THE CITADEL
JOURNAL

ISSUE **5**

SPACE HULK - ELDAR

EPIC CHARACTERS

SIEGE RULES

KAPTIN IRONGUTZ
- A PROFILE -

GAMING CLUBS

GAMES WORKSHOP®

LOOK OUT, BEHIND YOU!

FABULOUS MENTAL-BOZO CLOWNS

The FMBC were converted and painted by Mark Jones. Mark is one of our studio figure painters and enjoys playing Blood Bowl as much as the next psycho. As you can see much of Mark's artistic inspiration has come from classic and contempary clown culture. All of the clowns have whited out faces and bodies, and they all sport the team logo - a big red nose. Such as can be seen in circuses the world over, both modern and classic. It is thought that the gobbos wear the make-up to present a jolly face to the opposition, whilst masking their inner fears and horrors of Blood Bowl. Ooh and by the way, we think they're very, very silly.

MAD BRAD - DA COACH

DiM

JOURNAL

CONTENTS

JOURNAL

EDITORIAL

NORSE

Well we've certainly said enough about it over the last couple of issues of the Journal and now we're going to do something about it. Next month sees the start of the long-awaited, much talked about Norse. We have been working on this project over the last few months and still have a little more work to complete, we'd both like to thank everyone who gave us useful advice and helped us to complete this project.

Over the next two or three issues of the Journal we will be releasing full details for using Norse in your games of Warhammer. The format will follow that of a standard army book. In the next issue we will cover the History of the Norse, including the Sagas of famed Norsemen, a full time line and details of Norse society. We will also be publishing the Norse Bestiary, this will give profiles and special rules for all the Norse troop types and even covers some special beasties of our own invention, these include vicious Snow Trolls and mighty War Mammoths.

Part 2, is scheduled for issue 7 and will have a complete army list, allowing you to design a Norse army to a pre-set points value for games against any of the other armies in the Warhammer range. There will be a rich selection of units to chose from, allowing players to style their Norse army to their existing miniature collection and their own individual style of play. The army list includes Huscarls, Bondsmen, Norse Beastmasters, Valkyries, War Mammoth Battle Towers, Ulfwerenar, Beserkers and more besides.

Part 3, is scheduled for issue 8 and will cover full rules for Norse Shaman and their magic. We've loads of ideas for this but nothing solid as yet, so you'll have to wait and see.

Considering the present model range for a Norse army, the Journal Norse Army list will contain things Games Workshop doesn't actually produce, and will require you to convert or scratch build appropriate models. This means that you can lend your own interpretations to our ideas and descriptions.

ART COMPO

On the next page you will see an entry form for our latest competition. This thinly veiled attempt to get some different pieces of art into the Journal will award the usual piece of junk to the eventual winner. The most important bit is that we get some of you lot out there to contribute more to the Journal. The artwork will be judged on its content, its use of our backgrounds, as well as its technical merit.

We would especially appreciate it if some Norse artwork was sent in. This would mean that the Norse army list could be a totally Journal-created project; completely original and unseen before. You can guess the sort of thing we'd like; frothy-mouthed Beserkers, lots of bits of wolves hanging about, perhaps the odd bear being worn by a man with a big beard...

CAPTIONS A GO-GO

Right, you 'orrible bunch of readers, you! This 'ere is Corporal Caption, and I'm to tell you what an awful response we 'ad from last issue's Caption Compo! To set things straight, we's gonna change things a bit round 'ere! This 'ere issue has another photo, this time of some Blood Axe Kommandos (sterling ladz) sneakin' about round the back of some Imperial depot/ fuel dump/ thing! Feel free to attach any appropriate caption usin' yer own speech bubbles! Also, if you like, with last issue's photo you can forget what the Wraiths is sayin' and make up your own exchange of pleasantries! Just photocopy the photo, stick on your speech bubbles and fill in the words! You can have a long complicated dialogue if you want, or perhaps just a witty one-liner!

Now, snap to it men, we ain't bein' paid by the hour!
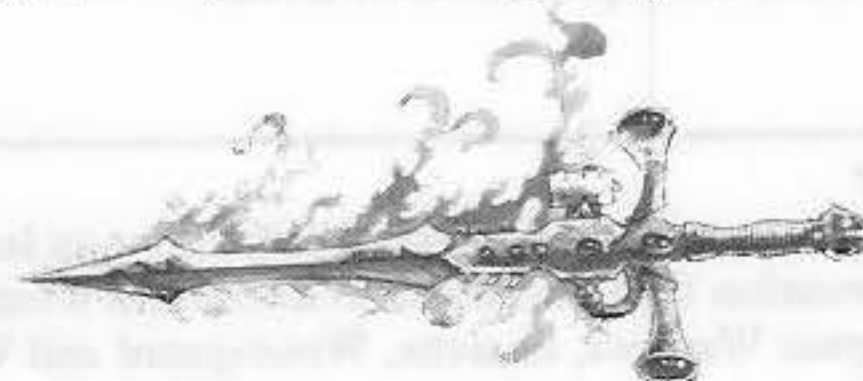
Well there you have it, if you have a Norse army, be sure you don't miss out on the next three issues of the Citadel Journal, to be sure you get your Journal, why not order a subscription and you'll be guaranteed of getting your Norse army list.

Well, all has gone quiet here at the studio, actual boxed copies of Titan Legions have arrived and gone are the frantic screams of people trying to meet deadlines. These cries have been replaced by a more ominous sound - the gentle tap- tapping of the computer keyboards as the seeds of new projects are sown. Of these projects we dare not speak for knowledge of their very existence would blast the souls of mere mortals, like yourselves, leaving your body a lifeless husk, disintegrating into the winds of time, until nothing is left but dust spread across the millennia, and a vorpal whisper of your destroyed life flittering randomly across the cosmos. You'll neither remember nor be remembered, you'll live no more nor have lived at all, your very existence as a member of the human race will be unwoven from the very fabric of reality, leaving nothing, nothing at all

(Not to mention what They will do to us if we let any little secrets pass the lead-lined walls of the studio...)

Ian Pickstock   Gavin Thorpe

JOURNAL ARTWORK
COMPO ENTRY FORM

NAME:...

ADDRESS:...

.... POSTCODE:..................

TITLE OF PIECE:...

....

McMurty's Bill O' Fayre
A Taste of the Chaos Wastes. est.2010

BURGERS & MEALS

McMurty Squig Mac™
McMurty Burger
McMurty Big Rat™ (100% Rat Ogre)
McMurty Chicken McNurgles
McMurty Filet O' Flesh (hound)
Flame Grilled Hashut Half Pounder
Squig Double Hopper Meal™
Hochland Snot Pot
Tikka 'Moot'sala
Sweet & Sour Mork
Lamb'assu with Grated Taurus
Kebab Eight Peaks
Chilli Khorne Carnage

Sylvania Dishes a Specialty
    Von Carnstein Steak℮, with Ghoulie Bread
    Liche & Chips (Just like Mummy used to make 'em)

SNACKS

Pop Khorne
Khornish Pastie
Khorne on the Cob
Purple Bun of Xereus
Nurgle Gurgles (You can't help Gurgling at those Nurglings)
Squiglets™
Gobbo Stoppas
Gork Scratchings
Slaanice Cream with lashings of whipped cream & a twisted lemon

BEVERAGES

McMurty Snitch Shake™
Bloodweiser
Bugmans™ 'Owd Nasty
Bugmans™ Troll Brew
Bugman™ XXXXXX
Clan Eshin 'Gut Runner' (A couple of shots go straight to yer 'ead)

PLUS A WIDE SELECTION OF FRESH FILLED TROLLS

All dairy products supplied by Tzeentch – Changer of Wheys
Please do not 'bring up' any complaints.

WE ARE SAILIN'!

By Gavin Thorpe

The Journal has published new rules for Dwarf, Elf and Dark Elf fleets in the past, so this issue sees new rules for the marauding Orc fleets . The article contains all you need to Kustomize your ships and unleash the devastating energies of Waaagh Magic.

Orcs are not the worlds best sailors. Orcs are not the worlds best builders. These two facts alone mean that few Orcs would ever consider stepping off dry land unless there was a chance of a good scrap and a lot of booty. Unfortunately for other seafarers, despite their complete incompetence regarding such matters as ship building and navigation it appears some Orcs have had success sailing 'da big bloo'.

Many new sailors are tortured by their shipmates' tales of these red eyed savages leaping across the bulwarks with wicked blades glinting, their shrieking war cries increasing the cacophony of war. Most horrific of all Orc naval warfare is Waaagh magic. On land much of a Shaman's energy is absorbed by the soil and surrounding vegetation, at sea there is no such absorbency, and Waaagh magic in its raw form is truly devastating.

KUSTOM KROOZERS.

Many Orc Kaptins personalise their ships. Orc Kommadors and Kommanda's go even further and Kustomize their Flagships and Men O' War. These exalted vessels are referred to as 'Kroozers' and are the pinnacle of Orc ingenuity and Enjuneerin'. The Kustom cards that follow this article may be purchased at the indicated points cost for any Man O' War in an Orc fleet. You may buy up to two cards per vessel. Each Kustom card adds to the Battle Honours value of the ship that has them, which is indicated on the card.

WAAAGH MAGIC.

Waaagh magic is completely unlike any other form of magic in the Warhammer world. Rather than twisting and channelling the winds of magic, it concentrates and releases pure Orc power. The strength of the magic is wholly dependant on the number and current mood of the Goblinoids surrounding the Shaman. The following rules detail the Waaagh magic system that you can use in your Man O' War games.

SHAMANS.

Orc Shamans are more in number, proportionally, than Human or Elf Wizards. While a fleet of another race would have a cabal of magic users on the Admiral's vessel, Orc and Goblin Shamans are distributed throughout the fleet. Below is a table detailing the various levels and abilities of different Shamans. Since a bigger, richer Orc Kaptin can afford a bigger ship, it also means he has a better reputation and can gain the services of a more powerful Shaman. Accordingly, the Fleet Flagship may have a Shaman of any level, purchased as usual. Other Men O' War may have any Shaman up to a level 3 Goblin Boss Shaman. Squadron Flagships may also purchase Shamans but only level 1 Goblin Shamans.

SHAMAN TABLE

NAME	LEVEL	POINTS	DISPEL RANGE
Goblin Shaman	1	25	6"
Orc Shaman	2	50	6"
Goblin Boss Shaman	3	75	9"
Orc Boss Shaman	4	100	9"
Orc Shaman Lord	5	125	12"

Shamans are worth 1 Battle Honour per level

WAAAGH CARDS

Unlike other Wizards, Goblin and Orc Shamans have very little control over the form in which their stored up psychic energy is released. Before any spells are cast there are two things to be determined. Firstly, you must find out how much Orc energy is surging into the Shaman. Secondly, you will have to discover the form of spell this energy is converted into by him.

To determine how many Waaagh cards are available to a Shaman work out which ships are within 6" of the Shaman's vessel. Total up the number of Crew counters possessed by all these ships and roll a number of D6's equal to this. For each dice that rolls 3+ the Shaman takes a Waaagh card from the deck. This is done for each Shaman separately, at the start of the Magic phase, and you may not look at the Shaman's cards until you decide to use him. A single ship may supply Waaagh cards to any number of Shamans.

Every Shaman can cast a single spell each turn. When it is your turn to cast a spell you pick a Shaman to use and follow this method. Note that the only race that can have more than one magic user are Orcs (using this article) and so you will only have to alternate your spell casting if you are fighting against another Orc fleet. Turn over the Shaman's hand of cards, which are divided into the following types:

POWER cards are used to cast spells, as detailed below.

EVENT cards are different to spell cards because they may be kept in the Shamans hand without risk. Event cards do not need Power or a casting roll but they are used instead of a Spell card. Some Events must be played immediately and may not be discarded or saved until later. Also, several cards of this type in the same hand will all apply, not just one of them.

SPELLS represent the form in which the Shaman releases his magical energy. Each spell has a cost in Power and a casting number. To cast a spell the Shaman must expend a number of Power equal to the spells cost. Each Power he expends over this cost will make the spell more difficult to counter and he must decide whether to 'boost' the spell before any rolls to cast or dispel are made(see Dispels later). If a Shaman does not have enough Power to cast a spell then it will fail automatically, though he will lose all of the Power trying. Once the Power cards are discarded from his hand the Shaman proceeds as normal by rolling a D6 and attempting to roll equal to or over the casting number.

If he fails to cast the spell he will suffer magical Kickback and will have to roll on the Kickback table as detailed at the end of this article. If a spell is dispelled or the Shaman had insufficient Power there is no need to roll on the Kickback table. Some spells have a varying effect depending on the Shaman's level, so make sure you read the card fully.

Postponing Casting
A spell may be cast immediately like any other spell or kept in the Shaman's hand for use in the turn's Battle phase instead. If you decide to postpone the use of the spell there is a chance that the Shaman is overcome by the power surging through him. You must roll a D6 and add the Shaman's level. If the total is equal to or greater than 7 there is no problem. If the roll is less than 7 you must apply the effects of the spell onto the Shaman's ship immediately. The Shaman must also make a roll on the Kickback table.

If successfully kept under control the Spell card is placed next to the Shaman's ship and may be used later instead of moving a Man O' War or squadron. Keeping back a spell does not affect the ship or squadron's ability to move and fire, either before or after the spell has been cast.

Once you have worked out the actions of one Shaman your opponent may use a Wizard if he has one that has not yet cast a spell. After this you alternate between one of your Shamans and an enemy spellcaster in the same way as using ships in the Battle phase. All Waaagh cards in the Shamans hand or in play are discarded in the End phase, regardless of whether they are Power, Spell or Event cards.

DISPELS.

Waaagh magic is very localised and is not particularly suited to thwarting magical attacks by the enemy. Shamans have a maximum range to their ability to dispel, as shown on the table at the end of this article. If the target of a spell is within this distance a Shaman may attempt to dispel it. Any number of Shamans may attempt to dispel a single spell, providing that they are all within range of the target. If the target is the whole seascape or a friendly vessel the Orcs do not possess enough power to dispel the spell unless the Wizard casting the spell is within range of the Shaman attempting to dispel it.

A Shaman gains a dispel roll by expending Power. For each Power spent he gains one point for his dispel roll. One Power gives a dispel of 6, two give a dispel of 5+, three give a dispel of 4+, and so on. If he does not have a spell to cast he may only use his Power to dispel incoming magic.)Obviously a Shaman's hand is only revealed when you use him, so a Shaman who has not yet been 'activated' will not know how many Power he has and so can't dispel.

Any type of magic may dispel Waaagh magic, but each excess Power invested into the spell will reduce the dispel roll by -1. This means that a spell that normally costs two Power could be given four instead, reducing the dispel roll of the enemy by -2. Power used in this way does count if the Shaman is subject to a roll on the Kickback table. Lord level Wizards do not gain their dispel bonus against Waaagh magic, and all Wizards may attempt to dispel as many spells as they like each turn, as long as they expend a spell for each attempt. They cannot attempt to dispel a single spell more than once.

KICKBACK TABLE

To use this table, roll a D6 and add the level of the Shaman to the result. From this total you must deduct the number of Power used by the Shaman when he cast the spell. Look up the end result on the Kickback table below.

KICKBACK TABLE	
RESULT	**EFFECT**
0 or less	KABANG! The Shaman is overcome by the Waaagh power and disappears from the deck with a loud bang and a puff of smoke. He is dead, remove his counter and award Battle Honours as usual.
1-3	URGH! The Shaman panics as the power swells within him and harmlessly vomits the magic over the side of the ship. He is so nauseous that he is quite incapable of performing any actions for a while. Immediately discard all of the Shaman's Waaagh cards. The Shaman will not gain any Waaagh cards next turn while he is recovering. He may act as normal in subsequent turns.
4-5	BLUERGH! The Shaman is overcome by the Waaagh magic and drops to the deck dribbling. Discard all of the Shaman's Waaagh cards. He will be back to normal by the start of the next Magic phase.
6+	PHEW! The Shaman barely saves himself from being engulfed by the magic. He leaps to the side rail and boils a few passing fish with the excess Waaagh power before clambering back to his Kaptins side. The spell is not cast and the Power points are expended but the Shaman suffers no further ill effects.

Fanatics

+2 Battle Honours   50 points

This lucky Kaptin has a cage of deranged Fanatics fastened to the deck.

At the start of any one boarding action the ship may unleash its Fanatics. To determine the effect the Fanatics have roll D3+1 hits on random Low locations of the enemy ship. These locations must make a saving throw with a -2 modifier or suffer a point of damage. Fanatics can cause Critical hits. For each location roll that comes up as a 1 a Fanatic has careened about so wildly he ends up back on the Orcs' ship! Roll for damage on the Orc ship in the same way as above. Any other miss means that the Fanatic ploughed straight across the deck and off the other side. Both crews are occupied with avoiding the Fanatics- neither vessel may carry on with the boarding or perform any other actions until the following turn.

Gobbedoes

+2 Battle Honours   50 points

Following the same tried and tested principles of the Doom Diver, the Gobbedo fires a Fanatic at opposing ships. Rather than sailing through the air, however, the Gobbedo is fired underwater by a large spring and the poor Gobbo attempts to alter his path by wiggling two large wooden planks strapped to his feet.

The Gobbedo may be fired in the same way as a Dwarf torpedo except that the ammunition may attempt to alter his direction. When you roll to see the direction the Gobbedo is fired in you may add or minus one from the roll. To represent the rather flimsy nature of the propellant any roll of a double when determining the distance travelled results in the spring breaking, rendering the Gobbedo launcher useless from the next turn onwards.

Squig Launchers

+1 Battle Honour   25 points

Seeing the effect grapeshot had on their boarding parties many Orc Kaptins decided they should have something similar. The squig launcher is a small catapult mounted in the centre of the ship and fires angry squiggly beasts when the ship is boarded or attempts to board.

The Orc ship may fire its squig launchers at the start of any boarding action. Before any dice are rolled roll a D6. On a result of 5+ the angry squigs have overwhelmed some of the opposing crew and devoured them, remove one counter from the ships template. If the D6 roll is a one the launcher has broken and may not be used for the remainder of the battle.

Big Whip

+1 Battle Honour   25 points

The slaves who drive the treadwheel of this ship are particularly fast. This is because the Kaptin has given his slave master the largest and meanest whip he could find. Under his fearsome gaze the slaves exert themselves to the full.

The ship may add D3" to its movement rate when using the treadwheel to propel itself. Roll the dice each time you move the ship.

Pointy Bit

+2 Battle Honours   50 points

Having been sunk when an Imperial Wolfship rammed his vessel, the notorious Kaptin Fishbreff was determined to have a 'pointy bit' on the front of his own ship. The idea has now become very popular with other Kaptins as well.

The ship is equipped with a ram and may make a ram attack as described in the rulebook. The ram is located on the Frunt location and will be destroyed if that area takes damage. If a ship with Iron Claws manages to make a grab attack on a vessel that was 3 or more inches away the target will also suffer a hit from the ram. This hit is resolved as normal.

Troll Pens

+2 Battle Honours   50 points

The hold of the vessel contains specially reinforced Troll pens. The Kaptins prize winning Sea Trolls are kept in them and they can be set free during a boarding action.

In any boarding action you may release the Trolls. Roll on the table below:

Roll	Result
1	The Trolls get confused and attack the Orcs. Your opponent may add the roll of a D3 to his combat total this turn.
2-5	The Trolls shamble into the fray and add +D3 to the Orcs' combat total this turn.
6	The Trolls go berserk and wade into the enemy with feral intensity. You may add +D6 to your combat total this turn.

Beer!

+0 Battle Honours   Free

The crew of this vessel have spent the last few hours drinking barrels of fungus beer and eating sacks of Squig flavoured crisps. They are so drunk they believe they could defeat anybody. Unfortunately, they are too drunk to be reliable when firing their ranged weapons.

When you wish to move the ship during the Battle Phase roll 1D6. On a roll of a 1 the crew are so drunk they may not do anything at all and play passes to your opponent.

The Orcs will add D6-2 to their combat total in any boarding action they are in. If the result is a negative value it is deducted from their score, representing the fact that they can probably see twice as many attackers as there actually are.

KUSTOM KARD

Da Krunch

Spell: **Casting: 5+**

Power: 3

Target: Any enemy ship within 9"

Effect: The ship is hit in the same way as a catapult. Roll to see which location is hit (a High location on appropriate vessels). This location is hit with a -2 save modifier. Lower locations have the save modifier reduced by one, rolling randomly if there is a choice of locations. See the catapult rules for full details.

The Hand of Gork

Spell: **Casting: 4+**

Power: 3

Target: A single friendly ship.

Effect: The ship can be moved up to 9" in any direction. The ship may pass over other ships and terrain without penalty. It may be placed facing in any direction and may move and fire normally in the next Battle phase. The ship will become a straggler if moved out of the range of a squadron f;agship.

Mork Save Uz

Spell: **Casting: 4+**

Power: 2

Target: A single friendly ship or squadron.

Effect: The ship/s gain an additional 4+ dispel until the end of the turn. This dispel will only affect spells that are actually targeted at the ship or a ship within the squadron.

Mork Wants Ya

Spell: **Casting: 5+**

Power: 4

Target: Any enemy ship within 9"

Effect: The enemy vessel suffers a number of hits equal to the level of the caster. These hits are resolved with a -1 saving throw modifier. The ship may also be moved D6" in a direction specified by the Ork player. This may result in running aground or collisions as normal.

Gaze Of Mork

Spell: **Casting: 4+**

Power: 3

Target: Special

Effect: Place the range ruler so that it is touching the ship that the Shaman is on. It does not have to correspond to the normal fire arcs. Any vessel, friend or foe, under the template suffers D3 hits. The saving throw modifier is as follows.

Shaman level	Modifier
1	0
2/3	-1
4/5	-2

Waaagh!

Spell: **Casting: 5+**

Power: 4

Target: Any Ork ships within the range shown below.

Shaman's level	Range
1/2	6"
3/4	9"
5	12"

Effect: All effected Ork ships gain +2 to their boarding rolls for the remainder of the turn. In addition, an enemy wizard within range of the spell must lose D6 spell cards from his hand immediately.

'Eadbutt

Spell: **Casting: 5+**

Power: 3

Target: The enemy Wizard

Effect: Each player rolls a D6 and adds their Wizards level. The Ork player may also add +1 to his roll if he rolled a 6 to cast this spell. If the enemy Wizard scores less then the Shaman then he is killed and removed from the game. If the scores are equal or the Shaman loses there is no further effect.

Fists of Gork

Spell: **Casting: 4+**

Power: 2

Target: The Shaman

Effect: The Shaman's presence adds +3 to the ship's total in any boarding action this turn

Spell: Casting: 4+

Ere We Go!

Power: 3

Target: Any Ork ships within the range shown below.

Shaman's level	Range
1/2	6"
3/4	9"
5	12"

Effect: All affected Orc vessels may add +1 to their total in any boarding action this turn.

Spell: Casting: 5+

Brain Bursta

Power: 4

Target: The range ruler

Effect: Each vessel under the range ruler lose a number of crew counters equal to the roll of a dice, as detailed below:

Shaman's level	no. crew
1/2/3	-D3-1
4/5	-D3

Event

Ded 'Ard

Effect: Play this card on any vessel within the Orc fleet. This ship may make an immediate move, and may board another vessel if it moves into contact. This does not affect the ship's ability to move and fire normally.

PLAY THIS CARD IMMEDIATELY.

Event

Get Da Skumbo

Effect: Play this on any enemy vessel. Any Orc ships which attempt to board this vessel gain an additional +2 modifier to their roll.

Event

Gerroutavit

Effect: A single Orc ship, chosen by the enemy player, may not move or fire this turn.

PLAY THIS CARD IMMEDIATELY.

Event

Over Da Side

Effect: This card is played on an Orc ship, chosen by your opponent. The ship loses a crew counter. There is a chance that another counter is dragged along and is removed as well. After removing the counter that goes overboard roll a D6, on a 1 or 2 another counter is removed from the template. Keep rolling for each plunging crew until a you roll a 3+.

PLAY THIS CARD IMMEDIATELY.

Event

'Eadbang!

Effect: The Shaman must make an immediate roll on the Kickback Table, using the power he has in his hand rather than the amont of power he used to cast a spell.

PLAY THIS CARD IMMEDIATELY.

This article includes one of each card. To make up the Waaagh deck we used you should have the following cards:

16x	Power cards
2x:	Mork Wants Ya
	Hand Of Gork
	Gaze Of Mork
	Fists of Gork
	Mork Save Uz
	Ere We Go!
1x:	Events
	Waaagh!
	Da Krunch
	'Eadbutt

POWER

This card is worth one point of power

POWER

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This card is worth one point of power

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POWER

This card is worth one point of power

POWER

This card is worth one point of power
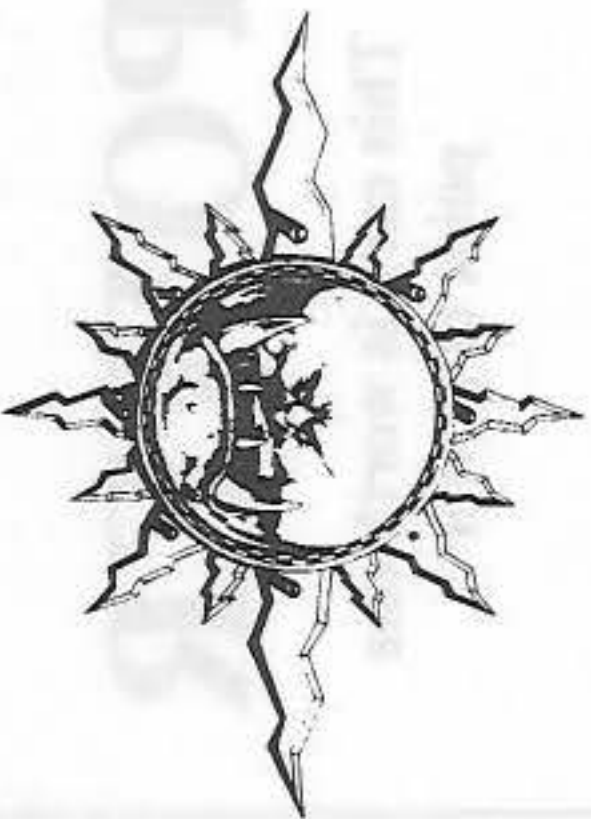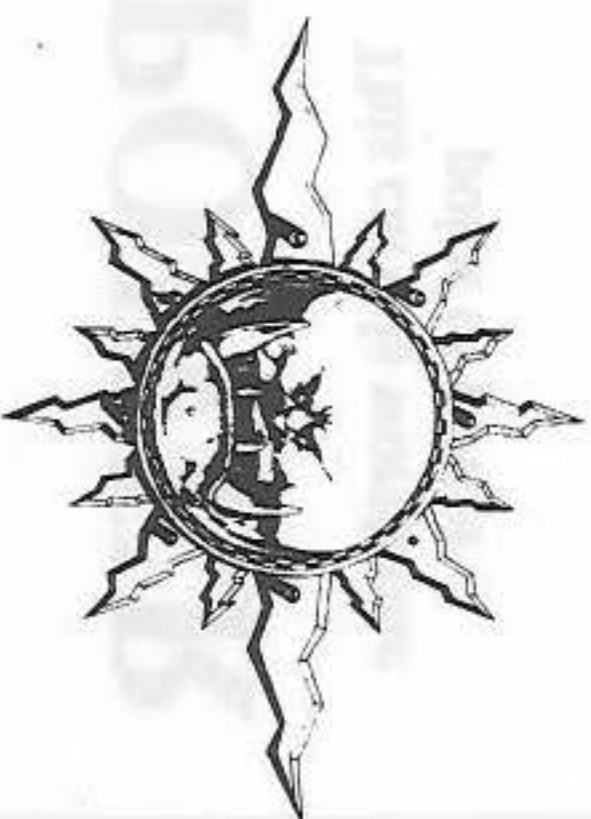
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This card is worth one point of power

POWER

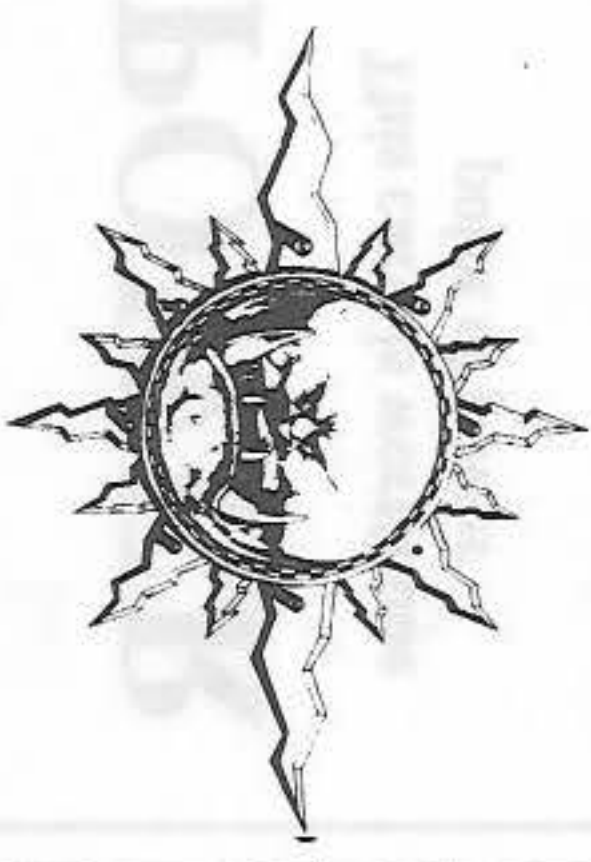This card is worth one point of power

WAAAGH

MAGIC

WAAAGH

MAGIC

WAAAGH

MAGIC

WAAAGH

MAGIC

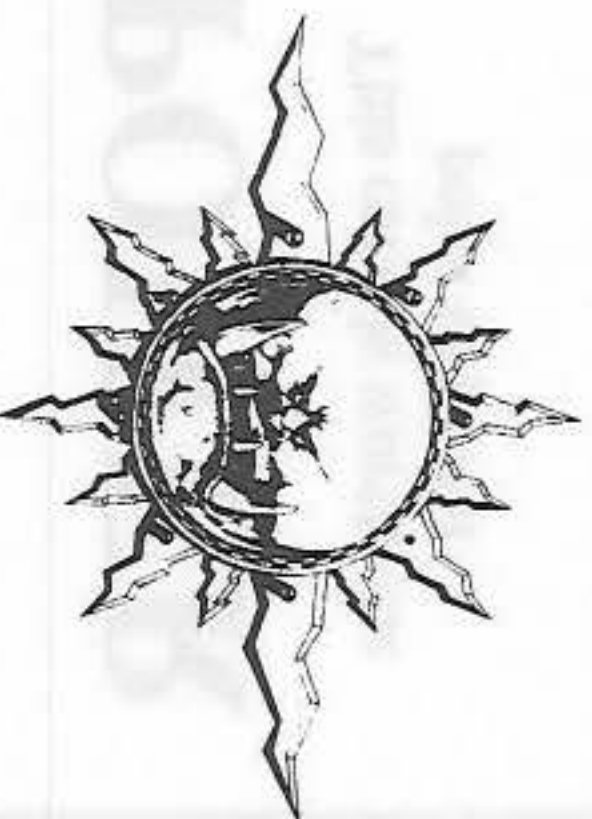WAAAGH
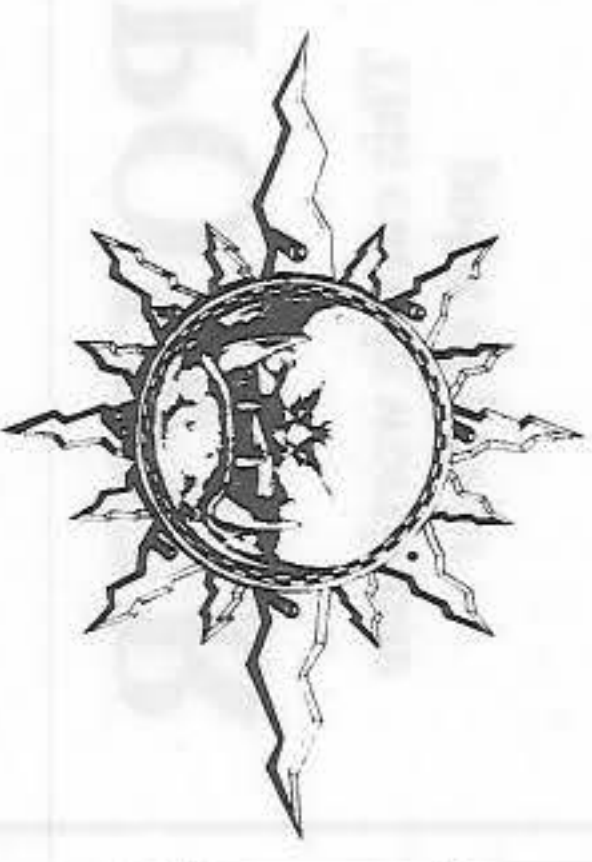
MAGIC

WAAAGH

MAGIC

WAAAGH

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WAAAGH

MAGIC

We Are Sailin'

GAMING CLUBS

One of the best parts of the gaming hobby is getting together with all your mates and forming a club. Many clubs already exist, and it is relatively easy to start a new club. This article tells you how to form a club, and some of the things that you can do within your group. In later issues of the Journal we hope to do a kind of 'Club Corner' which will give you ideas for projects and schemes you can do as a club.

The first thing a gaming club needs is members. That means you! If there is enough gamers you can organise some tremendous events, and the more people there are, the simpler it becomes because each person only has to worry about very specific responsibilities. In fact, you are probably a member of a gaming club already, without even realising it.

All gamers belong to a group of friends, who organise games and small leagues, and this is the most basic type of club there is. This works well because there are no restrictions placed on the members, such as having to keep Friday night free for the gaming league. The informal club also runs into problems though, as players who want to organise bigger events, leagues and so on, find it difficult to get all the players to agree on a set time or place. This where this article may help you out.

WHERE DO WE DO THIS THEN?

A club needs somewhere to meet, and this is dependant upon the number of members who are likely to turn up, and the resources available. If you're Auntie Doreen lives in a huge mansion, and is quite willing to accommodate fifteen manic gamers eating all her biscuits and drinking all her coffee, then you've got it made. However, the Auntie Doreens of this world are few and far between.
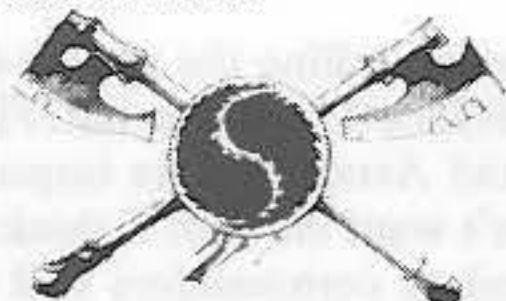
Ideal meeting places for gaming clubs are Schools, Colleges, Community centres and scout huts (yes, the little chaps in the berets have lovely halls, usually with a kitchen, chairs, tables and heating!). A good place to find out information is a local library, who can probably supply details of places that are available for hire. Hiring a hall such as this costs money however, as does buying coffee, milk, sugar, biscuits and other stuff. All of this has to be organised even before a miniature is seen! The cost of this can be covered in a variety of methods, and the most popular two are the subs and the fee. If your club is less formal, each member pays a required amount each time he turns up. This means that people who use all the facilities will be paying for it, while those who fit in their gaming between other responsibilities (night shifts are a common cause) aren't shelling out for everybody else to eat their bourbons. Another way of collecting the funds is a set fee which covers the members expenses for a month, six months or a year. The member pays this lump sum and is free to use or ignore the coffee as he sees fit. The fee is both beneficial and negative for a starting club. On the downside is the fact that people might not want to spend thirty pounds to cover their expenses for the next six months if they think the whole affair is going to fold after three meetings. On the other hand, if people have made this financial statement, they will be more likely to try and make the club succeed.

With money floating about it is obvious that the club will need a treasurer. At this point most gamers start looking horrified and their minds rebel at the seemingly invasive nature that bureaucracy has over our lives. Don't despair, all that is required is notebook with the members' names in, and a record of the subs or fees they've paid. The treasurer is then responsible for handing out the money to whoever is going to do the shopping, and for paying the hiring cost of the club's venue.

Once you have the venue and the cash, you're ready to go! The members must agree when the gaming nights are going to take place. Do you want a regular meeting, every week, fortnight or month? Will the games club only hire the hall every now and then when the members want to do something special? You may be able to come up with some agreement with the owners of your venue, asking for a little to be knocked off the cost if you are going to be hiring the hall every two weeks of the year. You'll probably find that the surety of having the hall hired will mean that most owners are willing to give you a 'bulk' deal. Ask around and find out.

An empty hall's no good is it!
To play games you need armies, scenery and tables (not to mention the games themselves and buckets full of D6's). Most of this the members will have already in their own collections, but tables can be a bit of a problem. At the end of this article is some ideas for making portable gaming tables. It may not be necessary for all this stuff to be hauled back and forth between hall and home- some venues will have cupboards, lofts, basements and other places you can store equipment between gaming nights. Once again the costs can be covered by the members between them. Forming a club can be cheaper than gaming on your own (after all why have a table for each member when you only need one for each game, it makes sense!).

WHY BOTHER?

A good question, and one that is very easy to answer. After the initial effort of getting the club started, being a member of a club means that you're almost certain of getting a game when you want one, rather than hanging around kicking your heels on Sunday afternoon because you're opponent's grandmother is visiting for tea (that's right, everybody has friends like that). Not only that, a games club in a hall gives you much more freedom and allows you to meet more people. Remember, gaming is a social hobby! Last, and definitely not least, a gaming club gives you good escape route from chores. Spouses, girl/ boyfriends, siblings and parents all make unreasonable demands now and then, and the line 'But I'm playing Gary tonight and he has to come on the bus, and he'll be really ticked off if I don't turn up' can get you out of the unspeakable horrors of helping do the late night shopping at the all-night supermarket equivalent of hell.

Nope, you haven't convinced me yet!
Well, there's no talking to some people. Read the rest of this article and see what you think then! After you realise the huge scope of a gaming club you may well be phoning up all your regular opponents demanding that you get together and buy the Royal Albert Hall...

WHAT SPECIAL THINGS CAN A GAMING CLUB DO?

A gaming club gives you a great opportunity to do the things you always wanted to do, sitting day dreaming while your opponent goes to the loo, or the Sociology lecturer is going on about her stupid chickens again.

Leagues

A league is dead easy to set up. The most basic league is run following a similar system to the Blood Bowl league rules written in Death Zone. Basically, every time someone plays a game they get a number of League points. The person with the most League points at the end of the 'season' (six months, a year, the end of the next decade or even the end of the next millennia - it's only 5.5 years away folks!) is the winner and everybody cheers and laughs and says what a jolly good general you are (unless of course they're jealous in which case they'll be sneaking up behind you with the kitchen knives). More structure and complexity can be introduced by having a handicap system, a fixtures list, knock out tournaments, and so on.

A good idea for a tournament is for everybody entering to pay a small entrance fee. The combined cash is then used to buy a small prize for the overall winner (and the runner-up if you're all feeling loaded at the time, but nice people will buy the organiser a pint!). This can range from a Games Workshop gift voucher to a personalised Ferrari, it all depends on your own personal means.

The Commander- in- Chief

A great type of game is the Commander- in -Chief (C in C). This type of game needs a good handful of players, and usually a quite sizeable table. The basic principle is simple, each side has a C in C who controls the armies. Below him are the section commanders who follow his orders. By this means is easy to represent the classical needs for good battlefield communication skills, and the mental juggling tricks of somebody trying to remember what they did with the Ninth Necromundan.

This is the good bit. The battle is fought as normal, except that the C in C can't actually see the table. He can only make decisions and issue orders based on the maps he has and the information his secondary commanders give him. The method of this communication depends upon you. The most simplest form is for the secondary commanders to go and talk to the commander and he writes down what he wants them to do. Written communication from the secondary commanders to their C in C is more realistic, as the C in C cannot ask direct questions except when he has issued his orders. This develops clarity of thought and purpose, which is an immense aid in ordinary games.

Orders can also be regulated to varying degrees, depending on how much you want the secondary commanders to interpret. Take, for instance, a game of Warhammer 40,000. A freestyle order might be along the lines of 'Squad Lucius to advance on

hill and support Squad Arterian'. This gives the commander of Squad Lucius the choice as to which troops are threatening Squad Arterian, and to act accordingly. As long as Squad Lucius has advanced on the hill, any other actions are deemed proper.

A more formal order, telling the unit to do the same thing is 'Squad Lucius advance 4" towards hill. Fire on Dire Avengers threatening Squad Arterian. The important factor here is balance. You don't want the C in C thinking that whatever he orders, his secondary commanders will be doing what they like. On the reverse side, you don't want the secondary commanders thinking their only role is to move the figures and roll the dice. With an effective communication system all the players should feel that they are involved, and that their decisions are influencing the outcome of the game.

With a bit of planning this can be expanded to include campaigns (see below) or other types of linked battles. Imagine the fun of having four or five battles taking place simultaneously, with each table commander not knowing what's happening in the other battles except for what the C in C tells him. Reinforcements, flank marches and all sorts of strategic problems face the C in C, while the secondary commanders face the nitty gritty problems presented by the enemy in front of him. No greater test of your gaming skills exists!

Following this theme to its limit, there are yet more options open to you. Do certain races have better capabilities for giving orders? Are the secondary commanders allowed to communicate with each other, limited in some way? Battles fought like this take a long time, but if you can book your venue for an entire weekend you are guaranteed to go home with your gaming hunger well and truly sated. Until you get the fever once more, and this time YOU want to be the Commander in Chief!

Campaigns

When a large group of players gather the inevitable common goal is to play a campaign. A campaign run by a gaming club has great range and possibilities. A Campaign could be as easy to run as a series of linked battles, in which the outcome of one affects certain factors in a later battle, such as the campaign rules in Battle for Armageddon provided in Warhammer 40,000. Alternatively, you could start from scratch. You get a map of the campaign area (as big or small as you wish) and each side has a starting army (more than two sides is quite possible). The players then deploy their armies onto a map, move around and fight battles. Once again, how you limit this is up to your own personal preferences. You could say that the attacking Orcs have three armies, each deployed here, here and here. Alternatively, the Orc players could have their army paid for, but can split and deploy the troops as they wish. Do they go for the decisive hammerblow at Nuln, or will Morglum lead his Boar Boyz through the Grey mountains and set upon Altdorf?

With this type of campaign some kind of referee is necessary, who has the overall game map with all forces marked on it. The individual players have maps appropriate to them, where they can record their own movements and note down where they encounter the enemy.

Combined with a C in C system, a campaign can have epic scope. Imagine the following; combined sea/ air/ ground actions, air drops, sieges, fortification building, supply lines, lost regiments, relief forces, reinforcements, surprise night attacks, lightning raids, bridge demolition, orbital support, raising militia, constructing new war engines and a host of other goodies.

WHAT ABOUT NEWCOMERS?

A gaming club is the perfect lace for people to learn how to play a game, and bringing fresh blood into a club can stimulate a whole new source of ideas. A lot of established clubs have club armies. These armies are bought and painted by the club members and can be used by anyone. If you fancy using Epic Eldar for a change then the club can provide. Not only does this cut the cost for individual gamers, it also allows them to play games and use forces they would not normally have access to. The club army is also there for new members to get to grips with the intricacies and tactics involved, while they build up their personal force. Once they have become trapped upon the path of gaming, you can remind them of the time when they were only knee high to grasshopper

Over a period of time a gaming club can build up a very respectable collection, and combined with the player's personal armies, can aid you in fighting titanic battles worth tens of thousands of points. By this time your club will be pretty well organised, perhaps with regular meetings to decide on big events, new terrain, what armies to paint next and so on. the important point to remember is that every member should have full an equal participation if they want to. Just because somebody has been gaming for twelve thousand years, it doesn't follow that they have better ideas than a rookie. In fact, as we get older fresh input from younger gamers can help us revitalise our games, providing a fresh perspective to us old timers (OK., I'm only twenty and a bit, but right now I *feel* ancient).

SO, YOU MENTIONED A PORTABLE TABLE?

I certainly did. perfect for use at home, or for nipping down to the club with. Most clubs will have one or two members with a car (or even a van!) and it is not much trouble for them to do the rounds and pick up the various pieces of equipment (with a little sweetener for the petrol money). In this way you can make your portable table for use at club nights, and at home.

There are two basic ways of making a portable table

1> The famous folding- unfolding self-supporting table. For this type of table you need to get a pasting table, or two if you feel you need a bit of serious size. These are readily available from DIY (Drown In Yoghurt) stores. They shouldn't cost you more than a tenner at the most (mine was £6.99 on special offer). You then need a board or pieces of board to the required size. These are then attached to the pasting table (countersunk screws are best because a little bit of filler smoothes over the join) which can be strengthened by some diagonal struts. The table will now fold into a 4'x4' area (or 4'x3' like mine was) which is about 4" thick. This is easily stored out of the way and even has its own legs so that it can be set up anywhere. Because pasting tables by the same manufacturer are a standard height, you can combine tables of this type to make temporary battlefields that are bigger than normal.

2> The fabulous stick it on top model. This is a flocked table top that you can place on an existing table. The whole tabletop is divided into easy to carry sections which are slotted and locked to gether once you arrive at your gaming venue. Even easier to get the parts for than the first type, this table may require slightly more carpentry expertise and planning. Decide how large you want the table to eventually be, and buy enough board to cover this area. You can then cut the board down into thirds, halves quarters, sevenths, or whatever. Next you need a bunch of sliding bolt locks or hook catches (the type that consist of a ring on one part and a rotating hook on the other). These are screwed onto the board so that when the board is placed together you slide the catches and lock the whole thing in one piece. This still means you need another table to support it, but this design can be a bit sturdier than the pasting table.

Your tabletop should then be painted an appropriate colour (i.e. green usually) or if the additonal work and expense is no obstacle, you can flock the thing for added realism.

Time to go and 'phone yer mates, me thinks!
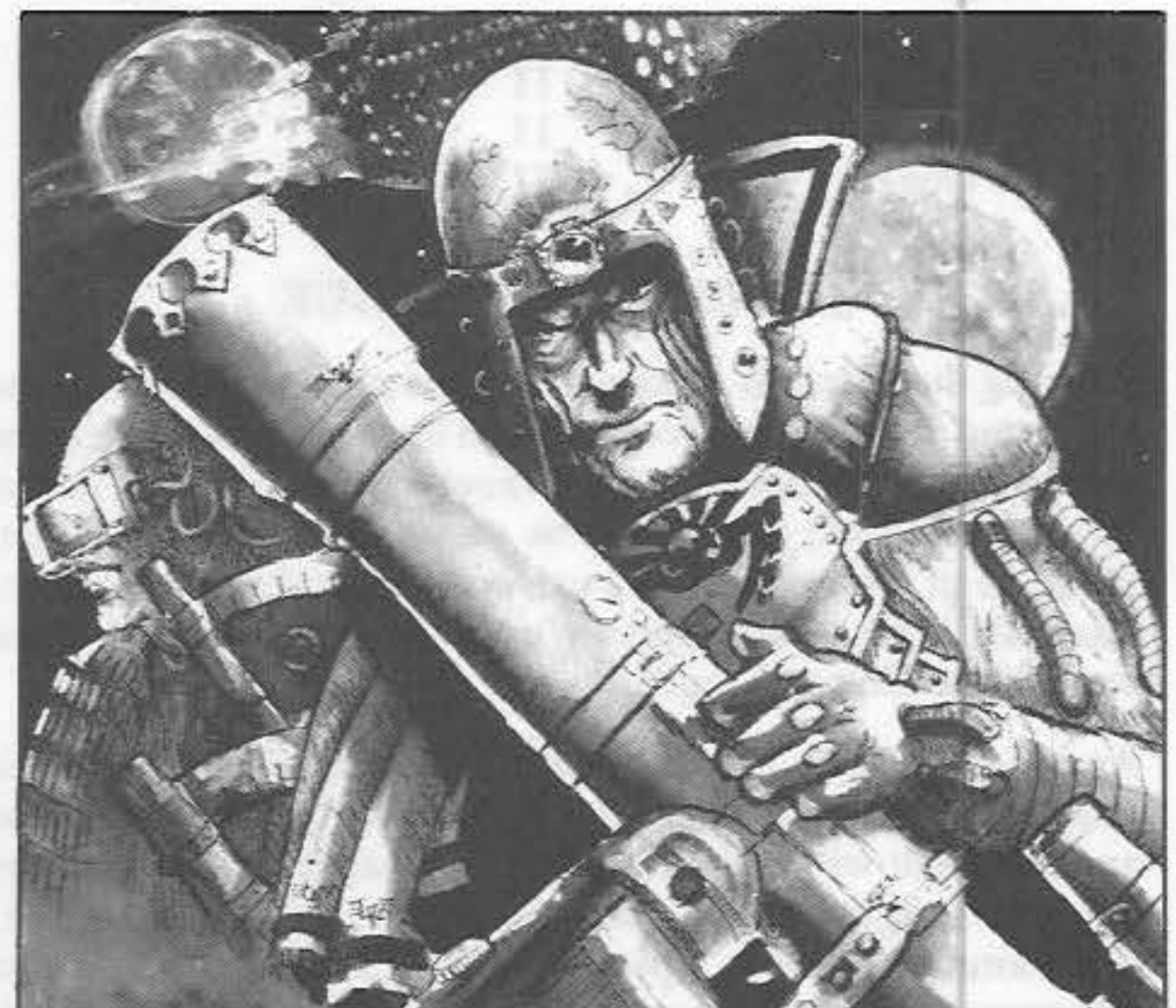
JOURNAL

GAMES LEAGUE

This issue we bring you the definitive guide and update to the Citadel Journal Games League, whose winning, whose losing and details for those of you who want take part in the Games League.

This month sees some serious new developments in the Games League. A consortium of players in Germany, including German nationals and British forces servicemen recently held a Warhammer competition, the competition was played over a weekend, at the end of which an overall winner was determined and awarded a trophy. The guys also decided to send the results of all the games into us, for inclusion in the Games league. Organising gaming competitions is a great way of entering the league. Not only do you and your fellow gamers get to play lots of games of your favourite game. But the competition is ideal for encouraging that really competitive spirit that means everyone will be playing to their best of their ability. Not only to be best gamer amongst their mates, but also to get on the Games League top ten. As you can see Paul Bentlry and Mark Gilchrist are still on top, but they haven't played any more games and they haven't played the much sought after decider, so everything still to play for.

GAMES LEAGUE TOP TEN

	Player	Games Played	Points Accrued	Points Average	League Score
1	Paul Bentley	16	48	3	3.0
1=	Mark Gilchrist	16	48	3	3.0
3	Craig Tongue	10	30	3	3.0
4	Geordie Moss	5	14	2.8	1.4
4=	B. Phillipson	5	14	2.8	1.4
6	I Maguire	5	13	2.6	1.3
6=	Peter McCourt	5	13	2.6	1.3
7=	Dean Hurley	5	11	2.2	1.1
7=	K. Ennis	5	11	2.2	1.1
7=	Rob Goggin	5	11	2.2	1.1

JOINING THE LEAGUE

Entering the league is dead easy, there's no membership forms to fill and definitely no fees. All you have to do is play games and send us the details of the results on one of our forms (printed overleaf) what could be easier. It cost no more than the price of a stamp and you can enter several games at once. Basically if you play Games Workshop games regularly, you can join the Games League.

Any game can be a league game. Before you begin a battle you must agree with your opponent that this will be a league game and the result will therefore stand as a league result. A league game is fought just life any other game of Warhammer, Warhammer 40,000, Epic, Man O War, Blood Bowl, or whatever. You can use whatever armies you normally would,

and you can agree to any variations of the games rules, restrictions on the army lists, or whatever personal preferences you customarily use. In other words you just play a game like as you normally would!

Once the game is over the winner fills out the results form, both players add their names and addresses and then sign the form. We won't accept a form unless its signed by both players and has an address for both players.

Your league position is determined by your averaged score. This is because some of you will play more games than others. So, if you have played 12 games, won 7, lost 4 and drawn 1, you will have a total score of 27 (21+4+2) and an average of 2.25. To weed out the occasional players all averages will be divided by a minimum of ten, so you really need to play ten games before your league score settles down properly.

Scoring
You accrue 3 points for each win, 2 for a draw, and 1 for a defeat. Your points average indicates the average number of points you have accrued so far. Your league score is the same as your points average if you have played 10 games or more, otherwise it is the points accrued divided by 10.

To keep things as fair as possible you can only enter a league result against the same opponent a maximum of 3 times. Any further games you play against the same opponent can't be counted in the league. This means that you will have to play at least four different players before you get a proper league rating (ie ten games) giving a reasonable indication of a player's ability.
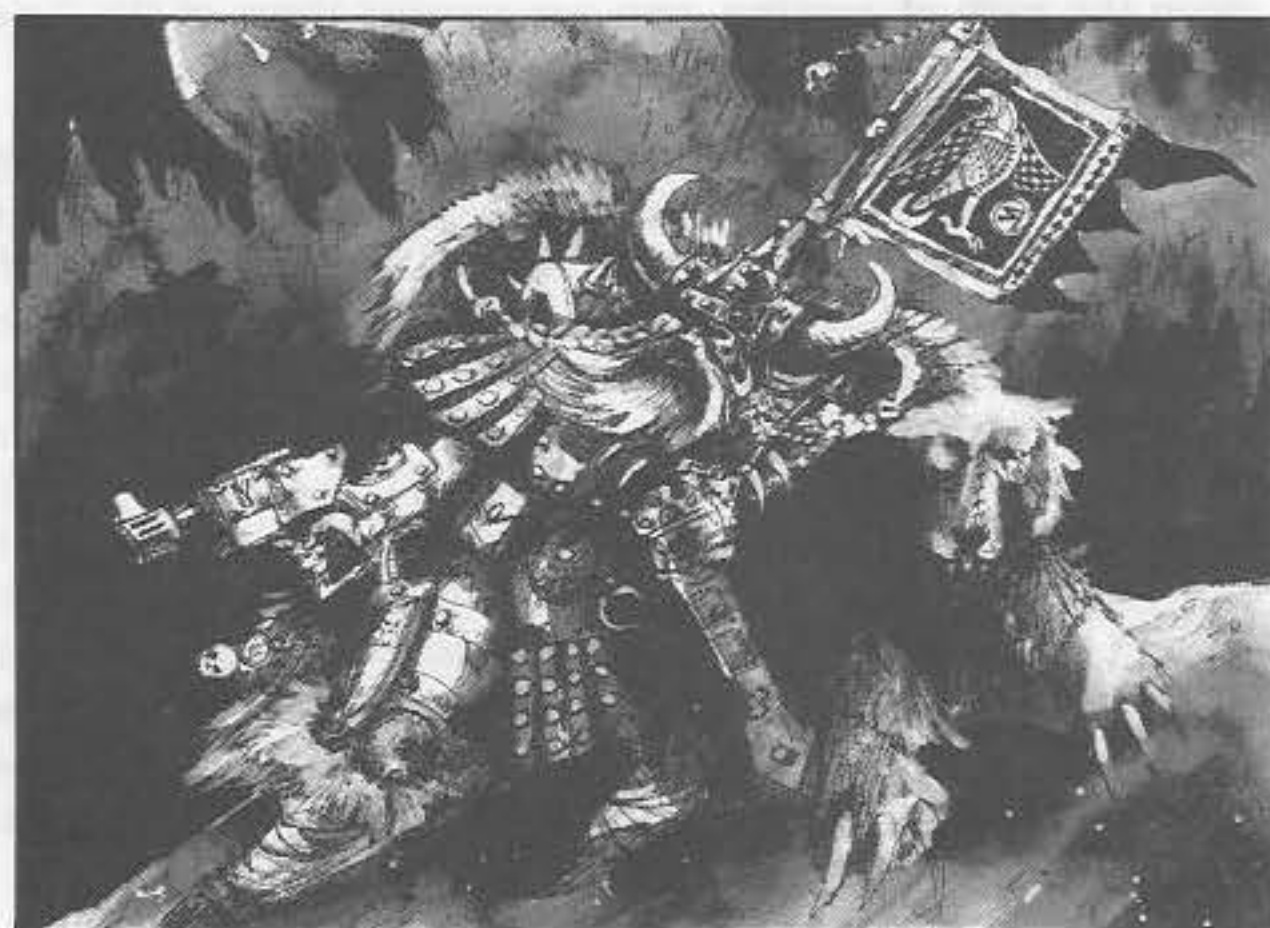
GAME REPORT FORM

Name..	Name..
Address..	Address..
....	....
....	....
........................Postcode........................	........................Postcode........................
Age..	Age..
Game..	Game..
Date.........................Day..................	Date.........................Day..................
Type of Army..................................	Type of Army..................................
Size of Army..................................	Size of Army..................................
RESULT: WIN DRAW LOSE	RESULT: WIN DRAW LOSE
Player's Signature:	Player's Signature:

PLAYERS COMMENTS, HINTS & TIPS, HIGHLIGHTS OF THE GAME ETC:

'Some may question your right to destroy ten billion people. Those who understand realise that you have no right to let them live!'

- In Exterminatus Extremis

SPACE MARINE ®

EPIC SPECIAL CHARACTERS

By David Corby, Michael Taylor and Gavin Thorpe

These additional Special characters are written by me (Gav) while the Blood Axe Kommandos and Warpheadz rules were sent in by veteran Ork player (what a guy!) Michael Taylor. David Corby supplied the Squat Ancestor Lord rules. Thanks to them both. Hope you enjoy them and feel inspired to think of your own.

The following special characters can be used in any appropriate army. For obvious reasons you can't have more than one of a special character in an army. Suitable models are easily converted. The Ork special characters can be represented by any appropriate Nobz model with a suitable banner. If you are particularly nimble fingered (more than me anyway) you can try and do little conversions. Irongutz' Doomdredd should be made suitably imposing, the Zooma of Mekboy Bignailz should have appropriate armaments, and so on.

Mad Doc Grotsnik

Mad Doc Grotsnik is one of the most famous Painboyz in Ork civilization. He was Boss Painboy to Ghazghull Thraka during the Armageddon campaign, and many medical inventions that have changed Ork society recently have been pioneered by him. It is was Mad Doc Grotsnik who first transplanted a squig's brain into an Ork body, and with the aid of various Mekboyz he has devised many wierd and wonderful Bionik bits for patching up wounded Orks. Unfortunately, Mad Doc Grotsnik cannot see the difference between normal surgery and 'eksperimentin', and tries out new techniques on his patients, even in the thick of battle.

Mad Doc Grotsnik has a 'bodyguard' of Madboyz who escort him around the battlefield looking for casualties which he can try to treat, and his Gretchin helpers constantly scurry around him. Mad Doc Grotsnik and his aides follow all the normal Madboyz rules. If an Ork or Gretchin stand is killed within 10cm of Mad Doc Grotsnik roll 1D6. On a roll of 5 or 6 he manages to save them and they are not removed. On a roll of 1 his experimentation leads to more casualties, remove the nearest troop stand from the same formation. If two or more stands are an equal distance from Mad Doc Grotsnik the Ork player may decide which one is removed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
MAD DOC GROTSNIK	10cm	None	+4	Bolters	50cm	1	5+	-1	See main rules

Da Dreadmob

The Dreadmob is a Freebooter formation led by Kaptin Irongutz. The Dreadmob consists of 8 Ork Dreadnoughts led by Irongutz' own Kustomized 'Doomdredd'. The Dreadmob will only take orders from Kaptin Irongutz, and Kaptin Irongutz may only give orders to the Dreadmob. If Kaptin Irongutz is destroyed then the Dreadmob will automatically go on to fall back orders with no morale check.

Kaptin Irongutz himself is a command unit and follows all of the normal rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
KAPTIN IRONGUTZ	10cm	4+	+5	Autocannon	50cm	2	5+	0	Command unit
				Battlecannon	50cm	1	5+	-1	See main rules

Enjuneer Bignailz

Enjuneer Rotfang Bignailz rose to prominence after joining a Waaagh! on the planet Skumgrot's Rock. He managed to build an entire Great Gargant big mob in a matter of weeks, and still had enough spares left over to make numerous smaller vehicles. His Apprentices have improved on many of his designs, and a large proportion of the Mekboy Dragsters and Speedsters that are on the battlefield owe some of their more intricate innovations to Bignailz.

Enjuneer Bignailz may not be targetted unless he is the closest model, like a command unit. However he must be given orders and checks morale as normal. In addition, any Ork vehicle that is destroyed within 10cm of Bignailz is not removed on a D6 roll of 5 or 6. However, if the D6 roll is a 1 the vehicle

detachment loses another model as Bignailz has cannabalised it in his unsuccessful attempt. The vehicle removed should be the one nearest Bignailz, if 2 or more are the same distance away the Ork player may decide which one is removed.

Bignailz carries around a large Kombi-weapon, which is rather unpredictable. To find out how many attack dice it has roll 1D6 just before you fire. The result is the number of attack dice for that turn. If you roll a 1 it has backfired and you should roll 1D6, on a roll of 1 or 2 Bignailz is destroyed by the exploding weapon. Even if he survives Bignailz may not fire the weapon that turn.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
ENJUNEER BIGNAILZ	10cm	5+	+3	Kombi-weapon	50cm	D6	5+	-1	Command unit See main rules
DA ZOOMA	30cm	4+	+4	Autocannon	50cm	1	5+	0	Bignailz' Transport
				Battlecannon	50cm	1	5+	-1	

SPECIAL CARD

ENJUNEER BIGNAILZ

Enjuneer Bignailz is accompanied by 5 Apprentices and the 'Zooma' battlewagon. They form a single formation.

POINTS VALUE 500

ENJUNEER BIGNAILZ

Bignailz races around the battlefield in his 'Zooma', a Kustomised battlewagon with upgraded weapons and a larger engine. The 'Zooma' is a transport vehicle, but may only carry Bignailz and no other Ork stand.

Enjuneer Bignailz is always accompanied by his Apprentices, who drive around in their latest inventions. When you purchase Bignailz you must also take 5 Mekboy Speedsters or Dragsters.

Enjuneer Bignailz himself cannot be targetted unless he is the closest vehicle to the firing model.

BREAK POINT 4: The formation is broken once it has lost 4 models, wither Bignailz, his Zooma or the Mekboy dragsters..

MORALE VALUE 4: The Apprentices must roll a 4 or more to pass their morale check.

MEKBOY: Any Ork vehicle that is destroyed within 10cm of Enjuneer Bignailz is saved and not removed from the table on a D6 roll of 5 or 6. If the roll is a 1 another vehicle from the same formation is lost.

VICTORY POINTS 5
Your opponent gains 5 VPs when the formation is broken.

SPECIAL CARD
MAD DOC GROTSNIK

Mad Doc Grotsnik is accompanied by four Madboyz stands as a bodyguard and they form one formation.

POINTS VALUE 100
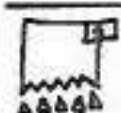
MAD DOC GROTSNIK

Mad Doc Grotsnik and the Madboyz need no orders and never check morale. Mad Doc Grotsnik and the Madboyz follow all of the rules given for Madboyz in Ork and Squat Warlords.

BREAK POINT 3: Mad Doc Grotsnik and his bodyguard are broken once the formation has lost 3 models.

PAINBOY: Any Ork infantry stand that is destroyed within 10cm of Mad Doc Grotsnik is saved and not removed from the table on a D6 roll of 5 or 6. If the roll is a 1 another Ork stand from the same formation is lost.
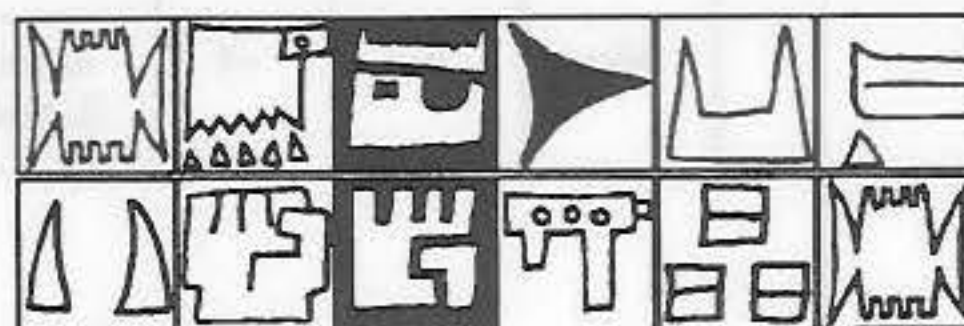
VICTORY POINTS 1
Your opponent gains 1 VP when the formation is broken.

SPECIAL CARD
DA DREADMOB

Da Dreadmob consists of Kaptin Irongutz in his Doomdredd, and 8 ordinary Ork Dreadnoughts.

POINTS VALUE 400

DA DREADMOB

The Dreadmob will only take orders from Kaptin Irongutz.

Kaptin Irongutz is a command unit and therefore needs no orders and never checks morale. Kaptin Irongutz may only give orders to the Dreadmob.

BREAK POINT: If Kaptin Irongutz is destroyed then the Dreadmob will automatically go on to fall back orders with no morale check.

MORALE VALUE 4: The Dreadnoughts must roll a 4 or more to pass their morale check.

VICTORY POINTS 4
Your opponent gains 4 VPs when the formation is broken.

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Blood Axe Kommandos

The Blood Axes have always tried to employ the troop types and tactics of the Imperium, from camoflage clothing to Land Raider tanks. One if their more successful copies of human military practices is the use of Kommados. The Kommandos are highly trained, and can infiltrate deep into enemy territory to launch surprise attacks or set up ambushes.

As well as this they are potent close combat experts, allowing them to get to grips with the toughest foes. This combines to make them a higly effective, if somewhat limited, force. For when they have achieved their primary mission, the Blood Axe Kommandos carry Stikkbombz and Bolt Pistols, allowing them to attack their enemies from a distance.

Because the Kommandos can move swiftly and react to the enemy's deployment, they can be repositioned once both sides have set up. They can be moved a distance up to their charge movement (normally 20cm) and can move closer to the enemy if you wish, though no closer than 5cm. If both sides have scouts of this type (such as Eldar Scouts) roll a dice or toss a coin to determine who has to move first.

Because of their role in Ork warfare, Blood Axe Kommandos have a high degree of intelligence (for Orks!) and initiative. This allows them to act on their own without orders from Da Nobz. This means that Blood Axe Kommandos are immune to the Ork command rule and can always be given orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
KOMMANDOS	10cm	None	+3	Bolt Pistols	25cm	1	5+	0	No command rule

Weirdboy Warphead

Weirdboyz are Orks with raw psychic powers. When a Weirdboy uses his powers he channels pure Orkiness through his mind, sometimes leading to his head exploding and the subsequent loss of vitality (Death!). Becuase of this most Weirdboyz don't like being dragged around by huge Warbosses, intent on making them risk life and limb. For this reason they are normally locked up in tall Battletowers so they can't escape.

Weirdboy Warpheadz are locked up in Battletowers so that they don't get too carried away and blast apart the entire battlefield. The Warpheadz actually like channelling Ork Waaagh! power through temselves and are addicted to the rush of blood, the crackling sensation along the nerves and general feeling of being the living incarnation of Gork or Mork.

These rules use the expanded psychic rules written in issue 3 of the Journal. Weirdboy Warpheadz are treated like any other Weirdboy, accumalting Waaagh! power in the end phase, his head exploding and so on.

Weirdboy Warpheadz do not have to release their energy in a psychic blast like ordinary Wierdboyz, they can use some of the energy to draw Warp cards during the psychic phase. For every 4 points of Waaagh! power given up the Warphead can draw a Warp card and use these to cast the following powers.

The Weirdboy Warphead is a command unit and replaces the ordinary Wierdboy in a Battletower already purchased for your force (so you must buy at least one Battletower to use the Weirdboy Warphead). As a command unit the Warphead does not need to be given orders and is immune to morale checks.

The Weirdboy Warphead caaries a Copper Staff around with him, and this allows him to store force cards, as detailed in the

main text of these expanded rules.

The Warphead may cast the following powers with any Warp cards he has picked up and any additional Waaagh! power left over may be used to make normal Weirdboy attacks, as detailed in the Ork and Squat Warlords supplement.

A Weirdboy Warphead may, unlike other psykers, use a single power any number of times during a single turn, as long as he expends at least one force card each time he uses the power.

Da Krunch. Da Krunch summons a ghostly foot, supposedly of Mork or Gork, to crash down upon his enemies. This power works on a 5+ with the following effects. Take the special Da Krunch template and place it anywhere within line of sight and 50 cm of the Weirdboy Warphead's Battletower. Anything half or more under the template, including buildings, takes a hit on a D6 roll of 3+ with a -4 saving throw modifier. Titans and other vehicles with void shields or power fields will lose a shield if Da Krunch is not nullifed. Unshielded Titans and other vehicles with a Hit location template will take a single hit as normal.

Waaaargh! This power infuses all nearby Orks with the power of the Ork gods, driving them into frenzied maniacs, frotginh at the mouth and possessed of incredible speed and strength. This power works on a 4+ and affects all Ork Infantry within 15cm. The affected Orks gaind an extra D6 in combat for the next combat phase and are immune to Morale checks for the rest of the turn. Orks on Fall Back orders which are affected immediately rally successfully and count as out of command for the rest of the turn. Unfortunately, due to their state of mind and general recklessness, the Orks are too wild to shoot effectively and any affected stands have an additional -1 to hit modifier in the subsequent combat phase.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
WARPHEAD BATTLE TOWER	25cm	4+	+2	None	-	-	-	-	See main rules

SPECIAL CARD

WEIRDBOY WARPHEAD

The Weirdboy Warphead replaces the Weirdboy in one of your Battletowers.

POINTS VALUE 50

WEIRDBOY WARPHEAD

The Weirdboy Warphead is a command unit and therefore needs no orders and never checks morale. The Weirdboy Warphead may use his powers in the psychic phase without affecting his ability to shoot or fight in close combats. He gains a Warp card for every 4 Waaagh points he exchanges

BREAK POINT: The Weirdboy Warphead cannot be broken, and VP's are awarded only when his Battletower is destroyed. Remember to award the 1VP for the Battletower as well.

PSYCHIC BOLT. This is worked out like an ordinary Weirdboy's psychic attacks.

DA KRUNCH. Works on a 5+. PLace template within LOS and 50cm. Covered models are hit on a 3+ with a -4 saving throw modifier.

WAAARGH!. This power works on a 4+, all models within 15cm gain a +D6 in close combat, are immune to morale and suffer a -1 to hit penalty. Lasts until end of turn.

COPPER STAFF. The Weirdboy Warphead has a Copper Staff and may store unused force cards for use in close combat.

VICTORY POINTS 1
Your opponent gains 1 VP when the Warphead is destroyed

BLOOD AXE KOMMANDOS

The Blood Axe Kommando Mob consists of 4 Blood Axe Kommando stands.

POINTS VALUE 150

VICTORY POINTS 2
Your opponent gains 2 VPs when the Kommandos are broken

BREAK POINT 2: The Blood Axe Kommandos are broken once they have lost 2 models.

MORALE VALUE 4: Blood Axe Kommandos need to roll a 4+ to pass their morale checks.

BLOOD AXE KOMMANDOS

DA KRUNCH
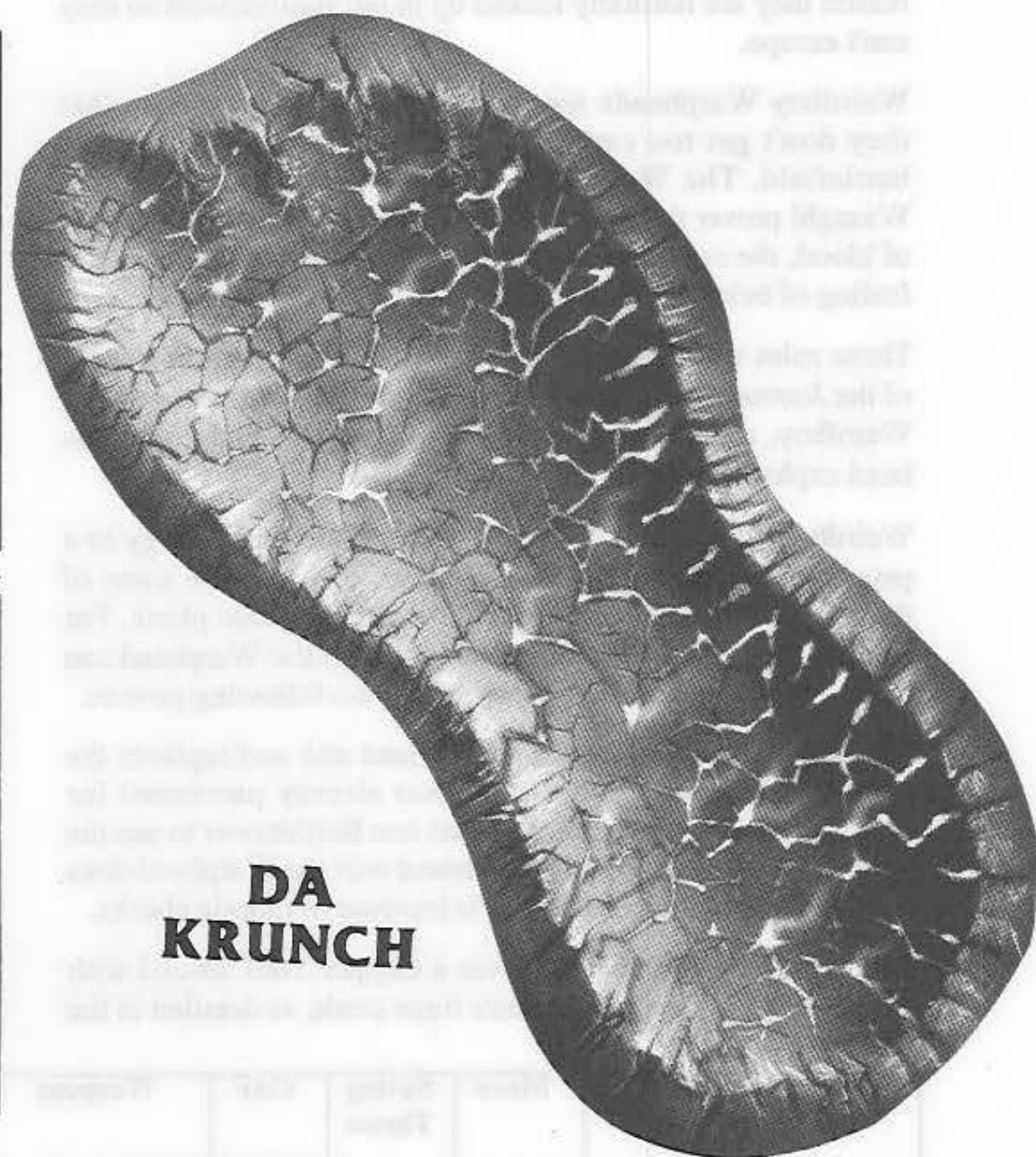
Ancestor Lord

Squats are renowned for their longevity, and often live for three hundred years or more. A few squats live much longer than this and begin to develop psychic powers, and are known as Ancestor Lords.

These Ancestor Lords are wise and have a long experience of life and its problems. Their peacetime role is as advisors t the Squat Warlords and Kings, on matters of trade, engineering and other dilemmas that may arise.

When the Squats go to war the Ancestor Lords use their considerable mental strength to protect their comrades, foretell the future and entrap the enemy.

The Ancestor Lord replaces the existing Squat Living Ancestor. An Ancestor Lord is a command unit and so never needs orders or to check morale.

An Ancestor Lord has a Force Hammer which may store unused Force cards for use in close combat. An Ancestor Lord may use the following psychic powers during the Psychic phase without affecting his ability to move, shoot or fight in Close Combat:

Heal: The Ancestor Lord's mind stretches out at those around him, mystically staunching injuries and sealing wounds. This power works on a roll of 4+ and affects all Squat stands within 25cm (including the Ancestor Lord, Bikes, light artillery, and so on, but not vehicles). All affected models gain an unmodified save of 5 or 6 against anty damage for the rest of the turn. This works against psychic powers, close combat, ranged attacks and any other form of attack.

Precognition: Casting his mind into the Warp, the Ancestor Lord foresees the future and instructs nearby Squats to act accordingly. This power works on a 4+ and affects all Squat detachments that have a model within 15cm. In the next orders phase each affected detachment may be given two order

counters instead of one. The models may still only use one of the orders to resolve their movement and firing.

Force Dome: The Living Ancestor creates an impenetrable Force Dome over a part of the battlefield. This power works on a 5+ and allows the Squat player to place a Force Dome anywhere within 50cm of the Ancestor Lord. The Force Dome is represented by the 12cm template used for Gutbuster Airburst shells and Pulsa Rokkits. The range of the power is measured to the centre of the template. Anything completrely under the template is trapped isnside. Roll 1D6 for each model not completely covered, on a 1-3 the model id moved inside the Force Dome, on a 4-6 the model is pushed out of the Force Dome. Reposition the models accordingly.

The Force Dome completely stops any moving and firing through it, from inside and outside, though barrages may be directed over the Force Dome as usual. The Force Dome also stops psychic powers being used on troops within the Force Dome, or being used by trapped troops. No part of a barrage template may touch the Force Dome. A Force Dome remains in play but may be Nullified in future turns as described in the main rules.

Titans are too big to be contained within a Force Dome.

The following weapons have special rules for the Force Dome:
Vortex missile and Eldar Warp Hunter templates may Nullify the Force Dome in the same way as power fields and void shields (see main rules). If it does not then the Vortex will stop as soon as it touches the Force Dome.

Wave Serpent's firing their warp Wave may Nullify the Force Dome, just like void shields (see main rules).

Warp Missiles are stopped as normal, since the Dome exists within warp space as well.

Doom Weaver webs on the Force Dome are removed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
ANCESTOR LORD	10cm	6+ fixed	0	Laspistols	25cm	1	5+	0	Command unit

SPECIAL CARD

SQUAT ANCESTOR LORD

The Ancestor Lord is an ancient and venerated memeber of the Warlord's closest advisors.
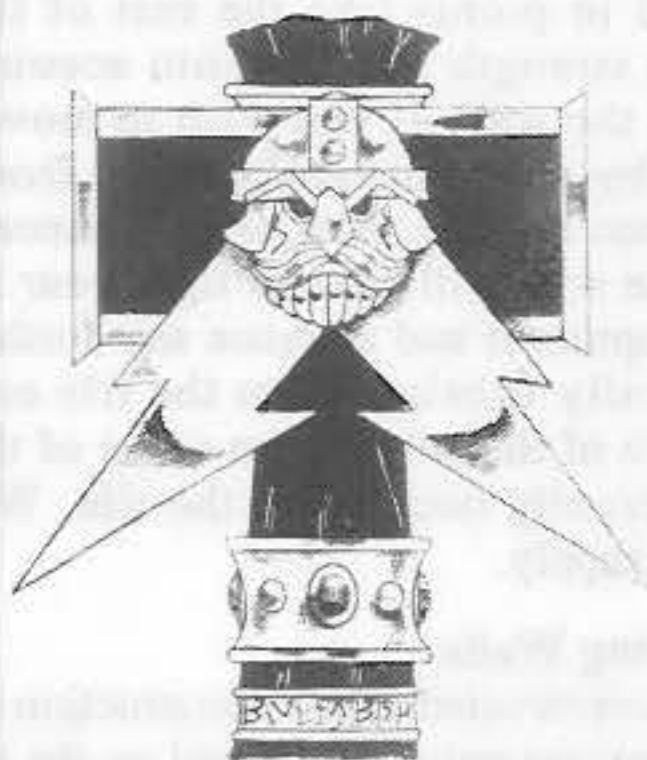
POINTS VALUE 100

SQUAT ANCESTOR LORD

A Squat Ancestor Lord is a command unit and never needs to be given orders or check morale. The Ancestor Lord may use his psychic powers without affecting his ability to move, fire or fight in close combat.

BREAK POINT: The Ancestor Lord cannot be broken and victory points are awarded once he is destroyed.

HEAL: Works on a roll of 4+, range 25cm (including the Ancestor Lord, Bikes, light artillery, and so on, but not vehicles). All affected models gain an unmodified save of 5 or 6 This works against psychic powers, close combat, ranged attacks and any other form of attack.

PRECOGNITION: Works on a 4+, range 15cm. In the next Orders phase each affected detachment may be given two Order counters instead of one.

FORCE DOME: Works on a 5+. Place a Force Dome anywhere within 50cm. Roll 1D6 for each model not completely covered, on a 1-3 the model is moved inside the Force Dome, on a 4-6 the model is pushed. Lasts until nullified

FORCE HAMMER: The Ancestor Lord has a Force Hammer which he can store Force cards in for use in close combat.

VICTORY POINTS 1

Your opponent gains 1 VP when the Ancestor Lord is destroyed

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MIGHTY·EMPIRES

GREAT WALLS AND FRONTIER FORTIFICATIONS

By Nigel Stillman

The further the empire expands, the longer become its borders. The longer its borders extend, the greater the threat of invasion from outside. What better way of defending the empire can there be than to build a wall around it? Armies and fortresses can defend key regions, but they cannot be everywhere at once. There is always a risk that an invading force will slip through while the army is distracted elsewhere, and a fortress may be stormed or even succumb to treachery!

A wall is like a fortress in that it must be stormed in order to break into the territory it guards. This will either deter the invaders or halt them in their tracks. This buys time for the empire to rush forces to the threatened area,. It may deter some enemies altogether, especially numerically small or weak forces. Attempts to tunnel under walls or fly over them are considered to be part of an attempt to breach the wall, since few troops are likely to be able to do this and they will not be able to do so without being detected and interfered with by the defenders

The wall need not encompass the entire circuit of the empire, it may suffice to build a wall between mountains, marshes, existing fortresses or the sea in order to block obvious approaches and save on expenditure on the wall. There is no reason why a coastline should not be protected by a sea wall if the realm is threatened by invasion from this quarter.

Unlike a fortress, a wall is not defensible on all four sides. It only has two sides. The side facing hostile territory is equivalent to a fortress wall. The side facing into the hinterland of the empire is indefensible. Here are the military roads along which the garrisons march, the barrack blocks, the milecastles, the signal towers, and the supply depots. These are all vulnerable if the enemy can get behind the wall.

Walls are garrisoned by frontier troops levied from the local population within the empire. Usually these are only part time soldiers patrolling the wall on a rota basis. Often these are second rate recruits who would not be considered for military service in the main army of the empire. Most will live on or near the wall, perhaps on their own homesteads. Recruiting, paying and feeding these border troops costs the empire so little that it amounts to nothing as far as the game is concerned. this is because only a small number of troops is required to keep watch and because they can grow their own food and patrol the wall as much to secure themselves from enemy invaders as the rest of the realm. If an enemy horde appears on the horizon, signals are sent up and down the line of the wall to mass defenders at the danger point. This may be enough to delay the invaders until a large force from the interior can be dispatched to the region. If there are fortresses and cities behind the wall, then defence in depth will certainly slow down any invading force that breaks through the wall.

Wall garrisons are permanantly stationed on the walls they patrol and cannot be converted into mobile forces, moved elsewhere or increased. The garrisons are therefore not calculated in points like the rest of the army and their defensive strength is taken into account in the rules for breaching the wall. If you wish to move forces into a tile protected by a wall to reinforce the frontier, simply move banners into the tile. Any enemy succeeding in breaking through the wall will have to fight your forces in the tile in order to capture it and advance any further. A wall garrison automatically subsists from the tile containing the wall irrespective of the subsistence value of the tile or any other forces currently occupying the tile. Wall garrisons cost nothing to supply.

Constructing Walls

Walls are constructed in the construction phase of the winter season. They are only constructed on the edges of tiles, never across the middle of a tile. Each section of wall costs 3 gold crowns to construct. Settlements may not be converted into walls, nor may walls be converted into settlements.

A wall section is positioned on the edge of a tile facing towards hostile territory. A tile will therefore require six sections of wall to completely enclose it, although it is unlikely that any empire should want to build walls on more than a few edges of a tile, unless throwing an outer defence around a city or fortress or fortifying and island or creating a cordon around a hostile enclave (in which case wall would face inwards).

Wall sections do not have to be continuous. You can leave gaps if you wish, perhaps because certain tiles may have difficult terrain which is so difficult to cross that natural defences will be secure enough. Obviously gaps provide the enemy with possible ways of getting around the wall, but you may find that you can only afford to build a long wall in stages, or you may feel certain stretches of frontier are safer than others. Walls can be built on the outer border of the empire or you can opt for interior defence lines protecting the heartland. Your defensive strategy is up to you!

A wall built on a coastal tile edge where the land meets the sea is assumed to run all the way to the sea effectively blocking any approach along the coastline. Similarly a wall built across an edge bisected by a river is assumed to be built across the river by means of a fortified bridge with boons, nets and portcullis sluice gates to prevent boats slipping underneath!

Forts and cities can be incorporated directly into the wall system. Walls do not need to be built in tiles containing these settlements since they have a powerful defence value of their own. You can put additional walls around the edges of these tiles if you wish, thereby creating defence in depth. It is then assumed that the fort or city lies some miles behind the line of the wall. Enemy breaching the wall will then have to tackle the fortress or city behind it when they enter the tile. A port cannot be walled off from the sea, since ships need to enter and leave by a wide estuary or harbour mouth. You have to rely on your 'wooden walls' (your fleet!) or shore forts to protect these.

Passing Through the Wall

There are two types of wall sections. These are sections with gates and sections without gates. Gates provide a way of strictly controlling movement into or out of the empire. A friendly banner can only pass through a wall at a section with a gate. This applies to all banners whether entering or leaving the empire. An enemy banner intending to enter a tile but with its route barred by a wall cannot pass through into the tile unless it breaches the wall. This applies to all sections whether they have gates or not, since gates are heavily fortified.

Scouting across a Wall

A tile protected by a wall cannot be scouted from the outside. The only two options open to a hostile army encountering a wall blocking its intended route is to attempt to breach the wall, or go away. Only if the wall is successfully breached, can you go on to scout and enter the tile.

Breaching the Wall

An army encountering a wall section barring its intended route may attempt to breach the wall. Roll D6 on the following chart and add +1 to the score for each banner in the army and a further +1 if any siege train elements are present with the force.

D6	Result
1-3	Repulsed with heavy losses. Wall is not breached. You lose D6x100 points.
4-5	Wall is breached at heavy cost You lose D6x100 points. Remove 1 wall section. Tile may be scouted and entered
6	Wall is breached for minimal loss, or surrenders. You lose D6x50 points. Remove 1 wall section. Tile may be scouted and entered.

Infiltrating the Wall

A wall may prevent an enemy agent, assassin, spy or saboteur from entering the empire during the winter season. This is represented by a roll on the chart below. Only roll if a continuous wall effectively separates your empire from the empire you intend to infiltrate. Such infiltraters are assumed to try and slip through gates in disguise or climb over walls at night. Roll on this chart before rolling for the fate of the agents etc. once they are within the empire on the charts on pp48-50 of the rulebook. Walls increase the chances of apprehending infiltrators.

D6	Result
1-3	Agents are apprehended by vigilant border guards and their heads end up on poles over the gate. The agents fail in their mission, however their contribution to the Great Walls architecture (gargoyles) is great appreciated by the populace.
4-6	Using their superior guile and cunning, well generally dressing up as old hags and lepers actually -Agents slip through undetected to proceed with their mission.

Captured Walls

If a wall is breached the wall section is removed from the tile. The player making the breach must designate which section is removed. This is the edge through which the invading force can enter the tile. If a tile containing wall sections is entered and captured by the invading force, whether via a breach, or by entering by an unprotected edge, thereby outflanking the wall, any other wall sections in the tile are also removed. This represents the abandonment and demolition of the defences in the vicinity of the breakthrough. Walls therefore cannot be captured intact (and would be facing the wrong way to be any use if they were!). The new rulers of the tile will have to build their own walls at their own expense.

WARHAMMER ®

SIEGE

BY RICHARD GLAZER

In the second part of the Siege article we take a look at figthing an actual Siege in a game of Warhammer. These rules allow you to recreate the desperate battles of two armies trying to secure a mighty citadel. Complete with attackers resolutely assaulting the walls, whilst defenders seek opportunities to launch counter attacks of their own, opening their gates and allowing units of Knights to sally forth and crush units that approach to close. Full rules are detailed for defending and attacking a castle. These include using mighty Siege Towers and Rams and a complete campaign system to allow you to fight an ongoing Siege over many weeks.

Castles and fortresses can be found all over the Warhammer World, whenever a Baron, rich noble or a King has something to protect, usually his enormous stash of gold and treasures, although he'll claim that it is to protect the good citizens. The said noble shells out a little of his booty to have some huge walls erected around his home, thus insuring his fortune from thieves and bandits. Unfortunately this means he attracts attention from more dangerous foes. No self-respecting Champion of Chaos is going to simply ignore a stronghold, leaving lots of nasty mortals to attack the rear of his world conquering army. When such a situation arises a Siege occurs. Sieges can be very tricky situations for both the attacker and the defender. If the defender has built the impregnable fortress, and this can be quite easy - Built in the right location with certain geographical advantages a castle can be built which could never be taken. In such a situation the attacker is likely to cotton on fairly quickly that his troops are being repulsed a great cost, and simply attempt to starve out the inhabitants. But to the defenders advantage is that starving them out could take months, plenty of time to get a message to some trusting friends and allies to come and help. In such a situation the attacker is forced to take the stronghold, before he is crushed between the relief force and the walls of the castle. He cannot flee, or he faces being pursued and ran down by the combined armies of the relief force and the defenders army sallying forth. In our games of Siege we will concern ourselves with the latter of these two situations, as I am sure nobody wants to play a game of Warhammer where you have to place all your miniatures around the castle and starve out the defender.

In a game of Siege, one player will be the defender and the other will be the attacker. The defender must prevent their castle from falling into enemy hands, whilst the attacker must take the castle before a relief force arrives and crushes the attackers. The defender's forces will probably consists of a large quantity of missile troops so that he can shoot as many of the attackers as possible before they reach the walls. Once the attacker reaches the walls the defender will need some good defensive hand-to-hand fighters, spearmen and halberdiers are ideal. Finally the defender should bear in mind that he must have some troops that can be used in a counter attack, should a hole appear in the attacker's force. A nice fast unit of mounted troops such as knights, waiting at your main gates, ready to sally forth are very appropriate.

After reading this article the attacker will find that he has a whole range of extra goodies to buy. Some of these will be essential, whilst others will form parts of cunning ploys enabling you to increase your offensive capabilities. Before picking your army you should bear in mind that some points will have to be set aside for purchasing these items, after all your army will be no good if can't even climb the walls. Also you should look out for special abilities of certain troop types, for instance Giant Spiders can ignore obstacles and can therefore climb the wall without the aid of ladders.

A siege game represents an assault on a castle. Either the castle will fall or the attackers will be repulsed! The following system is used to work out which result actually occurs.

A) Roll for the number of turns that the battle will take as normal (see page 13 of the Warhammer rules). If at the end of this period there are no attacking models either in or on the castle then the assault ends and the defenders win. If there is at least one attacking model within the castle walls, go to B).

B) Carry on playing until one side wins. The defenders win if there are no attacking models within the castle at the end of any turn. The attackers win if the number of models they have within the castle at the end of any turn outnumber the defending models by 4-1 or more.
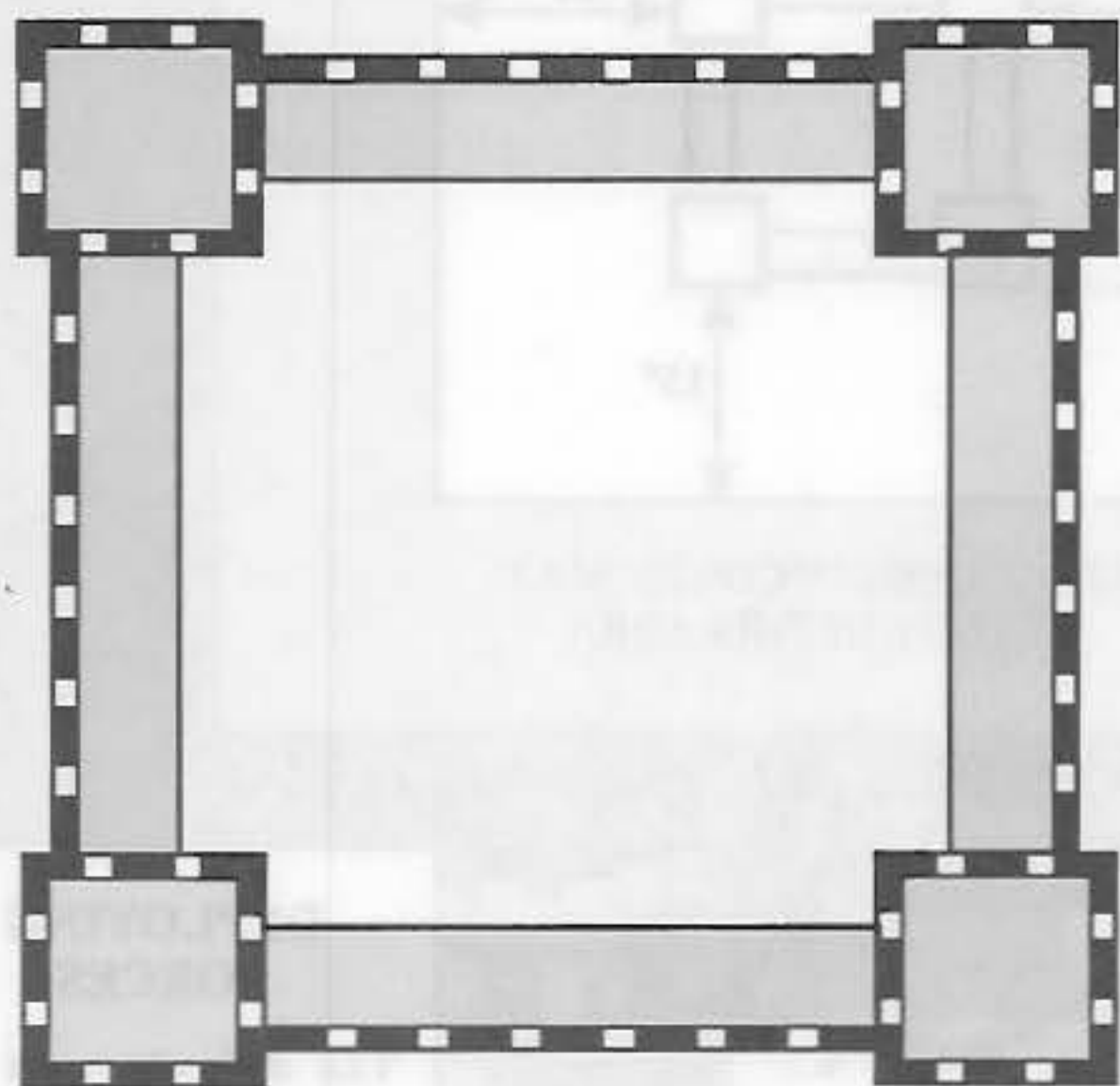
SETTING UP

The defender sets up the castle in the centre of one of the long edges of his half of the table, against the table edge. Place additional scenery using the normal rules. Armies are selected as normal, except that the points total of the defending army is *halved*. Thus a 3,000 point attacking army would be faced by a 1,500 point defending army. Although throughout this article the rules will refer to a game played using a castle which consists of four walls and four tower arranged and positioned as shown in the deployment diagram below, it is possible to play games using different castles. Indeed after reading part 1 you may have acquired a completely different castle, so please feel free to use any castle you have built or purchased, simply apply the rules to your castle.

More adventurous gamers, might like to experiment using different layouts for their castle. Some of these are detailed below. The main point which you should bear in mind is that the attackers must be able to deploy their troops on all three sides of the table.
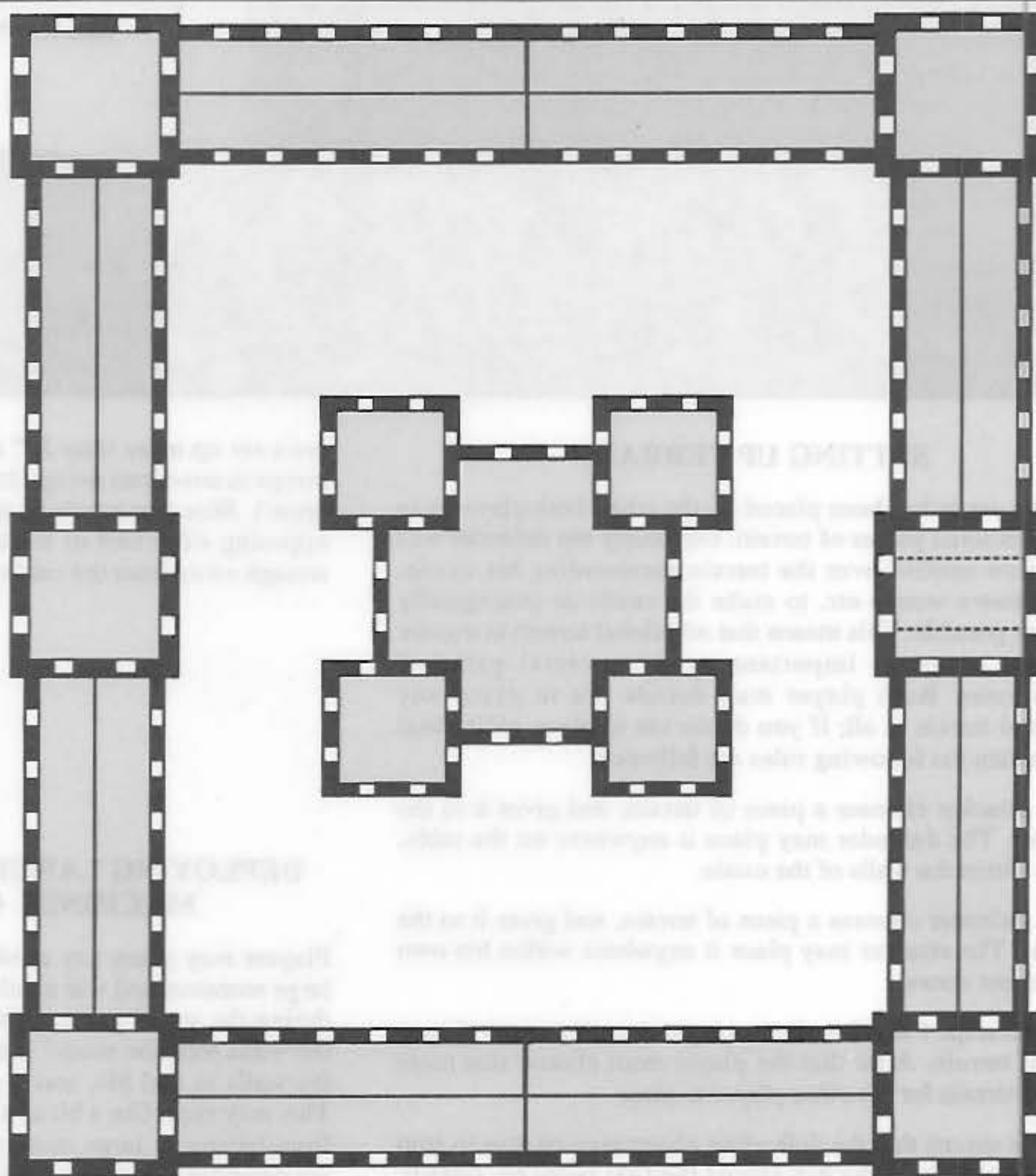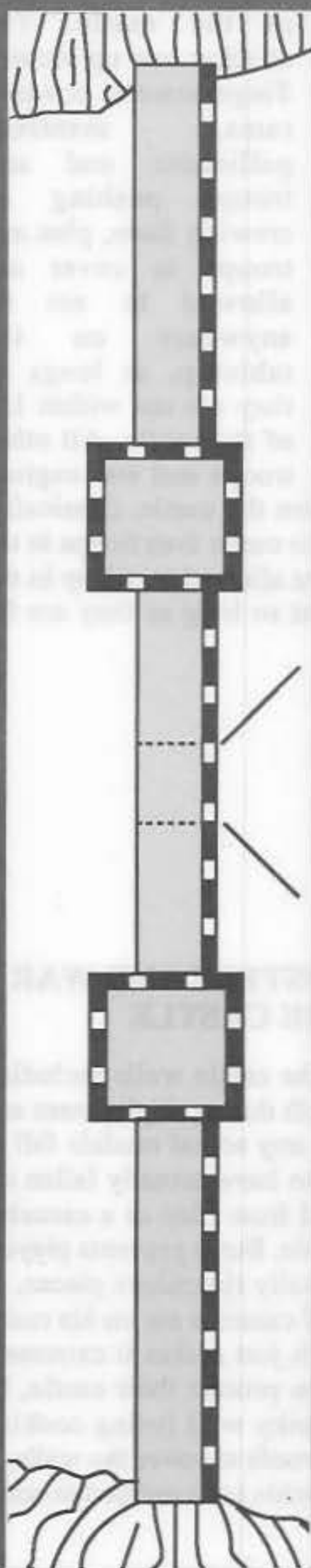
Top: A Basic fort for use in normal siege games, on a 8' * 4' table and 2000 to 3000 points of attackers. Bottom left: A Mountain Hold, ideal for small siege games, played on 4' * 4' table. Above: A truly huge castle, this consists of a keep and an outer wall, creating a bailey. This castle is ideal for games with in excess of 5000 points of an attackers.

This photo shows a game of siege set and ready to play. The Defenders deploy within the castle walls, whilst the attackers deploy on all three remaining sides of the table. Attackers with mantlets, Siege Engines and troops in cover may deploy closer to the walls.

ATTACKERS IN COVER MAY DEPLOY IN THIS AREA
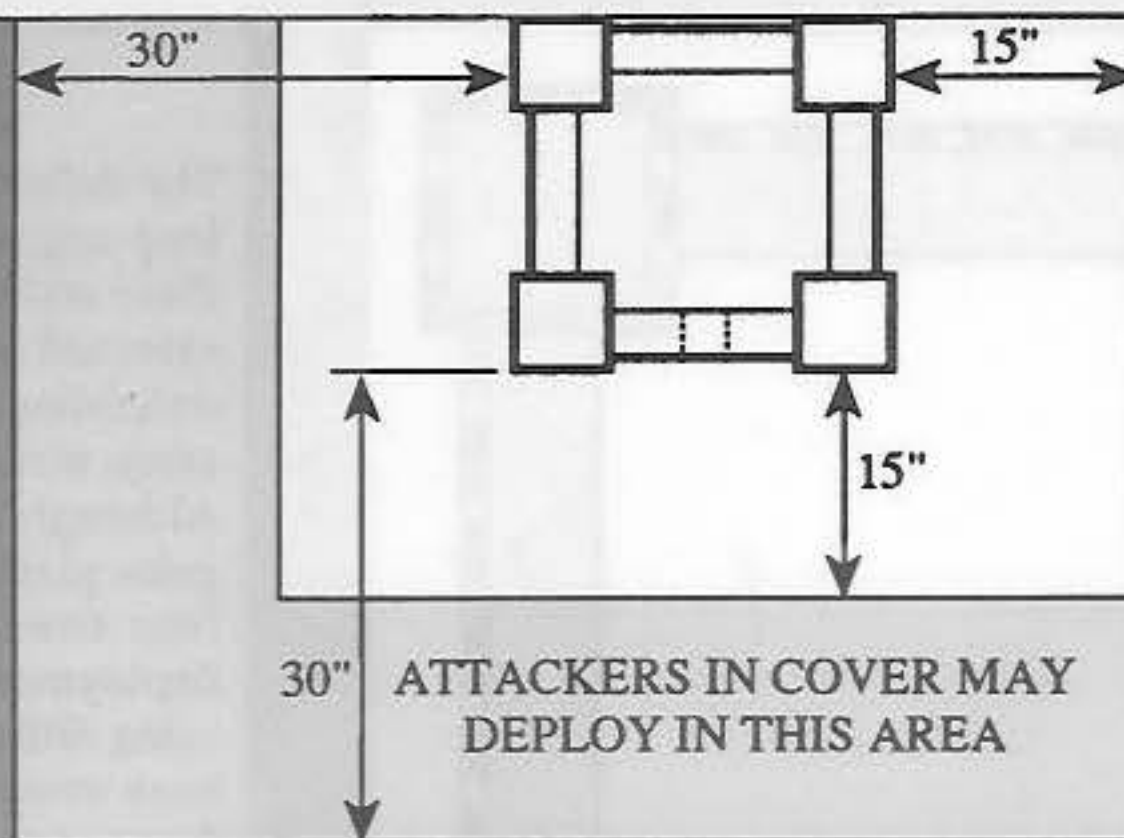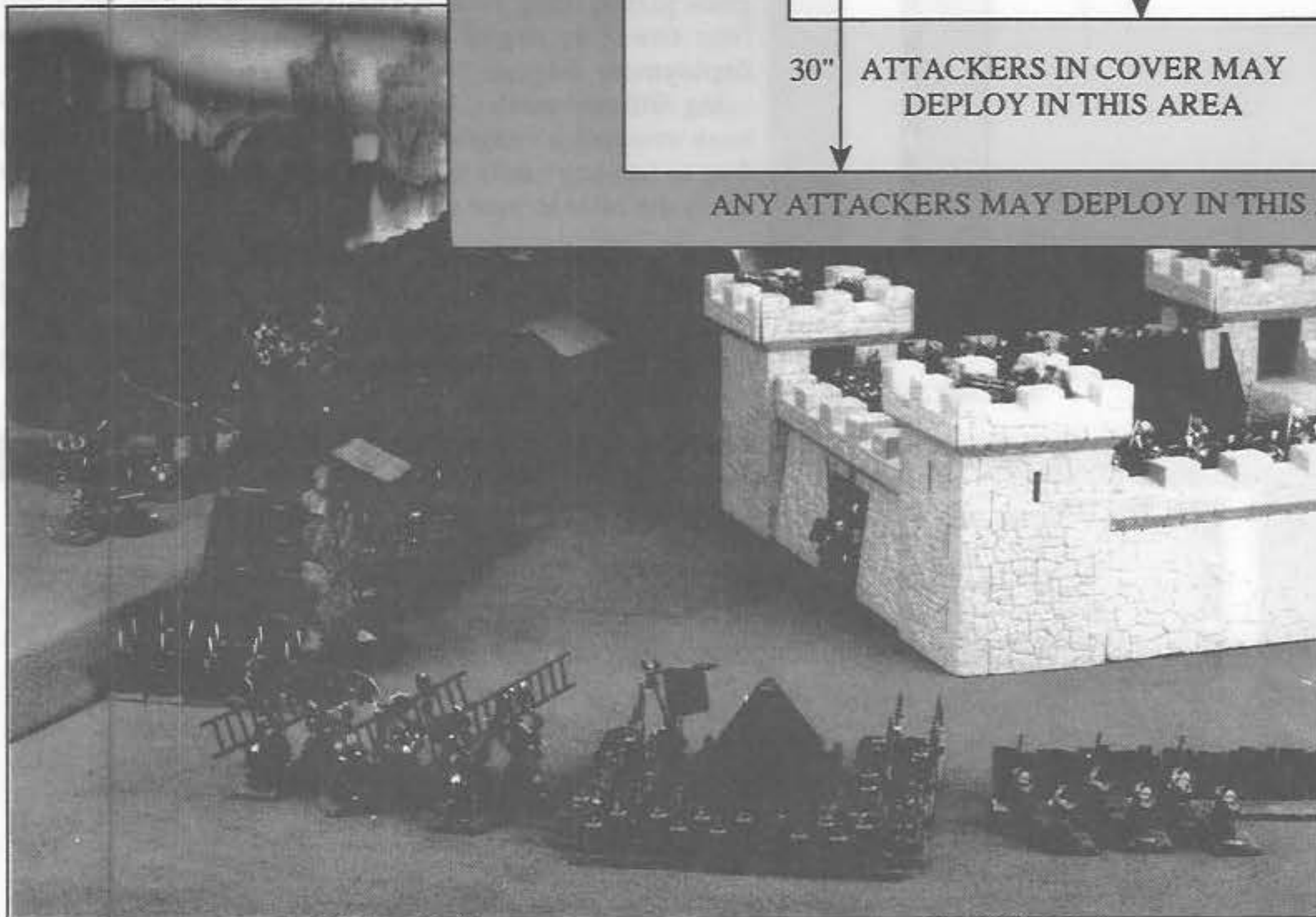
ANY ATTACKERS MAY DEPLOY IN THIS AREA

DEPLOYING FORCES

The defenders set up their models first, and they must all be placed in the castle. The attacker sets up second. Siege towers, covered rams, mantlets, pallisades and any troops pushing or crewing them, plus any troops in cover are allowed to set up anywhere on the tabletop, as longs as they are not within 15" of the castle. All other troops and war engines must set up more than 30" away from the castle. (Basically, troops in cover can set up closer to the castle than troops in the open!). Note that attacking troops *are* allowed to set up in the opposing sides half of the table, just so long as they are far enough away from the castle itself.

SETTING UP TERRAIN

Once the castle has been placed on the table, both player may place additional pieces of terrain. Obviously the defender will have more control over the terrain surrounding his castle, cutting down woods etc. to make the castle as strategically strong as possible. This means that additional terrain in a game of Siege is not as important as in a normal game of Warhammer. Both player may decide not to place any additional terrain at all; If you do decide to place additioanal terrrain then the following rules are followed.

1) The attacker chooses a piece of terrain, and gives it to the defender. The defender may place it anywhere on the table, except within the walls of the castle.

2) The defender chooses a piece of terrain, and gives it to the attacker. The attacker may place it anywhere within his own deployment zones.

3) Repeat steps 1 and 2 until one player doesn't want to place a piece of terrain. After that the player must choose one more piece of terrain for the other player to place.

NB. This means that the defending player may choose to stop placing terrain after he has placed the first piece of terrain. The attacking will now be able to place a piece of terrain chosen by the defender, thereby causing only two pieces of terrain to be placed on the table.

For details of what constitutes a piece of terrain, see the Warhammer Rulebook.

DEPLOYING LARGE MONSTERS AND WAR MACHINES ON THE CASTLE

Players may place any models on the castle walls including large monsters and war machines, both during deployment and during the actual game. However if any actual models fall of the walls then the model is deemed to have actually fallen off the walls in real life, and is removed from play as a casualty. This may seem like a bit of a harsh rule. But it prevents players from balancing large monsters in totally ridiculous places, or the defender having row upon row of cannons etc on his castle walls. Well it doesn't prevent them, it just makes it extremely risky. Defenders can use this rule to protect their castle, by embellishing the ramparts with a spiky wall (using cocktail sticks) or even as far as constructing roofs to cover the walls. If the defender has gone to this much touble he is entitled to some benefit!

MOVING IN AND FIGHTING AROUND CASTLES

The following new rules are quite complicated, but they are vital if you are going to play siege games because they give units the flexibility they need in order to move around in the confines of a castle. Because these new rules are so important you should read them a couple of times to make sure that you understand them completely, and study the examples very closely.

Shooting

Games of Siege involve a lot more cover than a normal game of Warhammer. Most shooting will involve troops on walls shooting at attackers behind mantlets and pallisades. Under the normal rules this would make it impossible to hit, because by the time all the modifiers have been applied rolls of 7 or more would be needed to hit. However for the purpose of siege games such shots may hit as long as the score needed is not 10 or more. The shooter must first roll a 6. If successful the shooter is entitled to a further roll and requires the score indicated on the chart below. If this second roll is successful the shot has hit. If the initial score required is 10 or more the shot cannot hit.

Roll Required to hit	7	8	9	10+
D6 score needed	4+	5+	6+	Cannot Hit

Moving

It simply isn't possible for rigid formations of troops to move around a castle's walls and towers, and so only troops that are in skirmish formation may enter such terrain. In order to allow ordinary troops as well as skirmishers to move around a castle, in a siege game *any* unit may go in to skirmish formation (see the notes on Skirmish Formation below).

The rules for fighting inside buildings in the Warhammer rulebook do *not* apply to fighting in or around a castle. Instead, only models that are in base to base contact with an enemy model may fight, and they do so using the normal Warhammer rules. Combat results are also worked out as normal too, except that none of the usual modifiers apply to the combat result (i.e. don't count any rank bonuses or banners etc.).

Skirmish Formation

A unit that is in skirmish formation moves as a lose group, and models may be positioned up to 2" from each other. A number of special rules apply to units in skirmish formation, as described on page 91 of the Warhammer rules, and all these rules apply to units that go into skirmish formation during a siege. In addition, the following new rules apply to units in skirmish formation when playing siege games. (There is no reason why you shouldn't use these new rules in a normal game of Warhammer as well, just as long as your opponent agrees that it is OK before the game starts.)

A) Models in skirmish formation are moved *individually*, rather than as a unit. This means that models that are not directly engaged by the enemy (i.e. that are not in base to base contact with an enemy model) are allowed to move or fire missile weapons, even if other models in the same unit are already engaged in combat. This also allows some models in a unit to charge while others run or move normally, or for some models to fight in hand to hand combat while others fire missile weapons. However, all of the models of a unit in skirmish formation must *finish* their move within 2" of at least one other model from the same unit.

B) Models in skirmish formation that are not directly engaged in combat may be fired at by enemy missile troops, even if other models in the target unit are engaged in combat. This rule allows enemy missile troops to fire on any model in skirmish formation that is not directly engaged in hand to hand combat - which is only fair as rule A) above will allow the skirmishing model to shoot back if it has a missile weapon!

C) Models from a unit in skirmish formation that are separated from each other by a ladder or stairway are always considered to be within 2" of each other for the purposes of unit coherency, even if the actual distance is greater. (This saves players from having to balance models on ladders or stairways - an often frustrating and usually near-impossible task!).

D) Units in open order only receive the -1 to hit modifier if all of the models in the unit are at least 1" apart. If any of the models in a unit are closer than an 1" apart then there isn't enough room for them to dodge around, and so the -1 to hit modifier does not apply.

Due to the nature of the terrain in a castle or fortification, units of troops are going to get split up at some point or another as they move and - more importantly - fight in and around the castle's walls and towers. Although a player is not *voluntarily* allowed to split a unit up, casualties and battle damage to the castle may cause this to happen through no fault of the player. If a unit gets split up then the player must attempt to reform it in the next movement phase. If this is impossible (and quite often it will be, thanks to things like collapsing castle walls and interposing enemy models) then the unit must attempt to reform as soon as possible, but is otherwise allowed to move and fight as normal. While a unit is split up the various sub-groups that make up the unit take psychology and break tests separately, which means that it is possible for part of a unit to break and flee while another part does not. In such circumstances sub-groups below 25% of the original strength of the unit *as a whole* cannot be rallied, as noted on page 35 of the Warhammer rulebook.

For example, a unit with a starting strength of 16 models suffers 10 casualties, reducing it to 6 models, and then gets split into two sub-groups of 3 models each. If either of the 3 model sub-groups is broken then they cannot rally, as they are below 25% of the units starting strength (25% of 16 is 4 models).

A Note On Fleeing
Although the Warhammer rules don't specifically state it, models may not move closer than 1" to an enemy model as they flee. Fleeing models that have their retreat path blocked by enemy models surrender and are removed as casualties. In a normal Warhammer battle this rule will have very little effect, as there is normally plenty of room for models to flee around enemy units. In the restricted confines of a castle it becomes much more important, and you will often find that units that flee will be eliminated as they have nowhere to run...
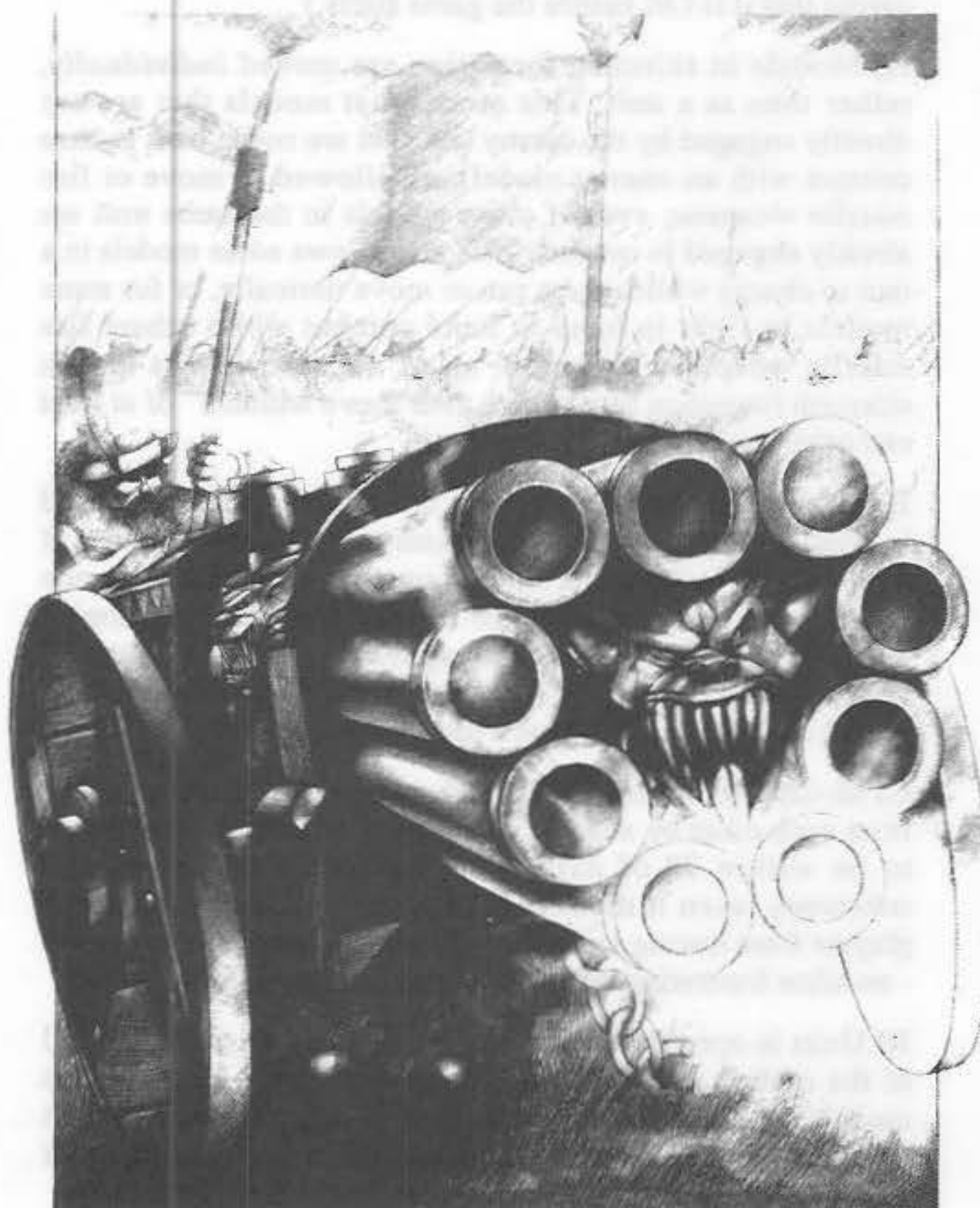
SIEGE EQUIPMENT AND WAR ENGINES
Both the attacker and defender are allowed to use a number of new items in a siege game, and these are described below. However, before we move on to the new rules, we need to expand the rules for some existing weaponry...

Knocking the Walls Down
Castles are very difficult to destroy although the attacker may try to attack them with War Machines, large monsters or magic for example. Therefore each section of wall and each tower has have a profile like a creature with a Toughness value and a number of wound which they can sustain before being destroyed. Models attacking the castle in hand-to-hand combat hit automatically and models firing missile weapons at the castle gain the +1 bonus for firing at a large target. If the castle is hit by a stone thrower, then it is hit automatically if the central hole in the template covers the castle and no other model. If another model is covering the central hole in the template, or the castle is only covered by part of the template then it is only hit on a 4+.

If a gate is reduced to 0 wounds then it is destroyed and removed from the table, allowing the attackers free access to enter the castle via the gateway.

SECTION	TOUGHNESS	WOUNDS
Wall	10	10
Tower	10	10
Gates	8	5

Bouncing Balls and Castle Walls
A cannon ball is fired over a fairly flat trajectory, unlike a stone thrower's rock or a mortar's bomb both of which fly high into the air before they crash back to earth. Because of its flat trajectory a cannon ball will tend to smash into tall obstacles like castle walls and towers, rather than fly over them. To represent this, if line of fire of a cannon ball is obstructed by a castle wall or tower (or anything else more than 2" tall) then the cannon ball will hit the obstruction and not travel any further. A cannon ball that hits an obstruction does not bounce.

For example, a player is firing a cannon at a castle that is 24" away. He declares that he will fire the cannon ball to a range of 36", and then rolls the artillery dice which comes up with a 4, adding 4" to the range estimate. This means that the cannon ball would normally travel 40" before it hit the ground and bounced. However, the cannon ball's line of fire is blocked by the castle wall only 24" away, so the cannon ball hits the castle wall and does not travel any further. Astute readers will have already realised how easy this makes it for cannon to hit castle walls and towers.

Sometimes a player will want to hit a target that is part of a wall or tower, such as a gateway. Such targets are only hit if the cannon ball *bounces* into them. Overshoots hit the wall or tower rather than anything built into them.

SIEGE TOWERS

A Siege tower is a large mobile tower, generally made out of wood. The Siege tower is pushed up against the walls of the castle, so that the attackers can gain access to the ramparts.

USING SIEGE TOWERS

The attacking army may include any number of siege towers at 50 points each. Because even the models pushing siege towers count as being in soft cover, the Siege Tower and any units on board and the unit pushing it may be deployed closer to the castle than models in the open (see setting up above).

MOVEMENT

The Siege Tower is pushed and dragged by the warriors around it. At the start of the battle the Siege Tower must be placed in a unit of at least eight models and counts as part of that unit for the rest of the battle. As long as there are at least eight models around the Siege Tower they can move it up to their normal move rate. The unit pushing the Siege Tower moves like a normal infantry unit, with the exception that it may not march move, turn, charge or cross obstacles. If the number of models around the Siege Tower drops below eight the Siege Tower is slowed by 1" for every model below the minimum. So if there were only 7 humans pushing the Siege Tower it would move 3", six models could move 2" and so on.

ATTACKING THE SIEGE TOWER

Models in base-to-base contact with the Siege Tower may attack it in hand-to-hand combat. All attacks automatically hit the tower, resolve damage as normal.

Because the Siege Tower is so much larger than the unit surrounding it, it can be singled out as a target by troops firing missile weapons. Troops firing at the Siege Tower also get the +1 to hit for shooting at a large target.

Hits from the shooting are randomly allocated between the models on board and the Siege Tower as shown on the chart below. For each hit scored roll a separate dice and then resolve damage against the part that has been hit.

HAND-TO-HAND

1-2	Models on Board*
3-6	Siege Tower

* If there are no models on board then count the hit against the Siege Tower.

The Siege Tower has its own Toughness, wounds and other characteristics as shown below.

The Siege Tower may continue to operate whilst it still has wounds remaining. Once it is reduced to 0 wounds it is considered inoperable. It may not be moved and troops may not use the Siege Tower to gain access to the castle walls. Any troops inside a Siege Tower when it is destroyed must make their basic saving throw to avoid being killed by falling timbers.

HAND-TO-HAND COMBAT

The unit pushing the Siege Tower may not charge into hand-to-hand combat. If the unit pushing the Siege Tower is engaged in hand-to-hand combat by the enemy, models on board the Siege Tower may not fight in hand-to-hand combat. The unit pushing the Siege Tower may fight as normal.

FLEE AND PURSUIT

If the unit pushing the Siege Tower flees, they will abandon the Siege Tower, leaving it immobile until they rally or another unit turns up to push it. The unit pushing the Siege Tower may pursue, but to do so they will have to leave the Siege Tower, leaving it immobile until they or another unit turns up to push it. If the unit does not wish to pursue then they do not have to pass a Leadership to do so.

SIEGE TOWER ATTACK

Siege Towers normally have a ladder on the back. These are climbed up and down in the same way as the ladders described earlier. Siege Towers may only be moved or climbed up by models that are in skirmish formation. Models in the Siege Tower may fire missile weapons to any targets to which they can draw a line of sight using the normal rules. Once the Siege Tower reaches the castle walls models can move over the assault bridge at the top of the tower and onto the castle or into hand to hand combat using the normal rules for movement. Models defending the castle do *not* get the benefit of defending an obstacle against opponents on a siege tower. Defending models from the castle can move into a Siege Tower if they wish and are able.

SIEGE TOWERS AND WAR MACHINES

As with chariots, when you are firing at the Siege Tower with a stone thrower or any other weapon or attack which uses a template, it is possible to hit the Siege Tower and models on board depending where the template is placed. The Siege Tower and each individual crew member count as a seperate target and may be hit if covered by the template, just like individual models in a larger unit. Weapons like cannons and bolt throwers will strike just one part of the Siege Tower - roll for location as for other missile weapons.

PROFILE

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Siege Tower	-	-	-	-	8	6	-	-	-

Siege Towers cost 50 points each and are paid for from the Siege Equipment allocation of your army.

WHEELED RAMS

A wheeled ram is exactly the same as a standard ram, except that it is fitted to a large wheeled carriage. The carriage has a roof to protect the attacker from rocks and boiling oil. This confers a number of advantages. Firstly, the ram can be moved more easily. Secondly, a larger, heavier ram can be used, inflicting more damage upon the castle walls. The Wheeled Ram is moved in a similiar manner to the Siege Tower.

USING WHEELED RAMS

The attacking army may include any number of Wheeled Rams at 35 points each. Because even the models pushing Wheeled Rams count as being in soft cover, the Wheeled Ram and the unit pushing it may be deployed closer to the castle than models in the open (see setting up above).

MOVEMENT

The Wheeled Ram is pushed and dragged by the warriors around it. At the start of the battle the Wheeled Ram must be placed in a unit of at least eight models and counts as part of that unit for the rest of the battle. As long as there are at least eight models around the Wheeled Ram they can move it up to their normal move rate. The unit pushing the Wheeled Ram moves like a normal infantry unit, with the exception that it may not march move, turn, charge or cross obstacles. If the number of models around the Wheeled Ram drops below eight the Wheeled Ram is slowed by 1" for every model below the minimum. So if there were only 7 humans pushing the Wheeled Ram it would move 3", six models could move 2" and so on.

ATTACKING THE WHEELED RAM

Models in base-to-base contact with the Wheeled Ram may attack it in hand-to-hand combat. All attacks automatically hit the Ram, resolve damage as normal.

Because the Wheeled Ram is so much larger than the unit surrounding it, it can be singled out as a target by troops firing missile weapons. Troops firing at the Wheeled Ram also get the +1 to hit for shooting at a large target.

Because the Wheeled Ram has no models on board, all hits from shooting will hit the Ram itself. The Wheeled Ram has its own Toughness, wounds and other characteristics as shown below.

The Wheeled Ram may continue to operate whilst it still has wounds remaining. Once it is reduced to 0 wounds it is considered inoperable. It may not be moved and troops may not use the Wheeled Ram to knock the castle walls down.

HAND-TO-HAND COMBAT

The unit pushing the Wheeled Ram may not charge into hand-to-hand combat. If the unit pushing the Wheeled Ram is engaged in hand-to-hand combat by the enemy, the unit pushing the Wheeled Ram may fight as normal.

FLEE AND PURSUIT

If the unit pushing the Wheeled Ram flees, they will abandon the Wheeled Ram, leaving it immobile until they rally or another unit turns up to push it. The unit pushing the Wheeled Ram may pursue, but to do so they will have to leave the Wheeled Ram, leaving it immobile until they or another unit turns up to push it. If the unit does not wish to pursue then they do not have to pass a Leadership to do so.

WHEELED RAM ATTACK

Once the ram is in contact with a wall, tower or gate the models pushing the ram may used it to attack the castle walls. This attack is dealt with in the hand to hand combat phase. A ram hits automatically and has a strength equal to the number of models operating it, up to a maximum of 8 for a Wheeled Ram. A ram causes D3 wounds per hit. The ram may not be operated if the unit is engaged in hand-to-hand combat.

As with chariots, when you are firing at the Wheeled Ram with a stone thrower or any other weapon or attack which uses a template, it is possible to hit the Wheeled Ram and models on board depending where the template is placed. The Wheeled Ram and each individual crew member count as a seperate target and may be hit if covered by the tmeplate, just like individual models in a larger unit. Weapons like cannons and bolt throwers will the Wheeled Ram and the unit as normal.

PROFILE

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Wheeled Ram	-	-	-	-	8	4	-	-	-

Wheeled Rams cost 35 points each and are paid for from the Siege Engines allocation of your army.

Wheeled Rams may be 'built into' a siege tower. Pay the normal points for the ram. It is moved with the siege tower and doesn't require any extra models to move it. Models on the same level of the tower as the ram may use it to attack the castle as described above.

OTHER SIEGE DEVICES

Ladders

The attacking army may take any number of ladders at a cost of 5 points each. Only models in skirmish formation can carry and/or climb ladders. Four or more models can carry a ladder and move normally. 3 models will move 3/4 speed, 2 models 1/2 speed, and 1 model at 1/4 speed. Models *may* march move or charge while carrying a ladder, but they must sling any weapons or shields that they have, and so they may not fire missile weapons and do not receive the benefit of the shield if they are fired on by enemy missile troops. If they are charged by the enemy then they drop the ladder and draw their weapons and shields, so they can fight normally in hand to hand combat.

A ladder may be stood up for free - as long as there is a wall to balance it against, of course! - and models can start to move up it in the same turn. Measure the height of the wall to see how much of a model's move it takes to climb the ladder. Note that although ladders count as difficult terrain in the Warhammer rules, the distance is *not* doubled because the model climbing the ladder is in skirmish formation and can ignore terrain penalties. Models must stop at the top of the ladder if there are any enemy models within 1". If there are no enemy models nearby, then the model may move off the ladder and may carry on moving if it has any movement left.

Fighting an enemy while balanced on a wobbly and rather crudely built ladder is not easy! To represent this, models standing on ladders must roll a 6 to hit an opponent in hand to hand combat. If by some miracle a model on a ladder manages to kill his opponent, then the model is *immediately* allowed to advance off the ladder and into the space occupied by the enemy model (breathing a hearty sigh of relief as he does so, I'm sure!). This free advance is made out of the normal sequence, and doesn't effect the models ability to move in any subsequent movement phases. Note that large models may need to kill several opponents in order to clear enough space to follow-up in to.

Models standing on a ladder that are forced to flee are automatically killed and the ladder they were on is pushed down and destroyed. Opposing models may *not* pursue down a ladder! One final point, in order for a model to fight on a ladder, there must be another friendly model at the base of the ladder to hold it steady. If there isn't another model holding the ladder steady, and the model standing on the ladder rolls a 1, 2 or 3 on *any* of its 'to hit' dice rolls, then the ladder falls over and the model on it takes a strength 4 hit with a -1 saving throw modifier as he comes crashing to the ground!

Mantlets and Pallisades

Mantlets and pallisades are wooden barriers about the height of a man (or an Orc, or an Elf, or even a Dwarf), which are used by attacking troops to shield them from missile fire. The mantlet is the smaller of the two, only being large enough to provide cover for two models, but benefits from the fact that it can be moved about. Pallisades are much larger and can provide cover for an entire unit, but may not be moved.

The attacking army may take any number of mantlets at a cost of 5 points each, and any number of 6" lengths of palisade at 10 points each. Models behind mantlets or pallisades count as being in hard cover, and may set up closer to the castle than models in the open (see setting up above). Mantlets can be pushed 4" a turn by 2 models, or 2" turn by one model. A model that pushes a mantlet may not march or charge in the same turn, but may fire missile weapons. Pallisades are permanent barricades and may not be moved after they have been set up. These are ideally used to shield missile troops

Mantlets have a toughness of 6 and can take 1 wound. A 6" length of palisade has a toughness of 6 and can take 3 wounds.

Rams

A Battering Ram is one of the simplest Siege Engines, usually consisting of a chopped down tree. A Battering Ram may be carried by a unit in a similar manner to a ladder. Battering Rams cost 10 points each. Battering Rams may only be moved or used to attack by models that are in skirmish formation. Battering Rams may be carried 4" a turn by 6 models, 3" turn by 5 models, 2" turn by 4 models and 1" turn by three models. It may not be moved by less than 3 models. Models moving a Battering Ram are not allowed to march or charge, and may not fire missile weapons.

A Battering Ram hits the castle automatically and has a strength equal to the number of models operating it, up to a maximum of 6 for a Battering Ram. The ram causes D3 wounds per hit. The ram may not be operated if the unit is engaged in hand-to-hand combat.

Rocks and Boiling Oil

The defending player may purchase rocks at 1 point each and boiling oil at 10 points per cauldron.

Rocks should be represented by pebbles placed in and around the castle, which may be 'fired' only by models in base to base contact with the pebble. They may be used once and are then discarded. Rocks are dropped or fired like a missile weapon with a range of 1". They can be used by models as a stand and fire charge response to attacking models charging up a ladder. A model charging up a ladder is hit automatically by a dropped rock, and any other models that within 1" of the point where the rock lands are hit on a 4+. Any model that is hit takes a S4 hit with a -1 saving throw modifier.

Boiling oil works in a similar manner, except that it is represented by a cauldron, hits any model within 2" of the aiming point, and causes a S5 hit with no armour save allowed.

Rocks can be carried by a single model, but the model may not march or charge. It takes 2 models to carry a cauldron, and neither model may march or charge.
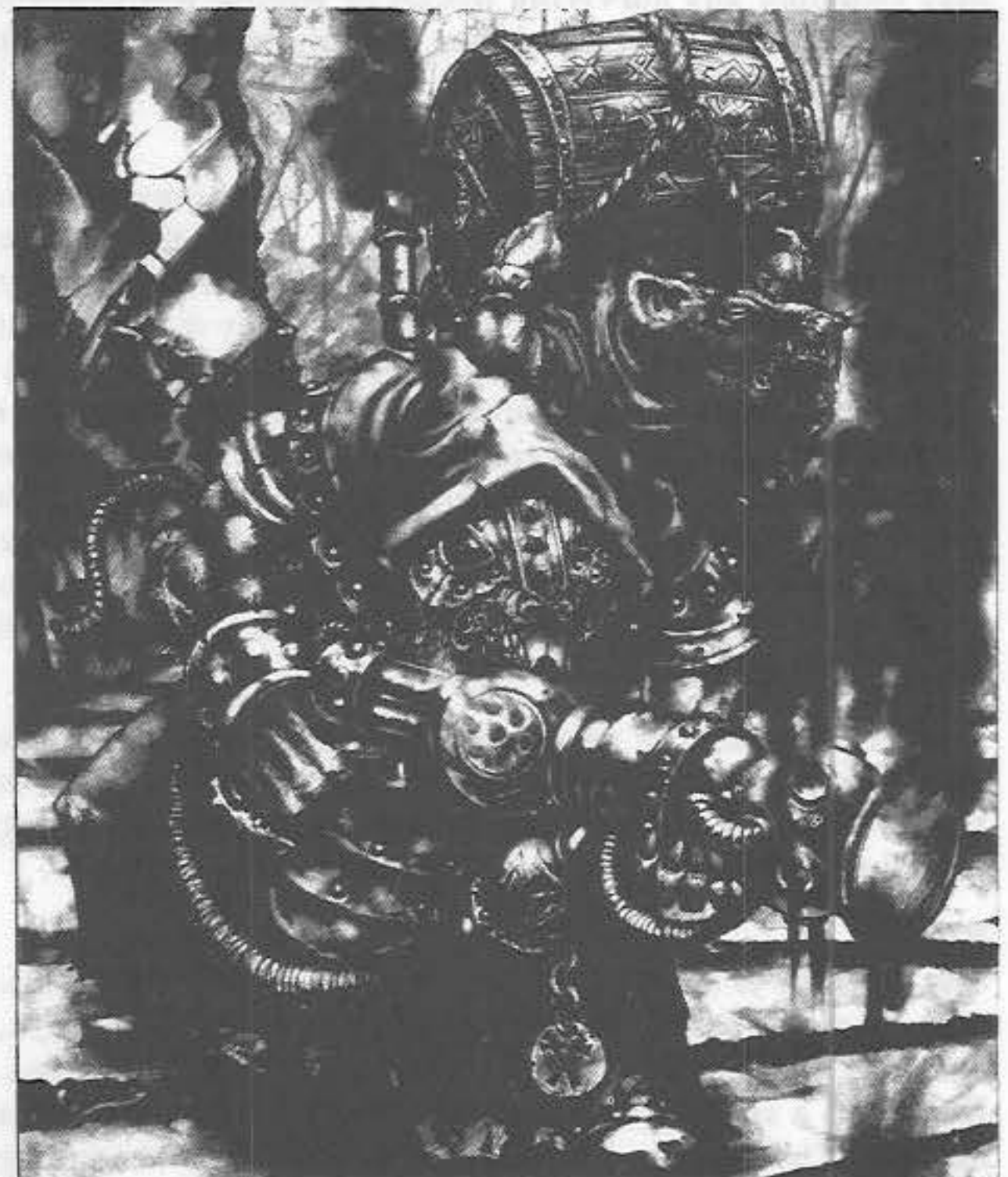
THE SIEGE CAMPAIGN

The rules above deal with launching a one-off assault. Of course most sieges go on for weeks, months or even years, and the only way to really capture the feel of a full-blown siege is to play a campaign.

Campaign sieges are divided into 2D6 days. After this time it is assumed that a relief force turns up and drives the besiegers away. (If you are taking part in Mighty Empires campaign, then there are 2D6 siege days between each Mighty Empires turn, and relief forces arrive when they do so on the map). Both sides select their forces and set up any scenery or troops in the same way as for a normal game as described above. Then play proceeds to the first day of the siege.

Each day is split into two parts: the *day time* when the attacker decides if he will either launch an *assault* or *bombard* the castle, and the *night time* when the defender may *repair* damage to the castle or *sally* forth.

Assault

The assault on the castle is carried out as described in the Siege rules above. If the defender loses then the siege is over and the attacker has won. If the assault is beaten off then both sides may redeploy any surviving troops or *mobile* war engines within their set up areas, and then play proceeds to the night time phase.

Bombard

Play out four turns using the normal Warhammer rules. However, during these four turns the only attacks that may be made are with War Engines, and no model is allowed to move in such a way that it ends up closer to the enemy than it was at the start of the move. Attacking cannon and mortars (or any other gun-powder using weapons) are limited to 2 shots per bombardment day, to represent the fact that gunpowder is rare and difficult to get hold of compared to stone-thrower and bolt thrower ammunition. The defender is limited to one attack with each war engine per bombardment day, because he has to preserve his ammo to last through out the entire siege and will not be able to gain any extra supplies.

Wizards may not cast spells during a bombardment, they are either weakened from their efforts and exertions inthe previous battle, or they are preparing themselves for the forthcoming assault where they will have to be on top form.

Repair

The defender is allowed to repair damage to the castle walls. For every 5 models in the castle (apart from monsters, daemons, etc) 1 point of damage to the castle may be repaired. However, a section may never have more than half of the damage it has suffered repaired in a single night, rounding

fractions down. For example, a wall that had suffered 5 points of damage could have 2 repaired on the first night, then (assuming it didn't suffer any more damage next day) it could have the 1 of the remaining 3 points repaired, and so on. Note that a section which has 1 point of damage may not be repaired any further (half of 1 = .5, which rounds back down to 1!). Walls, gates etc that have collapsed or been destroyed may not be repaired but can be barricaded. 5 models can build a barricade to cover 1 destroyed section. Barricades count as obstacles to attacking troops, and provide hard cover to defending troops that are sheltering behind them. They have a Toughness of 6 and can take 5 wounds before they are destroyed.

Sally

Instead of repairing damage the defenders can launch a suprise attack in an attempt to cause as much damage as possible to the attacking army. This is played out on the tabletop as a 3 turn mini-game. The defender is allowed to start the game with any castle gates or doors already open, moves first, and is allowed to *double* his normal move rate on the first turn to represent the element of surprise. Defending units that march or charge are allowed to move at *triple* the normal rate on the first turn. At the end of the third turn the game ends, and both sides may redeploy their troops within their normal set-up areas.

Casualties In A Campaign Siege

During a day keep any models that are removed as casualties to one side. Roll a D6 at the start of *each* day for any casualties suffered earlier in the siege. 1-2 = Dies from wounds, remove the model permenantly, 3-4 = Still recovering, the model remains a casualty, 5-6 = Recovered, return the model to play.

War Machines in a Campaign Siege

During a day, if any War Machines are destroyed, place them to one side. At the start of each day roll a D6 to determine if the machine has been repaired. 1-2 = Completely destroyed and removed permanently. 3-4 = Takes D6 days to fix, then ready for next battle. 5= Out for the next day. 6= Only a minor problem, fixed overnight and ready for next day.

SIEGE EQUIPMENT

In a Siege game, both the defender and the attacker may spend up to 25% of its points value as Siege Equipment from the lists below. For the Attacker these include ladders, rams and siege towers. For the Defenders these include large rocks to drop from the battlements and bubbling cauldrons of boiling oil.

SIEGE TOWERS...........................50 points each

The attacker's army may include any number of Siege Towers. Units to push and crew the Siege Tower should be purchased from the Regiments section of your army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Siege Tower	-	-	-	-	8	6	-	-	-

SPECIAL RULES: Any units placed inside the Siege Tower and the unit pushing the Siege Tower count as being in cover. The Siege Tower may therefore be placed closer to the castle than units in the open.

WHEELED RAMS........................35 points each

The attacker's army may include any number of Wheeled Rams. Units to push and crew the Wheeled Rams should be purchased from the Regiments section of your army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Wheeled Ram	-	-	-	8*	8	4	-	-	-

SPECIAL RULES: Any unit pushing the Wheeled Ram count as being in soft cover. The Wheeled Ram may therefore be placed closer to the castle than units in the open. A Wheeled Ram hits castle walls automatically and inflicts a hit of strength equal to the number of models operating it, up to a maximum of 8.

BATTERING RAMS....................10 points each

The attacker's army may include any number of battering rams. Battering rams are bought for units purchased in the Regiments section of your army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Simple Ram	-	-	-	6*	-	-	-	-	-

SPECIAL RULES: A Battering Ram hits castle walls and gates automatically, inflicting a hit of strength equal to the number of models operating it, up to a maximum of 6.

MANTLET.................................5 points each

The attacker's army may include any number of Mantlets. Mantlets are bought for infantry units purchased in the Regiments section of your army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Mantlet	-	-	-	-	6	1	-	-	-

SPECIAL RULES: Models behind Mantlets count as being in hard cover. Mantlets may be moved by 2 infantry models at their normal move rate and half rate by one model. A model that pushes a Mantlet may not march or charge.

PALISADES............................10 points/ 6" length

The attacker's army may include any number of Palisades. Palisades are bought for units purchased in the Regiments section of your army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Palisade	-	-	-	-	6	3	-	-	-

SPECIAL RULES: A Palisade provides hard cover for an entire unit, as long as the unit's frontage doesn't exceed the length of the Palisade. A Palisade may be placed closer to the castle, thereby allowing a unit to be placed closer to the castle.

LADDERS...5 points each

The attacker's army may include any number of Ladders. Ladders are bought for infantry units purchased in the Regiments section of your army list.

SPECIAL RULES: Ladders may be used by the attackers to gain access to the castle walls. For more details see the main rules.

ROCKS...1 point each

The defender's army may include any number of rocks. Rocks may be used by infantry units purchased in the Regiments section of your army list.

SPECIAL RULES: Rocks are treated like missile weapons with a range of 1". The rock may be thrown by any model in base-to-base contact with the rock. The rock inflicts a S4 hit with a -1 save on the target model and hits any models within 1" on D6 roll of 4 or more, also inflicting a S4 hit with a -1 save. For more details see main rules.

BOILING OIL...............................10 points each

The defender's army may include any number of cauldrons of boiling oil. The boiling oil may be used by infantry units purchased in the Regiments section of your army list.

SPECIAL RULES: The Boiling Oil is treated like missile weapons with a range of 1". The Boiling Oil may be thrown by any model in base-to-base contact with the cauldron. The boiling oil inflicts a S5 hit with a no armour saves allowed except for magic armour, on the target model and any models within 2" of the target model. For more details see main rules.

SPACE·HULK ™

ELDAR

Farseers, Aspect Warriors, Warlocks and Wraithguard in Space Hulk by Ian Pickstock

The Eldar are one of the most technologically advanced races in the galaxy, having surpassed needing clunky computers and electronics. The Eldar make use of psychic networks and the captured spirits of fallen Eldar to power their machines and enhance their troops. Just like the Imperium, the Eldar Craftworlds face the problems of combating the menace of Space Hulks. Lacking the protection and fire power of the Adeptus Astartes' Terminator squads, the Eldar use their great variety of Aspect Warriors do deal with the Genestealer threat in a totally unique way.

In this article I will cover full rules for using Dire Avengers, Fire Dragons, Striking Scorpions, Howling Banshees and Dark Reaper Aspect Warriors. Plus rules for Exarchs, Farseers, Warlocks and Wraithguard. These rules will allow you to include Citadel's large range of Eldar figures in your games of Space Hulk. Unfortunately due to the size of this article there isn't room to include a mission or a campaign. I suggest that you should experiment with the Eldar in existing missions, or even event your own. If you have any suggestions or maybe even a mission or campaign of your own, feel free to send them to the Journal.

FARSEERS

The most powerful seers of all are the Farseers, of which every craftworld only has very few. They do not normally wake, but spend their time in a state of trance, their spirits roaming at will through the Wraithbone, directing the psycho-energy flow throughout the entire Craftworld. Their visionary skills enable the Eldar to avoid dangers that beset Craftworlds, exploring possible future paths that lie ahead and determining how those paths may be altered. Eldar Farseers do not normally fight in the Eldar's wars but in times of great need his incomparable powers will be employed. When the Eldar come in to contact with Space Hulks a Farseer is rarely needed in the actual combat, but a Farseer will always control the Eldar assault from the security of the Craftworld. In the Craftworld it is possible for the Farseer to draw on the great powers of the Wraithbone and the Dome of Crystal Seers to aid him in determining the nature of the enemy they face and how best the Eldar can neutralise them.

In Space Hulk Eldar forces do not have Command Points, instead they call on the powers of their Farseer to guide them. The Farseer acts a little bit like a Space Marine Commander, monitoring the force's progress and directing the overall strategy. The main difference is that instead of monitoring the force using scanners and the mothership computers, a Farseer uses his psychic powers and the Wraithbone to monitor the force on both the physical and the psychic plane. The Farseer is able to help by predicting the future and using his psychic powers to either enhance his forces or reduce the effectiveness of the enemy or even to use a powerful psychic power to directly prevent the enemy's actions.

The Farseer is represented by a deck of special cards, each card has a particular action on it that the Farseer can perform to assist the Eldar force. Before the game begins shuffle the deck of cards and place them face down in the middle of the table. At the beginning of the Eldar player's turn he should roll a D6. The number rolled is the number of cards which the Eldar player can take. The Eldar player should study his hand for a few seconds and decide which one of the cards he is going to use that turn. After he has decided the unused cards should be placed face up in a discard pile. The Eldar player should hold on to the card. He can play the card at any time in either this Eldar turn or his opponent's following turn. If at the end of his opponent's following turn the card is still unused then it is wasted and should be placed in the discard pile.

Once all the cards are in the discard pile you should shuffle them again and continue using them as before.

BATTLE FATE

The Farseer examines the skeins of probability to try to determine which courses of action will give a single squad the best chance of success. Choose any squad on the board. All the members of that squad get a +1 modifier applied to all their shooting and close combat rolls.

FORCE OF ASURYAN

The Farseer calls upon the powers of an ancient spirit to enhance his forces fighting potential. Choose any squad in your force and roll a dice. The number rolled is the number of bonus APs which can be expended by that squad, they can be spent in your own turn or in the opponent's turn like CPs.

GUIDE

The Farseer reaches into the mind of one of the Eldar in his force and guides him as he fires his weapon. Choose any Eldar model on the board, when that model makes a firing action the shot kills or destroys it's target on a roll of 2 or more. The affected Eldar may make no other shooting action this turn.

DOOM

The Farseer searches for the thread of destiny that spells the destruction of a single enemy model. Choose any enemy model on the board. All ranged and close combat attacks made against the model receive a +1 modifier to their rolls.

TEMPORAL WEAVE

The Farseer locates the thread of time of which one of the enemy models destiny is tied to. Using his great power the Farseer disrupts the time thread, causing the enemy model to become unwoven from time itself. Choose one enemy model on the board. For this turn it may make no action. Although it can defend itself in close combat.

STORM OF SILENCE

The Farseer calls upon the Howling Banshee Aspect Shrine to assist him. He is answered by Jain Zar the Phoenix Lord of the Howling Banshee who invigorates her warrior maidens with a blood curdling battle cry. Choose any one Howling Banshee on the board. That Howling Banshee gets double APs for that turn.

SHADOW STALKER

The Farseer calls upon the Striking Scorpion Aspect Shrine to assist him. He is answered by Karandras the Phoenix Lord of the Striking Scorpions who imbues his warriors with the skill of stealth, muffling their movements and casting powerful illusions about them. Choose any Striking Scorpion Squad. For this turn, if any overwatch attacks are made against them, then they can force the opponent to reroll one of their dice per overwatch shot.

TEMPORAL WEAVE

The Farseer locates the time thread of one of his Eldar, he weaves the thread so that it seems that the Eldar is moving twice as fast as normal. Choose any one Eldar model on the board. For this turn that Eldar may either move, shoot or close combat for half the normal APs. All other actions cost normal APs.

FARSEER
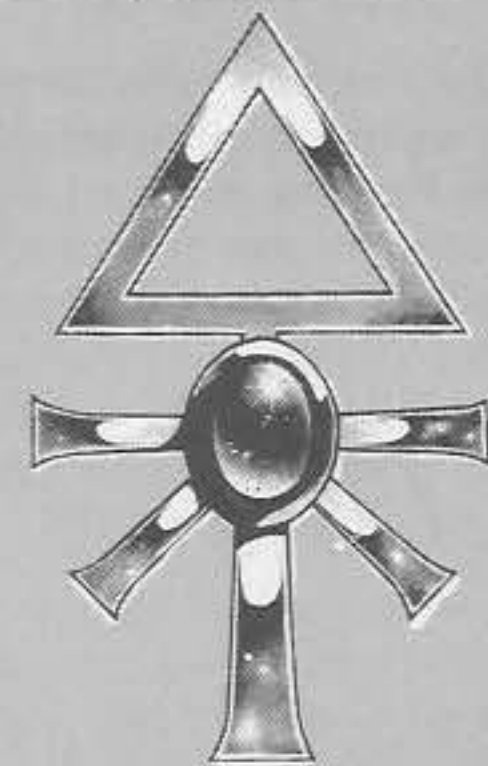
FARSEER

MIND WAR

The Farseer reaches out and attempts to single out the source of enemy psychic power. Once he has found it he blasts it with a bolt of psychic energy. This temporarily disorientates the enemy's command and makes them act slow and without purpose. The opposing player must complete their turn in 2 minutes, even if normally they don't have a timed turn. If they have any models which give them bonuses to the timer then they are ignored for this turn.

FORCE OF ASURYAN

The Farseer calls upon the powers of an ancient spirit to enhance his forces fighting potential. Choose any squad in your force and roll a dice. The number rolled is the number of bonus APs which can be expended by that squad, they can be spent in your own turn or in the opponent's turn like CP's.

MIND WAR

The Farseer reaches out and attempts to nullify hostile psychic powers by blasting the source psykers mind. Any psychic powers in play at present are nullified and removed from the board, they have no further affect on the game, unless the power is played again.

MIND WAR

The Farseer attempts to make it very difficult for enemy psykers to use their powers by bombarding them with confusing illusions and forcing their minds to solve inconsequential problems. All psykers must pay double APs or CPs to use a power. If the rulebook states that a power costs 0 APs to use, then the psyker must pay 1 AP to use it.

CRYSTAL SEER

The Farseer calls upon the power of one of the ancient Farseers in the Dome of the Crystal Seers to enhance his power. The Farseer may retain this card and keep it to play at any time in the game. When the card is played the Farseer may take the next card in the deck and use it this turn, this is in addition to any card that the Farseer may use that turn.

SPIRIT SEER

The Farseer calls upon the power of the Wraithbone to invigorate all Spirit Stones. All Wraithguard on the board receive 1 bonus AP, which they can be spent in your own turn or in the opponent's turn like a CP.

FORCE OF ASURYAN

The Farseer calls upon the powers of an ancient spirit to enhance his forces fighting potential. Choose any squad in your force and roll a dice. The number rolled is the number of bonus APs which can be expended by that squad, they can be spent in your own turn or in the opponents turn like CP.

PHOENIX SPIRIT

The Farseer calls upon the Wraithbone to allow him to re animate a recently fallen Eldar. The Eldar player may select one Eldar model (not Wraithguard) that has been killed in the game. The Eldar may be placed anywhere on the board as long as it is in a square adjacent to an Eldar model. That model may make an immediate action with D6 action points, using any weapon and special abilities that the model would have normally. The model may not use psychic powers. At the end of the action the model is removed.

FORTUNE

The Farseer summons protective energies and casts them about one of the Eldar units. Choose any one squad on the board. For this turn any model in the squad that is killed should roll a dice. On a roll of 5 or 6 the model is saved by the protective energies and you can ignore the kill.

ASPECT WARRIORS

DIRE AVENGERS

Dire Avengers are the most numerous of all the Aspect Warriors and they have shrines on all the Craftworlds. The Dire Avenger's high flexibility makes them one of the most useful Aspect Warrior types to use to defend against attacks from Genestealers. simply gunning down the Genestealers in droves with their deadly accurate shuriken catapults.

Movement

Dire Avengers have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar Aspect Warriors Action Summary.

Close Combat

A Dire Avenger rolls one dice in close combat and subtracts 1 from the score. Note this takes into account that the Dire Avenger carries a las-pistol side-arm.

Shuriken Catapult

The shuriken catapult (Eldar: *Tuelean*) are almost unique to the Eldar, their technology is extremely advanced and very difficult to replicate. The shuriken catapult is built around a gravitic accelerator. The accelerator creates a peristaltic shift from the front to the rear of the firing chamber, hurling the shuriken missiles forward at tremendous velocity. A burst of several missiles can be fired in a fraction of a second in this way.

A Dire Avenger armed with a Shuriken Catapult rolls two dice and can be used in move and fire actions. The shuriken catapult is capable of sustained fire, the bonuses are as detailed below. Note that in the hands of a Dire Avenger the shuriken catapult is capable of a much greater rate of fire and when used by models other then Dire Avengers the maximum sustained fire bonus is +2.

Shot	Bonus
First shot:	0
Second shot:	+1
Third Shot:	+2
Forth & subsequent shots:	+3

Shuriken Storm - Special Ability

Dire Avengers are highly skilled with their shuriken catapults. Already able to spew out a phenomenal amount of firepower, the shuriken catapult combined with the lightning fast reactions of a Dire Avenger makes the shuriken catapult even more dangerous. They use their high dexterity to increase the rate of fire without losing accuracy.

Once per turn a Dire Avenger may use his Shuriken Storm ability. The ability costs 1AP to activate. Once activated the Dire Avenger may roll one extra dice when firing his shuriken catapult. After the shuriken storm has been activated then if the Dire Avenger makes any other action other firing the shuriken catapult, he will immediately lose the shuriken storm ability and he will not be able to use it again that turn.

ELDAR ASPECT WARRIOR ACTION SUMMARY

Dire Avenger, Striking Scorpion and Howling Banshee AP Table	
Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	1
Turn 90°:	0
Turn180°:	1
Set Overwatch:	2
Clear jam:	1
Open Close Door:	1

Dark Reaper and Fire Dragon AP Table	
Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	-
Turn 90°:	1
Turn180°:	2
Set Overwatch:	2
Clear jam:	1
Open Close Door:	1

FIRE DRAGONS

The Fire Dragons are less numerous than the Dire Avengers and their favoured mode of warfare is specialised. They wear red and carry a meltagun which delivers a blast of intense heat.

Movement
Fire Dragons have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar Aspect Warrior Action Summary.

Close Combat
A Fire Dragon rolls one dice in close combat and subtracts 1 from the score. Note this takes into account that the Fire Dragon carries a las-pistol side-arm.

Shooting
Fire Dragons are armed with melta-guns. The melta-gun works by sub-molecular (atomic) thermal agitation. A target hit by a melta-gun will suddenly become very hot and spontaneously combust, melt into molten slag or just evaporate. Although this makes the weapon deadly against almost any target, it does have a serious drawback. The melta-gun can cause serious damage to the superstructure of a Space Hulk. The melta-gun are used against a single target, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table below. The melta-gun cost 2APs to fire, has a range of 8 squares, may be used in move and fire actions, does not benefit from sustained fire and cannot be used in overwatch. The melta-gun has a limited supply of ammunition and only has six shots. The melta-gun can be reloaded at cost of 4APs.

If the melta-gun kills or destroys the target, their is a chance that the blast will create a pitfall. Roll a D6 on a roll of 4, 5 or 6 the shot creates a pitfall. Place a pitfall marker on the board. A Fire Dragon may deliberately create a pitfall - The Fire Dragon can fire his melta-gun at a square within his range. On a roll of a 2 or more the shot hits and a pitfall is created.

Dragon Armour - Special Ability
Fire Dragon aspect armour consist thick flexible plates and is adorned with scales a spiny protrusion. These adornments have another purpose in addition to making them look like the mythical beast which they portray. The scales and protrusions make it very good at deflecting damage which would kill the Fire Dragon. To represent this if a Fire Dragon is killed by a shooting or close combat attack, roll a D6. On a roll of a 6 the damage is deflected and the attack has no effect on the Fire Dragon.

DARK REAPERS

The Dark Reapers are the most heavily armed of the common Aspects. Their black armour is made from heavy interlocked plates and they have heavy lower leg armour to stabilise their bodies so that they can aim and fire more accurately. Dark Reapers are armed with deadly long range missile launcher and their role in Space Hulk fighting is to

defend the rear and large open areas like cargo bays and hangars from Genestealer infestation.

Movement
Dark Reapers have 4 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat
A Dark Reaper rolls one dice in close combat and subtracts 2 from the score. Dark Reapers are at a disadvantage in close combat due to the heavy bulk of their armour and weaponry.

Shooting
Dark Reapers are equipped with a deadly missile launcher. The different types of ammo which can be loaded into a missile launcher make it a very useful and flexible weapon to have supporting a Space Hulk assault. The missile launcher has frag missile for clearing out large numbers of lightly armed targets, like purestrains and hybrids. Super Krak missiles can be used to destroy doors, bulkheads andTtraitor Terminators. While plasma missiles can block important lines of attack and allow the faster assault troops to out-flank the enemy.

A missile launcher costs 2APs to fire and cannot be used to perform move and fire actions.

A missile launcher can fire three types of ammunition and has an unlimited supply of all three types. The player must select what type of ammunition the Dark Reaper is firing before rolling any dice to hit. A missile launcher receives no sustained fire bonus.

Super Krak
Super Krak missiles are used against single targets, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table at the end of this article.

Plasma

Plasma missiles affect all the models and features on an entire board, much in the same way as a flamer hit - as the effects are nearly instantaneous, plasma missile explosions block neither movement of line of sight. and no marker remains on the affected board section.

Frag

A Frag missile affects all the models and features on an entire board section, much in the same way as a flamer hit. Once a frag missile has been fired place a frag marker on the target board section to show that line of sight through that section is blocked

Dark Reaper Range Finder - Special Ability

The Dark Reaper's armour incorporates a complex array of sensory and range finding equipment liked to their weapons. The Range Finder is able to lock on to moving targets and is extremely useful for identifying threats in Space Hulks. A Dark Reaper may set Overwatch with his missile launcher. To set overwatch costs 2APs. The overwatch works in exactly the same way as normal overwatch. The Dark Reaper must decide what ammunition he is loading when he sets overwatch and after he has fired the first shot, overwatch is lost and the overwatch counter removed.

STRIKING SCORPIONS

The Striking Scorpions are amongst the most powerful of the hand-to-hand fighting Warrior Aspects. Their green armour is especially thick and resilient and every shrine has its own individual system of yellow, black or orange patterning. Striking Scorpions carry powered saw-tooth swords called chainswords as well as shuriken pistols. But their own unique weapon makes them very useful for Space Hulk combats.

Movement

Striking Scorpions have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Striking Scorpion rolls one dice in close combat. The striking scorpion is also armed with a chainsword. The chainsword is a long blade with a powered chainsaw edge studded with monomolecular teeth capable of slicing through armour and sinew alike. The chainsword allows the Striking Scorpion to parry in close combat. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry when he is facing his opponent. The benefits of the Chainsword and the Shuriken pistol have already been taken into account in his close combat factor.

Shooting

The Striking Scorpion may use his shuriken pistol for ranged attacks. The shuriken pistol works exactly like the shuriken catapult. Only with reduced range and rate of fire. The Shuriken pistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The shuriken pistol has a 12 square range, may be used in overwatch and has the following sustained fire bonuses.

Shot	Bonus
First shot:	0
Second shot:	+1
Third and subsequent shots:	+2

Mandiblasters - Special Ability

The mandiblaster is a short range laser weapon used to deliver a deadly sting to a target before close combat. The mandiblasters are worn like tusks on either side of the warrior helmet and are activated by psychic pick up in the helmet. The mandiblasters fire a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage, but they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting.

Whenever the Striking Scorpion either initiates a close combat or is attacked in close combat. The Striking Scorpion may make an immediate mandiblaster attack. This action is free and the Striking Scorpion doesn't have to pay any APs to do so. The mandiblaster attack works exactly like a ranged attack. The Striking Scorpion rolls one dice making the appropriate roll to destroy or kill the target, as indicated on the table below.

Note this is the only way mandiblasters can be used. The Striking Scorpion may not fire them in any other manner.
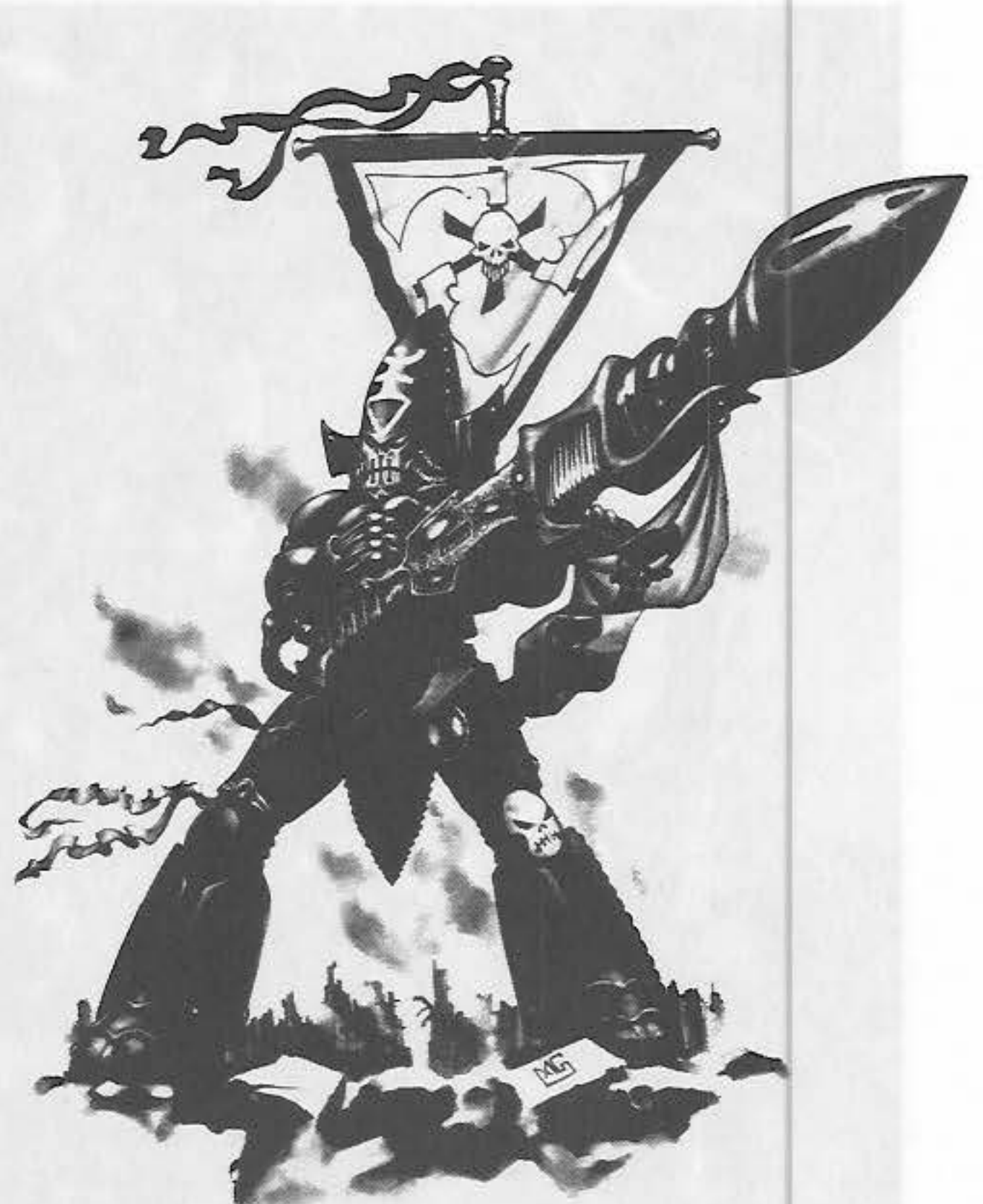
HOWLING BANSHEES

The Howling Banshees are the most lightly equipped of the most common types of Aspect Warrior. They are swift and mobile troops who are most deadly in hand-to-hand fighting. Their banshees masks contain psycho sonic amplifiers which intensifies their battle screams into mind-destroying barrages. This inflicts a severe shock to the central nervous system of the Eldar's foe causing momentary paralysis. Their costumes are bone-coloured while their flaming shock of hair is orange. Most Howling Banshees are female, although any Warrior Aspect can be male or female.

Movement

Howling Banshees have 6 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Howling Banshee rolls one dice in close combat. The Howling Banshee is also armed with a power sword. The power sword is a long blade surrounded with a hazy blue energy field which disrupts any solid matter it touches, tearing it apart. The power sword allows the Striking Scorpion to parry in close combat. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Howling Banshee may only parry when she is facing her opponent. The benefits of the power sword and the laspistol have already been taken into account in her close combat factor.

Shooting

The Howling Banshee may use her laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Banshee Mask - Special Ability

Banshee Masks contain a special psycho sonic amplifier which intensifies the Eldar's screaming battle cry to a piercing shriek. Howling Banshees are trained how to release their rage as they charge into close combat, and taught how to focus and project resultant screams against their enemies. Enemies exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.

A Howling Banshee may activate her mask for free, by she must move at least three squares to do so. Wherever the Howling Banshee is at the end of the her turn, the three square in front of her (see diagram) are affected by the Banshee Mask's psychic scream. Any models affected by a psychic scream reduce the number of dice they roll in close combat by one. Place special -1 Banshee Mask counters next to the affected models. The models remain affected by the psychic scream until the beginning of the next Eldar turn. Note it is possible for models to be affected by more than one psychic scream, in which case the attack dice should be reduce by the appropriate amount and additional counters placed to indicate this.

EXARCHS

The Exarchs are high priests of the bloody-handed God and keepers of the shrines of the Aspect Warriors. They are warriors who have become trapped in their Warrior Aspects. This is a danger every Aspect Warrior faces: his mind may become trapped upon the warrior path, and he may never recover his full personality. An Exarch wears an elaborate and often ancient version of Aspect Armour. From his shrine he takes the spirit stone that contains all the departed spirits of all the past Exarchs . He assumes the sacred name associated with the stone and his spirit mingles with those Eldar who have borne the stone since the shrines inception. His personality is lost into the greater heroic being that bears the Exarch's name. Memories and experiences merge with his own, his own life become just another stage in the life of the spirit stone, and the heroic warrior is reborn with new flesh.

As well as being powerful warriors in their own right, Exarchs act as leaders for the Aspect Warriors. For each Exarch in your force you may add 30 secs to the time for the Eldar player to complete his turn.

Movement
Exarchs have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat
An Exarch rolls one dice and subtracts 1 from the score in close combat. The Exarch may gain bonuses to their close combat factor depending upon their Aspect and what weaponry they are carrying.

EXARCH ASPECTS

All of the Aspect Warrior shrines have their own Exarchs and like the Aspect Warrior the Exarchs carry ritualised wargear and train in specialised skills in order to assume their particular Aspect of the Bloody-Handed God.

DIRE AVENGER

The Dire Avenger Exarch is armed with a shuriken catapult and laspistol. The shuriken catapult works in exactly the same way as a normal shuriken catapult and the laspistol allows the Exarch to add +1 to his close combat rolls.

Shuriken Storm
Dire Avenger Exarchs have the Shuriken Storm ability as stated for Dire Avenger Aspect Warriors.

Crack Shot
A shuriken catapult in the hand of a Dire Avenger Exarch is lethal. The Exarch can fire untold burst with supreme accuracy. Whenever the Dire Avenger Exarch rolls dice to shoot, he may reroll one dice.

Dire Sword - Ancient Weapon
The Diresword is a dark blade encrusted with Seer Runes - many so old that they can no longer be read. As the sword is held these runes twist and shift spelling out in their inscrutable way the fates of those who behold it. A Dire Avenger Exarch may exchange his shuriken catapult for a Diresword. An Exarch with a Dire Sword may add +1 to their close combat rolls and parry twice. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Exarch may only parry when he is facing his opponent. The Diresword allows the user to parry twice, so if they don't like the first reroll they may parry again. A Dire Avenger Exarch armed with a Dire Sword may use his laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Bright Lance - Ancient Weapon
The bright lance is a distinctive high powered laser weapon rather like a stripped-down lascannon. The bright lance sacrifices some of the range and punch of heavier laser weapons for a faster recharge rate and lighter weight. These qualities make the Brightlance an ideal weapon for Space Hulk combats, allowing the Exarch to bound down corridors, squezzing off blasts of deadly laser energy. A Bright Lance is very useful in Space Hulk combats, allowing the user to make lightning hit and run attacks with some serious firepower. A Dire Avenger Exarch may exchange his shuriken catapult with a Bright Lance. The Bright lance costs 2APs to fire, can be used in move and fire actions, doesn't receive sustained fire bonuses and may not be used on overwatch.
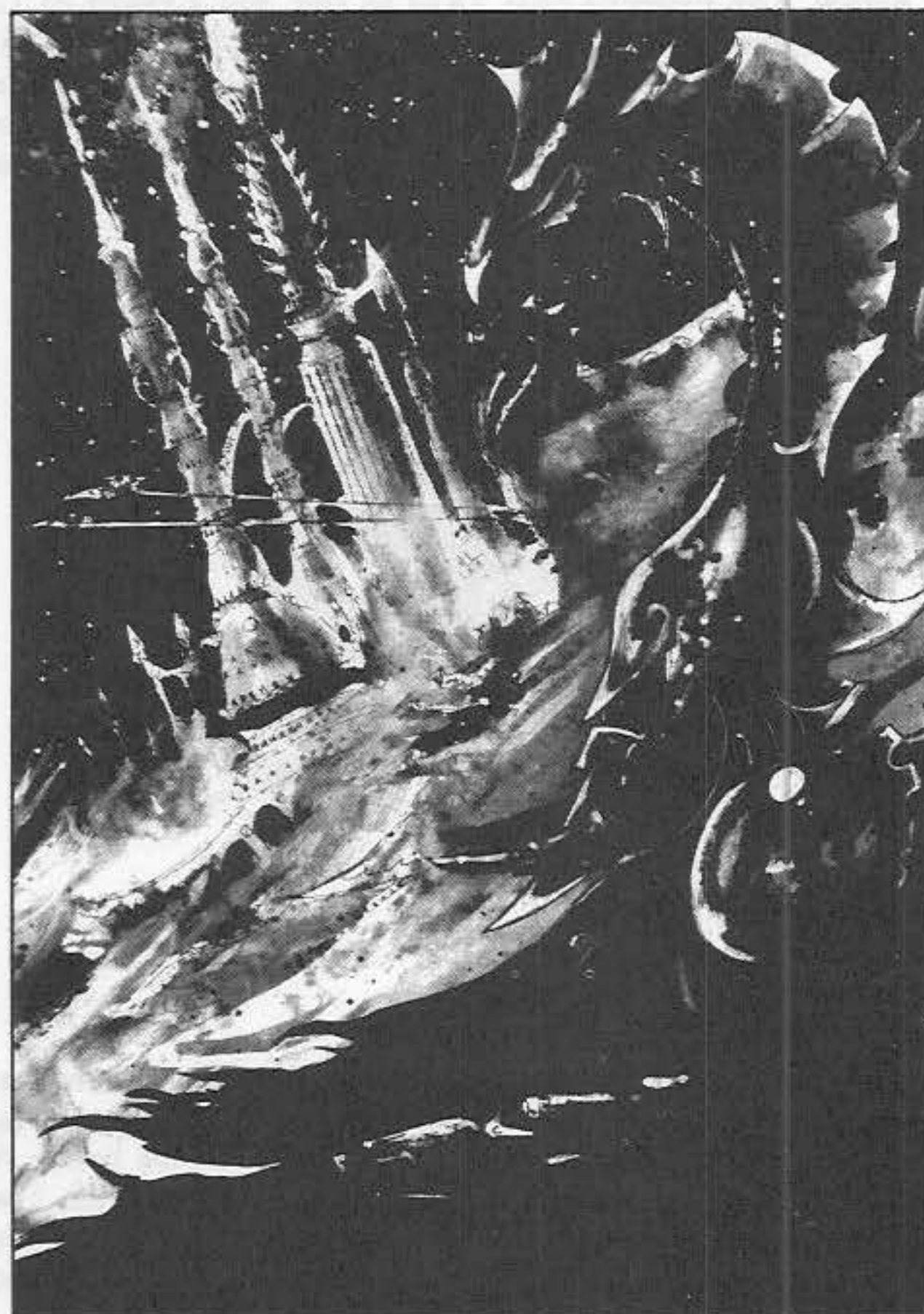
FIRE DRAGON

The Fire Dragon Exarch is armed with a melta-gun and laspistol. The shuriken catapult works in exactly the same way as a normal shuriken catapult and the laspistol allows the Exarch to add +1 to his close combat rolls.

Dragon Armour
The Fire Dragon Exarch have the Dragon Armour ability as stated for Fire Dragon Aspect Warriors.

Tough
Fire Dragon Exarchs are even more impervious to damage than the Fire Dragon Aspect warriors. Not only are they protected by the thicker Exarch Armour, but they seem to have a sixth sense for judging incoming fire, and moving to take it the thicker parts of their armour. The Fire Dragon Exarch may add one to his rolls for Dragon Armour. Giving him a save of a 5+ on one dice against any shooting or close combat attacks which kill the Exarch.

Firepike - Ancient Weapon
The Firepike is an intricate and elegant Eldar heat weapon, an ancient artefact created before the fall of the Eldar. A Firepike is a from of long range melta-gun which can blast holes through armour and flesh with ease. A Fire Dragon Exarch may exchange his melta-gun for a Firepike. The Firepike is used against a single target, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table below. The Firepike cost 2APs to fire, has a range of 12 squares, may be used in move and fire actions, does not benefit from sustained fire and cannot be used in overwatch. The Firepike has a limited supply of ammunition and only has six shots, after which it must be reloaded. The Firepike can be reloaded at cost of 4APs.

If the Firepike kills or destroys the target, there is a chance that the blast will create a pitfall. Roll a D6 on a roll of 4, 5 or 6 the shot creates a pitfall. Place a pitfall marker on the board. A Fire Dragon may attempt to deliberately create a pitfall. The Fire Dragon may choose to fire his Firepike at a square within his range - On a roll of a 2 or more the shot is successfully and a pitfall is created.

DARK REAPER

The Dark Reaper Exarch is armed with a missile launcher and laspistol. The missile launcher works exactly like a normal missile launcher and the laspistol allows the Exarch to add +1 to his close combat rolls. Unfortunately due to the added bulk of the missile launcher a Dark Reaper Exarch must deduct 2 from his close combat rolls

Dark Reaper Range Finder - Special Ability
The Dark Reaper Exarchs have the Dark Reaper Range Finder ability as stated for Dark Reaper Aspect Warriors.

Mighty Strike
It is quite common for Dark Reaper Exarchs to train in the skills of close combat. This may seem strange and a stark contrast to the Dark Reaper Aspect. But on the battlefield, the Dark Reaper Exarch can use his skills to protect the Dark Reaper Aspect warriors from close combat, allowing them to continue their devastating barrages. A Dark Reaper Exarch makes great use of the Dark Reaper Aspect Armour, using the servo-assisted arms that help the Dark Reaper to wield his missile launcher, to deliver awesome close combat blows. A Dark Reaper Exarch may roll two dice in close combat, with normal modifiers.

Shuriken Cannon - Ancient Weapon
A Dark Reaper Exarch may exchange his missile launcher for a Shuriken Shrieker Cannon. The Shuriken Shrieker Cannon (Eldar: *Buanna*) is an upgraded version of the shuriken catapult with a longer barrel. When firing shuriken ammo the weapon follows these rules. The shuriken cannon rolls two dice, has an unlimited range, unlimited ammunition and gains the following sustained fire bonuses:

Shot	Bonus
First shot:	0
Second shot:	+1
Third and subsequent shot:	+2

When used by a Dark Reaper Exarch it costs 1AP to fire and <u>cannot</u> be used in move and fire actions.

The shuriken cannon may be used in overwatch. The shuriken cannon rolls two dice and jams if a double is rolled. A Dark Reaper with a shuriken cannon does not use his Dark Reaper Range Finder to fire his shuriken cannon.

Note that although the shuriken shrieker cannon can fire different types of ammunition it's shrieker ammo has very little effect on board Space Hulks. Fighting in cramped conditions against an elite enemy who is not affected by the psychological effects of shrieker ammo.

Web of Skulls - Ancient Weapon
The web of skulls consists of three crystal skulls linked together by lengths of chain. The weapon is grasped by the links of chain and cast like a spinning bolas, and will automatically return to its user. A Dark Reaper Exarch may exchange his missile launcher for a web of skulls. The web of skulls can also be used in close combat like a flail or a morning star. The web of skulls allows the user to add 1 to his dice rolls in close combat. For ranged fire the web of skulls rolls one dice, costs 1AP to fire, does not get sustained fire bonuses and cannot be used for overwatch. If the web of skulls kills it's first target then the Eldar player can attempt to hit another target with 2 squares of the original. Roll to kill as before. If that roll succeeds then the Eldar player may attempt to kill another target within 2 squares of the second. If any of the rolls fail, or there are no targets with 2 squares of the Web of Skulls has killed three targets then it will return to the Exarch.

STRIKING SCORPION

The Striking Scorpion Exarch is armed with a shuriken pistol and a chainsword. The shuriken pistol allows him to add 1 to his close combat rolls. The chainsword also allows him to add 1 to his close combat roll and to parry. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry when he is facing his opponent.

Shooting

The Striking Scorpion may use his shuriken pistol for ranged attacks. The shuriken pistol works exactly like the shuriken catapult. Only with reduced range and rate of fire. The Shuriken pistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The shuriken pistol has a 12 square range, may be used in overwatch and has the following sustained fire bonuses.

Shot	Bonus
First shot	0
Second shot	+1
Third and subsequent shots	+2

Mandiblasters - Special Ability

The Striking Scorpion Exarchs have the Mandiblasters ability as stated for Striking Scorpion Aspect Warriors.

Stealth - Special Ability

The Striking Scorpion Aspect train in the art of silent warfare. They aim to move up on the enemy without him being aware and then deliver their deadly sting. As Exarchs the striking scorpion have developed their skill to a fine art. A Striking Scorpion Exarch can only be shot at if the firer is within 6 squares of the Exarch.

Biting Sword - Ancient Weapon

The Biting Sword is a heavy chainsword with teeth made from crystalline shards which originate from before the fall. An Exarch may replace his chainsword with a Biting Sword. The Biting Sword allows the Exarch to add 2 to his close combat rolls and to parry in close combat. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry when he is facing his opponent.

HOWLING BANSHEE

The Howling Banshee Exarch is armed with a laspistol and a power sword. The laspistol allows her to add 1 to her close combat rolls. The power sword also allows her to add 1 to her close combat roll and to parry. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Howling Banshee may only parry when she is facing her opponent.

Shooting

The Howling Banshee may use her laspistol for ranged attacks. The laspistol works exactly like a normal laspistol as printed in the table at the end of this article.

Banshee Mask - Special Ability

The Howling Banshee Exarchs have the Banshee Mask ability as stated for Howling Banshee Aspect Warriors.

War Shout - Special Ability

All Banshee Exarch are trained to produce the ultimate psychic screams from their banshee mask and can actually inflict damage to the enemy with their psychic scream. In addition to the effects stated above at any time in her movement a Howling Banshee Exarch may use her War Shout. The War Shout costs 1AP to activate and has the following effect. The War Shout acts just like a section effect weapon. All none Howling Banshees on the board section take hit on the appropriate roll given below.
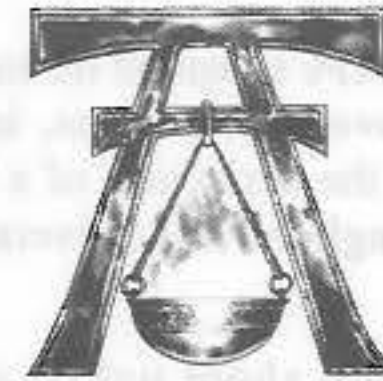
Power Axe - Ancient Weapon

The power axe is another more potent form of Eldar Power weapon. As well as being able to use it in close combat the power axe can be used to cut down doors and bulkheads, it's large heavy head cutting through plasteel like a hot knife through butter. A Howling Banshee Exarch may exchange her power sword for a power axe. A power axe allows the Exarch to add 1 to her rolls in close combat. The power axe can also be employed to break doors and bulkheads down. This costs 1AP for a door and 2AP for a bulkhead. No roll is needed, the target is automatically destroyed.
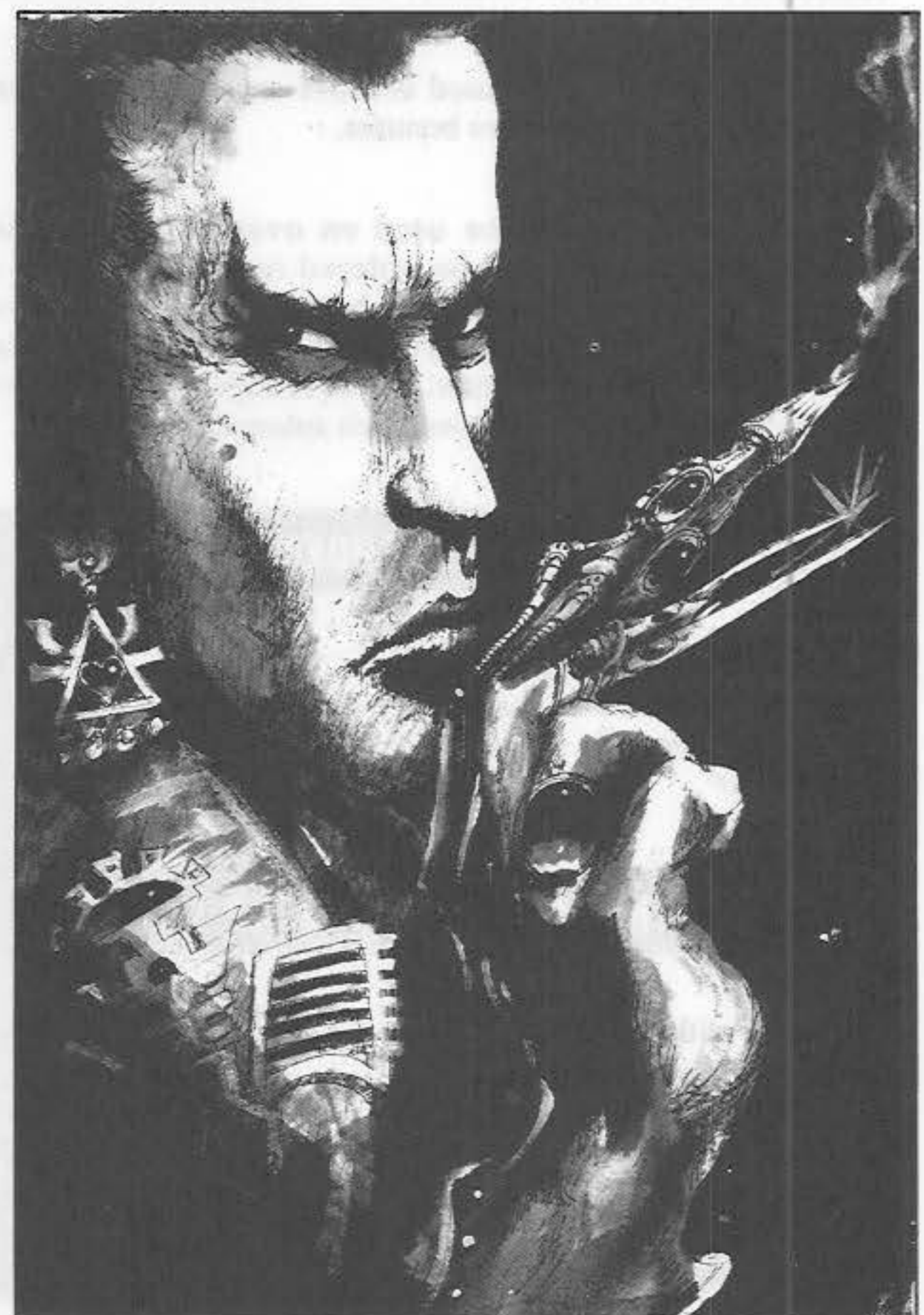
WRAITHGUARD

Wraithguard are the spirits of the living dead enshrined within robotic bodies. The power that animates these warrior machines is drawn from the Wraithbone core of the Craftworld. Only in times of great need are the dead called upon in this way, as the Wraithbone core is a vital source of energy without which the Craftworld would not survive. The Wraithguard form an important fighting force aboard Space Hulks, their extremely tough bodies able to take substantial punishment, whilst dealing death to all foes with their deadly Wraithcannon.

Movement

Wraithguard have 4APs to spend on movement, Wraithguard may only make movement actions, in order to make other actions they require the assistance of a Warlock to guide their spiritual bodies through the real universe.

Shooting

Wraithguard may not shoot unless ordered to do so by a Warlock. If a Wraithguard has been ordered to shoot then it will have a 'fire' order counter next to it. The Wraithguard may fire it's Wraithcannon once at any point in it's turn at a cost of 1AP. It is possible for a Wraithguard to be given several fire orders by a Warlock, and it may fire many times as long as it has sufficient APs.

The Wraithcannon is unique to the Eldar Wraithguard and is powered by the psychic energy of the Wraithguard spirit stone. This energy is focused to open a temporary rift between reality and warp space within the target, tearing it apart or warping it a distance away. The effects of the Wraithcannon are very similar to that of the D-cannon but the results are more tightly controlled and far more accurate. The Wraithcannon rolls one dice needing a 4 or more to destroy any target.

The Wraithcannon can be used in move and fire actions, but doesn't receive sustained fire bonuses.

Overwatch

The Wraithcannon can be used on overwatch. But the Wraithguard will have to be ordered on overwatch by a Warlock and for each overwatch shot will need a fire order counter. If the Wraithguard runs out of Fire Order counter then remove the overwatch counter. If a Wraithguard runs out of Fire Order counters it loses overwatch automatically.

Close Combat

Wraithguard may not initiate close combat unless ordered to do so by a Warlock. Note that a Wraithguard may always defend itself if attacked in close combat. If a Wraithguard is ordered to initiate a close combat, then it will have a Close Combat Order counter next to it. The Wraithguard may initiate a close combat at any point in it's move at a cost of 1AP. The Wraithguard will continue to initiate close combats at a cost of 1AP until either the Wraithguard or it's opponent is destroyed or the Wraithguard runs out of APs. A Wraithguard rolls one dice in close combat. A Wraithguard rolls one dice in close combat.

Destroying Wraithguard

Wraithguard are constructed out of an unknown Wraithbone which is moulded into shape by special psykers called bone-singers. The Wraithguard are very tough and difficult to destroy. To represent this, whenever a result which indicates a Wraithguard is destroyed either by shooting, close combat or psychic attack. Roll a dice on the following table.

WRAITHGUARD DAMAGE TABLE

D6	Result
1-2	The attack on the Wraithguard only result in a few pieces of it's thick Wraithbone being blown off. The Wraithguard is undamaged.
3	The Wraithguard is knocked to the ground by the attack but is unharmed. The model must spend 4APs standing up next turn. The Wraithguard must deduct 2 from all further close combat rolls whilst on the ground.
4-5	The Wraithguard is destroyed and should be removed from the board as usual.
6	The Wraithguard is destroyed and the spirit stone releases its energy into the warp with a horrific moan. There is a chance that models nearby may be sucked with it. Roll a dice for each model on the same board section as the Wraithguard. On a roll of a 6 the model is consumed by the warp and destroyed.

WRAITHGUARD INDEPENDENT AP TABLE

Action	Cost
Move Forward 1 square	1
Move Backward 1 square	2
Move Sideways 1 square	-
Turn 90°	1
Turn 180°	2

WRAITHGUARD WARLOCK AP TABLE

Action	Cost
Fire Wraithcannon	1
Initiate close combat	1
Set Overwatch	2
Open/Close Door	1

A Wraithguard may not perform any of these action unless ordered to do do by a Warlock (see Warlocks).

WARLOCK

The Eldar are a psychically sensitive race and have the inner strength to develop their powers in many extraordinary ways. Eldar who choose this path are call seers. The Eldar have many kinds of seers each trained in a specific discipline. One of those disciplines is that of focusing your powers to destructive effect. These the most powerful of seers are called Warlocks. A Warlock is able not only provide psychic support on the battlefield, but he can also tune-in and control Wraithguard.

Movement
Warlocks have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Shooting
The Warlock may use his laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Close Combat
A Warlock rolls one dice and subtracts 1 from the score. Note that this includes the +1 bonus for a laspistol.

Witch Blade
A Witch Blade is a unique Eldar weapon which channels psychic energy through a crystalline matrix. A Warlock armed with a Witch Blade may add +1 to close combat rolls and allows the Warlock to parry. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Warlock may only parry when he is facing his opponent. The Witch blade has two further uses. Firstly, the Warlock may use it to store excess psi-points at the end of his turn. The stored psi-points may be used in later turns like normal psi-points. Secondly the Witch blade can be used to enhance the Warlock close combat score. When a Warlock fights a round of close combat, he can expend psi-points to augment his roll. For psi-point that he expends he may add 1 to his close combat roll. The Warlock must announce how many psi-points he is expending before he rolls any dice. The Witch Blade starts the game with D6 psi-points stored in it.

Psi-points
Warlocks get their power from the Warp in the same way as other psykers. This power is measured in psi-points. At the beginning of each Eldar turn roll a dice for each Warlock. The result is the number of psi-points that the Warlock has to spend in his own and the opponents following turn. At the end of the opponents following turn, any unused psi-points will be lost unless stored in a Witch Blade.

Controlling Wraithguard
Warlocks are able to use their powers to guide the spirits contained in Wraithguard through the real universe. For each AP or Psi-point that the Warlock spends he may order any or all Wraithguard within 12 squares of him to do one of the following things in their turn. The appropriate order counter should be placed next to the Wraithguard models to indicate that they have been given orders:

> Fire Wraithcannon.
> Initiate close combat.
> Set Overwatch.
> Open/Close Door.

It is possible for a Warlock to give many of these orders out and a Wraithguard may receive any number of Orders. Simply stack the order counters next to the Wraithguard model. The Wraithguard may perform the actions in any sequential order, for the appropriate APs during it's turn.

FIRE WRAITH-CANNON	FIRE WRAITH-CANNON	FIRE WRAITH-CANNON	FIRE WRAITH-CANNON	FIRE WRAITH-CANNON	FIRE WRAITH-CANNON	FIRE WRAITH-CANNON	FIRE WRAITH-CANNON
CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT
CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	OVERWATCH	OVERWATCH	OVERWATCH	OVERWATCH
OVERWATCH	OVERWATCH	OVERWATCH	OVERWATCH	OPEN/ CLOSE DOOR	OPEN/ CLOSE DOOR	OPEN/ CLOSE DOOR	OPEN/ CLOSE DOOR

WRAITHGUARD ORDER COUNTERS

ELDAR WEAPON REFERENCE TABLE

Weapon	Range	Area of Effect	Dice (D6)	ROLL TO KILL OR DESTROY			Space Marine				Over-watch	Ammo	Sus-Fire	AP COST			
				Blip	Pure-strain	Hybrid	Term. Armour	Power Armour	Door	Bulk head				Fire	Forward	Backward	Reload
Shuriken Catapult	UL/12	Target	2	6	6	4	6	5	6	-	Yes	UL	Yes	1	1	2	-
Melta-gun	8	Target	1	4	4	2	4	3	A	4	No	6	No	2	2	3	4
Dark Reaper Missile Launcher																	
Super-Krak	UL/12	Target	1	3	3	A	3	3	A	5	Yes*	UL	No	2			-
Plasma	UL/12	Section	1	4	4	2	4	4	5	-	Yes*	UL	No	2			-
Frag	UL/12	Section	1	6	6	4	6	6	-	-	Yes*	UL	No	2			-
Shuriken Pistol	12	Target	1	6	6	4	6	5	-	-	Yes	UL	Yes	1	1	2	-
Mandiblaster	-	Target	1	6	6	4	6	5	-	-	-	UL	-	1			-
Laspistol	12	Target	1	6	6	4	6	5	-	-	Yes	UL	No	1			-
Brightlance 1-12	12	Target	1	2	2	A	3	2	A	3	No	UL	No	2	2	3	-
Brightlance 13+	UL	Target	1	2	2	2	4	3	5	4	No	UL	No	2	2	3	-
Firepike	12	Target	1	3	3	A	3	2	A	3	No	6	No	2	2	3	4
Shuriken Cannon	UL/12	Target	2	5	5	3	5	4	-	-	Yes	UL	Yes	1	1	2	-
Web of Skulls	12	Target	1	5	5	3	6	5	6	-	No	UL	No	1	1	2	-
Banshee War Shout	-	Section	-	6	6	5	-	4	-	-	-	UL	-	1			-
Wraithcannon	12	Target	1	4	4	4	4	4	4	4	Yes	UL	No	1	1	2	-
Wraithguard Destruction	-	Section	1	6	6	6	6	6	-	-	-	-	-	-			-

ELDAR ASPECT WARRIOR ACTION SUMMARY

Dire Avenger, Striking Scorpion and Howling Banshee AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	1
Turn 90°:	0
Turn180°:	1
Set Overwatch:	1
Clear jam:	2
Open Close Door:	1

Dark Reaper and Fire Dragon AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	-
Turn 90°:	1
Turn180°:	2
Set Overwatch:	2
Clear jam:	1
Open Close Door:	1

BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT
BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT
BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT	BANSHEE MASK -1 TO HIT

ENEMY WEAPON REFERENCE TABLE

				ROLL TO KILL OR DESTROY								AP COST — Move and Fire			AP COST
Weapon	Range	Area of Effect	Dice (D6)	Dire Avenger, Striking Scorpion	Wraithguard, Dark Reaper, Fire Dragon	Harlequin, Banshee	Door	Bulk head	Over-watch	Ammo	Sus-Fire	Fire	Forward	Backward	Reload
Storm Bolter	UL/12	Target	2	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
Heavy Flamer	12	Section	1	2	2	A	6	-	No	6	No	2	-	2	4
Self Destruct	-	Section	1	2	2	A	-	-	-	-	-	-	-	-	-
Assault Cannon	UL/12	Target	3	4	5	3	5	6	Yes	10	Yes	1	1	2	4
Full Auto	UL	Arc	3	2	3	A	3	-	No	10*	No	1	1	2	-
Malfunction	-	Section	-	A	A	A	A	5	-	-	-	-	-	-	-
Thunder Hammer	-	-	1	-	-	-	-	-	No	-	-	-	-	-	-
Self Destruct	-	Section	-	A	A	A	A	A	No	-	-	-	-	-	-
Autocannon															
Range 1-12	12	Target	1	2	4	2	2	-	No	UL	Yes	1	1	2	-
Range 13+	UL	Target	1	3	5	3	3	-	No	UL	Yes	1	1	2	-
Conversion Beamer	UL	Target	1	A	A	A	A	A	No	UL	No	3	1	2	-
Missile Launcher															
Crack Missile	UL	Target	1	2	3	2	6	5	No	UL	No	2	1	2	-
Plasma Missile	UL	Section	1	4	6	4	6	-	No	UL	No	2	1	2	-
Bolter	UL/12	Target	1	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
Bolt Pistol	12	Target	1	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
Heavy Bolter	UL/12	Target	1	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
Lasgun	UL/12	Target	1	5	6	4	-	-	Yes	UL	No	1	1	2	-
Laspistol	12	Target	1	5	6	4	-	-	Yes	UL	No	1	1	2	-
Las-Cannon	UL	Target	1	2	2	A	6	2	No	UL	No	2	1	2	-
Plasma Gun	UL	Target	1	3	5	2	5	-	Yes	Special	No	1	1	2	-
Plasma Pistol	12	Target	1	4	6	2	5	-	Yes	Special	No	1	1	2	-
Heavy Plasma Gun															
Rapid	UL	Target	1	2	4	2	4	6	No	UL	No	1	1	2	-
Maximal	UL	Section	1	A	2	A	2	4	No	Special	No	3	-	2	-
Nemesis Weapon	UL/12	Target	2	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
in Close Assault	1	Target	1	2	3	A	-	A	No	UL	No	0	-	-	-
Grenades															
Crack	2-3	Target	1	3	4	2	A	6	No	UL	No	2	1	2	-
Frag	A	Section	1	6	-	A	-	-	No	UL	No	2	1	2	-
Melta	2-3	Target	1	A	2	2	A	A	No	8	No	2	1	2	-
Plasma	A	Section	1	4	6	2	5	-	No	UL	No	2	1	2	-
Plasma (GL)	8	Section	1	4	6	2	5	-	No	10	No	1	1	2	-
Blind	A	Section	-	-	-	-	-	-	No	UL	No	2	1	2	-
Blind (GH)	A	Section	-	-	-	A	-	-	No	UL	No	1	1-	2-	-

JOURNAL

Mumblings from Beyond the Void

(Or, Don't put your daughter on the stage, Mrs. Tzeentch)

Dear Gavin, Mark and Ian
I am thrilled to bits (literally) over the megatastically-awe-inspiringly-tasty Citadel Journal. *This continues in a similar vein for a whole paragraph- ed.*

I have a multi-million point Nippon army; where has the army lists disappeared to for the Nippon? Can you do a series on Nippon, like you intend to for the Norse? (then I can get a Norse army to side with the Nippon... and start an obscure army collection that will be UNBEATABLE!!).

I think you guys should cater for us nuts out here who have no distinction between the real world and the Warhammer universe. You could do this by publishing a short story corner.

Okay! How about a reader submission for the Journal? Best one gets published and a free copy sent to the writer? Okay! Just an idea, don't scream and rave. Of course, only the best articles get printed, none of this boring stuff like the art of Tibetan Yak's hair weaving as practised in Columbia whilst modelling for Vogue! But interesting stuff like, well.. urm...Tibetan Yak's hair weaving and the effect it has on Warhammer 40,000.

Dean Wilson, Esq.
Commander Imperatu
Secundus Majoris

What? Tibetan Yak's hair? Still the point was well made. For those of you who have joined since after Issue 1, this is a public information reply. Yes, we DO want readers' submissions. In fact, if you lot sent us enough stuff we could spend a week processing your work and have seven weeks of easy living. So, prepare your pens and pencils (and crayons, for you Ork players) and send us some stuff.

A Nippon army list? Right, I know we're going to regret this but here goes anyway. We are up to out necks in Norse background, bestiary and army list at the moment, so if you have any ideas for the Nippon army list, post them to us. We can then go through them and nick all the best bits (along with the credit, heh, heh!). Right, this looks like a more sensible envelope, let's see what's in there...

Dear Madboyz at the Bunker (Yes-you!)
We sorted out a Petro-chemical works for Epic (We've stuck it in the corner, down there). The Chemical works are easily modelled using loo rolls (inner rolls from cling-film are actually stronger) and bendy straws, with razorwire and posts around the edge as per the articles in Space marine Battles/ WD 144
Out most notable foul-ups happened when Steven's Skaven mashed my High Elves 30-25, or possibly didn't.

At the time he was going home to get supper, and I was getting supper here and the kitten was in the middle of the Battlefield! These Things happen.

Mrs. Katharine 'If you can't beat them, join them' Humphries, Dorset.

Those pesky pets, eh? I returned to a battle once to find the dog had eaten the tops off of our scenic trees. Cosmic justice was restored however, when he chucked the lot up a few minutes later! Katharine has also nominated her son for...

> **Elastic Tape Measure**
> Due to a misunderstanding (I think!) my son David used to think that the Epic Shadow sword's Volcano cannon automatically penetrated shields. i.e. roll for damage straight away. (eek! What a prospect- ed.). Admittedly he was only eight years old at the time.

These Petro-chemical works rules fit in with the City Fight rules in Journal issue 2.

The Petro-chemical works is similar to a Power Station in its physical characteristics. Where a Power Station has large conducters and generators, the Petro-chemical works has gas processors, storage tanks and distribution pipelines.

Petro-chemical works can produce anything from run of the mill daily use chemicals such as cleansing agents and foos additives, to the devastating mixtures found in Virus weapons and other chemical or biological arms.

If a petro-chemical works is destroyed it will create a cloud of noxious vapours. Place a 12cm template over the chemical works. Anything under the tempate must make its basic saving throw or suffer a hit from the corrosivre elements within the cloud. Void shields and power fields have no effect on the cloud of fumes, and models with a hit location template will suffer damage on one location determined as normal. The cloud will then move as detailed in the rules for Vortex missiles, see the main rulebook for details.

Petro-chemical works	
Saving throw:	4+ on 2D6
VP value:	5 if Secured
	3 if Guarded
	2 to attacker if Destroyed

SPACE HULK – ELDAR PLAYSHEET

ELDAR WEAPON REFERENCE TABLE

Weapon	Range	Area of Effect	Dice (D6)	ROLL TO KILL OR DESTROY			Space Marine							AP COST		
---	---	---	---	---	---	---	---	---	---	---	---	---	---	Move and Fire		
				Blip	Pure-strain	Hybrid	Term. Armour	Power Armour	Door	Bulk head	Over-watch	Ammo	Sus-Fire	Fire	Forward	Backward	Reload
Shuriken Catapult	UL/12	Target 2	6	6	6	6	5	5	-	-	Yes	UL	No	1	1	2	-
Mela-gun	8	Target 1	4	4	2	4	3	4	4	-	No	6	No	2	2	3	4
Dark Reaper Missile Launcher																	
Super-Krak	UL/12	Target 1	3	3	3	4	A	A	5	5	Yes*	UL	No	2	-	3	-
Plasma	UL/12	Section 1	4	4	6	6	5	-	-	-	Yes*	UL	No	2	-	3	-
Frag	UL/12	Section 1	6	6	-	6	6	-	-	-	Yes*	UL	No	2	-	3	-
Shuriken Pistol	12	Target 1	6	6	6	6	5	5	-	-	Yes	UL	Yes	1	1	2	-
Mandiblaster	-	Target 1	6	6	6	6	5	5	-	-	Yes	UL	Yes	-	-	-	-
Laspistol	12	Target 1	6	6	4	4	5	5	-	-	Yes	UL	No	1	1	2	-
Brightlance 1-12	12	Target 1	2	2	A	6	2	2	3	3	No	UL	No	2	2	3	-
Brightlance 13+	UL	Target 1	2	2	2	6	2	3	4	4	No	UL	No	2	2	3	-
Firepike	12	Target 1	3	3	2	A	3	3	A	3	No	6	No	3	2	3	4
Shuriken Cannon	UL/12	Target 2	5	5	3	3	4	4	-	-	Yes	UL	Yes	2	2	3	-
Web of Skulls	12	Target 1	5	5	5	5	5	5	6	-	Yes	UL	No	2	2	3	-
Banshee War Shout	-	Section 1	3	3	4	4	4	5	-	-	No	UL	No	1	1	2	-
Wraithcannon	12	Target 1	4	4	4	4	4	4	4	4	Yes	UL	Yes	2	2	2	-
Wraithguard Destruction	-	Section 1	6	6	6	6	6	6	-	-	No	-	No	1	1	-	-

ELDAR ASPECT WARRIOR ACTION SUMMARY

Dire Avenger, Striking Scorpion and Howling Banshee AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	1
Turn 90°:	0
Turn 180°:	1
Set Overwatch:	1
Clear jam:	2
Open Close Door:	1

Dark Reaper and Fire Dragon AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	-
Turn 90°:	1
Turn 180°:	2
Set Overwatch:	1
Clear jam:	2
Open Close Door:	1

APs PER TURN

Model	APs
Dire Avenger	5
Fire Dragon	4
Dark Reaper	5
Striking Scorpion	6
Howling Banshee	6
Wraithguard	4
Warlock	5
Harlequin	6