

ELEMENTALS IN WARHAMMER • 40K ELDAR BONESINGERS • NEW BLOODBOWL BIG GUY RULES

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JONAS EKESTAM

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DETAILS OF VYPER'S REAR



DETAIL OF GUNNERY STATION

Da Bunker
Boyz



PAUL SAWYER
'DA 'EAD-ITTER'



PHIL LOWLES

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Journal Archiving Service

Tried to get hold of back issues of the Journal only to find them sold out? Well, we can now supply you with any article ever published in this coveted tome...

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Is there anybody out there

Got a point to make? Make it to us!

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Report Source:

Inquisitor Darius

**Report to: Inquisition HQ,
Antarctica, Earth**

Security Grade: Beta Prime

**Subject: Journal Bunker
relocation**

* * * Commence report * * *

At 1100 hours on Thursday 2 November two powerful Imperial Psykers named Jervis Johnson and Andy Chambers began deciphering a dark and forbidding tome entitled Codex:Chaos. The Daemons of the warp entered this universe from the warp through Psyker Johnson and began to work their way slowly into the studio. They began by killing the creatures which live in the studio walls and the Daemons took their place. The changes were unnoticeable at first but then the Daemon infestation took shape and became powerful.

During the month of November certain changes became apparent and I felt the Journal Bunker was in danger of becoming infested too. We decided it prudent to move the bunker to a safer location. On the day the Bunker was to be moved the Daemons attacked. They claimed two of the bunkers guardsmen, Tyler and Funnell. Lowles alone was left to carry on the fight.

Guardsmen Lowles escaped the Daemons and headed North West towards a settlement known as Eastwood, unknown to him this is a strong Ork held area. He has not been heard from since. I fear that Lowles is dead and the Citadel Journal is now in Ork hands.

I request that Space Marines of the Dark Angel Chapter be sent to purge the studio of it's current Daemonic infestation and the possibility of Exterminatus cannot be ruled out.

* * * Report complete * * *

EDITORIAL

Yes, the Citadel Journal has had a change of scenery. Instead of the quiet and serene studio I am surrounded by the constant hustle and bustle of our factory and Mail Order department. The changes have been thick and



fast here at the Journal over the past two months. Gavin and James have moved on to pastures new and I wish them luck in all they do, and we have packed up the old bunker and moved it 8 miles North West to Eastwood, you know, the place where you send all those order forms off to!

The Journal bunker has been moved to Eastwood and put in control of our Orky friends at Mail Order. This small fanzine was intended to be used as a testing ground for assistant games developers, like myself. As I found with Journal 12, when there is only one person producing the Journal it's not possible to playtest games at the same time. We therefore had the chance to review where the Journal was heading and what was planned for its future. Lengthy negotiations between Commissar Dews at the Studio and the Mail Order Runtherdz were entered into (with large quantities of Fungus beer changing hands!). This resulted in our Promotions Co-ordinator Paul Sawyer being brought in as the Weirdboy for the job. Journal 13 is therefore an amalgamation of work between Paul and myself. Articles from around Games Workshop and most importantly you lot fill this Journal with an exotic ('exotic?' - Ed) blend of articles.

The second reason is that I will also be moving on! Paul will be producing the Journal from here with occasional articles sent over from the studio which will be written by various games designers and studio staff. As you will see in his Editorial Paul is keen to include both the work of our readers AND of our staff, either from the Studio, Head Office, our retail staff or perhaps even from our overseas staff in France, Spain, America, etc. Go on, I know that you have been meaning to send those ideas in for ages - well write it down and send it in!

Well that's it from me, so here he is. He's big, he's bald, (he's now in a bad mood) - it's Paul Sawyer!!!! (cheers, applause, whistles, etc).

Phil Lowles

EDITORIAL

Beer!, Beer!,
We want more beer!
All da Ladz R cheerin'
get da zoggin' beer in!

Yoo wot? We're on!
kwik 'ide da bottulz...



The Journal is dead - long live the Journal! Amongst the new features you will find in the new-look Citadel Journal are 'Is there anybody out there?' - a letters/reply page and 'Dok Butcha's Klinik' - a conversions feature hosted by our resident Ork Painboy. You will also find the emergency exits situated here and here...

This issue sees 4 extra full-colour pages in a gatefold cover! This addition is to be an occasional feature of your favourite Citadel Journal, unless it proves popular - in which case we'll consider running it regularly! A welter of excellent articles also adorn this issue: Jervis Johnson shares his ideas for including Big Guy teams in Blood Bowl, while White Dwarf's Adrian Wood brings us rules for the Epic Abominatus - an immense Chaos Titan which dwarfs everything else on the battlefield (Adrian explains how to make this monstrosity in White Dwarf 194). Phil Lowles presents the first of a two-part army list detailing Pirates in WH40K (the concluding part can be found in our next issue). We also have two great Warhammer features - Tomb Guardians by Vincent Poffley who has written rules for including the miniatures from Warhammer Quest 'Catacombs of Terror' in your Undead army, and Steve Buddle's article on summoning Elementals for use in your fantasy battles!

You may have noticed the re-numbering of this issue but I steadfastly refute claims of bowing to superstition - I really don't mind taking over the Journal with issue 13 - touch wood!

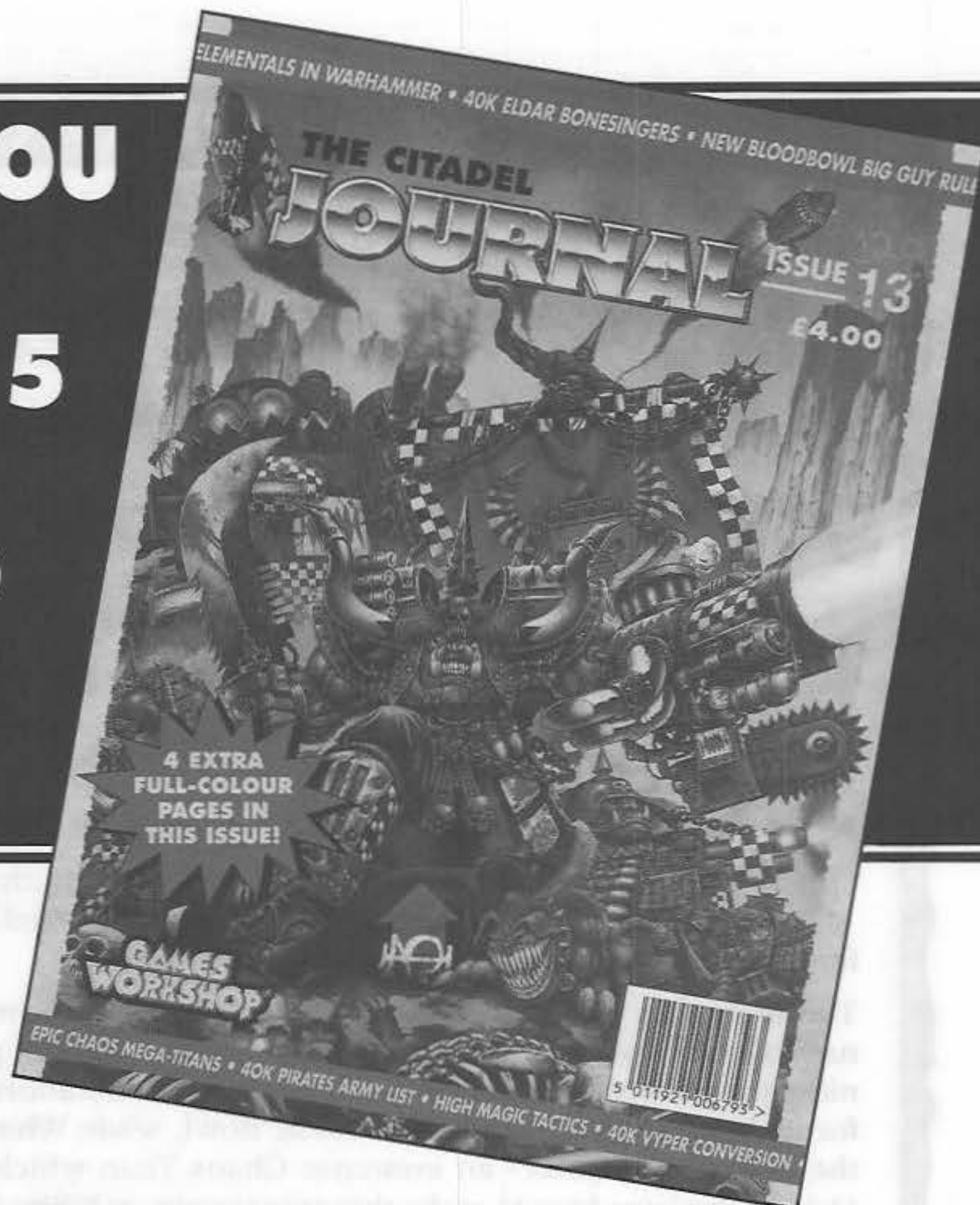
The Citadel Journal is a 'Gaming magazine for Gamers written by Gamers' and to this end we invite you to submit articles, conversion ideas, etc. indeed anything you think other hobbyists would like to share. The Journal is not merely an extension of White Dwarf and other 'official' games supplements but a forum for Games Workshop hobby ideas all of which are optional and require the permission of your opponent to use. If you have a relevant opinion on a particular point raised in any of our articles or games please let us know here at the Bunker as we can't react to your feelings unless you tell us!

On the subject of submissions, all material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guarantee to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. I'm afraid we cannot work in any other way!

Finally, a big thankyou to Ted Williams and Stuart Willis for bailing me out by painting the Bonesinger and Elemental models at the last minute. In a mad frenzy of paint and ink, Ted and Stuart, could be heard cursing the day they had shown me their talent with a paintbrush! Over the next couple of issues we hope to bring you some of Ted and Stuart's excellent conversion ideas - all I've got to do now is save up to buy them the beer.....

Paul Sawyer

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ELEMENTALS

By Steve Buddle

Bound to their service by the arcane powers of the worlds greatest Wizards, the forces of nature: Earth, Fire, Air and Water, manifest themselves as powerful monsters in a mockery of human form. In times of great need they are summoned and unleashed in war.

INCLUDING ELEMENTALS IN YOUR ARMY

Only the following five armies are permitted to include Elementals if they also include a Wizard of level 3 or higher. These armies are: Empire - Bretonnia - High Elf - Dark Elf - Wood Elf (Wood Elves cannot take Fire Elementals because of the danger these creatures represent to the Wood Elf forest homes). No other armies may include Elementals because their magic works in a different manner and their Wizards/Shamen are unable to summon these creatures. The points for Elementals are paid for from the Monsters allowance of the army.

Your army may include as many Elementals as you wish, but they must all be of the same element - you may not take two different types of Elemental in the same army. In order to bind the Elemental to the Wizards service the magic user must expend a large degree of power. When your Wizard chooses his spells at the beginning of the battle he must choose one less per Elemental to show the power used to bind the Elemental to the earthly plane. For example if a Level 4 Empire Wizard bound two Air Elementals to his service then he would only receive two spells at the beginning of the battle.

ELEMENTAL ABILITIES

All Elementals are subject to the following rules:

MAGICAL AURA: An Elemental is surrounded by a Magical Aura which holds them together and protects them from enemy blows. Elementals receive an unmodified 4+ save against non-magical weapons. The saving throw is modified against magical weapons.

MAGICAL ATTACKS: Attacks by Elementals are considered magical in

nature. Therefore, they are able to harm creatures normally only affected by magical weapons, such as Wraiths. Note that if two Elementals are in combat their saving throw of 4+ will be modified by saving throw modifiers because their attacks are considered to be magical.

FEAR: Elementals are unnatural creatures and are frightening spirits to encounter in battle. Elementals cause Fear as described in the Psychology section of the Warhammer rulebook.

PSYCHOLOGY: Elementals are not living creatures in the normal sense. They are not affected by any psychology at all. If they are broken from combat, they do not run, but instead take D3 wounds as their Magical Aura is disrupted.

DRAIN MAGIC: The magic which binds the Elemental to the Wizards is quite strong but a sudden lack of magical energy could damage the Elemental. If the Drain Magic card or spell is used then all Elementals on the table will suffer one wound on the D6 roll of 4+. Roll separately for each Elemental.

ELEMENTAL CONFLICT - COMBAT: Earth and Air, Fire and Water - these are con-



WARHAMMER

flicting elements which oppose each other. For example Fire Elementals are beings formed entirely from flames and if they come into contact with a Water Elemental the Water Elemental may evaporate part of itself in a gust of steam or the water could extinguish some of the Fire Elementals flames depending on which wins the combat. Should two conflicting Elementals enter hand-to-hand combat with each other, all hits caused will inflict double damage, i.e: 2 wounds instead of 1.

ELEMENTAL CONFLICT - SPELLS:

Elements also come into contact when Wizards cast spells at the Elementals. For example an Air Elemental would be immune to a Wind Blast but should a Wizard use Assault of Stone against it, the creature would suffer the damage because Earth is the opposing element of Air. Note that Elementals hit by opposing spell elements will not suffer double damage, that rule only applies to combat between two opposing Elementals. Elemental conflict is described in more detail for each specific Elemental under their entries below.

ELEMENTAL SPELLS: Each Elemental has a spell that they may cast in the magic phase each turn. This spell requires no power cards to cast, the Elemental instead draws upon the natural energy which surrounds it to power the spell. The Elementals spell may be dispelled by enemy Wizards as normal on the D6 roll of 4+, count the Wizard and Elementals as of the same magic-using level.

Earth

Elemental 281 points per model

An Earth Elemental is a huge statue-like creature composed of rock, with smouldering red eyes. They have rough-hewn bodies as though they had been carved instead of being living creatures. Earth Elementals are said to be as old as the world itself and have lived in the rock and stones around the Old World since the beginning of existence. The home of Earth Elementals is down among the rocks and stones through which they can move at tremendous speeds. Above ground the Earth Elemental is the strongest of all Elementals but is painfully slow and cumbersome compared to the others.

Profile M WS BS S T W I A LD

Earth

Elemental 4 6 0 6 6 4 2 3 10

Elemental Conflict: If an Earth Elemental is hit by a wind spell then parts of it will be worn away by the scouring wind. Count the Earth Elementals Toughness as 1 lower against air/wind based attacks. Should a Wizard attempt to cast an Assault of Stone or other spell which turns the stones of the earth upon him, the Earth Elemental will be immune to it's effects.

Earthwalk: The Earth Elemental may submerge itself into the ground at the beginning of it's movement phase. In subsequent movement

phases the Earth Elemental may surface at any point on the battlefield. It may appear in hand-to-hand combat but the enemy will always strike first in this situation as the Earth Elemental rises up through the earth. Enemy units may declare a charge reaction as normal, if they pass their Fear test, and the Earth Elemental may not pursue enemy units which flee in the same way as flyers which charge from flying high.



Stone strike spell: During the magic phase, an Earth Elemental may fire a Stone strike spell up to 24" striking the first character or unit in it's path causing D4 strength 4 hits. Armour saves apply as normal.

Air Elemental 266 points per model

An Air Elemental appears as a whirlwind which twists and turns it's way across the battlefield, at times revealing a humanoid face and a parody of human arms. An Air Elementals appearance is often accompanied by strong storms. Legend has it that these creatures were created by the breath of The Great Eagle of the skies, to keep the world of the birds free of evil.

Profile M WS BS S T W I A LD

Air

Elemental 6 6 0 4 4 4 7 3 10

Elemental Conflict: An Air Elemental is immune to the effects of Wind based attacks. Air Elementals however will count their

WARHAMMER

Toughness as being 1 lower when struck by stone or rock attack spells. Assault of Stone will do 3D6 automatic wounds to an Air Elemental instead of the usual 2D6.

Fly: An Air Elemental can fly as described on page 70 of the Warhammer rulebook. An Air Elemental however, can fly up to 30" instead of the usual 24".

Whirlwind: An Air Elemental can use a Whirlwind to slow down troops who are trying to flee from the Air Elemental. All troops which break from combat with the Air Elemental suffer a -2" movement penalty when they flee.

Airblast spell: During the Magic phase an Air Elemental may bring down a single Airblast spell on a unit or character within 12". The effected models M, WS, I and A are halved (rounding up fractions) until the start of the next magic phase unless dispelled sooner. The effected models may not fire ranged weapons.



Fire Elemental 257 points per model

A Fire Elemental is composed entirely of flames and smoke. Like other creatures who can change their shapes, Fire Elementals mimic human form but often have the maniacal grin upon their face common to pyromaniacs and arsonists. Folk lore has it that these mischievous sprites were conceived when man first struck flint and brought forth fire.

Profile M WS BS S T W I A LD

Fire

Elemental 6 6 0 4 5 4 4 3 10

Elemental conflict: If a Fire Elemental is hit by a fire-based attack, a Dwarf Flame cannon or a Skaven Warpfire Thrower for example, the Elemental will be unaffected by the attack as its flaming body absorbs the flames. Should a Fire Elemental be hit by a water-based attack, for example Ice magic, then count the Elementals Toughness as 1 lower. A Fire Elemental hit by Snow blizzard or Wind of Cold will automatically suffer 1 wound.

Fly: Fire Elementals can fly as described on page 70 of the Warhammer rulebook.

Flaming Body: If a Fire Elemental causes a wound on a flammable target (Mummies, Treemen, etc.) then it will set it alight, causing double wounds.

Fireball spell: During the magic phase, a Fire Elemental may shoot a Fireball spell up to 24" striking the first character or unit in it's path. The Fireball causes D4 strength 3 hits with no armour saves allowed.



Water Elemental 265 points per model

Water Elementals may take the form of a wave or column of water. The Water Elemental can move across the earth but is at home in water where it can move at an incredible rate of knots. As the Water Elemental moves over the battlefield the creature leaves a wet trail as though a heavy downpour has just fallen. Water Elementals are malevolent spirits with wild and uncontrollable anger. The older the Water Elemental, the angrier and wilder it is.

Profile M WS BS S T W I A LD

Water

Elemental 5 6 0 5 4 4 4 3 10

Elemental Conflict: A Water Elemental hit by a flaming attack, like a Dwarf Flame cannon or Skaven Warpfire thrower for example, counts his Toughness as being 1 lower as his body evaporates in a hiss of steam. A Water Elemental is immune to all water based spells except the Ice Magic spell Freeze Water which is the only spell capable of freezing the Water Elemental. If the Water Elemental is frozen it will remain frozen until a fire-based attack or spell thaws the spirit out. The attack or spell which thaws it out will not cause damage.

Body of water: The Water Elemental may move across lakes and rivers at triple it's normal move allowance. This move is made in the

WARHAMMER®

form of a wave which speeds across the river or lake at tremendous speeds. Enemy models may fire spells and missiles at the Water Elemental while it is in the water.

Driving Rain:

When the Water Elemental is in combat it may call down driving rain in the faces of its opposition impairing their vision. All enemy models in hand-to-hand combat with the

Water Elemental are at -1 to hit. Note that the driving rain is too weak to extinguish a Fire Elementals flames although it is enough to disturb it and sustain the -1 to hit penalty.

Torrent of Doom spell: This spell may be cast upon a single human sized enemy model within 12". The spell effects models on foot or on a steed, not human-sized models in chariots or riding monsters. A torrent of water shoots from the Elementals hand and envelops the model in a crushing hold and drags the model towards itself. When the model reaches the



Water Elemental it is quickly engulfed by the Elemental and asphyxiated. The model has one chance of escape which is to shrug off the torrent. The model must pass a Strength test. A Strength test is a D6 roll requiring to score equal to or less than the models Strength to shrug off the torrents grasp. If the dice D6 roll scores greater than the models Strength then the model is helpless to prevent themselves being dragged into a watery grave. The model drowns and is removed as a casualty no matter how many wounds the model has.

SUITABLE MINIATURES

We have four ideal Elemental miniatures which do not currently appear in any of our current catalogues. As you can see these miniatures have stood the test of time and are an imposing sight.

The Elementals are available only through Mail Order and are priced at £5.00 each. The codes for these superb miniatures are:

Water Elemental	74846/1
Fire Elemental	74846/2
Earth Elemental	74846/3
Air Elemental	74846/4

EXAMPLE OF ELEMENTAL CONFLICT

Here's an example of Elemental Conflict between Fire Elemental and Water Elementals. The Fire Elemental charged so it strikes first. Both models have Weapon Skill 6 and will require a basic roll of 4 to hit. The Water Elemental forces driving rain into the Fire Elementals face modifying this roll to a 5 to hit. The Fire Elemental has three attacks which score 2, 5 and 6. It causes two hits on the Water Elemental! The Fire Elemental has a Strength of 4 compared to the Water Elementals Toughness of 4, so a roll of 4 is required to wound the Water Elemental. The dice to wound come up 4 and 6. Luck seems to be on the Fire Elementals side today! The Water Elemental has a chance to save these hits. Strength 4 hits have a -1 saving throw modifier which means the Water Elemental has a saving throw of 5+. The Water Elemental saves one blow on a 5 but fails one on the score of 1. Therefore the Water Elemental loses two wounds instead of the usual one because the creature is facing its opposed element. It's now the Water Elementals turn to strike. The Water Elemental needs 4 or more to hit. All three of it's attacks hit with a 4 and two 6's! The Water Elemental has a Strength of 5 compared to the Fire Elementals Toughness of 5 so a roll of 4+ is required to wound. The three dice score 3, 5 and 4. Two wounding hits for the Water Elemental and at Strength 5 that's a -2 saving throw modifier giving the Fire Elemental a saving throw of 6 only. The dice fall as 2 and 4 and therefore both saves are failed. As these hits cause two wounds each the Fire Elemental sustains 4 wounds which kills it! The Water Elemental has won the combat!



BLOOD BOWL



BIG GUYS



By Jervis Johnson

These rules are designed to sort out some of the problems with the way that Big Guys (Ogres, Trolls, Rat Ogres, etc.,) work in Blood Bowl. The current rules are okay as far as they go, but putting Big Guys on the star player cards was a fudge really, and as time has passed by I've become less than happy with using the Star Player cards as a method of getting Big Guys into the game. After all, according to the background you can have entire teams of Big Guys (the Oldheim Ogres being the most notable example), and I now feel that they should really be treated as races in their own right, with a team list just like the other races get, and that they should be incorporated into other teams using something like the mixed race team rules that appeared in Citadel Journal #7. This would leave the Star Player cards to represent unique one-off Star Players.

Linked to the above is one **very** important question (to me, at least), which is: Why, in the game's background, have teams of Big Guys always done so badly? After all, no team I can think of could take on even 11 Morg's (let alone 16!), but the Oldheim Ogres aren't one of the really great teams, while the Craggen Counts (a team of **Vampires!**) was "systematically put out its misery by its fans". How could these things happen when Star Players of these races are so good?

The answer is, I think, that Star Players like Morg N'Thorg are truly exceptional players that lack a highly debilitating quirk or failing found in all other players of that race. Therefore, when writing up non-star player Big Guys, they should be given a really bad **negative** skill which crocks them enough to

make taking a whole team of them as attractive as taking a team of Snotlings.

But enough 'why', lets get on to 'how'! The following rules are very rough at the moment, more of a discussion document than anything else. The rules are written for the 'vanilla' version of the game- i.e. the stuff from Blood Bowl and Death Zone only. If you want to add stuff from elsewhere (like the Journal), prepare to improvise! Finally, the rules are strictly optional, and should not be used without an opponent's consent.



STAR PLAYERS

When using the Big Guy rules, you are only allowed to include **one** of each Star Player in your team. You couldn't have more than one Morg, for example, let alone four Count Luthor Von Drakenborgs! On the other hand there is no upper limit on the total number of Star Players allowed in the team, just so long as they are all different. In addition, ignore the bit on the card which tells you which teams the Star Player will play for; this is replaced by the new mixed race team rules below.



Big Guys in Blood Bowl



MIXED RACE TEAMS

These rules replace the Mixed Race Teams from Journal 7. All teams now have a list of allied races, as shown on the table below. A team can draw allied players from any allied race. Allied players can be selected from the appropriate team list, or be a star player of the appropriate race. The limits on the number of players allowed in a team must be divided by four, rounding up, when selecting allied players for a mixed race team. For example, an Orc team can normally have up to 4 Black Orcs. This means that a team selecting Black Orc allies could have a quarter of this total (1 Black Orc) in the team. Star players simply count as a player of their race. So, for example, if Griff Oberwald was hired by a Human team he would simply count as one of the teams Blitzers (all be it a very special one!), but if he was hired by a High Elf team he would count as a Human ally.



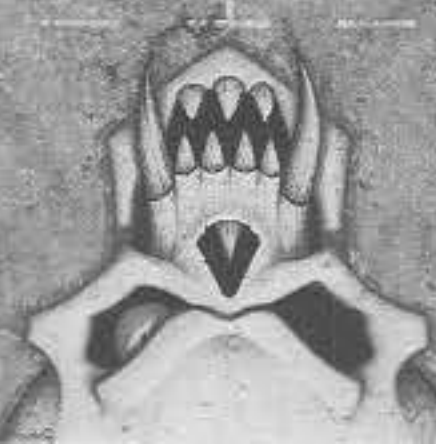
Allied players are hired using the normal rules. However, if you take a second or subsequent allied player for your team while there is still another alive and kicking in the ranks, then your fan factor is **immediately** reduced by 1 point to represent fans giving up on the team for hiring 'foreign' players. Fan factors lost in this way are gone for good, and can't be reinstated if the player later leaves or is killed (although you can still gain fan factors after a match by rolling on the fan factor table). The only exception to this rule are 'stunty' players. Because fans don't mind the little blokes so much (they're 'team mascots'), you can include up to 4 in the team before its fan factor will go down (i.e. each player

with the 'stunty' skill only counts as 1/4 when reducing fan factors).

A team with a fan factor of 1 can try and hire allied players if the coach wants. Pay out the money for the player and then roll a D6: 1-3 = the player is intimidated by the hate mail he receives and runs off (with his hiring fee, the git!); 4-6 = the player sticks it out and remains with the team. In either case the teams fan factor remains at 1 point.

ALLIED TEAMS TABLE

Team	May Ally With
CHAOS	<i>Chaos Dwarf, Dark Elf, Goblin, Orc, Skaven, Minotaur, Ogre, Vampire</i>
CHAOS DWARF	<i>Chaos, Goblin, Orc, Minotaur</i>
DARK ELF	<i>Chaos, Minotaur, Vampire</i>
DWARF	<i>Human, Ogre</i>
GOBLIN	<i>Chaos, Skaven, Ogre, Orc</i>
HALFLING	<i>Human, Ogre, Treemen, Wood Elf</i>
HIGH ELF	<i>Human, Wood Elf</i>
HUMAN	<i>Dwarf, Halfling, High Elf, Wood Elf, Ogre</i>
ORC	<i>Chaos, Chaos Dwarf, Goblin, Ogre</i>
SKAVEN	<i>Chaos, Goblin, Minotaur</i>
UNDEAD	<i>Chaos, Dark Elf, Minotaur, Vampire</i>
VAMPIRE	<i>Chaos, Human</i>
WOOD ELF	<i>Halfling, High Elf, Human, Treeman</i>



Big Guys in Blood Bowl

Notes On The Allied Teams Table

Bull Centaurs, Rat Ogres & Trolls: Note that these aren't on the list of allies above. This is because they are going to be incorporated directly into the Chaos Dwarf, Skaven and Goblin teams lists!

Chaos: The fan factor of a Chaos team is **not** reduced for hiring allied players. However the special rules about team re-rolls (see below) **do** apply.

Undead: Undead players cannot be hired by other teams, as they need the team Necromancer to, erm, remain active.



Finally, please note that it is *intentional* that some races can be taken as allies by a race they can't ally with themselves. For example, Chaos Dwarf teams can include Goblin allies, but Goblin teams can't include Chaos Dwarfs (after all, can you imagine a proud Chaos Dwarf playing for a team of Goblins!)

MIXED RACE TEAMS AND TEAM RE-ROLLS

There is no denying that mixed race teams are simply not as efficient and well trained as other teams. To represent this the coach of mixed race team must roll

1D6 for each allied player in his team at the start of each half (and at the start of overtime if it occurs). Each dice that comes up with a '1' reduces the number or team re-rolls the coach has for that period by 1. If a team doesn't have enough team re-rolls to meet the loss, then the opposing team **gains** re-rolls equal to the shortfall. For example, a team with 4 allied players and only one re-roll manages to get three 1's at the start of a half. This reduces its re-rolls to none, and gives the opposing team an extra two re-rolls to use for the half! Note that this is especially cruel if you go into overtime, as you are unlikely to have any team re-rolls left to give up!

BIG GUY TEAM LIST

In most leagues a head coach simply isn't going to be able to field a team full of Big Guys, because they are not going to be able to afford to buy 11 players *and* still stick within budget! Therefore the Big Guys in the following list will nearly always be taken as allies for other teams, rather than fielded as a team in their own right.

League Commissioners who so desire should feel free to allow coaches to field Big Guy teams, but they' will need to bump up the starting budget of the team to allow this to happen. Single race Big Guy teams must be chosen from a single line on the list below (i.e. all Ogres, all Vampires, etc.) and can't take any allied players apart from Star Players of the same race (so you could include Morg in a team of Ogres, for example). By the way, note that all Big Guys are limited to a maximum of 12 per team, which means that you can't have more than a 12 man Big Guy squad.

MINOTAUR TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
0-12	Minotaur	110K	5	5	2	8

Skills: *Big Guy, Horns, Mighty Blow, Thick Skull, Wild Animal*, Always Hungry**



Big Guys in Blood Bowl



OGRE TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
0-12	Ogre	120K	5	5	2	9

Skills: Big Guy, Mighty Blow, Thick Skull, Bone-Head*

TREEMAN TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
0-12	Treeman	110K	2	6	1	10

Skills: Big Guy, Mighty Blow, Stand Firm, Thick Skull, Take Root*

ADDITIONS TO EXISTING TEAM LISTS

Not all the Big Guys are included above. Instead some are to be added straight into existing team lists. Therefore add the Bull Centaur shown below to the

Chaos Dwarf team list, the Rat Ogre shown below to the Skaven team list, and the Troll shown below to the Goblin team list.

Add to Chaos Dwarf team List:

Qty	Title	Cost	MV	ST	AG	AV
0-4	Bull Centaur	130K	6	4	2	9

Skills: Big Guy, Sprint, Sure Feet, Thick Skull

Add to Skaven team List:

Qty	Title	Cost	MV	ST	AG	AV
0-4	Rat Ogre	130K	6	5	3	8

Skills: Big Guy, Mighty Blow, Prehensile Tail, Wild Animal*

Add to Goblin team List:

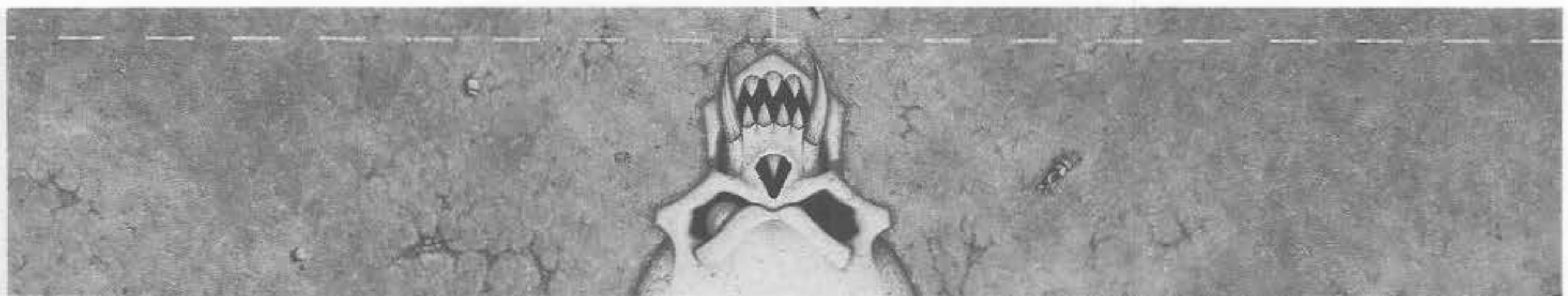
Qty	Title	Cost	MV	ST	AG	AV
0-2	Trolls	100K	4	5	1	9

Skills: Big Guy, Regenerate, Mighty Blow, Really Stupid*, Always Hungry*

NEW 'SKILLS'

Skills marked on the list above with an asterisk (*) are new and detailed below.

Always Hungry: The player is always ravenously hungry - and what's more he'll eat absolutely anything! Should a player with this skill ever use the Throw Team-Mate skill, roll a D6 after he picks the player to be thrown up, but before he throws them. On a roll of 1 he attempts to eat the unfortunate player! Roll the D6 again, a second 1 means that he successfully scoffs the other player down, with obviously fatal results for the latter. On a roll of 2-6 the other player squirms free and should be placed prone in a randomly selected adjacent square (if the square is occupied then the original occupant is pushed back and knocked over).





Big Guys in Blood Bowl

Bone-Head: Roll a D6 before taking any action for a player with this skill. On a roll of 1 they stand around trying to remember what it is they're meant to be doing. This means that they can't do anything for the turn, and they lose their tackle zone until they managed to roll something other than a '1' at the start of a turn.

Really Stupid: This is treated in exactly the same way as the Bone-Head skill above, except that the player can't do anything on a roll of 1-3 instead of only a '1' **unless** there is a friendly player in an adjacent square who is not either a Bone-Head or Really Stupid too (i.e. if there's a sneaky Goblin next to the Troll, treat the Troll as a Bone-Headed rather than really stupid!)

Take Root: Roll a D6 for the player before the match starts. On a roll of 1-3 the player is slumbering

in a wood somewhere and misses the match all together!

Wild Animal: A player with this skill tends to get a bit, erm, carried away during a match, and lets his natural enthusiasm rather overcome him. Roll a D6 before taking an action with the player. On a roll of '1' he goes berserk. Berserk players immediately drop the ball if they have it, which causes a turnover at the *end* of their action. The berserk player will then attempt to block the **nearest** player - friend or foe - attacking them as if he were making a frenzied blitz move (i.e. he keeps blocking until the victim goes down or he runs out of movement). The berserk player will always go for an opposing player if there's a choice, but otherwise decide randomly who he goes for. Note that the berserk move doesn't actually count as the team's blitz, and can be made even if another player from the team has already blitzed. Berserk players **do** have to go for it in order to try and knock their victim over!

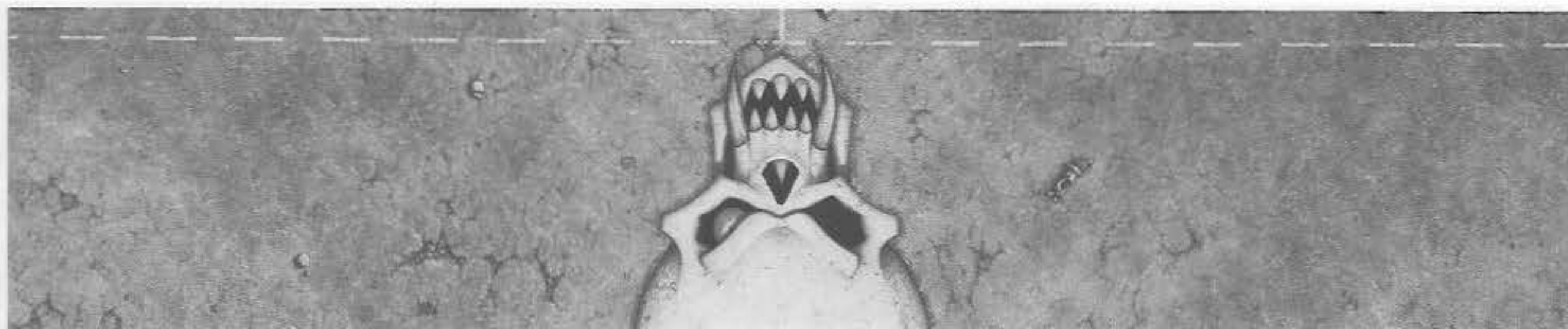
BIG GUYS AND STAR PLAYER POINTS

Most Big Guys are very slow learners and so must earn **double** the SPP's to gain a Star Player Roll. For example, a rookie Big Guy needs to earn 11 SPP's to become 'experienced' and gains his first roll.

All Big Guys, with the exception of Vampires, are limited to taking Strength and General skills only. Vampires can take Agility and general skills only.

In addition, Big Guys are **not** allowed to use doubles on star player rolls to pick skills from categories not normally allowed to them. Instead a Big Guy can use a double on a star player roll to do **one** of the following:

1. Add +1 to his strength
2. Add +1 to his armour value
3. **Remove** any one skill he no longer wants!



Big Guys in Blood Bowl



Note that strength and armour values still can't be improved by more than 2 points over their starting value, or to greater than 10 no matter what.

REVISED VAMPIRE RULES

In my first version of the Big Guy rules, I lumped Vampires in with the rest of the Big Guys. With hindsight this probably wasn't the best place for them. Although Vampires are as powerful in game terms as a typical Big Guy, the fact of the matter is that they are neither big nor stupid, and therefore the revised Big Guy rules don't serve them all that well. A simple option would have been to add Vampires as an option to an Undead team, but I didn't really like this all that much because it would mean that you couldn't have all Vampire teams, and it wouldn't really reflect the relationship between Vampires and Necromancers (e.g. Necromancers actually create and control most of the Undead players in their team. Vampires on the other hand are free-willed, intelligent creatures).

So instead I've come up with the following new rules for vampire teams:

VAMPIRE TEAMS

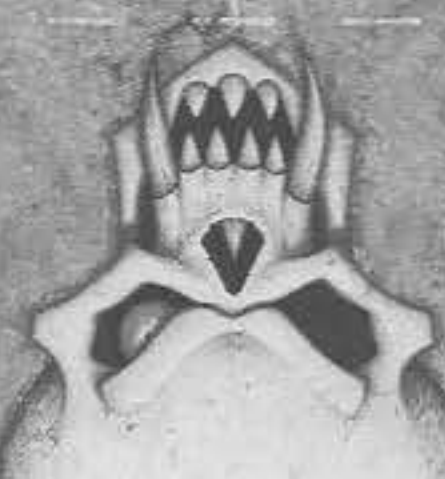
Vampires are amongst the most feared of all the Undead creatures in the Old World. These terrifying creatures of the night are incredibly strong and fast, and have a supernatural ability to transfix a living opponent to the spot with a withering hypnotic stare.

Considering this it is strange that vampires have proved so singularly unsuccessful at the sport of Blood Bowl. It's true that they are not at their best during the hours of daylight, but they are still deadly opponents none the less. No, it is not the Vampires lack of ability on the field that has led to their downfall, but their behaviour off it. The fact of the matter is that the main reason for the Vampires failure is their woeful lack of control when confronted by a stadium full of what is (to a Vampire at least) their absolute



favourite tippie - a pint or two of a living creature's nice warm blood! What this means is that at any given time it is not uncommon for the bulk of the Vampires in a team to be found in the stands, grabbing a quick bite as it were, rather than playing Blood Bowl on the field like they should be doing. This is, of course, excellent news for the team playing against the Vampires, if slightly less good news for the rival teams fans...

None the less Vampire teams do play Blood Bowl. All Vampire teams are coached by a Vampire Lord, a rather more strong-willed and powerful member of the Vampire race. Vampire Lords are exceptionally intelligent creatures who thirst for power over other races. This being the case exactly why they should want to coach a Blood Bowl team is by no means certain, especially as the team under their command rarely does very well, but none the less they do so.





Big Guys in Blood Bowl

All of the other players in a vampire team are the Vampire Lord's creations: Vampires or human thralls. The vampires were once living creatures, which were almost - but not quite - slain by the Vampire Lord and then brought back to life as lesser Vampires under his command. Vampire teams generally also include a number of human thralls; weak-willed mortal creatures that are willing to serve the Vampire Lord in return for the promise of immortality at some time in the future.

Vampire Lords are player coaches, and actually take part in the game rather than simply yelling at the players (and referee) from the sidelines. Although the Vampire Lord represents you, they must still be bought for the team, as shown on the team list below. The team will keep on functioning normally even if the Vampire Lord is killed, it being assumed that the next in line of the Vampires in the team (i.e. the one with the most SPPs) will elevate to the status of Vampire Lord and take over. The Vampire that takes over the team immediately loses the 'off for a bite' negative skill as soon as the old Vampire Lord dies, and it's entry on the roster should be changed straight away to show that it is the new Vampire Lord of the team. Note that since you can only have one Vampire Lord per vampire team, the only time you can ever purchase a Vampire Lord for a team is when it is first created! If for some reason there isn't a Vampire to take over the team when the Vampire lord dies, then the team will disband after the match.

VAMPIRE TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
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1	Vampire Lord	180K	6	5	4	9
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Skills: *Block, Dodge, Hypnotic Gaze, Regenerate*

Qty	Title	Cost	MV	ST	AG	AV
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0-12	Vampires	110K	6	4	4	8
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Skills: *Hypnotic Gaze, Regenerate, Off For a Bite**

Qty	Title	Cost	MV	ST	AG	AV
-----	-------	------	----	----	----	----

0-12	Human Thralls	50K	6	3	3	8
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Skills: *None*

Re-roll Counter: 50,000

Off For A Bite: Roll a D6 for each player with this skill each time you wants to set them up on the pitch. On a roll of 4-6 they can be set up normally, but on a roll of 1-3 they've popped into the crowd to bite the lily-white neck of an attractive maiden - and who can blame them! (*steady, Jervis! - Ed*), and can't be used this drive.

Other Special Rules: Although Vampires and Vampire Lords are not considered to be Big Guys as such, they still earn star player points at half the normal rate (the Undead are such slow learners!), and they can use doubles to get rid of their negative 'Off for a bite' skill. Vampires and Vampire Lords may take skills from the General, Agility and Strength categories. Human thralls are treated as human Lineman for the purposes of gaining skills, etc.

CONCLUSION

And that's that, for the time being at least! As I said right at the start of this article, these rules are still at an experimental stage, so don't feel that you *have* to use them. If you do decide to do so, however, then please write in after your league's tried them out for a while to let us know how things went. Good luck, and keep rolling those 6's!



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JOURNAL

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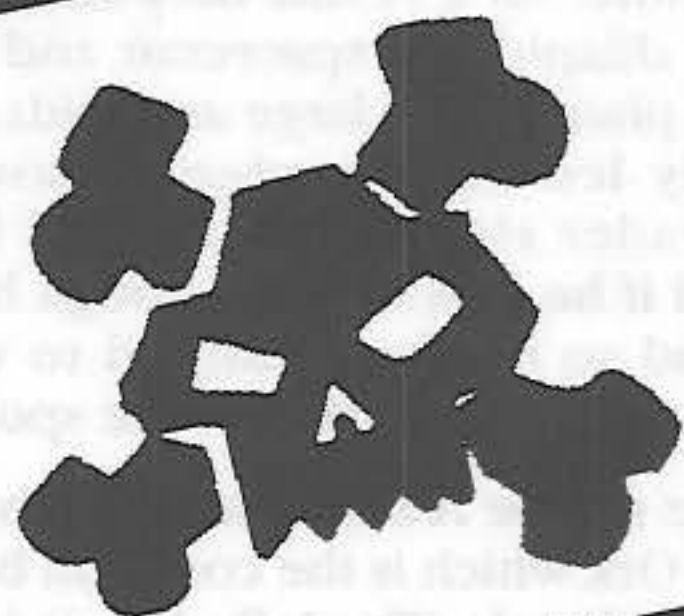
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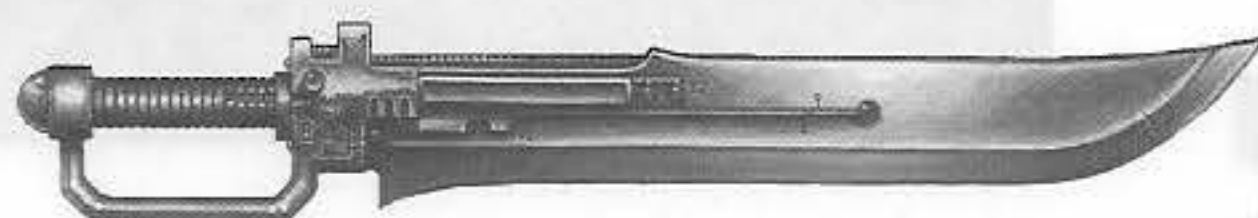
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AVAST THERE! YE SCURVY DOGS!

Pirate Armies in Warhammer 40,000



By Phil Lowles

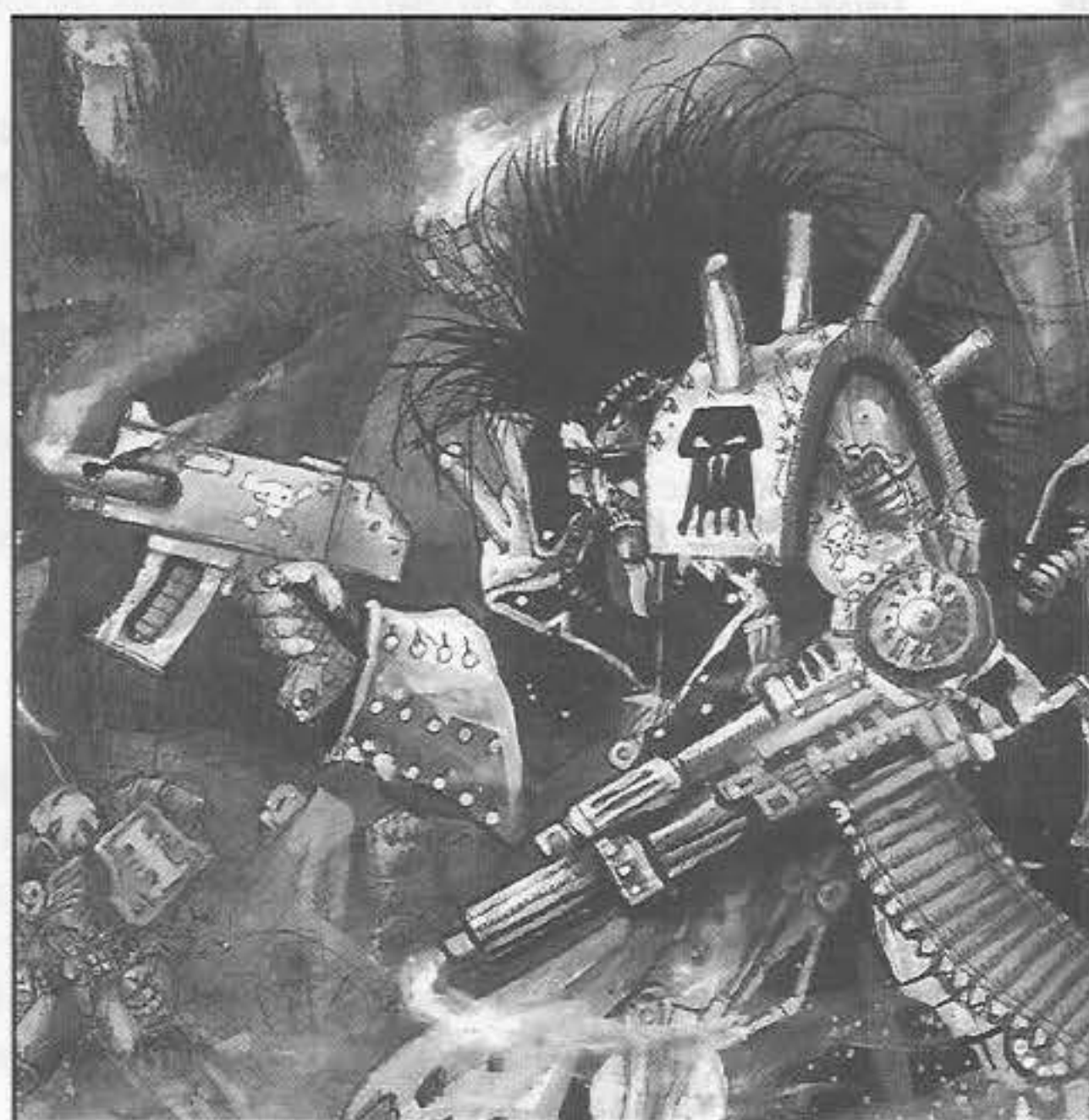


The universe of the 41st millennia is a wild and war torn place. Across more than a million worlds the Adeptus Terra attempt to hold onto the strictures of law and order, but often the sheer weight of mankind's barbarian savagery erupts into revolt and open rebellion.

One example of this barbarian savagery is the act of piracy. Pirates prey upon merchant vessels out in the depths of space. They have learnt the established trade routes used by food freighters, arms dealers and carrier ships loaded with valuable equipment and wait for them like a spider awaits the fly. These unsuspecting victims of pirate greed leave Warp space, and enter normal space several hours flight time from their destination planet in order to prepare for orbit. When a ship with booty that the pirates want is in position the pirates will strike hard and fast.

Boarding these relatively undefended ships is no trouble for seasoned pirates. The marauding pirates first objective is to disable the ship with Turbolaser fire into the ships engines. In these first few minutes of fighting the Pirate Captain will give the merchants an ultimatum. Usually along the lines of "Give yerselves up, me hearties! or we'll blow yer ship to bitz!" When the merchant ship has either given up or has had its engines disabled, the pirate ship is expertly manoeuvred alongside the vessel and the pirates board it. The favoured method of boarding is with power grapples. These tear a hole in the hull large enough for a boarding tube which is injected directly into the disabled freighter. There are a few richer pirates who utilise boarding torpedoes and other extravagant methods such as this to board ships during their raids but they are relatively uncommon.

Pirates are outlaws who follow no moral code or laws and this is clearly demonstrated when they board their victim's ships. Pirate Veterans board first as an advance force and blow out bulkhead doors with melta-bombs before the onrush of the pirate horde. The pirates fight like crazed maniacs with their cutlasses and more often than not the merchant ships crew are easily beaten into submission. When the pirates reach the cargo hold they become frenzied with the desire to pick up the booty and keep the best pieces of equipment for themselves. Often the pirates will fight each other for the right to keep an especially good artefact and the Pirate Captain himself may have to step in and settle the argument before things develop beyond an interesting side-show for the lads.





Within minutes of the raids beginning the pirates will have their booty and leave long before the planetary Governor can react and launch pursuit ships. The pirate vessels return to their secret bases and will soon be untraceable. There are many hundreds of pirate gangs scattered across the galaxy hiding out in their secret bases. The Warp rift known as the Maelstrom is densely populated by pirates. Asteroid belts and nebulae are also popular secret hideaways for pirate fleets. In such secret bases they are hidden from the prying eyes of the Adeptus Terra and can launch daring raids, seeming to disappear into nowhere afterwards. Nobody knows how many pirate gangs there are in the galaxy but the Adeptus Terra believe the figure to be as high as fifteen thousand gangs ranging from small groups of a dozen pirates up to large fleets with hundreds of members.

Due to pirate raiding most merchants hire escort ships to help defend and protect their precious cargo. They don't always stop the pirates from getting what they want but often the guard ships slow them down long enough for more heavily armed frigates to arrive and chase the thieves off. For this reason pirate gangs often join forces to take on these defended merchant vessels, and on occasions this can involve joining forces with alien pirates such as Orks or Eldar.

ORK FREEBOOTERZ

The Freebooterz exist on the fringe of Ork kultur. They are generally small roving bands of pirates, bandits and mercenaries belonging to no Warband or Ork clan. Naturally they are eager for adventure, combat and booty, and they are quite happy to fight with a gang of human pirates if that is what they will receive.

These motley crews have long since abandoned any loyalties to Ork clans and have adopted highly personalised insignia in place of their former clan devices. Some of the Orks prefer to remain anonymous, others want to forget, some want to start a new life, but most have simply forgotten who they were. The Freebooter band is now their home. As a result they roam the galaxy in small, dilapidated spacecraft and hide out on isolated planets and large asteroids. The band is usually led by a hardened Boss or Kaptin. The leader risks being ousted from power by a rival if he fails to find enough booty for his Boyz and so is often tempted to work with a human gang to help bring in the spoils.

Ork Freebooterz can be readily identified by the sign of the Jolly Ork which is the common badge of the Freebooter bands. The Jolly Ork is based on the human skull and crossbones except with the skull being that of an Ork in place of the 'Ooman 'Ead. It's meaning is unmistakable: "Death to all, give no quarter!"



ELDAR PIRATES

Sometimes the rigid constraints of the Eldar path become too much to bear and many Eldar leave their Craftworld to seek out adventure and glory amongst the pirate fleets. Eldar spend many years or even decades before they return home to their Craftworld homes and during this time they travel the galaxy with the pirate fleets, raiding the ships of humans, Orks and even other Eldar.

As home and the Eldar path become increasingly remote, the naturally wild and amoral character of the Eldar re-surfaces. Eldar pirates are quick tempered and unpredictable, equally inclined to magnanimity and wanton slaughter. The Eldar pirates are led by a Pirate Captain who is the meanest and wildest Eldar in the fleet. Such individuals will murder on a whim, devastate whole cities without a single qualm and yet sometimes display the greatest compassion to their defeated enemies if it pleases them to do so. There are many Eldar Pirate Captains who have become infamous throughout the Eldar Craftworlds and beyond.

It is not unknown for Eldar and human pirates to work together on particularly ambitious raids. Indeed this is one of the few times that a human will ever come into contact with an Eldar other than on a battlefield. Throughout Eldar history the pirates have lived apart from other Eldar but on occasions have come to the rescue of Eldar Craftworlds and Exodite planets. To the vulnerable human worlds of the galactic rim they are a terrifying curse, plunderers and destroyers who appear at will and leave behind nothing but ruin.

THE PIRATE HORDES

I am not sure what gave me the spark of inspiration for a pirate army for 40K but one day back in November the idea just hit me (*Phil, get to the point or I'll hit you -Ed*). Images of brightly-clothed, cutlass-wielding pirates inspired me to write an army list which is both different and diverse. There is a lot of cliché material in this army list, perhaps a little too much for some people's taste, but what's the point of a pirate list if you can't fill it with corny imagery!

We are unfortunately limited in the amount of space in the Journal and we feel the army list at around 20 pages in total, is a bit much for one issue. In this first part of Pirates in WH40K there is a background section, the army list including all the basic squads and characters and the Wargear list. In the concluding part next issue there will be Ork Freebooterz allies, Eldar pirate allies and special characters. I will endeavour to provide you with ideas for miniature conversions which will be covered in our regular Conversion section hosted by our resident Ork Painboy: Dok Butcha and his faithful Gretchin assistant Konvertit.

PIRATE SPECIAL RULES

Every pirate is an individual with his own unique character and appearance. To represent this you may arm different models in a squad with totally

different weapons as allowed by the army list. For example in a squad of five pirates you could have one armed with a chainsword and bolt pistol, another with a shotgun, a third pirate with an autopistol and powersword, the next with a hand flamer and cutlass and the last pirate with a lasgun and cutlass.

The individual special rule applies to all of the pirates in the army list including Ork Freebooter pirates and Eldar pirates.

PIRATE GUN CREWS

Pirate gun crews consist of three pirates per support weapon arranged into groups of between 3 and 5 support weapons. They perform the job of heavy fire support on the battlefield while the pirates swarm forward into close combat.





Pirate gun crews are similar to the Imperial Guard weapon teams with the loaders able to take over from the gunner should he be killed. However, pirates are nowhere near as highly trained and therefore will suffer a -1 to hit penalty for any shot during the following turns shooting phase. Of course the pirate gun crews have two supporting gunners who can take over if the pirate firing the support gun is incapacitated.

THE PIRATE ARMY LIST

When considering the initial ideas for pirates in WH40K, Necromunda came to mind immediately as a source of inspiration. The pirate army in Warhammer 40,000 is essentially a large Necromunda gang with lots and lots of gangers. The army list is diverse enough to create good armies up to a value of around 2500 points. Field anything larger and you will have an enormous amount of models on the table!

What makes a pirate army different from any other is the fact that every model is an individual



as has already been described, but to further diversify each pirate they may all carry an item or number of items from the special pirate Equipment list. Each pirate is allowed a single item chosen from the Equipment list and this is increased for characters up to a maximum of 5 items for the Pirate Captain. There is a lot of clichéd items in the list including wooden legs, hook hands and parrots but this is what really characterises the pirate army and sets it apart from the rest.

The army list has been written with large numbers of pirates in mind. Huge squads of colourfully-garbed, cutlass waving pirates hell bent on swarming over their enemies in large numbers. However, they needed heavy support from those behind and to this end the Pirate Scavengers and pirate gun crews were born. Pirate Scavengers are the biggest pirates in the army and their increased strength demonstrates this. The pirate gun crews are based on pirates of old firing cannons from their pirate ships while the rest of the pirate horde swing across on ropes and board the ship.

To help bulk out your pirate army and give the horde a real sense of diversity you can hire out allies. Eldar Pirates or Ork Freebooter pirates can compliment your human pirates immensely. It really is a tough choice of which allies to go for, because Eldar and Orks have a deep disliking for each other, so you can't have both.

MINIATURES

Miniatures are very important to any army but especially the Pirate army where you will have to convert many of the models to get the equipment and weaponry you want on them. The ideas elsewhere in this issue are by no means law - so feel free to come up with your own. If you come up with any suitable ideas why not drop us a line with the details! You could use Ice Warriors of Valhalla if you want your pirates to come from an ice world Tallarn Desert raiders if from an Arid world, no Pirate is the same after all!

The Imperial Guard and Necromunda miniature ranges have several good miniatures which make interesting conversions, but all those models with lasguns are of little use to an army which is better in close combat swamping it's enemies in overwhelming odds rather than standing off and shooting. The plastic miniatures from the Necromunda boxed set are very useful because they are dead easy to convert! You can find some examples of pirate conversions in our new regular conversion feature - 'Dok Butcha's Klinik'.

STRATEGY

The pirate army has a strategy rating of 2. This is not increased by the Eldar pirate or Ork Freebooter pirate allies if you choose them. However, pirates are very keen to get to grips with their enemies and often ruin their own battle plans with their undisciplined impatience to fight the enemy. To represent this the pirate army rolls two dice and picks the best result to determine which player will move first.

THE EQUIPMENT LIST

Every single pirate in your army may have at least one item chosen from the following Equipment list. Many of the items can easily be represented on your miniatures with a little bit of converting. Wooden legs, hook hands, outrageous hats and Cyber parrots to name but a few. These can easily be made and it is especially important that you do add these to your miniatures otherwise you will never remember which equipment models have.

The table below shows how many items of equipment may be chosen by each specific troop type in the pirate army.

Allowable amount of Pirate equipment table

Troop type	Number of items
Pirate	1
Pirate Scavenger	1
Eldar Pirate	1
Ork Pirate	1
Pirate Veteran	2
Eldar Pirate Champion	2
Ork Freebooter Kaptin	2
Pirate Champion	3
Rogue Psyker	3
Eldar Pirate Hero	3
First Mate	4
Rogue Psyker Champion	4
Eldar Pirate Mighty Hero	4
Pirate Captain	5

WARGEAR CARDS

Any character models, including Eldar or Ork allies, may exchange an item of equipment for a Wargear card at the points indicated on the Wargear card itself. Wargear card limits apply to the cards chosen, i.e. you may not repeat a Wargear card within an army, nor may you take Wargear cards that are only normally available to certain races or characters, a character may not take more than one energy field, etc.



Ork or Eldar pirate allies have access to Wargear cards allowable to their races only but may not choose any Wargear which belongs to Phoenix Lords or other special characters. Not even an Eldar pirate can 'liberate' the Maugetar or Jain Zar's Mask. If you have a Rogue Psyker he can only choose Wargear which is usable by Psykers, i.e. force swords and force rods etc.

EQUIPMENT RESTRICTIONS

There are a few restrictions on the actual Equipment list as follows. Pirate or Pirate Scavenger squad may not include the same item of equipment twice. For example you may not have a Pirate Scavenger squad which includes two models with Lucky Rabbits feet. Pirate Veteran squads may not have models with the same combination of items. For example you may have a Pirate Veteran with a wooden leg and steel plate and another with a wooden leg and a scimitar but you may not have any other Veterans with these combinations. This rule emphasises the unique personality of each member in a pirate horde.

There are certain items only allowed by specific characters, for example the Captains hat may only be taken by the Pirate Captain. Such restrictions are noted beside any item which is restricted in such a way.

PIRATE EQUIPMENT LIST

COST	ITEM	DETAILS
Free	Wooden leg	Can't run but gains an unmodified 6+ save (the shot hits the leg, the leg may not save for the rest of the battle as the leg is damaged but the pirate can still move)
Free	Hook hand	Counts as extra hand weapon, but may not use basic, heavy or special weapons because they require both hands to fire
Free	Bone crutch	May not run, counts as extra weapon in close combat
1	Telescope	Can spot hidden troops at up to double the normal distance (Initiative x 2)
1	Scimitar	A scimitar adds +1 to the wielder's strength, but you may not parry with it
2	Gas mask	Model is protected against gas based attacks such as Choke/Hallucinogen grenades
3	Whip	Attack before combat begins, on a 4+ to hit on a D6 the victim takes a Strength 3 hit (may not use in Hand-to hand combat)
4	Cyber Parrot	The model gains an attack which automatically hits at Strength 3
5	Scars	The model causes fear
5	Lucky rabbits foot	Model may re-roll any one dice roll once during the game
5	Cranial plate	Before the dice are rolled in close combat this model may elect to make a headbutt. If he does this and wins the combat he exchanges all the hits caused for one headbutt which will be made at the models Strength +1
5	Blade venom	This models cutlass is coated in blade venom which causes D3 wounds
5	Cigars (Character only)	Model looks calm and inspiring, may re-roll any one test made against his Leadership during the battle
15	Captains hat (Pirate Captain only)	May roll three dice for any tests taken against his Leadership. Use the best two dice
20	Treasure map (character only)	Allows the character, and a squad of up to 5 models that he leads, to infiltrate - see page 11 of the Warhammer 40,000 rulebook for rules on Infiltration (One only).
50	Skull & Crossbones icon (one only)	Any squad within 12" of this model may re-roll Leadership tests (once only).
10	Outrageous Top hat (Character only)	Adds +1 to Ld up to a maximum of 10
1	Scanner	as Wargear card
2	Targeter	as Wargear card
3	Bionic leg	as Wargear card
5	Bionic arm	as Wargear card
5	Bionic eye	as Wargear card
5	Frenzon	as Wargear card
5	Immune	as Wargear card
5	Armour piercing ammo	as Wargear card
5	Seeking ammo	as Wargear card
6	Digital lasers	as Wargear card
10	Medi-pack	as Wargear card
25	Combat drugs	as Wargear card



ARMY SELECTION

Before you choose an army you must first decide with your opponent how many points your armies will be worth in this battle. We suggest either 1500 or 2000 point armies because armies of this size are ideal for an evening or a long afternoons gaming. This is by no means a strict amount and you can choose any points value you wish. After deciding how big a game you are playing you will need to select your army.



The army list is divided into three sections, Characters, Squads and Support. The summary below will give you an idea of what is included in each of these three sections. The following table summarises the percentage of your army that you may spend on each of these three sections.

ARMY SELECTION TABLE

Characters	Up to 50% of the army may be spent on Characters
Squads	At least 25% of the army must be spent on Squads
Support	Up to 25% of the army may be spent on Support

Characters

You may spend up to 50% of your army on characters. Characters include the Pirate Captain, the First Mate, Pirate Champions and Rogue Psykers. Your characters allowance also includes the points for all their items of pirate equipment and Wargear cards.

Squads

You must spend at least 25% of your army on squads. Squads are the pirates rank and file and make up most of the army. The squads allowance includes Pirate squads, Pirate Veterans and Pirate Scavengers. This also includes the cost of all the items of pirate equipment that the squad members carry.

Support

You may spend up to 25% of your army on support. Support includes the pirate gun crews and Ork Freebooter pirates or Eldar pirate allies.

The support allowance also includes the cost of pirate equipment and Wargear cards for your gun crews and your allies. Ork Freebooterz and Eldar pirate allies will be covered in the next issue of the Citadel Journal.

Special characters

Special Characters are famous Pirate Captains and other infamous pirate scoundrels. You may purchase up to one of each special character which is paid for from your characters allowance. This includes the cost of any items of Pirate equipment and Wargear cards that they may have.

Also included in the Special Characters section are two famous Ork and Eldar Pirate heroes. Kaptin "Flash Git" Badrukk is possibly the most infamous Ork Freebooter Kaptin and you may only include him in your army if you have got Ork Freebooterz in your army. Captain Yriel is a dignified Eldar Pirate Captain of old and you may only include him in your army if you have Eldar pirate allies. If you choose one of these special characters they are paid for from the support allowance of your army.

Special characters will be covered in the next issue of the Citadel Journal.



CHARACTERS

1 PIRATE CAPTAIN60 points

Pirate Captains are the leaders of the pirate gangs. They are the biggest, meanest, most evil pirates that ever charted the seven segmentums (*that's including the Eye of Terror and the Squat Homeworlds for those about to write in with "there are only five segmentums in the galaxy"-Ed*). Pirate Captains are often lavishly equipped with the best of the booty and are formidable opponents on the battlefield. A Pirate Captain is quick tempered and if angered will mercilessly kill any pirate who would dare challenge his command.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate Captain	4	6	6	4	4	3	6	3	10

WEAPONS Cutlass (counts as Sword)

ARMOUR None

WARGEAR May be armed with any weapons from the armour, assault, grenades, basic or special weapons sections of the Pirate Wargear list.

The Pirate Captain may have up to five items chosen from the Pirate Equipment list.



SPECIAL RULES **Commander.** Pirate Captains are awe inspiring men who have an uncanny knack of leading other men on dangerous raids and their presence will keep the pirates from routing. All pirate squads within 12" of the Pirate Captain may take Leadership tests using his Leadership.

1 FIRST MATE23 points

The First Mate is the Pirate Captain's right hand man, a man he can trust with many of his deepest secrets. The First Mate likes to lead the Pirate Veteran squad because this gets him right into the thick of the action which is the favourite place for any pirate but especially the stereotypically psychotic First Mate.

Profile	M	WS	BS	S	T	W	I	A	Ld
First Mate	4	5	5	3	3	2	5	2	9

WEAPONS Cutlass (counts as Sword)

ARMOUR None

WARGEAR May be armed with any weapons from the armour, assault, grenades, basic or special weapons sections of the Pirate Wargear list.

The First Mate may have up to four items chosen from the Pirate Equipment list.

PIRATE CHAMPION10 points

Pirate Champions are experienced fighters who have been given the job of making sure the rank and file of the pirate gang do as they are ordered to. They are cruel and relentless warriors who, one day, may earn the right to command their own pirate gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	4	3	3	1	4	1	8

WEAPONS Cutlass (counts as Sword)

ARMOUR None

WARGEAR May be armed with any weapons from the armour, assault, grenades, basic or special weapons sections of the Pirate Wargear list.

Pirate Champions may have up to three items chosen from the Pirate Equipment list.

SPECIAL RULES

Gunner Champions. Every pirate gun crew must have a Pirate Champion to lead them and these are known as Gunner Champions. The Gunner Champion may direct the fire of one support weapon during the shooting phase. Declare which support weapon the Gunner Champion is directing and you may add +1 to the to hit roll with this shot.

Biker Champions. Each pirate bike squad must have a Pirate Champion to lead them and these leaders are called Biker Champions. A Biker Champion rides a motorbike which adds +14 points to his points value. The bike may be armed with twin linked bolters at an additional cost of +5 points.

0-1 ROGUE PSYKER

Rogue Psyker35 points

Rogue Psyker Champion60 points

Psykers are dangerous individuals whose powers can be tolerated only when they have been safely trained and harnessed by the Scholastia Psykana. The officials of the Adeptus Astra Telepathica attempt to screen out those individuals who are unstable enough to become a Psyker and are a danger to themselves and those around them. This is largely due to the Daemons of the Warp seeing an untrained Psyker as an undefended gateway into this dimension.

Rogue Psykers who have escaped the stringent checks of the Adeptus Astra Telepathica and have gone to hide out with the dregs of human society and may find themselves part of pirate hordes. Although rare, every Pirate Captain wants a Psyker on his side to gain some advantage over the enemy. Usually a Rogue Psyker's presence will be noticed and forces of the Imperium can be dispatched to root out the Psyker before they are taken by the Daemons of the warp. Daemons have been known to possess Rogue Psykers and subvert the pirate horde, subtly at first, but when the Rogue Psyker begins to turn the Pirate Captain to the worship of Chaos Gods, to increase his booty, the beginnings of a Chaos Cult are initiated.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rogue Psyker	4	3	3	3	4	1	4	1	7
Rogue Psyker Champion	4	4	4	4	4	2	4	1	7

WEAPONS

Laspistol

ARMOUR

Flak armour (6+ save)

PSYKER

A Rogue Psyker is a level 1 Psyker and may choose one Psychic power from the Adeptus deck. A Rogue Psyker Champion is a level 2 Psyker and may choose two Psychic powers from the Adeptus deck.

WARGEAR

May be armed with any weapons from the armour, assault, grenades, basic or special weapons sections of the Pirate Wargear list.

A Rogue Psyker may have up to three items chosen from the Pirate Equipment list.

A Rogue Psyker Champion may have up to four items chosen from the Pirate Equipment list.



SQUADS



1+ PIRATE SQUAD6 points per model

Pirates are miscreants who have chosen to disregard the laws of the Imperium and rebel against the Emperor, taking instead to piracy. During their adventures, pirates have the opportunity to collect an odd assortment of arcane technology and equipment which makes each pirate an individual with their own unique character and appearance.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate	4	3	3	3	3	1	3	1	7

Squad A squad of Pirates contains 5-19 Pirates and are always led by a Pirate Champion

WEAPONS Cutlass (counts as sword)

ARMOUR None

WARGEAR May be armed with any weapons from the assault, grenades or

basic weapons sections of the Pirate Wargear list. Up to one model in the squad may be armed with a special weapon chosen from the appropriate sections of the Wargear list.

Each Pirate may have up to one item chosen from the Pirate Equipment list.

1 PIRATE VETERAN SQUAD16 pts per model

Pirate Veterans are used as shock troops who work ahead of the main horde. They get inside the enemies ships and blow out bulkhead doors with meltabombs in order to speed up the progress of the less experienced pirates.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate Veteran	4	4	4	3	3	1	4	1	8

Squad A squad of Pirate Veterans contains 5-9 Pirate Veterans and are always led by the First Mate.

WEAPONS Cutlass and melta bombs

ARMOUR None

WARGEAR May have flak armour (6+ save / 5+ save against blast weapons) at a cost of 1 point per model.

May be armed with any weapons from the assault, grenades or basic weapons sections of the Pirate Wargear list. Up to one model in the squad may be armed with a special weapon chosen from the appropriate sections of the Wargear list.

Each Pirate Veteran may have up to two items chosen from the Pirate Equipment list.

SPECIAL RULES **Dispersed formation.** Pirate Veterans are expert fighters and have become very experienced in the art of spreading out to surround an enemy. Pirate Veterans may use a dispersed formation which allows the models of the squad to be up to 4" apart instead of the usual 2".

SUPPORT

PIRATE SCAVENGER

SQUAD7 points per model

Pirate Scavengers are the scurvy dogs of any pirate horde. They are the biggest and meanest pirates and as such fight their way to the best equipment and weapons when they loot and plunder merchant ships.

Profile	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Pirate Scavenger	4	3	3	4	3	1	3	1	7
------------------	---	---	---	---	---	---	---	---	---

SQUAD A squad of Pirate Scavengers contains 5-9 Pirate Scavengers and are always led by a Pirate Champion.

WEAPONS Cutlass (counts as Sword)

ARMOUR None

WARGEAR May have flak armour (6+ save / 5+ save against blasts) at a cost of 1 point per model.

May be armed with any weapons from the assault or basic weapons sections of the Pirate Wargear list.

For every three models in the squad up to one may have a special or heavy weapon chosen from the appropriate sections of the Pirate Wargear list. i.e: If there are 5 models in the squad 1 may have a special or heavy weapon, 6 models indicates you may have two special or heavy weapons and 9 models allows you up to 3 special or heavy weapons.

Each Pirate Scavenger may have up to one item chosen from the Pirate Equipment list.

PIRATE GUN

CREWS18 points per crew
+ cost of weapon

Pirate gun crews perform an important role in raids. They are responsible for shooting the merchant ships engines out so that the other pirates may safely board the ship. Occasionally pirates fight on planets and not out in the depths of space. On battlefields the pirates have the same tactics, the gun crews fire volleys of

heavy fire at the enemy while the horde of pirates charge into personnel combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate	4	3	3	3	3	1	3	1	7

SQUAD A pirate gun crew is made up of between 3 to 5 guns each crewed by three pirates. Each pirate gun crew must be led by a Pirate Champion.

WEAPONS Cutlass (counts as Sword)

ARMOUR None

WARGEAR Each Pirate may have up to one item chosen from the Pirate Equipment list.

SUPPORT The gun may be chosen from the following:

SUPPORT WEAPONS (with Targeter)

Thudd gun	23
Tarantula	20 (+ weapons)

TARANTULA WEAPON OPTIONS

Weapon	Points cost
Twin-linked Lascannon	+55
Multi-melta (Note: counts as 1 Multi-melta NOT 2)	+65
Twin-linked Missile Launchers with Super Krak missiles	+55
Twin-linked autocannon	+50
Twin-linked heavy bolters	+30

HEAVY WEAPONS

Lascannon	30
Missile launcher with frag & krak missiles	30
Mortar	20
Autocannon	16
Heavy bolter	10

SPECIAL RULES **Pirate gun crews.** When the gunner is killed one of his pirate comrades may take over as gunner but with a -1 to hit penalty for any shot fired during the subsequent turn.



PIRATE BIKE SQUAD25 points per model

Pirates often utilise the speed and ferocity of bikers in the pirate horde. They are an important part of the pirate gang because of their ability to get in and out of a variety of places quickly. When pirates make surface raids on supply dumps and refineries they use bikes to get in and out with booty and fuel before any reinforcements can arrive to defend the installation from the pirates attack.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate	4	3	3	3	3	1	3	1	7

SQUAD A pirate bike squad consists of between 3 and 9 models and is always lead by a Biker Champion.

WEAPONS Cutlass (counts as sword)

ARMOUR None

WARGEAR May be armed with any weapons from the assault, grenades or basic weapons sections of the pirate Wargear list.

Each pirate may have up to one item chosen from the Pirate Equipment list.

OPTIONS Any models in the squad may arm their bikes with twin linked bolters at a cost of an additional 5 points per model.



OGRYN MOB44 points per model

Standing at nearly twice the height of a man these huge mercenaries will serve almost anyone willing to pay them. They are often hired by Pirate Captains who require a bit more muscle to complete a particularly troublesome attack.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8

MOB an Ogryn Mob consists of 1-10 Ogryn mercenaries.

WEAPONS Axe or club.

ARMOUR Primitive armour (6+save).

WARGEAR Any model may be given an extra axe or club at a cost of 1 point.

Any model may be given a ripper gun at a cost of 3 points.

Any model may be given mesh armour at a cost of 3 points.

PIRATE WARGEAR LIST

The pirate Wargear list is divided into 6 sections, armour, assault weapons, basic weapons, special weapons, heavy weapons and grenades. Any restrictions are noted on the Wargear list itself in brackets.

ARMOUR

One only per model	cost
Mesh armour - (5+ save).....	3
Carapace armour - (4+ save)	7
Refractor field - (5+ unmodified save)	6
Conversion field - (4+ unmodified save)	14
Displacer field - (3+ unmodified save)	24

ASSAULT WEAPONS

Any number per model	cost
Chainsword	2
Power axe	7
Power sword	6
Sword or axe	1
Autopistol	1
Bolt pistol	2
Hand flamer.....	6
Laspistol.....	1
Needle pistol (Character only)	10
Plasma pistol	4
Stubgun	1
Web pistol (Character only)	7

BASIC WEAPONS

Any number per model	cost
Autogun	1
Boltgun	3
Bow.....	0.5
Crossbow	1
Lasgun	2
Musket	1
Shotgun	2

SPECIAL WEAPONS

One per model	cost
Flamer	7
Grenade launcher with frag and krak grenades	10
Needle sniper rifle (characters only).....	10
Meltagun	6
Plasma gun	6

GRENADES

Any number per model	cost
Blind grenades (characters only)	2
Choke grenades (characters only)	2
Frag grenades	2
Hallucinogen grenades (characters only)	7
Krak grenades	3
Melta bombs	5
Plasma grenades	3
Photon flash.....	2
Rad grenades (characters only)	17
Scare grenades (characters only)	2



Welkum to Dok Butcha's
Konverzhan Klinik!

Every issue Da Dok will, with the help of his faithful assistant Konvertitt, bring you conversion and modelling ideas which will cater for both the novice and expert modeller. If you have any ideas that you think would be suitable please send us the details at the following address:

Da Journal Bunker, Games Workshop Ltd.,
Chewton St., Eastwood, Notts. NG16 3HY



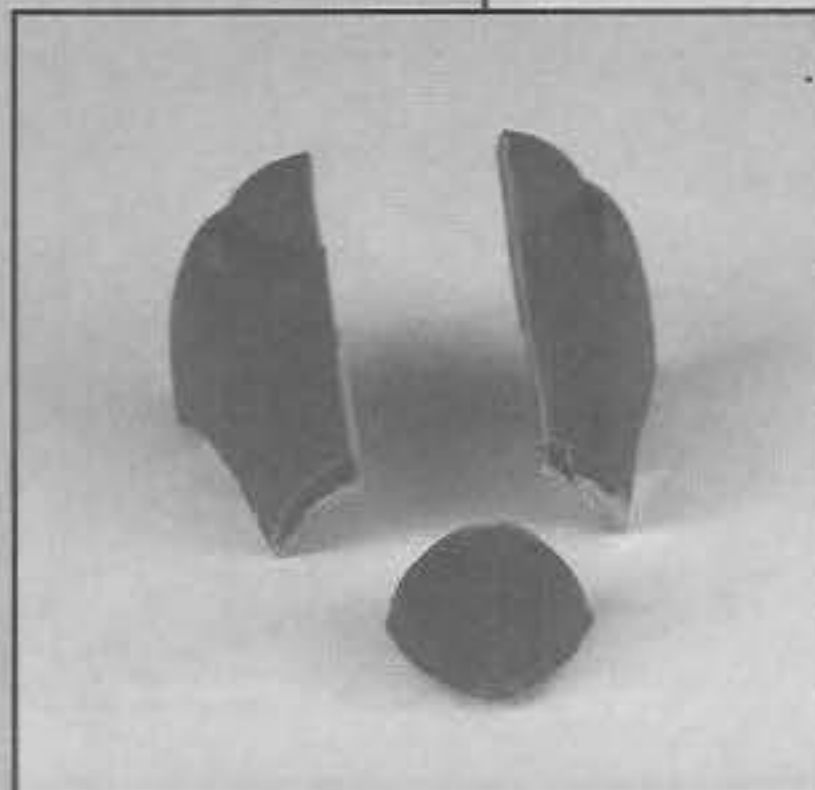
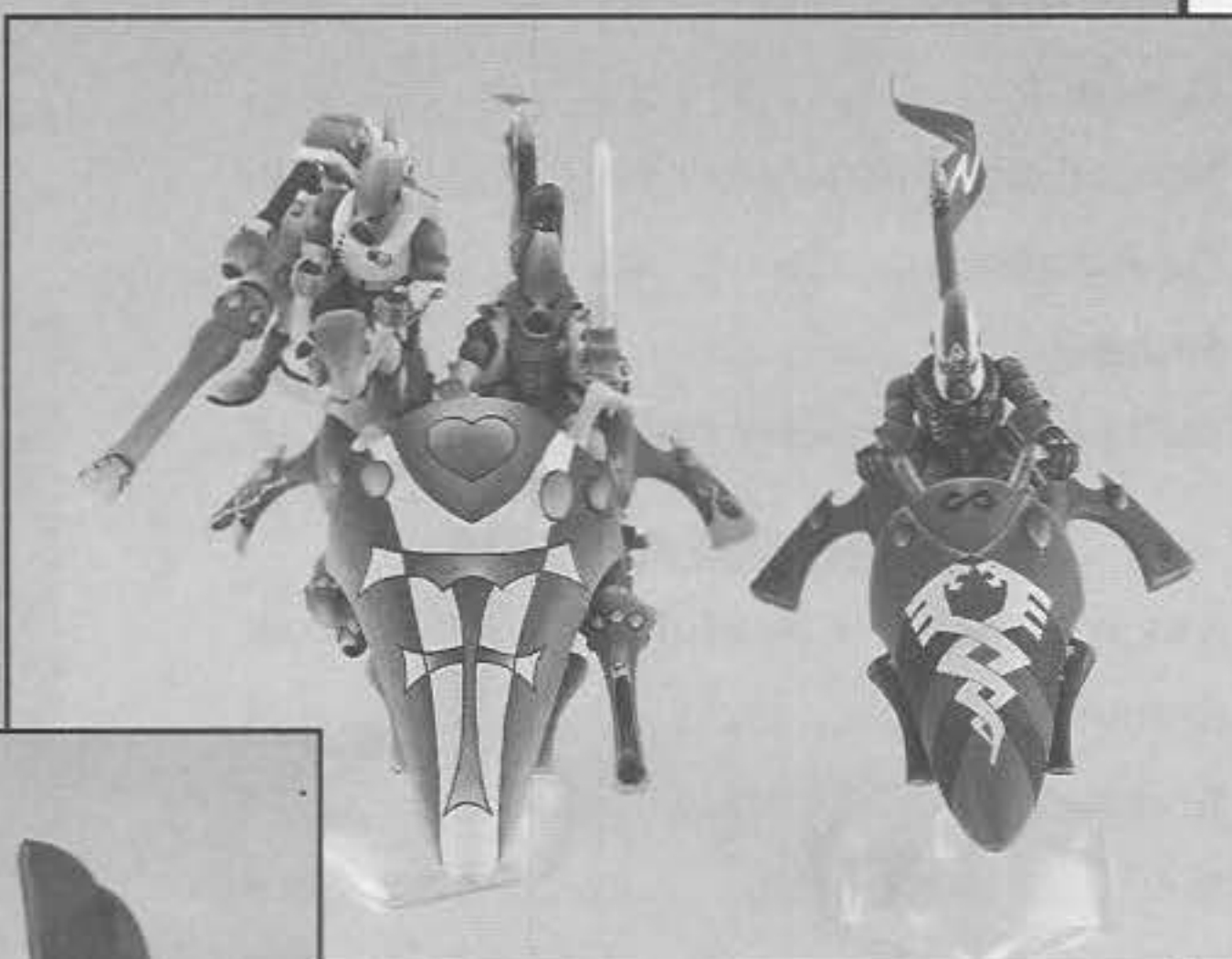
On wi'r da zhow!
Thiz izhoo
'az a gurl'y
Eldar Vyper
jetbike an'
zum brill
wh40k
Piratez.....

ELDAR VYPER JETBIKE

by Jonas Ekestam

STEP 1: THE FAIRING

As you can see from the picture opposite this is considerably larger than that of a normal Jetbike. This was created by taking a normal jetbike fairing from the sprue and cut it into three pieces as shown in photo 1. As there is a fair amount of filling to be done the three parts were pinned in place by gluing small lengths of thin brass rod to the under side (although you can use pieces from the frame of any plastic sprue!). The fairing was



then filling and built up using Milliput. When this was dry Jonas carefully smoothed down the surfaces with fine emery paper (available from most decent hardware shops).

STEP 2: ENGINE CASINGS

Remove both parts of the engine casing from each sprue. Glue the upper and lower casings together in the normal manner and leave this to dry. When dry carefully cut away the left stabiliser fin from one engine casing. Also cut away the right engine casing and both foot rests on the other piece as shown in the photographs on the inside front cover of this issue.

STEP 3: SUPERSTRUCTURE.

Take one of the seat superstructures and carefully cut away the seat as shown in the photographs here. Be especially careful when doing this as both parts will be needed to complete the model!

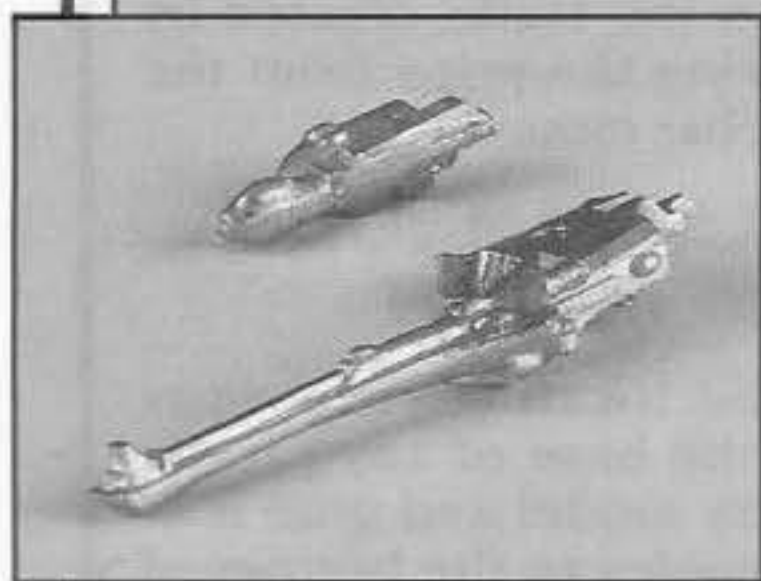
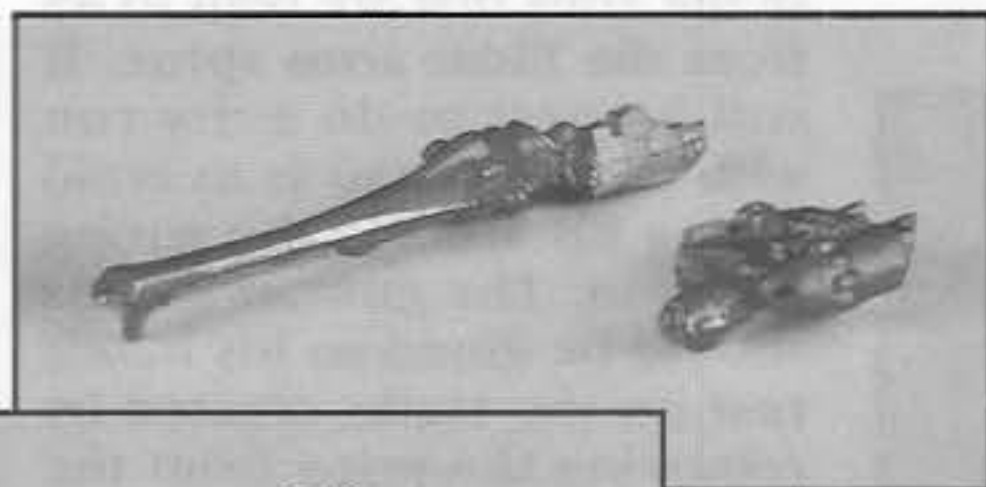


Next take the two metal Shuriken Cannon and cut away the cannon from one and the targeter pod from the other as shown below. These

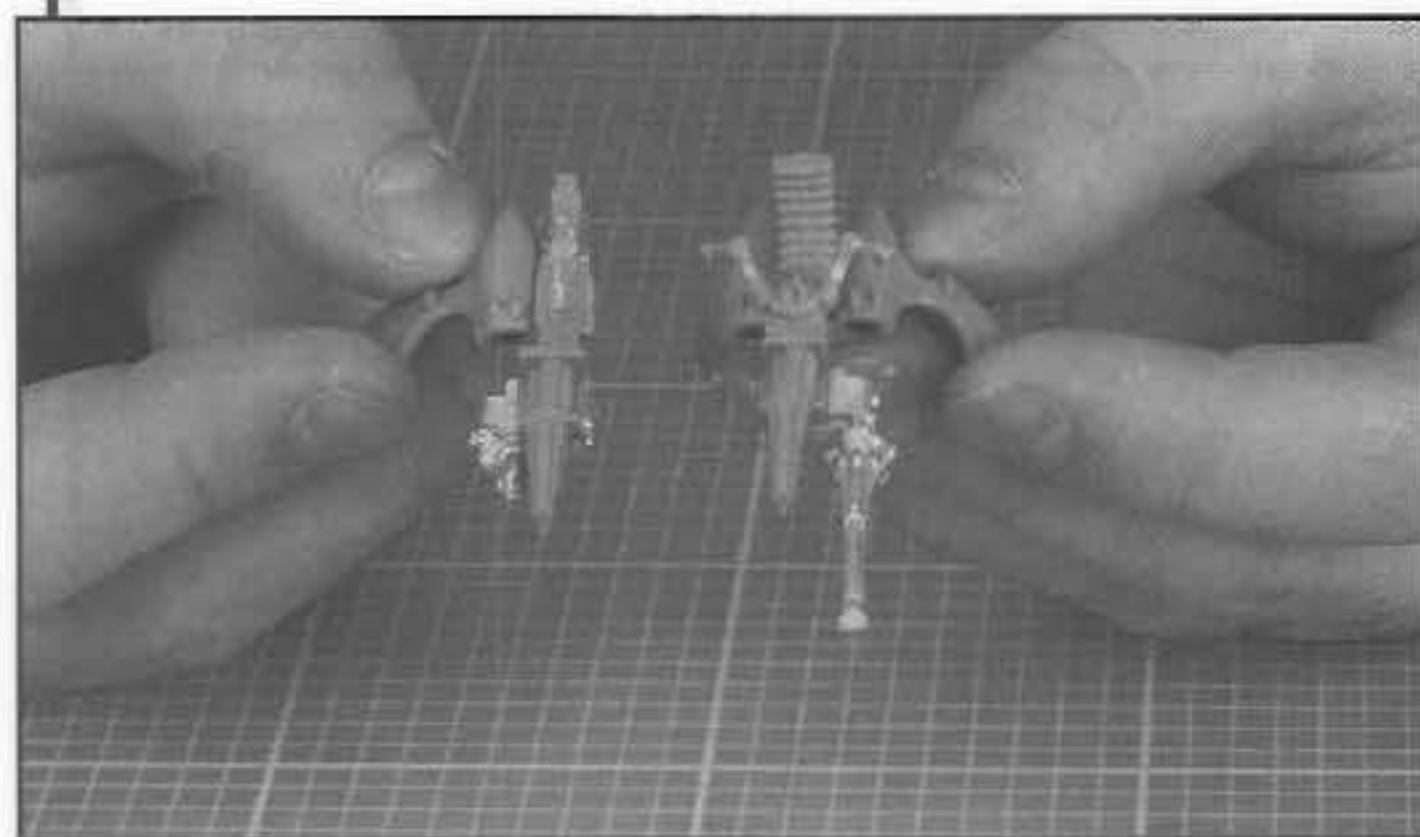
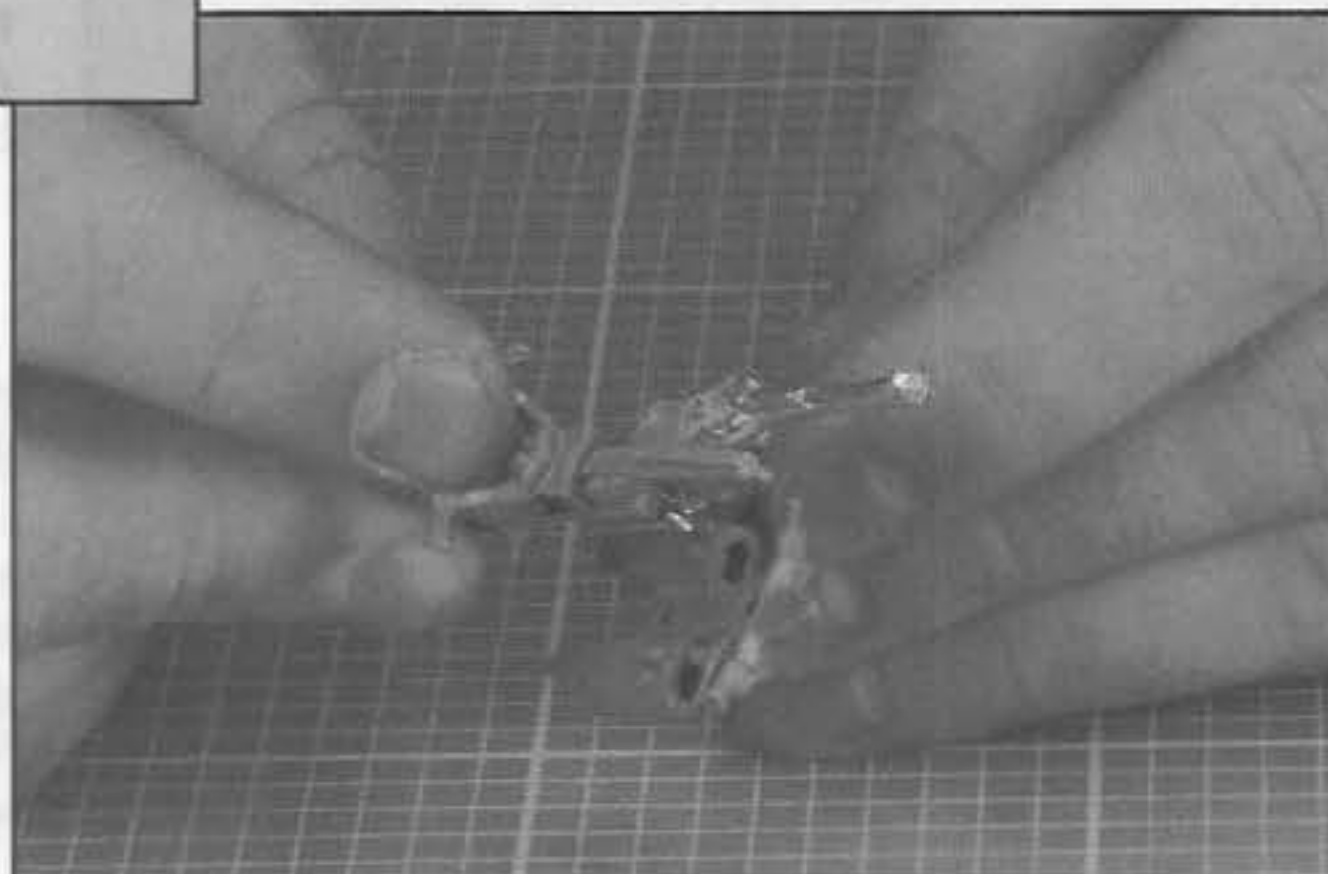
engine casing constructions to the seat superstructures as shown below.

When you have completed these steps you should then pin and glue the two parts together.

To complete this step attach the fairing to the superstructures and glue one of the handlebar mounts to the driver's side superstructure as normal.



pieces are then fixed to the appropriate chassis as normal. The model will now be ready to attach the



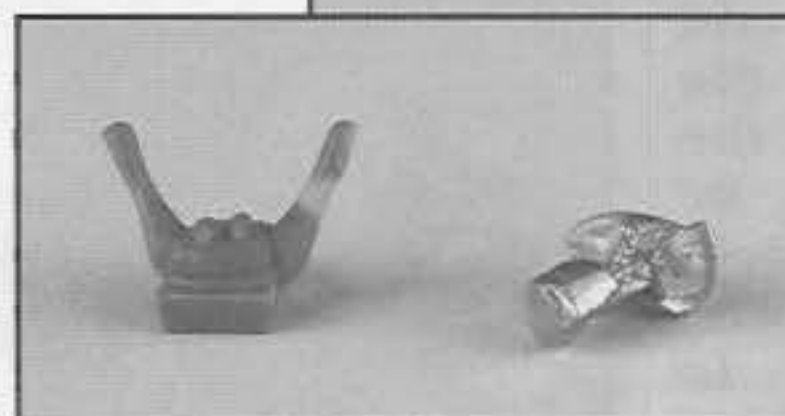
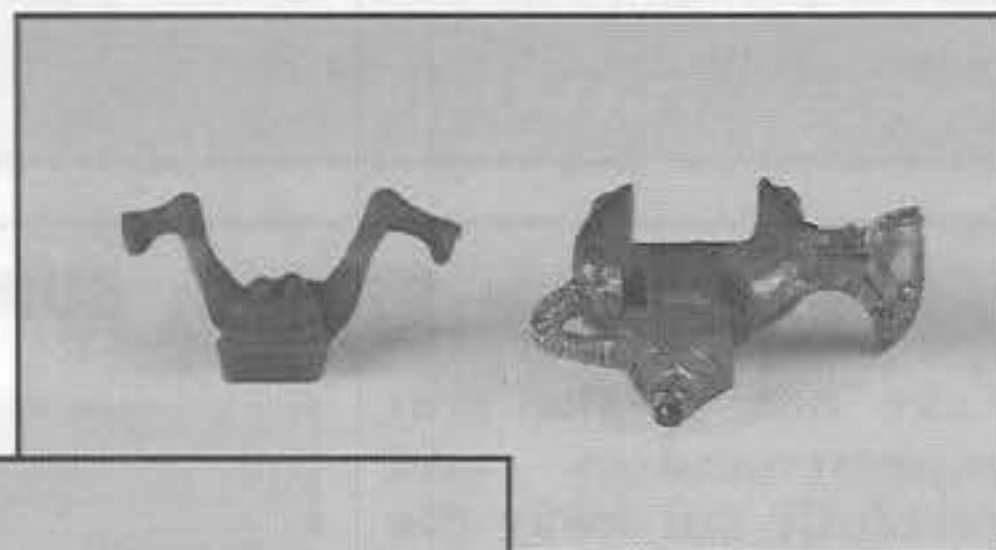
STEP 4: GUNNER & SEAT

When constructing this part we are going to stray a little from Jonas' original conversion that we see in these photos as he has since come up with a couple of refinements to his earlier models.

As you will be able to see if you look at the underside of the model as shown below. Jonas used a small piece of rounded plastic to attach the gunner's seat to the main body, but he suggests you use either a shortened flying base stalk or a short length of thick brass rod. This brass rod should be attached to the seat and main body at an angle suitable for the gunner to sit away from the driver.

The next piece to attach to the seat is the gunner's controls. Take the handlebar mount from the jetbike

Then take the Distortion cannon mount and cut away the monitor on the side as shown here. Glue this



monitor to the side of the handlebar mount with superglue.

When the gunner's seat construction has dried you should then assemble the gunner himself. Take the Rider's body and legs from the jetbike sprue and two of the arms that are bent to 45 from the Eldar arms sprue. It will be best to do a dry run with the gunner so as to avoid gluing his arms in the wrong position. The gunner's arms should be glued so his hands rest on the stalks created by removing the grips from the handlebar mount.

LASCANNON MOUNT

Cut the locating strip away from the base of any plastic infantry model and glue it at right angles to the bottom of the seat. Cut away the locating pin from the Spirit Warrior Weapon mount glue this to the plastic locating strip.

Finally attach the Las Cannon to the Spirit Warrior weapon mount.



sprue and glue it to the front of the seat. When this is dry you should cut away the handles at the angle. Glue this to the top of the seat at the front.

CONVERSION COMPONENTS:

- 1 Eldar Spirit Warrior Weapon Mount
- 2 Eldar Jetbike Shrieker Cannons
- 1 Eldar Distortion Cannon weapon mount
- 1 Eldar Shrieker Jetbike rider torso
- 1 Imperial Vehicle Weapon accessory sprue
- 2 Eldar Jetbike sprues
- 1 Eldar weapons sprue
- 1 Eldar Las Cannon
- 1 Eldar arms sprue
- 2 Flying bases

You can now get this excellent conversion kit directly from our Mail Order department! The kit contains all you'll need to create this superb model (bar the brass rods and plastic figure locator!) and costs just £22.00!!

FINAL BITZ

Next take the Dual Shuriken catapult from one of the Jetbike sprues and glue it beneath the two chassis' as shown on the inside front cover of this issue.

The driver is made from the metal Shrieker jetbike torso and the legs and arms from the jetbike sprue. The driver's left arm is from the Eldar arms sprue and can hold any hand held weapon although Jonas has used a power sword from an Eldar weapons sprue.

The final step is to glue on the two banner poles and any banners you require.



WH40K PIRATES

by Phil Lowles and Lee Janes

PIRATE

The plastic Orlock miniatures from the Necromunda boxed set form the basis for this conversion. Taking a plastic body we simply added the Bionic arm from the Necromunda Bounty Hunter. You will need to trim the top of the arm a little as the plastic body's shoulder pad prevents a snug fit.

You can take this conversion further by adding extras from the Pirate equipment list such as a wooden leg or gas mask!



PIRATE SCAVENGER

Take the Necromunda Goliath miniature armed with autogun and axe and simply cut away the Mohawk haircut to make the

miniature look as if he has shaved his head.

Then simply cut away the arm holding the axe at the shoulder. Pin in place the arm of a Warhammer 40,000 servitor model



PIRATE VETERAN

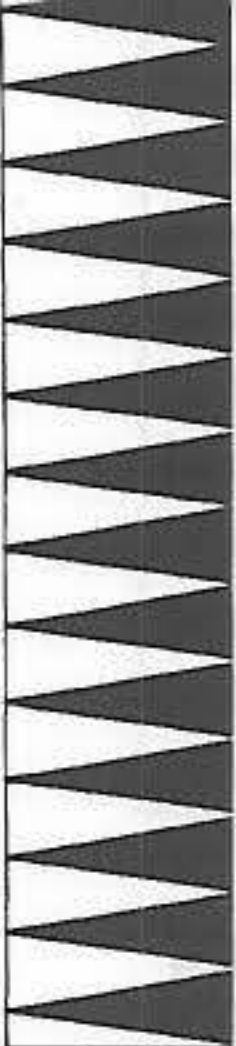
An ideal model for the Pirate Veteran this is from the excellent new range of Necromunda Escher figures by Jes Goodwin.

This is another simple conversion as all you need to do is replace the two swords the

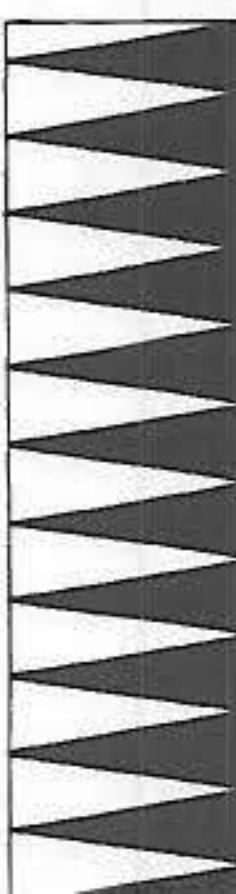


model carries with a pistol from the new Necromunda weapon sprues and the Cutlass from a Kislev horse archer body.

The miniature already has an eye patch to give it that seasoned appearance but you can also add other details such as Cyber parrot, Cranial plate or other piece of equipment from the Pirate equipment list.



DOR BUTCHA'S RLINIK



PIRATE BIKE

You will need the following components for this conversion:

- 1 Complete Space Marine Warbike
- 1 Marauder Dark Elf Assassin
- 1 Warhammer Quest Witch Hunter
- 1 Necromunda Bounty Hunter Bionic Arm
- 1 Necromunda Pistols sprue

RIDER

Take the Dark Elf Assassin and remove the chainmail tunic from between the models legs. This is so the model sits correctly on the bike seat. You will also need to bend the legs in order to allow the models feet to touch the foot plates.

Cut the chainsword from the bionic arm and replace it with any pistol from the Necromunda Pistol sprue. Remove the Assassin's dagger arm at the shoulder and replace it with the bionic arm. Cut off the other arm at the elbow and replace this with the gauntleted sword arm of the Witch Hunter.

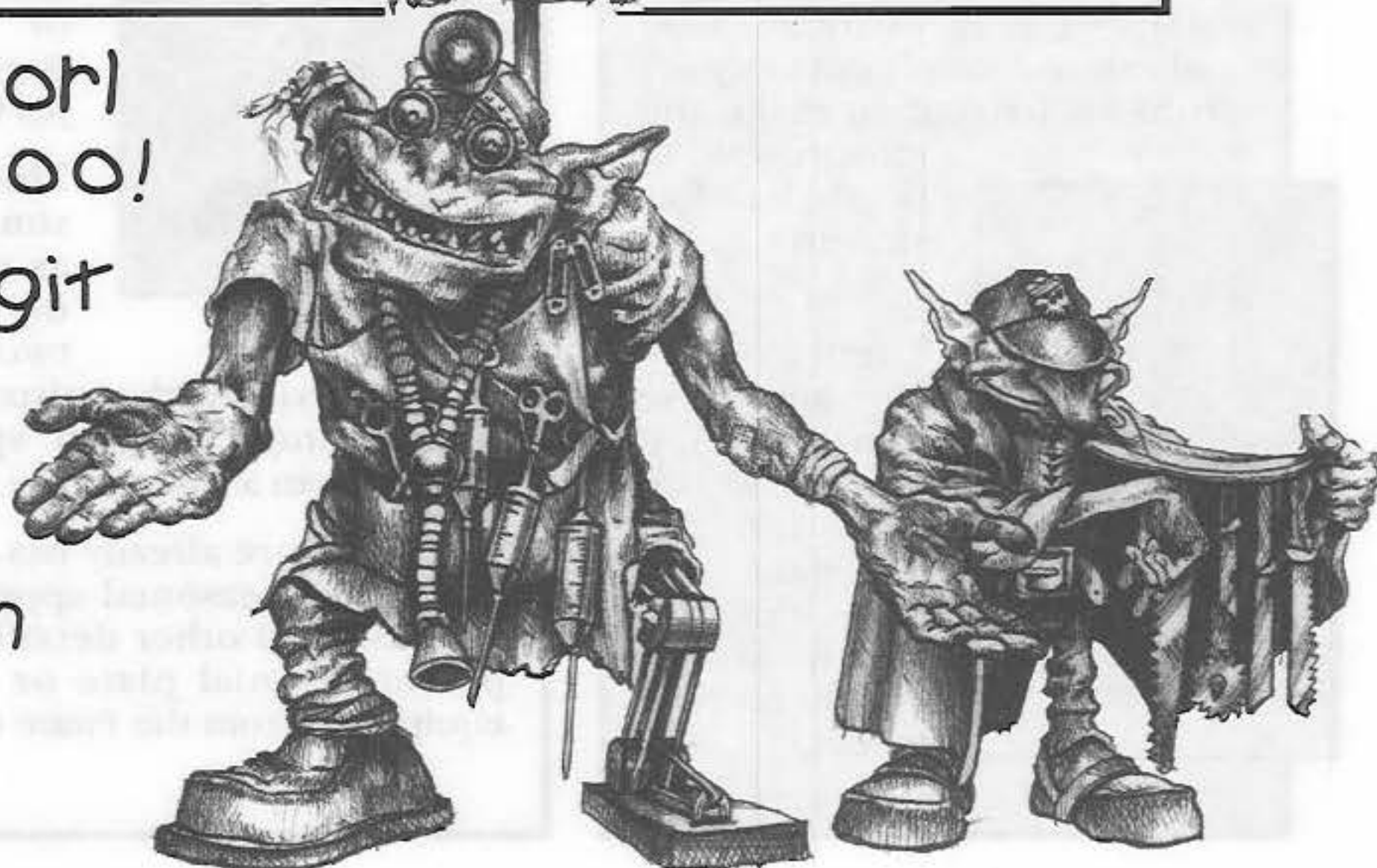


BIKE

Assemble the Warbike as normal but reverse the position of the armoured fairing so it sits across the bolters as shown in the accompanying photographs.



Well, dat'z orl
for diz izhoo!
Don't forgit
ta zend in
orl yor
brill
konverzhun
idea2....



WARHAMMER

OUT FROM THE DEPTHS....

by Vincent Poffley

(Vincent, you didn't give us your address - please get in touch!)

From the time-eroded and desolate tomb cities of the Kingdom of the Dead, march forth foul Undead things. Rotted and decaying servants of the ancient and malignant Liche Kings who rule this inhospitable place. For centuries these powerful beings have re-enacted scenes from distant lives. Surrounded by the remains of their long dead courtiers and guardians, in the glorious silent halls of their pyramid tombs.

When the winds of dark magic blow strongly across the world, and Nagash awakens, vast legions of corpses shamle forth from the sandy Necropolises to wage war on the lands of the living.

At the head of the horde strides the immortal Liche or Tomb King who commanded it in life, surrounded by a powerful group of Undead warriors. These warriors are bound by the blackest of Necromancy and terrible oaths to protect their master and his tomb for all eternity.

These Tomb Guardians were once the Liche's most powerful and trusted Lieutenants and Captains. They carry weaponry and armour of the finest quality. Their blades are wickedly sharp after centuries, and their armour is still just as strong.

Perhaps the most powerful asset the Tomb Guardians have is their independence. Whereas most Undead are bound to the will of the one who

created them, Tomb Guardians are animated by a far more powerful magic. This was unleashed by Nagash when he attempted to create the Kingdom of the Dead by raising every corpse in that realm. That event was centuries ago but such foul sorcery does not dissipate easily and remains to the present day, holding together the mouldering bones of the Tomb Guardians and indeed of all those that dwell within the ancient Necropolises.

If their Master is slain then the Tomb Guardians have failed him, and will be shamed in a way too strong for mortals to comprehend, if this happens they will seek to atone for themselves by mercilessly slaying his killers, and their tormented spirits will not rest until their master's assassins lay lifeless at their feet.

The Undead army can now include units of Tomb Guardians as a bodyguard for some characters. The Tomb Guardian Models shown here are included in the Warhammer Quest 'Catacombs of Terror' adventure pack are available separately from Mail Order at £1.75 each.

0-1 UNITS OF TOMB GUARDIANS21 pts per model

Your army may include one unit of Tomb Guardians which may accompany either your army's General or one of the following characters, Tomb King, Liche, Wight Lord or Vampire Lord. Only these characters are important enough to have a bodyguard of Tomb Guardians.



	M	WS	BS	S	T	W	I	A	Ld
TOMB GUARDIAN	4	3	1	3	3	2	2	1	6
Equipment:	Tomb Guardians are armed with halberds and wear light armour.								
Save:	6+								

SPECIAL RULES

SIZE LIMIT

A unit of Tomb Guardians may consist of no more than ten models (excluding the character who leads the unit). This is because the Tomb Kings are notoriously arrogant and do not think they need to have large numbers of Guardians to protect them. Also some of the Tomb Guardians are usually left behind to guard the Necropolis in the Kings absence.

GUARDIANS

As Tomb Guardians cannot ride steeds, chariots and the like, a mounted character cannot be protected by a unit of Tomb Guardians. No other character may join the unit except the Battle Standard bearer, and even then only if the unit is protecting the General. The unit will not leave the character that they have been assigned to protect during the battle. If the Tomb Guardians are split from him by a spell or other unavoidable means then the unit and character must try to join each other in the following Undead movement phases.

FEAR

Tomb Guardians are evil and unnatural creatures which cause fear as described on page 39 of the Warhammer rulebook.

UNDEAD

Tomb Guardians are Undead creatures and can claim all the immunities and special weaknesses of the Undead as described on page 58 of the Warhammer Armies: Undead book. They are affected by the Vanhels Danse Macabre, Banishment and other spells in exactly the same way as Skeleton Warriors. Note however, that they do not crumble to dust when the army general is killed as they are not animated by his magic and his death will not affect their link to the world of the living in any way.

PSYCHOLOGY

Tomb Guardians are immune to all psychology and break tests. They cannot be affected by fear, terror, panic or any of the other psychological factors described in the Warhammer rulebook.

CHALLENGE

The Tomb Guardians exist to keep their master safe and will not let anyone hurt him. Even though they are not characters a Tomb Guardian may accept a challenge on behalf of their master. A single combat is fought between the enemy character and a Tomb Guardian. The Undead character is not placed at the

back of the unit and does fight in the combat.

VENGEANCE

If the protected character is killed then the Tomb Guardians will seek out and vengefully attack his killers. The Tomb Guardians are subject to Frenzy from the moment their ward is killed until they have destroyed the character, unit or whatever killed their leader. They will be moved along with all the other compulsory

moves, directly towards the enemy which perpetrated the dreadful deed and charge them at the first opportunity. They will then fight them until either side is totally wiped out and cannot test to restrain themselves from pursuing.

If the killers are wiped out then the Tomb Guardians are no longer subject to Frenzy, they have no further purpose to continued existence and no guiding motive. In each subsequent movement phase the Tomb Guardians will shamle D4" in a random direction. They will

not charge, but if charged themselves they will fight back.

SPECIAL CHARACTERS

The following special characters are permitted to take a bodyguard of Tomb Guardians: Nagash, Tomb King Settra, Arkhan the Black and Krell. Note that none of these may ride a skeleton steed if leading their Guardians and Arkhan may not ride his chariot.

SPECIAL CHARACTERS

The Tomb Guardians are intended to protect some Undead characters from missile fire or close combat, and have more wounds to absorb this than the same cost in Skeletons or Wights. They are exceptionally good fighters and their unit limit takes down their potential for rank bonus, outnumbering and therefore scaring off units with fear (the advantage of Skeletons). They do not have a high Toughness or multiple attacks which can cause multiple wounds (the advantage of Wights). They do however, provide a useful escort for characters who want protection and a degree of mobility which is simply not afforded by lugging around a huge unit of Zombies. On the battlefield Tomb Guardians are best suited to carrying powerful characters forward and getting them to where they want to be, or guarding a wizard from aerial attacks or other unexpected problems.



ELDAR BONESINGERS

By Phil Lowles

This article is based on material sent in by one of our readers whose name I have ashamedly lost
(Phil, repeat the following: "Please hit me....." - Ed)



Bonesinger with Harp



Bonesinger With Synth



Bone Seer with
Voice Amplifier

Every Eldar chooses for himself one of many disciplines or paths to keep him from straying into the excesses of pleasure which heralded the time of Slaanesh and nearly destroyed the race over ten thousand years ago. Each path may take years or decades to master but once an Eldar has mastered a path he may elect to choose another to learn. The path of the Seer guides the psychic abilities of an Eldar and brings out their talents so that they can use their mighty powers to protect the Eldar in times of great need. There are innumerable paths, some of which are so rarely taken that few can remember exactly what the paths tenets are.

The Path of the Bonesinger is a singular and unique path, due to their role as the psycho-technicians of the Eldar. They craft wraithbone and other psycho-plastic materials to fashion the material artifacts found onboard the Eldar Craftworlds. Bonesingers work the wraithbone using their psychic powers and a psychic tool called an Isitha Kasra. This psychic tool is played in a similar fashion to a musical instrument but no sound accompanies it's playing. Instead it conditions the Bonesinger's concentration enabling him to repair wraithbone and other psycho-plastic materials much more easily than he would otherwise. The

Isitha Kasra also boosts the psychic powers of the Bonesinger through the storage and provision of additional psychic energy for occasions when the Bonesinger needs that extra boost to his powers, this works in much the same way as a force rod.



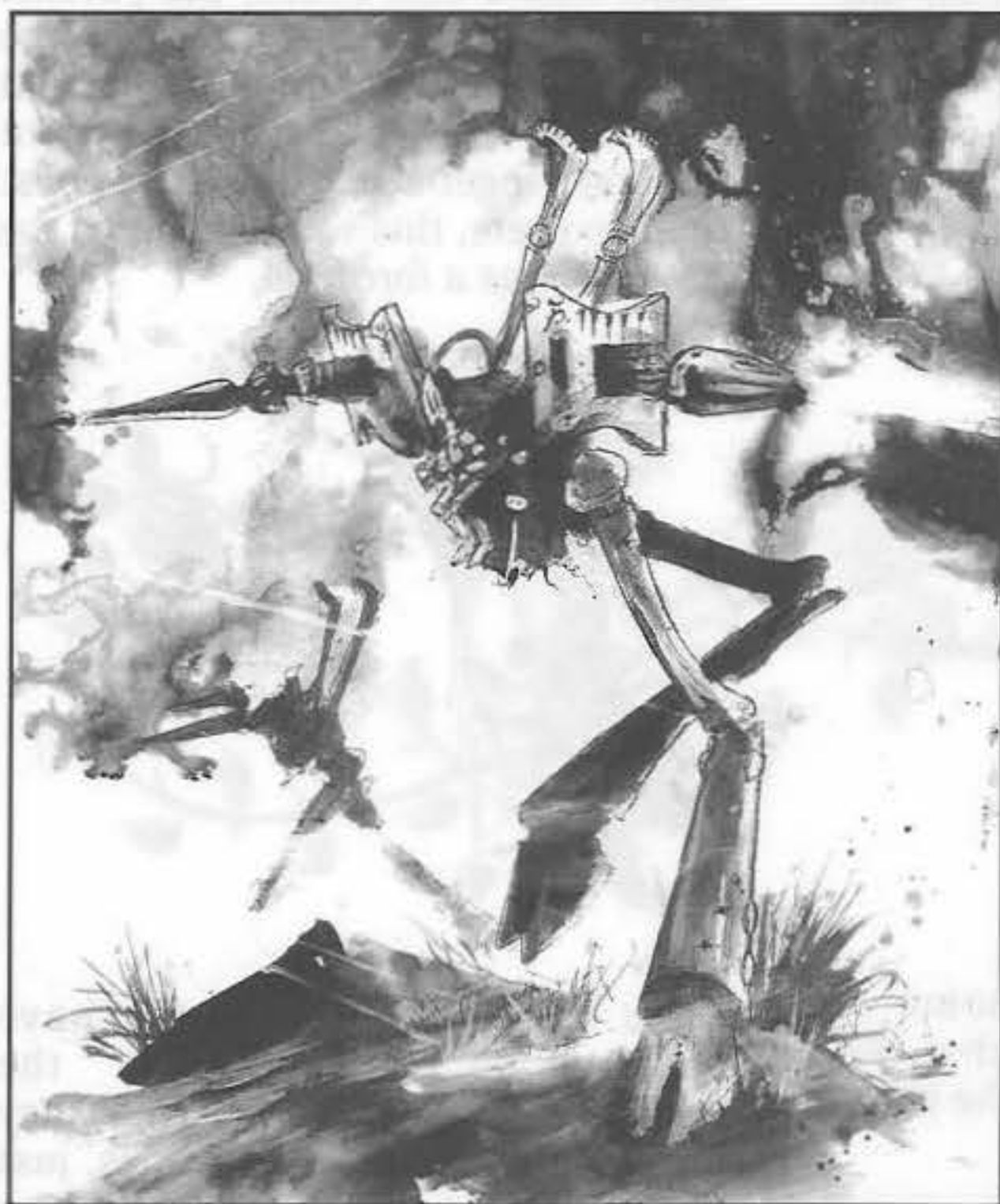
Bone Seers are Eldar who have become so immersed in the Bonesinger path for so long that they are unable to leave its confines, just as the Exarch's of the Aspect Warrior Path. Bone Seers are the mentors of the Bonesinger path and are craftsmen expert in the manipulation of wraithbone and psycho-plastics. Many Bone Seers have the ability to construct Isitha Kasra, the psychic tools used by both Bonesingers and Bone Seers to make exceptional psychic repair work on damaged vehicles.

Every Eldar is trained to fight in battle and Bonesingers are no exception. On the battlefield Bonesingers generally accompany Dreadnoughts, War Walkers and other vehicles where their abilities can be put to the best use by repairing battle damaged vehi-

ELDAR BONESINGERS

Isitha Kasra

cles. As damage is inflicted upon the vehicles the Bonesingers can psychically knit the wraithbone core and psycho-plastic coverings back together, reconnect the mind links to the Eldar spirit within a Dreadnought and a myriad of other complicated psychic repairs which need to be made in the maelstrom of battle.



Eldar Bonesingers are an addition to the Eldar army list and are paid for from the Characters allowance of the Eldar army.

0-2 Eldar Bonesingers.....76 points each

0-1 Eldar Bone Seer121 points

You must include at least one of the following in your army to be able to select Bonesingers: War Walkers, Dreadnoughts or Wraithguard.

Profile	M	WS	BS	S	T	W	I	A	LD
Bonesinger	5	4	4	3	4	1	6	1	9
Bone Seer	5	5	5	4	4	2	7	2	10

Weapons Laspistol

Armour Rune armour (4+ unmodified save)

Wargear A Bonesinger may have up to two Wargear cards one of which must always be an Isitha Kasra.

A Bone Seer may have up to three Wargear cards one of which must always be an Isitha Kasra.

A Bonesinger may be given additional equipment from the armour and assault weapons sections of the Eldar Wargear list (Codex: Eldar page 71).

Special Bonesingers are psykers and have a psychic mastery level of 2 which entitles them to 2 psychic powers which are chosen randomly from the Bonesinger psychic power cards (see below).

Bone Seers have a psychic mastery level of 3 which entitles them to 3 psychic powers which are chosen randomly from the Bonesinger psychic power cards (see below).

As we're so special and fluffy we have included the Bonesinger Psychic Power cards on the full-colour gatefold cover! You can either photocopy the covers and make your own cards up or simply cut up your poor defenceless Citadel Journal so you can selfishly play with your Bonesingers oblivious to the suffering caused to this fine publication.... (*Time for that lie down I think - Ed*).

SUITABLE MINIATURES

There are three Eldar musician miniatures from our Eldar range which are ideal for Eldar Bonesingers. The miniatures are priced at £1.25 each. The codes for the musicians are:

Musician with harp	071519/40A
Musician with voice amplifier	071519/40B
Musician with synth	071519/40C

ELDAR BONESINGERS

EPIC TITAN LEGIONS

Abominatus

Despoiler of Worlds Chaos Titan

By Adrian Wood and Gav Thorpe

These are the basic parts I used to make Abominatus:

- 1 complete Emperor Titan plastic kit
- 2 Lord of Battle Spiked Shield
- 2 Cauldron of Blood Tower
- 1 Mighty Empires Necropolis
- 2 Grom's Chariot Skull Yoke Head
- 4 Liche King's Chariot Yoke
- 1 Scorpion Cannon
- 1 Blood Reaper Battle Scythe
- 2 Ork Weapons Sprue
- 6 Battle Wagon Track sprue
- 4 Titan Weapons Sprue
- 2 Space Marine Bike Skull Gear Stick
- 4 Chaos Heavy Weapon Sprue
- 1 Skull Hamma Turret
- 2 Reaver Banner pole
- Innumerable horns, spikes and knives from my bits box.

Abominatus is one of the most terrifying of all the servants of Khorne. When it walks the ground shakes beneath its steel shod feet and the enemies of the Blood God quail in fear. The Chaos Titan wields fire and steel against its foes, with flames and gun smoke flickering from each casement and embrasure in its massive body, its soul burns with the unquenchable fire of a Daemon's hate.

Abominatus is the hellish union of an Emperor titan and a Greater Daemon of Khorne. The Greater Daemon rules apply with only a few exceptions. Abominatus is represented by a Greater Daemon card, and must be accompanied by three to five Minion cards. However, although Abominatus entitles you to

add 3 Chaos Cards to your hand you cannot surrender the cards in order to nullify a hit against a location. Enemy troops which Abominatus engages in close combat cannot first fire at the Chaos Titan, although this only includes troops and vehicles with crews. Robots, etc. and Daemon-hunters such as Grey Knights are unaffected. Also troops engaged in close combat must pass a Morale check or go on fall back orders with a -2 to their CAF.

ABOMINATUS UPGRADE KIT

For those depraved individuals who crave to squeeze the blood from their opponents we have the ideal solution - the Abominatus upgrade kit!

This kit has all the components listed on the left apart from the Emperor plastic kit and stuff from Adrian's Bits Box!

This kit is only available through our Mail Order service and costs just £25.00! You can also order the plastic Emperor kit for only £15.00!!!!



In other respects, Abominatus moves, shoots and fights close combat like an Imperial Emperor Class Titan. You must generate plasma counters on 2D6 at the start of each turn in order to power the Chaos Titans weapons, engines and void shields. It should be noted that Abominatus cannot carry Chaos troops and therefore cannot be boarded by enemy troops.

THE MARK OF KHORNE

In Addition, Abominatus has special rules of its own which reflect its allegiance to Khorne, the Blood God.

Furious Advance: The Titan must always move towards the enemy and therefore a plasma counter must always be placed in its engines. Abominatus always wants to engage the enemy at close quarters and this means its movement much faster than an Imperial Emperor Class Titan.

Instead of moving between 5cm and 10cm on energised (green plasma counters), Abominatus moves between 5cm and 15cm and can make up to 1 x 90° turn. For the same reason instead of moving 10cm and 20cm when the engines are Overcharged (red plasma counters), Abominatus moves between 15cm and 30cm and can make up to 1 x 45° turn. Note that plasma is always diverted to the Engines in preference to Abominatus' Fire Power. This means that when Abominatus' engines are Overcharged the Titan's fire power cannot be Overcharged as well.

Khorne's Shield: Abominatus is part Daemon and part machine, and this makes it particularly resistant to psychic attack. The Titan always receives a saving throw of 2+ on a D6 against all psychic attacks.

Bloodrage of Khorne: The Chaos Titan's power increases if the battle is going well for the armies of Chaos. This success is judged by whoever has the most victory points. If Chaos has the most Victory Points during a turn Abominatus receives +1 on its to hit rolls, +1 on its saving throws and rolls an extra D6 in close combat! If the victory point totals are equal or your opponent has more points no extra benefits are received.

ABOMINATUS MOVEMENT

Engine Power	Min. Move	Max. Move	Restrictions
Energised (green)	5cm	15cm	max 1 x 90° turn
Overcharge (red)	15cm	30cm	max 1 x 45° turn

War Howl: As it stalks across the battlefield Abominatus growls menacingly and lets out a terrifying bellow of rage and anguish. This is performed at the start of the turn after orders are placed but before they are revealed. Any enemy units that are within 15cm of Abominatus must immediately pass a morale check or be placed on fall back orders.

WEAPONS

Abominatus carries a veritable arsenal of weapons built onto its body. Its main armament, the Hellstorm Cannon and Plasma Annihilator along with its main battery function in an identical fashion to its imperial counterpart. However the weapons on its main fighting platform are quite different.



One of the most interesting things about creating your own special model is inventing the rules for it. Even more exciting is the first time you use this special model on the table top. Here you can see Adrian and Chris, his long-time opponent testing Abominatus' mettle for the first time. The monstrous machine proved itself to be a worthy adversary for the Emperor Titan, smashing the Imperial titan to the ground with multiple hits to the head. Ahh, Khorne was proud that day...



**YOU CAN FIND
HOW TO BUILD
ABOMINATUS IN
WHITE DWARF
194!**

ABOMINATUS CHAOS TITAN WEAPONS

BLOOD CANNON

The Blood Cannon fires a Lava Template which has the same dimensions as the flame template supplied in the Titan Legions boxed set. To use this weapon place the template so that the pointed end is touching the Blood Cannon and the rounded end covers the intended targets. Anything under the template is hit on a roll of 4, 5, or 6. Models hit suffer a -1 saving throw modifier. Buildings can be destroyed by the Blood cannon, any which are hit and fail their saving throw collapse and are turned into rubble. The lava-like daemon blood flows over and around cover so modifiers have no effect on the blood cannon's to hit roll.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Flame Template		4+	-1	Ignores cover modifiers

SCORPION CANNON

Normally mounted on Daemon Engines of Khorne this lethal multi-barrelled weapon is at it's most deadly when in close assaults. Up close this short-ranged but devastating weapon literally scythes down the enemy in a withering hail of fire. The Scorpion Cannon has a range of 25cm and fires 6 attack dice hitting on a 5+ with no save modifier.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	6	5+	0	

MANGLERS

The Manglers are huge battle claws which can sweep aside battle tanks and flay enemy Titans to twisted metal.

When Abominatus wins a combat with a Titan the Manglers hit the chosen locations as many times as is the difference between the two close combat scores, ignoring shields and striking which ever locations you choose. i.e. if Abominatus scores 31 on 2D6 plus its CAF, and a Warlord scores 21, then Abominatus hits the Warlord 10 times in whichever locations you wish.

BOLTERS

Abominatus bristles with weaponry to keep enemy assault troops at bay. On Abominatus bolters and heavy bolters controlled by automated systems lurk in blister-turrets and firing slits all over the bastions and upper fortress. Abominatus' Daemonic origins allow it to pick up any movement close to the Titan and identifies its origin; friendly troops are ignored but enemy troops are shredded by volleys of explosive bolts.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
15cm	1 each	6+	0	First Fire

SPECIAL RULES

So long as energy is supplied to its fire power centre, an Emperor class Titan may use its bolters – they do not require a separate plasma counter to power them. Bolters can always fire in the first fire phase regardless of the amount of power directed to fire control.

HELLSTORM CANNON

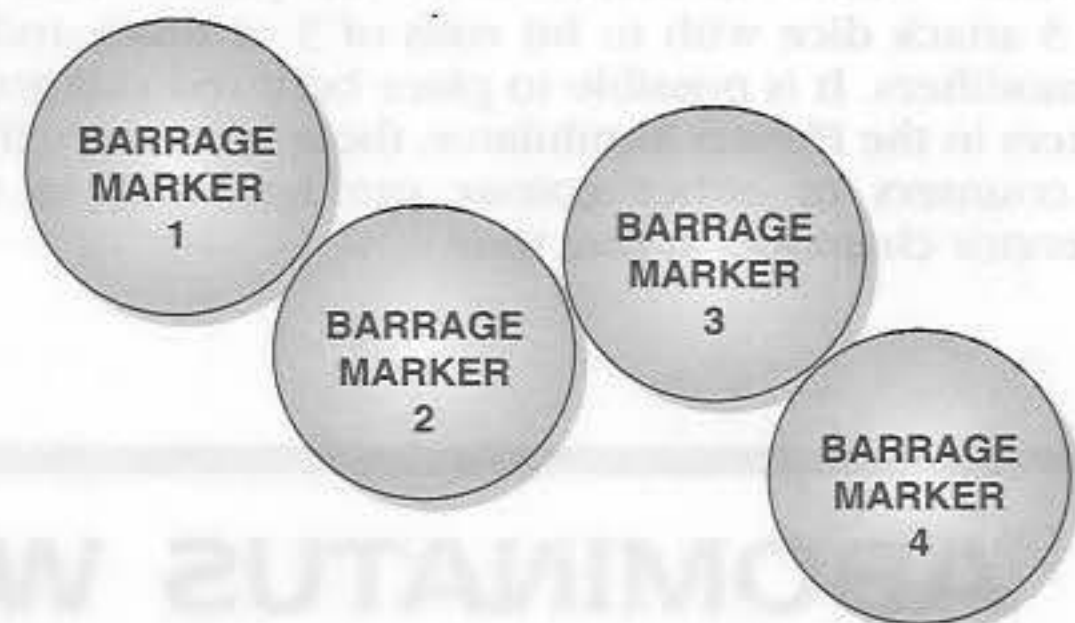
The Hellstorm cannon is a huge gun with six rotating barrels. Seen from a distance the barrels seem to turn at an almost leisurely rate but the giant shells they spew out quickly rend the target apart in storm of fiery explosions and scything shrapnel. Such is the weight of fire laid down by the Hellstorm cannon that whole swathes of the battlefield turn into an inferno of smoke and flames.

The Hellstorm cannon is often mounted in combination with a Plasma Annihilator on Emperor class Titans. This provides the Titan with a deadly area fire capability combined with the point effect devastation of plasma weaponry. Though the Hellstorm cannon has a limited ammo supply it requires comparatively little energy to fire, a factor which has allowed Abominatus to crush many enemies despite having found itself starved of power at critical moments.

SPECIAL RULES

At the start of the game place ten ammo counters on Abominatus' datacard for the Hellstorm cannon. The Hellstorm cannon requires one green plasma counter to fire and it cannot be overcharged. When you come to fire the Hellstorm it is capable of shooting up to four barrage templates, each one with the profile shown below. Each barrage template fired costs one ammo counter, so if there aren't any ammo counters left the Hellstorm cannot fire. All the barrages fired in one turn from the Hellstorm must be placed so that each template touches at least one other in the salvo.

Other than this the barrages are fired using the normal rules. Hellstorm barrages may be fired indirectly. In this case place the templates as above and then roll to scatter each template separately.



The barrage templates must be placed so that each one touches at least one other barrage marker.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	8 Barrage points		-2	See above

MAIN BATTERY

The main battery or batteries of Abominatus are usually hellishly large bore cannon or mortars. Each shell, often the height and width of a man or more, is marked with foul Khornate runes and curses before being manhandled into the breach for firing.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
200cm	D6+3 Barrage Points		-3	Fires barrage

SPECIAL RULES

So long as energy is supplied to the fire power centre Abominatus may use its main batteries, you do not need a separate plasma counter to power them. A main battery fires a barrage with a variable number of barrage points. Roll a D6 and add +3 to the result each time the main battery is fired to find out how many points the barrage has.

PLASMA ANNIHILATOR

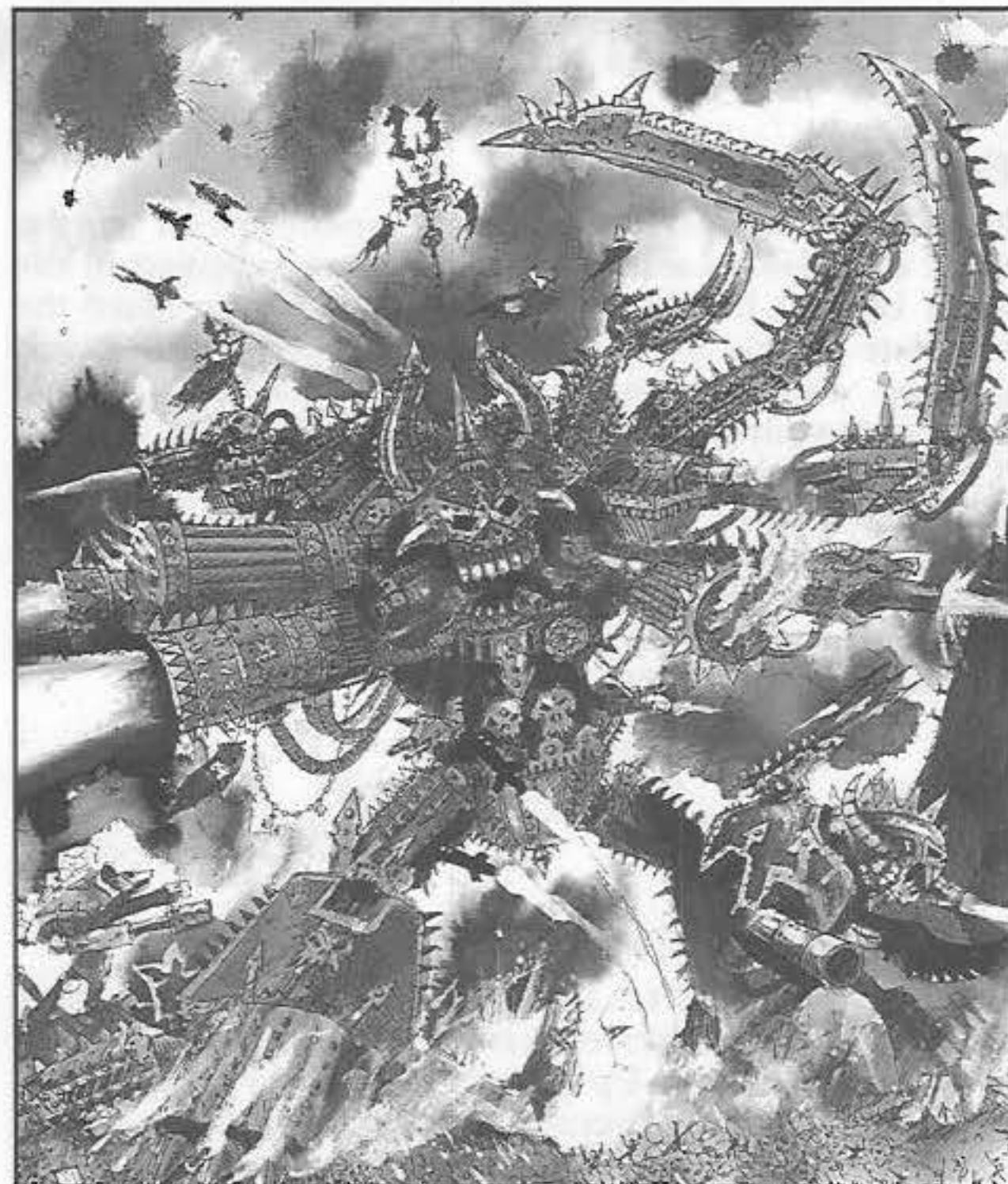
The Plasma Annihilator is amongst the deadliest weapons fitted to a land-based fighting machine. It takes raw, seething plasma directly from the Titan's reactor, accelerates it through a series of electro-magnetic fields and fires it as blinding, white hot bolts of destruction. As well as a rapid rate of fire the Plasma Annihilator has phenomenal range and accuracy. Indeed the high-pitched whine of the Annihilator's electro-magnetic coils building up for discharge has been known to send whole enemy formations fleeing in terror before battle is even joined. The only limitation on the Plasma Annihilator's destructiveness is its requirement for plasma from the reactor chamber. Abominatus rarely find itself in the happy position of being able to fully charge the Annihilator without seriously compromising power supplies to the rest of the Titan.

Plasma Annihilator	Range	Attack Dice	To Hit Roll	Target's Sv. Mod
Energised	100cm	2 per gpc	4+	-4
Overcharged	150cm	3 per rpc	3+	-6

(Nb. gpc = green plasma counter, rpc = red plasma counter)

SPECIAL RULES

The Plasma Annihilator has a variable number of attack dice dependent on the number of plasma counters allocated to it during the orders phase. Each green plasma counter gives 2 attack dice with to hit rolls of 4 or more and -4 save modifiers. Each red plasma counter gives 3 attack dice with to hit rolls of 3 or more and -6 save modifiers. It is possible to place both red and green counters in the Plasma Annihilator, though no more than four counters of either colour can be fitted in the accelerator chambers at one time.



SECONDARY WEAPONS

Secondary weapons stud the outer carapace of the Despoiler of Worlds. Rapid fire cannon jut from casements and barbets, lascannon swivel in turrets and on platforms. As Abominatus strides into battle its silhouette is lit with the myriad flashes of its secondary weapons spewing death at the enemy.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	1 each	5+	-1	

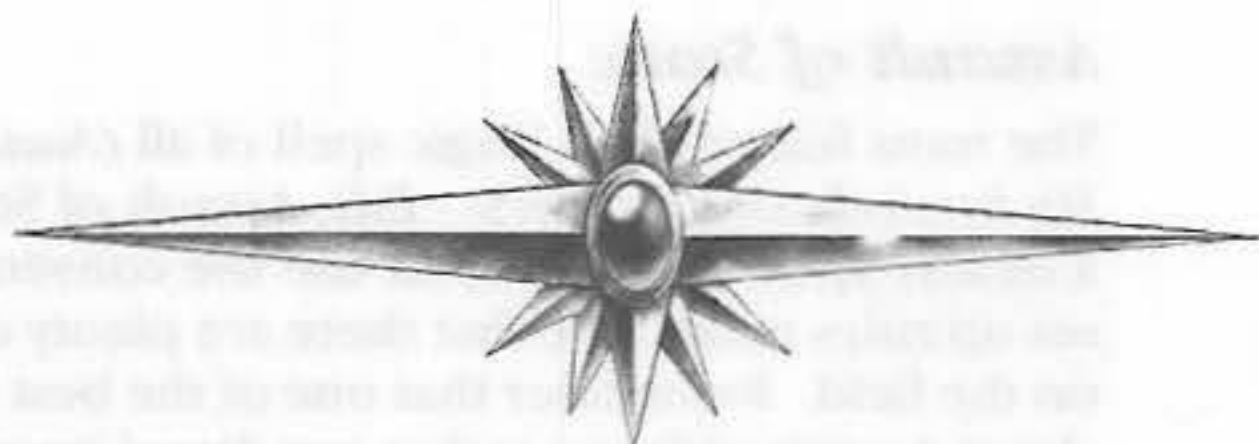
SPECIAL RULES

So long as energy is supplied to the fire power centre the Titan may use its secondary weapons; you do not need a separate plasma counter to power them.

ABOMINATUS WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Manglers	Close Combat	Special Rules			
Bolters	15cm	1 each	6+	0	First fire
Blood Cannon		By Template	4+	-1	Ignores cover
Scorpion Cannon	25cm	6	5+	0	
Hellstorm Cannon	100cm	8 Barrage points		-2	
Main Battery	200cm	D6+3 Barrage points		-3	Fires barrage
Plasma Annihilator:					
Energised	100cm	2 per gpc	4+	-4	(gpc = green plasma counter)
Overcharged	150cm	3 per rpc	3+	-6	(rpc = red plasma counter)
Secondary Weapons	50cm	1 each	5+	-1	

This is Tuomas' view of how to use the High Magic deck as effectively as possible. Tuomas feels that the sceptre of the most powerful magic-using race in the Old World has shifted from the High Elves to the Skaven and the Undead. However, there is still quite a lot that High Elves can do to thwart them.....



HIGH MAGIC

High Elf Wizards have a few very useful rules that every Sapherian General should remember. First of all, High Elves draw their spells first - end of argument. When you need either a High magic or Colour spell you can therefore guarantee that you will get them. Apart from the Undead you will be the only General who can field Level 5 wizards without the aid of the risky Book of Ashur (Note: if your Wizard disappears at the end of the battle then your opponent gains Victory Points for him even if you are not playing a campaign game).

As a High Elf Lord, you really must know all your options. Study the colour decks carefully and think about which are the best uses for them, though at the end of the day many players (including myself) prefer to use High Magic alone.

At the beginning of the magic phase, carefully plan what you want to do, and then decide whether you will change any power cards or not. On many desperate occasions I have traded ALL my power cards and received Total Power in exchange.

Many players equip almost all of their regiments with anti-magic items so it is not rare to see a game where no offensive spells pass either player's defenses. This is the hour of High Magic as many of it's spells are of a defensive nature, so that Amulet of Fire is powerless against it.

MAGIC ITEMS

My preferences are based upon the following:

The Skull Staff is the best bargain to be found at 35 points - you get a +1 to dispels and a 12" scan for magic items.

A **Spell Familiar** is a very useful acquisition for Mages, though Elves suffer a bit from it's lower Movement value - it can really slow down Elf infantry regiments. I prefer Spell Familiars over other Familiars, since the effect is very straightforward. It is especially useful for high level Wizards since the spells gained are hard to dispel and come from a wide choice of spells.

The Book of Ashur steps into the picture if I think I need a couple of level 5 Wizards. This is rare, however, since few battles are large enough to warrant fielding this many Mage Lords at once.

WARHAMMER

HOW TO WIELD POWER



by
Tuomas Pirinen

WARHAMMER



The War Crown of Saphery is all but compulsory in the eyes of many High Elf Generals and I go to battle with it if the game is at least a 3000 pointer. As there is no way around the fact that High Magic spells cost quite a bit of power to cast, enter the **Rod of Power**. Since on the early turns of the game most spells are out of range, it is a good idea to store the surplus Power cards so you can use the Assault of Stone spell once in range.

The Wand of Jet and Chalice of Sorcery serve similar roles, only better. They allow you to cast the spells you need by providing extra power. The only downside is that the Chalice can destroy your Mage and it seems more often than not the Wand loses it's power on the first try. To balance out the risk involved when using Wand of Jet I often hunt for the Portent spell. I cast it at the beginning of the Magic Phase and since it is only a 1 point spell the enemy rarely bothers to dispel it. This gives me a chance to modify any one dice roll, so I can use my Wand safely and lower the cost of every single spell used during that Magic Phase.

THE SPELLS

Coruscation of Finreir

Widely regarded as the weakest High Magic spell, there are still plenty of things you can do with this spell. As it gives an immunity from missile attacks, it makes your wizard immune to those dangerous

war machine hits. In addition, used in conjunction with the Tempest spell, the Wizards new-found manoeuvrability with this spell allows the relatively safe use of this spell since you can fly towards your enemy unscathed. I have now and then mounted my Mage on a Manticore or even a dragon and charged my opponents while this spell was activated. As your opponent can't injure the Wizard because of this spell you can freely let them have it!

Assault of Stone

The most feared High Magic spell of all (*Aaaaarrgh! My luvverly Doomdivers! - Ed*), Assault of Stone is a deadly spell indeed. If you use the conventional set-up rules make sure that there are plenty of hills on the field. Remember that one of the best things about Assault of Stone is that any dispel items held by enemy units won't save them since the spell affects a hill, not the target per se. It is of particular use against Dwarfs and Chaos Dwarfs who often deploy on hills and are too slow to out-manoeuvre even a hill.....

Fiery Convocation

A very nice spell if you manage to cast it early on in the game. It is as good as other 2 point spells in the first round, causes fire damage and gets more powerful if it is not dispelled. Of particular use against Mummies, who are rock hard, receive double wounds and are sooooo slow that you'll have several chances to try and cast this spell against them when they get in range.

Drain Magic

You can base your whole strategy around this spell: It can effectively take out your opponents magic altogether. I use it primarily against the Undead. Thus it has a dual use of denying Necromancers of their horrific spells and slowing the Undead down (even further!) before they can benefit from Vanhel's Danse Macabre. Just be sure you have the right tools for the job! Equip your Mage Lord with the War Crown of Saphery (to guarantee that you get this spell), Skull staff (just too good in the hands of a level 5 Mage!) and the Wand of Jet plus the Chalice of Sorcery to ensure you have enough points to cast this 3 point spell.

Glamour of Teclis

An extremely handy spell: Long range, cheap to cast and quite effective. Glamour of Teclis is an excellent spell for the defensively-minded Elf Lord. It slows the enemy down so you have additional chances to shoot at them. If you get the control of the opposing unit, think VERY carefully how to use them. Check out whether the unit is fast cavalry or not, can they be changed to a skirmishing formation, etc. I once gained control of an extremely powerful Hobgoblin Wolf Rider unit. I changed

them into a skirmish formation and charged them in the next turn. Because they lost their rank and standard bonus as well as not being able to roll against their leader's Leadership, I broke them and cut them down!

Remember to recover this spell when it is no longer required. It is of no use to hold that regiment of Beastmen at the other end of the table if a unit of Chaos Knights are charging your own lines. Do not cast this spell on archers. They have no reason for moving and this spell does not hinder shooting. If you can see a lake or river within the range of the unit you have got control of, move them straight into it! 2D6 wounds with no save and 1D3 for characters! You may also move a chariot to rough terrain and cause it D6 S6 hits!

Banishment

As straightforward as a straightforward thing. Chaos and especially Undead fear this spell over anything else. The only problem is that your opponent is liable to get many chances to dispel it since units often have some kind of protection against magic. If you get the Total Power card, you could do worse than using it on this spell.

Apotheosis

The much beefed-up version of the 'Jade Casket' spell. I often equip one High Elf Hero with appropriate magic items and mount him on an Elven steed. This way my resurrected hero does not become crippled when he returns to the fray. In fact he is more powerful than before because he causes fear. I have of course used Apotheosis to resurrect many other things - Dragons, Hero's and especially High Elf Prince Tyrion who is about the best target for this spell.

Hand of Glory

One of the best spells, but using it requires a fair amount of planning. It can be used to rally cavalry (who get to charge on their next turn unlike with the successful rally test), annoy Undead, and protect your less courageous allies (like humans). Remember to use that Ld 10 for EVERYTHING (spells, panic, etc).

Deadlock

The short range of this spell severely limits it's effectiveness - I don't want to be within 12" of a Vampire Lord for any reason! When you use this spell,

use with a healthy portion of foresight. Use the Deadlock on the best possible target you can find. Spells I try to deprive my opponents of are such things as Plague, Wind of Death, Vanhels Danse Macabre, Curse of Years and Purple Sun of Xereus. The items I try to wring from my opponents include the Sword of Destruction, Morgor the Mangler, Black Amulet and of course the monstrous Rune-Weapons. Deadlock the Battle Standard with Valaya's Master Rune and watch those Dwarfs squirm!

Tempest

A very tricky spell indeed. On the other hand, it is an excellent way to hold up the enemy, but it can maul your own Repeater Bolt Throwers and make a mess of your archery. If you manage to get your Wizard on your opponents side of the table then bomb away, and you'll probably win. Watch out, for those Chaos Sorcerers who might nab this spell! It could be the cause of your worst defeat in ages.....



PLEASE WRITE TO US!

SUBMISSIONS

This publication is a 'Gaming magazine for Gamers written by Gamers' and so it can only thrive if you (the readers) send us new material! We are always looking for new articles, conversions, artwork, etc. and so we are giving you the chance to send in that exciting idea you have been meaning to start work on for ages.....

All submissions should be typed (where possible) and include all relevant rules, conversion ideas, etc. We would also like you to playtest them before you send them in as this often changes the content of an article. Submissions should be sent to the address below.

If you want a reply you *must* enclose a stamped self-addressed envelope (overseas readers should include IRCs). We receive an incredible quantity of mail and do read every letter, but it may take a little time for us to reply to you, so please be patient!

CORRESPONDENCE

We love receiving your comments, ideas and articles for The Citadel Journal, Games Workshop games and any other aspects of the hobby! All letters except subscriptions and Mail Order should be addressed to the address below. 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 and do read every letter, but it may take a little time for us to reply to you, so please be patient!



THE JOURNAL BUNKER, GAMES WORKSHOP LTD, CHEWTON STREET, EASTWOOD, NOTTS. NG16 3HY

Is there anybody out there?

'Is there anybody out there?' is a letters/reply forum written by readers and will hopefully open up debate on a wide variety of subjects dear to Workshopper's hearts.

This is your chance to have your say! We welcome any comments you have about games, miniatures, etc. and this is your opportunity to discuss the issues about our hobby that matter to you. If you don't write in you won't be heard - it's as simple as that!

This interesting campaign tip was found on the internet. The tip is from an Australian student from the University of Queensland who has an interesting view on the use of old board games. The Newsgroup page we took this from is:

rec.games.miniatures.Warhammer.

The best campaign system my local gaming club has come up with in a long time is to use the old Diplomacy board game as a strategic map. Each army token represents 500 points. Instead of 'bounces' as in Diplomacy you have Warhammer 40,000 battles. We are currently up to turn 13 using a one week turn around for orders and battles. So far all is going well. The Orks are winning with 11 supply centres.

In our game the countries represent different races from the Warhammer 40,000 universe.

- | | |
|---|--------------------------|
| • England: Orks | • France: Imperial Guard |
| • Italy: Eldar | • Turkey: Chaos |
| • Austria-Hung: Squats | • Russia: Space Marines |
| • Germany: Tyranid (They have no word for fluffy) | |

So dust off your old Diplomacy set and give it a try. The idea is compatible with any Warhammer system (Epic, Warhammer Fantasy etc). If you have any questions just ask and I will try to get back to you.

(I am a Net newbie and may not be able to figure out how to get back to you.)

Happy Eldar Hunting...

Down UnderDog (or Jordin Steele as he is known)

Net address: bt32498@student.uq.edu.au



HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE
HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE	HELLSTORM AMMO 1 BARRAGE TEMPLATE
REACTOR BREACH	REACTOR BREACH	VOID SHIELD	VOID SHIELD	VOID SHIELD

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WARGEAR CARD

ISITHA KASRA

15 Points

Isitha Kasra come in many different forms: pipes, lyres or synthesisers being the most common. Whatever it's shape they are all psychic tools used by Bonesingers to accelerate the growth of psycho-plastics and wraithbone. The instrument itself is made from wraithbone which has been sculpted by a Bone Seer and has powerful runes engraved upon it's surface. The Isitha Kasra may store up to 3 force cards.

ELDAR BONESINGERS AND BONE SEERS ONLY

ABOMINATUS - CHAOS TITAN

Abominatus is one of the most terrifying of all the servants of Khorne. When it walks the ground shakes beneath its steel shod feet and the enemies of the Blood God quail in fear. The Chaos Titan wields fire and steel against its foes, with flames and gun smoke flickering from each casement and embrasure in its massive body, its soul burns with the unquenchable fire of a Daemon's hate.

Abominatus fights as a single unit which cannot be broken and hence does not have to take morale checks. Victory points are awarded to the opposing player if the Titan is destroyed.

VICTORY POINTS 23

Your opponent gains 23 VPs when Abominatus is destroyed

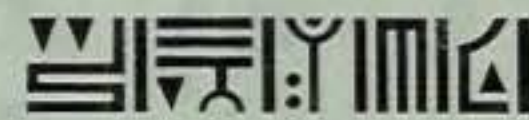
ABOMINATUS - CHAOS TITAN

POINTS VALUE 2250

DESTROYED	DESTROYED	DESTROYED
DESTROYED	DESTROYED	DESTROYED
DESTROYED	DESTROYED	DESTROYED
DESTROYED	DESTROYED	DESTROYED



ELDAR BONESINGER



As psycho-technicians to the Eldar, Bonesingers are an integral part of the Eldar warhosts. Bonesingers can often be seen accompanying Dreadnoughts, Warwalkers and Wraithguard into battle where their unique abilities are best served.



BONESINGER
WITH SYNTH



BONE SEER WITH
VOICE AMPLIFIER



A BONESINGER ASSISTS WRAITHGUARD IN A CLASH WITH GOFF ORKS

Force 1

Range: 16"

PRESERVATION

The Bonesinger raises his hands and points at an Eldar vehicle which is in need of preservation from enemy fire. A sheer white light bursts forth from his hands and strikes the vehicle. This light surrounds the Eldar vehicle and makes it glow with an unearthly light. This power remains in play so you should place this card beside the vehicle it was cast upon. The next time the vehicle's armour is penetrated, roll a D3 for damage instead of the usual D6. The power can be nullified while it remains in play and it may not be cast again until it is nullified, or the Bonesinger chooses to end the power.

ELDAR BONESINGERS ONLY

ELDAR BONESINGER



PSYCHIC POWER

Force 2

Range: 12"

SPIRIT TALK

When a Bonesinger initiates a Spirit Talk he is able to commune with the Eldar spirit within a Dreadnought or Wraithguard on a psychic level. The Bonesinger can direct a Dreadnought or Wraithguard model within range to do one of the following actions immediately: take up Overwatch in a direction of the Eldar players choice, fire one weapon once or move up to its normal move distance. Any movement or shooting is made immediately in the psychic phase.

ELDAR BONESINGERS ONLY

Force 2

Range: 18"

BONE SONG

The Bonesinger closes his eyes and concentrates deeply. He sings a song in a deep booming tone of voice and directs the psychic power towards a damaged Eldar vehicle. When the sound waves touch the psycho-plastic the Bonesong knits the broken material together, repairing the damage very quickly. Bonesong allows the Bonesinger to make a psycho-plastic repair on any one damaged location to an Eldar vehicle within 18" or restore 1 damage point to a Wraithguard model within range.

ELDAR BONESINGERS ONLY



Force 1

Range: 18"

SONG OF SWIFTNESS

The Bonesinger plays an ancient song upon his Isitha Kasra which makes a high pitched undulating music. The Bonesinger directs the music to a vehicle which needs to move faster to reach a crucial position and the beautiful sound of the music invigorates the psychic core of the vehicles wraithbone to move the vehicle faster than it ordinarily should. An Eldar vehicle within range may move an additional D6" when it next moves. This power remains in play and should be placed beside the vehicle which the power is used upon. The power can be nullified while it remains in play and it may not be cast again until it is nullified, or the Bonesinger chooses to end the power, or the vehicle is destroyed.

ELDAR BONESINGERS ONLY

ABOMINATUS, DESPOILER OF WORLDS CHAOS TITAN DATACARD



ABOMINATUS MOVEMENT

Engine Power	Min. Move	Max. Move	Restrictions
Energised (green)	5cm	15cm	max 1 x 90° turn
Overcharge (red)	15cm	30cm	max 1 x 45° turn

BLOOD CANNON
HIT LOCATION

SCORPION CANNON
HIT LOCATION

TEMPLE DOME
HIT LOCATION

MAIN BATTERY
HIT LOCATION

RIGHT TEMPLE

Secondary Weapons
-1 Attack Dice

LEFT TEMPLE

Secondary Weapons
-1 Attack Dice

FRONT MANGERS
HIT LOCATION

REAR MANGERS
HIT LOCATION

FRONT MANGERS
HIT LOCATION

REAR MANGERS
HIT LOCATION

FRONT MANGERS
HIT LOCATION

REAR MANGERS
HIT LOCATION

HELLSTORM CANNON

TARGET	NUMBER OF	
RANGE	SV MOD	BARRAGE POINTS
100cm	-2	8 per template



A maximum of four templates may be fired at once, each template must touch one other.

PLASMA ANNIHILATOR

ATTACK TO HIT TARGET			
RANGE	DICE	ROLL	SV.MOD
100cm	2	4+	-4



	ATTACK TO HIT		TARGET
	RANGE	DICE	ROLL SV.MOD
150cm	3	3+	-6

LEFT PRIMARY COUPLING
HIT LOCATION

FIRE POWER

DAEMONIC MIND

5+

VOID SHIELDS

4+

RIGHT PRIMARY COUPLING
HIT LOCATION

RIGHT BUTTRESS

BOLTERS
-1 ATTACK DICE

RIGHT BUTTRESS
HIT LOCATION

LEFT BUTTRESS

BOLTERS
-1 ATTACK DICE

RIGHT BUTTRESS
HIT LOCATION

REACTOR CORE



VOID SHIELDS

12

11

HELLSTORM AMMO



ABOMINATUS DAMAGE TABLE

BASTION DAMAGE TABLE

- 1-4 The bastion section is damaged.
- 5-6 The bastion section hit is destroyed. If both sections of a bastion on a single level are destroyed the Titan will collapse in a direction determined by rolling the scatter dice. Troops and vehicles under the Titan when it falls are destroyed with no save. Titans and Gargants suffer D6+1 hits which ignore shields and armour.

HEAD DAMAGE TABLE

- 1-2 The Chaos Titan's head is damaged, seriously effecting the Daemons grip on the material universe. Any attempt to repair itself is difficult and repairs can only be made on a roll of 6+ instead of 5+.
- 3 The Titan's ability to channel fire power to its weapons is severely impaired. As long as fire power is damaged it requires twice as many plasma counters to activate.
- 4 Abominatus has lost its ability to generate void shields. Void shields may not be activated or restored.
- 5-6 The head is destroyed. The Titan lurches and falls as detailed above (see the Bastion Damage Table).

BUTTRESS DAMAGE TABLE

- 1-3 The buttress section is damaged by the hit.
- 4-6 The buttress room section is destroyed by the hit.

ENGINE DAMAGE TABLE

- 1 The engines are knocked out of alignment by the hit, reducing Abominatus' movement by D6cm in its next turn.
- 2-3 The engines are damaged. The Chaos Titan may not move or turn until they are repaired.
- 4-5 The engines are destroyed. The Chaos Titan may not move or turn for the rest of the battle.
- 6 The engines are destroyed and a fire breaks out which spreads to the gyros. Roll on the Gyro Damage Table for each gyro immediately. The fire is extinguished after any damage has been resolved.

GYRO DAMAGE TABLE

- 1-2 The gyro is damaged.
- 3-6 The gyro is destroyed. Each destroyed gyro reduces the Chaos Titan's turning ability by 45°. If all three gyros are destroyed Abominatus will fall over as detailed above. (see the Bastion Damage Table).

LEG DAMAGE TABLE

- 1-4 The leg is damaged. Abominatus may not move more than 10cm a turn until it is repaired.
- 5-6 The leg is destroyed and the Chaos Titan slowly topples over as detailed above (see Bastion Damage Table).

PRIMARY WEAPON DAMAGE TABLE

- 1-3 The primary weapon is damaged by the hit and may not be used again until it is repaired.
- 4-5 The primary weapon is destroyed and may not be used again in this battle.
- 6 The primary weapon explodes, causing damage to all adjacent locations. Each location suffers a hit with a -3 saving throw modifier and a +1 damage modifier per unused ammo or plasma counter in the weapon as appropriate.

DAEMONIC MIND DAMAGE TABLE

- 1 A burst of static temporarily overloads Abominatus' mind. The Chaos Titan's CAF is halved and it may not fire its primary weapons for the remainder of the turn.
- 2 Abominatus' is disorientated, reducing the Chaos Titan's CAF by 2D6 points. Further hits will reduce the Titan's CAF by another 2D6. This disorientation cannot be shaken off.
- 3 Abominatus is disorientated. Whenever the Titan moves from now on roll a D6: on a 1 or 2 it turns 45° left at the start of its move, 3 or 4 it turns 45° right and 5 or 6 it goes straight ahead. The Titan may not turn otherwise. Abominatus cannot restore himself.
- 4 Abominatus is seriously losing his grip on the material universe! From now on, whenever one of the primary weapons is fired roll a D6: on a 1, 2 or 3 the weapon is fired at the nearest target -- friend or foe! Abominatus cannot restore himself.
- 5-6 Abominatus completely loses his grip on reality and is cast back into the Warp. The Titan's limbs lock up and it topples over as detailed above (see the Bastion Damage Table).

MANGLER DAMAGE TABLE

- 1-3 The Mangler section is damaged by the hit. Abominatus' CAF is reduced by 1D6.
- 4-5 The Mangler section is destroyed by the hit. Any higher Mangler sections are also destroyed. Abominatus' CAF is reduced by 2D6.
- 6 The Mangler is destroyed as above. The force of the explosion blows the Mangler clean off Abominatus and it lands 2D6cm away in a direction determined by using the scatter dice. Any vehicles or stands underneath the mangler suffer a hit with a -2 saving throw modifier. Abominatus' CAF is reduced by 2D6.

REACTOR LINK DAMAGE TABLE

- 1-3 The reactor link is damaged. While it is damaged no plasma counters may be placed in the engines.
- 4-5 The reactor link is destroyed. No further plasma counters may be placed in the engines. A gout of white hot plasma spews out of the linkage -- roll the aim dice to determine if the plasma damages an adjacent area. If a hit is indicated on a location it must make a saving throw with a -4 modifier or suffer damage.
- 6 The reactor link is destroyed as in 4-5 above. Also, plasma from the ruptured link damages the reactor vessel, roll on the Reactor Damage Table.

PRIMARY COUPLING DAMAGE TABLE

- 1-2 The coupling is damaged. Until it is repaired the primary weapon may only fire in the direction the weapon on the model is pointing. No further plasma counters may be placed in the primary weapon until the coupling is repaired.
- 3-5 The coupling is destroyed and, with a deafening screech of tortured metal, the primary weapon crashes to the ground! Anything under the weapon, including

buildings, suffers a hit with a -4 save modifier.

- 6 The coupling is shattered, blowing the primary weapon clean off Abominatus as above and also causing a flashback into the Titan's hull. Roll a D6 to see what is affected: 1-2 buttress, 3-4 Temple dome, 5-6 Reactor. The location indicated suffers an automatic hit with no armour save possible. Roll damage immediately.

TEMPLE DOME DAMAGE TABLE

- 1-3 The Temple dome is damaged.
- 4-6 The Temple dome is destroyed. All weapons fired from the Titan suffer a -1 to hit modifier if one dome location is destroyed. If all three are destroyed it suffers a -2 to hit penalty. The Titan also suffers a -2 modifier to its psychic saving throw for each temple dome location destroyed.

WEAPON DAMAGE TABLE

- 1-2 The weapon is damaged by the hit and may not be used again until it is repaired.
- 3-4 The weapon is destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off Abominatus and scatters 2D6cm in a direction determined by using the scatter dice. Any vehicles or troop stands underneath the weapon suffer a hit with a -2 saving throw modifier.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to an adjacent location. Roll randomly to determine which location is hit and roll for damage to that location immediately.

VOID SHIELD GENERATOR DAMAGE TABLE

- 1-3 Abominatus has lost its ability to generate void shields. No void shields can be raised until they are restored.
- 4-5 Abominatus has lost its ability to generate void shields. No void shields can be raised for the rest of the game.
- 6 Abominatus has lost its ability to generate void shields as above. In addition, arcing energy lashes out and damages another location. Roll a D6 to find out which location is hit: 1-2 = Reactor, 3-4 = Temple dome, 5-6 = Daemonic mind. Roll on the appropriate damage table immediately.

REACTOR DAMAGE TABLE

- 1-2 The reactor vessel is breached. Until it is repaired D3 plasma counters will leak out each turn. Roll the aim dice for each counter to determine if the leaking plasma damages an area adjacent to the breach. If a hit is indicated on a location it must make a saving throw with a -4 modifier or suffer damage.
- 3-4 The reactor is damaged and shuts down. While it is damaged no plasma counters will be generated but plasma still in the core can be used.
- 5-6 The reactor is destroyed and the Titan is vapourised in a cataclysmic meltdown. Abominatus is cast back into the warp. Remove the Titan from play and place a crater on the spot where it stood. All units within a 4D6cm radius suffer a hit with a -1 modifier.

ABOMINATUS, CHAOS IMPERATOR TITAN HIT LOCATION TEMPLATE

FRONT

WEAPON Blood Cannon 5+	TEMPLE DOME 4+	REAR MANGLER 5+	REAR MANGLER 5+	FRONT MANGLER 5+
WEAPON Scorpion Cannon 5+	WEAPON (Main Battery) 5+	LEFT TEMPLE DOME 3+	REAR MANGLER 5+	FRONT MANGLER 5+
RIGHT PRIMARY COUPLING 3+	BUTTRESS 4+	DAEMONIC MIND 2+	LEFT PRIMARY COUPLING 3+	
RIGHT PRIMARY WEAPON 4+	RIGHT REACTOR LINK 3+	HEAD 2+	LEFT PRIMARY WEAPON 4+	LEFT PRIMARY WEAPON 4+
RIGHT PRIMARY WEAPON 4+	ENGINES 2+	ENGINES 2+	LEFT PRIMARY WEAPON 4+	LEFT PRIMARY WEAPON 4+
RIGHT GYRO 3+	RIGHT LEG 1+	CENTRE GYRO 3+	LEFT GYRO 3+	
RIGHT LEG 1+			LEFT LEG 1+	
RIGHT BASTION 3+			LEFT BASTION 3+	LEFT BASTION 3+
RIGHT BASTION 3+			LEFT BASTION 3+	LEFT BASTION 3+
RIGHT BASTION 3+			LEFT BASTION 3+	LEFT BASTION 3+

SIDE

MANGLER 5+	TEMPLE DOME 4+	MANGLER 5+	WEAPON 5+
MANGLER 5+	BLOOD CANNON 5+	TEMPLE DOME 4+	SCORPION CANNON 5+
VOID SHIELD GENERATION 4+	BLOOD CANNON 5+	TEMPLE DOME 4+	BRIDGE 2+
REACTOR 2+	REACTOR 2+	PRIMARY COUPLING 3+	BUTTRESS 4+
	REACTOR 2+	PRIMARY COUPLING 3+	BUTTRESS 4+
		PRIMARY WEAPON 4+	PRIMARY WEAPON 4+
		ENGINES 3+	GYRO 3+
		LEG 1+	
		BASTION 3+	BASTION 3+
		BASTION 3+	BASTION 3+
		BASTION 3+	BASTION 3+

BACK

FRONT MANGLER 5+	REAR MANGLER 5+	REAR MANGLER 5+	BLOOD CANNON 5+
FRONT MANGLER 5+	REAR MANGLER 5+	TEMPLE DOME 4+	BLOOD CANNON 5+
FRONT MANGLER 5+	REAR MANGLER 5+	VOID SHIELD GENERATION 4+	RIGHT TEMPLE DOME 4+
	LEFT PRIMARY COUPLING 3+	REACTOR 2+	REACTOR 2+
LEFT PRIMARY WEAPON 4+	LEFT PRIMARY WEAPON 4+	REACTOR 2+	RIGHT PRIMARY WEAPON 4+
LEFT PRIMARY WEAPON 4+	LEFT PRIMARY WEAPON 4+	ENGINES 2+	RIGHT PRIMARY WEAPON 4+
LEFT GYRO 3+	LEFT LEG 1+	CENTRE GYRO 3+	RIGHT GYRO 3+
LEFT LEG 1+			RIGHT LEG 1+
LEFT BASTION 3+	LEFT BASTION 3+		RIGHT BASTION 3+
LEFT BASTION 3+	LEFT BASTION 3+		RIGHT BASTION 3+
LEFT BASTION 3+	LEFT BASTION 3+		RIGHT BASTION 3+

HIT LOCATION PROCEDURE

SHOOTING

Roll to hit Abominatus as normal. If you hit, refer to the location templates above. Nominate the target location. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location make a saving throw on 2D6 modified by the attacking weapons saving throw modifier. If the save fails roll a D6 on the appropriate damage table. If your shot lands on an empty square or outside the grid or on a square obscured by intervening terrain it has missed.

CLOSE COMBAT

If Abominatus is beaten in close combat the enemy chooses a location and damage is rolled on the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

