the citadel Journal™ issue 36

The Games Workshop magazine by locals, for locals! £4.00/US$7.99

IT'S HALFLING-TASTIC!

Swan Riders, Crazy Cooks, Battle Rams, Poultry Swarms, rabid Halfling Housewives, not to mention War Sheep!

WHAT A BLEATER!

What're you doing here, Eric?

HONK! HONK!

Well, you've gotta branch out a bit, innit?

Elevenses! Get yer hot buns, lads!

BAA-AA!

Ooh! Saucy...

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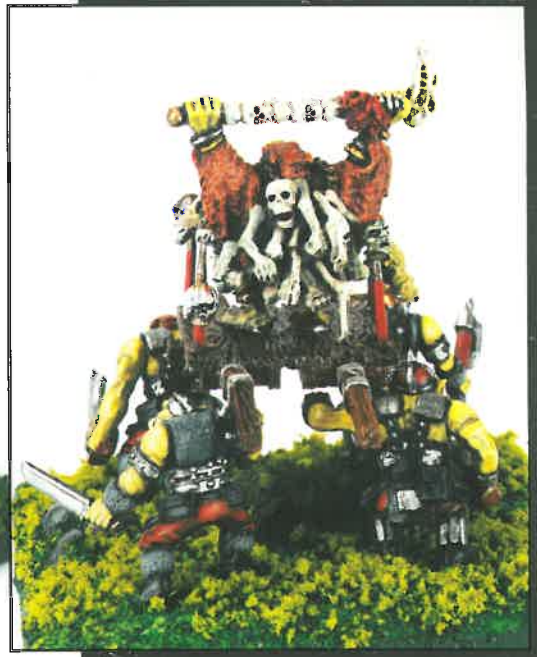
Savage Orc Shaman

By Neil 'Jelly' Rutledge (see Dok Butcha's Klinik)



Steve's Sl

Patton, eat your heart out!

'Bang! Bang! Bang!'

'Thud! Thud! Thud!'

'Burn the heretics!'

Wazza, get some more wood... Bev, pass the nails while I hammer this desk across the doorway. Right, that should keep 'em out for a while.

'Burn the heretics!'

'Shut it you tarts!'

Nice one Wazza, keep up the verbal abuse it's good for morale!

Now, where were we? Yes, of course, here we are barricaded into the Journal Bunker since our (alright, *my*) somewhat controversial decision to include Wayne 'I'm Barking-Mad' Oldfield's outrageously awesome and not only slightly silly Halfling army list for Warhammer. I've promised to feature this furry-footed bundle of fun before but now I've finally got around to it. Feast your eyes on Wayne's astounding model conversions and melt your brains with his tremendously light hearted rules. And, if there's anyone else out there deranged enough to want to start their own Halfling army – ace! Let's upset all those stuffy, dyed-in-the-wool gamers who've forgotten how to have a laugh.

Good, now then, just in case you thought that this issue was only for short peo... implausible appetites just check out what else we've got in store for you! There's the Baneblade Super Heavy Battle Tank from Imperial Armour to get you seriously drooling (Wazza, put your tongue away!); Gorkamorka players are just 'Born to be Waaild' in this cool new scenario; theres a sinister new gang for Necromunda – Eldar; Pogoing Trolls in Blood Bowl (now it is getting very silly!); Dok Butcha and all your other faves.

Ah... look, here's an e-mail from the Studio, we're saved they'll come to our rescue:

'You guys are all Sad! Sad! Sad!' – The Games Developers.

Oh, I guess not then...

Steve

• COMING NEXT ISSUE...

• In the Mek's Workshop you can see how to personalise your Gorkamorka vehicles with card, random bits from your bits box and even pasta!

• Discover Warhammer Siege tactics and learn how to take even the most heavily defended fortress or how to hold out against near impossible odds.

• Bare witness to the mighty Thunderer siege tank, the latest from the forges of Imperial Armour.

• Whatever happened to the Wood Elven Lost Kindred of the Wythell Glades? Well they're fighting for the highest bidder now in this new Regiment of Renown.

• We've poached another cool modelling article from the net for all those wishing to know how to construct ruined 40K buildings.

• Wazza rambles on in another Warwick's World and good old Dok Butcha returns ready to turn his surgical attentions to your models.

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The Trading Post

Welcome to the Journal's very own classifieds section, where you can advertise your old games, painted armies for sale and painting services for two issues and it's for FREE!

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Old Painted and unpainted miniatures. (Gloucester) The first models I bought are just clogging up my room, they are nearly all painted and are for 40K. Prices vary. E-mail me on: *andy@smiff30.freeserve.co.uk*

Painting Service (Oxbridge) Stu – 07801 286139.

Steve's Painting Service (St Ives) £3 standard size, £5 monsters. Ring Steve – 01480 469092.

Stu's Painting Service (Notts) Ex Heavy Metal painter offers services: all levels of painting done – from wargames to Golden Demon standard. Tel – 0115 9792157.

Painted Army (Notts) Tyranid army excellently painted £170. 0115 9243186 after 6pm.

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The Hungry Horde...

A Halfling Army for Warhammer

By Wayne Oldfield

(Halfling history by David L. Stone)

Wayne – 'Is it dinner time yet?'

Being a member of a games club has its advantages, being a member of Nottingham games club has the distinct advantage of being a magnet for madness. At least I have kindred spirits to talk to, I tend to get bored talking to myself (although my psychiatrist seems to find it quite interesting and tells me to keep taking the little red pills!).

One games night, fed up with losing yet again with my newly finished 10,000 point Dogs of War army, I was sat in Bugman's Bar (another distinct advantage) chewing the fat with Stuart, part time Games Workshop employee and full time jet engine designer, bemoaning the serious tone of all the recent letters in the White Dwarf and the Journal. All this talk of beardyness and having to adhere strictly to the 'official' rules was getting us down. Hang on, we thought, this is a game it's suppose to be fun! My favourite regiment at the time was Lumpin Croop's Halfling Fighting Cocks. What would a whole army of these pint-sized eating machines look like?

WARHAMMER

A Potted Moot

Halflings have lived in the Empire for as long as anyone can remember. They are somewhat vertically challenged, rosy cheeked (no doubt due to the quantity of ale and imported wine they consume), boast hairy feet (even the women folk), and are generally described as having a 'well fed' look about them. They are seen as peaceful, well meaning, honest, caring sharing, simple rural folk. That is, by people who have never actually met one, never mind someone who has met one up close, behind the pointy end of a well concealed dagger.

Halflings are not especially war like in the broad sense of the term, they are mostly game wardens, watchmen, farmers and foresters. True there is the odd exception. At least fifty per cent of the population could be described as poachers, thieves and vagabonds. The rest are hungry, but tomorrow is another day...

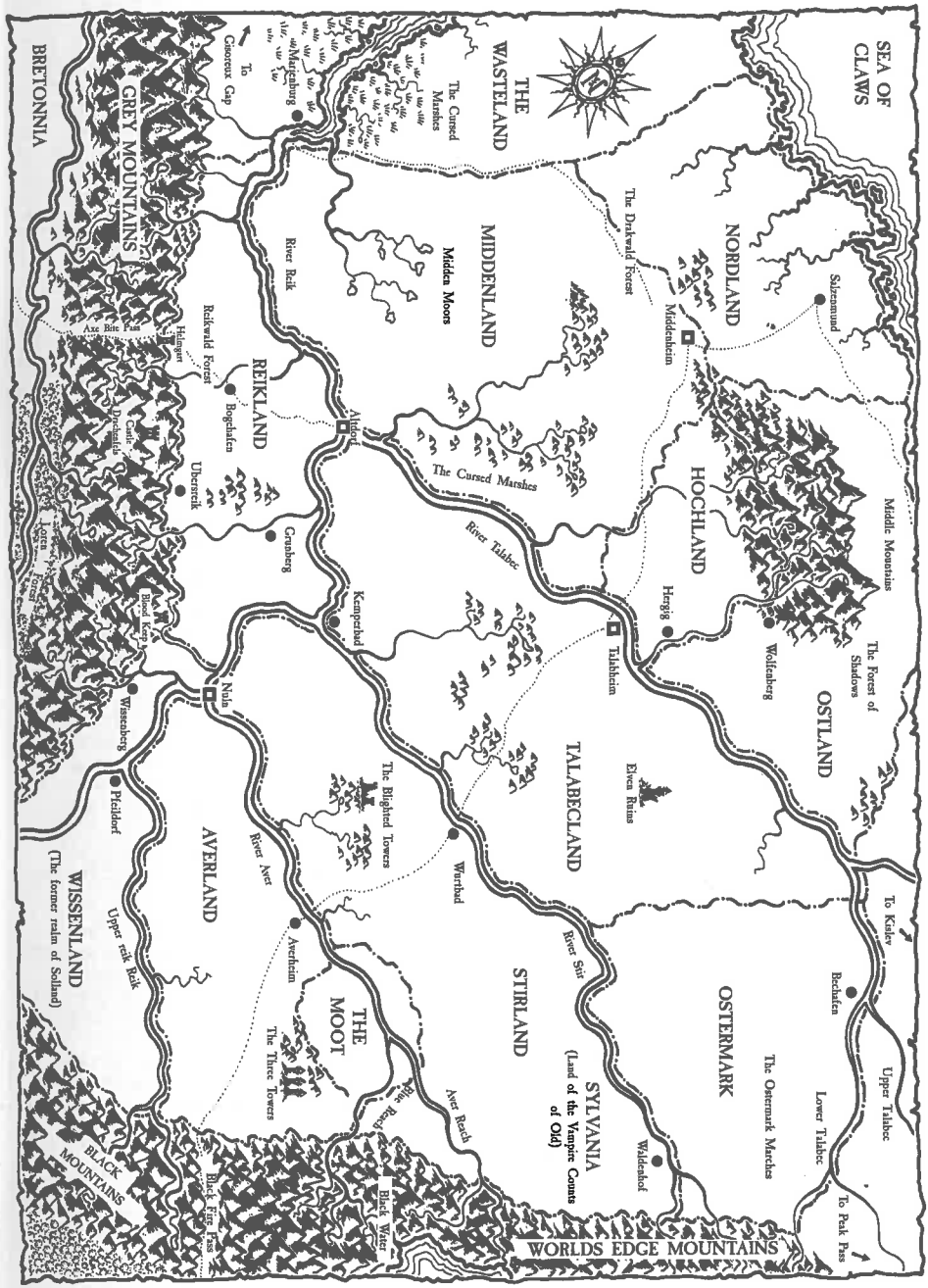
Halfling Battle Hymn

Food food food food
Food food food food
FOOOD wonderful food
glorious
Food food food food
(repeat ad nauseum)

They are, however, fiercely defensive of their homeland, the Moot, which is situated around the lands of the Upper Aver River and was granted to them in the year 1010. It is a green land with gently rolling hills, formerly populated by a myriad of bouncing bunnies. That was before the Halflings took up the bow and became extremely proficient in its use.

It is due to this fearsome skill with the bow that Halflings are called upon by the Empire to provide troops for its army. But when threatened, the entire Moot can be quickly armed and very dangerous to know.

Map of the Empire showing the Halfling homeland:
The Moot



The Chronicle of Stillwater – easternmost Halfling Village of the Moot

Imperial Year

1010 The ancestors of the Halfling race are granted the lands around the upper Aver as their permanent home after their priceless help within the armies (mainly the kitchens!) of the Empire.

1105 The village of Stillwater is founded along the banks of the Blue Reach, a tributary of the Aver, by a group of adventurous Halflings seeking interesting and exotic cooking ingredients. This is the most easterly lying of all Halfling settlements.

1150 Stillwater is attacked by Night Goblins from the Worlds Edge Mountains. Many Halflings are slaughtered before a stout defence is organised and the Goblin raiders seen off. Village Elder Cokey Mushroompad calls a meeting and in accordance with old tradition a banquet to discuss a way of organising a better defence.

1151 Cokey's son Rumple is dispatched with some of the bravest Halflings to locate the Night Goblin band responsible and wreak revenge. They do not return.

1162 Of the brave band of Halflings sent east to the mountains years earlier only Tully Munchfoot returns. He tells of a brutal battle in the foothills of the Worlds Edge Mountains and of the brave sacrifice of his comrades. Tully wandered lost in the wilderness for years in dark lands he was loathe to describe. He discovers a new kind of potato during his wanderings that later becomes a famous part of Imperial cuisine. Tully is awarded the Stillwater Helmet for bravery and the community's brass wheat-husk for tremendous crop contribution.

1287 Stillwater is raided by a foul Necromancer intent on slaying and raising the entire population. It is only saved by the timely intervention of a fey, wandering Wizard and there is much wondrous mutterings of Elves and faerie-folk. The damage to Stillwater is fairly extensive although only one Halfling loses his life, Gamble Dovebright.

1288 A bumper harvest is raised by the Dovebright family leading to speculation that Gamble was a saint. A three foot (scale) statue is erected to commemorate the great hero.

1349 Stillwater is under attack again this time from the Shallowpit Snotling movement. A fierce battle is fought and against all the odds the villagers are victorious. A mammoth banquet is planned and over the next few years the cuisine of the Moot and indeed the Empire are influenced by the exotic recipes coming out of Stillwater.

1360 After a long and prosperous period of peace during which the village of Stillwater is central to most of the revolutionary farming techniques that are passed on to the rest of the Moot and the Empire. Scouts report of Goblins amassing in the foothills of the World Edge Mountains.

1373 This is the period of the three Emperors during which the Halflings seek profitable employment amongst the warring factions as field cooks, scouts and occasionally in battle as mercenaries.

1707 Waaagh Gorbad. The Orc Warlord Gorbad Ironclaw leads a massive Waaagh through Black Fire Pass deep into the Empire raising Nuln and the Moot as he goes. This is pre-empted by an attack on Stillwater from the same tribe of Night Goblins that invaded in 1150. Despite a valiant defence the hopelessly outnumbered defenders are cut down by the whirling death chains of the Goblin Fanatics and the village is burned to the ground. A mere handful of survivors lead by Perryiadoc Munchfoot (descendant of Tully) manage to escape with some of the ancient cookbooks and a few of the rarer ingredients and spices to the devastated remains of the Moot. The Halfling race takes years to recover from the assaults of the greenskins but emerge a tougher more resilient people with an even bigger appetite.

Present The strange and diminutive race of Halflings still produce several noteworthy heroes such as: Blood Bowl supremo Puggy Baconbreath (one time captain of the Bluebay Crammets, who went on to score a record 2 Touchdowns and consumed between four and six meals a match) and Vindaloo Warmglow (ace catcher for the Stunted Stoutfellows who, despite scoring career total of only 1 Touchdown went on to consume twelve lbs of snacks after a full seven course lunch) and the notorious investigator Sam 'Buttermere' Warble, teller of stories and star of two (now legendary) Old World mysteries.

Halflings

The basic Halfling is neither very tough, very strong or very skillful at fighting. Most Halflings are excellent shots with a bow and some are exceptional fighters. Halflings are known to be intelligent (usually described as sneaky), can move in woods quite unhindered (again known as sneaky) and loyal, especially where food is concerned (this is because they are ALWAYS hungry!).

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8

Special Rules

Woodsmen: Halflings are natural woodsmen and can move swiftly and silently through wooded territory. Halflings therefore suffer no move penalty for moving through woods. This skill applies to all Halfling infantry including Elites.

Cooks

Cooks are the most respected members of the Halfling community. They form the Moot's elite infantry unit.

	M	WS	BS	S	T	W	I	A	Ld
Cook	4	3	3	3	2	1	5	1	8

Crazed Cooks

These frenzied, crazed Cooks (they've been at the 'spicy dumplings' again!) jump out of Cook Units whirling their heavy cookpots around. They hide in their regiment, are immune to psychology, jump out of the unit when an enemy moves within 8" and move 2D6 inches in the direction of the nearest enemy unit in the first turn. Thereafter they move in a random direction 2D6 inches. They do not fight in hand to hand combat but can be shot at. There can be up to three Crazed Cooks in a unit.

	M	WS	BS	S	T	W	I	A	Ld
Crazed Cook	2D6	Sp	0	5	2	1	-	D6	-

Motto : Vivus Cibum

(Live to Eat)

Housewives

Halfling women folk are not to be messed with. They are uncannily strong, they unerringly hit the mark when there is a punch to be thrown and, due to years of child rearing and housework, are incredibly tough. The sight of one of their men folk being killed is enough to drive them into a frenzied bloodlust, beware a woman's wrath!

	M	WS	BS	S	T	W	I	A	Ld
Housewife	4	3	2	2	3	1	5	1	8

Special Rules

Women's Wrath: Halfling Housewives are immediately subject to *Frenzy* if any male Halflings die within 8" of them.

The Moot Acquisition scouts (tea-leafs!)

Thieves

Although they will not admit it publicly, Halfling Thieves are the best around although they do prefer to be called Scouts, it's more polite. Hiding in infantry units, they sneak out and stealthily steal magic items from the enemy.

	M	WS	BS	S	T	W	I	A	Ld
Thief	5	3	4	2	2	1	10	1	8

Special Rules

Teefin': If a Thief is present in a unit which is in base to base contact with the enemy, roll a D6:

1. The Thief is caught and killed outright.
2. The Thief is chased back into the parent unit.
3. Not noticed but fails to steal anything.

4-5 The Thief succeeds in stealing the lowest value magic item from the unit.

6 The Thief succeeds in stealing a magic item of his choice.

The Thief may not use the magic item himself, but may pass it on to any character in the unit. If the character has his maximum allowance of magic items, he may chose to discard one which the Thief keeps for him.

War Sheep.....1 point

War Sheep are specially bred for their size, strength and pliability. They undergo special obedience training but are still rather skittish.

	M	WS	BS	S	T	W	I	A	Ld
War Sheep	8	-	-	-	-	-	-	-	-

Special Rules

Skittish: The War Sheep riders suffer -1 Leadership when taking Break Tests because of the difficulty in controlling their animals.

Battle Rams.....5 points

Larger and more aggressive than War Sheep, Battle Rams are the Halflings heavy cavalry. They are better trained, larger and stronger. They have very thick woolly coats which make them very hard to hurt. They also pack a powerful head butt and have wicked horns.

	M	WS	BS	S	T	W	I	A	Ld
Battle Ram	7	4	0	4	3	1	3	1	3

Special Rules

Woolly Coat: The Battle Ram offers the rider the same protection as Barding and adds +1 to the rider's save.

Goats.....3 points

Large Goats are used as light cavalry, often for skirmishing and scouting. They are irritable beasts though, well known for their head butting.

	M	WS	BS	S	T	W	I	A	Ld
Goat	7	3	0	3	3	1	3	1	3

Special Rules

Sure Hoofed: Due to their nimbleness, Goats do not suffer any penalties for moving ove difficult terrain such as woods or hills.

Skirmish: Units of Goat riders may als *Skirmish*.

Sheep Dog

The Sheep Dog, with its master mounted on a Battle Ram whistling commands to it is usually found towards the rear of the War Sheep and Battle Ram units. Sheepdogs are notoriously loyal to their masters and will often lay down their lives for them.

	M	WS	BS	S	T	W	I	A	Ld
Sheep Dog	7	2	0	2	2	1	5	1	5

Special Rules

Shepherding: If the Sheep Dog model can ge into base-to-base contact with a fleeing Wa Sheep or Battle Ram unit, that unit i automatically rallied. The Sheepdog mus remain within 12" of its master and may take al Leadership based test on his Ld.

Giant Swans

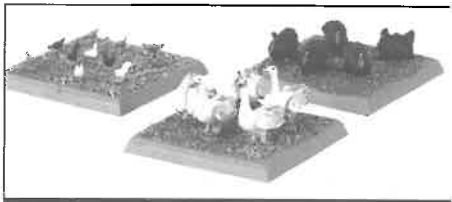
These large birds make ideal mounts for transporting troops around the battlefield quickly. They are also aggressive and kill with their powerful wings. They usually fly in a 'V' formation and their riders are the best of the Moots bowmen and can shoot on the wing. When flying high, they can shoot at other high flyers with a -1 to hit penalty, but not at troops on the ground. They can move and shoot in the same turn with no penalty.

	M	WS	BS	S	T	W	I	A	Ld
Swans	2	4	0	3	3	1	5	1	6

Poultry Swarms

Chickens, geese, turkeys and ducks can be driven, enraged, into battle as a swarm (or should it be flock?) as described in the Rule Book.

	M	WS	BS	S	T	W	I	A	Ld
Swarm	5	3	0	2	2	5	1	5	10



Watch out, they'll give you a nasty peck!

CHARACTERS

Halflings are not as renowned for producing legendary heroes but the plucky little guys still have their fair share of powerful characters. Your army may include up to 50% of its points value as characters chosen from the following list. You must always chose a General.

EQUIPMENT LIST

HAND-TO-HAND WEAPONS

Additional hand weapon	1
Double handed weapon	2
Spear	1

MISSILE WEAPONS

Short Bow	1
Bow	2
Sling	1

ARMOUR

Shield	1
Light Armour	2

1 MOOT GENERAL.....90 points

Your army must be led by a Halfling General. The General is usually seen carrying a picnic basket. Any Halfling will follow the chap with the picnic basket.

	M	WS	BS	S	T	W	I	A	Ld
General	4	5	7	3	3	3	7	4	10
Battle Ram	7	4	0	4	3	1	3	1	3

Equipment: Sword and picnic basket.

Weapons/Armour: The General may be armed with any combination of weapons/armour from the equipment list.

May ride: The General may ride a Battle Ram or a monster from the monster list.

Magic Items: The General is entitled to up to three magic items, one of which may be the *Ring of Concealment* (see later), another must however be the magic sword *Glammyding* the General's symbol of office with another of your choice. The points for *Glammyding* is included in the Generals cost. See Magic section for more details.

CHUCK WAGON.....80 points

This is the army's Battle Standard. It carries the Halfling's rations for the day, a subject very dear to a Halfling's heart. The Chuck Wagon is pulled by a gigantic (at least to the Halflings) Aurochs, an ancient breed of wild cattle and apparently quite tasty. Being essentially a wild creature, it is also quite nasty. The crew of the Chuck Wagon include two Cooks and one Chef.

	M	WS	BS	S	T	W	I	A	Ld
Chef	4	4	4	4	2	1	6	2	8
Cook	4	3	3	3	2	1	5	1	8
Aurochs	6	3	0	5	5	3	2	3	5

Special Rules: If the Chuck Wagon is captured, the entire army will be subject to *Hatred* against the unit which captured it and will do anything to try to save it.

Weapons/Armour: The Cooks and Chef wear light armour (padded tunics) and carry hand weapons.

Magic Items: The Chef may carry a single magic item.

HEROES

Halfling.....39 points

Halfling Master Chef.....40 points

Housewife Lady.....44 points

Your army may include as many Halfling Heroes as you wish. Cooks may be lead by a single Halfling Master Chef and Housewives by a single Halfling Housewife Lady.

	M	WS	BS	S	T	W	I	A	Ld
Hero	4	4	6	3	3	2	6	3	9
Master Chef	4	5	5	4	3	2	7	3	10
Lady	4	5	4	3	4	2	8	3	8
Battle Ram	7	4	0	4	3	1	3	1	3
Goat	8	3	0	3	3	1	3	1	3
War Sheep	8	-	-	-	-	-	-	-	-

Weapons/Armour: The Hero may be armed with any combination of weapons/armour from the equipment list.

May ride: A Hero may ride a Battle Ram, War Sheep, Goat or a monster from the monsters list.

Magic Items: A Hero is entitled to up to two Magic Items.

A mighty Moot general mounted on Battle Ram leads a unit of War Sheep riders

CHAMPIONS

Halfling.....18 points

Halfling Chef.....19 points

Housewife Matron.....20 points

Any regiment may include a single Champion armed and equipped as the rest of the unit if you wish. Cooks may include a single Halfling Chef and Housewives may include a single Halfling Housewife Matron.

	M	WS	BS	S	T	W	I	A	Ld
Champion	4	3	5	3	2	1	5	2	8
Chef	4	4	4	4	2	1	6	2	8
Matron	4	4	3	3	3	1	7	2	8
Battle Ram	7	4	0	4	3	1	3	1	3
Goat	8	3	0	3	3	1	3	1	3
War Sheep	8	-	-	-	-	-	-	-	-

Equipment: The Champion is always armed and equipped as the rank and file troops of his regiment.

Magic Items: A Champion is entitled to a single Magic Item.

0-3 THIEVES.....15 points

The army may include up to three Thieves hidden in Halfling infantry units.

	M	WS	BS	S	T	W	I	A	Ld
Thief	5	3	4	2	2	1	10	1	8

Weapons/Armour: A Thief may be armed with any combination of weapons/armour from the equipment list.

May ride: A Thief may ride a Battle Ram or a monster from the monsters list but if he does so may only be hidden in such units.

Magic Items: A Thief is entitled to up to one Magic Item.

0-1 SHEEP DOG.....5 points

The army may include a single Sheepdog which is considered to be a Familiar to a chosen character model which becomes the dog's master.

	M	WS	BS	S	T	W	I	A	Ld
Sheep Dog	7	2	0	2	2	1	5	1	5

WIZARDS

Halflings are not by nature magical creatures. The statistics for Halfling Wizards is included here for information. They are restricted to 1st and 2nd level Wizards only.

	M	WS	BS	S	T	W	I	A	Ld
Wizard	4	2	4	2	3	1	5	1	8
Wizard Champion	4	2	4	3	3	2	5	2	8

Weapons/Armour: A Wizard may be armed with any combination of weapons/armour from the equipment list.

May ride: A Wizard may ride a Battle Ram or a monster from the monster list.

Magic Items: A Wizard is entitled to up to one Magic Item per magic level.

Magic: Halfling Wizards may take a single Battle magic spell per level.

REGIMENTS

When the Moot goes to war everyone is mobilised from the villages and provinces. Your army must include at least 25% of its points value as regiments chosen from the following list. There is no size limitation to any unit except that they must consist of at least five models.

0-1 UNIT OF GREAT EAGLE RIDERS.....85 points per model

Your army may include a maximum of one unit of Great Eagle riders. It is a well known saying that when the Halflings are in trouble, along come the Lords of the Air – The Great Eagles. Two Halflings may ride and fight on each Eagle.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	3	4	3	2	1	6	1	8
Eagle	2	7	0	5	4	3	5	2	8

Equipment: Hand weapons.

Save: None.

Options: Your riders may have quilted jackets (acts as light armour) at +1 point, spears at +1/2 point and shields at +1/2 point.

0-1 UNIT OF SWAN RIDERS.....20 points per model

Your army may contain one unit of Swan Riders.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	5	2	2	1	6	1	8
Swan	2	4	0	3	3	1	5	1	6

Equipment: Bows and hand weapons, padded jackets (acts as light armour).

Save: 6+

Options: May carry spears at +1/2 point and shields at +1/2 point.

0-1 UNIT OF BATTLE RAM RIDERS.....15 points per model

Your army may include a maximum of one Battle Ram Rider Units.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	3	4	3	2	1	5	1	8
Battle Ram	7	4	0	4	3	1	3	1	3

Equipment: Hand weapons, spears and light armour.

Save: 4+

Options: Can carry shields at +1/2 point. May carry a magic standard.

WAR SHEEP RIDERS.....9 points per model

Your Army can include any number of War Sheep Riders. (for special rules see bestiary)

	M	WS	BS	S	T	W	I	A	Ld
Halfling	8*	2	4	2	2	1	5	1	8

Equipment: Carry a hand weapon, spear and wear light armour.

Save: 5+

Options: They may carry bows at +1 point and shields at +1/2 point per model.

Halfing heavy cavalry – vicious Battle Rams ready to give a nasty head-butt!

A unit of Halfling Cooks lead by a Master Chef with Standard Bearer and Musician.

GOAT RIDERS.....8 points per model
Your army may include any number of Goat Riders. (for special rules see bestiary.)

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8
Goat	7	3	0	3	3	1	3	1	3

Equipment: Wear light armour and carry a sword.

Save: 5+

Options: May carry a shield at +1/2 point, carry bows at +1 point and a spear at +1 point.

0-1 UNIT OF PANTRY GUARDS.....5 points per model
Your army may contain one unit of Pantry Guards, Cooks with more than a reputation for their culinary skills! You may elect for your Pantry Guards to serve as body guard for the Chuck Wagon, in which case they get +1 combat resolution bonus.

	M	WS	BS	S	T	W	I	A	Ld
Cook	4	3	3	3	2	1	5	1	8

Equipment: hand weapons.

Save: none.

Options: Pantry Guards may be given quilted tunics which act as light armour for +1 point. They may have cleavers (double handed weapons) at +1 point. Your unit of Pantry Guards may carry a magic standard.

CRAZED COOKS...30 points per model
Your unit of Pantry Guards may include up to three Crazed Cooks. (for special rules see bestiary.)

	M	WS	BS	S	T	W	I	A	Ld
Crazed Cook	2D6	Sp	0	5	2	1	-	D6	-

Equipment: Cook Pot

Save: None

0-1 UNIT OF HOUSEWIVES.....5 points per model
You are only allowed to use one unit of Housewives in your army, as any more may provoke jealousy!

	M	WS	BS	S	T	W	I	A	Ld
Housewife	4	3	2	2	3	1	5	1	8

Equipment: Brooms, barrels, cudgels, rolling pins (all count as hand weapons).

Save: none

Options: May wear corsets (counts as light armour) at +1 point. The Housewives' Banner, *The Washing Line*, may be taken at the appropriate cost (see Magic section). They may be equipped with an additional hand weapon (for an extra Attack each!) at a cost of +2 points or double handed wpns at +1 point.

0-1 UNIT OF LORDS OF THE HARVEST.....4 points per model

Lords of the Harvest are the leaders of gangs of farm labourers. They are practiced swordsmen and your army can include one unit. When riding 'piggy back', the second rank can also fight.

	M	WS	BS	S	T	W	I	A	Ld
Lord	4	3	4	2	2	1	6	1	8

Equipment: Sword

Save: None

Options: May carry a Magic Standard. May be equipped with light armour at +1 point and shields at +1/2 point.

GATHERERS.....3 1/2 point per model

Itinerant farm labourers are always likely to be pressed into service, Halflings are no exception. When riding 'piggy back', the second rank can also fight.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8

Equipment: Hand weapon

Save: none.

Options: May carry spears at +1/2 point, light armour at +1 point and shields at +1/2 point.

POACHERS.....4 1/2 points per model

Poachers are excellent archers and you may include any number of Poacher units in your army.

	M	WS	BS	S	T	W	I	A	Ld
Poacher	4	2	4	2	2	1	5	1	8

Equipment: Hand weapon, Bow.

Save: None.

Options: Can carry shields at +1/2 point and light armour at +1 point.

Special: May *Skirmish*.

HALFLING MILITIA.....3 1/2 points per model

Halflings from the fields and villages of the Moot make excellent natural archers and stubborn fighters despite their rather diminutive size.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8

Equipment: Hand weapon.

Save: None.

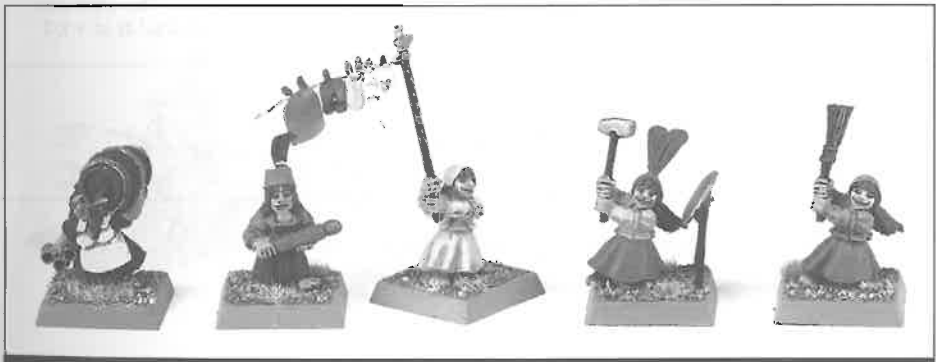
Options: Can carry spears at +1/2 point, Short bows at +1/2 point, shields at +1/2 point and slings at +1 point.

TREEMEN.....280 points

Due to their affinity with nature closeness to the Forests and the number of fat, juicy rabbits living there, some Halflings have been befriended by Treemen who will fight alongside a Halfling army with their trusty friends riding on their shoulders. You may include a single Treeman for every 1000 points of the army. Treemen will also allow two Halflings to ride upon their shoulders (branches?).

	M	WS	BS	S	T	W	I	A	Ld
Treeman	6	8	3	6	7	6	2	4	9
Halfling	4	2	4	2	2	1	5	1	8

(For the full rules on Treemen see page 137 of the Battle book)



Halfling Housewives, potentially the deadliest unit in the army!

WAR MACHINES

They may not be as advanced as their human and Dwarf cousins but the Halflings have a few ingenious inventions all of their own. Your army may include up to 25% of its points value as War Machines chosen from the following list.

HOT POT.....50 points

For full explanation, see the Empire Army Book, p24.

Summary:

1. Declare target and guess range.
2. Position template and roll scatter+artillery dice.
3. If artillery dice = Misfire, refer to Misfire Chart, otherwise...
4. If scatter dice = Hit, then cauldron has struck home.
5. If scatter dice is an arrow, the pot has landed in the direction shown 2, 4, 6, 8, or 10 inches away from the aiming point as shown by the artillery dice.
6. The single model in the exact centre is hit at strength 5. Remaining models under the template are hit at strength 3 on a D6 roll of 4+.
7. Work out hits as normal, no armour saving throws allowed.

Misfire Chart

1-2. Destroyed – Splat!

3-4. Spill, cannot fire this or next turn.

5-6. May not fire this turn only.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8
Hot Pot	-	-	-	-	7	3	-	-	-

Maximum range: 36 inches. The crew have hand weapons and no save.

THE REAPER AND SHEARER

Various pieces of farming machinery are used by Halflings. For the most part they are designed for cutting wheat, but they are equally at home cutting off heads! There are two types of machine, one heavier than the other. Both machines have a crew of three Halflings.

Small Machine
The Shearer.....70 points

This lighter, smaller machine is pushed by two war sheep and carries a crew of two Halflings.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8
Shearer	8	-	-	6	6	3	-	2D6	-

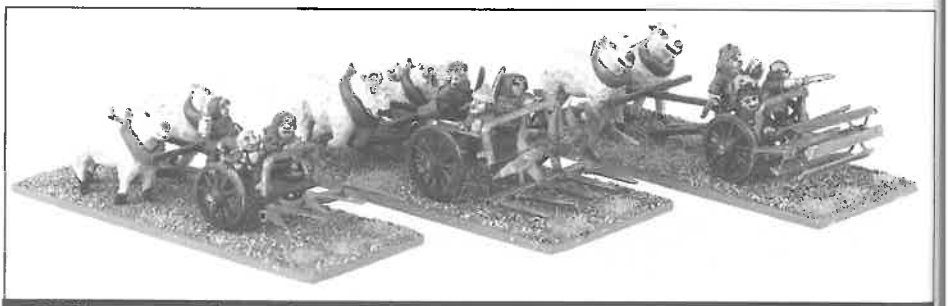
Large Machine
The Reaper.....90 points

This heavier machine is pushed by two or more battle rams.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8
Battle Ram	7	4	0	4	3	1	3	1	3
Reaper	-	-	-	7	7	4	-	2D6	-

Equipment: Crew carry hand weapons and wear light armour.

Options: The Reaper may have one additional Halfling crewman at +3 1/2 points. Extra animals can be added to push the machines, War Sheep at +4 points and Battle Rams at +6 points to a maximum of four. The crew can have bows at +1 point and shields at +1/2



Halfling war machines take to the field in the shape of the Reaper and the Shearer...

point. One Farm Machine in your army can carry a Magic Banner.

Special Rules:
These War machines move and fight in exactly the same manner as chariots and use their unique damage tables. Because each machine sports a vicious array of chopping, whirling blades they do 2D6 damage when they charge!

A Moot Hero with Golf Club and Matron on Pegasus

MONSTERS

Most monsters are just far too scary for Halflings especially giant spiders except for the following. Your army may include up to 25% of its points value as Monsters chosen from the following list.

BABY DRAGON .....200 points

	M	WS	BS	S	T	W	I	A	Ld
Dragon	6	5	0	6	5	5	7	5	6

Special Rules:
Baby Dragons are only 'ickle' and therefore have softer scales, giving them an unmodified save of 6+. They also have yet to develop their breath and so have no breath attack.

PEGASUS.....50 points

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

EAGLE.....75 points

	M	WS	BS	S	T	W	I	A	Ld
Eagle	2	7	0	5	4	3	5	2	8

GIANT SWAN.....16 points

	M	WS	BS	S	T	W	I	A	Ld
Swans	2	4	0	3	3	1	5	1	6

POULTRY SWARMS.....50 points

	M	WS	BS	S	T	W	I	A	Ld
Swarm	5	3	0	2	2	5	1	5	10

Soaring gracefully through the sky, War swans lead by a black Drake

SPECIAL CHARACTERS

Halflings are not a particularly warlike race and produce very few natural warriors, indeed the few legendary heroes they do have generally reach that status by killing a handful of Goblins!

THE COMRADESHIP

The Comradeship is an elite club. To join it one must be incredibly brave, incredibly rich or incredibly stupid. Preferably all three. All members of the Comradeship are wanderers, all looking for somewhere to go.

Together, Aragand, Olorin, Legles and Giblit, along with the usual rag-tag bunch of Halflings they always attract, form The Comradeship. An unlikely bunch, but you never know...

OLORIN
THE GREY WIZARD.....290 points

An itinerant wanderer, Olorin is much admired in the Moot for his firework displays and even more so for his ability to pull rabbits out of a hat. Tasty rabbits too. Olorin has a secret. But he's not telling.

	M	WS	BS	S	T	W	I	A	Ld
Olorin	4	3	3	4	4	4	6	3	8

Weapons/Armour: Olorin is armed with a sword.

Magic Items: Olorin is a Wizard Lord and entitled to up to four Magic Items.

Magic: Olorin is a Wizard Lord and may use four Battle magic or Grey magic spells.

ARAGAND
THE LAYABOUT.....150 points

Aragand is the type of bloke you see sitting in the corner of any tavern in the Empire. Alone, scruffy and unloved (at least by those who don't know who he is). He claims to be a King in waiting of a far off land. He could be right, who knows?

	M	WS	BS	S	T	W	I	A	Ld
Aragand	4	6	6	4	4	3	6	4	9

Weapons/Armour: Aragand wears light armour and is armed with a double-handed sword.

Magic Items: Aragand is entitled to up to three Magic Items one of which must always be a sword (note the sword will still count as being double-handed).

GIBLIT THE DWARF.....30 points

Giblit is a failed Slayer. In absolute shame, his peers sent him out to befriend an Elf. This he did, much to the Elf's disgust. His low leadership means that he is very likely to run away at the mere mention of trouble if he were not in the company of his companion, Legles the Elf.

	M	WS	BS	S	T	W	I	A	Ld
Giblet	3	6	5	4	5	2	4	2	5*

Legles, Giblet and Aragand are joined by a heroic Moot Hero mounted on a Baby Dragon.

Weapons/Armour: Giblet is unarmoured and armed with a massive axe.

Magic Items: Being technically a Dragon Slayer, Giblet is entitled to two Magic Items and may even use Rune items from the Dwarf army book, he may never wear armour though.

Special Rules: So long as he is with Legles the Elf, Giblet is immune to Psychology. In the event that he should become separated from Legles Giblet becomes subject to *Stupidity*.

LEGLES THE ELF.....104 points

Legles, out for his morning constitutional, was forcibly befriended by a hapless Dwarf, named Giblit. The two have formed an unlikely friendship and Legles has taken it upon himself to steer the failed Slayer into trouble whenever possible.

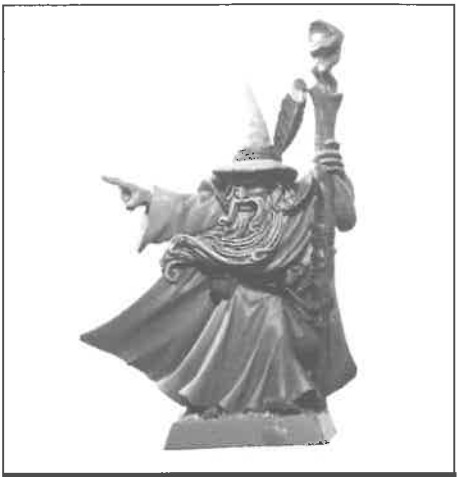
	M	WS	BS	S	T	W	I	A	Ld
Legles	5	6	6	4	4	2	8	3	9

Weapons/Armour: Legles is armed with a Wood Elven Longbow and a sword and wears light armour.

Magic Items: Legles is entitled to up to two Magic Items.

HALFLING ONLY MAGIC ITEMS

Halflings are not naturally magical beings, magic just happens to them. Magic rings 'happen' to be found, magic weapons left lying around? In the middle of a battle field? Fancy that! Most of the Magical Items 'happen' to have just turned up in the Moot one day and come from all over the World. Even dark, dangerous magic doesn't seem to turn a hair on their feet.



Olorin the Grey demands more fruit pie!

There is such a thing as a Halfling Wizard, but the time it takes to study is just better spent on more fattening exercises – eating for example. Halflings much prefer to hire 'passing' mercenary wizards, usually dressed in grey and muttering incomprehensibly about Elves and Goblins. One such wizard can be found lurking in the Special Character Section.

Some Magical Items have become synonymous with Halflings over the years (they nicked them so long ago, the statute of limitations hadn't even been thought about!). These include:

The Ring of Concealment.....30 points

This magical ring makes it very difficult to see its wearer. He cannot be hit by missile fire and the enemy suffers -2 to hit to hit him in close combat.

A unit of Lords of the Harvest prepare to assault in 'piggy-back' formation!

Glammyding.....30 points
This magic sword gives its bearer +2 Strength. In addition, it causes *Fear* in Orcs and Goblins.

Bimbo's Book of Sage Advice.....20 points
The Book enables its bearer to give some sound advice to his army. At the beginning of the game roll a D6:

1-2 One unit may re-roll missed missile hits.

3-4 One unit may re roll missed hits in hand-to-hand fighting

5-6 One unit receives +1 to its rank bonus.

'Sage Advice' is Halfling for a good talking to.

Housewives Washing Line.....30 points
Nobody, but nobody dare get this washing dirty or there'll be hell to pay! This item gives the Housewife unit +2 combat resolution.

Wayne's Battle Ram sculpture...

CONVERTING AND PAINTING YOUR HALFLINGS

This article was the latest episode of my insanity. Within minutes of deciding on my grand if somewhat mad-cap scheme I had popped down to Mail Order (another distinct advantage) and purchased myself one of every Halfling ever made by GW. There are some old Halflings that do not even appear in the catalogues but they are all infantry models. What about cavalry? War Machines? Flyers etc? and most important some rules with a sense of humour? With a theme of food and farming, ideas abounded. Sheep, rams, goats and swans were all modelled in green stuff and cast in RTV rubber using all the spare white metal I had collected over the last 18 months or so. Halflings on foot were converted into Halflings capable of riding ruminants. Old fashioned farming harvesters were scratch built using a mixture of plasticard and bits from the bits box. Catalogues were perused. Mail Order was raided time and again.

A bit about painting

Being neat is important. To get the paint where you wan it to go always use the correct sized brush which should be in good condition. To get a point on your brush roll it between your lips. You can restore brushes by washing them well with hair conditioner. GW brushes are great for all but the finest details (eyes etc.). I use artists brushes for, sizes 000, 00000 etc.

Preparation and assembly

This is very important. Wash your figures using soapy water and a tooth brush (not your mum's or wive's as they tend to get upset). This removes the talc used in the casting process as well as any oxcide built up in storage. Remove all excess metal or plastic carefully. Stick parts together with a small amount of superglue, less works better than more. If you have large parts to stick together, add a small amount of epoxy putty (green stuff) as well as superglue, it holds together quicker and is more permanent. Make sure that no putty obscures any detail or sticks to the surface of the model.

Position and Lighting

Paint in a position in which you are comfortable. I paint with my hands resting on my knees so that both the brush and the model are steady. Paint in good light, a desk lamp with a daylight bulb is a great help. Don't paint in direct sunlight, it hurts the eyes and dries the paint too fast. Don't paint when tired (or drunk! – you tend to dip the brush in the wrong pot), just do an hour at a time.

Preparation and assembly

Use black or white undercoat. If you have lots of metal or dark colours, choose black. If you want bright colours like flesh, red, yellow then chose white. If you have a mix, spray white and re-undercoat the areas to be black by carefully painting with diluted black paint.

Paint

Try to stick to a few colours. I nearly always

'Who said that our mates were short-asses?'

use just two basic colours for clothes/ornaments etc. plus skin colour and brown or leather. Choose your colours carefully, some clash like pink and yellow, purple and green, purple and and yellow and blue and yellow. Choose one or maybe two bright colours only. I always water paint down, especially the new pots which seem to dry out faster and the paint seems thicker. For speed, I always use a wash on top of the base coat. This can then be highlighted with the base coat colour and one shade lighter. Shading can be done by starting with the darkest shade and adding thin layers of increasingly lighter shades on top.

Dry Brushes and washes

This is an art unto itself. If badly done it just looks messy. To do it properly paint the area with the darkest shade add a tiny amount of paint to the dry brush and wipe off the excess. There should be the faintest smear of paint left. Then lightly brush the area until the highlights are brought out. Use increasingly lighter shades for a more pronounced effect. Armour painted black then dry brushed silver looks great.

Use washes to paint: armour – paint with a metallic colour or dilute black wash. Wood – paint brown, wash with dilute black wash. Bone – paint cream, wash with very dilute brown wash. Leather – paint leather wash with dilute brown wash. Use dilute brown wash on yellow otherwise use the same colour of wash.

Basing and Varnishing

A good looking base can really make a difference to your model and will probably determine whether you win the Golden Demon or not. A basic way is to paint the base green and cover with flock, glued on by watered down PVA. You could use a mixture of flocks, with sand, or tiny cork pieces. For varnishing use matt spray for the best effect. It is very important to shake the can very well and apply several thin coats than a thick one which is liable to run.

And remember – Practice!!

The dice was cast (usually coming up a '1' or double '6' for me). I had the ideas and the basics, the rest was easy, warped definitely but easy. For three months I lived slept and ate (well not literally!) Halflings. Hang on a minute the men in white coats are here again...

Crazed Cooks – simple to convert...

Born to be WAAAILD!

By Peter Hurrell
(Photographs by Chris Douglas)

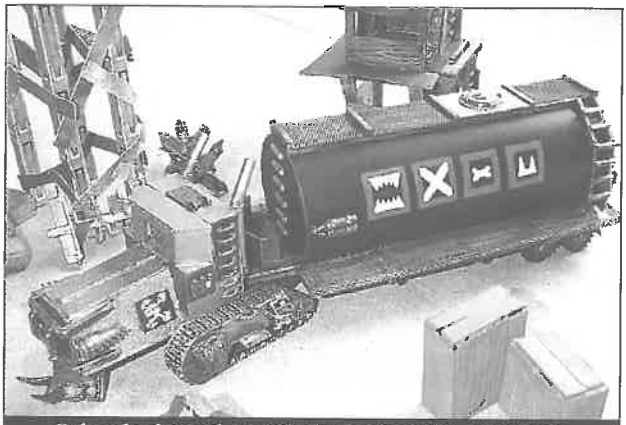
He's blurry, he's hazy, he's waaaild!

Hi, my name is Peter Hurrell from Merseyside. I've been gaming now for six years and in that time have amassed a huge collection of miniatures. This includes my original army of Ultramarines, my 3000 points of Imperial Guard, 1000 points Ork Kult of Speed and my latest project, 1000 points of Khorne Berzerkers for Warhammer 40,000. There is also my 1000 points of Dwarfs for Warhammer and my GorkaMorka mob, Grogrots Krushas. This article was inspired by watching Mad Max 2 and the major vehicle chase towards the end. Enjoy!

Der's Gear in Dem Der Dunes

A huge haul of oil has been discovered deep in the desert. A number of Mobs are competing for it but your mob has been offered a substantial reward (not mentioning several 'janglies') by the Meks to return it safely to Mektown. For this purpose a huge articulated lorry has been constructed to carry the fuel back and your mob has been left in charge.

You reach the site after several days of relatively peaceful travel and a huge rig is set up to extract the oil. Then you see an enemy mob cresting the horizon and realise you've been found. The trailer is filled and hooked up and the chase is on...


Orky glyphs and a wicked set of tracks – Waaargh!

Da Scenario

One mob of Orks are fleeing across the desert with fuel in a huge lorry. The other Orks who cannot be bothered digging for the loot are determined to prevent this mob claiming all the oil for themselves and intend to stop them!

Da Desert

A 4'x8' table should be used. There should be several buildings and barrels at one end with less scenery towards the other. There should be a straight(ish) path down the middle of the board. Remember, the lorry is not very manoeuvrable.

Mobs

One mob must take control of the lorry. A driver from this mob should be nominated to drive the lorry. No other vehicles are used. This is deployed within 12" of the short board edge with the buildings and any foot troops

from the mob can be deployed on it.

One or two enemy mobs should be used, any more than this and it becomes very easy for the attackers to win using weight of numbers. They should be deployed within the deployment zones shown on the map.

Startin'
The defenders lorry moves first as they attempt to put as much distance between them and the attackers as possible.

Endin'
The game ends when only one mob is left on the table, the others having bottled out or left the table edge. The defenders win if all attacking mobs Bottle Out or the lorry leaves the opposite table edge. Attackers win if the defenders Bottle Out or if the lorry is destroyed or captured. This occurs if the lorry is boarded and no defenders are left aboard (the driver may be attacked as usual for vehicle crewmen). If it is immobilised continue to fight as the attackers may be forced to Bottle Out.

Income
Mobs may collect income as normal. The mob(s) left in possession of the lorry at the end of the game gain 2D6x5 Teef as a reward added to income *before* calculating profit.

Experience
Warriors who took part in the chase earn experience as follows:

+D6 Survives

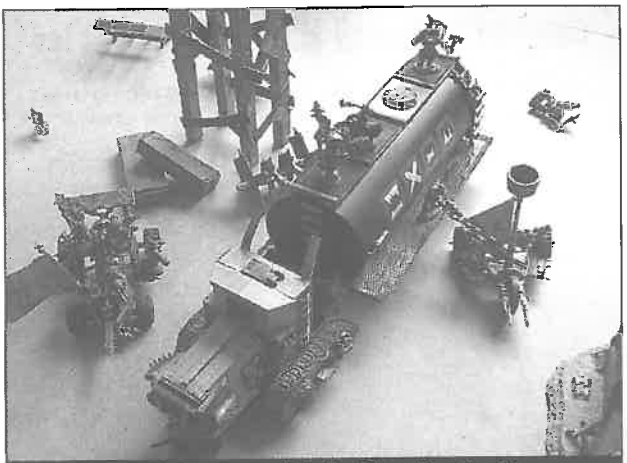
+5 Wounding Hit
Wounding downed warriors does not count. Only 5 points are earned regardless of the number of wounds caused by the hit.

+5 Penetrating Hit
This is earned regardless of the damage caused.

+D6x5 Penetrating Da Lorry
Earned regardless of the damage caused by the hit.

+15 Driving Da Xpress
This is awarded as long as the driver is in the Xpress and it is moving for at least three turns. It doesn't really matter if the driver's mob wins or not.

+10 Winning
Awarded to the Nob of the winning mob. If the attackers win and there is more than one mob involved then the experience is given to neither!


The Rebel Grots aren't intimidated by the Xpress

Grogrots Xpress' Delivery Service (or 'The Lorry In All Its Glory')

Construction
The cab was made out of pieces of thick card. The window was made out of two pieces from Leman Russ

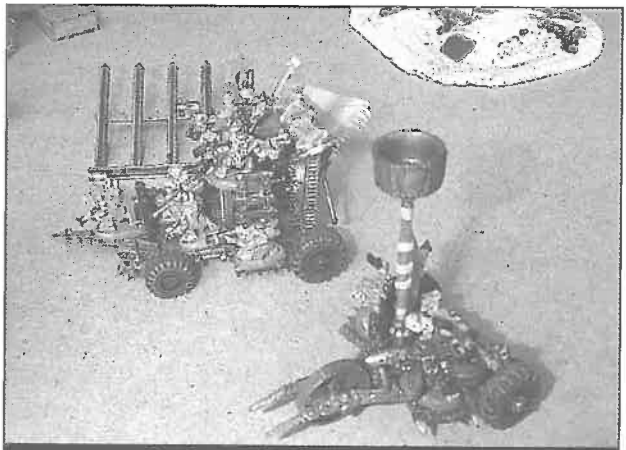
Da Traylaa – fighting platforms and crew

Grogrot's Xpress Hit Location Tables

From the front	From side	From rear
1 Wheels/Tracks	1-2 Engine	1-2 Crew
2 Crew	3-4 Driver	3-5 Tank
3-4 Tank	5 Wheels/Tracks	6 Wheels/Tracks
5 Driver	6 Tank	
6 Engine		

If dey get in da way – ram em!

sponsons, glued together and topped with the tops from the sponsons and a hatch from the Leman Russ stowage box. The tracks were made by gluing track sections to a piece of card, waiting for it to dry and then cutting around them. The front was made from sprue sections and an Imperial Dozer Blade, cut in half and glued together at an angle.



Da Grots after a bit of plunder...

The trailer was the most troublesome part of the model, finding something to use as the container was nearly impossible. In the end I used a length of drain pipe which I had lying around! The ends were covered in a piece of thick card, carefully cut to fit. The valve on the back was made from a small flying base. The gantries are made from frameworks of sprue which I have lying around in great quantity. I also used wire mesh to make the floor and lots of flexible drinking straws to make the pipes and the exhausts on the cab section.

Painting was simple. Two or three layers of black undercoat were used and the cab was painted with *Bolt Gun Metal*. The frames, ladders and platforms on the trailer were drybrushed with *Bolt Gun Metal*. Details, such as armour plates and the gantries were drybrushed with *Dwarf Bronze* and the streaks of dirt on the cab and the front of the trailer were drybrushed with *Dwarf Bronze* or *Snakebite Leather*.

The 'Grogrots Fuel Co.', the Ork glyphs and the number plate at the rear 'Krusha 1' were painted in white and then I went over them in *Red Gore*. This takes time and a lot of patience and should only be undertaken by the extremely foolhardy amongst you!

Drivin' Lessons

(The rules)

The Xpress is quite unique in the Gorkamorka rules (as far as I know) so it requires quite extensive rules.

It can move 8" per turn and can make a single thrust move on a roll of a 4+, this is a further 6" of move. If this is

failed there is no effect, do not roll on the Thruster Buster Table. Due to the difficulty of steering a lumbering great lorry like this it can make a single 45 degree turn during its move. It may make slow speed manoeuvres as usual.

It can be boarded as normal but only in places where there is room for the model to stand. Models may move around the Xpress as if they were on the ground but cannot make run moves due to the danger of falling off. Combat is fought as usual on board a moving vehicle. Note, the driver may only be attacked if the combatant boards the cab section or jumps across from the trailer, passing an Initiative test first.

In a Ram, Overrun, Collision, Rake or Sideswipe(or indeed contact of any kind) the Xpress causes D6+1 damage which penetrates automatically and the other vehicle causes 1 damage to the Xpress. Foot models who fail to avoid the Xpress take D6 S4 hits as they are squashed by several tonnes of Xpress on top of them! The Xpress cannot swerve out of the way of enemy rammers but can 'play chicken' (not a good idea with something this big!). If the Xpress crashes it takes D3 hits to the front of the cab and is immobilised on a 4+.

Shooting at the Xpress is at +1 to hit (although there is little point, see the damage tables, below). This is in addition to the normal +1 for shooting at a large target. Within 6", crewmen (not the driver, as he's enclosed in the cab) may be targeted separately from the Xpress but are not at +1 to hit. Individual hit locations which

Grogrot's Xpress Damage Tables

Engine – Armour 12

1 Thruster destroyed – no thruster moves may be made.

2 Speed reduced – deduct D6" from the basic move.

3 Gas engine destroyed – only thruster moves may be made.

4 Immobilised – cannot move for the rest of the game.

5 Cab destroyed – Trailer moves 2D6" forwards and stops.

6 Cab explodes – Trailer is thrown 2D6" forwards and turns 90 degree along the line of travel. All warriors on board are thrown D6" forwards and take a single S4 hit.

Driver – Armour 10

1-2 OK

3 The Xpress swerves 45 degrees directly away from the of shot and moves D3" forwards.

4-6 Driver takes hit as normal, or a S3 hit from a collision, ram, rake, sideswipe or crash.

Wheels/Tracks – Armour 9

1 Loses D3" movement.

2 Loses D6" movement.

3 Swerves, Roll a D6: 1-3 left, 4-6 right, and moves D6" forward.

4-5 Immobilised

6 Crashes. The whole lorry, cab and trailer skids 90 degrees either left or right (1-3 left, 4-6 right) and falls on its side. It then slides 2D6" forwards. Anything in the path counts as though it had been hit by the lorry as detailed above. Crew are thrown D6" forwards and take a single S4 hit.

Crew – Armour 8

Randomly determine the crewman who is hit from those who can be seen by the attacker.

1-2 OK

3-4 Takes a S3 hit and falls off the Xpress on a 6.

5-6 Takes hit as normal or a S3 hit from a crash, collision, ram, rake or sideswipe.

Tank – Armour 12

1-2 Armour is reduced by 1 point.

3-4 Leaky pipe – on a roll of a 4+ at the start of the defender's turn the Xpress explodes as below.

5-6 The Xpress explodes! Everything within D6+6" take D3 S8 hits which cause D6 wounds. Vehicles take D6 hits which penetrate automatically.

can be seen by the firer can also be targeted separately, again, not at +1 to hit. Firing from the Xpress is at the usual -1 to hit for a vehicle moving over 6".

Final Word

The scenario can be adapted for a convoy of buggies containing barrels (count as *Gubbinz*) and is almost as much fun for those of you who are sane enough not to attempt to build a lorry. The entire lorry took two weeks to assemble and about ten days to paint. I think it looks quite good and intend to build some alternative trailers, such as a low loader and a gun platform with a BIG Basilisk-style gun on the back, but as yet I haven't got around to it.

Grogrot's Xpress rumbles off to victory!

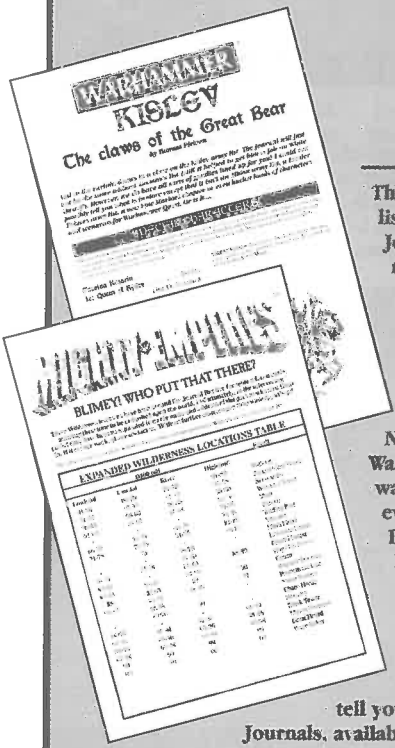
Have fun playing the scenario, if it seems unfair try altering the lorry's speed or armour values. I had to, after a single Rebel Grot managed, with a single slugga shot, to immobilise my lorry about half way across the board.

That was a very short game!

Thanks to Chris (owner of the offending Grot) for the brilliant photos.

Remember, the rules are only what you make them, have fun!

ARCHIVING SERVICE



Those helpful Mail Order Trolls have compiled a complete listing for all the articles that have been published in previous Journals. Where a certain Journal is no longer available, you can order photocopies which are sent to you in a dust-proof plastic wallet by first class post. So, if you're kicking yourself for missing the rules for the Undead Plague cart or the Norse Army list for Warhammer, or even if you want to know if there have ever been rules written for Dwarf Acrobats! All you have to do is give the Ladz at Mail Order a call on 0115-91 40000 (phone lines are open from 7.00 am til midnight) and they'll tell you which articles appeared in which Journals, availability and prices of them.

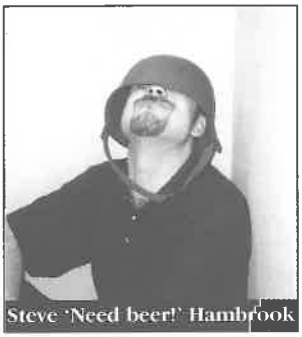
Two go Mad in Holland

Marc 'Fifty Guilders' Bevan

By Marc Bevan and Steve Hambrook

Being a genuine report on how a bunch of berks (i.e us!) got on with promoting the hobby to our seriously laid-back if a little deranged Dutch muckers.

WARNING: This article is a little silly and should be taken in a light-hearted vein.


Steve 'Need beer!' Hambrook

The Amsterdam Grand Opening Report 30/31st Oct 1999

THE PLAYERS

Scribe: Marc Bevan

Forge World and Enthusiasm support: Ewen Little

Snoring: Steve Hambrook

TURN ONE:

DEPLOYMENT – 04.30 hrs Games Workshop HQ: It is cold and foggy and as ever Ewen is enthusiastic *(Ewen is always enthusiastic, about everything, it's just what he does and he does it remarkably well! – Ed)*. He is enthusiastic because it is cold and foggy and we are both in work before Steve – Shock! Yes Ewen, passport, I've got my passport. Yes Ewen, tickets, I've got my tickets. No Ewen, I don't know where Steve is. Yes Ewen, typical. Steve's always late. No Ewen, no he'll be here – he'd better bloody be here...

Friday – 05.15 hrs Games Workshop HQ: Rolling a four, Steve finally turns up looking how I feel but generally being better at it! Ewen decides to target Steve with understating the obvious. Steve being more communicative than usual – burps twice, scratches his rear and groans 'morning, are we off then?' deflects Ewen's enthusiasm attack with his unlimited supply of ignorance cards.

Friday – 06.30 hrs Midland East Airport: It is still cold and foggy and it seems that Ewen's enthusiasm is beginning to become infectious – WE ARE OFF TO AMSTERDAM! Yes Ewen, we've got our tickets. Yes Ewen, we've got our passports. No Ewen, we'll change them when we get there. Yes Ewen you can sit by the window. I'll tell you what; I'll just read my book. These ignorance cards are cool!

MOVEMENT – 09.30 hrs Amsterdam International Airport: Dazed and confused we manage to sweep past Amsterdam's first line of defence with only one casualty – John Radcliffe from Mail Order who we surmise has overslept or spontaneously combusted. A roll of a six brings on the reinforcements. The newcomers consist of Fred Reed – the South West's

GW Amsterdam – The calm before the storm...

Aaargh! Where did this lot come from?

Hobby Manager and general rabbit and small animal worrier, Stuart McCorquodale – Cardiff's Ginger Ninja and Travis Smith. Oh Gods! Travis Smith…

SHOOTING – 10.30 hrs
Holiday Inn: …unfortunately there isn't any shooting although Lady Luck is in and has Ewen and Travis sharing a room.

HAND TO HAND – 12.30 hrs
Games Workshop Amsterdam: As soon as we arrive at the store both Steve and I are impressed. All GW stores have great show pieces in the window but not only does GW Amsterdam have excellent show pieces in the window (of note was Dennis Jonker's Orky dive bomber) *(There'll be more of that in a later issue – Ed.)* but also great show pieces in both artwork and foam icons excellently designed by Raymond Burger. Joss, the store's manager greets us and looks like something out of one of Warwick's Viking fetish magazines – Pillage! As does most of the staff. – 'Joss-falg and his mercenary Ogres'. With a rueful grin Steve can't stop shaking his head and muttering something about a special character called King Huge, whoever he is.

MAGIC – 20.30 hrs
Amsterdam: After a long day preparing our display and chatting to the lads we all play the 'Move Unit' card and are magically transported into town. Food is the first objective. Amsterdam counters with the 'Ere we go' card making the trek toward food a little tougher but we battle on, and finally reach the mystical restaurant that only serves beer and meat in vast quantities! Mmmm…

Rejuvenated, we all want to play the 'Blast' card and see what will happen. We end up in a place similar to Nottingham's very own Hooters *(a bit saucy! – Ed)* and try our best to avoid the assault of Slaanesh. All of us fail! None more so spectacularly than good old Travis who pays an extraordinary sum in Guilders for a shot of tequila from a most interesting receptacle… well lets just say that it was a novel way of serving a drink… after which everything begins to spin.

TURN TWO:
MOVEMENT – 08.30 hrs
Games Workshop Amsterdam: Considerably worse for wear Steve and I humbly slouch in the back of the taxi as Ewen enthuses at us. Yes, it was a great meal. Mmm, the steak was really nice. No, we can't believe he paid that much for a shot of tequila. Yes, she was pretty...

The city blurs past me as the taxi driver bobs in and out of lanes. The way he is driving defys all – I'm surprised we haven't hit anything. Steve

Steve's melodic flatulence keeps Jes, Karl and Jim entertained!

and I both opted to play another ignorance card each – unfortunately they fail and Ewen is more enthusiastic than ever.

SHOOTING – 09.30 hrs Games Workshop Amsterdam: Again there isn't much shooting but it feels like someone is having a bloody good go inside my head…

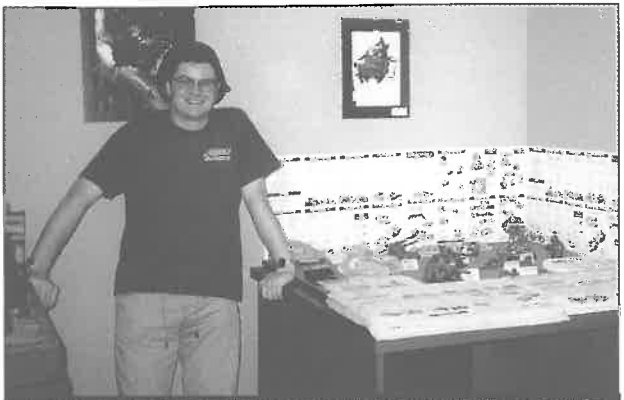
HAND TO HAND – 10.30 hrs Games Workshop Amsterdam: The day blurs into one long hour. It is really good to see how interested and how much into the hobby people actually are. With a fixed grin and cheeky wink Steve leaps over the table Citadel Journals in hand: 'Do you play the hobby?' 'What army do you collect?' 'Have you read The Journal?'

It is inspirational, truly an epic feat of salesmanship that Double Glazing and Car dealers will talk about for years. The Kentish master is awesome – but it isn't enough. With their Toughness bolstered through being foreign, Steve's salesmanship bounces harmlessly off our Dutch friends. They simply don't understand his cheeky cockney ways *(I'm not a bloody cockney – I'm from Kent! – Ed.)*. I couldn't leave him out there. 'Have you read any of our novels?'

'What about the comic' – some fell but most just smiled and chanted the litany of the hobby...

'I collect Wood Elves. I have over 3000 point's worth. My friends and I...'

Steve needed to get out of there at this point, he ducks and dives, elbow smashing his way past conversions and army lists explaining loudly – 'I AM GOIN' FOR A FAG!'



A rare moment of silence from Ewen 'It's brilliant' Little

We manage to stave off the initial assault until the reinforcements arrive in the guise of the Studio team – Jim Butler, Jes Goodwin and Karl Kopinski. The prospect of not only getting to talk to Jes but also getting to see and play with the fantastic new Land Raider he'd designed together with seeing Karl's brilliant portfolio was just too much and has the opposition in disarray.

MAGIC – 21.30 hrs Amsterdam City Centre: Amsterdam casts her first – 'ere we go' card of the evening and we end up in a brilliant Chinese restaurant. About thirty GW staff are here, all hungry and all wanting beer. We ate, we drank and we laughed and then we hit town. Again Amsterdam displays her mighty sorcerous powers and plays some more powerful alcohol related cards *(well they certainly gave me a banging headache the next morning I can tell you! – Ed)*. The city begins to spin and take on an orange hue. We lose one of our own – Travis, who we buy back for 150 points after about fifteen minutes I find I've won ten guilders on a bet which can't be at all bad… after which everything begins to spin again.

Joss, Amsterdam store manager, rules with an iron rod...

A prize specimen of Dutch groovyness!

TURN THREE:
MOVEMENT – 09.30 hrs Games Workshop Amsterdam: Worse for wear Steve and I humbly sit in the back of the taxi as Ewen enthuses at us. Yes, Ewen we saw them. No Ewen, we don't know what happened to Travis. Really Ewen, that is most interesting…

The taxi ride is as mad and as random as ever.

SHOOTING – 09.30 hrs Games Workshop Amsterdam: Apart from my memory of the night before nothing else has been shot…

HAND TO HAND – Games Workshop Amsterdam: The day blurs into five-minute bursts. This time we manage to fare better. The 'Buy two get one free' tactic works a treat. But we take a wound caused by one of our own! One of the guys from the store comes up to see the new Land Raider and have a look. Instead of playing with the new moving parts, admiring the amazing amount of detail what does the guy go and do? Yep, he picks up a plastic Space Marine used to show the scale of the Land Raider and goes – 'Cool!' completely ignoring the Land Raider, the Space Wolf Lord, the new Imperial Guard Sentinel and a few other tasty bits and pieces Jes had been working on!

Frank 'Ogre' Molenaar's macho act fails to impress Fred

MAGIC – 20.00 hrs Amsterdam City Centre: After another great meal with more beer *(lots more beer – Ed.)* we are ready for anything Amsterdam can throw at us – How wrong I was! The world seems to spin by as we walk along the streets ignoring the Daemonettes of Slaanesh, the street vendors and the generally weird people you meet in strange cities. We mill about stopping off for more beer as everything begins its customary spin into oblivion.

10.30 hrs Holiday Inn Amsterdam: The phone rings somewhere off to the side of me. Yes Ewen, I'm awake. Steve, Steve wake up. Yes Ewen, Steve's awake too. Eh? What time's it now? Right, we'll only be five minutes…

Bleary eyed and awake – just, Steve and I only have time for coffee and tea which at it's best is knocked up and milky. Tired and hungover we say our goodbyes to the lads and head off to the airport. The taxi driver is doing his best to try and part me from the previous night's food and by the way he is driving he doesn't seem to mind which way it comes out… and with that the world begins to spin us back to Nottingham HQ…

A BIG THANK YOU TO THE FOLLOWING: KEN ROBSON, FRED REED, JOSS AND THE STAFF AT GW AMSTERDAM AND TRAVIS (WITHOUT WHOM MOST OF THE EVENING'S ENTERTAINMENT WOULD HAVE BEEN SADLY LACKING)

(Alright Bev, that's enough you'll be wanting to thank your mother next! – Ed.)

THANKS MAM...

Utrecht Gaming Day Report 13th Nov 1999

THE PLAYERS

Scribe: Steve Hambrook

Forge World: Keith Krelle and Dean Winson

DRIVING ON THE WRONG SIDE...

Now it kind of starts like this: After having only just recovered from the debauched goings on and lunacy of the Amsterdam Grand Opening Alan Perrins, manager of Benelux Trade Sales, sauntered over to me and asked if I wanted to go back to Holland for this Dutch Gaming Day thingy he was organising...

GO ABROAD!
TWICE IN AS MANY WEEKS!
PAID FOR BY THE COMPANY!
– I NEEDED A FAG AND A SIT DOWN!

Obviously the answer was a resounding yes! Then it transpired that I would be driving – oh dear... I would be driving an economy budget hire-van stuffed full of Forge World stock – oh dear... On the wrong side of the road – I needed another fag and a sit down! Now the people that know me and have experienced my driving know that my time on the planet is likely to be mercifully short. Compound that with driving a knackered old van and on the wrong side of the road (being British I can never admit that we drive on the wrong side of the road, of course), basically we were doomed!

At some ungodly hour of the morning (yes, of course I was late) I met my two colleagues from Forge World – Keith 'The smiley lad-about-town' and Dean 'The deep and sensitive

Dean's hard-man look is totally spoiled by Keith's cheeky grin

After a night on the shandy Al Perrins can't walk let alone dance

Gav Thorpe, Egor from Ducasim and Chris Fitzpatrick – silly-billies...

One of the many games of 40K in the Battle of the Shops

Bert Dubelaar's awesome High Elf city

The Amersfoort gaming club's massive game of Warhammer

lad-about-town' and we prepared for the four or so hour long drive to Harwich for the ferry – boy, did they not know what they were letting themselves in for...

If we were to stay alive we had to have a plan. My plan was so: I would use all of my skill and concentration (look, stop it. It IS a good plan!) to ensure that I was on the right-hand side of the road and to avoid hitting anything. Keith would navigate and Dean would keep up a constant and eagle-eyed surveillance to assist me in avoiding hitting anything and perchance damaging any of the expensive stock we were carrying. The first couple of hours driving in Holland and Keith couldn't even read the map – 'It's in foreign...' he kept saying and as for the eyes and ears – Dean was asleep! For reasons entirely beyond me my confidence was at an all time low.

After our initial fumblings and bumblings and more through luck than judgement we found our hotel, found the bar, found some booze and rapidly found unconsciousness...

THE BUYING DUTCHMAN

Driving to Utrecht from Rotterdam was never going to be easy. Driving to Utrecht at 5.00 am wasn't going to make it any easier and when the fog descended we knew that somebody really didn't like us.

We finally arrived at the event not really expecting much. Through my ignorance I had previously assumed that the population of Holland was about twelve people and a cat. Blimey was I wrong, this event had drawn in over 1,200 people from all over Holland! There were forty-

three gaming tables accommodating nearly every GW game – Warhammer, Warhammer 40,000, Necromunda, Blood Bowl, Mordheim, Battle Fleet Gothic, Gorkamorka.

I got talking to a chap called Floris Husaarts who had organised the Dutch 'end' of things and was astounded by the stupendous amount of effort he and his comrades had put into getting the event off the ground (three months to get organised and no sleep for the two days previous to it!). He was a member of the 'Mercenary Project' similar to the American Outriders – guys (and girls – that's what I love about gaming on the continent!) who just promote the hobby through independent clubs and stores in return for a few minis and a bit of terrain. Floris went on to explain the 'Battle of the Shops', where independent store's clubs brought along their armies and battled it out with the Eindhoven gaming group providing the scenery for all. There were the much esteemed 'Orange Orc' awards consisting of nine painting and modelling categories and judged by Gav Thorpe and Chris Fitzpatrick.

Stunned by the excellence of it all and the sheer hard work put in by Floris and his fellow Mercenaries I decided to have a wander and find out what the Dutch angle was on the hobby. I met a great mix of gamers, modellers and lunatics who had taken it upon themselves to get together for this impressive Dutch version of Games Day. The Amersfoort gaming group put on possibly the biggest game of Warhammer I've ever seen – over 20,000 points a side! The incredible Bert Dubbelaar had constructed a massive High Elf city with walled harbour that was over 12 feet long!

I returned to the Forge World display to find the guys had made record takings. After all this getting home was a doddle (even though Dean slept through most of it!).

BATTLE OF THE SHOPS WINNERS

Warhammer Category:
Ist Place: Vincent Brugge of Spelkwartier, Arnhem – 67 pts.

2nd Place: Gert-Jan Oudenes of Cave – 64 pts.

Warhammer 40K Category:
Ist Place: Michiel Khorne of Fantasy Fanatics, Harlem – 62 pts.

2nd Place: Roland van de Boogaard of Atomic Eindhoven – 60 pts.

Overall Shop Winner:
Spelkwartier, Arnhem – 121 pts.

Battle Fleet Gothic – small table, big game

Fighting in the ruinous streets of Mordheim...

Blood Bowl, still going strong...

Some of the cool Orange Orc entries

WARHAMMER 40,000 | IMPERIAL ARMOUR | WARHAMMER 40,000

THE BANEBLADE

SUPER HEAVY BATTLE TANK

Model designed by Brian Fawcett, rules by Jervis Johnson ('banged together' by Gav Thorpe!)

The Armoured Might of the Imperial Guard

The Imperial Guard is unimaginably vast, and although necessity dictates that much of its equipment is standardised there are innumerable different patterns of vehicles, equipment and weapons. None of these vehicle variants are as common as the STC construct patterns of the Leman Russ, Chimera and Basilisk, but they are not unknown.

Imperial Armour returns with its range of ultra-cool, ultra-detailed, ultra-specialist Warhammer 40,000 tank kits. These are individually made in hand-poured resin, and we're not making many of them. This issue we bring you the mighty and legendary Baneblade Super Heavy Battle Tank. And what's more, you'll only find the rules for using them right here in the Journal!

Watch this space for more kickin' unique tanks like the awesome Thunderer Siege tank...

If you want to know more, send an SAE (or two IRCs) to:
Imperial Armour, Forge World, Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS. UK

Or for the latest news keep your browser pointed at our website:

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ORDER FORM	Price (UK£)	Price(US$)	Qty	Total
Baneblade tank kit	£125.00	$210.00	____	_____

(Please remember to include an additional amount for secure post and packaging, £5.00 UK/Europe. £10.00 (US $17.00) ROW.

Payment may be made by cheque or International Money Order (sterling or US dollars only). Cheques should be made payable to Games Workshop Ltd (Please allow 28 days for delivery). We can now take telephone credit card orders on our new Black Library Forgeworld Mail Order hotline: 0115 916 8177 (open 3pm-6pm Mon-Fri UK time)

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- *Remember: these models are **only** available from the Black Library, Games Workshop-held events and shops at Warhammer World (UK) and Glen Burnie (USA) (Please phone the shop to ensure the availability before visiting)*
- *These kits are recommended for experienced modellers.*

JOURNAL SPECIAL KIT + RULES DEAL

A COMPLETE BANEBLADE SUPER HEAVY TANK
(This is a complete resin kit)

IT'S HERE! IT'S HERE!

BANEBLADE SUPER HEAVY TANK

Can you keep a secret? Hmm? Oh well, I guess I'll have to trust you anyway. I managed to sneak into Jervis Johnson's scriptorium and pilfer the following treatise on the Imperial Guard Baneblade Super Heavy Battle tank. It's an excerpt from Jervis's 'work in progress' vehicle design rules.

APPENDIX I: WAR MACHINES

The battlefields of the 41st millennium are home to some truly awesome war machines. These huge vehicles tower over the battlefield and carry enough weapons to wipe out a typical 40K army in a round or two of shooting! I've yet to meet a 40K player who didn't secretly want to include such a vehicle in their own army, and the following rules allow you to do just that. Be warned, war machines will dominate any game they are used in, and because of this should be saved up for special occasions, rather than being wheeled out willy-nilly for every game that is played.

Using the Baneblade

Baneblades fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 in the 40K rules. This limits their use to either fighting on their own, or in games of 2,000 points plus per side. Baneblade detachments consist of up to three Baneblades.

Structure Points

Super-Heavy vehicles, Scout Titans, Titans and Leviathans are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given two or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is.

BANEBLADE SUPER HEAVY BATTLE TANK

	Points	Front Armour	Side Armour	Rear Armour	Bs
Baneblade	704	14	13	12	3

Hammer of the Emperor

The Baneblade and its variants is one of the oldest Imperial tank designs still in use. Created using Dark Age Standard Template Construct technology, it uses many systems that are now unique to its construction. This ancient STC data is limited to only a handful of Forge Worlds, and most of the original Baneblades come from Mars itself.

It is claimed that in the past there used to be whole divisions of Baneblades in the Emperor's service, but today an Imperial army is fortunate to have a Company of three, and more usually only a single Baneblade will be available. This is because there is immense demand for the Baneblade, both for its highly destructive abilities and survivability, and also for the morale boost seeing such a behemoth gives the troops. For these reasons, the millennia have seen a slow but sure increase in the number of 'counterfeit' Baneblades seeing service in the Imperial army.

These Baneblades, produced by Forge Worlds eager to secure large military contracts and trade concessions, do not incorporate all of the available STC data that is on Mars and the few other favoured Forge Worlds. While a true Baneblade uses much more powerful rocket-propelled shells in its main battlecannon, a second generation Baneblade (as the Adepts of Mars refer to these tanks) uses only standard Battlecannon ammunition. Similarly, the reinforced mount of the Demolisher cannon in a true Baneblade allows it to lay down a devastating bombardment as it advances, while second-generation Baneblades normally mount a second Battlecannon in the hull. These are not the only differences, for the original Baneblade design has improved internal armour bracing, greater engine performance and transmission, superior comms and tactical logic engines and all manner of other secondary systems which are far superior to those of the second generation war machines.

There is one sure way for a Commander to know if he has a true Baneblade placed under him. Each Baneblade constructed and consecrated on those Forge Worlds that have the original STC is logged and registered with Mars, and is given its own identity number and name. Its whereabouts, the warzones it has fought in, the crew rosters and all its other history are reported regularly to the orginating Forge World so that the fate of each and every Baneblade might be known – if one knows where to look...

Type: Tank

Size: Super Heavy

Speed: Lumbering

Structure Points: 3

Crew: Imperial Guard

Weapons: The Baneblade mounts 3 twin-linked heavy bolters, 2 las-cannons, 1 demolisher cannon and 1 mega battle cannon with co-axel autocannon.

Options: A Baneblade may be given the following vehicles upgrades for the points cost listed in the Imperial Guard armoury: Hunter Killer Missile, Improved Comms, Minesweeper, Pintle-mounted Storm Bolter, Searchlight, Smoke Launchers. In addition it can have a crew escape mechanism for 25 points, which will save 2D3 crew members instead of D3.

WAR MACHINES:
BANEBLADE SUPER HEAVY TANK
Baneblade's fight in their own detachments of up to three vehicles. Only Imperial Guard armies of 2000+ points may include detachments of Super Heavy Tanks.

SPECIAL RULES
(see text for full details)

Ordnance: The Baneblade may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting: Instead of picking one target for the Baneblade, pick a target for each of its weapons.

Baneblade Tank Shock: Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Baneblade.

Lumbering Vehicle: The Baneblade can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90 degrees at the end of the move.

Difficult Terrain: The Baneblade can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables.

MARS PATTERN Mk III BANEBLADE

Ordnance
War machines may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting
War machines can engage more than one target unit if desired. Instead of picking a target for the War Machine, pick a target for each weapon on the War Machine. You must declare all of the war machine's targets before resolving any fire (you can't see how one of its weapons did before deciding what the others are firing at).

Baneblade Tank Shock
Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Baneblade.

Lumbering Vehicles
Lumbering vehicles grind along at a slow and steady pace. These vehicles can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90 degrees at the end of the move. Lumbering vehicles can fire all of their weapons even if they move.

War Engines and difficult terrain
War engines treat difficult terrain differently to normal vehicles. For a start, they can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an *Engines Damaged* result on the damage tables (see later).

War Machine Damage Tables
Roll on the following tables (over) for glancing and penetrating hits on a War Machine. Ordnance rolls on these tables, not the Ordnance damage tables.

New weapon rules
Co-Axel Weapons: A 'co-axel' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axel heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axel' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 **Gun Crew Shaken –** One weapon may not shoot next turn (chosen by opponent)

2 **Gun Crew Shaken –** One weapon may not shoot next turn (chosen by opponent)

3 **Driver Stunned –** May not move next turn (skimmers drift D6" straight ahead)

4 **Engines Damaged –** Knock D3" off the vehicles move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).

5 **Field or Weapon Destroyed –** If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.

6 **Major Damage –** Loose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table below.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 **Driver Stunned –** May not move next turn. (skimmers drift D6" straight ahead)

2 **Engines Damaged –** Knock D3" off the vehicles move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).

3 **Field or Weapon Destroyed –** If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.

4 **Major Damage –** Loose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points then roll on the Catastrophic Damage table below.

5 **Major Damage –** Loose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points then roll on the Catastrophic Damage table below.

6 **Chain Reaction –** Loose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table below.

Mega-Weapons: Mega-weapons are simply huge versions of the weapons from the standard weapon lists, for example a Mega-lascannon (for some reason mega-weapons proved an extremely popular options with the testers of these rules!). Only weapons fitted to Super-Heavy vehicles, Scout Titans, Titans and Leviathans, or any size of Immobile mount, may be upgraded to 'mega' weapons. Mega weapons increase their strength and armour penetration by one point each, so the mega-lascannon mentioned above would have a strength of 10 and an AP of 1 (ouch!). Note that strength cannot be increased to higher than 10, or AP to better than 1 as they are the maximums.

Well, that's it, the Tall One is returning from his nocturnal perambulations and I'd better get out of here. Hopefully, Jervis won't notice what I've done (he seems such a mild-mannered man when in public, but appearances can be deceptive) and I know I can trust you not to tell him. Can't I? I knew I could! You won't send him lots of letters making comments on the pros and cons of his war engines rules, will you? Er, maybe you will... Ta-ta for now!

THE WORLD ACCORDING TO TONY COTTRELL...

Those of you who are long enough in the tooth or have picked yourself up a back issue of White Dwarf 132 (December 1990) will remember Tony's scratch built Baneblade and 1st edition Warhammer 40,000 rules. The Baneblade has been a thing close to Tony's heart (after all

it is about war and is a great big tank!) and he has longed to have it made as a standard bit of kit for all you warmongers out there. Considering that not everyone has the modelling skills of Tony (he is a git, isn't he?) at least now you can part with a princely sum and acquire your very own Baneblade and scare the 'bejeebers' out of your enemies!

For those of you who want to play around with yards of plasti-card, litres of superglue, plastic tubing and bits of kit then we suggest you get hold of a copy of this archaic and nostalgic GW tome – otherwise you know what alternative makes sense.

Tony (who has the enviable job of being the Fabricator-

CATASTROPHIC DAMAGE HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 **Damage Control** – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, i.e. 8 for Space Marines, 7 for Orks, etc.). If the test is passed then the damage control systems on the War Machine have contained the damage, and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

2-3 **Destroyed** – The vehicle is wrecked. Walkers collapse in a random direction (models in the way leap aside automatically). Mark the destroyed vehicle with cotton wool or remove it entirely.

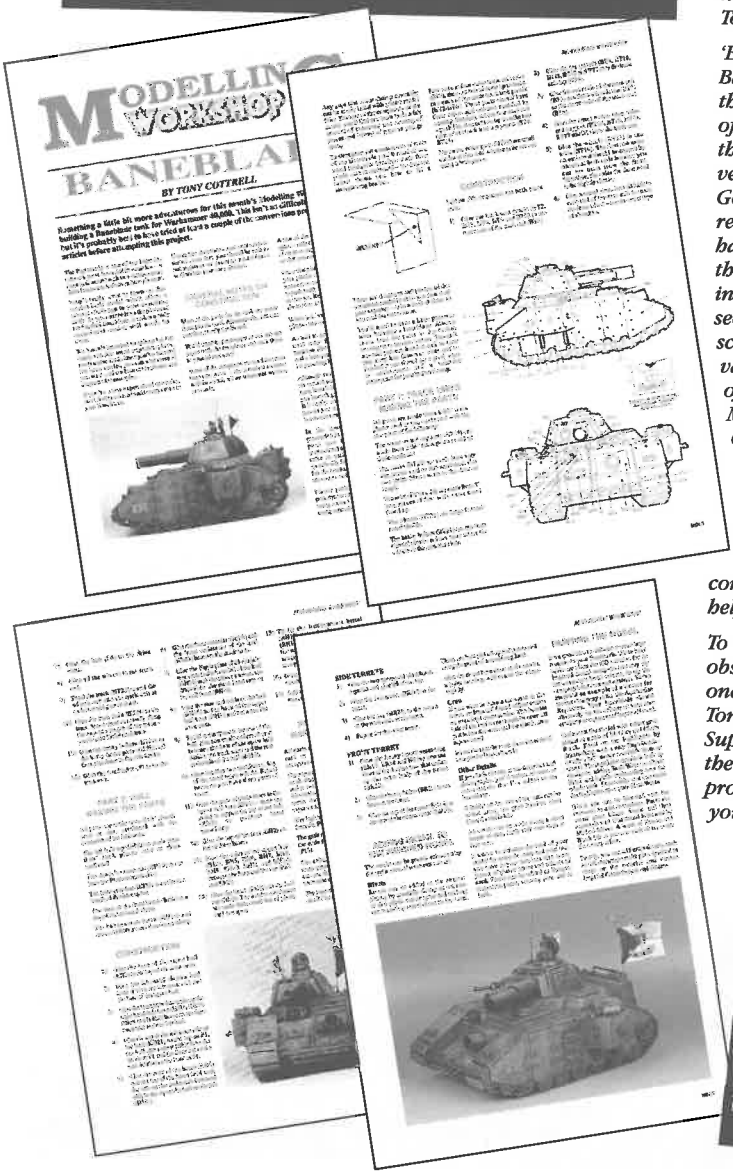
4-5 **Explosion** – Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. Otherwise, as above.

6 **Huge Explosion** – The vehicle is vapourised in a huge explosion. Roll 1D3 per original structure point to determine how far the explosion extends. Models in range suffer a wound on a roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.

Behold, the King of the battlefield...

WHITE DWARF 132 MODELLING WORKSHOP BANEBLADE

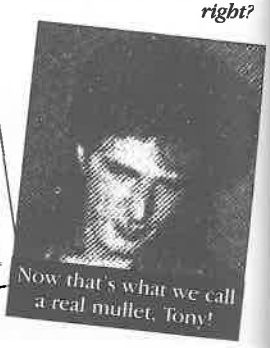
BY TONY COTTRELL



General of Forgeworld and Imperial Armour) has even managed to put a little design work into Imperial Armour's Baneblade kit and stamp a little of his own genius onto it (although we're not going to credit you for it Tony!).

'Everybody should own a Baneblade, if not at least three!' says Tony. A fine piece of advice we admit, although this is the man who has his very own collection of WWII German machine guns (he reliably informs us that they have been deactivated, though). It has been interesting over the years to see the amount of different scratchbuilt Baneblade variants (check out page 82 of White Dwarf 239 – Stu McCorquodale's 49th Cadian Rangers, along with his Imperial Armour Vanquisher and Salamander Command vehicle). It appears that every Imperial Guard commander just can't seem to help themselves.

To keep the really mad, obsessives out there and rich ones (i.e. Americans!) happy Tony's even considering the Super Heavy Titan Destroyer, the Shadowsword, for his product schedule although you've not heard it from us... right?



Now that's what we call a real mullet, Tony!

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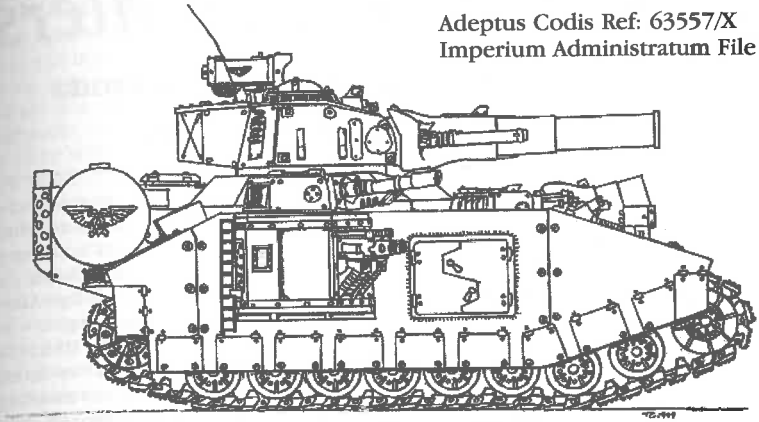
Imperium Administratum File 15654/IG



MARS PATTERN Mk III BANEBLADE
SUPER HEAVY BATTLE TANK

In the ancient past, human technology reached the pinnacle of its achievement and mankind accomplished many great wonders of engineering, terraforming and astrogenetics. Since then much has been forgotten or its true nature misunderstood. The greatest of all the achievements of the past are ascribed to supernatural forces and the heresies of the Dark Age of Technology. Today's guardians of knowledge dabble in arcana and mysticism whilst the secrets of the past lie ignored or reviled before them.

House Rules

NECROMUNDA™

Hi I'm Charles and back on the hallowed pages of the Journal eh? Great stuff! Well, our Necromunda campaign is now well underway since I mentioned it last (CJ 34). At present the top gang in our campaign is a rather unpleasant Scavy mob who seem to delight in devouring Heavies as two gangs have lost their's dining with the Scavies mine included. It does not seem to help that the Scavy player never has less than fourteen Plague Zombies shambling along with his gang although my lovely Escher babes 'The Hell Kats' did give them a bit of a kicking!

During our campaign we developed quite a few of our own house rules, not least of all this article. Returning to the subject of the Zombies we decided that the number of Zombies that could be taken would be limited to equal that of the gang. So, in a normal gang fight or scenario the Zombies would be unrestricted but in for example a Hit and Run scenario the Scavie player can only have D6 gang members and is restricted to only D6 Zombies. This rule seems to work rather well and stops the Scavy player from vastly outnumbering a gang in a small scenario.

Presently we are planning an Arbitrator scenario something along the lines of John Carpenter's Assault on Precinct 13 but with hordes of Zombies – Eeeek!

NECROMUNDA™

Eldritch Hunters

Eldar gangs in Necromunda

By Charles Lister

Wandering Ancients...

The Eldar, a race whose dark history stretches for thousands of years before man's civilisation arose. A strange and enigmatic people who have been and are both allies and enemies of the Imperium of Man. Often the only contact between humans and Eldar are lone traders and scouts, or if they are extremely unlucky, the Pirates and Raiders. The latter are quick tempered and unpredictable, equally likely to slaughter those they meet, yet may also show the greatest compassion to defeated enemies.

Eldar sometimes visit human worlds, openly and clandestinely, depending upon their mission and the level of xenophobia on the planet. Their mastery of the Webway - a network of tunnels that extend through warpspace – means that they can often appear on worlds without resorting to using spacecraft. On very rare occasions Rangers and less often, the feared Eldar warriors, are seen in the depths of the Underhive, on missions undertaken on behalf of their Seers, who guide the Eldar race.

Armed with superior weapons and equipment and possessing inhuman reflexes they are dangerous foes to those who seek to stop them performing their tasks. Yet the lure of these artifacts can sometimes be enough to provoke a Gang leader to take the risk. Spyrers find them formidable foes worthy of attention, whilst to the Redemption and House Cawdor, they are foul Aliens intent on spreading corruption in the Hive. Ratskins and Scavies do not take kindly to any invading their territory, though the latter find that they have little meat on them.

The Imperium of Man, represented by House Helmawr do not want unknown aliens trespassing on their planet, especially since this can draw unwanted investigations from the Adeptus Arbites or worse the Inquisition. Agents for the Imperial and Noble Houses within and outside the Merchant's Guild keep a watch for such potential problems. Captured Eldar often disappear uphive, as slaves, pawns in some larger game, bargaining chips for off-world contact, or simply to be handed over to the Arbites as examples of the efficiency of House Helmawr in apprehending infiltrators.

OUTLANDERS

Eldar are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Eldar do not have a Guild price and may never pay off their outlaw status.

TERRITORY

Eldar start with one piece of territory generated on the following table:

This Territory represents the Webway entrance (and exit) point into the Necromundan Hive, and is the only sure means of communication and aid from their Craftworld. Consequently, the Eldar will not move from their initial territory unless forced to do so, any territory which should be lost to them whilst they still hold their initial territory is kept by its original owner (or if you want to be nasty, may be claimed by any gang who can fight off the competition). Should the Eldar loose their initial territory to another gang, they should generate a new one from the Outlaw Territory Chart. Loosing their territory has potentially dire results for the Eldar as they become subject to starvation and ammo rolls – see below for details.

INCOME

Eldar do not collect income, and receive additional equipment and warriors only as long as they retain their Webway link to the Craftworld, see later for special rules. If the Webway is lost they must forage, Rangers get +1 to the rolls, Warlocks and Exarchs roll as normal and Guardians and Aspect Warriors suffer a -1 penalty.

STARVATION

Whilst the Webway entrance is still controlled the Eldar Do Not suffer from the effects of starvation. If this is lost they suffer the effects of starvation like anyone else.

BOUNTY

Guilders and all others are forbidden to own Alien artifacts, however Eldar technology is superior to the human equivalent, if often more fragile. A dead or captured Eldar can be stripped for a total cost equal to the value of the Eldar plus his weapons – the human value of which can be ascertained from the Eldar weapons table.

TERRITORY TABLE

D66 Roll	Territory
11-16	Old Ruins (Necromunda p52)
21-25	Collapsed Dome (Outlanders p10)
26	Mineral Outcrop (Necromunda p52
31-36	Mine Workings (Necromunda p52
41-46	Old Ruins (Necromunda p52)
51-55	Collapsed Dome (Outlanders p10)
56	Spore Cave (Necromunda p53)
61-63	Old Ruins (Necromunda p52)
64-66	Mineral Outcrop (Necromunda p52)

Eldar Gangers searching for artifacts...

CAPTURE

Humans (or Scavies etc) captured by Eldar may be the subject of a Rescue scenario or may be exchanged for captured Eldar. Some of the Eldar scenarios call for capture of humans, special rules can be found in the scenario. Eldar captured by humans can be exchanged or ransomed for equipment or be the subject of a Rescue scenario. Any gang holding a Eldar captive for more than one game should roll a dice after each subsequent game: on a score of '1' the Imperial authorities discover this and confiscate the prisoner, the gang is the subject of an investigation and must halve all income generated this session. Captured Eldar weapons may be used, but all shuriken weapons have an ammo roll of 6+, if failed roll again, on a 4+ the weapon is damaged beyond repair and is useless and worthless. Those captured by Redemptionists will immediately be burned as deviant alien scum intent on corrupting the Underhive unless rescued.

WARLOCK — 180 Credits

All Eldar are, to a greater or lesser extent, psychic, but utilise only the most natural and inborn of their gifts – avoiding the possibility of contacting the Warp and the Great Enemy. Those who seek to explore further their psychic potential are drawn onto the Path of the Seer, on the Path they are taught the use of the Eldar Runes, which provide a buffer between the Seer and the Warp.

Those Seers who have already trodden the Path of the Warrior are able to manipulate their powers in battle and are able to learn the runes of battle, bearing the potent force weapon known as a Witch Blade. These psychic warriors are known to Eldar and aliens alike as Warlocks.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	4	1	6	1	9

Initial Experience Points: D6x10+20

Weapons: A Warlock may choose from the Ranged, Close Combat, Grenades and Pistols sections of the special Eldar lists.

SPECIAL RULES

Leadership: A Eldar Warlock is respected and revered by the other Eldar who will follow his commands in battle and be inspired by his presence. This means that any Eldar within 6" of the Warlock may use his Leadership value when they take Leadership tests. A Warlock does not have to test for pinning due to the power of his Rune armour and his experience in battle.

Psyker: An Eldar Warlock is a extremely powerful psyker and may take one primary and D3 Secondary powers from the tables on p72-75 of Outlanders. The Warlock may take either Telepathic or Telekinetic as their Primary power. Warlocks are very aware of the dangers of using the energy from the Warp and use Seer Runes to help protect them. They only suffer potential daemonic attack on a Leadership test of 12 and have a 4+ Save against having to roll on the table. However once a 12 is rolled the Seer Runes are overloaded and the Warlock may not use his powers in the rest of that game – his powers will return by the start of the next one. All other rules for Wyrds apply to Eldar Warlocks.

Rune Armour: Warlocks wear specially constructed armour formed from wraithbone which in conjunction with the Warlocks powers forms a psychic force field, giving a unmodified 4+ save regardless of what type of attack hit him. Even the ravening energies of a lascannon can be defected by Rune armour. The Rune armour is equipped with a respirator and photo visor.

HIRED GUNS

Eldar may hire Underhive Scum, Pit Slaves, or Ratskin Renegades but will struggle to pay them as they must use their own or captured equipment to pay with.

LEADER

The Eldar are lead to the Underhive by their Warlock and guided in battle by his runic prophesies.

Should the Warlock be killed the Exarch will assume the role, followed by the Aspect Warrior with highest Leadership, then Rangers and finally Guardians.

MISSION

The Eldar do not enter the Underhive unless they have a reason to do so. In a similar manner to Spyrers, you should choose why then this particular group of Eldar have ventured into the depths of the Hive.

1. Assess human genetic stock – kill or capture one member (or dependant) from each participating Gang in the campaign. To assess the material the Eldar must win the scenario in which this happens.

2. Searching for a lost artifact – after each scenario that is won, roll 2D6 for each Eldar Ranger. On a score of 12 the gang had unwittingly gained the artifact and if the Eldar can beat them again, they are able to recover the artifact before the enemy gang can organise itself.

3. Training – the Farseer of their Craftworld has foreseen the need to have warriors that are experienced in fighting against humans in the confines of a Hive city. Each Eldar must survive a total of two games for each starting Eldar and they must double their initial experience.

4. Recovery of Lost Souls – D6+6 Spiritstones have been lost in the Underhive, their spirits cry out to be joined

with the Craftworld's Infinity Circuit.

Once the Eldar have completed their mission they may now leave the Hive, their purpose achieved.

AMMO

Eldar warriors do not have to make ammo rolls so long as they retain their initial territory. Should they fail to keep it, then Guardians must immediately start to make ammo rolls on a 4+ regardless of weapon type.

If the initial territory is not regained within five consecutive games, Warlocks and Aspect Warriors must also make ammo rolls, which are 3+ regardless of type of weapon. In addition, Guardians then have to make rolls if a 1or 6 is rolled to hit. Exarchs and Scouts do not have to make rolls.

Instead of using a Psychic Power the Warlock may feed power into his Witchblade adding +2 Strength for the rest of the turn when using that weapon.

EXPERIENCE

The Eldar are a long lived race and do not gain experience in the same way as short lived humans. They control their inner emotions so as not to fall prey to that which almost destroyed their race. Being able to live for a thousand years or more means that they are able to pass through many different lifestyles or Paths, each new role does not totally replace those that went before, but adds to the Eldar's accumulated experience.

The Eldar Path was conceived after the Fall as a way of allowing each Eldar to live within their full

0-1 EXARCH — 200 Credits

The Exarch is an Aspect warrior who has spent to long on the Path of the Warrior and is now unable to leave it, he or she can no longer dissociate themselves from their warrior persona. The armour that he dons when she becomes a Exarch meshes with the very tissues of the Eldar warrior, and when the warrior is finally slain, the suit is empty having consumed into itself the Eldar. Each of these suits bears the Spirit stones of all that have ever worn it and with them the former owners skills and powers in battle. Exarchs are priests and Guardians of their Aspects shrine, as well as armourers and instructors, who guide fellow Eldar along the Path of the Warrior.

M	WS	BS	S	T	W	I	A	Ld
5	5	5	4	4	1	6	2	9

Initial Experience Points: D6x10+20

Weapons: An Exarch may have the ritual gear of one Aspect and any other weapons from the special Eldar list.

SPECIAL RULES

Armour: The Exarch wears a suit of psycho-sensitive material which is meshed with the warriors very being. The armour provides a 3+ save and includes a respirator and photo visor. Together with the combat skills and experience of the Exarch, the armour means that he or she does not need to test for pinning.

ELDAR SKILL LIST

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Warlock	-	Y	Y	-	Y	Y	-
Exarch	Y	Y	Y	Y	Y	Y	Y
Howling Banshee	Y	Y	Y	-	-	-	-
Striking Scorpion	-	Y	Y	-	-	Y	-
Dark Reaper	-	-	-	Y	Y	-	Y
Dire Avenger	Y	Y	-	-	Y	-	Y
Ranger	Y	Y	-	-	-	Y	-
Guardian	Y	-	-	-	Y	-	-

RANGER — 70 Credits

Eldar Rangers do not travel along the Eldar Path and are Outcasts, though they remain loyal to their Craftworld's and will aid them and report upon any source of danger to their Craftworld, they can be found across the galaxy, investigating both ancient ruins and newer civilisations such as the Imperium of Man. Often they will accept missions from he Seers of their worlds so they can continue to serve their people in a useful fashion. They are usually clad in cloaks and armour of Cameleoline which serves to mask their appearance and cover their comings and goings on alien worlds.

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

Initial Experience Points: D6x10+20

Weapons: A Ranger may choose from the Ranged, Close Combat, Grenades or Pistols tables from the special Eldar list and may take those items marked as Rangers only.

SPECIAL RULES

Armour: A Ranger may have Mesh armour for 20 creds (5+ save), Respirator for 10 creds, Cameleoline Mesh Armour for 30 creds (5+ save, -1 to hit), Cameleoline Cloak (-1 to hit) for 15 creds.

Infiltrate: All Rangers have the *Infiltrate* skill, and may buy the *Marksman* skill at 10 creds per ranged weapon required.

For each Ranger in the force you may take one Aspect Warrior or Guardian.

GUARDIAN — 60 Credits

All Eldar are trained in case of need to fight to defend their Craftworld. Although they are primarily a defensive force, they may accompany Warlocks and others to alien worlds. Wearing mesh armour and armed with las weapons and shuriken catapults and lead by former Aspect Warriors Guardians can be formidable foes.

M	WS	BS	S	T	W	I	A	Ld
5	5	5	4	4	1	6	2	9

Initial Experience Points: 3D6+6

Weapons: Guardians may choose from Ranged, Close Combat, Pistols and Grenades sections of the special Eldar list.

Armour: Guardians may have Mesh armour for 20 creds and or Respirators for 10 creds.

emotional and intellectual capacity in a safely controlled and progressive manner. The way that the Eldar move through life means that they are less likely to advance quickly in Necromundan terms. The 'new' experiences may have already happened to the Eldar on a previous Path. In addition, the Eldar are usually fully mature and less prone to sudden physical advances as young human gangers. Eldar generate experience normally in Necromunda and use the standard template to see when they gain an advance. However, if an advance is indicated by the template, roll 2D6 on the following table applying these modifiers:

+1 If wounded in scenario.

+2 If wounded/killed a follower of Slaanesh

+4 If wounded/killed Daemon of Slaanesh or Dark Eldar.

+1 If carrying a Spirit Stone at end of the Lost Souls scenario.

Advance table

1-7 No advance.

8-12 Roll an advance on the standard advance table.

If a Warlock rolls a 2 or 12 roll 2D6 again – if this is under his Leadership he gains a Minor Psychic Power. If a 2 or 12 is rolled again the Warlock is assailed by Daemons from the Warp and though he manages to fight them off, the Warlock may not use ANY psychic powers in the next scenario. If a Howling Banshee receives a characteristic increase, this may be exchanged for +1 M, subject to the racial maximums.

ASPECT WARRIOR

Credits (see below)

Most Eldar travel along the Path of the Warrior at some time in their long lives. The Path of the Warrior is unique in that there are many aspects, each representing a different facet of the God of War, Kaela Mensha Khaine. The warriors are trained in particular Aspects Shrine by the Exarchs who hone their bodies and minds ready for any call to war.

Howling Banshee Aspect – fast and mobile fighters who excel in close and hand to hand combat, Dark Reaper Aspect – Heavy long ranged support, Striking Scorpion Aspect – Heavily armoured close combat and assault troops, Dire Avenger Aspect – Tactically flexible warriors May choose from Howling Banshee, Dark Reaper, Striking Scorpion or Dire Avenger

Aspect	M	WS	BS	S	T	W	I	A	Ld	Cost
Howling banshee	5	4	3	3	3	1	4	1	8	90
Dark Reaper	4	3	4	3	3	1	3	1	8	90
Striking Scorpion	5	4	3	3	3	1	4	1	8	85
Dire Avenger	5	3	4	3	3	1	4	1	8	70

Initial Experience Points: 40+D6

Weapons: Each of the Aspect warriors bears a set of ritual weapons that are distinctive to their Aspect and are trained by the Exarchs to use them, it is only if the Eldar is lost upon the Path of the Warrior and in turn becomes a Exarch that they may use ANY other weapons. The cost for the Aspect Warrior includes their armour but they must purchase their ritual weapons – and no others.

Armour: The different Aspects wear similar armour but whose thickness and durability depends on their role as aspects of the God of War. Howling Banshee and Dire Avenger Aspect armour provides a 4+ save, whilst Dark Reaper and Striking Scorpion provides a 3+ save. All provide the wearer with a respirator and photo visor.

SPECIAL RULES

The ritual weapons borne by the Aspect warriors include special weapons:

Howling Banshee: The distinctive howl is formed by a psycho sonic amplifier, enemies exposed to this suffer almost total paralysis. The target may not fire on Overwatch at the charging Banshee and must hold his ground, also he does not roll any attack dice in the first round of combat, acts as normal in the second and subsequent rounds – the mask has no effect if the Banshee is charged.

Dark Reaper: The helmet of the armour contains a special targeter which provides a +1 to hit with heavy weapons and ignores modifiers to hit for fast moving targets.

Striking Scorpion: The helmet has a pair of weapon pods, the mandiblaster, which are used in hand-to-hand combat. Before combat begins the Scorpion can shoot at his opponent, roll to hit (no modifiers) and if hit roll a D6 – if higher than opponent's Toughness 1 Wound is caused, this attack has a -2 saving modifier.

ELDAR WEAPONS TABLE

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Special
Witchblade	Close Combat only				User+1	1	-1	Parry, Ignores Daemon special save.
Shuriken Weapons:								
Pistol	0-6	7-12	+2	-	4	1	-2	Close Combat
Catapult	0-12	13-24	+1	-	4	1	-2	1D Sustained Fire
Cannon	0-20	21-40	+1	-	5	D4	-3	2D Sustained Fire

RESOURCES TABLE	
2D6	**Resources available**
0-6	Nothing can be spared from the Eldar Craftworld.
7	D6x10 worth of equipment may be chosen from Close Combat or Pistols table.
8	D6 x 10 worth of equipment may be chosen from any Eldar table.
9	A Ranger joins the quest, he has D6 x 10 worth of equipment from the standard tables.
10	A Guardian joins the quest with D6 x 10 worth of equipment from the usual tables,
11	An Aspect Warrior joins the quest with D6 x10 worth of equipment from the usual tables,
12	A Guardian or Aspect Warrior can no longer follow the path of Khaine and after consulting the Runes, the Seer bids them return to the Craftworld. The Eldar player must choose one Guardian or Aspect Warrior who returns home and takes no further part in the campaign.

Redemptionists seeking heretic aliens to burn

INCOME

The Eldar do not collect income like other Gangs, and do not work their territory – hence do not roll for good/bad results like poisoning etc. They come to the Underhive equipped with what the Seers believe is required to complete their mission. However the Seer may request additional equipment or warriors to be dispatched to Necromunda. This request is not made unless truly required as all Eldar resources, especially their people, are in short supply.

The following table should be rolled upon after any scenario, however the Eldar player may elect not to roll upon the table if they wish and feel they have the resources to continue the mission.

The Following modifiers should effect the roll on the table:

+2 If won last scenario.

+1 If spiritstones have been recovered in the last scenario.

+4 If a follower of Slaanesh was killed or captured in last scenario.

The Eldar player may choose the result if a Dark Eldar or Daemon of Slaanesh was killed or in the last scenario.

MAXIMUM CHARACTERISTICS

	M	WS	BS	S	T	W	I	A	Ld
Warlock	5	6	6	4	5	3	8	2	10
Exarch	5	7	7	4	4	3	8	4	10
Howling Banshee	6	6	6	4	4	3	7	3	10
Other Aspect Warriors	5	6	6	4	4	3	7	3	10
Ranger	5	5	5	4	4	3	7	3	9
Guardian	5	5	5	4	4	3	7	3	9

SCENARIOS

Roll a D6:
(add +1 to the roll if the opponents are Ratskin Renegades.)

1-3 The Eldar may choose the Scenario.

4 A Gangfight.

5-6 The opponent may choose the scenario.

NEW SCENARIOS

In keeping with the Eldar theme, here are a couple of sample takes on more common scenarios:

Scenario I:
The Lost Souls

(a variation on Scavengers)
The Eldar may venture into the Hive to recover fallen Eldar, or more specifically, Spiritstones, psycho-receptive crystals that contain the souls of the dead Eldar preserving them from the Great Enemy, Slaanesh. These may survive for a considerable time, especially if they are not noticed by those who dwell within the Hive. To recover these lost souls is important to the Eldar, both to safeguard the enclosed spirit from being consumed and to enhance the Craftworld's Infinity Circuit with their presence.

The following changes have been made to the Scavengers Scenario:

1. One Player should be Eldar!

2. Once all the *Loot* Counters have been placed, but before deciding upon which table edge each player deploys from, the Eldar player should secretly note down which counter is actually one or more of the Spiritstones. This counter is treated exactly the same as a normal counter for purposes of carrying etc.

3. The Eldar do not have to bottle out until they have taken 75% casualties (and may not do so voluntarily).

4. Exarchs and Warlocks who fall victim to the optional Monster roll may re-roll the D6 to see what happens to them, but must accept the second result.

5. At the end of the game, if the Eldar player has recovered the Spiritstone counter, they may add +5 experience to the Eldar who carried it at the end of the game and all the Eldar in the scenario may add +1 experience to their totals. In the next scenario only they may add +1 to their Ld (maximum of 10). If they fail to recover the Spiritstones,

ELDAR WEAPONS LIST

RANGED WEAPONS	COST	(CAPTURED)
Lasgun	10	15+2D6
Shuriken Catapult	25	60+2D6
Flamer	40	30+2D6
Needle Rifle (Rangers only)	50	230+4D6
PISTOL WEAPONS	**COST**	**(CAPTURED)**
Laspistol	5	10+D6
Needle Pistol	30	100+4D6
Shuriken Pistol	10	30+D6
Hand Flamer	10	10+D6
CLOSE COMBAT WEAPONS	**COST**	**(CAPTURED)**
Chainsword	15	15+D6
Powersword	30	40+3D6
Sword	5	5+D6
Witchblade (Warlocks only)	20	D6x10
GRENADES	**COST**	**(CAPTURED)**
Frag Grenades	25	25+3D6
Krak Grenades	30	40+3D6

RITUAL ASPECT WEAPONS	COST
Howling Banshee: Powersword, Laspistol, Banshee Mask, Knife	40
Striking Scorpion: Chainsword, Shuriken Pistol, Mandiblaster, Knife	30
Dire Avenger: Shuriken Catapult, Laspistol, Knife	25
Dark Reaper: Choose one:	
Missile Launcher (Frag+Krak), Laspistol, Knife	40
Shuriken Cannon, Laspistol, Knife	40
Lascannon, Laspistol, Knife	40

'The Hell Kats' looking for the old 'Pointy Ears'

they must subtract -1 Ld for the next scenario only.

6. If the Eldar's opponent gains the Spiritstones they may cash them in for D6x10 credits or one member of the gang may retain them, in which case roll a D6 at the end of each scenario. The link between the Spirit Stone and the Warp may sometimes have strange effects on the human mind – if a 6 is rolled the gang member has been affected by the stone and has become more attuned to the Warp. Roll once on the Wyrd Minor Power table (Outlanders, p75-76) from now on this ganger becomes subject to the rules for Wyrds (p68-70 of Outlanders). Should the Spiritstone(s) later be sold off the power will disappear. Any Eldar who subsequently defeats the bearer of the stone in hand-to-hand combat may retrieve the stone and gains an additional +10 experience. Although the Eldar spirit is only partially aware of the material world, it is less likely to effect fellow Eldar. Any Eldar targeted by the Minor power receive a 4+ save against any and all effects. A wyrd who gains or is given the Spiritstone gains an additional D3 Minor Powers automatically, but must roll at the start of each scenario. On a 1 the combined brightness of the two has attracted a malevolent power – roll immediately on the Perils of the Warp table. Should the bearer lose the stone, his powers will also be lost. Should he again come into possession, a new power should be rolled.

Scenario II:
Kinstrife

It is not only the Eldar of the Craftworld's who have access to the Webway, their Dark Kin have an equal if not superior knowledge of the ancient transportation system that traverses the galaxy and how to use it. The Dark Eldar may take notice of the Eldar incursion and despatch their own raiding force to cause havoc in the Underhive, fortunately however, this is quite rare.

Yet one Dark Eldar has seemingly made the Underhive her hunting ground, she moves amongst the Outlaws of the lower levels at will, killing many, staying in one place only for a short time before moving on. She does not charge those she chooses to hunt with, well not in credits, often her scorn for the humans she hunts with gets the better of her and she leaves the gang with a last, usually fatal, demonstration of her skills. She has, in the past, repeatedly shown up when Eldar enter the hive and takes the opportunity to test her skills against her kin.

Kinstrife is a variant on a straight Gangfight and all rules apply as normal with the exception as noted below:

1. One player must be Eldar, the other is unrestricted and may take the Dark Hunter as a Hired Gun.

2. The set-up rules are followed as normal, but once ALL fighters (including those with *Infiltrate* skill) have been placed, the human (or Scavy) player may place the Dark Hunter anywhere on the table, she does not have to be in cover, but may not be placed in contact with any figure.

3. Once the non-Eldar player has chosen to place the Dark Hunter they have chosen to let her join the hunt. That player becomes subject to all of the rules as outlined below. In addition, should they decide to try and take her out during the game (i.e. shooting or moving a figure into combat with her) her control lapses and she will go into *Frenzy*, with control over her going to the opponent. She will disappear into the Hive at the end of the Game.

4. Any Gang may 'allow' the Dark Hunter to join them except for Redemptionist, Cawdor or Arbites and have a -6 modifier to the Outlaw table (Outlanders p8) if she joins them in subsequent games. She does not scavenge, the Gang will not even see her between scenarios and requires no credits as payment.

5. After each scenario, roll

1D6 (+1 per scenario with the gang after the first), on a 6+ her contempt and boredom of the gang reaches breaking point and she will randomly attack one member of the Gang when they're alone, attempt to take their head as a trophy and leave. To simulate this randomly allocate a member of the Gang and setup the two figures 2D6" apart, the Dark Hunter has the first turn. Play until one is down or Out – if it is the Ganger he will be dead (their head being removed and forming a splendid new trophy). Should it be the Dark Hunter her special synth-suit will automatically activate a webway gate even as she falls unconscious.

The Dark Hunter (Dark Eldar Succubus)

Rarely seen, she stalks the underhive, seeking opponents worth fighting to hone her skills, she prefers to fight her own kin, but will fight any and all comers.

M	WS	BS	S	T	W	I	A	Ld
6	6	5	4	4	2	6	3	10

WEAPONS: Splinter Pistol, Agoniser Whip, unlimited number of poisoned shard blades (+1 Strength).

SKILLS: *Catfall, Dodge, Combat Master, Parry, Step Aside, Killer Reputation.*

PSYCHOLOGY: Immune to all Psychology.

SAVE: Flak armour 6+.

PAYMENT: The Dark Hunter will not accept any payment, save for the deaths of those she deigns to fight against or with.

RATING: She will add 400 to the Gang's rating while she hunts with them.

BOUNTY: Although she will not be confirmed as slain, she will always have time to activate a webway gate, anyone who manages to wound her will gain +5 experience and +10 if in hand to hand combat (cumulative).

SPECIAL RULES

The Dark Hunter is not subject to pinning or ammo rolls. The gang with whom she is hunting do not count her as a friend for the purposes of recovering from pinning or Bottle Rolls and she is not bothered if they get wounded or go out nearby – she finds it amusing. She will also leave if

Scenario III:

A Testing Time

(another variation, this time on Hit and Run)

One reason that the Eldar enter the Underhive is to test the genetic potential of the human inhabitants, one way is to examine those captured in battle, another is to conduct a lightning raid on a outlying holestead or mine working. Often those used by gangs as hideouts are chosen, as the genetic structure of these fighters can be more revealing.

The Rules to Hit and Run apply with the following additions and changes:

1. There are no *Loot* Counters placed, the defender sets up D6 human

THE DARK HUNTER WEAPONS TABLE

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Special
Splinter Pistol	0-6	7-12	+2	-	3	1	-1	Sustained 1D Close Combat
Shard Blades	0-3	3-6	+1		5*	1		*Poisoned weapons
Agoniser Whip		Close Combat			Special	1	Ignore	Close Combat

Special Rules

The Agoniser is a vicious close combat weapon, which can kill or disable even the largest of opponents by shredding the nervous system. The Agoniser hits as normal in close combat but always wounds on a 4+ regardless of Strength and Toughness and no armour saves can be made unless they are unmodifiable.

Note: Neither the Agoniser nor the Poisoned Shard blades' special abilities work against Plague Zombies (they both become Strength 4).

Civies

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	6

WEAPONS: all have a knife, half nominated secretly may have Stub guns.

SPECIAL RULES

Civies will not charge into hand-to-hand combat but will fight normally if attacked and will always attempt to move into cover if possible.

'Civies' around the area, at least 8" away from a table edge, he then deploys D6 of his Gang to represent fighters who are hanging about the area, visiting families etc.

Goliaths out in force against the new boys in town

2. The human Gangers do not have to Bottle Out unless they take 75% casualties. The Eldar set up as normal with D3+3 Eldar present, their aim is to disable, down or out, as many gang members or Civies as possible.

3. Every turn after the third, roll a D6, on a score of 1 1D6 random members of the gang turn up, having been near enough to hear the gunfire. Treat as normal reinforcements.

4. Capturing humans – if the Eldar force the opposing gang to Bottle Out or down/out all those on the table, they capture them. Eldar may drag humans who are out at the rate of 4" a turn. Should they leave a table edge they are captured by the Eldar. Eldar engaged in dragging a captive may not shoot or perform any other actions but may defend themselves as normal if attacked in hand-to-hand combat.

Note: it is unlikely at best that an Eldar could drag a Scaly but two could.

5. To win the Humans must make the Eldar Bottle Out or capture no humans.

6. Roll 1D6 for each Civy in the scenario, on a 6 a Juve joins the gang for free. Equipment must be provided as normal. (They were evidently quite stirred up by the raid on their home!)

Experience

As normal for a Hit and Run with:

+5 Each Captive. For any Eldar that manages to drag a human sized captive off of the board.

+10 Each Captive Scaly. For any Eldar that manages to drag a Scaly captive off of the board.

And there you have it, but beware, the Eldar might be just a little on the 'nails' side but they are so expensive that they will always be outnumbered and if they lose their Webway portal they're really deep in it!

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Mordheim

'Knights of the Kitchen Table'

Mootlander Warbands

By Tom Sambles

Halflings in Mordheim

Although it is an exceedingly rare occurrence, Halflings will form Warbands and go marching off to Mordheim. With dreams of mountains of iced buns and rivers of fizzy-drink, they fearlessly enter the gates of Mordheim in search of gold, wyrdstone and abandoned kitchens to plunder.

The Legend of the Knights of the Kitchen Table

Lord Charlie Gutbuckett is famous in the Moot for being extremely rich and spoilt but also for being exceptional with the bow (which is well reputed considering his constant boasting). The only time that he has ever been beaten in an archery contest was by his father, after a dispute over a blueberry muffin. Totally shamed by this event, Charlie formed up his Warband of similarly eccentric Halflings and headed off to Mordheim with his parents last profound words echoing through his head 'Bring us back some chocolate hob-nobs son'. His warband was named 'The Knights of the Kitchen Table' and even his brother Archie joined up for the adventure. This was a terrible shame for the rest of the family as Archie's recipe for strawberry flapjacks was second to none.

Special Rules

Halflings are very weak and puny and even the lightest of blows tends to knock them senseless. When rolling for a Halfling's injury, treat a roll of a 2 as 'stunned'.

Choice of Warriors

A Halfling Warband must include a minimum of 3 models. You have 500 gold crowns. The maximum number of models in the Warband may never exceed 20.

Moot Elder: Each Halfling warband must have one Moot Elder.

Master Chef: Each Halfling warband may have one Master Chef.

Halfling Thieves: Your warband may include up to three Halfling Thieves.

Scouts: Your warband may include up to five Halfling Scouts.

Warriors: Your warband may include any number of Halflings.

Halflings – ready to take Mordheim by storm!

Starting Experience

Moot Elder starts with 20 experience.

Master Chef starts with 8 experience.

Halfling Thieves starts with 0 experience.

Heroes

1 Moot Elder

55 gold crowns to hire

A Halfling Moot Elder is the bravest, toughest and obviously fattest Halfling in the Warband. Girth is as greatly respected by the Halfling people as is skill with the bow, their principle weapon.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	5	2	2	1	6	1	9

Weapons/Armour: The Halfling Moot Elder may buy equipment from the Halfling equipment list. In addition, he may be armed with a pistol for 15 GC, usually an old family heirloom.

SPECIAL RULES

Leader: Any Warrior within 6" of the Moot Elder may use his Leadership when taking Ld tests.

Lord Charlie, one mean Halfling

0-1 Master Chef

35 gold crown to hire

Any wise Halfling Moot Elder will persuade a Halfling Master Chef into joining his Warband. The better the Halflings fight, the more food the Chef cooks for them!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	2	1	5	1	9

Weapons/Armour: The Halfling Master Chef may be equipped from the Halfling master Chef utensils list.

Halfling Master Chef

SPECIAL RULES

Inspired Cooking: Any Halfling models within 6" of a Halfling Master Chef may re-roll any failed hits in combat (once per turn).

0-2 Halfling Thieves

25 gold crowns to hire

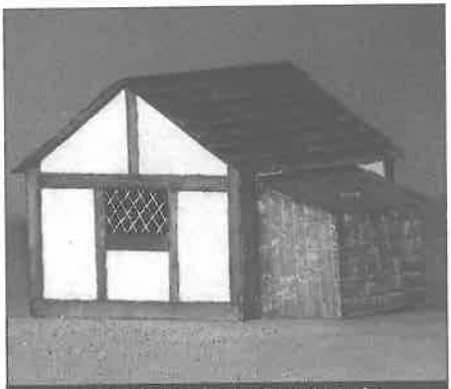
Halfling Thieves are often employed by warbands to sneak into enemy camps and steal any stash they can get their sticky little hands on.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	2	2	1	5	1	9

Weapons/Armour: Halfling Thieves are equipped from the Halfling equipment list.

SPECIAL RULES

Sneaky: Halfling Thieves can hide in the slightest shadow or piece of cover. Halfling thieves always have a -1 to hit modifier when being shot at, this adds to any other modifiers.



One of Tom's Halfling hovels

Henchmen

(Bought in groups of 1-5)

Warriors

15 gold crowns to hire

Halflings may not be the best warriors around, but they are brave to the point of insanity and masters of the Bow.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	2	2	1	5	1	8

Weapons/Armour: Halflings are equipped from the Halfling equipment list.

Hardy Halfling warrior

Scouts

20 gold crowns to hire

Halflings produce some of the best Scouts in the Old World almost rivalling the expert Wood Elves in this field.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	2	2	1	5	1	8

Weapons/Armour: Halflings are equipped from the Halfling equipment list.

SPECIAL RULES

Keen Eyesight: Halfling Scouts can spot hidden enemies at twice their Initiative value in inches.

New Weapons & Armour

Kitchen Knife

The common kitchen knife does not only have to be used for chopping vegetables, in the chubby but expert hands of a Master Chef it can make an awful mess of his enemies!

Range	Strength	Special Rule
Close Combat	As user	-1 Save

Ladle

A ladle isn't very good for killing your foes but if aimed correctly, a crack across the knuckles can seriously reduce even the best warrior's fighting ability.

Range	Strength	Special Rule
Close combat	-1	No save except shields, Knuckle Cracking

SPECIAL RULE

Knuckle Cracking: If a Master Chef manages to hit an enemy in close combat (a feat within itself!) and scores a '6' in doing so he has rapped his enemy across the knuckles and forced him to drop his weapon.

No Save: A Master Chef knows exactly where to aim his ladle, helmets and breast plates are of little use against a ladle whacked across the hands. The only saving throws allowed are from shields or skills.

'Did anyone remember to pack the cream buns?' – The Knights of the Kitchen Table

Cleaver

Cleavers are one of the best kitchen tools for fighting with, it's fairly light and can cut through things rather like an axe.

Range	Strength	Special Rule
Close combat	As user	-1 save

Tenderiser

Although other Warbands scoff at your rolling pins and tenderisers, they are fully capable of crushing a skull or knocking an opponent unconscious.

Range	Strength	Special Rule
Close combat	As user	Stuns on 2-4

Cooking Pot Helmet

Any Master Chef worth his salt will remove his silly white hat and put on an even sillier looking cooking pot for protection when a fight is brewing. It may look incredibly stupid, but often results in an intact Halfling head after the battle.

SPECIAL RULES

A Master Chef equipped with a Cooking Pot has a special save of 5+ against being stunned. This save is never modified.

A Young Man O'The Moot

Tom is a young furry-footed chap from Cobham in Surrey and has been an avid follower of Mordheim since it was first featured in White Dwarf all those eons ago! Being a staunch supporter of those much maligned short people from Warhammer, Tom decided it was about time that somebody knocked up some Halfling Warband rules. Tom has also made some buildings following the modelling guide from WD 185 for his short ones to live in.

Mootlander skill tables

	Combat	Shooting	Academic	Strength	Speed
Ring Leader	✓	✓	✓		✓
Master Chef	✓	✓		✓	✓
Thief		✓	✓		✓

Mootlander equipment lists

The following lists are used by Mootlander warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 gc
Sword ..... 10 gc
Spear ..... 10 gc
Staff ..... 3 gc

Missile Weapons

Bow ..... 10 gc
Short Bow ..... 5 gc
Sling ..... 2 gc

Armour

Light armour ..... 20 gc
Shield ..... 5 gc
Cooking Pot Helmet ..... 8 gc

HALFLING MASTER CHEF LIST

This list is for Master Chefs only

Hand-to-hand Combat Weapons

Kitchen Knife ..... 2 gc
Cleaver ..... 3 gc
Ladle ..... 2 gc
Tenderiser ..... 3 gc

WARHAMMER® 40,000

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From the Forges of Khaine

New Eldar War Machines

By Andy Coe

(original rules for Yrrthilien Mournsong by Mark Hawkins CJ 3 and Eldar Scout Walkers by Rupert Hammerton Fraser CJ8)

Aaah! Tis a monstrous floating head...

Hi, I'm Andy Coe (the ugly git in the photo) and I've finally got round to finishing off all the rules bits n' pieces I've been wanting to submit since I spoke to Warwick at Gamesday 99.

Right then, down to the personal stuff. I'm 31 years old and for the last 10 of them I have been playing Warhammer 40,000 in its various guises with the odd trip to Bloodbowl, Necromunda and the other smaller games that just don't seem to have the longevity of 40K or Fantasy battle.

The Eldar have always been my first love. At one point I had sizeable armies of every race except for Orks but due to space (or lack of it) I had to sell off a good deal of kit. Nowadays I can field a large Eldar army, a slightly smaller Marine army and a bloody huge Tyranid army (although until the codex arrives they are resting up for a while – cos they just don't have the speed to get across the battlefield anymore). Oh yeah, I've also got a Genestealer cult army, heh, heh, heh!

My current abode is the town of Fleet near Aldershot in Hampshire and I am an active member of our local Wargames club.

What's in the Pipeline?

I've got to admit I just love converting stuff, not just for myself but for other people's armies too. I've scratch built one or two weird chaos tanks and created the wickedest looking assassin from an old double powerfisted Space Marine.

At the moment I am thinking about writing some rules for a Chaos Tzeentch sorcerer on a disc that I built and entered for Gamesday 96. He's called Rardain and is actually based on the body of Maugan Ra stood on an upturned grav platform. He has an extra claw arm, a power weapon and his right arm is actually fused to a heavy weapon – interested? (Er... yeah! Need you ask? – Ed.)

Finally I am (as you may have noticed) a bit of an Eldar fanatic and I am just putting the finishing touches to a Night Spinner tank before I start painting it. Once that's done myself and a few mates are gonna thrash out some rules for it – I will keep you informed.

P.s. Anyone who knows me will tell you that although I am a fair painter I take far too long to get my stuff painted, in fact they call me Mr 10% – something about having only 10% of my armies painted (doesn't undercoat count?). The way I figure it, if its taken ten years to get this far at least I will have something to do in my retirement.

New Eldar War Machines

The Phantom Seer is something I originally dreamt up about 3 years ago, (I just love the diddy little spirit warrior's head) and was inspired by the Chapter Approved article on the Infinity circuit in the Warhammer 40K compendium. The actual building of the model was very straight forward, I think the hardest part was joining the end of a Phantom Titan's weapon to the back end of an Eldar Lascannon or Brightlance as it's now known.

The playtesting for the Phantom Seer has been quite extensive and it seems to work quite well, although I must admit that the time you need the warp cannon the most to annihilate your enemy is usually the time it decides its not gonna charge up (doh, don't you just hate ones).

As for the remaining two items – the Scout Walkers and Yrrthilien Mournsong – they are simply adaptations of someone else's brainchild and I've only done them because

1. I built the models when I first saw the original rules and I hate having kit lying around in my army box that I can't use.

2. No one else seems to have bothered. Anyway I take no credit whatsoever (other than the fact that I can string a sentence together!) for these two rules updates.

Phantom Seer

Every Eldar wears upon their breast a shining gem or polished stone. This Psycho-receptive crystal is called a spirit stone or waystone, and is attuned solely to the mind of its owner. At the moment of death the Eldar's psychic energy is captured by the waystone, denying Slaanesh the chance to torment for eternity, the Eldar's spirit.

When an Eldar's mortal body has died the waystone is placed in the Dome of Crystal Seers where it quickly takes root in the exposed Wraithbone core.

0-1 PHANTOM SEER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Phantom Seer	**140 points**	4	4	5/10	8	3	5	2/3	10	4+

HEAVY SUPPORT: PHANTOM SEER

Weapons: Warp cannon, two Dreadnought close combat weapons. Each fist also incorporates a Flamer or a Shuriken catapult. Note that the Phantom Seer's profile already includes the extra attack for having two close combat weapons.

SPECIAL RULES

The Phantom Seer follows the same rules for *Fearless* and *Implacable Advance* as a standard Wraithlord.

Warp Cannon: The main weapon of the Phantom Seer fires potent bolts of psychic energy directed through a series of prisms to amplify the blasts. The cannon may be fired in one of two modes – Splinter or Focus which must be specified before firing.

	Range	Strength	AP	Shots	Notes
Splinter Mode	12"	6	3	Heavy 3	Needs Charging*
Focus Mode	24"	9	1	Heavy 1	Needs Charging*

*Before the cannon can be used the firing chamber must be charged with Psychic energy. The Phantom Seer must test by rolling a D6. On the roll of 2-6 the weapon may be fired normally. On the roll of a 1 the Seer fails to establish a link with the warp and the weapon may not be fired that round.

Rune Carapace: During construction the Wraithbone skeleton and external armour of the Phantom Seer is covered by protective runes and sigils that use psychic energy to ward of enemy attacks. The Phantom Seer has an Invulnerable save of 4+. Unlike the Rune armour of other Eldar psykers, this is an integral part of the Phantom Seer and not wargear.

The mighty Phantom Seer

The Psycho-plastic Wraithbone grows into a tall Wraithbone tree around the stone and the spirit trapped within is released into the Infinity circuit where it joins the spirits of all the other dead Eldar.

In times of need it is possible for an Eldar spirit to separate itself from the spiritual mass of the Infinity circuit and flow into a spirit stone set aside for that purpose. Such a spirit stone can then be grafted into the shell of a Wraithguard or the more formidable Wraithlord, imbuing it's artificial form with a living intellect.

The psychic energies captured by a waystone carry a large part of the Eldar's sense of identity, personality and memories. Psychically powerful individuals even retain a portion of their psychic strength. These individuals, once Farseers or Warlocks, have the same ability to separate themselves from the infinity circuit, though due to their close psychic bond with the Infinity Circuit they are much more reluctant to do so than mundanes.

It is all but unheard of for a Farseer to detach himself from the Infinity circuit, though on occasion a Warlock will detach himself and flow into a prepared waystone. Waystones containing psychically powerful individuals glow with a fierce cold blue inner-fire. These rare stones are then used to power a special kind of Wraithlord, the Phantom Seer.

Note: Phantom Seer's do not count towards your quota of Warlocks. They can not join or lead other units and may not use the *Fleet of Foot* rule.

Eldar Scout Walkers

Eldar Rangers often operate far from the main battlelines with no support and are vulnerable to enemy patrols if spotted. To give some measure of heavy firepower to these units the Eldar Exodites have developed the Scout Walker, a bipedal weapons platform that shares many of its components with the War Walker and the Wraithlord. The Scout Walker is controlled by a single Ranger using a simplified version of the mind impulse control unit (MICU) employed in Eldar Titans and Exodite Knights.

The original rules for Eldar Scout Walkers can be found on pages 36-39 of the Journal, issue8.

Yrrthilien Mournsong

This is one of my favourite characters (and as I went to all the trouble of building the thing in the first place...) I have decided to resurrect him for 40K 3rd Edition.

Yrrthilien Mournsong travels the galaxy in search of an honourable death in battle

and will offer his services to any Eldar commander worthy of his attention. He is so devoured by his grief and rage at the loss of his family to Slaanesh that he cannot leave the warrior path, and is, to all intents and purposes, an Exarch of his own personal Aspect.

Over the years Yrrthilien has been taught much in the art of warfare by some of the greatest Eldar leaders, one being Tathuanne Stormreaver of the Saim Hann Wildriders, who gave Yrrthilien the customised Jetbike he now rides into battle.

The original rules can be found on page 43 of the Journal, issue 3.

I don't know if all of you will agree with these rules but I think they are a fair cross-over and would love to hear your comments:

andy.coe@cwcom.net

A Scout Walker strides to battle...

SCOUT WALKER SQUADRON

	Points/Model	WS	BS	S	Armour Front	Armour Side	Armour Rear	I	A
Scout Walker	**30 points**	3	4	5	10	10	10	4	2

TROOPS: A squadron consists of between 1 and 3 Scout Walkers. You may take only as many squadrons as you have Ranger squads. You may not take a Scout Walker squadron if your army does not contain Rangers.

Type: Walker

Weapons: The Scout Walker may be armed with one of the following weapons: shuriken cannon at +25 pts; scatter laser at +30 pts; Eldar missile launcher at +50 pts; bright lance at +40 pts; star cannon at +40 pts. Note that the points cost for a weapon is not included in the profile, but must be added to the basic cost of 30 points.

SPECIAL RULES

Swift: The Scout Walker is extremely agile for its size and is named mear-feothan, 'swift wind', by the Eldar Exodites who also employ these machines to protect their herds. The Scout Walker may use the rules for *Fleet of Foot* if it does not fire in the shooting phase.

Holo-Field: The walker is surrounded by a shimmering holo-field, that distorts its shape and prevents the enemy from targeting its most vulnerable locations. Whenever your opponent rolls on the Damage table for vehicles, they must roll 2D6 and apply the lowest result.

YRRTHILIEN MOURNSONG

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Yrrthilien Mournsong	90 points	5	5	4	3/4	3	4	1	9	3+

SPECIAL CHARACTER: YRRTHILIEN MOURNSONG

Wargear: The Moon Sabre of Thilienn, The Screaming Gale.

SPECIAL RULES

The Screaming Gale: Yrrthilien so named his jetbike long ago because of it's unique armament. The shuriken catapults have been replaced by a Sonic Crystal Cannon – a complex sound resonation system housed in pods either side of the bike and on the front fairing. An unintentional, but useful side effect of this system is that the Gale is constantly surrounded by a distortion field when the bike is powered up. No model may get closer than 1" and close combat against the Gale is worked out using the rules for infantry assaulting vehicles on page 90 of the 40k rule book.

	Range	Strength	AP	Shots	Notes
Sonic Crystal Cannon	Template	6	n/a	Assault 2	No effect on vehicles or Dreadnoughts.

The Screaming Gale is a modified Jetbike and is fitted with booster jets. In the shooting phase Yrrthilien may opt to forgo firing in favour of boosting his speed. To represent this you may move a further 1D6".

Dodge: Through many years of training Yrrthilien's Jetbiking skills have become honed to perfection. If he is travelling faster than 6" he may attempt to dodge incoming fire. Roll a D6 for each incoming shot. On the roll of a 5+ the shot misses completely.

The Moon Sabre: The Moon Sabre of Thilien is a potent power weapon that was once used by Yrrthiliens father. It is unique in that it is a long curved blade with a single cutting edge, which many warriors would find difficult to use on foot, let alone from the seat of a Jetbike. Because of the extra weight of the blade Yrrthilien only ever gets one attack in close combat, even if he charges. The Moon Sabre ignores ALL armour saves, even invulnerable saves.

Solitary: Although Yrrthilien is an independent character he will not join or lead another unit as he feels he is more a Warrior than a Commander.

Yrrthilien Mournsong screams across the skies...

Pogo Troll!

Sheer Blood Bowl insanity...

By Jarle Hjelmervik

Hello there, I am writing to you from Haugesund, a small coastal town on the western coast of Norway. There is a shop called Centro Hobby here in town which supplies us crazy gamers with loads of cool GW games. Lasse and Bjern Tore (two great dudes who were 'brave' enough to get onto the GW carousel), work in the store.

I am 28 yrs old, and have been playing GW games for at least 10 yrs now. I have already had a letter featured in this wonderful mag (CJ29, Nonsense from Norway). By now you may have gathered that my current favourite is Blood Bowl. I have just a few painted teams: Chaos Nurgle, Skaven, Human, Dwarf, Ogre!, Lizardmen (very nice!), Goblins (of course) and Orcs. I also want to start my own Troll Team and am working on conversion ideas for Trolls. Helmets, armour, and all the trimmings – it's gonna be fun! Got any bulk deals on Trolls – eh? I'll be needing eleven players plus five reserves.

I have been toying with the idea of converting miniatures for quite some time now, and have found that the greenskins had a fairly ordinary team list. With a little bit of madness I have now added the Pogo Troll to the rules we use. We also intend on playtesting the rules further in the local tourneys here in Haugesund. I have tested them in some games, and they've been great. Terrific fun bouncing up and down on stocky Dwarfs and skinny Elves! (Help! I can feel my sanity dripping away – Ed)

Under construction for Blood Bowl at the moment are a Gobbo Fan Club, Snotling War Machine of Doom, Snotling Rat Rider, Snotling Krazy Kite and rules for Giants. I'll let you know when they're finished.

It has also been a long dream of mine to take the pilgrimage to the GW Mecca in Nottingham and go on one of the drool-worthy grand tours – that would be amazing. Well, perhaps after the summer-holidays.

P.s. I am also working on a hundred strong unit of Bretonnian Knights of the Realm. It is supposed to be part of a diorama. I really like to splash out, and make my mark on the world as a bulk painter. I can send in a piccy when they are all done (hopefully within a couple of months at the most – cool!)

POGO TROLL

Penalty Roll 9+

No one is quite sure who was silly enough to give a Troll a Pogo Stick and take the time out (years probably!) to teach it how to use it effectively on the Blood Bowl pitch and not to just eat it! Blood Bowl enthusiasts and NAF officials have theorised that perhaps it was entirely a freak occurrence, maybe a Troll with more than half a brain cell had been watching the Goblins using Pogo Sticks (obviously for a very, very long time!) and picked up (albeit, incredibly slowly...) how to use one properly.

So far, fortunately, only one Troll of note has managed this incredible feat of intellect without either devouring the Pogo Stick or bouncing off into the sunset never to be seen again. This is the staggeringly coherent (he can even manage speech, of a sort, and regularly bellows: 'Ug eat! Ug bounce!) and aptly named Brainz, the massive and warty left back for the renowned Goblin team – the All Greenz.

BRAINZ DA POGO TROLL

MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	5	2	9

SKILLS
Regeneration
Mighty Blow
Hole-Maker*

TEAMS
GOBLIN, ORC, SNOTLING

SPECIAL
Pogo Stick*

180,000 GOLD PIECES

NORSE CONVENTION...

Ten friends and I are planning a gaming convention here in the town of Haugesund, Norway sometime around September, and are constantly on the lookout for sponsors and guests abroad. Haugesund is a small town of about 30.000 inhabitants(not far from the UK, eh? Save a bit on the plane fare - phew!).

The convention will cover the towns of Bergen and Stavanger (players have already marked their interest for the convention). We have checked around amongst the local gamers to see if there is any interest in hosting a convention and have received some very positive responses (even from the local businesses).

This is the first time we have had one of these conventions so obviously we have a fairly limited number of entrants perhaps upwards of two hundred and fifty. We have even 'borrowed' a whole school from the council! We plan to include most of the current roleplaying, miniature-based, and board-games. It all depends on the interest generated by individual games. I personally have been left with the responsibility of hosting: Blood Bowl and Dungeon Bowl, Warhammer, Warhammer Quest and Miniature painting...

'PHEW!'

BOUNCIN'

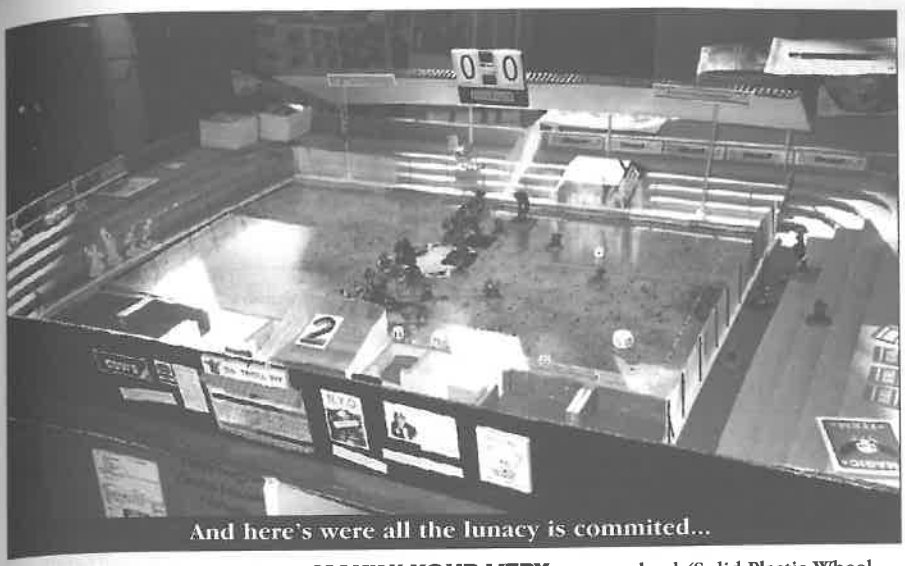
*Pogo Stick – The player may Go-For-It up to four times. In addition the Troll may attempt to Leap over occupied squares as if he had the *Leap* skill (see page 19 of the Blood Bowl rulebook).

The pogo may be used against prone players in a particularly nasty and often very messy manner. The Troll may bounce onto a prone player: roll a number of Block dice equal to the number of squares bounced this turn including Go-For-Its. For each Pushed Back and Down result roll for Armour as normal and Injury adding +1 for each bounce. Any player injured in this way will be almost buried in the pitch and cannot be 'dug out of the ground', until the next Kick Off.

Should the Troll make a right mess of things and only roll Skulls as a result of his bouncing against a prone player roll Armour and Injury at +1 to both dice rolls because he has tripped rather badly. In addition should the Troll ever fall over for whatever means (magic, failed Go-For-Its, failed Agility tests etc.) then this rule also applies.

**Hole Maker* – Due to the Troll's considerable bulk and childishly enthusiastic bouncing it is very likely that he is going to tear up the pitch. For each successful Go-For-It roll a D6:

1. The Pogo Stick sinks deep into the ground and shudders to a halt, dangling the hapless Troll (and shaking its brain violently). Mark the hole with a hole counter (presumably you have already made some counters with 'Hole' conveniently marked on



And here's were all the lunacy is commited...

them). The Troll must end its turn here. Next turn the Troll may either continue the game on foot (whilst sulking!), or try and free the Pogo Stick, by rolling under his Strength on 2D6.

2-6. Making holes is FUN! The Troll may continue to bounce around, annoying the opposition – UG!

Any player moving through a square marked with a Hole Counter must make a basic Agility test or fall over.

MAKIN' YOUR VERY OWN POGO TROLL...

The conversion is very simple. I used the Troll w/axe (075398/2), cut off the axe and then very carefully bent the whole arm downwards and forwards. I drilled a hole through the Troll's right hand and got a two to three inch screw and inserted it. To make a base for the troll to stand on when it is hopping around the field, I used a plastic wheel (Solid Plastic Wheel – (100558). Drill a hole in the middle of the wheel and make sure you slide the wheel onto the metal screw before you glue the Troll in place. Place the whole Pogo-Big Guy on a round flying-base and then paint it. Now you're ready to bounce like a mad 'un!

Check out Hot From the Forges for some Trolls you can use for your Pogoers.

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

Da Roolz Boyz
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Willow Road, Lenton, Nottingham, NG7 2WS
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7 days a week

SPACE HULK™ SPACE HULK™ SPACE HULK™

TALONS OF DEATH

New rules, scenarios and conversions for Space Hulk

By John McClintock

Hi, I'm 35 and I've been modelling and playing adventure games so long that I can remember the Perry twins when they were 'just' entrants in the Model Engineer Exhibition and copies of White Dwarf with the issue number less than my age! In that time I've played games of every shape and size and have come to value three attributes above all in my ideal game: a good body count, simple mechanics giving fast play and more laughs than your average British sitcom (Now let's be honest, that ain't hard! – Ed). So, yes, I do just love the Orks. Anyway, despite falling in love with the insectoid menace of the very first Mk.6 Space Marines when I first saw them in White Dwarf and though I was overwhelmed by the audacity of taking the Orc out of Tolkien and into space, I came to Warhammer gaming late in life. As someone who still, at that time, painted in enamels, I was 'scunnered' by the prospect of painting another tabletop army. In the end though, I got hold of 1st edition Space Hulk and fell in love with Space Marines all over again. The obligatory fantasy roleplaying aside, my main interests have always lain in the fields of WWII and SF. So Warhammer is the only recent or current GW big box game I don't own. (I bought Quest for its multiplayer potential.) Space Hulk still holds a strong place in my affections for the sheer tension it generates but Blood Bowl vies strongly for the position of my single favourite GW game. It's fast, furious, violent, intensely tactical, and the turnover rule is from the theoretical point-of-view, one of the most interesting single rules to come out of the studio. My own team is Orcs (surprise!) who, when I get time to paint them up, will terrorise their opponents under the name of the Green Bogey Pickers.

Earlier remarks notwithstanding, through 40K and acrylic paints, I have reinvented myself as a tabletopper and miniatures buff. With the boxed set conveniently suited to my tastes, I currently collect Space Marines and Orks (I had to collect two armies to begin with, because my number one gaming buddy then had nothing of his own).

As a long-time gamer, one-time universe-builder, and practiced modeller and painter, I couldn't resist developing the rich background of the Dark Millennium: I created my own Space Marine Chapter. Hailing from the suitably vast jungle planet Belon, in the south-east corner of the Imperium, Penumbra's Talons are a successor chapter to the Dark Angels. Despite this inheritance, the unusual story of the Chapter's origins in the lost generations of the Great Warp Storm means that they are not classed as Unforgiven.

At this point I can field some 6-7,000 points, with the bulk of that force coming in the form of teleporting Terminators (I started off buying the Assault Cannons and the Chainfists needed for the Fangs of Fenris Space Hulk campaign from White Dwarf, then I filled out the squads, then I just went for interesting wargear, and so on; that's my excuse, and I'm sticking with it!). With my entire existing stock of models painted, I should reach some 10,000 points (some time in the new millennium maybe!). Terminators aside, I like to follow the principle of building an army around a solid core of basic troops. I also like to use uniform weapons fits where appropriate, since I feel that this makes the army look more coherent.

Alongside the Talons, I am collecting Waaagh Grimcrag, a Goff warband (more tough, no nonsense troops) with various hangers-on. This is not as big as my collection of Space Marines but is about 1,500 points.

Apart from my two favourite species, I like all the 40K armies so much (except, perhaps, the Necrons) that what I'd really like to do is to collect at least 1,000 points of every army in the game. My next choice(s) will be Tyranids and/or Chaos.

Building on Space Hulk I already have some Termagants, Tyranid Warriors, and a Hive Tyrant which has been sitting, undercoated for some months. Or I could begin my band of Red Corsairs with that conversion of Lufgt Huron...

+++The hulk was vast; impossible even to imagine cleansing it with a conventional assault and sweep operation. Moreover, preliminary scans revealed an unusually large proportion of intact and surviving sections with functioning power sources. Brother Captain Conlan concluded that there must be a force of Tyranids on board, accompanying the familiar 'Stealers. Others suspected that there might even be human slaves present to operate the more technical equipment the fluxation energies of which flashed bright on our scanners.

A masterful plan was devised, utilising the information gleaned by our renowned Techmarines. A whole two companies of staunch, fearless Marines were launched via Boarding Torpedoes to secure important tactical areas between a large docking bay and the cryogenic control facility. The mission aim was to terminate the heathen beasts while they slumbered. We would then capture the hulk intact, giving our Techmarines more old tech to tinker with than the Mechanicus!+++

+++What a disaster!+++

+++Somehow, the alien scum must have known that we were coming. Wave after wave of the scuttling blue horrors plunged from ceilings and swept through doorways, decimating our skirmish line. Into this gap plunged a brood of Tyranid Warriors who ripped the heart right out of our deployment. Isolated, surviving bands of brothers were being picked off as we strove to regroup and establish our bridgehead.+++

+++It was a Tech-novice who came up with the new plan. He breathlessly explained his analysis of the Terminator viewcams, which he had combined with the sensor scans on the Strike Cruiser Illustrious to the Brother Captain Conlan.+++

+++Even as the Brother Captain began issuing rearguard orders and a new regroupment axis to the remnants, the Captain was heading for the teleport station, calling, as he went, upon his most trusted troopers to join him in glory.+++

CAMPAIGN NOTES

This is a four mission mini-campaign. The player who wins the fourth mission wins the campaign. Unless otherwise stated, the Space Marine player sets up and moves first in every scenario.

NEW ROOMS

The floorplans in this campaign are adapted from White Dwarf. The extra card plans you'll need are:

1. Air Ducts, WD 197
2. CAT's and new board sections, WD 199
3. Gantry Room, WD 201

NEW RULES

Weapon swap: Models with three or more weapons can only use two at a time, so you must always indicate to your opponent which set of weapons such characters are actually employing at any time. It costs a model 1 AP to change one set of weapons to any other set. The cost is always 1 AP no matter how many weapons are actually swapped.

NEW TROOP TYPE

Elite Terminators: Any Terminator squad upgraded to *Elite* receives 5 AP per model, instead of the usual 4.

NEW CHARACTER

Terminator Captain: The Terminator Captain has 5 AP, a base two dice in close combat, 3 wounds, and gives +2 to the CP roll while he is alive and on the board. The Captain is allowed extra wargear. Use any agreeable method to decide wargear allocation, making up your own rules if necessary. We used the 2nd edition Warhammer 40,000 wargear cards for the wargear on the classic Terminator Captain model – Storm Bolter, Powerfist, Power Sword, Auxiliary Grenade Launcher, Digilasers, and a Refractor Field. The campaign is reasonably balanced for this wargear, changing it too much will have unpredictable effects on balance.

This wargear gives the character two specific modes: shooting and close combat. In shooting mode, the Captain has the Storm Bolter, Power Sword, and Auxiliary Grenade Launcher. This gives 3 shooting dice (making him a 'pocket' Assault Cannon) and 2 dice +1 and a *Parry* in close combat. In close combat mode, he has his Power Sword, Powerfist and Auxiliary Grenade Launcher, giving 1 shooting dice (better than nothing) and 3 dice +1 and a *Parry* in close combat (better than a Genestealer!). Judicious use of Weapon Swaps has proved useful in playtesting.

Terminator Techmarine: The Techmarine is a highly skilled technician taught by the very priests of Mars. He is also a

Space Marine and one of humanity's finest warriors. Techmarines perform all the necessary technical tasks that would be beyond the abilities of a normal Marine. They are identical to a standard Marine and only perform specific functions within the scenario if called for.

NEW WARGEAR

Assault Cannon: We use the Assault cannon rules from the 'Fangs of Fenris' campaign. Assault cannons cost 1 AP to fire and 2 AP to repair; have the same ranges as a Storm Bolter; roll 3 shooting dice always counting all hits; can use all moving fire options; can Overkill at up to 2 squares distance; and always roll 1 jam dice when they fire.

Auxiliary Grenade Launcher: The Auxiliary Grenade Launcher has a maximum range of 12 squares, and an *Overwatch* range of 6. It rolls 1 shooting dice that works just like a Storm Bolter, and costs 1 AP to fire or repair. It can be fired in combination with a Storm Bolter, paying AP for 1 weapon only. If both the Storm Bolter and the Auxiliary Grenade Launcher are firing in *Overwatch* and a jam comes up, roll a different coloured dice for each weapon to determine which one jams. If you roll doubles, both jam. Multiple jams are repaired separately.

Cyclone Missile Launcher: The Cyclone Missile Launcher costs 1 AP to fire; always counts all hits on the shooting dice; cannot fire in *Overwatch*; has effectively unlimited range; can use all normal moving fire options; and only has twelve shots, so you'll have to keep track of ammunition. The Cyclone Missile Launcher can be fired in several different modes, which are:

1. With or without targeter: With a targeter, roll 3 shooting dice for each missile; without, roll 2. For a single shot, roll the appropriate shooting dice for each missile you fire. Krak missiles do not get overkill.

2. Single shot or salvo fire: For a salvo, declare how many missiles you are firing and pick a target. Roll the appropriate shooting dice until you kill the target or the salvo is exhausted. Then, if there are any missiles left in the salvo, pick another target within 3 squares of the previous target and continue rolling, and so on. Once a salvo is in the air, the Cyclone Terminator may make one 90 degree turn at normal AP cost, to bring new targets into his arc of fire. This turn may not be combined with shooting.

All modes cost the same to fire.

Digilasers: These can only be used before either player rolls the dice at the beginning of a bout of close combat. The model with the Digilasers can fire 3 shots in every turn, counting only normal hits on the shooting dice. Digilasers need not be fired all at once, but the number being fired must be announced before any shooting dice are rolled. Digilasers can be fired to the same side of the model on which they are mounted; do not get *Overkill*; and prevent a model from losing its *Overwatch* status if the Digilasers kill an attacker before any close combat dice are rolled.

Lightning Claws: A Lightning Claw gives a *Parry* in close combat, so two give an extra dice and two parries. As usual, these weapon bonuses only apply when attacking or being attacked from the front.

Refractor Field: The Refractor Field gives a model a 5+ save against any hits of any kind. If a model with a Refractor Field falls into the reactor shaft, roll a save for every wound the model has left. If any saves are made, the model survives unaffected, phew!

MISSION I

LIGHTNING PIERCES THE GLOOM...

+++The bulk will be destroyed, and the same foul engines which baited their trap, with these we will destroy them. While those who follow us ready themselves, we go to power up the secondary analytical engines, and to foil any possible countermeasures. Our brothers are not dying in vain.+++

MAP DETAILS

Set up a fairly standard, mutually agreeable map board. This should include the centrally placed gantry Room and with a 3x3 room (Objective Room A) immediately to its right. There should be a total of four 3x3 rooms (including the Objective Room), an Exit corridor on the opposite side to where the Marines enter and three Genestealer entry points.

SPACE MARINES

1 Command Squad:

- Terminator Captain
- 4 Terminators

(1 Cyclone Missile Launcher, targeter and Storm Bolter, 1 Heavy Flamer, 2 Storm Bolters (one of which is a

Techmarine). Any Powerfist may be upgraded to a Lightning Claw or a Chainfist.)

A Command Squad is an *Elite* squad.

Mission Objectives

The Space Marine player must achieve these three objectives to win the mission.

1. Activate the computer in the Gantry Room. To do this, the Techmarine (and only the Techmarine) must face front to one of the computer squares, and spend 4 AP/CP without interruption by any other action in a single turn.

2. Cleanse room A with fire. (See 'Suicide Mission'.)

3. Exit 1 Marine via a Marine exit area.

GENESTEALERS

At the start: 1 blip in each 3x3 room, and 1 in the Gantry room, on the gantry square.

Reinforcements: 2 per turn, placed in any entry points. In addition, the Genestealers get 1 extra blip once the Marine setup area has opened and becomes a Genestealer entry point. 1 blip must be placed at this open entry area every turn.

Objective

The Genestealer player must kill all the Terminators before they achieve their objectives.

Special Rules

1. The Genestealers set up first. The Marines move first.

2. The Marines can close the Bulkheads as usual. The Genestealers lose 1 reinforcement blip for every 2 bulkheads that are closed.

3. There is a rearguard holding off a force of Genestealers. Sooner or later, the rearguard will be overwhelmed. Each turn, in the Reinforcements Phase, the Genestealer player rolls 2D3. When the result is less than the current turn number, then the rearguard has been overwhelmed, the entry area has been opened, and the Genestealers get their extra reinforcement blip.

Mission II

Sowing the Seeds of Destruction

+++Our mission is vital brothers, and time is short, because our Captain's squad have awakened the beast. We have but one attempt. Do not even imagine what might happen should we fail to plant the poison codes in the mind of the machine. Glory or death to the Talons, prepare to jump... FZZZZT!+++

MAP DETAILS

Set up a fairly standard, mutually agreeable map board. This should include three centrally placed 3x3 rooms (Objective Rooms A, B and C). There should be a total of five 3x3 rooms (including the Objective Rooms), an Exit corridor on the opposite side to where the Marines enter and three Genestealer entry points.

SPACE MARINES

If the Marines won Mission I, then they get a standard Heavy Flamer squad and an *Elite* Assault Squad. If they lost Mission I, they get two standard Heavy Flamer squads. An Assault Squad is a standard Heavy Flamer squad with an additional Assault Cannon, and two Powerfists upgraded to Chainfists. The Marines also have three CAT's, which setup and move under their own steam as normal.

Mission Objectives

The Marines must use the CAT's to scan two of the three objective rooms. If the computer was activated in Mission I, then a room is scanned when a CAT spends 1 AP in the room. If the computer is still down, then the scans must be executed manually: a Marine must face front to the CAT and spend 2 AP/CP uninterrupted in a single turn.

GENESTEALERS

At the start: 1 blip in each objective room, and 3 blips placed in different entry points.

Reinforcements: 3 blips per turn, which must be placed in different entry points.

Objective

Kill all the Terminators before they achieve their objectives.

Mission III

Secure the Shaft

+++Our Captain has led the way. Even as I speak our brothers seek the precise location of the objectives. We are flanks and rear all in one, to those who follow. Our victory is the only story anyone will hear tell of. Let us pray for success and for our fallen Brothers.+++

MAP DETAILS

Set up a fairly standard, mutually agreeable map board. This should include the centrally placed gantry Room (the power shaft) with every corridor surrounding it equipped with Bulkheads. There should be a total of four 3x3 rooms and four Genestealer entry points.

SPACE MARINES

If the Space Marines lost Mission II, then they have a standard Heavy Flamer squad and an *Elite* Assault Squad. If they won, then swap the standard squad's Heavy Flamer for an Assault Cannon, and any Marines may upgrade to Lightning Claws/Chainfist.

Mission Objectives

The Space Marines must close bulkheads to secure the area around the power shaft for the squads to follow. The number of bulkheads which must be closed depends on the number of CAT scans executed in Mission 2.

Scans	Bulkheads to close
0	4
1	3
2	2

GENESTEALERS

At the start: 1 blip in each 3x3 room and in the Gantry room.

Reinforcements: 4 blips per turn, which must be placed at different entry points. In this mission, the Genestealers do not lose reinforcements for the closure of bulkheads.

Objective

The Genestealers must kill all the Terminators before they achieve their objectives.

MISSION IV

INTO THE INFERNO...

+++The die is cast brothers. It falls to us to seal the fate of the foe. Through this door lies a destiny greater than any of us. You all know the drill. We leap now...+++

MAP DETAILS

Set up a fairly standard, mutually agreeable map board. This should include the centrally placed gantry Room (the power shaft) and with two 3x3 room (Objective Rooms A and B) immediately to its right and left. There should be a total of five 3x3 rooms (including the Objective Rooms), an Exit corridor on the opposite side to where the Marines enter and four Genestealer entry points. In addition make good use of the Air Ducts in this scenario and include up to four dead-ends

SPACE MARINES

The Marines receive an *Elite* Assault Squad (2 of which are Techmarines with the Captain replacing the Sergeant and an *Elite* Heavy Flamer squad).

If the Marines lost Mission III, then they took losses reaching the Gantry Room on the level into which they teleport. Roll a dice. If it's an odd number remove a Terminator with Storm Bolter from the Heavy Flamer squad; if even, remove one from the Assault Squad as well.

In addition, freefalling one hundred and twenty three levels down a reactor shaft towards the molten core is somewhat hazardous even for the Imperium's supreme warriors. Before setup roll a dice for each Marine. If it comes up a 1, then the Marine must make a standard Terminator armour save, or die a horrible death as the Marine loses control of himself, misses the gantry, and plunges out of sight never to be seen again (Don't forget any Refractor Field saves).

Mission Objectives

The only hope is to trip the reactors and blow the hulk to atoms. The Techmarines must activate two computers one in each objective room A and B. (See Mission I for computer activation.) As well as this, the Marines must exit two Terminators from the doomed hulk via the Space Marine exit areas.

GENESTEALERS

At the start: Take 15 blips from the top of the deck and place them, unseen, as follows:

- 1 in each 3x3 or larger room except the Gantry room.
- 1 in each dead end.
- The remainder anywhere more than 12 squares away from any Terminator.

Reinforcements: The Talons' audacity catches the Genestealers completely by surprise and it will take them time to react to and reach the threat. Every turn roll 3D3, in the Genestealer Reinforcement Phase. When the result is less than the current turn number the Genestealers start to receive their reinforcements. The Genestealers receive 4 blips per turn, with no more than 2 blips placed at any entry area.

Objective

To save their wretched hides, the Genestealers must kill all but one Terminator before the Marines achieve their objectives.

1 blip must be placed at this open entry area every turn unless the Genestealer player is drawing only 1 blip.

THE STORY BEHIND IT ALL...

The main inspiration for this campaign was simply the desire to use as many new models, as much new wargear, and as many new

board pieces as possible. I also wanted to make the first mission a beefed-up version of the 'Suicide Mission' (this has proved to be a classic beginner's game, a surefire introduction to tactical gaming).

The Assault squads and elite Terminators were lifted from the 'Fangs of Fenris' campaign. Penumbra's Talons elite Terminators have superlative communications and sensors systems, plus boosted servo-mechanisms, hence the 5AP of the just plain hard Wolf Guard Terminators.

The Terminator Captain was a combination of 1st edition rules from an old White Dwarf, and interpretations of the 2nd edition 40K. I decided to leave the 2nd edition wargear in because I thought that it was appropriate in a skirmish-level game like Space Hulk, and because it is fun to use.

The Cyclone Missile Launcher was simply irresistible. My main priority was to get a simple set of salvo rules. These ones work well without adding much complexity, and make the Cyclone great for storming rooms. The rule about turning made sense in play, adding to the feel of the Terminator 'painting' the missiles from target to target (after all, a Terminator can see any model within 180 degrees, so it makes sense that one could turn to target something he can already see with a salvo while it is in flight).

Lightning Claws are my favourite 40K close combat weapons (although I'd always take a Chainfist into a space hulk), and I wanted them in the game. They don't have any of the generous bonuses others have given them because they are no more powerful than a Powerfist in either the 2nd or the 3rd edition. I also feel that it kind of makes sense that the Chainfist rules in the narrow confines of a hulk, while the Lightning Claw is the weapon of choice in the open field.

Parts List

Part	Code
Terminator body 3	010104202
Plastic Terminator torso back	
Techmarine 1	010107501
(You can use any Techmarine, but this one is the easiest to convert, and the Techmarine helmet is ideal for a Terminator.)	
Storm Bolter arm	010100704
Heavy Flamer arm	010103810
(These are the parts I used- the resolute pose of the marching body makes it a personal favourite. Plastic Terminator parts are easier to use, and come with extra bits for your box, but the metal parts are cheaper.)	
Cyclone Targeter arm	010104203
Chainfist arm	010100708
Cyclone Missile Launcher front	010104205
Cyclone Missile Launcher body	010104204
Techmarine backpack	010107503
2xMarine Combat Weapon Sprues	103437

Acknowledgments

I'd like to thank Neil, who fought his way through several versions of each mission. This campaign wouldn't be half of what it is without his help (and my beloved Lightning Claws would be much more powerful, sob). Thanks also to Sandra, who cut her adventure-gaming teeth on Space Hulk, and was able to play the Captain without having to go through all those grim campaigns in which 'Stealers rule close combat except by bad luck.

Terminator Techmarine Conversion

The initial inspiration for this model came from the wargear section of the 2nd edition Codex Ultramarines, which allowed all characters to take Terminator armour. As a longtime WWII buff and tankie, and a die-hard Space Hulk fan, I just had to have them all. With models only available for the Captain, Chaplain and the Librarian, I would have to embark on a conversion, or assemble a Space Marine army about which I nurtured a secret shame.

The Terminator Techmarine was my first attempt at this project. I made a first attempt where I used various parts to make an ordinary Terminator body look more like a Techmarine. This looked OK, but I wasn't satisfied I wanted the chestplate detailing from the power-armoured models,

but I wanted to avoid having to construct it all from scratch. In the end, I remembered the plastic Terminator torsos, and I had the solution.

The Terminator Techmarine is based on the 2nd edition rules and Techmarines taking Terminator armour is no longer allowed in the 3rd edition. I have thought of two ways to deal with this. One is to have a special Terminator-armoured Command Squad, which would be quite reasonable for the Veteran Captain or the Chapter Master. The other is to make up a Master of the Forges Techmarine special character, who would probably be Space Marine Commander. A special character like this would merit a special Techmarine Command Squad to accompany him.

The model's main weapon is a Plasma Blaster, a Terminator-only wargear card from Codex Ultramarines. I decided to use this weapon because I wanted it in my games of Space Hulk, and because I thought it fitting that a Terminator Techmarine should carry an unpredictable experimental weapon. A Plasma Blaster is a twin-linked Plasma gun.

The conversion detailed here is the advanced conversion. This requires major surgery and reconstruction, and is only recommended for more experienced modellers. The basic conversion just uses a basic Terminator body with all the same details added. This simpler conversion actually only involves simple cutting and pinning, making it suitable for beginners.

PREPARATION

1. Body:
This is made of three parts: a pair of Terminator legs; the back of a plastic Terminator torso; and the head and chestplate of a power-armoured Techmarine.

Plastic Terminator legs are the easiest to use, but I like the marching legs of body 3. Using a razor saw, cut above the belt to separate the Terminator legs from the body. You might have to make separate cuts from the back and the front. The legs and the torso break apart easily once you have cut as far as you can on each side.

Check the Terminator torso against the Techmarine to see how the chestplate will fit. Using a razor saw, cut down from the back of the helmet to the waist, and across the waist above the belt. Again, two separate cuts will probably be needed. Carve and file until you have a good fit between the three body parts. Remember that the waist might be 'stepped' and you will have to fit the torso and chestplate accordingly to minimise the gap.

When you have got the fit right, drill, pin and glue together the torso parts. Once dry, pack any big gap between the front and the back of the torso with scrap plastic, then drill, pin and glue the torso to the legs. When this is all good and solid, fill any gaps in the torso and around the waist with putty. Leave to dry.

2. Techmarine pack:
Saw off one of the missile pods from the two parts of the Cyclone Missile Launcher. Glue the other two parts together. Next saw off the servo-arm and the interface leads and their mounting from the Techmarine backpack. Finally, something to fill the empty space on top of the Cyclone housing. Saw the Cyclone targeter off its arm, taking care not to damage the skull on the side. This leaves an unsightly gap at the back, which you can fill with the body of a plastic laspistol from the Marine Combat Weapon Sprue- remove the barrel and the pistol grip, then carve and file the parts until a good fit is achieved. Fill any gaps with putty, and leave to dry. I also added the targeter from an Imperial Guard Storm Trooper backpack.

3. The Plasma Blaster:
Saw the magazine and the casing off the Storm Bolter arm, leaving only the hand and the breech below the elbow. Saw the nozzles off the Heavy Flamer arm; cut the fuel pipe from the bottom (carefully, you'll need the fuel pipe later); trim off the 'hooky bit'; then saw away the remainder of the Flamer body where it joins the hand. From a Power Axe take the box and the corrugated tube which sit behind the blade just above the handle. Finally take two Plasma pistols, cut off the pistol grips and cut and file their bottom surfaces until they fit flush. Glue them together and leave to dry. (The old pattern Plasma pistols work better for this conversion. You'll have to re-design the Plasma Blaster if you use the new pattern Plasma pistols.)

ASSEMBLY

1. Techmarine pack:
Check the fit of the Techmarine pack and its parts against the arms of the Terminator. I chose to fit the Cyclone housing sideways, with the missile pod to the front. The servo-arm is mounted in the missile recess,

to hide it. The missile warheads will first have to be carefully cut away with clippers or a knife. The interface leads were mounted on the other side at the rear, to leave them well clear of the Chainfist arm. Pin the Cyclone housing to the top of the Terminator's torso. When dry, pin the servo-arm and the interface leads to the Cyclone housing.

The targeter is mounted on a piece of wire to represent an articulated arm. The joints were made from the hand grips of power axes (you'll probably need two). These were drilled, then cut to size, using the grips' rings as a guide, so that there were two or three rings on each side of the hole to represent the mechanism. (You might find it helpful to glue these onto the wire before cutting them to size.) I put a joint at the top and bottom of the mounting, and one in the middle.

2. Plasma Blaster:
Pin the arm to the back of the body of the Heavy Flamer- which is mounted with the normal outer face to the top, then pin the Plasma pistol assembly to the front of the Heavy Flamer body. Fix the Heavy Flamer fuel pipe underneath, linking the Heavy Flamer body to the Plasma pistol assembly. Finally, fix the box from the Power Axe to the rather obvious looking Storm Bolter breech, with the corrugated tube pointing forwards like some sort of fuel lead.

The first attempt...

Terminator Techmarine conversion

Attach the Plasma Blaster and Chainfist arms to the body. If you're doing the advanced conversion, the arms help hide the filled areas, so they won't have to look too good!

3. Final detailing:
Use any suitable scraps from your bits box to detail your model with gadgetry and widgets, especially on the Techmarine pack. Gun and close combat weapon sprues are a great source of parts which can easily be cut into any number of interesting shapes.

Painting the Terminator Techmarine poses no special problems. The only point to note is that the various skulls and eagles will look better in the black and white of the Machina Opus instead of their normal colours. And that's it. I think the Terminator Techmarine looks pretty impressive and with the basic conversion, you can do it with just sawing, filing and pinning, which are probably the easiest conversion techniques for the beginner to try. I hope this convinces some of you to take the plunge, and take a razor saw to some of your valuable Space Marine parts.

GAMING CONTACTS

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments, you will need to let us know the following details: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue.

(Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue. (Bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area, we have found that we only have a limited amount of space in which to print them. This, coupled with the fact that there are occasions when clubs disband (boo!) or split up and form a greater number of other clubs (hurrah!), means that we have no option but to rotate the clubs we cover in the Journal.

What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...

GAMING CONTACTS APPLICATION FORM

Please add my details to the next 2 issues of the Citadel Journal

Name of club: _____

Games played at the club: _____

_____

_____

Club venue: _____

_____

_____

Date & time of meetings: _____

Contact name: _____

Contact tel: _____

Notes (admission fees, age range, etc.): _____

_____

_____

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bexleyheath	***South London Warlords****	John Merritt 0181 778 6578	16 Gainsborough Square, Crook Log, Bexleyheath, Kent	GW plus others
Bournemouth	***Battlescar***	Paul (01202 293 054) www.battlescar.co.uk	Talbot view Community Centre Alder Park, Alder Road, Parkstone	*ALL*, 12 noon til 5pm every Sat, £2.00 entry,, refreshments
Birmingham	***East Birmingham Marauders***	Jon (0121 783 0935) Paul (0121 783 3246)	261st Scout Hut, Yardley Fields Rd	*ALL*, 5.30pm to 10pm Sat.
Bristol	**Games Workshop Club Bristol**	0117 9251533	Patchway Community Centre, Patchway, Bristol	£1 1st eve, £2.50 mon 6pm to 10.45
Burnley	***Burnley Wargames club***	Simon Peyton (01282 698175)	Burnley Boys Club, Barden Lane, Burnley	*ALL*, Historical, £1 to juniors, £2 to adults, 14+
Bury	***Circle of Blood***	Paul Waring (0161 7974858) pwaring@postmaster.co.uk		??? Help is required as we are just starting up!
Cardiff	***Cardiff University Roleplaying and Wargames Society***	Martin e-mail NEALMJ@cardiff.ac.uk	Crwys Pub, Crwys road	*ALL* + RPGs, weds 7.45pm fee £2 per annum, open to all Cardiff students
Cumbria	***Cockermouth Warhammer Club***	Paul Bridle 01946 523224	Youth Wing, Cockermouth school,	W, 40K, £1, every other week Castlegate Drive, Cockermouth.
Cheshire	***The Second Legion***	Sam Dale 01625 574435 e-mail beardy-weirdy@hotmail.com	Nags Head, Waters Green, Macclesfield	*ALL*, + RPGs and Historical, £1 per week , age 16+
Cheshire	***The Killing Field***	Martin (01270) 665153	MGN Studio Crewe, Cheshire	40K, age 16+
Essex	***The Heretics club***	Gary Lovell 0467 887345	Leisure Centre, Northlands park	*ALL*, Sun 12 til 7.00, £4 fee.
Forbeshill	***Creatures of the Night***	Andy Ellis (01309) 674043	Forres UK, 28 Forbeshill	W, 40K, BB, 16+_
Glasgow	**Games Workshop Club Glasgow**	0141 2263762	66 Queen Street.	
Guildford Club	**Games Workshop Club Guildford**		Kieran 0148 451793	
Hamilton	***Hamilton Howlers***	Scott Wallace 0831 5006559	St Anns Chapel Hall, Jack St, Low Waters, Hamilton	*ALL*, Thurs 7-10pm, £2.50.per session.
Harrogate	***The Harrogate Wargames Club***	Ian Roberts 01423 540610	R.A.F.A. Club east Parade Harrogate	*ALL* 6.45pm Thursday to 11.00, 1st night free £1.50 thereafter
Haverhill	***Haverhill Warhammer Club***	Ron Phillips 01440 703100	Chalkstone Middle School Millfields way, Haverhill	*ALL*, Mon 7-9pm, 8+, £1 under 15's & £1.50 adults.
Kings Lynn	***Kings Lynn Roleplay Club***	Paul Evans (01553 775947)	Hospital Community Centre	Sun 2.30-6.30, £1.00 fees
Kingston on Thames	**Games Workshop Club**		0181 5495524	33 Fife Road.
Leeds	***Leeds Chapter***	Laurie Stewart 01405 860653 (Leeds shop)	Wellesley Hotel, Wellington st, Leeds	*ALL* (some very old GW games), sun 1pm til 6 , £2 fee
Letchworth	***Warhammer and 40K club****	Rod 01462 677369	St Chris School, Letchworth, Herts	
Lincoln	**Games Workshop Club Lincoln**	Gary James (01522 548027)	United Reform Church St Martins Lane	*ALL* 6pm to 10pm Thurs, £2 (first free).
London	***Game Point Games Club***	Daryl Moore 0181 789 1126 GamePiont@telinco.co.uk	Game Point store, 208 Upper Richmond rd, Putney, SW15 6TD.	*ALL*, Mon 6pm
London	***Dragon's Inn Club***	Sahir Hangoebl 130 The vale, Golders Green, London, NW11 8SI.	Christ's College, Finchley	*ALL* 3.30-6.30 Tuesdays Members of the school only!
Merseyside	***St Anselm's College Club***	Mr Witham 0151 652 1408	St Anselms College	*ALL*, Tues.

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Nottingham	**Games Workshop Club**	0115 9480651	34a Friar lane	*ALL* 6pm to 10pm Weds, £2
Nottingham	**Games Workshop Club Nottingham (HQ)**	0115 9168410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free).
Portsmouth	**Games Workshop Club Portsmouth**	01705 876266	34 Arundel Street	
Royston	***The Rapturous Standard***	Steve Renwick 01223 207095	1st Royston Scout HQ, Barkway road	*ALL* Thurs 7-10 pm
Scarborough	***The Orc's Lair***	Kelvin Pickup	76 Moorland Rd, Scarborough	*ALL*, Historical, RPG's, 5.30-8 Mon, 7-9pm Weds, £1
Sheppey	***The Sheppey Games Club***	Graham 01795 875393 Dave 01795 667394	Sheerness, Methodist Church, Broadway, Sheerness, Isle of Sheppey	*ALL* age 12+, Mon 5pm til 10pm, £1.50 per night
Stoke on Trent	***The Sunday Gamer's Club***	Nick 01538 361409	The Fiction Factory, Town Rd, Hanley, Stoke on Trent	*ALL*+ Ancients, Sun 11am-5pm
Thurrock	**Games Workshop Club Thurrock**	01708 867133	Unit 415, Level 3/Food Court, Thurrock Lakeside	
Watford	**Games Workshop Club Watford**	01923 245388	Unit Q1A, Harlequin Centre Queens Road	

USA	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Colorado	***Rocky Mountain Knights***	Trey Moody (303) 460-0295	Boulder, Colorado	*ALL* age 16+ most Fri and Sat
Delaware	***Marc's club****	Marc Moroz 302 830 – 6640 Morozmn@acwilm.com	TBA	*ALL*

EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Ireland	***Dublin Games Club***	David 0872034781	Ierne Ballroom, Parnell Square East.	*ALL*, Weds, 6.15-11.30pm.
Netherlands	***Alternative Reality****	Richard van Veen 0031 (0)164 614199	Wijkcentrum Ons Bergen, Goudenbloemstraat 17, Bergen op Zoom	*ALL*, plus RPGs, noon – 6 pm Sundays, 2,50 a time.

OZ	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Melbourne	***Space Coast Garrison***	Michael Ramos 407 752 3922	1225 N. Wickham Rd, Melbourne	*ALL*, Weekends 10am til ?
Queensland	***DOMINION***	Deon Waning (07) 55711044	Gold Coast Community Centre, Room 3, Lawson St, Southport	*ALL* + RPGs, 1st and 3rd Sun, $1/$10 day/annually

ELSEWHERE!	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands Antilles	***The Arrowacks***	George Jonkhout (5999-465 4963) jeoshark@yahoo.com	Nieuwestraat 10, Curacao	W, 1pm to 6pm
Canada Ontario	***Newmarket Games Club***	Don Barnett (905 953-0573) newmarketgamesclub@home.com	Robert Martin Memorial Scout Hall	*ALL*, RPGs, Sun 12-6pm $2 fee, age 13+.

KEY: ALL – all GW games, W – Warhammer, 40K – Warhammer 40,000, E – Epic 40K, Ne – Necromunda, BB – Blood Bowl, SH – Space Hulk, WHQ – Warhammer Quest, GM – GorkaMorka, RPGs – Roleplaying Games, Historical – Other historical wargames.

Clubs in italics will be featured in two issues, on their second feature they will be accompanied by an * which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list.

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

OVERWATCH!

This issue, we're back home again and this time focussing on the laid back inhabitants of Barry in the Wales – Wicked! Those boys aren't too worried about their club being big and flash, they only want to get some gaming done – respect.

DATAFAX

BARRY WARGAMERS

LOCATION:	St Nicholas Church, Vale of Glamorgan.
TIMES:	Tuesdays 6.30-9.30pm and Saturdays 10.30am-4.00pm.
AGE LIMITS:	Twelve and upwards.
FEES:	50p per session fee.
GAMES PLAYED:	All GW games. • Scenery available for both gaming tables. • Many painted armies available for use.
COOL STUFF:	• Regular Newsletter.
CONTACT:	Dan Hall Tel: (01446) 421000

I would firstly like to thank GW for considering my letter that included information on our gaming club in Barry. I would especially like to thank you for helping me to expand our games club and develop it further so that we can attract and encourage more people into the hobby.

Origin

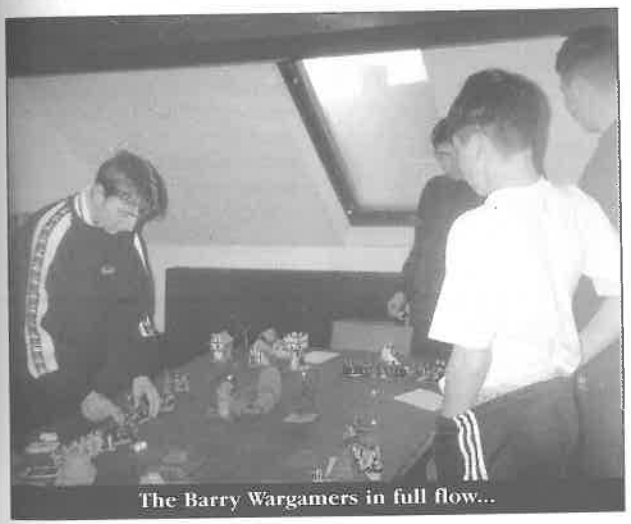
Before the club was set up we used to game within our own houses and garages, of course we were very limited as to what we could play due to the available space and obvious distractions.

Originally we did not have a gaming club we just gathered around someone's house whom we knew and played whatever we were most interested in at the time. I initially thought that a games club would solve most of our problems so that we had the available space and allocated times of the week to play our games. As there was a large group of us I thought that with a gaming club we could organise campaigns and run them successfully at a prearranged location instead of around each other's houses which was sometimes inconvenient. It was from reading some of the articles in White Dwarf which were geared to encourage gamers to look out for clubs and if possible start them up that influenced me to start up a gaming club.

When I decided that we would go ahead and start our games club I worked out prior that it would be necessary to find a venue. At this point I asked a second organiser to help me because he had access to a hall which would more than serve our purpose. Fortunately there were no unforeseen difficulties so our club took off from there.

Gaming

The following games have been played or are currently being played within our club.



The Barry Wargamers in full flow...

continued existence from the club secretary they will be removed from the list.
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Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

Bloodbowl: This was the first game we played at the club because it is fairly simple and very easy to pick up quickly. Also, it can be easily played in a league system, requires only a small number of models thereby being one of the more affordable games and a game can easily be finished within one gaming session, due to the turn timing rule.

Warhammer Quest: We initially played this game as a build up towards real role-playing. Again, this is a very affordable game and has an easy to follow set of rules and could be finished in the time of a gaming session. As our members became more experienced we tended to move onto more traditional forms of roleplaying.

Dan has a serious moment of contemplation

Warhammer: We have just recently began to play Warhammer in a campaign system. Due to the high cost and time needed to paint an army it has taken a while to ensure that member's armies are substantial enough to play a 1500 point battle. This game is only playable on our all day sessions because of the time needed to play a 6' 4' battle.

Necromunda: The main system of this game is very similar to Bloodbowl which makes it successful in our gaming club. Again, it has relatively easy to learn rules, is cheap and convenient for any gaming session our members participate in.

Epic & Warhammer 40,000: This type of game is rarely played in our club because there is a lack of interest and most of our members (who are on the young side) find the rules somewhat complicated. In addition the time needed to play a reasonable game tends to take much longer.

Warhammer Fantasy Roleplay: We have roleplaying games for the experienced club member. This game is always successful amongst our members. It is not always possible to roleplay within our club due to the necessary commitment which is essential for good roleplaying.

We carry out other activities such as:

Painting and Modelling: There are paints available for use to the members and also the tools and equipment needed for modelling We also regularly have scenery making sessions so that we are never short for any of the popular games played and there is enough to go around for everybody.

Game Strategy and rules: We often teach the inexperienced club members tactics, game plan and rules during out of-campaign sessions. This allows for better gaming knowledge and helps players become better competitors.

Almost all of our member's have been to Games Day and a couple including myself

have entered the Golden Demon competition. On a regular basis we pass on information about local GW events to our club members so that we may attend as a club group. Some of us have intentions of entering the Grand Tournament this year if possible.

Members

On average we have ten members attending our games sessions each week. The average age of our members is around sixteen. All of our members, bar two, are regular and attend every week. We expect our members to be committed to their gaming as others rely on their attendance for playing and continuing the campaign and league games which in some cases, such as Bloodbowl, use specific fixtures.

At the beginning of the year a questionnaire goes out to all the members asking what games they would like to play. The results of this questionnaire is then considered by the club's founder members and those games that prove to be most popular would then be played throughout the following year. There is no committee as such but if I feel that a member is committed, has enough knowledge and organisation to run a campaign in a system that I do not wish to run myself, I will let them carry on and contribute to the organisation of the club.

I print a newsletter depending on the demand and also the game that is being played at the time. In the past newsletters have been printed on a regular basis but at present there is not a demand for one. League table and

Go on, I'll do you a swap?

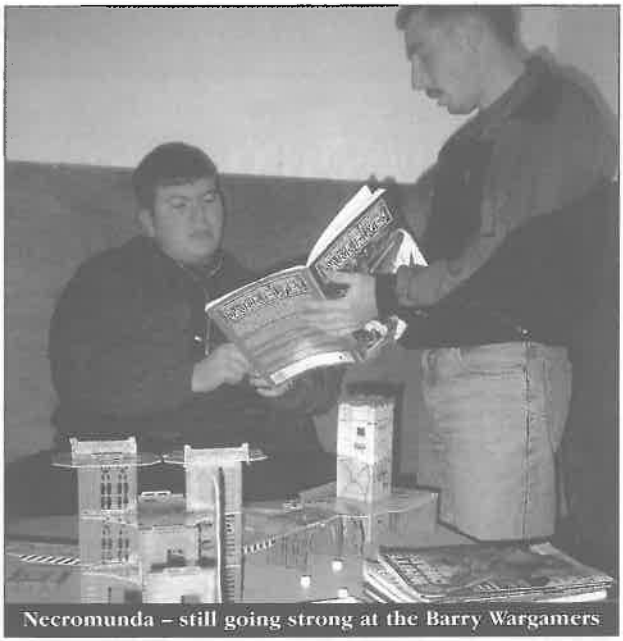
campaign standing are displayed each week so that the member can see where they stand.

Events

We occasionally hold a twenty four hour gaming session in our hall for the members to play any game they wish. Normally we will play a small campaign within this time, if everyone can stay awake!

In the future we intend on holding open tournaments for anybody to attend but an increase in members would be needed before hand. Every year we book coach seats and Games Day tickets for the members who wish to go They are booked at the Cardiff store as soon as they are on sale to avoid disappointment.

If you're in town, do pop by...



Necromunda – still going strong at the Barry Wargamers

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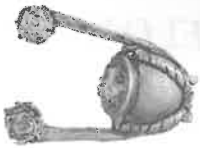

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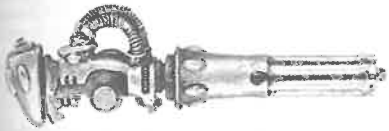

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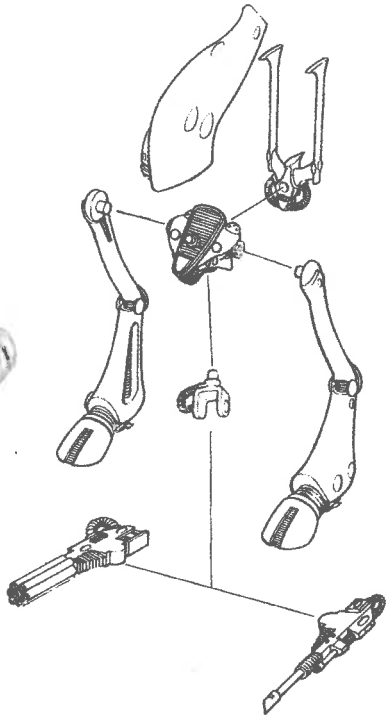

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WRITE FOR THE the citadel Journal™

The Games Workshop magazine by hobbyists, for hobbyists!

The Journal is written *for* fanatical GW gamers *by* fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is – a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

If you would like a full list of writers' guides, send a self-addressed envelope to the address that follows.

1. What do we need?

• **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

• **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory, it's about what's really happening in the Games Workshop hobby.

• **We don't need flowery prose** - we leave that to the INFERNO! boys.

• **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

• **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

• **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

• **This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!**

2. Decide what article you want to write

For example:

- **A scenario for one of our game systems**
- **The house rules that you use in your games**
- **Ideas for collecting, modelling, converting and painting Citadel miniatures**
- **Tips and tactics**
- **A review of a tournament/convention you have attended**
- **Your Games Club**

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

• An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

• A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

• An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

• **Is it Games Workshop?** Your article has to be based on one of our more current games.

• **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

• **Is it interesting?** Try and make it original and innovative.

• **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

• **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

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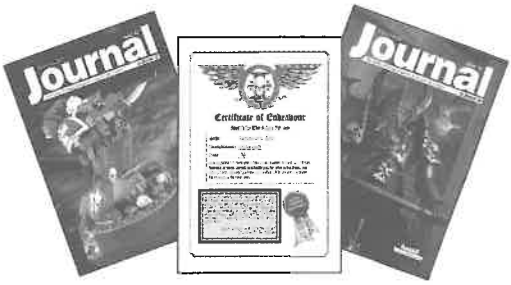
So what are you waiting for? Don't just sit there foaming... Get writing!



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Mailbag

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

Mailbag: Makes more sense than the House of Commons on a good day!

WE LUV IT!

First and foremost I still think the Journal is absolutely top notch and by far the better of the two mags (Journal and White Dwarf!) although I love reading elaborate battle reports in the Dwarf. Beardiness – damned annoying isn't it? After reading many reports of this in the Journal I thought I'd put my tuppence in. I reckon the main reason that starts gamers along the beardy trend is the lack of rules understanding. These people just don't read the rules enough and understand and respect the reason for why the rules are structured as they are.

Generally though I thoroughly agree with Chris Taylor (CJ 32) and only wish I could have put that into words quicker

WEIRD STUFF...

I think the Journal is getting better, but you need to cut down on adverts and figure lists *(Figure lists!! When was the last time you read a Journal, Paul? – Ed)*. The more articles we have, the better it gets. Soon I'm going to get my hands on the Warhammer 40,000 rulebook and codexes (or codices?) so I might be sending in some long army lists for new races (just kidding, I know how much you hate them – so do I!).

I still think that the Journal is absolutely top notch...

A good thing to do would to be to leave Warped Visions to the Inferno! boys (and girls), because without it you would have an extra one to three pages for extra stuff.

Another note: when's Man O' War going to be re-released? And what about Talisman, and Warhammer

Visions is by amateurs whereas the artists used on our other publications are professional, established artists. We're not really going to miss three pages are we?

I'm not sure if Man O' War is ever likely to get re-released but I wouldn't be surprised if it does get re-written at some point.

And as for the copyright notice it is worded in a bit of a jokey manner admittedly but all it means is that as soon as you sign the permission slip we own your soul... no, er... all it means is that we can publish your articles without you suing us or anything silly like that (phew! They don't ask much do they?). – Ed.

FANCY A BITE?

I would like to tell you some thoughts about the new Vampire Counts Warhammer army. I think it would be dead cool if every time a Vampire killed five models they restore a lost wound and I My suggestions are: Wood Elf assassin, a pack of Baying Hounds for Orion, multi part Wood Elf Glade Guard, Glade Riders, and Wardancers.

4. Primarchs for Space Marine armies would be great.

5. I have noticed a lack of new miniatures for Tyranids and Necrons. We want more!

6. In Warhammer the Chaos Dwarfs have disappeared. I don't think they are a retired army and yet I can't find any in my local GW.

7. We want less Undead and more Dogs of War.

8. I was thinking it would be brilliant if you could bring out Star Wars miniatures, I'm sure they would be really popular as the Phantom Menace has gone down a bomb at the cinemas. I wouldn't bring out an army but the characters on limited edition just like with Lord of the Rings and Kal Jerico would be brilliant. I

fantasy still to come! As for Star Wars I think the licensing costs of producing their merchandise would be astronomical but that not withstanding we wouldn't dream of making toy soldiers unless we had devised the background.

Lastly, there's a free issue of the Journal and lotsa goodies to anyone brave enough to tackle the Wood Elf Fortress or Dwarf King on 'Mad Cow' projects! – Ed

DA BLADERZ R BACK

I would like to thank Robey Jenkins (Mailbag 32) for his kind words about the BladerZ article (CJ 28). I have had some feedback locally regarding the article but I am interested to know if there re any other BladerZ fans out there. In particular I would like to know of any PakkZ that may have been formed and of any outstanding victories using them in Gorkamorka. Also I would be interested in any modelling ideas for

that into words quicker Talisman, and Warhammer killed five models they restore a lost wound and I of the Rings and Kal Jerico would be brilliant. I Gorkamorka. Also I would be interested in any modelling ideas for

than he did! I can also second most of the things he wrote (with the exception to the Earth's Curvature rule – now that's a new one!!)

Two quick notes on my opinions on improvements. Go back to the old way of showing Mailbag; that is down the page rather than across two (it's easier to find an article that you remember when it becomes relevant to what you're doing). Secondly, I think Dok Butcha's Klinik is superb and wish it could be larger. Tips 'n Tricks are always handy even if they're silly little things. Speaking of such: always lick your paint brushes, it keeps them in better condition. It's been proven!

– Chris Frossin, Derby

We also think that Dok Butcha's Klinik is just ace and are going to feature more conversions. As for Mailbag, what does everyone else think? – Ed

Quest? You managed it with Blood Bowl, so why not do it to these three games (I was too young for the first two when they came out!).

Last but not least, please explain the copyright notice in plain English! At the moment, it's weirder than an Ork Weirdboy! (moral rights and privileges, do you really expect people like me to know what they mean?)

Okay, I've got to go now, it's time for my 'special' medicine. Until next time, be brave, be strong, but above of all,

BE EVIL!
MUHAHAHAHAHA!

– Paul Waring (AKA The Sadistic Chaos Player)
pwaring@postmaster.co.uk

Right, where do we begin? Warped Visions is a good forum for up and coming artists to have some of their work published and get noticed. You will notice that the art featured in Warped

think the Black Coach shouldn't be as hard as it is because my brother (Andrew – from CJ 27) always beats me when he uses it!

P.s. I think the Journal is really supergroovy and the new Vampire Counts book is too cool.

– David Judson, Leicester

MORE, MORE, MORE!
Here are a few suggestions for future releases that we want to see:

1. A Warhammer version of the popular 40K battle force sets: a Wood Elf Wildhunt, Chaos Warband and other groups along these lines.

2. New Dwarf products. Dwarfs have had no attention for ages. Here are some suggestions: Dwarf slayers riding Highland Cattle, Dwarf Chariots, and Dwarf King on a Mad Cow

3. Also some new Wood Elf stuff is long overdue.

would buy all of them!

9. One thing I would love to build would be a Wood Elf fortress/tree house so obviously an article about how to make one would be perfect.

10. Since Battlefleet Gothic has come out everything has been all science-fiction but what about Fantasy? I think it would be brilliant if something like that came out for Fantasy with tall ships sailing all over the Old World blasting each other to pieces!

Hope you consider our ideas.

– Jamie and Euan, Scotland

You know, we bring lots of stuff out every month and it's still not good enough for some, they want us working day and night! Well lads, you will have been seeing loads of new fantasy stuff with the launch of the mighty Mordheim game, and there's plenty more

BladerZ. I am currently working on rules for use in Warhammer 40,000 so if anyone has any ideas send 'em in.

– Pete Woods, Newport

Dwarf Slayers riding Highland cattle, Dwarf Chariots and Dwarf King on Mad Cow!

AYE, ME FEELIN' DAT
I guess that you could call me an 'established' gamer and have been playing fantasy games of one sort or another for eighteen years. My partner describes me as 'past my prime', but as she puts up with (literally) thousands of figures littering the house, I can't really complain. I mainly play Warhammer and have armies of various sizes for most races except Empire, which (for some reason) I don't seem to have collected many of. I am particularly fond of my

Undead, Wood Elf and (ever expanding) Chaos armies.

I have slowly been getting into Warhammer 40,000, especially since the introduction of the excellent Dark Eldar. Besides these very nice figures, I also have Imperial Guard, Space Marine (Dark Angels, Space Wolves, Legion of the Damned and a chapter of my own called the Emperor's Pathfinders) and Eldar armies.

As an ageing wrinkly, I relish converting almost every character model I paint...

Reading's store manager thinks I have the coolest job in the world – I blow things up then measure the physical properties of the explosion (which is the boring bit). It does have its good points, but when I am standing in the middle of a field up to my ankles in mud (and other

Sorcerer. However, it would be great if there was a mounted Chaos Sorcerer model or even better, a mounted Chaos Sorcerer model for each of the three, magic-capable, powers and one for Chaos-Undivided Sorcerers too.

Here are a few rule house changes I have come up with. These have been used in various battles over the past six months and seem to work OK.

Marauders have spears as an optional weapon giving a +1 Strength bonus when charging on horseback. When using Marauders as light cavalry spears seem more appropriate than flails – the concept of warriors swinging a two-handed flail while charging on the back of a warhorse just doesn't 'feel' right.

The current rules for the Legion of the Damned Space Marines state that on the D6 roll of a '1', they mysteriously vanish. An 18% chance that a

what else is available.

From Warhammer there are a few new (well, not new but re-introduced!) troop types I am working to bring back to the game.

Bombadiers: These are characters who are assigned to batteries of War Machines, primarily to make them more accurate (and secondarily to challenge attacking characters on the back of flying monsters that inevitably come to call).

Sappers: The thought of fences and ditches messing up the opponent's battle plans brings a wide grin to my face even as I type. Now that the new siege rules are established, undermining an enemy's stronghold are things that dreams are made of. I realise that this is touched upon in the Siege book, but specialist teams add another dimension.

I have many other ideas. Some of the ideas are based on articles I have

lot with my crossbows they'll be running away in no time', then there's some who go' oh s***, how many Goblins' (although they do tend to be the newer, or more easily intimidated players).

The point is that it always raises an eyebrow, if not a titter. I have two hundred strong regiments of Goblin spearmen, often led by Big Boss Ankle Biter. These tend to be the focus for a lot of attention by my opponents. However, this gives me the chance to play a smaller less attention seeking unit that ends up causing aggro for the other player. I'll often use Squig Hoppers on a flank as they tend to get in close and do a lot of damage, bouncing up and down little rows of troops. Then my opponent wishes that they had paid less attention to numbers and gone for the Squigs instead. Owning a 17,000 point Orc and Goblin army is a lot of fun, of course it is rare to field

like most players I have a vast amount of boxes in which sit, unpainted troops queing to be next. The Dogs of War have been patiently moving towards the front of the cue when, out comes Battlefleet Gothic, so they took a back seat again. Of these the Dwarfs of almost 15,000 points were used last year, allied with my Empire troops against the Orcs, in a huge 35,000 point battle at the Chelmsford store. We had twenty or so players, fighting over a huge specially built Fortress some four foot tall on the table. The result was a great Sunday battle which the pesky Dwarfs won hands down.

The point is with these armies I can plan, and play campaigns with visiting players using my forces to bolster their own. The results are often several day long battles that result in true carnage, but a lot of fun. Now I am an officer of the law (belay those hisses and boos

ankles in mud (and other

An 18% chance that a

based on articles I have

course it is rare to field

those hisses and boos

stuff you tend to find in fields where cows have been) and its 1 degree C, raining with a stiff breeze making sure that I get nice and wet, it is hard to see why I keep doing it. I guess that it's because I am, in fact, quite mad.

As an ageing wrinkly, I relish converting almost every character model I paint (and quite a few of the rank and file too). I am working on expanding my Warhammer Chaos army at the moment, working on a Marauder (and Ogre) Chaos Army and a large Tower for them to live in. Hmm... converting a unit of ten Marauders on horseback is proving more time consuming than I thought, but I digress.

One thing that I think is missing from your range of figures is a mounted Chaos Sorcerer. I know that Chaos Sorcerers can wear Chaos Armour, thus almost any Chaos Warrior figure, suitably armed, can be nominated as a Chaos sizeable portion of your troops will disappear every turn is a bit much. How about the following:

Roll 2D6 each turn. The Legion will disappear from the battlefield on a base roll of 2, modified by +1 for each squad member (up to a maximum of 10 models). The test is made at the end of each of the Legion's turns e.g. if the squad has 10 members at the end of their turn, they will disappear on a roll of 12, if the squad has 5 members at the end of their turn, they will disappear on a roll of 7 or more, and if the squad has only 1 member at the end of their turn, they will disappear on a roll of 3 or more on a 2D6. This keeps things relatively simple, while making using these troops worthwhile (and makes one think twice about how they are used). The figures are excellent, but the troops they represent are just not worth the points when compared to picked up from the internet, but a large proportion of it is original. The original work includes: 2 new races, a 'Necromancy Inquisition' variation on the Bretonnian Army (which I am in the middle of play-testing as I write), a few Regiments of Renown, short stories, and a variety of other miscellany.

– Rob Walker, Salisbury

Sounds great to us Rob, when are you going to be sending us some piccies of your models to go with the articles that you are obviously writing for the Journal, eh? – Ed.

IN PRAISE OF BIG BATTLES

There is nothing which quite makes me smile more than the look of an opponent who sees the size of a huge Goblin regiment set up opposing his regiments of twenty or so. Some go for the 'you'll take all day to set that lot up', others 'so if I hit that more than 5,000 points in one go but it does give me the scope to field armies which give me a lot of enjoyment, if not a lot of victories. My fifty strong Wolf Riders regiment has never won a battle, they always run off tails between their legs, however, as a couple of smaller skirmish units they have had a lot of success

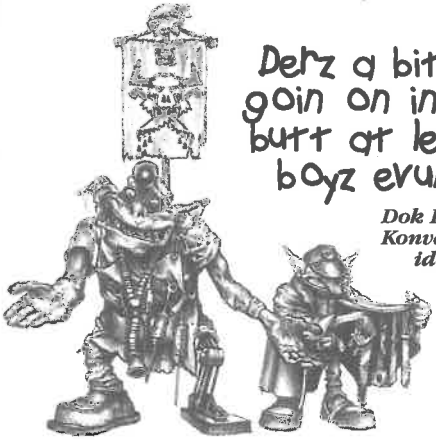
It always raises an eyebrow if not a titter

and so are still being fielded. So much so that they had the benefit of a re-paint recently to unify them. Another look I love to see is the old, 'How many regiments of Night Goblins, where the hell did he hide the Fanatics then?'. Some players go to great lengths to avoid such units, often when the Fanatics aren't even there.

I own several large armies. High Elves, Wood Elves, Dwarf,Orc and Goblin, Empire,and Chaos. And please) and can afford to buy these size armies, so I realise that there cannot be too many others whose other-halfs allow such extravagance. I also have a whole room in which to place tables for large battles as well.

If any readers get the chance, I highly recommend setting up these large scale slaughters, you just cant beat them. But plan ahead, place the agreed troops out before the players arrive, it allows for playing, not setting up time. The great shame is, the games clubs don't have the ability to leave these type of set-ups out for long periods. There is a lot more fun to be had losing (lets face it some of us are on 50/50 victories at best) if you must with a large battle, and a good group of friends, than losing all by yourself.

– Gareth E Williams, Essex.



Derz a bitt ov da stiff uppa lipp goin on in da Dok'z klinik diz ishoo butt at leest datz followd by sum boyz evun if dey iz a bitt fick!

Dok Butcha, with his faithful Gretchin assistant, Konvertit, bring you conversion and modelling ideas for the novice and expert alike. If you've got any ideas – however crazy – that would appeal to the hobby worldwide get in touch at this address:

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(check out the inside front cover)

JELLY CLASS: Lesson 1

'Jelly man' Neil Rutledge from Coldingham, Scotland has been at it again and this time he's excelled himself. Neil has so many converting projects in the pipeline that we could give him half the Journal to fill on a regular basis and then spend half the day down the pub (nice one Neil – keep it up! – Ed). Now we all know that Neil has an incredible eye for detail and that his conversions are precision built models so there is always a lot to be gleaned from his jelly fuelled rants.

This is the first installment of what we hope will become a semi-regular visit from the great man. In these articles Neil hopes to invigorate your conversions with tips and simple ideas building to precision modelling projects. This lesson concerns itself with Praetorian conversions specifically and general army commander ideas. Future projects will concern specific conversion techniques showing step-by-step how to get incredible results. Other ideas will involve theming and personalising whole armies.

Read on, enjoy and surf the crimson wave of jelly!

Bugler sound the advance...

The Emperor's will holds sway over vast reaches of space, thousands of stars, countless millions of subjects and a vast array of fighting forces. All this variety is bound to hold many fascinations for many different people. For some, an Imperial army means the proud traditions of the Adeptus Astartes. For others, it is the earth-shaking rumble of the armour of the Imperial Guard. For me, all this is rather plebeian.

Frankly, I reckon there's no point in being Imperial if you're not going to be imperialist! So, pick up your pith helmet, put down all vestige of political correctness and give 'em eight inches of cold steel! You don't need a Leman Russ to bring correct grammar and decent sanitation to foreigners and other aliens across the galaxy or, if you do, you are neither a soldier, nor a gentleman: All it takes is a lasgun and plenty of pluck.

In the light of this balanced and right-thinking attitude, *(Neil, the jelly's starting to flow heavily again! – Ed)* it is perhaps no shock that I thought the Praetorians to be the best thing to join forces of the Imperial Guard since the snap-lock bayonet. My Tallarn Desert Raiders were immediately obsolete. Well, they were actually converted into two frothing new Cawdor sects. A kind of honourable discharge that left the field clear for some

17th Lancers of the Praetorian Regiment

new Praetorians. I always feel, however, that a gentleman of the Imperium should be an individual, cultivate a certain eccentricity even. Standard figures and paint schemes were thus closed to me. Accordingly I opted for a more '1890s' rather than '1870s' feel and adapted a khaki colour scheme. (If one can have an '1890s' feel in the forty-first thousandth century). I also fixed plenty of bayonets. These are easily made from Space Marine combat knives: Just cut a rectangular section out of the top of the handle and glue the knife under the muzzle of the figure's lasgun. There was still something missing though: Moustaches were correctly waxed, upper lips were suitably stiff and steel gleamed in an appropriately cold fashion but something was missing! The answer came in a bolt of uplifting inspiration as I brooded, disconsolate, after my wife had banned me from waxing my own moustache, having my beard trimmed into an 'imperial' and wearing a monocle *(I say, dashed bad show old boy, what! – Ed)*. The army lacked the thunder of hooves, the peculiar dash that only comes with the cavalry regiments! I needed some lancers! It didn't take too long to sort out and I thought the effort well-spent. If you have Praetorians in your own army you might like to have a go yourself. Certainly judging by the number of people at Games Day who asked how the figures were converted, it seems worth-while to offer some more detailed instructions.

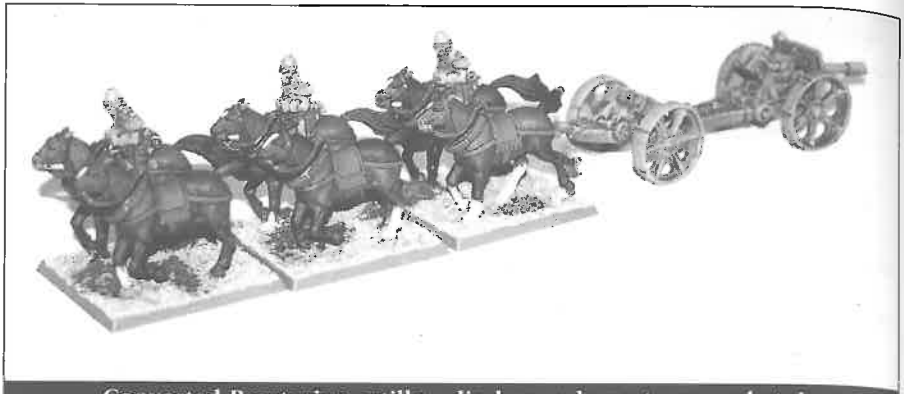
One's Mount

Firstly the horses, easy-peasy, - bog standard plastic ones. The only necessary tip regards filling and smoothing the joins between the pieces of the model. Basically, if you just glue the horse together, the joins will show. It's pretty easy to avoid this, however. The join on the horse's rump... (is rump the correct horse word? I'm more of a bird man, ooh matron!)... the join on the top of the rear of the horse, can be smoothed out by being a little generous with the polystyrene cement and then carefully scraping down the join with a modelling knife. The join between the horse's head and the body is harder. The best way to tackle this is to roll out a thread of body putty and smooth this into the join with a damp knife. The key point is to do this before you stick the figure on the horse. I didn't for my first conversions and ended up with some pretty rough joins.

Those Brave Chaps

The figures themselves are considerably more fiddly and there are a range of options. Several of the Praetorian figures might be used but I wanted a more uniform appearance and restricted myself to the bearded sergeant, the bugler and the standard bearer. The easiest conversion option is to simply cut off the basing tab and saw up between the figure's legs.

Converted Praetorian artillery piece



Converted Praetorian artillery limber and gun team – whato!

You can then bend the legs apart and, by cutting bits out of the horse's saddle, jam the figure on the horse. This is relatively easy but produces a pretty stiff looking trooper! The other two options are more complex but produce a better pose. The first step for both options is the same, to razor-saw off the belt pouch at the back of the figure. (This is stuck back later and helps strengthen the conversion.) Once you have done this you can then take either the lower body from the figure you have just cut in two, or the legs from the bolter/autocannon gunner. (If the latter, you will have to saw off the holster, again you stick it back afterwards.) You then saw the legs off the lower torso. You next have to (bizarrely) stick all the bits back together again! Sawing them up, however, means you can drill, pin and glue them together in a more realistic pose, aided by the ubiquitous body putty. Drilling and pinning techniques have been covered in other Journal issues. If you're not sure about pinning ask the folks at your local store but, to be honest, if you've not practiced this method before, I would recommend you pick something easier than these conversions to start with!

When you are at this saw-wielding stage, it is useful to think about what weapons you want the troopers to have. You may not wish to add the weapons until later but this point might be the best time to cut away unwanted banner poles and to drill hands. I wanted my unit to be lancers and it is very easy to cut away the pole from the standard bearer and to drill the figure's hand to take a lance from the bitz box. For further variety, I also replaced the chainswords on some of the figures with laspistols (the Necromunda weapons sprues have several suitable examples.) A further tip for this stage of converting the figures, is to pin them together on the horse. I usually do this with infantry-to-cavalry conversions as the horse's body provides extra support for the rider as you are constructing him. The thing to remember, though, as I've already mentioned, is to fill in the joints on the horse prior to this stage, or it becomes a much more awkward task.

Equipment What!

Once you have completed this rather fiddly stage you're nearly done, the only thing being left to do is to add lances or pistols to those figures that require them. You could also add lance pennants, if you wish. I certainly think they finish the figures off and I make mine very simply from stiff paper. Mind you, you could always model on stirrups... but not even I have enough *jelly in my head to be bothered with that!

Bring up the twelve pounders...

The lancers, however, were only one part of the plan, so far as extending my Praetorian force was concerned. I reckoned that the normal artillery pieces didn't fit with the '1890s' atmosphere I was trying to create. Some horse artillery was the answer and I was confident it could be converted pretty easily (in fact the artillery conversions are much more straightforward than the lancers.)

The horse teams are just ordinary plastic horses with the metal head from the Bronzino's galloper gun

horse. For stability it's easier to mount them on a double horse base, just stick two bases together with body putty. Putting the horses in pairs like this also lets you vary your team size easily. (I use six horses for a lascannon or autocannon and a four-horse team for a heavy bolter.) To attach the limber I simply stuck a bit of plastic strip to the rear legs of a pair of horses and glued on the hook from the ork war trukk. If you wanted to, you could model an accurate harness from thin plasticard, metal foil and fine chain. This would certainly make for an impressive model but if you are going to use your figures for gaming, I recommend leaving it off. You won't have the extra detail but the models will be much tougher and stand the handling better.

The riders are also very easy to make. They are just the upper torso from the bolter/autocannon gunner joined to the legs from the very first rough-rider model.

Converted Orc Big Bosses

These legs are still available from Mail Order as part number 072058/1. Now, using these legs is a lot easier than the drill and pin process I used for the lancers, plus they have some nice extra kit and stirrups cast on them! The problem is that they are a little out-of-scale for the Praetorians, being a bit on the large side. It helps if you cut off the soles from the enormous, Judge Dredd-style boots but they still looked a bit silly on the lancers. I didn't think they looked so bad on the artillerymen, though. I'm not sure why. Perhaps the large horse collar helps counter balance their extra size.

Space Ork Stormboy

At any rate they're a much easier option and you could also use them for the lancers, if you wanted a faster conversion.

The limber and guns are a doddle! The limber is just the old, small ork artillery chassis (as used for the splatta cannon) with the appropriate plastic wheels, a hook from the Ork War Trukk glued on the back, and a chest from the bitz box stuck on top.

The standard lascannon and gunshield fit the larger, old Ork artillery chassis (as used for the Traktor Kannon) without any tweaking at all! (I'm sorry, I haven't the part numbers for the two chassis, but Mail Order will sort you out.) You can convert the autocannon in the same fashion as the lascannon (not illustrated) but to get a neat fit you will have to saw a section off the base of the cannon barrel.

Finally, a heavy bolter on a galloper carriage can be made by using the standard bolter, shield and carriage but substituting the large plastic wheels for the model's normal ones. To get the larger wheels to fit you

Savage Orc Big Boss on carnivorous bird!

will have to extend the axles, however. I did this by cutting down a pair of the old-style, plastic, Ork boltas, sticking them on front of the carriage and drilling them to take wire axles. You could easily substitute any similar pieces, though. While you are at it, you can then convert a standing bolter gunner. Just fix the standard torso to the legs of one of the figures you have turned into a lancer.

The end result of all this manic sawing should hopefully be some atmospheric, new Praetorian models. They can be painted up to fit your existing force, or if you wish, you can use bubonic brown and black/brown ink mixes to achieve a khaki effect, as I did. After that, all you have to do is go forth in an appropriately bold and sporting manner and be a credit to the old school and the Empire!

Converting Commanders

It is probably apparent by now, that I am pretty keen on converting miniatures. Different people convert figures for different reasons. My conversions come about because, however vast the Citadel range is, they don't quite make the figures that match up to the weird visions that fill my head. Accordingly I have to make some last, fine adjustments. I've got this bug very badly now and it is not an exaggeration to say that over 80% of the miniatures I produce are conversions of some type or other. Not everyone is quite so extreme but many folks are keen on starting to convert their figures and I'm often asked where the best place to begin is. Converting a whole army is probably a bit ambitious but a very good starting point is with unit commanders and similar leaders. Leaders and personalities should stand out from the rank and file, after all. They are a great way of personalising your armies, yet provide a gentle lead in to more involved projects. Over the years I have found that, infinite though the range of possible modifications may be, there are several basic types of leader conversions that I carry out again and again. I have attempted to list and illustrate these and they may provide a few ideas.

Using a Different Figure

This is the easiest type of conversion and may not involve any converting at all! Scan your Citadel Annuals. You can just do this in spare moments, sitting on the bog, or whatever.

Alternatively you can combine the process with fasting; a special diet (try

Savage Orc Zulu conversion

curried chick peas); some form of mental relaxant (try a good Islay malt) or some other discipline likely to enhance your inspiration. Sooner or later visions will come. Do not be alarmed! This is, in fact, what you're aiming for. You will notice that, however neatly organised the pages may be, the figures start to wander about. You will see Blood Bowl Orcs wanting to masquerade as Warhammer Orcs; Delaques sneakily becoming Chaos Brood Brothers; Chaos Warriors grabbing bolters and plunging into 40K; Tallarns covering their faces and becoming Cawdors. It never stops, well so long as you keep on the chick peas. Some of these errant miniatures may be persuaded to stop their peregrinations *(hang on, I've got the dictionary out! – Ed)* and become unit leaders for your forces. An example is the Catachan sergeant th`at I turned into an Orlock gang leader. It's an easy-peasy conversion. A simple change in paint job would do it. I also filed off the Imperial guard insignia but you needn't even do that (the Orlock factories produce tonnes of equipment destined for the guards, I'm sure not all of it gets to them!) I also added a characteristic Orlock 'apron' made from the foil of a tomato purée tube (a by-product of all those curries.)

Changing Weapons

It is likely that if you swap ranges with your figures, you may have to do some weapon swaps, too. My Warhammer, Empire army is a crusading order with a highly religious profile. I wanted some Priests Militant to lead various units and found the perfect answer in the Necromunda Redemptionists. The example shown was a very straightforward conversion but his Necromunda armament needed replacing. The newer, multi-pose box sets will give you an abundant source of spares for such projects. My priests can easily be armed with Empire soldier swords and pistols can come from Mordheim figures or the Long Drong Slayer sprue.

You don't need to change ranges to do weapon swaps, though. Such substitutions are a good way to quickly personalise the existing commanders in a given range. The Savage Orc Big Boss is an example of this. I removed his stone clubs and gave him a spear and shield. The spear is made from brass rod and a Boar Boy weapon and his shield is nicked from a historical Zulu. This conversion also shows that by simply changing your paint schemes you can really personalise your figures. All my Savage Orcs are from the Southlands!

Warhammer priest conversion

Extra Kit

Another very simple way to convert your leaders (or, indeed, any figures) is to give them extra equipment. The Bionik Boy is a Squad Boss from my Freebooterz army. The Freebooterz are led by the maniacal Dokter Deth and Orks don't get into the force in one piece, they are all Bionik in some form. The Bionik limb came straight from a Necromunda Pit Slave. I also give most of these orks back packs. This makes them look more battle-worthy and hides the annoying (to me) glyph plates. This Boy'z Pack came from a Gorkamorka biker with a few extra, plastic, Ork weapons strapped on with slices of the ever-useful purée tube. You can even make buckles with the aid of a little careful cutting and some fuse wire.

Head Swaps

Swapping heads is often a bit more complex than the strategies described so far. It is a great way to make unique leaders, though. The example I've provided is a Boss for my Ork Rokkitjaeger (Storm Boyz.)

These are part of a particularly jelly-like project that has rather foundered of late. Perhaps one day... At any rate, a unique model was created by taking the head off a Deathskull Loota and using it instead of the figure's normal head. For this kind of thing you'll need to get out the razor saw and the work can be fiddly. Alternatively, with so many of the new figures coming with separate heads, you may be able to do some direct and painless swaps.

A Special Mount

One of the things that often set leaders and personalities apart is some kind of special mount. For 40K figures it might be a creature but is more likely to be a special vehicle; for instance all of my Freebooter'z Big Bosses have their own, personalised, dreadnought. For Warhammer figures this is likely to be a fantastic beast they ride into battle. I'm not a great fan of huge dragons and such like but I often add bits and pieces to my unit leaders' horses or warboars.

When it came to the mounted, Savage Orc illustrated I had to do a little more, though. As I've said my Savage Orcs are Southlanders and I wanted something different for their cavalry. It needed to be distinctively Southlandish. Reptiles and giant vultures etc. were too similar to the war beasts of other armies. I didn't want more warboars, although I toyed with the idea of trying to turn them into warthogs! This was going to be far too time-consuming, however. Elephants seemed a bit too normal, war hippos a bit too silly. The eventual answer; a giant, flightless, carnivorous bird. This looks quite impressive but is very easy to make. It is the head, legs and tail of a old Lord of Change pinned together on a wire armature. A body is then built up from (appropriately enough) body putty. You don't even have to detail it, if you down another couple of curries and make a saddle blanket from a tomato purée tube! The Orc himself then had his legs sawed off and pinned back to fit the creature, was festooned with grisly trophies and given a new weapons fit.

Catachan Orlock

All of the above techniques will help give you unique and impressive unit leaders. For me, though, the real secret of successful converting is telling stories! This goes back to the business of strange and wondrous visions! There is absolutely nothing wrong with a straight-from-the-army-book army but you can have a whole lot of extra fun if you begin to make up your own history for your army and its units. This will also help you produce great ideas for conversions.

The Black Orc figures illustrated are both examples of how my background stories influenced conversions. I have a whole mythology for my Orcs, part of which involves a cult of head-taking.

Boss Orcs gain prowess by decapitating their enemies with one blow. Particularly revered Orcs can do this with either hand, hence the appropriateness of a double-axe-armed Big Boss, liberally be-decked with the heads of his victims. The other figure is also tied in with my Orc background. The Waaagh! that my army represents wandered on a long trail of carnage guided by a huge bull, sacred to Mork. The bull is supposedly possessed by the spirit of the god and the most holy (or spaced-out) Orcs who go into battle with it usually end up in a state of frothing frenzy.

The guardian of the sacred bull clearly had to be a pretty crazy looking Orc. The old Morglum Necksnapper head made a suitably wild replacement for a normal Black Orc bonce, the large helmet horns also being appropriate for a bull guardian. I then gave the figure Morglum's arms to further individualise it. Two new plastic weapons provided better balance and also kept up the theme of ambidextrous head-lopping.

I suppose of this sort of thing could be considered a bit weird but it keeps me off the streets and I end up with some pretty original miniatures. Why not have a go? Down your chickpeas and agavulin and reach for that purée tube!

There'll be more jelly and madness next issue til then, keep on converting...

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Boggo Clubfoot, you wait til I get you 'ome!
Yee-ow... Dakka! Dakka! Dakka!
Cake, we demand more cake...
Oldfield, who ate all the pies?
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