwarf Slayer: See page 36 of the Skaven Army book.

Warpstone armour: See page 37 of the Skaven Army book.

The Foul Pendant: See page 38 of the Skaven Army book.

Warlord Queek Head-taker is the right claw of Warlord Gnawdwell, the ruler of Clan Mors and the City of Pillars. Gnawdwell is one of the Lords of Decay and without doubt one of the most powerful Warlords in the Under-Empire. Warlord Gnawdwell has groomed Queek as his lieutenant since his birthing, supplying him with the best armour and weapons, protecting him from the other Lords of Decay and staging attempted assassinations to keep Queek on his toes.

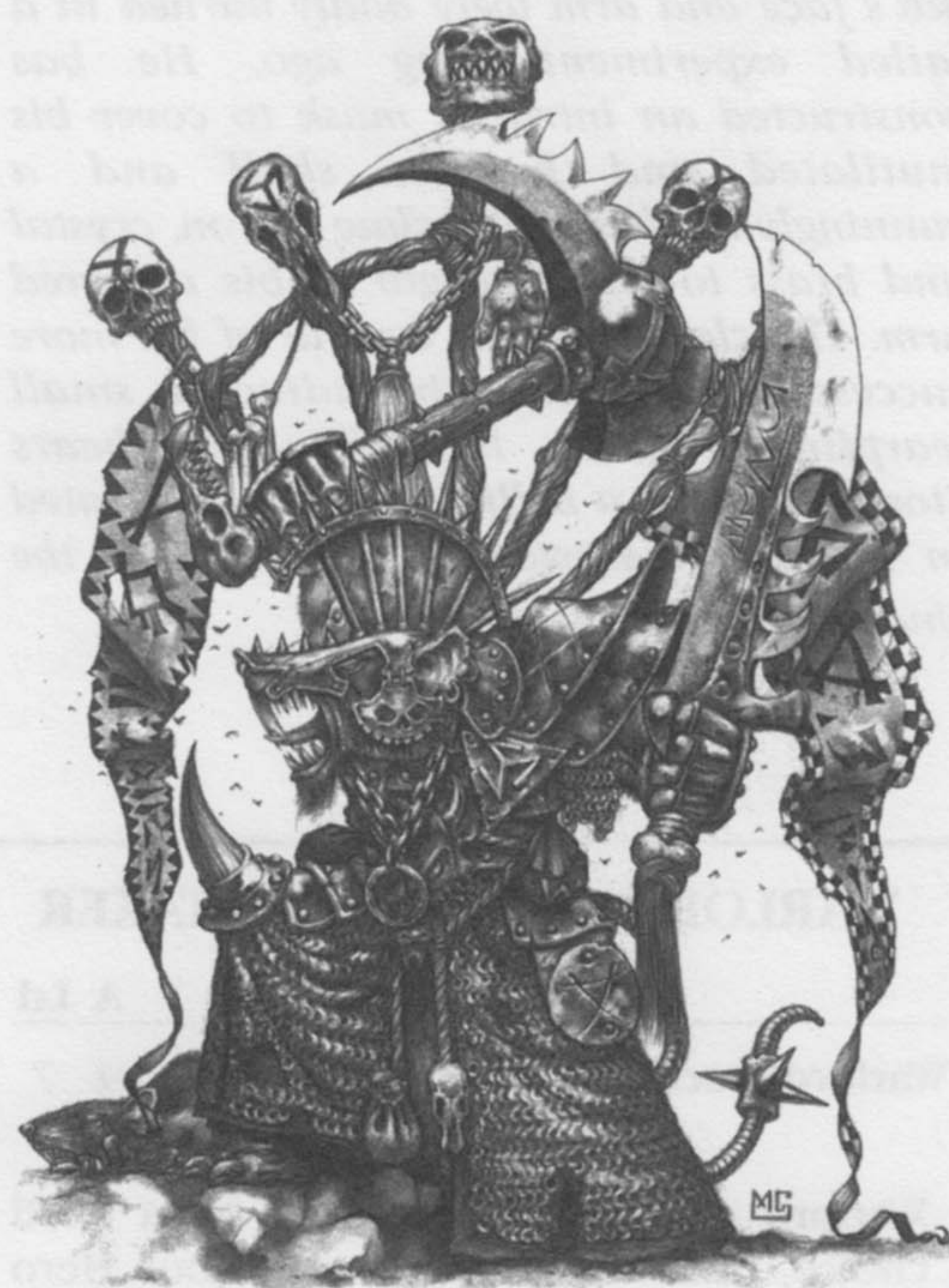
Warlord Queek has led several armies into battle against the Dwarf strongholds of the Worlds Edge Mountains and against the notorious Night Goblin Warlord Skarsnik, who holds the upper levels of Karak Eight Peaks in an iron grip.

Queek has enjoyed considerable success in these forays to date, most notably in the Battle of the North Stair where he led Clan Mors warriors in a surprise raid on unprepared Night Goblin guards through an old sewer outlet. The Clanrats quickly swarmed over the surprised Goblins, killing most of them and enslaving the rest. Warlord Queek personally slew the Night Goblin chief, shattering the Goblins' resistance and enhancing his own fearsome reputation in the process.

Queek's vitriolic temper and immense ego are well known amongst the Skaven and greatly admired. He takes the greatest pleasure in challenging opposing leaders and heroes to single combat and slaying them. The severed heads on Queek's trophy rack are kept as mementoes of the more challenging fights, making him an unmistakable sight on the battlefield – his collection includes the head of

Krug Ironhand of Karak Drazh, Ikit Slash of Fester Spike and the hands of Albrecht Kraus.

The patronage of Warlord Gnawdwell means that Queek is very well equipped for a Warlord. He usually wears warpstone armour and carries both the Gouger and Dwarf Slayer, a potent ancient weapon forged long ago when the Skaven started their long and bitter wars with the Dwarfs of the Worlds Edge Mountains.



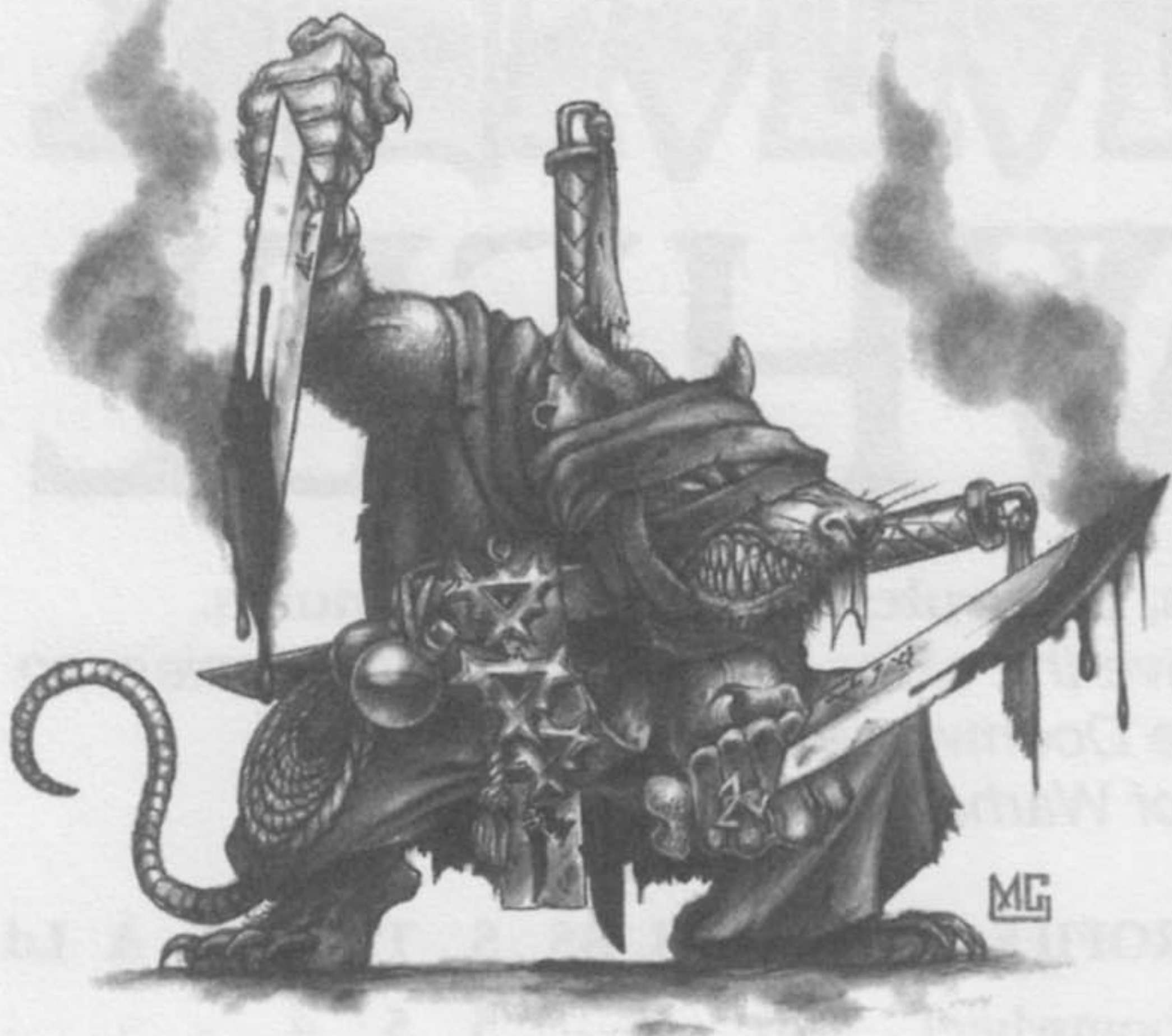
DEATHMASTER SNIKCH

Chief Assassin of Clan Eshin

Deathmaster Snikch is the chief assassin and prime agent of Lord Sneek, Lord of Decay and Nightlord of Clan Eshin. His infamy is only exceeded by the mystery which surrounds his whereabouts at any particular time. Lord Sneek ensures that this is the case – as long as no one knows the location of his chief assassin no one can feel safe. Deathmaster Snikch has appeared all over the Old World at one time or another, seldom being seen but always leaving his distinctive symbol traced in blood beside the decapitated heads of his victims.

Of course such gory rituals are only enacted when the Nightlord feels that an example should be made, usually to other defiant Skaven. In the lands of Men, Elves and





Dwarfs it is harder still to divine the Deathmaster's presence, save perhaps by effect and implication only. For example, the bizarre deaths of Frederick Hasselhoffen and his entire retinue during the Emperor's Grand Ball in Altdorf have never been explained to this day. And the fate of the Celestial Wizard Heinrich Frisen, found flayed within his sanctum at the Celestial College of Magic, the only entrance triple locked from the inside and protected with

potent magical wards within, left city watch officials mystified. Many muttered about daemons but the truly erudite know that daemons seldom leave so few clues.

But who knows what other horrors the Deathmaster has perpetrated? How many ships have sunk or foundered with mysterious leaks or severed rigging, how many towns have been consumed by fire or pestilence released from the sewers below?

On the battlefield the Deathmaster stalks his victims concealed beneath the magical Cloak of Shadows, its ensorcelled power strong enough to make a mockery of the most intricate defences. Where the stealthy tread of Deathmaster Snikch falls no prince or warlord is safe.



**DEATHMASTER SNIKCH,
Chief Assassin of Clan Eshin**

	M	WS	BS	S	T	W	I	A	Ld
Snikch	7	9	6	4	4	3	10	4	9

Deathmaster Snikch can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 515

Weapons: Weeping blades, smoke bombs.

Armour: None.

SPECIAL RULES

Assassin Supreme: The following rules for Master Assassins (see page 76 of the Skaven army book) apply to Deathmaster Snikch: Scout, Hidden, Leadership. In addition he has the Killing Blow special rule.

Dodge: Deathmaster Snikch is preternaturally quick and agile to the point where he can pluck speeding arrows out of the air. Whether this is due to his extraordinary training or some controlled mutation is unknown. Because of his exceptional speed and agility the Deathmaster can dodge hand-to-hand combat blows, spells and missiles. This is represented by a 4+ Ward save.

MAGIC ITEMS

Weeping Blades: Deathmaster Snikch carries three Weeping Blades (see page 36 of the Skaven Army book), wielding one with each hand and one with his tail! In close combat this adds two extra attacks to the ones shown on his profile, for a total of 6!

Warpstone stars: See page 36 of the Skaven Army book.

The Cloak of Shadows: See page 38 of the Skaven Army book.

Bands of Power: See page 39 of the Skaven Army book.

WARHAMMER

DOOMWHEEL

Original background by Andy Chambers, new rules by Anthony Reynolds.

We know many Skaven players out there will have the older miniatures in their armies, so Anthony has updated the rules for the Doomwheel and Vermin Lord for the latest edition of Warhammer.

Rare Unit

Points/model: 150

The Doomwheel was designed by the mad genius Ikit Claw, Chief Warlock of Clan Skryre, who later created the highly successful Warp-Lightning Cannon. The Chief Warlock is obsessed with creating the ultimate killing machine, determined one day to outdo his predecessors who enjoyed the easy successes of warpfire throwers and jezzails. By harnessing the power of raw warpstone to create energy discharges Ikit Claw has created a terrifying engine of destruction that rolls forward surrounded by a crackling halo of purple warp-lightning. Anything foolish enough to hold its ground before this infernal machine is blasted apart by the warp-lightning or crushed under the Doomwheel itself.

The Doomwheel has a single Skaven crewman as crew; its motive power is supplied by hordes of giant rats in two great treadmills. The turning of the treadmills in turn operates a warpstone generator which creates the lightning. Though it can be said that the warpstone reactor is somewhat unstable and the speed generated by the rats is rather erratic a series of tests using Slave units as targets has yielded impressive results. Now the Clan Skryre Warlock Engineers are building this new wonder weapon as fast as possible.

Unit Size: Each Doomwheel is a single unit.

Crew: Each Doomwheel is crewed by a single Skaven Driver.

Weapons and Armour: The Skaven Driver is armed with a hand weapon and a Warplock Pistol.

PROFILE

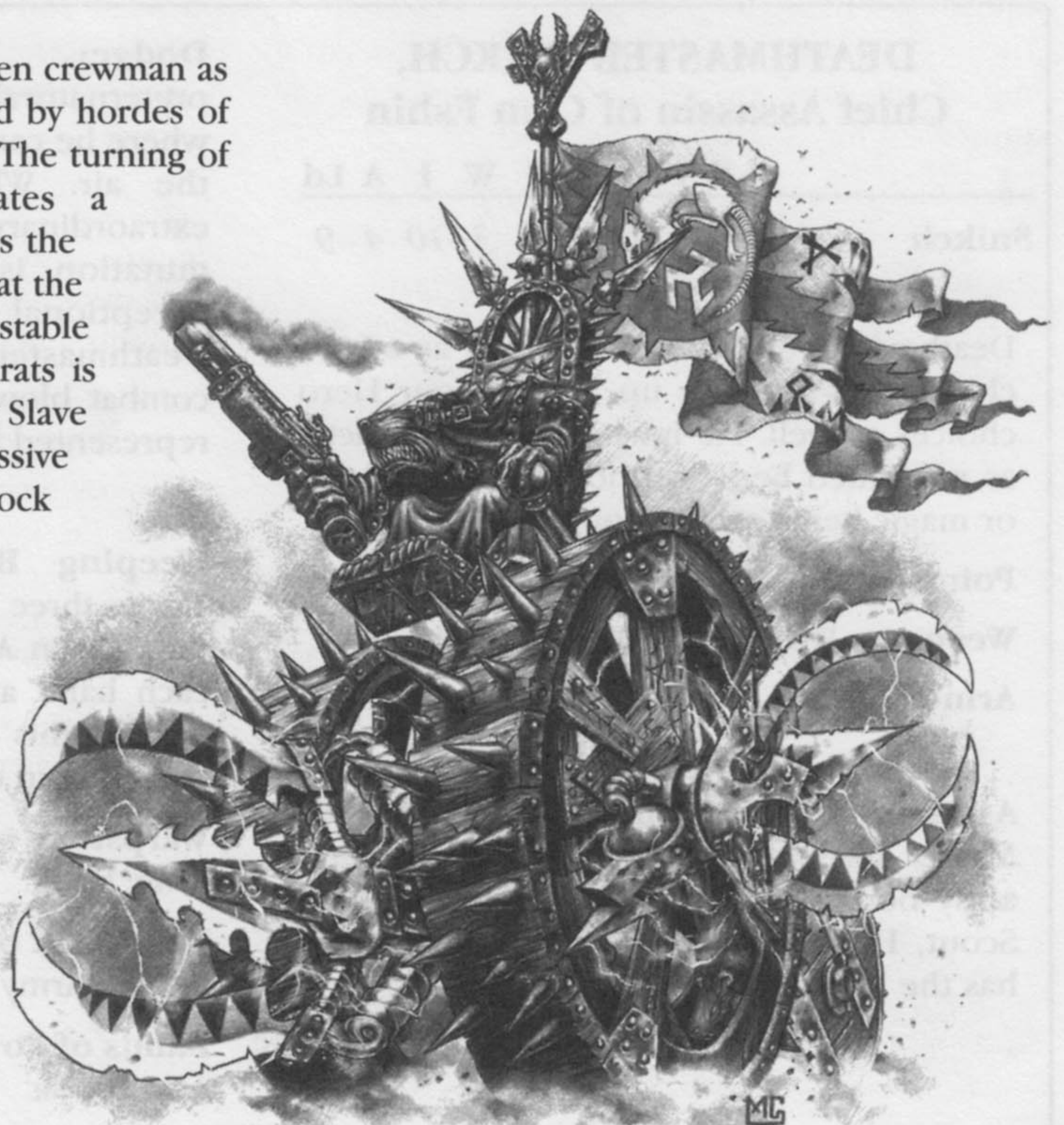
	M	WS	BS	S	T	W	I	A	Ld
Doomwheel	3D6	-	-	5	5	4	-	-	-
Giant Rats	-	3	0	3	-	-	4	5	-
Skaven Driver	-	3	3	3	-	-	4	1	8

Drawn by: Giant Rats

Armour Save: 5+

SPECIAL RULES

Chariot: The Doomwheel is treated as a chariot with the exceptions noted opposite.



Movement: The rats scampering around inside the Doomwheel's tread mills are driven into an insane frenzy by the lightning flashing and sparking around them. As they tumble over each other the wheel rumbles forward, but the Doomwheel's speed is impossible to control accurately. Sometimes it will roll along more swiftly than a galloping horse, at other times it will virtually halt because the rats are temporarily exhausted.

To represent this the Doomwheel does not have a fixed Movement rate. It automatically moves 3D6" and is moved along with compulsory movement before any other troops can move. The player can control the direction the Doomwheel moves in, representing the Warlock Engineer using the trailing stern wheels to brake one side of the machine or another, but he has no say at all about the distance travelled. The player must decide which direction to move the Doomwheel before the dice are rolled for distance.

If the Doomwheel's movement is sufficient to move into contact with a unit it is considered to have charged. No formal declaration of a charge is necessary. The target unit can make the usual response just as if it had been charged in the normal manner. These rules apply even if the Doomwheel hits a friendly unit by accident!

Impact Hits: When the Doomwheel charges into combat it inflicts D6+2 impact hits at Strength 5. This is worked out exactly like other chariot impact hits and only differs in so far as the number of hits is greater.

Warp-Lightning: In each Skaven shooting phase the Doomwheel can unleash D3 bolts of warp-lightning (roll in each Shooting phase). The power of the warp-lightning can be very unpredictable – it can shatter mountains one minute and only cause slight burns the next. The Skaven player can decide not to release the warp-lightning – this helps to keep the Skaven alive until the Doomwheel gets closer to the enemy.

To work out how powerful the lightning is, each turn roll an Artillery dice. If you roll a number (2,

4, 6, 8 or 10) then that is the Strength of all the lightning bolts this turn. Each of the three bolts has a range of 3D6" and will strike the nearest model within range in any direction – friend or foe! The bolts of warp-lightning arc wildly so they ignore any terrain between them and the nearest target. If the Doomwheel is in contact with a unit or model don't bother rolling for range, the bolts will automatically hit the targets in contact. If several targets are the same distance away (or in contact with the Doomwheel) the bolt will be attracted to the target with the best saving throw (since they have more metal armour on them). Each bolt will only damage a single model, but the model struck suffers not one but D6 wounds if the bolt damages them. Against war engines, ridden monsters and the like the hit scored by a bolt of warp-lightning is randomised between the machine/creature and its crew.

If you roll a 'misfire' result something has gone awry with the warpstone generator. The Doomwheel will fire three shots at full range and full power (so 18" at Strength 10). After this, the Doomwheel is itself destroyed and removed from play.

Crew Attack: In the close combat phase the rats and the Skaven Driver will fight enemy models in contact with the Doomwheel whether to its front, sides or rear.

Immune to Psychology: The Skaven Driver is so excited about riding the Doomwheel that the model is Immune to Psychology.

Unit Strength: The Doomwheel has a unit strength of 4.

Fleeing and Pursuing: The Doomwheel flees and pursues exactly like ordinary troops, although it flees and pursues 3D6".

Magic Resistance: The random discharges of energy and magic produced by the warpstone generator create a powerful protective field around the Doomwheel. Spells cast into this area are very likely to be disrupted by the magical turmoil, hence the Doomwheel counts as having Magic Resistance (2).

Leadership: The Skaven Driver in command of the Doomwheel draws great reassurance from the monstrous, infernal engine he's riding on and so counts as having a Leadership value of 8.



VERMIN LORD

Original background by Andy Chambers, new rules by Anthony Reynolds.

*The Daemonic and insatiably evil Vermin Lord
for the latest edition of Warhammer.*

Vermin Lord

650 Points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Vermin Lord	8	8	0	6	6	6	10	6	9

DAEMON OF THE HORNED RAT

The Vermin Lords are thought to be the daemonic forms of ancient Lords of Decay, warped by the influence of the Horned Rat into his immortal servants. They are great, powerful creatures surrounded by an aura of creeping decay and inscrutable knowledge. Their heads are bedecked with the spiralling horns and sloughing flesh of the Horned Rat himself. Warpstone amulets and torcs decorate the Vermin Lord's leprous form, along with chunks

of raw warpstone hammered into their flesh. Vermin Lords are often seen armed with huge, wicked-looking glaives that are fully twice the height of a man but their chisel-teeth and sharp claws are easily capable of tearing a creature to pieces.

Only the Grey Seers hold the keys to summon the Vermin Lords into the material world, and they are loath to do so without great need, fearing to summon up what they cannot dismiss. A Vermin Lord is wiser and more wicked than any living Skaven and yet retains its mortal lust for power and love of betrayal. A bargain struck with one of the Vermin Lords will bring great power to the supplicant but will cost him dearly – the unwary can find themselves paying with their soul as well as their life.

Taking a Vermin Lord counts as taking a Lord, a Hero choice and a Rare slot. It must be fielded exactly as presented here and no extra equipment or magic items can be bought for it. Vermin Lords will always be the army General. Only a single Vermin Lord may ever be included in an army.

SPECIAL RULES

Daemonic Instability and Break Tests: When a Vermin Lord loses a round of combat it must take a special Daemonic Instability test instead of a Break test. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal.
2. Roll 2D6 and compare this to the Vermin Lord's Leadership value, with no combat resolution modifiers. If the roll is higher, the Vermin Lord loses its grip on the mortal world and disappears from the battlefield. It counts as destroyed.





3. If the Vermin Lord does not instantly disappear, compare the dice roll to their Leadership value, taking into account any modifiers for combat resolution. For each point the Vermin Lord fails its Instability test by, it suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player can decide how to allocate wounds between the character/s and the unit.

4. If the Vermin Lord is wiped out by instability in the first round of combat, the enemy may overrun as normal.



Example: The Vermin Lord loses a combat by 4. The controlling player scores 7 on his 2D6 roll. This is lower than its Leadership of 9, so it doesn't disappear totally. However, because combat resolution modifiers count for Daemonic Instability, its Leadership is reduced to 5 for the second part of the test. This means that the Vermin Lord has failed the test by 2, and so the Vermin Lord loses 2 wounds.

Immune to Psychology: The Vermin Lord is immune to psychology.

Stands Alone: A Vermin Lord may never join units.

Horned Rat Incarnate: All friendly Skaven units with at least one model within 6" of the Vermin Lord are Immune to Psychology.

Daemonic Aura: Daemons are not of mortal flesh and have some immunity to mundane weapons. The Vermin Lord get a 5+ Ward save. However, this Ward save cannot be used against magical attacks (ie, spells and magic items).

Terror: The Vermin Lord is amongst the most terrifying of all monsters. The psychology rules for *terror* apply, as described on page 81 of the Warhammer rulebook.

Doom Glaive: The glaives wielded by the Vermin Lords are heavily ensorcelled with death magic. A hit from a Doom Glaive allows no armour saves.

Spellcaster: Vermin Lords are well versed in the realms of magic and have a magic level of 4, equivalent to a Grey Seer. Vermin Lords always take their spells from the Skaven Magic list. Vermin Lords have no warpstone.



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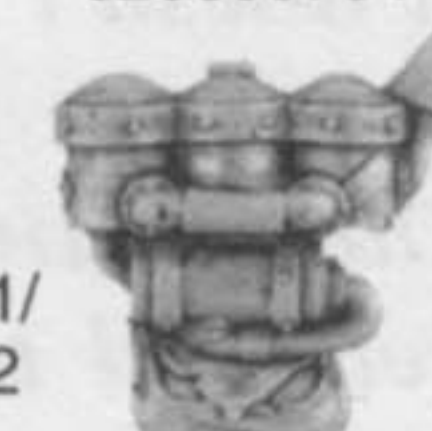
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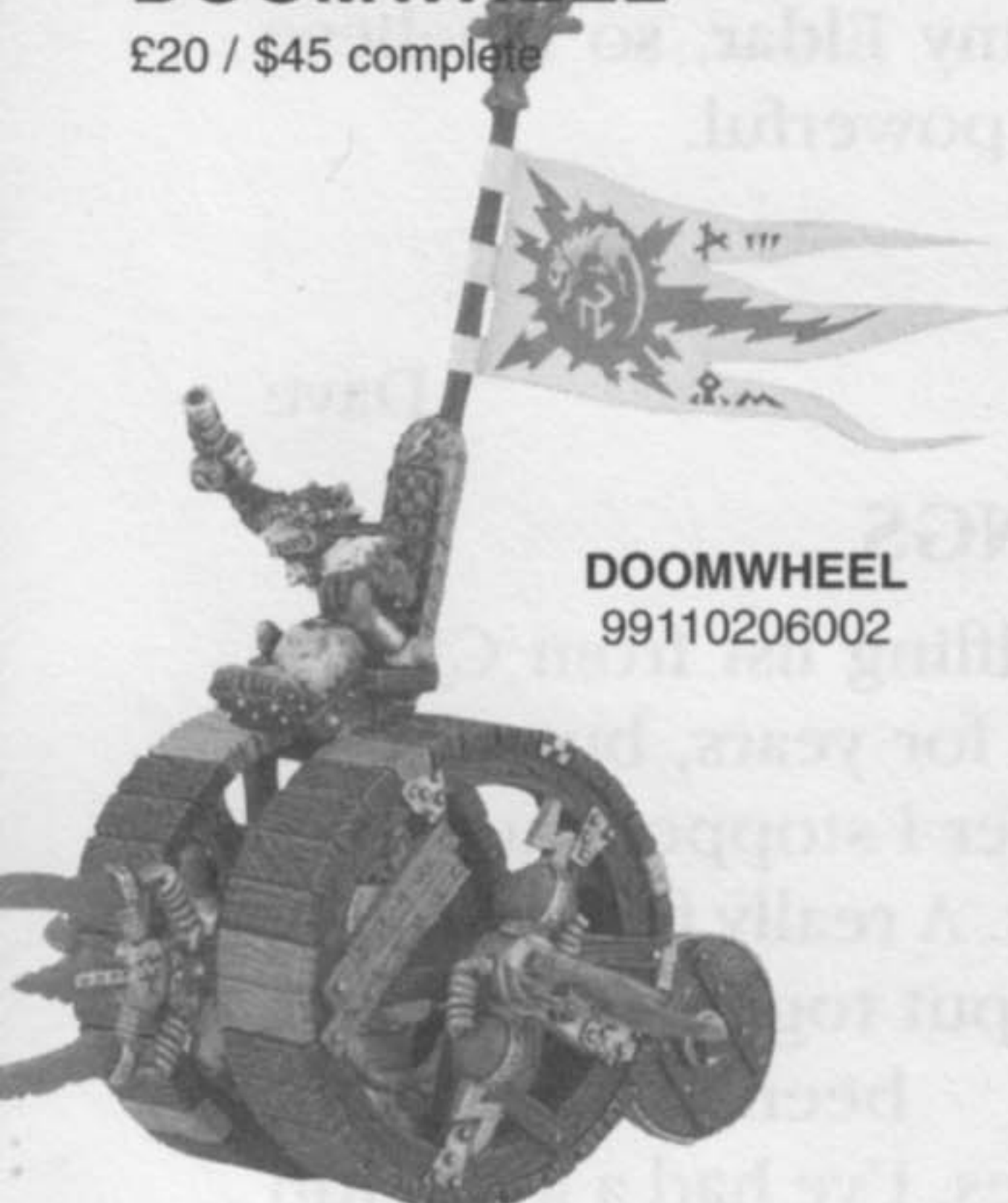
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Write to us at the usual address with your questions or opinions.

This issue Warwick takes a look at your letters.

MISSING PRAETORIANS

As excited as I am about Glazer's Creek (renamed Asch Creek in CJ48) I have to say that I am disappointed that Jervis removed the Praetorians. That was what made the scenario so great. It was straight from the movie Zulu.

The Praetorians are still available through the Mail Order archive service. Granted, I will still play the scenario. This is just to let you know that I am sad that you used Mordians, but also that I will still play the scenario because I have been waiting forever. Thanks for making a 3rd edition version.

Michel Kehs

WFB ARMY LISTS

Hello,

I think the reason you get more feedback on the 40K army lists is because they are essentially 'new' armies, not variants similar to the ones in the back of almost every Army book.

That said, I do like both of the lists and have considered playing a Crusader army, though I am currently building a new High Elf army. Reading through them, I think they are interesting and characterful, though 'new' armies such as the Halfling list a while back would be preferred. Someone mentioned Cathay, Nippon, etc, but if you ask me I doubt you guys would ever even consider publishing those since 1) there are no models and 2) you have stated you don't want any new WFB human armies.

As an aside, I'd love to see a few variant Dwarf armies with perhaps some new fangled war machine/engineering contraptions. But then you guys don't take new rules submissions so I guess perhaps that's out too. You know, you really do hurt yourselves by 'limiting' your rules ideas to in-house developed ones. Ah well, it's not my game...

Thanks for the good work supporting BB, BFG, and Mordheim! Hope the rules reviews for the latter two go as well as the one for Blood Bowl!

Cheers,

Gary

We certainly do take new rules submissions, but we are very selective about what we can and can't print these

days. Fun lists like the Halflings, an army which had been lovingly crafted, are always welcome. What we don't want is endless lists of powerful special characters and the Death Sharks Space Marine alternative Chapter lists.

NON-STICK RESIN

Why don't normal Citadel paints work on the resin kits?

The reason is because the oils in the resin repel the water based paints. To correct this you need to wash your resin kit in lukewarm soapy water (to remove the oils) and, after drying and sticking it together, prime with black or grey spray. The paint will then stick to the primer.

HARLEQUINS RULE

To the creator of the Harlequin Codex.

My name is David, I have been playing the Harlequin army in a tournament in my hometown. The tournament was two 1,000 point armies and a 500 point base defence force. I went through the tournament undefeated. This against Space Marines, Imp Guard, Tyranid, and Tau. I have to say the Tau and Tyranids were the hardest to beat, but I was successful.

The Tau made the mistake of leaving the Wraithlord alive to the end and he destroyed two Broadsides and three Crisis suits. The Tyranids did not kill the Solitaire when they had the chance and he was their demise.

I love this Codex as is, please do not change anything about it, leave it be, especially the Wraithlord! But I would say make them cheaper, they seem to be a little expensive for the basic troops, but the rest is good. I have fought against the Harlequins myself with my Iyanden Eldar and find them tough to beat, but I have beaten them with my Eldar, so I believe they are not overly powerful.

Thank you

Dave

HAPPY HALFLINGS

I just loved the Halfling list from CJ36. I had played Empire for years, but when I read that article, after I stopped laughing, I realised that was it. A really fun, playable Halfling army. So I put together one, and though it has been somewhat controversial at times, I've had a lot of fun

with it. I just wish you would update it for 6th edition rules.

Jon Caulkett

Halfling sheep riders strike again! The first time wasn't enough! After last time I'm not sure the Warhammer design team would be best pleased at the return of the Halfling chicken swarms... maybe one for the future.

NO NORDIC NAMES!

I've just received and eagerly read Journal 48, only to be brought up short! Where is it? I've just gone back to Journal 47 and re-read your answer to my letter published in there, and I quote: "We'll be putting a Space Wolf Name Generator in issue 48. Who thought names would be so popular?" There was a Blood Angels and Dark Angels Name Generator in Issue 47, a generic Name Generator in Issue 45... WHERE IS THE PROMISED SPACE WOLF NAME GENERATOR?

Waiting another two months to find out whether you are going to keep your promise is not very fair, so please either send me the file so that I can use it, or publish it on your website to make up for the totally unfair bias against Space Wolves! As one of, if not the, most popular Space Marine Chapters it is a little unkind of you to ignore us!

Please reply soon.

Bob Long (Alias Harkon Greywolf. If you don't comply with this request we might just have to visit the wrath of the puppies on you!)

OK, that was my mistake, I forgot about the name generator, so sue me! Take a look on page 1 of this issue and you'll find a Nordic name generator. That should keep the puppies happy!

PROMETHEUS

I have a comment/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 hope you will consider these musings from a 40K fan and Forge World customer.

Compared to the normal Land Raider it is 20pts more expensive, and lacks any anti-tank ability. I don't think three more linked heavy bolters compare to two linked lascannons unless facing an infantry horde army, and the Prometheus is defenceless against a tank.

If facing said infantry-horde army, the Crusader stacks up much better. At long range the Prometheus might be better (twelve linked S5 AP4 shots) but under 12" the Crusader is ahead (three linked S6 AP4 and 12 linked S4 AP5 and a Multi-melta), plus the Hurricane Bolter rules allow it to advance, while the Prometheus can only fire one (two with its Machine Spirit) heavy bolters if it is on the move.

A variety of options would fit the spirit of the model/game and improve the Prometheus on the table top. My ideas are;

1) Let it carry 15 models like the Crusader... it is much bigger than a Rhino and doesn't need massive lascannon power packs.

2) Let its improved targeters ignore the 'glancing only' rule against skimmers... this fits with the description in Journal 41, and it could then take out light skimmers with ease (but not grav tanks... it can't hurt them like in the story). This really only hurts Eldar and Space Marine players who use light skimmers (or grav tanks that expose their rear armor).

3) Have its improved targeting system allow one squad within 6" re-roll missed to-hits... this explains its use as a bastion and command vehicle.. relaying targeting data to the Space Marines.

I'm betting that the new Prometheus fits the VDR rules, but it's cousins don't. As a player I have no problem if GW/Forge World makes vehicles that otherwise can't be designed (ie, Leman Russ Destroyer, Medusa, Manticore) since you are more likely to keep game balance/spirit in mind than beardy players.

Just some thoughts.

Keith E Patton, White Scars Chieftan,
Fallen Angel, Armoured Company
Commander, Speed Freak, and a few
lesser titles...

All the Imperial Armour range fit the vehicle design rules, making them slightly more expensive in points than their Codex cousins. This is deliberate and correct, as Imperial Armour isn't about making game-winning tanks (at the risk of sounding like a stuck record), but about having cool models to build, paint and play with. Hopefully it also encourages players to have faith in the VDR. If the VDR are good enough for us, then players should be happy about converting and gaming with their own vehicles too.

Write in with your opinions to:

Mailbag

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

TANK ACES OF THE IMPERIAL GUARD

COLONEL 'SNAKE' STRANSKI

Experimental Rules by Warwick Kinrade

The Imperium has many heroes. The Hall of Heroes on Terra contains the names of millions of men whose valorous deeds in the name of the Emperor have earned them a small degree of immortality. Ranked amongst them is Colonel 'Snake' Stranski, the hard bitten commander of the Cadian 114th Mechanised Infantry regiment.

"Captain, the reason we've got these tracks is to get us into trouble faster. Now I suggest you mount up and move out. The enemy is that way, don't stop 'til you find him, and don't come back 'til you've beaten him."



USING 'SNAKE' STRANSKI

To use 'Snake' Stranski you don't need his entire regiment! During a battle his unit would become entangled with other units in the front line, and an immediate mission or objective would have to be achieved with whatever forces were available. Hence, Stranski can be used to lead a more ad-hoc Imperial Guard force.

Of course the more puritanical amongst you might like to create a themed Imperial Guard mechanised infantry company. Stranski offers an example of the kind of force you can aim for.

Stranski is a native of Cadia, perhaps the most militaristic of any planet in the galaxy. All Cadian men are raised to fight in Cadia's seemingly endless regiments, commonly referred to as 'Shock Troops'. It is a name and badge all Cadian soldiers wear with pride and honour. No child on Cadia has any ambition other than to serve as a Shock Trooper. Millions upon millions of men, well armed and equipped with the best weaponry the forgeworlds of Segmentum Obscuras can supply, stand ever-ready to defend the infamous Cadian Gate against Chaos incursions.

Military service and discipline dominates life from the earliest age. Square-bashing, parading and physical training all formed the routine of Stranski's early life, before progressing to weapons training, small unit tactics, and indoctrination to harden his mind and soul against the horrors of war he would face. After completing his training Stranski, like thousands of others of his age, was posted to a unit. His strong performance during training saw him given command of a new squad of fresh recruits as a sergeant.

Cadian regiments serve across the galaxy, and new units are being formed for shipment to the Imperium's warzones all the time. Stranski was posted to the newly formed 114th Mechanized regiment. The regiment was being readied for shipment to the Atalia warzone, freshly equipped with new Chimeras for each squad.

During the Atalia Minoris campaign Stranski began to show his talents for command. As a rookie sergeant he learnt to put his training into

practice, as well as learning the arts of war that cannot be taught! Bitter experience commanding an infantry squad against the Orks on Atalia Minoris gave him his hard edge, he also earned his nickname at that time. Whilst on a long combat patrol his squad ran short of rations, and rather than spend the night hungry Stranski caught and cooked enough of the common native vipers to feed his men. The poisonous creatures tasted foul, but Stranski claimed he liked the taste, and ate all the left overs. Catching and eating a snake has become part of Stranski's pre-battle ritual, he superstitiously claims a freshly fried snake gives his own attacks venom!

After the Battle of Istenbrak city Stranski was promoted to lieutenant and took command of a platoon of mechanized infantry. During the retreat from Istenbrak, Stranski's company captain was killed whilst commanding the rearguard, and he was given a field promotion to command the regiment's 2nd company. He did so with distinction, leading a counter-attack that stopped the withdrawl becoming a rout. Leading the counter-attack from the cupola of his HQ Chimera he could be seen firing his two plasma pistols and waving the Chimeras forward as enemy fire flashed past him. He has been wounded in the line of duty no less than twelve times. He has also had eight Chimera's destroyed whilst under his command.

Stranski believes the only way to win a war is to take the battle to the enemy. He is always driving his captains and lieutenants forward, often taking command of the regiments lead units personally.

Mounted in Chimeras, Stranski knows his troops main advantage is the speed and firepower of their vehicles. Whether acting in support of an armoured unit or operating on their own, Stranski is not a colonel who spends much time studying maps or supply reports. He leaves that to junior officers. He always wants to be in the field, amongst the roar of engines, where his men can see him, toting his trademark twin plasma pistols and urging them on.

'BLOOD AND THUNDER'

THE CADIAN

114TH MECHANIZED INFANTRY REGIMENT

Under Stranski the regiment has earned the nickname 'Blood and Thunder', a reflection of Stranski's character and command style. It has a well-earned reputation for being a very aggressive unit, always seeking the chance to attack or counter-attack an enemy,

The regiment is organised into three companies, each made up of three platoons. The three companies are commanded by captains, with attached heavy weapon squads, whilst the platoons are led by lieutenants. Each platoon contains between three and five squads (depending upon the availability of replacements and casualty levels in the last battle), each squad is led by a sergeant. All the squads, be they command squads, infantry squads or heavy weapons squads are mounted in Chimeras or Chimera variants.



COLONEL 'SNAKE' STRANSKI263 pts

Colonel Stranski leads a Command HQ consisting of himself and 4 guardsmen. They are mounted in a Chimera (see below). They have the same stats as a standard Command HQ from Codex: Imperial Guard.

COMMAND HQ

Stranski is armed with two plasma pistols (counts as twin linked). These are also Trademark Items (see Codex: Imperial Guard page 9).

One member of the Command HQ is a Medic, equipped with a medipack. One member of the Command HQ carries a comm-link. The other

two members of the Command HQ both carry melta-guns. All are armed with frag grenades.

HQ: Stranski, with his squad and Chimera, are a single HQ choice for an Imperial Guard army.

CHIMERA

Stranski's current Chimera is the regiment's HQ vehicle. It is a standard Chimera (see Codex: Imperial Guard, page 17) with the following upgrades:

Weapons: It is armed with a heavy flamer, and hull mounted heavy bolter.

Options: Stranski's Chimera always has the following upgrades, as described in Codex: Imperial Guard. As the command vehicle of his unit it has *Improved Communications*. It also has *Smoke Launchers*.

It may take any other Vehicle Upgrades from Codex: Imperial Guard as for a normal Chimera.

SPECIAL RULES

'All guns blazing': Stranski likes to be in the thick of the action, where his men can see him. Whilst riding in his Chimera he may fire both his plasma pistols from the hatch. He can fire these in addition to any other weapons the Chimera is firing, and can fire them regardless of how far the Chimera travelled. The plasma pistols count as twin linked.

WARHAMMER 40,000

ORDO HERETICUS STRIKE FORCE

Alternative Adeptus Ministorum Army List
by Andy Hoare



Rather than being a stand alone army, this list is really a way of re-organising your Sisters of Battle army for a scenario or a campaign.

It is intended to represent the force as it hits the ground, rather than a force deployed for an on-going campaign.

The Strike Forces of the Ordo Hereticus are composed of the elite of the Sisters of Battle. Led by an experienced Inquisitor they launch devastating surprise attacks against the enemies of the Imperial Creed. Often the first sign an apostate Cardinal or heretic demagogue sees of the Strike Force is the vapor trails of their Drop Pods as they plummet from the sky bringing the Emperor's judgment to all who transgress His laws.

The Ordo Hereticus was established over 6,000 years ago in the aftermath of the Age of Apostasy to ensure that no one individual, sub-sect or cult could ever again threaten the security of the Imperium or the spiritual integrity of the Imperial Faith. On many occasions the Ordo will work alongside the Adepta Sororitas, whose role it is to enforce Ecclesiarchal rule and together the two branches of the Imperium constitute a formidable obstacle to any who would challenge the primacy of the Imperial Creed.

The types of operations embarked upon by the joint forces of the Ordo Hereticus and the Adepta Sororitas are often sensitive, and have at times amounted to little more than barely-sanctioned assassination. The most common mission is a rapid, surgical strike against a religious group. Often the target of the attack will be a member of the Ministorum, perhaps a Cardinal or Missionary whose teachings have strayed too far from the accepted orthodoxy, forcing his excommunication. Such an individual may have a sizable following, and the Ordo will therefore expect stiff resistance to their attack. In such a situation it is imperative that the attack is carried out in secrecy; no witnesses are left to spread doubt, and no martyrs to the cause are allowed to inspire further rebellion.

Another, thankfully rare task of these joint forces is to hold in check the power of the Space Marine Chapters. The relationship between the Adeptus Astartes and the Adeptus Ministorum is at times strained, as some Chapters adhere to their own views of the Imperial Creed. In any other organisation this would result in excommunication, but the Space Marines are of course a rather special case. However, the Ordo Hereticus still maintains a watch over those Chapters who they suspect of having diverged too far from approved dogma. In such cases a Conclave of Inquisitors will decide upon a course of action, and should an armed response be required this will often be entrusted to the Adepta Sororitas. Few Space Marine Chapters would be asked to move against another except in the direst of circumstances. Facing an entire Chapter of Space Marines is not a conflict many Imperial leaders would embark upon with any confidence, but where there is no alternative the Ordo may order a mission sent against the command structures of the renegade Chapter in order to disable the entire organisation from the top down. The only force outside of the Adeptus Astartes themselves with any hope of successfully assaulting a renegade Chapter Master and his attendant brethren may be an elite Strike Force of the Adepta Sororitas, led by an experienced and battle-hardened Inquisitor of the Ordo Hereticus.

These Strike Forces are composed of the very best the Adepta Sororitas can field, and are equipped to an even higher standard than is usual within the Orders Militant. Led by a senior member of the Ordo Hereticus, the force can call upon the aid of the Imperial Navy, from whose troop transports they can deploy using the small numbers of drop pods each of the Orders Militant maintains exclusively for these operations. The Sisters

involved will be drawn from the ranks of the elite Celestians and Dominians. If conditions allow, and the Imperial Navy is able to assist, the force may also include squads of Seraphim, whose jump packs allow them to deploy from low-flying Navy stratocraft.

A further feature of these joint Strike forces is the weapon pods specially modified by the Adeptus Mechanicus. These are variants of the Deathwind pods used by the Adeptus Astartes, and are equipped with the favoured weapons of the Sisters of Battle, including heavy bolters and multi-meltas.

GAMING WITH THE ORDO HERETICUS STRIKE FORCE

This army list variant has been designed to provide Sisters of Battle players with an alternative army list they can use in more narrative based games and campaigns, but it can be used in any mission against any foe, so long as your opponent agrees to its use and is forewarned. If you don't warn your opponent he's not facing an ordinary Sisters of Battle army then you'll just have to sort it out between yourselves: these are experimental rules and shouldn't be sprung on unsuspecting opponents!

Many Sisters of Battle players really enjoy theming their force around the Sisters themselves, eschewing Preachers and Redemptionists and other such rabble in favour of a more elite force. Well, the main army list does allow you to do that, but I thought putting such a force within its own context might prove far more rewarding. The main armylist represents the forces the Ministorum can amass to suppress a major rebellion in a populated area or embark upon a massive War of Faith. This variant details a small, highly elite force assembled to neutralise a specific foe identified by the Ordo Hereticus.

Anyway, I hope you enjoy using the list, and that it provides a fulfilling alternative to the main list, especially if you're playing it in a campaign. Feel free to pass on any feedback, via the Games Workshop Community web pages at

<http://gamesworkshop.com/community/messages.htm> or by mail via the Fanatic bunker.

USING AN ORDO HERETICUS STRIKE FORCE IN WARHAMMER 40,000

The Strike Force uses the following units, which are drawn from the Sisters of Battle armylist in the first Chapter Approved compilation, unless otherwise stated.

USING A STRIKE FORCE IN WARHAMMER 40,000

The Ordo Hereticus Strike Force has the following units from the Sisters of Battle army list in Chapter Approved: Second Book of the Astronomicon, Codex Assassins and the Heroes of the Imperium army list from the Warhammer 40,000 Rulebook.

HQ:	1 Inquisitor, 0-1 Cannoness, 0-1 Celestian Superior, Celestian Bodyguard.
ELITE:	0-1 Vindicare Assassin, 0-1 Calidus Assassin.
TROOP:	Celestian Squad.
FAST ATTACK:	Seraphim Squad.
HEAVY SUPPORT:	Deathwind Drop Pod(Dominica Pattern)

STRIKE FORCE SPECIAL RULES

HQ: A Strike Force is always led by an Inquisitor, who must occupy one of the army's HQ slots on the force organisation chart. The Inquisitor's profile may be found in the Heroes of the Imperium list. The Inquisitor may only be equipped with Terminator armour when the Deep Strike scenario special rule is allowed by the mission being played. If Deep Strike is not in use then he must wear power armour and purchase a Drop Pod at the points value detailed below.

Assassins: The Inquisition often works in concert with the Officio Assassinorum, specifically the Vindicare and Callidus Temples. Other than Vindicare and Callidus Assassins, no other Assassins or other Heroes of the Imperium allies may be taken. See Codex Assassins for further details.

Drop Pods: All units other than Assassins and Seraphim may deploy using Drop Pods, which are available to them as a transport option when using the Strike Force list. Drop Pods always use the Reserves scenario special rule, even when not allowed to do so by the mission being played. Seraphim may always Deep Strike, even when not allowed to do so by the mission being played.

As an alternative to using actual Drop Pods, you may elect to deploy using the normal Deep Strike scenario special rule, even if not allowed by the mission being played. This has the advantage that you can use the Strike Force without

having a collection of Drop Pod models. The down-side of this approach is that your squads will suffer from the normal movement and assault restrictions on the turn they arrive, whereas using actual Drop Pods will allow them to move, shoot and assault normally once they have arrived.

Blessed: On the eve of an assault, the members of the Strike Force receive the blessings of the Inner Circle of the Daughters of the Emperor, a secretive group drawn from the senior members of each Order Militant. This has the effect that the Celestian squads in the Strike Force become Faithful, and each generate a single Faith Point.

The Emperor's Wrath: This is a new Act of Faith that may only be used by members of a Strike Force. Upon a successful Leadership test made before the squad rolls to hit, any casualties caused in the Shooting phase by the squad will force a Pinning test. If this Act is used then the squad may not assault in the Assault phase, but may fight as normal if assaulted themselves. The enemy are forced back, unable to gain ground as the Sisters of Battle unleash a wrathful storm of bolter fire, melta blast and purging flame.

Celestian Bodyguard: The minimum size of a Celestian Bodyguard is reduced to 1 Sister Superior and 3 Celestian bodyguards when fielded in a Strike Force. All other options remain as stated in the Sisters of Battle army list. This is to allow a character accompanied by a bodyguard to deploy using a Drop Pod.

HEAVY SUPPORT

Drop Pod (Dominica Pattern) 160 pts

	Front Armour	Side Armour	Rear Armour	BS
Deathwind Drop Pod	12 (sealed)	10 (open)	10 (open)	4

Type: Immobile

Weapons: 5 x twin linked heavy bolters. These may be upgraded to 5 multi-meltas for +30 points.

Special Options: Orbital Lander, Open Topped (when deployed)

SPECIAL RULES

Deployment: Drop Pods enter play using the rules for flyers as explained in the Vehicle Design rules. See the Chapter Approved compilation for further details.

Machine Spirit Guided Weapons: When the Deathwind lands it must pick a single enemy target as per the normal targeting rules. This target can be in any direction, as the pod has weapons facing in all directions. The target can then be attacked with 3 weapons (the remaining two weapons are not able to be brought to bear on the target).

TRANSPORT OPTION

Drop Pod (Dominica Pattern) 70 pts

	Front Armour	Side Armour	Rear Armour	BS
Drop Pod	12 (sealed)	10 (open)	10 (open)	-

Type: Immobile

Weapons: None.

Special Options: Orbital Lander, Transport (5), Open Topped (when deployed)

SPECIAL RULES

Deployment: Drop Pods enter play using the rules for flyers as explained in the Vehicle Design rules. See the Chapter Approved compilation for further details.

DROP POD DEPLOYMENT

As Drop Pods enter play using slightly unusual rules, here is an explanation of how it works, just to avoid any confusion.

The Drop Pod enters play from reserve, even if the reserve special rule isn't in play. When the pod becomes available, place it at any table edge you like. The pod then makes an attack run after the opposing player's Movement phase, but before their Shooting phase. Move the flyer any distance you like across the table, ending where you intend it to land. Your opponent may then shoot at the Drop Pod, subject to the rules for shooting at flyers found in the Vehicle Design rules, using the Front armour value (Sealed) of 12. After your opponent

has shot at the pod, it is considered to have landed, and may not move again. When your turn comes around, you may disembark the passengers and they may move, shoot and assault as normal. Once the pod is deployed all shots against it are resolved using the (Open) armour value of 10.





MODELLING THE STRIKE FORCE

The Ordo Hereticus Strike Force is an ideal opportunity for Sisters of Battle players to get their hands on the really cool Space Marine Drop Pods from Forge World. You won't need to convert these in any way, and they look excellent painted in the colours of the Sisters of Battle.

The Dominica Pattern Deathwind Drop Pods can be converted really easily. All you need is the Space Marine Deathwind Drop Pod with assault cannons, again from Forge World, and a couple of bits from Mail Order. The twin-linked heavy bolter version can be achieved by replacing the assault cannons with the heavy bolter from the Master of the Ravenwing's Land Speeder. There's a number of multi-meltas you can use, but the best is from the Space Marine Attack Bike.

The other miniature you'll probably need to model is the Inquisitor leading the Strike Force. There are many miniatures you can use as a starting point, and I've seen some truly amazing conversions of Inquisitors around the Studio, many Inspired by the 54mm game. As Inquisitors are highly individualistic, there's really no restrictions to how you should go about converting yours (in fact, the subject would take up an entire article in itself-now there's an idea...). I can only suggest taking a good look through the Mail Order archive as well as the current range, but if you're stuck for a starting point, I've found that the Dark Angels character models can be converted into Inquisitors easily; you just need to remove the Dark Angels symbols and you're away.

SISTERS OF BATTLE

SPECIAL CHARACTERS

Original background by Gav Thorpe, new rules by Andy Hoare

Saint Praxedes and Helena the Virtuous are two stalwart leaders of the Sisters of Battle. Originally featured in the Warhammer 40,000 2nd edition Sisters of Battle codex, these special characters are here presented for use in the 3rd edition game. Consider these rules experimental- i.e. for use only if your opponent agrees, and go purge some heretics!

SAINT PRAXEDES OF OPHELIA VII

Saint Praxedes may be accompanied by a Bodyguard just like a Canoness (see the main army list).

Saint Praxedes was Canoness of the Order of Our Martyred Lady at the start of the Second Tyrannic War. With a force of Battle Sisters she reinforced the Caladenian Imperial Guard on the Cardinal World of Okassis. As the Tyranids assaulted the Cardinal palace, she led her Battle Sisters and a company of Guardsmen in a gallant counter-attack. Leading from the front of the fighting, she bested a Hive Tyrant and broke the Tyranid attack, buying the thousands of refugees

fleeing from the conflict the time needed to evacuate the planet.

Not content with this success, the Canoness pressed deep into the heart of the Tyranid swarms, leading her small army in a guerrilla war against the armies of the Hive Mind. The disruption and havoc she wreaked seriously weakened the Tyranid attack on the spaceport, saving even more lives. As the last of the shuttles soared into orbit and safety, all contact was lost with her army. She was the first Martyr to the Kraken and her name is revered all across the Ultima Segmentum. Some claim that she lives yet, fighting on against the dreaded hordes of the Tyranids from within.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Saint Praxedes	130	5	5	3	3	3	4	3	10	2+

A Sisters of Battle army may be joined by Saint Praxedes of Ophelia VII. If you decide to take her then she replaces the Canoness as one of the HQ choices for the army. She must be used exactly as described below, and may not be given any additional equipment.

Wargear: Boltgun, melta bombs, frag grenades, Sceptre of Vengeance, Purity Seals, Cloak of Saint Aspiria (bonus included above).

SPECIAL RULES

Independent Character: Unless accompanied by a Celestial Bodyguard Saint Praxedes is an independent character and follows all the independent character rules as detailed in the Warhammer 40,000 rulebook.

Bodyguard: Saint Praxedes may be accompanied by a Celestial bodyguard. Saint Praxedes and her bodyguard will count as a single HQ choice on the Force Organisation chart.

Sacred Rites: Saint Praxedes adds +3 Faith Points.

Leadership: Any unit with a model within 12" of Saint Praxedes may use her Leadership for any Morale or Pinning tests they are called upon to make.

Irresistible Charge: When Saint Praxedes attacks she is a wrathful force of nature. She crashes headlong into her foes swinging the Sceptre of Vengeance in wide arcs, smashing her enemies off balance. Saint Praxedes gains +1 Strength on the turn she makes an assault move.

The Sceptre of Vengeance: This is a huge, heavy mace; its head wreathed in a shimmering flame that leaves a trail of fiery sparks as it swings through the air. The Sceptre of Vengeance counts in all respects as a Thunder Hammer. See Codex Space Marines for more details. Note that the Irresistible Charge bonus detailed above is applied after the Thunder Hammer's Strength bonus.

MODELLING SAINT PRAXEDES OF OPHELIA VII

It's quite possible to use the Sister Superior with power maul and bolter to represent Saint Praxedes, but I wanted to make a figure that would really stand out at the head of my army, so I set about seeing what I could find in my bits box. The basis of the conversion is the body of the Sister of Battle with multi-melta. I removed her head, and replaced it with that of Bertha Bestraufung from the Mordheim range. I was taking my inspiration for the conversion from the illustration of Saint Praxedes in the Sisters of Battle Codex, and I thought this head matched the drawing quite well.

Next, I needed the Sceptre of Vengeance, and after toying with the idea of using the Chaos Terminator's power mace, I saw reason and used the more sensibly sized weapon from the Sister Superior with power maul and bolter. I cut this at the elbow, and with a little green stuff it fitted reasonably well to my model.

I added the bolter from the old Chaos Space Marines weapon sprue, with another piece from the bits box, Repanse de Lyonesse' forearm, to hold it.

The finishing touch was the Cloak of St Aspiria, for which I used a cloak from the Mordheim accessory sprue, cut around the Sisters of Battle backpack and moulded with a little Green Stuff.

As my Sisters of Battle army are from the Order of the Bloody Rose, I painted the figure in their red and black livery. St Praxedes is supposed to be from the Order of Our Martyred Lady, but as there is no difference in game terms between the various Orders Militant, I decided it wouldn't matter what colour she's painted, so long as I told my opponent about the special character's abilities.



HELENA THE VIRTUOUS PRIORESS OF THE CONVENT SANCTORUM

Helena the Virtuous must be accompanied by a Bodyguard like the one available to a Canoness (see the main army list).

Raised from infancy in an Ophelian Schola Progenium, Helena proved to be remarkably gifted in her earliest childhood. Exceptionally intelligent, eloquent and incisive, she was destined to become a high authority in whatever vocation she chose. After 30 years service

in the Order of the Key, Helena had risen to the position of Canoness, and was responsible for a great increase in the power of the Ecclesiarchy.

Her efforts did not go unnoticed and when the Prioress of the Convent Sanctorum died, Helena's was the first name on the Ecclesiarch's lips. Although Helena's duties are mainly of an organisational and spiritual nature, she has always possessed the gift of involving herself personally at the right moment. As a Prioress, Helena is a member of all the Orders of the Adepta Sororitas, including the Orders Militant. Although she lacks the lifelong training of one of that Order, it has been known for Helena to personally intervene in a battle. With her own strict regime of training and exercise, she keeps her ageing body in the best condition possible and she is very skilled in the theories of battle.

Helena's greatest asset is the holiness and serenity she radiates. Her presence has an underlying strength which reassures



	Points	WS	BS	S	T	W	I	A	Ld	Sv
Helena the Virtuous	120	4	4	3	3	2	3	3	10	3+

A Sisters of Battle army may be joined by Helena the Virtuous, Prioress of the Convent Sanctorum. If you decide to take her then she counts as one of the HQ choices for the army. She must be used exactly as described below, and may not be given any additional equipment.

Wargear: Master-crafted bolter, frag grenades, Rod of Grace (counts as a power weapon), Rosarius, Purity Seals, Mantle of Ophelia.

SPECIAL RULES

Bodyguard: Helena the Virtuous **MUST** be accompanied by a Celestian bodyguard. Helena and the bodyguard count as a single HQ choice on the force organisation chart.

Sacred Rites: Helena adds +3 Faith points, however, so important is she to the Imperium that D6 Faith points, to a

minimum of 0, will be lost from the army total if she is ever killed. Note that her death will not generate a further Faith point.

Holy Radiance: Any squad with a model within 12" of Helena at the beginning of their turn will automatically regroup without needing to make a Leadership test, subject to the normal restrictions on regrouping.

The Mantle of Ophelia: Helena's robes of office incorporate the ancient cloak known simply as the Mantle of Ophelia. The Mantle is a badge of office for the Prioress of the Convent Sanctorum and is believed to have sacred powers of protection.

The Mantle of Ophelia can make Helena almost invulnerable for a short period of time. The first time Helena takes a wound that causes an 'instant death' effect only one wound is actually taken. The mantle may only be used once per battle.

others and imbues her followers with an undying love and respect. Combined with her encyclopaedic knowledge and shining charisma, these qualities make Helena a truly great battlefield commander and politician.

MODELLING HELENA THE VIRTUOUS

I wanted to give Helena an ornate look: one that ties in with her position as inspirational leader of the Convent Sanctorum. The basis for the model is the Sister with heavy bolter; a miniature I've managed to convert in many different ways in my army. I also made use of a Sisters of Sigmar Matriarch for this conversion.

To start with, I removed the Sister's head, replacing it with that of the Matriarch. Next came the arms, again from the Matriarch. I cut them off at the elbow, and attached them to the Mister with Green Stuff. The Rod of Grace is the Matriarch's weapon cut off at the top, and replaced with the fleur de lys from the Bretonnian Green Knight's back banner. Last, I attached a Chaos Space Marine bolter, choosing a particularly ornate one to represent Helena's master-crafted weapon.

I still needed to differentiate Helena from

an average Sister of Battle, so I made a cloak using a piece of paper cut to the right size, stiffened with PVA glue and then covered in Green Stuff. I then used more Green Stuff to continue the cloak around her shoulders in the form of a pair of beast's claws.

I painted the model in rich colours that would stand out amongst the rest of my deep red army, but not clash against it. I painted her armour bronze and the fabric red for an ornate, ecclesiastical look.



Uriah Jacobus

ECCLESIArchY

SPECIAL CHARACTERS

Uriah Jacobus, Protector of the Faith, and Redeptor Kyrinov, Arch-Confessor, are two more special characters originally featured in Codex Sisters of Battle. They were updated for use in 3rd edition Warhammer 40,000 in White Dwarf 227, but were left behind when the Sisters of Battle army list published in the Chapter Approved Compilation updated the rules for Confessors and Missionaries. Here, they are presented for use as part of a Priestly Delegation in a Sisters of Battle army. Again, these rules should be considered experimental, but given the quality of the miniatures, no opponent has any excuse to object to their use!

URIAH JACOBUS, PROTECTOR OF THE FAITH

Uriah Jacobus was a missionary travelling the worlds west of Bakka, in the southern galaxy. By the age of fifty he had introduced fifteen new worlds to the Imperial Creed, a remarkable achievement considering the scarcity of inhabited planets in the region. He achieved even greater recognition on the half-frozen world of Solstice. After spending three years learning about the inhabitants of the world, whose technology and society was reaching a feudal stage, Jacobus started to introduce the doctrines of the Ecclesiarchy into the beliefs of the natives' own rather disorganised religion.

When meeting the king of one particular realm, Jacobus was disturbed to see an idol of the kingdom's god – a four-armed god of death. Guessing a Genestealer cult to be involved, Jacobus returned to more friendly kingdoms and persuaded their rulers to ally with each other to attack the traitor king. As suspected, when Jacobus arrived with a mass of crossbowmen and cavalry at his back, his army was attacked by a horde of Genestealers. Although

many of the horrific creatures were felled by a storm of quarrels, the Genestealers started tearing apart the infantry with ease.

Jacobus split his knights into two forces. One he left as a reserve while he led the other on a flank march that struck at the rear of the Genestealer cult. Smashing his way through a screen of human Brood Brothers, the knights attacked the heart of the cult. The Patriarch was finally slain, though a mound of bodies lay heaped around its corpse, and the Magus was spitted on a lance. The cult was momentarily confused by the loss of its leaders. Seeing the inaction of their foes, the rest of the knights attacked, sweeping away the disorientated aliens in one glorious charge.

After the Battle of Solstice, Jacobus became a legendary figure, able to call on the Emperor's aid to thwart whatever odds opposed him. He converted another six worlds to the Emperor's worship before he finally died of a lung-destroying virus on the death world of Gorang.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	100	4	4	3	3	3	4	3	9	4+
<p>A Priestly Delegation may include Uriah Jacobus. He must be used exactly as described below, and may not be given any additional equipment.</p> <p>Wargear: Shotgun, chainsword, Roasarius (4+ invulnerable save), frag & krak grenades, Banner of Sanctity.</p> <p>SPECIAL RULES</p> <p>The Banner of Sancity: The Banner of Sanctity was woven by the daughters of King Ellesan of Solstice from the finest of threads. Foes who see the banner are filled with awe and dread. Friendly troops following the banner will fight their utmost for the honour of the Emperor. Jacobus will automatically pass any Morale and Pinning test he is required to make, as will the unit he is assigned to.</p> <p>Sacred Rites: As a Missionary, Jacobus adds +2 Faith points.</p> <p>Squad Member: See the entry in the Sisters of Battle army list regarding members of Priestly Delegations joining squads.</p>										

REDEMPTOR KYRINOV
ARCH-CONFESSOR

Arch-Confessor Kyrinov has been the scourge of blasphemers and heretics across a hundred worlds. He purged the Chaotic legions of the Demagogue Lord of Valaan, accompanied the Valhallan Ice Warriors on the Crusade of Repentance and crushed the Jihad of Duke Selda. Kyrinov is known for unflinching adherence to his duties and his harsh treatment of those who deviate from his strict interpretations of Ecclesiarchal doctrine. Kyrinov often quotes from the scriptures of Confessor Dolan and strongly agrees with the Great Confessor's belief that no sacrifice is too great.

Kyrinov is seen by most as a vocal, tyrannical figure but his patience and shrewd mind often serve him better than any amount of sermonising and lambasting of the masses. It is claimed that Kyrinov would wait until the sun grew cold and the planets stopped spinning if it meant that an opponent to the Ecclesiarchy would fall from grace. Kyrinov's fiery speeches, wild gestures and melodramatic acts of faith hide a very cold and logical approach to his work. A prime schemer and manipulator of people, Kyrinov is an impossible foe to out-think or placate.

Kyrinov is most famous for his handling of the Molovian Heresy. While posing as a staunch supporter of the renegade Governor of Molov, Kyrinov spent three years gathering evidence against him and

rallying support for his overthrow. With hundreds of secret meetings with industrial and trade leaders, Kyrinov stirred up a cartel which plotted to topple the greedy Governor Vlachek from power. Using his followers' power, Kyrinov's real message was able to reach almost every member of Molovian society. With the support of the workers' unions and the traders, Kyrinov was able to lead a popular revolt and wrest the reins of power from Vlachek. Vlachek's cousin was installed in power in his place and it must be noted that Molov now has a startling reputation for efficiency and honesty when delivering its Ecclesiarchal tithes. All this was achieved with no other influence from the Ecclesiarchy or any other Imperial organisation.



	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kyrinov	102	4	4	3(4)	3	2	4	3	10	4+

A Priestly Delegation may include Redemptor Kyrinov. He must be used exactly as described below, and may not be given any additional equipment.

Wargear: Master-crafted bolt pistol, Mace of Valaan (+1 Strength, power weapon), Rosarius (4+ Invulnerable save).

SPECIAL RULES

Icon of Chiros: Made from the black marble of the pulpit Confessor Dolan first preached from, the Icon of Chiros represents one of the ultimate symbols of the Emperor's power. All who see it are filled with a fervent faith and an undying

devotion to the cause. The sight of the icon is so terrifying to the enemies of the Imperium that they flee in terror. All enemies within 6" suffer -1 Leadership.

Sacred Rites: As a Confessor, Kyrinov adds +2 Faith Points.

Fanatical: Kyrinov, and any unit joined by him, may re-roll any missed close combat rolls in the same turn he charges into an assault.

Squad Member: See the entry in the Sisters of Battle army list regarding members of Priestly Delegations joining squads.

SISTER REPENTIA

Inspired by John Blanch's Sister Repentia piece in the Inquisitor sketchbook, and by Gav Thorpe's background description of her, Andy Hoare presents a new army list entry for Sisters of Battle, Space Marine and Imperial Guard armies.

A member of the Sisterhood may be stripped of all rank and rights, reduced to a Sister Repentia. They are banned from Holy Service and may suffer other castigations in the form of frequent physical punishment, enforced fasts and confinement. These individuals often attach themselves to Imperial crusades, throwing themselves into the thickest of fighting in an effort to purge themselves of their sins and gain absolution: even if it is only granted on their death.

The Sister Repentia is a new troop type available to Sisters of Battle players as part of their Priestly Delegation, and to Space Marine and Imperial Guard players in the same way as Preachers.

SISTER REPENTIA .40 pts/model

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

Weapons: The Sister Repentia is armed with a bolt pistol and close combat weapon, and frag and krak grenades. Note that she does not have access to the Ministorum Armoury.

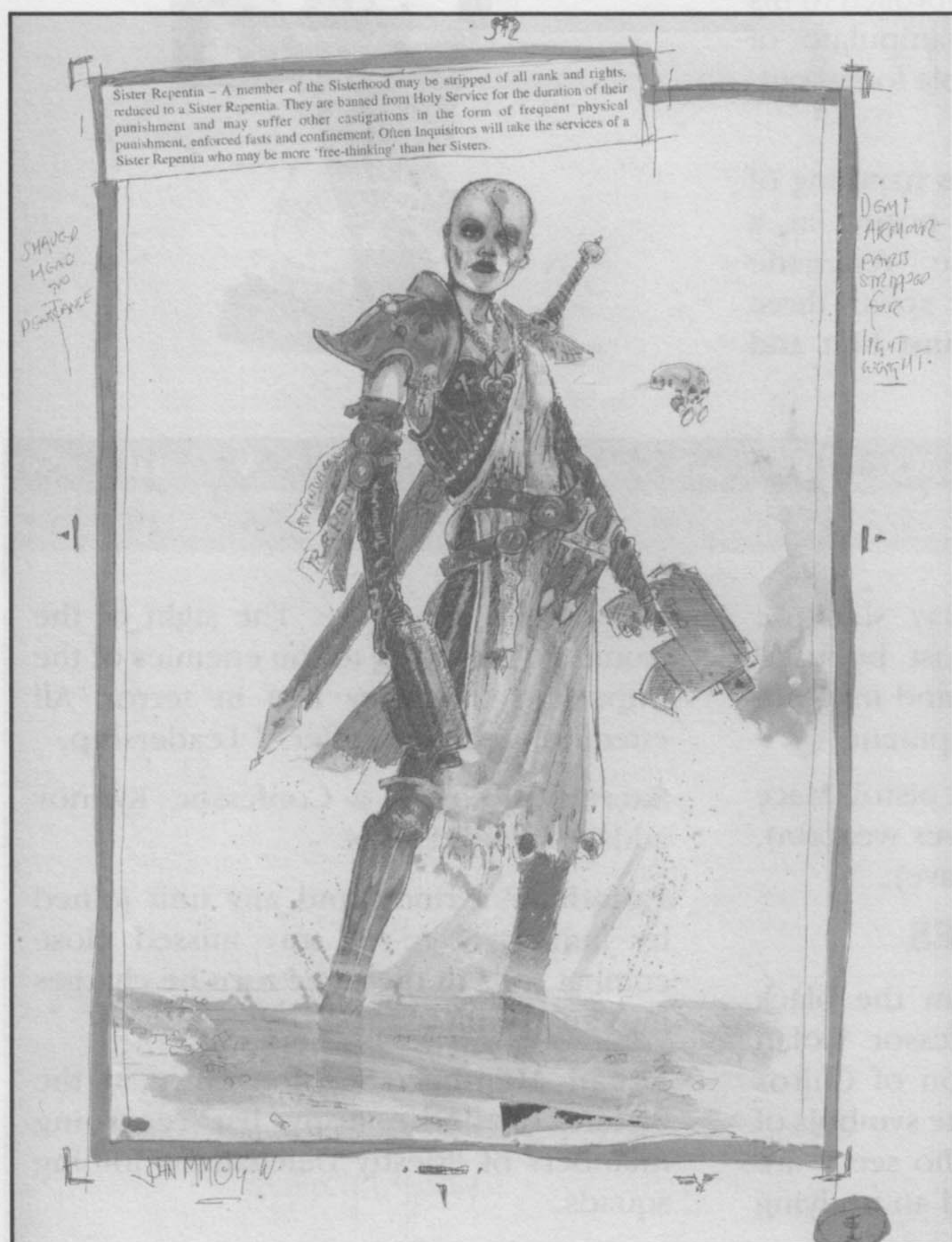
SPECIAL RULES

'Only in Death Does Duty End': When a squad joined by a Sister Repentia is forced to fall back after having been defeated in close combat, the squad falls back as normal, but the enemy may not pursue or consolidate. Instead, the Sister Repentia remains in place and the close combat continues next turn. Should the Sister win the combat she must attempt to join the nearest friendly unit as soon as possible.

Absolution: When fielded as part of a Sisters of Battle army, should the Sister Repentia win a close combat after her squad have fallen back she will immediately generate a single Faith point, and count any squad she joins as Faithful.

MODELLING THE SISTER REPENTIA

The Sister Repentia is a simple, yet effective conversion inspired by John Blanche's piece in the Inquisitor Sketchbook. I've used an Escher ganger from the Necromunda range as the basis. This model had just the right 'scruffiness' I needed, to





de lys symbol, so I settled for the basic shoulder pad shape. I thought this more in keeping anyway, rationalising that she may have had this removed when she was thrown out!

The easiest bit was adding a Sisters of Battle back pack, which enforces the semi-armoured look nicely.

which I would add some remnants of her former uniform.

In order to suggest the armour the Sister would have worn as a full Sister of Battle I looked for some parts of other miniatures I could add to the ganger. I used a pair of clippers to remove her left leg at the knee, and replaced it with that of the heavy bolter carrying Sister of Battle. This fitted nicely with John Blanche's sketch, and it just took a small amount of Green Stuff to tidy up the joint.

For the composite armour effect shown in the Inquisitor piece, I modelled a simple shoulder pad with Green Stuff. I'm not a skilled enough sculptor to model the fleur

One of the most striking elements of the sketch is the shaved head, giving the character that outcast, penitent look. To achieve this, I simply filed down what hair the Escher miniature had; luckily she already had quite a punky haircut, and it was only the top part that needed filing down.

There's a whole range of Escher gangers available from Mail Order, so you're bound to find one with the right look. You don't need to go to these lengths though, as just painting an Escher ganger in a combination of red, black and white will give the effect you're looking for.

We were stationed at the western quadrant of the Belisarius warzone; a small piece of Emperor-forsaken hell that we'd held for three months before the rebels' main force hit.

We opened fire on them with everything we had, from laspistol to battlecannon. We must have slaughtered thousands, but they weren't even slowed. Emperor forgive me, but I know for a fact no Imperial Guardsman could have completed that charge. They were on us in minutes, and close up I could see from the expressionless look on their faces that something was seriously wrong. They fought like animals, and we soon found ourselves cut off from the Company. My squad was cut down man by man; men I had known since the regiment's founding and served alongside in four campaigns. The rebels slashed with bayonets and clawed at us with bare hands. Soon I was the last man standing and the rebels advanced towards me over the dismembered bodies of my comrades.

I raised my lasgun, but just as I was about to open fire, a figure leapt down from the barricade and threw itself at my attackers. I could make out little of the newcomer other than remnants of what I took to be Adepta Sororitas armour. The rebels surrounded her and I hesitated, unsure whether I should join the fray. Then a break in the combat appeared, and the figure stared back at me. She was a vision, holy purpose burning in her eyes. I saw the tattered remains of her battle sisters power armour, covered in penitent vows and purity seals. I knew in that instant that she bade me to make good my escape that I may live another day in the Emperor's service.

Then the moment passed and I turned my back on the combat. One month later we retook the trench line and I sought out the scene of the attack. There I found a heap of dead rebels, but of my unknown ally, no trace.

Extract of the accused's confession, submitted to Commissar General Luft in the Court Marshal of Corporal Chemski, J / 4th Terran Praefects / GK983 833830

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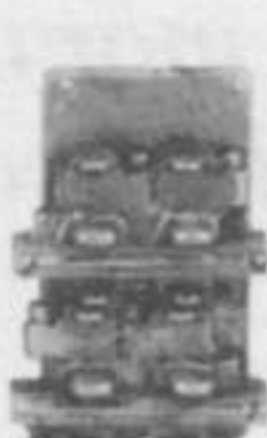
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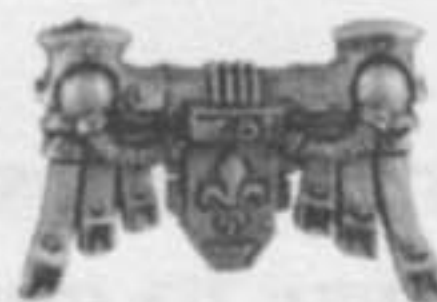


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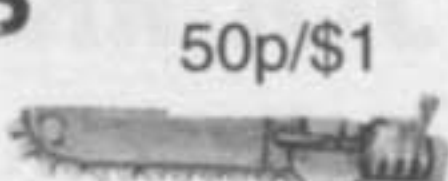
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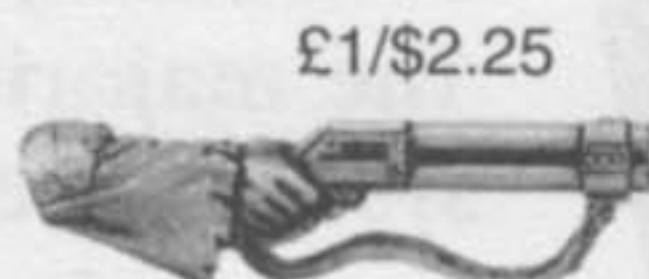
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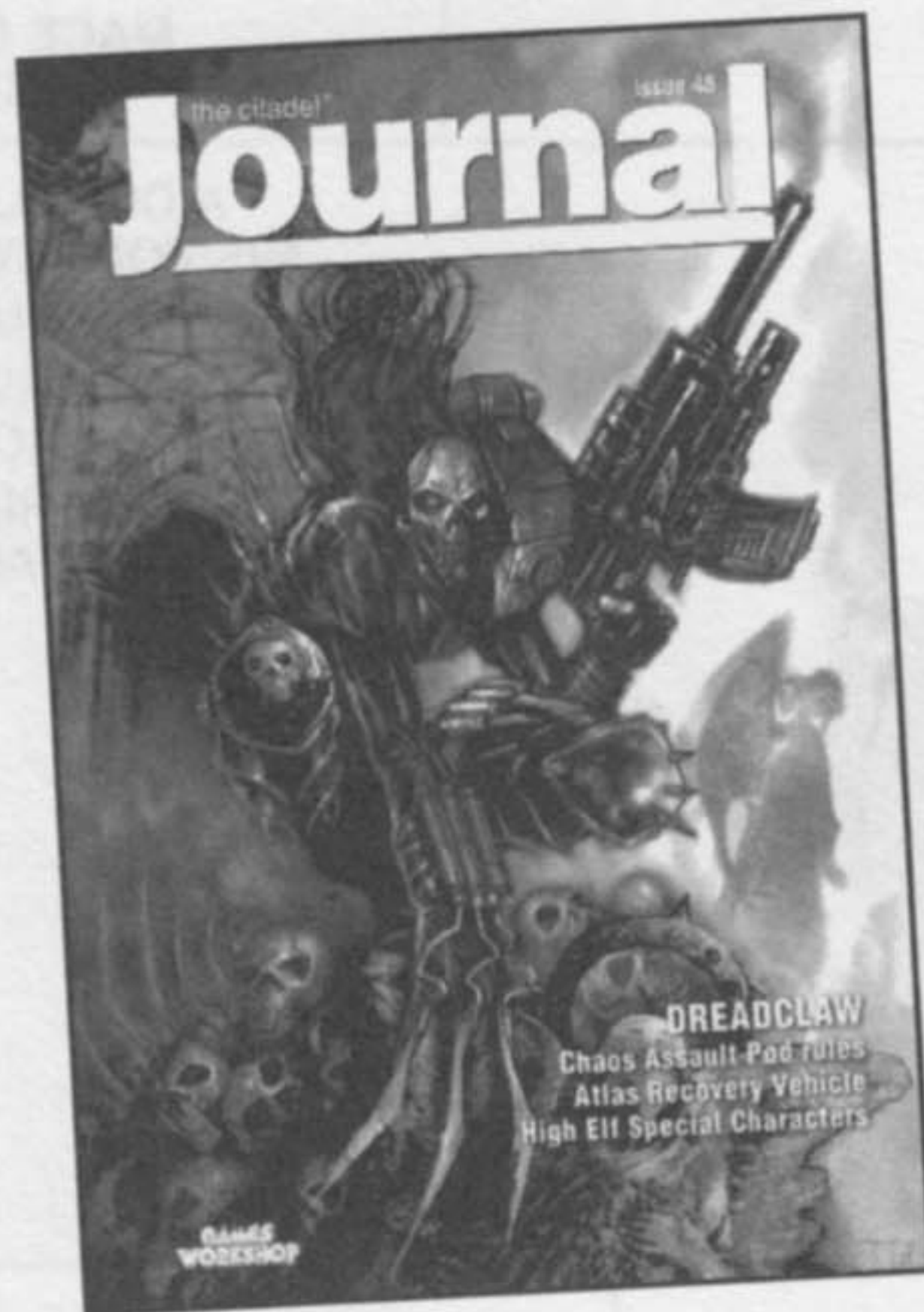
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Warning! Warning! Blather Alert!!!: As veterans of the J Files will know, I sometimes feel the need to blather on at great length about a subject. What follows is just such an article. It is a piece I have been working on, off and on, for a year or two now, and some emails I received recently convinced me to dust the article off and print it in the Journal. The article addresses how best to deal with rules problems in games, without resorting to us writing boringly long wrong rulebooks or you having to resort to violence. I would welcome feedback on the piece, specifically a) am I on the right track?, and b) should we be publishing long discursive articles like this in WD and the Journal? OK, here goes...

Johnson's razor - intriguing title, isn't it?! Don't worry, though, I'm not going to spend the next few pages giving you my top ten shaving tips (though I do hope to trim some of the rather fulsome beards belonging to a few players out there!). Rather this article is about an especially thorny subject, one that is the bane of all game designers and quite a few players... it's the question of rules questions, or more precisely, it's the question of how to deal with rules questions when they arise during a game.

It's one of the truisms of wargaming that every game throws up one or two situations that aren't covered by the rules. I can't think of a game I've played at the Studio where this wasn't the case, and that's when we've got the people who invented the games on hand or even playing in the game! The fact of the matter is that the very diversity, flexibility and background colour that makes the games so appealing also means that situations will arise in every game that aren't covered by the rules per se. This said, I've seen games by designers who've tried to cover all the situations that could arise in their rules. However, this goal, while a noble one, just never seems to work very well. They either end up with a huge (and I do mean huge) rulebook that still has loopholes, or end up with a game where the mechanics are so abstract in order to avoid rules anomalies that the game becomes bland and lifeless.

Anyway, the bottom line is that my thirty or so years playing wargames has led me to believe that rules questions are an unfortunate by-product of the very nature of a good tabletop game. The question is, therefore, how does one deal with the questions when they arise. In the past we've recommended simply rolling a D6 to determine the answer in such situations and get on with the game, and it has to be said that this is the solution the games designers most commonly use themselves. I guess because we know there isn't an answer to the question ('cause we designed the game you see), we worry less about throwing the whole

thing into the lap of the gods and letting a dice decide. However a lot of players don't like this approach, finding it too random and, I think, feeling in their hearts that there must be an answer to the question if only they could find out what it was! It also has to be said that sometimes rolling a D6 for it simply doesn't work very well.

So I've been mulling over a new solution to the question, and this is what forms the basis of this article. The solution I've come up with is to provide a set of guidelines based on the way the game development team deal with rules problems. In a nutshell this boils down to 'either roll a D6 for it, or pick the fairest answer.' The rest of this J Files explains how exactly you decide which method to use, and then offers some guidelines to help pick the fairest answer.

ROLL A D6 FOR IT MATE!

Before you can come up with a solution to a rules question, you need to determine the basic nature of the question itself. This isn't all that hard, as questions split into two basic types, One-Off questions and Consistent questions, with one 'sub-category', that I've called Irresistible Force questions. Once you know what type of question you've got, the following principles explain how to deal with it.

One-off questions are by far the most common type of rules question, and arise when you get a particular set of circumstances arising in a game that are unlikely to occur again for quite a while. A classic question of this type that I was sent concerned what happened to a unit of Undead cavalry (who ignored terrain when they moved in the rules at that time) that were inside a house that was destroyed by an enemy cannon. The question was, of course, could they ignore the effect of the house falling in on them! Now, while I'm sure that this seemed like a dreadful conundrum at the time, I think most players would agree it's unlikely to come up in very many battles. The game developers always deal with one-off questions like this with by a simple dice roll, and you should do the same.

In other words, in the example above you should roll a D6; on a 1-3 the Skeletons get crushed, while on a 4-6 they escape. The result of the dice roll doesn't set a precedent, simply answers the question that time round.

If you find that a situation occurs more than once in a blue moon, then you have a consistent rules problem. Consistent questions are a bit more difficult to deal with, and tend to be the ones that you see ending up on Q&A pages that appear in White Dwarf every now and then. Fortunately a big chunk of these consistent rules questions fall into the 'irresistible force' sub-category and are easy to deal with.

Irresistible force questions occur where one rule says one thing, and another says the opposite. For example, the rule for a weapon may say 'Always Strike First' while a rule for another item, says 'Always Strikes Last'. A question arises if these two things come into opposition – do you strike first or last? Over the years we've got better at spotting problems like this before they arise, but the sheer number of different rules in our games mean that they still pop up every now and then. Fortunately they are very easily dealt with, by using the same method as for one-off questions and simply rolling a D6 for it. Using the example, I'd simply roll a D6 striking first on a roll of 1-3 and last on a roll of 4-6. As before this doesn't set a precedent, and you should roll again whenever the situation occurs. If a question is likely to arise more than once per turn, then we roll once and use that answer for the rest of that turn (i.e. in the example above I'd roll once per turn to see if the blows were struck first or last, not once per attack or once per model, etc.)

JOHNSON'S RAZOR

Unfortunately no all-consistent questions are of this type. With questions that are not so easily answered, what we'll do is take a close look at the question and the possible answers, and use the solution that keeps the game most balanced and fun to play. A recent example of this came up for 40K, where we'd been receiving a lot of questions asking if a transport vehicle could carry a squad other than the one it was bought as an upgrade for. After some debate internal we decided to recommend that it couldn't, as this solution was the one that was least likely to be abused and therefore would make the game more fun and balanced for all concerned. Another example concerns players in 40K giving the Mark of one Chaos God to the champion of a different Chaos God (i.e. giving the Mark of Khorne to a champion from a Plague Marine unit). Although the rules don't say you can't do this, it's clearly not what's intended, and as it also unbalances the

game I had no difficulty in ruling that players weren't allowed to do it (a no-brainer of a question if ever there was one!).

Based on this and other answers we have come up with to rules questions in the past, I think that there is a consistent underlying pattern or paradigm to the answers we came up with. This is basically that the best solution to a rules question is the one that keeps the game most balanced and fair. Here's a couple more examples of how this paradigm can be used to solve rules questions, based on a couple of 'real-life' examples from the past:

A common set of rules questions revolve around 'stacking' special rules, for example giving a model multiple attacks more than once. A player might ask "If a model has two abilities that double his attacks, does he A) double the attacks for the first one and then double them again, or B) add the multipliers together and multiply his attacks by the total, or C) only use one of the abilities." Using our paradigm that the best solution is the one that keeps the game most in balance with its core game mechanics, the answer is clearly C, as this is the one that keeps the character closest to his normal set of characteristics. What's more it is quite clearly the best solution too, as there is nothing that spoils a game more than super-strong characters with huge numbers of attacks (the Hero-hammer syndrome!).

Another example of the 'stacking' rules come from the last edition of 40K, where players could, if they put their mind to it, get hold of several invulnerable saves for a character. A typical question would be "Can a character with Rune Armour (which is described as having an energy field and gives an invulnerable save like other fields, but is in the armour section) also be given a Refractor Field, as the rules state that you can't have two energy fields?" Using the paradigm, the answer is clearly no, as having two special saves takes you further from the basic core rules than having one. And once again this is also the fairest answer, as having characters that are almost impossible to harm is almost as bad for the game as having characters with too many attacks.

The point I'm making here is that if a question arises in a game and you can't really dice off for it (i.e. it's not a one-off or irresistible force question), then you shouldn't get locked into arguing about a 'logical answer' to the question, but rather should remember that you are playing a game that's meant to be fun, and should therefore be trying to come up with the fairest answer. The problem with using this paradigm as it is, however, is that it's a benchmark that you can measure things against, rather than a rule you can apply. I've therefore worked it up into a rule which I've

called, ahem, Johnson's Razor, after the scientific theory known as Ockham's razor (big-headed, moi?). The important thing about Johnson's Razor is that it provides a way for players to answer consistent rules questions simply and easily themselves. Anyway, Johnson's Razor can be stated thus:

'In a situation where there is not a clear answer to a legitimate question in the rules, then the answer shall be that one which most tends towards equilibrium.'

In this case 'equilibrium' is assumed to be as close as possible to the basic, core game rules. If the question is not one that can be related directly to the core game rules (i.e. it is about a special ability or special rule) then the answer should tend to be the one that gives the least advantage to troop type or army that the question relates to. The important thing to note is that when using the razor, an opponent's troops or army doesn't enter the equation. Likewise issues of 'game background material or 'what would happen in real life' don't enter the equation; the razor is used to come up with an answer, and nothing else. This makes the razor rather different to the paradigm, which at least allows some discussion and leeway, but makes the razor rather more useful in the white heat of battle!

IF ALL ELSE FAILS, DOUBLE-CHECK THE RULES

Sometimes none of the methods described above will fit the question and provide a fair and equitable answer. In this case you need to go back to the rulebook, and follow exactly what it says there, ignoring any entertaining colour text that may be near-by. To be honest you'll rarely have to use this method, as 99.9% of questions can be answered by either rolling a D6 for it or using the razor to pick the fairest answer. However, sometimes you'll get a consistent rules question that is 'balanced', in that whatever answer you give will be equally as fair (or equally as unfair!).

LASTLY – PLAY NICE!

One thing to note about all of the principles I've talked about above is that they will only work for legitimate rules questions. In other words ones that are genuine, and not made up on the spur of the moment for the sake of it, or to try and exploit a perceived loophole in the rulebook. We recently received an email about a Warmaster player who placed his Trollsayers facing backwards so they could avoid the effects of Frenzy, and argued that they could change their facing at any time he liked "because the rulebook didn't say they couldn't". The answers to such blatant examples of rules mongering are easy and straightforward to decide – a resounding NO!

To be honest, though, if you're stuck with an opponent who is willing to try such tactics there is very little you can do other than not to play against them any more until they have gained the maturity to be able to play the game properly.

All of which leads me to the final, but by far the most important point of this article, which is that wargaming is a social hobby, and like all things that are social, you get out of it as much as you are willing to put in. Basically, when you play one of our games, you and your opponent are entering into a sort of contract to make the game an enjoyable experience for each other. This doesn't mean you have to try and lose the game, just that there is a right way and a wrong way to go about winning it. Trying to exploit the rules to make them do things that they clearly were not intended to do breaks the contract and is the wrong way to go about winning a game, and you should try to avoid crossing this line under any circumstances. As a rule of thumb, if you find yourself saying something like 'well there is nothing in the rules that says I can't' as your Aspiring Nurgle Champion with a Mark of Khorne that is riding a Juggernaut clammers into another squad's Rhino, then you have crossed the line and really should feel rather ashamed of yourself. After all, I could just as justifiably say that there is nothing in the rules that says I can't flatten your Nurgle champion with a ten-pound sledgehammer if I feel like it!

Now I know that sometimes using the wrong methods may help you pull off a victory, and at the time that seems the most important thing – after all, we call them games, right, and games are meant to be won?!? - but trust me, the game you play will be less enjoyable for it, for both you and your opponent. Learning the right way to play a game is not easy and is not something that can be put in a rulebook or legislate for, but none the less it under-pins the whole reason for playing our games at all.

Thus, while applying the principles outlined above will help you solve some rules questions, at the end of the day it's up to you to play the game the right way. Or to put it another way, in the immortal words of Woody in Toy Story just "...play nice..." and everything will be OK.

CONCLUSION

And this is quiet enough for this month. As always, please email us with any comments, suggestions or ideas on the stuff you have read above. We can be reached at fanatic@games-workshop.co.uk. We'd love to hear from you.

Best regards,

Jervis Johnson

Head Fanatic



WARHAMMER

ALARIELLE EVERQUEEN OF AVELORN

*Rules for the Queen of the High Elves (because she was overlooked last issue!),
by Gav Thorpe*

Alarielle is the Everqueen of the High Elves. She can be fielded in a High Elf army and counts as a Lord choice and in addition takes up one of your Hero choices as well. She must be fielded exactly as detailed below, and may not be given any additional equipment or magic items. She can never be the army's general. If her Maiden Guard are included in the army, she must lead the unit and cannot voluntarily leave it.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Everqueen	5	4	5	3	3	3	8	1	10

Points: 515

Weapons and Equipment: Star of Avelorn; Shieldstone of Isha; stave of Avelorn.

High Mage: Alarielle follows all the rules for a level 4 High Mage. In addition, she knows all of the High Magic spells, and also all the spells from the Lore of Life and may use either or both in the Magic phase.

Boon of Isha

At the start of the High Elf shooting phase and at the start of the High Elf close combat phase, Alarielle may grant the Boon of Isha to a friendly unit within 12". The unit adds +1 to all of its to hit rolls for that phase. In addition any shooting or close combat attacks made by the unit count as magical for that phase.

Chaos Bane

Any daemonic unit (including daemonic monsters and characters) that starts the Magic phase with a model within 6" of Alarielle is affected by the aura of law and harmony that surrounds her. Each unit in range suffers D6 Strength 5 hits, that count as magical attacks.

In addition, roll a D6 for each magic item belonging to a model from a Chaos, Skaven or Undead army that is within 6" of Alarielle at the start of the Magic phase. The item is destroyed on a D6 roll of a 6 (roll for each item separately).

The Touch of the Everqueen

Alarielle does not fight as such, for she is the embodiment of peace rather than war. However, her lightest touch can stun the foe for a moment, disorientating them with a blinding flash of light. Alarielle always strikes first in close combat. If an

enemy also has this ability, then the models strike in Initiative order (roll off in the case of equal Initiative values). If Alarielle hits her target, then no to wound roll is made. Instead the enemy model may make no attacks that turn, and any other models attacking it hit automatically that phase. In the case of a mounted, model (on a chariot or monster, for example), Alarielle must roll to hit against the highest Weapon Skill, but if she hits, the entire models is affected, including any special attacks, impact hits, etc.

Star of Avelorn

About her noble brow Alarielle wears a diadem of pure ithilmar into which is set a radiant gem. This was given to the first Everqueen, Astarielle, by Aenarion, and it is said that the gem contains a star from the heavens, placed there by the goddess Isha.

At the start of the High Elf turn, Alarielle may use the Star to heal a wounded High Elf character within 12". If there are no wounded characters in range, she may use the Star to heal herself. Roll a D6 for each wound lost on the target character, on a roll of a 4+ the wound is restored.

Shieldstone of Isha

Upon her breast Alarielle wears a gemstone of unmatched beauty and craftsmanship. As old as Ulthuan itself, the Shieldstone pulses with light and can deflect blows from the enemy.

Alarielle has a 4+ Ward save.

Stave of Avelorn

This is the symbol of the Everqueen, and the icon of her rulership over the land. It is an ancient heirloom, dating back to the time of Aenarion, but now much of its power has gone, drained away by the magical vortex created during the time of the Sundering.

Once in each High Elf Magic phase, you may choose to unleash one of Alarielle's spells through the Stave of Avelorn. This may be a spell she has already cast that turn. This spell is treated exactly like a Bound spell, and has a power level of 5.

Maiden Guard

If Alarielle is with her Maiden Guard then the whole unit becomes Unbreakable.

IMPERIAL ARMOUR

VOID DRAGON PHOENIX

Experimental rules by Warwick Kinrade

Forge World's latest release is a special variation of the Eldar Phoenix Bomber, crewed by two female pilots of the Void Dragons corsair bands.



Eldar Corsairs walk the path of the Outcast. Many young Eldar find the restrictive life of a craftworld stifling and leave to seek a life free from restraints - uncaring of the peril they face in doing so. These Eldar form the backbone of Eldar corsair bands, such as the Void Dragons.

The Void Dragons are a large and well equipped corsair band. Their fleet is a constant threat to the space lanes, and their troops, using Vampire Raiders, launch surprise raids against ground targets. These raids are always well supported by aircraft, providing fast moving heavy firepower which can operate from their orbiting fleet with ease.

Female crews are not unusual amongst the Eldar. Female Eldar corsairs fulfil all the same roles as male warriors, in fact it seems the Eldar do not recognise any difference. As a race, the sexes seem to be physically and psychologically very similar. Amongst such an androgynous race telling the sexes apart can be difficult.



Photograph identifying female pilot and co-pilot.

VOID DRAGON PHOENIX

	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	360	10	10	10	4

Type: Flyer

Crew: Eldar

LENGTH: 12.60m

HEIGHT: 3.40m

WINGSPAN: 14.75m

ESTIMATED WEIGHT: 6 tonnes

ARMOUR: 8-10mm,
material unknown

MAXIMUM RECORDED SPEED:
3100kph

CREW: 1 pilot, 1 navigator

ARMAMENT: twin-linked
shuriken cannons, twin-linked
Eldar missile launchers, twin-
linked star cannons.

MAIN AMMUNITION: Unknown

PAYLOAD: Unknown

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, twin-linked star cannons under the fuselage and twin-linked, gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

Heavy Support: The Phoenix Bomber is a Heavy Support choice for an Eldar or Dark Eldar army.

SPECIAL RULES

(see Flyers rules in the Imperial Armour book and Imperial Armour book II)

Eldar Field:

The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ Invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

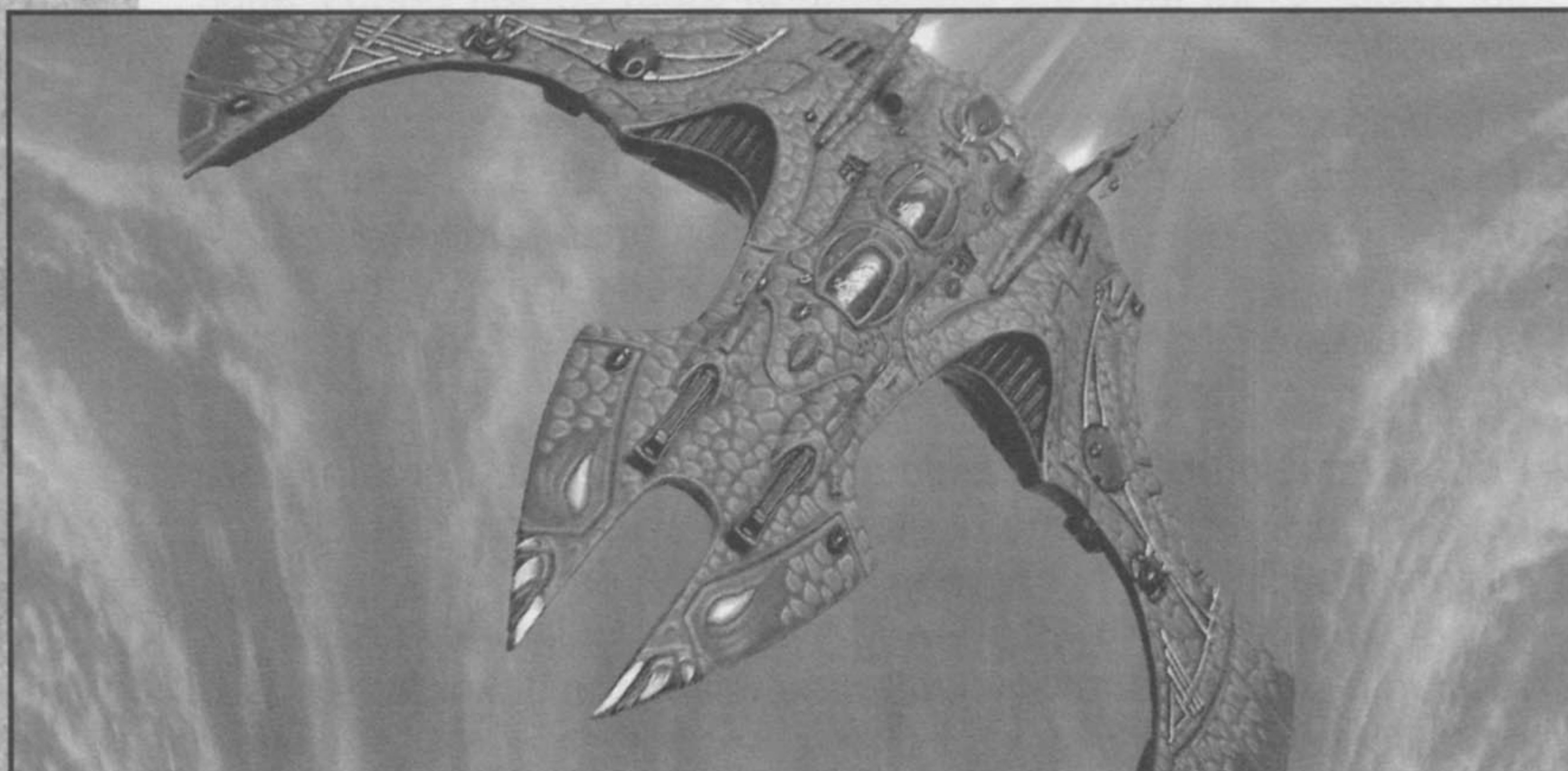
Twin-linked Gatling Missile Launcher:

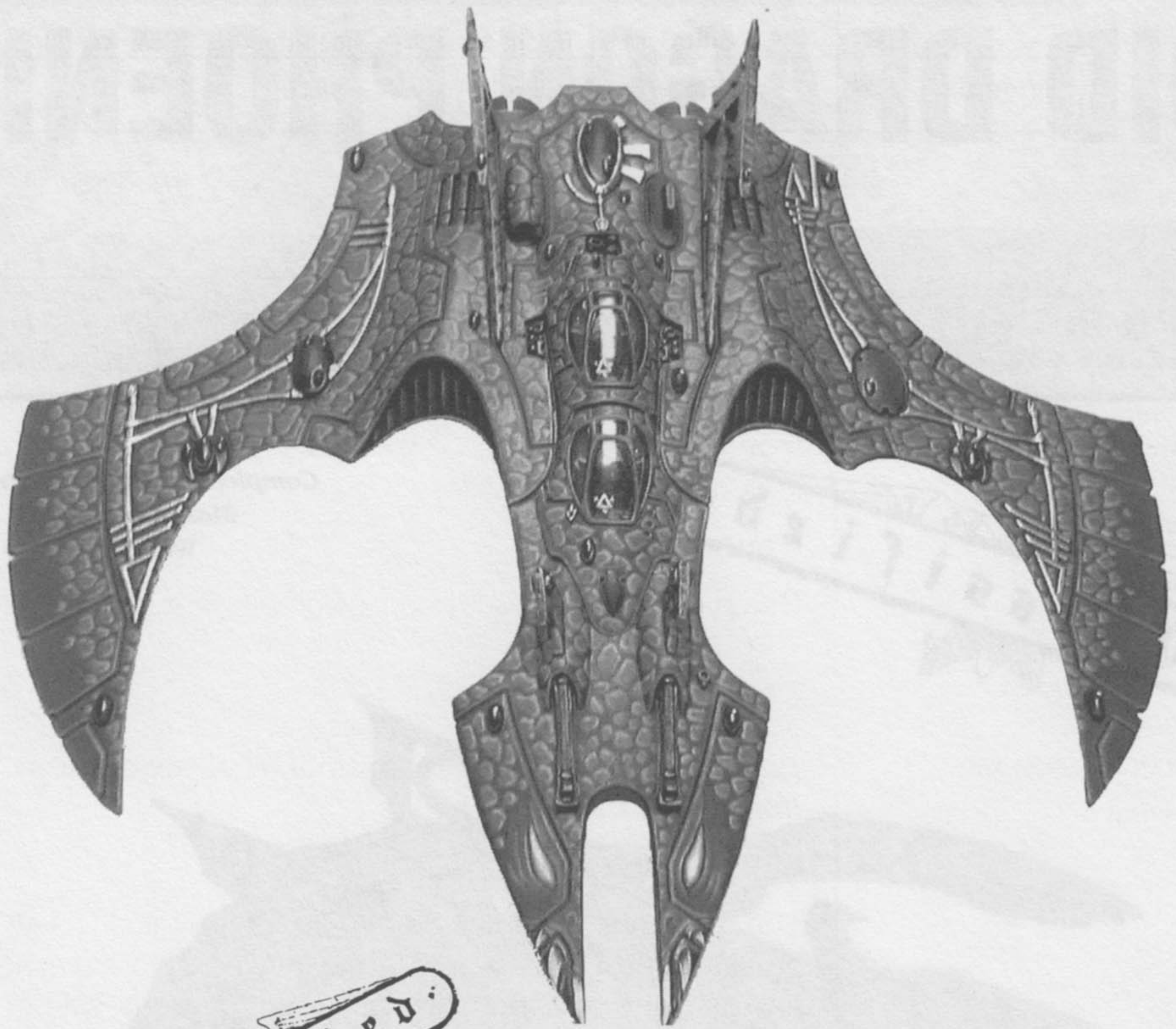
The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The plasma missile templates must be placed touching the first using the rules for mortars and other guess range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S: 8 AP: 3 Heavy 1

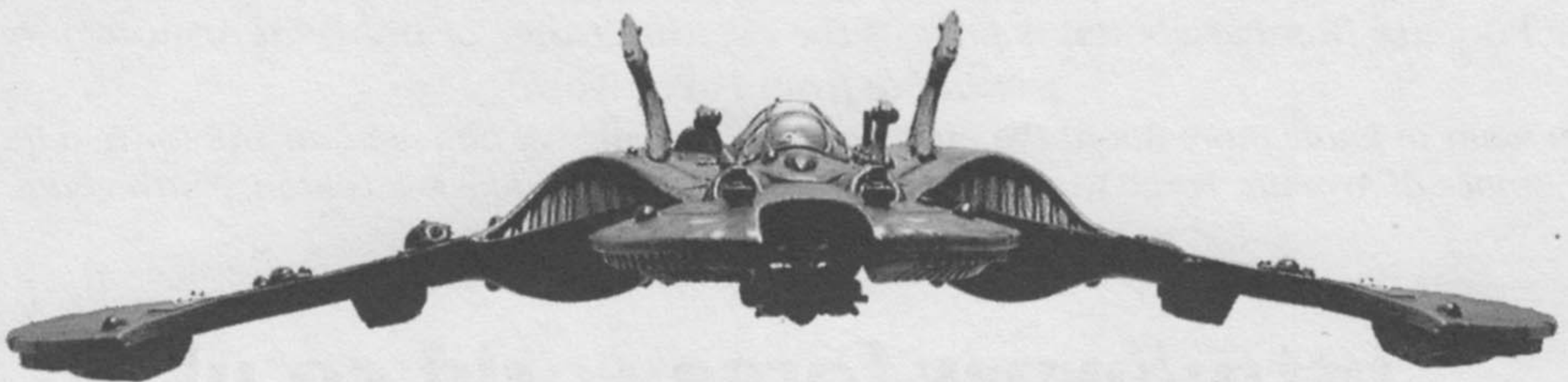
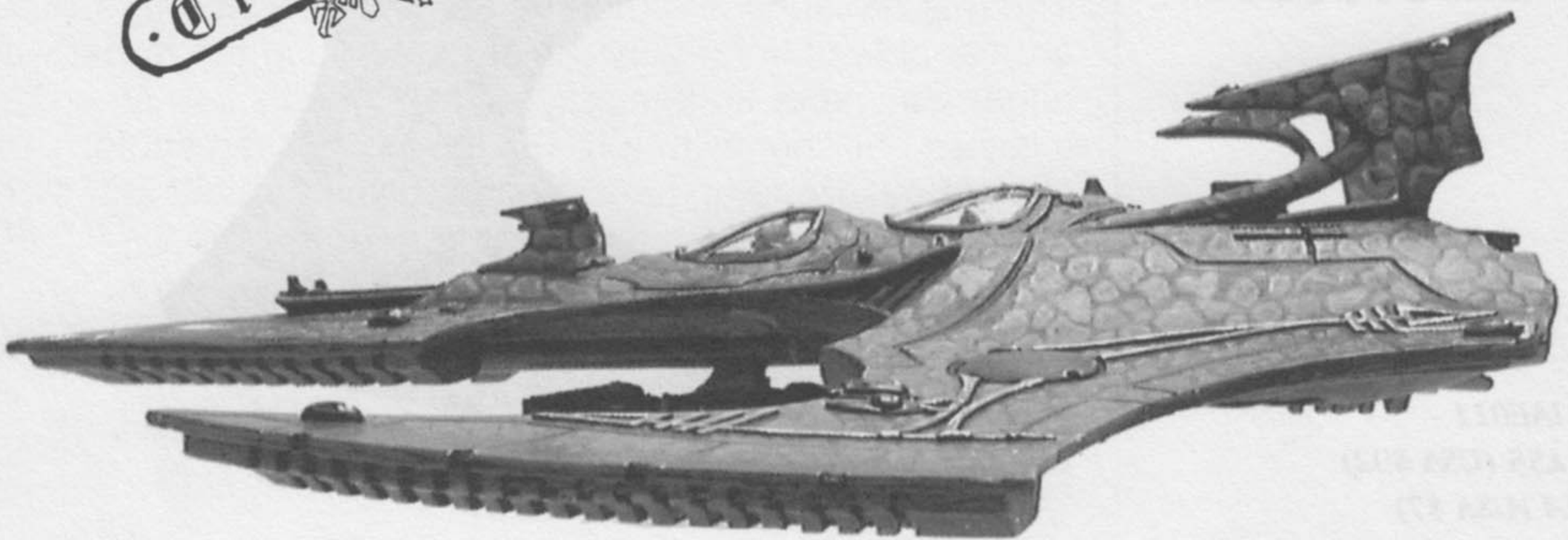
*Plasma: Range: 48" S: 4 AP: 4 Heavy 1, Blast **

** A squad that takes casualties from a plasma missile must test for pinning (see page 58 of the Warhammer 40,000 rulebook).*





Classified.



Phoenix Bomber identified as belonging to the Void Dragons Corsairs band, this craft was part the Ignatia III raiding force.

VOID DRAGON PHOENIX

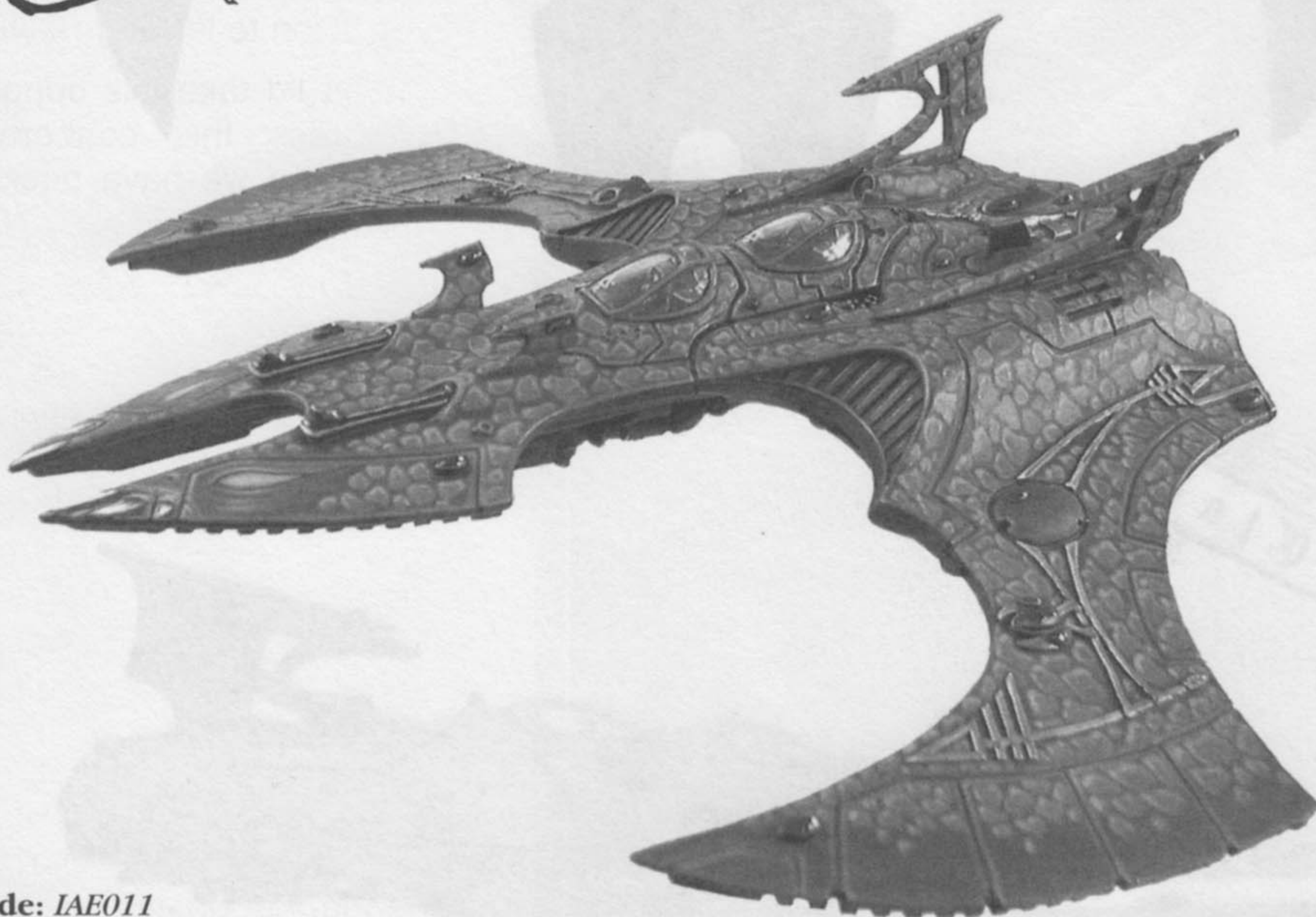
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The Phoenix Bomber shown is part of the exciting range of Imperial Armour models available from Forge World.

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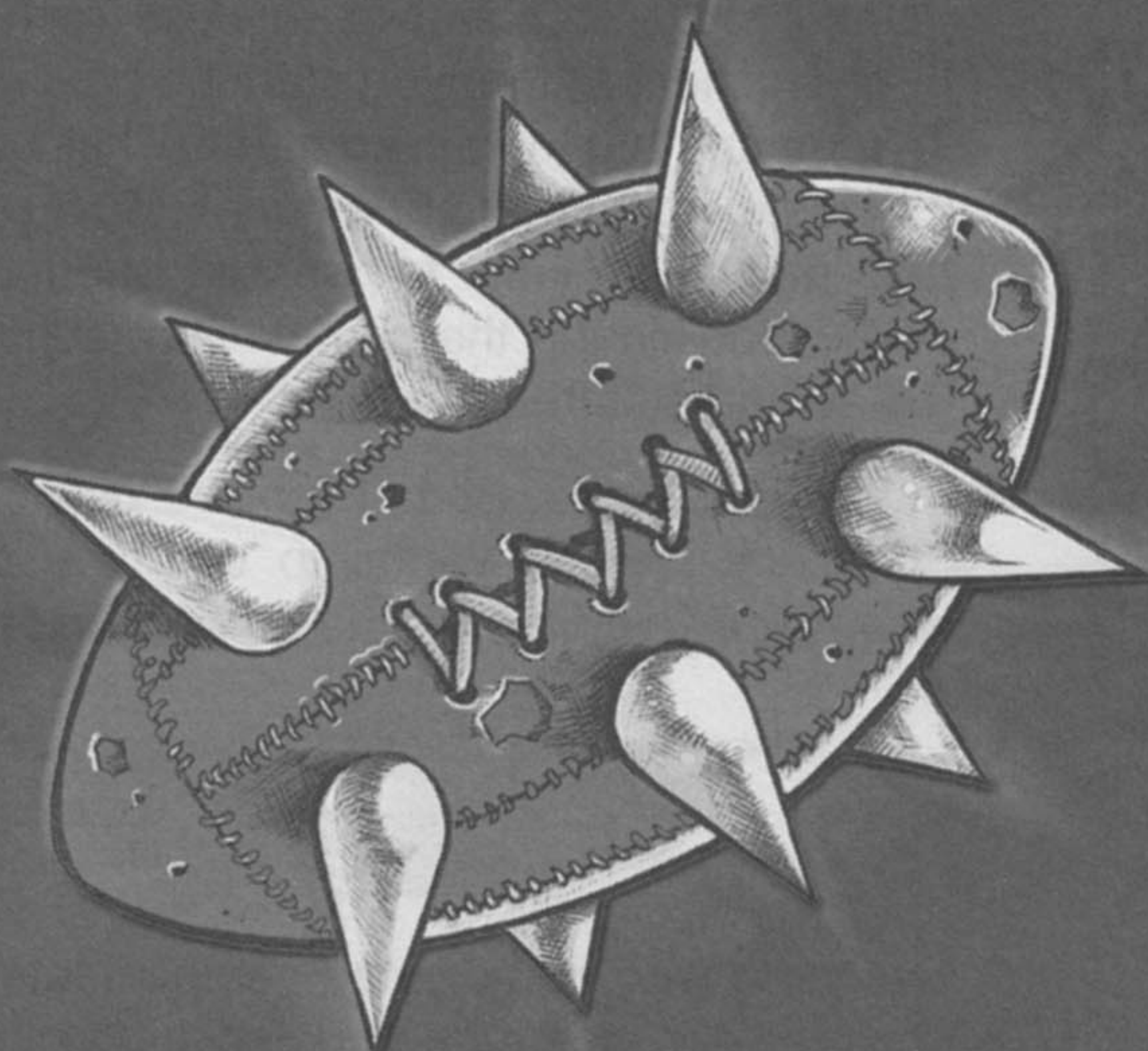
<http://www.forgeworld.co.uk>

where you can order all the models online.

BLOOD BOWL

MAGAZINE

BLOOD BOWL



2002 ANNUAL

As you read this, Blood Bowl Resurrection will have come and gone and preparations for the World Blood Bowl Championship will be well underway. However, at the time of writing, Blood Bowl Resurrection is still three weeks away. The rules pack has gone out and what seems to have caused a little bit of controversy is the decision to let Star Players in.

I thought I'd take this opportunity to address this concern and explain why we have decided to do this.

Blood Bowl Resurrection is a test-bed to work out a tournament system for the Majors. We want to know if allowing Star Players in a Tournament is viable. Some coaches I've talked to think that nearly every competitor will bring at least one Star Player – some teams will turn up with two. I have a more conservative estimate that about a third or less of the teams bring one Star Player, firmly believing that coaches will spend their precious gold pieces on dependable positional players instead. Well we'll know on March the 17th.

On thinking about it this debate is really asking if Star Players are value for money? Before the Big Guy rules they were necessary to bring Ogres, Trolls, and Secret Weapons in the game but now that has (or will be) superseded by other rules are Star Players still useful? Are they used as much in your Leagues now? If not, is this a bad thing? Opinion seems to be divided on that question. If you have any particular views about Star Players then let me know.

You may have noticed the large picture of the Blood Bowl Annual on the page instead of my ugly mug! Yes, as you read this the Blood Bowl Annual will now be available in your local Games Workshop or from Mail Order so give them a call. As well as the Blood Bowl Rules Review in one handy, nicely formatted tome there is all the classic articles from this past year of Blood Bowl magazine.

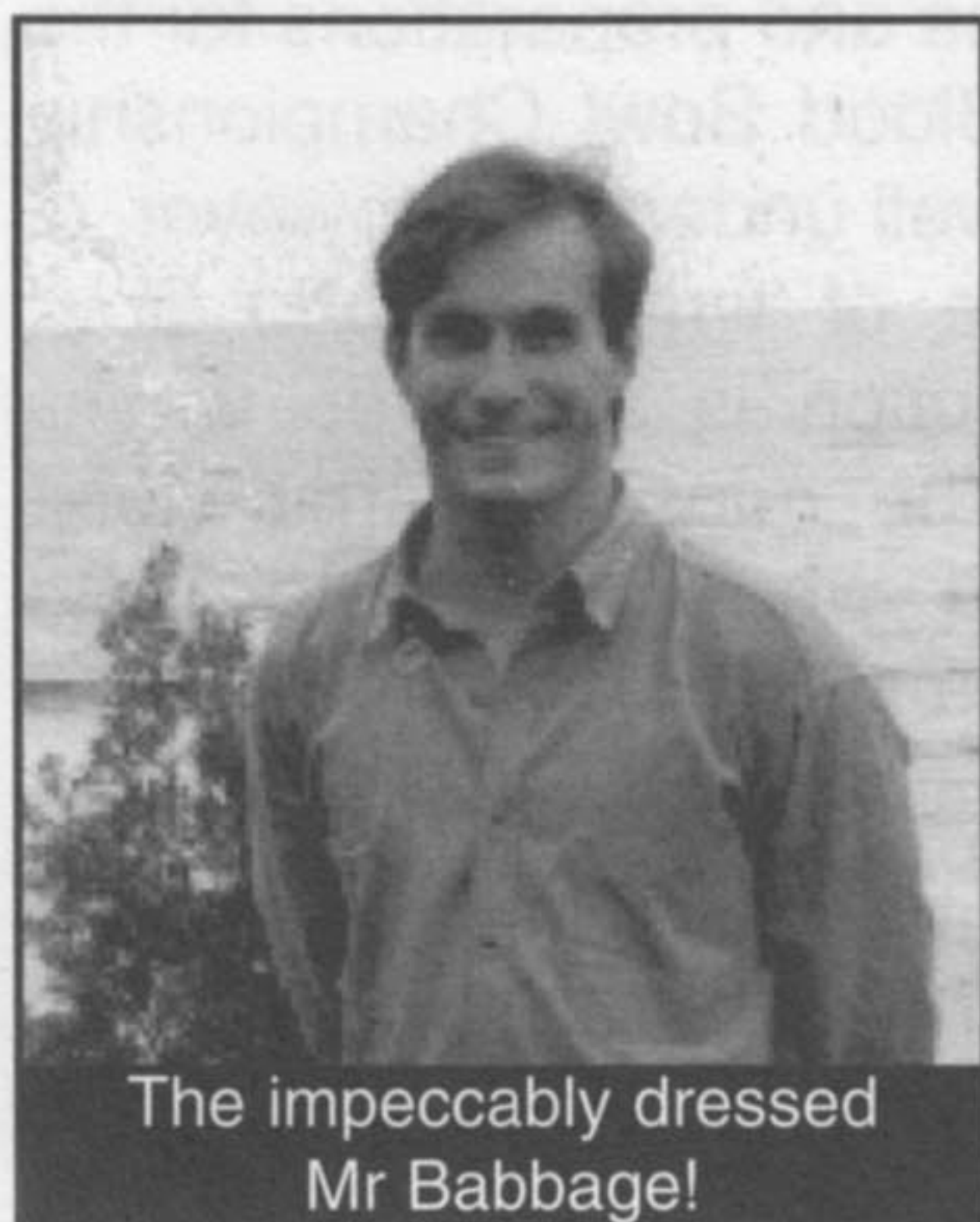
So what's in this issue? We have a Tournament report from Steve Babbage about the National Australian Blood Bowl Tournament and Wolfgang Zweller and Frank Becker showoff their fantastic Blood Bowl stadiums.

Make sure you join me next issue as I will have some fantastic news about the future of Blood Bowl magazine and the results from Resurrection – see you then.

Andy

CANCON 2002

Tournament organiser and all round nice bloke Steven Babbage has sent in this report.



Just to let you know that Cancon was a huge success! The event was held at Canberra (hence Cancon) It took place on the Australia Day weekend, which is the 16th to the 28th of January.

We had 20 registered participants (one ended up in hospital with triple bypass heart surgery – it must have been a tense game! And one was a no-show). This was the strongest showing in the tournament run at Cancon since 1996.

The swiss-style tournament was an excellent way to run a tournament. The games were all close. The top players played each other (with the condition that they couldn't play each other more than once except in the final round) so nobody in the tournament won every game or lost every game. In the final round there were

six people who could still make the top two positions!

The only downside to the swiss-style organisation is that you have to wait for all game results to come in (and all games to have finished) before you start the next round. This meant that the seven games that I called for was exactly the right amount. Most people had plenty of time to wander around the convention during the competition, especially if they had suffered a riot.

In the final round, Both 1st place playoff and 3rd place playoff went into overtime (there wasn't any overtime for the other rounds).



Everyone who participated complimented the new rule-set (some begrudgingly after initially vocally disliking it intensely). Although most had something to say about some rule or other, they all on the whole agreed that it was a hugely positive step forward in the rules.



Intense concentration as competition heats up in the forth round

I'm sure you're keen to know the final standings. They are:

- | | |
|-------------|----------------------|
| 1. Orc | 10. Dark Elf |
| 2. Undead | 11. Dwarf |
| 3. Undead | 12. Chaos Dwarf |
| 4. High Elf | 13. Orc |
| 5. Human | 14. Orc |
| 6. Human | 15. Lizardmen |
| 7. Dwarf | 16. Lizardmen |
| 8. Undead | Wooden Spoon: |
| 9. Human | Dark Elf/Chaos |

There were several big surprises for the tournament... Here were some:

1. Re-rolls are now the item to be successful. Those who only started with one did a lot more poorly than teams with three. It basically stems that now re-rolls are double cost once you get underway – no exceptions.
2. Many players still freebooted stars. Possibly because it was a tournament with a fixed end round in sight, We saw the Deathroller, Count Luthor, Morg'th and Grim Ironjaw all make an appearance.
3. Players aged and hurt for it. Even in a seven round tournament we had at least two coaches nursing -1AG players and two others with niggling injuries. Because these players were the ones with the Star Player Points, it hurt for those coaches even more!

We had some interesting questions raised.

1. In a throw in – which is the first square for counting from – is it the one with the ball pictured on the template (that's square 1) or the square with the arrows?

The handbook seemed to indicate it was the latter option so we played with that.

2. If a player is blocking another player, and a third player on the blocking team has tackle (and in the defender's tackle zone), can the defender involved in the block still use dodge?

The rulebook seems to indicate this, but we played otherwise for all these years.

3. If a player has Piling On and is in a blitz action, can they pile on, then use another three movement to get back up and keep moving?

We ruled no because of the wording on 'standing up' in the BB handbook

4. If a Big Guy is throwing in a blizzard, can he throw short passes or only quick?

We ruled short.

Although there was less diversity than I would have liked, there was still enough to get a good feel for some of the teams. In the end the

teams appear pretty balanced, and most teams had their time in the top half of the Leader board.

The best painted miniature by a participating coach went to a great looking Troll miniature. This was also closely contested by a converted Mordheim Empire plastic miniature which was now a Human lineman. They were great miniatures with a good paint job in both cases.

I also made each coach give the other coach a Sportsmanship rating out of ten after every game. It ended up in a two-way tie, but I forced a decision as I only had one team of miniatures to give away!

The other major prize was given to the team with the most casualties. It went to a Dwarf team!

That's all for now – roll on next year's championship!



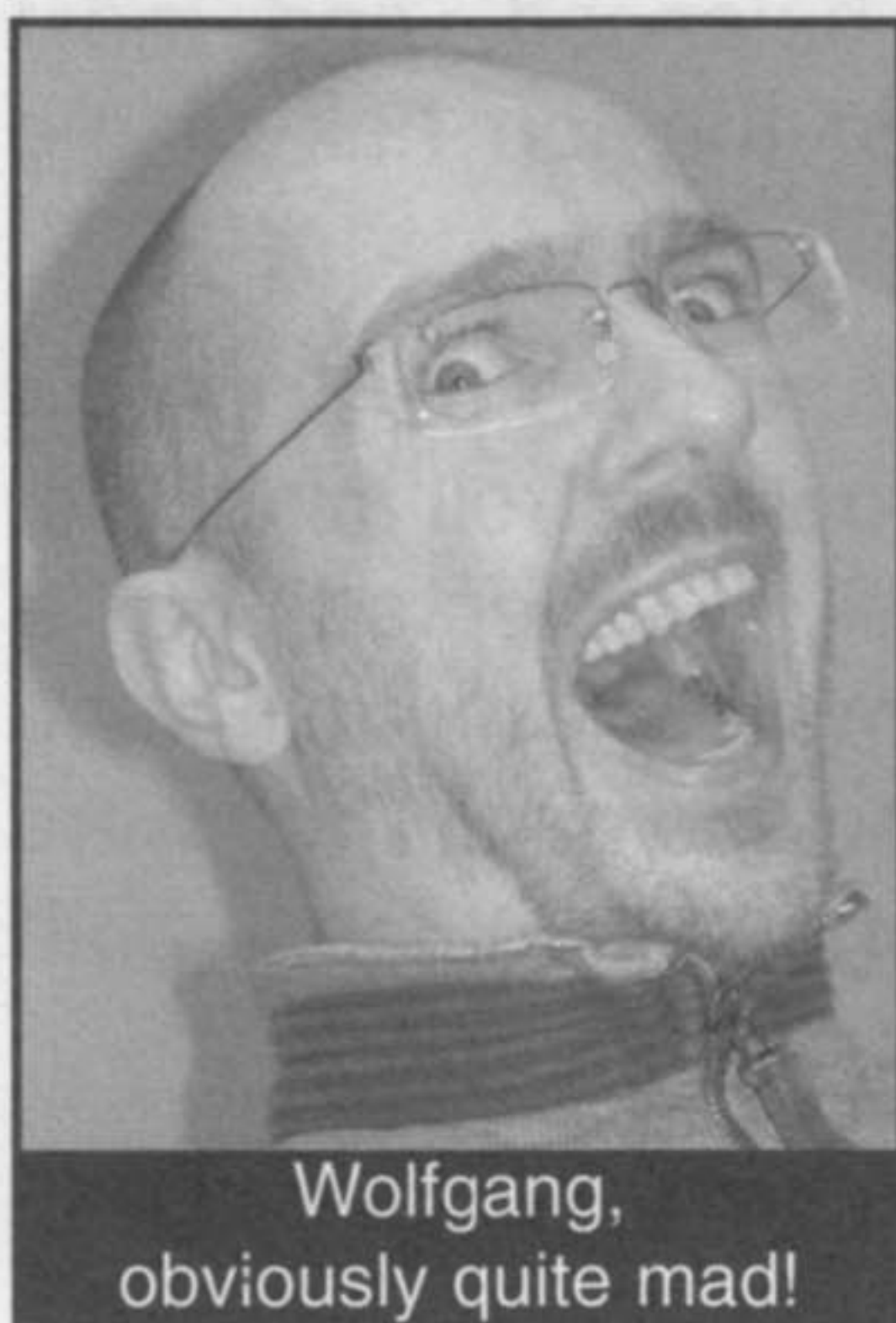
Frantic gaming in the main hall

BLOOD BOWL DELUXE

by Wolfgang Zeller and Frank Becker

Last issue I showed you a teaser of Wolfgang's rather excellent stadium. This issue we have a more indepth look at Blood Bowl Deluxe and Wolfgang's mate – Frank Becker shows us his stadiums that he made after being inspired by Wolfgang's.

Andy



Wolfgang,
obviously quite mad!

Wolfgang: Let me start by telling you how my obsession began. I discovered 2nd edition Blood Bowl, the one with the Astrogranite field, around 12 years ago in a comic shop in Munich. The game looked like a lot of fun and together with some other fantasy

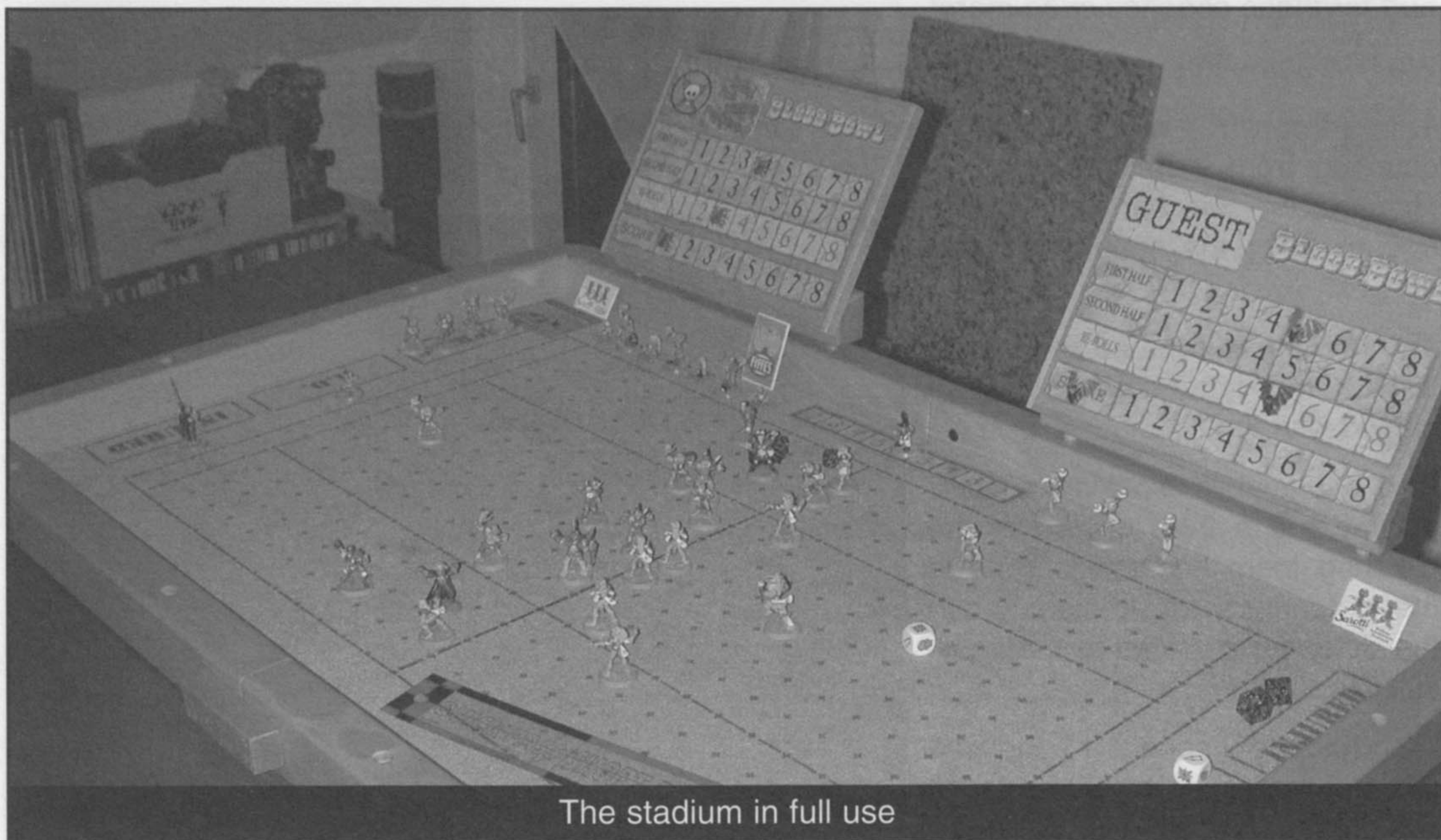
games and miniatures that I bought at the same time, this has been my first step into miniature gaming.

My friends and I started painting and playing,

but soon our interests went more into role-playing and so the miniatures stuff and the Blood Bowl box disappeared somewhere in the depths of the game storage closet.

But about three years ago I re-discovered the old box and the miniatures, and was immediately hooked again! I fell into a heavy case of painting frenzy and when I found the 3rd edition of Blood Bowl in a gaming shop near Stuttgart I had to give it a try.

With a new game, the Death Zone expansion and a Skaven I rushed home and started painting immediately. I also arranged a game with a nice guy from the game shop and before I knew what was going on I got invited to play in the league that they were running.



The stadium in full use

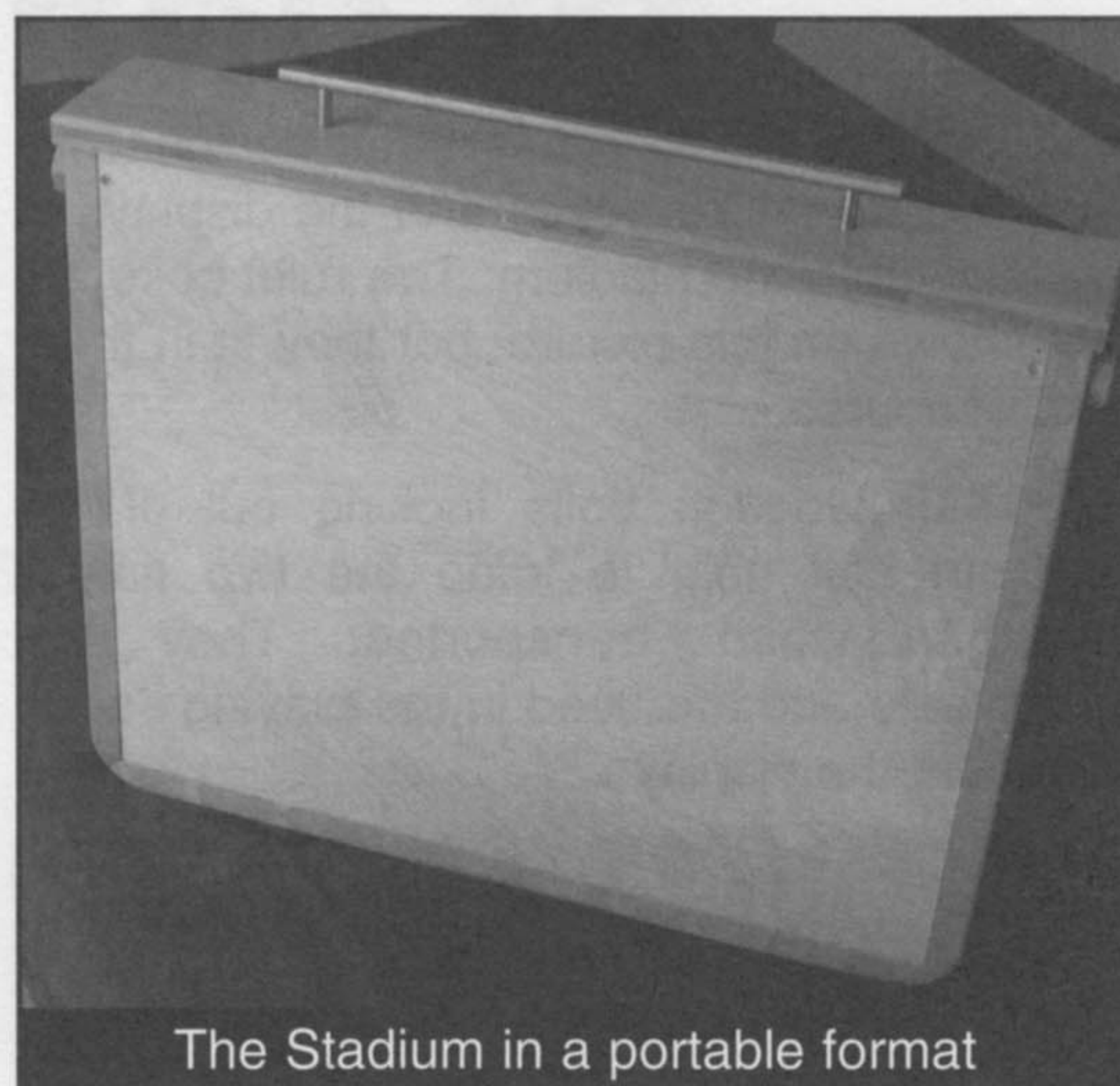
To me Blood Bowl is one of the best games I have ever played. I just thought that the playing board didn't do the game justice!

I have seen several attempts at building stadiums for Blood Bowl stadiums by people. Most of them were giant sized styro-foam constructions, looking great, but never used much because they took up too much space and were simply impractical to use and almost impossible to transport.

I wanted to do better. So I started by thinking about what I wanted and came up with this brief. A stadium with a nice playing surface, not as boring as cardboard, simple to transport, with integrated displays for the game stats, a border keeping the dice from falling from the table and taking up less space to play the game than even the original while not changing the size of the actual playing field.

For about two weeks I thought up and rejected a lot of designs until I finally approached an acceptable solution. With several technical drawings from these ideas I visited Manfred, a friend of mine who is an excellent carpenter. With some ideas from an expert incorporated we started to build an almost perfect prototype – which is the stadium shown in the pictures. Today five of these stadiums have been built and the next batch will go into production very soon. One of these, by the way, will be for Jervis himself, whom I met at the German Games Day, a fact that I'm very proud of!

STADIUM CLOSED

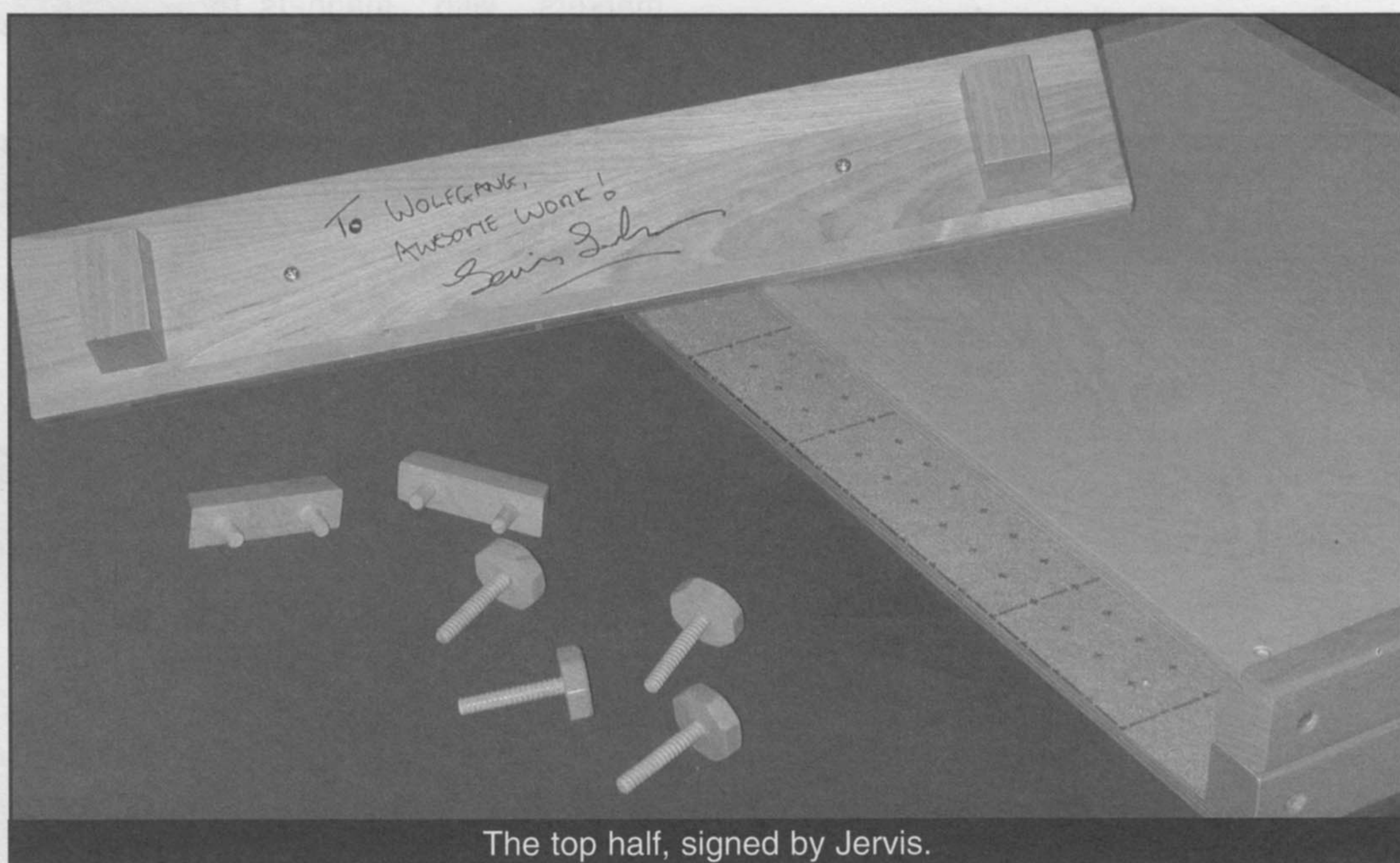


The Stadium in a portable format

Shown above are pictures of the stadium packed up and ready to take away. The handle on the top allows you to carry it comfortably because the quality wood has some weight. On the side view you can see the knobs from the bolts that screw the halves of the stadium to the top with the handle.

STADIUM TOP REMOVED

On the picture below you can look into the stadium after the top has been removed. You can also see the screws (these are real wooden threads) in the front. The two square parts with the bolts in them are the feet of the stadium in closed form and serve to keep the halves together when set up.

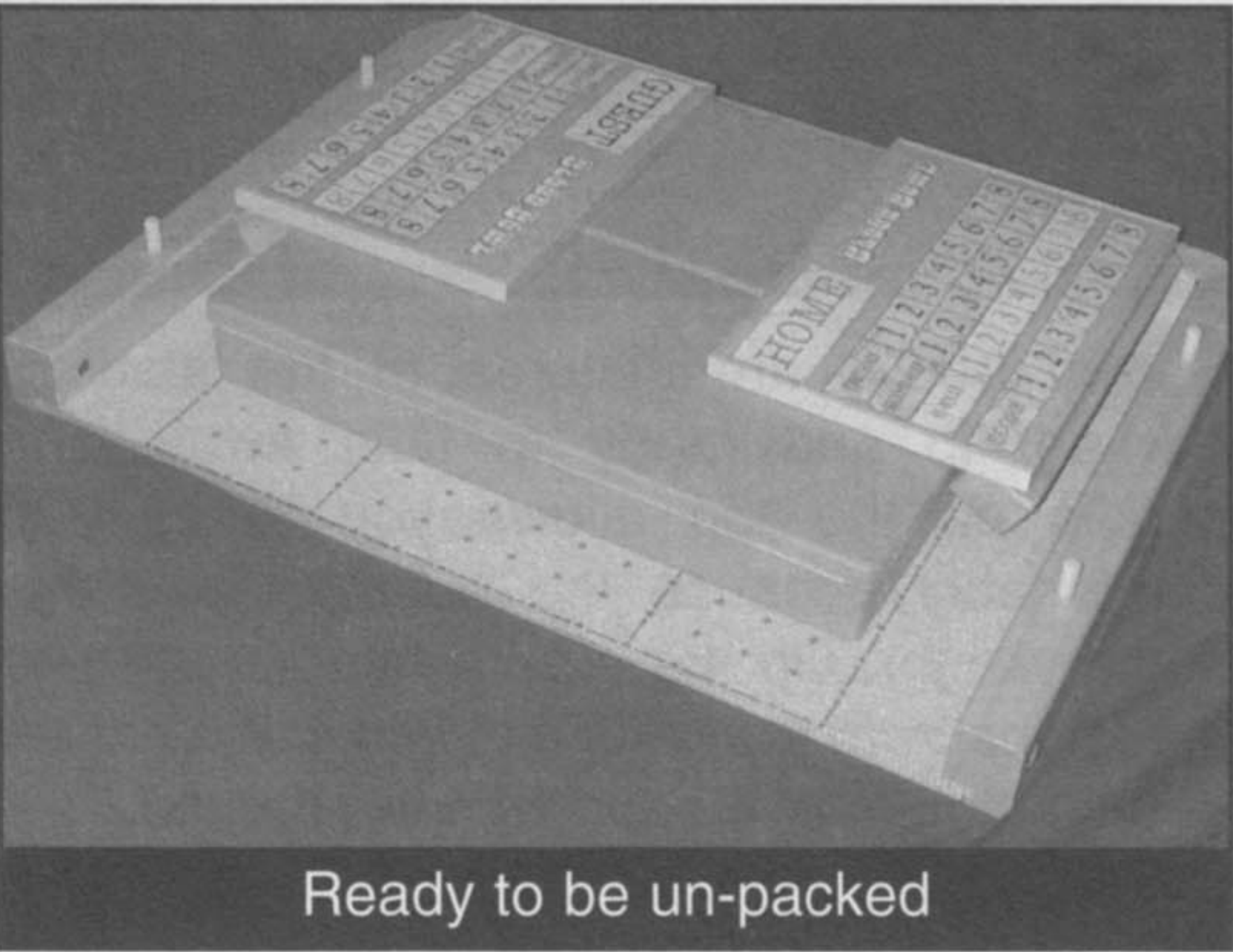


The top half, signed by Jervis.

STADIUM INSIDE

This picture shows the content of the box. As you can see the size has been designed so that two miniature boxes and the displays fit perfectly into the stadium. The rulebooks are not shown on this picture, but they fit in there too, of course.

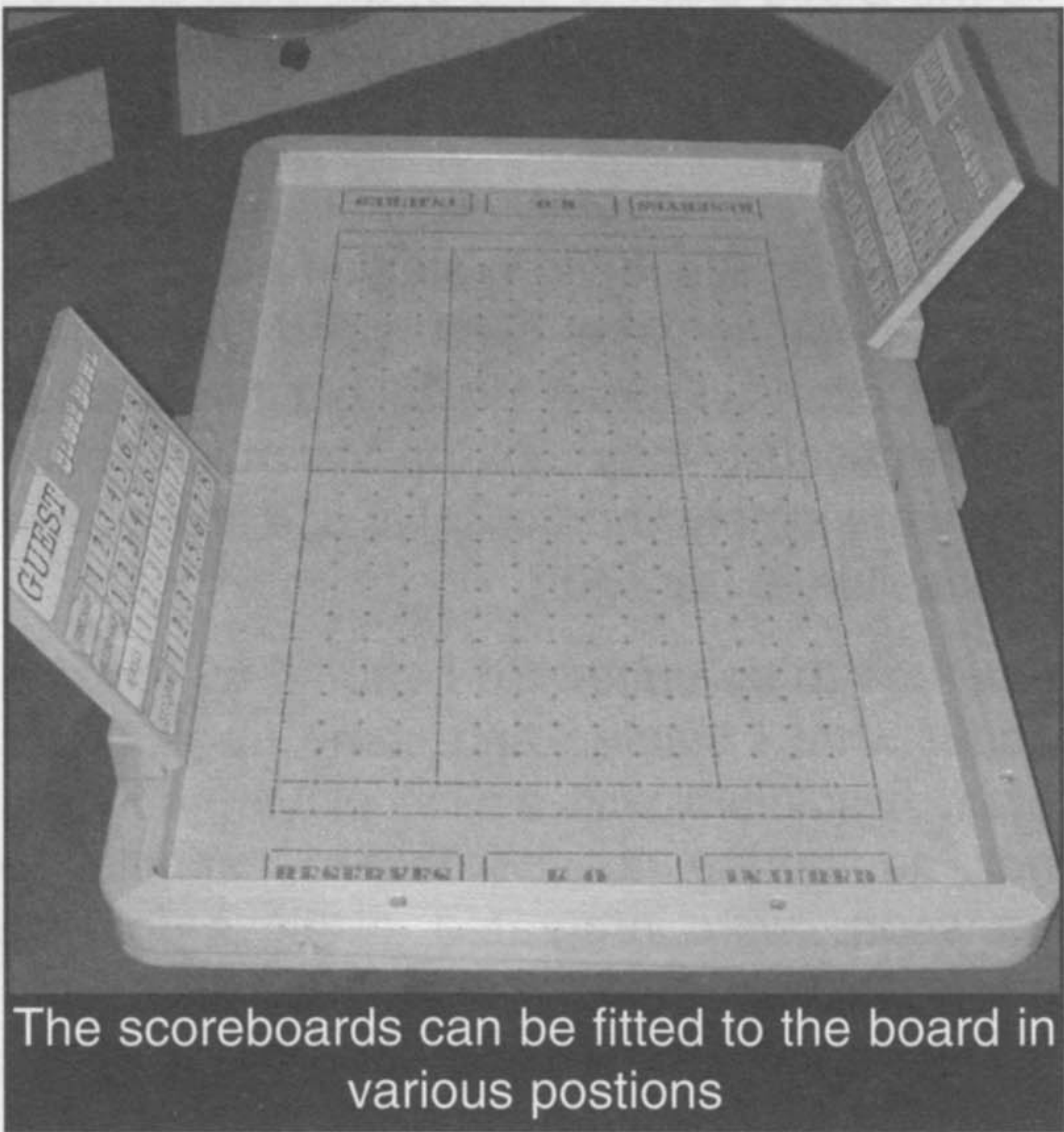
The four wooden bolts looking out of the stadium half help to keep the two halves together when transported. They are removable and are used in the playing set up to mount the displays.



Ready to be un-packed

STADIUM COMPLETE

Here you see how the stadiums look when set up completely. Please note that there are several ways of positioning the displays, depending on how you prefer to put the board between the players. The playing surface is completely made with the usual green flock, glued to the wood.

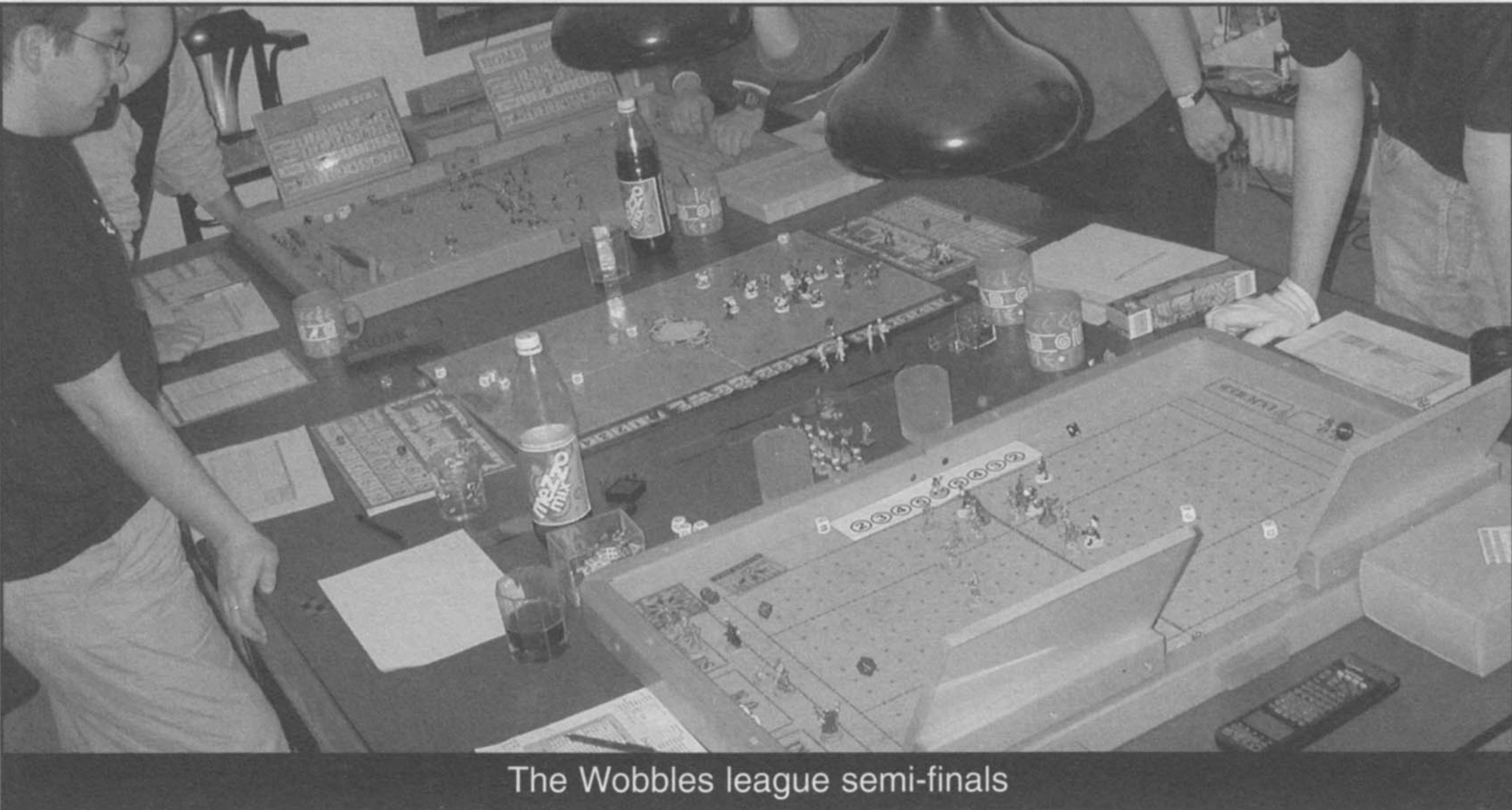


The scoreboards can be fitted to the board in various postions

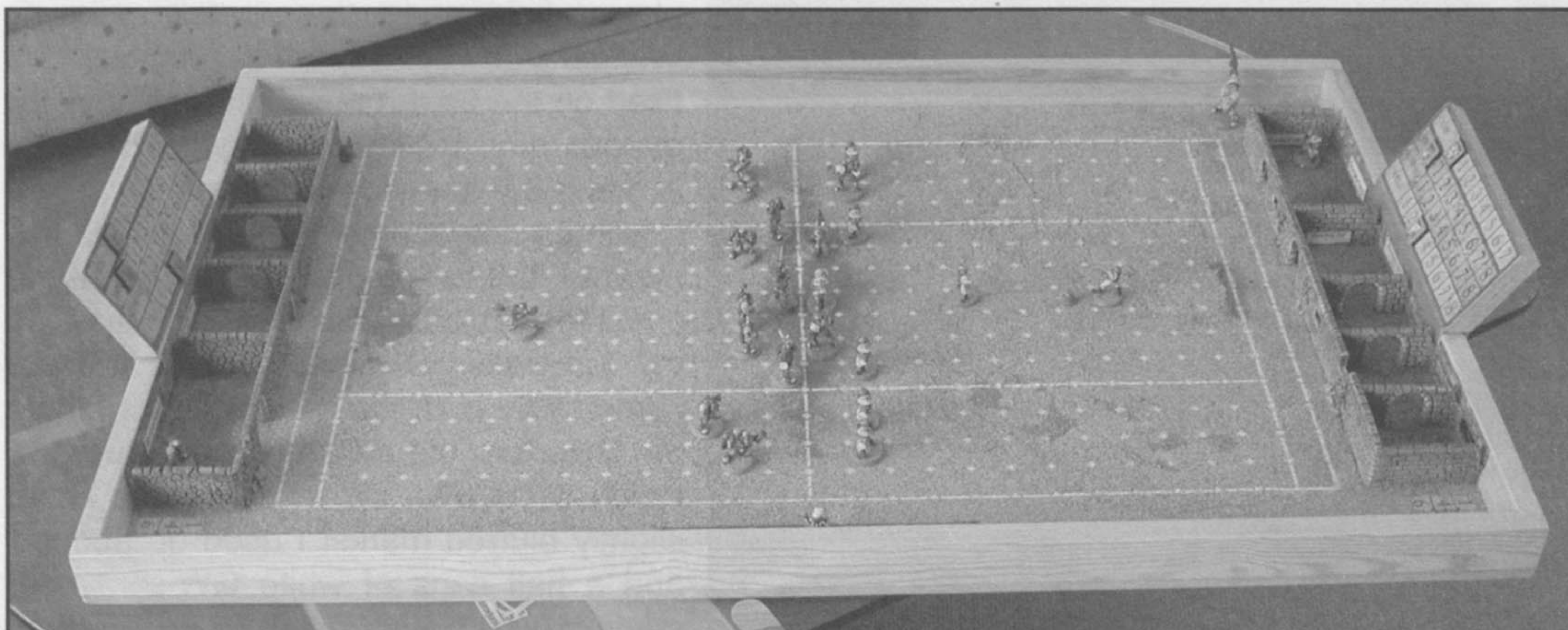
The playing field markings are sprayed on with an airbrush the aid of computer with cut – templates. The playing field is exactly the same size as the original board.

STADIUM DISPLAY AND MARKERS

The display design was made out of original graphics from the game, heavily modified with Photoshop but kept in touch of the design of the original game. They were printed out on a colour inkjet printer, laminated to protect the surface and glued to a thin sheet of metal. You can use magnets as markers to show the actual game data. I made several markers with magnets using miniatures or bases.



The Wobbles league semi-finals



One of Frank's stadium

Frank: When I first saw Wolfgang Zeller's stadium deluxe I realised at once what I'd been missing for the game. Though your team does not improve because of the surrounding you have much more fun even when you're losing! People, like my girlfriend, who always manage to miss the table when throwing the dice will now spend less time on the floor looking for them! Last, but not least, the stadium covers less space than the cardboard since the score tables, dugouts and templates are integrated. Unlike Wolfgang's stadium deluxe my stadiums are not meant to be transportable, so they consist of one piece only.

To get a solid frame I glued 20x40mm squared pinewood with PVA glue on a 100x60cm MDF board, and fixed it with adjustable clamps until the glue had dried.

For the score tables I glued sheet metal on a 9x20cm MDF board. The original scoreboards were scanned, adjusted to the size of the board, printed and laminated, then finally fixed to the board with double-sided tape. The down side of the board was filed to an angle of about 45°, to which an 18mm aluminium U-profile was screwed. Then the squared pine wood frame was planed to make the U-profile fit on any place around the stadium. The scoremarkers are made of 20mm bases with

small magnets glued beneath.

For my first stadium I chose to have stonewalls around the dugouts. To build these walls I cut slices from a block of polystyrene. The structure of the stones were pressed in with a knitting needle, this turned out to be a real test of patience but the effect was finally worth it. After the modelling work the painting followed as usual, then all the walls were glued in place.

The environment of my second stadium was supposed to be



An Orc waits to be sent onto the field



The scatter templates are set inside the stadium

Lustria-like, matching my girlfriend's Amazon team; all the boulders around the sidelines and the dugouts are also made of foamed material.

I glued Scatter templates into each corner of the stadium's base and the Referee template in the centre, next to the sideline.

Next part was the grass. First I painted the remains of the stadium floor in green. I spread PVA glue (thinned with 20% water) on the floor of the stadiums and then put a layer of flock on. Don't use sand to model the ground, as it will damage your painted minis!

After the glue had dried the rest of the flock could simply be blown. The template for the

playing field marks was already made by Wolfgang so I used this. The template was fixed on the fresh grass, all the sidewalls, dugout, etc., then protecting it with some film and the spraying of the marks began. I wanted the marks to be white which meant I had to spray at least two to three times to get visible marks on the grass. So my template got soaked and started to come away from the ground, which made the lines turn out a little blurred. But it's a rough game after all, so who cares about slightly blurred marks! I used up about 1 and a half cans of white GW-spray per stadium which turned out to be the best product for the purpose because it dries rather quick and does not blur as much as other sprays I tried (this is my experience, not bribery!). If you wanted black marks then you would only have to spray just once because the marks turn out sharper with black spray.



The Lustrian reserve's dug-out

The decorations and fine-tuning are the usual modelling work, left to anybody's preference.



The Lustrian stadium with a game in action

HOLY ORDERS



PAINTING YOUR BATTLE SISTERS

Like Space Marine Chapters, Sisters of Battle Holy Orders have set colour schemes. The six main orders are shown right.

Just like Space Marines players, rather than copying a colour scheme you can invent your own Order and colour scheme.

Most Orders wear a variations on a theme of black, white and red (they are nuns with guns after all!), but the more adventurous could try other colours. As befits a Holy Order, austere colours like black, greys, dark blues and browns would be most suitable.

Suitable icons might include crosses, thorns, roses, fleur-de-lye, cleansing flames and avenging swords.



Order of the Bloody Rose



Order of the Sacred Rose



Order of the Ebon Chalice



Order of Our Martyred Lady



Order of the Argent Shroud



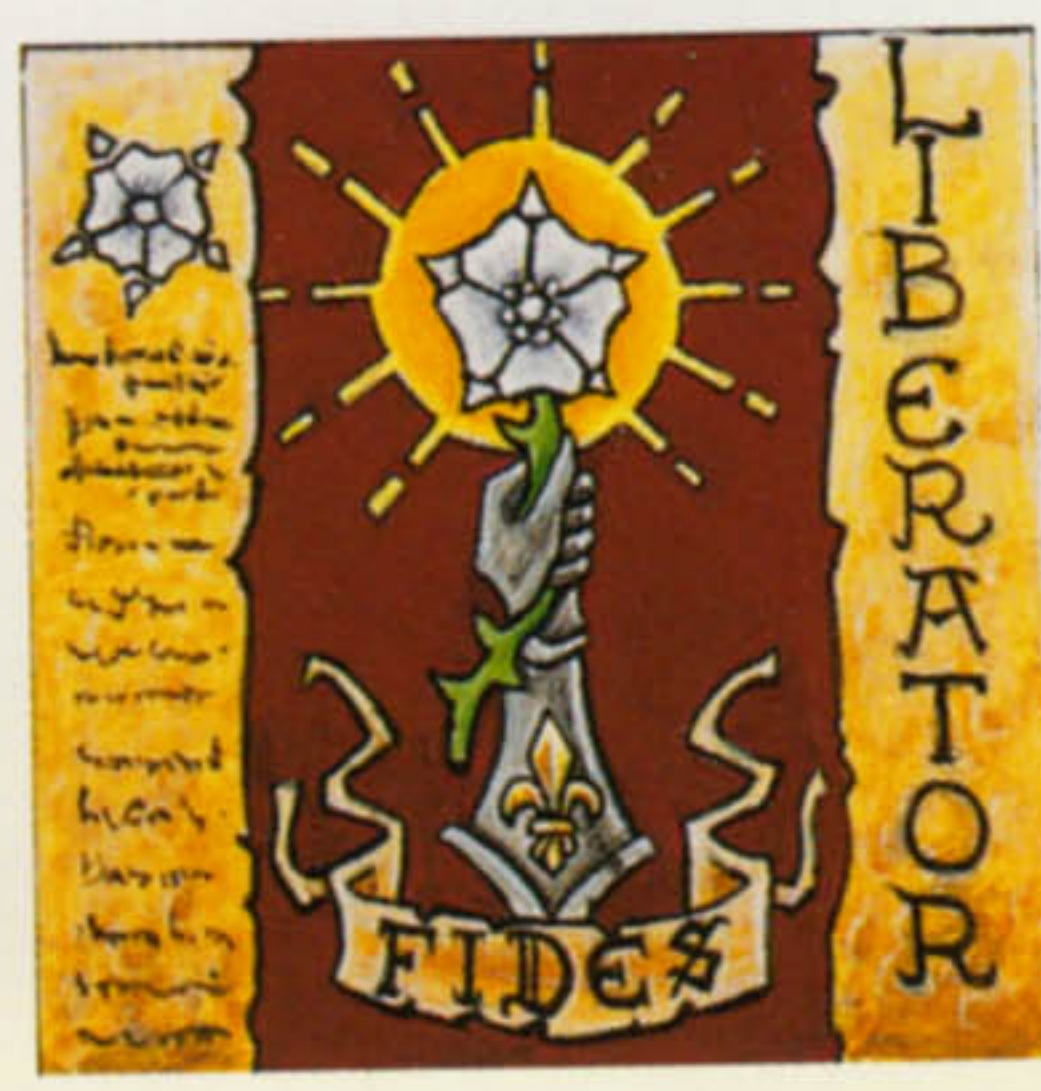
Order of the Valorous Heart

HOLY BANNERS

From left to right.

Top Row: Ebon Chalice; Argent Shroud; Sacred Rose

Bottom Row: Our Martyred Lady; Valorous Heart; Bloody Rose



We've included the banners for you to colour photocopy and use.



PHOENIX IN FLAMES: A Phoenix Bomber of the Void Dragons Corsair band swoops through the inferno of Ignatia III.



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