

• DESPERATE MEASURES IN BLOOD BOWL • EPIC SQUATS REINFORCED • KISLEV ARMY LIST PART 1 •



THE CITADEL JOURNAL

ISSUE **14**

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Da Bunker
Boyz



PAUL SAWYER
'DA 'EAD-ITTER'



ALEX SCOTT

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YOO LOOKIN' FER TRUBBLE OR WOT?

Welcome to the wonderful, if somewhat fat and bald world of the Citadel Journal!

2 extra full-colour pages in a gatefold cover adorn this wondrous publication! This new feature has proved a real hit with lots of you and where we have the stuff to fill them we intend to print the extra pages! Now, I'm not going to waste space telling you what is in this issue, you can find out for yourself! Yes, you! Go on, get reading!

Firstly a word or two about the Journal itself. The Citadel Journal is a **your** mouthpiece, **your** chance to have **your** say, **your** opportunity to share **your** great ideas with the Games Workshop hobby worldwide. It's a great way to help expand the boundaries of your favourite game and therefore make them even more enjoyable! The Journal is in effect a 'professional fanzine' written by **you**, the readers, and published by us here at Games Workshop! The content is in no way linked to the official rules that appear monthly in White Dwarf but is sometimes used as a 'testing ground' for new ideas which may eventually come to fruition - Jervis Johnson's Big Guy rules from last issue, Adapting the Mech stuff also by Jervis are prime examples.. The Citadel Journal allows you access to these 'rules' and welcomes your comments (for better or worse!) as this helps shape the games to a format where you, the gamer, is most happy! However, the Journal is, more importantly, a blank page that you can fill with your imaginative ideas, superb conversions and brilliant artwork.

And last but not least let me introduce my faithful Gretchin Assistant, Alex Scott. Alex has recently joined us here in Da Bunker and apart from furnishing me with coffee and lard butties he will be helping to put the finishing touches to your articles in future Journals. Over to you Alex...

"A big Hello, I'm the new boy at the Bunker. I moved up here from Ramsgate in Kent just as Journal 13 went to print and have been rushed off my feet since. Anyway, I currently field a Warhammer Fantasy Battle Dwarf army, have a sizeable Empire army and based on some of the amazing new Wood Elf miniatures may have to start collecting yet another army! That's my biggest problem, I can never make up my mind which Fantasy Battle army I want to collect. So I usually end up collecting more than one at a time. At the moment my Dwarves need enlarging (? - Ed). As well as being the first army I fought with they are also my personal favourites. In 40K I find it some what easier I have an Imperial Guard Army that is currently searching for a rampaging Ork Warlord rumoured to be in possession of a Blood Axe captured Demolisher. Yes Paul, the Emperor wants it back!

Paul Sawyer

PLEASE WRITE TO US!

SUBMISSIONS

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) or written in **legible** handwriting 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.

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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!

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BLOOD BOWL®



DESPERATE MEASURES



By Adam Morgan

*Unfortunately Adam didn't tell us his address (silly boy!).
We'd like him to get in touch if he's still out there.....*

BOTTOM OF THE BARREL

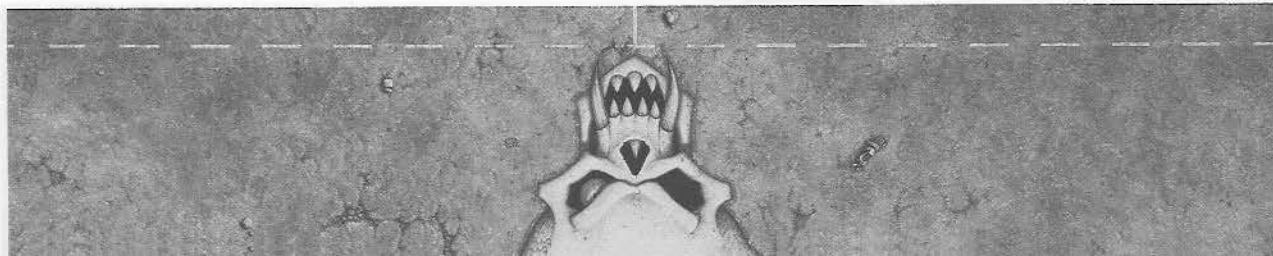
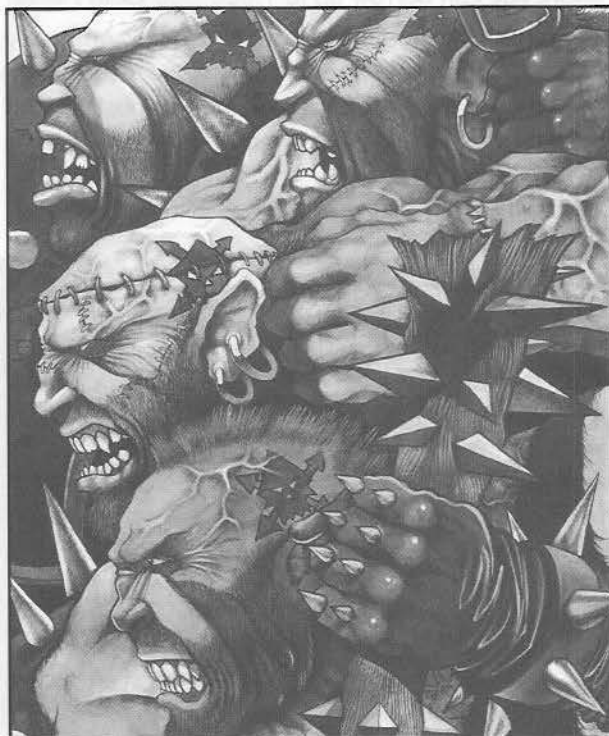
There are those thankfully infrequent occasions when a Head Coach is faced with the problem of having too few players and no spare cash to bolster the squad with. When this happens you must take what ever you can find. The local prisons and asylums are always a good place to start - let's be frank, whos going to notice the difference between these mentally inadequate individuals and those on the pitch? There are always thousands of raving lunatics willing to play Blood Bowl just for the fun (???? - Ed) of it, but sadly, they generally have the potential and talent of your average McMurty Burger!

These players are known as 'Imports'. Enter this into the space marked 'Position' on the team roster. You can have up to 11 imports in your squad at no cost, but they do have severe limitations:

- Their Statistics are half that of a normal Lineman of that race (or the nearest equivalent position ie. Hogoblins, Skeletons, etc.) round any fractions up to the nearest whole number. The import may keep any skills this position entitles them to.
- They may never use either Pro or Team Re-rolls.
- They only ever recieve Star Player points when being chosen as MVP or through the card decks from Deathzone. They may not

accrue SPP's by scoring touchdowns, causing casualties, etc.

It is highly unlikely that they will be of any use, other than Ogre fodder, but you can have a small moral victory if they ever manage to score or injure the opposition. These players are only of any use as a stop gap until you can afford to buy more decent (in every way!) replacements.



DESPERATE MEASURES



LOAN SHARKS

Q. *What do you do when in dire need of extra funds, every bank in the known world has black-listed you and your team and there are even Snotling teams with a higher position in the league?*

A. *Find a Loan Shark, of course!*

To begin with you will need to find one of these highly un reputable individuals. This should not be too difficult as there are always plenty of these social leeches in every town or city. However, you may just be unlucky and find that even these moneylenders will not extend credit to you. Roll a d6 and on a result of 2 or more you have found a Loan Shark willing to boost your funds. On a roll of 1 you are out of luck - even the dodgiest of moneylenders have turned you away (the Gods really have turned their back on you, haven't they!). Once you have found a willing Loan Shark you can borrow up to 1,000,000 Gold Pieces!

Although using a Loan Shark is a quick and easy way to buy that all important Star Player, borrowing from a Loan Shark can be a dangerous pastime and if you're not regular with repaying the installments the situation can easily

end with you,

the Head

Coach,

making an

unexpected

visit to the

casualty

ward of the

Local

Infirmiry!

After every

match the

amount out-

standing is

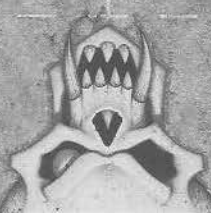
increased



by half again due to the excessive interest payments! If you cannot pay back this amount in full then roll a d6, on a result of 4+ (3+ if you have repayed at least half the outstanding debt) the Loan Shark lets you off with a 'friendly' warning. If you roll less than this you are not so lucky and one of your players (selected randomly) has a visit from a few of the Loan Sharks colleagues, roll immediately on the Injury table for this player. There are no modifiers for this roll other than a +1 for each previous attack of this nature (this simulates the moneylender getting more and more impatient with you!). Apply the result to the chosen player with stunned results having no effect (the player has merely been roughed up a little). KO'd players must start the next match in the KO'd box but may return to action after a touchdown or end of a half as normal. Badly Hurt results mean the player has suffered a 'broken limb as he fell down the stairs' or 'accidentally' cuts off his own ears whilst shaving and must miss the next match.

EXAMPLE OF USING LOAN SHARKS:

Johann Schmidt, owner of the Altdorf Avengers (a struggling second division team) needs money fast. He needs at least another 200,000 gold pieces to buy another Star Blitzer. He rolls a 5 and manages to find a Loan Shark willing to do business with him. He borrows the 200,000 gold pieces he needs and buys the relevant player. After the next match he owes 300,000 gold pieces but is only able to pay back 100,000 gold pieces back. He just manages to escape a beating (he paid at least one quarter of the debt). After the next match he owes 450,000 gold pieces but this time he is not so lucky and rolls 2 and his best catcher is Badly Hurt in a freak jogging 'accident'. The Head Coach realises the error of his ways and with the help of a few random events cards manages to pay off his debt vowing never to use the money lenders again!



DESPERATE MEASURES

ASSASSIN!

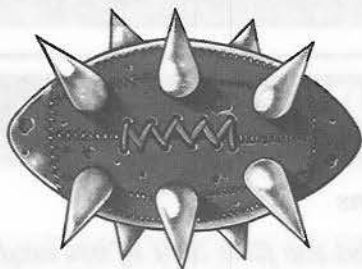
Whilst not strictly a breach of the written rules of the game (not that it ever mattered!), some particularly brutal coaches resort to hiring Assassins to dispose of the opposition's best players. To say this is a little risky for the Assassin is an understatement. Trying to kill a professional psychopath who probably wears his armour to bed is hardly an easy job, so only a few Assassins are available to a team at any one time, roll on the following table for details:

1. No Assassins are available for this game, they aren't too enamoured with your choice of target!
- 2-5. 1 Assassin is available for hire
6. D3 Assassins are available for hire!

ASSASSIN HIRING COSTS

AMATEUR/THUG	50,000GP
STUDENT	100,000GP
PROFESSIONAL	150,000GP
MASTER ASSASSIN	250,000GP
NIPPONESE/CLAN ESHIN	+50,000GP*
'GANGING-UP' SURCHARGE	+25,000GP

* Except Skaven or Human teams



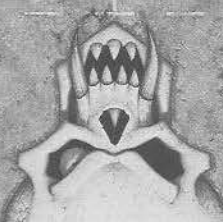
Assassination attempts take place in the Pre-match 'Hire Freebooters' sequence and any player or member of the coaching staff in the opposition's squad may be targetted.



Assassins come in a wide variety of professional levels. Assassins can range from the unskilled thug on the street to the master of a myriad of disciplines and the age old adage applies doubly here: you get what you pay for. Once you have declared your intention to attempt to assassinate a particular member of the opposition you must roll on the 'Assassination table' - after applying the appropriate modifiers from the table below.

The most deadly and therefore successful Assassins are the Nipponese Ninja and their furry proteges - the Skaven of Clan Eshin. Human and Skaven teams may purchase these experts for their normal fee, other Human teams (Chaos, Norse, etc.) must add 50,000gp to the fee if they wish to include Nippon Assassins.

Human Teams may hire Nipponese Assassins and Skaven Teams the Clan Eshin for the normal price. Other races must add 50,000 gold pieces to the total cost. These extraordinary Assassins may never be 'amateur' and give +2 to your roll on the Assassination table.



DESPERATE MEASURES



Assassinations may also be attempted against non-playing members of the coaching staff (with the exception of Head Coaches). Assistant Coaches & Cheerleaders count as Veteran players and Wizards as Star Players.

If more than 1 Assassin is hired they may 'Gang Up' on their unknowing target. To do this simply hire the Assassins as normal and then decide if they will 'Gang Up' or 'Compete'. Competing Assassins are handled as normal one after the other. Assassins that choose to Gang Up add an extra d6 to the Assassination roll for each Assassin after the first. There is, however, a drawback to Assassins hunting in packs - it costs a further 25,000gp for each extra Assassin as the Assassin charges more for the inconvenience of working with others and their Guild/Clan exacts a hefty surcharge.

ASSASSIN LEVEL MODIFIERS

TARGET	Amateur	Student	Professional	Master
Rookie	+0	+1	+3	+5
Experienced	-1	+0	+1	+3
Veteran or Coach	-3	-1	+0	+1
Star Player or Wizard	-5	-3	-1	+0

Note: +2 for Nippon or Clan Eshin Assassins
+1D6 per additional Assassin after the first when 'Ganging-up'

NOTE:

If you wish to use the rules for 'Mixed Teams' and 'Allies' that appeared in Citadel Journal #7 and #13 you may take these Assassins if you are able to ally with that race.



ASSASSINATION RESULT TABLE

2D6	Effect	Result
2-7	Failed Assassination	Nothing happens
8-9	Wounded	Player must miss the first half of his next match
10	Badly Hurt	Player must miss the next match
11	Serious Injury	As if the player was injured in the last game
12+	Dead!	Remove the player from your team sheet!



KISLEV

The claws of the Great Bear

by *Tuomas Pirinen and Tommy Boyd*

The prolific Mr. Pirinen is 23 years old, and hails from Helsinki, Finland. He has an unhealthy fascination with Warhammer in which he has fielded High Elf, Dwarf and Bretonnian Armies since 1985. He also thoroughly enjoys Epic and Necromunda. Eastern European history has long been Tuomas' passion and so it is no wonder that when he decided to write a Warhammer Army List, it was the Imperial Army of Kislev.

Tuomas first met Tommy Boyd on the Internet, and they have since become long-time friends. Tommy, who is from Chicago, USA is also a Warhammer player, fielding a large Empire Army. With Tommy's help Tuomas was finally able to realise his dream and finish the Army List you see before you....



North from the rich lands of the Empire the forests give way to great wind-swept plains and dark birch glades. These are the lands of Kislev. For a thousand years this kingdom has endured despite the attacks of the savage Norse raiders and the everpresent threat of Chaos.

During the long winter nights the inhabitants gather around their log houses, remembering the glory of the Tzars of old and the Ice Queens from bygone ages. They sing the songs of war and dream of happier times. For their own age is filled with much strife.

Year after year the Northern border with the forbidding Troll Country becomes increasingly hard to defend against marauding Chaos warbands. In the dark forests of Kislev the Beastmen multiply and they become bolder in their raids against Kislevite farmsteads. Orcs and Goblins from the Darklands pour into Zaborata and take heavy toll on the defenders of Kislev.

But to the Kislevites, this matters not: the North is their home, and if they cannot live here, they will die here....

THE LAND OF KISLEV

Kislev is a land of wind-bitten steppes, ancient forests and great mountains. The rule of the throne of Kislev extends well over the World's Edge mountains into provinces known as the 'Zaborata' or Farside. The Boyars of the Farside are very independant however, and this is not surprising because the passes over the mountain are open only during the peak of the summer season. The regions of Kislev can be roughly divided into three regions: Tundra, Taiga and Wetlands.

THE REGIONS

The **Tundra** is the northernmost part of Kislev. It is a land inhabited by the creatures of Chaos and many castles made of black stone harbour the enemies of mankind. Only Cossack patrols and the most fearless of the Sibirians come here to seek information and wealth in this frozen part of the Old World.

The **Taiga** is an area where the great forests of Kislev grow. The famous Kislevite timber comes from this region, as well as bear hides acquired by Sibirian hunters. Occasionally, Chaos warbands penetrate the defences of the borders and scattered Cossack tribes gather to oust these invaders. This is Cossack land and

the enemies of Kislev must pay a heavy price if they wish to pass through and defile the homeland.

The **Wetlands**, or 'Dobryion' as the Kislevites call it, is the area where the cities and villages of Kislev are situated and it is the area of Kislev best known to the rest of the Old World. This is a rich land and the fields yield a bountiful harvest. The region is the main target for the armies of Chaos as they strike south and if the Wetlands should be taken and the cities of Kislev fall, all of the Old World would be in grave danger.

THE RIVERS

There are two great rivers that flow through the lands of Kislev: the Urskoy and the Lynsk.

The **Urskoy** is the river that makes the fields of Kislev fruitful and allows Kislevite ships to be built in the capital. It is a mighty river, which joins the Reik at Altdorf. The barges of Kislev use this river to navigate through the Empire where exotic wares like vodka and the famous Kislevite duelling pistols fetch a good price. In the middle of the river Urskoy stands a lonely cliff, covered only by wild moss and lichen,



that juts out to astonishing heights. The only person to ever reach its remote summit is the Cossack leader Stepan Rasin. Today, the cliff bears his name and when the waves of the Urskoy speak to one another at night, they are sure to mention Ataman (Cossack Chief) Stepan Rasin, the great hero of Kislev.

The **Lynsk** is the border river of Kislev. To the north of this mighty flow lies the Tundra, the disputed area claimed by both Kislev and the forces of Kislev. Kislev forces also call it by the name 'Sanguisov' or The Stream of Blood. On its banks and bridges Kislevites have waged many a desperate and bitter battle against the hordes of Chaos and it symbolises the Kislevites struggle against their eternal foe.

THE CITY STATES

The architecture of Kislev is unique in that most of the buildings are only one or two stories high, marking them in stark contrast to the many temples and palaces. These ornate public buildings are decorated with cupolas gilded with pure gold and the temples are equipped with a multitude of bells. On great festival days these bells all peal in unison and their song echoes for miles around. Beastmen are known to fear and loathe this sound and they hide in their secluded camps deep in the forest during these festivals.

The Kislevite masons are famed throughout the Old World. Since the cities of Kislev stand as a bulwark against Chaos, masonry is a very practical profession and a stonemason whose battlements are taken in an enemy attack will undoubtedly find further work hard to come by.

Kislev, the capital of the nation, stands on the banks of the River Urskoy, and is built around 'Gora Geroyev', also known as the 'Kreml', or Hill of Heroes. Kislev is a fortress city, for the realm of Chaos draws nearer every year and many valiant Kislevites are buried every day in the red soil of the Kreml. There is always a sizeable contingent of Dwarfs who have journeyed from their homes in the Empire and their racial homes to work tirelessly on strengthening the defences.

The Capital is the true heart of the Kislevite people. Here are the Mausoleums of the Tzars and Tzarinas of old and the great Temples of Taal and Ulric stand near the great cupolas of the Kreml. The great parade that celebrates the victory of Kislev over Chaos is held every other year and is the greatest celebration in the land.

The city is not only the base of the military might of Kislev. Painters, writers and poets walk the streets near the distinguished University of Kislev and great philosophers struggle with the questions of life and death with the most learned of priests. Architects from around the world gather here to marvel at the great golden domes of the great palaces and temples. It is a beautiful city full of wonders and an endless source of pride to the many people of Kislev.

During the last great Chaos incursion, the once beautiful city of **Praag** was completely overrun by the forces of Chaos. The twisted minions of the four dark powers breached the defences of the city and put the inhabitants to the sword. Those few who survived by fleeing into the surrounding woods returned to find their homes twisted by Chaos. Buildings had melded with flesh, forming a disturbing and sickening visage of horror. The Tzar of Erengard ordered the city razed to the ground and plans were drawn up for its rebuilding. This was done, but the visage of Chaos returned. Travellers tell tales in hushed tones of cries of agony that pierced the night, and faces that appeared in the walls of buildings to consume the unwary with savage ferocity. The citizens of Praag must often burn down and rebuild their homes to retain some small measure of sanity. They refuse, however, to move away, for they feel that this would mean giving in to their most hated enemy - Chaos. The current Tzar, Saltan, spends his time drilling his militia and dreaming of the revenge he will one day inflict on the spawn of Chaos.

The Kislevite Seaport of **Erengard** is one of the largest trading cities in the Old World, second only in size and importance to Marienburg, boasting produce including whale oil, sea ivory, timber, pearls, tar and fish. The sleek vessels of the High Elves often visit here, daring the dangers of the Northern seas which are polluted by the foul touch of Chaos. Traders from Bretonnia, Marienburg and the Empire also travel to this vibrant city which is located in a lagoon at the head of the River Lynsk.

"If you want to meet a true Hero, go to the graveyard of the Kreml."

Traditional Kislevite proverb



Castle Alexandronov stands to the North of Erengard, on the borders of the Troll country. Construction of the castle was originally ordered by the great Tzar Alexandr Njevski. He chose the site guided by a dream in which Boris Ursa, the Forever Tzar of Kislev, directed him to build a great stronghold for Kislev, or else the land would be lost in a war against the greatest evil of all. Alexandr travelled across the lands of Kislev for two years, until he recognised the site from his dream. Near the Troll Country stood a great cliff, some five hundred feet tall, and on the highest point he found the cool stream of clear water that Boris Ursa had shown to him. Here was built a gigantic fortress with seven walls and a massive keep. Dwarfs hired from the northern holds worked ceaselessly for over a decade and the Ice Mages, led by Tzarina Olga, cast great enchantments over it. This effort severely

depleted the treasury of Kislev, and many Boyars and Chalnekhniks opposed it bitterly, claiming that the castle served no purpose. The coming of Chaos was to prove how wrong they were.

Castle Alexandronov does not block the route of the rampaging Chaos hordes. Indeed, that would be an impossible task, since the northern Kislevite border stretches many hundreds of miles, most of it windswept plain. Rather, the castle attracts the worshippers of the four dark Gods like a candle attracts moths. Arrogant Chaos Lords regard the land where the castle stands as their property and to have a Kislevite fortress on their land enrages them to a reckless frenzy.

Year after year, Chaos warbands gather here and throw themselves forward in futile attempts to scale the fifty foot walls. No known war-machine can breach the enchanted true-steel gate and even assaults by the most determined Chaos Warriors have failed to breach even the

first wall. The number of Beastmen skulls and those of other creatures that are spiked on the fortresses walls grows monthly.

Castle Alexandronov has never been taken. It is one of the most formidable fortresses in the Old World, rivalling even the great Dwarf strongholds. During the Great War against Chaos the castle was attacked six times and some of the most bitter fighting of the entire campaign was fought in its colossal shadow. The castle tied up a considerable part of the Chaos horde and it is without doubt that it was instrumental in the defeat of Chaos during that dark time.

The castle is constantly manned by the most fanatical defenders of Kislev and each man who aspires to join either the Kreml Guard or Gryphon Legion must first serve here for a period of six months. A Kislevite youth can

usually expect to see at least two sieges during his service and can bear witness to the foulness of Chaos with his own eyes. The castle is an important symbol for the people of Kislev, signifying their resolution to stand firm against any enemy.

THE PEOPLE OF KISLEV

The mainstay of the people of Kislev are **Gospodars**: tall, broad-shouldered, blonde or red-haired people with deep voices. They are quiet and grim in the face of outsiders, but are very sentimental people with a deep love for both their families and their land. The Gospodar women are famed for their beauty, and are viewed as equals to men. There is no reason that a woman cannot rise to a position of power within the government and the bloodline is traced by the mother's side. Most Gospodar women stay at home, but in the family their authority is absolute and far above that of a man. Most powerful sorcerers are women, and many tales have been told of Baba Yaga, probably the most powerful Witch of all time. Kislevites love music and their dances, especially the 'Blade Dance' which is famous throughout the Old World. Their battlesongs are among the most impressive sounds in the known world and the dreaded warcry "URAAA! URAAA!" is feared wherever it is heard.

To the North of the civilised areas of Kislev allies the Taiga. It is a lawless and inhospitable land, riddled with foul creatures from the Chaos Wastes. Only the toughest of men survive in this cold and harsh land and one might ask why any man would wish to travel this godsforsaken land, but the answer is simple: the animals of the Taiga bear the finest fur in the known world and the rewards are great for those that survive. The men of the Taiga are known as **Sibyrians** and are a huge, bearded, silent folk. Their appearance and language have a distinctly eastern influence, but whatever their origin they are brave and stubborn and are valued as scouts and foresters, of which they have no worldly equal, in the armies of Kislev.

Cossacks are nomadic people who live in the far North. Riders and scouts without peer, these brave warriors have always stood as Kislev's first line of defence against the wrath of Chaos. Year after year, a war of ambush and counter-ambush is fought with the Cossacks oft times victorious. Even when faced with

overwhelming odds their hatred for the forces of Chaos often pulls them through.

Huns, the most primitive and savage of all peoples of Kislev, are little more than animals. They file their teeth, scar their bodies and enter battle in a state of berserk fury. They are a cannibalistic and vicious race, but none the less fearless in the defence of their land. No opponent wishes to be captured by the Huns, for his fate will be worse than death.

THE HISTORY OF KISLEV

The history of Kislev reaches back almost 1,000 years, from the times when the hordes of Gospodars finally arrived over the World's Edge Mountains in strength. The Empire, which for years had been torn between internal strife, was too weak to hold its Northernmost provinces. When the Empire finally gathered its strength, the Gospodars had already established their realm. Emperor Dieter III realised that the Empire would benefit from this bulwark against Chaos and the barbarous Norse and so formed an alliance with Tzar Alexandr I. Since then, Kislev and the Empire have enjoyed a strong alliance with each other and indeed often send allied troops to aid their partners in their hour of need. A notable example of this is the Gryphon Legion, a regiment based in the Empire that includes many of the noblest sons of Kislev.

With Norse armies and the dread hordes of Chaos threatening the borders of Kislev, the armies of Kislev are many and powerful. The realm is in a state of continual warfare and the people have grown hard in the face of their trials. The last great Chaos incursion also overran the Old World and it was stopped only by the valiant efforts of the Kislevites who, supported by Dwarfs and a mighty army led by Magnus the Pious, barely turned back the tide of Chaos 200 years ago.

The current ruler of Kislev is Tzarina Katarin, who rose to the throne following the mysterious death of her father, Radii Bokha. The city-states of Kislev, Erengard and Praag are independant realms, but they still owe fealty to the ruler of Kislev.



IMPORTANT EVENTS IN KISLEVITE HISTORY

Imperial Year

- 1500 Boris Ursa leads the Kislevite hordes over the World's Edge mountains and declares the Northern lands as the Kingdom of the Kislevites.
- 1512 Boris Ursa leaves the newly fledged Kingdom in the hands of his daughter Miska. Miska gathers her warriors and starts to extend the realm. She defeats two large Empire armies.
- 1515 The Battle of the Scimitars. Miska clashes with the combined armies of the Empire, Dwarfs and Bretonnians. The battle ends without a clear winner and Miska returns to the North where she fortifies the borders and declares that Kislevites will defend their land to the last citizen. The Dwarfs, Bretonnians and men of the Empire are far too weak to re-conquer the North.
- c1500-1600 The Kislevite population increases rapidly.
- 1602 Emperor Dieter forms an alliance with the Warrior-Tzar Alexandr Njevski.
- 1605 Supported by an allied contingent of Empire troops, Alexandr Njevski throws back a huge army of greenskins in a pitched battle.
- 2099 The Ascension of Igor the Terrible. As the first act after his coronation, he orders the beheading of one third of his bodyguard as retribution for an imagined insult.
- 2100 Igor the Terrible conquers Dorogo and renames it Kislev. Igor orders the construction of the Kreml, the fortress that has been the home of the Tzars ever since.
- 2120 The Kreml Guard is formed.
- 2134 Igor the Terrible conquers the Farside and declares it part of the Kislevite Empire.
- 2247 The colonization of the Farside begins. Kislevites wage many battles with Hobgoblins and other greenskins, until a strong contingent of the Kislevite army vanquishes the most powerful Hobgoblin Chieftain on the battlefield, Hariz Bloodknife.
- 2302 The Great War against Chaos or 'Great Patriotic War' as the Kislevites call it, begins with small skirmishes. Cossacks of the North fight against continually increasing numbers of Chaos Warbands. Tzar Alexis starts mustering the Kislevites for the unavoidable war. A mighty Chaos

army defeats the forces of Kislev in two bloody battles. Praag is besieged and falls after a bitter struggle.

- 2303 In Kurkov, the Kislevite Cavalry defeats an immense army of Chaos Knights in a colossal battle. The combined armies of the Empire, Dwarfs and Kislev defeat the greatest Chaos Horde in history at The Battle of the Gates of Kislev. Magnus the Pious vows eternal friendship with Tzar Alexis and Magnus is named 'Hero of the People'.
- 2304 The Time of Re-building starts.



- 2359 Prince Boydinov of Erengard introduces hand guns to the armies of Kislev.
- 2367 Captain Rossokovski of the Gryphon Legion leads his knights in the campaign waged against Bretonnians alongside the forces of the Empire. He receives great military honours for his bravery and for saving the life of Emperor Paulus.
- c2400 The rise of the Romanoff dynasty of Tzars.
- 2475 Continual skirmishes with the forces of Chaos. The last Romanoff Tzar is murdered by a fanatical Priest of Miska. Rarii Bokha rises to power supported by both the military and aristocracy.
- 2512 Tzar Rarii Bokha dies under mysterious circumstances. His daughter Jekaterina (known elsewhere in the world as Katarin the Great) accedes the throne.
- 2513 In The Battle of the Dobryion Fields, Cossack Chief Stepan Rasin is the sole survivor of both armies that originally numbered over 2000 men. Prince Ivan rescues Vasilisa the Wise from the dark sorceror Koshei the Immortal.
- 2514 Stepan Rasin climbs the Cliff of Death which stands in the middle of the River Urskoy. He is the first and only man to perform this feat.

BORIS URSA, The forever Tzar150 points

Father Bear +55 points

Boris Ursa is the legendary first Tzar of the Kislevites, and is known by the current people of Kislev as the Forever Tzar. Boris led the Gospodars through the Dark Lands, defeating the Orcs and Hobgoblins who gathered armies to destroy his peoples. The legends of Kislev tell that one day the Forever Tzar shall rise from his sleep and lead the Kislevites to a final crushing victory against Chaos. The legends tell that Boris Ursa rode to battle on the back of a mighty black bear granted to

him by the Gods themselves.

A Kislev army may include Boris Ursa. If you choose to include him he will be your General and replace the General described in the main army list.

Profile	M	WS	BS	S	T	W	I	A	LD
Boris Ursa	4	7	6	5	4	3	6	4	10
Father Bear	6	6	0	6	5	3	5	4	8

WEAPONS/ARMOUR: Boris Ursa wears a suit of heavy armour and carries a shield. He is armed with a sword and a bow.

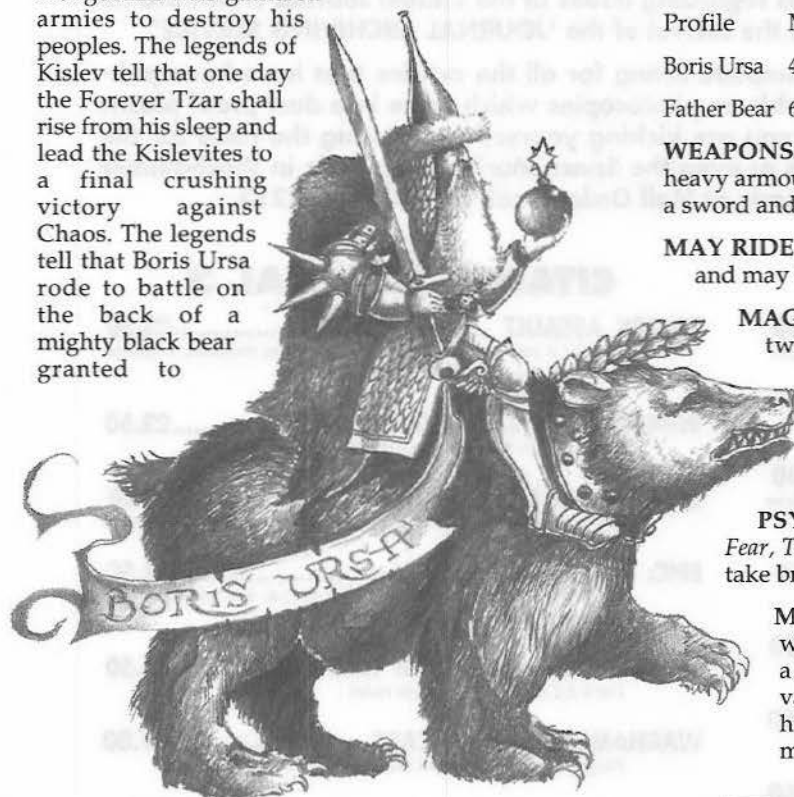
MAY RIDE: Boris Ursa rides the great Father Bear and may not ride a monster or warhorse.

MAGIC ITEMS: Boris Ursa may carry up to two magic items. Magic Items may be selected from the Warhammer, Battle Magic, Arcane Magic, Chronicles of War and Kislevite cards.

SPECIAL RULES

PSYCHOLOGY: Boris Ursa is immune to Fear, Terror and Panic. He must, however, still take break tests as normal.

MIGHTY STRIKE: Blows struck by Boris will wound his enemies on a roll of 4+ on a D6 regardless of the target's Toughness value. If his Strength value would wound his opponent on a roll of less than 4+, he may use his Strength as normal.



MODELLING BORIS URSA

Anthony Warrington gained an excellent 2nd place in the Best Warhammer Single Miniature category of Golden Demon 1995 with this stunning conversion of Boris Ursa which was inspired by John Blanche's original illustration above.

Anthony's conversion is made from the parts of three different models: an Elven Beastmaster's Bear, the Wings from Kislevite Winged Lancer and the body of the Elector Count of Ostland. This is a simple but impressive conversion which forms an ideal centrepiece to the Kislevite army.

If you would like to have a go at creating Boris Ursa sitting atop Father Bear we now have a Boris Ursa kit which has all the components needed to make this model! For only £7.50 you can have Boris Ursa leading your army to victory over the dread forces of Chaos! Simply give our Mail Order department a call for details.



KISLEV — The claws of the Great Bear

THE CITADEL

JOURNAL

ARCHIVING SERVICE

Due to an ever increasing number of enquiries regarding issues of the Citadel Journal which are no longer available we are pleased to announce the arrival of the 'JOURNAL ARCHIVING SERVICE'.

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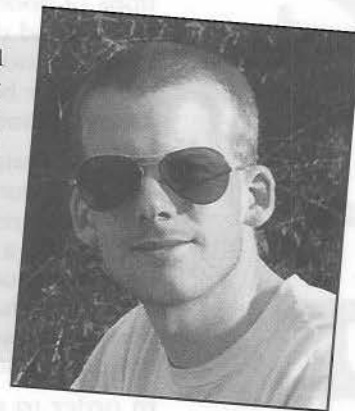


BLIND-FIGHTING

by Andrew Stickland

Andrew is a Freelance Writer who finds it easier to write up new articles for the Journal than to write his next novel! At 30 years old he is a veteran of Games Workshop golden oldies like Rogue Trooper, Block Mania and Chainsaw Warrior. Andrew has been playing Blood Bowl for around six years now and prefers to field teams that can throw and catch rather than those that get stuck in. He has a particular soft spot for Halflings, however (*Though not in THAT way!* - Ed).

Andrew is a big Epic fan with sizeable forces of both Squats and Chaos. For Warhammer 40,000 Andrew has the beginnings of a World Eaters Chaos army but is hanging on for the release of Codex: Chaos. As you may be able to tell from this article Andrew is a big Necromunda fan with Cawdor and Van Saar gangs. He got his inspiration for this article from the 'Treacherous Conditions' section in Outlanders....

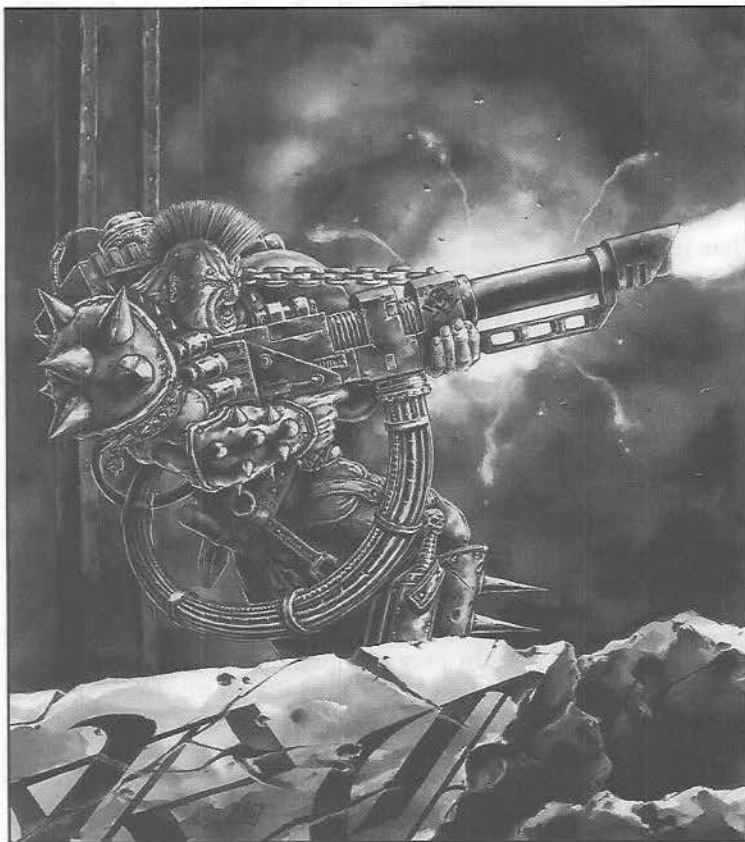


Even in the darkest depths of the Underhive, where sunlight is nothing but a beautiful but fast-fading memory to some and little more than a myth to others, the inhabitants still try and live their lives as if they were ruled by the rising and setting of the sun. They spend their 'days' under the constant dull

glow of powered lighting whenever they can find sufficient energy, or by torchlight and the flickering light of fires, after which they like to set aside a few hours when the lights can be dimmed, or sometimes even switched off completely for a few hours, in order to allow them to get some much-needed, though probably somewhat restless, sleep. And strangely enough, this period of rest, known as 'Lights Out', coincides almost exactly with the rising and setting of the Sun in the world outside.

And just as the people still seem to be affected by the movements of the sun, so too do some of the inhabitants appear to be affected by the phases of the various moons which orbit their planet. Wild beasts and monsters crawl out from their dark hiding places in order to hunt for easy prey, strange ghost-like figures are seen out of the corner of the eye, only to vanish as soon as they are noticed....

Of course, it goes without saying that even when it's pitch black and you can barely see past the end of your lasgun, the average Underhive gang fighter is always ready for a damn good scrap. Over the years the gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally, and they have devised various new weapons and items of equipment to help them deal with what they call 'Blind-fighting'. And of course, if they can't see the enemy, presumably their enemy can't see them - or can they....





BLIND FIGHTING

By and large, the fighters of the Underhive are already well-versed in fighting in conditions of poor light. However, poor light is still a good deal better than no light, and even the most battle-trained veterans will think twice before venturing out to fight in an area of total darkness.

Pits and craters, broken walkways, rubble strewn about across the ground - all these and more are potential disasters waiting to happen for a fighter trying to run when he can't see more than a few feet in front of him. And what use is a long-range weapon when you can't even see what it is you're trying to shoot at?

In order to try and recreate these problems, the following rules can be used if any scenario is being played in conditions of total darkness. This will happen either by rolling a 'Pitch Black' result on the treacherous conditions table from the Outlanders rulebook, or by playing one of the two following scenarios (Escort, and Bug Hunt) which are specifically designed for these conditions.

MOVEMENT

Whenever a fighter runs or charges, there is a chance that he might trip up on some unseen piece of debris along the way. To represent this, once the figure has completed its move, roll D6:

- 1-4 **Made it!** The fighter has managed to avoid any unseen hazards and may continue as normal.
- 5-6 **Oops!** The fighter has lost his footing and taken a tumble. Roll a further D6 and place the figure on its back that many inches from its starting point. If the number rolled is more than the total distance travelled, (for example, if the fighter was charging an enemy 4" away and rolled a 5 or 6), then he manages to stay on his feet after all and may fight as normal. If the distance moved is exactly the same as the number rolled, a fighter who is charging will still be able to fight, but does so with a -1 penalty to his weapon skill as he is thrown slightly off balance at the last minute.



A fighter who trips and falls in this way may do nothing else for the remainder of the turn, but may then clamber to his feet in the same way as if he had been pinned.

Models equipped with infra-goggles will never trip and fall while running or charging. Those wearing photo-visors/contacts will only trip and fall on a roll of 6.

SHOOTING

As stated in the Outlanders rulebook, when fighting in Pitch Black conditions the visibility for shooting is reduced to 8" and spotting fighters is so difficult that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.

Models equipped with infra-red goggles or sights are unaffected by the darkness, however, and may fire as normal. Models with photo-visors or contacts can see at double range (16").

Any weapon fitted with a red-dot laser sight may still fire up to its normal range, and will still be at +1 to hit. However, the darkness will make it much easier for the potential victim to 'spot to dot' and so he will be able to avoid the hit on a roll of 4-6 on D6.



NEW EQUIPMENT

The following new items of equipment are available from both standard and Outlaw trading posts.

TRACER BULLETS

This type of ammunition can be made for most automatic, projectile-firing weapons at a relatively low cost and is used to help show the weapon's user where he is firing in conditions of poor light. Each fifth bullet fired is actually a tiny flare which burns during flight, thereby creating a visible trail in the air along which the fighter can aim.

Fighters using tracer bullets in Pitch Black or Grim Darkness conditions may fire at any target within the weapon's usual range limits, but must suffer a -2 penalty to hit on top of any standard range penalties. In conditions other than these, tracer bullets will have no added effect and the weapon will be fired as normal.

ROCKET FLARE

The rocket flare is a one-off, self-contained missile. Once fired, it will shoot high up into the air and then drift slowly back down to the ground on its own tiny parachute, burning with a dazzling white light as the chemicals contained inside it react with the surrounding air. The light given off by a rocket flare is so bright that all penalties for fighting in the dark will be negated for as long as the flare continues to burn.

To use the rocket flare, a fighter must be standing in a position from which he can fire the rocket directly upwards into the air (so he may not fire the rocket if standing beneath any piece of scenery, for example). The rocket flare is treated in the same way as a basic weapon, so a fighter may not run, or fire another weapon, during the turn in which he fires the rocket. When the rocket flare is fired, roll D6.

1. **It's a Dud!** The rocket fires, but the flare fails to ignite and no benefit can be gained from it. However, this is treated as a failed ammo roll, so any relevant saving throws will apply, (eg. Auto-repairer, weapon-smith, etc). For gangs with an armourer, the rocket flare will be taken as having a 6+ saving throw.

2. **Fizzle, Fizzle...** The flare works, but only for a short time. The light will fade at the end of the opponent's next turn.
- 3-6 **Let There Be Light!** The flare works perfectly and will continue to burn until the end of the player's following turn.

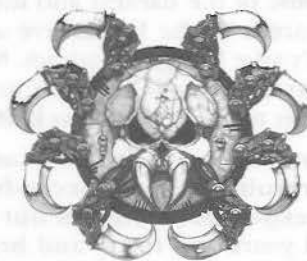
Special

If a fighter becomes desperate, he can use the rocket flare as a weapon, though a player must remember that it can only ever be fired once.

Range		To Hit		Str	Dam	Save	Ammo
Short	Long	Short	Long				
0-6	6-12	-	-	2	1	-	6+

Any model hit by the rocket flare which does not go down or out of action must roll to see if it catches fire in the same way as it would if hit by a flamer.

Note: The rocket flare may only be used in scenarios that are fought in open spaces, and so will be unsuitable for the Shoot-out scenario or any battles fought in a confined space (inside a mine or drinking hole, etc).



BLUE-LIGHT

A blue-light is a small torch designed to be attached to the side of a fighter's weapon, thereby enabling him to see and keep both hands free for shooting at the same time. The light it produces is a soft blue colour and will only light up the few feet directly in front of it (so it will not help pick out targets for the fighter to shoot at). It will, however, enable him to see where he's going and avoid many of the trip-hazards along the way.

Fighters equipped with a blue-light will only trip and fall on a roll of 6 when running or charging in conditions of total darkness.

BLIND-FIGHTING



PRICE CHART

Item	Cost	Availability	Ammo Roll
Blue-Light	10	Common	-
Rocket Flare	40	Common	6+ (Special)
TRACER BULLETS			
Autopistol	5	Common	4+
Bolt Pistol	15	Common	6+
Autogun	5	Common	4+
Boltgun	15	Common	6+
Auto-cannon	20	Common	4+
Heavy Bolter	35	Common	6+
Heavy Stubber	15	Common	4+

THE GREY MEN

The Grey Men are little more than a rumour among the inhabitants of the Underhive. Few people have ever seen one, and those who have seldom live to tell of the experience. The only things known about them for sure are that they choose to live in some of the darkest and most inaccessible areas of the Underhive and that they don't take kindly to visitors. Needless to say, no one seems to be in any great hurry to get to know them any better!

The Grey Men are, in fact, not men at all but the results of an unsuccessful Eldar genetic experiment carried out several hundred years ago to try and breed the ultimate stealth warriors. Unfortunately (at least for the Eldar), the processes used to stimulate physical and psychic growth also caused the subjects to develop a disastrous psychological trait... an almost total lack of aggression. The experiments were discontinued, and the remaining subjects abandoned on the first planet the Eldar Laboratory Craft came to - Necromunda.

Now there are no more than a few dozen test subjects left in the whole of the Underhive, and they rarely venture far from the relative security of their dark and secret talking grounds, only ever making their presence known for the purpose of defending their homes. However, when they are forced to fight, The Grey Men do

so with a strength and ferocity which is all but unstoppable.

ENCOUNTERING GREY MEN

Any gang who fights any battle in Pitch Black conditions runs the risk of disturbing one of The Grey Men who has made its home in the nearby ruins. Fortunately, The Grey Men tend to live alone, so only one will ever be encountered at a time.

At the start of every battle fought in Pitch Black conditions, roll D6.

- 1-5 Nothing happens
- 6 You have disturbed one of The Grey Men. All the following rules will apply.

Note: If both players agreed before hand, any scenario played in Pitch Black conditions may be fought without the intervention of The Grey Men.

PSYCHIC POWERS

Though The Grey Men are formidable fighters when forced to be, they generally prefer to use their vast array of psychic powers in order to drive away their enemies in as peaceful a way as possible.

The most potent weapon in The Grey Men's psychic arsenal is a power they call 'Light-shifting', whereby they can, in effect, absorb the light from the air around them. In normal lighting conditions this power

NECROMUNDA

will cause a Grey Man's body to appear faint and insubstantial, as if it were actually an image or hologram rather than actually flesh and blood. But in conditions of total darkness, the power's effects are substantially boosted, making The Grey Men completely invisible, even to someone standing directly in front of them.

For this reason, a Grey Man is not represented by a figure. Instead, each player rolls a D6 at the start of every turn and consult the following table to determine what action the Grey Man will take.

1. **Doubt.** The Grey Man uses its psychic powers to plant the seeds of doubt into the mind of a randomly chosen fighter from the player's gang. The fighter rolls 2D6 immediately. If the score is equal to or less than his Leadership value, the fighter shrugs off his doubts and may continue as normal. If the Leadership test is failed, the fighter becomes paralysed by doubts as to the usefulness of fighting and may do nothing for the remainder of the turn. By the start of his next turn, the fighter has finally made up his mind to keep fighting and may move and shoot as normal.
2. **Misdirection.** The Grey Man attempts to force one randomly chosen fighter from the player's gang to move in the wrong direction. The fighter rolls 2D6 immediately. If the score is equal to or less than his Leadership value, the fighter keeps control of his body and may continue as normal. If the Leadership test is failed, the player must roll the scatter dice and move the figure 4" in the indicated direction, regardless of whether this will send the fighter over the edge of a building. If the fighter comes into base-to-base contact with an enemy fighter, he will be treated as having charged and will fight in hand-to-hand combat as usual. Note, however, that fighters may be forced to walk off parapets, etc. and will sustain damage as

normal.

3. **Blurred Vision.** The Grey Man uses its psychic powers to partially blind one randomly chosen fighter from the player's gang. The fighter rolls 2D6 immediately. If the score is equal to or less than his leadership value, the fighter is unaffected and may continue as normal. If the leadership test is failed, the fighter's WS and BS will be at -1 for the remainder of the turn. Optical devices (infra-goggles, photo-visor or contacts) will not affect this result.
4. **Lethargy.** The Grey Man uses its psychic powers to try and weaken one randomly chosen fighter from the player's gang. The fighter rolls 2D6 immediately. If the score is equal to or less than his leadership value, the fighter is unaffected and may continue as normal. If the leadership test is failed, the fighter's Strength and Toughness will be reduced by -1 for the remainder of the turn.
5. **Attack.** The Grey Man has no option but to engage one randomly



BLIND-FIGHTING



determined fighter from the player's gang in hand-to-hand combat. The combat is resolved immediately. The Grey Man is counted as having two weapons (its bare hands) and a WS and Strength of 4. If the fighter suffers sufficient wounds to put him out of action, he has simply been knocked unconscious and will recover fully at the end of the game. He will not have to roll on the injury table and, in the case of a ganger, may work a piece of territory as normal. If the combat ends in a draw, or if the fighter wins, the Grey Man will

consider the gang too dangerous to try and deal with, and will escape while it still can. The fighter may then continue with his turn as normal and will receive a bonus of +10 experience points for surviving the combat.

- 6 **Attack.** The same as above, except that the Grey Man will attack one randomly chosen fighter from the opposing player's gang instead.

If the Grey Man loses a combat and is forced to flee, it will take no further part in the game and neither player should make any further rolls on the above table.

SCENARIO 1: ESCORT

From time to time, the industrial houses of the Hive send special agents, known as Vips, down into the Underhive on secret fact-finding or spying missions. When this happens, they will usually contact one or other of their gangs, paying them to act as bodyguards until their mission is completed and they can return 'topside'. Of course in the Underhive, rumours spread faster than the plague, and it's not uncommon for other gangs to hear about such missions and realise that stopping these Vips would do much to boost their own reputations and possibly provide a nice little bounty along the way!

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for if both players agree.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Each player rolls a dice and the highest scorer chooses which table edge he will begin with. His opponent will begin with the opposite edge.

Note: Neither side may use tunnels or vents in this scenario.

The attacker sets up first, deploying 2D6 randomly chosen members of his gang to

represent all the fighters that could be found for the attack at short notice. The attacker must deploy all fighters within 8" of his table edge.

The defending gang may choose any 4 fighters to act as the escort. In addition he must take a figure to represent the Vip.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	2	3	1	8

WEAPONS The Vip carries a laspistol and dagger and cannot be given any other weapons.

ARMOUR The Vip wears mesh armour.

SPECIAL The Vip will only shoot at targets within short range (8") and may never choose to charge an enemy.



BLIND-HIGHING

STARTING THE GAME

The game begins with the defender's models moving onto the table top.

ENDING THE GAME

The only way the attacker can win is if the defender chooses to bottle out, or if all four of the defending fighters go out of action.

The defender wins if the attacker fails a bottle test or chooses to bottle out, or if the Vip escapes off the attacker's table edge.

As the defending gang's reputation is on the line, it never has to make bottle tests. However, if the defender chooses to bottle out at any point and the Vip has not gone out of action, he will be abandoned and will be captured by the attackers.

EXPERIENCE

- +D6 Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 experience points.
- +D6 Gotcha!** If the Vip is killed, all attacking fighters who survive gain an extra D6 points each.

SPECIAL

If the defending player wins, the Vip is so impressed with his escort that he will give them a huge reward. Work out income from territory as normal but then multiply the total by D3+1 before working out expenses and hire fees, etc.

If the attacker wins, then the Vip will either have been captured or will have gone out of action. If he was captured, the defending gang must pay the ransom in order to free him. They may not attempt the Rescue mission and they may not allow the Vip to be sold to the

Guilders as a slave. The ransom is 2D6 x 10 Creds.

If the Vip went out of action, roll D6.

- 1-2 Captured** (see above)
- 3-5 Close Shave.** The Vip makes it back home in one piece, but is none too pleased with his escorts and so does not feel the need to repay them in any way.
- 6 Dead.** The Vip is zombie-food! Each surviving attacker receives an extra D6 experience points.

NOTES

It is possible for the defending player to win the battle, but still end up with Vip being captured or killed. In this case, follow all the above rules, but the gang leader will not get his +10 points bonus.

For obvious reason, this scenario is best played between gangs representing different houses. However, if you want two gangs from the same house to fight, make the character to be protected someone other than a house representative (a local Guildler, a hiver with secret information to deliver, a renegade from one of the attacking gang's settlements who has information they would rather not let fall into enemy hands, etc).





SCENARIO 2: MONSTER HUNT

Occasionally in the Underhive, a particularly vicious beast turns up, hunting for food in an area just a little too close for comfort for the surrounding gangs. When this happens, gangs are forced to swallow their pride and work together in order to defeat the creature and keep their settlements safe. Large Guilder rewards are usually offered for killing the monster, but no amount of Creds can stop most gangs from turning against their allies at the first possible opportunity...

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for if both players agree.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. This represents an area of no-mans-land in which the monster has taken up residence. To decide what type of area it is, roll D6:

- | | |
|-----|---------------|
| 1-3 | Old Ruins |
| 4-5 | Mine Workings |
| 6 | Spore Cave |

GANGS

Each gang may send as many fighters as it wants to hunt for the monster. Write the name of each fighter present on a separate piece of paper and place them in a cup. Each player then rolls D6. Starting with whoever scores highest, the players take it in turns to nominate a specific point anywhere among the scenery (including positions above ground level) and pick out one of the pieces of paper from the cup. The chosen fighter is then placed in the chosen spot. This continues until all fighters are placed, at which point all the names are put back into the cup.

STARTING THE GAME

The player who chose second during the set-up now picks out another name from the cup. This is the fighter who is first attacked by the monster. Place a figure to represent the monster beside the fighter. It is assumed that the creature has leapt

out from the darkness and is now engaged in hand-to-hand combat.

PANIC FIRE

As soon as the monster reveals itself, the fighter lets out a desperate scream which draws the attention of all other fighters. Turn all the figures so that they are facing the monster, even if they cannot actually see it from their position.

At this point, all the fighters with line of sight to the monster will shoot at it, regardless of distance or modifiers for cover. The nearest fighter will shoot first, followed by the next closest, and so on, until all those with line of sight have fired or until the monster has been killed. The fighter who is in contact with the monster may not fire.

Note: All fighters will be firing at models in hand-to-hand combat so any hits will only hit the monster on a 4-6. On a 1-3 they will hit the other fighter instead.

If both the monster and the fighter survive, they now fight their hand-to-hand combat. The monster will not receive a charge bonus for this attack.

THE BIG FIGHT

At this point, regardless of what is happening with the monster, all the wild shooting convinces both gang leaders that they have been set up and the whole thing is just a trap. A gang fight breaks out.

Both players may now move any or all of their fighters up to 4", though they may not charge into hand-to-hand combat with any opponents (including the monster). Decide randomly who will move first.

Once this is done, the monster will take its turn. If it is in contact with another figure,



BLIND-FIGHTING

it must fight it in hand-to-hand combat, otherwise it will charge towards the nearest fighter and attempt to attack. As the monster hunts by using its sense of smell rather than sight, the nearest fighter is decided simply by measuring in a direct line (this means that the monster's target could actually be a fighter which is behind cover, directly above or below it, or even one which is hidden).

Resolve any hand-to-hand combat if necessary and then each player rolls D6. The highest scorer will take the first turn.

From this point on, the game will proceed as a standard Gang Fight, and all rules for that scenario will apply. However, the monster will continue to attack all fighters until it is killed or until both gangs have bottled out.

Note: The monster moves and fights after each player's turn.

ENDING THE GAME

As with Gang Fight, the object of the game is to force the opposing player to bottle out. However, a player cannot win the game unless the monster is also killed (by either gang).

EXPERIENCE

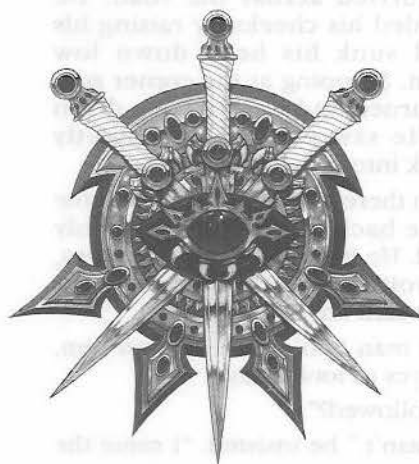
Fighters who take part in Bug Hunt earn experience points as noted below.

- +D6 Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Note that any flesh wounds inflicted against the monster do count as wounding hits for this purpose.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 experience points.
- +10 Monster Bonus.** The fighter who eventually kills the monster receives a bonus of 10 experience points.

SPECIAL

If the monster is killed, the winning gang may claim its stalking ground as a new territory. Whichever area was rolled for at the start of the game will be added to the winning gang's list of territories.

Also, there is a substantial reward offered for defeating the monster. However, regardless of who actually killed the monster during the game, the winning gang will be the only ones in a position to retrieve the carcass, and so may take it to the local Guilders who will pay them 100 Creds which should be added to your income before working out expenses!



THE MONSTER

The monster is one of an as-yet unknown species and is known only as The Night Crawler.

M	WS	BS	S	T	W	I	A	Ld
5	6	-	4	4	1	6	2	10

WEAPONS The Night Crawler fights with its two powerful claws.

SPECIAL The Night Crawler can never be pinned, and will never suffer a down result. Each time it suffers a wound, roll D6.

1-5	Flesh wound (WS -1)
6	Dead

PSYCHOLOGY The Night Crawler is immune to all psychology. It never tests for fear, terror, or any of the other psychological factors described in the Necromunda Rulebook.

NECROMUNDA

Graeme McKellar found his ideal army last year when he saw the newly released Epic Hive War supplement. He now has a swarm of around 8000pts and it frequently battles with the local Ork Warlord (where they find that one thing that the Hive Mind can't absorb is Bolter rounds!). Graeme's Delaque gang is profiting from a convenient deal with the resident Arbitrator (who just happens to be him!).

Having known for a few years now that he only wanted to be a writer, he gathered together some of his best pieces and sent them in to us here at the Journal and then pestered us to death for our comments. After several submissions we found that his worked had steadily improved and the following short story is the result of Graeme's perseverance....

The man glanced from side to side as he hurried across the road. He shielded his cheeks by raising his collars and sunk his head down low behind them. Stopping at the corner suddenly, he turned and looked back down the road. He saw no-one, and quietly stepped back into the shadows.

He had been there a few minutes when the hairs on the back of his neck suddenly straightened. He instinctively went to turn, but a cool voice broke the silence of the night "Don't turn around."

"Sorry," the man apologised behind him, raising his eyes to look away.

"Were you followed?"

"No, no I wasn't," he insisted. "I came the long way..."

"Don't talk" the voice cut him off. "Just listen." Its volume quietened. "I have the information you requested. Word is that the caravan will be heading through the night after next, and there's a whole pile of creds aboard."

"Right, right- the night after next."

"Yeah."

"Whereabouts?"

A pale hand slipped from the shadows, palm upwards with fingers bending and straightening. The man reached into his pockets and dropped a handful of credits into the palm. The fingers closed around them and the hand withdrew into the darkness.

"Passing by Acid Marsh to go on to Fallen Wall. The guards get changed at Acid Marsh- that's where you should hit it."

"Right, thanks." The man stuck his hands into his pockets. "I'll be in touch." He went to move off but a strong arm grabbed his arm.

"No," the voice corrected sternly "I'll contact you."

"Sure, no problem."

"Good. Then I'll be on my way."

The hand slid off his arm and disappeared into the shadows. The man heard boots grind into the dust and a shadow flicked across the ground. He turned towards the far street and bent his head against the wind as he moved off.

Around the corner, the Delaque informer stepped into the pale orange light at the doorway. A voice sounded from the shadows behind him "Did you tell him?"

"Yeah I told him. They're going to hit the 'van at Acid Marsh - just like you wanted."

"Good, good. You've done well." A metal pang echoed through the air and some credits spun into the light. The Delaque caught them from the air and slid them into his pocket.

"I do what I can."

"I'll see you around," the voice chuckled.

"No you won't." The Delaque corrected, lifting a shotgun from the folds of his overcoat. Sparks burst from the barrel and the shot echoed around the streets. Something collapsed heavily in the shadows. The Delaque re-slung the weapon and glanced round before moving off to collect his next payment.

Graeme McKellar

EPIC

STEEL AND STONE

Well, well! We certainly have been busy little bunnies haven't we? Last issue we asked you to contribute your ideas to the Journal and we've been all but swept away on a veritable tidal wave of letters and floppy disks! This isn't to say that we don't want any more articles, stories, photos, etc. because we do! One of the main topics seem to be that Epic Squat players feel hard done by on the 'variety of troops' front. Well, we can't have this can we? So, to redress this balance we have scoured the pile of submissions and picked the best examples for you to peruse at your leisure. As ever the stuff we publish in the Journal is wholly optional and is NOT 'official' in any way shape or form - get your opponents permission first!

Paul O'Donoghue, Michael J. Lawhorn and Johnathan Rees are responsible for these articles which should allow any self respecting Squat General to pull a few surprises on the field of battle.

The Steel Hawk & War Hawk Gyrocopters

One of the most successful Squat war machines is the Iron Eagle Gyrocopter. Unlike most Squat machines, the Iron Eagle is a fast and manoeuvrable machine and thus is used to scout ahead of the main Squat convoys and provide vital information on enemy troop movements. On the battlefield its speed is put to good use, where it performs lightning raids on enemy artillery and HQ units. There were some areas however where, it had difficulty, such as when dealing with large formations of infantry or powerful well-armoured tanks. To deal with these shortcomings the Squat Engineers mounted new weapon fits, namely the short range rocket pods and multi meltas of the Steel Hawk and the laser-guided armour-piercing missiles of the War Hawk.

These new weapon configurations allow these new Gyrocopter variants to perform more specialised roles, while the Iron Eagles perform multi-purpose roles.

Special Rules

As with normal Gyrocopters, the Steel and War Hawks retain the gravitic thrusters and high power turbo-fans, allowing them to fire their

weapons in any direction, not just the normal 180 degree arc.

The laser guided missiles on the War Hawk means they can provide excellent supporting fire. When the missiles are launched, they ride a laser beam to the target. When a unit of War Hawks fire only one of the Gyrocopters needs to see the target. This is represented on the tabletop by these rules:



When a unit of War Hawks are on first fire orders, only one of the Gyrocopters needs expose itself to the enemy when firing. All the missiles launched by the unit follow the same laser beam to the target. Roll to hit as if the whole unit could see the target. This applies to pop up attackers as well.

Note: only targets visible to the 'copter making the attack may be fired at. The barrages fired from a Steel Hawk unit may not be combined.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Steel Hawk Gyrocopter	40cm	4+	3+	Multi Melta	25cm	2	4+	-2	Skimmer. May not
				Battlehammer Rockets	25cm	4 barrage points		0	Fire indirectly
War Hawk Gyrocopter	40cm	4+	3+	Bolters	15cm	1	6+	0	Skimmer.
				Doom Anvil missiles	50cm	1	3+	-2	See rules

Specialist Land Train Battlecars

One of the most vital Squat machines is the Land Train. For thousands of years these massive machines have transported Squats and their equipment across the dangerous surfaces of Homeworlds, where their thick armour protects them from the raging elements. In times of war these machines are armed with deadly weapons, such as siege mortars and fearsome fire throwers. These are typical armament but more specialised weapons and equipment are sometimes mounted on the Battlecars. Two of these variants are the Fire Shield Battlecar and the Skyhammer Battlecar.

Fire Shield Battlecars

The Fire Shield Battlecar holds little weaponry, mounting one autocannon and an array of bolters, but it's main use is that is filled with additional void shield generators, giving the Land train further protection. These generators add 3 void shields to the train, instead one like other Battlecars. Also, the car allows downed shields to be repaired on a roll of 4+.

Skyhammer Battlecars

The Skyhammer Battlecar provides protection for the Land train and nearby Squat forces against enemy flyers. To do this it mounts a technologically advanced missile system, which is able to lock-on to a fast moving target with relative ease. To represent this the missiles are allowed to snap-fire if the train is on first fire or advance orders. If any of the missiles miss the dice may be

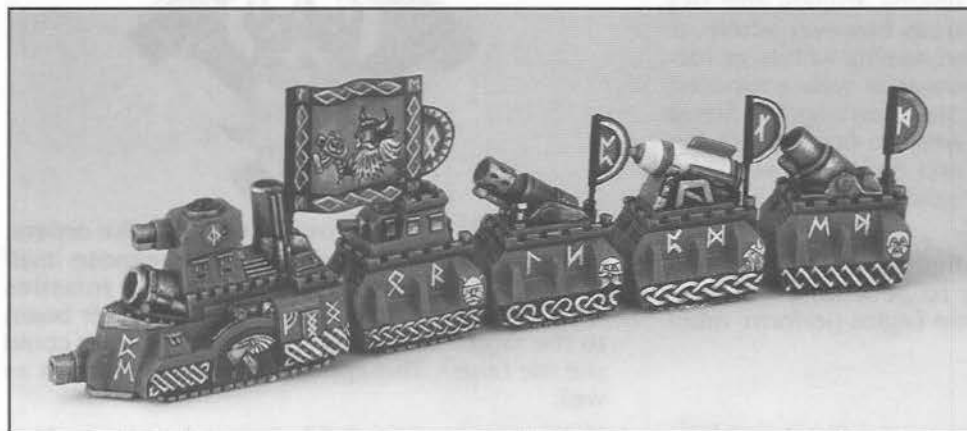
re-rolled once. Note that the dice may only be re-rolled if the train has first fire orders. This re-roll represents the advanced guidance system in the missiles. This advanced guidance system also allows the missile to ignore to hit modifiers for fast moving targets, such as the Eldar Nightwing.



Iron Eagle Battlecars

Iron Eagle battlecars come with an Iron Eagle Gyrocopter which can be used to spot for the Land Train as the Gyrocopter with the Colossus does. The gyrocopter counts as a Command unit for the purposes of orders, movement, etc. in all other respects it is identical to a normal Iron Eagle Gyrocopter. The Gyrocopter maintains a constant data-link with the Land Train's fire control centres so when the Land Train fires a barrage weapon it can make the attack using the Gyrocopter's line of sight if it wishes. This enables the Land Train to fire accurately at targets which it can't see but are visible to the Gyrocopter. Barrages fired indirectly in this way never scatter and automatically land on target just as if they had been fired directly.

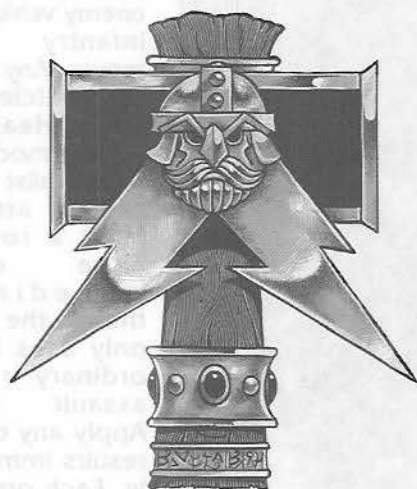
Note: You can choose one specialist Land train battlecar card for each normal battlecar card. Land Trains may still pull seven battlecars, but in order for them to have more than one of each type, they must have at least four different types of battlecars.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fire Shield Battlecar	5cm	2+ All round	+3	Autocannons Bolters	50cm 15cm	2 2	5+ 6+	-1 0	+3 to void shields (see rules)
Skyhammer Battlecar	5cm	2+ All round	+3	Bolters Ack-Ack missiles	15cm 75cm	3 2	6+ 4+	0 -2	+1 to void shields (See rules)
Iron Eagle Battlecar	5cm	2+ All round	+3	Bolters	15cm	2	6+	0	+1 to void shields Carries Gyrocopter

SQUAT CREW EXPERIENCE

As the battlefield of the future rings with the clash of giant war machines and shakes with the thunderous tread of steel beasts toting tremendous firepower, battle hardened veterans become one of a race's most valuable assets. The experience that a well-trained crew brings to battle as well as the tricks of survival that they have learnt in the harshest of classrooms can turn the tide when all seems lost.



Crews that survive multiple battles will quickly begin to prove the truth behind the idea of the survival of the fittest. They will become even more deadly accurate with their weapons. They will be able to spot the best firing positions and bring their guns to bear before the enemy realises what has happened. On those few occasions that their machines do suffer damage, it will be contained quickly; hits that would normally destroy a machine such as theirs will produce only minor damage.

When crews have proven themselves in battle the various Tech Priests (Guild Engineers) and other keepers of these great weapons of war will begin to reward them with carefully husbanded resources from their dwindling stockpile of precious material. An escape pod, heavier armour, or experimental weaponry may be bestowed on a favoured crew for them to take into action, further insuring their survival as well as the untimely demise of their enemies.



SUPER HEAVY VEHICLES

The following models count as Super Heavy Vehicles:

- Land Train
- Colossus
- Leviathan
- Cyclops

SQUAT VEHICLE CREW SKILLS

Damage Control: The vehicle's crew are highly skilled at making repairs in combat and are well trained in damage control. The vehicle adds +1 to all repair rolls to raise downed void shields.

Lucky: The vehicle crew is just plain lucky! The vehicle may re-roll any dice roll once per battle. Unlike other skills, lucky may be chosen as a battle honour more than once.

Accurate: One of the gunnery crews aboard is exceptionally accurate. The vehicle adds +1 to the hit rolls for one weapon system. This skill must be allocated to one weapon system and may not be swapped around from battle to battle.

Emergency Response Crews: The vehicle's crew are highly trained in damage control and respond well in emergency situations. The vehicle can ignore the first "destroyed" result against it during a battle. Any second and subsequent damage rolls effect the vehicle normally.

Short Ranged Fire: The weapon crews aboard the vehicle know exactly how to direct their fire for the maximum effect. The vehicle may re-roll any ones in close combat to represent the crew directing its fire at the most vulnerable areas of its opponents or sweeping areas clear of enemy infantry. This only applies to the dice that the vehicle rolls in close combat, not to any first fire rolls that the vehicle takes against opponents that have charged into contact with it.

Very Fast: The Engineer's Guild members on the vehicle have tuned the engine to



optimum performance. The vehicle's Move value is increased by +5 cm.

SQUAT VEHICLE COMMANDER SKILLS

Close-in Manoeuvring: The Commander has "written the book" on close combat manoeuvre techniques and knows how to avoid getting bogged down in close combat. The vehicle may not be pinned by other Super Heavy vehicles or Battle Titans but will still be pinned by Emperor class Titans or Mega Gargants.

Leadership: The Commander is a highly respected Squat warrior and can use his influence to requisition exactly what he wants for any battle. When he commands a Land train he can take any combination of cars he wishes instead of having to adhere to the usual combination restrictions. This skill only applies to the Squat Land Train.

Lightning Reflexes: The Commander is exceptionally good at getting his vehicle into position quickly and opening fire first. When the vehicle is firing in the first fire phase it can always choose to shoot first, regardless of initiative. If two or more Titans/vehicles with the lightning reflexes skill wish to fire at the same time roll a D6 for each, and the one with the highest roll fires first.

Living Ancestor: The Commander is blessed by having a Living Ancestor on board to provide protection against psychic assault. The Living Ancestor allows the vehicle to save against psy-

chic attacks on a roll of 3 or more on a D6.

Ram: The Commander's manoeuvring instincts are so good that the vehicle is exceptionally agile, and can attempt to ram enemy vehicles and infantry as it moves. Any infantry or Vehicles (not Super Heavy) the vehicle model contacts whilst moving can be attacked. Fight a round of close combat immediately, though the vehicle only uses half its ordinary close assault factor. Apply any damage results immediately. Each opponent may only be attacked once, and

each combat is separate so don't roll extra dice for secondary attackers.

Tactical Genius: The vehicle's Commander has an uncanny ability to read the tactical situation around him. As a result his vehicle can move first or second during a turn regardless of who has gained the initiative. If two or more vehicles have skills which allow them to move at the same time roll a D6 for each. The vehicle that rolls the highest has first choice of when to move, the second highest has second, and so on.

SQUAT VEHICLE UPGRADES

Heavy Shielding: The vehicle's shields can only be damaged by attacks with a save modifier of -2 or better.

Robotic Controls: The Engineer's Guild have fitted the vehicle's weapon system with Robotic Controls which allow them to track fast moving enemy targets and engage them during the movement phase. This makes one weapon system a snap fire weapon but may not be applied to any weapon that uses a template or to the Squat Hellfury cannon. This skill must be allocated to one weapon system and may not be swapped around from battle to battle.

Increased shielding: the vehicle gains two additional shields. If chosen for the Squat Land train this only applies to the engine itself, and may never be chosen for Land train cars.

Ejector pod: The vehicle is fitted with a sophisticated ejector system which turns the entire bridge into an escape vehicle. If a vehicle with an ejector system is destroyed the Commander and crew will survive on a D6 roll of 3 or more. Any Commander or crew skills the vehicle had are kept but upgrades are lost when they transfer to another vehicle. Crews must be transferred to the same type of vehicle they manned previously.

Thermal Targeters: The vehicle has had one of its weapon systems outfitted with a prototype thermal sight. This allows the crew of that weapon to see their targets as nothing more than a heat signature and spares them the true horror of what they face. Any Squat vehicle outfitted with Thermal Targeters is allowed to fire one weapon system at Daemons who engage it in close combat if it is capable of firing in the first fire phase. This applies to all Daemons including Grater Daemons, even if they are invisible but only if they engage the vehicle in close combat.

Turbo Weapons: The vehicle is armed with experimental supercharged weaponry. One weapon system gains an additional -1 saving throw modifier and +1 on damage rolls. If the weapon system is destroyed this battle honour will be permanently lost.

DOOMANVIL SQUADRON

To counter the threat of opposing Titan battle-groups and Gargant big mobz, Squat engineers have fitted suitable comm-links between the Colossus command vehicle and the two Cyclops which complete the Doomanvil squadron. The Colossus' Iron Eagle Gyrocopter may act as a reconnaissance for the Cyclops. These squadrons have proved highly effective in many campaigns, taking down a great many enemy Titans. This formation is represented by a Special card and is printed for your pleasure on the covers of this issue.

Special Rules: Each vehicle must stay within 25cm of each other in order to class as a command unit. Any vehicle that is out of range has to be given orders.

GRAND WARLORD GRIMTREK

Grimtrek, a Squat of noble birth is of the "old school", perhaps the greatest compliment that can be paid to a Squat. As a youngster he fought with his kinsmen in his father's Hearthguard rising quickly to the command of this elite unit. Both his



tactical foresight and personal prowess in battle were noticed early in his career. Even amongst the combative Squats his unquenchable thirst for battle set him apart from his kin. After serving in his father's Hearthguard he devoted his life to the study of war and before his rise to Grand Warlord had been given battlefield commands of most troop and vehicle formations ever taken to battle by the Squats - from Land Trains to Bike Squadrons. The great ballads written of him are a catalogue of Squat battle honours. To date there has not been campaign under his command that has ended in disaster.

The number of Grand Warlords is always very small and of these venerable battle masters Grimtrek is surely the greatest. Squats are a very proud race and although most would never sing the praises of a Warlord from another Homeworld. All in their own minds at least, recognise and respect him as the mighty warrior he is.

In battle he is represented by a Warlord stand and 5 Hearthguard stands mounted in 3 Rhinos. This Hearthguard is assumed to be comprised of the elite of all the Warlord's Hearthguard. They gladly send their best troops to serve with Grimtrek, so that they may share the glory he is bound to bring...

Special Rules: Any Squat within 10cm can choose orders after all the other orders on the table have been revealed. Any Squats within 20cm automatically pass any moral check they must make. Any Squats within 15cm of Grimtrek gain +1 to their CAF.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Grand Warlord Grimtrek	10cm	Fixed 3+	+8	Bolter	50cm	2	5+	-2	Command Unit. Special

Surfer's Paradise!

While 'surfing the Net' we came across these excellent little snippets which may be of interest to you - I already use James Patterson's 'Dead vehicle' rules and as soon as I build some I'll be using his rules for Houses and Light buildings!

Pulsa! Pulsa! Pulsa!

Another player has been despairing of not having had much luck with Ork Pulsa Rokkits in Warhammer 40,000 so Jim Gibbon from Alberta, Canada suggests the following formula....

"You know, since the new Codex: Orks came out I have never missed with a Pulsa Rokkit. Just don't forget this simple formula:

(Distance required - 12") divided by 3.5

The result is the number of dice you should elect to roll.

Also don't forget to set up to the sides because the further away you are (and, therefore, the more dice rolled) the more likely you are to hit the exact distance you require."

Jim Gibbon



Houses and light Buildings

"Here are some brief rules for smaller buildings to use in your Epic games. I made some itty bitty buildings because I think that those colossal concrete edifices that come with the boxed set don't make sense without smaller, (lighter) structures around them. I mean come on, it just doesn't make sense. Does the Adeptus Mechanicus make these buildings with an STC template and then just drop them around? Anyway...

Light buildings: these are usually assembled out of cardstock(cardboard) or posterboard. They should be just big enough for 4-5 stands, most of mine fit only one, and around 15-20 cm's high. If you can, try to make some of them with an open side. I'll explain in a minute.

Firing on light buildings: Barrage weapons or weapons that effect buildings will destroy them on a basic save of 8+. Other weapons not normally able to hurt (damage) buildings will destroy them on a 4+.

Troops in light buildings receive the standard -2 to be hit while in light buildings. Vehicles which may fit INSIDE, this is the reason for leaving one side open may move into a light building in the movement phase. Vehicles receive a -1 to be hit whilst inside. Moving again in any direction will automatically destroy the building. Bikes and skimmers may not enter light buildings. The idea is that the tank will drive through one wall, fire for a bit, and drive out when the position becomes untenable. (is compromised).

Troops trapped in a light building are only killed on a 4+. Vehicles in a building destroyed by combat, not moved out of, are buried on a 5+. Anyone may close assault a light building. Use the attackers CAF as the save modifier of the building.

Example: The building save against a Terminator stand (6+ CAF) on a 6+. A Warlord Titan (14+ CAF) automatically destroys it, while a Space Marine tactical stand (2+ CAF) can't harm it."

James Patterson

Seein' off da Eldar....

In response to someone boasting of their prowess at killing Orks with Warp Spiders, Craig Lytton has come up with one novel solution...

"I don't know what Orks you're playing against, but I have a cunning plan for dealing with Warp Spiders:

Take three Scorchers. Equip one with Ablative armour (the closest one!), another with a searchlight and give them all Squig Fuel injectors. These Boyz go huntin' every game I've played vs Eldar and have been very successful so far. Sometimes they get sidetracked and flame a Farseer or Asuriman or someone - short attention span I guess!

If necessary I Pulsa Rokkit the Eldar first to make it a little easier."

Graig Lytton
Blood Axe Warboss
(Valballa Ice Orks)



Dead vehicles

This is a set of optional rules for those people who like to clutter their battlefield with burning tanks.

"Often the shot that 'kills' a vehicle doesn't totally destroy it. Most antitank weapons make a small entry hole in the armour of a vehicle, and then vaporise everything inside. To represent this, roll a sustained fire die when a vehicle is 'killed'. If the 'jam' result occurs, the vehicle has been catastrophically destroyed. It explodes into a million fragments, and is removed from the table. Any other result means the vehicle has been hit hard enough to 'kill' it, but not enough to completely destroy it. Flip the vehicle over, or put a ball of cotton wool on it to indicate it's status. Derelict vehicles count as Impassable Terrain i.e. Titans can step over them if they are small enough. A derelict vehicle may be targeted again in an attempt to destroy it completely. In this case, simply roll the sustained fire dice again. This represents the firer, levelling his heaviest weapon at an immobile, usually burning target in an attempt to blow it up. No roll to hit is needed. Please note that the weapon's save modifier is not taken into account. This is because many of the more devastating weapons don't really need a direct hit for a 'kill'. Even a glancing blow from a Plasma weapon or Laser could cook the crew of a vehicle with out ever penetrating the armour."

Enjoy the Carnage!

James Patterson.

Power Gamers....

Jeff Nambu has tried to address that old chestnut, the 'Power Gamer' by agreeing beforehand what limitations he and his opponent will adhere to when picking their armies.....

"I play Imperial Guard and one of my opponents plays the Eldar. We both play for fun, but sometimes a player will 'overdo' the advantages of his army list. Tactically you should be able to overcome any opponent's advantages by changing your army's composition, but often we are restricted on which miniatures we use due to time, money, or availability. We talked this over and agreed on a compromise:

He only takes 1 Special Character, 3 Warp Spiders and only a few Exarchs, while I only take 1 Chimera and 1 Leman Russ. These games are bloodier than ever and even if I lose I have fun!

What I am suggesting is to discuss how to set more appropriate limits on your army percentages. By doing this a player in a 'fun' game will not take his maximum percentage quota of characters, and won't arm as many of his troops with heavy weapons. Another alternative is to design your own scenario's to 'handicap the more experienced gamer from taking an unfair advantage,"

(This ideal is an excellent one as many players know at least one person that has a much larger selection of troops to choose from or has been playing for many more years. By adapting your army selections or victory conditions accordingly your games will become a much more fun affair - after all that is why we play them - isn't it? - Ed)

Jeff Nambu

Is there anybody out there?

'Is there anybody out there?' is a letters/reply forum written by you, the reader 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 heartily 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!

Dear Journal Beings,

The new-style Citadel Journal (issue #12a) arrived recently and we particularly liked Steve Buddle's 'Elementals' rules for Warhammer Fantasy Battle. However, we are of the opinion that Chaos Dwarfs should be able to wield the might of Fire and Earth Elementals in their armies since their magic is inherently 'volcano-ish'. They should not be allowed access to Air or Water Elementals as these would not do their bidding (the Chaos Dwarfs pollute these too much!)

Read on....

"When the Chaos Dwarfs became Chaos Dwarfs they were, like all Dwarfs, resistant to the warping effects of Chaos but slowly - very slowly - they were warped none the less. Mostly this showed in their building of Zharr Naggrund and their worship of Hashut, but some started to discover that they could use other magic than that of Runes. Gradually this magic filled their corrupt minds - a magic born of Earth and Fire, a magic of volcanoes - until it had entirely replaced the old Dwarven Rune magic in their sick and twisted memories.

With the discovery and study of this new found magic came another discovery - that forgotten lore of the Elementals, particularly those of Earth and Fire - who could be summoned to do the bidding of the Chaos Dwarf sorcerers..."

This request isn't just because I field Chaos Dwarfs (among others)!

The Wargaming Mum
(Mrs Kathrine Humphries)
Poole, Dorset

Yes! Yes! Okay we didn't remember the short blokes with silly hats when we listed the armies able to field Elementals! We totally agree with Katherine - Chaos Dwarfs should be able to use Fire and Earth Elementals only!

Paul

Dear Journal Crew,

We have just read the latest issue of the Citadel Journal (12a). The Chaos player in our Epic gaming group took to the field with the 'Abominatus' Chaos Titan and promptly wiped the floor with us! Now whilst we realise that stuff published in the Journal requires your opponents consent, we feel that there are a few anomalies in the article that we would like your ideas on:

1. *The cost of Abominatus is exactly the same as the Emperor but has some distinct advantages. For the loss of 4 Las Cannon and a Defence Laser it gains a Scorpion Cannon, a Blood Cannon, 2 Manglers, a faster Movement allowance, the bonuses of a Greater Daemon of Khorne, special Psychic powers and 3 Chaos Cards! The Manglers make this monstrosity almost invincible in Close Combat - this seemed to be a deliberately designed weakness in the Emperor.*
2. *The absence of infantry in the construct presumably means that infantry can no longer close assault/board it and thus denying opponents of yet another option available against the standard Emperor.*
3. *Finally, as an Eldar player, can I assume that if I get through the shields and it fails it's 2+ save a Prism Cannon shot will send this thing back to the Warp? If so this might give some validity to the points cost against the Eldar (assuming I can drop all 12 shields and that the Psychic Save does not improve if Chaos is winning.....).*

I hope you can shed some light on this problem because we really like the idea and model but feel it is too unbalanced. Will this generate some irate responses from those power-crazed Chaos Cultists out there I wonder?

David Adair
New Malden, Surrey

We are opening this one up to you, the Readers! If you have any comments that can help Dave out then we would love to see them! We will publish the best replies in a future issue (issue 15 if you send us your articles in pronto!

Paul

Dear Journal Bunkies,

In the article for Big Guys in Blood BOwl (issue 12a), what is the cost of re-rolls for the Ogre, Minotaur and Treeman teams?

You published rules for the Norse teams in Journal #10 but they weren't included in the allied teams table! Who can they ally with and how do the Norse Star Players fit into this allied race table?

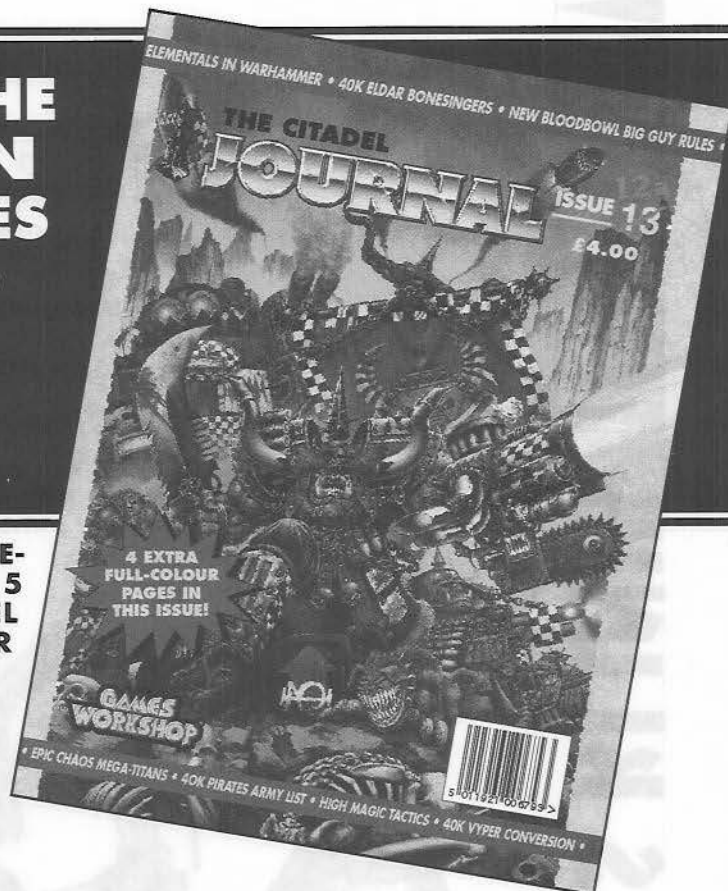
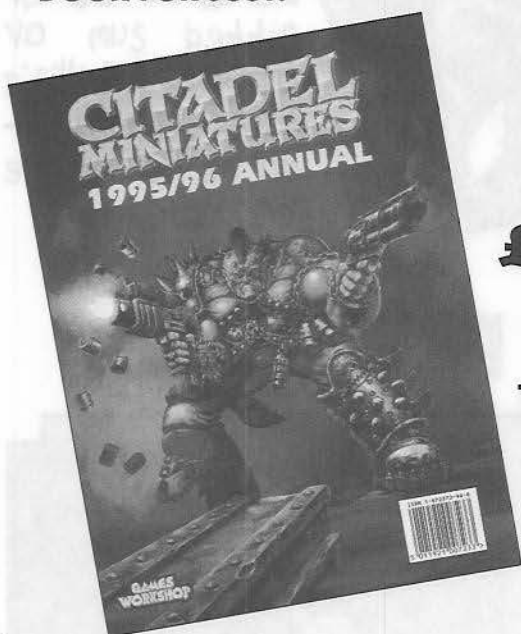
William Quinn
Willow Grove, USA

Jervis says: Whoops! Looks like I missed off the team re-roll costs for the Big Guys - sorry! They should all be set at 80,000 gold pieces or so. As for Norse teams, I didn't include them as we don't have any currently playing in our Studio league. So, if you've allowed Norse into your league, you'll just have to make up your own rules!

Remember, just about all the stuff you see in the Journal will require a certain amount of common sense, to use; often that's why it's here rather than in White Dwarf magazine. So, if you come up against a situation not covered by the rules in a Journal article you should work out a solution yourself and if you want you can then send your solution to the Journal - they may just publish it! After all, the answer you come up with is every bit as valid as the one you'll be given by the poor old overworked Journal crew!

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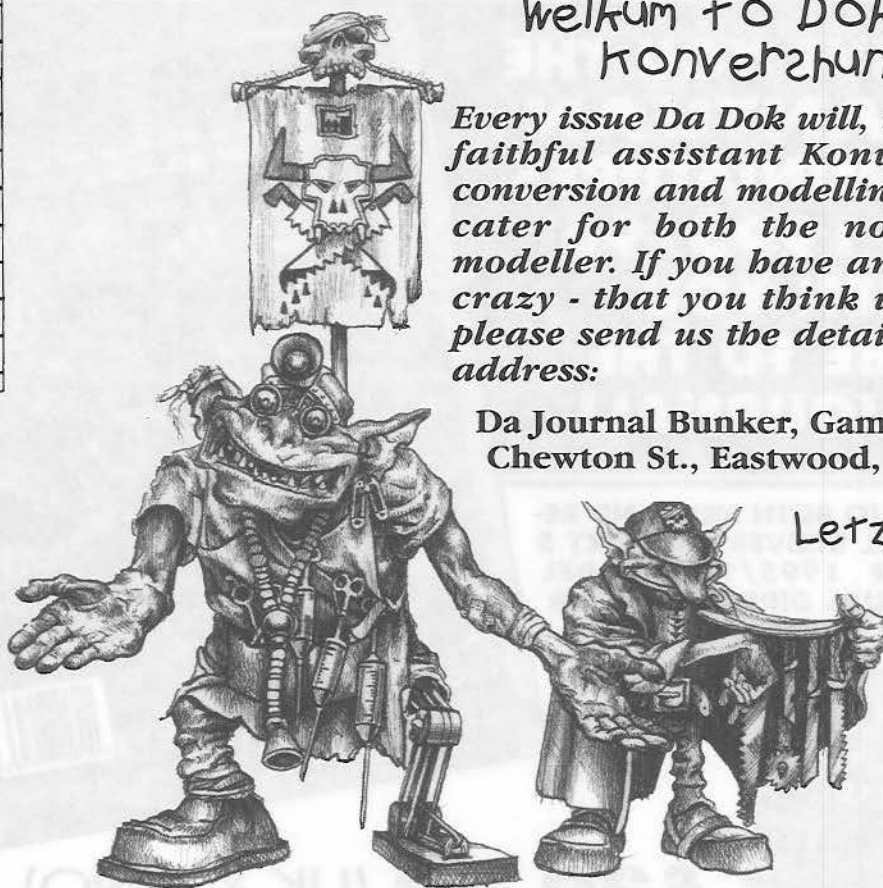
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Welkum to Dok Butcha's
Konverzhan Klinik!

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 - however crazy - 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**



Letz get down to
biznizz!

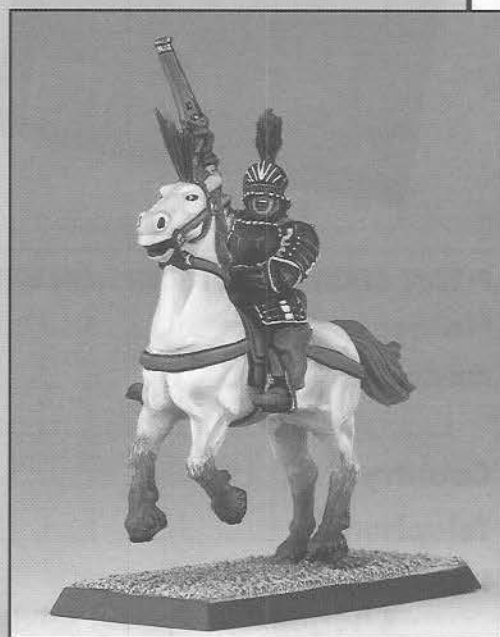
Die izhoo we 'av
nikked zum ov
Stooehr Willie's
konverzhanz -
an' he kahrnt 'ave
'em back!

STUART WILLIS PRESENTS...

EMPIRE PISTOLIER

Stuart is a keen Fantasy Battle player and fields an awesome Empire army which includes a large unit of one of his favourite cavalry types - Pistoliers. You may remember his Pistolier standard bearer from the back cover of Journal 11. Stuart decided his Pistoliers needed a hero to give any marauding bands of Greenskins a nasty shock in hand to hand combat and the result is this stunning miniature. Stuart began this model by using an Empire Halberdier. The first task was to remove the Halberd and this was cut off along with the hand at the wrist and replaced with a hand holding a pistol - yes, from a Pistolier model! The model's legs were next to go and were removed using a modelling saw. They were replaced with a standard Pistolier's legs.

Stuart has suggested two techniques for producing the lively, rearing stance his horse is positioned in. The first is to cut a "V" shaped notch in the back of the horse's back legs and re-glue it. If the front legs have been removed from the plastic sprue this results in a horse dramatically rearing up. The method that Stuart actually used on this model was to gently heat up the back legs over a candle then whilst still malleable reposition the horse's limbs (Please take great care doing this as there is ample opportunity not only to melt the plastic horse but more seriously to turn yourself into the human torch - Flame on!). The very realistic plumage on both the horse and its rider's helmet was provided by using a real feather!



NECROMUNDA: VAN SAAR LEADER & DELAQUE GANGER

With the advent of Necromunda Stuart could really go to town producing some very dynamic conversions. One such example is this superb Van Saar leader. The major components used here are from the Vindicare Assassin, an Inquisitor Terminator and a Eldar power fist from the plastic Eldar close combat sprue. The Vindicare's left arm has been removed and replaced with a plastic Eldar power fist. Along with his left leg removed at the knee and replaced with the bionic leg from the Inquisitor. The joints around these bionics have been filled with milliput, but rather than just smoothing them down Stuart has built them up and painted them silver. These areas then become part of the model looking like seams. (rather a crafty way to cover up your joints!). This conversion's head was also removed from the Inquisitor, but was looking rather flat after being cut free from its Terminator armour. Stuart's solution was to build a pony tail on the back. Fine detail was scored into this as it was starting to harden.

Stuart as well as a compulsive Games Workshop hobbyist is also a keen science



fiction comics fan and that's where he got his inspiration for this stunningly painted figure. Although not strictly speaking a conversion we couldn't resist showing it to you. First, Stuart painted the head Chaos

black. Then with a mix of Snakebite leather he painted the outline of a skull around the forehead, cheeks and mouth. After this comes the painstaking task of working up through the highlights on raised areas, leaving the nose and those areas in shade black. Stuart said his final highlight although based on his original mix was almost pure white.

NORK DEDDOG

One of the inspirational special characters from the Imperial Guard Codex is Nork Deddogg. Stuart's version of the Imperiums most dedicated body-guard comes complete with carapace armour. The main component used in this excellent conversion is from the Ogre Star Player Morg 'N' Thorg with additional detail from the Commissar Yarrick miniature. Stuart says he began this conversion by trimming away a lot of the surface detail from this figure. Careful filing also helped to produce a smooth surface area onto which he could model the carapace armour, built up using Milliput. Stuart says he finds Milliput easiest to work when it has begun to dry but before it sets hard. The shape and feel of the armour is based closely on that worn by Imperial guard officers.

Additional detail was provided from Commissar Yarrick and includes the his hat and the skull from his back banner, used to great effect here as a stunning belt buckle. The miniature also features a Titan purity seal and a medal again removed from Commissar Yarrick. The Ripper gun is from a standard Ogryn model.



REIKSGUARD STANDARD BEARER

Stuart felt his Empire army needed a Reiksguard Standard Bearer and inspired by one of the models used in many White Dwarf battle reports he decided he set about converting one. The body of the rider is based around the Reiksguard foot standard bearer. The legs are removed with a saw and replaced with Reiksguard Knight's legs. The sword pommel and cross guard were removed from a suitable Reiksguard figure. The Standard Bearer's

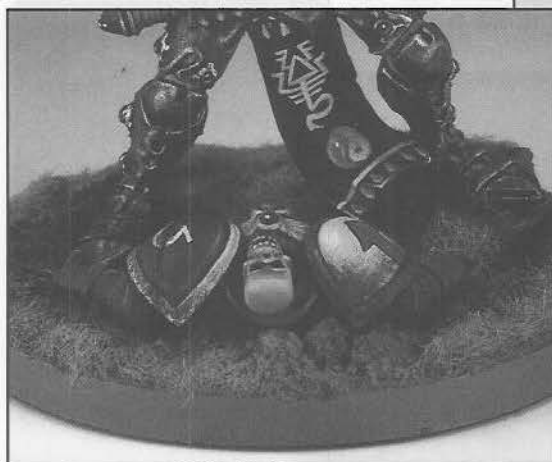
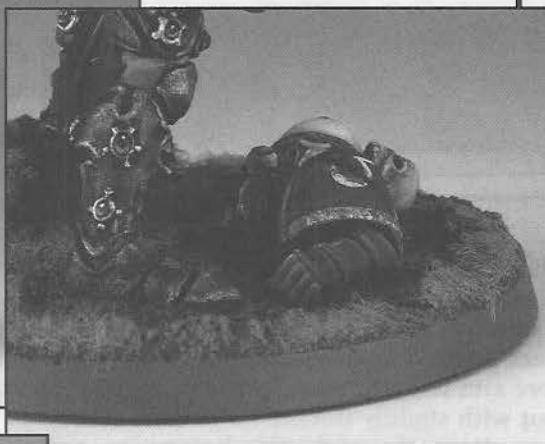


hand was drilled and the pommel was attached to a thin rod inserted into the hand the sword blade was built up in Milliput while the standard was constructed in a similar manner - the hand was again drilled out using a pin vice and thin brass rod was inserted as the banner pole. To this the Reiksguard foot banner top was added. As this needs trimming off the original Reiksguard model and can be slightly damaged in the process Stuart built a Milliput sash to cover this up. The horse was modelled into it's animated position in exactly the same way as the pistolier's mount previously.

BLOOD ANGEL DEATH COMPANY CHAPLAIN

This conversion shows the splendid results can be achieved with Citadel Miniatures' wide range of plastic miniatures. The components come from the Warriors of the Imperium and Imperial Space Marine Boxed Sets with appearances from the ubiquitous plastic skeleton head! The Sergeant's head is from the Imperial Space Marine set and is also available in the WH40,000 boxed game. The body is from a Warrior of the Imperium model. The first task is to drill through the hand with a pin vice. A thin metal rod is then threaded through and topped with an ever-popular plastic skull. The plastic wings from the Space Marine back banner sprue are then added to each side. Another hollowed out skull was placed on the shoulder pad to give the miniature that Chaplain look. In fact the only metal component are the purity seal from a Space Marine Sergeant and the base of the Crosarius from an "old" Chaplain model.





ELDAR AVATAR

The centre piece of Stuart's conversions is his Eldar Avatar. He says his inspiration for this model was Mark Gibbons illustration of the Avatar from the Codex: Eldar and Stuart has recreated this drawing complete with the burnt out corpse of a Space Marine! Most of this model doesn't need to be repositioned at all. Stuart has changed the positioning of the arms from that displayed on the box. Although he says it's not necessary, he has pinned the arms

for extra stability. Stuart has also very effectively but rather simply conveyed a look of animation by positioning the Avatar's left foot on a rock, modelled from cork. It is not necessary to alter the positioning of the legs as the model is sculpted to be leaning slightly backwards.

It is the base of this conversion that has some of the most stunning extra detail. At the feet of the Avatar lies a burnt out and dismembered corpse of a Space Marine. To achieve this Stuart cut the lower half of a plastic Space marine away and hollowed out the remaining body cavity, into this he inserted a plastic skeletons rib cage and spine. The addition of yet another plastic skeleton's head completed the miniature. The large gouge in the Marine's shoulder pad was achieved by lightly scoring a line and gradually increasing the width and depth of the groove. The texture of the base also deserves mention it was constructed from a mixture of sand, glue and paint. Stuart is rather protective of his "secret recipe" but Da Dok and Konvertitt beat him up until he told us it could be built up and modelled into very realistic rough ground. The final layer on the base was the addition of static grass. Stuart recommends that it is pressed firmly into a layer of PVA glue as it is a little too light to stick well under it's own weight.



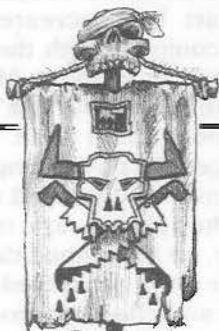
BLOOD BOWL TROLL

This conversion is essentially the body of a Blood Bowl Troll Star player with a River Troll's head added to it. As with the Avatar the arms have been repositioned but this time they have not been pinned. The strands of hair have also been bent to convey a sense of movement. Stuart chose an unconventional fleshy colour scheme to allow his Troll to play with his Chaos team-mates.

WWW BUTCHA'S KLINIK WWW

ELDAR EXARCH

Given the usefulness of Eldar Exarch special powers Stuart wanted to include a figure with two power swords. Again this is a simple but striking conversion. The right arm has been twisted from straight up to face slightly around. The fore arm has also been bent. Stuart used his fingers for this but with slightly thicker miniatures it may be desirable to use pliers. If you do this be sure to pad them to avoid scratching and damaging the area being gripped. It is also important when bending not to do it too hard or too fast as they will snap if manipulated too vigorously.



Well, dat'z it!

Now weer goin' ta zkarper
before Stooert kumz fer 'iz
konverzhunz!

Don't forgit ta
zend in orl
yor brill
ideaz....



AHOY THERE! YE MUTINOUS DOGS!

Pirate Armies in Warhammer 40,000 (Part 2)

By Phil Lowles
& Alex Scott

Welcome to this, the second part of the Warhammer 40,000 Pirate army list. If you do not have issue 13 of the Citadel Journal, none of this article will make any sense to you - so run along and buy issue 13 NOW! If you do have issue 13 then you will know exactly what all this is about and the Pirates will need no further introduction. Enough of this idle banter and on with the list...

ELDAR PIRATES

PIRATE ALLIES

A Pirate army may choose from Eldar Pirate and Squat Pirate allies or Ork Freebooter Pirate allies. Squats and Eldar may associate with each other, but neither will ally with Freebooterz.

Pirate gangs who occasionally hire the Eldar Pirates for particularly large attacks.

ELDAR PIRATES

1 ELDAR PIRATE CAPTAIN

Champion	13 points
Hero	33 points
Mighty Hero	64 points

Eldar Pirate Captains are quick tempered and unpredictable, equally inclined to magnanimity and wanton slaughter. Such Eldar 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 please them to do so. Eldar Pirate Captains can become infamous throughout the Eldar Craftworlds and Exodite planets and even amongst the human



Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate Champion	5	4	4	3	3	1	5	1	9
Pirate Hero	5	5	5	4	4	2	6	2	9
Pirate Mighty Hero	5	6	6	4	4	3	7	3	10



- WEAPONS** Las Pistol
- ARMOUR** Mesh Armour (5+ Save)
- WARGEAR** A Pirate Captain may have a shuriken pistol at a cost of 3 points or a shuriken catapult at a cost of 5 points.



May be given extra equipment from the armour, assault, grenades, basic or special weapon sections of the Eldar Wargear list.

A Pirate Mighty Hero may have up to four Wargear cards. A Pirate Hero may have up to three Wargear cards and a Pirate Champion may have up to two Wargear cards. Eldar Pirates may use Eldar only Wargear cards.

Note: this differs from the other races of Pirate in these lists, which choose from the Pirate equipment list.

ELDAR PIRATE SQUAD ..9 pts per model

Sometimes the rigid constraints of the Eldar path is too much even for an Eldar and many leave their beloved Craftworlds for a life of adventure and join the Pirate fleets. As the Eldar path becomes increasingly remote the Eldar reverts to his wild and amoral state. It is not uncommon to find an Eldar Pirate fleet and a human Pirate horde working together on particularly ambitious raids.

Profile	M	WS	BS	S	T	W	I	A	Ld
Eldar Pirate	5	3	3	3	3	1	4	1	8

SQUAD

A squad consists of between 5 and 9 models. A Pirate Squad must always include a Pirate Captain to lead it and may never include more than one.

WEAPONS

None

ARMOUR

Mesh Armour (5+ save)

WARGEAR

An Eldar Pirate may be armed with any weapons from the assault section of the Eldar Wargear list.

Any model may have a shuriken pistol at a cost of 3 points per model. Any models may have lasguns at a cost of 2 points per model or shuriken catapults at a cost of 5 points per model.

The entire Pirate squad may be mounted on jetbikes armed with two shuriken catapults at a cost of 20 points per model. Up to one in three may upgrade to a jetbike armed with a single shuriken cannon at a cost of 25 points per model.

If the Pirate squad is mounted on jetbikes then the Pirate Captain may either ride a jetbike at the above points cost or a Vyper jetbike at a cost of 45 points. The other rider of the Vyper is an Eldar Pirate and does not count towards the squads limit i.e.: 9 Pirates on jetbikes and 1 Pirate Captain on Vyper.

Eldar Pirates may include any of the support weapons mounted on Anti-Grav platforms. As described in the Support section of the Eldar Codex pgs. 77-8.



SQUAT PIRATES

SQUAT PIRATE CAPTAIN

Champion	23 points
Hero	48 points
Mighty Hero	74 points

Squat Pirate Captains are gruff stubborn individuals who expect much from those under their command. Even the most dastardly of them have a strange sense of fair play and honour at least amongst their own kind. This is more than just honour amongst thieves and stems from the rigid system of kinship that binds the Squat Homeworlds together. This said however, Squat Pirates are distinct renegades, outcast by their own kin. Often they have fled their Homeworlds. Most were regarded as uncouth outsiders even within a society as robust as that of the desolate Homeworlds. Their Kinsmen are most relieved when these rebels depart to seek glory and riches amongst the stars. Some Squat Pirates are dangerously unpredictable and have been driven from their Homeworlds perhaps after they disgraced themselves and their kin by some unforgivable crime such as cowardice in battle. It is a wise man who avoids the subject of a Squat Pirate's background.

Profile	M	WS	BS	S	T	W	I	A	Ld
Squat Champion	3	5	4	3	4	1	3	1	10
Squat Hero	3	6	5	4	5	2	4	2	10
Squat Mighty Hero	3	7	6	4	5	3	5	3	10

WEAPONS Las pistol, Frag & Krak Grenades

ARMOUR Carapace (4+ save)

WARGEAR A Squat Pirate Captain may have any items from the armour, assault, grenades, basic or special weapons sections of the Pirate Wargear list. A Pirate Champion may choose one item from the Pirate equipment list. A Pirate Hero may choose two items from the Pirate equipment list. A Pirate Mighty Hero may choose three items from the Pirate Wargear list.



SQUAT PIRATE SQUAD17 pts per model

Profile	M	WS	BS	S	T	W	I	A	Ld
Squat Pirate	3	4	3	3	4	1	2	1	9

SQUAD A squad consists of between five and ten models.

WEAPONS Laspistol, Lasgun, Frag & Krak grenades

ARMOUR Flak armour (6+ save/5+ vs blast weapons)

WARGEAR Any model may be armed with weapons from the assault weapons section of the Pirate Wargear list. One model may have a special weapon chosen from the special weapons section. One model may have a heavy weapon chosen from the heavy weapon section.

The entire squad may be mounted on bikes at a cost of 15 points per model.

One Heavy Weapons Trike may be included for each squad of bike mounted Squat Pirates at a cost of 85 points. The Heavy Weapons Trike is armed with a Multi-Melta.

Each Squat Pirate model may have one item from the Pirate equipment list.

ORK FREEBOOTER PIRATES

FREEBOOTER KAPTIN35 points

Ork Freebooterz are led by a special boss called a Kaptin. The Kaptin is the biggest, meanest Ork in the Freebooter band. He is a tough and resilient fighter because if he fails to bring in the booty for his Boyz the Kaptin runs the risk of being ousted from command and kicked out.

Profile	M	WS	BS	S	T	W	I	A	Ld
Kaptin	4	5	5	4	5	2	4	2	8

The Pirate army may include up to one Freebooter Kaptin for every Freebooter Pirate mob in the army.

WEAPONS Bolt Pistol

ARMOUR Flak armour (6+ save/5+ vs blast weapons)

WARGEAR A Freebooter Kaptin may be armed with any items from the armour, assault weapons, special weapons and grenades sections of the Pirate Wargear list.

Freebooter Kaptin's may have up to two items chosen from the Pirate equipment list.

SPECIAL A Freebooter Kaptin may be accompanied by up to four Gretchin assistants at a cost of 3 points per Gretchin. Up to one of the assistants may be a Gretchin Champion at the cost of 5 points. The assistants and Kaptin form a small unit which adheres to the normal squad coherency rules.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gretchin Assistant	4	2	3	3	3	1	2	1	5
Gretchin Champion	4	3	4	3	3	1	3	1	6

WEAPONS Hand Weapons

ARMOUR None

WARGEAR An assistant may have a Gretchin blunderbuss, auto pistol or autogun at a cost of 1 point.

An assistant may be given flak armour at a cost of 1 point.

ORK FREEBOOTERZ PIRATE MOB12 points per model

Ork Freebooterz exist on the fringe of Ork Kultur. They are a scurvy band of roving Pirates who have cut off all ties with their Warbands and clans and taken to a life of adventure, fighting and booty. There is nothing an Ork loves more than fighting and often Freebooter Pirate bands will fight alongside human Pirates if a good fight and plenty of booty are up for grabs.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freebooter	4	3	3	3	4	1	2	1	7

MOB The mob consists of between 5 and 20 Pirate Boyz and may be led by a Freebooter Kaptin.

WEAPONS Bolt pistol, axe and frag stikkbombz

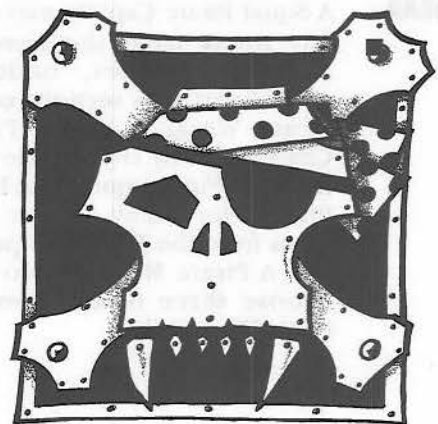
ARMOUR Flak armour (6+ save / 5+ save against blasts)

WARGEAR Any Pirate may replace his bolt pistol with a bolter at a cost of 1 point.

Any model may be armed with any weapons from the assault weapons and grenades sections of the Pirate Wargear list.

In addition up to one model may be given a heavy or special weapon chosen from the appropriate sections of the Wargear list.

Each Ork Freebooter Pirate may have up to one item chosen from the Pirate equipment list.



SPECIAL CHARACTERS

VINNY DEADHEAD63 points
 Refractor Field 5 points
 Vinny's Leather jacket 16 points

Vinny Deadhead was born on a dustworld populated by gangs of barbarous rogues and scoundrels. Life was harsh and stories of other worlds beyond the stars were nothing but a myth to the worlds inhabitants. Vinny became involved in a biker gang when he was very young and in short time became an invaluable member. The biker gang fought rival gangs in a bitter struggle to gain control of the precious currency that the world traded in - gasoline.

When Vinny was 19 years old a Pirate vessel landed on the world and the biker gang launched an attack against them. The bikers were deadly against the Pirates who, on foot, had never faced such fast and fearsome opposition. Vinny attacked like a madman and caught the Pirate Captain's eye many times through the encounter. The bikers were driven off by heavy fire from Pirate Scavengers. Vinny's bike was blown out from under him by a missile, although Vinny survived with hideous scars down his left cheek which served to remind him of the encounter. The Pirate Captain confronted the defenceless Vinny and pledged to take him away from this half-dead forgotten world if he would join the Pirates. Vinny accepted and left his homeworld never to return.

Since leaving the dustworld Deadhead has made a name for himself as a fearless fighter in a strong Pirate horde. He is a highly skilled biker, having spent most of his life in the saddle. He is also a good mechanic and has customised his bike to suit his fighting style, hit and run.

Vinny Deadhead may be chosen to lead a Pirate Bike squad in place of its Biker Champion.

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

Vinny Deadhead	4	5	4	3	3	2	4	1	8
----------------	---	---	---	---	---	---	---	---	---

WEAPONS Chainsword, Boltpistol

ARMOUR None

WARGEAR Vinny Deadhead carries the following Wargear cards Refractor field and Vinny's Leather Jacket. Vinny has Scars from the Pirate equipment list the points for which are incorporated into his basic points value.

RIDES

Vinny Deadhead rides a customised bike. The bike is armed with twin linked bloter's and has the Spiked hubs and Supercharged engine vehicle cards. The cost of these is incorporated into Vinny's basic points value.

SPECIAL RULES

Vinny's Leather jacket. Vinny's leather jacket is jet black with a skull and crossbones symbol embossed on the back and his name in plasteel studs. The jacket makes Vinny look 'real cool' and the squad he leads may re-roll any failed Leadership tests as long as Vinny is alive. The leather jacket gives him a saving throw of 6+ save/5+ against blasts.

Veteran Biker. Vinny is a Veteran Biker and knows how to control a bike perfectly. Vinny may add +1 to a single skid test once per turn.

Hit and Run Expert. Vinny has learnt how to use the motion of the bike to gain extra impetus on hit and run style attacks. When Vinny makes a hit and run attack add +1 to his combat score and a further +1 to his Strength.



DAEMIEN BLACKBLOOD233 points

Dark Tome	50 points
Psychic Hood	25 points
Force Axe	10 points
Conversion Field	10 points

Blackblood is one of the most infamous Rogue Psykers in the galaxy and the Inquisition have hunted him across a hundred worlds. He has somehow managed to elude the forces of the Inquisition for many years and has become a very dangerous Psyker indeed.

Daemien is a powerful asset to any Pirate horde he works with, however, Daemien is influenced by a Chaos Daemon which is gradually winning the battle against Daemien's willpower. At times the Daemon remains quiet but often the Daemon's influence can be clearly seen on Daemien's face. It is only a matter of time before his mind falls to the Daemon and it enters the material universe taking his body as it's own.



Concealed amongst groups of Pirates to whom he feels no loyalty and merely uses to conceal his whereabouts he has managed to remain one step ahead of his pursuers. In this respect he has been very successful, Pirates are renowned for their acceptance of rogues from across the Galaxy, "Ask no questions, get no lies" is an often heard Pirate saying. Amid this culture Daemien has thrived, Pirates also have access to fast moving ships and a host of hideouts in remote backwaters and this suits Daemien just fine. Daemien is currently running with a Pirate band from Segmentum Obscurus. He has deceived the Captain of this band into the worship of Chaos promising him fame and fortune overnight. Of course, Blackblood has not mentioned the price of their abominable pact but then his concern is not for the Pirates welfare. They are just there to obscure his movements and if necessary pay some of the price demanded by Daemien's sick and twisted masters.



If you choose to include Daemien Blackblood in your army then he replaces the Rogue Psyker in the main section of the army list.

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemien Blackblood	4	6	6	4	4	4	6	3	8

WEAPONS Las Pistol

ARMOUR Flak Armour (6+ save/5+ vs blast weapons)

WARGEAR Daemien has worked with many successful Pirate hordes and has been able to get his hands on a large amount of booty. He has the Dark Tome, Psychic Hood, Conversion Field and Force Axe Wargear cards.

PSYKER Daemien is a level 4 Psyker and may choose four powers from the Adeptus deck. He may have up to 1 power chosen from any one of the Chaos power decks, but if the Pirate Captain has a Mark of Chaos (see below) the psychic power must be chosen from the same deck as the Mark of Chaos' power. If the Pirate Captain bears the Mark of Khorne then Daemien may not have a Chaos psychic power.

SPECIAL RULES

Dark Tome. Daemien found this potent book aboard an abandoned Space Hulk and he believes it may be responsible for the voices which whisper in his head so strongly. He cannot simply throw the book away, as often as he has tried, for it always returns. It has driven Daemien half mad but he has learned to live with the book and use it's powers for his gain. At the start of each Psychic phase roll a D6 and consult the following table to establish what aid the Dark Tome gives this turn.

DARK TOME RESULTS TABLE

D6	Result
1	The Daemon speaks to Blackblood through the Dark Tome and the Rogue Psyker falls to the ground screaming. He may not use any powers this turn and will remain on the ground until he passes a Leadership test at the beginning of a subsequent psychic phase. Daemien suffers 1 wound for the traumatic experience and will continue to suffer a wound for each failed Leadership test. Whilst lying prone he counts as WS 0 in hand to hand combat and all the special rules below for Daemien being killed apply.
2-3	The Dark Tome gives no aid this turn.
4	The Dark Tome brings greater power from the warp. Daemien may take an additional D3 Warp cards this turn.
5	The Dark Tome makes Psychic powers easier to cast. Daemien may cast force 2 and 3 powers for 1 point less this psychic phase. i.e. force 2 powers cost 1 force card and force 3 powers cost 2.
6	A huge build up of power is brought in by the Dark Tome enabling Daemien to cast an almost unstoppable power. Daemien may cast one power this turn which may not be stopped by a Nullify card. Special Warp cards, etc. may be used as normal.

Mark of Chaos. Any army which includes Daemien Blackblood has been influenced by the Daemon and a Chaos cult has begun within the Pirate horde itself. Daemien will concentrate most of his attention on the Pirate Captain who will soon be convinced that worshipping the Chaos Gods will bring him fame and fortune. In a secret ceremony the Pirate Captain is given the most honoured of gifts, a Mark of Chaos. Your Pirate Captain may be given a Mark of Chaos from one of the four Chaos powers at the following points cost:

Khorne (+30 points). The Pirate Captain is given a suit of body armour which grows to be part of him and can never be removed. This Chaos Armour gives the Pirate Captain a saving throw of 2+. In addition the Pirate Captain is subject to Frenzy as he has now devoted his life to the Blood God.

Slaanesh (+10 points). The Mark of Chaos has brought a new vision of life to the Pirate Captain who now takes a perverse pleasure in all life's experiences, no matter how terrifying or bizarre and is therefore immune to all psychology. The Pirate Captain is also immune to break tests as death holds no fear, but is seen as the ultimate experience. If the Pirate Captain is with a Pirate squad and they are forced to flee then he is not affected and can continue to fight as normal.

Nurgle (+20 points). The Pirate Captains body swells with corruption and partially rots away. The Pirate Captain can endure pain and considerable injury without discomfort. The Pirate Captain adds an extra +1 to his Toughness on account of his bloated body.

Tzeentch (+50 points). This Mark of Chaos has given the Pirate Captain a glimpse of Daemien's psychic abilities. The warp has flowed through him and it's aura now protects and wards away hostile psychic attacks. The Pirate Captain may nullify a psychic attack made on him by rolling 4+ on a D6. The Daemon which influences Daemien's mind exudes a presence which can make troops who are close to Daemien on the battlefield wild and fearless fighters. All models within 12" of Blackblood will feel the effects of the Daemonic Influence and are subject to the following rules:

All models within 12" are Frenzied.

All models within 12" are immune to all other psychological effects, although they must still take break tests.

Should Blackblood be killed all models within 12" will be affected by Stupidity for the remainder of the game as the sudden lack of Daemonic Influence strips away a portion of their sanity.

CAPTAIN YRIEL.....131 points

Conversion field 10 points

Sword of Valriehm 15 points

Of all the great Pirates and raider chieftains, Yriel of Iyanden is one of the few to return to the Eldar path. Formerly the admiral of Iyanden fleet, Yriel was stripped of his position after leaving Iyanden prey to a Chaos fleet whilst leading an attack into the Eye of Terror. Although he arrived in the nick of time to save Iyanden, he was subsequently removed from office and disgraced. Enraged by the ingratitude of his fellow Eldar he became an Outcast. Together with a band formed from his old crew they took to the space lanes as Yriel's Raiders.

For years Yriel raided the nearby shipping routes. He also hired out his raiders to local planetary lords as mercenaries and achieved considerable success as a power broker amongst the nearby human worlds. His reputation grew with every fresh success, but he never fell prey to the excesses of wanton slaughter that characterises many Pirate captains. In the end he returned to Iyanden to save the Craftworld a second time. This time from a marauding Tyranid hive fleet and afterwards returned to the Eldar path.

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

Captain									
Yriel	5	6	6	4	4	3	7	3	10

WEAPONS Shuriken pistol and the Sword of Valriehm

ARMOUR Mesh armour (5+ save)

WARGEAR Yriel mat have the following Wargear cards: Conversion field (giving Yriel an unmodified save of 4+) and the Sword of Valriehm Wargear cards.

Captain Yriel has the following Wargear cards the cost of which are incorporated into Captain Yriel's points value: Digital lasers and bionic eye

SPECIAL RULES

Sword of Valriehm. Captain Yriel took the Sword of Valriehm from an arms freighter which he raided many years ago. It's blade is long and shimmers with a power which can only be half seen and has a beautifully crafted golden hilt. The Sword of Valriehm gives Yriel two parries in close combat. The Sword of Valriehm has a strength of 5, does 1 point of damage with a -3 saving throw modifier.



Yriel's Raiders. Up to one squad of Eldar Pirates may be upgraded to Yriel's Raiders at no additional points cost. Yriel's Raiders have the profile shown below and are equipped in the same way as a normal Eldar Pirate squad. In addition each member of Yriel's Raiders may have up to 2 items of equipment chosen from the Eldar Wargear list as for standard Eldar Pirates.

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

Yriel Raider	5	4	3	3	3	1	4	1	9
--------------	---	---	---	---	---	---	---	---	---

Combat Masters. Yriel's Raiders and Captain Yriel himself are deadly masters of hand to hand combat. To represent this fact they may re-roll up to one attack dice in close combat. If you decide to re-roll an attack dice you must accept the second result no matter whether it is better or worse than before.



KAPTIN 'FLASH GIT' BADRUKK100 points

There are so many bands of Freebooter Pirates that some inevitably get lucky and become successful. None, however, come close to the success of Kaptin Badrukk and his famous "Flash Gitz" pirate band, who have not only survived but have escaped with heaps of treasure. Most of this good fortune is doubtless due to Kaptin Badrukk's exceptional low cunning, which he has used to double-cross or intimidate quite a few employers of more than his rightful share of loot.

The Flash Gitz are armed and equipped to an incredible degree, not only on account of all the loot they have earned but also because of the many gifts they have received from grateful (or scared!) Warbosses. Kaptin Badrukk is the most flamboyant of all the band, and indulges in such fancies as gold plated armour with gilt scrolling, at least three highly decorated back-banners, and the most outrageously over-the-top hats and clothes ever worn by an Ork!

Kaptin Badrukk may be included in an Ork army instead of one of the army's normal Freebooter Kaptins.

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

Badrukk	4	6	6	4	5	3	5	3	9
---------	---	---	---	---	---	---	---	---	---

WEAPONS Bolt pistol, power fist, Badrukk's ripper gun (see the special rules below).

ARMOUR

Ork 'eavy armour (4+ save).

WARGEAR

Badrukk may have up to three Wargear cards.

Badrukk may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

SPECIAL RULES

Badrukk's Ripper Gun: Kaptin Badrukk is armed with an Ogryn ripper gun. The weapon has been built into Badrukk's armour so that he can use it without the enormous recoil ripping his arm off!

The Flash Gitz: If Kaptin Badrukk is included with an Ork army then up to one band of Freebooter Pirates bought from the Mobs section of the army list may be upgraded to Flash Gitz at no additional cost in points. This scurvy bunch of rogues and cut-throats have the characteristics shown below. In addition to the equipment normally allowed to a Freebooter Pirate, each Flash Git model may have up to 1 Wargear card.

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

Flash Gitz	4	4	4	3	4	1	3	1	7
------------	---	---	---	---	---	---	---	---	---



SPECIAL CARD

GRAND WARLORD GRIMTREK

Grimtrek is the greatest Squat Warlord ever to take the battlefield. Both his tactical foresight and personal prowess in battle were noticed early in his career. Even amongst the combative Squats his unquenchable thirst for battle set him apart from his kin. To date there has not been campaign under his command that has ended in disaster. In battle he is represented by a Warlord stand and 5 Hearthguard stands mounted in 3 Rhinos.



POINTS VALUE 350



SPECIAL CARD

In battle he is represented by a Warlord stand and 5 Hearthguard stands mounted in Rhinos. This Hearthguard is assumed to be comprised of the elite of all the Warlord's Hearthguard. They gladly send their best troops to serve with Grimtrek, so that they may share the glory he is bound to bring...

SPECIAL RULES: Any Squat within 10cm can choose orders after all the other orders on the table have been revealed. Any Squats within 20cm automatically pass any morale check they must make. Any Squats within 15cm of Grimtrek gain +1 to their CAF.

BREAK POINT: The unit is only broken when Grand Warlord Grimtrek is destroyed

MORALE VALUE: As a Command Unit the Grand Warlord and his retinue always pass their morale checks



VICTORY POINTS 4

Your opponent gains 4 VPs when Grimtrek is destroyed

PIRATE BIKE VEHICLE CARDS

The following vehicle cards are for Pirate bikes only. Just like all vehicle cards you may give any amount of cards to each bike provided you do not repeat the same combination of cards within the army.

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SPECIAL CARD

The Colossus' Iron Eagle Gyrocopter may act as a reconnaissance for the Cyclops. These squadrons have proved highly effective in many campaigns, taking down a great many enemy Titans.

SPECIAL RULES: Each vehicle must stay within 25cm of each other in order to class as a command unit. Any vehicle that is out of range has to be given orders.

BREAK POINT: The unit is only broken when two of the vehicles are destroyed

MORALE VALUE: The vehicles in this squadron must roll 1 or more on a D6 to pass their morale checks



VICTORY POINTS 9

Your opponent gains 9 VPs when the unit is broken



STEEL HAWK/WAR HAWK GYROCOPTER SQUADRON

A Steel Hawk Gyrocopter squadron consists of 3 Steel Hawk Gyrocopters. A War Hawk Gyrocopter squadron consists of 3 War Hawk Gyrocopters.



POINTS VALUE 200

SPECIAL CARD

DOOMANVIL SQUADRON

To counter the threat of opposing Titan battlegroups and Gargant big mobs, Squat engineers have fitted suitable comm-links between the Colossus command vehicle and the two Cyclops which complete the Doomanvil squadron.



POINTS VALUE 900



STEEL HAWK/WAR HAWK GYROCOPTER SQUADRON

Mounting new weapon fits, namely the short range rocket pods and multi meltas of the Steel Hawk and the laser-guided armour-piercing missiles of the War Hawk, these Gyrocopters wreak devastation on enemy formations

BREAK POINT: The squadron is broken once it has lost 2 models. Once the squadron is broken it must take a morale test

MORALE VALUE: Squats must roll a 2 or more on a D6 to pass their morale test

VICTORY POINTS 2

Your opponent gains 2 VPs when this squadron is broken

EMPIRE ARMY STANDARD BEARER



ELDAR DIRE AVENGER & DARK REAPER ASPECT WARRIORS



STUART WILLIS

This issue Dok Butcha's Klinik focuses on the work of the prodigious Stuart Willis and features a variety of conversions from the simple sword-swap to more complicated scratch building

Stuart has worked at Games Workshop for the past six years. In this time

he has worked for a variety of departments including Retail, the Studio and in Promotions. He is now in the prestige post of Mail Order Troll! Stuart has collected a large selection of different armies including: Empire, Chaos and Dwarf Warhammer Fantasy Battle armies and Eldar and Imperial Guard armies for WH40K.



NECROMUNDA VAN SAAR LEADER



ELDAR SCOUT



ELDAR EXARCH



EMPIRE PISTOLIER

PIRATE BIKES ONLY

This bike's engine produces black smoke which belches forth from its exhausts. Usually this would mean that there is something horribly wrong with the bike, however the rider has tinkered with his engine so that it produces thick black smoke without causing damage to his bike. This smoke lays down a smoke screen behind the bike which disrupts enemy fire. After the first move this bike makes, place the Big Smokey template (use the flamer template from the 40k box) behind the bike and it will remain in play until the bike is destroyed or the battle is over. Models may not shoot through the Big Smokey template unless they have some form of infra-vision goggles or visors (see Wargear book page 65 for the full list of troops which can see through smoke). Move the Big Smokey troops that the template passes over will lose Overwatch just as if they had been shot at and in addition any troops unable to see in smoke have the choice of moving randomly or standing still in from their eyes.

BIG SMOKEY

VEHICLE 10 Points

PIRATE BIKES ONLY

Evil Ginevil was a famous pirate biker who invented a special test engine which was capable of accelerating the bike to extraordinary speeds. Unfortunately the engine was also capable of exploding as Evil Ginevil's did the day he died. This bike is fitted with a copy of Evil Ginevil's test engine and it allows the bike to 'go' quicker every time it moves. After you have moved the bike up to its maximum speed roll an artillery dice and add this additional amount in inches to the bikes move. This is a fixed bonus and the bike cannot slow down. You must move the bike the full distance of the artillery dice roll. If the artillery dice comes up 'misfire' then the test engine has exploded. The bike rider is killed and the flaming wreck of the bike will move out of control immediately.

EVIL GINEVIL TEST ENGINE

VEHICLE 10 Points

PIRATE BIKES ONLY

This bike has sharp adamantium spikes protruding from the hubs of its wheels. These spikes are deadly and can be deadly to an unwary opponent. When this bike makes a hit and run attack the spiked hubs make an additional attack which is resolved before combat begins. The enemy model must make an initiative test on a D6 otherwise they will be automatically hit by the deadly whirlwind of spikes. The hub spikes have a strength of 5, a -2 saving throw modifier and cause D3 wounds. If the enemy model survives the spiked hubs then the hit and run combat may now be resolved.

SPIKED HUBS

VEHICLE 10 Points



PIRATE VEHICLE



PIRATE VEHICLE



PIRATE VEHICLE

To assemble, first cut out the 3 vehicle cards, taking care to keep the front and back of each one together. Fold each one in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your vehicle cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together. Whatever you do, do not cut these out using a Chainsaw!

SPECIALIST SQUAT LAND TRAIN BATTLECARS

3 Specialist Land Train Battlecars



POINTS VALUE 200



SPECIALIST SQUAT LAND TRAIN BATTLECARS

Specialist Land Train Battlecars can only be chosen to accompany a Land Train Special Card. You can choose one Specialist Land train battlecar card for each normal battlecar card. Land Trains may still pull seven battlecars, but in order for them to have more than one of each type, they must have at least four different types of battlecars. Each Battlecar card you add to a Land Train increases its break point by +2 and the victory points awarded to your opponent for breaking the Train goes up by +2.

VICTORY POINTS ADDS +2





ELDAR AVATAR

*(Oob Aah, Avatar!
I said Oob Aah,
Avatar....)*



BLOOD ANGELS CHAPLAIN



NECROMUNDA DELAQUE



BLOOD BOWL TROLL



NORK DEDDOG

*(Is it just me, but there does
seem to be a distinct
resemblance here..... - Ed)*

