

THE CITADEL

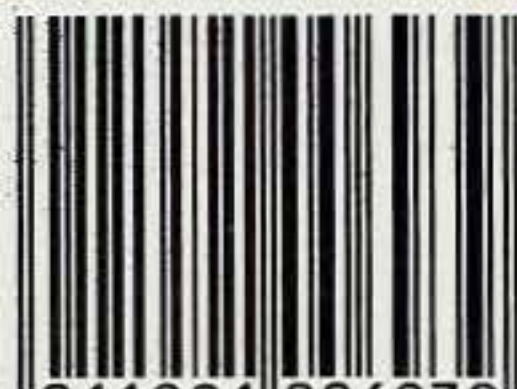
JOURNAL

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JOURNAL



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We welcome comments about The Journal, Games Workshop games. All letters except subscriptions and Mail Order should be addressed to: The Journal Bunker, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

EDITORIAL

Well some of you readers may have been wandering what's happening at the 'busy' Games Workshop Design studio, well apart from being busy, which it always is, yes even at weekends.



The announcement of the Golden Demon categories has got the old artistic grey matter stirring because for the first time ever Games Workshop staff will be able to enter the competition. I think the open category promises to be one of the most exciting sections of the competition this coming October, where everything from the excellent to the downright bizarre should rear its ugly head. Older gamers will remember the competition a few years back when someone entered a Citadel Miniatures mug jam packed full and overflowing with painted snotlings. Here at the studio talented members of the Eavy Metal team have begun their entries already. Off course being professionals they've started by making their display base, now there's forward planning. I personally am hoping to enter with a Warhammer 40,000 vehicle of some sort, although I'll make and paint the model and see if it's up to standard before bothering with any bases. I don't think I'm going to be able to get away with sticking all the bits from five or six different models on the one tank, this is gonna call for a full interior detail job! Well I'm sure you've all got your own projects planned out I wish you all the best of luck, and by the way the sword is back. Yes that right folks the winner of the Golden Demon awards gets that juicy Golden Demon Slayer sword.

Thanks for all the letters saying how much you liked the Tank-fest rules. With rumours afoot of doing something a little more 'official' with vehicles, I'd still be very interested to hear any of your comments on the rules. In a recent discussion with Jake Thornton he said that some of the Tank-fest rules were great, while other were rubbish. Jake said that the vehicles causing fear and the initiative test made tanks suitably intimidating to attack, but the categorising the different hand-to-hand weapons was unwieldy and time consuming. In my defence I will say that I was trying to add extra detail and depth to Warhammer 40,000 vehicles, the current basic game system kind of gets all the benefits of attacking vehicles with grenades, close combat weapons and ranged weaponry and rolls them all into one easy to use bonus armour penetration roll. So while I still wanted vehicles to be weak in hand-to-hand combat, this system struck me as excessive and therefore devalued certain weapons. For example who is going to take melta-bombs, which can only be used on vehicles, when you can equip your squad with power gloves or even power axes. I therefore think this is a good part of the system as it makes opponents consider their weapon and equipment choice and it increases the differences between weapons which until now have been very similar. However, there is always a case for the simpler system, if you are playing a huge game, or your having trouble swallowing the Tank-fest rules in one go, or like Jake you prefer a faster game. So if you are finding the Tank-fest rules a little over-complicated then why not try Jake's special recipe, keep the fear and the initiative test, but keep the hand-to-hand rules as optional seasoning.

On the subject of vehicle's I've just put the finishing touches to the rules for a new Warhammer 40,000 vehicle. Part of the ever growing range of Citadel plastic kits, the tank will make an invaluable addition to any Imperial Guard army. Hah, but I'm not going to tell you what is called, or even what it is, you'll just have to guess.

Meanwhile figure painter Mark Jones is just putting the finishing touches to a Leman Russ variant that features sponson mounted multi-meltas and huge turret mounted demolition cannon. So lots to look forward to on the Warhammer 40,000 vehicle front.

After successfully completing the Hive War supplement for Epic, in my opinion one of our best supplements yet, Andy Chambers has turned his attentions to the Codex Tyranids. With the full Design Studio team rolling into action. The talented hands of Alan and Michael Perry (Terry and Jerry are on holiday) have been put to work creating the 28mm abominations. However their latest creation the Lictor is well

over 28mm and is one of the most horrific models we ever made, complete with bony putrusions and wibbly tentacle bits, be afraid, be very afraid. While the Eavy metal team are busy applying their talents to the models while they're still hot out of the moulds. Anyway I had a chance to playtest against them last week, in the first battle the massed ranks of Imperial Guard held them at bay for 3 turns only to be overwhelmed at the last. But in the second battle my Eldar proved a more tenacious opponent, using their high manoeuvrability to steer clear of those extremely sharp claws. Needless to say Andy proved there's more to the Tyranids than just charging at the enemy hoping for the best.

Warhammer players will be pleased to know we literally have a stock pile of army books. Jervis Johnson has completed the Warhammer Armies: Dark Elves and you folks should be able to get yourselves a copy of that this summer. While Nigel

Stillman has completed work on Warhammer Armies: Bretonnia and Warhammer Armies: Wood Elves. Unfortunately though Nigel works deep within his own crypt buried somewhere beneath the studio. Andy Jones is currently trying to gather his forces to mount a WarhammerQuest to dig Nigel and his tomes of knowledge out. Even then the Army books will need translating from the hieroglyphic language that Nigel writes in. Meanwhile the creatures that live within the Studio walls inform us that Nigel has begun messing around with terrain and scenery guides!

IAN
PICKSTOCK

DA PHILOSOPHIE

I recently bumped into an old mate of mine and we got chatting about Games Workshop, the Citadel Journal and stuff like that. Any way he went onto say how the Journal was just an extension of White Dwarf. In that, while White Dwarf presents us with new models and releases to use in our games, the Journal just presents us with advanced rules to add to our games. Well I certainly hope this isn't the picture that all our readers get. Since the Journal has just had it's print run extended and is now being sold in the stores I thought I'd best take this opportunity to tell all our new readers what the Citadel Journal is all about and how you can take part in this multi-dimensional (sorry humans being mono-dimensional beings will not be able to appreciate this aspect of the Citadel Journal magazine, while multi-dimensional creatures will still require a Dimensional Collapsitron to interface, available at all good Hi-fi stores) interactive magazine (interactive means you write letters and articles to us and we actually print 'em).

DEDICATED GAMERS

The Journal is aimed at gamers who fit the following criteria. If your room flat/ flat/ hovel/ mountain top cave resembles a Games Workshop store after an Earthquake, then the Citadel Journal is for you. If you have a 'been there, done that, splatted that squigly thing' feeling then you have just opened the answer to all your problems (lucky little dedicated gamer aren't you?).

The Journal is 48 pages of raw gaming material. You won't find any adverts or catalogue pages here, they're all in White Dwarf where you know where to look for them. That doesn't mean you shouldn't be buying White Dwarf as well. Where else could you get all the latest news about your favourite pastime? That said, the Journal is designed to fill a gap since White Dwarf has had its work cut out covering all the new games and model ranges.

48 PAGES OF RAW GAMING MATERIAL

You may have only been playing out games for two or three years. However, gaming is a hobby that evolves with time, and we expect gamers to evolve as well. If you can play your favourite game without referring to the rules at all, you may want new rules to learn and new exciting challenges to overcome. Well that's what we're here for.

The Journal adds another dimension that provides for people like yourself. Have you wanted to fight your Warhammer 40,000 battles on a Deathworld? Have you played countless

games and still need one or two ideas about winning with your favourite army (it doesn't mean your stupid, it means that there may be an aspect of tactics you've overlooked)? If so, you can look forward to your future with a brighter gleam in your eye.

FORUM FOR IDEAS

The Journal is not intended to spoon-feed you new rules, there is a great deal of room for individuality and change. You gamers are a bright bunch (quoting the profiles of favourite troops might not win you Mastermind but it saves time in a game) and we all have our own peculiar tastes (and textures?). If you read something you like then use the rules. If you read something you don't like then don't use the rules or even better develop your own version. Remember all the stuff printed here is to be considered as sort of experimental and should not be considered as official in any shape or form. However, don't be a stick in the mud, just cos yer mate has an Eldar army doesn't mean you should instantly object to him using say the new Eldar vehicle cards or the Eldar Scout Walkers printed in this issue. Always be willing to try out new ideas and after the game swap sides and see what it is like to be on the receiving end of a new model or scenario.

Now for the really important bit. As mentioned earlier the Journal is an interactive magazine. We have a letters page and print articles sent in by our readers. So after reading all these new rules and ideas you will have had your grey matter stirred sufficiently to come up with your own ideas, which is great. Write them down try 'em out on your mates and if after a couple of games you and yer mates are convinced that you have come up with a revolutionary new idea that is gonna change the face of gaming as we know it (or even if they're just good) send em into us as at the Journal at the following address.

THE JOURNAL BUNKER
Games Workshop Design Studio
Howard House
16 Castle Boulevard
Nottingham
NG7 1FL

We also have a letters page, so if you an opinion or feel you simply have something which you have to get off your chest why not drop us line at the address above (just keep it decent, good, clean, family fun).

Anyway enough from me just sit back and enjoy the rest of issue 8 of the Citadel Journal.

WARHAMMER

Imrik's Piknik

By Gavin Thorpe

Just a little something to keep you Warhammer fanatics in check.

FINUVAL PLAIN

In the one hundred and thirty eighth year of the reign of the Phoenix King Finubar the Seafarer, the Witch King of Naggaroth once again invaded the High Elven realm of Ulthuan. The full tale of that horrendous war is laid down in the Book of days, the deeds of the great Elven brothers Tyrion and Teclis are recorded with honour. However, others played their part in the war. Among the countless battles that preceded the cataclysmic clash on Finuval Plain, one perhaps is more worthy of being recorded than any other.

As the Witchking gathered his forces against the High Elves arrayed against him, Malekith was visited by a vision from Slaanesh. Not far to the east of Finuval Plain an army of Chaos followers was encamped. Led by the Champion of Slaanesh Agellor the Depraved, this army would be able to attack Tyrion's force from behind. If this was to happen the High Elves would be helplessly slaughtered as they were caught between the hammer of Agellor's host and the massive anvil of the Witchking's army.

IMRIK'S AMBUSH

Slaanesh was not watching these events alone though, and the High Elven god Asuryan appeared in a dream to Prince Imrik, greatest Dragon Prince of Caledor. That noble descendant of Caledor Dragontamer was shown the location of Agellor's force and he set out immediately to head off the foul minions of Chaos. However, Prince Imrik was quite a way from the Chaos army and through the night he forced his warriors to march. Just as the dawn broke on that fateful day Prince Imrik fell upon Agellor's host as it made its way through the wooded hills east of Finuval Plain. As soon as they saw Agellor's army Prince Imrik's entire force let out a shout of hatred and anguish that echoed across the hills. Spurring their steeds to a gallop, Imrik's cavalry charged straight into the heart of the Chaos worshippers. With lances levelled the Dragon Princes, Silver Helms and Reaver Knights crashed into the ranks of Chaos warriors and Beastmen, pinioning them with their weapons and trampling them beneath the silversteel-shod hooves of their mounts.



IMRIK ATTACKS

As Prince Imrik's Phoenix Guard and warriors clashed with regiments of Dragon Ogres and Daemonettes, Imrik himself leapt into the chill dawn air mounted on Skybolt, his magnificent

Dragon. As Skybolt's massive wings drove the High Elf prince across the skies he readied his glittering Star Lance. Agellor's Chaos Dragon ploughed out from the pile of Elven bodies heaped around it and soared up to meet Imrik. As the two circled each other looking for the opportunity to strike their armies fought each other to a standstill on the ground far below. Daemons were banished back to their Chaotic realm while blistering arcs of magical lightning leapt across the armour of the Elven archers. Dragon Ogres bellowed with rage and swung their massive axes. The blades of the Swordmasters of Hoeth danced a shining performance of death through Beastmen and Chaos Warriors. All the time the two generals wheeled through the skies, their Dragons hurling guts of fire and lightning at each other waffle eaffle blurb blurb and so on.

THE DEATH OF AGELLOR

Just then the sun broke through the low clouds, its rays pierced the gloom and shone across the hills. Seeing that Agellor was momentarily blinded Prince Imrik and Skybolt dived in for the kill. Even as the Star Lance arrowed towards his heart the Champion of Slaanesh recovered. Partially parried by Agellor's inhumanly fast reactions, the Star lance pierced the Chaos champions shoulder and passed through into the body of the Chaos Dragon. Roaring with pain the beast lashed out, a taloned foot raking massive tears from Skybolt's throat and chest. Skybolt attacked back, shredding a wing of the Chaos Dragon with her razor-sharp teeth and claws.

The two combatants were forced apart by a sudden blast of wind and Agellor tumbled slowly downward, his Dragon unable to sustain its flight with a single wing. Imrik drove downward again and caught Agellor between the shoulder blades with his magic lance. As the enchanted silversteel passed through his body, the Chaos general spat a final curse at the High Elves and grabbed hold of the Star Lance with his powerful hands. Unable to free herself from the plummeting Chaos Dragon, Skybolt crashed into the woods below. Trunks snapped like twigs under the impact of the two massive bodies and Imrik was thrown clear.

Imrik was dazed for a moment but when he recovered he ran to where proud Skybolt had fallen. Her wings were shattered beneath her huge body and blood streamed from hundreds of rips and gashes in her shimmering flesh. With a loud shuddering sigh Skybolt finally died and Imrik threw back his head and cried out with grief. Snatching his sword from its scabbard he raced back to the battle only to find that the Chaos army had fled with the death of their leader. Any other person would have rested, would have taken time to recover. Not Imrik. Vaulting into the saddle of a steed whose rider had fallen, he ordered those that could to follow him. Imrik arrived at Finuval Plain just as Tyrion slew Malekith's champion Urian Poisonblade. With the bitterness of Skybolt's death still in his heart Prince Imrik was one of the first to arrive by Tyrion's side and fought with the vengeance of a wronged god.



DISASTER!

However, even as the beastmen fled, the chaos warriors in their massive armour closed ranks and attacked back. Then, with a screech that sent a wave of terror rippling through the High Elf army, Agellor the Depraved dropped from the skies like a thunderbolt. Mounted on the back of a hideous Chaos Dragon, the Champion of Slaanesh smashed into the Dragon Princes, whose noble elven steeds were overcome by the horror and turned tail to flee. As the proud knights tried to control their steeds Agellor continued to rampage along the High Elven line. Bit more...full up space...

THE CHALLENGE

Fenastius, Prince Imrik's lieutenant, soared across the skies on his Pegasus Deathmane. With his Dragonblade Lance shining in the blood red glow of the dawn, Fenastius attacked Agellor. Even as he closed with the Chaos general, the Elf lord could see the piercing light in Agellor's eyes. Distracted by this haunting vision, Fenastius missed his mark and his deadly lance scraped along the armoured scales of the Chaos Dragon without drawing blood. As Prince Imrik watched on in helpless horror, Agellor drew a massive blade from his saddle-sheath and launched a blistering attack at the High Elf second-in-command. Blow after blow rang against Fenastius' armour until finally the blade passed under his silvered helm and transfixing his throat. As the lord's body toppled to the ground the Chaos Dragon snapped its jaws shut on Deathmane, crushing the loyal creature between rows of dagger-long teeth.

THE BATTLE

Using the rules below you can re-fight Imrik's ambush in a game of Warhammer. This scenario can also be used to represent any type of ambush, there's no reason why it couldn't be Skaven attacking an ill-prepared Dwarf expedition or Wood Elves pouncing on Dark Elf slavers.



THE BATTLEFIELD

Imrik's ambush can be played out on almost any sized table, but for the 3000 point armies we used I recommend your table is at least 6' by 4'. If you use smaller or larger armies you should change the size of your table accordingly.

The map below is just one example of what terrain you could use, and you should just set up whatever you have to hand. The historical ambush took place in the midst of forest covered woods east of Finuval Plain, but you could just as easily say Imrik or Agellor was delayed and the battle was fought on the banks of a river or in a deep valley.

DEPLOYMENT

The defender's army is deployed first. No defending unit may be deployed closer than 16" to a table edge. Other than this the defending general is free to place his army as he chooses.

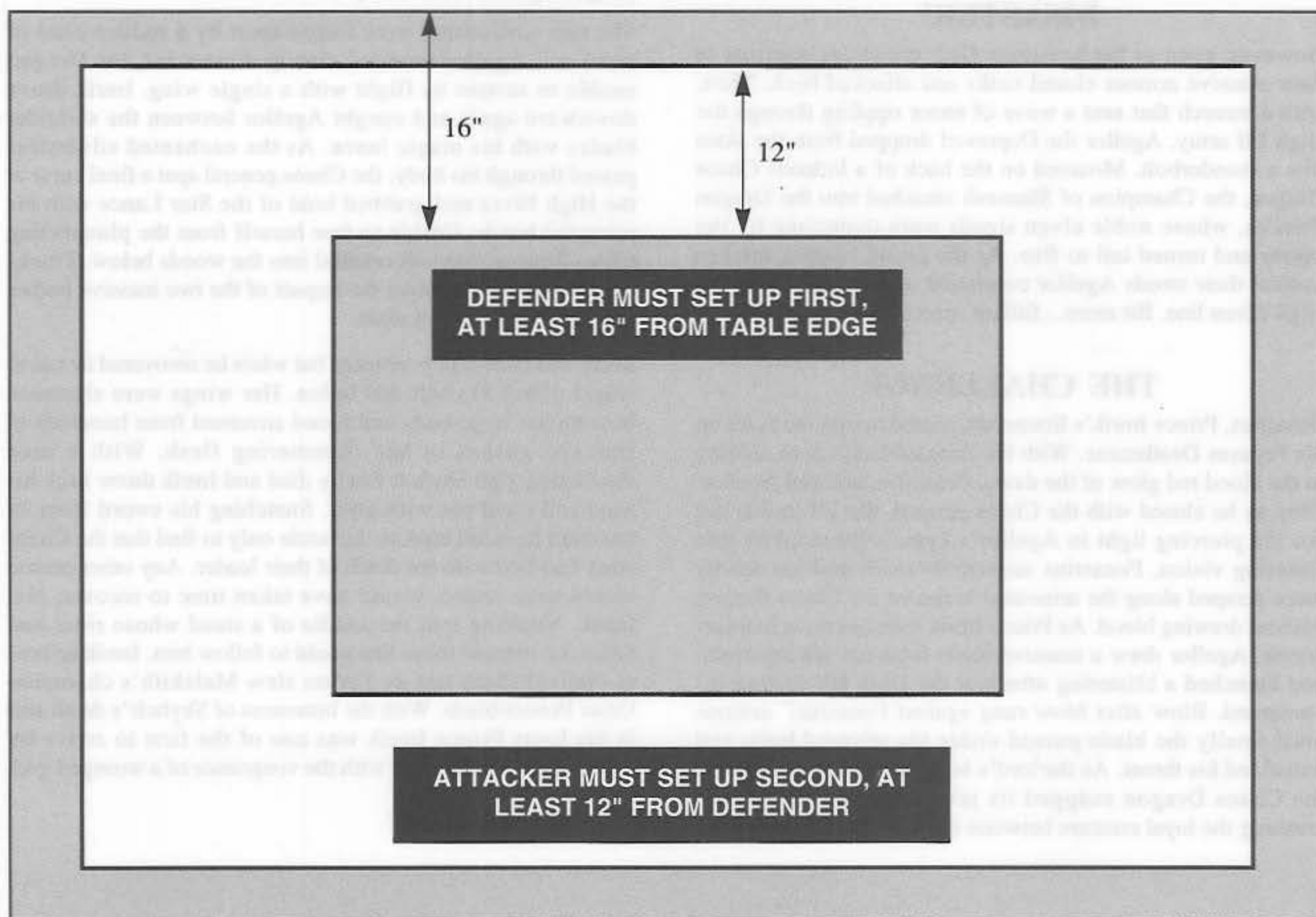
Once the defending army is deployed the attacking general can set up his army. No attacking unit can be set up closer than 12" to a defender, but otherwise there are no restrictions.

SPECIAL RULES

Other than as noted below all the normal rules for Warhammer apply. When you roll to see who gets the first turn the High Elf commander may add +2 to his roll to represent the surprise nature of the attack.

VOLUNTARY RETREAT

The aim of the defender general is to get as many of his units out of the battle with as few casualties as possible. If he manages to break free from the ambush will probably score enough victory points to win. To represent this defending units can make a special *voluntary retreat*. Any defending unit that moves off a table edge counts as having voluntarily retreated. Units which flee off the table edge are lost as normal. A unit which voluntarily retreats off the table edge cannot return to the battle. Flyers may not come down from voluntarily retreat whilst flying high or driven off. They must move off the table normally if you want them to voluntarily retreat.



WINNING AND LOSING

Victory points are awarded differently for this scenario, and the victory point tables below should be used instead of the one in the Warhammer Rulebook. After the required number of turns are completed use the tables to calculate how many Victory points each side has. The side with the most Victory points is the winner, hurray!

FORCES

This ambush scenario can be played using any two equally-sized forces. Although Prince Imrik's command and Agellor's Chaos host listed here are worth 3000 points there is no reason why a smaller or larger battle cannot be fought. I suggest that neither side is allowed any War Machines such as Mortars, Cannon, Stone Throwers, Flame Cannon Organ guns and the like since both armies represent rapidly moving forces which would not normally be slowed down by dragging such artillery pieces with them. Chariots, Snotling Pump Wagons and other War Machines that can move under their own power are allowed to be fielded by either army.

A well planned ambush can be represented by the attacker being allowed a limited number of War Machines which demonstrates the ambushed force walking into a prepared trap rather than being attacked by an army on the march.

The two army lists below are the ones we used at the Design Studio. There is nothing wrong with choosing your own army however, to fit the models you have or the plans that you like.



HIGH ELF VICTORY POINTS

Chaos General killed, fleeing or has fled the table

1 Victory point

Chaos Battle Standard captured

1 Victory point

Each Chaos unit or character killed

2 Victory points for every 100 points or part the unit or character is worth. Champions are included in the cost of their unit. For example, a unit that costs 327 points is worth 8 Victory points.

Each Chaos unit or character is fleeing or has fled the table

1 Victory point for every 100 points or part the unit or character is worth. Champions are included in the cost of their unit. For example, a character that costs 184 points is worth 2 Victory points.

CHAOS VICTORY POINTS

High Elf General killed, fleeing or has fled the table

1 Victory point

High Elf Battle Standard captured

1 Victory point

Each High Elf unit or character killed, fleeing or has fled the table

1 Victory point for every 100 points or part the unit or character is worth. Champions are included in the cost of their unit. For example, a unit that costs 327 points is worth 4 Victory points.

Each Chaos unit or character that has voluntarily retreated off the table

1 Victory point for every 100 points or part the unit or character is worth. Champions are included in the cost of their unit. For example, a character that costs 184 points is worth 2 Victory points.

PRINCE IMRIK'S COMMAND

PRINCE IMRIK704 points

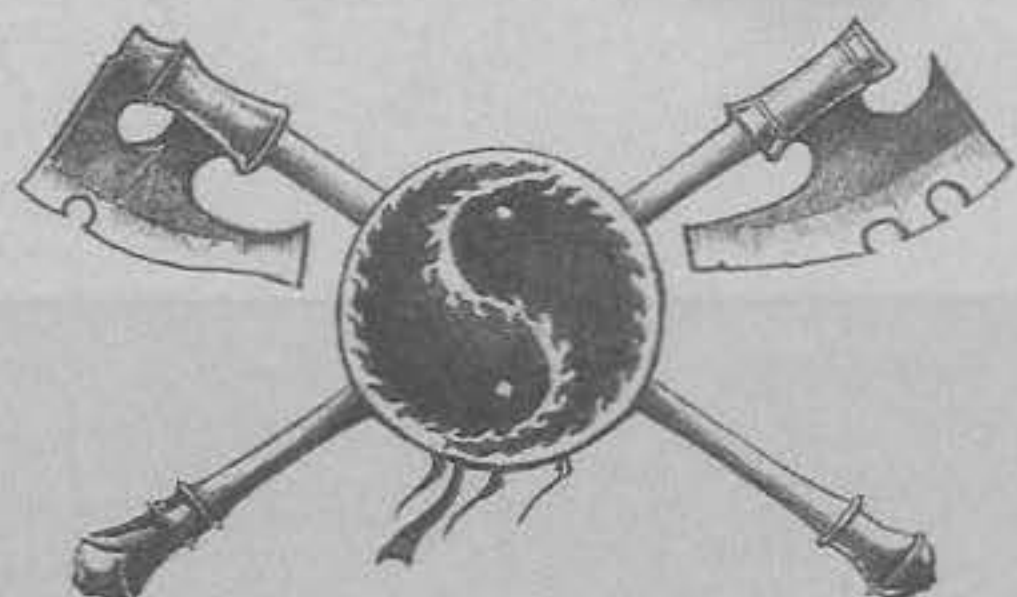
Prince Imrik is the army general. Prince Imrik is armed with a sword and shield and wearing heavy armour. Prince Imrik also carries the Star Lance (+3 S when charging, no armour saves possible) and the Dawnstone (Re-roll failed armour save). Prince Imrik rides a Blue Dragon.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Prince Imrik	5	8	7	4	4	3	10	4	10
Dragon	6	6	0	6	6	7	8	7	7

ELLIGAR196 points

Elligar is a champion Mage and may have 2 spells, chosen from the High Magic or any of the Colour Magic decks. Elligar is armed with a sword and also carries the Wand of Jet (reduces the power needed to cast a spell by one, runs out on the D6 roll of 1 or 2) and a Dispel Scroll (automatically dispels any one spell, use once and discard).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Elligar	5	4	4	4	4	2	7	1	8



FENASTIUS194 points

Fenastius is a High Elf hero. Fenastius is armed with a sword and a shield and wears heavy armour. Fenastius also carries the Dragonblade Lance. Fenastius rides Deathbane his Pegasus.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Fenastius	5	6	6	4	4	2	8	3	9
Pegasus	8	3	0	4	4	3	4	2	5

C'THAEL119 points

C'Thael is a High Elf champion, he leads the Dragon Prince regiment. C'Thael is armed with a sword and a shield, and wears heavy armour. C'Thael also carries the Sword of Heroes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
C'Thael	5	5	5	4	3	1	7	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

Characters Total **1213**

4 DRAGON PRINCES250 points

Armed with swords, lances, heavy armour and shields. Riding barded Elven Steeds. Includes standard bearer carrying the Valorous Standard. The unit is led by the Dragon Prince champion.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	4	3	3	1	7	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

5 REAVER KNIGHTS125 points

Armed with swords and wearing light armour. Riding Elven Steeds.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Reaver Knight	5	4	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

10 SILVER HELMS451 points

Armed with swords, lances, light armour and shields. Riding barded Elven Steeds. Includes a standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Silver Helm	5	5	4	3	3	1	7	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

20 ARCHERS231 points

Armed with swords and long bows. Includes a standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
High Elf	5	4	4	3	3	1	6	1	8

20 PHOENIX GUARD344 points

Armed with halberds and wearing light armour. Includes a standard bearer carrying the Banner of Defiance.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Phoenix Guard	5	5	4	3	3	1	7	1	8

20 SPEARMEN252 points

Armed with swords, spears and wearing light armour and shields. Includes a standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
High Elf	5	4	4	3	3	1	6	1	8

10 SWORDMASTERS176 points

Armed with Elven Great Swords and wearing light armour. Includes a standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Swordmaster	5	5	4	3	3	1	7	1	8

Regiments Total: **1829**

GRAND ARMY TOTAL: 3042 pts

LORD AGELLOR'S MARAUDERS

LORD AGELLOR1039 points

Lord Agellor is a champion of Slaanesh and the army general. Lord Agellor is armed with a sword and shield and wearing heavy armour. Lord Agellor also carries the Hydra Sword (Each attack that hits causes D6 hits on the same target.) and has the Chaos Reward Gaze of Slaanesh (H-T-H opponents lose one attack). Prince Imrik rides a Chaos Dragon.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lord Agellor	5	9	9	5	5	3	9	5	10
Chaos Dragon	6	6	0	7	7	7	6	8	8

BEASTMAN SHAMAN209 points

The Beastman Shaman is a champion and a level 2 wizard. It is entitled to use spells of any god or gods and/ or Dark Magic. The Shaman is armed with a hand weapon. He also carries a Dispel Scroll (allows you to automatically dispel any one spell, use once and discard).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	4	4	3	4	5	3	4	1	7

Characters Total: 1248

5 DAEMONETTES290 points

The Daemonettes are mounted on steeds of Slaanesh.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Daemonettes	4	6	5	4	3	1	6	3	10
Steed of Slaanesh	12	3	0	4	5	1	6	1	10

5 FIENDS OF SLAANESH209 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	6	3	0	3	3	1	3	3	8

Daemons Total: 440

25 BEASTMEN260 points

Armed with hand weapons. The beastman regiment includes a standard.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	4	4	3	3	4	2	3	1	7

5 DRAGON OGRES522 points

Armed with hand weapons. The Dragon Ogre regiment includes a standard.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	6	4	2	5	5	4	2	3	7

15 CHAOS WARRIORS526 points

Armed with double handed weapons and wear Chaos Armour. The Chaos Warrior regiment includes a standard.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	4	6	6	4	4	1	6	2	9

Regiments Total: 1310



GRAND ARMY TOTAL: 3055 pts



GOFFIK ROKKERZ

BY MIKE NIELSEN

Whenever the Orks do battle there is one thing that can be expected (no not malfunctions!) and that is Goffik Rock. Without exception Goffik rock is an essential element to any Ork warband. Even the Snakebite Orks, the most primitive and tribal of the clans uses Goffik rock in ceremonies and rituals. The Goff clan however uses Goffok rock in every aspect of their lives especially warfare. Goffik rock seems to feed on the psychic energy that the Orks produce when they get excited. The Ork mekaniaks have managed to build a device that magnifies this 'waaagh' energy, this instrument is called a Jammer and greatly resembles a massive electric guitar. The boyz who learn to control and master this device earn the illustrious title of Goffik Rokker. This is truly one of the finest achievements any Goff Ork could strive for. Goffik Rokkerz have a potent effect on Orks around them and tend to cause anarchy in an already chaotic army.

Smoke and flame covered most of the Ancestral Eldar gardens that now served as a battlefield. The once grand and majestic crystal spire of this Craftworld now hung in the balance. For three days the fight had continued. Many thousands of lives had been lost in this bitter struggle. Warlord Ghazgkull Thraka of the Goff clan looked on the carnage. For the moment the two factions appeared to be waiting, positions held, weapons locked. Perhaps trying to calculate each others remaining strength, perhaps taking advantage of the temporary lull in the fighting. Suddenly the waiting was over, Goff boyz surged forward, firing their weapons off in a seemingly random manner. Anticipating this type of action the Eldar forces dug-in and sent out Banshees and Scorpions to meet their foe. Two Warlocks, Witchblades in hand, accompanied the Eldar retaliation. Warlord Ghazghkull Thraka grinned broadly as he appeared atop a shattered Eldar shrine in the midst of the Ork horde. Raising his head to the heavens, he called upon Gork and Mork to release the power within him.

"WAAAARGH" The bloodbath was about to begin....

...Farseer Illerion, let the waves of raw Waargh energy wash over him, unaffected by the raw homicidal taint, the faces of the two Warlocks by his sides were masks of horror and disgust, they were too inexperienced to close their minds to the Waargh power and it showed. Eldritch bolts of energy shot from his extended hands seeming to seek out the nearest Ork victim they could find. One, two, three, the Orks near the ancient Seer were incinerated into

dust. "How dare you violate the sacred grounds of our ancient Craftworld" More Eldritch beams flew from his hands, but these blasts seem to arc wildly out of control and zig-zag haphazardly around in the air. Three of these found a home in an unsuspecting Swooping Hawk squad, wounding the Exarch and killing two others. In his rage Illerion failed to notice the slowly increasing intensity of the guttural Goffik rock. The forms of three leather clad Orks broke over the small hill directly in front of him. He instantly knew that these Goffik Rokkerz were the cause of his misdirected bolts. The Rokkerz paused on top of the hill, silhouetted by the burning Eldar city behind them. Their heads lowered and they continued to pound on those instruments with brutal force causing themselves to absorb the waargh energy from the battle. The energy coming from them was causing the ground to ripple and roll like water. The two Warlock in an attempt to protect their Lord began summoning the psychic energy to fuel their attack. Illerion failed to stop them in time, for he knew the dangers of wielding psychic powers in the presence of Goffik Rokkerz. The Warlocks bodies shook and vibrated uncontrollably. Their faces contorted and swelled until BOOM! they exploded. A wicked black and green lash of energy arced towards Illerion from the lead Rokker and struck the Farseer in the chest blowing his fragile organs out of his back!

The last thing Illerion witnessed before his soul-gem claimed his spirit was the majestic spire being toppled down into the inferno that was the capital city of his ancestral home.

GOFFIK ROKKERZ



Jammer can be gripped by the neck and wielded like an axe. The energy running through the head means it acts just like a power axe being wielded with two hands. Unfortunately using the Jammer in this manner wrecks the delicate components that allow it to be used to channel the Waargh. This means that if any or all the Goffik Rokkerz are engaged in hand-to-hand combat they will lose the special Waargh zone for the rest of the battle.

ARMY LIST

0-1 GOFFIK ROK BAND30 points per model

An Ork army may include up to one Goffik Rok Band as long as there are at least one Goff boyz mob in the army. The Goffik Rokkerz are the epitome of the Goff clan's ideas of Orkiness. With the aid of their Jammer guitars they prove to be a major morale booster to an Ork warband. More than a few opponents have a lost a battle by underestimating the power these 'waargh' channelers possess.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Goffik Rokker	4	4	4	3	4	1	2	1	7

MOB: The mob consists of 3-5 Rokkerz

WEAPONS: Bolt pistol, 'Jammer' guitar.

ARMOUR: Flak (6+ save).

SPECIAL RULES:

Psychology: Rokker boyz receive a rush from the Waargh energy coursing through their bodies. This sense of invulnerability makes the Goffik Rokkerz immune to Psychology and Leadership based tests.

'WAARGH' Zone: The Goffik Rokkerz create a 12" zone around themselves that seriously disrupts psykers and psychic powers that fall within it. Any psychic power attempted to be used within or targetted at models in this area, will be nullified on a D6 roll of 4+. Due to the violent nature of the 'Waargh' waves that roll off the Goffik Rokkerz no teleporting is allowed within the 'Waargh' Zone.

Wierdboyz: Ork Wierdboyz within 12" of the Goffik Rokkerz are also affected by the Waargh power. They cannot use any of their powers while in the zone except Nullifies and special warp cards. This is because the Wierdboy is too busy 'eadbangin' to the Goffik Rok!

Goffs: Any Goff Orks (not Gretchin or Snotling) in the zone are whipped up into a frenzy. Their WS is increased by +1 but they are not capable of firing any ranged weapons due to the hyper-activity. In addition Goff Orks are subject to frenzy while in the zone.

Other Orks: Any other Orks in the zone are also affected. Their WS is increased by +1 and they may not fire any ranged weapons.

Da Jammer: The Jammer is a special device which allows the Goffik Rokkerz to channel the 'WAARGH'. Also when the Goffik Rokkerz are engaged in hand-to-hand combat the

Sorry folks we would have nice photo of the Goffik Rokkerz, but Mark Jones didn't paint them in time!



BLOOD BOWL®

HE PLAYS LIKE A DAEMON!

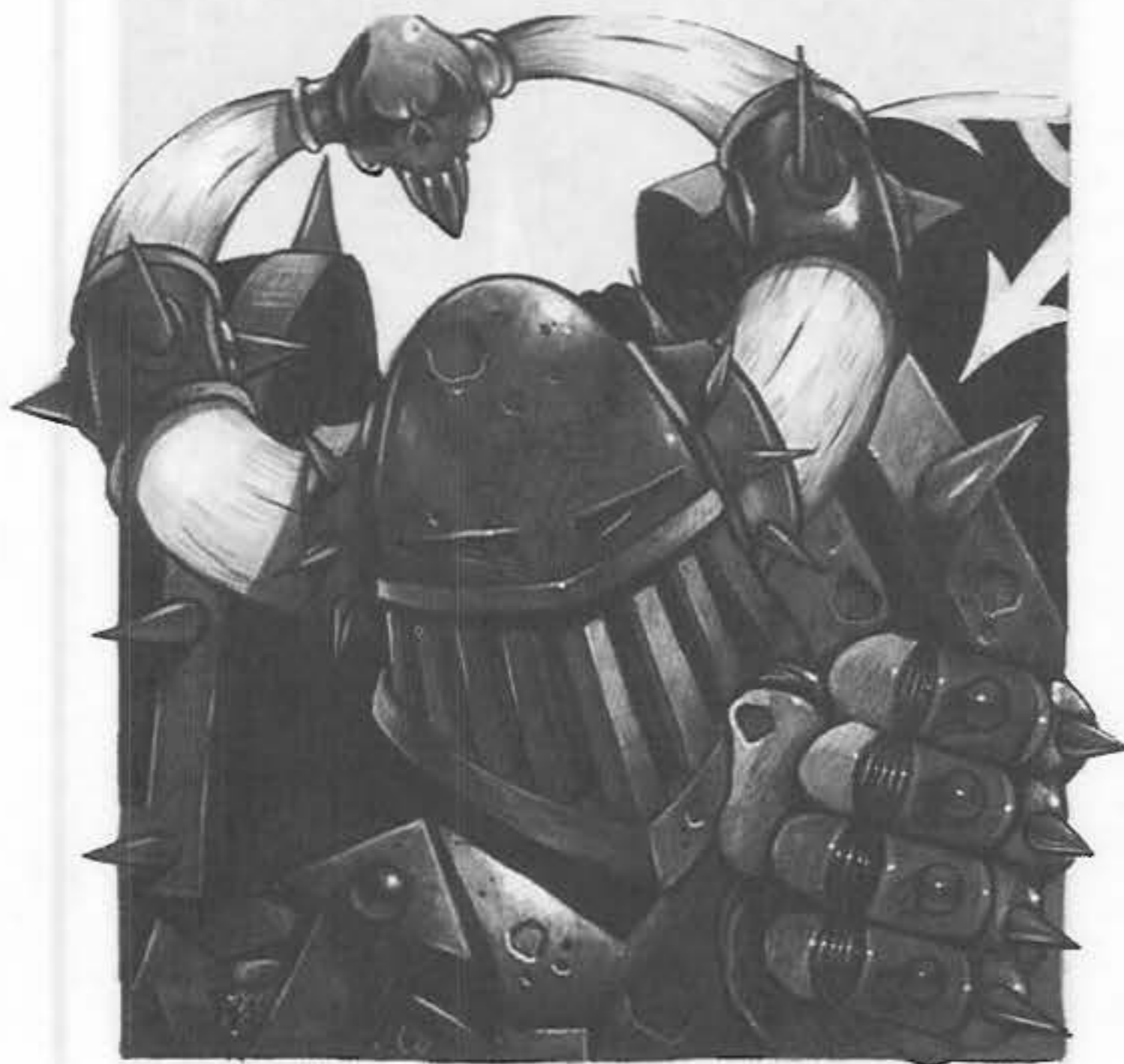
By Andrew Hall

Wishing to have a greater variety of players available to his Chaos team, Andrew Hall has sent in his rules for using daemons in Blood Bowl. After all, the daemonic powers of the Chaos Wastes like a good match as much as the next pan-dimensional being of doom.

It took a long time for the Blood Bowl frenzy to reach the astral planes, but when it did...WOW! Daemons make great Blood Bowl players, as Chaos teams have found out. Of course, there is some disadvantages. Most often it's the fact that creeping around at the witching hour of the winter solstice with a sacrificial dagger and a maiden of purity can be frowned upon by some people. The Daemons themselves are not paid (well not with money...) as they have no use of mortal possessions. The money goes to the Chaos Sorcerers who are foolish and greedy enough to summon and bind these servants of Chaos. This is not the only disadvantage, with no armour and only a Daemonic Aura to protect them, it is quite common for Daemons to be pounded into the ground and spend the rest of eternity in the magical equivalent of the dug-out.

Use the following team list for your Chaos teams if you wish to use these rules in your games of Blood Bowl. Remember that your league commissioner must agree to using these rules in your particular league.

The difference between these Chaos teams and a normal Chaos team is that team must be dedicated to one of four Chaos powers. These are either Slaanesh, Khorne, Tzeentch or Nurgle, and the Daemonic player they are allowed is the Daemon of their patron deity; Plaguebearers for Nurgle, Bloodletters for Khorne, Daemonettes for Slaanesh and Horrors for Tzeentch.



To field Daemons or Greater daemons, a Chaos team must have a team wizard. If the Wizard is killed, gets a better offer or leaves the team for any reason, a new one must be hired before the next match. If this isn't done then all Daemons and Greater Daemons on the team will be plucked back into the void (some people call this banishment, but anyone who really knows Daemons it's because they get bored). Having Daemons on your Chaos team doesn't affect the wizard's spell casting ability and you may still cast one spell of your choice during a match (No, we don't want rules for the 'Playbook' of Nagash, or the Catching Mit of Nagash!).

Daemons do not have a normal armour like other Blood Bowl players. Instead they are protected by their Daemonic Auras. This is treated the same as an ordinary Armour Value, except that a player never gets any modifier to his roll when he attempts to beat a daemon's Daemonic Aura, so the Claw, Mighty Blow or other skills do not increase the chances of injury.

If a daemon's Daemonic Aura is beaten, roll for injury as normal. However a result of Badly Hurt, Seriously Injured or Dead means the Daemon is banished from the mortal plane back to the swirling energies of Chaos. If this happens then the daemon should be taken off your team roster and is dead.

PINK AND BLUE HORRORS

Instead of being banished to the warp, a Pink Horror that is Badly Hurt, Seriously Injured or Dead splits into two Blue Horrors. One of these is placed in the square the Pink Horror occupied, the other scatters D6 squares as it pops into existence. If the final square is occupied the Blue Horror is placed knocked over in the target square and the other player is pushed backed and knocked down. Armour and Injury rolls should be made as normal.

If having Blue Horrors appearing takes your team over the allowed eleven players, roll a dice at the start of each of your own turns. On a roll of 1, 2 or 3 one of the Blue Horrors is sent off for the rest of the match (randomly determine which one). On a roll of 4, 5 or 6 the referee thinks the manic leaping daemons are just one VERY fast player...

If both Blue Horrors are cast into the the Warp through injury, then the Pink Horror is also dead, remove it from your team roster. However, if one of the Blue Horrors survives a match the Pink Horror is still okay and will start the next match as normal. Blue Horrors cannot earn Star Player points, they are lost when they merge again to become the Pink Horror.

GREATER DAEMON STAR PLAYERS

Where there's Chaos, there's Greater Daemons. These behemoths of the Blood Bowl pitch have a number of special rules. All Greater Daemons, with the exception of the Bloodthirster, have a Daemonic Aura instead of normal armour, and this follows all of the rules on the previous page. In addition, no Chaos team can ever have more than one Greater Daemon. The Greater Daemon they are allowed depends on their patron Chaos god. Teams that follow Khorne can have a Bloodthirster, Slaanesh teams can have a Keeper of Secrets, a Lord of Change plays for Tzeentch teams while the followers of Nurgle can have a Great Unclean One taking up the room at the back of the team coach.

Chaos daemons are bound to this world rather loosely. There is a chance that they will lose control of their mortal forms and temporarily return to the realms of Chaos. To represent this, a Greater Daemon has a Penalty Roll, just like a Dwarf Deathroller or a Goblin Chainsaw. The rules for Penalty Rolls are given in the Blood Bowl handbook.

Greater daemons are tougher than other daemons, and therefore they are only banished to the warp if they are Seriously Injured or Killed. If they are Badly Hurt they simply miss the rest of the game as usual.



GREAT UNCLEAN ONEPenalty Roll 9+

The huge bulk of a Great Unclean One is always a popular sight with the fans. As it spews gouts of putrid foulness at the opposition, the fans cheer and clap, pointing out particularly virulent boils and blisters that erupt on the opposition.

A Great Unclean One can use a special Stream of Corruption attack instead of making a Block (this means it can move and use this attack if you declare a Blitz action). To resolve this use the teardrop-shaped template. Place the narrow end touching the Great Unclean One, the other end pointing towards the enemy. Any player (on either team) half or more under the template must make an immediate Dodge roll using these modifiers. If this is failed the player is knocked over and may be injured as normal:

- +1 Making a Dodge
- 1 for each Tackle zone exerted on the player

The player does not actually move, he just tries to duck under the gout of filth blasting towards him.

BLOODTHIRSTERPenalty Roll 8+

The Bloodthirster is the embodiment of Khorne's anger and rage. A Bloodthirster is a terrifying sight as it charges down the field bellowing its hatred and swatting aside everything in its path. Remember a Bloodthirster is the epitome of war and battle, and that Blood Bowl is supposed to be a sport - Don't say we didn't warn you

A Bloodthirster wears Chaos Armour rather than having a Daemonic Aura. This means it follows all of the normal rules for armour and opponents can modify their Armour rolls with skills or cards.

LORD OF CHANGEPenalty Roll 7+

Lords of Change are the masters of intrigue and magic. They wield the unearthly powers of Chaos, causing the ball to change into a small duck, the opposing team's half-time squash to contain funny squiggly things, the crowd into a bunch of contemplative, bespectacled intellectuals and so on.

Having a Lord of Change on the pitch when there is a Kick Off allows the Chaos Head Coach to draw a Random Event card from the deck. This may be played as normal with the following exceptions. If the Lord of Change is off the pitch then the Chaos Player may not play the Random Event card. Only one Random Event card can be held for the Lord of Change. If you do not use it and there is another Kick Off, you do not draw a new card. If the Lord of Change is sent off, Badly Hurt, banished to the realms of Chaos or misses the rest of the game for another reason then discard the Random Event card immediately. Random Events that are played after the match may be used as long as the Lord of Change is not Badly Hurt, has been banished or was sent off by the referee.



KEEPER OF SECRETS.....Penalty Roll 8+

A Keeper of Secrets is a combination of sensuous pleasure and feral brutality. Its jewel-like eyes glitter with inhuman sensation and intellect. In fact, they are great at organising victory celebrations at the local inn...

A Keeper of Secrets is surrounded by a magical aura of depravity and seduction. This Aura of Slaanesh distracts nearby players, causing them to fumble the ball, trip over, miss a tackle, and so on... The Aura of Slaanesh may affect all opposing models within the tackle zone of the Keeper of Secrets. Any model which has to make a dice roll while in the Keeper of Secrets' tackle zone (throwing a Block, passing, catching, etc.) must make a basic Agility roll. If the player fails then whatever dice roll they were attempting automatically fails. A player making a foul fails to penetrate the victim's armour and is sent off, a Blocking player suffers an 'attacker knocked down' result, a thrower fumbles as if he had rolled a 1, and so on.

**KHORNE TEAM ROSTER**

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Beastman	60,000	6	3	3	8	Ability: Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Bloodletter	130,000	6	5	3	7*	Frenzy

Re-Roll counter: 70,000 gold pieces each. * Daemons have a Daemonic Aura.

SLAANESH TEAM ROSTER

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Beastman	60,000	6	3	3	8	Ability: Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Daemonette	110,000	6	3	4	7*	Abilities: Hypnotic Gaze, Claw

Re-Roll counter: 70,000 gold pieces each. * Daemons have a Daemonic Aura.

NURGLE TEAM ROSTER

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Beastman	60,000	6	3	3	8	Ability: Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Plague Bearer	120,000	6	4	3	7*	Abilities: Foul Appearance, Horns

Re-Roll counter: 70,000 gold pieces each. * Daemons have a Daemonic Aura.

TZEENTCH TEAM ROSTER

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Beastman	60,000	6	3	3	8	Ability: Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Pink Horror	120,000	6	3	3	7*	Special, Ability: Big Hand
	Blue Horror	-	6	2	3	6*	Stunty.

Re-Roll counter: 70,000 gold pieces each. * Daemons have a Daemonic Aura.

★ HEARTTRIPPER BLOODTHIRSTER ★



MOVEMENT

6

STRENGTH

8

AGILITY

3

ARMOUR

10

SKILLS

Block
Break Tackle
Dirty Player
Mighty Blow

TEAMS

CHAOS - KHORNE

SPECIAL

CHAOS ARMOUR

240,000 GOLD PIECES

★ MORTIUS GREAT UNCLEAN ONE ★



MOVEMENT

3

STRENGTH

7

AGILITY

1

ARMOUR

9

SKILLS

Foul Appearance
Multiple Block
Pile On
Stand Firm
Thick Skull

TEAMS

CHAOS - NURGLE

SPECIAL

STREAM OF CORRUPTION

230,000 GOLD PIECES

★ LEWDRUMPSLAP KEEPER OF SECRETS ★



MOVEMENT

6

STRENGTH

7

AGILITY

3

ARMOUR

9

SKILLS

Block
Claw
Extra Arms
Horns
Mighty Blow

TEAMS

CHAOS - SLAANESH

SPECIAL

AURA OF SLAANESH

230,000 GOLD PIECES

★ ZIRREXELEKAKAZAX LORD OF CHANGE ★



MOVEMENT

6

STRENGTH

7

AGILITY

4

ARMOUR

9

SKILLS

Jump Up
Leader
Leap
Pass Block

TEAMS

CHAOS - TZEENTCH

SPECIAL

RANDOM EVENT

240,000 GOLD PIECES

WARHAMMER

NORSE WAR MAMMOTHS

BY IAN PICKSTOCK

The following article allows you to use some of the most devastating weapons in the Norse army. Mighty War Mammoths, bearing huge battle towers and carry a complete unit of Norse into battle. The Norse Dwarf variant mounts a devastating bolt thrower piercing the ranks of the enemy.

WAR MAMMOTH BATTLE TOWERS

War Mammoth are used by the Norse to mount huge battle towers. The battle towers are able to carry ten Norsemen across the rough terrain of Norsca and straight into the thick of battle. The War Mammoth ferocious charge and the Norse warriors superior combat skill, make the War Mammoth a feared monster the length and breadth of the Old World.

MOVEMENT

A War Mammoth Battle Tower moves in exactly the same way as a normal War Mammoth and is subject to all the special rules for War Mammoths as printed in the Bestiary section (printed in Citadel Journal issue 6). Due to the increased bulk of the Battle Tower the War Mammoth has his movement characteristic reduced by 3". This change has been included in the profile below.



FIGHTING THE WAR MAMMOTH BATTLE TOWER

The War Mammoth Battle Tower fights in hand-to-hand combat in the same way as a chariot. Models attacking the War Mammoth Battle Tower should compare their WS against that of the crew for determining hits.

Hits from shooting and hand-to-hand are randomly allocated between the Battle Tower, the crew, the rider and the War Mammoth as shown on the table below. For each hit scored roll a separate dice and then resolve damage against the part of the War Mammoth Battle Tower that has been hit.

Shooting		Hand-to-Hand	
1	Crew	1-2	Battle Tower
2	Rider	3-4	Mammoth
3-4	Mammoth	5	Rider
5-6	Battle Tower	6	Crew

Both the War Mammoth and the Battle Tower have their own toughness value, wounds and other characteristic as shown below. Profiles for the crew and the rider have been included for convenience.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
WAR MAMMOTH	5	3	0	7	6	6	1	3	5
NORSEMAN	4	4	3	3	3	1	3	1	7
TOWER	-	-	-	-	6	5	1	-	-

The War Mammoth has very thick skin and fur and has a saving throw of 5+ on a D6. The crew carry shields and have a saving throw of 6+.

A War Mammoth Battle Tower may continue to fight as long as the War Mammoth is alive. If the rider is killed then the War Mammoth will take rampage test on the War Mammoths leadership characteristic.

If the War Mammoth is killed then the whole lot will collapse in a random direction. Any models underneath the War Mammoth must make their basic saving throw to avoid destruction. All the crew and the rider are assumed to be crushed or trapped under the beast and are killed.

WAR MAMMOTH BATTLE TOWER ATTACK

A War Mammoth Battle Tower attacks in exactly the same way as a normal War Mammoth, following all the special rules printed for War Mammoths in the Bestiary section. In addition to the attacks made by the War Mammoth and rider. The crew of the Battle Tower may fight against any enemy in contact with the War Mammoth, whether to the front side or rear. They strike blows in normal initiative order, and strike first during a charge.

FLEE AND PURSUIT

War Mammoth Battle Towers flee and pursue exactly like other troops. If broken in hand-to-hand combat and forced to flee they move 2D6". If caught they will be destroyed. Similarly they pursue fleeing enemies at the same rate, and will destroy them if they are caught.

WAR MACHINES AND WAR MAMMOTH BATTLE TOWERS

As with chariots when you are firing at the War Mammoth Battle Tower with a stone thrower, or other weapon which has a template to represent its effect, it is possible to hit the crew, the War Mammoth or the rider depending on the position of the template. Position the template normally. each part of the War Mammoth Battle Tower is treated as a separate target, so the Battle Tower/ War Mammoth/ crew/ rider are potential targets. Treat each crew, the Mammoth and the Battle Tower as separate targets, just like single models in an ordinary unit.



NORSE DWARF WAR MAMMOTH

The Dwarf of Norsca also use War Mammoths in battle. The Norse Dwarf War Mammoth is characterised by the large bolt thrower carried on the battle tower. The War Mammoths great ability to move across the mountainous terrain is invaluable for the slow moving Dwarfs. In the close mountain passes of Norsca it is easy for your enemies to ambush you or sneak around and attack your rear, so the Norse Dwarfs need to stay mobile and be able to bring the little fire power they possess to bear upon the enemy.

MOVEMENT

A Norse Dwarf War Mammoth moves in exactly the same way as a normal War Mammoth and is subject to all the special rules for War Mammoths as printed in the Bestiary section. Due to the increased bulk of the Bolt Thrower the War Mammoth has his movement characteristic reduced by 3". This is included in the profile below.

FIGHTING THE NORSE DWARF WAR MAMMOTH

The Norse Dwarf War Mammoth fights in hand-to-hand combat in the same way as a chariot. Models attacking the Norse Dwarf War Mammoth should compare their WS against that of the crew for determining hits.

Hits from shooting and hand-to-hand are randomly allocated between the Tower, the crew, the rider and the War Mammoth as shown on the table below. For each hit scored roll a separate dice and then resolve damage against the part of the Norse Dwarf War Mammoth that has been hit.

Shooting

1	Crew
2	Rider
3-4	Mammoth
5-6	Tower

Hand-to-Hand

1-2	Tower
3-4	Mammoth
5	Rider
6	Crew

Both the War Mammoth and the Tower have their own toughness value, wounds and other characteristic as shown below. Profiles for the crew and the rider have been included for convenience.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
WAR MAMMOTH	5	3	0	7	6	6	1	3	5
NORSE DWARF	3	4	3	3	4	1	2	1	9
TOWER	-	-	-	-	7	5	1	-	-

The War Mammoth has very thick skin and fur and has a saving throw of 5+ on a D6.

A Norse Dwarf War Mammoth may continue to fight as long as the War Mammoth is alive. If the rider is killed then the War Mammoth will take rampage test on the War Mammoths leadership characteristic.

If the War Mammoth is killed then the whole lot will collapse in a random direction. Any models underneath the War Mammoth must make their basic saving throw to avoid destruction. All the crew and the rider are assumed to be crushed or trapped under the beast and are killed.



NORSE DWARF WAR MAMMOTH ATTACK

A Norse Dwarf War Mammoth attacks in exactly the same way as a normal War Mammoth, following all the special rules printed for War Mammoths in the Bestiary section. In addition to the attacks made by the War Mammoth and rider. The crew of the Bolt Thrower Tower may fight against any enemy in contact with the War Mammoth, whether to the front side or rear. They strike blows in normal initiative order, and strike first during a charge.

THE BOLT THROWER

The Norse Dwarf War Mammoth is armed with a Bolt Thrower with a crew of three Norse Dwarves. The Bolt Thrower works exactly like a normal Bolt Thrower as detailed on page 79 of the Warhammer Rulebook. The crew may fire the Bolt Thrower as long as the Norse Dwarf War Mammoth doesn't March move or Rampage (see Bestiary section).

Bolt throwers are fired in the shooting phase along with other missile weapons. Because the Bolt Thrower is 'bolted' to the the battle tower, the bolt thrower may only be fired at targets directly in front of it. So it is important that you move your War Mammoth so it is facing the correct direction in the

movement phase. To determine if the bolt hits roll to hit as normal, using the **BS** of the Norse Dwarf crew.

If you score a hit work out damage as described below. If you miss then the bolt hits the ground or sails into the air and comes down harmlessly somewhere else.

Damage

A bolt thrower is a powerful weapon which can hurl its bolt through several ranks of troops, piercing each warrior in turn. If you hit then resolve damage against target using the bolt throwers strength of 5. If the model is slain then the bolt hits the trooper in the second rank directly behind: resolve damage on the second model with a strength of 4. If the second rank trooper is slain then a model in the third rank is hit: resolve damage with a strength of 3. Continue to work out damage as bolt pierces and slays a model in each rank, deducting 1 from the strength of each rank pierced.

A model damaged by a bolt thrower sustains D4 wounds, which means that even large monsters can be hurt or slain by a hit from a bolt thrower.

Profiles

The bolt thrower hurls a sharp tipped spear which causes considerable damage. The table below shows it's details.

RANGE	STRENGTH	DAMAGE	SAVE
48"	5 -1/rank	D4	no saves

FLEE AND PURSUIT

Norse Dwarf War Mammoths flee and pursue exactly like other troops. If broken in hand-to-hand combat and forced to flee they move 2D6". If caught they will be destroyed. Similarly they pursue fleeing enemies at the same rate, and will destroy them if they are caught.

WAR MACHINES AND NORSE DWARF WAR MAMMOTHS

As with chariots when you are firing at the Norse Dwarf War Mammoth with a stone thrower, or other weapon which has a template to represent its effect, it is possible to hit the crew, the War Mammoth or the rider depending on the position of the template. Position the template normally. each part of the Norse Dwarf War Mammoth is treated as a separate target, so the Tower/ War Mammoth/ crew/ rider are potential targets. Treat each crew member, the War Mammoth and the Bolt Thrower Tower as separate targets, just like single models in an ordinary unit.

WARHAMMER

NORSE SPECIAL CHARACTERS

BY IAN PICKSTOCK

The following special characters can be used with your Norse armies. For the most part they are based upon the characters created in the stories written by Carl Brown and Gavin Thorpe, so you can include these great heroes in your army. However I realise some of you may already have your own general and leader models, if you wish to include these in your army you may have use the special hero rules, featured in this issue.

ERIK REDAXE, HIGH KING OF THE NORSE205 points +75 Battle Troll

Your army may be led by Erik Redaxe. If you decide to do this, Erik Redaxe is the general of your army and therefore replaces the general described in the main army list.

The Norse sagas speak of many great heroes, some were greater than Erik, while some were less, most however are unknown to any but the Norse themselves. Where Erik Redaxe differs is the profound effect he had on the other nations of the Old World. Erik Redaxe is the first Norseman to unite the many clans of the Norse under one banner.

His career began as do most Norse sagas, when Erik grew restless of life in the cold realms of Norsca and decided to go raiding, together with some close comrades. Erik left Norsca with only one longship and a score of men, Erik arrived two years later with a dozen ships all loaded down with booty, he had sailed and raided all along the coasts between Kislev and the Bay of Corsairs, having beaten off the foul pirates, smugglers and vile criminals that inhabit the isles of that region, Erik's Reavers were finally turned aside by a determined Sea Elf fleet.

But his final raid that earned him most and set him on the path of becoming a great leader, was one on the free city of Marienburg. Hearing of Erik's defeat in the Bay of Corsairs, Guy du Lac growing tired of the countless Norse raids, ordered the Marienburg Warfleet assembled in order to ambush Erik's fleet as he returned to Norsca.

Upon hearing this news Erik knew he must act or face destruction by the better and more numerous war-fleet. Erik planned a daring night-raid on the city of Marienburg itself. The raid was a tremendous success, before the night was over half of Marienburg was bathed in the light of burning ships, but best of all Erik had managed to capture Guy du Lac, the Duke himself. Erik sailed out of the Marienburg estuary with all of it's remaining War-fleet and its Duke.

It was now that Erik's rise to power amongst his own people began. The Norse had been more than a century with no High King and the increased frequency of Chaos marauders in the north and cold hard winters were beginning to take their toll on the Norse. Erik returned home with untold riches, but he realised quickly that gold didn't feed people. Knowing that the

Empire would pay dearly to get a strangle hold on its former city state, Erik sent word immediately to the leader of the Empire, then Wilhelm the third. Erik ransomed the Guy du Lac to the Empire, not for Gold, but for full food stores. Erik was hailed as the saviour of the Norse people and when he assumed the title of High King no one stood to oppose him.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Erik Redaxe	4	7	6	5	5	3	6	4	10

WEAPONS: Erik carries a sword and his huge axe, known as Battle-Troll, a gift from his father and rumoured to have been blessed by Odin himself.

ARMOUR: Erik wears light armour and carries a shield.

MAGIC ITEM: Erik is a Lord character and is therefore entitled to carry three magic items. One of these will always be his Magic axe Battle Troll



SPECIAL RULES

NORSE

Erik is a Norseman and may *Counter-Charge* and form a *shield wall* if leading a unit of Huscarls. See the Norse Bestiary in Journal issue 6.

IGNORE PAIN.

Erik's constitution is awesome and he able to ignore blows that would normally cripple a man. If a Erik is reduced to 0 wounds then instead of removing him as a casualty lie his model down on its side. At the beginning of all subsequent Norse turns, roll a D6. On a roll of 4, 5 or 6 Erik has managed to recover from his wounds, stand the model up, Erik may move and fight normally for this turn and counts as having one wound. On a roll of a 2 or 3 The exertions of the previous turn cause Erik to fall unconscious, lie the model on it's side, he may do nothing for the rest of the turn. On a roll of a 1, Erik really has suffered a crippling blow and he is removed from the game. While Erik is down he should be ignored, he may be moved over by enemy or friendly units, who think he is dead. If Erik should recover while in contact with an enemy unit, then he should be placed in hand-to-hand combat with front rank of the unit and counts as charging.

INVOCATION OF THOR

Raising his arms to the skies, Erik calls upon his Father to help him in his hour of need. Soon the sky fills with black storm clouds and lightning strikes down upon the enemy and thunder peals across the sky. Once per game, at the beginning of the Norse player's turn, Erik may call upon the Invocation of Thor. The affects of the Invocation last for the duration of the present turn and all of the next. Any missile fire is reduced to short range and is at -1 to hit. At the beginning of both turns, lightning strikes down causing D6 S4 hits to one chosen enemy units. Normal armour offer no protection, but magic armour saves as normal. In addition all enemy units with 12" of Erik himself *fear* any Norse warriors.



FEAR

The exploits of Erik's Reavers are known throughout the Old World. Erik is known for his quick wit and cunning tactical mind, making him a much feared general, Leading his army from the front, where most generals would watch from the safety of a defended hill. Erik Redaxe causes *fear* as described in the psychology section of the Warhammer rulebook.

BATTLE-TROLL

No one knows where or when Erik got his axe, but Erik rarely goes anywhere without it. Erik claims that while he is armed with axe he is blessed by the Gods and none shall defeat him.

Models wounded by the axe do not receive any armour saving throw, unless they are wearing magic armour, which saves as normal. In addition the axe casts as aura of protection around Erik. If he is wounded in hand-to-hand combat then roll a D6. On a roll of 4+ the wound is negated.



**STÜRMJARL,
SHAMAN LORD OF EJSGARD316 points**
+100 Gift of Loki
+30 Runes

Stürmjarl is a solitary character who lives deep in the realm of Ejsgard in the north of Norsca. Ejsgard is largely uninhabited even by the hardy Norse, it is the realms of packs of wolves Snow Trolls, and the hunting grounds of Dire Wolves. Stürmjarl lives there however, high on the mountains that border the Realm of Chaos, where days and nights last a whole season.

During long periods of solace he studies ancient lore, composes sagas and worships the gods. Stürmjarl uses his great spellcasting abilities to shrouds his home in thick fogs and spells of illusion, to keep the wild animals and unwanted guests away.

Very few Norse no about Stürmjarl and those that do consider him a mad man and steer well clear. Although many Norse have sought his help in the past, and Stürmjarl consider the trip to his home an arduous enough test of causes' worthiness and will always help any who make it to his door. Stürmjarl is not however in complete control of his destiny however, many years ago Loki the Norse god of mischief saw fit to bestow one of his gifts upon Stürmjarl. For Loki it proved a bad choice, for Stürmjarl as tremendous willpower and has managed to maintain control of himself while the gift has been in his possession. Stürmjarl has however benefitted from the great powers the gift offers.

If the need is great Stürmjarl would never shirk from helping his people and has been seen in battle many times. Striking down foes with is staff of storns and using the enemy's own evil magic against them, Stürmjarl is much feared foe.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Stürmjarl	4	5	4	4	4	4	6	3	9

WEAPONS: Stürmjarl carries a hand weapon.

ARMOUR: Stürmjarl does not wear any armour, as this would interfere with his spell casting capabilities.

MAGIC ITEM: Stürmjarl is a Shaman Lord character and is therefore entitled to carry four magic items. Two of these will always be his Runes and the Gift of Loki.

SPECIAL RULES

FEAR

Norse Shamans are very smelly and ugly and therefore cause *fear* as described in the Psychology section of the Warhammer rulebook.

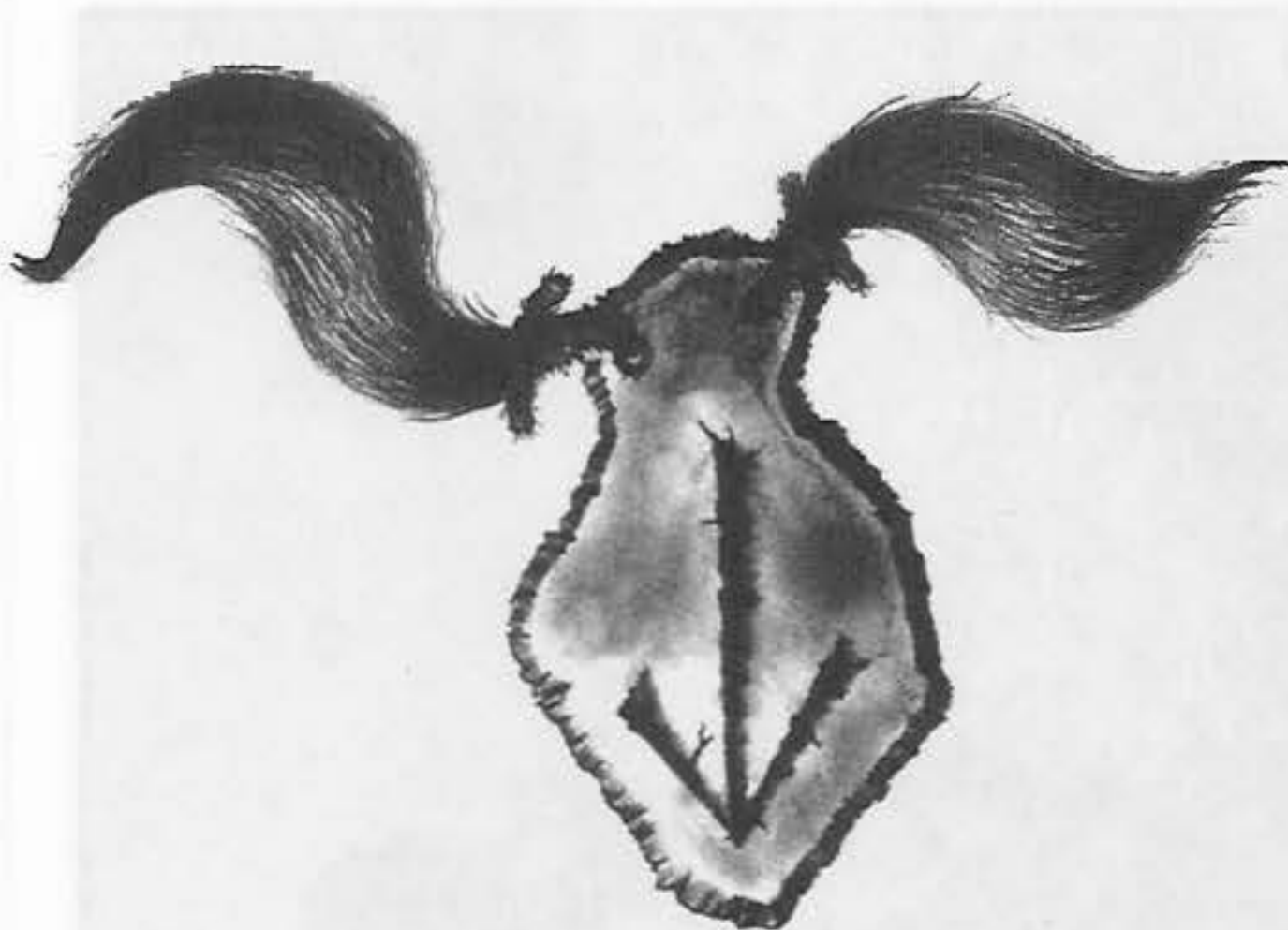
HATRED

If the Norse Shaman is in the front rank of a Norse unit, then he can inspire them to Hate the enemy. The unit becomes subject to *Hatred* as described in the Psychology section of the Warhammer rulebook.

GIFT OF LOKI

Loki is the Norse god of mischief, he is an evil being, much taken to cunning schemes, intrigues and causing trouble, all purely for his own entertainment. If Loki sees a mortal as a promising prospect then he will grant him a gifts. The gift can take any form, although it is usually a mask.

The Gift allows the shaman to be a Dark Sorcerer and uses Dark Magic spells. However after the shaman attempts to cast a Dark Magic spell, regardless of whether it failed or not, roll a D6. On a roll of a 1, the Shaman is overcome by the mischievous schemes of Loki and may do nothing until the beginning of the next magic phase.



RUNES

The Runes are usually carved out of stone or the knuckle bones of a beast from the Chaos wastes. The Runes are commonly used by all Norse shamans, the shaman cast them in a ritual reciting words of power, he can then interpret the way they fall to predict futures and probabilities.

A Norse shaman with Runes may reroll a failed attempt to dispel a spell once.

THE RAVENSWYRD100 points

Many sagas spanning many centuries record appearances of a strange and mysterious character. He always appears at the Norse's darkest hour, when their need is greatest and he is always accompanied by a black raven. He has become known as the Ravenswyrd. He is believed to be a warrior chosen by the Gods to guard the people of Norse until the final battle, until Ragnarok.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
The Ravenswyrd	2D6	6	0	4	4	1	4	2-10	10
The Raven	12	-	0	4	4	2	5	-	10

WEAPONS: The Ravenswyrd is armed with a double handed weapon.

ARMOUR: The Ravenswyrd does not wear any armour.

MAGIC ITEM: The Ravenswyrd does not carry any magic items.



SPECIAL RULES

BERSERKER

The Ravenswyrd is a berserker, all the rules for berserkers apply (see the Norse Bestiary section in issue 7 of the Citadel Journal).

THE RAVEN

The Ravenswyrd is a mysterious character and his origins are unknown. Scholars of ancient lore however will know that the Raven that always accompanies him is the key to his existence and special powers.

The Raven is represented by its own separate model. If the Raven is within 12" of the Ravenswyrd then he gains the following special ability. If the Ravenswyrd is wounded, then roll a D6 for each wound caused. On anything except a roll of a 1. The Ravenswyrd may ignore the wound and reduce either his WS, S or T by one instead.

In addition if the Raven is within 4" of the Ravenswyrd at the beginning of the Norse turn roll a D6. On a roll of 6 the Ravenswyrd may increase either his WS, S or T by one. This increase may not take it above the Ravenswyrd's starting stat-line.

The Raven can not be attacked in hand-to-hand or hit by war machines, but can be shot at by missile weapons, it counts as an individual and small target, see text for profile. The Raven is immune to psychology and is assumed to pass any leadership based tests automatically. The Raven receives a save of 4+ against any magic attacks cast against it.

If the Raven is killed then the Ravenswyrd will die also and both models should be removed from the table. If the Raven is resurrected by any means, then the Ravenswyrd will also return and both models will return to the table.

KEORL THUNDERHAND, DRAGON SLAYER130 points

+125 Dragon Slayer
+30 Thorim's Ring

Your army may be led by Keorl Thunderhand. If you decide to do this, Keorl Thunderhand is the general of your army and therefore replaces the general described in the main army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Keorl Thunderhand	4	7	6	4	4	3	6	4	10

WEAPONS: Keorl carries a huge double handed sword inscribed with runes of Dragon slaying.

ARMOUR: Keorl wears light armour.

MAGIC ITEM: Keorl is a Lord character and is therefore entitled to carry three magic items. Two of these will always be the Dragon Slayer and Thorim's Ring

SPECIAL RULES

NORSE

Keorl is a Norseman and may *Counter-Charge* and form a *shield wall* if leading a unit of Huscarls. See the Norse Bestiary in Journal issue 6.

BEAST-SLAYER

Keorl loves the challenge of slaying a huge monster and is completely psychotic and utterly fearless when faced by one. Keorl best tactic is literally to leap onto the monster's back, driving his huge sword between the monster shoulder blades, piercing its heart.

Keorl always strikes first when being attacked by or attacking monsters. Even if the monster charged. Note however, Keorl does not strike first against a monster that is being ridden.

PSYCHOLOGY

Keorl has seen and killed so many monster that he is utterly fearless to huge monsters. Keorl is immune to any psychology test caused by monsters.

DRAGON SLAYER

This sword has been warded against Dragons. The wielder gains +3 strength when rolling to wound. Each unsaved wound, inflicts D3 wounds. When used against dragons hits wound automatically and inflict D3 wounds per hit. Dragons who wish to charge the bearer must test for fear.



THORIM'S RING

This magical ring has been in the Thunderhand family for generations. It is rumoured to have been a gift from the Norse Dwarfs as a token of a blood debt owed to one of Keorl's ancestors. The gold ring is inscribed with ancient runes and a bright red ruby is set in it. When the ring's wearer is attacked by breath weapon, the ruby glows with burning fire, reflecting the flames back towards their source.

The wearer of the ring is only hit by breath weapons on a D6 roll of 6. In addition, due to the reflecting qualities of the ring the model making the breath attack is hit by it's own breath attack on D6 roll of 4,5 or 6.

A breath weapon is any attack that uses the teardrop shape template.

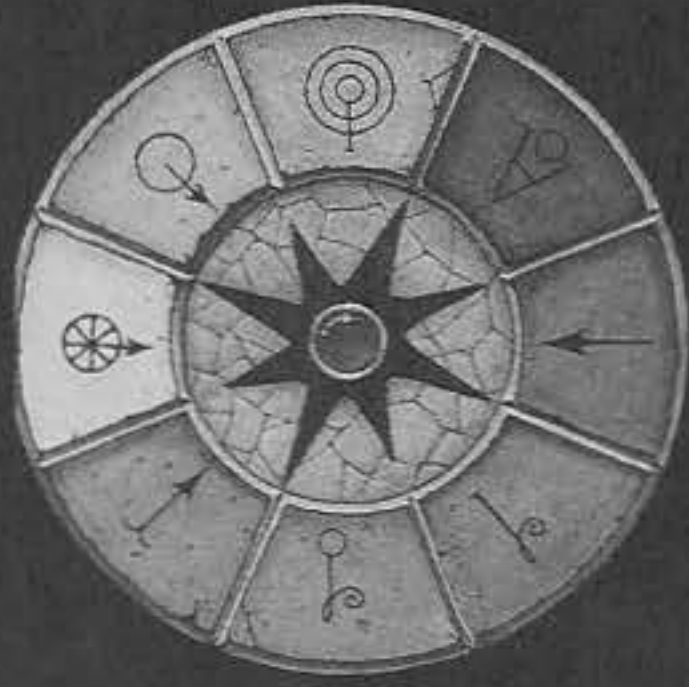


MAGIC ITEM



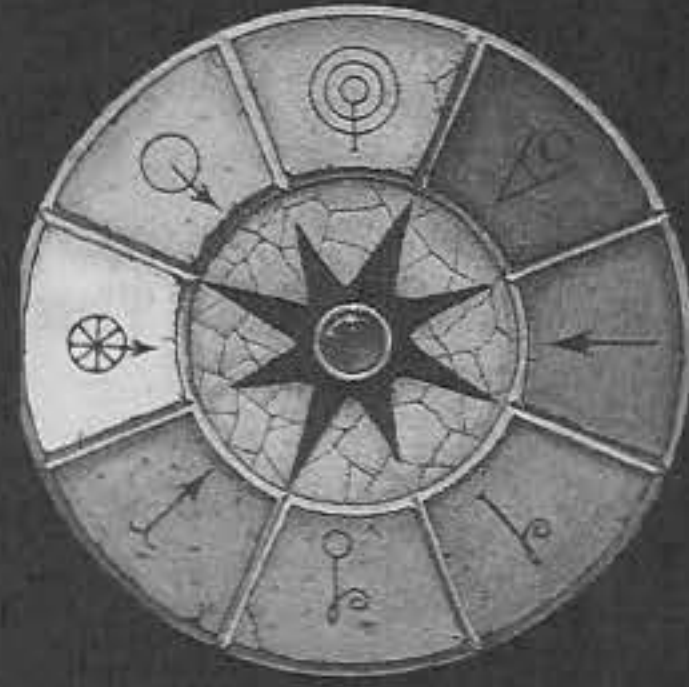
MAGIC ITEM

MAGIC ITEM



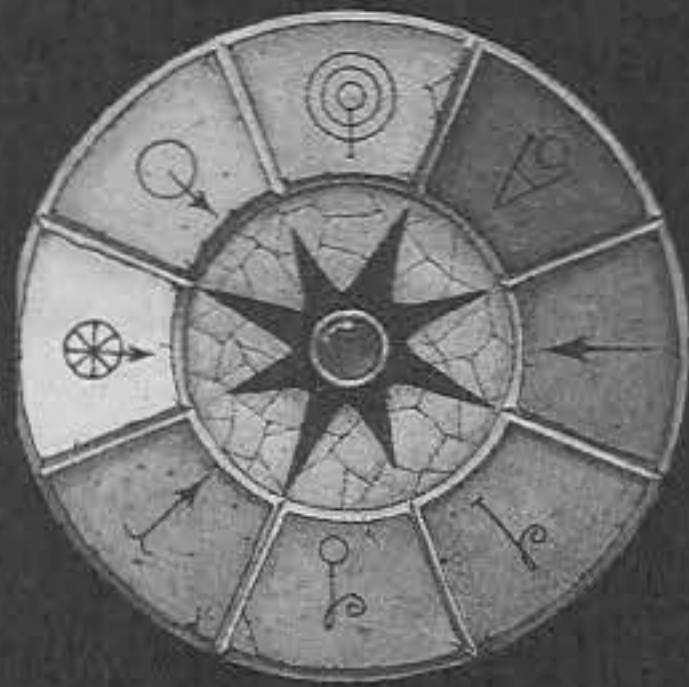
MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM

50 POINTS

GIFT OF LOKI

Loki is the Norse god of mischief, he is an evil and much taken to cunning schemes all purely for his own entertainment. If Loki sees a mortal as a promising prospect then he will grant him a gift. The gift is usually a mask.

The Gift allows the shaman to be a Dark Sorcerer and uses Dark Magic spells. However after the shaman attempts to cast a Dark Magic spell, regardless of whether it failed or not, roll a D6. On a roll of a 1, the Shaman is overcome by the mischievous schemes of Loki and may do nothing until the beginning of the next magic phase.

STURMJARL ONLY

MAGIC ITEM

30 POINTS

THORIM'S RING

This magical ring was a gift from the Norse Dwarfs as a token of a blood debt owed to an ancestor. The gold ring is inscribed with runes and a ruby is set in it. When the ring's wearer is attacked by breath weapon, the ruby glows with burning fire, reflecting the flames back towards their source.

The wearer of the ring is only hit by breath weapons on a D6 roll of 6. In addition, due to the reflecting qualities of the ring the model making the breath attack is hit by it's own breath attack on D6 roll of 4, 5 or 6. A breath weapon is any attack that uses the teardrop shape template.

NORSE ONLY

MAGIC ITEM

75 POINTS

RUNES

The Runes are usually carved out of stone or the knuckle bones of a beast from the Chaos wastes. The Runes are commonly used by all Norse shamans, the shaman cast them in a ritual reciting words of power, he can then interpret the way they fall to predict futures and probabilities.

A Norse shaman with Runes may reroll a failed attempt to dispel a spell once.

NORSE SHAMANS ONLY

MAGIC ITEM

75 POINTS

BATTLE TROLL

No one knows where or when Erik got his axe, but Erik rarely goes anywhere without it. Erik claims that while he is armed with axe he is blessed by the Gods and none shall defeat him.

Models wounded by the axe do not receive any armour saving throw, unless they are wearing magic armour, which saves as normal. In addition the axe casts as aura of protection around Erik. If he is wounded in hand-to-hand combat then roll a D6. On a roll of 4+ the wound is negated.

ERIK REDAXE ONLY

SQUIG BOMMERZ

BY MARK JONES

As you can see from his mug-shot, Mark Jones shares a special affinity with Squigs and thought it would be good to be able to include them in his Warhammer 40,000 games. With a huge bomb harness strapped or even implanted into them, Squig Bommerz strike fear into the hearts of the Ork's enemies. Nurtured by their Mekboy owners on a diet of scrap metal and high octane fungus fuel. The squigs are one digestive system primed for detonation.

In addition to the Orks and Gretchin there are many other smaller creatures that share a similar metabolism, although they are for the most part completely lacking in intelligence. Wherever Orks are found these creatures also appear, although where they come from is a mystery. Orks are constantly moving, and rarely live in the same place, or even on the same planet for very long, but wherever they go these small creatures suddenly appear. These creatures are called squigs.

Probably not even the Orks know where squigs come from, but they are vital to the Orks in many ways. The larger squigs are used for fur and food, or are kept as (rather fierce) pets, or even ridden into battle. The smaller squigs have many specialist uses, but one of the strangest is the Hair squig, a parasitic creature with tiny jaws and flowing hair-like gills. Orks fasten Hair squigs to their skin, having no hair of their own, to create colourful beards, scalp-locks and so forth.



SQUIG BOMMERZ

The Squigs used to create Squig Bommerz are kept by Ork Mekboys. This particular type of squig are fairly large, with tough ball-shaped bodies and clumsy taloned feet. The Squigs have huge gaping mouths thronged with slashing teeth. The squig generally hangs around the Mekboy's workshop eating all the metal scraps that the Mekboy drops on the floor. They are generally considered to be invaluable by Mekboys, who, without them would soon be up to their necks in scrap metal and half finished projects. Squigs can even drink the highly volatile high octane fungus fuel. In times of great need Mekboys fit these Squigs with a bomb harness and send them barrelling toward the enemy. At an opportune moment the Mek can detonate the bomb via a radio control unit, blowing the squig up instantly, spreading guts, gore, bone, undigested scrap metal all the Mek's missing tools over a wide area. Occasionally the squigs can be too old and leathery and the bomb explodes inside them but fails to pierce the tough leathery skin. Leaving a perfectly preserved Squig with liquidised insides.

SPECIAL RULES:

Movement

Squigs should be treated as individual models.

Squig Bommerz are extremely difficult to control and do not move like normal troops, instead you must randomly determine each individual Squig Bommer's movement in the compulsory movement phase. Turn each Squig Bommer in the direction you hope them to go. Now roll an artillery dice to determine how far forward they travel. The squigs bommerz move forward a number of inches equal to the roll of the artillery dice. If you roll a MISFIRE then something bad has happened, refer to the Misfire section below. Before moving the Squig Bommer roll a D6 and refer to the table below to determine if the Squig Bommer changes direction.

DIRECTION TABLE

D6 Result

- 1 The Squig moves 45° to the left and then moves forward a number of inches equal to roll of an artillery dice.
- 2-5 The Squig doesn't change direction and moves forward a number of inches equal to roll of an artillery dice.
- 6 The Squig moves 45° to the left and then moves forward a number of inches equal to roll of an artillery dice.

Misfire

If you roll a MISFIRE for the Squig Bommer's movement then something nasty will have happened. The Squig has blown up prematurely work out the effects of the explosion exactly as if the Ork player had chosen to detonate the Squig there. Note there is no need to roll on the Explosion table the squig blows up automatically.

Detonating the Squig Bommerz

Any Squig Bommer may be detonated at the start of the any Ork shooting phase. Simply declare which Squig Bommerz you wish to detonate and roll on the Explosion table below.

EXPLOSION TABLE

D6 Result

- 1 **Dud!** With a muffled sort 'oomph' sound the squig expands ever so slightly and looks like he has swallowed something nasty, before falling down dead. Remove the Squig Bommer, the bombs have exploded inside the Squig, but it was too tough and contained all the blast it has no effect
- 2-6 **Kaboom!** The Squig explodes. Place the 2" blast marker so that it is centred on the Squig. Any model (friend or foe) wholly under the template is hit by the blast. Any models partially under the template will be hit on the D6 roll of 4, 5 or 6. Models hit by the blast sustain a S6 hit, causing D4 wounds with a -2 saving throw modifier. The Squig is destroyed and removed from play.

Close Combat

If the Squig Bommer ends its movement in base to base contact with non Orky models, then it will fight a round of hand-to-hand combat as normal.

Shooting

The Squig Bommer may be shot at as normal.

Destroying the Squig

If the Squig is reduced to 0 wounds then he will explode. Roll on the Explosion table to determine the effects of the blast.

Victory Points

All the Squig Bommerz count as a single squad for working out VPs. Note however squigs which explode and hit at least one of your opponents models do not count as destroyed, they are merely doing there job. This means if your opponent wishes to gain full VPs for destroying the Squig Bommerz he will have to kill them all without any of them hitting one of his models.

ARMY LIST

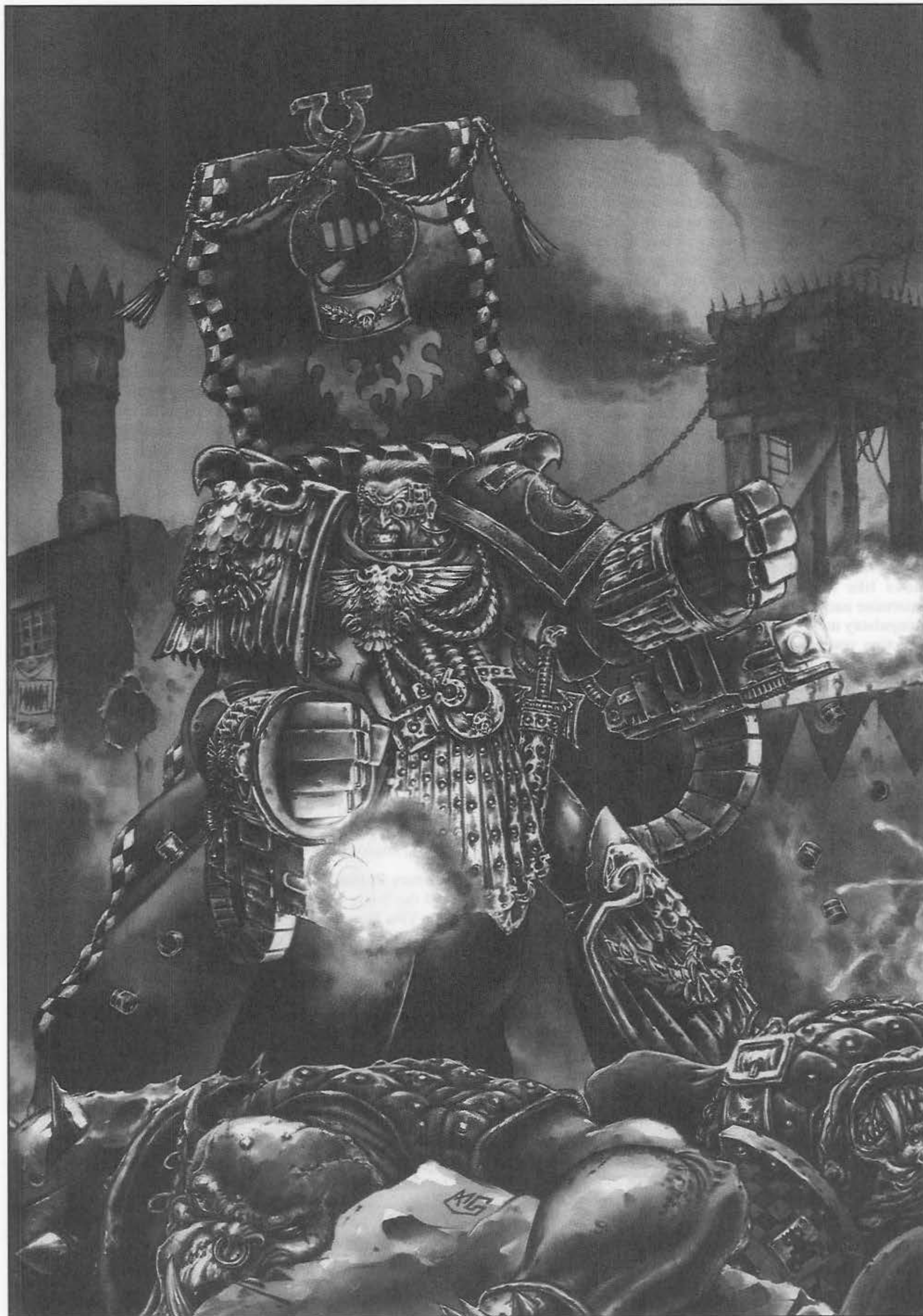
SQUIG BOMMERZ30 points per model

If your Ork army includes Mekboys then you may also include Squig Bommerz. You may have up to three Squig Bommerz for each mekboy in your force.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squig Bomb.	*	4	0	5	3	1	5	2	2

WEAPONS: Sharp Claws and big bomb.

ARMOUR: Tough Leathery hide (4+ save).



JOURNAL

GAMES LEAGUE

Once again, 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 tension and suspense that is the Games League (so we're told...).

All you readers that flipped straight to these pages in anticipation of finding out whether Mark Gilchrist and Paul Bentley have fought a decider, well there's bad news I'm afraid, they haven't. Mark and Paul did send in a load more league results, and a letter explaining how they were planning to fight a decider very soon and would send the result in as soon as it happened. So I sat here awaiting the result of this clash of the titans, ready to stop the presses ('Stop the presses' there I've always wanted to say that), but the result never came. So I have no choice but to carry out my threat. I rolled 2D6 and added the scores together, if the result was seven then Mark Gilchrist would win, if it wasn't seven then Paul Bentley would win. The result was a double 2, so that's three points to Paul and one to Mark!

GAMES LEAGUE TOP TEN

Player	Games Played	Points Accrued	Points Average	League Score
1= Paul Bentley	33	99	3	3.0
1 Mark Gilchrist	33	97	2.93	2.93
3 Craig Tongue	10	30	3	3.0
4 Thomas Delbosc	10	27	2.7	2.7
5 Adrian Cromwell	6	16	2.7	1.6
6 Bob Laws	5	15	3	1.5
7 Geordie Moss	5	14	2.8	1.4
7= B. Phillipson	5	14	2.8	1.4
7= Peter McCourt	5	13	2.6	1.3
10 I Maguire	5	13	2.6	1.3
10=Dick Van Peer	5	13	2.6	1.3

JOINING THE LEAGUE

Entering the league is dead easy, there's no membership forms to fill out 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 like 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 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.....

Address.....

.....Postcode.....

Age.....

Game.....

Date.....Day.....

Type of Army.....

Size of Army.....

RESULT: WIN DRAW LOSE

☐☐☐

Player's Signature:

Name.....

Address.....

.....Postcode.....

Age.....

Game.....

Date.....Day.....

Type of Army.....

Size of Army.....

RESULT: WIN DRAW LOSE

☐☐☐

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

GAME REPORT FORM

**EXAMPLE
FORM**

Name *M. Calgar*

Address *1 The Top Office*

Fortress Macragge, Ultramar

Ultima Segmentum Postcode

Age *789*

Game *Warhammer*

Date *41.678* Day *Emp. Ascension*

Type of Army *Empire*

Size of Army *8000*

RESULT: WIN DRAW LOSE
☐ ☒ ☐

Player's Signature:

Marneus

Name *Logan Grimnar*

Address *The Bar*

Lair of the Company of the Great Wolf

Fenris Postcode

Age *645*

Game *Warhammer*

Date *41.678* Day *Emp. Ascension*

Type of Army *Norse*

Size of Army *8000*

RESULT: WIN DRAW LOSE
☐ ☒ ☐

Player's Signature:

L. GRIMNAR

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

Comments censored for un-Space Marine like
behaviour.
BY ORDER OF THE HIGH LORDS OF TERRA

'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

JOURNAL

CLUBBERS

BY DEAN ATTRIDGE

Fed up of playing games against yer mates, or maybe you had a few games and you ain't got no mates no more! What you need is fresh blood and the best source of that is gaming club. So we went with fangs bared to ask Dean Attridge his expert opinion, afterall he has managed to run a huge Warhammer Club in an another country.



In August of last year Ian Pickstock wrote to me asking for an article on gaming in clubs and the advice I could pass on to those who have never tried it. Well here is that article!

INTRODUCTION

Let me first introduce myself, I am Dean Attridge a Games Workshop fanatic who remember the Transit Van days of Games Workshop (which makes me older than your average Necromancer). I am serving in the British Army and hence my armies and myself move every two or three years. Because of this I have formed or found a club in most places Her Majesty sends me. To this end I have become a bit of an expert on how to find Wargames clubs and what to expect when you get there, or alternatively how to go about forming a club of your own. I am currently serving in Germany where I run a club and organise gaming weekends for both british servicemen and German Nationals, you'll probably have seen some of our members name on the Games League Top Ten.

THE QUEST BEGINS

The Games Workshop Store

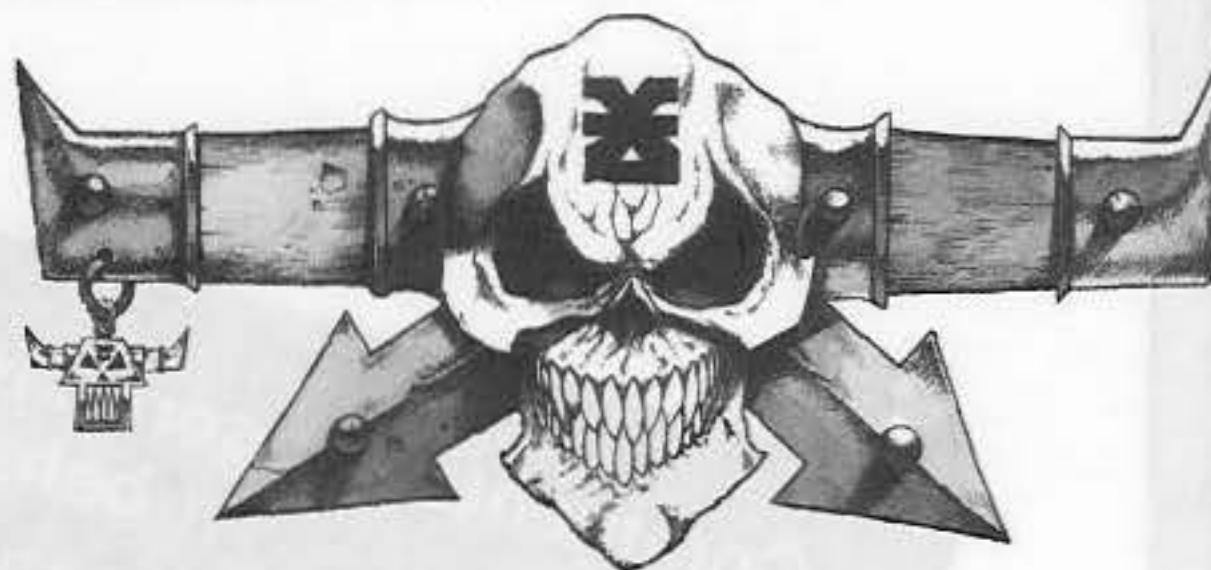
The first stage of course is to your local Games Workshop and ask! More often than not they will be able to put you in touch with a group of players in your home area.

Wargaming Publications

If however you're like me and live no where near a Games Workshop store (In my case a different country!) then I suggest you look through a few other magazines for wargames (blasphemy I know sorry) available at most large newsagents. Although these cater for other Wargames most do hold a list of clubs in the U.K (and abroad) with all the contact numbers for them.

The Library

If this fails to find you a club then its off to the library (a place full of books, not high level Space Marine psykers drinking cups of coffee. Though I'd straighten that on out -Ed). Most libraries hold a list of clubs in the local area and this should again, steer you in the right direction.



The Local Newspaper Ad

No luck in the library then try an add in the local newspaper. This once put me in touch with a club that was walking distance from my home but I knew nothing about it. You may well find that this puts you in contact with like minded people who would like to start meeting on a regular basis. New victims (Sorry, I mean opponents) is always a great thrill especially the great game against an unknown opposition.

A Town Cryer in the Village Square

If after all that you still haven't found a club then you must be living in the Back of Beyond (a small village just North, North-west of the Chaos wastes, also known as Dronfield and reknown for having no known gamers).

If all this fails, then you'll just have to start your own club. This may sound like madness, after all having just spent all that time trying to find a club, actually starting one would surely be a lost cause. This couldn't be further from the truth. A town which hasn't got a Gaming Club is the ideal place to start one.



THE BIG MEET

To start with it's fine meeting in each other's homes but soon someones wife or mother gets cheesed-off with an invasion once a week. It's then time to find yourself a regular meeting place. The list is endless school halls, village halls, scout buildings, cricket pavillions, cellars, attics all sorts. Just go and ask. Explain what the Wargaming, who would be there, how many people, when you would like to do it etc. if you are a younger gamer then get your parents to organise it for you or maybe a teacher at school (the best plan is to 'recruit' said teacher or parent into gaming first and then they themselves will organise the club.

So you were lucky, you found a place to meet or an established club, what then are the advantages.

Firstly there's the social side. You'll find that the people there are like-minded (mad) and very enthusiastic about gaming. A club is a mine of information, on all sorts of things, where to buy the right (cheapest) buildings materials for terrain, how to

beat Skaven evert time (never!), all sorts. I practically guarantee the first night will be spent chatting not gaming.

Secondly because of the amount of people at a club you have a much larger variety of opponents. This is great as it allows you to have a serious stab at the Journal Games League, the three game rule means to get a high league score finding lots of opponents is essential part of your league strategy. You have a chance to fight with other peoples armies or try out other types of units in your own army. If the club has a permanent base then you can fight out an enormous multi-player campaign or a mega-game on an enormous table. I once played a 40,000 point per side, 48 hour, sponsored Warhammer game at one club, which lasted 56 hours in the end.

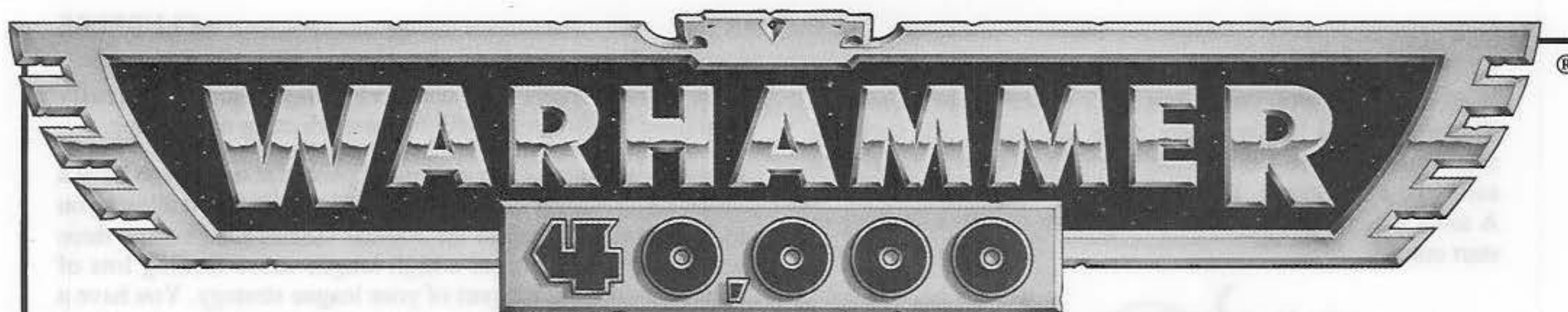
If you are new to the hobby then a club is the place to learn. There will always be someone willing to help (corrupt) you to learn (misinterpret to your advantage) the rules or supply you with figures if you are still getting your army together.

Most clubs supply terrain and show you how to make your own. We now have so much terrain in our club I think we could map the Old World on one to one scale!

There always seems to be, wherever I go, an artist in every club (not the drinking type, the painting type, although you should see some of the Army clubs over here). This is yet another advantage of joining a club, there is always someone to show you how to paint a tartan cod-piece (I thought you said 'the painting' type- Ed)!

Remember finding or creating a club is most importantly, fun. It will open up new horizons in your gaming and give you new, fresh opponents for the games league. So get out there and meet people, drag their army onto the table and wipe them out. After all travelling to foreign places, meeting interesting people and killing them is what being in an army is all about. After all I should know!





BATTLE FOR MORDRAK

By Ian Pickstock

I've been working on a complete Mordrakian campaign, however when four pages suddenly came available (I'll do for that Carl Brown whwn I get my hands on 'im) they needed filling so I thought I'd lob 'em in as stand alone scenarios to play while I sort out the full campaign.

BACKGROUND

Mordrak is now a dead world, but aeons ago it supported an advanced civilisation. When it was discovered by Explorators of the Adeptus Terra, the Techno-magi quickly recognised its importance. Several armed expeditions were launched to recover alien artefacts and the Space Wolves were assigned to protect the world. Mordrak lay within Ork-dominated space and a large force of Orks soon arrived. Were the Orks to discover and learn to copy the alien technology it would threaten the security of the Imperium. A desperate war against time began in which the Space Wolves held the scattered expeditionary sites against the ever expanding Ork army.

It was during this intense fighting that the Space Wolves warrior Durfast was to earn his place in the sagas. There were many important sites, and the Space Wolves found themselves thinly stretched. During raids on the Alphanex site Durfast

took command of three packs of Space Wolves to defeat an incursion of several hundred Orks. Later, he led the remnants of Hurgarl's Great Company into the catacombs of Betan. The close quarter fighting in complete darkness was savage. Many Space Wolves were killed, but Orks were finally driven out. Thanks to Durfast the surviving Space Wolves made it back to the surface, successfully evacuating the complex before it was destroyed by its own self-destruct systems.

Durfast later succeeded to the leadership of his Great Company, and went on to fight many more battles. One of the artefacts recovered from the world of Mordrak still resides within the Fang, a device the Iron Priests have built into a Space Marine helmet, known as the Helm of Durfast. The device utilises Mordrakian temporal technology to endow the wearer with an uncanny awareness of the immediate past, present and future. Its precognitive temporal compesation circuits guide the wearer's hand as he shoots, enabling him to anticipate his target's movements.



MISSION 1

AN ANCIENT LEGACY

As the Space Wolves' battlefleet entered a battle orbit around the planet of Mordrak, a weak signal was picked up emanating from one of the abandoned ancient cities. The message was of no known language and ship computers spent hours deciphering the message. When the computers finally produce a translation, it sent a shiver down Wolf Lord Hurgarl Nightrunner's spine. Within seconds he had hit the launch button, a standby force of Space Wolves in drop pods were sent plummeting towards Mordrak, their mission orders relayed to them during the drop.

FOR THE SPIRIT OF RUSS

Space Wolves Briefing

An automated planetary defence system left in place by the Mordrakians has been triggered by the Space Wolf warfleet. Orbital scanner have located the three missiles aimed at the fleet and your force has been despatched to destroy the missiles before they are launched.

FORCES

Characters

You may include the following characters from the Character list.

- 1 Wolf Lord
- 1 Wolf Priest
- 1 Iron Priest
- Any Wolf Guard Champions

Army Section

The rest of your force may be chosen from the following list.

- 0+ Grey Hunters
- 0+ Blood Claws no jump packs, no bikes.
- 0-1 Wolf Guard pack (max. five men)
- 0+ Dreadnought

The army must come to no more than 1500 points and conform to all the usual Army Selection limitations i.e. no more than 50% spent on characters etc.

DEPLOYMENT ZONE AND GAME LENGTH

Before deploying your force, you should split it into three sections, this represents how the force is split between the three drop pods. Each section may have may consist of no more than ten Space Marines and 1 Character, or 5 Space Marines and 1 Dreadnought.

Each section must deploy each in one of three separate deployment zones, as shown on the map below. The Space Wolves move first. The game last 4 turns.

OBJECTIVE

You must destroy all three missiles. Each of the missiles are inside an underground silo. The silos are represented on the table by a silo counter or a silo model if the player wishes. The silos should be placed 24" onto the table and at intervals of 24" from the left hand edge. The silos are protected by a hatch, the hatch must be destroyed in order to gain access to the missile. The silo counter should be considered to represent the hatch

for the purposes of line of sight and counts as a small target. The hatch has an armour value of 18 and if it is penetrated, it is destroyed. The hatch may be attacked in hand-to-hand combat and counts as an immobile target. The missiles can only be destroyed by attacking it in hand-to-hand combat, any model in base contact with the silo counter may attack the missile, if the hatch has been destroyed. The missile has an armour value of 20 and once penetrated counts as destroyed.

All surviving missiles will be launched in the Ork player's turn, following the turn that any of the three hatches were destroyed. The missiles will all launch at the start of Ork turn 4, regardless of whether any hatches have been blown.

Models on overwatch may shoot at a launching missile, the missile will count as a very rapidly moving target and therefore benefit from the -2 to hit modifier.

The Space Wolf player gains the following victory points, for completing his mission:

For each missile destroyed: +3 victory points

In addition if the Space Wolf player destroys all three missiles then he also gains victory points for destroying enemy units as normal.



SUMMIT FISHE IZ GOIN' ON

Ork Briefing

Back at Ork HQ, bigboss Borsnagga Rotgut woz givin his orders for the day.

"Get a bunch of da boyz and chek owt dose buildings over da 'ill"

One of Borsnagga's more attentive Nobz leapt up out of his seat,

"Why's dat den boss?"

Borsnagga struck out with his swagger stick, closing the distance between him and the nob in an instance, a loud slap hung in the air, indicating he had delivered sound blow to the Nob's ear.

"ow get orf my ear dat 'urts" The nob sat down.



"I'll tellz yer why, Furstly..." Borsangga extended one of his thick stubby fingerz, not all da nobz were too bright and numberz weren't dere fing "...cos I'm da boss an' yer do az I tellz yer. Secondly, dere iz loads of dose skumbo humies crawling all over da place, yer know da onez in da stoopid armor wiv dogs on dere 'eadz, so dere must be loadz a loot over dere." The same nob leapt to iz feet again

"How do you know dere is..." the questioned died on his lips as sat down hastily, just in time to see a swagger stick fly over his head.

FORCES

Characters

You may include the following characters from the Character list.

- 1 Warboss
- 1 Mekboy
- 1 Painboy
- Any Nobz

Army Section

The rest of your force may be chosen from the following list.

- Nobz Mob
- 0+ Bad Moon Boyz Mobs
- 0+ Goff Boyz Mobs
- 0+ Gretchin Mobs

ANY SUPPORT ALLOWED BY THE SELECTION OF ODDBOYZ

The army must come to no more than 1500 points and conform to all the usual Army Selection limitations i.e. no more than 50% spent on characters etc.

DEPLOYMENT ZONE AND GAME LENGTH

All of the Ork force except any vehicles, may set up anywhere within 12" of your own table edge, but no close than 12" to either corner. Vehicles must set up in the area between the two clumps of trees as indicated on the map. The Orks move second. The game lasts four turns.

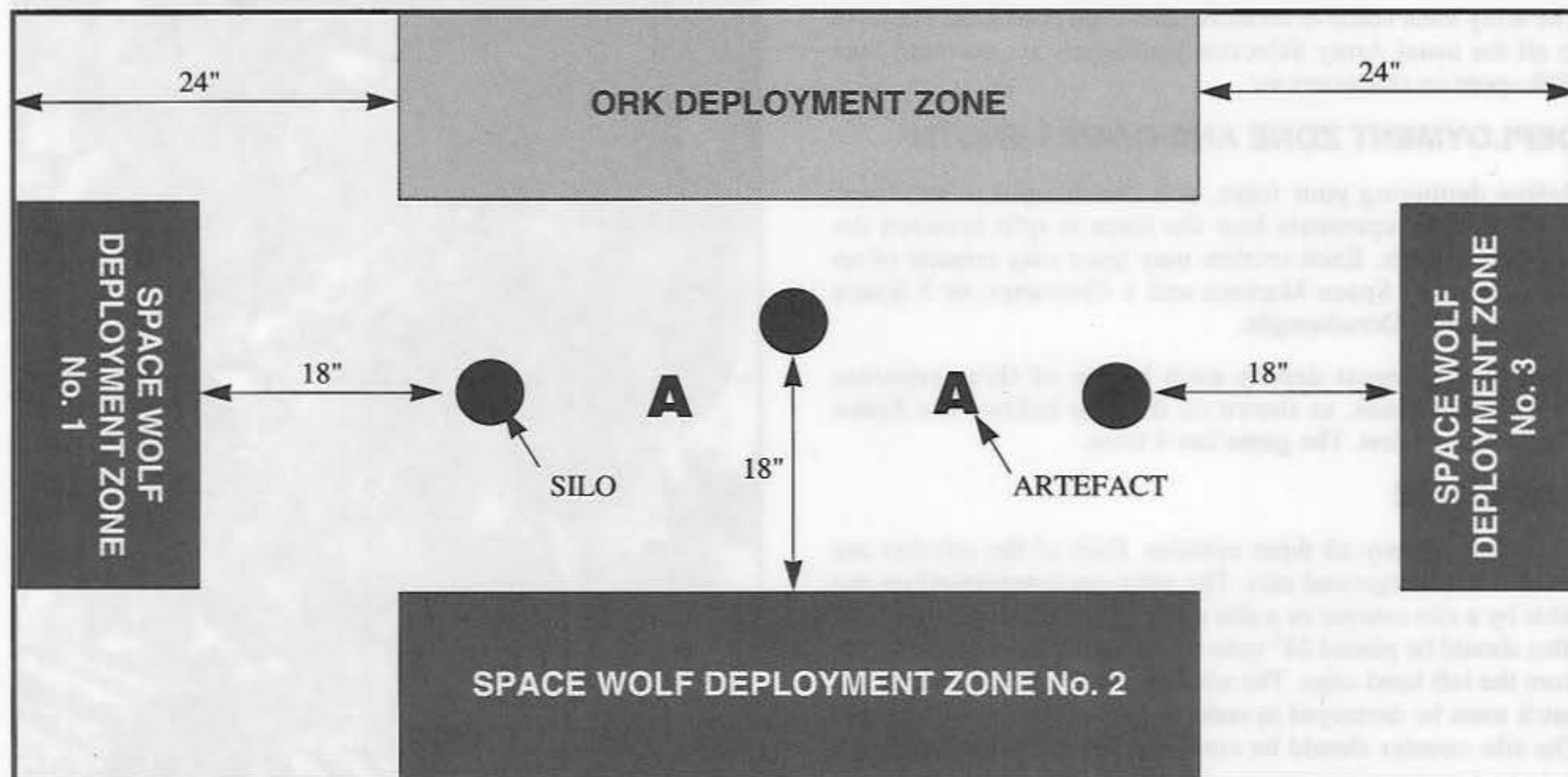
OBJECTIVES

The Ork player must gain as much loot as possible. Take the remaining Wargear cards and draw two at random, the wargear cards should be place faced down, in the locations shown on the map. The artefacts may be recovered by any model (Ork or Space Wolf) that ends its move in base contact with the card. At this point the card may be turned over to reveal what it is. The model may now move and fight as normal, if the model is killed, then the artefact is dropped where he was killed. If the model successfully passes a leadership test they may use the item of Wargear, unless the Wargear is psyker only and the recovering model is not a psyker.

In addition to any victory points gained for destroying enemy forces you receive the following bonus victory points.

For each model with a Mordrakian Artefact in the Ork's deployment zone: +3 victory points.

For each artefact recovered by Mekboy Snazzraz: +1 victory point.





WARHAMMER

40,000

ELDAR SCOUT WALKERS

By Rupert Hammerton-Fraser

Eldar Scout Walkers are tall and slender, they move with a smooth agility and grace unachievable by the lumbering machines of other races. On the battlefield they dart here and there dealing bright death with their scatter lasers and lascannons, leaving destruction in their wake. They are invaluable for scouting and skirmishing, no Eldar commander is ever willingly without them

armed than the War Walker and lacks its protective powerfield. They only have the capability to mount one heavy weapon, but this is more than made up for by the addition of a Holo-Field similar to that on Eldar Titans. This, combined with the Eldar Scout Walker's speed, make it ideal for hit and run attacks. The Scout Walker's Exodite name *mear-feothan*, "swift wind", is the Eldar word for a typhoon or storm.

the more scattered the image becomes. When it stops the cloud appears to coalesce into a solid shape again. Thus the holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

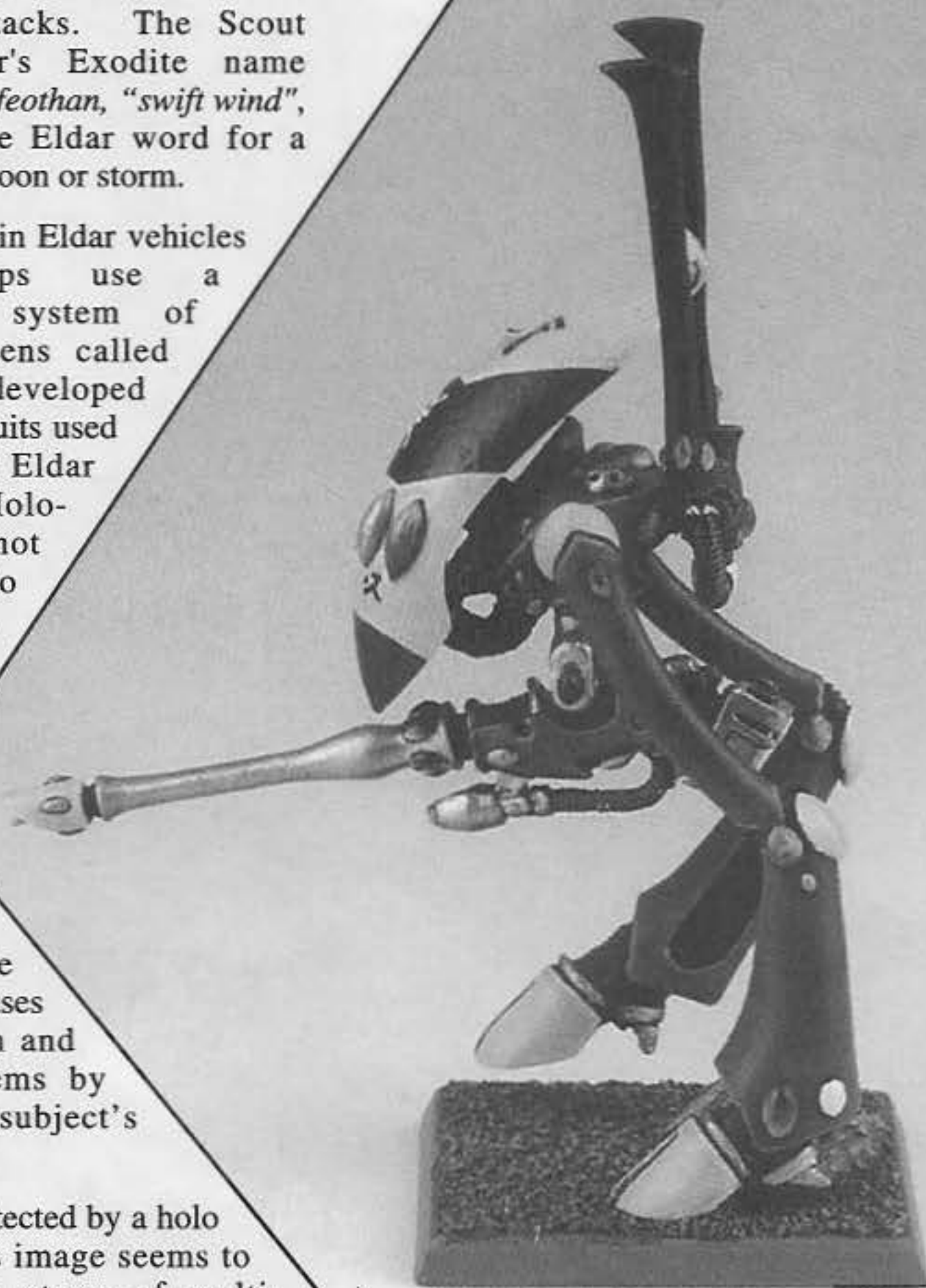
Certain Eldar vehicles and troops use a sophisticated system of defensive screens called holo-fields, developed from the Holo-suits used by the revered Eldar Harlequins. Holo-fields are not designed to block, absorb and shunt a side attacks like Imperial void shields and Ork power fields. Instead the holo-field confuses enemy location and targeting systems by diffracting the subject's image.

When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster it moves,

Among the Eldar the jet bike is generally used for scouting and fast attack.

However amongst the Craftworld colonies and the Exodites this is not entirely true. On the wind swept grasslands and in the dense forests of the Maiden Worlds, Eldar Scout Walkers come into their own. Able to withstand the sudden whirlwinds that swirl across the grassy steppes of the Maiden Worlds and negotiate the tangled undergrowth of the forests, environments that would prove both difficult and dangerous for jet cycles. The Eldar Scout Walker is adept at both scouting and ambush. The walker's firepower coupled with its agility has made it successful on many worlds, from dust bowls to primeval swamp.

The Eldar Scout Walker is an extremely fast and highly manoeuvrable walker used mainly by the Exodites for protecting their herds. It is more lightly



ELDAR SCOUT WALKERS

The Eldar Scout Walker shares many of its components with both the Eldar War Walker and Dreadnought, including weapons, engine, and legs, as the Exodi are either able to trade with Craftworlds for these or to make them themselves. The outward appearance of the Eldar Scout Walker mimics that of the riding Dragons, with its lizard like legs and loping stride, its torso mounted weapon is even suggestive of a tail. This, apart from its size and sheer speed has un-nerved many an opponent.

The Eldar Scout Walker is controlled by a single pilot, using a simplified version of the Mind Impulse Control Unit used in Eldar Titans and Exodite Knights. The pilot lies in a prone position on a couch with his feet towards the front and his head cradled by the crystal pick-ups for the control units. The canopy then closes forming a protective sarcophagus over his body. Scout Walkers are generally piloted by an Exodite Warrior but it is not unknown for an Exodite Lord to personally lead a squadron into battle. They are best suited to open terrain where they can maintain a reasonable speed, or moving to and from cover while sniping at the enemy. They are ideal for "hit and run" attacks and skirmishing, where they can pick the enemy off at a distance while making full use of their Holo- fields.

They are best deployed in squadrons of three, which will allow one Eldar Scout walker to be armed with a lascannon. They are best deployed in cover, and you should try and maintain a "V" formation with the lascannon at its apex, this will allow it to destroy heavily armoured targets, while the Scatter lasers mop up any infantry bold enough to show their faces. Remember they are vulnerable while stationary, so keep them moving as this will maximise the protection offered by their Holo field.

THE EXODITES

During the Fall the degeneration of the Eldar did not go wholly without resistance. Some, the more far-sighted, began to openly criticise the laxity of their fellow citizens, and to warn against the effect of Chaos cults. These people were mostly ignored or else treated as narrow-minded fools and fanatics. Soon the general collapse of society convinced even the most resolute amongst them that there would be no end to the reign of death and depravity. Some decided to leave the Eldar worlds and settle new planets free of the creeping corruption. They were the ones still untainted by the touch of Chaos, and by now they were few.

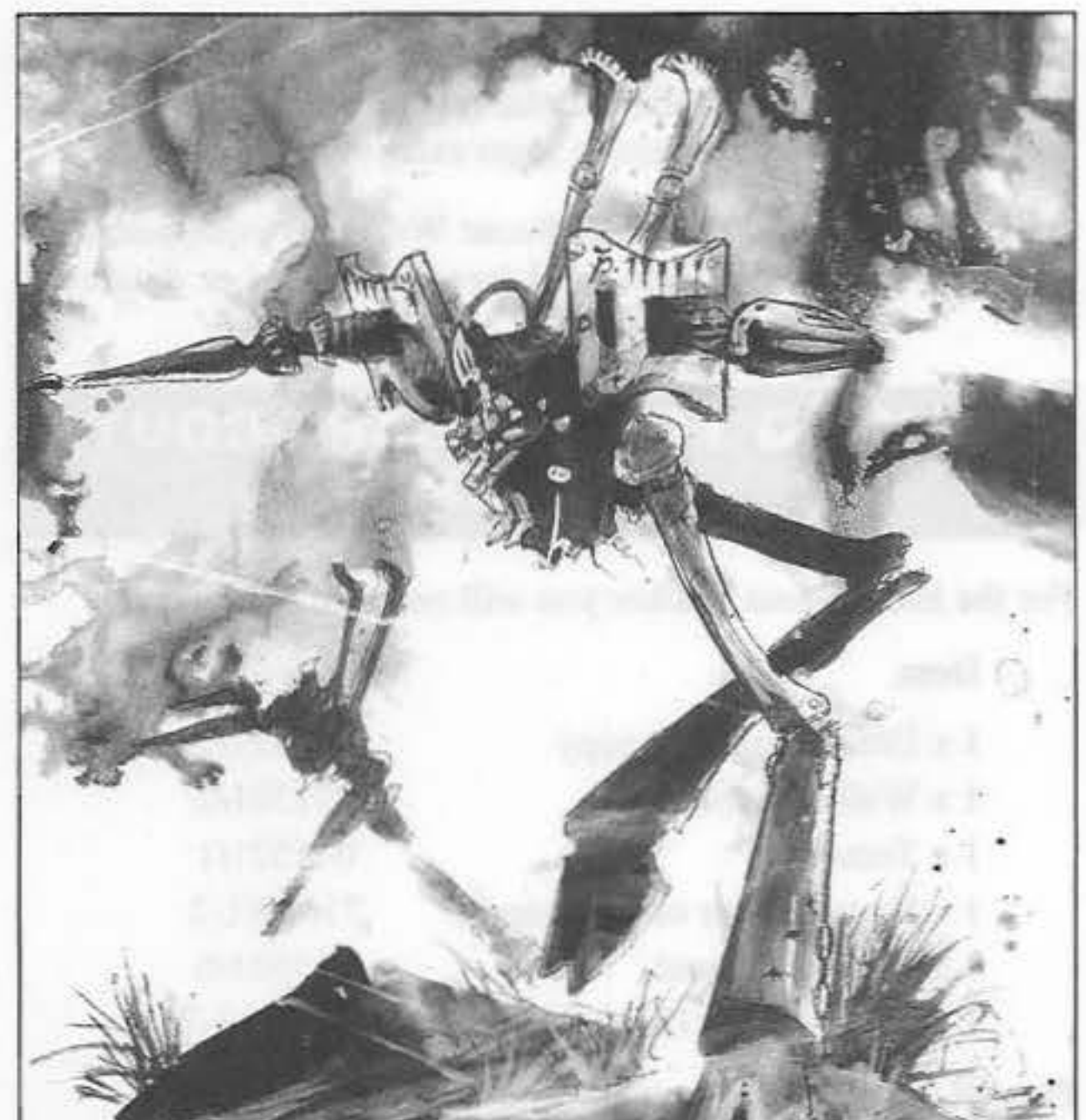
These Eldar are known as the Exodites. Of all the Eldar race they were uniquely far-sighted. Amongst a race naturally indulgent and hedonistic they were reviled as dour fanatics obsessed with misery and self-denial. There were some whose dire premonitions were perhaps yet another form of insanity, simply one more conceit taken to inhuman extremes. Others were genuine survivalists who chose exile over degradation and destruction. In an assortment of spacecraft the Exodites abandoned their homes. Many died out in open space. Some reached new worlds only to be slain by marauding Orks or natural predators. Many more survived. For the most part they headed eastwards as far away from the main concentration of Eldar worlds as they could reach.

Upon the fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work and self-denial. When the final cataclysm erupted most of the Exodite worlds were far

from the psychic epicentre and survived. The resultant psychic implosion wiped out the rest of the Eldar race and left a gaping hole in the fabric of space, but out on the fringes of the galaxy the Exodites were safe. Many Craftworlds rode out the psychic shock wave and survived that way, but the Exodites had already reached places of safety - or else they perished with the rest of their race and have been forgotten.

The Eldar path determines the way of life for all Craftworlders but not for the Exodites. Because of this they seem wild and individualistic compared to other Eldar, more independently minded and adventurous by far than their cousins. They can survive in this fashion because they are distant from the Eye of Terror, the hole in the fabric of space which still acts as a psychic focus for the destructive influence of Slaanesh. This alone is not enough to protect them, but it is a significant factor. More importantly, the Exodite societies are more rigorous and physical than those of the Craftworlds. Where the Craftworlds cling to the past and preserve all they can of their fallen civilisation, the Exodites have turned their backs upon ancient traditions in favour of a simpler and harder way of life. Their minds are tougher and more straightforward but not so subtle and ultimately less powerful than the Craftworld Eldar. However, they have survived, and of all the Eldar they seem most likely to continue to do so.

War and battle is not uncommon on the worlds of the Exodites. Ork raids are a constant threat and human settlers are no respecters of Eldar territory. Amongst the most persistent foes are the human settlers of the Knight Worlds which lie closely intermingled with the planets of the Exodites. The human Knight Lords are aggressive, warlike people whose determined independence makes it impossible for even the Imperium to control them. Like the Exodites they are descendants of ancient settlers, raised amidst constant danger and proud of their autonomy. Their fierce war machines are a common sight on the Exodite worlds. Battles between giant war machines and valiant Eldar dragon warriors are always hard-fought and destructive. But the Eldar are capable of aggression too. They use the Webway to reach the Knight Worlds where their raids are often so devastating that entire planets are subsequently abandoned. Eldar Scout Walkers were first noticed on these raids, and not long after the first Sentinels appeared on human Knight worlds.



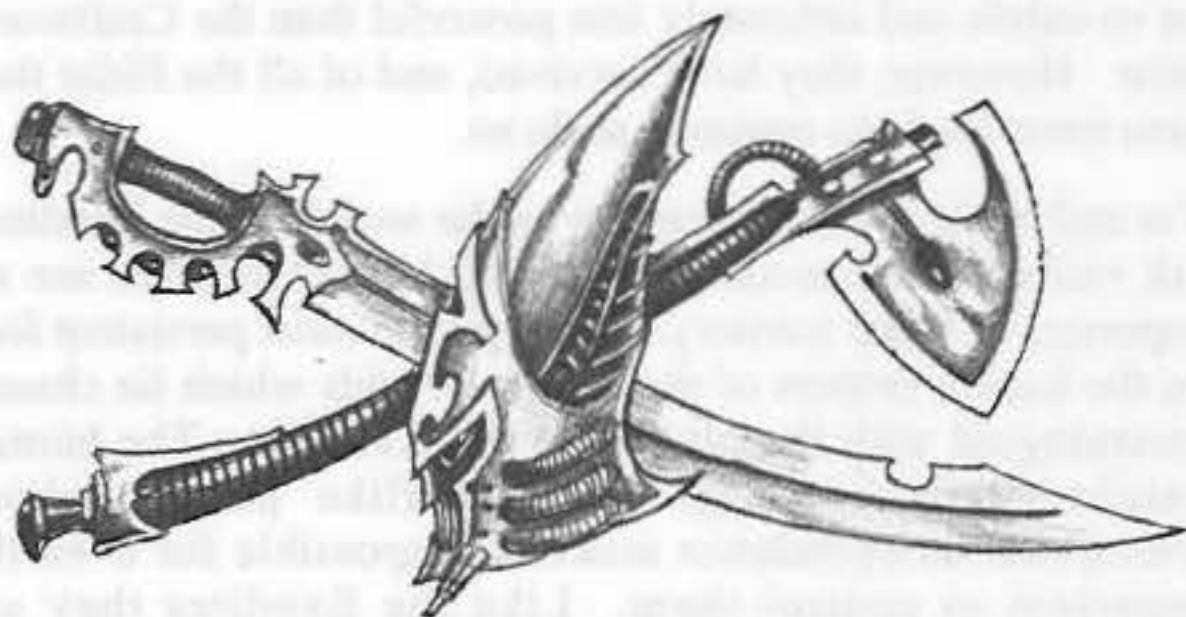
SPECIAL RULES FOR ELDAR SCOUT WALKERS

HOLO FIELDS

The type of Holo-Field used by the Eldar Scout Walker is a smaller version of the ones mounted on Eldar Titans, the effects of this device are to make the Eldar Scout Walker extremely difficult to hit.

Holo-fields turn the target into a riot of colours, spread over a wide area, making the actual target very difficult to locate amongst the Holo-field. All shots fired at a model equipped with a Holo-field suffer a -1 to hit modifier in addition to the normal to hit modifiers for cover, target speed etc.

In hand-to-hand combat it is extremely difficult to locate an opponent in a Holo-field amongst the shifting colour shards. Thus hand-to-hand opponents must roll 2D6 and score equal or less than their Leadership characteristic or suffer a -1 WS penalty. This test should be made before any attack dice are rolled at the beginning of each hand-to-hand combat phase.



ELDAR SCOUT WALKER95 POINTS

Your army may include Eldar Scout Walkers. Scout Walkers have a single Exodite crewman and a choice of weaponry as indicated on the data card. See for details.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exodite	5	3	3	3	3	1	4	1	8

WEAPONS: The Scout Walker is armed with a Scatter Laser with a targeter(+ 1 to hit).

OPTIONS: One Scout Walker in three may replace its standard armament of a scatter laser with a lascannon at no extra cost.

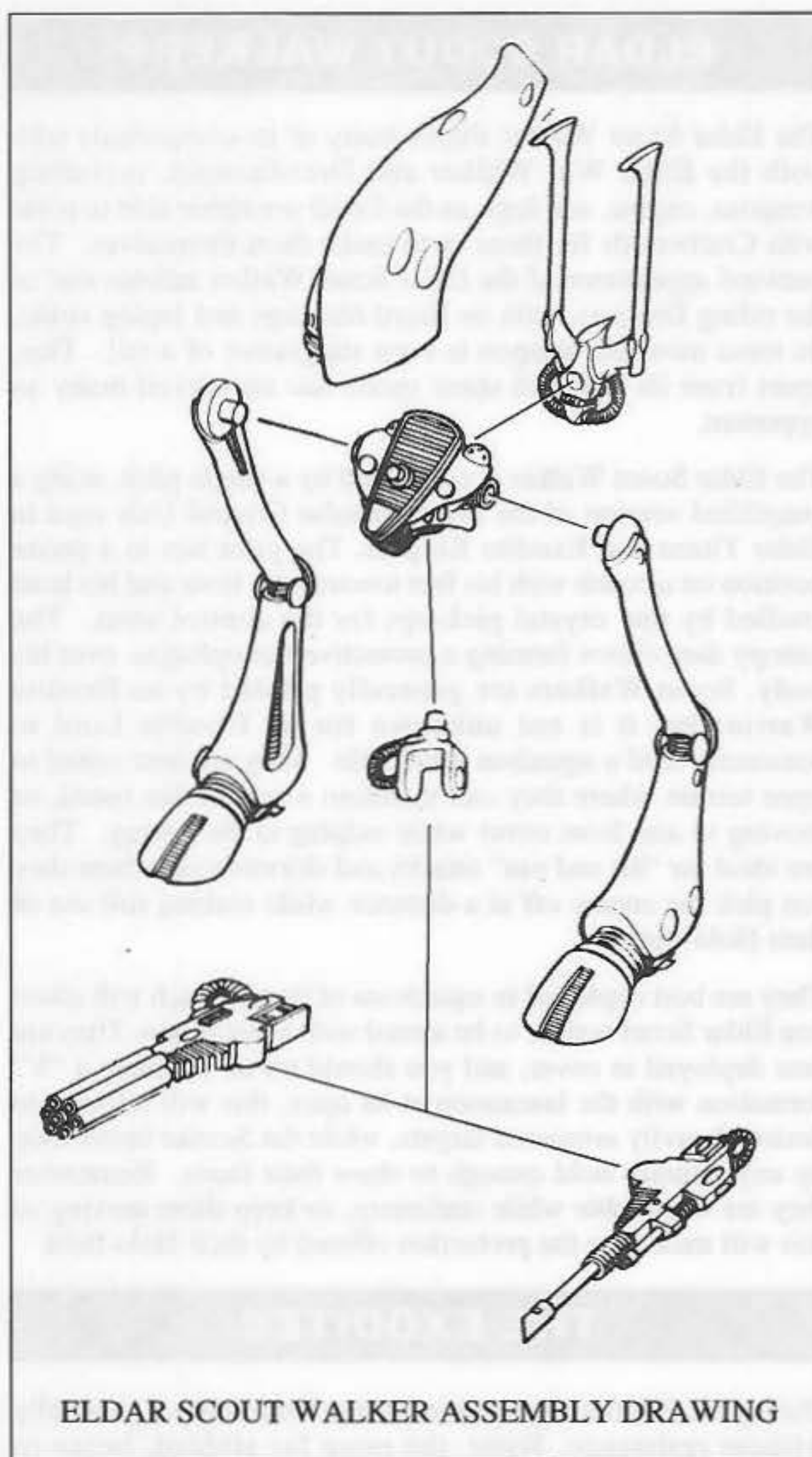
SPECIAL: The Eldar Scout Walker is equipped with a Holo-field (see main rules or data card for details).

MAKING YOUR ELDAR SCOUT WALKER

For the Eldar Scout Walker you will need the following:

Item	Mail order No.
1 x Dreadnought Canopy	071521/3
1 x Walker Exhausts	071521/2
1 x Torso	071521/1
1 x Scatter Laser or Lascannon	71610/1-2
1 x Weapon Mount	071521/6
1 x Right & Left Hoofed Leg	071521/13-14

Plus all the usual tools, paints, glue and first aid kit



Making the Eldar Scout Walker is surprisingly easy, almost as easy as making a standard War Walker (no the legs won't be any easier to stick on). The conversion relies mostly on sticking the existing War Walker and Dreadnought components together in a new and interesting way, requiring very little in the way of cutting or sculpting skills.

To make the Eldar Scout Walker. First take the Torso section and cut carefully between the shoulder and hip unit, taking care not to damage the detail at the front of the shoulder unit. This is best done with a small saw of some sort, and then trimmed with a craft knife to leave a small raised disk. Now take a drill or pin vice, with a bit of the same diameter as the "plug" on the weapon mount, and make a hole in the centre of the disk. This is the hole into which the weapon mount will go. To assemble the Scout Walker, take the Canopy, Exhausts and the modified Torso and fix them together as if making an Eldar Dreadnought. Allow the glue to fully harden, and then attach the legs (these may need to be bent slightly to give the correct pose). Next fit the weapon mount into the hole you have made, at this point you will need to choose the direction you want the weapon to point in, and fix it accordingly.

All you have to do now is decide which weapon option you want, fix the weapon in its mount. Then place the Scout Walker on the appropriate size base, paint it, and you have an Eldar Scout Walker ready for the gaming table.

ELDAR SCOUT WALKER

VEHICLE DATA

M	WS	BS	S	I	A	LD
9	3	3	4	5	2	8

CREW:

ONE ELДАР

RAM VALUE:

STRENGTH 5 -2 SAVE

D4 DAMAGE

WEAPONS

The Eldar Scout Walker is armed with a scatter laser. The scatter laser is fitted with a targeter and a 180° field of fire to the front.

The Eldar Scout Walker may upgrade the scatter laser for a lascannon at no additional cost.

SPECIAL

The Eldar Scout Walker is equipped with a Holo-field. Holo-fields turn the target into a riot of colours, spread over a wide area, making the actual target very difficult to locate amongst the Holo-field. All shots fired at a model equipped with a Holo-field suffer a -1 to hit modifier in addition to the normal to hit modifiers for cover, target speed etc.

In hand-to-hand combat it is extremely difficult to locate an opponent in a Holo-field amongst the shifting colour shards. Thus hand-to-hand opponents must roll 2D6 and score equal or less than their Leadership characteristic or suffer a -1 WS penalty. This test should be made before any attack dice are rolled at the beginning of each hand-to-hand combat phase.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG			MOD.	MOD.			
Lascannon	0-20	20-60	-	-	9	2D6	-6	-6	3D6-9	-	-
Scatter Laser	0-20	20-60	-	-	6	1	-1	-1	D6+6	6 shots	-

POINTS COST: 95 points

D6	Location	Armour	
		Front	Side/Rear
1-2	Weapon	16	16
3-4	Legs	16	16
5-6	Body	18	14

Leg Damage Table

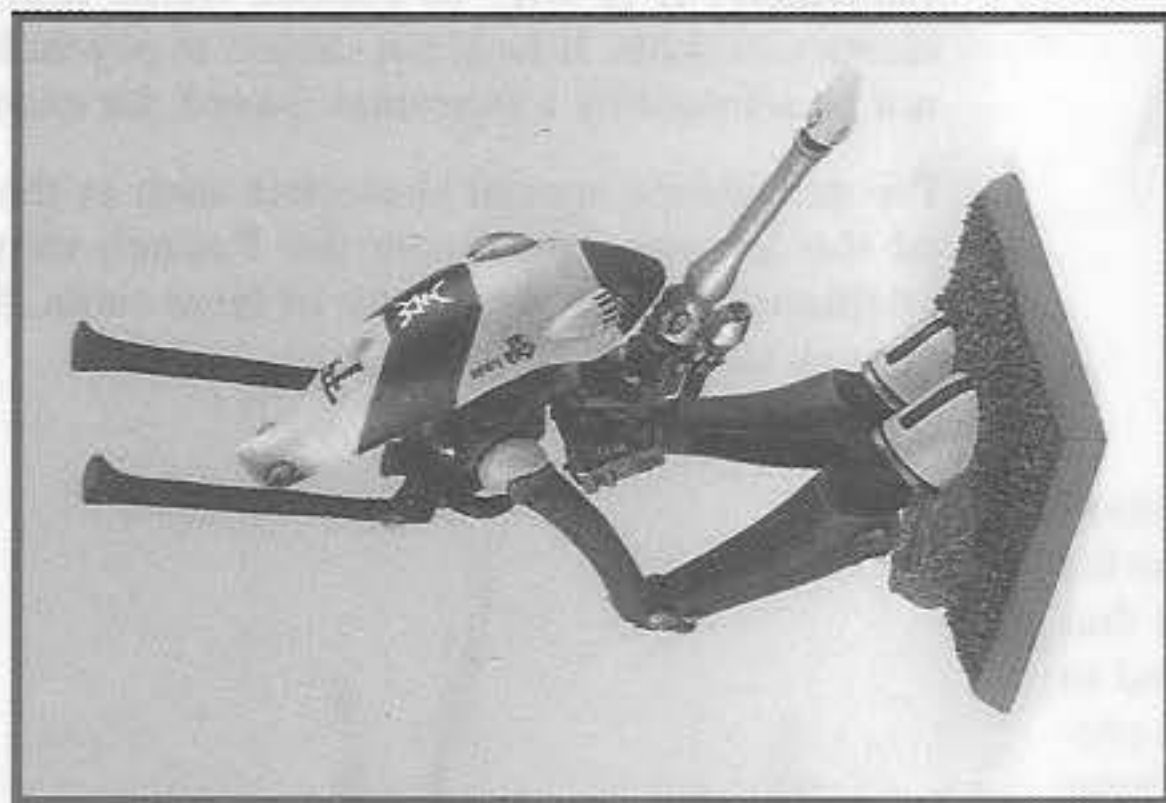
- D6**
- 1 The inch thick armour plate on the Eldar Scout Walker's legs hold, but the force of the blow slows it down. The Eldar Scout Walker may not move in it's next turn.
 - 2 The Eldar Scout Walker is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
 - 3-4 The leg is seriously damaged. The Eldar Scout Walker may only limp D3" per turn.
 - 5-6 The leg is blown off and the Eldar Scout Walker crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

Weapon Damage Table

- D6**
- 1 The weapon is jammed or partially damaged and may only be fired if you first roll a 4+ on a D6.
 - 2-5 The weapon is torn from the Eldar Scout Walker's body and destroyed.
 - 6 The weapon explodes and is destroyed as above. The explosion flashes back to Eldar Scout Walker's body bypassing all armour and causing a secondary explosion. Roll on the body damage table to find out what effect this second explosion has.

Body Damage Table

- D6**
- 1 The Eldar Scout Walker's controls go crazy making it difficult to control. The Eldar Scout Walker may only move or attack if you first roll a 4+ on a D6.
 - 2-3 The cooling system for the Eldar Scout Walker's engine is destroyed and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 strength 10 hits with a -3 saving throw modifier.
 - 4 The Eldar controlling the Eldar Scout Walker is slain. The Eldar Scout Walker moves out of control next turn and then collapses to the ground.
 - 5-6 The Eldar Scout Walker's ammunition explodes, killing the Eldar and causing D3 strength 6 hits with a -2 saving throw modifier on all models within 3" of the Eldar Scout Walker.



WARHAMMER

BETTER THAN THE REST

By Gavin Thorpe

Heroes are magnificent warriors and wizards, whose presence can turn the tide of battle in an instant. They are great leaders, inspiring their followers to perform greater deeds of heroism and bravery.

A character's prowess in combat causes opponents to quail and run with fear. When the fighting closes to its inevitable melee, they can be found where the fighting is thickest, carving a bloody path through the ranks of the enemy, like a ploughman cuts a furrow in a field. Some heroes are mighty magic users, who can hurl spells of destruction, enchant enemy troops or confound the plans of the enemy general in a variety of ways, both subtle and obvious.



Most Heroes and Wizards are represented by a standard profile, which improves as you go up the levels. This is fine for second-in-commands and lesser mortals but what about that five thousand year old Elf General you've always wanted to use? The Warhammer Armies supplements also contain pre-generated Special Characters such as the Emperor Karl-Franz and Teclis. Not all players want to use either of these options, they want a character leading their army who is set aside from everybody else. The following article lets you upgrade your character's profile and give him the odd special ability or two.

There are limitations to the number of hero cards a character may have. The maximum number of Hero cards a character may possess is limited by his level, as shown on the table below.

Level	Number of Hero Cards
Champion	1
Hero	2
Lord	3
Wizard	1
Wizard Champion	2
Master Wizard	2
Wizard Lord	3

To take any number of Hero cards for your character uses up one of his magic item allotments, so a Champion could exchange his magic item for a Hero card, a Hero could swap one of his items for two Hero cards, and so on. There are also certain other restrictions, and they apply to Hero cards and Magic items, as follows. You can use these guidelines even if you are not using the hero cards.

No dice or test may be re-rolled more than once by each player, no matter what the source of the re-roll.

A character may have no more than two saves in addition to his armour, no matter how they are manifested.

Obviously it is silly to choose items that contradict the characters skills. If he is not subject to psychology then he will not be affected by a Berserker Sword, for example.

Pre-determined special characters such as the Elector Counts of the Empire and Grom the Paunch may not be given additional abilities by the use of Hero cards, they're powerful enough already.



DETAILS

Skills that last for a single turn should be declared after any compulsory movement for that turn has been worked out. Some skills may be used in your opponent's turn, as stated on the card.

Blessed by the Gods/ Favoured of the Gods

The re-rolls allowed by these cards are never modified, in the same way as the Golden Helm of Atrazar and similar Magic Items. These abilities allow the additional save even if the character would normally be allowed no save, such as hits from a War Machine. These abilities also allow the player to save against magic items that normally allow no save.

Disturbing Gaze

Models which are testing against this skill may not use the leadership of their general or a character associated with their unit.

Cool-Headed

A character with this skill is still affected by Break tests, and also suffers any results of Panic tests etc. of a unit he is in.

Vicious Killer

As with other items and abilities that cause multiple wounds, only one roll to wound and saving throw is made. If this indicates wounds are taken the target suffers D3 wounds.

Avenging Angel.

A Character's hatred does not alter and always works against the same race, you may not change a character's hatred if he fights against another type of army in another battle.

Ferocious Charge

If the character comes into contact with another unit while pursuing a fleeing enemy he may use this skill in the next round of hand to hand combat, as detailed in the pursuit rules in the Warhammer rulebook.



Evade Shot.

This character gains an additional 4+ dodge roll against hits from war machines. If hit by such a shot he will avoid any effects on a roll of 4+. Note that he cannot ignore the additional effects of weapons such as the Chaos Dwarf Earthshaker.

Rapid Sword Arm.

When fighting against a War Machine or other model that has a chart to roll for hit location, this character may re-roll one result if he has not already used his ability that turn.

Bad Breff.

The character may stand and fire with this attack but may not then use it in the subsequent round of combat.

Power Shot and Quick Shot.

Although the character may not use both these cards in the same turn, he may still possess both cards, using Quick shot on one turn and Power shot on another.

Sneaky Skumbo!

The Sneaky Skumbo attack is worked out before all others, unless the target has some ability which says it may always strike first. If this is the case then each player should roll a D6, with the higher scoring player working out their attacks first. Note that it is only the Sneaky Skumbo attack that is worked out first, all other attacks by that character follow the normal rules for initiative or charging.

Abhorrence of Magic

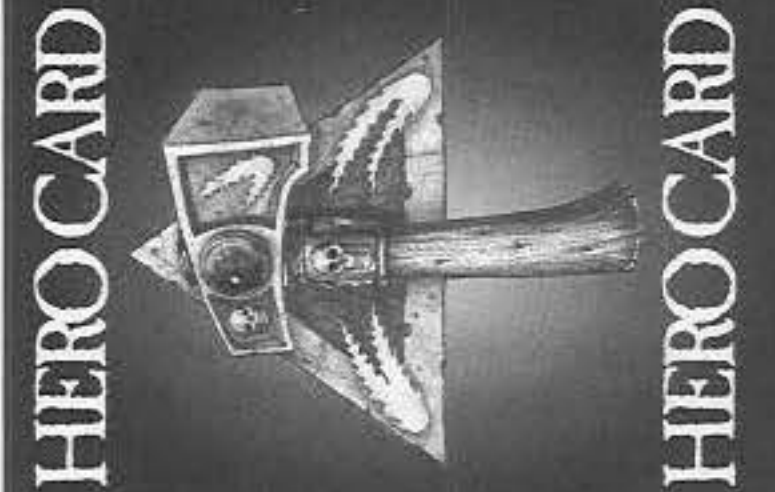
'Enemy Wizards' includes any creature that is capable of using Magic Cards in the Magic phase, including Daemons, a Dwarf Runesmith on an Anvil of Doom and Characters wearing the Crown of Sorcery.

Dreaded Warrior

A character with this skill is immune to Fear himself, and treats Terror as Fear. He will never outnumber his foes, so only certain reactions will be forced by this type of Fear.

Master Rider

If this character joins a unit of fast cavalry, but has a saving throw of more than 5+, the unit can still move as fast cavalry due to his superior riding skill.



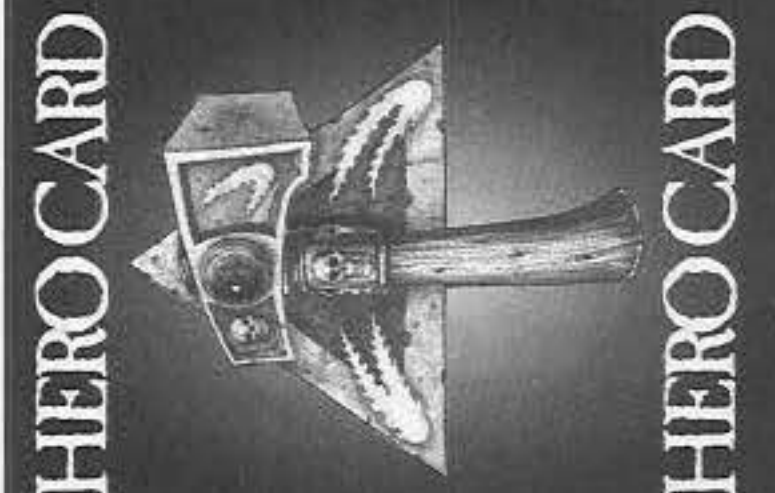
HERO CARD

HERO CARD 50 points

COOL HEADED

This character has an incisive and logical brain, he is unmoved by emotion in any way at all. The character is immune to psychology

May not be used by Orcs or Goblins.

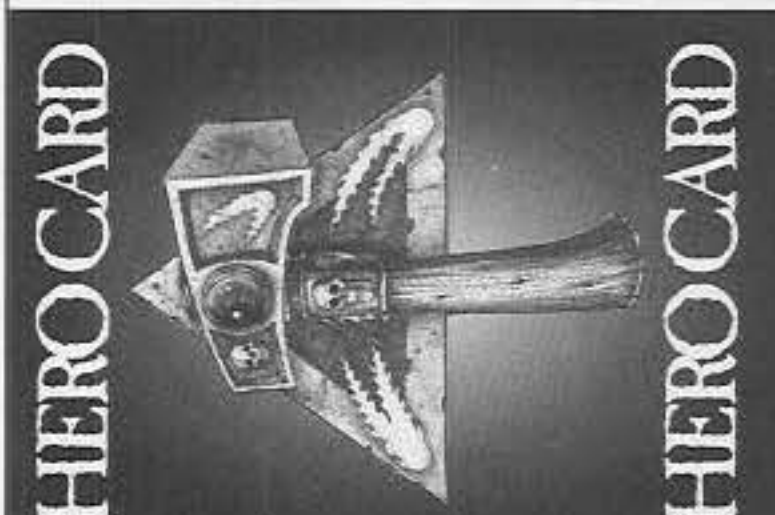


HERO CARD

HERO CARD 30 points

VICIOUS KILLER

This character knows what war is really about- killing your opponents. He knows exactly where a body will lose the most blood, how long before muscles get tired and what tendons can be cut to disable his enemy. When he hits in close combat this character causes D3 wounds.

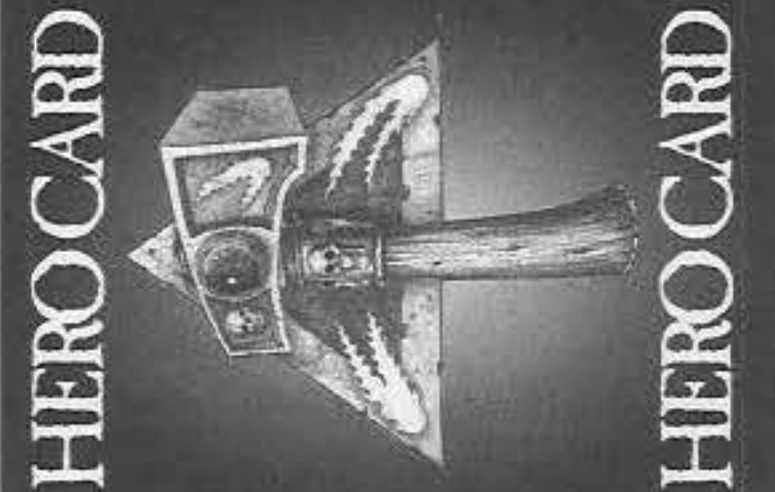


HERO CARD

HERO CARD 30 points

HARDENED FIGHTER

The Character has been trained by the best of the Old Worlds fighters. He knows how to wield an axe Dwarf style, has learnt how Bretonian Knights use their lances and has had years of practice to fine tune his fighting technique. The character has +1 on his Weapon Skill.

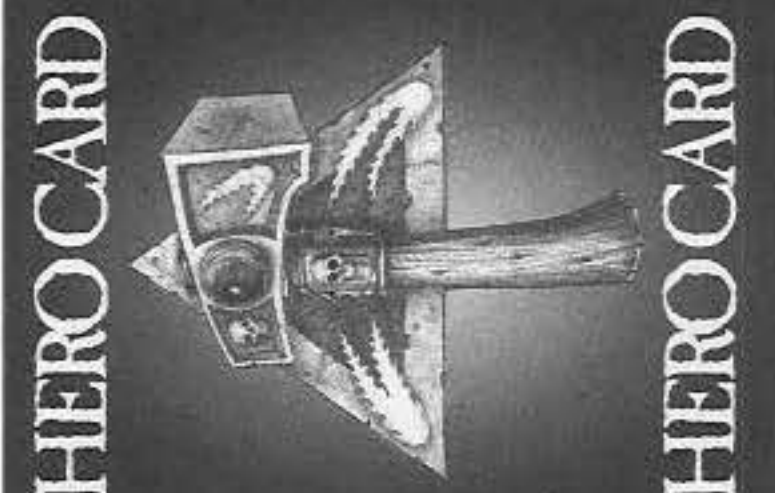


HERO CARD

HERO CARD 15 points

FURIOUS CHARGE

When the adrenaline rushes through his veins and his pulse is throbbing in his ears this character explodes into a torrent of violence. When the character charges he gains one attack.



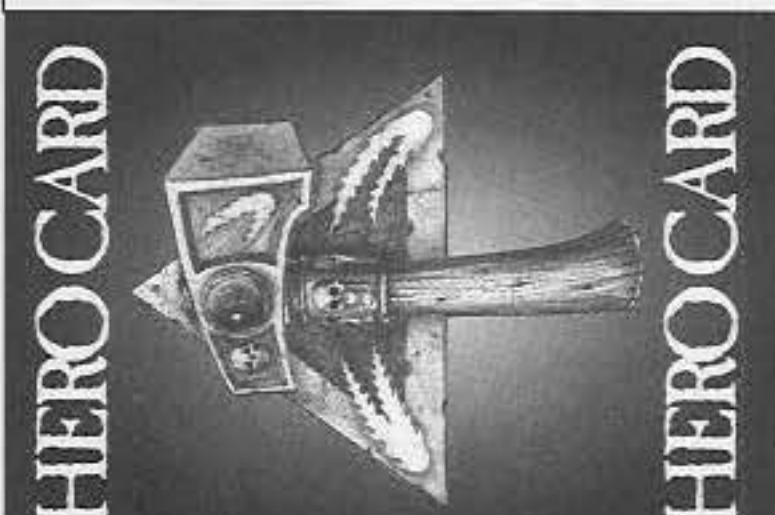
HERO CARD

HERO CARD 30 points

BLESSED BY THE GODS

This character has a destiny laid out for him. The Gods watch his movements closely and aid him if they must. If the character fails an armour saving throw he gets an additional unmodified saving throw of 4+.

May not be used with Favoured of the Gods

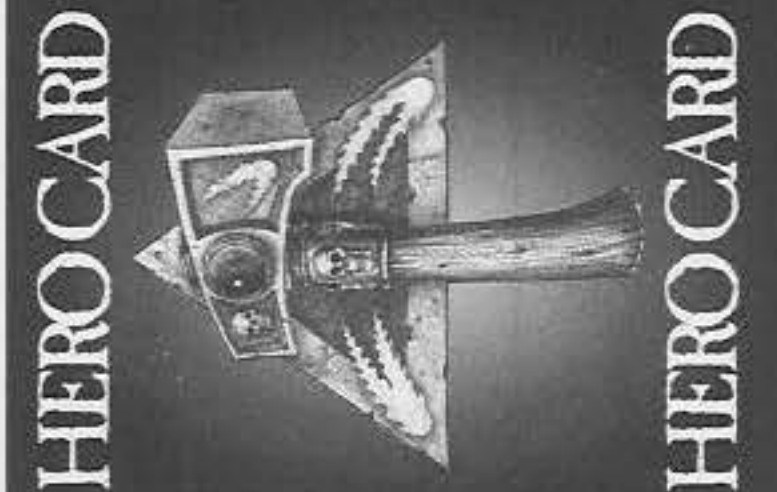


HERO CARD

HERO CARD 25 points

FEROCIOUS ASSAULT

This Character can turn himself into a whirlwind of death, striking blows faster than the eye can follow, scoring several hits on his opponents before they can parry. The Character gains one attack.



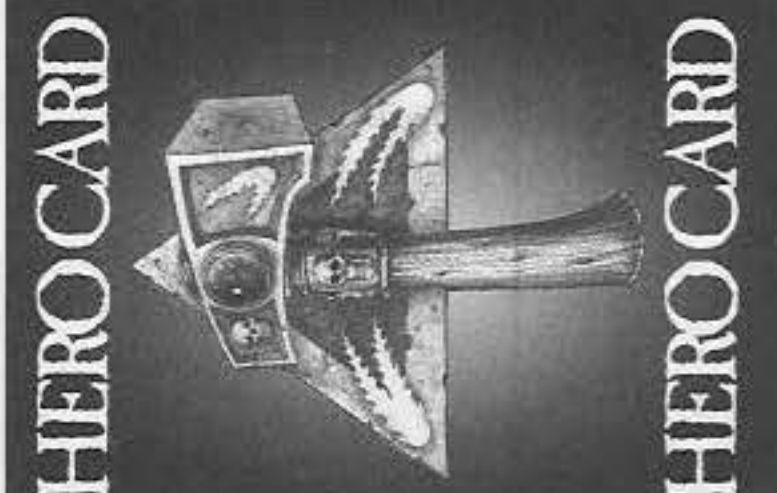
HERO CARD

HERO CARD 20 points

FAVoured OF THE GODS

The Gods are pleased with this character and will help him if he continues to prove his valour in battle. The character gets an additional unmodified save of 5+ if he fails his normal armour saving throw.

May not be used with Blessed by the Gods

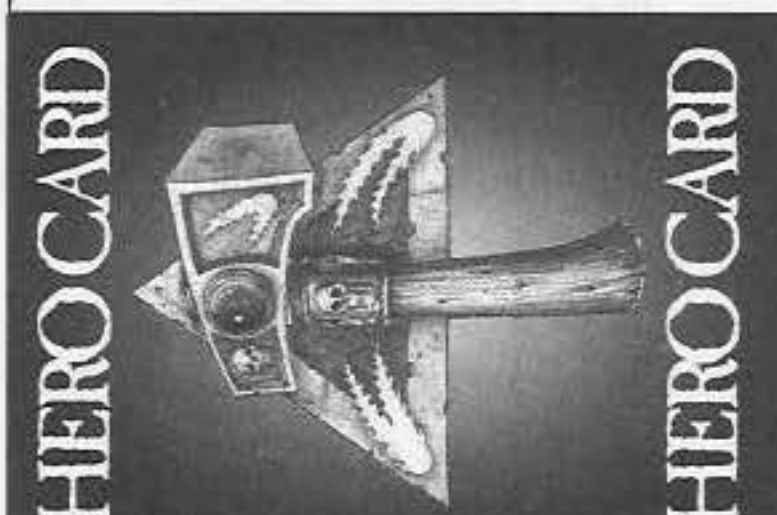


HERO CARD

HERO CARD 55 points

BLOW OF FORCE

The character has an amazing ability to muster all his strength and vitality in one blow. Screaming a battle cry he brings his weapon down with a speed and force that could knock through stone walls. Instead of making normal hand to hand combat attacks, this character may make a single attack that automatically hits and has a strength value of 10.



HERO CARD

HERO CARD 40 points

RESILIENT

Near death many times before, this character has learnt how to delve into inner reserves of strength and fight on despite horrendous injuries. He can outlast most opponents, standing strong while they collapse from their wounds. The character has one extra wound.

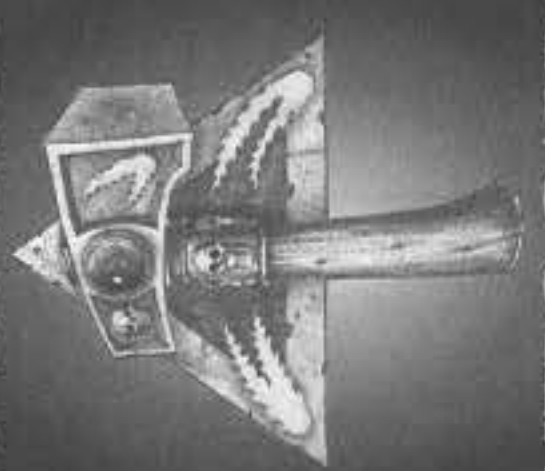
HERO CARD 50 points.
AVENGING ANGEL



This character had a deep emotional trauma in his early life at the hands of some particularly deranged and vicious people. Throughout his life he has crusaded against them and now that he is an important soldier his resolve is iron hard. The character Hates a race of your choice.

HERO CARD

HERO CARD 65 points.
MOODY GIT




This character is famous across Orcdom for his intolerance of undisciplined behaviour in the ranks. He once saw the Reiksguard smartly destroy his army and will come down harshly on disorder in his troops. Troops within 12" of this character are aware of his reputation and will not need to test for Animosity.

ORCS ONLY

HERO CARD

HERO CARD 60 points.
WAR CRY

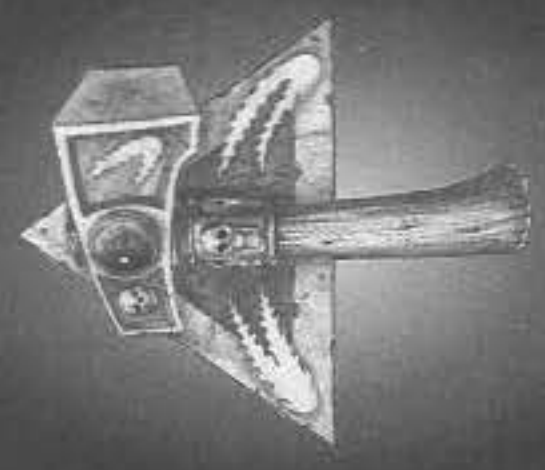


Before Charges are declared, the character may shout a War Cry. Friends rally to the cry, while enemies turn and flee for safety. Units within 18" of the character at the start of the turn are within range of his War Cry. Friendly units may re-roll rally tests this turn, while enemy units must make a break test with an additional -1 modifier on their Leadership.

USE ONCE AND DISCARD.

HERO CARD

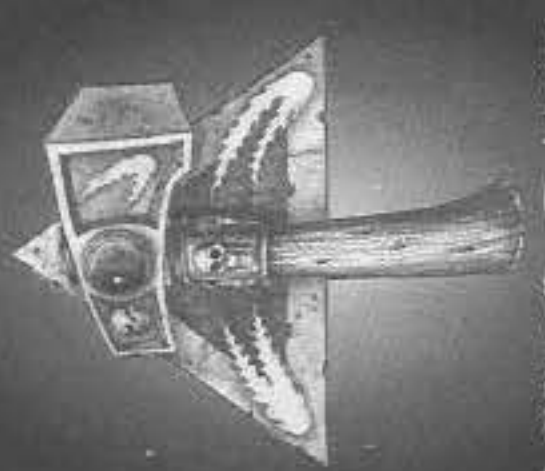
HERO CARD 75 points.
LUCKY



The grim whims of chance and fortune forever turn events to the favour of this character. Each turn the character may force a re-roll of one die roll that directly affects him. It may be an attack, a spell or a dispel by another character on his behalf, or it may be a Break test or other similar test. The die roll must **DIRECTLY** effect him.

HERO CARD

HERO CARD 20 points.
FIND WEAKNESS

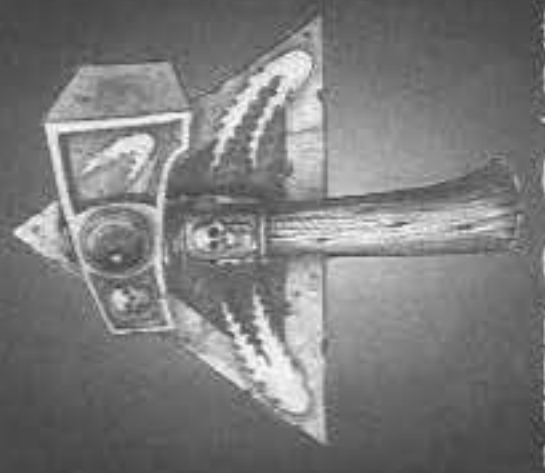


This character knows all the intricacies of arms and armour and knows exactly where the weak points are on a piece of body protection, and the most effective blows to capitalise on that knowledge. The character has an extra -2 saving throw modifier on his hand to hand hits.

MAY NOT BE COMBINED WITH CUTTING BLOW

HERO CARD

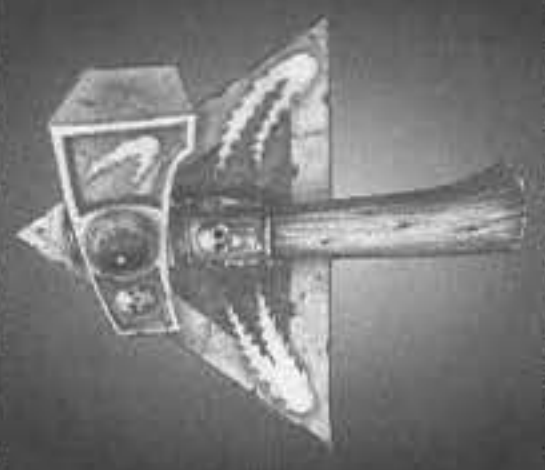
HERO CARD 50 points.
BORN LEADER



The character's voice reaches into the hearts and minds of everyone who hears it. He conjures images of glory and renown with every gesture. Friendly units within 12" of the character may re-roll a failed break test in the same fashion as that of an army standard.

HERO CARD

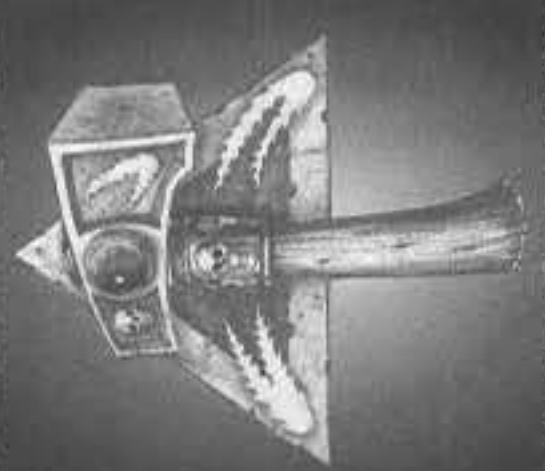
HERO CARD 20 points.
BERSERKER



This character is prey to his emotions in a very significant way. Past atrocities bait him, current insults taunt him. This character is subject to Frenzy.

HERO CARD

HERO CARD 10 points.
CUTTING BLOW

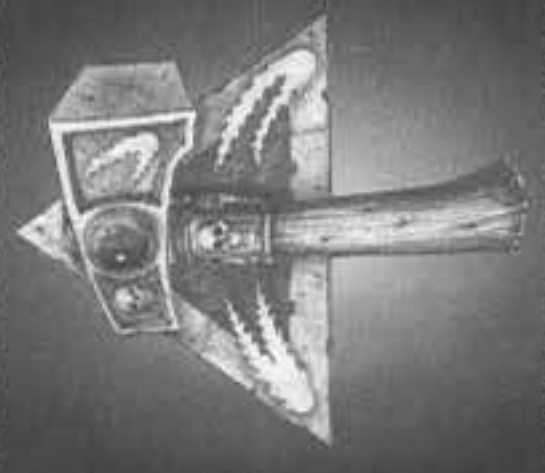


The character's fighting technique is based around disabling cuts that avoid the armour of his opponent. Any hand to hand hits by this character have an additional -1 save modifier.

MAY NOT BE COMBINED WITH FIND WEAKNESS

HERO CARD

HERO CARD 50 points.
DREADED WARRIOR



The name of this character strikes fear into the hearts of his enemies, they quail at his approach and run from his mighty sword-arm. The character causes Fear.

HERO CARD

WARHAMMER

40,000

EVIL SUNZ GOBSMASHA

By Ian Pickstock

It has been revealed to us that not all 'Tread-heads' are loyal servants of the Imperium, in fact some of them are none other than the green-skinned Ork skum. These Orkses have seen fit to demand more tanks for the Ork army, so here they are!

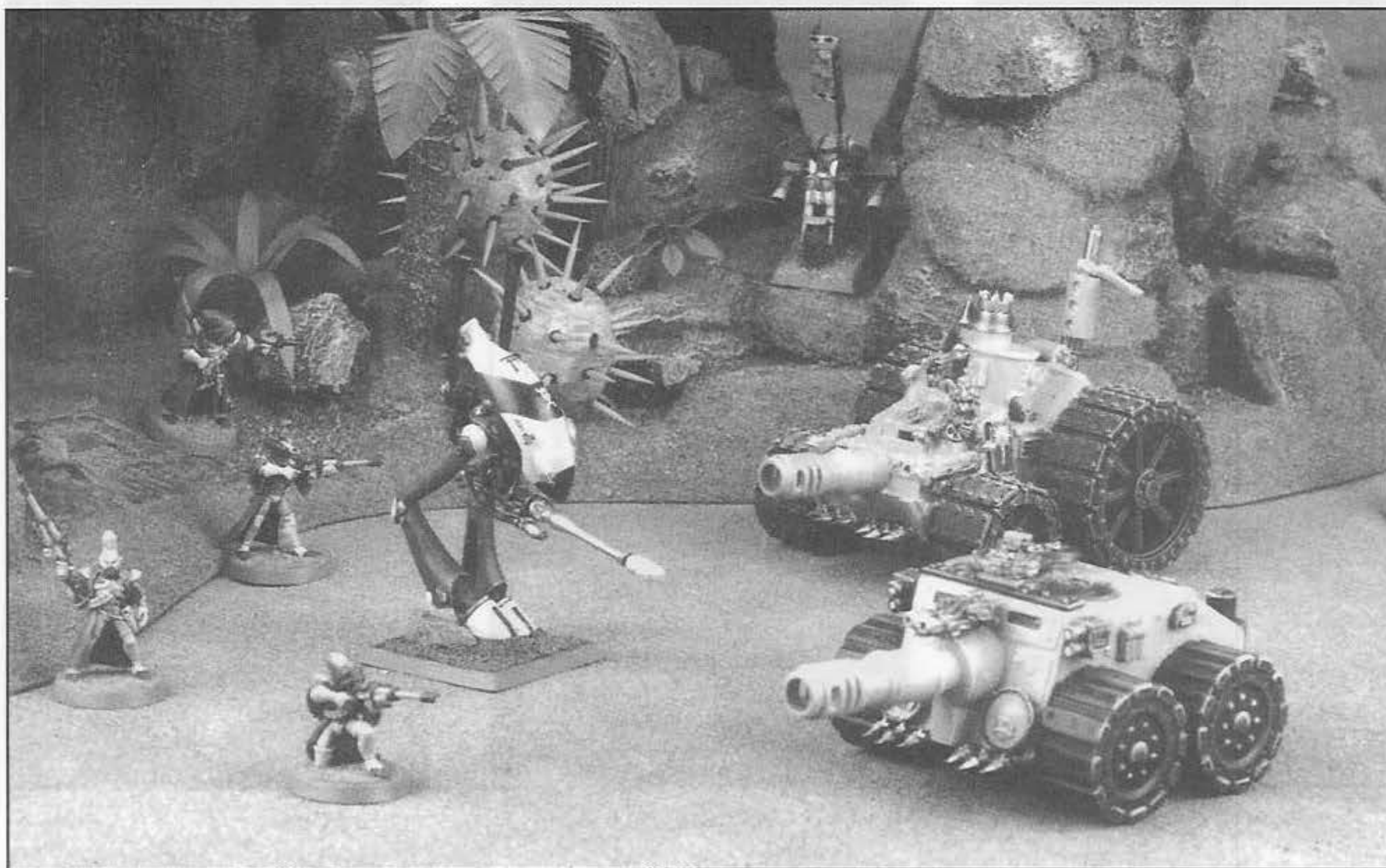
THE NEED FOR SPEED

Well we all know how jealous these poor old Ork Warbosses can get, all of a sudden the Imperium gets a few Super Heavy Battle Tanks and in come the letters. "Nya, nya nya nya nah - It's not fair why can't the Orks have any tanks, the Orks have loads of tanks in Epic, why not in Warhammer 40,000. It's not fair" (Yes, yes we know you Eldar player are just as bad, so don't bother writing- Ed). Anyway I'm not usually one for listening to these whinge letters, but their has been quite a lot of them, I'd like to show more Ork battlewagons, but I don't have the models ready yet, so here's a quick taster of things to come.

I decided the Gobsmasha would be the ideal place to start, as there are so many Ork players with models, I mean even Games Workshop sold a Gobsmasha model for a short period of time. If you haven't got a Gobsmasha model do not fear, as there are a couple of photos of Adrian Woods Gobsmasha models to inspire you to greater feats of modelling.

"I'm sure if the mekboy wanted a mid-engine model he would have put it there himself."

- Gorsnak Brotz to his Wildboy drivers after a crash.



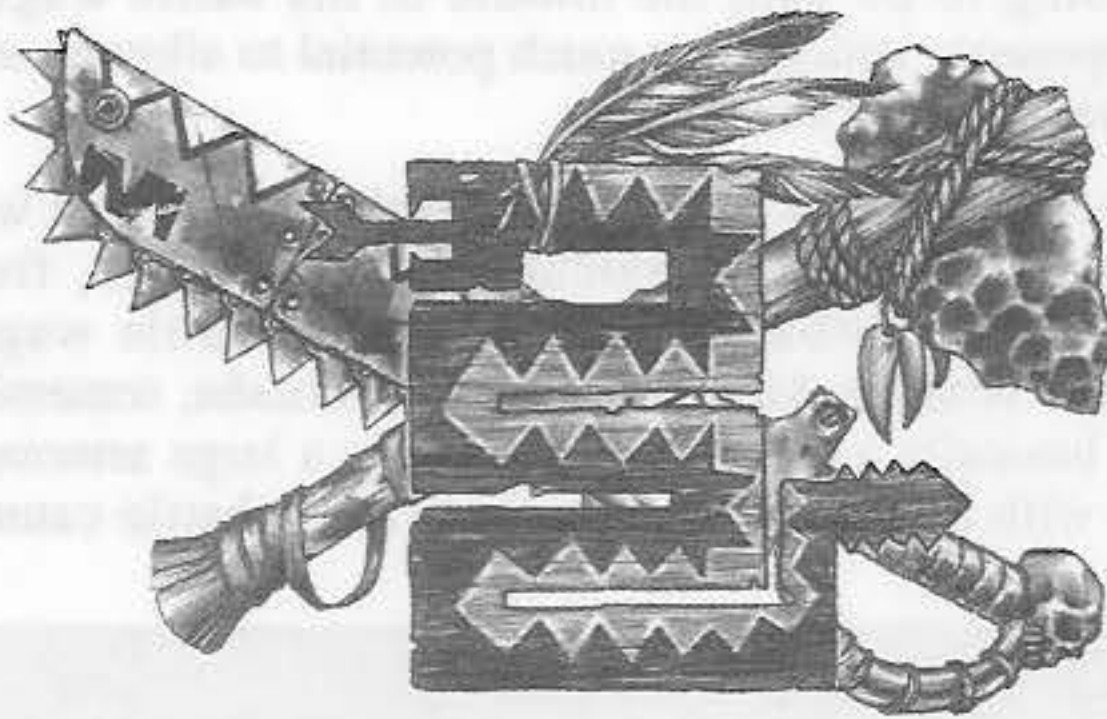
DA GOBSMASHA

The Gobsmasha is an Evil Sunz warbuggy characterised by its armoured hull and four large metal wheels. The Gobsmasha benefits from having thicker, fully enclosed armour and a bigger gun than ordinary war buggies. Evil Sunz use Gobsmashas to teach their young and impetuous Wildboyz the benefits of Orkish Kultur and the joys of driving around at high speed - the heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Gobsmasha is crewed by three Wildboyz (who jump around and try to grab the steering wheel from each other) and a hoary old veteran (who fires the gun and stops the young Orks from doing anything too daft).

The Orks call any battlewagon that is heavily armoured, completely enclosed and has a big battle cannon a Gobsmasha, no matter what it looks like. As long as it is dead shooty the Orks don't care what shape it is. If your Warboss is particularly rich, or just likes to show off, you may decide to add extra heavy weapons on the vehicle.

The Gobsmasha is ideally used as a heavy duty tank hunter, it's large armoured wheels give it very good acceleration and high top speed. The Gobsmasha can quickly outflank the enemy and move into position to fire its battle cannon at the vulnerable sides of enemy tanks. The devastating battle cannon shells are not only brilliant tank-busters, their wide blast area, makes them an ideal weapon for taking out heavy weapon squads, lurking at the bank of enemy lines.

Off course really, really extravagant warbosses and I mean Bad Moons and Speed Freaks only, will be able to combine their Warbikes and Buggies with their Gobsmashas and go on all out blitzkrieg.



DA NECK-BRAKE TURN

The Neck-brake turn is a special manoeuvre only possible in the wheeled Gobsmasha. As the Gobsmasha picks up speed, at the chosen moment the Wildboy/ boyz, hits the hand-brake and turns the steering wheel in the desired direction. The ideal result being that back end of the Gobsmasha swings out, pulling the whole vehicle in the desired direction, with only a momentary loss of control and no loss of speed. The worst result- The Gobsmasha flips over and performs a triple somersault with double pike and the driver breaks his neck, hence the name 'Neck-brake' turn.

A Gobsmash may only perform a Neck-brake turn if the Gobsmasha is travelling at combat speed or fast speed. The Gobsmasha may perform one Neck-brake turn per turn, at any point during its movement. The Ork player declares he is doing a Neck-brake turn and rolls a D6 and looks up the result on the table below.

DA NECK-BRAKE TURN TEST

Speed		Result
Combat	Fast	
-	1	Oopps. The Gobsmasha flips over tumbling another D6" in the directions it was travelling, anything in its path or under the spot where it lands suffers D6 S7 hits with a -2 saving throw modifiers. All the models on board break their necks and are killed.
1	2	Oh that lever. The Ork accidentally pulls the wrong lever and he Gobsmasha does not do the turn. The Gobsmasha will move out of control next turn, as the Ork is momentarily distracted.
2	3	Jus' like that. The driver pulls it off, unfortunately the Ork is not very good at his left and rights. The opponent may turn the Gobsmasha up to 90° in the direction of their choice.
3	4	Phew! The Gobsmasha swings through successfully with just a little power oversteer which the driver soon corrects. You must turn the Gobsmasha 90° in the direction of your choice. Unfortunately all the gunners lose their aim and suffer a -1 to hit penalty for this turn.
4-6	5-6	Owzat! The manoeuvre is a success. You must turn the Gobsmasha 90° in the direction of your choice.

WILD CREW

Because the Gobsmasha is driven by three Wildboyz it is inevitable that they are all going to want to have a go. The Wildboyz are usually quite content to let one of their number do the driving, but only for a limited period of time. When the other Wildboyz thinks it's their turn, they will barge the driver off the seat and one of them will grab the wheel, yelling "Game Over dude, my turn, my turn". Obviously this results in momentary loss of control of the Gobsmasha.

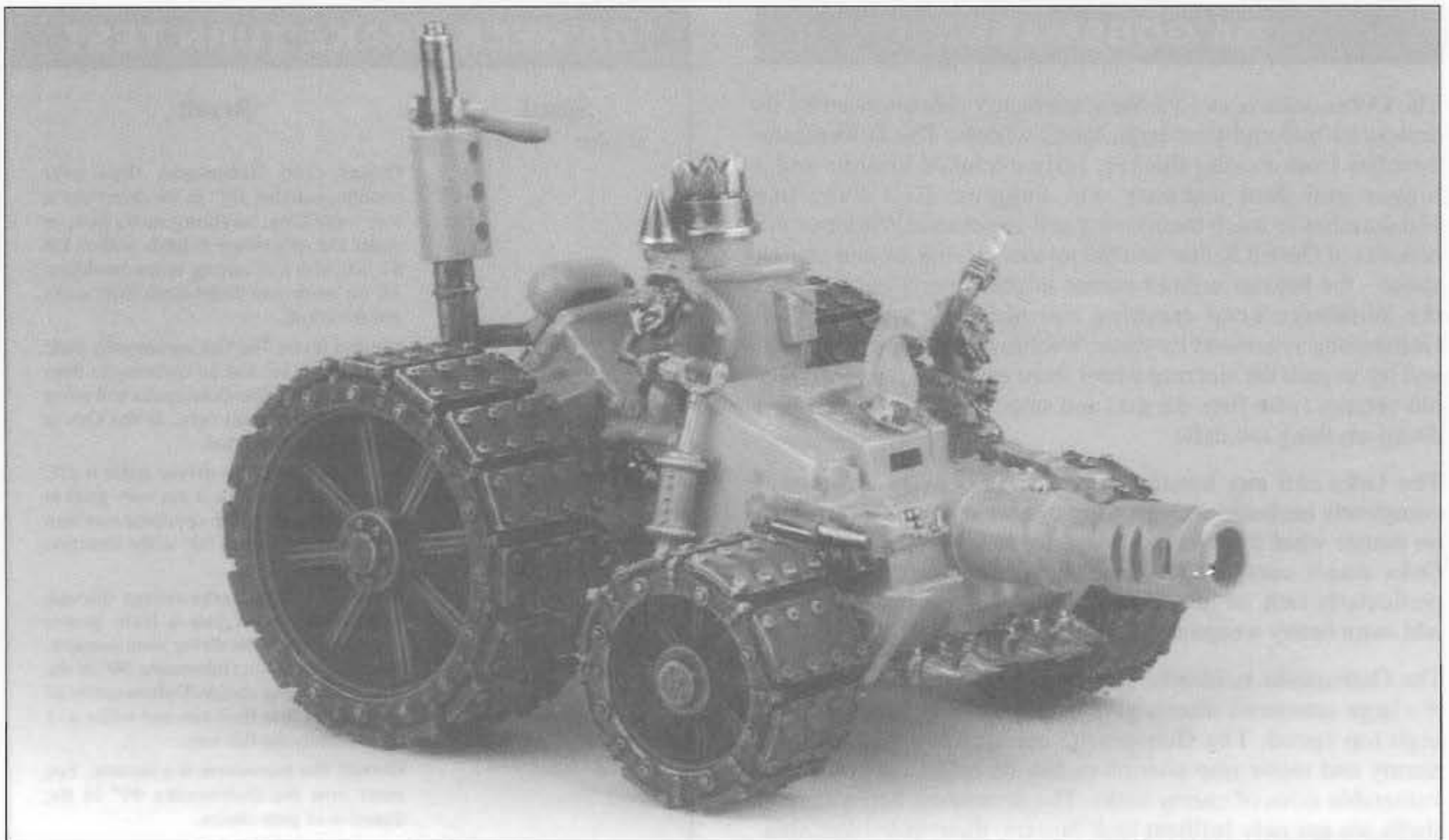
At the beginning of the Ork turn, each Gobsmasha will have to make a Leadership test, using the gunners leadership characteristics if he's alive. If the test is passed then the Gobsmasha may operate as normal. If it is failed then the Gobsmasha may not accelerate, break or turn this turn, it must simply carry on at the same speed and direction as the last the previous turn. The Gobsmasha may still attempt to make a Neck-brake turn. If the Gobsmasha moves off the table then it disappears over the hills and counts as destroyed.

ARMY LIST

EVIL SUNZ GOBSMASHA.....100 points

The army must include at least one mekaniak and an Evil Sunz boyz mob to include Gobsmashas. The Gobsmasha is used exclusively by Evil Sunz clans to train young Orks in the rigours of hard driving and fast living. The Gobsmasha has three Wildboy drivers and a single Ork gunner to shoot the battle cannon and keep the young whelps in order. All the crew wear flak armour (6+ save). The Ork drivers carries a bolt pistol and the Wildboyz are armed with a knife each.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7
Wildboyz	4	3	3	3	3	1	2	1	6



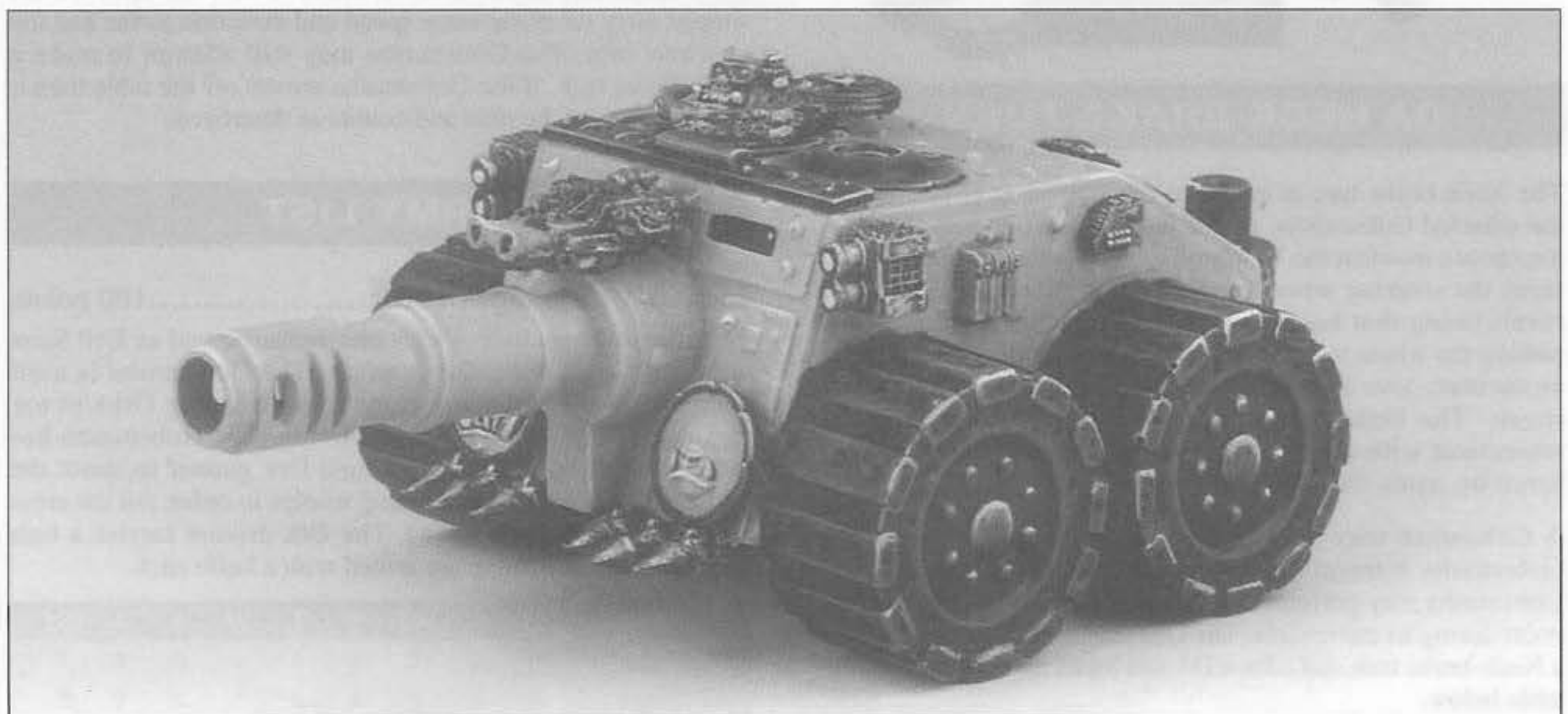
THE MODELS

Ork generals familiar with the first addition Warhammer 40,000 will know and love the Ork Gobsmasha and many of you may have already improvised rules for using your Gobsmasha squadrons. For those newer gamers, the Gobsmasha has appeared in many guises over the years and this article allows you to use any of them.

However do not despair if you don't have any Gobsmasha models help is at hand. Below are pictures of couple battlewagons, painted and modelled by Adrian Wood, White Dwarf's resident Ork Warlord and as you

can see anything goes. The first one is the GW resin model embellished with extras. The second one is even more bizarre, made from the front and back of a the plastic battlewagon a sort of 'cut and shut' job (that's illegal!- Ed). The thing that interests me is what Adrian is going to do with the middle of his battle wagon, components with far too much potential to allow to sink to the bottom of the bitz box.

Both Gobsmashas have been lavishly embellished with shovels, axes, extra hatches, headlights etc, from Wartraks, Warbuggy and the plastic battle wagon model. When making your own Gobsmasha, remember that basically a Gobsmasha is simply a large armoured box with a wheel on each corner and a battle cannon



EVIL SUNZ GOBSMASHA

VEHICLE DATA

CREW:

3 WILDBOYZ DRIVERS
1 ORK GUNNER

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED 10"
COMBAT SPEED 20"
FAST SPEED 25"
TYPE: WHEELED

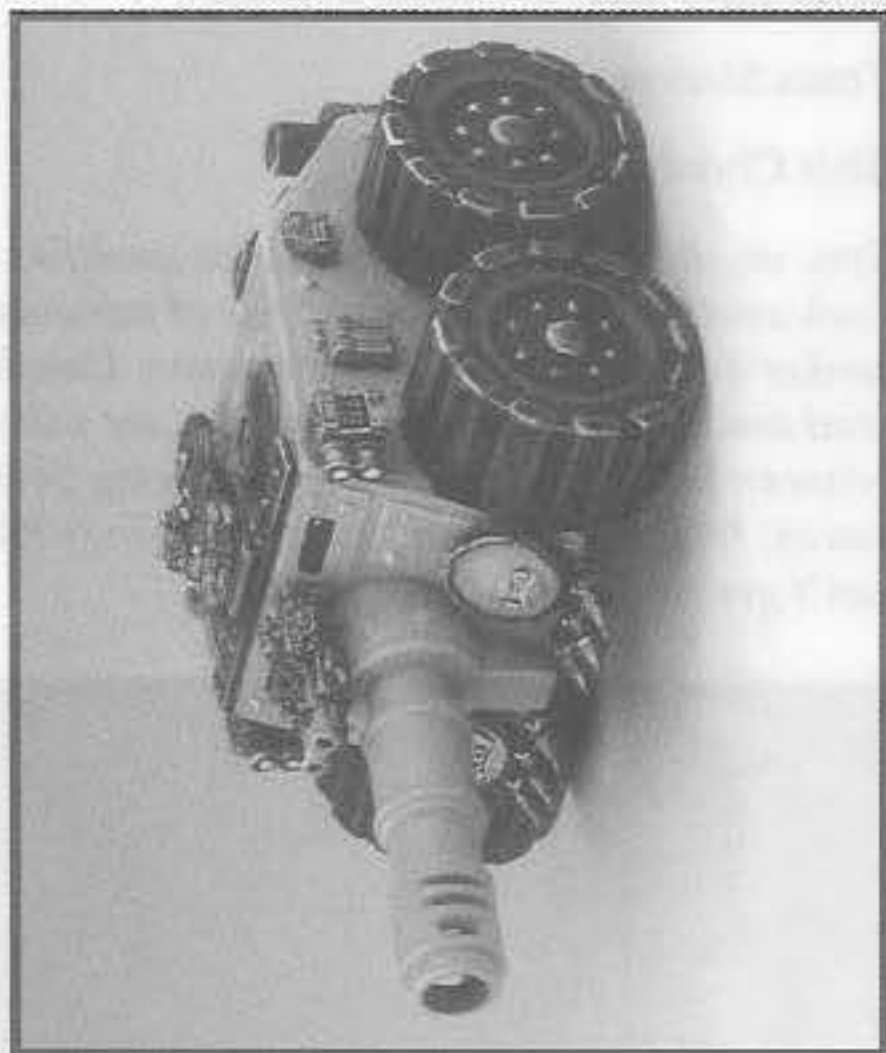
WEAPONS

One **battle cannon** mounted in the hull. The **battle cannon** has a 90° field of fire to the front.

The Gobsmasha may be upgraded with **twin linked heavy bolters** mounted in the hull, for an additional cost of **+20 points**. The **twin linked heavy bolters** have a 90° field of fire to the front and are fired by one of the Wildboyz.

WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE	ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG		MOD.	PENE.	
Heavy Bolter	0-20	20-40	-	-	-	5	D4	-2 D6+D4+5 Sustained fire 2D
Battle Cannon	0-20	20-72	-	-	-	8	2D6	-3 3D6+8 2" Blast Marker



*Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1-2	Wheels*	15	15
3-4	Hull	18	16
5-6	Weapon*	18	16

Wheel Damage Table

D6

1-2 The wheel is damaged but the Gobsmasha keeps running. The Gobsmasha may only move at slow speed for the rest of the battle.

3-5 The Gobsmasha's wheel is blown off. The Gobsmasha will move out of control next turn and then come to a permanent halt for the rest of the battle.

6 A wheel is blown off and the resulting damage smashes the vehicles drive shaft causing it to flip over! The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

D6

1 The driving compartment is hit. D3 Wildboyz are killed, if there are no Wildboyz left to drive the Gobsmasha then it will move out of control for the rest of the game. If only one Wildboy remains teh Gobsmasha will still have to test for Wild Crew, this represent the Wildboy going completely bonkers at having the Gobsmasha to himself.

2-4 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.

5 The Gobsmasha's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.

6 A spark ignites the Gobsmasha's fuel tanks and it bursts into flames, killing all the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

Weapon Damage Table

D6

1 The weapon is damaged and may only be fired if you first roll 4 or more on a D6.

2-3 The weapon is destroyed and may not be fired for the rest of the battle.

4-6 The ammunition explodes and the Gobsmasha is destroyed. All the crew are killed and any models within 3" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.



POINTS COST: 100 points

JOURNAL

MUMBLINGS FROM BEYOND THE VOID

“Er excuse me could you tell me, have you seen Leman Russ around here lately, perhaps sometime in the in the last millennia?”

Lion ‘El Jonson talking to Krr’ath-nnth’agakak Blood Thirster of Khorne, last week in the Eye of Terror.

Dear Gibbering Vegetables at the bunker,

I thought I would write to you about a ‘thing’ named Graeme Donald. In a recent Warhammer Mega-bash, involving 8 friends with Dwarfs, Empire, Bretonians and High Elves vs Chaos, Chaos Dwarfs and Dark Elves Graeme Donald took the Chaos Dwarfs and heading his magical assault was a Sorcerer lord toting the Book of Ashur. Using this ingenious piece of magical hardware he took some Celestial magic, and drew the spell Sapphire Arch.

On the second turn of the game he cast it and moved a huge unit of Chaos Dwarf warriors led by the Sorcerer Lord into the arch, then (as the spell states) the arch closed behind his unit. The result being, his Sorcerer is now off the table, so he can not cast spells and therefore cannot cast the Sapphire Arch in order to retrieve his unit and his Sorcerer Lord.

Yours,
The Penguin King, aka Graeme Stevenson. Glasgow.

Wa ha ha ha Eeek, yes it’s true folks, look at your spell decks if you will, but that is one incredibly silly way to lose a large portion of your army. The real question is where is that unit of Chaos Dwarfs now? Left to wander in the warp for all eternity? Gobbled up by a huge Daemon? Returned to their rightful owner in Glasgow? I think not! I reckon they were split by the warp tides and individual Chaos Dwarfs washed up on the shores of Journal reader’s bitx boxes. So if you have come across any unexpected Chaos Dwarfs, please send them to us at the Journal Bunker, so we can get Graeme his unit of Chaos Dwarfs back ASAP.

To da Bunker

First of all I must congratulate Ian on the Tank-fest last issue. I read through the Tank-fest and even played a few games. On one occasion my mate’s Exarch charged my Predator tank, having passed his fear test, he took his initiative test. Oozing confidence he stated ‘cos Eldar are so-ooo fast they only fail on a roll of a six’ guess whar he rolled - a six hah. I had a meery old chuckle as his Exarch was ground to dust under my heavy steel tracks. Any way on a sour note. I would have loved to try out the Baneblade, but I don’t have a model and the Tank-fest did not tell me how to make one. Do you know where I can get a Baneblade from?

Nigel Abrams. Worcs.

I decided to include the Datafaxes for the Baneblades and Shadowswords after getting loads of letters from gamers who had written in wanting rules for Baneblades etc. These gamers have scratch built their own Baneblade tanks and this is the easiest way to make your Baneblade.

Howdy from New Zealand

Well unfortunately I’ve got a slight moan to make, but before that I should say that I’ve been enjoying the White Dwarf and Citadel Journal articles recently, especially the battle reports in the White Dwarf and fantasy battle articles in the Journal.

So sadly back to the moan. In February last year I sent White Dwarf a copy of some extra rules I had devised for Mighty Empires. Fair enough I never heard back, but I guess you guys get heaps of mail and new rules.

In January this year I rang Mail Order to order some figures and back issues of the Journal. Imagine my shock when I read through issue 3 and came across an article by... me!! Don’t get me wrong - I’m mightily pleased that you liked my rules and thought fit to publish them, and I reckon you did me proud by printing my name no less than 4 times. I just wish you had written to tell me about my article. I mean I might never have seen my name in print!!

Yours Sincerely

Blair Christian

Erm, er, ah, hmm, yes. I guess that qualifies us for a Wa ha ha Eeek award. Unfortunately levels of administration at the bunker can sometimes be pretty poor. Usually your letters are read and if we like someone article, we will type up, however between this time and the Journal being printed things can go astray, like people’s adressses etc. Sorry Blair, I’ll see if we can’t get you some sort of reward.



VEHICLE **10 Points**

SCYTHES

This vehicle card can be fitted to skimmers/bikes.

This vehicle has been fitted with a vicious pair of power scythes. The scythes jut out either side of the skimmer and enable the pilot to cut down enemy models as he skims overhead and make it extremely difficult for opponents to strike back.

A skimmer with scythes gains an extra attack dice and +1 WS in 'hit and run' attacks.

VEHICLE **10 Points**

SPIRIT CONTROLS

This vehicle card can be fitted to skimmers.

The pilot controls this skimmer by channelling his thoughts through a Spirit Stone controller, this allows the skimmer and rider to act as one. The skimmer is able to pull of quite remarkable manoeuvres and even dodge incoming fire.

If the skimmer is hit by incoming fire, then the roll a D6. On a roll of 5 or more the pilot has managed to gracefully avoid the shot. The shot misses and has no effect.

VEHICLE **15 Points**

FALCON JETS

This vehicle card can be fitted to skimmers.

This skimmer has been fitted with advanced jet engines allowing it to fly high into the atmosphere.

At the start of its movement phase a skimmer fitted with Falcon Jets may elect to fly high. Remove the model from the battlefield.

At the beginning of your next turn the skimmer return to the battlefield anywhere it wishes. It may not make any other movement that turn, but counts as travelling at Fast speed.

VEHICLE **10 Points**

STAR ENGINES

This vehicle card can be fitted to skimmers.

The vehicle has a highly advanced jet propulsion engine, that only a highly skilled pilot can operate. It allows the vehicle to fly in one direction, whilst pointing in a different direction entirely.

A skimmer fitted with Star Engines may make an additional 90° turn at either the beginning or end of its turn. The skimmer may make this turn even if travelling at fast speed.

ELDAR VEHICLE



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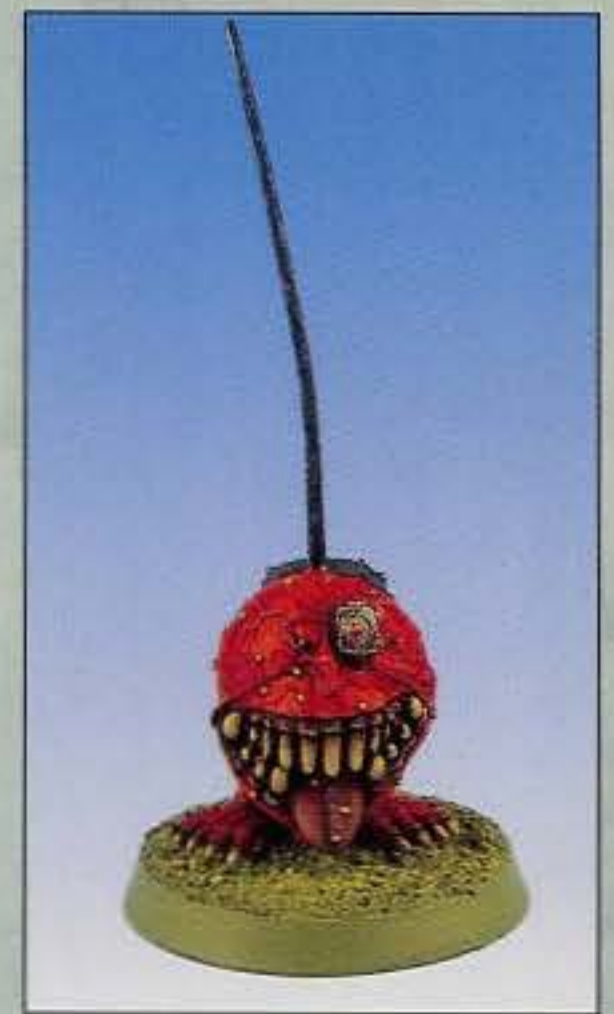
SQUIG BOMMERZ

Coach and creator of the Fabulous Mental Bozo clans, model maker and member of the Eavy Metal team - Mark Jones presents you with the ultimate schlock horrors, his Warhammer 40,000 Squig Bommerz. Kept by Mekboys, each squig is fattened up to immense proportions by eating all his owner's



MARK JONES

scrap metal and tools. However in times of great need the mekboy fits an explosive device to the squig's back before sending them off to infiltrate the enemy's lines. At an opportune moment the squig is detonated, spreading guts, gore, undigested scraps of metal and all the mekboy's lost tools over a wide area - yeeauch!



SQUIG BOMMERZ

ELDAR SCOUT WALKERS

This fabulous Eldar Walker conversion comes from the talented hands of Golden Demon winner Rupert Hammerton Fraser and have nothing to do with that 'orrible abhorration pictured above. The Eldar Scout Walker is used by the Eldar Exodites to traverse the open plains and steppes of their maiden worlds. The Eldar Scout Walker's fast speed and extra manoeuvrability makes them a handy alternative to jetbikes, on patrols and scouting missions where heavier armour and firepower are a neccesity.



ELDAR SCOUT WALKER